



DWQ

Da_Warpath Quarterly



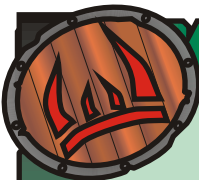
THE Place for all things Green!

ISSUE 8

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2007



GOBLINS!



EDITORIAL

By: Warlord Ghazak Gazhkull

Hello

Welcome to a new issue of the DWQ, I hope you guys all enjoy the read. We had a little delay but that is because we wanted to include a small bit on the efforts the Greenskins are doing in the Nemesis Crown Campaign. Because of this campaign we almost have 4000 members on the boards, which is a pretty massive number for any forum.

In this issue we also have a battle report where two massive 4000pts armies clash with each other and I'm commanding the Goblin army. It was a nice battle and thanks to my opponent who needed to have a bit of patience when I was writing down the more important stuff from the battle.

This time we unfortunately don't have a massive Waaagh article, so if one of the readers has a Greenskin army of 10 000pts or more send me a pm and I send you the details and the deadline.

Also with next issue we will have been around for two years so the editors and I will try to make something special from it.

Enjoy the read and till next time

Greetz
G



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DA GOOFY WUN

By: Goofycabal

First off, let me make a few apologies:

- 1) This issue is late due to wishing to include some details from the first week of the Nemesis Campaign.
- 2) Due to time constraints and other obligations, I haven't finished the model in the Sneak Preview from last month.

Other than that, we've got ourselves a very good issue this time around, one that focuses on Goblins for the most part (as you should have guessed from the cover).

A lot of people tend to overlook their Goblin units in preference for the 'more hitty' Orc units (and Trolls; Giants and Chariots). Hopefully, the articles in this issue can show you how fun Goblins can be (to convert, paint, play with etc) and convince you to take some more of the little blighters in your mixed horde, or to try out an entire Goblin army yourself!

In addition to the Goblin articles, we've also got a bit of coverage on the Nemsis Campaign. If you haven't already registered to contribute to the campaign, then what re you waiting for? We've got a lot of plans for the campaign on our own forum (there's more details online than I can cover here, so make sure to check it out) and there's plenty of stuff on the Games Workshop website about the entire campaign.

And if that hasn't swayed you to sign up and contribute, then make sure you check out page 4 of this issue of Da Warpath Quarterly. That should help you make up your mind...



goblins? NOT ORCS? dat's more like it. oi neep trust dose big dumb ORCS much anyways...

yeah, but weee's need ter get master goofy to get e'erywun ter write abart snotlings next time...

yeah! dat's a great idea!



GAMES WORKSHOP NEWS

By: Goofycabal

Nemesis Crown Campaign

Well, if you hadn't been paying attention, (maybe you should), Games Workshop's latest world-wide online campaign has already started. Its not too hard to find information about this, so I'll let you find out more stuff yourself...

Suffice to say, all of the factions have started to post their battles and the campaign is looking fairly close at the moment. Unfortunately, Orcs and Goblins aren't doing so well at the moment (although we usually have more games posted than anyone else) so we really need you guys to get in there and break some heads and win us some games!

Even more importantly - make sure to take part in the GW-run 'special' games. These are the ones run in store and so forth by Games Workshop. Bring as many of your mates along to those as you can to try to gain us the wins. But don't forget to post you other games though - every win still counts for us!

Greenskin Releases

If you hadn't already been aware of this, the new plastic Black Orcs are on the shelves now, as is the new Gorbad Ironclaw model. These are both excellent releases and even if you don't want to use Gorbad as a Special Character, the model will make a perfect generic Black Orc Warboss on Boar.

Keep an eye on DWQ9 as we will be covering the new Black Orcs with some conversion ideas and show you how flexible the new kit is.

Mighty Empires

Okay, this one doesn't directly affect us Greenskin players, but for those of you wanting to run campaigns of your own (perhaps the Nemesis Crown Campaign has inspired you) this looks like a great supplement. With the ability to quickly create campaign regions and with a book full of special rules and campaign ideas this should help any budding campaign player.



DA WARPATH NEWS

By: Goofycabal

Colonial GT

Unless you haven't paid the Orc and Goblin Stronghold pages a visit, you should know by now that KevinC proved to us all that an all Goblin army can be used to win a Grand Tournament.

And not only is the list he used a Goblin list, but its actually a pretty good all-rounder list too. In other words, its not a list that is 'Fanatic / Warmachine/Magic Heavy', but includes all these elements in a balanced manner.

Great work Kevin!

So, if you've also got some great stories about how your Goblin forces have been doing, then please don't hesitate to drop in to the Orc and Goblin Stronghold and let us all know about it. Or, drop in and have a read of KevinC's experience. It'll be worth the time for any budding Goblin player.

Forum Revamp

Might seem odd to some of you that we're mentioning threads from the News forum from Da Warpath, but oddly enough, not everyone reads the News forum. Not sure why, as there's important stuff in there when need-be. Anyway, one thing you guys might have missed is the thread on the Forum Revamp.

We've held off on doing so at the moment for a few reasons (which will become apparent later on), but we're still keen on feedback from all of you.

In previous issues of DWQ we've shown you some of the sample forum icons that WarbossKurgan has been working on for us, but we still need you to tell us whether you like them or not. But most of all, we need you to tell us what you think of the suggested new look for the forums themselves. You'll find all the important details here:

[Http://z3.invisionfree.com/Orc_Goblin_Warpath/index.php?showtopic=17619](http://z3.invisionfree.com/Orc_Goblin_Warpath/index.php?showtopic=17619) including a sample page to download and check out. If you've got any further suggestions, comments or questions the also make sure to use that thread to talk about it.

We really want to make this new look something that stands out for everyone, so we need as much input from you guys as we can get!

Warhammer 40K 'Fluff' Competition

Well, there might not have been much of a turn-out for this competition, but it was still held anyway (popular opinion is that most people were too busy getting ready for the Nemesis Crown Campaign to bother with a 40K based competition).

Look out for DWQ9 if you missed the competition, as we'll include the winning story here for you all to read.

And also keep an eye out in the future for more 'Fluff' competitions. Although the turn-out was low this time around, we know we've got a talented bunch of writers out there. And we plan to get them writing!





THE DARK WARRIOR PART 3

By Gaargod

A quick swing at the neck decapitated the first skeleton warrior with a simultaneous stomach stab to the nearest zombie. With an inhuman flexibility, Alucard pushed off into the air to lash out with both feet and crush two ribcages of the nearby walking dead. Landing catlike he swiped out with both swords to send a pair of wights to their doom. Then a dread creature, an insubstantial wraith, appeared to drain the life force of the Dark Warrior, only to find itself being repelled from his form. Nothing could touch him as he waded through enemy with an every widening trail of destruction behind him.

Finally, after slaughtering many of the dead some of who were still being resummoned, he reached the entrance to the tower. A mighty blackened steel door, adorned with many blood-splattered skulls and bones, its very frame an image of evil. It was however, a very effective gateway, barred and reinforced by both the steel and runes hidden to the normal eye but painfully obvious to the Dark Warrior. Sighing, he lifted a sword and placed just the tip in contact with the door. Sparks and fizzes burst forth, a strange and unpleasant whiff of dark magic colliding with something entirely unnatural to this world. Whatever the means, Alucard's curved sword prevailed and, with an ear splitting scream of protest, the doors opened.

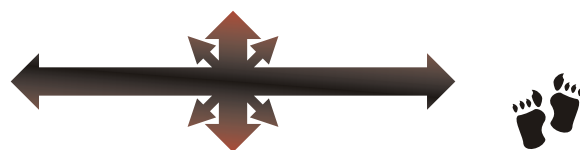
Darkness greeted the Dark Warrior as he stepped over the threshold to the twisted structure, a pitch black that no normal eyes would ever be able to pierce. But Alucard's soulless eyes were like no other, and saw through the otherwise impenetrable gloom as easily as bright sunshine. However it seemed that the lord of this tower would be averse to that...

However before he could examine the massive shape before him, a claw slashed at him out of nowhere. With lightning reflexes, Alucard dropped to the floor but even he couldn't avoid the attacker coming away with a handful of his jet black hair. Almost as a subconscious reaction, he flipped over on the floor, swinging out his legs as he did so to trip his unexpected antagonist. To his astonishment, he didn't connect despite going at a

ridiculous speed. He leaped up to avoid the inevitable counter strike, only to receive an immense blow to his back, sending him sprawling to crash into the inner wall of the tower.

He pulled himself to his feet, feeling the regenerative energies in his body already knitting together the gaping wound in his back which had amazingly gone nearly straight through his scab red armour. As he looked up to face his attackers, a rare expression of bewilderment passed across his face. Hovering at twice the height of a man was a pair of vampire warriors, most probably thralls. Their huge leathery wings were a sign of their allegiance to the Malakov house, a clan of the Strigoi Bloodline renowned for their gift of flight beyond all other vampires. Furthermore like all Strigoi vampires they were unarmed, prepared to fight to the death with only fang and claw, but were exceptionally muscled even for Malakovians. The fearsome master of the twisted tower itself, a huge dark shape loomed into view. A massive monstrosity far beyond even his bloodthirsty minions, the master of this house was obviously an exceptionally mighty vampire lord, gifted with many of his bloodline's powers.

"That vampire is a true lord of his kind. How ancient must he be, perhaps nearly approaching my own lifespan," thought Alucard with his long experience of vampires and their minions. The pale, ironbound muscles and immense size of the lord betrayed his awesome physical power while the swirls of necromantic magic around his impressive wings, invisible to the mundane eye, showed his obviously powerful control of the dark arts. Worse yet for the Dark Warrior, he could glimpse the hate hidden deep in the dread warrior's eyes, kept down only by pure force of will but ready at any moment to consume him in a blaze of eternal hatred.



DWQ NEEDS YOU

We need HELP!!

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

The possibilities are endless.

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



NEMESIS CAMPAIGN RECRUITMENT

By: Sherman



ME WONTZ 400

FOR THE NEMESIS CROWN

WWW.DA-WARPATH.COM/COMMUNITY



NEMESIS CAMPAIGN

By: Snagafang

"Dis issue seez lotz of Orcy goodness. Dwarfed by all dis (did I say Dwarf?) is da Quest fer da Nemesis Boss'at (dats Nenesis Crown to you non Orc gitz!) Dis worldwide kampaign is taking place now in da 'umie lands of da Empire. Here at da Warpath, da MOW (Mob of Warlords), a group of da meanest, ugliest, and loudest Warboss's are mobilizing da Boyz in da search fer da Boss'at. Below is a bunch of stories written by gitz wot is all poncie and such, plus da cunnin' plans outlayed fer Week One by da MOW. So pull up a chair, smash a Snotling and gitz comfy wif a mug o' grog. See wot da fuss is all about!"

BroadPaunch 'Ardgit

Nemesis Crown Backstories

1) The Orcs stood in a rough circle looking down at the prone Shaman. They watched with only a mild interest as he rolled around on the deck, shouting and raving like a mad-thing; but that was pretty normal for any Shaman, even more so for Murlok. After observing about half an hour of his gibbering most of them lost interest and wondered off. With the ship full of freshly captured loot there was plenty to be done onboard, if the shaman wasn't about to explode or bite his own tongue off they just couldn't be bothered.

Eventually the raving stopped and Murlok sat up. He looked around the deck, not really registering where he was. As the world slowly swam back into focus he worked it out: Da Hogwasha. Through the early morning fog riverbanks drifted past the gunwales, forests lined the water's edge. The things he had seen.... had not yet happened!

Still sitting on the deck he twisted and thrust a hand deep into his bag. After a moment or two of rummaging amongst who-knows-what he pulled out a package wrapped in leather and tied with string. He undid the knots and removed a deck of dog-eared and yellowed cards.

A few of the Orc Pirates drifted back – this was usually a bit more interesting. Murlok shuffled the cards and started laying them out, one at a time, on the boards in front of him, he had to be sure:

First card: Da Wheel – a journey, he knew that much already. Next: Da Club – a big fight, well that much went without saying normally. Da Boss of Teef - Loot! (A rumble of approval from the assembled Orcs, they always liked to see that card!), Mork – A good omen for a Shaman but there was something else.... Da Eye – he paused, there was something linking those two cards. Mork's eye? Then he put down lay the final card in the pattern:

Da Shiney Fing.

With the last card laid the Shaman was suddenly aware that there was a crowd around him again. The crudely drawn images on the cards seemed to form a single story – the Shaman's abilities at reading them had never been very astute but this time it seemed so obvious! With the strange dreams he'd been having every night and now these signs, he knew what was going to happen.

"Boss!" he shouted as he scrambled to his feet, "Boss! We've got to get going: we have to be ready for Da Eye of Mork!"

2) A cold northern wind whipped over the barren landscape, snaking through the charred and rotting remains of the Lumbrian great forest of Brightwood, kicking up ash and dust that settled for a brief moment on the decaying skulls of fallen wood elves before the next gust whisked the grit away. The icy wind rushed south over the open prairie and up into the Lumbrian foothills before smashing into the grand monument to greenskin war technology that dominated the landscape around it. Standing alone atop the foothills, the massive wooden siege engine creaked and groaned as the wind battered its exposed sides, and the chill seeped through the holes and cracks in the exterior. High atop the structure, the flags of the Blood Rain Tribe snapped in the wind, and the patrolling night goblins gathered their dirty tan cloaks around them tightly and shivered in the cold gusts. As usual since the Twilight War ended, all was quiet in the foothills on the Island of Lumbria.

Deep in the structure in a dark, cavernous room lit by flickering torches and roaring fire, a large orc sat in a massive, hide-covered chair and stoically examined several faded parchment maps scattered over a crude wooden table. Lost in thought, the warlord poured over maps of the Old World and pondered the news of a massive battle brewing in search of some lost shiney trinket. While the trinket did not interest him, the opportunity to leave this foresaken rock and make a mark of the Old World caught his eye.

The warlord traced his crooked finger along the long, thin lines that stretched from the coastal regions of the northern Badlands, over the Black Mountains and into the wooded regions of the Empire. The warlord stood for a moment and shuffled over to the fire and stared at the pile of pulsating, white hot embers. These routes were possible, and he knew them well. However, it would take precious time and a great deal of effort to move his army into position. No doubt that human and stunty forces would try to stop any greenskin forces moving through the Black or Grey Mountains, and any delay in the mountain passes could keep his army out of the fight. This was an unacceptable alternative.

NEMESIS CAMPAIGN

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Frowning, the warlord spun on his iron-booted heel and marched over to the map. There must be a better way to get into the fight more quickly. Reaching for a bottle of pillaged Bretonnian wine, the warlord drained the bottle and scanned the map for other potential routes. Empire and Bretonnian cities blocked the potential paths from the north; however, there was a way. A plan began to emerge if he and his army had the audacity and the courage to pull it off. Nodding his head slowly and grinning, it was the quickest way.

Straightening himself abruptly, he bellowed to his guards to find two Ruff Rider messengers and a human captive. When they arrived, the warlord dictated his message to the human, who carefully wrote the words on yellowed pieces of boarskin. Once complete, the warlord demanded that the lowly goblin wolf riders deliver the important messages to the dark stunties and skinnies on the coast at Port Greystone. One way or another, the Goomb was going to get off of this rock and into this struggle to destroy what remained of the Empire.

Last but not least, we've also included a number of Nemesis Campaign-Styled banners that a few members have included in their signatures at Da Warpath. If you wish to include the banners in your own signature, the code to enter into your signature are noted under each of the images below.

If you would like to have one made for you, rather than using one of the ones below, contact Goomb or WarbossKurgan and see what they can arrange for you. Or make one yourself!

For more details about the campaign itself make sure to head over to www.nemesis.games-workshop.com.

For our own part in the Campaign, all the details can be found at http://z3.invisionfree.com/Orc__Goblin_Warpath/index.php?c=21



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ARMY SHOWCASE: SART

By: Sart

Hi first up a quick Introduction.

My name is Emmanuel Beckman (Aka Sart)

I have been playing warhammer since I was 13 Am now 28 my first Army was High Elves but since that day I have played Undead, Chaos, Chaos Dwarfs, Dwarfs, Lizardmen, DOW, Ogres, Wood Elves, Bretonians, Demonic Legions, Skaven, Tomb Kings and Beastmen. I am mainly a Tournament player and am currently Ranked #4 in Australia's National ranking system on IF.

I had only tried O&G once before and disliked the 6th Edition book so gave them up.

About 2 months ago I had a good read of the new Army book and decided to give the green ladz another go. But what theme did I want to go for I have never liked the simplistic rage of the Orc so I knew I definitely didn't want to go that direction... This left me a fairly clear path for theme and that was Goblins!!

So enter the world of the Goblin. Small, maligned, picked on, eaten, throw away pieces of trash with a mean streak to match the nastiest Dark Elf torturer. And the Big head syndrome a Goblin Warboss needs to lead a mob suited me just fine.

When I design a list to play at a tourney I try and do 2 things.

- 1: Make a list with a theme that I will enjoy playing.
- 2: Make the list with the ability to win games against all comers.

With this in mind the army I came up with looked a little like this:

List for Big March

Tribe of the Midnight Moon.

Characters

Sartolobo Gibbler

Level 4 Night Goblin Great Shaman armed with Shaga's Screaming Sword; Amulet of Protectyness and the Tricky Trinket. -285 Points

Gasbo Bubbler

Level 2 Night Goblin Shaman armed with a Dispel Scroll and Nibbla's Itty Ring -130 Points

Buzbob Shiv

Night Goblin Big Boss armed with the Horn of Urgok and Sword of Might. Buzbob is also the army's Battle Standard Bearer -105 Points

Buzbu Hoppalong

Night Goblin Big Boss armed with Light Armour; The Sneaky Skewerer; Brimstone Amulet and the Enchanted Shield. Buzbu rides a Giant Cave Squig -132 Points

Core

25 Night Goblins with Full Command; Nets and 1 Fanatic -155 Points

25 Night Goblins with Full Command; Nets and 1 Fanatic -155 Points

25 Night Goblins with Full Command; Nets and 1 Fanatic -155 Points

20 Night Goblins with a Musician and 2 Fanatics -114 Points

20 Night Goblins with a Musician and 2 Fanatics -114 Points



Here's A Semi-Profile View Of Most Of Sart's Army

ARMY SHOWCASE: SART

Continued From Page: 7

5 Spider Riders with a Musician and Bows -76 Points
 5 Spider Riders with a Musician and Bows -76 Points
 5 Spider Riders with a Musician and Bows -76 Points
 5 Spider Riders with a Musician and Bows -76 Points

Special

3 Squig Herds -90 Points
 8 Squig Hoppers -120 Points
 1 Goblin Rock Lobba -70 Points
 2 Goblin Spear Chukkas with Bullies -80 Points

Rare

2 Stone Trolls -120 Points
 2 Stone Trolls -120 Points

Total = 2249

The list performed well; I did not however, it secured me a 20th spot at the tourney.

The biggest problem was the Great Shaman. He blew up in 3 of my games causing mass panics and the magical return I got from him was never enough to make up for the concessions (Good point however was his item combo it worked really well every time he saw combat.)

The troops performed well and all the losses I suffered I could pin point to mistakes I had made and not the troops choices (Troll units 2 strong in particular are brilliant)

Never the less the points I had garnered from the tourney had pushed me from #8 in Australia to #4 so the little booger eaters had still done me proud. I knew I had to make some changes in the list to make it

into the competitive list I needed to keep me in the hunt for a master's finish to the year. So after some extensive testing I came up with the following list for my next tourney (this list is pretty much the same list that has garnered a lot of attention on Da Warpath over the last couple of weeks).

The changes I made are fairly obvious.

1: I changed to a Goblin Warboss with a similar kit out to the Great shaman.

2: I have taken a Giant with the points garnered from the Great Shaman switch and the bows dropped from the Spider Riders, I have also re-jigged my hero slots including a level 2 with Staff of Sneaky Stealing and taking a Battle Standard Bearer with the Raggedy Red Banner instead of the Squig-hopper character. (This character has yet to prove to me he is a necessity and the Squig-hopper character with Pipes of Doom may see a come back).

Night Goblins Tribe of the Midnight Moon.

Characters

Sartusus Bubblebutt Lord of the Shrooms
 Goblin WarBoss armed with Armour of Gork; Amulet of Protectyness; Martog's Best Basha and a Shield.
 -158 Points

Gasbo Bubbler
 Level 2 Night Goblin Shaman armed with a Dispel Scroll and Nibbla's Itty Ring. -130 Points

Sartolobo Gibbler
 Level 2 Night Goblin Shaman armed with Staff of



Sart's Squig Herd Is A Really Great 'Riot Of Colours' And Shows That Squigs Don't Always Have To Be Red



ARMY SHOWCASE: SART

Continued From Page: 8



One Of Sart's Marvelous Night Goblin Shamans

2 Goblin Spear Chukka with Bullies. -80 Points

Rare

3 Stone Trolls. -180 Points

1 Giant. -205 Points

Total = 2249

So far it has performed very well - it's real test will be at a tourney this weekend.

Now on to Tactics

I have had a lot of questions about how I play this list and manage to get wins with such small Units etc and how I deal with certain armies etc.

Ok one of the biggest questions I get asked is how the hell do I negate the issues of panic with such small units?? The answer is simple I don't negate the problems at all I learn to live with the inevitable panic checks that all Armies have to live with. I do however try and minimize said panic checks by doing the following.

Keep the majority of your army as near to your General as possible, Utilize your superior deployment numbers to neuter the concentrated shooting lanes of your opponent i.e. vs. Wood Elves if you can force him to split his units of 3 x10 Glade Guard units across the board getting panic checks and wiping out units is going to be that much harder because he cannot concentrate his fire. Be aware of Area Of Effect panic checks If I am using a Spider Rider unit as a Shooting screen for another unit I make sure of 2 things

1: It is far enough away that if it is wiped out by shooting it won't cause panic on other units.

2: If it does flee from the shooting the direction it flees is away from units able to panic.

The biggest problems that arise from shooting involved panic checks is carelessness on behalf of the Orc & Goblin General in regards to his movement.

The best way to describe how I use this list is like a Goblin Wood Elf list.

I control movement of my opponent with the Fanatics. To do this make sure the Fanatics do not go through their lines upon release I prefer my fanatics to sit either just in front of my lines or about 3 inches in front of theirs. You can achieve this by declaring their movement at a slight angle to minimize the movement achieved. (Limit their movement in regards to forward momentum and force them into certain corridors of movement) I then batter away at them with the War machines and the Magic all the while the Fanatics either force them back or also damage their lines I use this break in movement (it usually lasts 2-3 turns) to maneuver my Hoppers and Spiders into the flanks and I ready my Trolls and Giant (if he is still around) into supporting

Sneaky Stealing. -135 Points

Buzbu Basha

Night Goblin Big Boss the Battle Standard Bearer with Rowdy Grott's Big Red Raggedy Banner -105 Points

Core

25 Night Goblins with Full Command; Nets and 1 Fanatic -155 Points

25 Night Goblins with Standard and Musician; Nets and 1 Fanatic. -147 Points

25 Night Goblins with Standard and Musician; Nets and 1 Fanatic. -147 Points

20 Night Goblins with Musician and 2 Fanatics. -114 Points

20 Night Goblins with Musician and 2 Fanatics. -114 Points

5 Spider Riders with a Musician. -71 Points

5 Spider Riders with a Musician. -71 Points

5 Spider Riders with a Musician. -71 Points

5 Spider Riders with a Musician. -71 Points

Special

3 Squig Herds. -90 Points

9 Squig Hoppers. -135 Points

1 Goblin Rock Lobba. -70 Points

ARMY SHOWCASE: SART

Continued From Page: 9

positions for my Night Goblin units. The Night Goblin units pick out their combats supported by Hoppers, Giant, Squigs, Spiders or Trolls.

When you have casualties from Magic and War machines decimating the ranks of the enemy the 25 strong units of NG will actually have the outnumber and with leadership 8 and a re-roll - avoiding the panic checks becomes less of an issue (particularly if you have their ranks dealt with by Spider Riders; Giant and Trolls)

The biggest problems that arise from this particular kind of Goblin build will be keeping the leadership around. If you lose your General you're in a lot of strife hence why I have him kitted out in the manner he is (as opposed to nude and using the points for more Goblins). With Toughness 5 combined with nets most rank & file are needing 6's to wound him and against other Lords I am getting their save and that is usually 4+ Ward Save and 2+ Armour Save.

Now onto tactics against particular armies.

With this army it is designed to deal with other Horde armies. I have almost as many deployments and that allows me to compete in the deployment stage of the game. I will always deploy against a Horde army with a refused flank.

Reason being it takes about 25-30% of his army out of the first 3 turns of the game and it will congest his center as those left out units try and make it back into the field of play. I will always protect the refused flank with a Giant and the Squig Herd and a Spider Rider unit or 2 to both threaten and redirect his flanks. I have the 2 Night Goblin archer units on my flank that is up against the table edge. I run them out first and release 4 Fanatics across the front of his armies mainline forcing him back and stalling his advance. Giving me time to deal with a smaller portion of his army with my troops. (In combat the nets give me the advantage and allow me to break armies units that consist of the same unit type). By the time I am done with the center I can then move on to the rest of his fragmented force.

Skirmishing armies are the simplest to deal with, simply deploy spread out across the board, give your opponent no room to maneuver and congest his lines trust in your combat resolution of 5 and Nets to win your combats.

Wood Elves are an interesting match up and seem to have the advantage on paper. But as stated above utilizing deployment and scenery if you can limit the corridors of focused fire they can't cause enough concentrated casualties to neuter your rank and file and I haven't had a game against Woodies where Stone Trolls haven't made it to the archer lines. (5+save and Regeneration + Movement 12 means they are best tools

in the army to deal with the archers). I tend to call Waagh on my first turn as well against Woodies simply to do 2 things.
1: Get my army into the middle of the table for maximum Fanatic effectiveness
2: If panics do happen I have more than 1 chance to rally fleeing troops due to the distance from the table edge.

Again against troops like Dryads and War Dancers, Nets are a necessity in dealing with these combat monstrosities. (Do not count on Fanatics destroying Dryads - their ward saves are the best defense against them. Instead save and focus the Fanatics at Wild Riders and defending your battle line from being overwhelmed).

Ogres are again a interesting match-up. On paper my list seems to have the advantage but Ogres can soak up the casualties from Fanatics with ease and have the best troops in the game to overwhelm Nets and crush my Night Goblin units (i.e. Iron guts and Man-eaters) I tend to find Ogres as one of my worst match-ups. I have yet to develop a solid tactical game against them. The speed and power of the Ogres means I am almost always on the back foot but I am testing against them and will hopefully have something to overcome the fat blokes soon.

Undead. Oh me, oh my. How to beat them?? Mmmm can anyone say Squig Hoppers?? The Undead don't have a single unit (bar perhaps Ghouls) that can deal with these bad boys and a unit of 8-10 will eat through an entire army if screened and delivered into the flanks. I also make sure I keep my army central around my General to minimize the effects of Banshees and terror and fear.

I resort to the described above Wood Elf style of play against them and tend not to even see combat against the Undead with my Night Goblin units.

Brettonians again are probably the easiest army in the



This Mushroom-Like Creature Counts As A Gigantic Spider



ARMY SHOWCASE: SART

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game to beat with this list. I again adopt the same wood elf style of play keeping the Knight units at bay while I out maneuver them with my Spider Riders forcing them to charge me at odd angles all the while pounding them to half strength with Bolt and Stone throwers and Magic. Strength 4 knights are also not as effective as strength 5: God bless nets.

That's about it from me on tactica. All I can, say running forward and bashing isn't the only way Greenskins can win and Fanatics doing D6 wounds isn't the only use for them. Hope this helps I know it isn't as in-depth as some would like but I am not a very good writer so apologies.

My actual painting and conversions come from an idea that developed from a Dragon Lance story about Draconians who had tired of war and constant struggles of battle and wanted to leave something permanent in the world. I transferred this to the Goblins of the Midnight Moon who tired of the constant war and bullying of the Orc so fled towards the Empire and stumbled upon a huge cave system under the Moot and built a city and a huge mushroom farming complex. Over the years they developed a different skin tone due to their diet and also began peaceful trade with the Halflings who although wary let their taste for the

mushrooms override their concerns.

We however are still threatened by the Under Empire; our former Orc masters; Dwarfs and various underground enemies. Not to mention the Empire who aren't entirely sold on our neutral status....

My war machines I wanted to do different as well (I never liked the Orc anf Goblin current model range) I always saw the Goblins as scavengers and could easily see them looting a Dwarf war machine and perverting it to make something uniquely Gobbo. And I always loved the idea of a rock hurling Troll as a Stone Thrower.

The army is currently growing still with me adding enough characters and troops to make it a 3k army. So keep an eye out for more up and coming pics of:

- 2 Wolf rider Units
- 1 Night Goblin unit
- 1 Possible unit of 'Ard Ladz (Common Gobbos)
- 1 Doom Diver

I hope this answers some questions about my play style and the reasoning behind the list design. If anyone has any questions at all feel free to PM me I am more then happy to respond.



On This Page And Over The Next Page, We'll Look At Little Closer At Some More Of Sart's Army.

On The Left We Have Sart's Spear Chukkas, Both Of Which Are Converted From Cannons. Below Is Another Of Sart's Goblin Heroes.

Over The Next Page We Have Sart's Rock Lobba, Warboss, Squig Hoppers And Last But Not Least, A Shot Of His Fanatics.





ARMY SHOWCASE: SART

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INTERVIEW WITH A WARBOSS

By: Kebabi and Brog Ironfang

Hello there all you mushroom-munching Gobbos and paint-eating Trolls!

"Da Interview" is back for another go and with another Warpath-veteran.

Now, who's better to ask for painting-guidance than the Painting & Hobby moderator?

Yes, that's right, we've gotten the 'ol grumpy Orc general Brog Ironfang to share his secrets on how to become a great painter.

I want to take this space to thank him for doing a swell job and for helping out Da Warpath Quarterly...and also do some shameless advertising. Any painter in particular you'd want to tell his tale? Do you want to be in this series of articles? Got anything Painting & Hobby related stuff you want to see in Da Warpath Quarterly? Just send a PM.

Now, onto the article...

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

I got into the hobby by accident actually. I used to play RPG and card games for some time and my friends were going to a convention in another town. I went with them and there I saw a Warhammer tournament. I remember that I went there and said to myself "Nice hobby. I will ask someone how much the army costs and if it is less than 50-70 Euro I'm in." When the guy (an Orc & Goblin player) said that his miniatures cost more than 500 Euro I couldn't believe my ears. But in next two weeks I bought my first models, Wood Elf archers (they were cheap!) and this is how my story began. It was 6 years ago in the winter break.



Brog Ironfang's Command Models Really Look Tough

What got you into painting Greenskins?

After two years of playing Wood Elves I decided that I needed something more. As soon as I got into the hobby I knew that I'm more of the painting type than the playing type and Woodies didn't give me the possibility to spread my wings. In those days the archers were clones and the range of miniatures was really limited, with mostly one-piece models. I was hesitating between Orcs & Goblins and Beastmen, but my girlfriend convinced me to go for Orcs. I've never regretted it since.

How much points worth of Greenskins have you painted?

Without characters I have almost exactly 2000 points with the equipment options I use most frequently. I'm still struggling with a fully painted 2000 point Waaagh. My problem is that I have models for fielding such horde painted but it will be a terrible army list. I haven't play all that much, I just start recently and it seems my choice of units wasn't so good in the past (not to mention lack of special slots for the things I have).

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

It's so hard to choose. I think it's converting. I simply love it, especially the challenges. I think I spend more time on converting models than painting them (or at least close to it). When I'm finished with my current project I think I'll make an "Orc Angel" that will act as my lord character. This idea has been in my head for more than a year now and I'm still not sure if I'm ready to do it.

also really like doing bases. That's the last thing I do to the model so when I'm doing it I feel that the job is done and I love that feeling.

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

Firstly patience and motivation.

If you have a lord hero to paint it is easy to be patient, but after 20 models of the same sort things really starts getting annoying. There is a solution to this though – if you do some conversions, even the smallest, you will personalize your models somehow and this will help you go through entire units smoothly (especially when you do a mini diorama inside its ranks or something less ordinary). Also, such units make you feel more proud which helps you stay motivated and wanting to paint.

Secondly courage.

This may sound weird but believe me or not I've spent more than a week staring at my

INTERVIEW WITH A WARBOSS

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Wood Elf Archer before I cut his wrist holding the bow and glued it back on another angle (I was struggling with the clones back then). Now it sounds silly and I smile when I think about that but back then I was terrified. I also remember when my first mini broke. It was the staff of my mage which broke in half and I didn't know anything about pinning back then. That was a scary moment as well. So believing in yourself and that you are able to do something is really important. Of course, being honest with yourself is crucial here, you need to see what you want to achieve and then judge if you are ready to do it. If not, don't be afraid of taking something from the project you like and add it with another model or do a slightly simpler version. You can climb everywhere with only small steps...

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

Well I always say that the one I finished most recently, as I really can see which units I painted first and which followed, by quality of painting. But there is something about my Goblin Boss on Cold One that makes me spontaneously think of him. I spent at least a month on that guy and I'm really happy with the results. So I guess it will be him.

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

I think patience. In most cases painting miniatures is more a craft rather than art. You don't need to have a huge talent. Sure there are people that learn faster and achieve more, some don't, but all are able to make a good looking army as far as I'm concerned. It's a matter

of practice really. After several years you realize that you haven't actually done anything special but your skills has improved greatly. This situation has a downfall as well. You need to serve your time before you will reach competition level and sooner you realize that the better. It is also important to keep on painting, as it is harder to learn something new without actually painting. Keeping motivated is really important as well. The more you paint, the better you become and you want to paint more. At the beginning it is important to realize that you won't win a Golden Demon with your first miniature. Painting with friends helps as you will get useful tips and express your opinions, which that is really encouraging. Also asking veterans is a very good idea as they will gladly reveal all of their secrets and it is often that they only wait 'till someone actually shows some interest in

Their work. Remember that all people need motivation and sharing your experiences with others can be one. I think I can sum up all I've written here into the following advices:

- Be patient. Realize that all takes time and understand that fact. If you have doubts, reach for the models you painted before and see the difference. It is really there!
- Have courage. Don't be afraid to try something and fail, this is especially valid when you want to do first conversion or paint a hard detail. What do you have to risk anyway?
- Try hard. Let's get it straight, if you don't put your heart into painting you won't develop.
- Be strict with yourself. If you see after finishing the mini that there are some places that would use some touching up; do it. This way you will learn to have a steady hand



Brog's Entire Snow-Themed Army

INTERVIEW WITH A WARBOSS

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and in future you can hope that there will be less and less such spots.

- Stay motivated. Post photos of your miniatures on forums to get construction criticism and advices, ask friends to paint with you and listen to the radio while painting (or talk to your wife/friend/family). Understand that painting itself can be boring because it doesn't require "mind attention" all that much. Conversation or interesting radio audition can fix this problem for you.

- Ask. There is a lot of people that will spend some time to help you out if you ask them (myself included) and will be glad that someone actually noticed their job. So ask right away and both sides will be happy

- Paint! It's obvious but I think it is a hard one. Practice, practice and then some more practice, and do it regularly. It will get you there you will see...



Top Left And Top Right: Savage Orcs. The Picture On The Right Shows The Rear Ranks Of The Unit, Including The Unfortunate Orc Who Has Fallen Through The Ice.

Below: This Unit Of Wolf Riders Are Converted To Be Riding Snowboards

INTERVIEW WITH A WARBOSS *Continued From Page: 15*

Above: Brog's Black Orcs Display An Impressive Hand-Painted Banner

Below: All Of Brog's Wolf-Chariots Are Converted into What He Calls "War Sleighs". As You Can See, Instead Of Wheels, Each Chariot Has Ski-Like Runners Underneath





FISHMEN!

By: WarbossKurgan

Herein being the strange and eventful history of that most unconventional Regiment of Renown: The Fishmen of Sartosa.

A lonely bell clanged back and forth on a buoy somewhere out to sea: the only sound in the dead of night. Lanterns glowed dimly in the heavy, cloying fog that clung to the deserted streets and alleys of Caprio.

Kap'n Hadduk's Halibuteers padded through the swirling sea-mists, leaving webbed foot-prints along the wooden quay.

The crude disguises of the "Fishmen" had once again fooled the Naval Alliance. Though the Black Orcs had taken heavy casualties they had beaten off the investigating soldiers of the East Sartosa Trading Company without revealing their true nature.

"Right Ladz, get dis mess cleared up: shift all the Fish-Boyz what got knocked on the 'ead back into the boats but leave the Humies bodies where they lay" called Kap'n Hadduk before he turned to 'Mad' Murlok the Shaman and said "You was a useless sack of chum today!" in a low tone.

The Orc Shaman shifted a squirming tentacle away from his mouth and said "It's not my fault – they... um... they had some sort of magical protection. Yes, that was it!"

Hadduk was less than convinced but he let it go for now. Smacking a Shaman round the ear was never a way to

get more magical support from them. Then he changed his mind and smacked Murlok anyway.

This (some might say demented) idea first came to me in early September 2006. It was the very start of the Sartosa: City of Pirates campaign and I was having trouble. I was the narrator (and instigator) of the campaign and my creative juices were just not flowing in the right direction. I was spending far too much time thinking about Call of Cthulhu and not enough time thinking about Pirates.

I had been reading HP Lovecraft and was surfing the net looking for models of 1920s investigators, Deep Ones and other monsters from the Cthulhu mythos. I found plenty of 1920s style humans but not a single Deep One I liked. They were all too skinny and frog-like for my taste! Then I started thinking about making my own from Greenstuff, maybe using some GW plastic models as a basic frame. I put the thoughts out of my head and concentrated on the Pirates campaign: I would have no use for Deep One models – they would be a huge amount of work for on something that would just sit on a shelf for ever and never get used in a game.

Then I watched "The Village" on DVD just before going for a weekend break in Edinburgh - the clouds cleared from the sky and a single beam of sunlight fell on my upturned face, a choir of angels sang (actually it was very dark, cold and foggy but lets not spoil the story with the facts). I could make Deep One from Greenstuff! I could use them in Warhammer games! I just had to think about it in the right way. In that moment of joyous realisation Kap'n Hadduk's Halibuteers, the Fishmen of Sartosa were born. Piratery Black Orcs to add to my already-Pirate themed Orc army. The dark foggy alleyways of Edinburgh probably helped with the idea now I think about it!

The "Fishmen" would not actually be real Fishmen at all but Black Orcs disguised as Fishmen, to scare the locals in a Scooby-Do villain kind of way. They would cobble together crude fish-suits from bones, teeth, broken weapons and armour and the carcasses of a huge dead fish and wear them on foggy nights as they raided the human settlements of Sartosa. Their leader, Kap'n Hadduk, would be the brains behind the attacks as well as the rumours about them! His Shaman, the octopus-wearing 'Mad' Murlok, would be the one who summoned the strange mists which kept them so well hidden.

I read some more Lovecraft. I did some concept sketches and searched the internet for Fishman images and ideas. A lot of people on Warseer had thought long and hard about what a Fishman army might be like – given that the long-running joke was that whenever you



One Of The First Fish-Orcs WarbossKurgan Converted



FISHMEN!

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asked a Games Developer from GW what the next army would be they answered "Fishmen!" this is hardly surprising. Of course, there will never actually be a Fishman army from GW – it's the place-holder name they write on the schedule when they don't know what will be worked on next year or the year after.

I started working out what would be needed. My Greenstuff skills aren't up to sculpting a lot of the details I wanted so I looked for existing plastic components I could use – jawbones, teeth, fins, armour plates, etc. I built an Orc from the basic Boyz sprue and started adding things like the jaw-plate from the Orc Chariot sprue and the jaw-bones from the Boyz banner-top. Then I added part of an Ogre Club to give bulk to the fish-body and lend its metal plated edge as an armoured patch or repair. I slowly started adding Greenstuff to the plastic "fish-skeleton" allowing lots of time for each stage to dry before starting the next one. When I had finished the head and some of the body I took some photos and posted them on Da Warpath. The response was quite astounding!

There was a flood of posts supporting the idea, encouraging me to continue and suggesting things I could try (and I thank every one of you for your ideas and support!). I found a Wood Elf Sprite in the local GW's bits box and everything fell into place. With a bit of cutting and re-positioning the wings of the Sprite became the Fishman's tail-fins. I finished the scales between the body and the sprite-wing-tail and painted the first Fishman!

This was going to take a while, I though! And it did. All the time I was building, sculpting and painting the Fishmen I was still narrating the Sartosa campaign. Every week I added little rumours and hints that the Fishmen were plaguing the island. I think most of the players assumed it was just a running joke (since nearly all of them had read about Fishmen on Warseer) – a Red Herring if you will.... Ahem.

I had an idea that I would use the Fishmen as an Orc warband in Mordheim and as the weeks went by I built up a force of nine Fishmen including a Shaman, a Boss and two Big'Unz. Plans for a Troll and some Goblins had to wait for much later but they were bubbling under. But no-one was playing Mordheim in the Sartosa campaign, even though it had been suggested a few times. They were however playing 200 point games of Warhammer Skirmish, so after adding up how many points worth Of Black Orcs I had in Fishy costumes I realised it was time to set them loose on the world!

I posted a challenge for the bravest soul to send a 200 point investigation team (a Scooby Gang?) to find out once and for all what the Fishmen menace was all

about! Master Jeridian's Empire warband answered the call and I gave them a sound thrashing! A week went by and I played another game and scored another victory with the Fishy pirates: this time a three player game against Nippy's Tomb Kings and Grotsmeg's High Elves.

So the secret of the Fishmen of Sartosa was out, but only amongst the players – their in-game characters still had no idea what was going on and the rumours carried on in the weekly campaign newsletter. That is until Nethrag took up the challenge! Nethrag had seen the Fishmen on Da Warpath some weeks earlier but was good enough to keep it too himself, so it felt only right and proper that he should be the first player to beat the Halibuteers!

When the first Sartosa campaign ended I got to work boosting the number of Black Orcs to 15 so I could use them in larger battles in the upcoming second Sartosa campaign. I added a standard and a musician (which was the trickiest of the lot – the conch shell horn was very difficult to make. I should have used a real shell!).

Once the Black Orcs were battle-ready I turned my attention back to the bits I'd need to use them in Mordheim and "Dagon" the FishTroll and "Da Spratz" a group of Fishy Goblins soon followed. Soon I'll be going back to the Black Orcs to add five more to the unit for extra killyness! I still have plans to try them in the City of the Damned, I'm trying to get a min-campaign started to fill the gap between the end of Sartosa 2 and the start of the Nemesis Crown campaign!



The Finished Version Of The First Fish-Orc



FISHMEN!

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Right: As The Project Progressed, WarbossKurgan Kept Us Updated Via The Paint And Hobby Forum. This Shot Is From When He Had Only Completed Four Fish-Orcs



Below: His Recently Finished Troll Converted From The Battle For Skull Pass Troll



Right: Murlok The Shaman. Unlike The Rest Of The Fish-Orcs, Murlok Wears An Octopus On His Head.



Below: The Fish-Orcs In Their Black Orc Form. The Unit Is Now Fifteen Strong With Full Command.





FISHMEN!

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Above: The Entire Warband Including The Goblins. As You Can See, The Warband Looks Very Intimidating When Deployed Together.

Right: Kapn Hadduk And Murlok As Well As The Two Big Un'z Mullet And Kod. You Might Recognise The Terrain Behind Them From Dwq2



Left: A Sight That The People Of Mordheim Would Rather Not See - Looks Even Scarier Than The Troll Itself!

Right: Another Shot Of The Warband.





GOBLINS: THEN AND NOW

By Snagafang

All Goblins Armies: From 6th edition to 7th edition Warhammer

With the release of the 7th edition of Warhammer came a good many changes in the way folks fought their battles and configured their army lists. Having had the chance to successfully command an army of Gobbos in 6th edition to the top of our local Escalation League, I was surprised and delighted when the new Orc & Goblin army book was released. It has forced me to rethink how I play with the Goblins and how their list has changed in regards to the new Warhammer. Having gotten him drunk on several barrels of Tilean grog, I was able to coax some details out of old Grumsnot and reproduced the results of that interview here.

6th edition Warhammer was a great improvement over the "Hero-hammer" of 5th edition, and really forced folks to play the game and not rely on the effectiveness of uber characters to win the day. It also saw a time where I decided to abandon my normal mixed Orc & Goblin and see if I could field an army composed of nothing but Goblins. Our local gaming establishment had enlisted me to organize and run an Escalation League for Warhammer and I thought this would be a great time to try out the Goblin army. With that in mind, I didn't ACTUALLY start out with the all Goblin list. Instead I went for a new variant on my Orc army, Da Artillery Train of Mork. It was an element I didn't have in my regular army and thus seemed a good thing to work on at the time. So I fielded an Orc army consisting of a Big Boss, several units of Arrer Boyz, a pair of Spear Chukkas with Bullies and a Rock Lobba. Suffice to say the army struggled against the tougher foes such as Brets, Chaos and even Beasts of Chaos. At the end of the 500 point phase of the League, it seemed best to leave the Artillery Train behind as it wasn't too competitive or to be honest much fun at the time! At this point it hit upon me to field the Goblins. I used the fluff to move me forward, figuring the Gobbos were tired of losing and blamed the Orcs! So during the night, the Gobbos, led by Grumsnot, stoned the Orcs to death in their sleep, stole the war machines and started their own Waaaagh! And the rest was history as the Gobbos won time and time again, were still fun for myself and opponents and were a challenge to play too boot.

What I found worked for me in the beginning was lots of Goblins, big blocks with armor and shields. I gave folks fits to face Goblins with a 4+ save and 30 odd Goblins. Night Goblins were kitted the same, with Nets and Spears, and 2 Fanatics each. Several units of Goblin Stikkas, a few Spear Chukkas, a large Squig Herd and several units of both Wolf & Spider Riders and a full boat of characters rounded out the forces at 2000 points. The extra Goblin characters were a huge boost to the army and I only fielded Grumsnot as a Big Boss.

Grumsnot had LA, GW and Shield, 3 Big Bosses with LA & GW, a Shaman Lord and a Level Two Shaman, Deffangz, completed the characters. Dreg Dreg the Shaman Lord had Nibbla's Ring & Dispel Staff, while Deffangz had the Staff of Sneaky Stealin. And that's what I went to battle with. I found the huge number of Goblins blocks were able to hold their own, boosted by the fighting characters in each unit, plus Nets and Fanatics to wear down units, sniping champions with Nibbla's Ring to weaken the enemy and then breaking them through sheer numbers. Sometimes we ran into Terror or Fear that broke up the battle plan, and sometimes Animosity, but that's all part of the Orc & Goblin army appeal for me so I deal with it! Dreg Dreg was a real terror himself, assailing the enemy with Gork's Warpath, Brain Bursta and Waaaagh! Plus he developed a reputation for being unkillable! Time and again he thwarted attempts to end his career and it became an obsession for some to bring him down and opened up avenues of victory for me while he was the focus of attention! I even offered a blister pack bounty for anyone that could kill Dreg Dreg! As a result the army developed tons of character for me during play and the all Goblin army worked its way into BroadPaunch's Massive Waaaagh!

7th edition Warhammer arrived soon after the end of the Escalation League and I fielded Waaaagh! Grumsnot as was. Many changes forced me to rethink things after the first few games. Lack of the extra Goblin characters really reduced the fighting power of the Goblin units and the army overall. Not generating extra power dice hurt a lot in the Magic Phase as well. I still fielded the fully kitted Goblin units and found the nets didn't work as well as they did back in 6th edition. Sure the reduction in S is nice but what saved the Goblins in the 6th edition for me was removing attacks from the enemy. However I don't change much when I play so the nets are here to stay, I just cannot count on them like I used too. Fanatics still work relatively the same and I don't have any problems with them, though the NO ARMOR SAVE vs. S5 AP Save isn't nearly as potent either. And of course the Goblins being reduced to using only the Little Waaagh Magic is a huge change too. While some of the Little Waaagh magic is neat, the lack of Warpath and Waaagh don't let me reduce the enemy numbers like I was able to in the previous edition. One too is the Lap Around which helped me break enemies as well. All in all I have found the new edition Orc & Goblin book to be really great, but at the same time I have to revisit how I play with Grumsnot now, as the changes are profound and having fielded them as is from the past edition, I found they aren't quite what they used to be. I have made a few changes though, such as giving Grumsnot the Armor of Gork. It's really nice to have a T5 leader! Plus I have found I like some of the Goblin Only magic weapons and stuff so these are finding their way into the



GOBLINS: THEN AND NOW

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army as well. I now field Grumsnot (Bigboss), Dreg Dreg (Shaman Lord), a BSB and a Goblin Bigboss as characters. I still field units of Goblins, Night Goblins, Stikkas, several Squig Herds, Hoppers, Spear Chukkas, Wolf Riders, Spider Riders, and a few surprises!

Goblins still suffer from having to deal with Panic, Fear, etc and thats part of life. Spreading around the LD7 in as many units is about all I can do to counter it. And of course having big enough units to not worry about taking tests is a great start too. I love having a Skirmish unit now in the form of Hoppers, shame we didnt have them in the past edition! Magic is different but better at the same time too. My Night Goblins dont have as good

a save as they did before but make up for it with the many Squig Herds they can now field. Good stuff, and I am most pleased with the changes. Miss those extra characters though!

All in all I have found that there are many changes to the all Goblin army in the 7th edition Warhammer game, but I still love 'em and field 'em. Playing an effective all Goblin army in the latest edition is both a challenge and a joy for me as I must rethink what I did and come up with new sneaky cunning ways to beat my enemies. And come to think of it, nobody has collected on that bounty for Dreg Dreg yet either! Wanna play some Warhammer?



Here are copies of the lists I used in 6th Edition and the army I field now when I go all Goblins:

Waaaaaaagh! Grumsnot: 6th Edition Armylist

1 Grumsnot Rotgutz (Goblin Big Boss)
General armed with a Great Weapon; Light Armour and a Shield.

1 Dreg Dreg (Night Goblin Great Shaman)
Magic Level 4 armed with Buzgob's Knobbly Staff; Dispel Scroll and Nibbla's Itty Ring.

1 Deffangz Twigbreaker, Forest Goblin Shaman
Magic Level 2 armed with Dangly Wotnotz and a Power Stone.

1 Hak Veinthrob (Night Goblin Big Boss)
Armed with Light Armour; Shield and Kurbog's Curmudgeonly Clobbera.

1 Bildge Rotgut (Goblin Big Boss(extra))
Armed with a Great Weapon and Light Armour.

1 Spatznatz Stuntiebasha (Night Goblin Big Boss(extra))
Armed with a Great Weapon and Light Armour.

5 Goblin Wolf Riders armed with Short Bows and Shields.

5 Goblin Wolf Riders armed with Spears; Short Bows and Shields.

5 Goblin Wolf Riders armed with Spears; Short Bows and Shields.

30 Goblins armed with Light Armour; Shields with a Standard; a Musician and a Goblin Boss.

20 Goblins armed with Shortbows and Light Armour.

30 Night Goblins armed with 8 Nets; Spears; Shields; with a Standard; Musician and Night Goblin Boss. The unit also has 2 Fanatics.

30 Night Goblins armed with 5 Nets; Spears; Shields; with a Standard; Musician and Night Goblin Boss. The unit also has 1 Fanatic.

30 Night Goblins armed with 5 Nets; Spears; Shields; with a Standard; Musician and Night Goblin Boss. The unit also has 1 Fanatic.

10 Snotlings

2 Goblin Chariots each with Extra Crew and each with an additional Wolf.

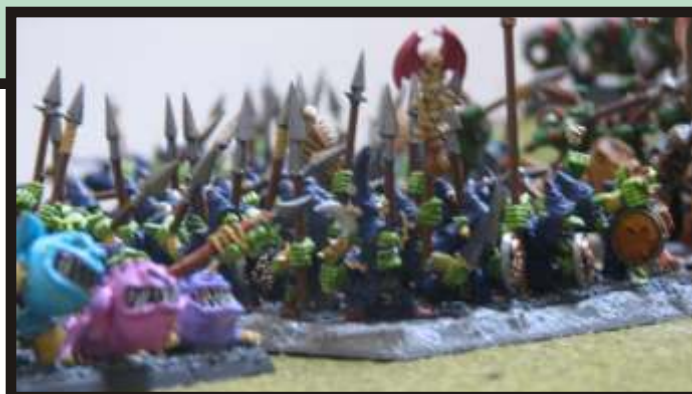
2 Goblin Spear Chukkas

1 Goblin Doom Diver

Wot abart us snotlings? Night lug? weee din' get a great new set o' rules like dem orcs did.

really? oi fought weee din' 'ave ter worry abart fleeing from combat still?

dunno abart yer, bu' oi ne'er flee from combat. Much...



GOBLINS: THEN AND NOW

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And in 7th Edition.....



Waaaaaagh! Grumsnot: 7th Edition Armylist

1 Grumsnot Rotgut (Goblin Big Boss)
General; armed with a Great Weapon and Armour of Gork.

1 Dreg Dreg (Night Goblin Great Shaman)
Magic Level 3 armed with Nibbla's Itty Ring; Staff of Sneaky Stealin' and Amulet of Protectyness.

1 Bildge Gutrot (Goblin Big Boss)
Armed with Light Armour; Shield and Sneaky Skewerer.

1 Hak Veinthrob (Night Goblin Big Boss)
Armed with a Great Weapon; Light Armour and Effigy of Mork.

15 Goblin Spider Riders armed with Spears; Shields; with a Standard; Musician and Boss.

5 Goblin Wolf Riders armed with Spears; Short Bows; Light Armour and Shields.

5 Goblin Wolf Riders armed with Spears; Short Bows; Light Armour; Shields.

30 Goblins armed with Light Armour; Shields; with a Standard; Musician and Boss.

30 Night Goblins armed with Netters; Spears; Shields; with a Standard; Musician and Boss. The unit also includes 2 Fanatics.

30 Night Goblins armed with Netters; Spears; Shields; with a Standard; Musician and Boss. The unit also includes 2 Fanatics.

30 Night Goblins armed with Netters; Spears; Shields; with a Standard; Musician and Boss. The unit also includes 2 Fanatics.

2 Spear Chukkas

10 Squig Hoppers

1 Wolf Chariot with Extra Crew an extra Wolf

1 Wolf Chariot with Extra Crew an extra Wolf

So as you see there were a few changes, some lost units and some gained units.

Now it's a matter of getting out there and getting in more games!



Left: Doom Diver. As You May Have Noticed, Snagafang Dropped The Doom Diver From His Second Army List



Above: Finnius Snotbane And His Pack Squigs Overlook The Battle From up In The Hills



Left Snagafang's Entire Horde Marching To War Against Its Enemies



BATTLE REPORT

By: Warlord Ghazak Gazhkull

This month we have a massive battle between an all Goblin force (commanded by our very own Warlord Ghazak Gazhkull) and an Orc and Goblin Mixed Horde army.

What makes this even more special is the fact that both armies total a whopping 4,000 points each! That's a

pretty major undertaking by anyone's standards.

With a battle of this size, it was pretty tricky to make proper battle maps (as with previous battle reports) so you'll be seeing quite a few photographs of each of the turns to make up for that!

- Ed Goofycabal

Goblin Forces

Ghazak Gazhkull

Lords

Ghazak Gazhkull. **Goblin Warboss** armed with Light Armour, Enchanted Shield and Martog's Best Basha

Blugnot. Level 4 **Night Goblin Great Shaman**

Grishnuk. **Goblin Warboss** armed with Light Armour, Shield and the Sword of Might

Heroes

Brugza. **Night Goblin Big Boss**. Armed with Light Armour and carrying the Battle Standard. The Standard is Rowdy's Red Banner

Gaaluk SmellBref. Level 2 **Goblin Shaman** carrying 1 Dispel Scroll

Kebabi. Level 2 **Night Goblin Shaman** carrying 1 Dispel Scroll

Snisgit. **Goblin Big Boss**. Riding a Wolf and armed with a Spear, Light Armour and a Shield

Buzgub. **Goblin Big Boss**. Riding a Wolf and armed with a Spear, Light Armour and a Shield

Core

49 **Common Goblins** armed with Light Armour and Shield. The unit has a full command

49 **Night Goblins**. The unit includes Netters and a full command

36 **Night Goblins** with full command and 2 **Fanatics**

36 **Night Goblins** with full command and 2 **Fanatics**

36 **Night Goblins** with full command and 1 **Fanatic**

36 **Night Goblins** with full command and 1 **Fanatic**

25 **Night Goblins** with a musician

25 **Night Goblins** with a musician

25 **Night Goblins** armed with Short Bows and musician



25 **Night Goblins** armed with Short Bows and musician

14 **Wolf Riders** armed with Spears Shield with full command

14 **Wolf Riders** armed with Spears Shield with full command

5 **Wolf Riders** armed with Spears with a musician

5 **Wolf Riders** armed with Spears with a musician

5 **Wolf Riders** armed with Spears with a musician

5 **Wolf Riders** armed with Spears with a musician

Special

5 **Squig Teams** (15 **Squigs** and 10 **Herders**)

5 **Squig Teams** (15 **Squigs** and 10 **Herders**)

2 **Spear Chukkas**

1 **Rock Lobber**

1 **Goblin Wolf Chariot** with an extra crewman

1 **Goblin Wolf Chariot** with an extra crewman

Rare

1 **Giant**

1 **Giant**

2 **Snotling Pumpwagons**





BATTLE REPORT

Continued From Page: 24

Orc and Goblin Forces

Warboss Woe'te

Lords

Woe'te. **Black Orc Warboss** armed with Heavy Armour, Enchanted Shield, Warboss Um's Best Boss 'At, The Collar of Zorga and Guzzla's Battle Brew

Bad'mood Kliff. **Savage Orc Warboss** armed with Light Armour, Shield and the Pigstikka. He rides an Ironback Boar

Heroes

Ra'zie. **Goblin Big Boss**. Armed with Light Armour and carrying the Battle Standard. The Standard is The Spider Banner

Grob'Knod Doo' Dah. Level 2 **Orc Shaman** carrying 2 Dispel Scrolls

Snib'Knit. Level 1 **Goblin Shaman** armed with the Staff of Sneaky Stealin'

Bo'ok. **Savage Orc Big Boss** armed with Light Armour, and Bigged's Kickin' Boots. He rides an **Orc Boar Chariot**

Core

24 **Orc Boyz** armed with additional Choppas, Boss and musician

24 **Orc Boyz** armed with additional Choppas, Boss and musician

24 **Savage Orc Boyz** armed with additional Choppa, Boss and musician

24 **Goblins** armed with Spears, Shields and withfull command

21 **Night Goblins** armed with Short Bows with a musician and 2 **Fanatics**

21 **Night Goblins** armed with Short Bows with a musician and 2 **Fanatics**

5 **Wolf Riders** armed with Spears and Short Bows with a musician

5 **Wolf Riders** armed with Spears and Short Bows with a musician



5 **Wolf Riders** armed with Spears and Short Bows with a musician

5 **Wolf Riders** armed with Spears and Short Bows with a musician

Special

21 **Black Orcs** with full command. The unit Standard carries Mork's Spirit Totem

10 **Savage Orc Boar Boy Big 'Uns** (Pig 'Uns) armed with Spears and Shields wit full command. The unit Standard carries Nog's Banner of Butchery

5 **Savage Orc Boar Boyz** armed with Spears and Shields with a musician and a Boss

1 **Orc Boar Chariot** with an extra crewman

1 **Orc Boar Chariot** with an extra crewman

Rare

3 **River Trolls**

1 **Snotling Pumpwagon**

1 **Giant**

1 **Giant**



WOE? ONLY SNOTLING PUMPWAGONS? WHERE'RE DA REST O' DA SNOTLING LADS?

maybe dey's all waiting fer master goofy ter write da next warraf quartely fing abart dem?.



BATTLE REPORT

Continued From Page: 25



Top: The Deployment Of Warlord Ghazak Gazhkull's Left Flank

Above: Warboss Woe'te's Deployment

As You Can See, There Is A Lot Of Open Space In The Middle Of The Battlefield - Perfect For A Massive Battle!



After The Orc And Goblins' First Turn, A Large Chunk Of The Army Has Had Problems With Animosity Tests And End Up Squabbling... Everyone Else Got On With Advancing On The Goblins

When Ghazak's WAAAGH was marching back to Ra-Kaph, one of the Goblin's scouts spotted a small Orc force. Ghazak didn't like the idea that an Orc army could wander so close to his city so he ordered to prepare for the battle. The Orcs also spotted the Goblin force and so they arrayed for battle.

My opponent won the dice roll to go first and decided to take the first turn.

Orc and Goblin Turn 1

First off two of his Wolf Rider units failed Animosity on his right flank, as did another Wolf Rider unit elsewhere. His Night Goblin unit near the River Trolls rolled a 6 and moved 1" forward, while his unit with the Orc Shaman failed Animosity also. His other Orc unit also decided to fail its animosity this turn. However, his Trolls managed to pass their Stupidity check.

Once these tests were over, he rolled for his Snotling Pumpwagon, which only ended up moving a total of 4"

Finally he got to move everything of his that didn't have

Animosity problems forward and on his left flank he started to position his troops to survive and bait my units. His remaining free Wolf Rider unit sprinted forward to lure out a Fanatic which ended up moving only 5".

Once his movement was over, he tried to cast Brainbursta, but it gets dispelled easily. With no shooting phase to move into, that was the end of the Orcs' first turn.

Goblin Turn 1

Compared with the Orcs, the Goblin army fares much better in regards to Animosity. My 2 units with Shortbows rolled a 6 for animosity and moved 3" forward and my Squigs on the right of my central units move 4" towards the Savage Orc Pig 'Uns.

The only charges this turn were my Wolf Chariot and Warboss's unit. The Wolf chariot charged the Savage Orc Boar Boyz; while my Night Goblins with the Warboss charged a Wolf Rider that decided to flee.


BATTLE REPORT

Continued From Page: 27



The Goblin Horde Advances On The Orc And Goblin Army

After charges had been declared we checked on the compulsory movements. My loose Fanatic moved through his Wolf Riders killing 2 of them. My scratch-built Pumpwagon moved 7" towards his Night Goblins and my other Pumpwagon moved 5" towards a rock pile.

After that I moved my Squig Herd in front of his Savage Orc Pig 'Uns and on my left flank I moved forward with most of my troops.

The Magic Phase was again uneventful as all my spells got dispelled.



The Wolf Chariot Wipes Out The Savage Orc Boar Boyz!

The Shooting Phase wasn't much better: My Rock Lobber tried to shoot at the Black Orcs but the stone scattered a massive 10"! My Spear Chukka killed one Savage Orc Pig 'Un, and the other Chukka missed its target.

Combat was a lot more effective as I rolled 6 impact

Riders.

After this, he most moved of the rest of his remaining forces forwards.

Once again he had no luck in the Magic Phase as he tried to cast two Gazes but I dispelled both easily.

Now came the Close Combat phase. The trolls manage only 1 kill, and suffer 2 wounds in return. However the Trolls roll Insane Courage and stick around to keep fighting. His Chariot with the Savage Orc Big Boss easily destroys the unit of Wolf Riders; my Night Goblins pass their panic test but my big Wolf Riders unit panicked and ran off the table.

Last of all, his Savage Orc Pig 'Uns and the Warboss kill almost the entire Squig unit, causing it to explode. I hoped it would do some damage but it only ended up killing one Goblin from my own army.

Goblin Turn 2

For the first time in the game so far, this turn started off with no units failing Animosity.

We got the ball rolling with Charges: My Wolf Chariot on the left flank charged his Night Goblins and somehow survived the released Fanatics. Also my Giant on the left flank charged one of the Orc Boar Chariots.

hits and I killed his small Savage Orc Boar Boy unit. The Chariot overran 13"

Orc and Goblin Turn 2

Again he had problems with Animosity, but not much: a unit of Wolf Riders in the middle of his army rolled "Let's Get 'Em!" And moved 3" forward while his Savage Orcs fails their Animosity check and squabbled.

He then declared his charges. His Savage Orc Pig 'Uns charge my Squiqs; his Trolls charge my bait unit and his Savage Orc Big Boss charged a unit of Wolf


BATTLE REPORT

Continued From Page: 28

In other movement; I positioned my second Giant very carefully and I hoped my opponent would move forward enough so I can charge him into his Black Orcs. As for the rest I shuffled my Goblins a bit forward. My 'Ard Grot unit turned around to charge the Trolls if they break trough the Goblin unit.

Once again Magic proves useless: Blugnot tried to cast Foot of Gork but my opponent used a Dispel Scroll on it. And that's end of the Magic Phase as I don't have enough power to cast anything else.

Once again my Rock Lobber scattered 10" off target, this time after aiming in the direction of the enemy Battle Standard Bearer and his unit. My Spear Chukkas try to shoot the Giant on my right flank, and they all they do is 2 wounds.

In the Close Combat phase my Wolf Chariot mowed down 7 Night Goblins causing the Goblins break. The Chariot easily caught them as they tried to flee. My Giant rolled "Thump With Club" and ended up causing 7 wounds Chariot he had charged. Unfortunately for me the Trolls did break my Goblins and I failed a panic test on my nearby Goblin Archers who ran trough another unit with a Shaman causing them to flee also.

Damn; things don't seem to be going well for me right now.



Braving The Fanatics, The Goblin Chariot Charges The Night Goblins

Orc And Goblin Turn 3

This turn my opponent only had problems with one unit for Animosity, this time it was his Savage Orc Pig 'Uns. Luckily for me, his Trolls also fail their Stupidity check

Once these were out of the way his Orc Boyz charged my Night Goblin unit with my Warboss and his Pumpwagon moved 7" right into my remaining Goblin Arrer Boyz.

Just like I had hoped he also moved his Black Orcs forward, but he turned his Common Goblins with the Battle Standard Bearer to face the Wolf Chariot, and protected the rear of his Black Orcs with a unit of Wolf Riders.

There wasn't any Magic this turn and without any shooting to try the turn then moved straight into the Combat Phase.

My Warboss challenged the Unit Champion from the Orcs and slew the enemy Boss easily. The rest of his Orcs suffer from the 'rubber choppa' syndrome and cause only one single wound. The Orcs loose and need to take a Break Test on a 3 and fails it, but my goblins could catch them.



After The Trolls Broke Through Their Lines, The Goblin Archers Fled, And Took Another Unit With Them...



BATTLE REPORT

Continued From Page: 29

the Wolf Riders and my 'Ard Grotz butchered the Trolls. I decided it would be wise to stay out of charge range of his Savage Orc Big Boss on the Chariot and Warboss.

Orc and Goblin Turn 4

This was a turn of events for the Orcs as not one of the remaining units failed their Animosity tests.

Charge-wise: His Giant charged my Giant in the rear; his Chariot charged my second Giant and his unit of Common Goblins with the Battle Standard Bearer charged my Wolf Chariot which held its position.

On top of this his fleeing Black Orcs decided to rally. Then he moved his Savage Orc Warboss and Savage Orc Big Boss on the Chariot closer to my lines.



The Situation Right Before The Night Goblins Break The Pumpwagon

Last of all, his Pumpwagon killed 6 Goblin Arrer Boyz but I rolled a double 1 and the Goblins heroically hold the line.

Goblins Turn 3

Again Animosity wasn't a big problem; but my Squigs and my unit of Night Goblins with my Warboss both failed this turn.

Then came the charges: my Giant charged the Black Orcs but those ran away from a failed terror check; my Wolf Chariot charged the Wolf Riders protecting the rear of the Black Orcs and my 'Ard Grotz managed to charge the Trolls.

Both my fleeing units rallied (on leadership 6) and I was back in the game now.

In the Magic Phase I held back and didn't cast any spells - I didn't want to have my Shamans explode; I would need them in the next turn.

Shooting this turn was much more effective: My Rock Lobber killed 6 Black Orcs and my Spear Chukkas kill the remaining Savage Orc Pig 'Uns - only the Savage Orc Warboss survives their destruction.

And the Combat Phase was just as effective. My Night Goblins with short bows broke the Pumpwagon and overran into the flank of the enemy Night Goblins with bows. As for charging units: my Wolf Chariot killed all

After movement, the turn went straight on to combat.

In a display of 'mirror tactics' the Orcs' Giant attacks with "Thump with Club" and I pass the required Initiative test. And then my Giant does the same thing, but actually manages to hit the mark and I end up causing 10 wounds to his Giant.

His charging Chariot caused only 1 wound to the Giant it had charged and this Giant replied with "Thump with



In Between Two Buildings And Surrounded By Enemy Troops, Two Giants Try To Thump Each Other With Their Clubs...

BATTLE REPORT

Continued From Page: 30

Club" also - destroying the Chariot with one blow. My Night Goblins who overran into his Night Goblins killed the Goblins Arrerz and then overran into the flank of an Orc unit. The only combat that went well for him was that his unit with his Battle Standard, was able to destroy my Wolf Chariot.

Goblin Turn 4

Repeating their achievement from a few turns ago (and copying the Orc army) there were no failed Animosity tests this turn.

I only charged with my Wolf Riders this turn -straight into the Savage Orcs on foot. Otherwise most of the rest of my troops a little bit forward.

Shooting wasn't especially kind to me this turn: my Rock Lobber aimed for the Black Orcs but it scattered onto my own shaman and killed the little fella(it was the shaman named kebabi).

Close combat made up for this as my Wolf Riders broke the Savage Orcs although they failed to catch them; and my Night Goblins with bows broke the Orcs.

Orc and Goblin Turn 5

With most units susceptible to Animosity being already dead, there wasn't much of a chance of any failed tests. However, his remaining unit of Orcs with two Choppas did roll a 6 and moved 1" forward.

There wasn't much else that happened this turn. His Wolf Riders charged one of my Spear Chukkas and killed the crew and his fleeing Savage Orcs rallied.

Goblin Turn 5

Following on from last turn, my remaining units all passed their Animosity checks again.

Once again my Wolf Riders charged his Savage Orcs on foot, but this time the Savages hold their lines.

Orc and Goblin Turn 6

His Savage Orc Warboss and Big Boss on Chariot charged my 'Ard Grotz with Ghazak in the front of the unit. Ghazak challenged Bad'mood Klif and he survives the 13 S5 attack that the savage Warboss deals out. But unfortunately the 'Ard Grots still end up breaking



The Battlefield At The End Of The Game (Just Before The Giant Broke The Savage Orcs)



BATTLE REPORT

Continued From Page: 31

and are run down. Elsewhere my Wolf Riders were broken by the Savages Orcs.

Goblin Turn 6

Once again, there were no Animosity failures.

The only charge was that my Giant charged the Savage Orcs, while the Wolf Riders who fled from the savage warriors managed to rally.

My remaining Spear Chukka was also lucky enough to kill Bad'mood Klif -,the Goblins cheered when they saw that the fearsome warrior was dead.

And last but not least, my Giant decided to Yell and Bawl at the Savage Orcs, which was enough to break them.

From under the bodies from the Red Guard there rose up a huge bloodied figure, it was Ghazak. He had survived the onslaught from the Savage Orc. The Goblins that saw cheered, the Savage Orc Big Boss looked towards him and saw that the huge Goblin was

coming for him. The Big Boss jumped from the Chariot and laughed. Ghazak raised his axe and dealt out a deadly blow to the Savage Orc, the Savage Orc Big Boss dropped to the ground and said: "Ya puny Goblin can't kill a Orc". Ghazak took the club from the Orc and raised above his head it and brought it down - the head was cleaved from the body. Ghazak took the skull and screamed "WAAAAAAAAAAAAAGH!". All the Goblins on the plains started shouting his name. The remaining Orcs from WAAAGH Woe'te thought that it would be a wise decision to leave the battlefield...



Result:

Orcs And Goblins: 2026 Victory Points

Goblins: 2509 Victory Points

A hard fought Draw!

DWQ9 SNEAK PREVIEW

That's right guys, there's going to be a DWQ9. And to prove it, we've got a sneak peak of one of the models that you'll see in an article need time.

Pretty impressive looking model, don't you think?

Well, we thought it was, that's why it'll be turning up next time... Of course, it wouldn't be much of an issue if this was the only picture of it, so keep you eyes peeled for more (like this other fellow in the bottom corner here).



Also, although it was promised for this issue, the Sneak Peak model from DWQ7 should also be ready for all next time.





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Special Thanks to anyone else who helped, but has been left off the list.

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

And finally, also thank-you to Chug an' Lug for keeping busy with other jobs while I worked on the layout for this issue. Oh, and thank-you for not complaining about what the Orcs got from the 7th Edition revision compared to the Goblins. I know you guys had a few choice words to say about it. And for the last time: NO. The next issue is not going to be entirely focused on Snotlings. Stop asking me already...

@WWW, C'MON MASTER GOOFY. IT'LL ONLY BE FER DAT WUN ISSUE.

an' weee'll be on owa best behari, er, behuvyor, er weee won't act silly or nufink.

ssh. dun tell 'im dat. or 'e'll expect us ter be like dat all da time...

DA LEGAL BITZ

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Closing Time!

You Don't Have To Go Home; But You Can't Stay Here...