



DWQ

Da_Warpath Quarterly



THE Place for all things Green!



ISSUE I

SEPTEMBER 2005

WAAAAAGGGGGHHHHH!!!!



EDITORIAL

By: Zorg_Orc_Warboss

Welcome everyone big and small young and old to the first ever issue of Da Warpath Quarterly! I'm Zorg and I am the editor of this fine magazine and will be your guide through its extraordinary pages! Before I begin I would like to greatly thank everyone who has helped on making this fine first issue. From the editors to the writers to even just the people who voted in Arfa's poll "The Most Awesome of Moments". I would like to thank all the contributors for your time, commitment, and for putting up with my insistent nagging (I think I nagged Jimbob about his article 10+ times!). But I would also like to thank you readers. The fact you are reading this now makes it all worthwhile and your continued support will be the only way in which this magazine will survive.

About 3 months ago I casually posted a thread in the Orc and Goblin stronghold saying why don't we have a magazine like Druchii.net's? Not even dreaming I would be in this position 3 months later! So after a great flood of support Goofycabal gave us a forum to use in making the magazine and with the help and support of the above mentioned here we are. It's been a long hard journey but here we are with the first ever issue.

I believe the purpose of this magazine is to help those who can't be on the site all the time. People who can only turn up once a week or just a few time a month can in this magazine read all about what's been happening and read some great articles in the mean time to hopefully compel them to want to start up a new hobby project or have funner games of Warhammer. It's also great for other members who although maybe having seen the articles already probably haven't read them all and can have them all in one place.

So what is in the first ever article of Da Warpath Quarterly you ask? Much more than you could imagine us getting in just 3 months! We have a wealth of articles to suit all for this issue from n00b help, to painting and hobby, to tactics and more. We also have some great Legacy of the Ancients fluff scattered around so check it out! I won't delay you further enjoy the experience that is, Da Warpath Quarterly!

**RUNNING INTERFERENCE** By: Goofycabal

'ello. as yer shuld know, oim chug an' dis is me mate lug.

'ello

Wotcha dun know yet is dat wiv master goofy workin' onna new-letta. weee get da chance ter run round an do wot weee want's wiv da words 'ere.

Actually Chug, you get to make some comments and point and laugh if you want; but you're not allowed to actually change anything that anyone has written. You got that...?

yes master goofy. spoil-sport.

I heard that.

srry.

Good. Now, while I finish off the Newsletter, you two run along and have fun.

yay! it's like frollickin' inna field!

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GAMES WORKSHOP NEWS

By: Jimbob1066e

What's been happening....

A look around the GW Warhammer world in the past three months brings us a new army, a campaign, and in general a pretty boring quarter for us Orcs and Goblins... I guess we just have to be patient... that is one of our strong points - right...?

Price Points went up in the US, (again)... This does not really affect us too much as only a few units went up for the O&G. And it is really only bringing the prices inline with the new armies. So I guess that pretty much covers the globe for increases this year. (But I hear the Canadians are getting off easy...)

Wood Elves: Well they are finally here. The general consensus is that the models are pretty sweet. Most are curious if the army list has been balanced. If you have any information on how to deal with these guys, head over to the tactics forum and share. Most of us are still waiting to face them on the field. I know forcing them to move more in order to fill us full of holes is at least a start.

Lustria: As you all know Lustria has been under full swing for a while now. If you have not had a chance to give the rulebook a spin; I highly recommend it. Some of the new movement modifications in particular make for an interesting change of pace from normal games. But, trying to physically 'un-block' 40 Gobbos wind them through the trees, and 'block' them again can be a bit time consuming. HA! And don't forget that the rules are for 'anytime' your group wants to do them, not entirely linked to the campaign going on in stores.

Rumors: There are tons, as always. But none that matter to us unless you consider the COMPLETELY UNSUBSTANTIATED one that Orcs & Goblins will be redone after Dwarves... GW and Namco seem to be teaming up for a Warhammer RTS game. I put this news here as ALL video games with GW go through many 'on and off' periods...

Events: Well there are the Lustria store events - and then we have Gamesday Chicago. They had a new format this year that included a full Grand Tournament and the normal GD events. Our members had quite mixed reviews of their experiences, but perhaps that is best left to an editorial... Looks like seven Orc & Goblin armies hit the field for the GT. The best we did was 8th overall, and a third place for sportsmanship. (Are we sure he was playing O&G?)

As to the Demons - folks were impressed with some of the top entries, but curious as to the lower level awards. One high point was a win for a Gobbo Chariot by Doug Braun! Two good things about that, it is O&G, and appears to be almost 'stock' which is a rarity in the competitions.

White Dwarf and Black Gobbo: TONS of stuff on Wood Elves and Lustria. No big surprise. Of particular interest was the battle report between WE and O&G. (US 307/UK 308) It was a whopping 18 pages!!! The army list selection made many of our members apoplectic!

In both publications there are some REALLY decent articles on terrain for the new stuff. It has been awhile since I have seen this many neat, simple, effective tricks. I found that the BG coverage of color schemes for both dryads and glade folk are superior to the WD counterparts. But hey, I guess that was the point of Black Gobbo... (And you have to give the display tray article a read... may have been written for 40k, but ANY O&G army would look awesome set out like that.) Also, in the 'well that is a bit different' category, a bunch of pirate stuff has popped up (under the auspices of Lustria...). Still they have some pretty fun conversions, and most of the ideas can be nicked for your goblins...

And oh, yeah, there are lots of new things for 40k and LOTR, but we don't really care do we... HA! Ok - maybe we do, but that is for someone else's forum and quarterly.

Well that is it from the 'what's been happening' with GW front. Look forward next issue to mention of GD UK, the prelims for the Australian Demons (I know we have a few members participating in either.) and anything else that might affect us Orcs!

member when weee was onna game-workshop forum fings?

dat were ages ago, weren't it?

yeah, but it were good fun... not as fun as da wappaff dough.



DA WARPETH NEWS

By: Zorg_Orc_Warboss

Where to begin? So much has happened over the last few months it'll be hard to compress but here you go:

Da Warpath Quarterly- Well obviously the most important (in my opinion) piece of news is the creation of the first ever issue of DWQ (Da Warpath Quarterly). This has been months in the making but it's finally here thanks to the hard work of everyone involved. In case you haven't noticed you are reading it right now. The next issue of DWQ is due out Jan. 1st.

New Mods- Well there has been a bit of mod upgradings lately with a few rises to power. The well known Painting and Hobby mod of Jimbob has ascended to Adminship to Join Avatar, Dansan, and Goofycabal in controlling the site. The trial Aod mods Monk_farmer and ACDM_orc have ascended to full mods and ACDM can now also be found patrolling off topic. Another trial mod Gorfang Badtoof has made mod after a long successful trial. Finally there is me (Zorg_orc_warboss) as I have gained trial mod powers to help control and run this magazines forum. 1 other change has been made to mods which is, Drakai has be demoted from off topic and more mod to being banned. Which brings me to my next point:

The Drakai Event- Well as said above the mod Drakai has been banned from Da Warpath. Drakai has been on our site for a long time but hasn't had a great history. His history prior to Da Path included being banned from the GW website 7+ times. He was rude to members and constantly brought topics off topic and into flame wars. He wasn't all bad though as he did moderate well and was great with photoshop. He did many other good things and I don't give him enough credit but I never knew him. Recently he became more and more obnoxious to members and the mods got fed up. They decided to take a vote to decrease Drakai's mod powers and keep him as a normal member until he could shape up. Before the vote was over (although it looked like Drakai was going) Drakai went crazy. He banned the top 300 posters on the site including other mods and gave many warnings. Then he proceeded to delete all topics in every section he had access to. Which sadly was a lot due to the category "moderators" on many sections. And so Drakai went crazy and when the admin got on they frantically freed mods to help in the massive clean up process. It was very scary for me and many others thinking they had been banned. And so all was fixed except the deleted posts which can't be brought back and will scar da-path forever. Drakai claimed he had been hacked but after investigation the mods were able to 99% rule out this possibility and Drakai's IP has been banned. And that's the Drakai Event.

Forums combined- On a much lighter note the "other games" section of the site has been merged so all warhammer based games are in one place all 40k in another and LotR on it's own. This is so they can be a bit more full as having separate forums for a few posts seems useless.

LOA- A big part of news lately is the LoA campaign being run at the chaos forum COTEC. LoA stands for Legacy of the Ancients. Our site being a big fan of online campaigns (having been the major Orc side in SoC and the host of our own campaign animosity) we have entered into the game. A MoW (mob of warlords) team was voted on and positions assigned and we have a great Leadership. But we need troops to fight it out and report battles so if you are interested check out the LoA forum here on the site for details. It's a great campaign with a 3D map that looks GREAT so get out there and help us in in the name of Da-path.

Rumours- Well rumour has it the main site will be updated again soon with lots of articles from our site being poured into it. Hopefully this magazine should be posted on the site and it's looking good. Hopefully we should see updates before the next issue at most.

And that's the news at Da path. Hope it gave you a good update.



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 special army list (all Gobbo?), 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!



NOOB INTRO

By: Snottstaff

Well hello ya'll crazy green things! I am a member on Da Path; Snotstaff sometimes known as The last Spamura and I will be with you in these Newbie corner articles.

Most of you probably know me but for those who don't I'll tell you about myself more. I have collected Warhammer since the end of 5ed but got myself my first set of models 3 years ago. After 3 years of jumping from race to race I have stopped with my final love Orcs and Goblins and I hope that the fun will last forever. Anyways my point in this is that in collecting almost all of the races I really have a good basic knowledge and you will be receiving useful hints.

I can still remember the day I joined Da Path. That's probably because it was only 3 months ago. So principally I'm a newbie too. Atleast compared to the other Old Skools. Being probably the biggest newb on the forum I really know what I'm doing here and so can give you excellent hints. From a n00b to n00b you could say.

This month the mark of Snot get's Roba-Fett's Common Warhammer Terms And Abbreviations as I think when you're new it's hard to understand all of those abbreviations...

So by any means I hope we see in the next issue.

Good luck and have fun



DOOM OF HAVEN

By: DEMOLISHER

The Battle had raged for weeks between the Greenskins of The Green Armada the Waaagghhhh of Da Warpath and the forces of Xhaq'nthan. The defenders of Haven used the Fire wall of Xhaq'nthan's arcane arts to hold off the hordes of the Orcs, Goblins, Trolls, and the odd group of sell swords. Ashnari Doomsong commanded a masterfull defence with the out numbered defenders, holding the horde when the flames where not enough. However this morning was to prove different. During the night Lug Nut the Orc Pirate lord, gathered all the shamans from the tribes and groups around Haven. He had them start a might chant to Gork and Mork while he gathered his pirates and a large group of eager Greenskins into a mighty column. When dawn broke the shamen released the power of their work in a green wave that smashed a part of the flame wall aside. With a mighty Waaagghh Lug Nut led the mass column of Greenskins inside. The defenders rallied to hold the horde, but where swept to the sides by the mass of warriors that invaded the final pocket of resistance in the city of Haven.

oi, lug! dat pirate orc
'as da same name as yer!

yay! oi must 'ave a famous

cousin of sumfink...



NOOB ARTICLE

By: Roba-Fett

The chosen of Snot:

This is by no means an authoritative and complete list. Feel free to add to it. These are the first I can think of off of the top of my head.

OnG: Orcs & Goblins

Fluff: Storyline based in the Warhammer world.

CR: Combat Resolution

Cheese: An unfairly strong army in the opinion of the person saying it. Not an encouraged or friendly word to use.

BSB: Battle Standard Bearer.

VC: Vampire Counts

TK: Tomb Kings

US: Unit Strength

GW: Games Workshop or Great Weapon (context of sentence will aid in knowing).

HW: Hand Weapon. (sometimes seen as +1 HW)

Spikey: Chaos Mortal. You will often see the word "git" following this word.

Lizzies: Lizardmen

LM: Also Lizardmen.

Stunties: Dwarfs

Skinnies: Elves

WE: Wood Elves

DE: Dark Elves.

HE: High Elves.

Uumies: Humans

Grot: Anything smaller than the Orc saying it. Often Goblins.

BO: Black Orc. sometimes seen as "Blorc"

WHFB: Warhammer Fantasy Battles, the game you are playing.

WD: White Dwarf

CC: Close Combat

HTH: Hand To Hand

MR: Magic Resistance.



PAINING AND HOBBY INTRO

By: Jimbob1066e

Howdy!

Welcome to the painting and general hobby section of our fair magazine! For our inaugural issue I thought I would share some greenskin basics... in fact a piece about green skin. Regardless of whether you need 30 Gobbos fast or one REALLY well done hero, the article should have something for you. Also, included this issue, is a lengthily piece by our Polish Painting Protégé Brog Ironfang covering the painting and modeling of wolf riders with a bonus bit on Squig Riders! Quite nice stuff indeed...

Each month look forward to more split action articles, usually one on some sort of basic approach, and one covering either more advanced techniques or a well executed theme.

As always, stop by our very own Paint and Hobby section here on Da Warpath to discuss the articles, ask questions, or show off your work! Who knows; your next conversion might just end up on these pages...



A CONVERTING AND PAINTING GUIDE PART ONE: WOLF RIDERS

By: Brog Ironfang



As Avatar wrote in his article (See www.Da-Warpath.com); Wolf Riders are a very good unit, something every army deserves. I will focus here on the modeling aspect of those guys, and then later add some conversions which I like a lot.

The image to the left shows a standard (at least for me) unit of Wolf Boyz. From each box, you can have two units like this so they come at a fairly good price, money-wise. There is only one very small conversion on each model in this unit but I will get to it later. First, I will describe how I modeled and painted this 'standard' unit.

First of all I want to say that I used only basic GW colours as I have only basic ones. I'm a guy who paints each model Separately but here I made a change. For the first step I glued

the Wolves together and made small conversions. I also glued legs and torsos together (it is good to decide which legs goes with each torso, set of arms and head before doing anything else - this will ensure that you have each model look different. After gluing I base coat everything with black spray.

Wolves:

To start with, I took each wolf and dry brushed them (painting the first colour on all of them before moving onto the next, meaning you have to wait less time to paint the unit and minimize the amount of colour mixing). First I used a mix of Chaos Black and Codex Grey - it was almost black to be honest - and then I added more Codex Grey at each stage. In this way, in around 4-5 stages, I was dry brushing the wolves with pure Codex Grey. Then I added some white to it and highlighted the most raised areas.

After that I painted each mount's teeth and claws (Bestial Brown as a base, mixed with progressively more Bleached Bone in around 3-4 stages) and eyes (big white dot and a smaller red inside). I also painted the nose black and inside the ears with Bestial Brown and Bleached Bone (see picture) - the wolves were almost done.

Bases:

To finish them I glued each of them to the base and numbered them (under the base). Then I put some PVA glue mixed with water on each base and put some small stones (from a Zoological store- any kind of small stone that can fit on a base will do, though) so that they ranked up (one base next to the other), then spilled some sand on the rest of the base and let it dry. I then painted the bases Scorched Brown and dry brushed with Bestial Brown with some Skull White (or rather Skull White with a bit of Bestial - but it will look almost like Bestial), and then again with a little more Skull White. The stones are Codex Grey through to Skull White (around 4 stages).



A CONVERTING AND PAINTING GUIDE

CONTINUED FROM PAGE 5

By: Brog Ironfang

Riders:

I always paint models in parts (legs and torsos together - the rest separately) - this occasion was no different. First I painted things that required dry brushing as it is a slightly messy technique and can ruin the parts you've already painted, which meant the clothing came first. Mostly I use Scorched Brown (highlighted with Bestial Brown), Chaos Black (highlighted with Codex Grey, around a 50/50 mix) and Red Gore (highlighted with Blood Red). After that I painted the skin - I very rarely dry brush the skin as I find it not to look very good - so I try to blend it.

To blend paint needs to be a bit wet when you put the next layer, so it is good to paint only one model a time (with more the paint will dry too soon) I started with Snot Green, then Snot Green mixed with Goblin Green, then Goblin Green - of course each layer is "smaller" and I paint it on higher areas. Next I use a Scorpion Green and Goblin Green mix for last highlights depending on the model - it looks good on Night Goblins; on Common Goblins it is best if you add more Goblin Green than Scorpion Green.

After the skin and clothes all you need to paint are the weapons. I use: Scorched Brown followed by two layers of a Scorched Brown and Bestial Brown mix for the wooden parts and Boltgun metal highlighted with Mithrill sliver with Black Ink for metal parts (the same way as armour).

The eyes and teeth are done the same as wolves (Blenched Bone gradually blended to white for Goblin nails and teeth). The hair is black, dry brushed with Red Gore and then with Blood Red.

The last thing are the shields - I think each of us paint them different - I paint mine black and then highlight with mixes of black and Codex Gray, and design depends on my mood.

Conversions:

In this unit each model is converted but this isn't anything big. Firstly I cut the ends of the spears off and switched them with the ones from the Night Goblin spears - to glue them I used the paper clip trick (See page 10 of this Newsletter). Also I used a Skaven musician bell (from the NG command frame), first I cut bell off of the hand, then glued it onto a night goblin arm. Also I cut off the Skaven symbol. I think that it really looks cool (you can see it in the picture).

PART 2: GOBLIN HERO ON WOLF



Well if I want to make my wolf rider unit hit hard I use one of those cheap as nothing else heroes. Personally, I field him with Porko's Spear and an Enchanted Shield - so this equipment the inspiration for this conversion. As far as I know there are no "official" models for this hero type so you'll probably want to convert one yourself.

Basically this is a regular Goblin on wolf but with a twist. First off I used an armoured wolf head (the only armoured head in my army so it stands out). Then I picked a torso with armour (from Wolf rider kit) and a Goblin head with a helmet. Next it's time for shield and weapon.

I made shield from two Goblin shields (the ones with the spike) I simply remove the spike from both of them and glue them together (on the long sides) then I took a glyph from Orc shields and glued it on so that it covers the space between the two squares.

The way it is glued on is visible in the right hand picture.



The weapon is a normal Goblin spear with cut away blade. I used half of the banner from Goblin kit for decoration and an Orc charioteer spear blade for the tip (I really like this one) - it is important to drill through the decoration part and use only one paper clip. Glue those three things together (blade, decoration, and stick) as it will be much stronger, drilling this requires some practice, but believe me; this is possible and to be honest quite simple. Also keep in mind that I don't think such a weapon will last without being glued using the paper clip trick.

The painting was done just as I did for my Wolf Riders in Part1. The shield was painted Scorched Brown and then dry brushed Bestial Brown till a mix of Bestial Brown and Blenched Bone in around 30/70, it took around 5 layers)



A CONVERTING AND PAINTING GUIDE

CONTINUED FROM PAGES 5 AND 6

By: Brog Ironfang

PART 3: NIGHT GOBLIN SQUIG RIDERS



I know many players who play Night Goblin generals complain about lack of wolf riders in their armies. I believe this unit is a Solution to that problem.

I know it looks hard to do but believe me it is not! The hardest conversion in this unit was a musician hand so just try - it is VERY simple

Ok firstly you need to choose "good" Squigs. I don't own all models from the range so maybe there are other good ones

different from the ones on the picture - still these ones are good for sure. As you can see only the first one is from an older edition - the rest are still available in the online store or wherever you buy your minis.

All you need to do is take wolf riders legs and try to fit them on the monster. On the picture below you can see a bit on how I did mine.



When you find a position then you need to decide if you are going to cut off a tag or not (a tag is the part that fits into the slot on the base). With the second and fifth (from the left) I didn't have to cut them off as I left a space in the slots of the cavalry bases (Ed: Be sure to use cavalry bases and not the normal square Squig ones so that they are game legal as "wolf" riders).

After this hard decision glue the legs and torso together then onto the Squig. It is good to use plastic glue with a mix of some cyanopan (fast glue for everything) glue - this will melt the legs a bit and in effect it will look like a solid model not like glued one. Then do all conversions you like. I swapped the spear blades and took used wolf rider musician's instrument glued onto a Night Goblin arm meant to hold a shield. This way it can have a left hand with an instrument and a spear in its right, which, in my opinion is more important than a shield.

All the rest are regular parts from Night Goblin kit as they are supposed to be Night Goblins!



After all that basecoat them and paint however you like. I did mine like my wolf riders The Squigs were blended and dry brushed from Chaos Black mixed with Red Gore through Blood Red to Blood Red mixed with Sunburst Yellow, you can clearly see which parts I made brighter. Teeth and claws like with wolfs (the eyes have black dots instead of red -this way it will contrast the skin).

Watchit lug, dere's a 'ole lotta squigs
'ere wot look like dey's wanna eat yer.

oh no, not again...



A CONVERTING AND PAINTING GUIDE

CONTINUED FROM PAGES 5, 6 AND 7

By: Brog Ironfang

The bases were made before gluing the model on them. I glued matches into the slots of cavalry bases to fill the extra space. As you can see some Squigs are in a "jumping" position. This is because legs fit best in this position and it was impossible to glue model differently (and it looks really, really nice too). To do this, simply drill a 4-6 mm hole in a model, than glue on a long paper clip piece. After that, drill a hole in the base and carve a space underneath; so that it will allow you to put a paper clip through a hole and bend it so as to glue on underneath. One centimeter is good for a strong joint.

Ta-da, you made it!

Ed: If you wish to contact Brog with questions Or comments please do so: Either email him, or send him a PM from the forums (which he prefers), or ask him in the Painting and Hobby Forum.

Brog's details can be found at:

http://s3.invisionfree.com/Orc__Goblin_Warpath/index.php?s=07e7d4d4657dfa6dbdce9f6dde6043b4&showuser=94



GREEN SKIN 101

By: Jimbob1066e

Howdy

Welcome to Green Skin 101: A basic look. We are going to try and cover some of the basic techniques used to get your skin done in reasonable fashion.



What this article is NOT: A comprehensive list of the ways to do green skin; master-class quality paint jobs, or a discussion of advanced techniques (although one or two ideas might slip out...).

What this article IS: A way to get your boys onto the table with a minimum of fuss, showing you a smattering of ideas from the forums and the 'official' spots. Most, if not all of the paintjobs here were done as quickly as possible. The goal was to try and find a timeline that is repeatable, hundreds of times.... (You have to love a horde army...)

Ok - so onto the good stuff...

Primer: Nine times out of ten, it is just easier to prime with black spray. It adds some depth to the paintjob and if you leave a little edge of it showing through, can accomplish your blacklining right off the bat. Here is the one thing to consider: "How bright do you want your skin to be?" If you want it super bright, then prime white. If you want it more neutral or deeper, prime black. (See the picture to the left)

Base Coats: There will be several recipes listed below, but a word on your base coat - you may need more than one coat to get it on smoothly, with complete coverage. One thing to worry about is making sure the previous layer is dry first or you will get paint lifting off in spots as it mixes with new wet paint. Doing your boyz assembly line style should stop this though, as by the time you get through 10 of them, the first ones should be completely dry.



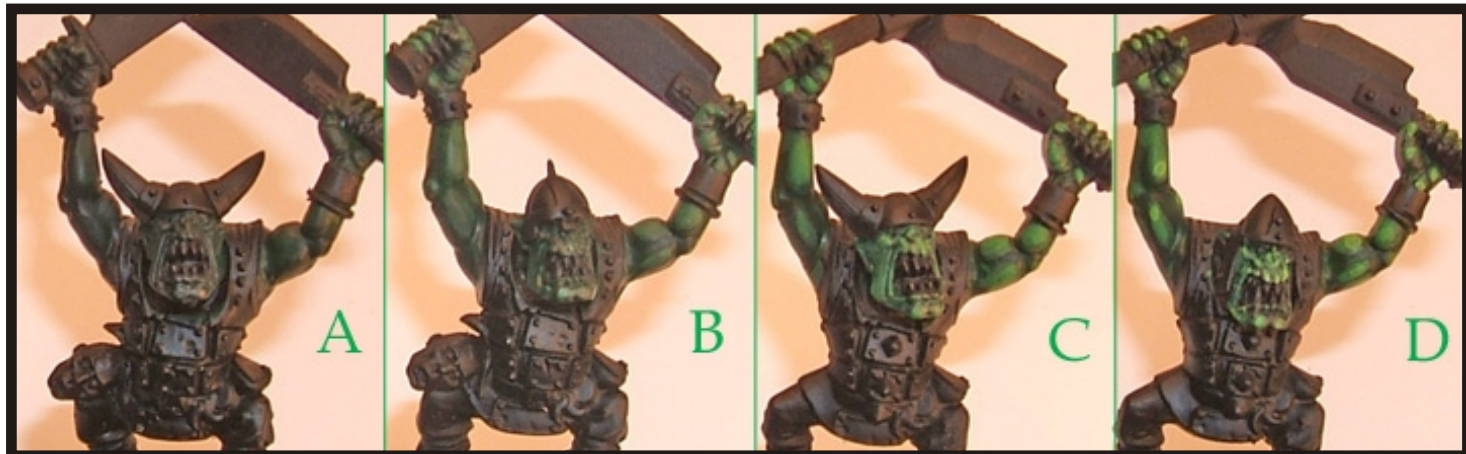
GREEN SKIN 101

By: Jimbob1066e

CONTINUED FROM PAGE 8

Dark Angels Skin:

Ok, my favorite if it makes any difference, hahahah. A recipe that has become common on Da Warpath, and was as far as I know a version Swingu came up with a year or two ago... Start with a basecoat of Dark Angels Green [A]; then highlight most of the muscle mass with Snot Green [B]; Move on to the next highlight which is a mix of 50/50 Snot Green and Scorpion Green [C]; then the final highlight of Scorpion Green [D]. It is worth mentioning at this point, what I like to call 'dotting', where the final highlight is really just dots of paint on the highest points, such as knuckles, brow, highest point of a muscle, etc.



Dark Angels Variant: Instead of Scorpion as above, try Goblin Green (See the picture to the left). (This, by the way, is the 'Company Line' if you get my drift.)

One Minute Skin (See the picture below):

Here is by far the quickest way I have seen for green skin. Start with a base coat of Goblin Green [A], Slop some Green Ink all over [B]; and after the ink dries for about thirty seconds, apply Goblin Green again to the highest points [C]. It isn't pretty, but it Works, and looks better from a distance.



hahahaha, dose orcs dun got no clothes on! dey's inna nud!

er, lug, d'yer know yer're NOT wearin' anyfink?

oh yeah...



Camo Skin(See the picture on the left):

Here is an interesting variation, use the 'other' greens in your collection. Start with a basecoat of Catachan Green [A]; then block out the muscles with Camo Green [B]; Finally 'dot' your last highlights with Rotting Flesh [C]. This gives quite a warm feel to the skin.



GREEN SKIN 101

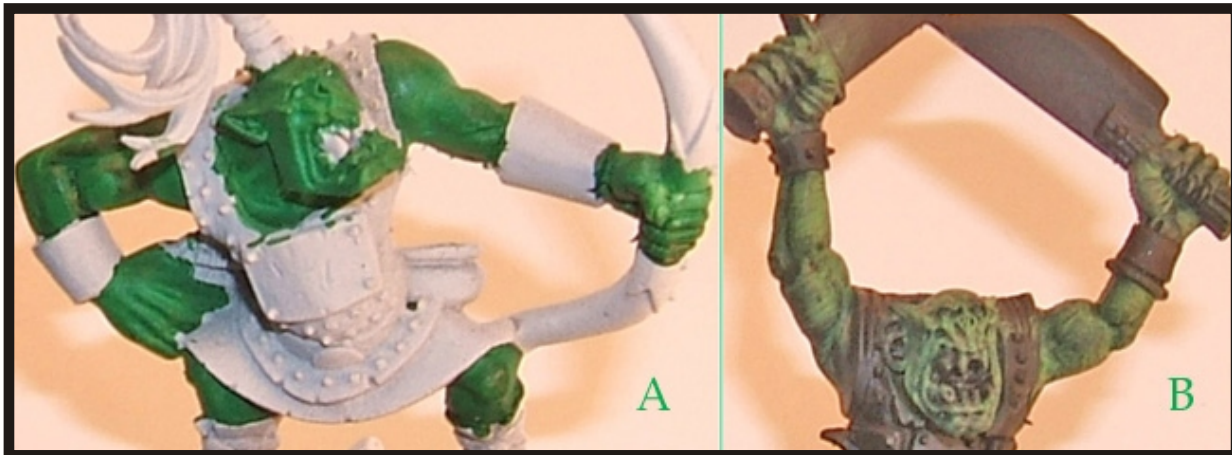
CONTINUED FROM PAGES 8 AND 9

By: Jimbob1066e

Random Things:

So... there are even a few more tricks to speed things up, for example below is an Arrer boy primed white, with nothing on him but Green Ink [A]. Fast as heck and fits the 'three colors' rule. After that you will see a picture of drybrushing the skin [B]. Again, it is fast, and from a distance quite effective. It is messy though, so do your drybrushes first (skin, metal) then move on to the rest of the model.

There are 101 combinations that can be used for your skins, so please don't take my word for it - get in there and try some out. You never know what you will find out. (Like I am eyeballing a mix of the Dark Angels Green recipe with some of the colors from the Camo recipe for a more natural skin tone...)



So... some final thoughts: You can always add intermediate steps in between the ones listed above to make super smooth transitions. Also, a wash (i.e. 1 part paint to 5-10 parts water) of the previous color over the newly applied highlights can also soften the transitions. In that same vein, taking watered down yellow ink and applying it as a final wash will 'brighten' all your highlights (so amongst the other tricks, could be used to separate your gobbos from Orcs.) In fact for Gobbos in general, just taking the highlights up one more step to a mix of yellow and what ever your last color was, will make them 'pop' on the field.

The same can be said for doing a darker basecoat of Dark Angels Green and Chaos Black - for the start of your Black Orc skin. And don't worry about the shininess of inks and washes, as a spray of Dull Cote or Matte Varnish, should knock that right out.

And if you have time, don't forget the 'little touches' that really jazz up an army like sunburned noses for the Cave Gobbos, scars, war paint, tattoo's etc...

Well, that is it for today! I hope I helped you on your way, or gave you a few more ideas if you were already there... If you have any queries, don't hesitate to stop by the forums and I'll see you all next issue!!!!



THE STUPENDOUS PAPERCLIP TRICK! - A MODELING SKILL GUIDE

By: Brog Ironfang

Things you need:

- Two things that you want to glue together
- a hand drill (pin vice)
- a piece of paperclip or a thin, but stiff wire

Make your own hand drill: You can make one from a crayon and a 1mm drill bit. Start by drilling a hole in the crayon then putting the bit in the hole (blunt side of course) and glue it in place.

Glue two parts with a strong joint: Drill a hole in each of the parts so that when you put them together, it will form a straight line. Next cut a piece of paper clip or thin wire and place it in one hole (apply the glue first) then cut it to right length to fit into the other hole. Put glue on it and place it into the second hole - this way the joint will be stronger. Now just let it dry, holding it together for the first few seconds.



THE BEST OF MOMENTS

By: Arfa da Grate

Alrighty then! As you all know (or damn well should do, I've been posting about it everywhere!), my article for the opening edition of Da Warpath Monthly is going to be a collection of everyone's most awesome moments in Warhammer. After searching through the 'Most Awesome Moment in Warhammer' thread I came up with 15 (well, 16 actually) possible candidates and then put the voting to you out there! After about a weeks worth of votes I have come to the final conclusion, the *OFFICIAL* Warpath most awesome moment in Warhammer!

Now before I go on I must say that the votes were close, in fact they were so close that I would have to say they were as close as a Dwarf and his gold, or a Halfling and his food! Yep, you know what that means people, the final result for the most awesome of awesome moments is...

(Drumroll please...)

A DRAW!!!

Yep, a tie! The two moments you all voted as the most awesome moment are...

(Another drumroll...)

Article no. 11 by GrimviewGrot, and Article no. 1 by, well, me!

They both topped the votes with 12 each, with the next closest being Article 13 by me, again. And who said this poll wasnt biased?

So, the winners board is as follows:

FIRST PLACE!

GrimviewGrot, article #11 - 12 votes

ALSO FIRST PLACE!

Arfa da Grate, article #1 - 12 votes

THIRD PLACE!

Arfa da Grate, article #13 - 10 votes

FOURTH PLACE!

TeethHammer, article #2 - 9 votes

FIFTH PLACE!

Goofycabal, article #4 - 8 votes

Finally I want to say thanks to all who voted and even bigger thanks to those who submitted entries into the thread so I had some to choose from, without you this article simply would not exist!

Please keep helping Da Warpath Monthly to get off the ground in any way you can, as the few of us running it cant do it all by ourselves!

Below and on the following page are the actual winning Quotes:

("GrimviewGrot") Article 11

My 20 Goblin Archers across from 16 Chaos Warriors of Khorne(with Hand Weapons, Shields and Heavy Armour). Shot at the buggers. 19 hits, 18 wounds. He made 2 saves. All Warriors die. An 80-point unit(had full command) slaughtered over 200 points of Chaos Warriors. Was a glorious moment...



THE BEST OF MOMENTS

CONTINUED FROM PAGE 11

("Arfa") Article 1

Playing against an uber-cheese tzeench chaos army. Massive chaos lord, lv 4 sorcerer, flying disk, all the trimmings; about 450 odd points. He decides to try to take out my giant in close combat (having an uber-cheese magic weapon to match) and charges in successfully. hits with three attacks (poor considering), needs a 3+ to wound or something ridiculous like that, and rolls two ones and a two. Giant responds by reaching down with his hand (chaos lord failing to do anything on the automatic attack he gets), picking up the lord and eating him! no save, no ward save, just eaten. gone. forever. my opponant litterally cried, and the entire store was laughing their arses off.

Subsequently the giant died a hidiously painfull death at the hands of chosen knights, but it was all worth it in the end.

("TeethHammer") Article 2

I think I've already said this one, however I have to bring it back up.

I was playing High Elves, and I moved my orcs forward only to succeed in an irresistable WAAAGH!!! spell. A lot of charges were made, but the most notable one was my 4 snotling bases into his most expensive heavy calvary unit of Silver Helms, lead by a Prince.

The snotlings caused some odd wounds, and ended up causes 3 casualties, while he succeded in none. I thought it was great now that his prince would be held up until my black orcs could move in and murder the pansy elves at their leisure.

However, when combat resolution came around I ended up winning by one! I was skipping around the table, because snots actually won a combat resolution. With High Elf leadership he would surely stay... however he rolled 10 and was running. He rolled... and went something like 8 inches. My snotlings pursued 10! Little mad jabbering greenies overrunning and murrdering a High Elf prince and his bodyguard of heavily armored calvary... There's just an image in my mind of babboon tactics and mighty, clean High Elves being turned away by little snots.

("Arfa") Article 13

I win at the most awesome moment today, as it happened against me. 1500pt battle, Savage Orc Big Boss with pigstikka and 7man squad of savage boar boys with banner of butchery charges into a night goblin regiment with my opponants BSB and General (Night Gobbo big boss with great weapon, talisman of protection and an already used dose of Guzlas brew) and declared a challenge. He accepted, realising how doomed he was anyway, and my General stepped up. Activated the banner, giving the big bloke a total of 8 S:5 attacks (3 base, +1 frenzy, +1 banner, +3 Pigstikka), plus his boar. Missed with 5 attacks, failed to wound with two, then the final attack got bounced off with the 6+ ward. The boar did a wound but the embarresment had already set in by this stage as the gobbo picked up his club (an old clubber model, perfect for great weapon big bosses) and beat the orc into a pulp (two wounds with three attacks) and won combat. This would have been embarresing enough but no, the boar boys had to flee only 11" and then be cut down as the night goblins rolled double 6's. This is where I packed up the army and we went to lunch.

The moral of this story is never send an Orc to do a Goblins work.

("Goofycabal") Article 4

Massive 6 player game (Orcs and Undead vs Wood Elves and Empire) in 4th Edition had me in command of ALL of our sides' Doom Divers (6 in total). In one Shooting Phase, I managed to score 6 Misfires (ie EVERY single Doom Diver Misfired), and ended up having 4 of them self destruct on me...

It was the funniest thing ever. Needless to say, I handed control of the remaining two to one of the other players after that...

'ow come weee din' get owa quote fing put in 'ere?

dat's 'cos weee din' win da competition fing.

oh, dat's a good point.



ORC TACTICS IN BLOODBOWL

PART I : DA BASICK PLAYBOOK

By: Draig Athar 013

The Orc team has a somewhat undeserved reputation as strictly beginners material, a powerhouse team that wins by scoring long, grinding touchdowns and leaving the frustrated opposing coach little or no time in which to reply. The proliferation of these 'bashy' teams has meant that a more tactical style of Orcy play has often been overlooked, and many players have become bored with Orc teams, dismissing them as a less interesting option next to more exciting 'flair' teams like (shudder) Elves.

Nevertheless, many advanced tactics are built on the basic running play, so it is worth understanding how they operate. A basic hitty team built for league play would look something like this:

3 Black Orcs - 240,000
 3 Blitzers - 240,000
 1 Thrower - 70,000
 5 Linemen - 250,000

2 Re-Rolls - 120,000
 Fan Factor 8 - 80,000

Aim to gather up the ball as fast as possible and form a cage of bodies around the ball carrier and drive down the pitch. The key to this team is the length of time it takes you to score, otherwise known as clock management. A successful drive will steam-roller its way down the pitch, inflicting a few casualties along the way, and only score on turn 7 or 8, leaving your opponent no time to reply before the half. To accomplish this, you should be crawling up the pitch for roughly six or so turns at a square or two a turn, knocking the opposition back with blocks, before you break open a scoring lane for your ball carrier to leg it through into the end-zone. On defense you have two options. Either smash and bludgeon your way into possession by attacking the ball carrier, or, if you are feeling more adventurous, let the opponent score a quick touchdown. I will repeat that. Let your opponent score. Quickly. This calculated lunacy gives you possession again and anywhere between 5 and 7 turns to grind down the pitch for the winning touchdown.

There is little or no variation on this theme, and as such, it shouldn't take you too long to master this type of play, and start to hunger for something more involved. Never fear, for I have the answer; 'kunnin' football. This type of team is a lot more flexible, a lot more fun to play, and most importantly gives you a lot more ways to make a mess of things. After a number of false starts in league play, my preferred team now looks like this:

2 Black Orcs - 160,000
 2 Blitzers - 160,000
 1 Thrower - 70,000
 4 Linemen - 200,000
 2 Goblins - 80,000
 1 Troll - 100,000
 3 Re-Rolls - 180,000
 Fan Factor 5 - 50,000

In the latest edition, having a FF of 9 is less important than it used to be, but if the FF is worrying you, drop a re-roll, get another Goblin and bump it up a bit.

This team can play the running game almost as well as a strictly bashy team, but it gives you the option of a passing game. My preferred strategy is to roll down the pitch in traditional Orcy fashion, forming a cage and using the Black Orcs and the Troll as a powerhouse front line to push the other team back. While you are doing this, work some Goblins into position near the opponent's end-zone, away from your cage. This forces him to either break off some players to mark them, weakening his defense, or leave them open and risk a throw from you. Many players go for the second option, refusing to believe that an Orc coach would ever throw the ball, which is something you will be able to exploit to your advantage.



ORC TACTICS IN BLOODBOWL

By: Draig Athar 013

CONTINUED FROM PAGE 13

It is worth remembering that your Goblins are a lot hardier than their profile suggests. The dodge skill means that they stay on their feet a surprising amount of the time, and the combination of stunty and rightstuff means that slipping through gaps in the line is a piece of cake. Of course if they go down, they tend to go squish, but they are Goblins after-all so just buy another one. The key to making this strategy work is variation. If you throw all the time, your opponent will just block your Goblins out of the game so mix it up, and keep him guessing.

The other big difference in a 'kunnin' team is the Troll. Now that Ogres are not available to Orc teams, the Troll is our only Big-Guy, but don't worry he's a doozy. The combination of St 5 and Regenerate means that he will dish out a huge amount of damage and still come out smiling. However, his appalling movement and Stupidity means that he is strictly a front line player. I find the best way to overcome Stupidity is to put a Goblin directly behind him as you drive up the pitch. When you get nearer the end-zone the Goblin can dodge out and move into a receiving position, but until then he cancels out the Trolls stupidity, and leaves you the option of a one turn touchdown.

This is strictly a desperation move, but it can win games if you roll well. Gather the ball and hand it off to your Goblin. Hope the Troll doesn't eat the little guy and if everything goes well he can hurl the Goblin down the pitch, ball in hand, for a pin-point landing, and an easy touchdown. This is very hard to do, but is worth remembering in a tight spot with the game on the line and one or two turns to go. Strangely, people often forget that you can throw Goblins on Defense. Nothing is more amusing than hurling a Goblin at the opposing Quarterback and watching as the little git knocks him to the ground and opens up the ball for your Blitzers.

That's all for now, I will try and cover some advanced tactics in a later article, like league play, skill selection, team specific tactics and a few special plays I have developed over the years. Until then Happy Gaming!

[The current Blood Bowl rule-set can be downloaded for free here: (<http://www.specialist-games.com/bloodbowl/rulebook.asp>) , and the models can be simply converted from Warhammer plastics, so there is no excuse not to have a go.]



LEGACY OF THE ANCIENTS

Legacy of the Ancients is the campaign being run at the Chaos site COTEC (Chamber of the Ever Chosen). Now we couldn't let Chaos win an online campaign could we? So we entered into it. We voted on a Leadership team and now have rock hard leadership. Now the campaign is about 5-6 weeks in but is still going strong. We NEED all the help we can get fighting this war as it's up to members reporting battles. So get out their sign up for the campaign and play some games. To get access to our locked forum on COTEC go to the LOA forum and then PM DEMOLISHER. Hope to see you fighting with us soon.



FOOTPRINTS IN THE SAND

By: Draig Athar 013

Draig did not move save for the metronomic rise and fall of his chest. He counted the seconds as the Elves burst from the undergrowth, charging towards his exposed back on silent feet, their wicked hooked blades held high, long hair streaming out behind them in the gentle evening breeze. At precisely the right moment he whirled into action, dropping to one knee, his axe lashed outward and upward to cleave the first elf in half as it leapt through the air towards him. He paused for a fraction of a heartbeat, crouched low to the ground, axe arm pointing high in the air as the body flopped limply to the ground. Moving with a liquid grace Draig spun to his feet in a blur of motion, a brutal roundhouse blow slicing the head of the second elf clean off his shoulders before his startled opponent could raise his guard. The body stood upright, trembling slightly in the evening gloom as plumes of bright burgundy blood pumped uselessly out of its neck. Draig was still moving as he turned once more, extending his arm with a snap of his wrist to send his blood-spattered axe thrumming through the air in a tight, overhand spiral towards the third elf, whose narrow eyes grew wide in fear as they tracked the path of the spinning blade.



GROSHNAK'S TACTICUS ORCUS

By: Groshnak

Based on my own thoughts and experiences here is Chapter 1 (covering the Characters and unit selections). Next issue of Da Warpath Quarterly will have Chapter 2.

Let's get started, shall we? We begin with:

CHARACTERS

Lords

Black Orc Warboss. This guy's a real combat monster. With the right equipment he'll take on almost everything you can throw at him and still come out screaming for more. This ability has its price though, he takes up an additional hero slot. Because of this reason I wouldn't use him in games less than 3000pts. I think you're better off with a normal Orc Warboss as you need the other character slots. This is my humble opinion though, I know several players who ain't going nowhere without their Blorc Warboss.

Just because this guy's a steamroller, it doesn't mean that you should send him off careering towards the enemy lines ASAP. No, definitely not. His place is right in the middle of the boyz, where he can use his quell animosity-ability to keep the green line advancing. His LD of 9 means that the nearby units can feel pretty safe. Combined with a BSB you get a rock-hard battle line.

His high strength means that he'll clobber chariots with a humble great axe. IMO no other magic equipment than Drog's dead 'ard armour is needed. That gives him a solid 1+ armour save, and he'll be able to use his great axe. You could give him the Best 'At as well though, giving him a nice 5+ ward save.

Orc Warboss. This guy isn't as dangerous as his Black Orc counterpart, though he's still fully capable of kicking most enemy asses. Just as his bigger brother, his place is amongst the boyz, where he can lend his LD to the needing boyz. As he'll be sitting in a big, nice unit of boyz most of the time I don't think a shiny armour really is needed. You could give him the Dead 'ard armour if you haven't already used it, though I'd recommend that you save it for your BSB, and give your warboss the Ironskin shield instead.

Savage Orc Warboss. This is my personal favourite of all the lord choices. At a slightly more expensive cost than the Orc Warboss, you get a crazed combat monster. Without any extra gear, he has 5 attacks and is Immune to psychology. Normally I never give my characters expensive magic weapons, as I like to keep them as cheap as possible (they are not vampires, so why tool them up like one?). The Savage Orc Warboss is an exception though. In friendly games I like to give him the Battleaxe of the last Waaagh!!, which means that he'll have a whipping 5+D6 attacks. Yes, this is expensive, but oh-so-fun when he's thrown into a pile of enemy rank-and-file troops.

At a mediocre strength of 4, he isn't supposed to be a character-killer though. You should avoid challenges to all costs, and stay away from the enemy general. The Savage Orc Warboss is a core troop-killer, but will die pretty easy against well-armoured troops as he has a low strength and no armour save. Of course, you can give this guy a great axe as well, which means that he'll have 5 str6 attacks - that's gotta hurt. The magic warpaint is a must for this guy, whether you choose the more expensive 5+ one, or the basic 6+ is up to you.

His place is definitely in a Savage Orc unit, as he's frenzied. If he's placed in a normal unit then he'll run off screaming against the enemy, while the rest of his unit stands still. If the whole unit is frenzied then he has a bigger chance of survival + it will be a complete kick-ass unit.

Goblin & Night Goblin Warboss. Unless you're doing a themed army, don't fiddle about with a Gobbo Warboss. Sure, he can kill most rank-and-file troops with relative ease, but when it comes to challenges he's dead.

The same goes for the Night Gobbo Warboss. In fact, he's pretty much useless as a general with a LD of 7. So, use the orc ones instead.

Great Shamans. I never use Great Shamans in battles of less than 3000 pts. IMO you need the Warboss' LD more. But if you get to use two lord slots, then the Great Shaman definitely should be one of them.

The Big Waaagh!! is one of the best lores in the game. Just make sure you give the Great Shaman the knobbly staff, as you don't want your 300pts guy to die from a simple miscast.

Whether you use the Orc, Savage Orc, Gobbo or Night Gobbo is up to you. IMO it doesn't really matter though I prefer to use orc ones because of their higher toughness. Be careful with the Savage ones though, if you're not careful it's likely that he'll charge a unit he simply can't beat. Night Goblin Great Shamans get D3 additional dice to add to the casting roll, due to the magic mushrooms. That makes them the better of the two gobbo kinds



GROSHNAK'S TACTICUS ORCUS

By: Groshnak

CONTINUED FROM PAGE 15

With all lords covered we proceed to:

Heroes

Big Bosses. The Orc Big Bosses are practically a junior version of the Warbosses. The same rules that goes for their bigger brothers, go for the heroes too.

A gobbo Big Boss can be turned into a chariot-killer by giving him Wollopas one hit wounda'. That gives hime +3 strength once in the game, which is enough to destroy chariots outright. Mount him on a wolf for the extra mobility, and voilà - a torpedo Gobbo.

If you want a BSB then I'd say the normal Orc Big Boss is the way to go. The Savage Orc is a little unreliable because you can expect him to head for the enemy, taking his banner with him. The Black Orc is such a mean fighter that you want him to do the fighting, not carry around a stupid banner.

If you don't want a magic banner then Drog's dead 'ard armour is the best magic gear for the BSB.

Personally I like to give expensive units such as Blorcs, Boar Boyz or Big 'Uns the Night banner - especially if I face a shooty army. Otherwise I'd just give them the Warbanner (+1 CR) or the Banner of Butchery (+1A to every fighting model once per game).

In an all-Gobbo army the Red Raggedy Banner is a must. Combined with a warboss it gives the centre of your battle line a LD9 with re-rollable break test.

For all-Night Gobbo armies the Bad Moon Banner is essential

Shamans. IMO what kind of Shaman you choose doesn't really matter. Personally I prefer the orc ones, just because of the extra toughness. If you're short on points though, go for the cheaper Gobbo shamans.

In a greenskin army you either go magic-heavy, or with nearly no magic at all. So, either you use your Shamans as scroll-caddies, or you use them as offensive mages. The scroll-caddies are fine with only one level and a dispel scroll or two.

The offensive mages deserve to be upgraded to LV2, and one of them (use Shamans several for max. effect) should have the Double-Doing Doo-Daah's.

CORE UNITS

Orc Boyz. These are probably the best infantry in the whole game. At 5 pts you get a trooper with t4 and str4 on the charge. The Orc boyz' main advantage is their cheapness, so you should use that to a maximum. Don't give your boyz shields, it's just a waste of points. Their toughness is their best armour, and if many enough they don't need any armour at all.

Don't give them spears either, unless you're playing a siege battle and you're the defender. Orcs are offensive troops. On the charge they get +1 to their strength, I think you should take advantage of that and always charge if you get the chance. Thus, there's no need for spears, which require a stationary unit. Of course, you could take the spears, and use the choppas on the charge, and use the spears when you get charged, but that's just a waste of points IMO. Orcs usually have to beat their enemy on the turn they charge. If you get charged then your hope lies with the numbers. With enough combat resolution orcs can win even if charged. So, leave the spears at home.

Extra hand weapons should be left home as well. Do you even realize that you're actually paying to loose your strength bonus? Yes, you will get an additional attack - but at strength 3. That's not going to hurt anything. You're better off with a single choppa.

IMO the optimal size for orc boyz is 25-30 strong. Less models than that makes the unit vulnerable to fire, and more models than that makes it expensive and unwieldy. Always give them a full command.

Savage Orc Boyz. These are my personal favourite troops. At only 6 pts you get a trooper with 2 str4 attacks on the charge + immunity to psychology while the frenzy lasts. A bargain!

Again, I prefer to keep these boyz as cheap as possible. Having no armour means that they'll die like flies to shooting, even if their toughness does help a lot. The ward save upgrade isn't really worth it IMO, as it only makes them expensive and it isn't even effective.

Don't buy the savage boyz any extra equipment either, it'll just make them expensive, and remember: the best save available is numbers



GROSHNAK'S TACTICUS ORCUS

By: Groshnak

CONTINUED FROM PAGES 15 AND 16

Big 'Uns. For only 2 pts per model you can upgrade one of your Orc boy units to Big 'Uns. With increased WS and S this makes them almost elite troops - and they're still cheap.

These are the only Orc models I find worthy of a shield. They're expensive enough to deserve it.

Many players like to give their Big 'Uns extra hand weapons or spears, but I don't. With only a choppa and a shield the Big 'Uns will have str5 on the charge. That's just as much as a charging knight - and the big 'uns cost 8 pts!

Against horde armies, the extra hand weapon is "acceptable" though, as the big 'un will still have a good basic strength. Against all other armies I'd leave the XHWs at home though.

The same goes for the spears, Big 'Uns are still offensive troops and shouldn't be left stationary to use their spears.

I rarely give my Big 'Uns a magic banner, if I ever do, then it would be a cheap banner like the Warbanner (+1 combat resolution) or Banner of Butchery (+1A to every model fighting in CC once in the game).

Orc Arrer Boyz. Rightly called "Error Boyz". Personally think this is a silly idea. Bows are for sissies. The bows have a range of 24", which means they won't be able to sit back and shoot like longbow- or crossbowmen. The Orc's mediocre BS makes the bows next to useless.

I guess you could use them as normal boyz and treat their missile weapons as a bonus, but then again - why bother with that when you have normal boyz to the fighting?

If you really, really want to use them then a small unit of 10 should be the optimal size. If they're bigger than that they'll just get difficult to manoeuvre and most of the boyz won't be able to fire their weapons.

Common Goblins. The cheapest infantry in the game, and I dare to call them one of the best infantry in the game.

At 2 pts apiece, they make excellent throw-away units or charge baits. A unit of 20 with a musician is only 44 pts - and you can do whatever you want to with it.

The Gobbos become really interesting when you give them light armour, hand weapons and shields. At 3 pts they have a save of 4+ in close combat, and 5+ against shooting. They hit on 4's against most opponents, and they have the same strength and toughness as most other core troops - they're like cheap Imperial Swordsmen!

They deserve to come in units of at least 35, preferably 40. That way they'll outnumber everything and have a nice rank bonus during the entire battle.

Unless you plan putting a shaman in the unit, never give them a champion. An additional attack that costs 8 pts is just useless.

In fact, the Gobbos' attacks are quite useless as well, as they win by outnumbering stuff and staying alive - not by killing stuff. A big Gobbo unit will have a CR of 5 even before the battle has started (1 for standard, 1 for outnumbering and 3 for ranks). That's enough to win most combats, they don't even have to fight to win. Now, a Gobbo isn't especially hard to kill, so the enemy unit will probably kill the Gobbos with ease (even if the 4+ AS helps a lot). To minimize the number of attacks your Gobbos get hit by, you should have a very narrow front. At most 5 models, preferably only 4. That way only a few enemy models get to attack, and that increases the survivability of your Gobbos.

That's why you don't need to give your Gobbos spears - they'll just become expensive and they don't even need them for winning.

Short bows are next to useless as well. Their short range and low strength combined with the Gobbo's mediocre BS means that they won't do much harm.

Pick your fights. Only charge units you know you have a chance of beating only by outnumbering it. Don't bite off more than you can chew.

Night Goblins. Night Gobbos don't have access to light armour, so they are more vulnerable. That doesn't bother me, as I never use large units of Night Gobbos. I prefer to use them as FDS-units, (fanatic delivery system) or throw-away units. The FDS-units are small, like 20 strong with a musician and a Fanatic or two. Their main purpose is to reach enemy lines and then release the fanatics. The unit itself is so cheap so it doesn't really matter what happens to it after that.

If night goblins are to be fielded in big units, then netters are a must. Everything that reduces the number of attacks on the Gobbos is great. Thus, I like to include a couple of netters in every big night goblin unit.



GROSHNAK'S TACTICUS ORCUS

By: Groshnak

CONTINUED FROM PAGES 15, 16 AND 17

Mad cap mushrooms are very useful, that way you maximize the number of hits caused by the fanatics. Fanatics are the ultimate weapon against heavy-armoured units, like knights or chaos warriors. You should watch out for flyers though, as they can draw out your fanatics before you've reached the enemy lines. Night Gobbos should be kept cheap, just as normal Gobbos.

Goblin Wolf Riders. These are by far the most useful boyz in the greenskin list. Being fast cavalry means that they'll get free reforms and a 18" move. That makes them excellent war machine hunters. They are able to reach the enemy even on turn 2. In small units of 5-6 they're able to sneak past terrain pieces and blocking infantry units. If given spears, they have a good chance of killing enemy crewmen. Don't give them light armour though, as they'll loose their fast cavalry-ability.

Oh, and a unit of 5 wolf riders with spears and a musician only costs 66 pts...

I always include several small wolf rider units, for different purposes:

- 1) for warmachine hunting.
- 2) for lone character-(especially mage) hunting.
- 3) for flank charging.

The other way of using them is as shock cavalry. They're so cheap that you can afford huge units of 15 with, spears, shields, light armour and full command. That's a steamroller unit - of gobbos!

If you feel really nasty you can throw in a mounted gobbo big boss with porko's pigstikka. That will definitely add some hitting power to the unit. The unit works pretty much like faster boar boyz, though they aren't as just 'ard.

IMO bows are pretty much useless on wolf riders. 5 str3 shots ain't going to do anything. Spend the points on spears instead, the difference between str3 and str4 is quite huge

Snotlings. Last and definitely least of the core units we have the Snotlings. These guys excel at absorbing enemy elite units - and that's exactly what they're meant to do: die slowly. I've found that they need to be about 6 bases strong as they are ridiculously vulnerable to shooting. Try to tie up that unit of chosen knights of Khorne, while you get in a couple of flank attacks by chariots of wolf boyz.

Snotlings are pretty expensive though, so don't buy them unless you're playing a big battle, or you know that you'll face steamroller units.

Now, lets move on to the special, shall we?

SPECIAL UNITS

Black Orcs. The really tough ones. With an improved WS, S, LD and AS these guys are the elite of the green army. No animosity means that they're actually a reliable greenskin unit, how often does that happen? In fact, they have the ability to quell animosity of nearby units, so place them in the middle of your battle line where they are most useful. In small games I don't think Blorcs are worth taking. They're pretty expensive and tend to attract a lot of missile fire. Sometimes I use a command-unit though, i.e. 10 Blorcs with great weapons and a boss. I keep it hidden behind some gobbos, till they reach combat. Then I try to get in a juicy flank charge. These guys can really pack some punch. The boss, at str7, can destroy a chariot with a humble great weapon. Be careful though, they aren't meant to take on full-scale units headlong, neither are they kamikaze units, they're too expensive.

If you play a big game (2500+ pts) then a big unit of blorcs could be handy. Make it about 25-strong, as it will take some pounding in the enemy shooting phase. Full command is a must. How you arm them is up to you, personally I prefer great weapons against most opponents.

Extra hand weapons are nice against horde armies or lowly armoured troops like elves or men.

Choppas and shields give them a nice 4+ save and str5 on the charge. This seems to be the 'safest' way of using them. They can take a magic banner as well, I usually give them the Night banner, which will keep a few more Blorcs alive when advancing.



GROSHNAK'S TACTICUS ORCUS

By: Groshnak

CONTINUED FROM PAGES 15, 16, 17 AND 18

Orc Boar Boyz. They have about the same uses as Blorcs, and they're equally expensive. I'd say you concentrate on one of the units, don't take both. Generally I rarely use them in battles under 2500pts, as they tend to eat up too much points - especially the savage orc ones.

My favorite way of using them is as flankers. I like to have a small unit of 5 or 6 with a musician. Treat them as slower wolf riders with a little bit more hitting power.

If you play a big battle, then you could take a nice, big unit of 15-20, maybe stick a big boss with them. That unit will definitely pack some punch. It's vulnerable to shooting though.

Remember that Boar Boyz aren't heavy cavalry, so don't use them like they were. They're hard-hitting medium cavalry, which means that they'll get clobbered by 'real' knights, as they have a half-decent armour save and not enough strength to pierce the knights' armour.

Pick their battles carefully, don't charge spear-armed units, unbreakable units and definitely not pike-armed units.

Savage Orc Boar Boyz. Well, the same things go for the savages as for the normal ones. The only difference is that the savages get a few more attacks, but are more expensive. Their frenzy makes them likely to charge headlong into the wrong unit, which makes them less useful than normal ones. I'd say you leave these guys at home, unless you're doing a themed army.

Chariots. There are two (okay, three, but the pump wagons will have to wait) types of chariots in the greenskin list; the boar chariots and the wolf chariots. Even though they might look practically the same they have IMO very different uses.

The boar chariot is the tougher of the two, with t5 and an armour save of 4+. It's slower though, it has about the same speed as marching boyz. That makes the boar chariot a great support unit in your main battle line. I like to put the boar chariot between two of my infantry blocks, pretty close to the centre of the line. That way they can provide the killing blow, while the boyz provide the numbers needed to win a battle. This is a very successful combination.

The wolf chariots are lighter and faster, which make them excellent flanking units. IMO their place is on the flanks, combined with small units of wolf riders. They can take out enemy light cavalry usually found on the flanks, before it either charges warmachines along with the wolf riders, or head for the centre of the field in order to get in some flank charges. Note that chariots only have US4 and can therefore not take away ranks, so they're just meant to kill some enemy models.

If you put a character in a chariot, then it gets US5 and that's enough to take away ranks. I wouldn't do this unless I was playing an all-gobbo army. If you use Gobbo characters only, you get access to an extra goblin big boss per 1000pts. That means in a 2000pts game you could have 1 lord and 5 heroes, of which 2 has to be Big Bosses. I'd put at least one of them in a Wolf Chariot, just for fun.

If you play a mixed horde then I'd keep all my characters on foot, as the boyz need them and their LD.

Missile fire doesn't bother the Boar Chariot very much, thanks to its high toughness. The wolf chariot, on the other hand, is very vulnerable as it's only t4. That means you'll have to keep them screened and hide them as long as possible. Or you use several and appoint one to a sacrifice-chariot, which will get shot whilst the other ones survive. Attacks of str7 or more will destroy chariots outright, so cannons really hurt chariots - of any kind. But then again, tell me one thing that isn't vulnerable to cannons.

Never charge unbreakable or high-strength units with your chariots, and never charge alone - always make sure you have backup by a numerous unit. The only exception is when you're charging warmachine crewmen or small missile-armoured units.

Whether you use Wolf or Boar Chariots is up to you, but remember that you get two Wolf Chariots for every special slot. That means you can use up to 8 Wolf Chariots in a 2000pts game, though I bet you'd be named "the cheesy poof" after that. Personally I prefer a mixture of the both, I usually take two Boar Chariots and Two Wolf chariots.

Squig Herd. There are two ways of playing with the Squig herd; either you run the Squig bomb or the Wall of teeth.

The Squig bomb means that you include loads of Squigs in your unit, but very few herders. The unit should be kept small and maneuverable though. Basically the point is that you screen the Squig unit until it reaches the enemy lines, and then make it break, which will result in LOADS of loose Squigs in your opponent's deployment zone.



GROSHNAK'S TACTICUS ORCUS

By: Groshnak

CONTINUED FROM PAGES 15, 16, 17, 18 AND 19

Although very effective, it really is annoying as it means that you'll probably spend 1/3 of the game in the compulsory movement phase, and in tournaments you can kiss the "best sportsman" award goodbye. Be careful though, if the Squig unit would break run amok amongst your own units you can count on a real headache.

The wall of teeth is my personal favorite of the two. Basically it means that you buy enough Squigs to fill the first rank in the unit, and then buy LOADS of herders to provide rank bonus and outnumbering, AND missile fire casualties - you don't want your expensive Squigs to get shot, do you? There you have it, a night Gobbo unit with US40 and the first rank filled with str5 attacks.

Personally I think Squig hoppers are a waste of points, as I don't use the Squig bomb tactic.

Spear Chukkas. My favorite artillery piece. Basically it's a bolt thrower with an Orcy name. The Chukkas excel at opening cans, a.k.a. knights. They ignore armour saves so anything that gets into LoS will get skewered. The Gobbos' mediocre BS means that they'll have a tough time hitting anything at long range though. Large targets like monsters should keep their heads down as the Chukkas can see them over smaller units. As if that wasn't enough the Chukkas get +1 to hit them, AND they cause D3 wounds. So, always aim for that giant. Remember that you get 2 Chukkas for a single special choice.

IMO bullies are a waste of points. Yes, you will get a little LD boost, but the crew is still going to loose if they get charged. Another str3 attack won't help. The bully only costs 5pts though, so if it makes you feel safer then go ahead and buy him, it doesn't really matter.

Rock Lobbas. For only 70pts you get a great way to deal with large units and skirmishers. The poor model directly under the hole takes a str8 hit and D6 wounds, and that's enough to kill a giant outright, so if you're lucky you might even go monster-hunting with the Lobba. The downsides with Lobbas are that they tend to misfire, and it can be difficult for a beginner to guess range properly. You learn how to guess range after a couple of games, so that's no problem. But no matter what you do your Lobbas will still blow up, and it is just as annoying every single time. In order to guess range as good as possible you should use several Lobbas and place them near each other, that way you can use the first of them as a 'test shot' and then adjust the range for the second shot.

Personally I'd take Doom Divers instead of Lobbas, as you get to re-roll the doom diver's scatter dice.

And now it's time for the..

RARE UNITS

Doom Divers. The doom diver has an awesome model, and that alone makes it worth taking. It's kind of funny though, after five years of playing greenskins I still don't have a doom diver. I don't know why as it's a great model with great rules.

D6 str5 hits with a re-rollable scatter dice? Where do I sign? It's the perfect way to take out skirmishers or heavily armoured units. The doom diver tends to misfire just as often as the Lobba though, so be happy for every shot you get away without the whole thing blowing up.

Pump Wagons. My favourite rare choice. For only 40pts you get 2D6 str4 attacks. This thing will completely mash any lightly armoured units. It's unbreakable and immune to psychology too, so nothing will disturb this little wagon. Never charge units you can't beat on the turn you charge though, as the pump wagon relies on its impact hits. The snorting crewmen won't hit the broad side of a barn, and if they would they wouldn't be able to even scratch the paint off. Its random movement makes it a little tricky though, as it won't always be able to keep up with the rest of the army. Its 360 charge arch is very useful, and has given many an opponent a nasty surprise.

Trolls. Their main downside is that they suffer from stupidity. This is actually a serious problem, as they'll fail most of their stupidity tests at their own LD of 4. To be effective they have to be kept within 12" of the general, or have a 'babysitter' in the form of a mounted character who can lend them his LD. With LD8 or even 9 they suddenly become very dangerous.



GROSHNAK'S TACTICUS ORCUS

By: Groshnak

CONTINUED FROM PAGES 15, 16, 17, 18, 19 AND 20

Most people use 3 of them in a unit, though I think they need to be more than that to be effective. If you are to use trolls, then take 6 of them, and never take them in battles under 3000pts. They are expensive for what they do, and in small games you simply can't afford to use that hero as a babysitter.

With low I value they tend to take a lot of pounding, and their toughness isn't the best so in order to survive as long as possible always try to get the charge. Sure, their regeneration will save a couple of wounds but there are a lot of flame weapons out there. (Did someone say flame cannon?)

Whether you use them as Stone Trolls, River Trolls or just plain Trolls doesn't really matter IMO. I like to use River Trolls though, as the -1 to hit them can be very handy as they have a crappy WS.

Giants. The giant is very entertaining, I once saw a giant stuffing Tyrion down his pants. The giant tends to attract a lot of missile fire, however, and having no armour save and being a large target means that he goes down pretty fast - even with that t5. That isn't all bad though, because if the enemy is concentrating his shooting on the giant then the rest of the army are probably left almost unhurt.

IMO the best way to field a giant is taking two of them. Yes, this becomes very expensive, but you aren't supposed to take a giant in small game anyway, he's just too expensive. I wouldn't take a giant in games less than 3000pts, and if I did, I'd take two. That way I can almost guarantee that one of them will make it into combat, and when he does the terror will be very handy.

I've found that the best way to deal with that Slann-Mage Priest hiding in a Temple Guard unit is to charge them with a giant. He'll probably win the combat and the temple guard will auto-break as the giant causes terror. Then just run them down and say goodbye to that 600pts Slann

Dogs of War. Personally I don't like Dogs of War, as they simply don't fit the O&G theme. I really doubt that they'd pay anyone to fight for them. That's why I won't cover any DoW units, save for the Armoured Orcs.

Ruglud's Armoured Orcs. These are the only mercenaries that I find suitable for a greenskin army. If you include them they become a special choice though. I've found that the optimal size is about 12-strong. They excel at guarding flanks, as their crossbows make short work of enemy fast cavalry. They have to remain stationary in order to use them though, and that limits their uses. If they remain stationary they probably will stay out of close combat, and that would be a waste of Ruglud's great stats. On the other hand, if they advance they won't be able to shoot in the same turn. Alternatively, they could be used as warmachine guards, as their crossbows have a great range and they're able to handle tunneling units like giant scorpions, gutter runners and tunnelers in close combat.

That's Chapter 1 finished. Next Issue we get into the armoury!



FUTURITY

By: Draig Athar 013

Draig swung down from the saddle and roared, proclaiming his victory to the skies. He was back. A ruined field lay before him, the open grassland trampled into a muddy slop by the relentless pounding of feet and hooves. Orc and Skaven corpses lay battered and broken in the muck, most half crushed into the ground, their blood spilling out onto the earth to run into little pools and puddles that stained the ground a deep crimson colour. Everywhere lay discarded weapons, armour, flags and banners, and the blackened, burning wagons and tents of the defeated Skaven. Already the crows were gathering, circling overhead in ominous, billowing black clouds and Draig could sense that it was time for him to retreat. The smoke and clamor of battle would soon attract more dangerous attention; they would not be safe here for long.



A COUNCIL OF WAR

By: Draig Athar 013

Agbard and Draig raised their heads to the ceiling and roared their approval, the war cries of the Urgaz bosses reverberating around the small stone chamber before being hurled upwards into the night. Three pairs of eyes fell on Castlebreaker, and the grizzled Orc met each of his companion's eyes before inclining his head to signal his consent. This time Castlebreaker joined his brothers as they raged their defiance against the skies. It was time. Urgaz was going to war.



QUESTIONS AND ANSWERS

By: Morkaischosen

Ello boyz, and welcum to da furst in da series of Roolzboy Artikuls. I'z gunna be kleeerin up da wild spekyerlashun abahnt wevver I kan spell... I meen da roolz. Jus recently, I'z been goin on a few ouse korlz, klubbin da roolz inta sum eddz. An dat's not wun ov dose stooped 'oomie mettyforz, eeava.

Q: Can a Shaman use Warboss Umm's Best Big Boss 'At without suffering any ill effects?

A: Yes, because it's a Talisman.

Q: You can take 2 Spear Chukkas or 2 Wolf Chariots as a single choice. Can you take one of each as one choice?

A: No, you can't, but you could use 2 of each...

Q: Can Gork's Warpath be dispelled after the first attack using dice or a Dispel Scroll?

A: No it can't: a Scroll specifically says "immediately after it is cast" and there's nothing in the spell rules to that effect.

Q: Can Gork's Warpath or Foot of Gork target a lone character?

A: Yes it can: the character counts as a unit in its own right.

Q: Can a character join a Squig Herd?

A: No it can't.

Q: Do the Boar special rules apply to one ridden by a character or one pulling a Chariot?

A: Tusker Charge is used by both, but the +2 Armour Save is only used when the boar is ridden.

Q: Does Porko's Pigstikka use the Rank Bonus or the total ranks?

A: The total ranks.

Q: If you must re-roll both passes and fails for any roll, what's the procedure?

A: Re-roll all fails THEN all the passes.

Q: If you have a Hand Weapon and a magic shield or a magical hand weapon and a shield, can you use the extra +1 save for HW and shield?

A: No you can't. Magical items don't count for these bonuses: it specifies a "normal hand weapon and shield".

Q: If you have a Musician and the General near, can you use the General's Ld +1 for a rally test?

A: Yes you can.

Q: If you have a unit within 12" of a character who is NOT the general, can you use their Ld for any tests?

A: No, unless the unit taking the test has been joined by the character whose leadership they are using. This is the only way a non-general character can lend leadership (except in certain special cases with magic items or special rules, such as Morathi the Hag Priestess and Witch Elves).

Q: If you have Rowdy Grott's Big Red Raggedy Banner and a Common Goblin General in the same unit, do the units within 12" of the general use his modified leadership or his basic score?

A: The modified stat. This means you can have a Gobbo army with a reasonable amount of units on Ld9!



CASTLES IN THE AIR

By: Draig Athar 013

The Knight was almost upon him. Draig sighed and raised his shield. It did not take long. His body acted simply out of habit, the force of experience driving his limbs and guiding his axe. When it was over, Draig eased himself down from the saddle and looked down at his opponent. The Knight lay in the mud, his armour dented, his clothing torn and bloodied as the life ebbed from his broken shell. Their eyes met and for long moments Draig stared down at his adversary, looking for answers in the void of those cold, calculating eyes. Neither man spoke. Eventually, Draig put his foot on the Knight's chest and swung his axe in a slow overhand stroke, sending a spray of blood across his armour. The eyes had shown him nothing, and already the emptiness was returning.



ORC BOAR BOYZ TACTICS

By: Dansan

Introduction

According to many, the Orc Boar Boyz are one of the coolest looking models in the O&G range. I'd have to agree, for atop a big boar with big tusks (a lot cooler than a horse) sits a menacing orc. Now, these fellows are not for all. For Boar Boyz are above par for all things, but don't really excel in anything either.

Army Composition

So what kind of army could use a unit of Boar Boyz? First, look at the distribution of the rest of your army and make sure you've got the horde part covered. Sure, it might look cool to have Trolls, a Giant, a unit of Boar Boyz and a Squig bomb, but is that going to work without a serious backbone of grunts? I think not. If you don't have the points to spend besides the Orc boar boyz, don't take them.

Once you've decided that you have enough left for a decent army and take the Boar Boyz, you need to decide on their role, and if that role would better fit another unit. For instance, one thought would be to just get the flank charge while infantry charges the front, thus taking away ranks and adding a point in your own favour by side-charging. While Orc Boar Boyz are excellent for this, wolf riders are even better and cheaper!

Another point is that Boar Boyz are rather expensive and should have a back up, since strategy concerning the Boar Boyz is expensive as well, and should it fail, a back up is always a good idea. So try to take another unit that can cover most of the Boar Boyz attributes, such as Wolfriders, a Giant or a Chariot.

So before taking the Boar Boyz, make sure you've got the best unit for the job. To make deciding easier, let's move on and assume you did take a unit.

Unit Composition

Starting off with size, what would be ideal? This has something to do with what army you face. Shooty heavy armies are going to aim at this unit, with their arrows, guns and cannons. This means that you either want to make the unit as small as possible so it will not draw all the attention, or big enough to withstand this threat. Anything in between is sure to be shot. However, against armies with no shooting, you still have to make decisions about size. Small units are more maneuverable, and excellent at charging the sides. Larger units are more resilient, have ranks, and are more focused on charging the front. It has to do with opponent, and your own style. I personally prefer the smallest size, 5, but have done some excellent scare work with 20 of the buggers.

Now for equipment, but there isn't a whole lot of choice here. Smaller flanking units shouldn't take too much equipment, perhaps just a musician for when things go awry. Bigger units (10+) should take a banner and a champion; if you're putting points into a unit, you might as well do it properly!

With a BSB in the unit, you can get magical banners with you. I wouldn't recommend the banner of butchery, since it only affects the riders. The War Banner, Whaaagh banner and Night Banner are all good choices though.

Another good choice is a Big Boss put into the unit to add some decent hitting power to the unit. Boar Boyz really need to do well on the charge, and a hero might just pull the weight to your advantage.

Army Set - Up

Now, where to put them? Right smack in the middle? Opposed his best unit? His weakest? Or on the flanks? A run by of options.

Right smack in the middle is a good idea if you don't have a real idea of what you want to do and want to be able to charge anything. You also have the advantage that the Boar Boyz can be used as a spearhead to lead the rest of your army forwards. The major drawbacks of this concept is a lack of focus and tactics. Also, centralizing a powerful unit often makes that the center piece of the battle, and Boar Boyz do best when they have some element of surprise to them. Personally, I'd only put them in the middle if I had no other clue what to do with them, and have plenty of back up at the ready.



ORC BOAR BOYZ TACTICS

By: Dansan

CONTINUED FROM PAGE 23

Opposing the strongest unit in his army is a good idea because it makes him focus on that unit with his strongest unit, so that unit is in fact not focusing on what your really want. This is partly a maneuver to throw the opponent off the real battle, while at the same time threatens his battle plans; Boar Boyz are too strong to be ignored. This tactic works really well when he only has one strong unit on the field and you're able to take that unit out with the Boar Boyz and perhaps some back-up.

Opposing the weakest has one goal: penetrating his lines to disrupt them and attack from behind. This calls for fast action, racing forward, winning in one round and overrunning and wreaking havoc amongst his lines. But be sure the rest of your army is on time to back the Boar Boyz up, or the opponent will have an easy time taking your army apart piecemeal.

To the flanks then, which is a good place if you want to use your Boar Boyz as flankers, and meanwhile use their speed. It also forces the opponent to cover his flanks more heavily, which makes it easy to overwhelm the central line with the remainder of your forces.

Movement

Movement with the Boar Boyz is tricky. On one hand, they're faster than your foot troops and have a decent charge range. On the other hand, they're not fast cavalry and are slower than other cavalry out there.

This means you have to think carefully about where to put Boar Boyz. These guys should never be on the receiving end of a charge, especially from enemy cavalry, so make sure that never happens. One way to make sure of this is enough cover by other units, such as a pump wagon in front of them, or big units besides them to make the enemy think twice.

Now, if no countercharging can happen, you have two choices. Charge in the front, or charge in the side. Charging in the front is the quickest way to get into action, and because Boar Boyz are quite fragile with just mediocre armour, this might be the best way to go about things. However, while Boar Boyz are good in close combat, they can't beat enormous blocks of infantry all by themselves, which means they need back up. And unless you sent something along with speed as well, that means waiting around for the foot troops to catch up.

In fact, while my wolf riders usually go on their own to harass and position themselves, my Boar Boyz usually just go along with the rest of my army, sometimes even hanging back a bit. This makes the Boar Boyz a counter agent to any enemy that would try to charge your main battle line, since they get countercharged by you Boar Boyz.

Movement over the flanks is quite feasible as well, and means flooring the gas and getting behind enemy lines. Without fast cavalry rules this means the opponent has to already have a hole somewhere in his lines, so this is not always a good option.

Magic

Though shooting is perhaps the worst enemy to Boar Boyz, magic comes a strong second. Almost any spell with strength 4 or more that does damage is pretty bad, and with just a few lucky rolls you can wipe out an entire unit of Boar Boyz with just a single fireball. The advice is thus to make sure you have enough anti-magic to counter enemy spells. Boar Boyz are too big a target to prevent line of sight most of the time, so you need at least two shamans with dispel scrolls to keep the damage out of this unit. Perhaps a character in the unit with the Shiny Baubles might help as well, but increases the costs of the unit even more.

Concerning own magic, spells that enhance these troops is almost a must have, which again puts an emphasis on spellcasters. In fact, I strongly recommend taking a Great shaman and two regular shamans to have enough magical power to inflate the Boar Boyz.



ORC BOAR BOYZ TACTICS

By: Dansan

CONTINUED FROM PAGES 23 AND 24

Shooting

Shooting is bad. Don't worry too much about strength 3 attacks, your toughness and armour should be sufficient to hold your own against that. It's the strength 4 attacks of handgunners that you should worry about. Or any type of warmachine, again mostly dwarfs and Empire. In fact, when facing a dwarf or empire army with a general that likes to use warmachines, I'd recommend NOT taking Boar Boyz. They'll become the first target and die rather quickly.

And if you do have Boar Boyz, do not put them opposite of the shooty unit. Put them way on the other side of the board, even if that means their position isn't ideal. They have movement enough to make up for a few inches, but they don't have the toughness or armour to resist artillery.

Close Combat

The only freakin' place for Boar Boyz to be, and only on the charge. Boar Boyz are hit and overrun types; do not get stuck into combat too long, because your own damage decreases when you don't have the charge. This means breaking a unit the first turn Boar Boyz enter combat is critical. If you're not sure you can't do this, send reinforcements with them, and throw all you've got at the enemy including the kitchen sink! But don't try to engage something that you can't beat in one round, because the next turn will probably be his. Unless that single stupid archer that survived made his leadership again and you've got to bash in his head this turn.

So, ideal targets are archers, skirmishers, warmachines, and smaller units that have little armour. Medium targets are opposing cavalry, if you have the charge of course. Bad targets are big units with spears and/or high armour, since they take too long to whittle down.



ORCS AND ESHIN ON THE SAME SIDE?

By: Inedible Hulk

Skaven Background: Born into one of the lesser Skaven clans, the relatively obscure rat known as Darkfoot was a traditional display of the Skaven racial characteristics in regards to his diminutive size, generally furry demeanor, unpleasant bodily odor and not particularly courageous in any sense of the word. Despite whatever failings he may have had, Darkfoot rose through the hierarchy of his clan, assuming higher positions frequently through a combination of friends in high places, unholy deals and bribes, and killing off whoever stood in the way in a habitually Skaven-ish manner. Within a short span of time, he assumed the position of leading the Stormvermin host of Scargut, the clan's warlord. Over time, the size and prosperity of this clan began to grow, and it quickly drifted under the watchful eye of the Council of Thirteen. Most displeased with what they saw, it was Clan Eshin that took measures to prevent this clan from becoming a threat to the security of the Skaven.

Orc Background: The Redswordz Warpath, led by the mighty and flatulent Zonk Shoe-Eater, is a Waaagh! bent on the annihilation of all other non-green life in the Old World, a goal cheerfully shared by any other well-mannered horde of destruction that presides on the land. Zonk was among those outcast from the Blood Axe tribe in his youth, being forcefully ejected from the tribe's home village as one of those who had failed the initiation ritual to become considered as one of the elders. Enraged by this, Zonk was forced to travel the Badlands as a vagabond, living off the wasteland in whatever way possible. The hardships he endured allowed him to become greater than he was, bigger, stronger, smarter (although only a little). After many years he eventually returned to the Blood Axe tribe and slew the chieftain, Warboss Zurg, in a typically Orcish display of brutal combat, and claimed the chief's possessions and tribe as his own.

Conclusion: The attack was perfectly co-ordinated. A giant previously found by the Orcs was led to the Blood Axe village and set free, causing destruction and panic throughout the camp. The Warboss Zurg was, however, quite cheerfully ignorant of the situation, standing inside his personal tent with an expression of merry hopelessness, the reason being that whatever food or drink he consumed had been loaded with concentrated amounts of madcap juice and warpstone residue. In any normal assassination it was during this time that a dagger would find the target's back in a typical display of cunning manslaughter, but it was made clear on Squidget's terms that another orc would have to assume the leadership of the tribe - thus, slay Zurg personally. Zonk himself was the perfect vessel for this task. Through Bloodeye's eldritch sorcery, Zonk was able to materialise in front of the disoriented Blood Axe Warboss in an explosion of caustic, foul-smelling smoke, and, although confused at how such a thing happened, was not one to dwell on such matters and happily cleaved Zurg in half, putting an end to his leadership over the orcish clan.



BATTLE REPORT

By: Warlord Ghazak Gazhkull

The Big Waaaaagh drew near.

Nazgud Blackfist whipped his greenskin horde forward, towards the inevitable confrontation. Ever since his incursion into Empire lands, at the behest of Black Orc Warboss Napoleorc, he had known they weren't alone. Stories would float about other greenskins engaged in battle, occasionally they would stumble upon evidence of recent fighting. Recently, they even had some skirmishes with the other tribes.

He knew of at least three other tribes in the area. One of them was Warlord Ghazak Gazhkull, who was apparently not very popular with Napoleorc these days, or at least it would seem so according to the Pig Rider he had received. He didn't know the names of the two other warlords yet, but he did know one thing, heads would butt soon. Too many greenskins in the area inevitably meant trouble.

So, wanting to avoid a big war which would only benefit the humans and weaken the greenskin forces, he had called out for a Big Waaaaagh. Insofar that Orcs had a form of formalised combat, this was pretty much it. Each army would dispatch a wing, still a respectable force, but not the usual hordes, and those wings would meet on an agreed location. Upon which point, they would proceed to kick the living daylights of each other, and last greenskin standing would win it, and win "Warboss" status for the current Waaaaagh. Which meant that the other greenskins would try to refrain from stabbing you in the back, at least for the first few months.

Representatives had further agreed not to send the Generals themselves, but rather a Big Boss, since a Big Waaaagh was not important enough to lose your general over. Or rather, it was important enough, but most generals mysteriously found themselves with better stuff todo at the time of the Big Waaaagh. For himself, Nazgud would dispatch his trusty Battle Standard Bearer, Murdock Dwarfcrusher. He trusted the scarred greenskin captain as far as he could trust any other orc, and Murdock had been itching for some command action anyhow. Along with Murdock, he sent two companies of Orcs, and a company of Ardgrots. They, together with a complement of Wolf Riders and Chariots would do just fine. Also dispatched was the newly-acquired shaman Uzrag, who had recently joined the Horde, together with a loud-mouthed Goblin Big Boss Buggeroff. That last one had been put in his place quickly enough by Blackfist, who was not about to take any lip from a goblin. Buggeroff would recover eventually, broken bones do heal after all, and he might even get some action if he was lucky. After all, there were always enough suicide missions.

Suddenly, his thoughts were interrupted by returning Wolf scouts. He beckoned the leader of the weedy gobbos at his side and asked what the fuss was all about. "Dead guyz, Leader Sir, loads and loads of them, straight ahead and heading for uz."

Nazgud cursed inwardly, normally he would welcome a good fight, but in this case they had to get Murdock to the Big Waaaagh in time, and couldn't really afford much delay. He called his Battle Standard Bearer to his side, and Murdock came trotting up on his War Boar. "Yezzir?"

"Get yar wing together NOW, Murdock. Yer gonna have to go without us, cause there's a bunch of dead guyz blocking us. We'll hold them off long enough for you to get away."

"Yezzir. Allright, you filthy maggots, form a line now before I gut you like the sheep you are. You, Grots, I want ya in the centre, twenty metres ahead of the main line, you WolfBoyz, why are you still here? Go scout, move move move. Uzrag, pack yer gear, we're out of here."

Nazgud blocked out the sound of Murdock barking orders and started deploying the rest of the Horde. The Vampire Count army came in from the north (he could see the dust plumes approaching now), swinging round a small abandoned farm. He ordered his main battle line to anchor a point next to a small forest, securing his right flank. Now for the left flank he thought. After some thinking, he barked out an order and a large company of Boar Boyz thundered out and positioned themselves on the far end of the farm, ready to pounce on any skellie that came close.

He could now see the undead forces, three main blocks of skeletons arrived, no doubt a vampire and several necromancers were hiding somewhere inside. On both flanks, he saw a cloud of Fell Bats rapidly approach, and ordered his Chariots to intercept them.



BATTLE REPORT

CONTINUED FROM PAGE 26

By: Warlord Ghazak Gazhkull

First contact was made when the left cloud of Fell Bats fell shrieking upon a hapless Snotling Pumpwagon. The undead creatures tore several pieces out of the snotling contraption, but true to style, the little buggers didn't care too much and continued fighting.

Out of the corner of his eyes, he saw a translucent figure approach his battle lines and recognised it for a Banshee. A company of Wolf Riders overcame their fear and recklessly charged the banshee. Although they clearly outnumbered the figure, their spears went right through it and the combat continued, neither side hurting the other for now. But the Wolf Riders luck was done as they were suddenly charged in the side by another ethereal company of undead, Spirit Hosts. The Wolf Riders ran, not surprisingly, and the Spirit Hosts hungrily pursued and devoured them, but this maneuver put them straight in front of the orc battle line...

Magic battered his lines, goblins fell and died. But the line held, as the goblin shamans counteracted the worst of the magic.

Meanwhile, the battle around the farm was deadlocked as the undead commander had clearly recognised the danger of the large Boar Boyz unit, and was unwilling to turn his flank to them. But since there was no way around the farm without meeting the Pig Riders, the Vampire realized he needed a flank maneuver. Mentally, he commanded the right cloud of Fell Bats to advance, and threaten the rear of the Boar Boyz. However, they were unpleasantly surprised when a Wolf Chariot launched itself into the cloud, screaming like a maniac. The nasty scythed wheels of the Chariot killed many of the Bats, and the goblins with spears some more, and the Bat Cloud quickly dispersed, thoroughly beaten.

On the left flank, the Snotlings were still playing with the other Fell Bats, although they were almost done. With a big Waaaaaagh, a large unit of Orc Boyz fell upon the Spirit Hosts' flank. Although their choppas passed right through the ethereal unit, the sheer weight of numbers began to take his toll and the undead were losing.

In frustration, the Vampire saw his advance forces being destroyed and his main battle lines being stalled by the thrice-cursed Boar Boyz. The Bat Cloud finally finished off the Snotling Pump Wagon, but by that time the Spirit Hosts were done too and the Bats were facing an angry fully-ranked Orc unit. Nazgud kept his forces in line with not too much difficulty, they had seen what the price of disobedience was.

Finally, seeing that the Orcs would not be budged from their positions, the Vampire Count decided to cut his losses and retreated, taking the remnants of his Bat Cloud with him.

Nazgud watched them go and decided against pursuit. There were more important things to do now. What mattered is that the whole encounter had given Murdock enough time to get away, on his mission to the Big Waaaagh.

Army List: 1800 pt
Objective: Defend obstacle
Result: Greenskin Win by 750 points

The Big Waaagh

A large, empty valley wondered what the hell was going on.

Just moments ago, it had peacefully gone about its business of being a valley, large and empty, and done a great job being just that. Not much valleys could convey an impression of largeness and combine it with being mostly empty as well as this one could. This valley was an artist amongst valleys.

But now the art was shattered, as hundreds of smelly, greenish humanoids streamed into the valley, quickly ruining its carefully crafted 'empty' effect and - due to their ever-increasing numbers - not being all that beneficial to the 'large' effect as well.



BATTLE REPORT

CONTINUED FROM PAGES 26 AND 27

By: Warlord Ghazak Gazhkull

The valley would object, but as with most of its kin, lacked a mouth, so it decided to show its displeasure by rustling the nearest bush to the incoming greenskin armies. The bush was promptly uprooted and used for orc latrines.

The valley settled into a shocked silence and decided to be quiet and watch what would happen next.

Four greenskin armies settled into a semblance of order, each roughly occupying a quarter of the valley.

The first quarter contained a small army, in greenskin terms anyhow. A giant was the most prominent figure, along with a large Wolf Rider pack, led by no less than four Big Bosses. An Orc unit, a night goblin unit, a smaller Wolf Rider mob and a rock lobber completed the army. This was the army of Boss Aya, known for his unpredictability and total lack of strategy (which made him so unpredictable).

In stark contrast to this, the next quarter contained a huge army, all goblins. At least 8 units of goblins and night goblins lined up, some of them containing Goblin Bosses and many Goblin Shamans, cackling madly with Waaaaagh energy. The goblin army almost filled their quarter completely. This was the army of Warlord Ghazak Ghazkull, here represented by Gobbo Big Boss Grishnuk.

In the next quarter, ruins of a small castle had been occupied by goblin artillery. Two Spear Chuckas and a Doom Diver stood perched on the battlements, ready to rain goblin death upon who deserved it. Around the castle stood three Orc units, one of them leering Big'Uns, two Wolf Rider units and a wolf chariot containing a leering Goblin Big Boss. This was the army of Boss Wouter.

The final army was a familiar one, led by a grizzled Orc Big Boss on a Boar. Murdock Dwarfcrusher surveyed his troops. One big unit of Orc Boyz stood next to an even larger unit of ArdGrots and they were flanked by his unit of Orc Big'Uns. Three Wolf Chariots circled the army, along with two small units of Wolf Riders.

In the centre of the valley, four Snotling Pumpwagons raced around. No-one was quite sure what army (if any) they belonged to. The crazy snotlings had probably noticed the upcoming excitement, and hurried in to be a part of it. Even now, the mad snotlings launched themselves at the army with loud whoops and weeeeeees.

The pumpwagon charge broke the stalemate between the armies and the Big Waaaagh started. Magic crackled through the air as the shamans of Grishnuk decimated two companies of Wolf Riders of Boss Wouter. In return, two unit of Orcs veered angrily towards the Grishnuk goblins. Meanwhile, the Giant of Boss Aya found himself the target of the Spear Chuckas perched on the castle, but managed to dodge for now. The massive Wolf Rider mob started heading towards the lines of Murdock DwarfCrusher, but hesitated when Murdock instructed two of his Wolf Chariots to guard the flanks. A unit of Boss Aya Night Goblins headed up, also versus the goblin horde of Boss Grishnuk.

First blood was shed by two of the Pumpwagons crashing into each other, resulting in the destruction of one of them. Meanwhile, another pumpwagon was destroyed as a Wolf Chariot from Boss Wouter drove right through it. The Rocklobber from Boss Aya launched at the massed gobboes of Boss Grishnuk and managed to kill a few. Boss Murdock drove his troops forward, roughly towards the center of the valley, while one of his wolf rider units veered off towards the castle of Boss Wouter. The Big Wolf Rider Mob from Boss Aya decided that two Wolf Chariots was a bit much after all, and veered his mob towards the Grishnuk lines.

One of the Spear Chuckas shot and wounded the Aya Giant, who nevertheless continued towards the Grishnuk lines. Another Spear Chucka was charged by the Wolf Rider mob of Murdock and quickly dispatched. The small Wolf Rider unit was then charged themselves by the large Aya Wolf Mob but quickly fled to safety.

On the other side of the valley, the orc unit from Boss Wouter charged into a large Goblin Unit, but apparently suffered Rubber Choppa syndrome as they only succeeded in killing a few goblins. They were then unpleasantly surprised when the Night Goblin General swung his greatweapon and killed three orcs in return... The orcs, not expecting such resistance, decided that they needed to be somewhere else, and ran off but were caught and destroyed by the goblins from Grishnuk.



BATTLE REPORT

CONTINUED FROM PAGES 26, 27 AND 28

By: Warlord Ghazak Gazhkull

On the line between Boss Aya and Boss Grishnuk, fanatics were exchanged on both side and closed the gap between the massed goblin lines. Not much else happened there, as the second Aya Orc unit was too busy quarreling amongst themselves to actually make any ground towards the batte lines. The Great Wolf Rider Mob took some damage from magic and artillery and was reduced to half strength. It didn't panic however, and doggedly advanced further towards the Grishnuk lines.

In the castle, the small Murdock Wolf Rider mob rallied and turned around for more War Machine hunting. Near the Aya - Murdock battle line, the Rock Lobber killed 10 ArdGrots with an impressive shot. Its triumph was shortlived, however, as a Wolf Chariot then charged into it and destroyed it. Another Aya Orc unit was shortly thereafter dispatched by a combined charge from the depleted ArdGrots, a Wolf Chariot and a Wolf Rider mob.

Boss Wouter, having lost his main orc unit, now saw the other orc unit being charged by the same killer goblins. Again, the orcs were defeated, but this time they succeeded in standing their ground and the fight ground on. The main Murdock force had now reached the centre of the battleground and saw that its rear was secure, due to the destruction of the Aya forces there. In front of it, Murdock Dwarfcrusher saw two Aya units, one night goblin, one orc, being stalemated by a great host of goblins from Boss Grishnuk.

The Aya great Wolf Rider mob lost even more of its units, and was down to 5 wolves by now. However, almost all of them were ridden by Goblin Big Bosses and they gleefully charged - and destroyed - a Night Goblin unit from Boss Grishnuk. Seizing the moment, Boss Murdock charged into the Aya Orc & Night Goblin units and destroyed them after a brief fight. Meanwhile, a shaman from Boss Grishnuk cackled in glee as a successful Gaze of Mork spell toppled the Aya Giant.

Down at the castle, the goblin doom diver was dispatched by the Murdock Wolf Riders, and this in turn made the other Spear Chucka crew panic and run away. The Wolf Riders then started running to flank the remaining Boss Wouter Orc units. One of those Orc units was still locked in close combat with the main goblin unit from Boss Grishnuk, but the inclusion of the Night Goblin General and the great numbers of the goblin mob was just too much from them, and they fled again, this time the pursuing goblins failed to catch them and decided that the depleted orc unit was no longer worth the chase, turning back to the main fight.

On the other side of combat, Boss Aya saw his last unit destroyed when the Big Wolf Mob foolishly allowed itself to be cornered between two Grishnuk goblin units. Having punched through Boss Aya, the (almost-intact) forces of Boss Murdock now descended upon the remaining Night Goblin units from Boss Grishnuk, who - with their general out of range - could not stand up to the combined charges and were dispatched.

Down the castle, the remaining Wouter orcs were flank charged by the Wolf Rider Mob from Boss Murdock, and this was finally too much for the battered orcs and they were scattered. Things were now fully under control and Boss Murdock mopped up the remaining units from Boss Grishnuk and Boss Wouter without too much trouble.

When it was all over, the valley fell silent again. The troops of Murdock Dwarfcrusher stood as proud as a greenskin can stand. "Dem Nazgud boss 'll be 'appy", thought Murdock, "im iz Warboss again fur another while". Part of Murdock didn't envy Nazgud the Warboss title, since it usually also came with a number of people who wanted you very much dead. Maybe in the future, DwarfCrusher would have his own command, but for now, he was content with the good fighting he got and all the other perks of being second-in-command of the Warboss Army.

With that, the remaining orc forces withdrew and went off to rendez-vous with the main force. The mission was yet to really begin.

dat were wun real nasty battle, eh lug?

yeah, dey killed each uvva real good. bu' oi din' understand why da chaos gits stole da choppa from da stunty's 'ouse!

er, wot battle were yer watchin'?



BATTLE REPORT

CONTINUED FROM PAGES 26, 27, 28 AND 30

By: Warlord Ghazak Gazhkull

PolkaDragon's army list

Black Orc Big Boss with Great Weapon, Heavy Armour, Shield, Boar, Bashas Big Axe

Goblin Shaman with Sizzlas Shiny Baubles

24 Orc Boyz with Full Command

20 Orc Big'Uns with Full Command and Bashing Flag of Bork

25 Goblins with Light Armour and Full Command

5 Wolf Riders with Spear, Shield and Musician

5 Wolf Riders with Spear, Shield and Musician

3 Goblin Wolf Chariots with Extra Crew and Spears

Boss Aya's army list

Goblin Big Boss with Wolf and Great Weapon, General

Goblin Big Boss with Wolf and Great Weapon

Goblin Big Boss with Wolf and Great Weapon

Goblin Big Boss with Wolf and Great Weapon

12 Goblin Wolf Riders with Spear, Light Armour, Shield and Full Command

25 Orc Boyz with Full Command

20 Orc Boyz with Full Command

25 Night Goblins with 2 Fanatics and Shortbows

Giant

5 Wolf Riders with Spear, Shield and Musician

Goblin Rock Lobber

Boss Wouter's army list

Orc Big Boss with Great Weapon, General

Goblin Big Boss with Great Weapon and Wolf Chariot

25 Orc Boyz with Full Command

25 Orc Boyz with Full Command

25 Orc Big'Uns with Full Command

Goblin Doom Diver

2 Spear Chuckas

5 Wolf Riders with Spear, Shield and Musician

5 Wolf Riders with Spear, Shield and Musician

Warlord Ghazak Gazhkull's army list

Goblin Big Boss with Great Weapon, Light Armour
and Nobla's Elmet.(Grishnuk)

Goblins Shaman Lv2

Goblin Shaman Lv2

Goblin Shaman Lv2

35 'ard grotss with Full Command

30 Night Goblins with Full Command

30 Night Goblins with Full Command

25 Night Goblins with Musician

25 Night Goblins with Musician

25 Night Goblins with Musician

25 Night Goblins with Musician

5 Fanatics

1 Pump Wagon

look at all dem gobbos lu.g. look's like dey's 'ad a
real good scrap
shame dat weee din' get ter join in wiv 'em

MAKE A UNIT

Ever wanted to make a special unit?

Wanted to make a weird variant army list?

Then head over to the Greenskins around the world forum and help Snottstaff and crew. They are going to make army lists and dogs of war un its and hopefully will get full playtested stats, fluff, and even mini conversions for their creations. If they hit it off some of their creations may turn up in these pages so get in their and help them out!



A GOLDEN DEMON GOBBO

By: Rune "Kaple" Kappel

So... imagine my surprise when I get an email from an internationally know minipainter, asking if it was ok for his 'for fun' Golden Demon UK entry be named Jimbob.... I, of course, said YES! But in the time it took me to start writing my reply, the craftier side of my green brain kicked in, and I had the audacity to say... "On one condition! I get all the juicy details and wip pictures to share with my fellow O&G's!" Well, ok, I'll be honest. That is not how it quite went down. I did get the email then first came shock, then lots of babbling yes in 100 different ways, and other less dignified gleeful actions. But in the end, I did get my hands on the goods. Jimbob is an amazing piece for a quick fun project, (and wait until you see the serious entries!) Enjoy!
jimbob10566e

[All text courtesy of Rune Kaple]



Part 1

The green is finished at this state. It was partly built over plastic parts, and partly built over wire. I wanted to achieve a more brutal and warrior-like feel with Jimbob, but still making him just a little bit comical. I tried to achieve this by choosing an aggressive face, having bits of wood and iron hammered directly into his skin, and by giving him a big sword on the bag. The comical parts are mostly the hair Under the arms and the kitchen pot on his head.



The next thing I will do is to cut him off the base and sculpt the base that he is actually going to be standing on. When this is done I am going to glue him back on the old base and paint the goblin and the base separately.

Part 2

At this point some of the basic areas have been covered. The skin was based with Citadel Goblin Green and shaded with Vallejo Model Color Hull Red. The highlights were made mixing Citadel Bleached Bone into the Goblin Green.

His trousers have also been finished. The basecoat here was Vallejo Model Color Ochre Brown, and this was shaded with Reaper Master Paints Walnut. The highlights were again created by mixing Bleached Bone into the base color. Because several of the colors on the minis are being highlighted with Bleached Bone, it will create unity between the colors, even though they are different. This is a nice and easy way to give A mini a more complete feel.

His boots are, at this point, not entirely finished. I think the highlights have become a bit too powerful and imprecise, so I will redo those.

Part 3

At this point most of the rough areas are painted. The belts, boots and metallics have been done, and all that is left are the banner and the details. I opted to go for an, at the same time, very shiny but also a very rusty metal. I based with Citadel Boltgun Metal and shaded with Citadel Chaos Black and Vallejo Model Color Mahogany Sand. For the highlights I used Citadels Mithril Silver and a Humbrol Enamel color called Met 11. Next comes all the detail work; hair, eyes, teeth, blood-marks, etc. Lastly I will do the Banner, as it is actually the biggest part of the mini and deserves Some extra attention.



A GOLDEN DEMON GOBBO

CONTINUED FROM PAGE 31

By: Rune "Kaple" Kappel

Part 4

Almost all the details have been painted. Only the eyes and the hair need a little retouching. The teeth were painted Citadel Bleached Bone, and shaded with Citadel Vermin Fur and Citadel Chaos Black. The dried, old blood on the wires between his wooden arm and arm was painted with Vallejo Model Color Burnt Red, and highlighted with Citadel Snakebite Leather to give it a rotten, disgusting feel.

Now all that is left is the banner, and to put him on his base.



Part 5

The banner has been finished. I opted to go for a simple Orkish-glyph, 'cause in my opinion Orcs and Goblins have never been the greatest of artists. The red glyph also looks subtle and strong on the metal-background the banner acts as. All the rust and dirt were painted with Citadel Snakebite Leather and Vallejo Model Color Mahogany Sand. Both colors were thinned heavily and applied rather randomly. Now all that needs to be done is put the little bastard on a base.




Part 6

Jimbob is finally finished. I opted to go for a small base. Nothing too fancy here, other than it elevates the miniature a little bit. A standard bearer should be seen, even though it is a goblin... I am pretty satisfied with him, and think he is a funny little fella, who also has something raw about him.



GRIMVIEWGROT

By: DEMOLISHER

Grimview Grot stood with mouth agape, eye's bulging. He waved at the large boar mounted figure and stammered, "You-u-u-s Dead! I saw you-u-u die! Flat! Squished! Smushed! Pounded into da dirt! DONE!" White foam seeped around the corners of Grimview's jaw and his eyes flashed blood red. "DIE DEMOLISHER DIE!!!" and with that shout of rage, the tall grot pointed his prodda and a jagged bolt of Waaagh energy spat out and hit Da Demolisher in the chest. The Green energy spread around the Orc and lit up the eye holes of his mask. The energy raced down his legs and through Warpork before grounding in the hard packed dirt of the trail. Grimview started a loud maniacal laugh that was cut short when Da Demolisher spoke. "If your done, boy, we have work too do, and need to be doing it." Grimview, his laugh frozen in his throat, started at the old Orc and Pig. Apart from Warpork's hair standing on end, the Orc appeared unaffected, totally unaffected. 

OFFICIAL DA-WARPATH CONTEST!!!

Well folks, it is contest time again. Starting October 15th and running through November, break out your cereal boxes, plasticard, and open a window for all those fumes... This contests subject is TERRAIN!
Stop by the paint and hobby section for details, on the 15th.

TALE OF THE BONECRUNCHAS

By: Paddytheleprachaun

Hey all, Gorfang Badtoof, Fluff Editor here. Before we delve into the article, I'm gonna introduce myself. Many of you already know me; I am a mod, LoA Warlord and generally nice guy. I'm pretty regular around here, so you'll probably see me about. I hope you enjoy this issue's article, written by Paddytheleprachaun. It is fairly long, so It will be split up into 4 parts. If you have any comments, please feel free to PM/email me.

Part 1

Roars filled the air as the Bonecruncha tribe moved through the forest. As always, warboss Bozo was at the front of the tribe, easily outpacing everyone else on foot. This would have been more impressive if they had not been fleeing from the beastmen. Again.

Seeing the tribe's clearing in front of him, Bozo pushed himself even harder and charged headlong through the trees. He bounced off the object in the centre of the clearing and fell back. After a few seconds he got up, and managed to tug his helmet off after the second try. As the greenskins took up their positions around the clearing, he looked up at the effigy he had run into.

It had been abandoned by another boss outside the forest after the Spikey Gits had been driven away from the humie city, and Bozo had claimed it as his own. He had been disappointed with its lack of magical power, but it seemed to keep beasties away in the same way as their own holy rocks. Bozo grunted, and looked away; as always, Gork seemed to be laughing at him.

A black orc Bozo didn't recognise approached him. It was obviously nervous, and seemed to be trying to hold its five-foot axe in a non-threatening manner.

"Da ladz say...dey say, dey was right. Dere's too many beasties, an' we got no-one on our side. Beasties wot came down from da norf wif' da Spikey Gits're 'ere now, an' also beasties driven outta dat uvver forest by da skinnies. We'z outnumbered, Boss."

Bozo glared menacingly at the orc. Glaring was his main weapon against insubordination, since he couldn't afford to kill too many of his followers. When it became obvious the orc wouldn't back down, he spoke.

"Bein' outnumbered is a good fing. We can attack in any direkshun. Wot kinda orcs are yez?"

"Outnumbered is good," replied the upstart, "but forced back inta dis clearin' ain't. We shoud either charge out at dem once and fer all, or leave and krump some 'umies."

"Since when are you da boss? I'm finkin' o' strat-ar-jeez. Da beasties are mos'ly tied up fightin' dat uvver boss, da wun wot uses all da flyin' beasties." Bozo stifled a laugh. "Dey can't fly in da trees, so dey has t' walk. Now, we'z gonna let dis 'Mogrek' guy an' da beasties fin out each uvvers' numbers, okay?"

"An' wot da zog're we gonna do while de're doin' dat?" the orc asked impatiently. "We want a good fight. Dere's one out dere, but yer not lettin' us get it!"

"We need more ladz. I'm not lettin' da Bonerunchas get wiped out before we go down in 'Istory. 'E," Bozo nodded towards Johann Schneider, his 'umie biographer, "is gonna write a book dat'll put us onna map. 'E read me wot 'e wrote 'bout da Spikey Gits, an' it's good stuff. We'll be more faymus den da Iron Claws or da Necksnappers when we gives 'im back to da 'umies. But we gotta keep 'im alive fer dat. An' dat means away from da beasties!"

The black orc was not impressed. "You di'nt answer my question."

"We can attack small beastie herds, but we'd need more ladz to do more den..."

A high pitched wailing suddenly filled the air. Something fell from the sky and struck the orc Bozo had been speaking to on the head. It blinked once, then fell forwards, almost crushing the unexpected projectile. Bozo stepped back to see what it had been.

It was a snotling.

"Greetings!" it squeaked. "I brings word from Urgaz, I do!"

Bozo picked the snotling up, temporarily putting off his urge to squish it.

"Who da zog is Urgaz?" he asked.

The snotling jumped up and down enthusiastically. "Urgaz is da best boss ever! 'Ez 'uge, an' knows all about tactics an' everyfing!"

"Got many ladz, 'as 'e?"

"Fousands! Big an' small!"

"So wot's 'e sendin' you 'ere for?"

"Well, 'e's currently at war with free uvver bosses, one 'o which is here in da Drakwald. Mogrek, 'e is."

"Oh, yeah," said Bozo, suddenly interested.

"Well, bein' da kunnin' orc he is, Urgaz decided to get a boss on 'is side dat could ambush Mogrek on 'is own turf."

"Dat's me, yeah?"

"Uh...are you Noggor?"



TALE OF THE BONECRUNCHAS

CONTINUED FROM PAGE 33

By: Paddytheleprachaun

“No, Bozo.”

“Bozo, Bozo, dat's 'oo I meant. Wot you do is, you and four uvvers go to da Moot...you know were dat is?”

“No, but I knows someone who does,” said Bozo, eyeing Johann.

“Fine, go dere tomorrow mornin', an' we'll nego-shee-ate sumfin'. You'll prob'ly get paid.”

“Good,” said Bozo, after some consideration. “Fork!”

Fork Gitstompa, the biggest orc in the tribe, pushed his way through the crowds of greenskins. “Yezz?”

“Get dis little guy back where he came frum.” Bozo handed the snotling to Fork, who nodded and turned around. He then hurled the snotling as hard as he could in the general direction from which he had come. He turned around once more to see Bozo gaping at him.

“Wot?”

“You'd better 'ope he lands on sumfin' soft,” growled Bozo. He kicked the black orc on the ground, who was beginning to come around.

“So it's a fight you want, is it? Well, you can come wif me when I talk t'Urgaz. I'm not leavin' you here, stirrin' up trouble.”

Part 2

Johann had watched all this with interest. It was not the first time that that particular black orc had challenged Bozo's leadership, although Bozo probably did not realise this. Orcs apparently had bad memories when it came to the faces of those smaller than them. Bozo would remember this incident, though; the challenger had been growing larger, and was now almost as big as Bozo himself. Johann made a note of this in his notebook. As he wrote, he heard an orc approaching. It was Bozo; he had learned to recognise some of the greenskins by smell. He looked up into the tusked face.

“Where's da Moot, den?”

“South of here. It's a long way, but a small party should get there on time, provided they take boars.” Johann had been terrified of Bozo at first, but had gradually come to realise that he was one of the few greenskins he had the least cause to be worried about. If anything happened to Bozo, the others would kill him even before deciding on the next boss.

Bozo seemed to think for several seconds, then turned around and pointed to the troublesome black orc, who had gotten to his feet.

“Get a boar,” he said. “We leave as soon as I pick da rest of da group.”

As the black orc walked off, Bozo pointed to Fork.

“We'll need 'im t' show off our size, an...someone small...where's Stumpy?”

A grot was thrown from the back of the crowds of greenskins to land in front of Bozo. This was Stumpy, either the biggest of the tribe's snotlings, or the smallest of the goblins; he mingled with the other goblins a lot, but he also spent a lot of time in the drops. Whatever else he was, he was the tribe's Banner Waver. Chiefly because no-one knew where he hid the flag.

Stumpy pulled himself up to his full height and saluted Bozo's crotch.

“Yer with me,” said Bozo. “An' Yo-hann can go wif Flatula.”

Flatula was the tribe's head shaman. His name was misleading, as he was no more malodorous than the other orcs. He was something of an oddity, as he spoke nineteen languages and didn't like fighting. He was also better with numbers than other orcs, and raised a hand now.

“Um...’e zaid four ozzers. Zees is five.”

(Flatula had spent a great deal of time in Brettonia as a pup).

“Oh,” Bozo said, looking momentarily perplexed. Then an idea occurred to him.

“Stumpy an' da riter only count as 'arf a lad each.”

Flatula shook his head. “Eet could also be argued zat Fork counts as two lads.”

“Fine,” said Bozo sulkily. He half-heartedly kicked Stumpy towards Johann. “Fork stays, den. I guess I'll have to be da big guy. Let's get da boars.”

Not for the first time, Johann wondered why Fork wasn't in charge; he was bigger than Bozo after all. He had been told that Fork had once been in charge, and didn't want to be again, but had never gotten any details from Bozo; Bozo always wanted to talk about his more recent exploits. He pulled out his notebook once more, and made a note to try and interview Fork. As the boars were brought around, he placed his notebook back within his belt pouch, and made sure his pistol was loaded. The pistol had been a gift from Bozo. It was dwarf-made, and would have been way out of Johann's price range in an Altdorf market. He hadn't asked where it had come from.

Within twenty minutes of squabbling, they were off.



TALE OF THE BONECRUNCHAS

CONTINUED FROM PAGE 33 AND 34

By: Paddytheleprachaun

Part 3

They were slightly late in arriving at the Moot; they had been attacked by a group of High Elves. There hadn't been many of them, but Bozo had insisted on a detour to hunt the fleeing survivors down. Johann was grateful that the patrol had been elves; while he might have had reservations about fighting his fellow humans, he felt nothing but satisfaction about the two elves he had shot from their steeds. That'd teach them not to let outsiders into inner Ulthuan.

The three boars trotted through the Moot to where a huge mob of greenskins waited. Bozo, festooned with choppas, rode at the front, convinced he could be better than Morglum with practice. Stumpy had gotten his banner from wherever he kept it back in the forest, and now waved it excitedly from behind Bozo. At the rear were Flatula and Johann, the latter constantly trying to interview the former, while at the same time firing warning shots over the curious Halflings. Flatula responded curtly to all questions; his attention was fixated on the middle rider.

The middle rider was the black orc who had come with them. He had accounted for four of the twelve elves, and had said nothing for the whole journey. His equipment consisted of as much armour as he could strap to his body and a huge axe, but unlike other orcs in the tribe, he didn't wear any teeth. Teeth, or 'teef' were the official orcish currency according to Bozo, though as far as Johann could tell nothing was ever paid for. Still, orcs as large as this one always had teef. He asked Flatula about this.

"Ees Bozo's policy on zer black orcs," the shaman replied gruffly.

"What policy? Bozo has policies?"

Bozo appeared not to hear this, but Stumpy sniggered.

"Before we came to zer Drakwald, zer black orcs tried to stage a... 'ow you say in Reikspiel, ah... coup?"

"We just say 'coup'."

Flatula smiled. "Zer great Empire, stealing words from ozzar lands. Anyway, Bozo makes sure zer black orcs are poor now, so zey cannot do zat again."

At this point, the black orc in front of them turned around and scowled at Johann. He appeared to be about to say something, until a Halfling tried to steal his axe. He quickly turned around and kicked its head in. Johann watched this, feeling sick.

"What's his name, anyway?"

"Dunno."

"What?" Johann was surprised. "You're the shaman. You're supposed to know all about the tribe."

"I know a lot of zer ladz, but not zer names. You want to know 'iz name, ask him."

Johann looked at the black orc again. He was now gazing intently into the mass of orcs in front of them.

"I think I'll wait." It occurred to Johann that this was the most Flatula had said during the whole journey. He produced his notebook.

"E's just zer largest of zer black orcs," continued Flatula. "E knows he's not big enough to challenge zer bozz yet, but ze other black orcs push him into it. Zey want control, but zey cannot beat all ze ozzar boyz. So zey want a leadership challenge, and Bozo can't afford to kill zer big orcs like he used to."

"What-" Johann began, but was interrupted by roaring from the greenskins who were, by now, all around them. He turned his attention to Bozo, who had dismounted. A huge black orc, presumably Urgaz, towered over him.

"Oo are you?" the huge orc asked.

Bozo grinned. "I'm da Drakwald boss yer sent for."

The big orc was unimpressed. "Which one?" it asked. "We sent losta snots in dere."

Bozo muttered something under his breath, but carried on. "I'z Bozo o' da Bonecrunchas. You'd be dis Urgaz guy, yeah?"

"Nope," said the orc gruffly. "Urgaz ain't here right now."

"Well, I'm only talkin' to yer boss."

The orc bared his teeth and unslung his axe. "Ye'll talk t'me."

Bozo took a step back towards the boar, and the other orc stepped forward. Johann reached down to where his new elven blade hung at his waist.

To where it had hung at his waist.

Damn Halflings!

Bozo might not have been Morglum Necksnapper, but there was one choppa-trick he could do. He had used it to kill the last elf in the patrol. With eye-watering speed, he removed a choppa from his back with each hand and flung them at his opponent. There was a clang as they were both swatted aside by the axe. A hand clamped on Bozo's throat, and he was lifted into the air. All around, greenskins began to chant words Johann didn't understand.



TALE OF THE BONECRUNCHAS

CONTINUED FROM PAGES 33, 34 AND 35

By: Paddytheleprachaun

“Yer in no position to make demands, grot,” the orc hissed at Bozo. “Now, here's wot we'll do. We'll give yez some money - dat's mon-ey, ask yer 'umie pal about it - t'hire some pink boyz. Den you goes back to da forest an' causes a ruckus fer Mogrek. If ya do well - an' well enough - I might pass da word on t'Urgaz dat maybe yez should get a request.” He pulled Bozo's face closer to his own. “Dat's a request, mind, not a demand.” He tossed Bozo to the ground.

“Pay 'im.”

An orc dragged a sack across the grass to where Bozo was picking himself up, and presented him with it. As Bozo looked inside, his new boss noticed the black orc who had accompanied him. He had been grinning throughout the meeting, and had joined in the chanting.

“Wot's yer name?”

The black orc did not seem surprised by the question. “M Badgob,” he said indifferently.

The interrogator turned his attention back to Bozo. “E stays wif me,” he said.

“Keep 'im,” replied Bozo gruffly. “Wot's dis shiny stuff?”

“Gold,” said the orc who had brought it. “S like humie-teef.”

“Humie teef ain't as big as orc ones,” said Bozo doubtfully.

“Jus' take it. It'll buy yer some boyz. Now get outta here.”

Bozo got back on his boar, grunting as he pulled the sack up with him. Stumpy was still frantically waving the banner. Bozo, Stumpy, Flatula and Johann left the Moot the way they had come. Badgob dismounted and looked around at the assembled greenskins.

“So, now wot?”

It began to rain.

Part 4

Bozo barely noticed the sudden downpour, lost as he was in his own thought. He said nothing for the first three hours' riding, and the other three, sensing his mood, also remained silent. When he finally spoke, it was to the world in general:

“Called me a grot, he did! Treats me like I got nothin' better t'do den fight dis Mogrek guy! An' Urgaz 'imself di'nt even show up! Dey can't treat me like dis.” He turned to Flatula.

“E was a black orc.” He said it like an accusation.

“Yezz,” said Flatula in agreement.

“Everyone knows black orcs ain't nat'ral. Made by spiky stunties, dey say.”

Flatula nodded noncommittally.

“I'm gonna take 'is...mon-ey...but I won't fight fer 'im. No, I'll go see dis Mogrek instead—”

“I don't fink Mogrek'd be happy 'bout dat,” piped up Stumpy suddenly. “You been attackin' 'is wyverns fer ages.”

Bozo glowered furiously at the diminutive greenskin, but then deflated. “Yer prob'ly right,” he admitted. “But that don't mean we 'ave t'do wot dat git said. We'll attack the beasties instead o' Mogrek. 'Ow's 'e gonna know wot we're up to, anyway?”

“They've still got Badgob,” Johann pointed out.

“Zog Badgob. Dey can do wot dey likes wiv 'im.” Bozo spat. “More trouble den 'es worth.” He suddenly sat up. “Ey, mister riter, we got lotsa time, an' I'm sure you got lotsa questions.”

“Uh, okay,” said Johann. It wasn't an ideal time; he couldn't write in the rain. But Bozo was right; they had plenty of time. He cleared his throat.

“How did you assume leadership of the tribe?”

Bozo grinned. “Dat'd be at da Battle of Dat River Dere, back in da Badlands years ago. Da Bonecrunchas was attacked by anuvver tribe, which was mos'ly black orcs – I guess Badgob was one o' dem. Anyway, dere warboss was cuttin' is way through da mobs, an Fork – who was Warboss since da last boss died, only he di'nt wanna be – was busy fightin' da rest of da enemies t'worry bout da general. So I stepped up an' lopped orf 'is ead.” At this, Flatula snorted. Bozo's grin widened, much to Johann's surprise.

“Okay, fair dues, dat's wat I tell da ladz.” A thought struck Bozo, and he smacked Stumpy on the head, knocking him unconscious.

“Between you an' me, it was Flatula 'ere. He killed dat boss wiv magic while I was runnin' at 'im. But I got da credit, as well as 'is magic armour.” Bozo tapped his battered breastplate proudly. Johann regarded it doubtfully.

“It doesn't cover much of you.”

“It covered less of da uvver guy. But it's innastruckable. Go on, shoot it.”



TALE OF THE BONECRUNCHAS

By: Paddytheleprachaun

CONTINUED FROM PAGES 33, 34, 35 AND 36

Johann shook his head. "The gun won't fire in the rain."

"Pfah. Wot are dose stunties good for? Nuthin'. Anyway, I challenged Fork after da battle. 'E didn't put up much of a fight; I fink 'e was glad to give da job up. 'E's not too bright. Mind you, 'e can lead when 'e 'as to."

"What did you do after you became chief?"

"Warboss, lad, warboss. I led a Waaagh, di'nt I? Across da Badlands t' attack the stunties."

Flatula spoke up. "Eet was not successful."

"Nah, I got bored o' fightin' stunties, di'nt I?"

"Zey drove us away with zer cannons and flying contraptions."

Bozo looked at Flatula, irritated. "'Oo's tellin' dis story?"

"Sorry bozz." Flatula did not seem the least bit sorry to Johann.

"Anyways, we went on anuvver Waaagh int' da Empire, an' we got bored again, so we went into da forest – of our own free will, don't listen t' Flatula – an' been fightin' beasties since."

"And all the Bonecrunchas are still the original greenskins from the Badlands?"

"Don't be stupid. Da black orcs we beat joined us, fer one, although there ain't many o' dem left...we also picked up uvver tribes during da Waaaghs, an' o' course, dere were already some boyz in da forest. We'z from everywhere."

"So, what happened before this battle?" Johann asked.

Bozo told him. It was mostly the same thing repeated, orc fighting orc, and Flatula chuckled at some of it. It was repetitive, but it passed the time. Eventually the Drakwald was in sight.

"...an' den we -- Uh-oh..."

"What?" asked Johann, who had barely been paying attention.

"Horse-humies. Some o' Flatula's mates." Sure enough, Johann saw a series of distinctively Bretonian flags fluttering to the right of their destination.

"Zey 'ave to pray before zey attack," said Flatula. "We may be able to get past zem."

They rode. Johann realised that pigs were deceptively fast as they approached the forest's edge. He looked to his left and saw that Bozo was no longer there; looking back, he saw the orc pulling himself out from under his boar; an arrow protruded from the boar's neck.

"I see him," said Flatula, reining in the boar. "Get me a sharp steeck."

Johann obliged, sliding from the boar's back and bringing Flatula a large oak branch.

"Watch closely, Johann. Zees is an old orc secret. Eet's 'ow we send for help."

Flatula jammed the stick up the boar's bottom. It let out an ear-piercing squeal and tore off into the forest, trailing blood.

"Fork can follow zer trail to get to us."

Johann looked around. Bozo was walking over to them, and the Bretonians were forming into their famous lances. The archers that had shot at Bozo were retreating to their own lines.

"Let's hope he comes quickly," Johann said.

Part 5

They ran through the trees, following the trail of blood, trying to buy time for help to arrive. The sound of hooves grew closer behind them with each second.

"Why would they send out so many knights after two orcs?" panted Johann.

Bozo managed the impressive feat that is the running shrug.

"Ze wolfboyz mentioned some 'umans looking for a specific orc last week," mused Flatula. "Perhaps Bozo meets zer description."

"What description?"

"Zey didn't say."

Bozo grunted. "Boyz ahead. Not ours; wrong banners."

Johann saw that he was right; there was a mass of maybe seventy orcs following the trail of blood towards them, and what banners they had were not the blood-soaked rags daubed with orc dung that served as the Bonecrunchas' banners. They started arguing as soon as they saw Bozo. This was unsurprising.

One of them spoke up as Bozo approached. "Wot's goin' on? You ain't da boss. You—" his sentence was cut off by one of Bozo's thrown choppas.

"I am now," he growled. The sound of hooves in the background grew louder, but still some orcs did not seem to get the message.



TALE OF THE BONECRUNCHAS

CONTINUED FROM PAGES 33, 34, 35, 36 AND 37

By: Paddytheleprachaun

“No, you ain’t,” said one. “E was just a runt, so—” this Orc was cut off by a Bretonian arrow. Johann turned and saw a large group of archers, presumably the same ones who had fired at Bozo, following the mass of knights, who had formed themselves into one huge lance. Most of them looked like little more than boys. They were very close, now. He was reaching for his notebook when Flatula grabbed him.

“Form up, lads!” yelled Bozo. The lance struck before any of them could move.

Flatula had pulled Johann into a tree, from which he had a perfect view of the battle. It was over in seconds, but his reporters’ eye caught every detail. One of the first things he noticed was the trebuchet that had been set up on a distant hill. He saw that it had been staked down rather hurriedly, and was extremely gratified when it exploded in a shower of wood and iron the first time it was fired. The archers he had noticed earlier went without their traditional defensive stakes, presumably because they were on the move. They seemed to be looking for a target that was not too close to a knight, and found it in Fork, who seemed to be deep in contemplation. Johann glanced at him and noticed a faint green halo around his head; this was disturbed when an arrow hit the branch next to him. Two knights mounted on pegasi flew over the lance as it charged and landed to the left of the combat, presumably to provide flank support; however, it was not needed. Seconds after the lance hit home, the Orcs broke.

Bozo had been ready for the charge, but had not factored in the length of the lances. The lead knight hit him square in the chest, and although his indestructible armour did not budge, his thrown choppa went wide. He saw disappointment in the face of the knight for a moment, before he went sprawling into the mud, the orcs behind him having departed. The lance rode over him. His armour was indestructible, and his head was fairly hard, but having a dozen or more horses ride over you is never a pleasant experience. His face was forced into the mud. He heard the lead knight cursing, but only Flatula would have understood the words:

“We wait all day in the rain, and it’s the wrong bloody Orc! Those yeomen...”

Bozo tried to get up, but again his head was trodden on. He could see light now; not many to go. Then a familiar smell filled his nostrils, and a familiar sound filled the air.

“WAAAGH!”

The boars thundered into the rear of the knights, made faster by some mystical force, and the lance stopped moving forwards.

Johann saw the boarboyz, trailing green energy, gallop from the right of the battlefield (if you could call it that) and engage the rear of the lance. Amazingly, the knights held, and two figures at the front forced their way to the back. The pegasus knights (who Johann could see had much finer heraldry than the other knights) turned to face the threat, but were beset from behind by goblins riding wolves. Fork had finished whatever he had been doing, and turned his attention to the archers. Twin beams of green light leapt from his eyes, killing two archers. More arrows embedded themselves in the tree.

Thrown into disarray, the horses were trying to stampede. Bozo was repeatedly kicked and trampled.

“Fork, Gorkdamnit—” he started to say, before his face was forced back into the mud. Two more horses, seeming to move with purpose rather than in panic, stepped across his back. One of them was the one Bozo had ‘fought’; the other had an oversized flag. Bozo managed to lift his head enough to see Fork punch that one.

“Fork, get outta here, ya git!” he shouted. A horse fell on top of him and frenziedly struggled to get up. He managed to slide to the left before he was trodden on again. But apparently, Fork had heard him, because the depleted boarboyz retreated into the forest. Bozo lay very still.

Johann watched as the goblins fled from the pegasi, having lost half their number. Both pegasi spread their wings, took to the sky and bore down on the tree he and Flatula were sitting in, lances readied. Johann was mesmerised by the sight. Flatula pushed himself forward and stood on the branch. He gave a grunt of effort, and both pegasi exploded in a shower of blood, feathers and green energy. Johann shielded his eyes from the splatter, so he did not see the two knights falling to the ground. The other knights, however, did.

“Time to go, I thenk,” said Flatula, tapping Johann on the shoulder. Another arrow whizzed past his head. It seemed that the other knights had not thought to look in the trees, and were more concerned for the injured pegasus riders than looking for their attackers. The peasants yelled at them, but were ignored. An arrow stuck in Flatula’s shoulder, but he ignored it. To retaliate would be to give away their position, so they quietly slipped down the tree, and further into the forest.

Bozo saw this, and followed them.



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And finally most of all you! The communities help is greatly need for this to work at all so thank you all for any help you have done so far and even just reading this now. I hope to see you next issue. Until that time see you around.

dun ferget dat lug an me 'ave bin 'elpin' out wiv da new-letta ter

yeah, dis 'as bin great fun! oi 'ope weee gets ter do dis again next time

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