



# DWQ

Da\_Warpath Quarterly



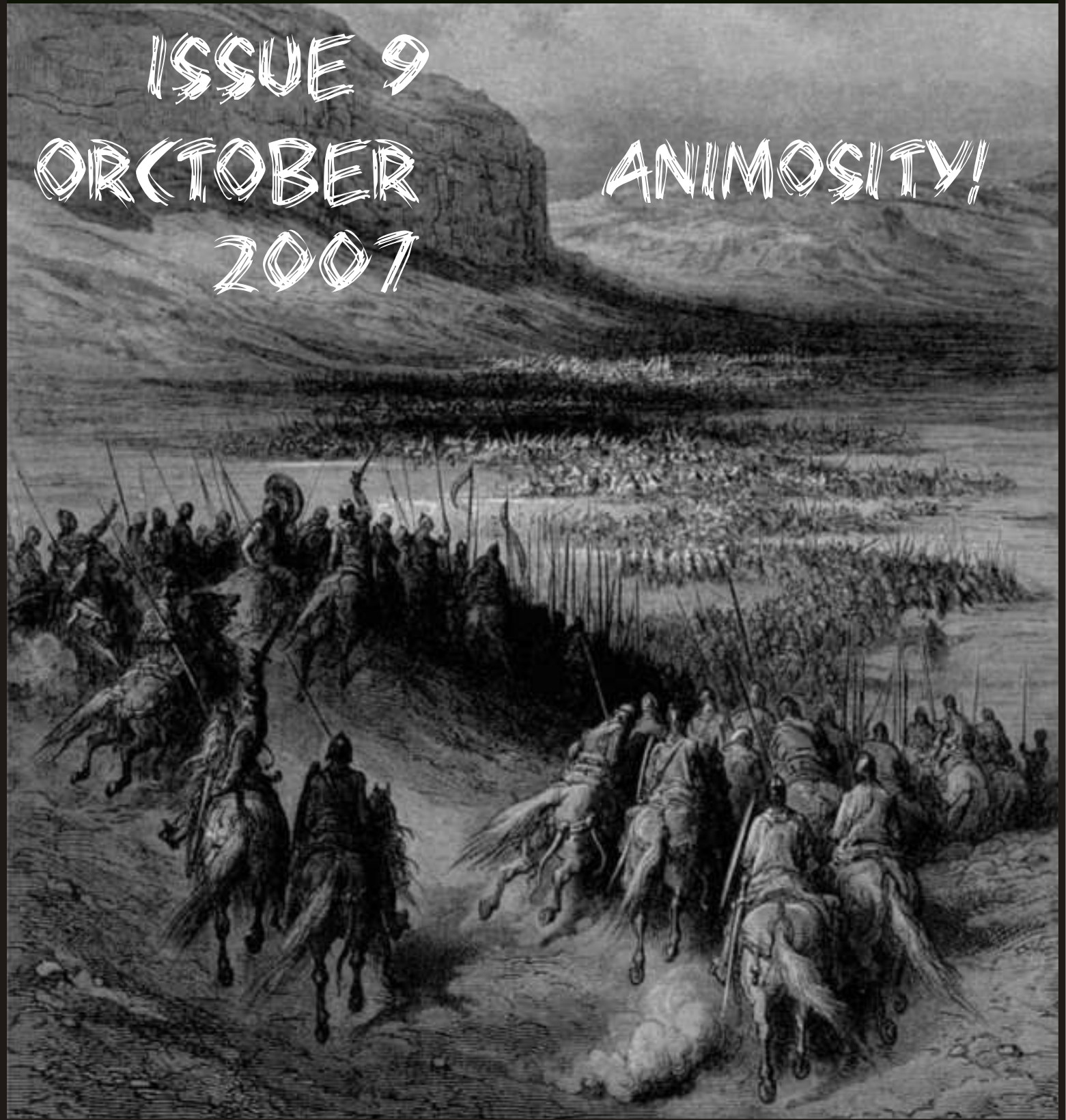
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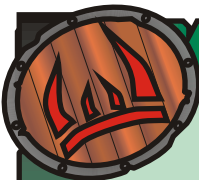
ISSUE 9

OCTOBER

2007

ANIMOSITY!





# EDITORIAL

By: Warlord Ghazak Gazhkull

Hello guys,

Welcome to a new issue of DWQ, with this issue do we celebrate the second birthday from the issue. Most people will agree with me that we came a long way from where we started it all started back when Zorg came up with the idea for doing a e-zine focused on greenskins. Zorg gathered a few nutcase members around him and we started working on the first issue of the magazine, and then in September 2005 the first issue was released and the crowd liked it. So we continued working on it and we kept improving the quality of the magazine. Today Zorg is no longer a member of the editor team but he had laid the foundation for the magazine so I want to thank him for this and also that he trusted me to take over the magazine when he no longer had the time for it.

In this issue we were going to have a battle report from Snagafang commanding a small part of his massive Waaagh. However (and this is the reason the issue is late), we will unfortunately not be publishing this report.

However, in this issue you can read how I lead my forces in the European team championship. Klaw was the captain of our team and I also met Saimon.

So guys I hope you enjoy reading this issue and stay tuned for the next issue cause in that issue my own massive Waaagh will be featured.

Greetz  
G



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# DA GOOFY WUN

By: Goofycabal

As mentioned above, we don't have a Battle Report for this issue. However I would like to try to get TWO reports into DWQ10, so if you've got any that you'd like to include, then drop in to the DWQ forum and let us know!

Also, since this is the magazine's Second Birthday, we've got a pretty special article later on from myself and Warlord Ghazak Gazhkull. I won't give any details away, but it has something to do with looking back at our involvement in the project. Drat, I gave too much away...

I don't have much more to say, other than "Happy Birthday DWQ!", And how better to say that than with a big old cake:

Here's to many more issue of this wonderful magazine. Happy Second Birthday!



hey! weee ne'er go' no cake fer owa last birfday. wot gives?

Wee did get a cake lug. dun yer member dat big tasty chocolate cake weee 'ad?

well, yeah, oi do 'member dat. bu' weee weren't given dat cake, wee 'ad ter get it fer owaselves...

So \*that's\* where my cake went!



# GAMES WORKSHOP NEWS

By: Warlord Ghazak Gazhkull

## Warhammer Newz

The most important news there is around warhammer the last time is the upcoming release from the new high elf book. And from the rumours I heard they are becoming pretty strong, but I suppose noone will disagree with me if I say they where weak in there current form. Although some rumours where over the top but that is usual, two of them are confirmed and will make the biggest difference in game.

Those two rumours are shooting in two ranks and then the always first strike rule, those will make big differences which will mean you will need better tactics if you fight elves, but don't forget even with that rule it will not save them from an onslaught from S4 attacks because they still will have T3.

They will get also a new unit and that is some sort of lion chariot which is a pretty cool model and I see some conversion possibilities in it And after the high elves release the next release will be vampire counts and it is rumoured that they will no longer have blood lines..

## 40K Newz

Well recently GW has released the Apocalypse rules, this makes it possible to play massive 40k games and together with this GW has released a whole bunch of new plastic sets like a plastic Baneblade and such. I suppose that some people will be mad because of this. But the most important thing is that the next 40k army that will be released is Orks. I heard many gamers that they really needed an update for them well now the release is coming closer and my eye has already seen

some very nice models for them.

Of course, a lot of the 40K Ork parts can be used in fantasy Orc armies too.



# DA WARPATH NEWS

By: Goofycabal

## Halloween:

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

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

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

## Animosity 2

This is the best time to show everyone that your army is the best, and to claim some land in Araby. Or just get out there and bash some skulls (especially true if you're fighting Tomb Kings).

But above all, this is the best way to involved with the community more. There's a write up on Animosity 2 later on, and from accounts from players who took part in Animosity 1, this is a load of fun.

And what makes it even sweeter is that the campaign is inter-forum, so the factions you're playing against will be comprised of members of other forums. And since Da Warpath is hosting the campaign, why would we want to let the other forums win our event? So, get out there and win this one for the Greenskins!





# THE DARK WARRIOR PART 4

By Gaargod

Buoyed up by their previous victories, the thralls broke apart and swept forwards to perform a classic pincer attack manoeuvre. But they had underestimated their opponent who, faced with two powerful vampire warriors, decided to cheat a little. A quick flick of the sword pushed the already highly magical air into a compact wave for a few brief instants, before it has shut down by the Lord himself with a derisive gesture. However it had done its job, slowing the right thrall considerably, giving Alucard time to deal with the other. He leapt forwards towards it, hurling one sword at the same time. His attacker had to drop out of the air to avoid the deadly missile, a prime target for the descending Dark Warrior with his other sword already in position for a massive blow.

Still the thrall did not give up. With a mighty effort he made use of his line's tremendous muscles and pushed off backwards sliding along the ground. The ground shaking impact of Alucard met only the empty floor nonetheless he rolled quickly to the right. The first thrall, swooping down and attempting to crash into Alucard from the rear again, found only empty air himself. However the unfortunate creature met the curved blade of the Dark Warrior, returning through the air to its master, the eyes of the basilisk on its handle glowing brightly! It pierced the unsuspecting vampire through the heart, its aged body rotting swiftly to vanish before it even hit the floor. The other thrall looked on in disbelief before rapidly returning to the air and flying as far away from this creature which made it, a bloodsucking muscle-bound monstrosity of once-human flesh, seem a mere kitten. It was more than eager to let its illustrious and powerful master to face this warrior alone.

That same master was now standing at the top of the first long winding staircase, ancient artefacts around him and power in his fist, but he looked as if he was about to take to the air and disregard all that he had accomplished. As Alucard calmly reached out and grabbed his blade as it flew past him, the massive Strigoi

slowly brought his rage under control, though his fists were still clenched though his dagger-like claws must have bit deep into them.

"How dare you." The Lord spoke in an eloquent and ancient-sounding voice but full of fury. "I am Lord Klaruth Malakov, one of the oldest and most powerful vampires remaining in this god-forsaken world. My sire was the mighty Ushoran himself and it was I who perfected the gift of true flight amongst vampires. I was at my master's side when the city of the Eternal Court fell and when the Strigoi fled it was I who my master trusted the most. When Mourkan, that great city which we ruled for so many centuries, was besieged by the orcs I still stood by my master, though separated by the battle." With these words the vampire slowly advanced down the staircase. "I have watched my line fall slowly into ruin, scrounging around in the graveyards and battlefields. I myself have spent too long shunned by all, seeing my house separated and destroyed piece by piece."

"BUT I WILL NOT LET IT END!" Suddenly the Lord leaped into the air, a majestic symbol of power and fury. "I am as a god to my line – the successor of Ushoran. This tower was once of the unholy rest of a Blood Dragon count who was too proud to accept his servitude to me. He learnt his mistake, as will you. I will raise my house once more then the Strigoi line will once more show its dominance. And if I have to spill the blood of a thousand warriors myself, it shall be. If I have to slay you, insolent creature, it shall BE."



## 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!



## WGG IN POLAND

By: Warlord Ghazak Gazhkull

Well I left from my place on Thursday to go to Hasselt where I would meet Klaw and where I would sleep before we left to Poland. When I arrived there Klaw, his brother and me decided to eat pitta first. When we finally arrived at Klaw's place we still need to do some last minute painting, I needed to base goblins that I would borrow from Klaw and he still need to paint 3 Bretonnian characters for the Bretonnian player. We worked on our armies till 1 o'clock or something like that.

After a short night we left to pick up the rest from the Dutch speaking part from the team, the French speaking part would travel with the train. We first stopped by a store to buy some Belgian beer for Saimon. The road trip was fun but we got lost somewhere in the Netherlands Since we hadn't a map from that area. When we finally arrived in Gorzow it was already pretty late.

I had no mattress so I slept on the floor and well I didn't sleep to well, I slept for 3 hours or so. Before the tourney started we went to a store to buy some stuff and well I need to say that Poland is cheap.

So the tourney it self, well last year team Belgium lost against team Finland so we challenged them and the gladly accepted. I got paired against the cult of Slaanesh with about 170 shot a turn (could be a little less). I don't worry too much about it since I have toughness 4 and quite a lot of magic. But it seemed that Gork and Mork aren't on my side, I fail two turns animosity with my savages Orcs and great shaman. Because of the rioting in my own battle line my opponent could move into a good position to get control from the game which he did. So in the end my entire army got butchered except a goblin unit that survived the game.

So the result 20-0, but only two team members lost so we won the first round and claimed bragging rights against Finland till next year.

Since we got a pretty serious win in the first round we came out against the Italians which where one of the favourites for the tourney victory. The Italians had a chaos dwarf player and nobody wanted to face them so they put me in front of the chaos dwarves. The army had 10 power dice, 4 spear chukkas, 2 rocket launchers and 1 earth shaker, great. The game is in balance till turn 5 or so, I cast a Waaagh with total power, on that point I thought I had the game till I rolled for the distance and none of my units got in combat not even the units that where 3 inch away, I get shot down in his



The Belgian Team In All Their Glory

turn and on the end of turn 6 only some goblin survive the game, again.

Result once again 20-0, and the rest of team losses also so we got a loss we hadn't see that one coming,

Third game is against the French.

A very nice opponent but still the dice gods aren't on my side and the 6 hours of gaming is taking its toll which makes I forget to move out my mounted Battle Standard out of his unit which means I can't charge the unit with 2 necromancers. And in the last turn my savages got flanked and the break and flee 2 inch couldn't it have been turned around. So what could have been a draw turned into a massacre. Oh and again the goblins were one of the survivors.

So again a 20-0 loss, well that isn't great I suppose.

I talked to Saimon for a while and looked to a massive 9000pts vs. 9000pts game and then I hit the sack so I would be not as sleepy next day.

On the Sunday morning I was up quite early and I took a shower.

The first team we would meet was Hungary

I got paired against the Skaven, I looked to the army and saw 2 rhinoxen, 20 jezzails, 3 rattlings and 3 warlock engineers that would be fun. The Skaven got the first turn and I was ready to see my army blown apart but it seemed that my opponent had the same luck with his dice as I had the day before in one turn he managed to blow up a warlock, wound a warlock and kill 2 jezzails. In my turn I position my troops like I want them and



# WGG IN POLAND

Continued From Page: 4



**With The Venue Full Of Gamers, We Get To See A Snapshot Of The Belgian Team Playing Against The French Team.**

So a 18-2 victory for the Greenskins.

Team Belgium got the 12th place and the sportsmanship price so that is not too shabby, next year I'm sure we take the cup (we can dream can't we?).

I loved the tourney and next year I will surely go again, if I'm not on the team I will take part in the side tournament but this time it will be the goblins no matter what Klaw says, the goblins showed they are better then my Orcs.

And on Monday we left Gorzow to return to Belgium and guess what we got lost in the Netherlands again and while we where there I was singing the song "broek af, tetten bloot, hollandse hoeren." I needed to hurry up to catch my train and I forgot to take my camera with me so it is still with Klaw.

with my magic I kill another warlock and do 2 wounds on his rhinox's. And some rats die also but from those there were plenty. In his turn his rhinox's charge my wolves who decide to flee. Then in my turn my savage boar boyz charge the rhinox's and those flee from the table and the rest from the game is mopping up in the end only his general and his unit survive the game after they passed the last panic test.

forgot to take my camera with me so it is still with Klaw.

*(He's got it back now, and below is one of the Pictures he took while there - Ed Goofycabal)*



So a 16-4 win for the Greenskins, finally I win a game,

Game two is against Denmark another top team,

I get paired against dwarves. The game goes pretty good till turn 4 or so and I need to make a crucial overrun, I roll 4 inch instead of the needed 5. If I would have made it I would have killed his most expensive unit because I would easily win the combat now. My goblins already won combat against all odds but then the dwarves hold. All the Orcs die because of the shooting and once again some of the goblins survive,

And the last game from the etc is against Croatia

I get paired against high elves and well this game was more like a show of how greenskins can perform if the dice are on your side, the only thing that went wrong was my night goblin shaman that exploded in turn 1. Apart from that the elves got swarmed and my goblins showed why I prefer them instead of Orcs. The goblins killed quite a lot and my hoppers even slaughtered a lv4 mage.



**Forget About Taking Names: This Orc Takes Heads - Giants' Heads!**



# ANIMOSITY 2

By: Goomb

**War is upon the lands of Araby!** The people of that land are beginning to turn on one another. Old tribal and clan lineages are taking up arms once more and blood runs in the streets. Peoples of the towns lock themselves in their homes only to be burned out as they sleep. Agents of the Sheikh and Caliph vie for power and it is the common folk that bear the burden. Fear of famine and disease run rampant as the servants of the dark gods spread rumors, further increasing the turmoil. The various nomads in the desert are now being offered vast sums of money by towns and villages. Often looked down upon by the city dwellers, these men now find themselves in a position to flourish in these dreadful times, only to turn on their employers once the treasure runs dry. Even allies have difficulty moving through 'loyal' territories as hysteria has taken over and caravans are attacked and goods taken. The movement of enemy forces have left many crying out in the streets as thoughts of the end times become ever incessant.

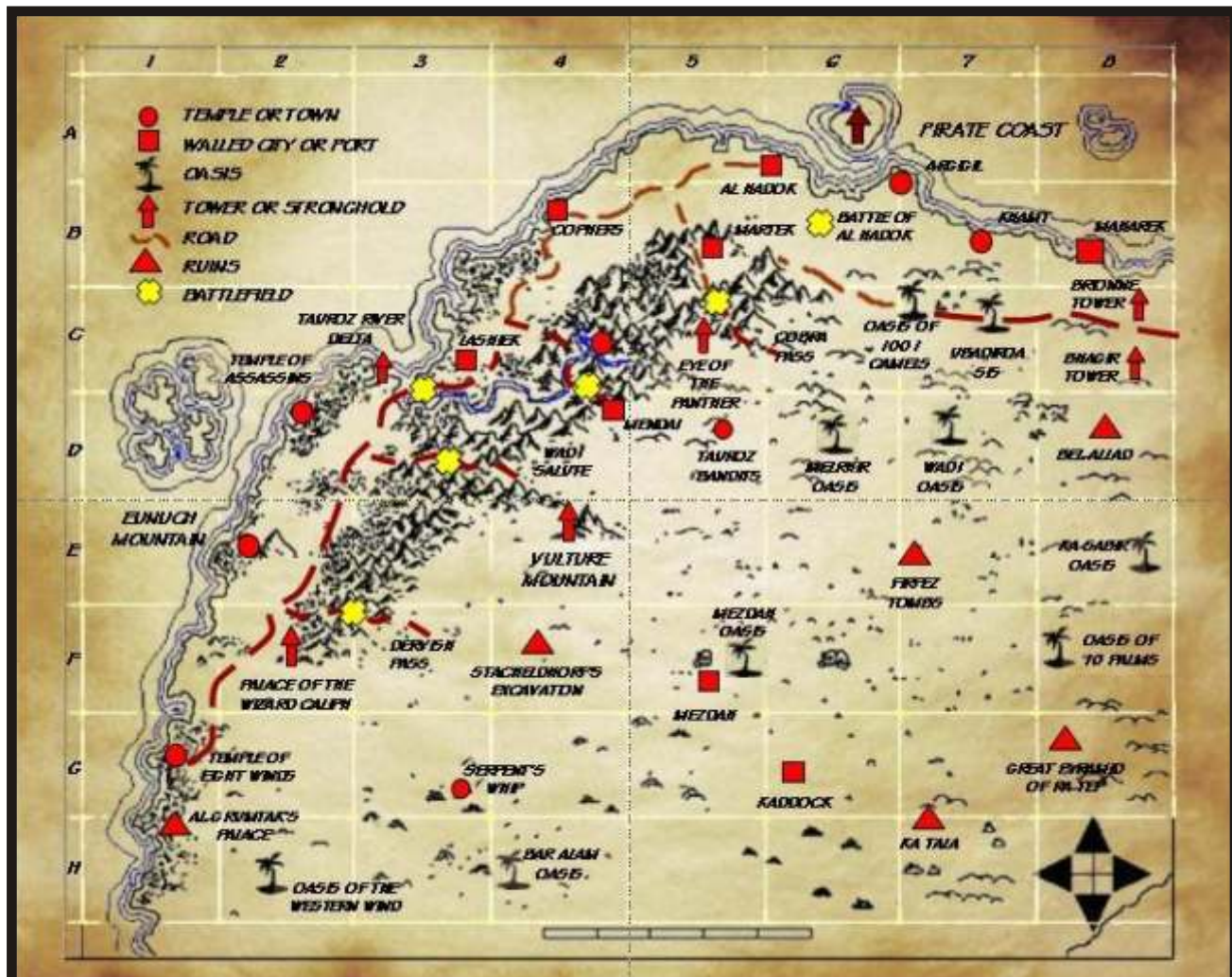
The young Tariq Abbas finds it difficult to maintain order in his realm. His troops have been pushed dangerously thin as they have been sent to respond to the threat to the east of the young Sheikh's capital, Lashiek. Not realizing the peril he had placed himself in, Tariq left himself exposed and the canny Haseem managed to

take full advantage. Now the boy king finds himself in retreat as his enemy is in full pursuit.

As these two fight bitterly, messages are dispatched to allies for aid in the opening movements. Honor and glory are available, but even the most honorable move in for their own gains.

Armored knights of Bretonnia offload from elegant ships. At the head of this column is Baluin, a proud and brave man. Even though it was looked upon with some skepticism by Imperial forces, he has already proven himself to be a master of logistics, due in no small part to his second-in-command, Lord Admiral Jean Marcel l'Impéteux. The familiarity of Bretonnian forces with the area was enough for Karl Franz to allow his troops to serve under Bretonnian command. He trusted his Marshal, Hekler Otto Steinberg I, to handle any situation as it arose.

At the request of the Bretonnian and Imperial forces, the High Elves of Ulthuan have sent a small number of troops via hawkships to ensure that the threat of Chaos would not pervade any further into the world. By their side stand the stout warriors of the mountains, lead by Hrethric Farstrider. To the surprise of many, the Wood



From The Pirate Coast To The Oasis Of The Western Wind - Araby Lies Open For Attack!



## ANIMOSITY 2

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Elves have sent troops into the desert to find some of their lost kin while Lizardmen from the southlands march to war once more to protect the plans of the Old Ones.

Whilst the numbers of the Araby Reclamation Pact swell, the shrewd plotting of the dark gods has not been lacking. Lord Abhorakh Solomar, veteran of the Nemesis Crown campaign, has moved swiftly to Araby to claim the land for the Chaos gods. He leads a host of warriors and is aided by Ares and his army of loyal Druchii. With the aid of skaven, beasts and even some orcs tainted by the chaos warp, the Covenant of Shadow plots silently and ready themselves to strike.

Reeling from the recent defeats in the Storm of Chaos from the ancient Tomb Kings and the Nemesis Campaign from the stunties, the greenskins begin to return to the area after a short hiatus. Following the Eye of Mork south, two large WAAAGHS flow into the area at the request of Wurrzag. Each warboss is determined to exact revenge to the dead things that expelled them during the Storm of Chaos, lay waste to the forces aligned against them, and to prove themselves worthy

as Da 'Ardest Git of da Suth.

With the power vacuum that has been left, corsairs also strike ruthlessly at the towns upon the coast. The seas are dotted with approaching armadas and battle ships. Increasingly, merchant vessels are caught and set ablaze as black-sailed pirate ships find their prey unarmed. Lead by the infamous orc pirate Admr'l Kurgan Grimjaw, these ruffians are helped by the sly Kali Babbas, the Arabian Prince of Thieves. Will this combination of brain and brawn bring vast wealth to the Pirates of the Ironfang Fleet?

While others have moved loudly in the open, a quiet menace has stirred. To the north and east, a lone Liche Priest named Zazamouk looks to avenge his destroyed home of An-Nefer. He now pledges loyalty to Ahemet, the greatest King of Zandri. Ahemet now openly moves his pieces, unleashing his mercenaries. The long lost Clan Husk emerges from their ancient home beside gold seeking Dwarfs. Will this odd allotment bring glory to the King of Zandri? Ahemet has no doubts, and the time has come for the Tomb Kings to reclaim their land once more.



## THE GREENSKIN MENACE

By: Rat of Vengeance

The message had come down from the head of the column; greenskins were nearby, and in force. Edmund de Arbath felt a quiver of excitement as he checked his equipment in preparation of the coming battle. He only hoped that he would be found able. If Edmund missed any of the action Duke Percy would not be pleased. He readied his quill and parchment.

Edmund edged his way past the shouting men-at-arms. At the top of a nearby rise, he found his patron, peering through an eyeglass at the tree line on the opposite side of the clearing. He was listening with growing impatience to the report of an outrider, whose grizzled beard showed his years and experience, and the man's expression didn't quite hide his opinion of the young noble in front of him.

"Sire, we are not sure how many are in there. We sent scouts around the flanks into the woods, but they haven't reported yet."

"Then we will just have to flush the greenskins out," Duke Percy announced. "They hide out of sight. I think they fear our steel."

The sergeant's expression belied his agreement as he turned to rejoin his men. Duke Percy seemed to notice Edmund for the first time.

"Ah, de Arbath. I suggest that rise over yonder would be an ideal spot to record my first heroic victory over the Greenskin menace. Do make sure you can get a good view of the battle. That tree at the edge of the wood there would make an excellent vantage point of the field should you lose sight of me."

With that, Duke Percy signaled his courtiers to assist him up

onto his horse. As he rode to join the Empire knights nearby, Edmund scampered across to the small hill the Duke had suggested. From here he could see ranks of small, black hooded goblins lurking inside the tree line opposite.

A loud blast from a trumpet announced the advance of the Empire force. Ranks of spearmen strode forward, militia marching in loose formation at their sides. Handgunners took aim into the forests opposite, and fired. The knights rode across the grass of the clearing, pennants snapping as they curled through the gun smoke. It was a moment of martial pride as Edmund hurriedly sketched and jotted notes. So focused was he on recording the proceedings that Edmund didn't even notice the giant spiders creeping through the woods behind him, until they charged right past him into the flank of the unit of knights. As horses screamed and knights fell, the dark robed goblins broke from the forest towards the Imperial lines. In the confusion, an impudent young Duke died not even seeing the whirling fanatic that mashed him and his horse into an unrecognisable pulp.

Some hours later, a lone goblin strode up a rise, and stood at the bottom of an old oak tree.

"Did ya see the 'ole fight?" he asked the tree.

"Um, yes I did," quavered Edmund.

"Well, I bin lookin' for a bloke 'oo can write down me doin's for tha glory 'o Mork. Are you dat bloke, or do ya reckon I oughta kill ya and find sumone else?"

Edmund considered his options. It didn't take very long.

"I am your man, ..er.. bloke."

"Good. I'm Morgitz, and youse gonna be writing me Book ov Winnin'. Now get yerself outa dat tree And get ta work."







# DWQ 2 YEARS IN THE MAKING

By: Warlord Ghazak Gazhkull and Goofycabal

As you should have noticed by now, Da Warpath Quarterly is celebrating its second birthday this year. Da Warpath Quarterly 1 was released in September 2005 and since then we've released 9 issues (including this one here). Over those years we've had a few changes, both style and layout wise, as well as a change in Editors.

And now, to celebrate the occasion, we have some words from the Head Editor and Layout Editor in regards to their experience with working on DWQ for so long. Due to exams, Zorg\_orc\_warboss was unfortunately unable to share his experiences.



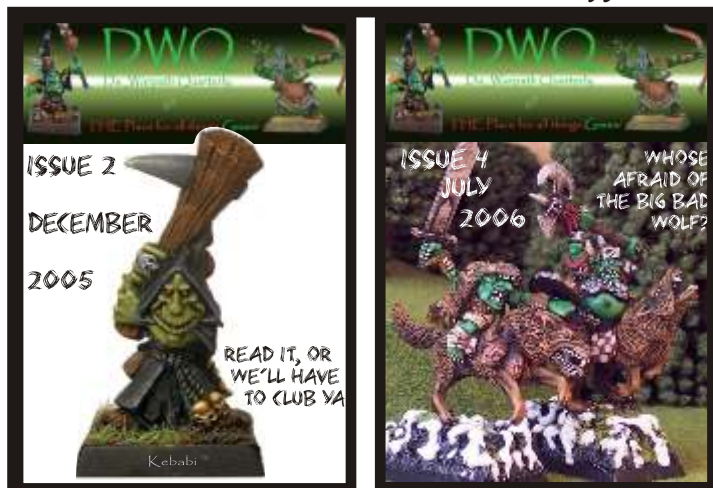
### Warlord Ghazak Gazhkull: Current Head Editor

Well I have been on the DWQ team since the beginning of the magazine so I'm one off the few ancients still left on the team. So that is about two years that I'm part of the team and it has been a nice time.

In the beginning I was just one of the many editors and I always found some good articles, so when Zorg left because of the real life syndrome he decided to make me the head editor. He trusted me with the job since I'm a nutcase hobbyist and well being the boss isn't as easy as it seems. You need to make that the articles are finished in time. Also you need to make that there are new articles and not a rehash of older ones.

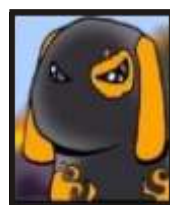
But maybe I'm complaining about the work I have but I'm at least not in the dungeons from the DWQ building those guys there get bullied by chug and lug and only get some bread and fungus brew when needed.

But during the time I've been on the team and head editor I was never bored of doing the job and I hope there are many more issues to come that you guys will enjoy reading. But the hardest part of the job is getting



From DWQ2, DWQ4 And Onwards, Our Covers Have Showcased Some Of The Best Painjobs Our Members Have To Offer.

the e-zine out on time for some odd reason I can't recall one magazine released on time, I think it is a curse we got when we started with the magazine.



### Goofycabal: Layout Editor

Well, the title itself is a bit of a misnomer, as I'm not merely the Editor for Layout, I actually put the entire thing together myself. Well, in so much as the articles and pictures come to me and I stick them together into their magazine form.

When Zorg first came up with the idea in 2005 I was at University doing my Marketing Degree. And at the time, I was studying how to layout and produce brochures and pamphlets and newsletters. So I figured this would give me some more practical experience than the course-work at Uni.

And I've been loving every minute of it since. Apart from when my computer crashes and deletes the raw files as I working on them, which has happened 2, maybe 3 times in the past.

Anyway, having the chance to read the excellent articles submitted for the 'zine as I'm putting them into the issue really gives me a much better view of just how great a bunch of people we have at Da Warpath, from highly skilled painters to deeply thoughtful tacticians, and everyone in between. Each of them gets their moment of glory within these pages.

Without everyone's support, we wouldn't have this magazine, and I wouldn't be able to take the time out of normal everyday life to have fun putting this together.



Our Covers Have Been Getting Better With Each Issue





# INTERVIEW WITH A WARBOSS

By: kebabi and WarbossKurgan

*This time around we have Kebabi interviewing one of our Moderators who has arguably one of the most distinctive and easily recognisable armies on the forum. I'm talking of course about WarbossKurgan's wonderfully sculpted Pirate Orc army. We've had selections of his army in Da Warpath Quarterly in the past (especially his Orc 'Fishmen' recently). Without further ado, let's let Kebabi get on with the interview:*

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

In 1984. I was 12 or 13 when I started playing Dungeons and Dragons. I started buying Citadel Miniatures at the same time and I was painting them from the word go. Airfix enamel paints were horrible to use, but at the time they were all I had access to. It was slow work because you had to wait a day for each coat of paint to dry. So frustrating!

### What got you into painting Greenskins?

I always had a soft-spot for Orcs and Goblins in D&D and when I was introduced to Warhammer (2nd edition) less than a year after I started collecting Citadel Miniatures, they were the obvious choice for my army as I already had loads of them!



These guys formed the core of my first Goblin Warband: Citadel Speciality Set 4 (SS4) - Goblin Raiding Party (Below Right)

---<http://www.solelegends.com/citboxes/c2s4gob.htm>

And loads of these Boyz soon joined them: Orc Warriors (Below)

---<http://www.solelegends.com/citcat88/0501orcs.htm>  
(Thanks to the Stuff of Legends website for making me all misty-eyed and nostalgic!)

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

I have 2000 points (and growing!) of Pirate Orcs and another 2000 points of "regular" Orcs and Goblins that I haven't really touched since I started using the Pirate army.

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

That's easy – detailing!

It's always the final stage of each area of a model, and it really feels like you are finishing that bit. It's also the stage where the real character of the model comes to the fore.

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

Probably a toss-up between base-coating things like skin or clothing and basing: Both involve painting large areas of a model with a single colour and I always find that a bit boring to be honest!



## INTERVIEW WITH A WARBOSS

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

I think the Pirate Orc Boss I called Keel'Aul. It was a successful greenstuff sculpting and plastic conversion with a fairly simple paint-job, but it turned out being really characterful and very much in the spirit of the Orcy Pirates. He has a bandanna, a barrel of rum, a cutlass, a musket and tattoos.

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

Patience. It takes ages to paint a horde of Greenskins, so keeping up the same standard throughout the army is no mean feat! You have to really enjoy painting the basic troops otherwise it'll drive you mad. You also have to really enjoy painting green skin!

Good choices of theme and colour-scheme will help. Green doesn't go with everything, so the army has to have a carefully chosen "contrast" colour to make it work overall. It's probably better to keep the number of bright colours to a minimum, green will be one, the contrast colour will be the second, so after that you should stick

to neutral colours (browns and earthy colours, greys and black) to stop the overall effect being to eye-straining!

It's a good idea to work on just one unit at a time. If you get distracted and try and do more it's much easier to get disheartened. When you have a finished unit in front of you it makes you feel like you have achieved

something and you want to get on with the next one. When you have ten half-finished units it just feels like you have masses of work to do!

*And that's it from Kebabi and WarbossKurgan. If you think you've got what it takes to be included here in the 'Interview With A Warboss' section of Da Warpath Quarterly, make sure to send Kebabi a PM and let him know why he should interview you.*

*We've got plenty of talented painters at Da Warpath, and it'd certainly be a shame for them not to get the recognition they deserve, so speak up! We'd love to hear about how you became as successful at painting as you have done.*

-Ed Goofycabal



**Here We See Keel'Aul As Both A Finished Conversion And Also As The Finished Painted Model.**



**WarbossKurgan's Converted 'Crab Riders' For His Pirate Army**

# BLACK ORC MANIA

By: Kebabi

About four months ago we, fellow Greenskins, received a boost to our miniature range. New vanilla Trolls (Battle For Skull Pass-style), Night Goblin Boss on Great Cave Squig, the awesome Gorbad Ironclaw and, of course everyones favorite, the Black Orcs.

We're going to focus on the Black Orcs in this article (as the title suggests). They come in boxes of 10, multi-part plastic miniatures, as well as a new metal Black Orc Boss blister. There was also a splash release with a box of 20 Black Orcs.

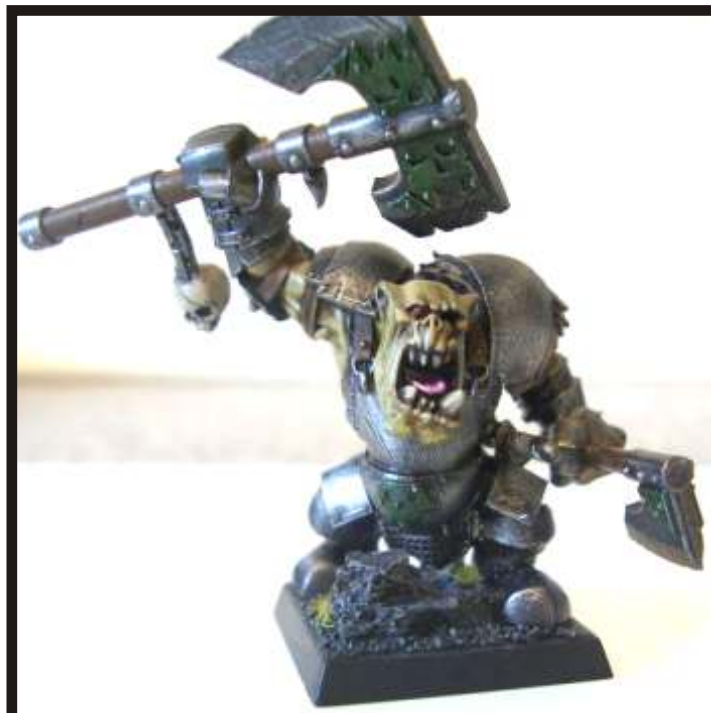
The Black Orcs have been a well-used special unit throughout the 6.th and into the 7.th edition. Though not as cheap as a 35 point Spear Chukka, the thought of twenty of the meanest Orcs there is coming down on your enemy has inspired lots of folks getting some in your army. One can understand that 10 Strength 5 hits on the enemy first round, 3 rank bonus and a banner is pretty comforting when entering combat. With the turn-over to 7.th edition Games Workshop decided to give the Black Orcs "Armed To Da Teef" rule, since they had produced both Black Orcs with both Great Weapons and dual Choppas. This has been carried on to the new set of plastic Black Orcs, were the miniatures are pretty much armed to their teeth. You get parts to make dual Choppas and Great Choppas as well as a command group and some extra heads. Sadly enough you must have some with Great Weapons and some with two Choppas, can't go all for one type since the torso and lower arms are one-piece. Still, in my opinion, the great quality of these sprues makes up for it. That and all the brutal axes, maces, swords, banner tops and other cool parts you get! The sprues are actually the first Warhammer regiment to be made by using the laser-technology Citadels been using more and more frequently (the Carnifex is a great example of where it's been used). So how have Da Warpath's members build and done their Black Orcs?

## Badgut

Badgut's taken a pretty direct approach to the Black Orcs with very dark metal-colours. But they're quite unorthodox for having green as the colour to tie them together (rather than the more standard white-black checkers or red Dags), as well as doing the skin in a yellowish and fairly pale hue which creates a very neat contrast in my own opinion. He's left them unconverted and yes, they come with these bloody cool poses.

**As You Can See, The Green On The Weapons And Armour Ties The Unit Together Well.**

**The Fellow On The Right Here Is The One You Saw In The Sneak-peak Section Of Dwq8**





# BLACK ORC MANIA

Continued From Page: 11

MrChaos

A up-and-rising Paff-painter, painted this wicked Black Orc Boss. Personally I just love it, at first glance mistook it for the 'Eavy Metal Team's. But who am I to judge just look at him yourself. The colours comes together very well and is quite a classic painting-scheme, performed beautifully with battle damage and all..

**Up Close, You Can See Why Kebabi Has Compared MrChaos' Work To That Of The Games Workshop 'Eavy Metal Team.**

**At The Bottom, The Models Look Even More Impressive When Ranked Together In A Unit.**





# BLACK ORC MANIA

Continued From Page: 12

## Scarface

Straying away from the ordinary, Scarface has used the sprues from the Black Orc Box and the boar from the Orc Warboss set to create some massive looking Boar Boyz. Of course, one can argue whether Boar Boyz is really worth a slot and the points in the list, but the thought of putting a unit looking like this on the table sure as bubblegum makes up for it!



**Right: Although Only A Regular Member Of The Unit, This Boar Boy Is Still Very Impressive Looking.**

**Above: The Unit Standard For The Boar Boyz Unit. Could Just As Easily Be Used To Represent A Black Orc Big Boss Carrying The Army Battle Standard!**

hey w.g. oi fink dat master goofy was right when 'e said dat dey weren't gonna look at spottings in dis issue of de warpac quarter-fingy

yeah, bu' did dey 'ave ter look at all dese black orcs? dey make me feel nervous...



# BLACK ORC MANIA

Continued From Page: 13

## Angelos

A Black Orc Boss painted by hopefully a soon-to-be Golden Deamon winner (or at least so I've heard).

A traditional skin tone complemented by a metal armour with a stunningly cool rust effect. Just look at the flat off the sword and his left shoulder pad.



To round off are some pictures which isn't fully correct, but I know the guy who writes the article so I got to include pictures of my own Black Orcs. These four Black Orcs are slightly converted from the out-of-the-box by cutting off weapons (leaving the hand guards of the

swords, which makes great knuckle dusters) and slightly altering the poses of the arms and heads. Of course, they're put on round bases because they act as Black Orc Blockers for my Blood Bowl team.



### Hobby Tip #1345

The common Appliance store is a great source for unwanted polystyrene. Since they throw the stuff away by the binful, they generally don't mind if you come and take some away yourself. Make sure to ask the manager of the store first, so you don't get in trouble. The great thing is, they get polystyrene in all sorts of shapes and sizes, so it's easy to find all manner of interesting bits.



# AGE IS OF NO CONSEQUENCE

By: Goofycabal

Since this is the second Birthday of Da Warpath Quarterly, I felt it would be appropriate to include the story I wrote for Chug an' Lug's first Birthday. I'd have included the story for their second Birthday, but that was lost from the forums when we were attacked on April 1st. Anyway, here we go:

"Appy Burfday Lug!"  
"Appy Burfday? I din' know it were owa Burfday"  
"Yeah, sure it is. Jus' arsk Master Goofy, 'e'll tell yer"

Yes Chug, Lug. It is indeed your collective Burfday. Er, Birthday. In a sense of course. 'Cause this is of course the day that you two came into being. I remember it as if it were only a year ago. It was a bright sunny afternoon...

*\*CHEAP FLASHBACK EFFECTS\**

I was at my oh-so-slow computer, checking out the Games-Workshop forum, when I spied a thread titled "Most Dangerous Weapon (Funny)". So, expecting something already laid out for me to read, I decided to check it out (since I'm always eager for a good chuckle). However, there was naught but a brief mention of how funny a Snotling armed with a pewter spoon would be; seconded by a Snotling armed with a laced shoe. I was in a rather peculiar frame of mind this particular afternoon, and so I made a reply to this thread.

Naturally, this reply was a tongue-in-cheek response (you know the one - where you the two of you beat up that poor Bloodthirster and steal his eyeballs?).

"Oh, yeah. Weee's still got dose eyes on owa pool table"

I know, we were having a game just before.

"Dat's right. Yer were losin' really badly too!"

Erm, yes. Yes I was. Ahem. Stop grinning like that. Anyway, the Bloodthirster story hadn't been online for long, before the compliments and the accolades began to roll in.

"Yeah, an' people said dat dey liked it too!"

Um, Lug, that's what I just said.

"Oh"

Indeed. Carrying on... I decided to write some more replies, and before I knew it, you guys were famous personalities in your own right. So, Happy Birthday Chug an' Lug. Today you both turn a whole year old. Having said that, I really don't think that you're really needed here today, sorry. These guys are too young for



look 'ow young weee look in dis ol' picture fing!

um, wee still look like dat, lug...

oh yeah, oi guess weee do...

a Black Orc Stripper. It wouldn't be too appropriate anyway.

"Ey, wotcha sayin'? Yer dun want me ter do me job? Dat's sexist dat is. Oi fink me Boss is gonna 'ear abart dis. Oh, Oi'm feelin' faint. Catch me"

Woah, hold on now, um, ma'am. I'm sorry, but these guys are clearly under the legal age limit. So think about it. You can report me to your Boss all you want, but I really don't think that he'd want to you break the law. I'm sure he lets you break people's bones on occasion I'd assume though.

"Yeah, Oi guess yer're right"

"Hey, Master Goofy; yer're olda dan 18, ain't yer?"

AHEM! Shut up Lug. I hardly see how that's relevant. Besides...

"Well den, dat's settled. Out yer go, lil' un's"

"Sure fing. Bye"

"Bye-bye. Dere, now dat dey're gone, Oi can get on wiv me job"

Argh! No!! Aaaaa; my eyes! My eyes! This is going to haunt my nightmares for the rest of my life, I just know it...

"Hey, don' weee gets sum presents or sumfink?"

Not now Chug, can't you see I'm in a lot of pain at the moment...?





# DWQ

## Da Warpath Quarterly

### THE place for all things GREEN

Okay, those of you who read the Under Empire's magazine will have already seen this - but you will not have realised how significant it is.

Coming soon, Da Warpath Quarterly will be undergoing a special update in terms of image and the image at the top of this page is part of that new look direction.

Keep in mind, however, that nothing is set in stone at this stage, but a whole new look is being worked on for the magazine. All of the current layout and so forth will still remain, but we're wanting to make the pages really

leap out of your screen and grab you by the collar. Well, maybe not grab you by the collar, but at the very least we want the pages to look a lot more professional. And more Orcy too.

Not only will the main logo on the cover look a little different, here's a sample of the current 'work in progress' shield icons for the top of each page.



## DA WARPATH NEEDS YOU!

DWQ is now in its 5th quarterly release and is looking for writers to help improve and the raise the standards of an already popular offering. DWQ is designed for you the Orc and Goblin followers and because DWQ is dedicated to the reader in the way it is; DWQ has numerous positions vacant for those who are able to produce an articles reporting on the topics of:

- News – Are things changing in the Warhammer world? Think the readers need to know? Well why not get involved a write an article of current and up coming events.
- Battle Reports – Know you've got a big game coming up? Want to share with the readers about how you managed to beat an unbeatable army? Write up a game your going to play and get your army shown in DWQ!
- Rules – Want to help write an FAQ? Want to help shed some light on rules to confusing players? Then why not write a small piece on rule changes/interpretation or explanation.
- Specialist Games – Want to get more people involved in others games you've played? Share the fun with DWQ and let everyone know..
- Newbie Corner – Help out dem small'uns of the forum with an insightful article to help them through the dark Days.

You want to get involved and nobody's mentioned what you want to talk about? Suggest it to us anyway! More than likely its something we've missed, and will be more than happy to have you aboard with your unique articles!

Now you're wondering, how do I go about writing my article? How do I get my article published? Simple! Pay a visit to the Da Warpath Quarterly forum and help keep DWQ 'da greatest!'

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Gazhkull and Goofycabal

Interview With A Warboss: Kebabi and  
WarbossKurgan

Black Orc Mania: Kebabi

Age Is Of No Consequence: Goofycabal

Da Warpath Needs You!: Paww

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.

Finally, thank-you to Chug an' Lug for letting me share their first Birthday story with you all.

dat's alright. weee dun mind lettin' people read about dat.

yeah, an' dey all gets ter see dat da black orc lady made yer cry. dat's sumfink dat dun 'appen everyday!

# DA LEGAL BITZ

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You Have Entered A Dark Area.

You Are Likely To Be Eaten By A Grue...