THE ULTIMATE WARHAMMER MAGAZINE

WHITE DWARF

NOVEMBER 2018

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NEW SPEED FREEKS GAME REVEALED

WAAAGH! DA ORKS

ORK SPEED FREEKS RACE INTO BATTLE TO CAUSE MAYHEM AND DESTRUCTION

ALSO IN THIS ISSUE:

- NEW ORK CODEX
- GOLDEN DEMON CLASSIC
- REALMSLAYER FEATURE
- SPEED FREEKS PLAYTHROUGH
- THE ULTIMATE GUIDE TO... DESTRUCTION!
- MATCHED PLAY GAMES IN MIDDLE-EARTH™
- ORKS VS T'AU EMPIRE BATTLE REPORT
- AND MUCH, MUCH MORE!

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Editor Matt Keefe

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MEET THE WHITE DWARF TEAM

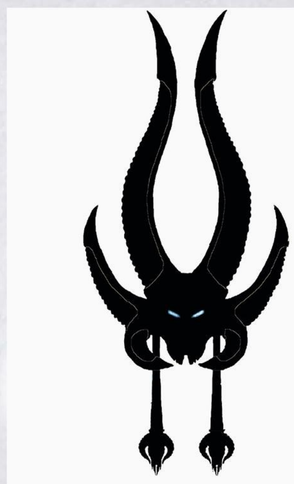
Hidden away from sight in the fabled White IDwarf bunker, itself buried deep inside the Games Workshop Citadel, the White Dwarf team work tirelessly to craft everyone's favourite hobby magazine each month.

SORCERESS
MANIAC

SORCERESS highlight this issue:
"^^ I am one of a Thousand."

we need freedom!

Sorcerers highlight this issue:
"We need our hobby more cheapy and we fight for this"



Just as Planned

MATTHEW HUTSON
Big Mek

Lead Designer Matt has been busy Working on some Idoneth Deepkin models this month. And also a very large, very yellow hero. Who could it possibly be?

Matt's highlight this issue:
"I really enjoyed playing the new Speed Freeks game. I got to use the Aukkatrukk Squigbuggy - firing squigs all over the place and ramming stuff is great fun."

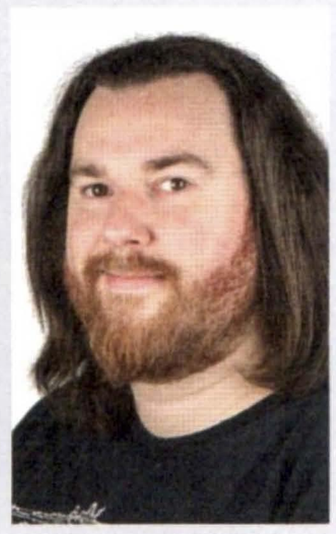




SIMON GRANT
Madboy

Simon has been busy working on his Lizardmen Blood Bowl team and reinforcing his Space Wolves kill team. He's even topping the Studio's Kill Team campaign chart.

Simon's highlight this issue:
"Speed Freeks is awesome fun. It's a really different game with loads of clicking game mechanics that make it really immersive. And I also got to make Trukk noises a lot."



BEN HUMBER
Mek

Ben was this month's Battle Report technician, making it look lovely far you all. His desk has also recently acquired a Taurox - we wonder what he's up to now...

Ben's highlight this issue:
"The Ultimate Guide to Destruction was great fun to work on. I love reading the background of the different armies and condensing it into one super-informative article."



SHAUN PRITCHARD
Squig

Shaun's spent a good deal of time recently staring at pictures of Golden Demon winners from Warhammer Fest 2018. A few of them appear in this very issue.

Shaun's highlight this issue:
"It has to be Golden Demon - the entries are always so impressive and inspiring - those guys have a lot of talent. Wish I could paint my models that well!"



MARTYN LYON
Ioota

Martyn has been painting many horses brown this month as he's just started work on an army of Aohan far the Middle-earth Strategy Battle Game.

Martyn's highlight this issue:
"I really enjoyed photographing Terry Pike's Chaos army. It's a really colourful force so I broke out my purple lights for some super atmospheric shots."



JONATHAN STAPLETON
Flash Git

Jonathan has immersed himself in Warhammer Underworlds this month, picking up several warbands. He's aireadY painted Steelheart's Champions.

Jonathan's highlight this issue:
"I really loved shooting the Idoneth Deepkin display from the Warhammer World museum. There are so many brilliant stories taking place all over it...



SPECIAL THANKS
Sarah Wallen, Rhuairidh James, Graeme Lyon and Alice Perkins for their tireless help and advice. Without them, the Grots would have taken over.

Email: taam@whitadwarf.ca.uk / Twitter: @whitedwarf / Faceboak: whitadwarf

WHITE DWARF

NOVEMBER 2018

GET READY FOR DA SPEEDWAAAGH!

Listen up, you 'orrible lot, us Orks are takin' over dis magazine an' dere's nuffin you can do to stop us! No more stoopid wordz (well, maybe da Grots can write 'em), just lots of pictures of Orks an' big gunz and stuff for us to crump.

So, wot we got inside? First, dere's a new game all about Orks drivin' really fast called Speed Freeks. It's ded good an' some of da White Dwarf ladz 'ave a great time playin' it. It comes wiv six new vehi... vechi... trukks, too – you can read about 'em later in da mag when Big Mek Matt Holland tells us about their designs. Da 'Eavy Metal boyz also tell us how dey painted 'em in da clan colours. Of course, da red wun goes fastest, but da uvvers are pretty good, too! Dis month, dere's also a brand new Ork codex comin' out, which means us Orks get to fight in anuvver Battle Report. Waaagh!

Wot uvver stuff is in da mag? We take a look at orruks in da Mortal Realms (dere like cousinz to us), da history of Gotrek Gurnisson, a proper shiny Skaven army, Blanchitsu, an' a Warhammer World display of da Idoneth Deepkin fightin' more greenskinz (who are gonna win, right?). Dere's even a Mek Workshop where we kustomise sum wagons. We finish off wiv a Christmas Gift Guide – wot will Santa Klaws bring you dis year?



WHAT IS WHITE DWARF?

White Dwarf is the ultimate Warhammer magazine. For more than 40 years, it has been the essential guide to everything going on with Citadel miniatures and the Games Workshop hobby, bringing you an in-depth look at the latest games and miniatures, Battle Reports, painting guides, modelling tips and more. White Dwarf is 148 pages of the very best the hobby has to offer, each and every month.

We have a saying in the White Dwarf office: "Every issue is somebody's first." If you are a newer reader or you've been away for a while, check out the 'Start Here' section over the page (you can find it over on the right) for some suggestions on where you might like to start with this issue and where to find more information. And for more about White Dwarf, find us on Facebook: 'White Dwarf Magazine'.

SUBSCRIBE TO WHITE DWARF! SEE INSIDE BACK COVER FOR DETAILS

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Are you ready for war in the underhive? Find out all you need to know about Necromunda right here.

SAGA OF A SLAYER 40
For nearly 30 years, Gotrek Gurnisson has sought his doom. Will he find it in Realmslayer?

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THE ULTIMATE GUIDE TO... DESTRUCTION 88
Not Orks this time, but orruks. We take a closer look at the forces of Destruction in the Mortal Realms.

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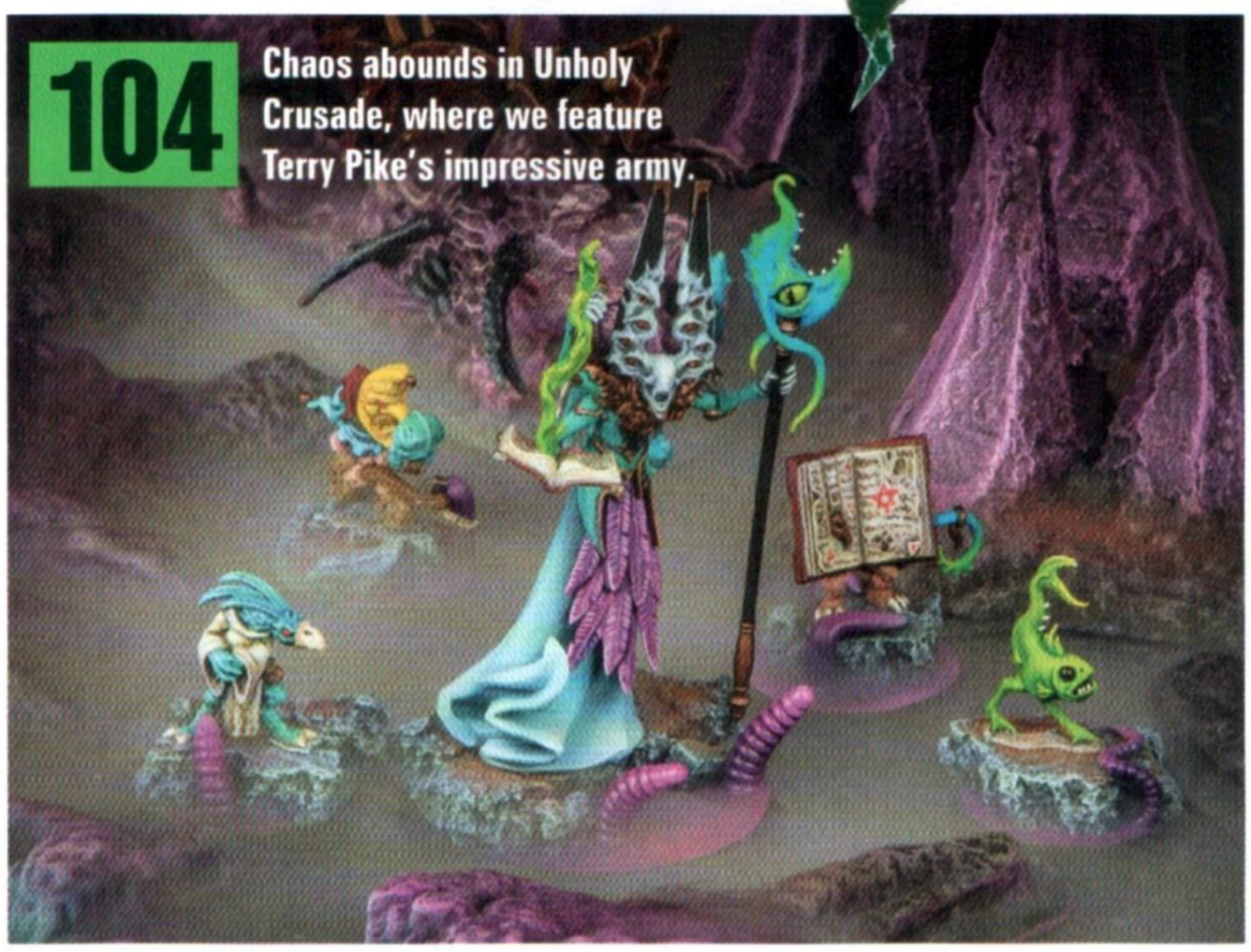
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The Idoneth Deepkin take on the Bonesplitterz in this stunning Warhammer World display.

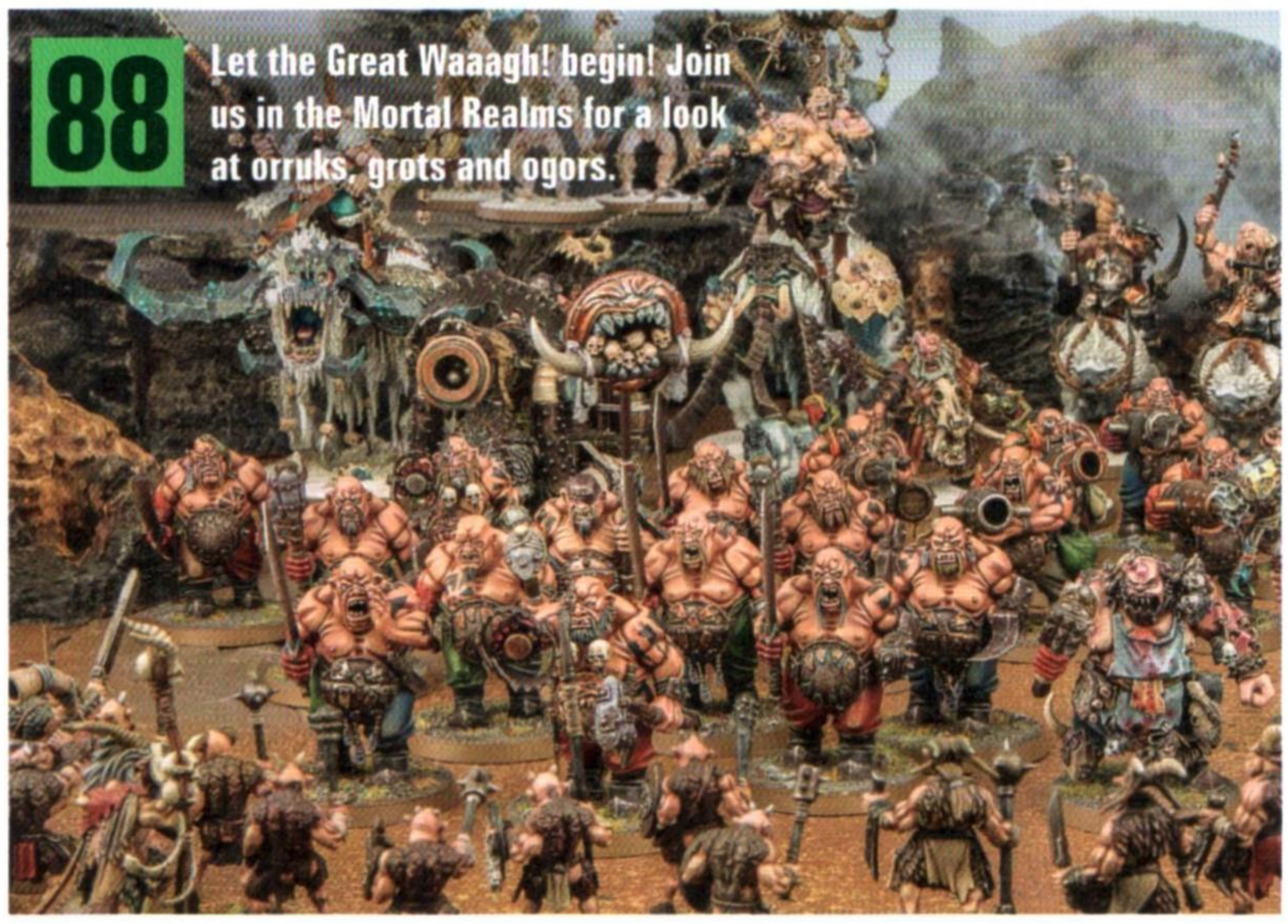
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More Orks! We show you how to paint Bad Moons, plus painting advice for the other clans.

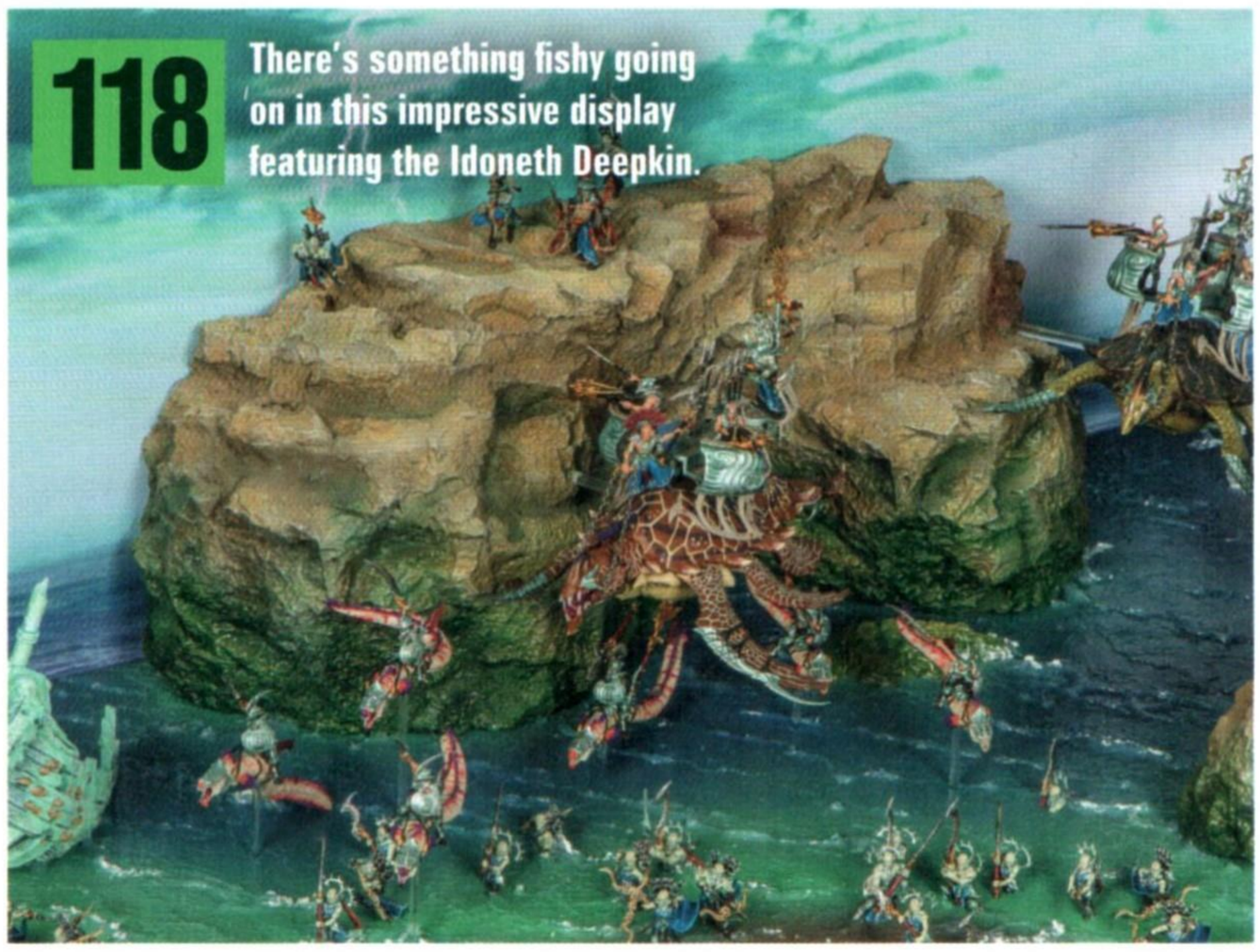
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If you're new to our games and worlds, you can find out more about all of our key games and brands in the White Dwarf Guide on page 140.

GOING GREEN!

Oi, humies, check out all dese great articles all about Orks. Dis mag is packed full of 'em, from gamin' an' rulez to paintin' and modellin'. If you love Orks, you'll love dis issue!

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52 We go under the bonnet (or hood) in our Big Mek's designer's notes for the new Ork vehicles.

70 An army of Orks in vehicles take on the might of the T'au Empire in our Battle Report.

PLANET WARHAMMER

ALL THE LATEST NEWS ABOUT THE GAMES WORKSHOP HOBBY!

'ERE WE GO!

Waaagh! The Orks return in force this month to the sound of their infamous warcry – a sound which has heralded the doom of countless worlds. Indeed, Ork fans both old and new are in for a huge treat this month with a plethora of exciting releases. So start your engines, grab your shiniest shoota and 'urtiest choppa – it's time to join in the greatest Waaagh! since Ghazghkull decided to give Armageddon another go!

Not only does this month see the release of a new Ork codex along with all the trimmings (datacards, dice and even a Mekboy Workshop), there is also a new standalone boxed game and no less than six new Ork vehicles coming out, including the Boomdakka Snazzwagon, Shokkjump Dragsta and the Megatrakk Scrapjet.

THE GREAT SPEEEDWAAGH!

The greatest of all running battles in the galaxy is called the Speedwaaagh! Tens of thousands of Speed Freeks engage in deadly races across desert sands, glacial plateaus and jungle clearings. The latest planet to play unwilling host to the Speedwaaagh! is Vigilus – the flat, dusty plains between its vast hive cities have become a hotly contested proving ground for hundreds of rival Speedmobs that have answered the call of the Speedwaaagh!

We were so fired up by all things green this month that you'll notice Planet Warhammer is rife with snippets of Ork lore. If you didn't know much about the warlike greenskins before, read on and learn all about them.

Of course, November's issue is not just about the Orks – there's plenty of excitement to go around. The Kill Team: Commanders expansion introduces powerful heroes and psykers to the game, offering players a very different challenge: will you take on the enemy's commander by fielding a larger kill team or will you fight fire with fire by including a commander of your own? And for those who feared that the Space Marine Heroes range was only available in Japan, we have a pleasant surprise for you! Turn to page 20 to learn more about this unique miniatures range.



SPEED FREEKS

Rival Speedmobs engage in a series of high-octane rukks to prove once and for all who's the fastest and fightiest of them all. Turn to page 52 to see how the White Dwarf team got on when they played Speed Freeks.



SAGA OF THE SLAYER

Unless you've been hiding under a rock recently (and who are we to judge?), you'll likely have heard that the legendary Brian Blessed is the new voice of Gotrek Gurnisson! Turn to page 40 to see our feature on the greatest of all Slayers.



FROM BENEATH THE WAVES THEY COME...

The Warhammer World museum is the proud owner of a shiny new exhibit in the form of an Idoneth Deepkin coastal raid. Check out this awesome display on page 118.



KILL TEAM: COMMANDERS

If you love fielding small teams of specialist covert operatives in exciting, action-packed skirmish games, then Kill Team: Commanders will help you take your battles to the next level. How, you ask? Well, this expansion introduces commanders to the game – dedicated leaders and senior officers that can join your kill team on high-risk missions. Learn all about it on page 16.



CLANS OF THE ORKS: BAD MOONS

The Bad Moons are the richest of the Ork clans and never miss an opportunity to show off their shiniest gubbinz and newest kustom rides or wargear. They invariably wear the heaviest armour and carry the biggest (and loudest) souped-up shootas they can encourage a Big Mek to build for them. None exemplify the nature of the Bad Moons more than the Flash Gitz, whose snazzguns are experimental masterpieces of Ork technology. However, some Gitz can get too big for their boots and might even get kicked out of the clan for being too flash.

The origins behind the excessive wealth enjoyed by the Bad Moons is surprisingly simple – Orks use their teef as currency, and Bad Moons grow teef faster than anyone else. Yet rival clans have never considered this genetic quirk to be an unfair advantage, for every Ork knows that if they're a bit skint they can simply give a Bad Moon a good kicking and steal his teef anyway!

FIVE THINGS WE LOVE IN... NOVEMBER

5 Kustom paintjobs! On page 60, we've got a second helping of winners from this year's Golden Demon: Classic event at Warhammer Fest 2018 – this month, we're featuring the Diorama/Battle Scene as well as T*he Lord of the Rings* and T*he Hobbit* categories. We've also got an 'Eavy Metal showcase of the six new Ork vehicles for the Speed Freeks game on page 44 and an impressive new exhibit now on display in the Warhammer World museum on page 118.



WAAAGH! DA ORKS

An incomparably aggressive and warlike race, the Orks have plagued the galaxy for years beyond counting. None are safe from potential attack, for the Orks will charge headlong at the largest army or even the most heavily defended fortification just for the thrill of it!

ORKS ARMY ESSENTIALS



CODEX: ORKS

If you're looking to start your own Waaagh! or are simply after learning more about the 'greenskin menace', look no further than Codex: Orks. This 136-page hardback book introduces the blood-soaked history of the Orks, explaining how they've left an indelible mark on every corner of the galaxy. Instinctively ferocious and always on the lookout for a good fight, the enthusiasm that Orks have for war is legendary. The codex details some of their greatest invasions and galactic rampages (known to the Orks as 'Waaaghs!' after their infectious warcry), some of which are still ongoing, such as on the war-torn planet of Vigilus. After a detailed bestiary and 'Eavy Metal showcase of the various units available to the Orks, the rules section provides all the information required to field an army of them on the battlefield. There are a total of 47 datasheets for the various Ork units, including the Mekboy Workshop (see opposite), new stratagems, psychic powers and tactical objectives, along with rules that play up the nuances of the six great clans of the Orks.

CODEX: ORKS

Pre-order: Now
Available: 03 Nov

£25, €32.50, 250dkr, 300skr, 280nkr, 125zł, USA $40, Can $50, Aus $70, NZ $83, ¥5,800, 250rmb, HK$340, RM155, SG$60

Available in English, French, German and Japanese languages. An abridged edition is available in Italian and Spanish. See games-workshop.com for more information.

CODEX: ORKS COLLECTOR'S EDITION

Pre-order: Now
Available: 03 Nov

£50, €65, 500dkr, 600skr, 550nkr, 250zł, USA $80, Can $100, Aus $140, NZ $165, ¥11,500, 500rmb, HK$680, RM310, SG$120

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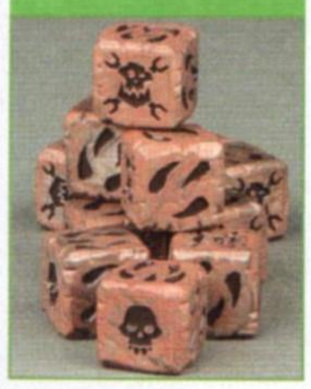
DATACARDS: ORKS

A new codex means new datacards! In this case, we're referring to a handy set of 73 cards designed to make your games even easier so that you can concentrate on the fighting like a proper Ork.

The set includes seven psychic power cards (Smite and six from the Power of the Waaagh! discipline), 36 tactical objective cards (including the six unique objectives from Codex: Orks), as well as a card for each of the stratagems that are available to battle-forged greenskins armies.

GAMBLIN' DICE

When Orks are not engaging in some sort of violent act (rare, we grant you), they will often pass the time by gambling for teef. The Orks dice represent just such a dice set. It includes 20 rust-coloured dice with dented edges designed to appear as if made of scrap metal. The pips are denoted by teef, with an Ork glyph on the 6 and a skull on the 1.



FIVE THINGS WE LOVE IN... NOVEMBER

4 **Da Konversion Klinic! With the Orks returning in such force this month, we though it only right to showcase what Ork Mekboyz do best – make stuff from lots of different pieces. Our Kit Bash article on page 130 is dedicated to the art of customising Ork vehicles to add a more personal touch to the standard kits. We feature contributions from Grand Mekboss Matt Holland, 'Eavy Metal's Max Faleij and our very own grot, Dan Harden.**



DATACARDS: ORKS

Pre-order: Now
Available: 03 Nov

£10, €12, 100dkr, 120skr, 110nkr, 50zł, USA $15, Can $20, Aus $28, NZ $33, ¥2,300, 100rmb, HK$140, RM60, SG$24

Available in English, French, German, Italian and Spanish languages.

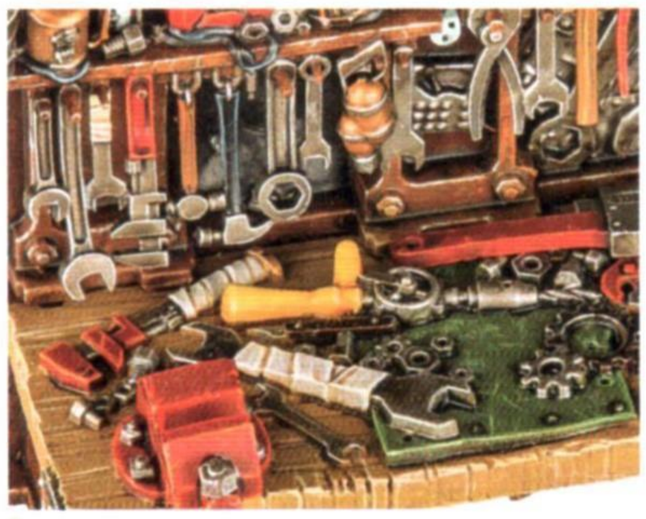
ORKS DICE

Pre-order: Now
Available: 03 Nov

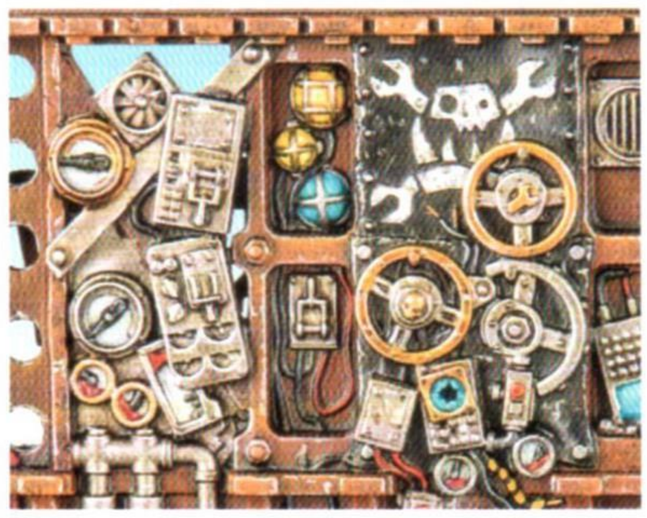
£12.50, €15, 130dkr, 150skr, 140nkr, 63zł, USA $20, Can $25, Aus $35, NZ $40, ¥2,900, 130rmb, HK$170, RM80, SG$30

MEKBOY WORKSHOP

The Mekboy Workshop is a terrain piece unique to the Orks. The kit includes three barricades and three scrap piles (composed of a variety of looted materials), as well as a main structure based on the ruins of a Ryza pattern building inside which you'll find a mind-boggling number of Mek's tools. A grabbin' claw sits at one end of the wall alongside a horizontal crane mechanism that can be affixed anywhere along the wall (or left separate so you can move it back and forth along its rail). An engine hangs from a chain below for easy repairs. The Mekboy Workshop has a number of battlefield effects: it can repair a nearby Ork vehicle or upgrade it with more speed or dakka, while its grabbin' klaw can be controlled by a mob of Orks to crush nearby enemies.



1



2

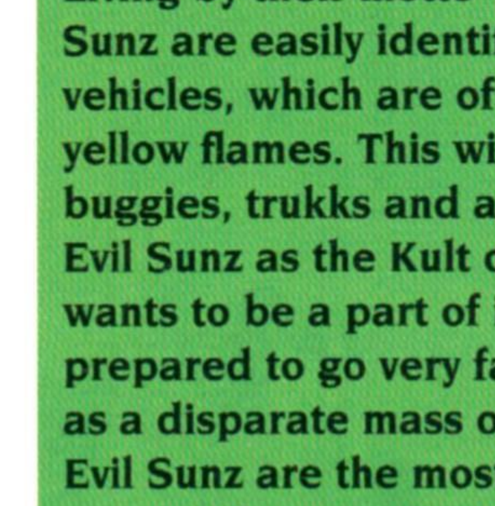
The kit features a workbench that is littered with tools **(1)**, including one implement that looks remarkably like a Citadel Mouldline Remover…

One of the workshop's main walls is covered in dials and valves **(2)**, the purpose of which only a Mekboy would truly understand!

MEKBOY WORKSHOP

Pre-order: Now
Available: 03 Nov

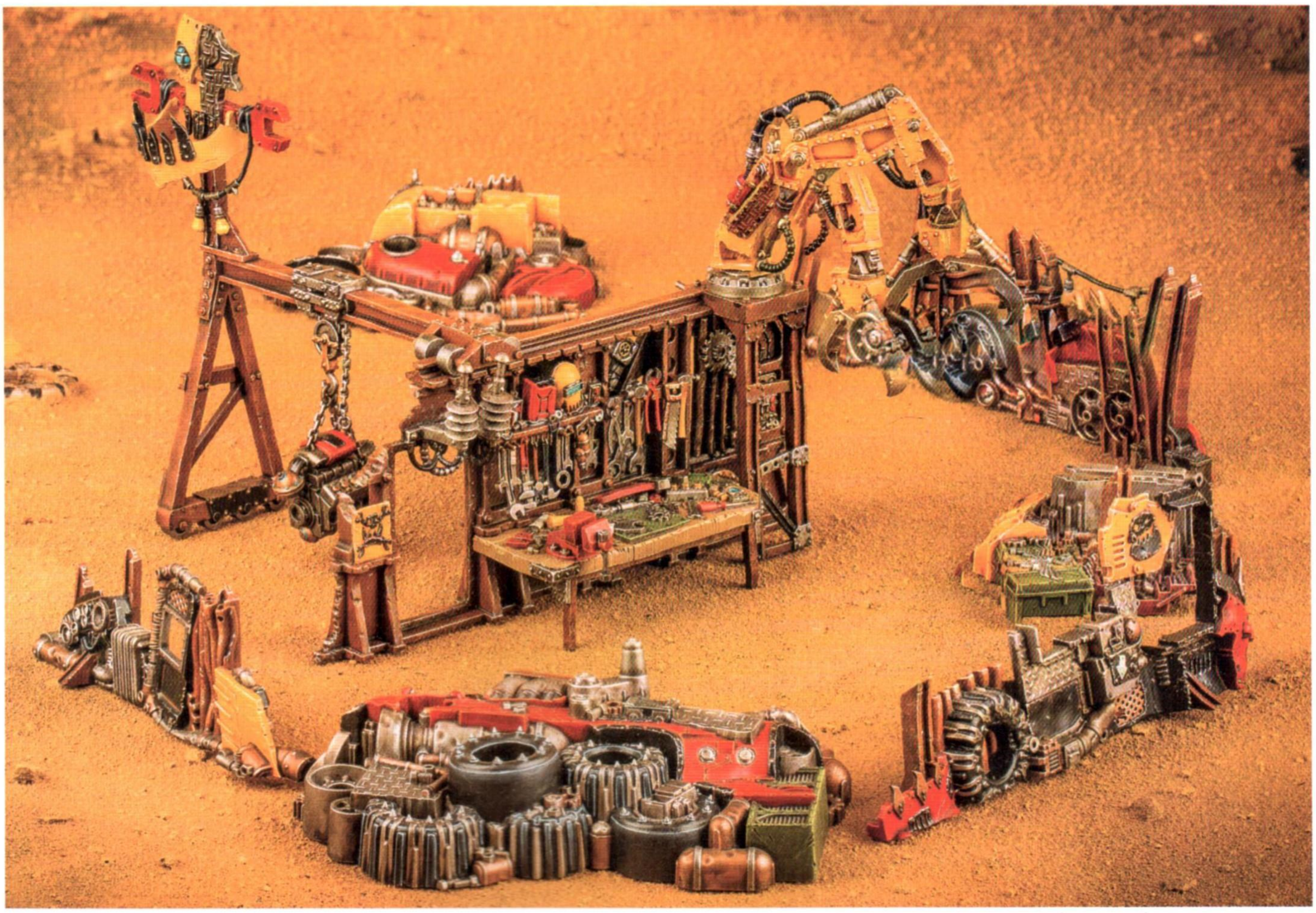
£25, €32.50, 250dkr, 300skr, 280nkr, 125zł, USA $40, Can $50, Aus $70, NZ $83, ¥5,800, 250rmb, HK$340, RM155, SG$60



CLANS OF THE ORKS: EVIL SUNZ

The Evil Sunz clan are the ultimate Speed Freeks and they're never more at home than when they're racing into battle at full speed, guns blazing. Whether flying aircraft, riding warbikes or clinging to the backs of Trukks as they race towards the enemy, the Evil Sunz live for the thrill of speed.

Living by their motto 'red wunz go fasta!', Evil Sunz are easily identified by their red vehicles, which are often embellished with yellow flames. This wild gathering of bikes, buggies, trukks and aircraft is known to the Evil Sunz as the Kult of Speed – if an Ork wants to be a part of it, he has to be prepared to go very fast. Despite appearing as a disparate mass of speeding vehicles, the Evil Sunz are the most skilful riders of their race, with an instinctive talent for lightning warfare. Many an outpost thought to be safe behind the main battleline has been overrun by the swift and sudden attack of a Kult of Speed at terminal velocity.



RACIN', SHOOTIN' AND KRUMPIN'!

Every Ork possess a primal desire to race around as fast as they can when driving a vehicle. And if they can fire their guns (the bigger and louder the better), ram rivals and fight at the same time, they'll be in their element. Welcome to Speed Freeks!

SPEED FREEKS

If you've ever wanted to race around at high speed while blowing your rivals to pieces or crashing into them for fun (like a true Ork), look no further than the new boxed game, Speed Freeks. Designed for 2 or more players (up to eight if you have mutliple copies of the game), you take control of rival Speedmobs to compete in one of four rukks that pit the players against one another in a stylised Orky race or demolition derby.

The game includes two Speedmobs of Ork bikers, one led by a Kustom Boosta-blasta, the other by a Skokkjump Dragsta – two new Ork vehicles currently only available in this set. In each round of the game, players secretly assign their Speed Freeks dice to kunnin', speedin' and shootin', then take it in turns to activate one vehicle at a time. Vehicles are moved by creating a trail using one or more 'gubbinz' templates linked together, enabling them to pull off a variety of manoeuvres, skids and drifts to avoid rivals and piles of scrap (or to intentionally ram them). The game is easy to learn, quick to play and loads of fun! It also includes datacards for the other four wagons out his month – the Deffkilla Wartrike, Rukkatrukk Squigbuggy, Megatrakk Scrapjet and Boomdakka Snazzwagon – so you can play the game with them, too.

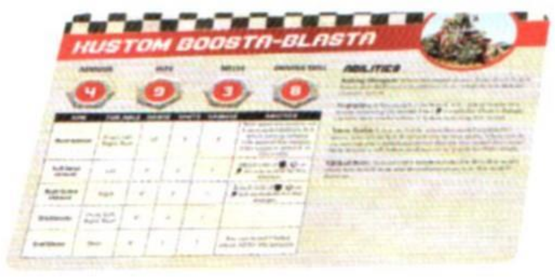
SPEED FREEKS BOX CONTENTS

- 8 Citadel miniatures:
  – 1 Kustom Boosta-blasta
  – 1 Shokkjump Dragsta
  – 6 Ork Warbikes
- 6 Ork barricades and piles of scrap.
- 24-page Speed Freeks core manual
- 12 Speed Freeks datacards
- 48 damage cards
- 24 Kustom Job cards
- 4 double-sided gameboards
- 2 Speed Freeks dashboards and screens
- 2 sheets of Speed Freeks tokens and movement templates
- Speed Freeks plastic range ruler
- 20 Speed Freeks dice (10 red, 10 yellow)
- 1 8-sided dice











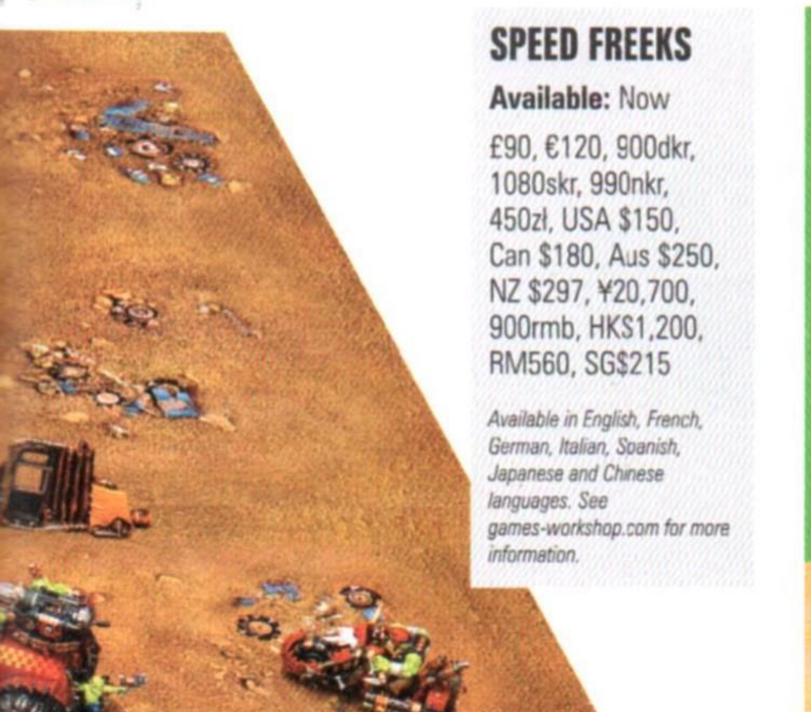




FIVE THINGS WE LOVE IN... NOVEMBER

3 Krumpin' Time! This month's Warhammer 40,000 Battle Report puts the new Ork codex through its paces. Dan's Ork army is fully mechanised and includes all six of the new Wagons from Speed Freeks (that's right – their datasheets are included in Codex: Orks). Martyn isn't going down without a fight however, as his T'au army has more than its fair share of firepower.





SPEED FREEKS

Available: Now

£90, €120, 900dkr, 1080skr, 990nkr, 450zł, USA $150, Can $180, Aus $250, NZ $297, ¥20,700, 900rmb, HK$1,200, RM560, SG$215

Available in English, French, German, Italian, Spanish, Japanese and Chinese languages. See games-workshop.com for more information.



SHOKKJUMP DRAGSTA

The Shokkjump Dragsta is da flashiest racer around, a kunnin' innovation combining brutal Ork efficiency with unpredictable shokk attack gun teknology. Rather than rely solely on an engine, the Dragsta features a shokk attack teleporter array at the rear, enabling it to perform short-ranged jumps through the warp. It's not all about speed for the Dragsta, though – it's also armed with a kustom shokk rifle, a rokkit launcha and saw-blades at the front for dicing unfortunate victims. Like all the new Ork vehicle kits, the Skokkjump Dragsta also has rules in Codex: Orks for using it in games of Warhammer 40,000.



KUSTOM BOOSTA-BLASTA

Hot rod, hot rivets, hot exhausts – the Kustom Boosta-blasta is one hot buggy! Its engine making up almost half the mass of the vehicle, the Kustom Boosta-blasta is one of the fastest Ork vehicles around, the comfort and wellbeing of its crew clearly something of an afterthought. Armed to the grille-tusks with guns and grenades, even the exhausts of this vehicle can incinerate enemies in gouts of flame as the Boosta-blasta races along. The main armament of the Kustom Boosta-blasta is an enormous turret-mounted rivet kannon – a weapon that fires heated bolts of metal the size of a man's forearm.



DESIGNERS' NOTES: SPEED FREEKS RULES

We sat down with the game's rules writer James Gallagher to discuss the finer points of Speed Freeks.

"The game mechanics themselves are intentionally straightforward and easy to master," says James, "However, there's a tactical element to how you distribute your Speed Freeks dice between kunnin', speedin' and shootin' as well as the order in which you activate your models in each phase. If you move the wrong model too early, you may be outmanoeuvred; leave it too late and you may end up getting rammed by a rival vehicle.

> **"There are also some optional rules that allow you to represent the different specialisms of the six major Ork clans."**

"There are four different missions (or rukks as they're known in the game), ranging from full-on racing games to spectacularly violent destruction derbies. We've also included advice on different ways in which you can organise Speed Freeks campaigns. These range from racing championships in the manner of Formula 1 (or Formula Waaagh! as the Orks would call it) to ladder campaigns in which players constantly vie for the top spot.

"Of course, every self-respecting Ork Mekboy is constantly looking to tinker with the things they build in order to improve them, or experiment with their ingenious (and often incredibly dangerous) new ideas. Players can therefore upgrade their vehicles with Kustom Jobz – a deck of various perks that range from a Flashy Spoila, which helps your vehicle move faster, to a Lucky Squig's Foot that gives your vehicle a chance to avoid damage.

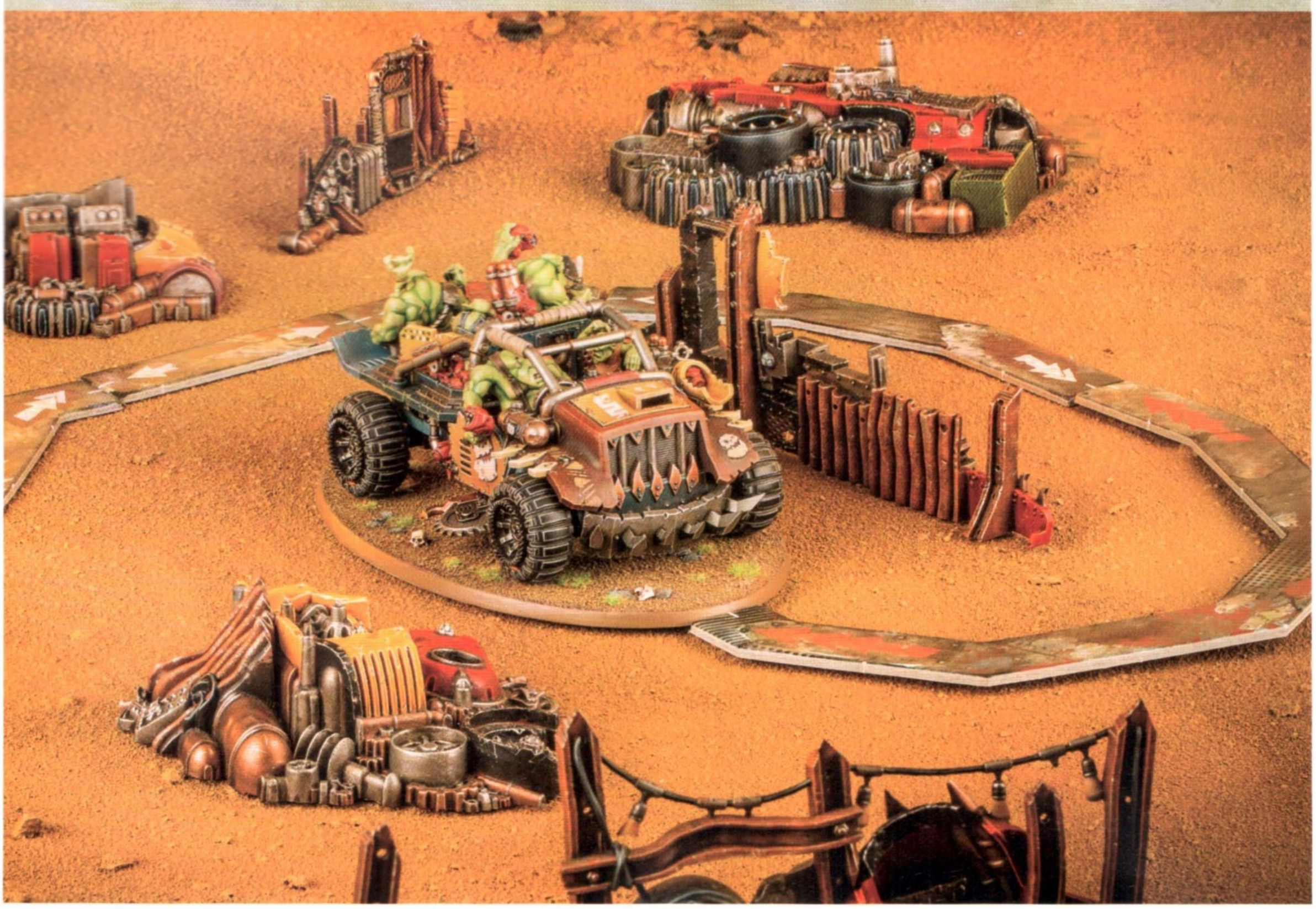
"There are also some optional rules that allow you to represent the different specialisms of the six major Ork clans. For example, Goffs are the biggest and the best in combat, so their Speedmobs receive a benefit in the fightin' phase. On the other hand, the Bad Moons are the wealthiest clan with the best guns, meaning that their Speedmobs gain a slight advantage in the shootin' phase."

MORE SPEED, MORE DAKKA!

James took time out of his busy schedule this month to run the White Dwarf team through a game of Speed Freeks. He was more than a little impressed with our need for high-octane action and love of dakka, though he did say we crash a lot *(let's not mention that – Ed)*. Check out our exciting four-player game on page 52.



"I like to allocate loads of speedin' dice to my buggies," says James, "enabling me to chain loads of gubbinz together into really long, convoluted trails. Some are hard to perform, but it looks really swish if you can pull them off!"



DEFFKILLA WARTRIKE

Who's da biggest, meanest Speed Freek around? Da Speedboss, of course! The Deffkilla Wartrike is a fast-moving fighting platform ridden by a Speedboss {like a Warboss, but fasta) - a mean, g en killer who likes nothing more than a good scrap. Which is exactly why he has one of his boyz do the driving for him - so he has both hands free for punching stuff with his snagga claw. Like ali Speed Freeks vehicles, the Deffkilla Wartrike is super-fast and armed with a trio of boomsticks for close-range killing. The rear-mounted jet booster can even be used to toast enemies that get too close, engulfing them in a torrent of flame or slicing them up with a white-hot cutting beam.

> **"The Deffkilla Wartrike is a fast-moving fighting platform ridden by a Speedboss."**

Whether you're after a leader for your Speed Freeks Speedmob, a new leader for your Ork army (Deffkilla Wartrikes are a HO choice in Codex: Orks) or you just fancy delivering sorne close-combat death as quickly and messily as possible, make sure you pick upa Deffkilla Wartrike for your collection.



CLAIS OF THE ORU

GOFR

The Goffs are 'Ork's Orks' - big, violent, and utterly dlsinterested In anything but fighting. Larger and stronger than their kin, Goff Orks exist In a state of constant conflict, keeping their skills sharp between battles with brawls and scraps among themselves. It's no wonder that their veterans are known as Skarboyz, for they bear their battle scars with Immense pride - an Ork with no scars clearly hasn't done enough fightin'.

When the largest Goff hordes go to war, the groand shakes with the thunder of steel-capped boots as vast, unruly mobs of Goff Orks charge headlong at the enemy to hack and bludgeon them to death - a strategy that, while simple, has seen the destruction of coundess armies across the galaxy.

As befits their no-nonsense approach to life, Goff Orks tend to wear sombre black and white. Tbere are no fancy, show-off coloun for these mean-tempered Orks.

SEE A DEFFKILLA WARTRIKE LEAD DAN'S ORKARMY INTO BATTLE ON PAGE 70

DEFFKILLA WARTRIKE

Pre-order: Now
Available: 03 Nov

£27.50, €35, 280dkr, 340skr, 300nkr, 140zl. USA $45, Can $55, Aus $77. NZ $90, '1'6.300. 280rmb, HK$370, AMI 70, SG$65



SEE OUR SPEED FREEKS 'EAVY METAL SHOWCASE ON PAGE 44

MEGATRAKK SCRAPJET

Ork pilots aren't the kind to let a little thing like crashing stop them indulging in their love for speed. Fashioned from junked Ork flyers by enterprising Big Meks, Megatrakk Scrapjets are piloted by ex-Flyboyz and Speed Freeks alike. Favoured for their speed, firepower and their tendency to turn anyone they collide with into a fine red paste, Megatrakk Scrapjets are essentially a jet thruster on wheels. What more could an Ork ask for?

> **"The Megatrakk Scrapjet retains much of the look of an Ork plane, right down to its tail fins."**

The Megatrakk Scrapjet retains much of the look of an Ork plane, right down to its tail fins, huge air intake, cockpit (wiv altimeter) and the Grot rear-gunner as the back (for extra dakka). It's also extremely heavily armed with big shootas, wing-mounted missiles, rokkit kannons and – a new addition for this ground-based plane – a nose-mounted drill. Whether racing around the deserts of Vigilus, or as part of a larger Ork army, the Megatrakk Scrapjet will turn even the most heavily armoured foes into smoking husks.

MEGATRAKK SCRAPJET

Pre-order: Now
Available: 03 Nov

£27.50, €35, 280dkr, 340skr, 300nkr, 140zł, USA $45, Can $55, Aus $77, NZ $90, ¥6,300, 280rmb, HK$370, RM170, SG$65



CLANS OF THE ORKS

BLOOD AXES

Blood Axes are undoubtedly the sneakiest and most kunnin' of all the Orks, for they actually use tactiks when they go into battle rather than just rushing headlong into the foe. They view getting shot before they reach the enemy as a waste of a good fight, so they make extensive use of camouflage (though it's invariably garish and not especially concealing) and subterfuge to sneak up on their targets before launching their assault. All this sneakin' about seems very peculiar to other Orks, who view the Blood Axes as a little bit strange. Woe betide an enemy commander who thinks Orks can't be kunnin', though, because the Blood Axes will prove them fatally wrong.

Unusually, Blood Axes have been known to work as mercenaries for the Imperium, extorting weapons from their humie allies in return for aid. However, once the battle is over, the Blood Axes will invariably turn their weapons against their former owners.



RUKKATRUKK SQUIGBUGGY

Like squigs? Then you'll love the Rukkatrukk Squigbuggy! Originally designed by enterprising Orks as a mobile food delivery system, the Rukkatrukk Squigbuggy was repurposed as an assault vehicle after one too many 'accidents' involving hungry attack squigs.

"It's extremely heavily armed, featuring two squig launchers and a variety of ammunition..."

The Rukkatrukk Squigbuggy is arguably the most utilitarian of the new Ork buggies, but it is also the most robust, like a snarling war boar preparing for a fight. It's extremely heavily armed, featuring two squig launchers and a variety of ammunition in the shape of bitey squigs (for chewing through armour), bile squigs (for melting people), mine squigs (for dealing with trukks sneaking up on you) and boom squigs (you can probably guess what they do). It's even got a pair of saw blades jutting out of the chassis at knee height ready to cut opponents down to size. As an extra bonus, the kit comes with four separate squigs that can be used either on the Squigbuggy or on other models in your collection.



CLANS OF THE ORKS

SNAKEBITES

The Snakebites are Ork traditionalists, only a rung or two above wildboyz on the ladder of civilisation. Where other clans love using complex technological gubbinz, the Snakebites remember da old wayz, preferring to bludgeon their enemies to death with choppas, bones or even heavy sticks. They will take full advantage of shootas and power klawz when they go to war, though – after all, shootas do make a lot of noise and power klawz are pretty good at krumpin' stuff so they can't be all bad.

Snakebites are well known for their expertise in training Gretchin and Snotlings to perform mundane tasks (like clearing minefields) and their Runtherds are a valuable asset to any Ork army on the march. Snakebites are also adept at breeding squigs of all shapes and forms, from hair squigs and chin squigs to gnasher squigs, attack squigs and even gargantuan Squiggoths. It's thanks to the Snakebites that these bitey creatures have been weaponised.

TURN TO PAGE 52 TO SEE THE WHITE DWARF TEAM PLAY SPEED FREEKS

RUKKATRUKK SQUIGBUGGY

Pre-order: Now
Available: 03 Nov

£27.50, €35, 280dkr, 340skr, 300nkr, 140zł, USA $45, Can $55, Aus $77, NZ $90, ¥6,300, 280rmb, HK$370, RM170, SG$65



CHECK OUT PAGE 124 FOR A PAINT SPLATTER ON THE GREAT ORK CLANS

BOOMDAKKA SNAZZWAGON

Lightly built speedsters constructed around looted vehicles, Boomdakka Snazzwagons are driven by speed-crazed Burna Boyz. Though lightly armoured, Snazzwagons rely on sheer velocity, clouds of billowing exhaust fumes and more than a little hope to survive enemy fire.

"The crew, hyped-up on dakka and fast driving, are also equipped with burna bottles..."

The Boomdakka Snazzwagon is equipped with a gatling gun known as a Mek speshul that fires a torrent of bullets at anything and everything the gunner happens to be shooting at. It certainly panders to the Orks' liberal attitude when it comes to aiming. The crew, hyped-up on dakka and fast driving, are also equipped with burna bottles full of volatile fuel that they fling at the enemy as they race past. A Grot mascot can be seen strapped to the front of the Snazzwagon, which also features a heavily armoured front ram, spiked tyres and enough turbo chargers, thrusters, fuel injectors and air intakes to accelerate this buggy to quite ridiculous speeds.

BOOMDAKKA SNAZZWAGON

Pre-order: Now
Available: 03 Nov

£27.50, €35, 280dkr, 340skr, 300nkr, 140zł, USA $45, Can $55, Aus $77, NZ $90, ¥6,300, 280rmb, HK$370, RM170, SG$65



CLANS OF THE ORKS

DEATHSKULLS

Orks are pragmatic creatures – if they need or want something, they take it, whether it's from a dead body, a wrecked vehicle or even the Ork next to them (after a good scrap, of course). The Orks of the Deathskulls clan, however, have taken looting to a whole new level and they are all, to an Ork, untrustworthy kleptomaniacs. If it's not nailed down, they'll take it. If it is nailed down, they'll bring a hammer. When it comes to looting enemy gear and using it to make new weapons and tanks, there are none more skilled than the Deathskulls – their constant looting and subsequent tinkering has resulted in the creation of many outlandish weapons and vehicles by their Meks, including the incredibly noisy and very shooty deffgun.

The Deathskulls are obsessed with the colour blue, which they believe to be lucky, smearing themselves in warpaint before battle and marking their vehicles (or just those they intend to steal) with blue handprints and daubs of paint.



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TAKING COMMAND

Some missions are so dangerous or of such critical importance to the ongoing war effort that even the most elite kill team may need help to ensure its success. Under such circumstances, a senior commander may decide to lead the mission personally.



KILL TEAM: COMMANDERS

For the first time in Kill Team's long and illustrious history (including the previous editions of the game) your kill teams can now be joined by mighty heroes and powerful psykers. Even the most experienced Specialist cannot hope to match a Commander's impact on the battlefield – not only are many Commanders highly skilled fighters, often armed and armoured with some of the finest wargear of their race, but their presence alone can greatly inspire those around them. Available Commanders vary from lower character ranks such as an Ork Painboy or Asuryani Warlock all the way up to a Deathwatch Watch Master or the deadly Patriarch of a Genestealer Cult! Commanders can join your kill teams in any of 15 new missions (six each for narrative and matched play, and three for open play), and can be upgraded to level 2, 3 or even 4 from the start. Commanders are Specialists that can choose from one of 10 branches unique to their class, such as the Psyker or Logistics specialisms. The set includes a 120-page book, 33 Commander tactics cards (three universal and three of them for each specialism), seven psychic power cards and a handy sheet of pop-out card tokens.

KILL TEAM: ROGUE TRADER

Astute readers may have noticed that Kill Team: Rogue Trader featured an early preview of the commanders rules. The Strategist and Strength specialisms included in the Rogue Trader expansion are also two of the ten powerful specialisms from Kill Team: Commanders that are uniquely available to your commanders.

WARHAMMER 40,000: KILL TEAM COMMANDERS

Available: Now

£50, €65, 500dkr, 600skr, 550nkr, 250zł, USA $80, Can $100, Aus $140, NZ $165, ¥11,500, 500rmb, HK$680, RM310, SG$120

Available in English, French, German, Spanish, Italian, Japanese and Chinese languages. See games-workshop.com for more information.

FIVE THINGS WE LOVE IN... NOVEMBER

2 **Big Bosses! Members of White Dwarf and the design studio alike have been busy painting up new Commanders for their kill teams over the past few months. Did you see Simon's Wolf Guard Battle Leaders and Michael Wieske's Company Commander last issue? Well you can consider them a sneak preview! But if you want to see some other Commanders that our excited staff have been working on, turn the page and revel in their collective glory!**



DESIGNERS' NOTES – KILL TEAM: COMMANDERS

Before joining White Dwarf, our very own Simon Grant wrote the rules for the Kill Team: Commanders expansion.

"As a skirmish game based on the execution of covert missions by specialist operatives, Kill Team has traditionally focussed on the actions of fighters drawn from the lower ranks," says Simon. "Though hand-picked for their skills, they ultimately represent expendable assets that a larger military force can afford to lose. The inclusion of Commanders adds a whole new sense of urgency and critical importance to playing Kill Team missions. If a Commander has joined a kill team, they've done so for a very good reason – to ensure the success of a crucial mission that is crucial to the ongoing war effort. Indeed, your Commander will often have a direct impact on the outcome, as their actions are usually tied to the victory conditions of each mission in some capacity."

"The inclusion of Commanders adds a whole new sense of urgency and critical importance to playing Kill Team missions."

"Commanders often have superior profiles to standard fighters from your kill team. They also have access to Commander specialisms that are even better than the standard versions – in fact, some of them actually incorporate or combine abilities from the core specialisms."

"Commanders also have Traits, which are handy universal abilities they can be given for a small cost in points. In addition, you can upgrade Commanders to level 2, 3 or 4 right at the start, as they're already well established in their career. This will unlock a variety of powerful abilities from their specialism's skill tree. The points you spend on your Commander's Traits and experience level enables you to be quite flexible – it's easy to keep them relatively cheap or make them more expensive to help fit in with your current kill team. On that note, you'll notice that you can spend up to 200 points on your kill team in the new missions, giving you the choice of including a powerful commander or taking them on with a larger kill team than normal."

ONE MAN ARMY

"One of the most classic action movie tropes is to pit a single heroic character against seemingly impossible odds," says Simon. "In the Commanders expansion, there is a narrative mission that does exactly that, called Army of One. The Commander's mission objective is randomly generated to make it even more challenging!"


NARRATIVE PLAY MISSION
ARMY OF ONE

"Warhammer 40,000 players may notice that some Commanders appear to have lost their aura abilities," says Simon. "In games of Kill Team, these abilities are represented by aura tactics unique to those Commanders instead."



WARHAMMER 40,000: KILL TEAM – COMMANDER SETS

KILL TEAM COMMANDER SETS

Available: Now

£25, €32.50, 250dkr, 300skr, 280nkr, 125zł, USA $40, Can $50, Aus $70, NZ $83, ¥5,800, 250rmb, HK$340, RM155, SG$60

Available in English, French, German, Italian, Spanish, Japanese and Chinese languages.

This month also sees the release of 10 faction-specific Commander sets to support the launch of the Kill Team: Commanders expansion. Each set includes a named Commander for their faction, with exclusive rules and a prefilled datacard that details all of their characteristics, weapons, abilities and specialisms. Each set also includes a small deck of cards – one card features the Commander's background, while the others cater for any psychic powers, tactics and aura tactics that the Commander may have access to, as well as the skills unlocked by their experience level.

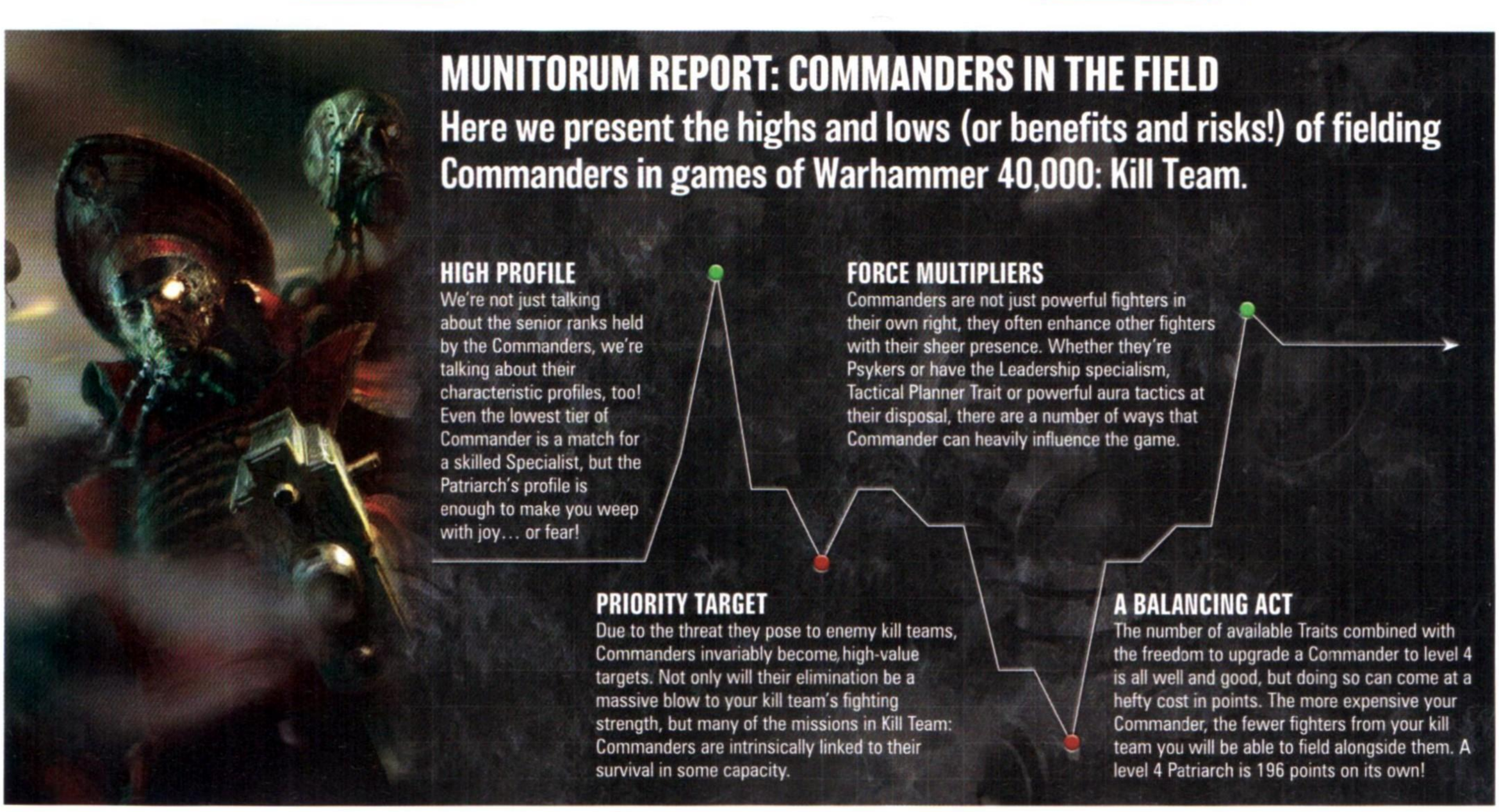
The characters from these Commander sets have thematic specialisms that are unique to them. For example, the Magos Dalathrust set includes a Tech-Priest Dominus specialism designed especially for him. This exclusivity follows through to the skill tree associated with their specialism – their skills represent a prefilled branch with one ability per experience level. In addition to the two featured below, there is a Commander Set available for the Orks, Adeptus Mechanicus, Deathwatch, Drukhari, Tyranids, Genestealer Cults, T'au Empire and Necrons.

Torrvald Orksbane, a Space Wolves Primaris Rune Priest can utilise the unique Storm Caller psychic power.



Feodor Lasko is a Commander of the Officio Prefectus with the bespoke Commissar specialism.





MUNITORUM REPORT: COMMANDERS IN THE FIELD

Here we present the highs and lows (or benefits and risks!) of fielding Commanders in games of Warhammer 40,000: Kill Team.

HIGH PROFILE

We're not just talking about the senior ranks held by the Commanders, we're talking about their characteristic profiles, too! Even the lowest tier of Commander is a match for a skilled Specialist, but the Patriarch's profile is enough to make you weep with joy… or fear!

FORCE MULTIPLIERS

Commanders are not just powerful fighters in their own right, they often enhance other fighters with their sheer presence. Whether they're Psykers or have the Leadership specialism, Tactical Planner Trait or powerful aura tactics at their disposal, there are a number of ways that Commander can heavily influence the game.

PRIORITY TARGET

Due to the threat they pose to enemy kill teams, Commanders invariably become high-value targets. Not only will their elimination be a massive blow to your kill team's fighting strength, but many of the missions in Kill Team: Commanders are intrinsically linked to their survival in some capacity.

A BALANCING ACT

The number of available Traits combined with the freedom to upgrade a Commander to level 4 is all well and good, but doing so can come at a hefty cost in points. The more expensive your Commander, the fewer fighters from your kill team you will be able to field alongside them. A level 4 Patriarch is 196 points on its own!

KILL TEAM: COMMANDERS – KILL TEAM SHOWCASE

As high-ranking figures within their faction's army structure, Commanders are true exemplars of their race. The miniatures that represent them often feature additional embellishments worthy of the lofty esteem in which they are held. As such, they serve as excellent canvases to lavish additional painted details, with deeper blending, finer highlights or unique markings to set them apart from those they lead. We caught up with three veteran painters to find out the inspirations behind their kill teams, along with any painting techniques they used to help their specialists and accompanying Commanders stand out from the crowd. Below, you can see their finished kill teams and the Commanders that lead them in all their glory.



1

1. AMY SNUGGS

As members of a numberless legion, Necrons usually share a common colour scheme across all ranks, with limited embellishments. However, Kill Team offers the perfect opportunity to be more creative with such notions. Amy's Zealot Specialist has a fell red glow in its eyes, while the Sniper features a blue power source instead of the usual green. The Cryptek, her kill team's Commander, features a golden faceplate like the Veteran Specialist, but without the central white stripe.



2

2. DUNCAN RHODES

Duncan's kill team was inspired by his love for House Griffith, one of the great Imperial Knight houses. Duncan wanted his Commander to represent a noble of House Griffith, so painted the tunic of his uniform in the bone white of his knightly house. The heraldic dragon of House Griffith is emblazoned across the noble's chest and he has an ornate blade strapped to his waist. The rest of his kill team are converted from a mixture of Chaos and Genestealer Cultists as well as Skitarii parts.



3

3. JAMES GALLAGHER

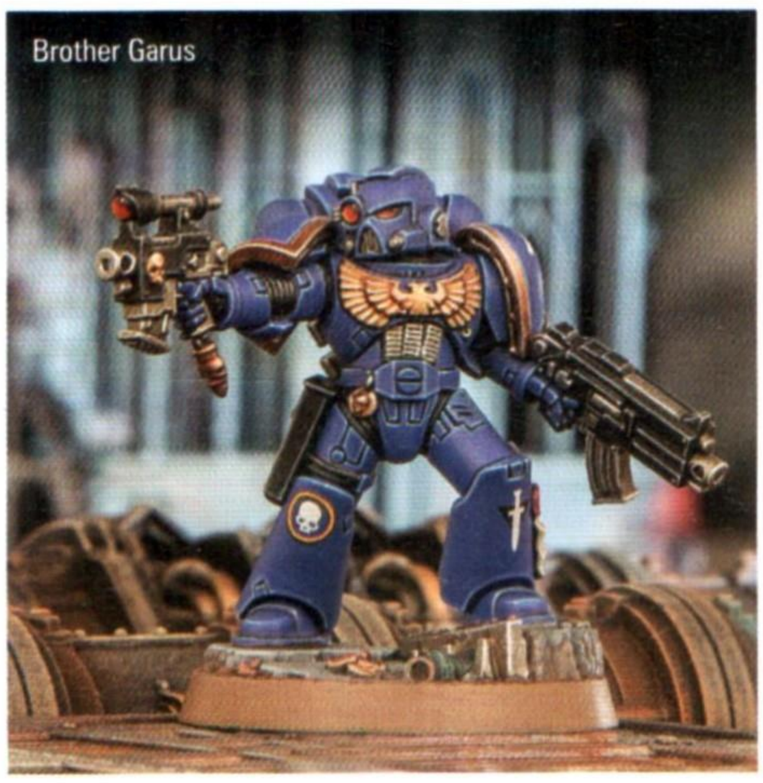
James decided to channel the murderous fury of the Flesh Tearers into his kill team. As such, he built all his models with chainblades and gave them all heavily scarred faces. James chose a Chaplain as his Commander to tend to the spiritual needs of (read as: 'keep an eye on') his Flesh Tearers. He converted the model from a Primaris Chaplain with the addition of a masked face from the Reivers set. The result is an extremely intimidating looking Commander.

SPACE MARINE HEROES

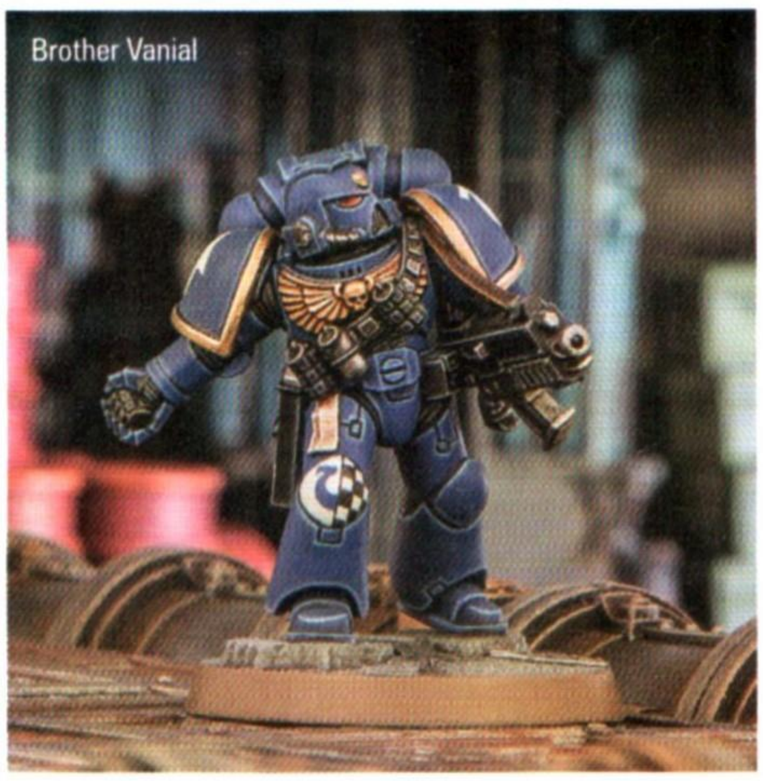
The Space Marines are the Imperium's greatest heroes – genetically engineered warriors who fight to protect Humanity from the many terrors that lurk in the galaxy. This month sees the release of this special edition set – the Space Marine Heroes.

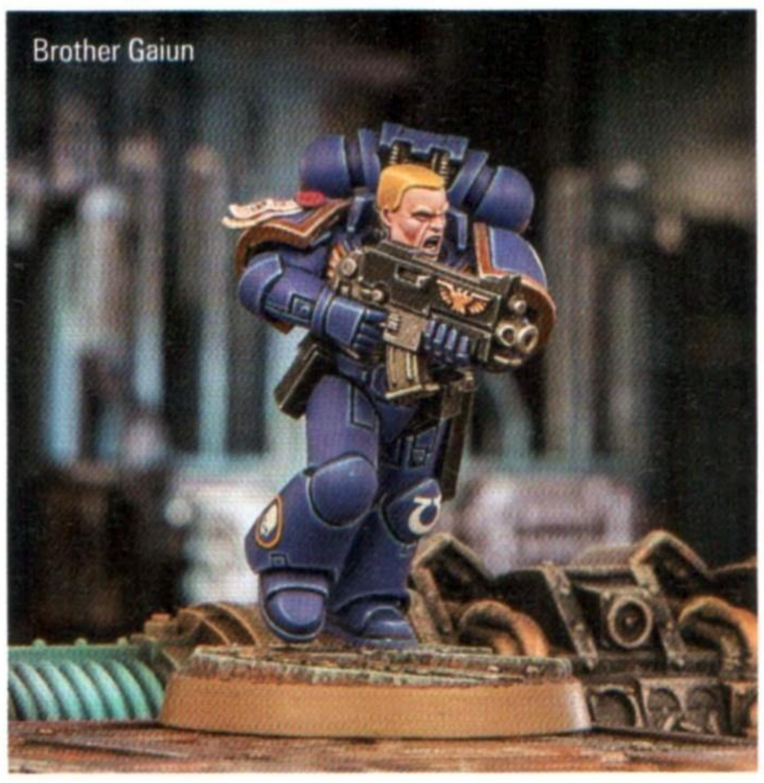
Available exclusively from Games Workshop stores and selected trade stockists around the world, the Space Marine Heroes set is comprised of nine unique miniatures for you to collect. Each Space Marine is packaged in a sealed 'mystery' box, so unless you're a powerful psyker you won't know which model you've added to your collection until you open the box. Each model also comes with a character card that tells you more about your new warrior and features a stat line so you can play the Space Marine Heroes Battle Game. You can find the rules for the game on the Space Marine Heroes website – check it out now: **spacemarineheroes.com**

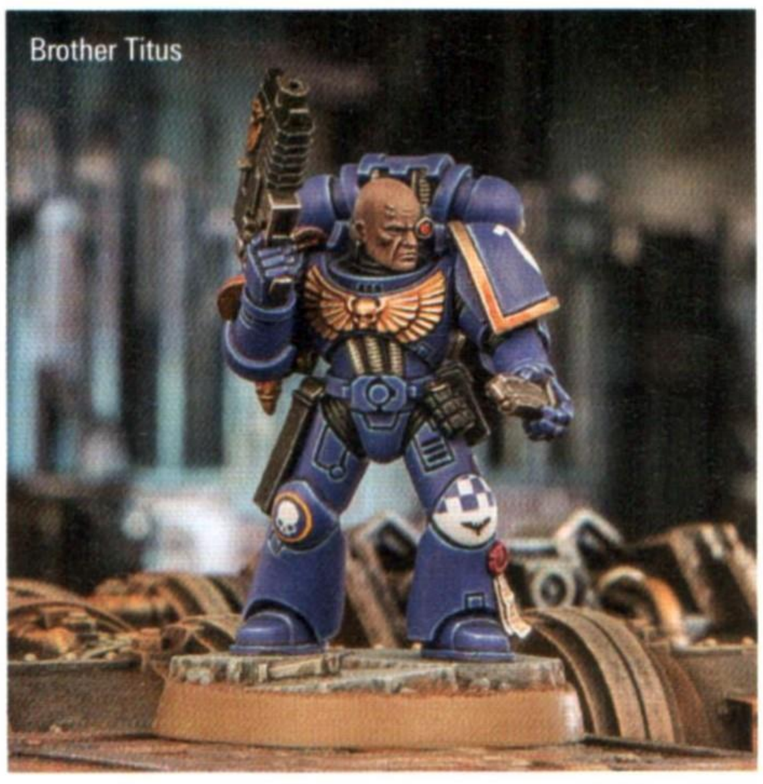

Brother Promethor

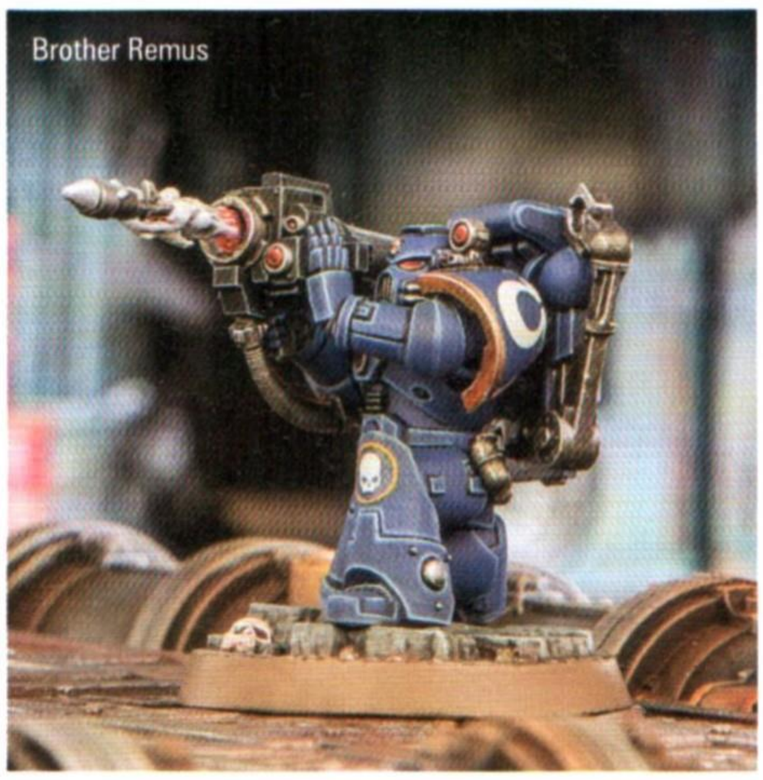

Brother Garus


Brother-Sergeant Sevastus


Brother Vanial


Brother Gaiun


Brother Titus


Brother Remus


Brother Castor


Brother-Captain Thassarius

DESIGNERS' NOTES: SPACE MARINE HEROES MINIATURES



ED COTTRELL
Ed Cottrell is the Citadel miniatures designer behind the Space Marine Heroes range. Ed has worked on many projects over the years, including the Drukhari Voidraven Bomber, Chaos Space Marine Helbrute, T'au Empire Pathfinders, Space Marine Tactical Squad and Primaris Chaplain to name but a few.

Ed: The Space Marines are the greatest heroes in the galaxy and the goal with this project was to create a Tactical Squad that showed off not only their brotherly unity but also their individuality – to epitomise the many different aspects of what it means to be one of the Emperor's greatest warriors.

The first model I created in the set was Brother Castor, who I wanted to look like the classic Tactical Marine – bolter up, looking over his shoulder ready to take on the enemy. I then wanted to sculpt a couple of Battle-brothers that would look good standing alongside him – if you had three of them, say, you could pose them in a dramatic vignette together, like a slice of action captured in miniature form. Brother Remus looks great kneeling on the right of Castor, firing his missile launcher, while Vanial looks brilliant standing on his left, chucking a grenade. Similarly, Brother-Sergeant Sevastus and Brother Garus are designed to stand back to back, bolt pistol aimed and chainsword raised like proper heroes of the Imperium.

Space Marines wear a lot of armour and most of them wear helmets, too, so it's often quite hard to show or explain their character in miniature form without removing their battle helms. That's why every model in this set comes with two heads – one helmeted, the other bare – giving you a choice as to how they look. The heads are all unique, featuring different hair cuts, scars, bionics and service studs. It was great fun exploring what each Space Marine would look like and how their faces would then match the rest of the model. Brother Gaiun, for example, is charging forward into battle, so a shouting head seemed appropriate for him, while Brother Titus is carefully reloading his boltgun, so I decided to give him a more sombre, concentrative face.

"Every model in this set comes with two heads – one helmeted, the other bare – giving you a choice as to how they look."

It's not just the heads of the models that are unique, though. If you look closely you'll see that each model has something different about its armour and equipment. Brother Garus' armour features leg greaves from Mk. VI Corvus armour, while Brother Remus – the squad's heavy weapons trooper – wears reinforced panels around the lower legs of his armour to help stabilise him when firing his missile launcher. Other little touches include the bolter round hanging from Garus' pistol that helps identify him as a marksman, the grenade belt around Vanial's torso – clearly he's a grenades expert – and Promethor's bionic arm that shows where his plasma gun has overheated in the past. The leader of the squad is Brother-Sergeant Sevastus who, as the Sergeant, wears several symbols of his rank, including the aiguillette on his chest and the pteruges hanging from his belt. All the models also have sculpted bases that feature ruined Imperial architecture. After all, that is what they're fighting for every day of their lives – the Imperium of Man.

SPACE MARINE HEROES

Available: 10 Nov

£5, €6, 50dkr, 60skr, 55nkr, 25zł, USA $7, Can $9, Aus $9, NZ $10, ¥750, 50rmb, HK$70, RM30, SG$12

Available in English and Chinese languages. See games-workshop.com for more information.



HOBBY SUPPLY DROP

The hobby product studio have been hard at work designing new and wonderful ways to make painting your miniatures even easier. This month sees the release of a new, even bigger Painting Handle, an Assembly Handle, and a multipurpose water pot!

CITADEL ASSEMBLY HANDLE

It's back, but with a twist! The Citadel Painting Handle is a handy device with tiered, spring-loaded grips that clamp onto the model's base to prevent you from having to handle the model directly (which can lead to paint rubbing off or even breakages). This time, however, the handle has been augmented with a pair of soft-grip clamps on easily positioned arms made of plastic ball-and-socket joints. The arms are a great tool for holding components in place while the glue dries or when painting small sub-assemblies. The arm bracket can also be easily removed by unscrewing it from the base when not needed.



CITADEL PAINTING HANDLE

£12, €14.50, 120dkr, 145skr, 135nkr, 61zł, USA $18, Can $24, Aus $34, NZ $38, ¥2,800, 120rmb, HK$168, RM72, SG$28

See games-workshop.com for more information.

CITADEL XL PAINTING HANDLE

Whereas the standard version (above) caters for sizes ranging from 25-40mm round bases to 60x35mm oval bases, the Citadel XL Painting Handle has wider gripped tiers. As such, it can hold round bases between 50-100mm in size. However, due to its larger size, the Citadel XL Painting Handle cannot be fitted with the arm bracket from the standard-size handle. We also have a useful tip from hobby product manager, Dave Cross: "If you're painting a large model, empty your Citadel Water Pot (opposite) and place the Citadel XL Painting Handle inside for safe keeping in between painting sessions to prevent it from falling over!"



CITADEL XL PAINTING HANDLE

£8, €10, 80dkr, 100skr, 90nkr, 40zł, USA $12.50, Can $16, Aus $20, NZ $26, ¥1,800, 80rmb, HK$110, RM50, SG$20

See games-workshop.com for more information.

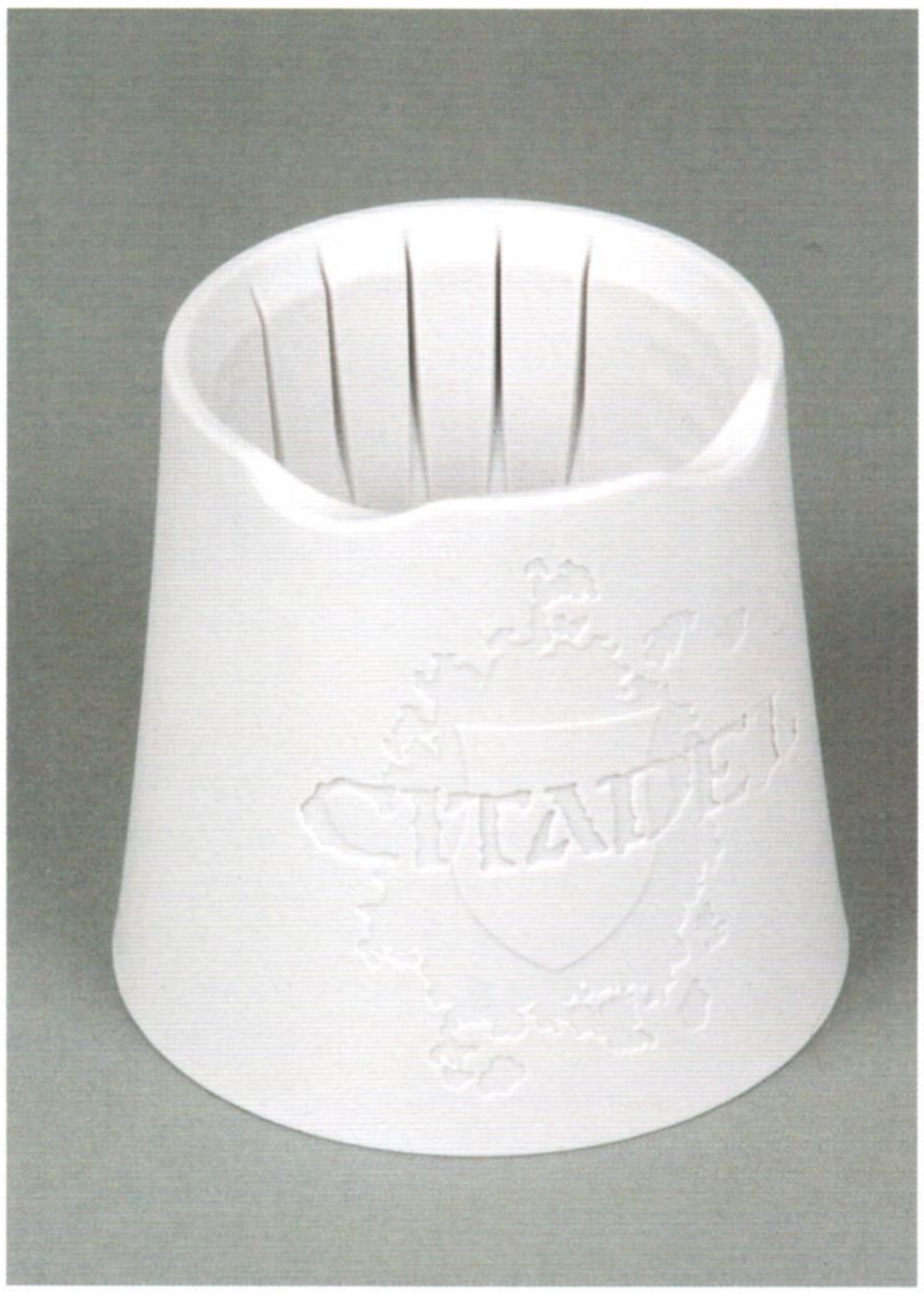
CITADEL WATER POT

Pre-order: 03 Nov
Available: 10 Nov

£5, €6.50, 50dkr, 60skr, 55nkr, 25zł, USA $8, Can $10, Aus $13, NZ $16, ¥1,175, 50rmb, HK$70, RM30, SG$12

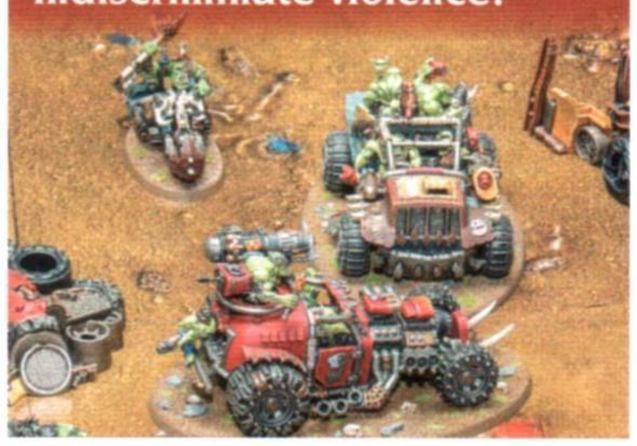
CITADEL WATER POT

The Citadel Water Pot features an innovative new design that assists brush maintenance and cleaning while painting. First of all, the interior walls of the pot are ribbed with rings of mild ridges on the walls and a row of sharper ridges on the bottom. These textures enable you to distress the bristles when rinsing out your brush, cleaning the paint off more thoroughly. Five narrow grooves line one section of the wall, and by gently running a brush up one of these channels, its bristles will be naturally sharpened into a point. In addition to its spill-resistant, conical design, two indentations also serve as convenient brush holders.



FIVE THINGS WE LOVE IN... NOVEMBER

1 **Da Speedwaaagh! With the shiny new Speed Freeks game out this month, we asked the game's rules writer, James Gallagher, to run the team through a game. Turn to page 52 to see how Matt, Simon, Dan and Jonathan got on in a four-player speeding extravaganza that saw plenty of ramming and indiscriminate violence!**



GIFT GUIDE

This bumper issue of White Dwarf includes a 16-page gift guide loaded with useful suggestions for budding collectors or those wanting to drop some hints for potential Christmas presents as the year draws to a close (just tick what you want and leave it somewhere your loved ones will see it).

The guide features many of the most popular kits and boxed games that have been released over the last year or so, and includes a selection of convenient product bundles that are perfect for starting new armies. There are six new terrain bundles for both Warhammer 40,000 and Warhammer Age of Sigmar scenery as well as five sets of Citadel paint. Many of the products featured in the gift guide are useful to new and existing hobbyists alike, so be sure to check out the selection of suggested items at the back of the magazine.

GETTING STARTED WITH



SOUL WARS
Two mighty warlords, two armies - 52 miniatures, the full 320-page Warhammer Age of Sigmar Core Book.



WARHAMMER AGE OF SIGMAR



EASY TO BUILD ASTREIA SOLBRIGHT

EASY TO BUILD CELESTAR BALLISTA

EASY TO BUILD REIKENOR THE GRIMHAILER

EASY TO BUILD DREADBLADE HARROWS





MUST-HAVE GAMES

WARHAMMER 40,000 KILL TEAM





KILL TEAM
A game for two or more players with all the miniatures, terrain, rules and dice you need to play.

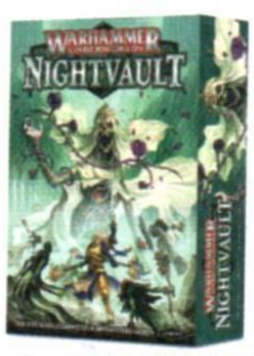
THIS CHRISTMAS

WARHAMMER UNDERWORLDS NIGHTVAULT





ZARBAG'S GITZ EXPANSION SET



WARHAMMER UNDERWORLDS: NIGHTVAULT
The ultimate competitive miniatures game.



EYES OF THE NINE EXPANSION SET

LATEST FROM FORGE WORLD

Forge World make highly detailed resin models, large-scale kits and books that explore the worlds of Warhammer 40,000 and Warhammer Age of Sigmar. This month, we present a colossal new war machine for the Necrons, the mighty Seraptek Heavy Construct.

FORGE WORLD
This kit and the rest of the Forge World range of miniatures are available directly from Forge World. To find out more visit:
forgeworld.co.uk

NECRON SERAPTEK HEAVY CONSTRUCT

Seraptek Heavy Constructs among the deadliest war engines in the Necron arsenal. Towering above even the Triarch Stalkers, they scuttle forwards with a speed that belies their size, unleashing withering salvoes of transdimensional energy to the ruin of their prey, while incoming fire glances harmlessly off their quantum shielding. Should an enemy close within reach,

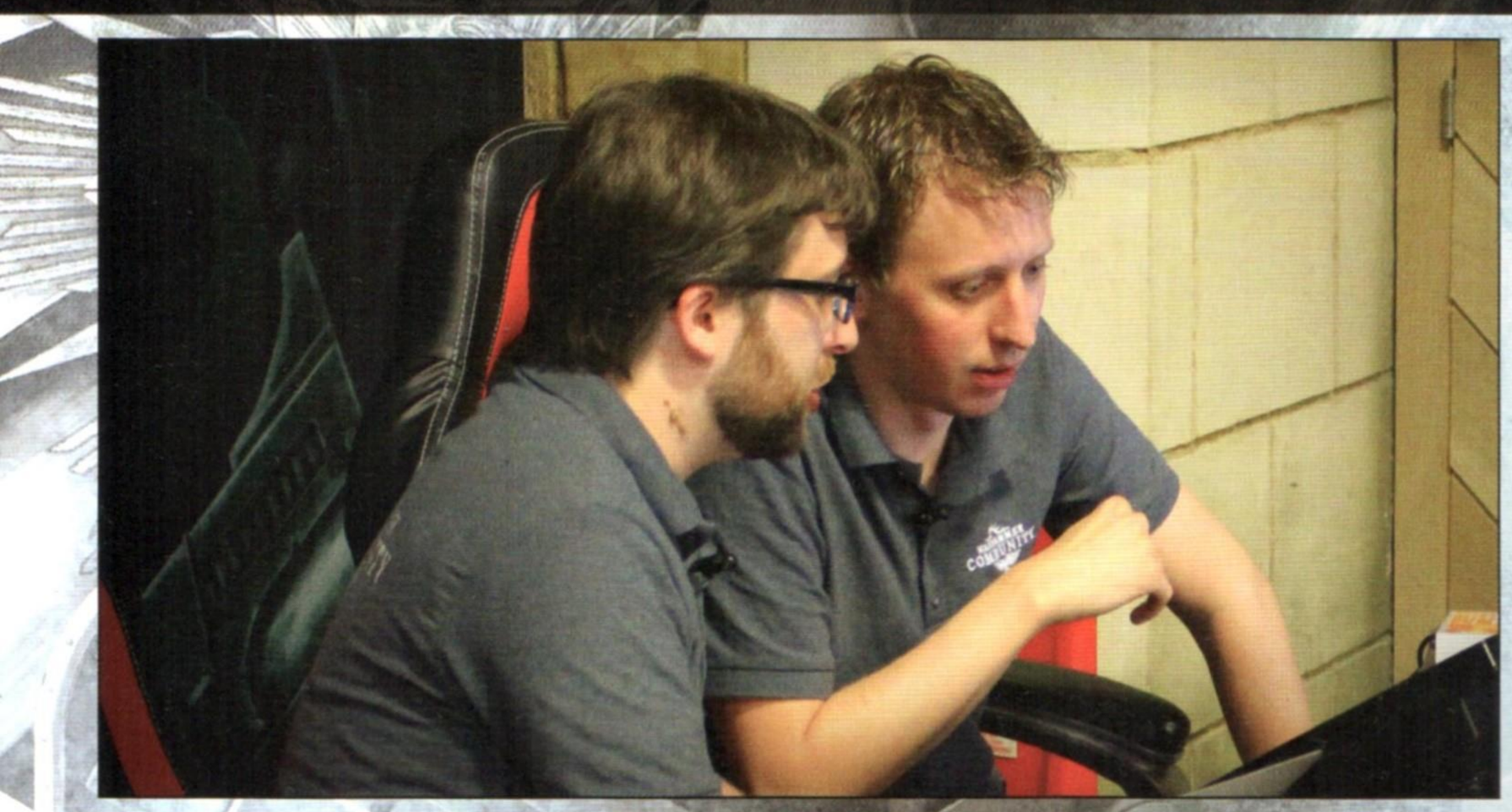
> **"...Even a single Seraptek can break the back of an enemy assault with the fearsome array of firepower at its disposal."**

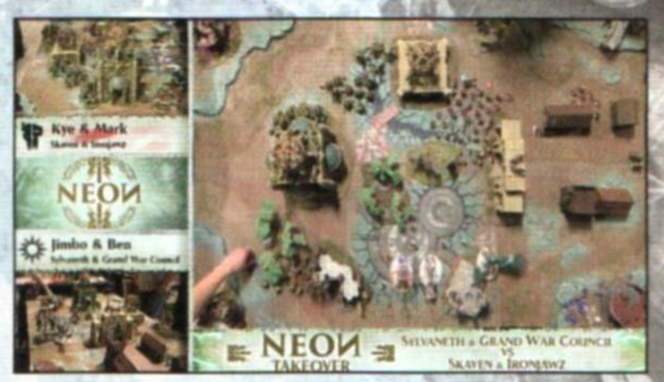
the Seraptek Heavy Construct will tear through them with enormous forelimbs wreathed in destructive energies; lesser foes are swept aside with impunity, while larger targets are impaled by plunging strikes of unstoppable force.

Whether in response to the Cicatrix Maledictum or the gradual reawaking of the Necron Tomb Worlds across the galaxy, an increasing number of these fearsome machines have been sighted in battle. Initially created to protect each tomb complex's indispensable Master Program, the operating protocols of many Seraptek Heavy Construct have been overwritten on the orders of ambitious Necron Overlords who recognise their formidable battlefield potential. This faith seldom goes unrewarded, for even a single construct can break the back of an enemy assault with the fearsome array of firepower at its disposal. Whether armed with a pair of enormous singularity generators or the more compact transdimensional projectors twinned with synaptic obliterators, a Seraptek Heavy Construct can incapacitate or destroy even the largest and most heavily armoured target with relative ease. Even in death, a Heavy Construct is capable of untold destruction should its demise breach the transdimensional barrier...

WARHAMMER LIVE on twitch

Over 15 hours of Warhammer every week





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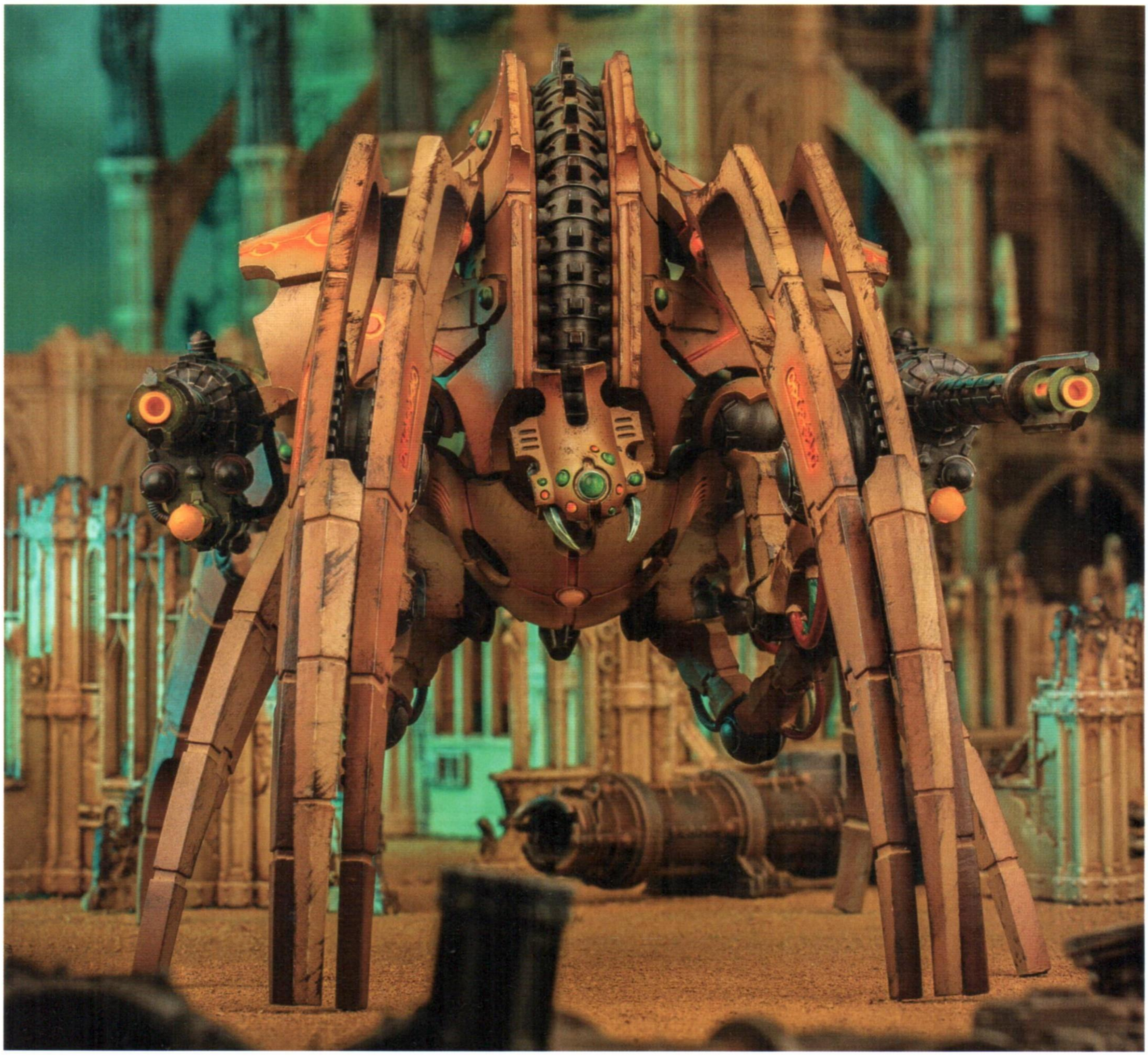


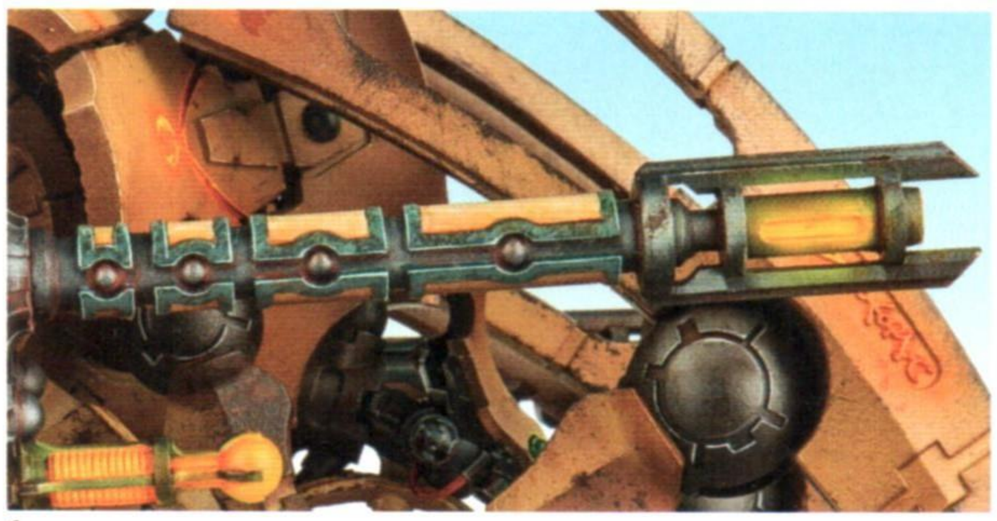
Watch live gaming and behind-the-scenes interviews Wednesday to Friday.

Games, Interviews & Events

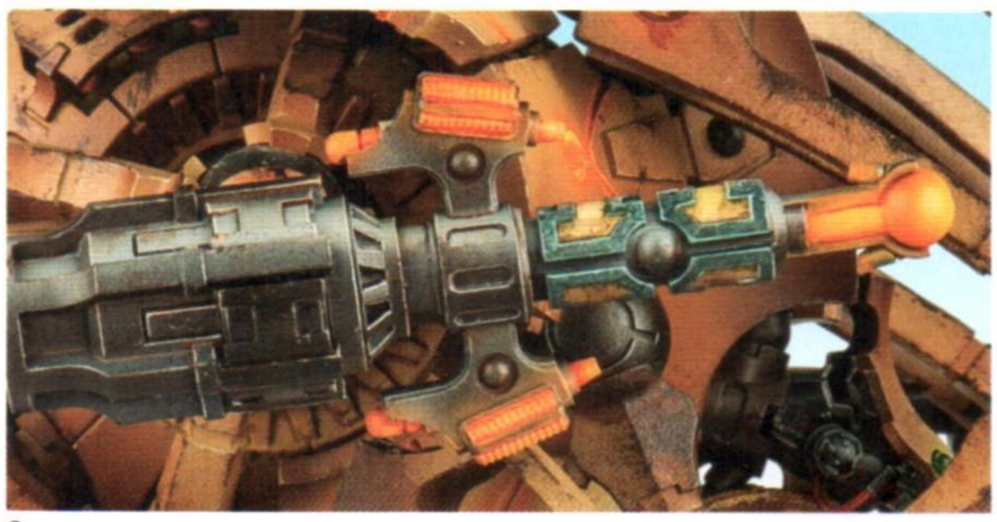
Tune in for free or subscribe to watch back anytime.

twitch.tv/Warhammer

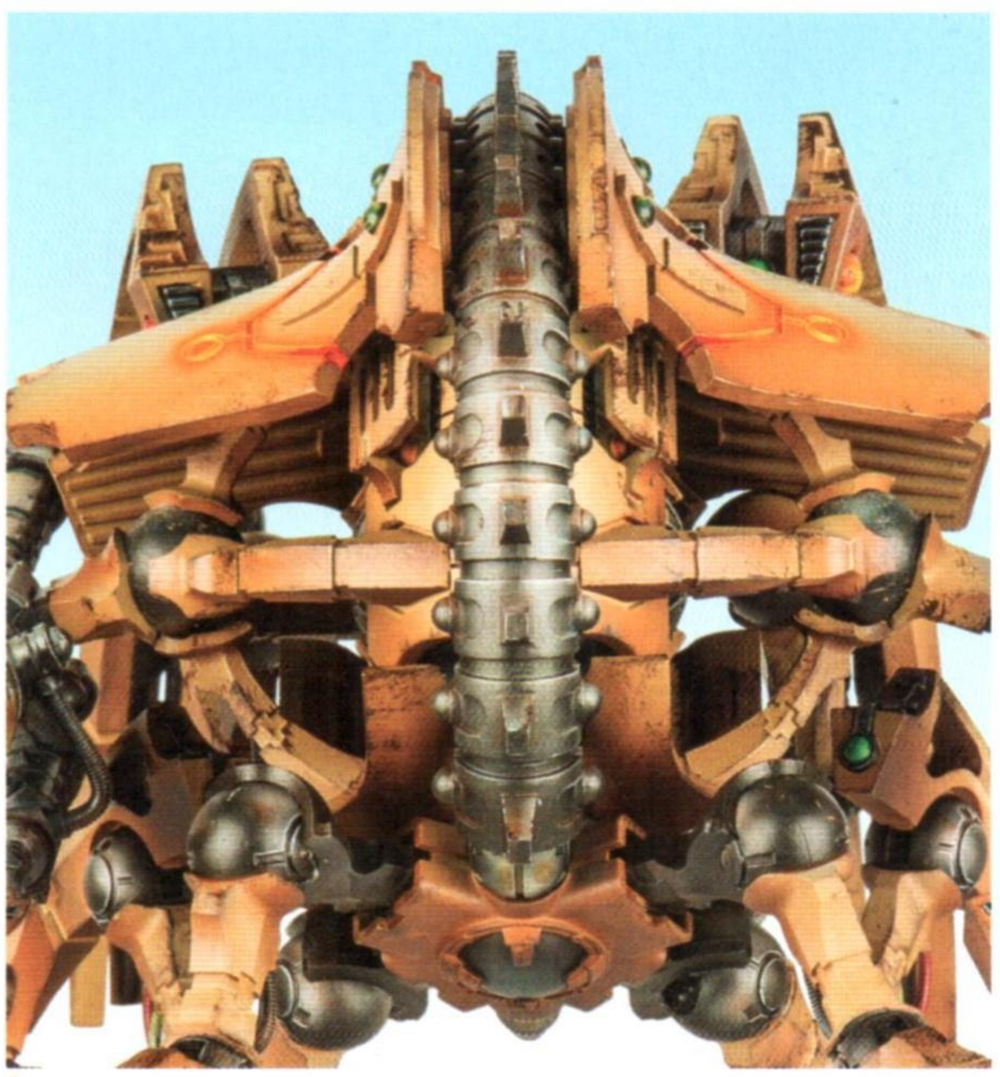




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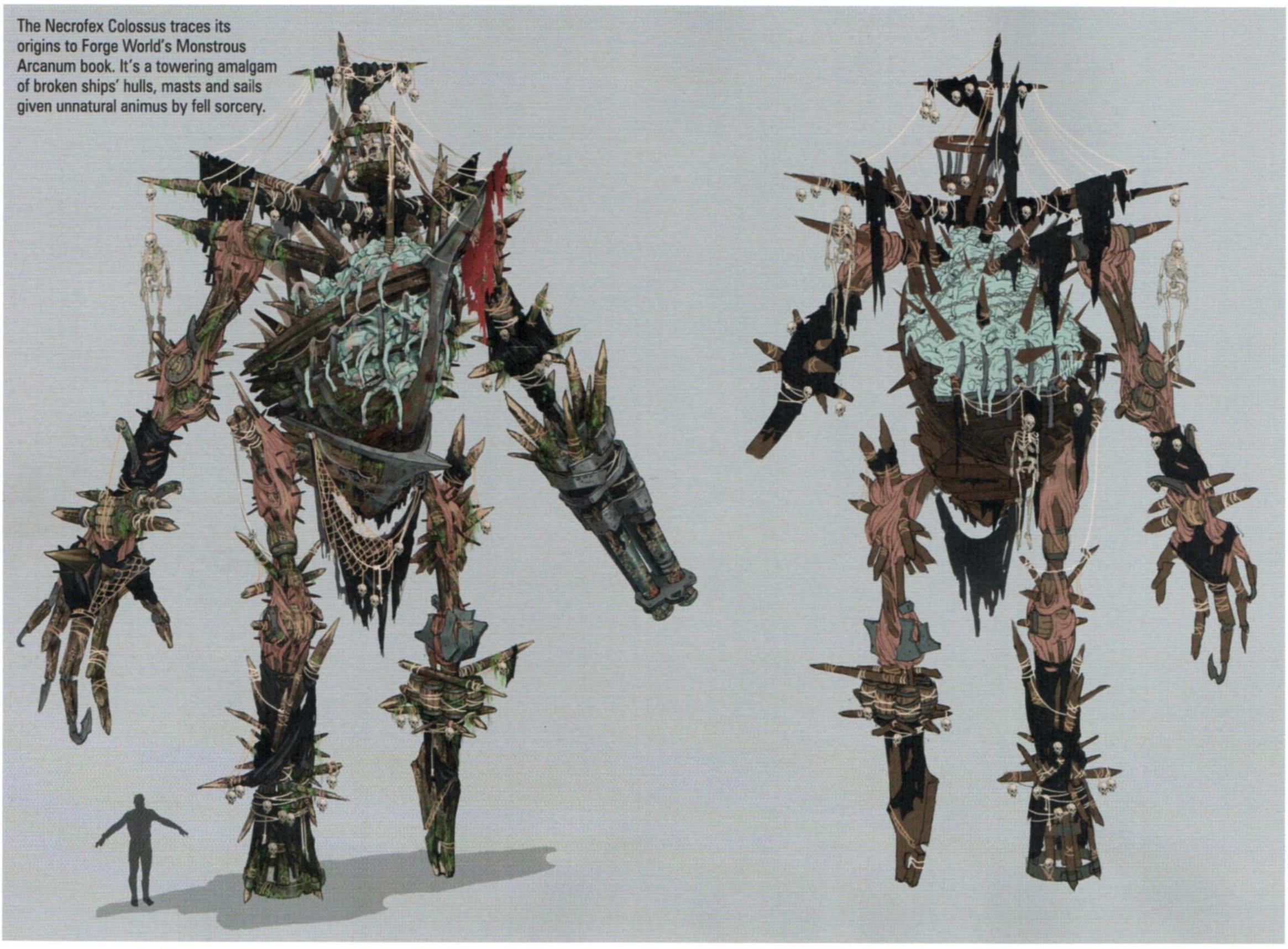


3

One of the paired weapon options available for the Seraptek Heavy Construct is the quad format of two transdimensional projectors and two longer-barrelled synaptic obliterators **(1)**. This combination offers deadly long-range firepower designed for the elimination of high-value targets, as well as a fearsome burst of anti-infantry and light vehicle fire. Conversely, equipping your Seraptek Heavy Construct with a pair of singularity generators **(2)** provides you with an incredibly powerful medium between the other weapon options. A spinal power distributor runs from the Heavy Construct's energy core to its head, sheathed in living metal **(3)**.

LICENSED GAMES

All across the world, our licensed partners are creating fantastic games based on Games Workshop's tabletop games. This month, we showcase some exciting updates for Total War: Warhammer 2, Warhammer Quest 2 and a new game set in the Mortal Realms!



The Necrofex Colossus traces its origins to Forge World's Monstrous Arcanum book. It's a towering amalgam of broken ships' hulls, masts and sails given unnatural animus by fell sorcery.

TOTAL WAR: WARHAMMER 2 – CURSE OF THE VAMPIRE COAST

Do you like zombies? Do you like vampires? Do you like Total War: Warhammer? If the answer to any of these is 'yes', then you're in for a treat! The Curse of the Vampire Coast is new DLC for Total War: Warhammer 2 that massively overhauls the Vampire Coast faction based on Lustria's eastern coast. The expansion introduces a brand-new roster of undead units including pistol-wielding zombies, ethereal Mournguls, the Necrofex Colossus and new Legendary Lords such as Count Noctilus (of Dreadfleet infamy). The faction's spell-casters will also be able to channel magic from the all-new Lore of the Deeps.



The Gunnery Wight is one of the faction's hero classes.



Count Noctilus, Captain of the *Bloody Reaver*.



Warhammer Quest 2: The End Times is a classic dungeon-crawler game in which you take control of a band of brave heroes as they fight their way through an enemy lair.

WARHAMMER QUEST 2: THE END TIMES

Previously only available on iOS and Android platforms, Warhammer Quest 2: The End Times has been converted to a PC format by its creators, Perchang. To celebrate this release, all versions of the game now have access to two new heroes – the Bretonnian Knight and the Witch Hunter. Both characters have over 20 brand-new weapons, armour types, items and skills to find on their quest. The PC edition also features enhanced graphics, access to all three playable regions, a new user interface and dungeon control upgrades, and new Steam achievements.



The Bretonnian Knight has arrived to combat the rising darkness.



No creature of evil heart can escape the withering gaze of the Witch Hunter.



WARHAMMER AGE OF SIGMAR: REALM WARS

Warhammer Age of Sigmar: Realm Wars is a head-to-head unit battle game that pits the forces of two rival generals against one another for control of a nearby Realmgate. This is the first licensed game set in the war-torn Mortal Realms in the Age of Sigmar, long after the destruction of the world-that-was. Pixel Toys, the developers of the award-winning Warhammer 40,000: Freeblade, have brought their design expertise and cutting-edge graphics to produce an astonishingly realistic mobile platform game. To learn more about the game, turn the page to read our feature.

WARHAMMER AGE OF SIGMAR: REALM WARS



Available on iOS and Android, Warhammer Age of Sigmar: Realm Wars is a real-time, tactical battle game fought between rival players or against an A.I. opponent. The quickfire gameplay is both tense and exciting, with the quality of developer Pixel Toys' best-in-class graphics, animation and audio really bringing the battle to life.

Players must first pick a character to be their general (including legendary heroes such as Neferata and Gordrakk), then assemble a force of iconic units that will level up as they gain experience. Once deployed in battle, these units will fight automatically using an advanced path-finding and intuitive targeting system. Each player deploys a variety of units, heroes and spells to the battlefield with the goal of destroying the opponent's forces and ultimately killing their general to secure victory.

Each battle is fought across a fantastical vista, ranging from the subterranean tunnels of Shyish to the deck of a Kharadron Overlords sky-vessel sailing through the skies of Chamon. Every battlefield features a Realmgate that players can usurp control of with their heroes. Once activated, a Realmgate will award a Beast of the Realm unit (depending on the location) that the controlling player can use from then on without cost, adding a different dimension to the game and a useful reward. However, focusing too heavily on the Realmgate may leave your general unprotected...

Players are free to mix and match the units in their force from any of the four Grand Alliances. However, as new units, events and modes are added to the game, players will have the opportunity to construct lore-specific Grand Alliances, such as a full contingent of Destruction units. Players will be able to join guilds and combine their efforts to claim dominion of the Mortal Realms by taking part in massive global events or play special story quests to unlock unique units.



TALES FROM THE BLACK LIBRARY

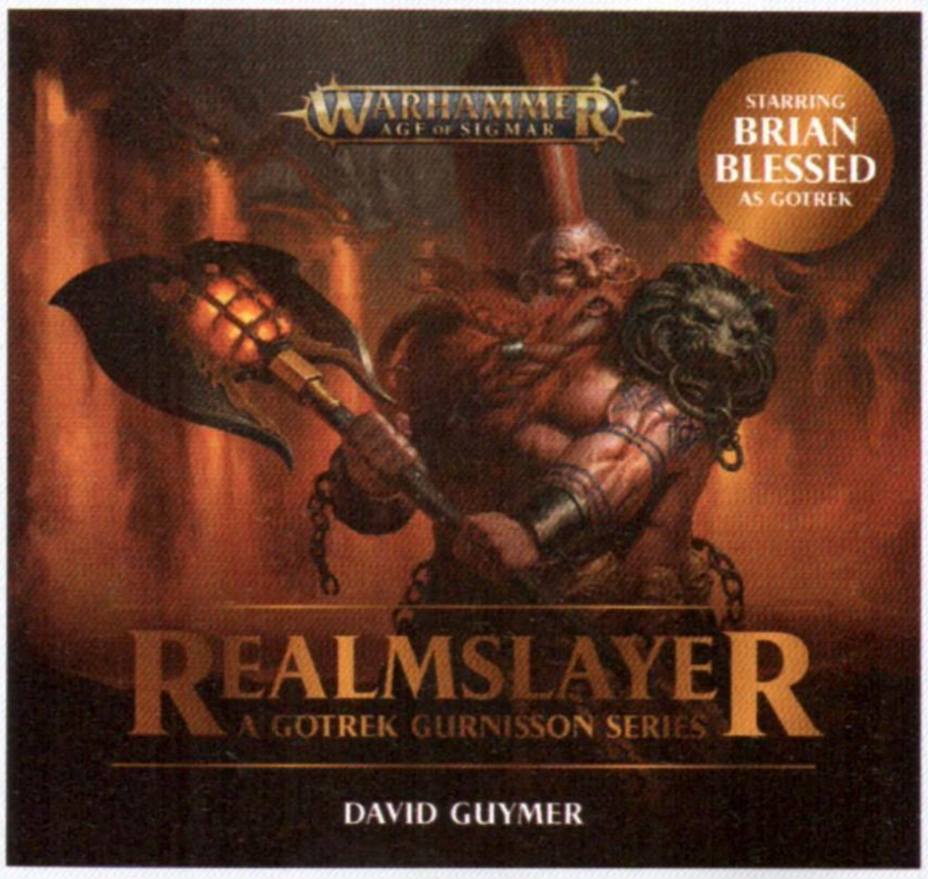
Black Library produce novels, audio dramas, compilations and short stories set in the universes of Warhammer Age of Sigmar and Warhammer 40,000. This month, Gotrek returns, the Ynnari battle ancient foes and the Hallowed Knights seek vengeance.

FEATURED AUDIO DRAMA
REALMSLAYER

By David Guymer | Audio Drama | 255 minutes | 03 Nov

Few heroes of the world-that-was were greater than Gotrek Gurnisson. He fought dragons and daemons, armies and gods, and as the End Times consumed the world in fire, he stepped into the Realm of Chaos itself, taking Grimnir's place in the great struggle. Now, he's back – but the world he knew is gone, his oaths are meaningless and everything he knew is dust. Disgusted by the duardin Fyreslayers he meets (they're not the dwarfs he remembers!), he sets out for Hammerhal, followed by a Fyreslayer who thinks he's Grimnir returned, to meet a Stormcast Eternal, convinced that he'll find his travelling companion of old – the hero Felix Jaeger – among their hallowed ranks.

The four stories in this audio boxed set take Gotrek across the Realms, and paint a compelling portrait of a hero out of time, trying to find a foothold in a world that makes no sense to him. Voiced by Brian Blessed, Gotrek is by turns gruff, melancholy and desperate for something to cling on to, and through his adventures in Aqshy and Shyish, he discovers new purpose to drive him on – and we get a four hour adventure that's sure to delight fans of the Slayer new and old. You can find out more about this great audio drama (and Gotrek's story) on page 40.



WARHAMMER AGE OF SIGMAR HARDCOVER A5 RULED JOURNAL

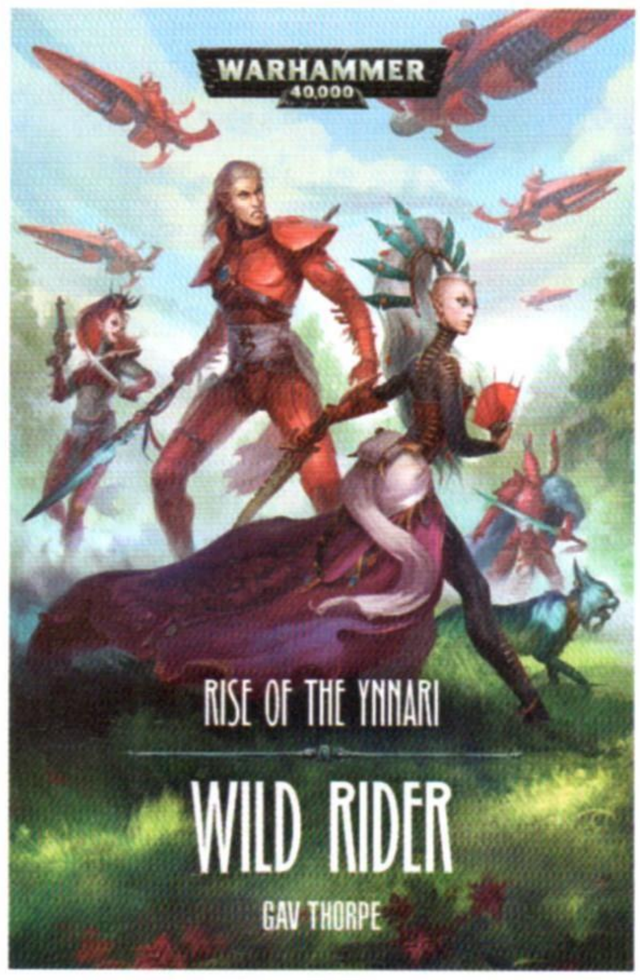
Make notes like a Necromancer plotting his next dark endeavour with this hardback journal decorated with symbols of Shyish. Inside, you'll find 192 ruled pages illustrated with the symbols and icons of Nagash and margin quotes from the Mortal Realms – the perfect tome for writing your army lists in.



RISE OF THE YNNARI: WILD RIDER

By Gav Thorpe | Hardback | 288 pages | 10 Nov

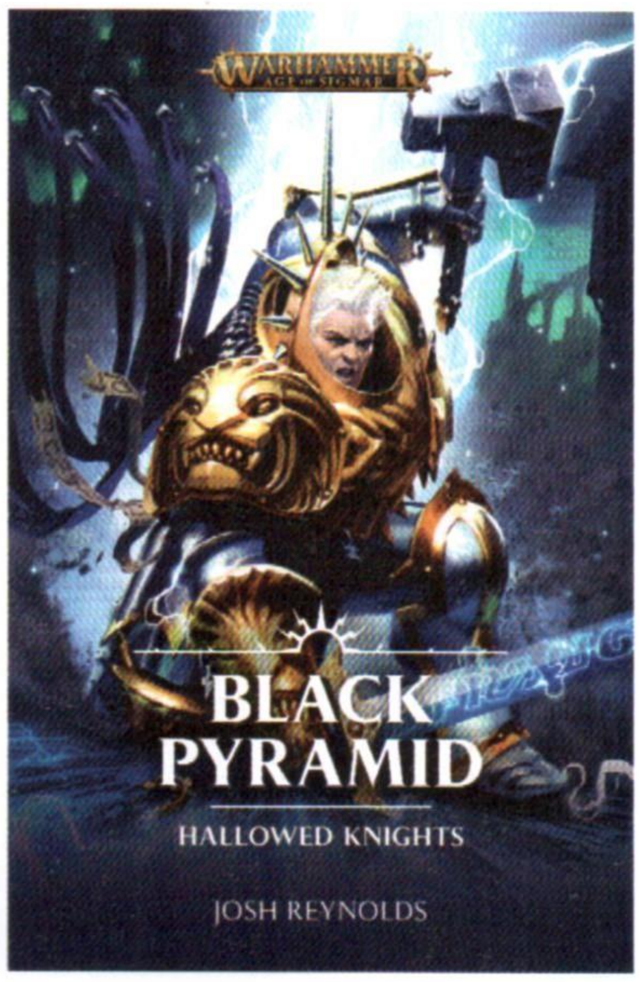
When last we saw Yvraine and the Ynnari, they were teaming up with the Wild Riders of Saim-Hann in the short story 'Fireheart'. But their actions have awoken an ancient evil – the slumbering necrons – and now Saim-Hann needs the aid of Yvraine's forces to prevent their ancestral enemy from arising en masse and devastating the craftworld. The story is tense and taut, filled with action, intrigue and unclear motives (as you'd expect from the Aeldari), and throws new light on Yvraine's mission.



HALLOWED KNIGHTS: BLACK PYRAMID

By Josh Reynolds | Hardback | 416 pages | 17 Nov

Gardus Steel-Soul and his Hallowed Knights survived a trip into the Realm of Chaos itself – so a mission to build new defences in Shyish, the Realm of Death, shouldn't be too much of a challenge, should it? The presence of Mannfred von Carstein complicates things, but it also provides Gardus with an opportunity to right an ancient wrong and retrieve a soul lost to his brotherhood long ago. Josh Reynolds ties together all his Hallowed Knights stories in this epic saga of treachery and revenge.



NOVELLA SERIES

If you're looking for some lighter reads over the coming months, Black Library has you covered with a series of ten paperback novellas. In the Mortal Realms, a Darkoath Warqueen wages war, an aelf seeks her father, the Freeguild face dark tidings and Gotrek's adventures continue. The Ultramarines and Dark Angels pursue different goals in the Horus Heresy, while in the 41st Millennium, survivors of Cadia experience horror, the Adepta Sororitas venture into darkness and the Adeptus Custodes march to battle. Even the underhive of Necromunda is explored, in a tale of a gang framed for murder and forced to go on the run. There's something for everyone here.



DEATH KNELL

By Phil Kelly | Paperback | 160 pages | 10 Nov

Ten Space Marines against a horde of hundreds of enemies, mortal and daemonic – it's the stuff legends are made of. And in this novella, Phil Kelly forges the legend of Sergeant Sevastus and his squad, giving each of the ten Ultramarines a distinct personality and heroic role as they try to silence the great daemonic bell that is empowering the Crimson Slaughter and driving the mortals of St Capilene to madness. High-octane action and thoughtful character studies make this the perfect read for anyone wanting to learn more about the Ultramarines.

THE BEAST ARISES VOLUME 2

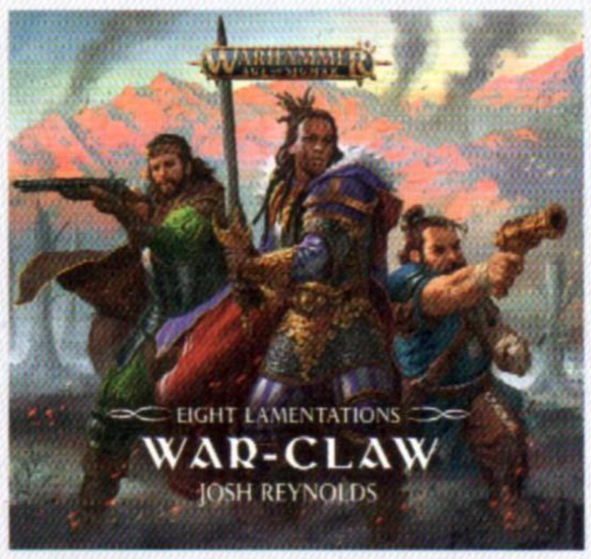
By Various Authors | Hardback | 816 pages | 24 Nov

The War of the Beast continues in the middle act of Black Library's event series. This omnibus edition comprises four novels that see an aeldari force infiltrate the Imperial palace on Terra, the Imperial Fists and Iron Warriors form an unlikely alliance against a common foe, a primarch return and the Imperium's forces make their biggest assault since the Horus Heresy. There are more twists and turns than we can count, and revelations about the early years of the Imperium of Mankind that will shock you.

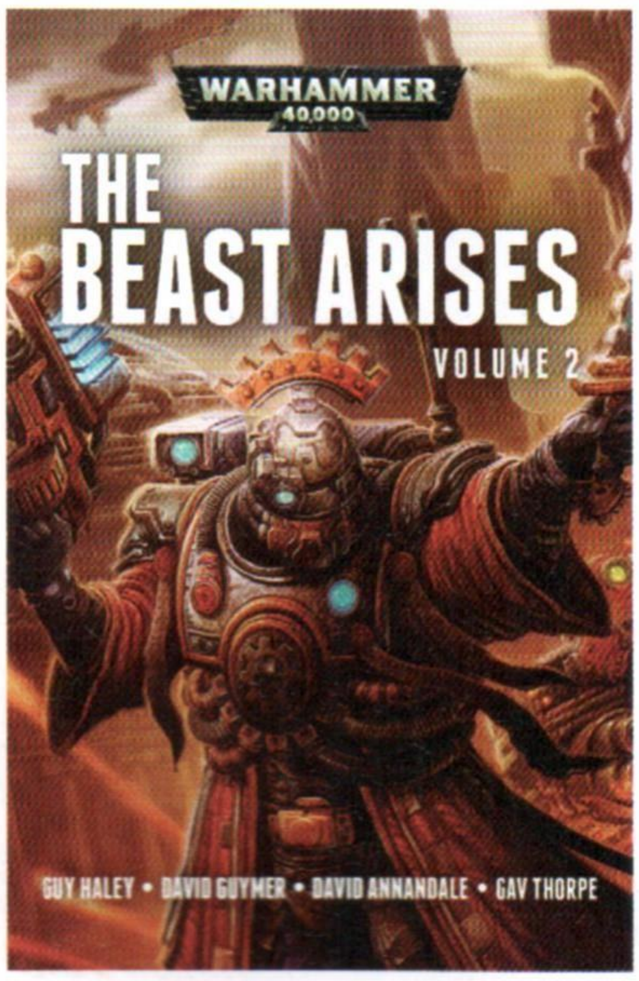
AUDIO DRAMA
EIGHT LAMENTATIONS: WAR CLAW

By Josh Reynolds | Audio Drama
80 minutes | 17 Nov

The quest to retrieve the Eight Lamentations – Chaos-forged weapons imbued with immense power – continues in Josh Reynolds' latest audio drama, as gunmaster Owain Volker and his sidekick Zana venture onto a blizzard-strewn mountainside in the Realm of Fire in search of the War Claw, an artefact that can turn any mortal into a blood-mad berserker. Surrounded by monsters, can they retrieve the War Claw without becoming ravening beasts themselves?







Many Black Library books and audio CDs – including the entire Horus Heresy series – are also available as eBooks and MP3 downloads. For more information, and to see the full range of Black Library products available, visit:

www.blacklibrary.com

REALMSLAYER
Pre-order: Now
Available: 03 Nov

£35, €45, 350dkr, 410skr, 460nkr, 175zł, USA $60, Can $75, Aus $80, NZ $100, ¥3,500, 400rmb, HK$490, RM220, SG$80

RISE OF THE YNARRI: WILD RIDER
Pre-order: 03 Nov
Available: 10 Nov

£18, €22, 180dkr, 215skr, 215nkr, 90zł, USA $27, Can $32, Aus $40, NZ $45, ¥2,340, 195rmb, HK$245, RM112, SG$43

HALLOWED KNIGHT: BLACK PYRAMID
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Available: 17 Nov

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DEATH KNELL
Pre-order: 03 Nov
Available: 10 Nov

£3, €4, 35dkr, 45skr, 45nkr, 15zł, USA $5, Can $6, Aus $7, NZ $8, ¥385, 30rmb, HK$40, RM20, SG$8

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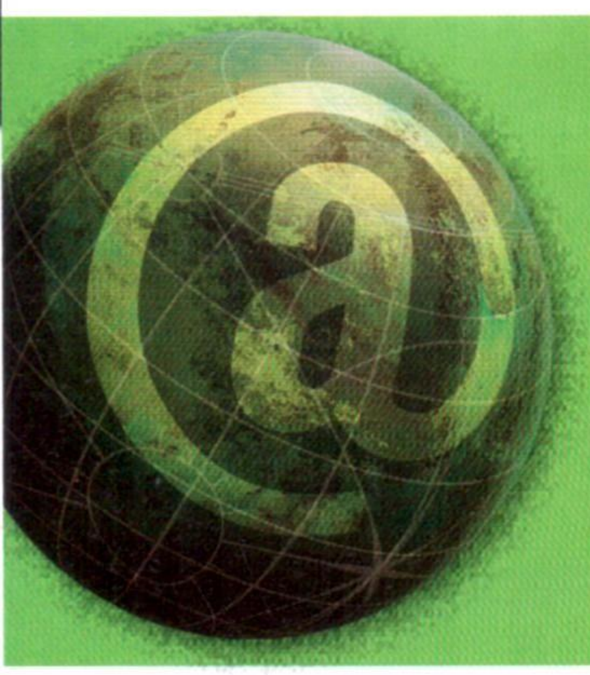
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KEEP IT CLEAN

I recently got into Warhammer 40,000 after reading a Dark Heresy RPG book and getting sucked into the setting. I enjoy it a lot and it helps me relax outside of school and work. I can't wait to show off my models, though I think I still need a bit more practice. I've found many great painting videos (thanks Duncan and Chris), but I am still unsure how to care for and clean my brushes and I would love to hear your suggestions and tips.

Nicholas Sargent, Massachusetts, USA

Hey, Nicholas. To answer your question, we asked Duncan for his top brush care tips:

"The first thing you need is a pot of clean water – the new Citadel Water Pots are perfect for this," says Duncan. "Try to avoid getting paint on the ferrule (the metal bit at the bottom of the bristles) and wash your brush regularly in the water, swishing it from side to side to get all the paint out. Don't mash the brush into the bottom of the pot, though, or you'll bend all the bristles. Dry your brush on a cloth or paper towel and carry on painting!"

WRITE TO US!

Readers! White Dwarf wants your letters, so get in touch by writing to us at: team@whitedwarf.co.uk!

Or visit us on our Facebook page (head over to Facebook and search for 'White Dwarf magazine').

GOING ON A QUEST

STAR LETTER

Hi, team. I've been out of the hobby for over a decade and a friend mentioned to me about Warhammer Age of Sigmar. I bought the White Dwarf with the free Stormcast Eternals miniature on the cover and since then I've been hooked. I've bought the Warhammer Age of Sigmar boxed set and much more besides.

Since then, I've taken a trip to Warhammer World (the displays are great, by the way), welcomed my wonderful daughter into the world (she's two soon) and moved house. I may only get a few hours a week to enjoy painting, but White Dwarf keeps me going – you're all doing a great job! I've sent some photos of my models – hopefully you can use some of them. I reckon featuring them in the magazine will motivate me to get more of them painted. It's worth a go, right? I started by painting the free Stormcast model using a non-metallic metal technique, but since the birth of my daughter, I've decided I need a quicker painting style if I'm ever going to get all my models done. I'm getting closer to completing the Warhammer Age of Sigmar box, though I did take a little detour recently to paint the Warhammer Underworlds: Shadespire set.

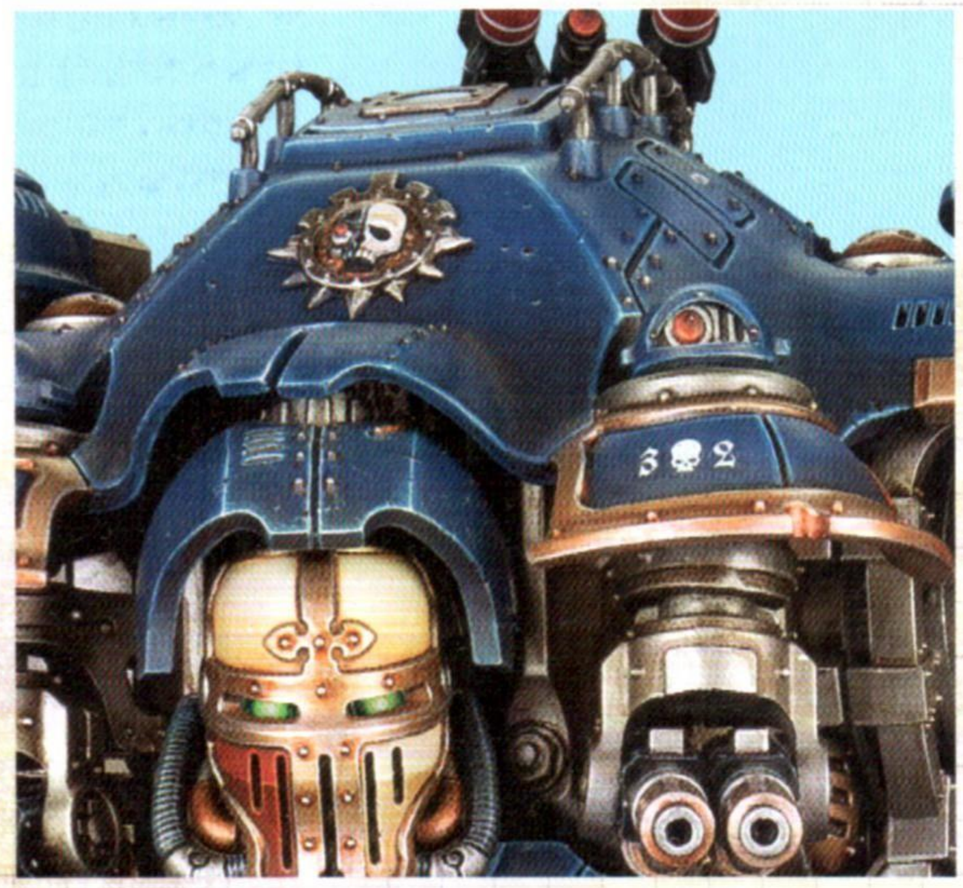
I'll keep my fingers crossed for a trip to Warhammer Fest and Golden Demon next year! P.S. More Seraphon.

Neil Price, Wirral, UK

PAINTING QUESTION: BLACK AND BLUE

Hey, Dwarfers. I just got my hands on June's issue of White Dwarf and I wanted to know how the 'Eavy Metal team painted that great blue-black fade on the new Imperial Knight Castellan from House Terryn. Is it done with washes or blending, or what? Any advice or tips would be much appreciated.

Mattia Luca, New York, USA



Hey, Mattia, thank you for your question. 'Eavy Metal painter Simon Adams was more than happy to tell us how the effect was achieved.

"The basecoat colour for the blue is Kantor Blue," says Simon. "After that, very thin watered-down glazes of Kantor Blue mixed with Abaddon Black are applied to the recesses and lower portions of the armour to create a gradient. The paint is not blended on the model, but rather lots of very thin layers are applied with more black added at each stage to build up the depth of colour. The important thing to remember is not to treat this glaze like you would a Shade paint – you don't want to apply a lot of paint in one go – just lots of very thin layers one after another."







Thanks for getting in touch, Neil – it's great to hear that you're back in the hobby and that you're enjoying all the great models in Warhammer Age of Sigmar (what do you think of all the new models in Soul Wars?). Your Stormcast Liberators look brilliant, too – you should be really proud of them. Keep up the great work and hopefully we'll see you at Warhammer Fest next year!

A NEW PAINTING CHALLENGE

I haven't bought an issue of White Dwarf in quite a while, and I was inspired to pick up the May issue because of the painting guides. This is the first thing I look for in a miniatures magazine, and if I'm suitably impressed, I'll buy it. I have to say, I was more than impressed with this issue – I was blown (washed?) away! The masterclass article on the eels was the unexpected highlight (pun intended) of the issue for me – I really want to try the techniques in it as I think I'm ready to take my painting to the next level. I also really like the new painting instructions – having battle-ready models and then finished models is a great idea. I was wondering, though, if you could include a stage-by-stage painting guide for the green Idoneth Deepkin Leviadon – I'm a fan of *The Lord of the Rings* and I like my earthy painting tones.

Nicole Schwengler, Calgary, Canada

Great to hear that you liked the painting guides, Nicole. With regards to a stage-by-stage painting guide for the Leviadon, we won't be featuring one in the magazine, but if you head over to our Warhammer TV YouTube page and type in 'Akhelian Leviadon' you'll find a full-length video on how to paint it.

WARP LIGHTNING!

Hey, all. I thought you'd like this picture of me reading a recent issue of White Dwarf while performing some live line work on an electricity pylon. The voltage is 500,000 volts or 500kv and the suits we wear are woven with stainless steel thread creating a Faraday cage around the body to protect us. My team and I perform this work on transmission power lines from either an insulated aerial lift, a helicopter or from insulated ladders on the tower. Also, I'm very much looking forward to Soul Wars as well as more Necromunda (and hopefully Mordheim one day).



Kirk Haugen, California, USA

If that's not proof of the Machine God's divine power then we don't know what is. We assume you're a Fulgurite Electro-priest rather then a Corpuscarii, right, Kirk? Also, kids (and adults), please don't try this at home – Kirk's a pro.

ASK GHAZGHKULL

Ghazghkull, I have a question for you. What's your plan for the galaxy? You started a Waaagh! and attacked Armageddon. Then you got beaten. Then you went back to Armageddon to smash it up a second time but failed again. What's going on?



Sam Walters, Somewhere in Devon

'Allo, humie. My plan's simple – to smash da galaxy and everyfing in it! Simple! An' you got sum nerve sayin' I woz defeated. See, Orks is never defeated in battle. If we win we win, if we die we die fightin', so it don't count. If we runs for it, we don't die neither, cos we can come back for annuver go.

Da first time, Armageddon woz a bit of fun for da ladz – dey woz bored travellin' through space an' needed a bref of fresh air. It looked like a good place for a fight – loadsa squishy humies to knock about. After dat, I went to Piscina for a bit, killed some of dose big humies in green armour (a good colour) an' had a chat to my old mate Nazdreg about teleportas. Met One-Eye Yarrick again on Golgotha – he likes a good fight does Yarrick! Then back to Armageddon for annuver fight. Got bored again though, so now I'm off makin' a new Waaagh! to smash da galaxy! Might go back to Armageddon next summer. You know, for a 'oliday.

Ghazghkull

SMALL STUFF

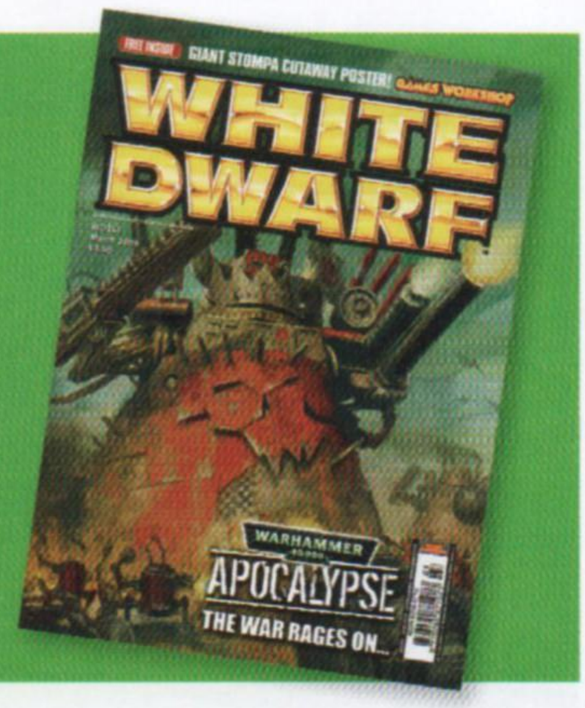
After reading Marcin's letter in the May issue, I was surprised how much of it also applies to me. I also paint as a form of therapy – it can be very calming and helps take my mind off work and general everyday life. What I was wondering though was whether the Epic game system will make a comeback? It was the game I started with 25 years ago and I would love to see it return.

Paul Gomersall, Rotterdam, The Netherlands

Well, Paul, we're sure you've seen Adeptus Titanicus by now – hopefully all those Titans will be enough to keep you entertained for a while. Whether Epic will return as a full game is unknown at present, but as we always say – never say never!

TEMPORAL DISTORT

Join us on a journey through time and space, into the past of White Dwarf. This month, we trigger the Apocalypse back in March 2009...



Alright, so you may have noticed that we didn't actually trigger the Apocalypse, but we certainly released it! Not only that, but the mighty Stompa, er... stomped its way onto the battlefields of the 41st Millennium for the very first time. Yet it did not do so unchallenged, for the Astra Militarum also received sizable reinforcements in the form of two super-heavy tank variants. With such an influx of massive war machines and a suitably epic expansion for Warhammer 40,000 as a setting, it is perhaps of little surprise to learn that the March 2009 issue featured one of the largest Battle Reports ever to grace the pages of White Dwarf. Yet in spite of this, it wasn't all about Warhammer 40,000 – Mat Ward's War Journal foretold the rise of mighty legions in Middle-earth, while Andy Hoare investigated all things Lizardmen. There was even a spot for Mighty Empires too! **SG**





MEGA POSTER

This issue came with a mega double-sided poster, one side featuring Imperial Guard tanks, the other a cutaway illustration of an Ork Stompa. We like da engine room.



DA BIGGEST AND DA BEST (PART 1)

Towering over anything that came before it, the Stompa was the most ambitious Citadel miniature of its time. Almost 10 years later, it remains the single largest plastic miniature to date. The issue's Liber Apocalyptica article featured a detailed history of Stompas as well as rules for kustom upgrades and the Goff Rok'n'Rolla variant!



MIGHTY CHAMPIONS OF MIGHTY EMPIRES

In this interesting article, guest columnist Kevin J. Coleman presented the house rules he designed for character advancement in his gaming group's Mighty Empires campaign. Though unofficial, Kevin's rules bore the games development team's stamp of approval, so came highly recommended!

DA BIGGEST AND DA BEST (PART 2)

Assault on Fort Wrath was a truly monstrous Battle Report, dominating a whopping 26 pages of the issue! Featuring no less than six players per side as well as a dedicated games master, the battle was actually fought simultaneously on four different battlefields – the Destroyer Moon, Deathzone Omega 13, the Desert Wastes and Fort Wrath itself. The events that took place on the peripheral battlefields directly affected the main conflict at Fort Wrath, where victory would ultimately be won or lost. Highlights included the arrival of an entire Space Marine Battle Company by Drop Pod and Phil Kelly's Ork avatar, Killboss, finishing off a Warhound Titan in combat!





THE WISDOM OF ANDY HOARE

Andy Hoare presented part 1 of his thesis on the Lizardmen army, from stage-by-stage painting and terrain-building guides to gaming advice.

MAKING TRACKS...BIG TRACKS!

The arrival of the Shadowsword/Stormlord kit took the total of Super-heavy tank variants to six. The issue not only introduced the Warhammer 40,000: Apocalypse rules for the two new vehicles – at the time, super-heavy and titanic units were restricted to this larger-scale game format – but also took a look at the four pre-existing variants of the Baneblade and discussed their uses on the battlefield. With the introduction of the Stompa (which was destined to become renowned for its resilience), the release of the Titan-hunting Shadowsword could not have been more timely!

The Shadowsword is armed with the devastating volcano cannon – a weapon normally only found on Titans. The Stormlord, meanwhile, features a Vulcan mega-bolter that can pulverise swathes of enemy infantry.





THE DEEP BREATH BEFORE THE PLUNGE...

In March 2009, the War of the Ring – large-scale battles set in Middle-earth – was on the verge of being released upon the world. This issue featured a sneak peek at the new game system and what it would entail for fans of *The Lord of the Rings*.



GETTING STARTED WITH...

NECROMUNDA: UNDERHIVE

Planning your next army? Wondering what to collect next? Or maybe even thinking about painting your very first model. Here's our regular guide to getting started with a new army or game. This month, we descend into the murky industrial depths of Necromunda, where a vicious gang war is underway...

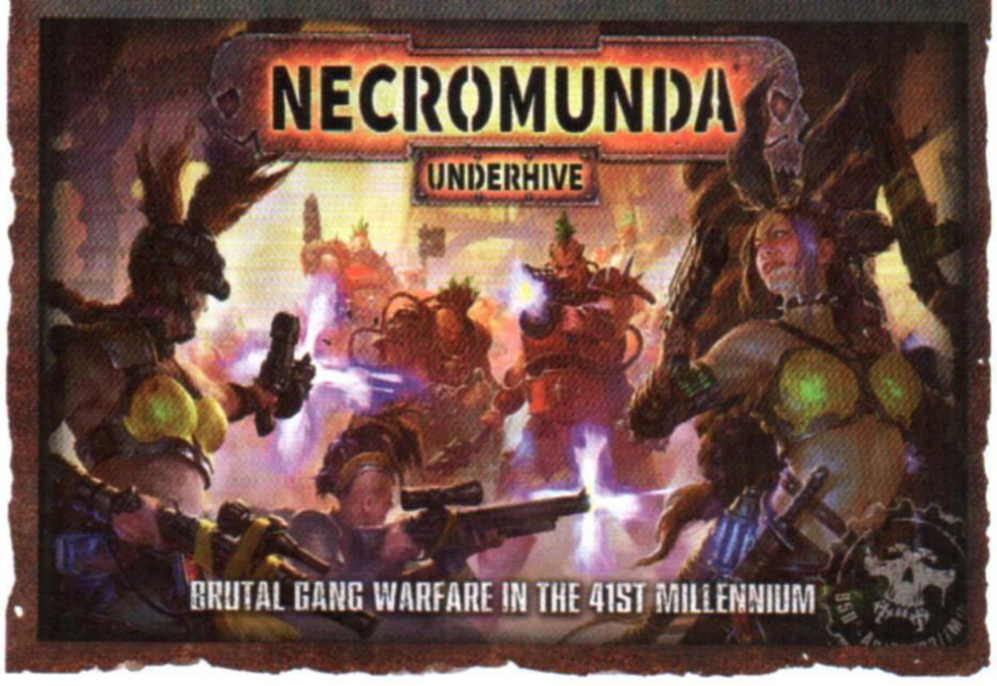
Gangs, guns, brutal close combat, rusty walkways and bottomless chasms – welcome to the overcrowded hive world of Necromunda, where industry is hard, food is scarce and running battles between rival houses are an ever-present threat to your life expectancy.

Necromunda: Underhive is the latest edition of this classic game, which can trace its roots back to the mid 1990s. It's been a fan favourite for many years due to its easy-to-follow playing style, and you can play a game in around an hour – great if you've got a bit of spare time on a lazy weekend. You only need around 10 models to play Necromunda, too, making it really quick to get into when it comes to building and painting your models.

The game also has great replay value through its campaign system, which enables you to upgrade your warriors, give them new skills and abilities and generally watch them grow into interesting individuals that you can convert using the range of plastic kits available. Of course, they may die in a tragic bullet-related incident in your next game, but that's all part of the fun of Necromunda! **DH**

INTO THE UNDERHIVE

The best way to get started with Necromunda: Underhive is the main boxed set. Inside, you'll find two 10-model gangs (Escher and Goliath), plus all the gaming paraphernalia you'll need to start playing.



DECLARE YOUR ALLEGIANCE

The hives of Necromunda are home to many different gangs and warbands, each with their own skills, abilities and wargear. Though most gang battles involve the Hive Houses fighting over each others' territory, there are plenty of other foes lurking in the dark depths of the underhive, waiting for their chance to rise up and stake their claim on the city above.



To a man, the gangers of House Goliath are muscle-bound brutes who love nothing more than a good fight up close and personal.



The all-female gangers of House Escher are agile and fiercely intelligent. They spend their wealth on exotic weapons and wargear.



The warriors of House Orlock are skilled fighters and battlefield technicians. They are proud of their stubbornness and determination.



House van Saar are the most technologically adept of all the houses, with access to unique wargear and devastating weaponry.



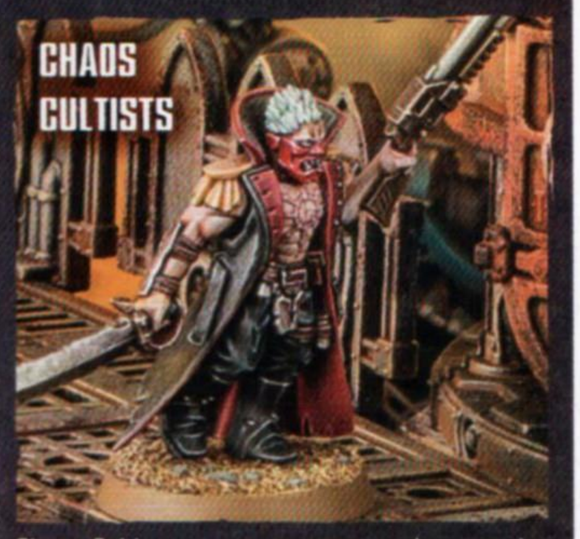
House Cawdor are the poorest of the houses, but they are also the most fanatical, laying into their rivals with frenzied devotion.



The Genestealer Cults infiltrate human society, posing as hab workers until the moment of their explosive uprising.



Sometimes mercenaries and hired guns will form Venator Bands – cadres of experienced, well-equipped underhive veterans.



Chaos Cultists are an ever-present threat to the Imperium. Devoted to the Dark Gods, they are cunning and ferocious warriors in close combat.

ASSEMBLE YOUR GANG

A gang is made up of some of the toughest, most dangerous fighters in the underhive. The majority are Gangers – house members who have shown an aptitude for violence and close-quarters fighting in the hive's dark depths. They are watched over by a Gang Leader – a charismatic (often brutal) individual who carries out the orders of their house with ruthless efficiency.



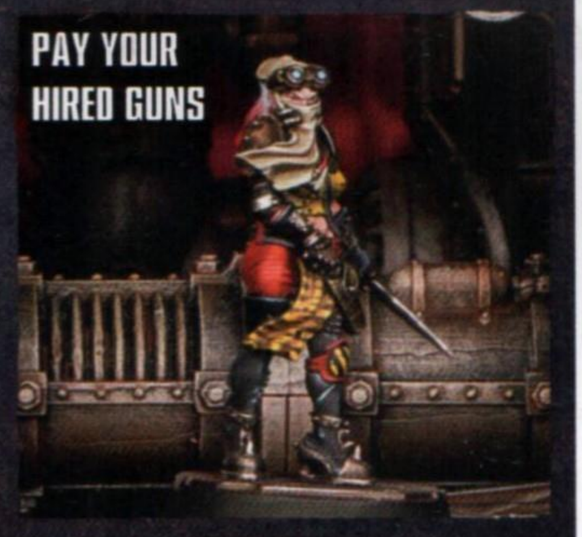
Every gang needs a Leader. They are usually the best fighter in the gang and will often have access to specialist weapons and equipment.



A gang can have up to two Champions. They are formidable fighters with access to useful battlefield skills and unique, gang-specific guns.



The rest of the gang is made up of Gangers and Juves – hardened fighters and new recruits respectively. They do most of the dirty work.



Hired guns are skilled, dependable fighters that can help gangs out on tough missions. They do need to be paid, though...

DEFEND YOUR TURF

While it's unlikely the denizens of Necromunda have ever seen actual grass turf, they will fiercely defend their territories (no matter how horrible they may be) from attack by other gangs. And what better way to represent the iron gantries, chem-pits, sumps, cargo warehouses and manufactorums of Necromunda than with the huge range of Citadel scenery? The Sector Mechanicus scenery (shown to the right) is ideal for representing the Necromundan underhive – the walkways add height to your games, making for impressive 3D battlefields with high-flying gantries, furnaces and alchomite stacks. The walkway balustrades also offer plenty of cover for your gangers to hide behind. The Munitorum Armoured Containers and Galvanic Servo-Haulers sets make great additional scenery for your battlefields and can even be used as objectives for your gangs to fight over.

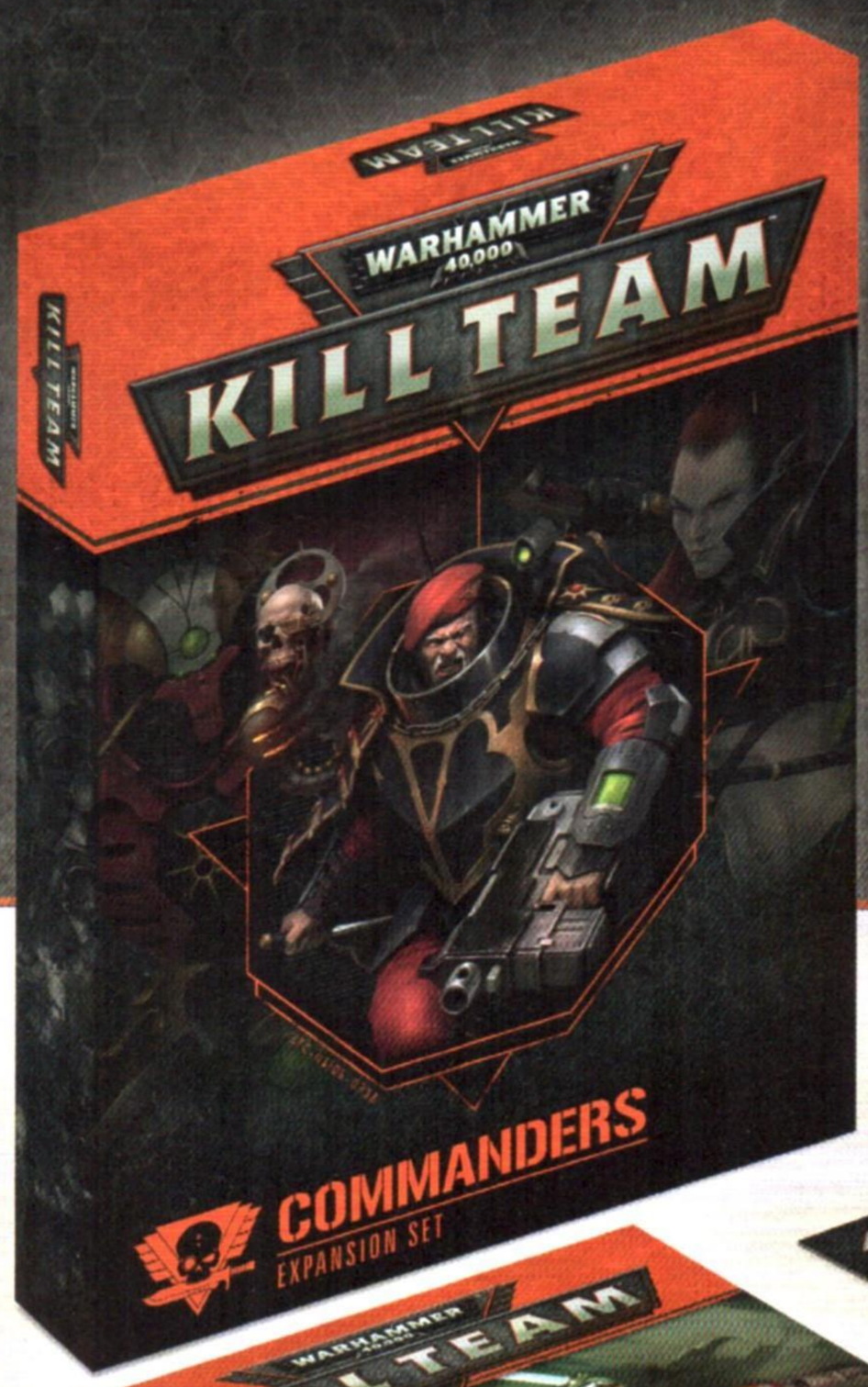


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SAGA OF A SLAYER

Gather round, beardlings, and listen well, for this is the tale of Gotrek Gurnisson, the most (or least, depending on how you look at it) successful Slayer in the history of the world-that-was. And now he's back! Join us as we take a look at his impressive, 30-year saga.

Gotrek Gurnisson is arguably one of the most famous heroes from the worlds of Warhammer. He's also one of the most unusual, for rather than seeking fortune and glory and doing mighty deeds because he's an all-round nice chap, all Gotrek wants to do is to die a heroic death in battle to atone for some terrible crime he committed in the past. Irascible, unsympathetic, battle-scarred and almost perpetually angry (or drunk), Gotrek has carved a saga for himself as one of the most successful dwarf Slayers around. Or, to look at it another way, one of the most unsuccessful, because so far he has failed to meet an honourable death at the hands of trolls, skaven, daemons, dragons, orcs, beastmen, elves, vampires… the list is pretty extensive. And, with the release of the new audio drama *Realmslayer*, Gotrek is going to have a host of new foes to fight, this time in the Mortal Realms. So, to celebrate Gotrek's incredible saga so far, we thought we'd take a look at the journey he's been on over the last (almost) 30 years. It all began way back in 1989…



BATTLEFIELD HEROES

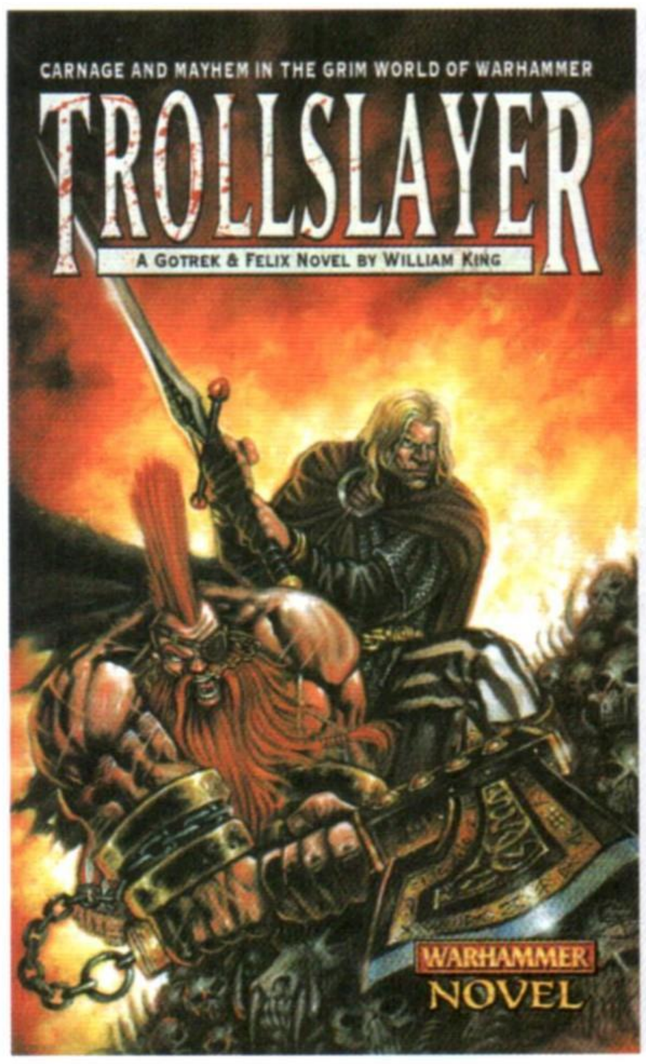
Did you know that Gotrek & Felix were included as special characters in Warhammer Armies: Dwarfs way back in 1993? At the time, Gotrek & Felix author William King worked in the Design Studio, writing background for the many army books that were being released for Warhammer and he managed to sneak these two in! The first models for Gotrek & Felix – sculpted by Michael Perry – were released alongside the army book in June 1993.



Above: The original miniatures for Gotrek Gurnisson and Felix Jaeger. Felix carries Karaghul, an ancient blade forged to slay dragons, and wears his iconic red cape. Gotrek, meanwhile, wears very little at all (as is expected of all Slayers). His runic axe is chained to his wrist so he cannot lose it.

Right: Gotrek & Felix immortalised in ink by Mark Gibbons – featured in Warhammer Armies: Dwarfs.





Trollslayer was the first Gotrek & Felix novel, printed in 1999. But it wasn't the first time Gotrek & Felix had been mentioned in print. Indeed, their first adventures – 'Geheimnisnacht' and 'Wolf Riders' – were first published in the pages of White Dwarf almost a decade earlier! This novel explores the origins of these two infamous characters, including Felix's blood-oath to the Slayer and the tale of how Gotrek lost his eye fighting Goblins. The third story in the book – The Dark Beneath the World – tells how Felix found his sword, Karaghul. Oh, and if you hadn't guessed from the title, a troll gets slain.

"About 30 years ago, I was asked to write a short story for Games Workshop," says William. "As an avid player of Warhammer Fantasy Roleplay, I knew it had to be about a Trollslayer – they were the most interesting character type to me. Come on, punk rock Dwarfs with death wishes and big axes – what's not to love? Looking around for a Warhammer-ish Dwarf name, I stumbled on one in the old supplement Shadows over Bogenhafen. That's where the Gurnisson bit came from. I wasn't sure about showing the world through the eyes of a non-human, so I decided to give my doomed hero a sidekick – someone who would survive the inevitable death I planned to end that first story with and return to tell the tale. That was Felix. Only his name wasn't Felix. In my original, it was Eric! Obviously Gotrek didn't die at the end of the first story as I planned. He's clearly not taking his Slayer oath very seriously!"

GOTREK & FELIX – IN THE BEGINNING

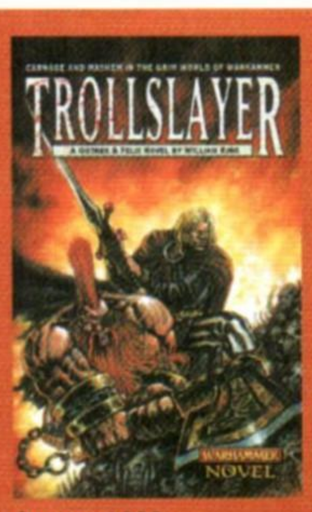
Gotrek & Felix first appeared in White Dwarf in 1989 in the short stories 'Geheimnisnacht' and 'Wolf Riders', both penned by William King. It was almost a decade before they were finally joined together in *Trollslayer*, the first Gotrek & Felix novel and one of the first novels published by the newly formed Black Library. William shares his thoughts on those early days.

William King went on to write seven Gotrek & Felix novels between 1999 and 2003, his heroes taking on many foes. They foiled a skaven invasion masterminded by Grey Seer Thanquol in *Skavenslayer*, journeyed into the Chaos wastes in *Daemonslayer*, took part in the siege of Praag, fought dragons, flew in airships, killed vampires, met the elven mage Teclis and plenty more besides. But their journey had only just begun. ▶

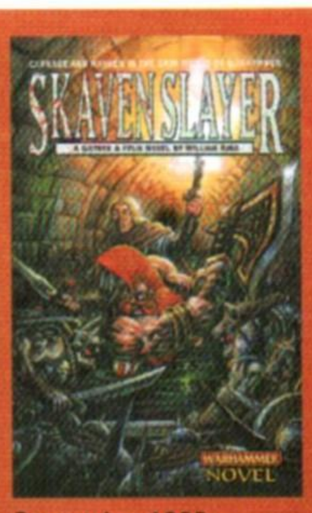
IMMORTAL HEROES

The first models for Gotrek & Felix came out in 1993, but there have been other incarnations of them since. In 2000, new models of Gotrek & Felix were released at Games Day. Then, in 2006, a set of five large-scale collectors' figures were released for Gotrek, Felix and their occasional companions Snorri Nosebiter, Max Schreiber and Ulrika Magdova. Gotrek appeared for a fourth time – alongside Joseph Bugman – as one of the White Dwarf's shieldbearers in 2007 to celebrate 30 years of White Dwarf magazine.

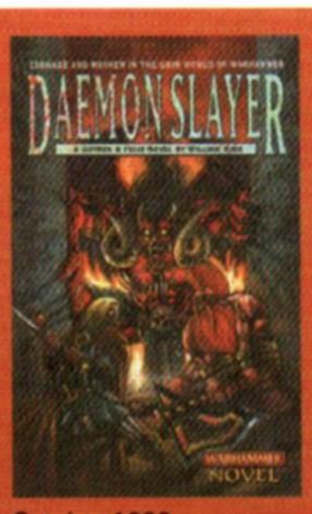




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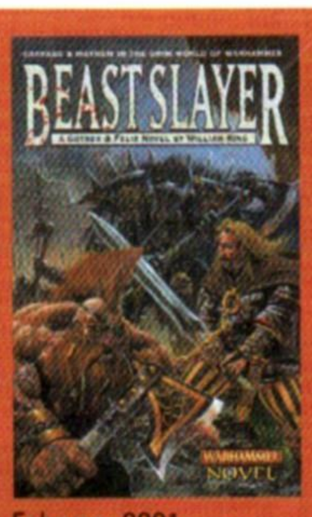
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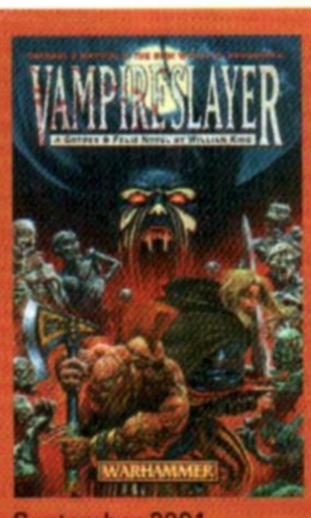
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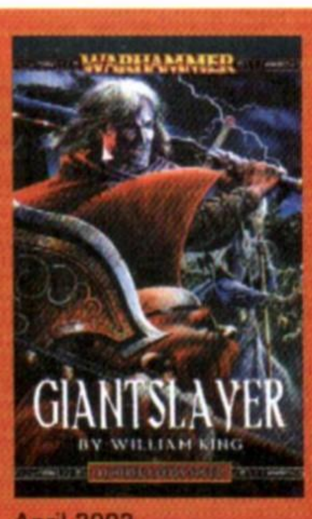
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April 2003

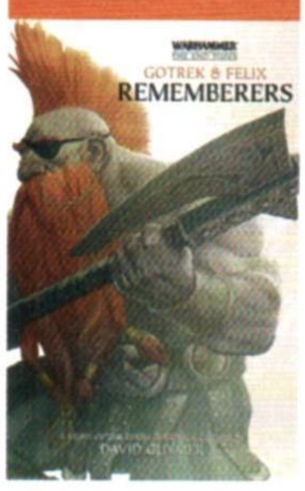
ULRIKA THE VAMPIRE

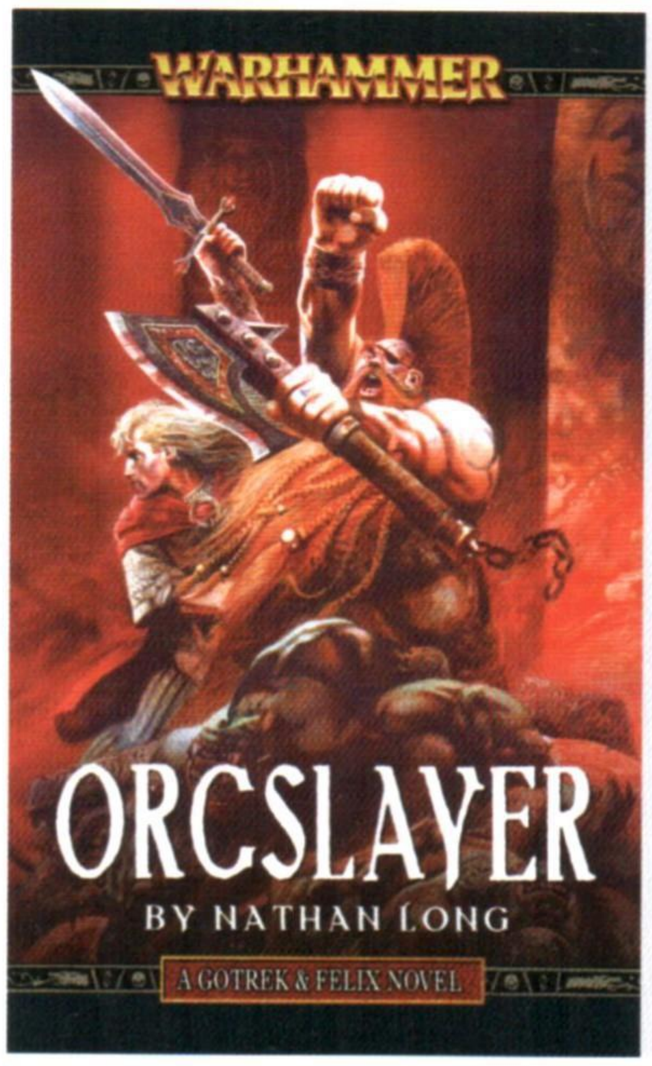
Ulrika Magdova first appeared in the novel *Daemonslayer* by William King. A Kislevite noblewoman, Ulrika had a romantic interest in Felix for a time, though during the novel *Vampireslayer* she is bitten and turned into a Vampire. Ulrika then starred in her own trilogy of novels penned by Nathan Long, though she did return briefly to the Gotrek & Felix series in the novel *Manslayer*.



BITE-SIZED BATTLES

There have been seventeen full-length Gotrek & Felix novels, but over the years they have also appeared in 28 short stories and novellas, an audio drama (well, two now), the pages of White Dwarf and Inferno! magazines and even the computer game Warhammer Online: Age of Reckoning. Many of their tales are still available to download as eBooks from the Black Library website.





"It was a terrifying honour taking over the Slayer series." says Nathan Long. "Everyone loved William King's novels so I felt a great responsibility to get it right – I went back and re-read all of Bill's books twice before I got started! The biggest challenge was coming up with scenarios the readers believed Gotrek & Felix could never get out of, then figuring out how they got out of them. My favourites in my run are *Elfslayer* and *Shamanslayer* – I felt I got the mix of action, character, pathos, and comedy just right and I got to bring back some of my favourite characters from Bill's books like Thanquol and Max Schreiber."

GOTREK & FELIX – THE YEARS OF SLAYING

Giantslayer was the last Gotrek & Felix novel by William King and there was a three-year hiatus before Nathan Long took up his quill in 2006 to pen the eighth novel in the series – *Orcslayer*.

Orcslayer is set almost two decades after the events that take place in Giantslayer. Gotrek, having travelled around the globe in search of a heroic death, is still yet to find one. When the two heroes finally return to the Old World, they find it overrun by – you guessed it – orcs. But there's something very different about them, as a sinister Chaos plot is behind their attacks. The troublesome twosome have several encounters with the servants of Tzeentch during Nathan's tenure as Gotrek & Felix's rememberer, though arguably their greatest adversaries to date appear in his fifth and final novel *Zombieslayer* – the infamous Necromancer Heinrich Kemmler and the Wight Lord Krell.

Nathan's series of books also reintroduces several characters – Ulrika (now a fully-integrated vampire who also happens to hunt vampires), the wizard Max Schreiber and the ever-scheming Grey Seer Thanquol. They also introduce the worrying conceit that despite being around 50 years of age by this point, Felix barely seems to have aged.

GOTREK & FELIX – ALL CHANGE

Having unsuccessfully met his doom at Castle Reikgard at the hands of Kemmler and Krell, Gotrek took another three-year break. When he returned in 2013, author Josh Reynolds was at the helm with the novel *Road of Skulls* – the first book in the series not to have 'slayer' in the title.

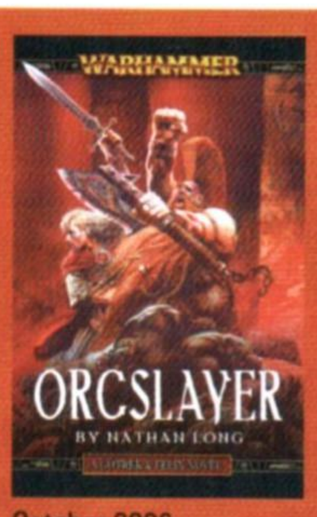
> **"King's writing hits that sweet spot between black comedy and pulp fiction that I love."**

Ironically, though, that is exactly what the book is full of – Slayers. Other dwarf Slayers have appeared in the series in the past, including the slightly unhinged Snorri Nosebiter, the inventor-Slayer Malakai Makaisson, Borek Forkbeard and others besides, but *Road of Skulls* features arguably the other best known Slayer around – the Slayer King Ungrim Ironfist. Put simply, there are a lot of red crests, axes and death oaths in this novel, some of which are fulfilled.

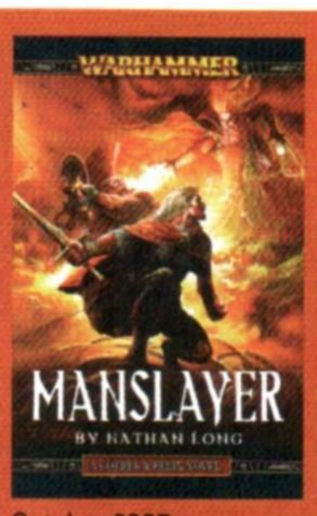
Josh wrote two novels and five short stories in the Gotrek & Felix series, sharing custody of the two adventurers with another Black Library author – David Guymer. But by 2014, the saga of Gotrek & Felix was becoming distinctly darker.



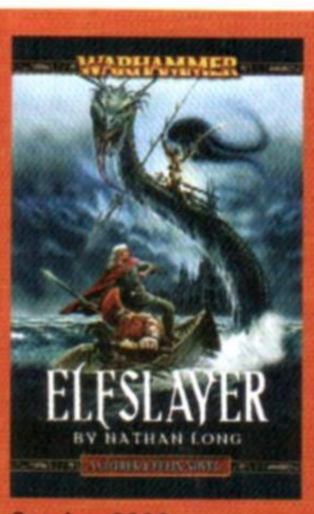
"For me, King's writing hits that sweet spot between black comedy and pulp action that I love," says Josh Reynolds. "I learned a lot about the mechanics of writing by pulling his Gotrek & Felix stories apart, line by line, and trying to figure out why they worked so well. Skavenslayer is a masterclass in serialised fiction, each entry building on the last. It has everything a good Warhammer novel ought to have – the grit and grime of the streets, the decadence and depersonalisation of the aristocracy, and, of course, Thanquol. Thanquol is the best character to come out of Warhammer – that's my hill, and I'll die on it."



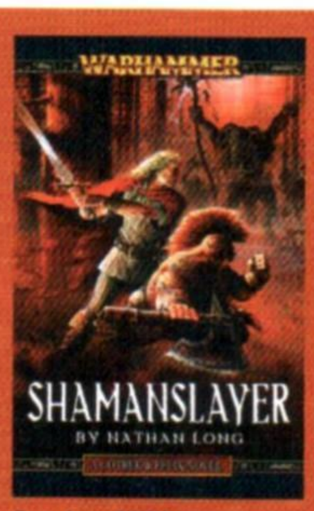
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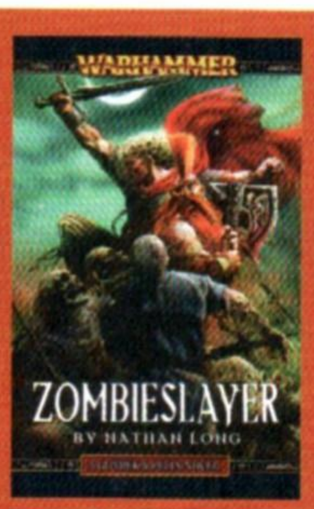
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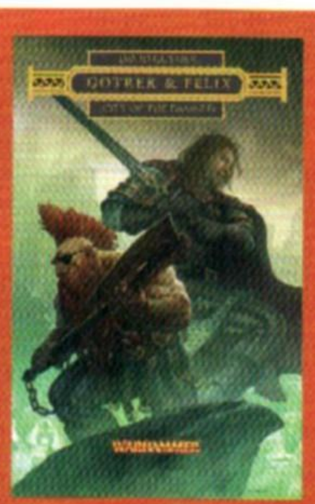
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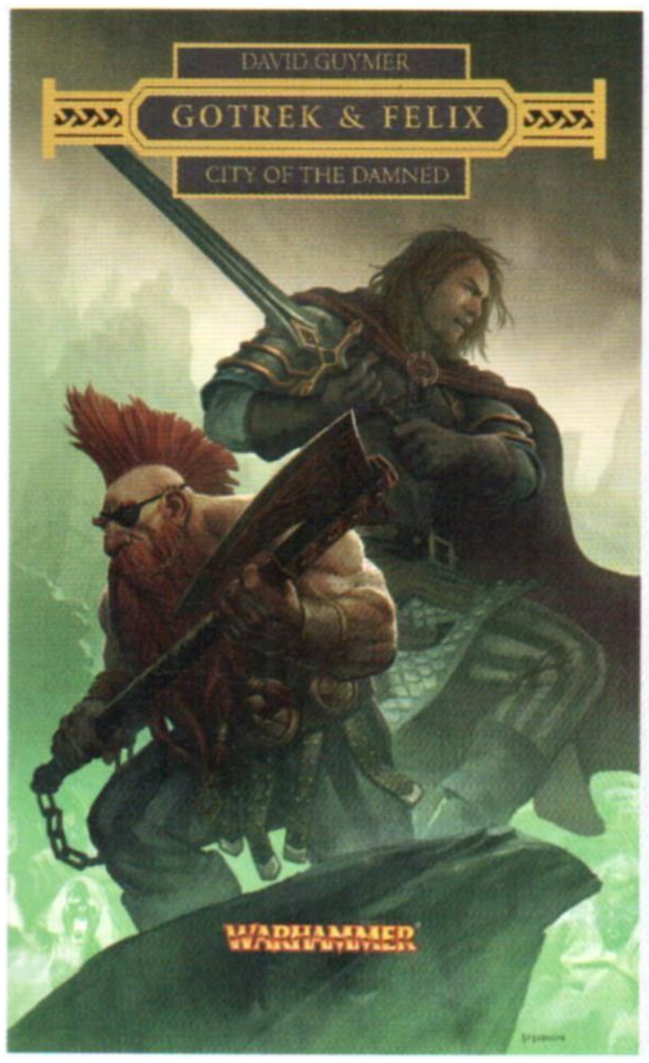
November 2010



January 2013



September 2013



City of the Damned was David Guymer's first foray into the Gotrek & Felix series and it's arguably one of the darkest and creepiest tales in their saga. In this novel they journey to Mordheim, the City of the Damned to face the threat of Chaos once more. Like all the novels in the series, the story revolves around the two heroes, but with an excellent supporting cast that help to highlight what an unusual pairing Gotrek & Felix make. Curiously, though, one of the stars of the book is Mordheim itself – this is the first time the city has been explored in depth since the game of the same name came out way back in 1999.

GOTREK & FELIX – A DOOM IS MET

"Writing a pair of Gotrek & Felix novels set during the End Times allowed me to go places that no author had been before," says David. "I got to reveal the shame that lead Gotrek (and Snorri) to take the Slayer Oath and, of course, I got to finally give Gotrek Gurnisson his doom (*well…* – E*d*). This was a tremendous responsibility, but I was helped no end by how evocative and yet unconstraining the earlier books were. Much is mentioned or suggested, but little is ever actually spelled out for you. Getting those scattered jigsaw pieces to fit together to make *Kinslayer* was

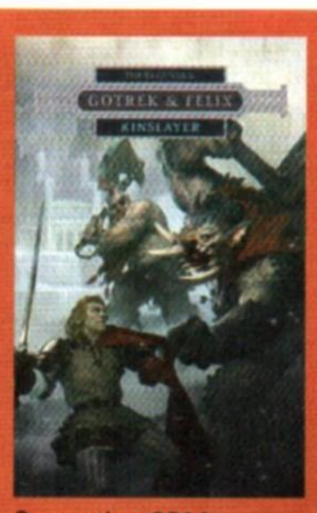
> **"I shed a few tears over the last two books. A world I loved was ending around me. I… killed people."**

probably one of the most satisfying things I've ever done. I shed a few tears over the last two books. A world I loved was ending around me. I… killed people. Looking back with a few years of hindsight, though, I'm enormously fond of them, and proud of my contribution to the series."

But David's contribution to the series and Gotrek's saga didn't end there…



April 2014



September 2014



May 2015

REALMSLAYER

And so we come to the latest tale in Gotrek's saga – *Realmslayer*, a colossal audio drama set in the Mortal Realms, scripted by David Guymer and with Gotrek voiced by Brian Blessed. But how in Grimnir's name did Gotrek find himself in the Mortal Realms aeons after the destruction of the world-that-was? Well, he doesn't know either, and we're certainly not going to spoil it for you.

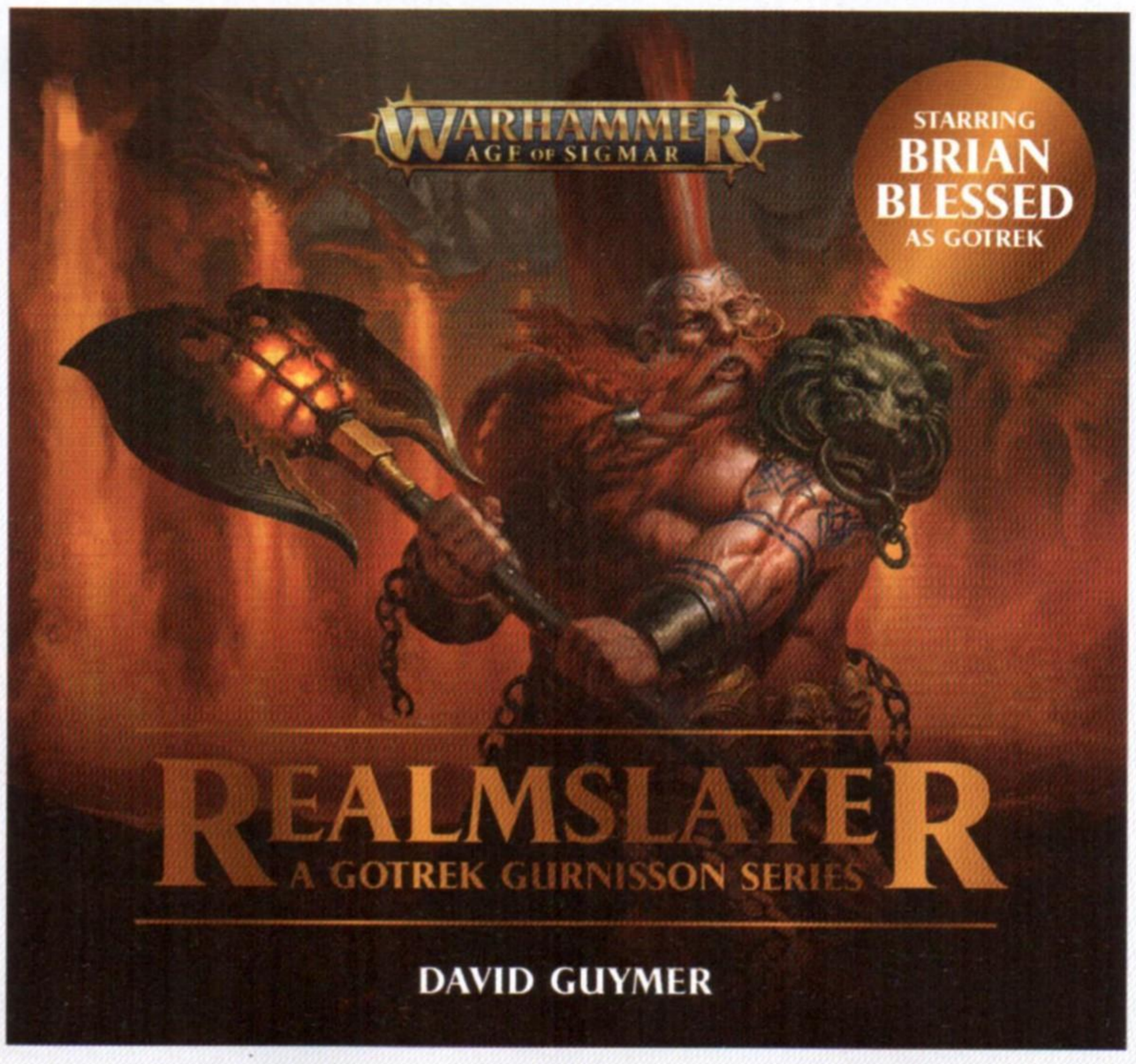
"One of the greatest things about Gotrek Gurnisson is that he never really changes," says David. "The world around him has changed, but he's still this grumpy, taciturn character that we know and love. One of the big challenges was getting across

> **"I've never come across a character with such courage, who can go through such pain. I love a good fighter."**

his character without Felix – the stories were always told through his eyes and now he's not there. Gotrek latches on to characters that remind him of his remembrancer – the young Fyreslayer Battlesmith Broddur is a recorder of great deeds, while the human Jordain is an idealist and a romantic."

"Gotrek has an enormously powerful personality that dominates everything," says Brian Blessed. I've never come across a character with such courage, who can go through such pain. I love a good fighter. I'd say Gotrek is the most demanding part I've come across – he's a primitive character, but with such immense subtlety. I played King Lear a few years ago and Gotrek was at least six-and-a-half times harder."

You can hear more of David and Brian's *thoughts on creating this epic tale on the Realmslayer audio drama, along with other cast interviews.* **DH**





THE NEED FOR SPEEDIN'

There are six Ork vehicles out this month and, like all inquisitive grots, we wanted to find out more about them. Miniatures designer Matt Holland tells us about the design of the new kits, while members of the 'Eavy Metal team tell us what it was like painting them all.



MATT HOLLAND

As an Ork Mekaniak (read as Citadel miniatures designer) and all-round petrolhead, Matt Holland was the obvious choice to lead the design of the new vehicles for the Speed Freeks game. We reckon his garage at home probably looks like a Mek's workshop, but he has yet to confirm or deny this theory.

Ork vehicles are undoubtedly the most diverse in the Warhammer 40,000 universe, yet in spite of their crude appearance, they are incredibly rugged and ingenious in their design. From the smallest warbike to the most monolithic mega gargant, these vehicles are constructed by Ork Mekboyz – obsessive greenskins that possess an instinctive brilliance for mechanical invention and improvised engineering that is unrivalled by any other species save the techno-savant Jokaero. Grand Mekboss Matt Holland popped by to tell us all about the design of the new vehicles:

"The idea was to create a whole new set of Ork vehicles, each with their own unique identity and personality," says Matt. "The vehicle crews are kind of like rival racing teams in the Speed Freeks game, so making them stand out from each other was important. The vehicles themselves actually feature new Ork glyphs that haven't been seen before, as they represent the mark or brand of a particular Mek workshop. These vehicles are the nearest thing that Orks will get to template designs – they exemplify tried and tested vehicles that have proven popular and successful in the Speedwaaagh!, leading rival Mekboyz to mimic or try to improve upon each class of buggy.

"Each of the vehicles has its own theme and design aesthetic that defines not just the look of the crew but also the type of weapons that they are equipped with. The level of technology applied to each vehicle also varies wildly between them. For example, the Rukkatrukk Squigbuggy utilises varieties of squig as both fuel and different types of ammunition, while the Shokkjump Dragsta is equipped with a kustom shokk weapon and even a localised tellyporta!"

PAINTING THE SPEED FREEKS

With six exciting new buggies to paint, the 'Eavy Metal team were more than eager to get their hands on them and set to work with their brushes. But rather than paint them all as Evil Sunz or Bad Moons, they decided to take a different tack. There are six new models and six major Ork clans (as featured in the new codex). You can probably see where this is going...

"These vehicles are the nearest things that Orks will get to template designs – they exemplify tried and tested vehicles."

"This was a perfect opportunity for us to redefine the colours of the Ork clans," says 'Eavy Metal's Chris Innes. "Some are already well-established, such as the Evil Sunz, Bad Moons and Goffs, and there have been plenty of painting guides for them over the years (*see paint Splatter on page 124 for more info.* – Ed). But the Deathskulls, Blood Axes and Snakebites haven't been featured that often. Because the buggies in Speed Freeks are meant to be from competing warbands, it seemed only fitting to paint them differently, to make each of them easily identifiable on the table-top.

"While the new vehicles aren't designed for specific clans (you can paint them however you like), we did put some thought into which model would have which colour scheme. The Evil Sunz got the Kustom Boosta-blasta with its powerful-looking engine, while we felt the flash-looking Dragsta was ideally suited to the super-rich Bad Moons. The Wartrike felt apt for the Goff Orks, while we gave the Rukkatrukk Squigbuggy to the Snakebites, as it felt a bit more low-tech compared to the other vehicles. The Blood Axes were gifted the Skrapjet (using a plane as a trukk is clearly a cunnin' tactic worthy of the Blood Axes) while the Deathskulls got the heavily modified, almost certainly stolen Snazzwagon." Find out more about each kit and how they were painted over the next few pages. **SG/DH**

'EAVY METAL

The 'Eavy Metal team paint many of the miniatures that you see in our rulebooks, on posters and box fronts, on the Games Workshop website and in the pages of White Dwarf. Many hobbyists see their work as the pinnacle of miniatures painting.

They also painted the new Ork vehicles shown throughout this article. Dave Perryman painted the Boomdakka Snazzwagon and the Kustom Boosta-blasta while Max Faleij worked on the Deffkilla Wartrike. Chris Innes got to paint the Rukkatrukk Squigbuggy while Martin Peterson tackled the Megatrakk Skrapjet. Lastly, Neil Green painted the Shokkjump Dragsta.

The Studio Army Painters painted all six vehicles to match the Studio's Bad Moon army. They look great racing about alongside the other vehicles, as you'll see in this month's Battle Report.



COVER STORY

BOOMDAKKA SNAZZWAGON

"The Orks that crew this vehicle are total psychopaths, even for Speed Freeks," says Matt. "They are especially reckless, and the vehicle is covered in details that show their total disdain for any semblance of safety. The driver can barely see where he's going because of the supercharger on top of the engine, and there is even a grot strapped to the front of the vehicle for the entertainment of the crew!"





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The vehicle has been designed to be an Orky interpretation of a rear-wheel drive buggy. The entire chassis is cantilevered on the rear axle **(1)**, making for some pretty crazy suspension! The turret gunner has one boot firmly planted on a reserve fuel tank **(2)** in spite of the burna bottle in his hand.



3

The Boomdakka Snazzwagon has a reinforced ram in the form of welded spikes, above which is strapped a Grot 'mascot' **(3)**. The driver can't actually see past the engine's huge supercharger (just visible above and behind the Grot's head), so he is forced to lean out of the side of the Snazzwagon instead!

PAINTING THE BOOMDAKKA SNAZZWAGON

"I painted the Snazzwagon in the colours of the Deathskulls," says Dave Perryman. "I opted for a really rich, intense blue to balance out the more natural green skin tones and added warm orange and brown rust to the metalwork to help it contrast with the cool blue and white tones."

DEFFKILLA WARTRIKE

The Deffkilla Wartrike is dominated by a large Speedboss – the biggest and most physically imposing of all the Ork crew members." says Matt. "The model represents a souped-up 'chariot' for the Boss. It's a jet-powered vehicle, so has a pair of stabilising wheels on the rear of its chassis to prevent it from taking off – it'll just pull an epic wheelie instead!"



The driver carries a twin boomstikk **(1)**, which he uses to blast rivals that he pulls alongside. Meanwhile, the Boss is armed with a snagga klaw **(2)** – a crude version of a power klaw that also features a wrist-mounted grapnel launcher to reel unsuspecting foes into reach. A Grot is perched behind the Boss and is tasked with applying the right fuel mixtures to the jet engine **(3)**. His efforts can give the vehicle a boost of speed, leave an oil slick in its wake, or create a huge afterburner flare.



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PAINTING THE DEFFKILLA WARTRIKE

"There's a lot of dark colours on this Goff Ork vehicle, so making all the black areas look different was key," says Max Faleij. "The vehicle's armour has a splash of purple added to it, while the tyres have a blue-grey sheen to make them look rubbery. The riders have a khaki tone to their leathers to make them look weathered. Red is the spot colour for the Goffs and I used it on the engine air intakes to make it go faster. They now also look like squigs!"



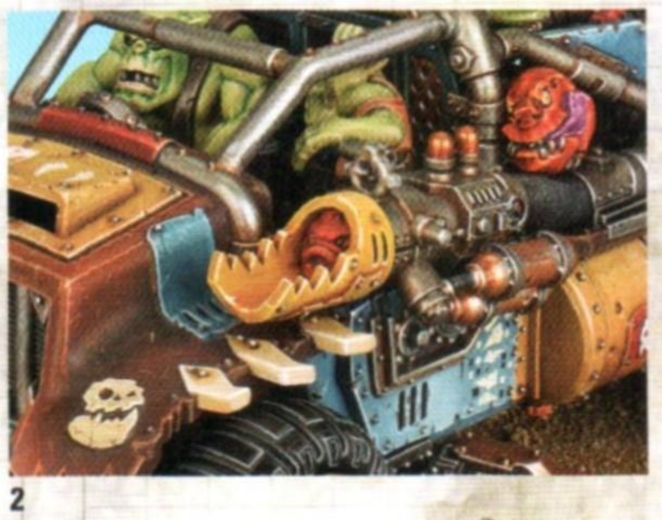
RUKKATRUKK SQUIGBUGGY

"This off-road buggy is the most low-tech of the six vehicles," says Matt, "though this does not mean that it is ill-equipped. It has some wheel-height circular saws to shred the tyres of rival vehicles, and the crew can launch a variety of deadly squigs at them, too. The vehicle also features two classic breeds – the squig hound and buzzer squig."





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The Rukkatrukk Squigbuggy is the largest of the new vehicles and is packed full of Ork crew and squigs of differing sizes and breeds (**1**). Its main weapon is a heavy squig laucha (**2**), though one of the crew also carries a portable version (**3**) for lobbing more Squigs around.

PAINTING THE RUKKATRUKK SQUIGBUGGY

"Snakebites aren't the most technologically savvy Orks, so I painted the Squigbuggy with loads of scratches and rust streaks to make it look like it was in a state of disrepair," says Chris Innes. "We picked brown and yellow for the armour as they're the colours we often use on Gore-gruntas and boars – it felt fitting for the Snakebites to use natural colours."



MEGATRAKK SKRAPJET

"The driver of this vehicle is some sort of flashy pilot who is out to show the other wagon drivers how the Flyboyz do it," says Matt. "To that end, he's had his plane retrofitted with wheels and tracks, but it otherwise retains all of its original wargear and gubbinz – including a tail gunner's cupola! Like all respectable Ork aircraft, it's armed with a selection of forward-firing shootas, rokkits and missiles."

Unlike the Deffkilla Wartrike, the Magatrakk Skrapjet is not powered by a jet engine. Instead, it has a direct drive system that powers the rear tracks, with the vehicle's front ends serving as a massive turbine supercharger for the main engine (ensuring it can move at breakneck speed!).



Everything about the Megatrakk Skrapjet's engine is intentionally oversized, to reinforce its aeronautical origins. Three exhaust manifolds lead to the dual exhausts sprouting from its rear, just below the Grot gunner hidden in the tail cupola **(1)**. Such is the sheer bulk of the Skrapjet's front end that the driver is forced to rely on his vehicle's instrument display to see where he is going **(2)**, though their reliability is likely questionable! The Skrapjet has a devastating arsenal of weaponry **(3)**, the shell casings and rocket plume a clear sign that the driver is blazing away at his latest target.



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PAINTING THE MEGATRAKK SKRAPJET

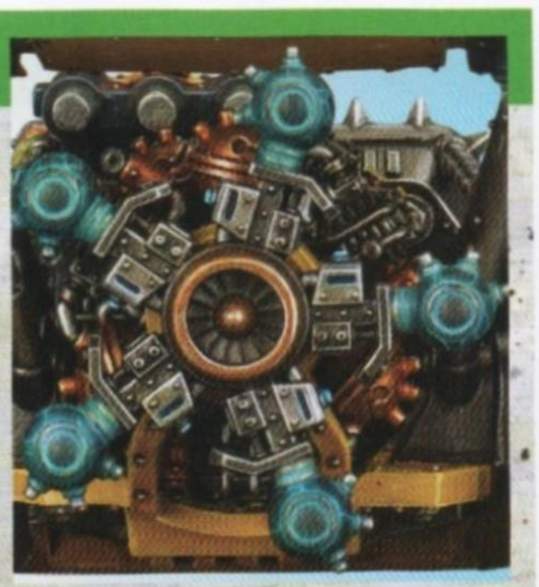
"I wanted the Skrapjet to retain its aircraft feel, so I painted most of it silver," says Martin Peterson. "The hull is really bright – I used Stormhost Silver as a basecoat – to make it look like polished chrome, while the tracks and guns are darker and more oily looking. I used traditional military green for the details and red for the markings – just like many Imperial vehicles. I imagine the driver copied them."



SHOKKJUMP DRAGSTA

"This is the most heavily kitted-out of all the vehicles," says Matt. "Not only does it have the most advanced weaponry – it features a kustom shokk rifle and rokkit launcha instead of the solid munitions or flame weapons favoured by their rivals – but it also has a shokkjump supercharger which enables the driver to create, then drive into a localised wormhole through the warp. Essentially, he cheats horribly!"





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The rear-mounted shokkjump supercharger utilises similar technology to the shokk attack gun, so bears a similar design **(1)**. The vehicle's kustom shokk rifle **(2)** and rokkit launcha are manned by a pair of eagle-eyed Grots, aided by a bionically enhanced targeting squig **(3)**. The Shokkjump Dragsta is equipped with a set of spinning blades just above its front wing **(4)**, designed to take advantage of the ramp's low ground clearance to undercut anything it rams and cut it up.

PAINTING THE SHOKKJUMP DRAGSTA

"Bad Moons are the richest of the Ork clans, so I wanted to make their buggy look really swanky," says Neil Green. "I used Averland Sunset as a basecoat and highlighted it with Screaming Skull. I then used several glazes of Lamenters Yellow to saturate the colours and make the Dragsta look really vibrant. I kept battle damage to a minimum as these Orks are really proud of their racers."



KUSTOM BOOSTA-BLASTA



"The most obvious feature of the Boosta-blasta is the V6-style engines that have been welded together," says Matt. "To make it even more Orky, the exhausts also have igniters so they can spray out huge gouts of flame. The vehicle's main weapon is an industrial-size rivet gun that the Mek who built it probably 'misappropriated' from a Gargant factory."

The front half of the Kustom Boosta-blasta is virtually all engine, but it has intentionally been left exposed to reveal the full glory of the Mek's workmanship to his jealous rivals **(1)**! The front of the vehicle features an armoured ram designed to look like a gaping maw and large spikes for skewering tyres, fuel pipes or anything else unfortunate enough to be in its way **(2)**. At the rear of the vehicle, behind the Grot taking aim with his blasta **(3)**, you can see the vehicle's exposed transaxle – yet another example of the Mek builder's pride in his work.



1



2



3



PAINTING THE KUSTOM BOOSTA-BLASTA

"As befits the Evil Sunz, I painted this wagon red to make it go fasta," says Dave Perryman. "The red areas were basecoated Mephiston Red, then highlighted up through the reds and oranges to T'au Light Ochre. I used a mix of Khorne Red and Abaddon Black to shade the panels. I added Incubi Darkness to the silver metalwork to give it a cooler tone and to provide contrast with the red armour."

BATTLE REPORT

REV YER ENGINES!

To say that we've all been excited about the release of Speed Freeks is an understatement. So it was that four White Dwarfers and rules writer James Gallagher (whose beard is surely Dwarf-worthy anyway) gathered in the gaming room to try it out on the tabletop.



The White Dwarf bunker was abuzz with excitement as soon as we got our hands on a copy of Speed Freeks (*It must've been something to do with the buzzer squig on the Rukkatrukk Squigbuggy… – Ed*). When the game's rules writer James Gallagher offered to run the team through a game, there was no shortage of volunteers. We thought it would be fun to present our game as a Battle Report while we were at it!

In order to give the game a proper workout, the players decided to use the additional rules for the Ork Clans and randomly selected a single Kustom Job to apply to each of their Wagons. Without further ado, Matt Hutson, Simon Grant, Dan Harden and Jonathan Stapleton readied their Speedmobs and headed to the gaming room to get ready for the rukk (game) ahead.

DA SPEEDMOBS

Matt: Rukkatrukk Squigbuggy
Clan: Snakebites
Kustom Job: Spike Droppa

Simon: Kustom Boosta-blasta
Clan: Evil Sunz
Kustom Job: Whirly Thing

Dan: Deffkilla Wartrike
Clan: Goffs
Kustom Job: Oil Droppa

Jonathan: Shokkjump Dragsta
Clan: Bad Moons
Kustom Job: Waaagh! Horn

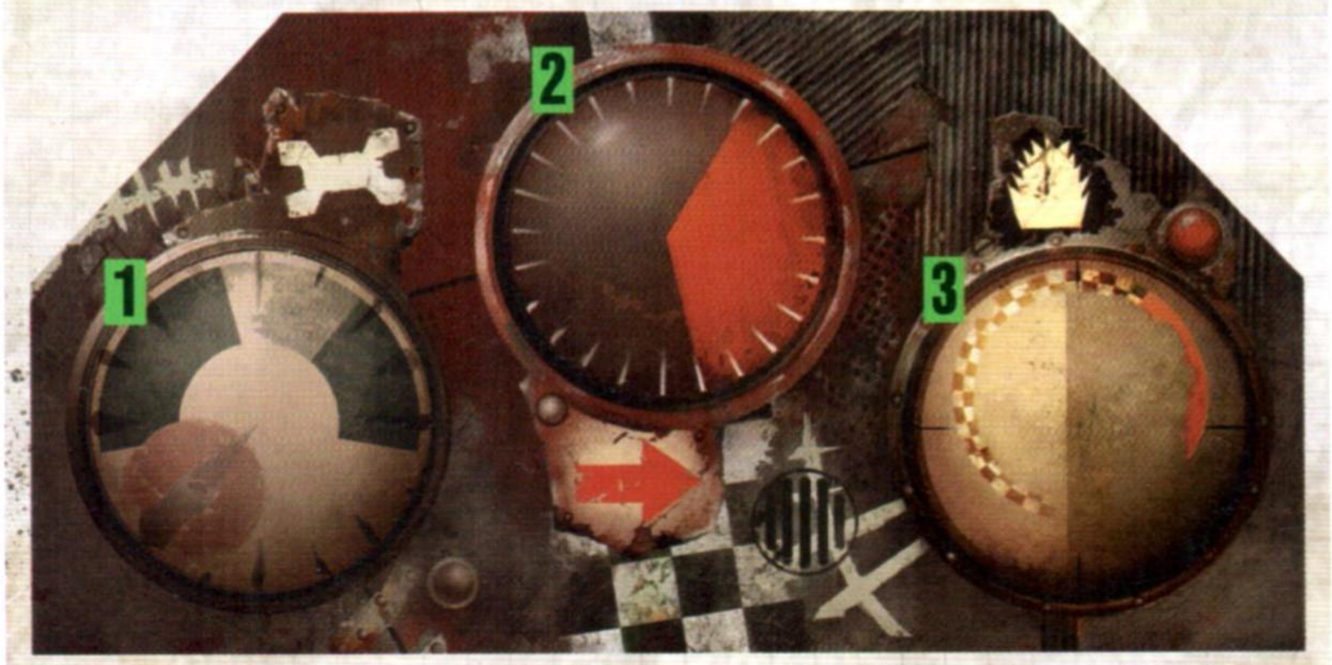
The first order of the day was to pick a suitable rukk to play through. Of the four rukks detailed in the Speed Freeks rules manual, da Grand Smash jumped out as the most destructive, so the players unanimously chose that one to play – all in the name of friendly rivalry, of course!

As James – or Mekboss Jim as we came to call him – kept an eye on proceedings over the course of the game, we asked him to offer his thoughts on some of the key moments of the game. After all, the Speed Freeks rules are remarkably quick to pick up, but the skill comes in how you adapt to the circumstances as they unfold. By heeding Mekboss Jim's advice, you'll find your Speedmob developing from a team of 'yoofs' into seasoned pros in no time, so keep an eye out for his pearls of wisdom as you read on…

DA DASHBOARD

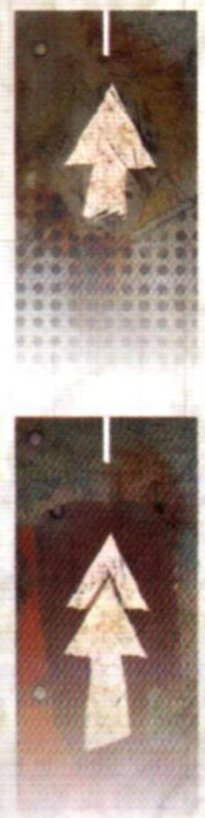
The Speed Freeks dashboard is divided into three sections: kunnin', speedin' and shootin'. At the start of the Kunnin' phase, players must secretly allocate their pool of 10 Speed Freeks dice between these three categories. The more dice allocated to each category, the more effective their Speedmob will be in that field during the round. Essentially, the more dice a player commits to kunnin', the more likely they are to win the initiative marker that turn; the more dice they allocate to speedin', the faster their vehicles will be able to move (and the less likely they will be to stall); the more dice they assign to shootin', the more dakka they'll be able to unleash!

By committing one or more dice to kunnin' **(1)**, players will be eligible to roll-off in a bid to claim the initiative marker for that round, the odds increasing with each extra dice added. Speed Freeks dice allocated to the central dial **(2)** go towards speedin', while the right-hand dial is for shootin' dice **(3)**. Speedin' and shootin' dice are then allocated as evenly as possible between the available vehicles in that player's Speedmob at the start of the Shootin' and Speedin' phases respectively.



GUBBINZ TRAILS

In the Kunnin' phase, players must allocate at least one Speed Freeks dice towards speedin' for each vehicle in their Speedmob. At the start of the Speedin' phase, players then distribute their speedin' dice as evenly as possible between their vehicles. In order to move a vehicle, players must first roll a vehicles speedin' dice (scoring 0, 1 or 2 for each dice rolled) to determine how many gubbinz they can use to move it. Starting from the front of the vehicle (or rear if it's reversing), the gubbinz templates are linked together to create a trail along which the vehicle moves. Basic gubbinz (1) can be used any number of times, while speshul gubbinz (2) can only be used once per round and snazzy gubbinz (3) can only be used once per battle!





RUKK – DA GRAND SMASH

Da Grand Smash is an ultra-violent Orky version of a demolition derby, where between two and four players fight it out to prove that their Speedmob is – or was – the 'ardest. As a result, victory does not always go to the last Speedmob standing – instead, the player that scored the most points for destroying rival vehicles wins, even if all of their vehicles were wrecked in the act! Players score one point for each Warbiker their Speedmob destroys, or three points for destroying a rival Wagon.

In da Grand Smash, after setting up the battlefield, players roll off to determine which of four deployment zones (an 8"x11" area located in each corner of the battlefield) they can set up their Speedmob within.



As a neutral observer, James decided to set up the battlefield himself (by setting up six scrap piles on the board sections as he saw fit), rather than the players rolling off and taking turns to place them. The players then rolled off to see which deployment zones they could pick. Simon lost the initial roll-off, so had to pick the first deployment zone. He set up his Speedmob – a Kustom Boosta-blasta and three Warbikers – ready to move either side of the scrap pile nearby **(1)**. Jonathan had rolled next lowest, so chose the far-right deployment zone **(2)**, keeping his Shokkjump Dragsta and Warbikers a safe distance from Simon's Speedmob. Matt was next, and chose to set up his Rukkatrukk Squigbuggy Speedmob in the corner just across from Jonathan **(3)**, leaving the Goffs to set up last. Dan aimed his Deffkilla Wartrike toward Simon's Speedmob opposite, and positioned his trio of Warbikers ready to race off towards the centre of the battlefield **(4)**.

ROUND 1: GETTIN' STUCK IN!

The rukk began with the players allocating their Speed Freeks dice. Simon rolled the highest kunnin' total, claimed the initiative and began the Speedin' phase by zooming forwards with one of his Warbikes. Jonathan tried to follow suit, but rolled a (★) on his single speedin' dice, so the Warbike stalled. Matt and Dan moved a Warbiker apiece before Simon stalled one of his. As the players continued to take turns moving their vehicles, Simon rammed one of Dan's Warbikes, though his Warbike came off worse in the encounter, suffering one point of damage – a second would see it destroyed. The Speedin' phase ended with Dan gaining vengeance as he smashed apart one of Simon's Warbikes by ramming it with his Wagon, the mighty Deffkilla Wartrike.

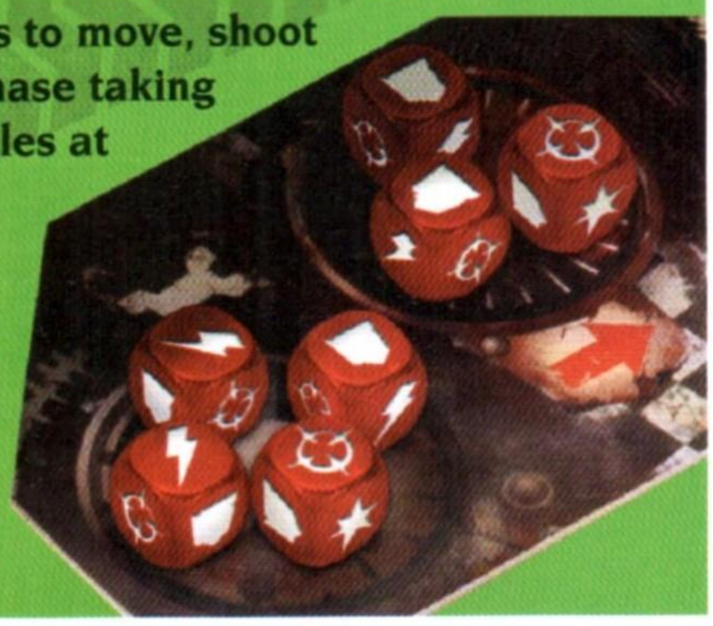
Simon kicked off the Shootin' phase by setting the Deffkilla Wartrike ablaze and bursting one of its tyres with his Kustom Boosta-blasta, though

> **"That's what happens when you mess with Goffs, I suppose!"**
>
> **– Simon**

no damage points were lost. Jonathan opened up with his Shokkjump Dragsta's shock rifle and blasted one of Matt's Warbikes to pieces, before later gunning down another with one of his own Warbikes. A few other vehicles suffered minor damage over the course of the phase, but nothing serious. Simon's Kustom Boosta-blasta succeeded in damaging Dan's Warbike in the Fightin' phase, though his Wagon suffered a point of damage in return from the fearsome Goff.

BEING KUNNIN' (OR NOT!)

In the Kunnin' phase, players secretly allocate their 10 Speed Freeks dice between kunnin', speedin' and shootin' on their dashboard before removing the screen to reveal their dice. Each player then rolls all of the dice that they allocated to kunnin' (if any), and the player with the highest total claims the initiative marker for the duration of that round. In each phase, players take it in turns to move, shoot or fight (depending on the phase taking place) with one of their vehicles at a time, starting with the player that has the initiative marker and moving clockwise. Play continues in this manner until all vehicles that are eligible to do so have taken an action in each phase.





The Deffkilla Wartrike roars full speed into an Evil Sunz Warbike, easily crushing the smaller vehicle beneath its bulk, along with its hapless rider. He knew the risks…

MEKBOSS JIM SEZ…

JG: In the first Kunnin' phase, Dan chose not to compete for the initiative. This left all 10 of his Speed Freeks dice free for speedin' and shootin'. In the end, he chose to commit all of his dice to speedin', meaning he would be unable to shoot with any of his vehicles, but could easily outmanoeuvre his rivals. Many of the weapons in Speed Freeks have quite a short range, so targets can often be limited in the first round of a rukk. As it was, Simon won the initiative meaning Dan would move last, helping him to react even more effectively.



ROUND 2: BOSS FIGHT!

The start of the round saw the crew of Dan's Wagon managing to douse the fire before it caused any damage. Simon won the initiative again and wasted no time in drifting with his Wagon (enabling him to skid and deftly avoid a scrap pile) in order to crash into Dan's Boss Nob, skewering the poor Warbiker on his Kustom Boosta-blasta's spiked ram. Matt's Wagon rammed Simon's in turn, causing one point of damage apiece, all the while dropping a squig mine to prevent Jonathan's Shokkjump Dragsta from shunting him in the rear. The most dramatic manoeuvre of the turn went to Jonathan, who used a snazzy gubbinz to avoid a scrap pile and careen down the length of the battlefield with his Warbiker (he even passed his drivin' test to avoid it spinning afterwards!).

"We really are the least tactical players, with all the cunning of a squig and the hygiene of an Ork!"

– Dan (Speak for yourself! – Ed)

The Shootin' phase began with one of Dan's Warbikes being set aflame by the exhaust burna of Simon's Wagon. Matt's Boss Nob was riddled with gunfire from Simon's Boss Nob, and though the hardy Ork survived (albeit only just!), he was finished off moments later by Jonathan's Boss Nob. Simon's and Dan's Wagons suffered one point of damage apiece from the Warbikes of Matt and Jonathan respectively, but the other vehicles survived the phase unscathed. The Wagon crews of Simon and Matt clashed in the Fightin' phase, but no damage was caused.



Before the Kustom Boosta-blasta can extricate itself from the smouldering wreckage of the Goffs' Boss Warbiker, it is T-boned by the Rukkatrukk Squigbuggy.



The Snakebites Boss Nob deftly avoids being run over by the Shokkjump Dragsta, only to be gunned down by rival Boss Nobs moments later. He knew the risks…



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JG: Driftin' is a handy way of getting out of a tight spot or pulling off an unexpected manoeuvre when your opponents least expect it. Driftin' allows you to place your first gubbinz at a 45° angle from the front of the vehicle, enabling you to make a sharp turn and skid off in a different direction. Your vehicles can pull off a drift without risk, but if you have to take a drivin' test at the end of your move (as a result of using speshul or snazzy gubbinz, for example), you receive a penalty to the roll, as it's trickier to pull off after driftin'.

BATTLE REPORT

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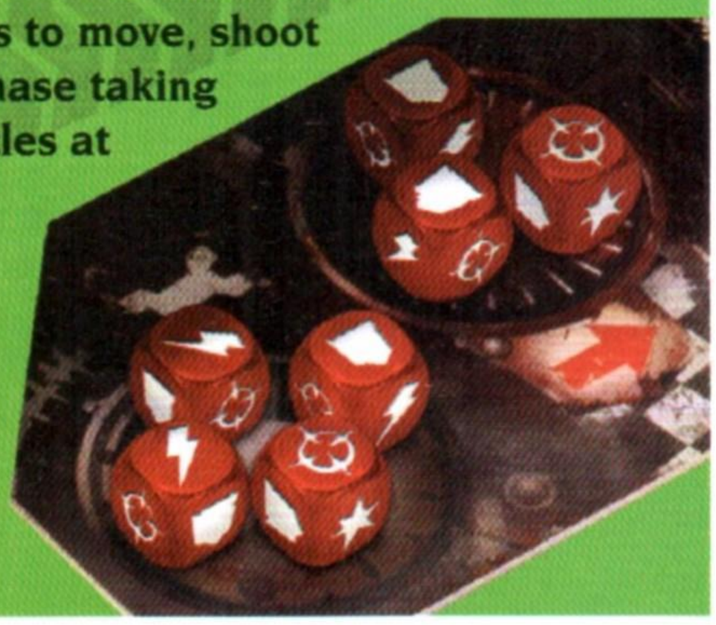
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BATTLE REPORT

ROUND 3: RAMMIN' SPEED!

Dan was once again successful in extinguishing the flames on one of his vehicles, preventing any further damage. Matt committed a full half of his Speed Freeks dice into kunnin' and was rewarded with the initiative in this round. The aggressive tendencies of the players combined with the close proximity of their models saw plenty of ramming in the Speedin' phase. Matt's Rukkatrukk Squigbuggy took a hefty two points of damage after it reversed around and crushed Jonathan's Warbike. Dan's Wagon rammed another of Jonathan's bikes, damaging it but causing his Deffkilla Wartrike to catch fire once again. The Kustom Boosta-blasta drifted to skid round and crash into the Rukkatrukk Squigbuggy, inflicting one point of damage, but suffering one in return from running over the squig mine Matt's Wagon dropped in the last round. The final move saw Dan's Warbiker crash into Simon's Boss Nob, causing one point of damage though wrecking his own vehicle in the act.

"Waaagh!"

– Matt, Simon, Dan and Jonathan

Jonathan bore the brunt of the shootin' in this round. Dan spilled first blood when the crew of the Deffkilla Wartrike blasted apart Jonathan's Boss Nob with their twin boomstikks. A gout of exhaust flame from Simon's Kustom Boosta-blasta set Jonathan's Shokkjump Dragsta alight before Dan inflicted one point of damage on it with a Warbiker. Jonathan's last Warbiker was them perforated by Simon's Boss Nob, who inflicted no less than four points of damage!



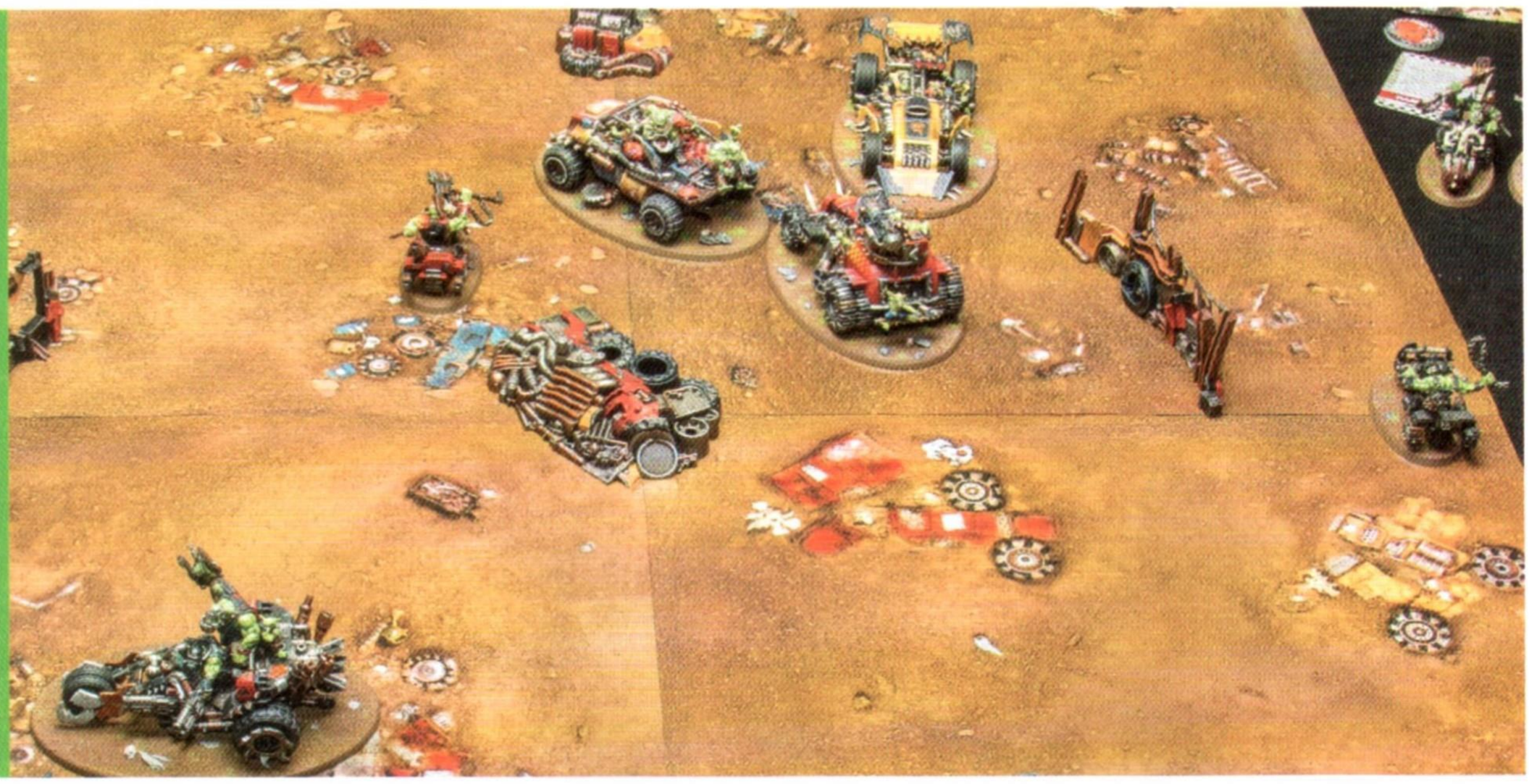
After performing a three-point turn, the Rukkatrukk Squigbuggy smashes into a Bad Moons Warbiker and crushes him. He also knew the risks…



The Kustom Boosta-blasta pulls off a driftin' skid to ram the Rukkatrukk Squigbuggy, but the Skokkjump Dragsta holds back from causing a potential three-way pile-up.

MEKBOSS JIM SEZ…

JG: Ramming rival vehicles is not without its risks (as you might expect!), as armour offers no protection against any damage suffered. The trick is to try and avoid head-on collisions – they're the most mutually destructive – and pick on more vulnerable targets such as Warbikes (but bear in mind that Boss Nobs have an extra hit point) or badly damaged Wagons. If you can destroy a vehicle when you ram it, not only does it help justify any damage you suffer in the act, but it'll clear a path to drive through in the next round!



ROUND 4: THE FIRES OF WAAAGH!

Fire made its presence felt this round from the very start. First of all, Simon's Boss Nob suffered one point of damage after failing to put out his Warbike's fire, though Jonathan avoided a similar fate by dousing his Wagon's flames. Matt won the initiative for a second time, turning his Rukkatrukk Squigbuggy – his only remaining vehicle – to face his rivals head-on. Dan pulled off a bold manoeuvre with his first snazzy gubbinz, but failed the ensuing drivin' test for his Deffkilla Wartrike, which spun out and hit a nearby scrap pile. Simon's Kustom Boosta-blasta fared little better, stalling in its tracks. After rolling the maximum of five speedin' dice for his Shokkjump Dragsta, Jonathan took the opportunity to show off in true Bad Moons style. As he had rolled a (⚡) on at least two of his dice, he was able to use his vehicle's shokk jump supercharger to teleport up to 12", effectively leap-frogging and turning to face Simon's Wagon!

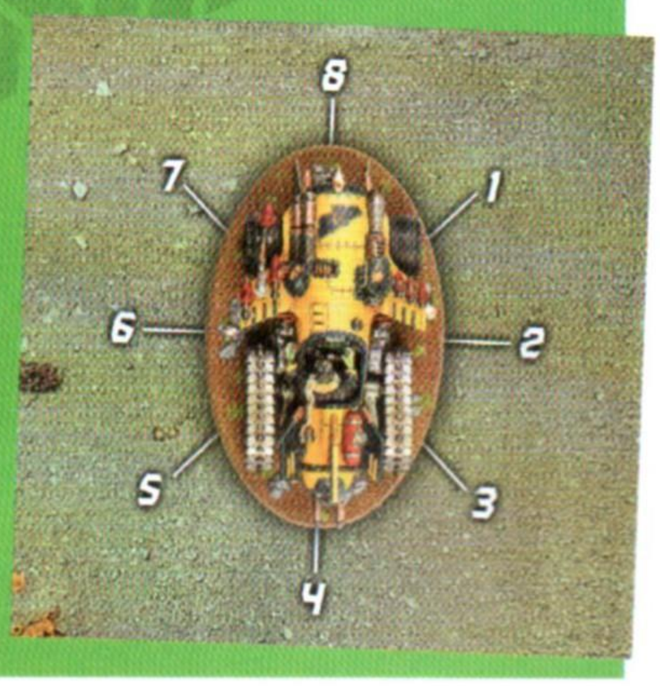
> **"Consider that the funeral pyre of your Speedmob, Dan!"**
>
> **– Simon**

Matt began the Shootin' phase by pelting the Deffkilla Wartrike with his Wagon's bile squigs, inflicting four damage and destroying it. A fiery broadside from the exhaust burnas of Simon's Wagon incinerated Dan's last Warbiker and wiped out his Speedmob, even as its turret-mounted rivet kannon turned to inflict two damage on the Shokkjump Dragsta behind it. Jonathan scored a direct hit with his kustom shokk rifle in return, but it was turned aside by the Wagon's armour.

DRIVIN' SKOOL – STALLIN' AND SPINNIN' OUT

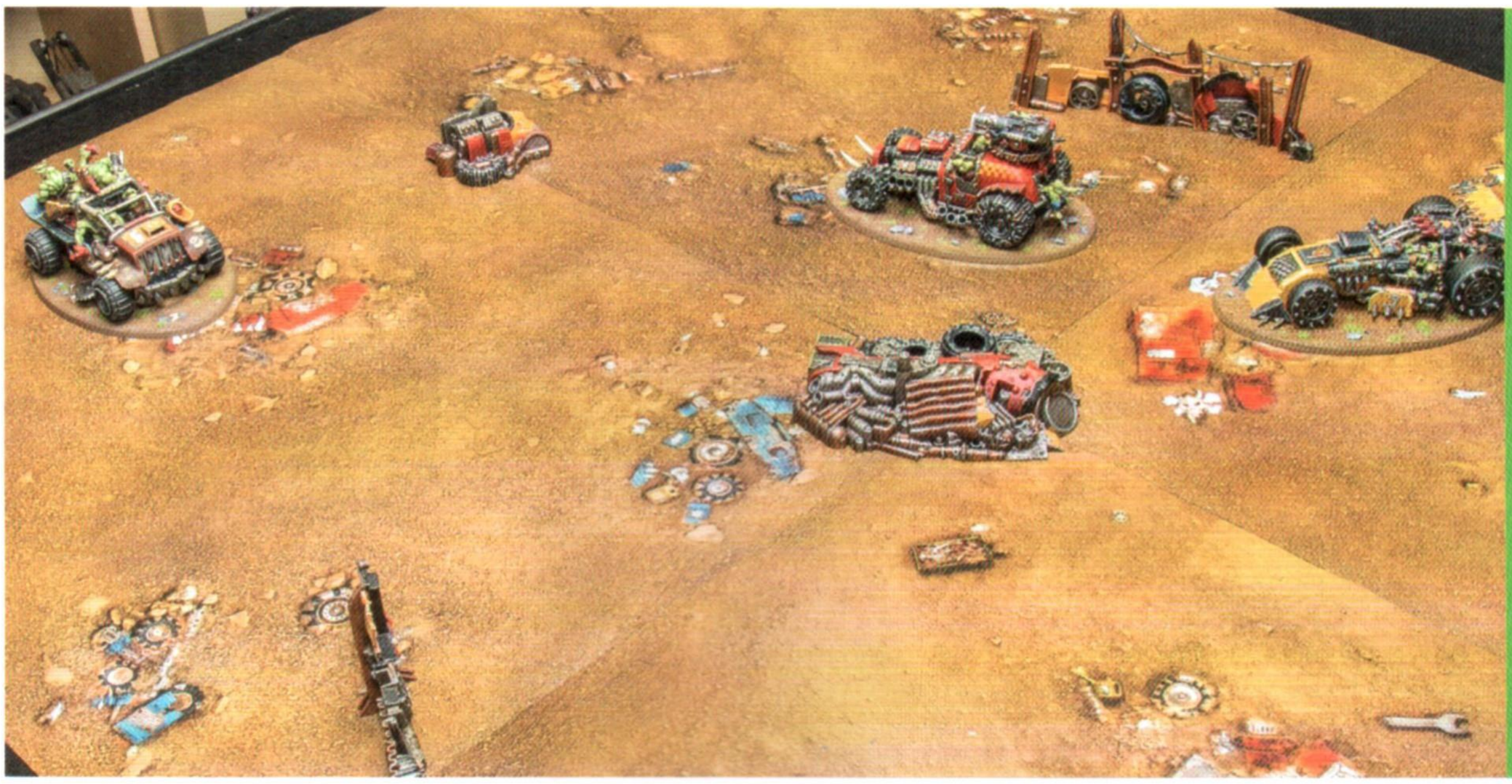
In the heat of a rukk, Orks can sometimes get a bit carried away, driving a little too recklessly or otherwise losing control of their vehicle. If a player rolls only (★) on a vehicle's speedin' dice, it generates no speedin' points in that phase. This means that the vehicle cannot be moved in any way as the driver has stalled the engine.

After a vehicle completes a move that included any speshul or snazzy gubbinz, the controlling player must make a drivin' test (which is modified by the level of gubbinz used as well as driftin' or certain damage cards such as Driver Wounded). If the test is failed, the vehicle spins out and faces a random direction.





The Rukkatrukk Squigbuggy and Deffkilla Wartrike face off against one another across the battlefield. A game of chicken-squig is all but inevitable.



MEKBOSS JIM SEZ...

JG: It's easy to get disheartened if your Speedmob suffers heavy casualties. However, the game has a balancing factor that ensures you always have a chance of victory. Your pool of Speed Freeks dice never diminishes, so the fewer vehicles you have, the more dice you can assign to speedin' and shootin'. This means that your remaining vehicle(s) will be able to move faster and fire more guns – or with greater accuracy (once a shootin' dice has been assigned to each weapon on your vehicle, any spare dice act as re-rolls).

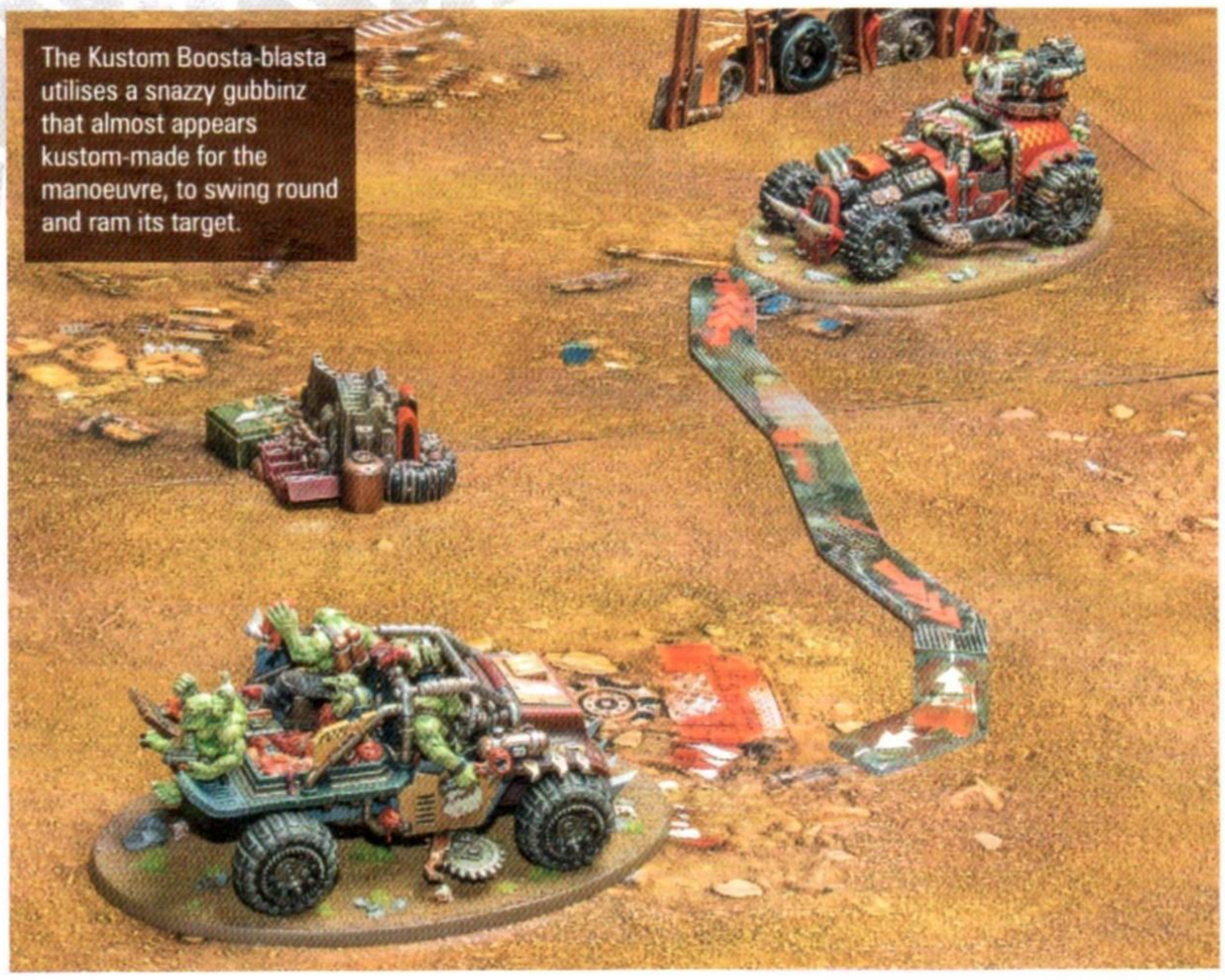
ROUND 5: ALL OR NOTHIN'

Simon won the initiative in the last round with a single kunnin' dice, thwarting Matt's attempt to do so with his five! He knew that Matt's Speedmob was currently in the lead, so decided to try and eliminate the competition directly. In a desperate gambit, he used a snazzy gubbinz with his Kustom Boosta-blasta to swing around and collide headlong into Matt's Wagon. However, the end result didn't quite match the dramatic run-up, as both vehicles emerged unscathed with the exception of Matt's driver being wounded. Jonathan's last vehicle raced towards the clashing Wagons, lining up his kustom shokk rifle for a kill shot. But before the Shokkjump Dragsta could take aim, Simon recklessly rammed it with his remaining Warbiker, using a speshul gubbinz to do so, but only succeeded in smashing his Warbike's guns and then spinning out to leave it a sitting duck in front of Jonathan's Wagon, and well within melee range...

"I shouldn't have done that, but it's what an Ork would do!"

- Simon

Simon still had a chance to finish off Matt's Wagon in the Shootin' phase, so let rip with all the guns at his disposal. To his dismay, the Rukkatrukk Squigbuggy weathered the storm admirably, though it did suffer a point of damage when the front fell off! Jonathan's Shokkjump Dragsta unleashed a deadly beam with its kustom shokk rifle, blasting all but one hit point from Simon's Wagon. Never one to miss an opportunity, Matt delivered the finishing blow to secure victory.



The Kustom Boosta-blasta utilises a snazzy gubbinz that almost appears kustom-made for the manoeuvre, to swing round and ram its target.



An underwhelming ram and volley from the Kustom Boosta-blasta fails to destroy the Rukkatrukk Squigbuggy. It is blasted apart in return.

MEKBOSS JIM SEZ...

JG: All of the vehicles in Speed Freeks have datacards that detail the direction that their various weapons can fire in. Some have turret-mounted weapons that can be fired in any direction, while others can only target models in a certain arc. It's always worth bearing in mind which directions your vehicle can fire in when moving it, as the last thing you want to do is move out of range or line of sight. Also be aware of which vehicles your rivals have not yet moved, or you may find your target of choice speeding away from danger!



Though the Shokkjump Dragsta failed to finish off the Kustom Boosta-blasta, its crew took out their frustration by killing the last Evil Sunz Warbiker in melee. Risks? Yep, he knew 'em.



With two confirmed Wagon kills, the undisputed winner of da Grand Smash was Matt's Snakebites Speedmob. Waaagh!

GETTIN' KRUMPED

Each time a vehicle suffers a point of damage, the controlling player draws a damage card from the deck. The cards are divided between Krunncchh! cards, which cause the vehicle to lose one hit point as a result of the damage, to critical damage cards, such as Driver Wounded or Burnin'! Some critical damage cards can also cause a vehicle to lose a hit point, but always have other, often permanent effects that reduce the vehicle's efficiency.



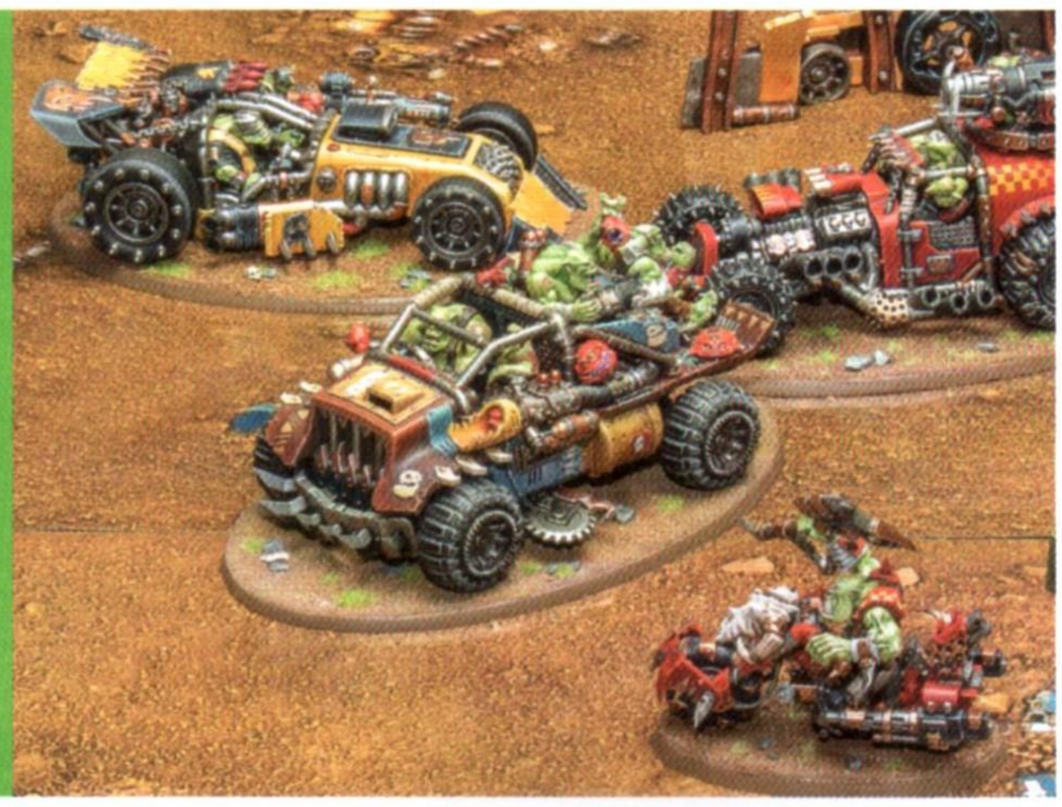


DA BEST OF DA BUNCH

After the smoke had finally cleared, the players took stock of events. Da Grand Clash had certainly lived up to its destructive reputation – both Simon and Dan had lost their entire Speedmobs, while Matt and Jonathan were left with one badly damaged Wagon apiece! In the end, Matt's tally of two Wagons and a Warbike left him the clear winner on seven points; Jonathan and Simon shared second spot (having each destroyed three Warbikes), while Dan had only taken out two before his Speedmob was eliminated.

MEKBOSS JIM SEZ...

JG: Matt reacted well to the loss of his Warbikers early on, using the additional Speed Freeks dice that were freed up to secure the initiative when he needed to as well as keeping on the front foot with speed and firepower. Even though he had a choice of harder-hitting squigs to fire, he made good use of multi-shot bile squigs to strip hit points from his targets instead.



"...guns are no match for a good old-fashioned squig!"

- Matt

"That was a close-run victory in the end," says Matt, "but it just goes to show that guns are no match for a good old-fashioned squig! Losing all of my Warbikers early in the game worked in my favour in the end. I was able to dedicate a lot of my Speed Freeks dice to shootin', giving me plenty of re-rolls and the ability to maintain a steady rate of damage on my targets." **SG**

CLASSIC 2018

Throughout the year, Games Workshop hosts Golden Demon painting competitions, where hobbyists from all over the world showcase their finest works. This month, we feature the Diorama and The Lord of the Rings™ categories from Golden Demon: Classic 2018.

GOLDEN DEMON

Golden Demon painting competitions are held throughout the year at various Games Workshop events. Most events focus on one main setting, such as Warhammer 40,000 or Warhammer Age of Sigmar, while Golden Demon: Classic includes 15 different categories, ranging from squads, vehicles and monsters to heroes and dioramas. You can find out more about upcoming Golden Demons at:

warhammer-community.com

EYES OF THE GOLDEN DEMON

The Golden Demon events are judged by a team of experts who cast their all-seeing eyes over every entry. They are tasked with selecting which entries deserve a finalist's pin badge and ranking the top three in each category for the gold, silver and bronze trophies. The judges also pick an overall winner to earn the coveted Slayer Sword! The four judges for Golden Demon: Classic were James Anderson, Joe Tomaszewski, David Waeselynck and head judge Max Faleij.



WHAT THE JUDGES SAID

"The composition of Michael's diorama is excellent," says Joe Tomaszewski. "He has managed to capture a really strong sense of what it means to inhabit the Mortal Realms. It feels like a cut-out from the Age of Sigmar. The best dioramas draw from real life – even though they may be fantastical in nature, they are still grounded in reality, and Michael's piece is a classic example of this. He made good use of the scenery which, when combined with the posing and positioning of the models, helps tell the story."

GOLD, WARHAMMER FEST 2018, DIORAMA/BATTLE SCENE

THE LICHE ROAD BY MICHAEL ANDERSON

BACK FROM THE DEAD?

It has been a number of years since Michael Anderson last entered Golden Demon, but this year saw him make a triumphant return, earning a gold trophy for this stunning diorama.

White Dwarf: Congratulations on your victory, Michael! You've been absent from Golden Demon for a few years now, so what made you choose the diorama category to make your comeback?

> **"My diorama was actually inspired by a visit to Wistman's Wood in Dartmoor..."**

Michael Anderson: It was all about challenging myself, really. I actually had no idea what to expect, as I had only entered the open competition in the past whilst working in the design studio. But even with 21 awards under my belt from previous Golden Demon competitions, I was very nervous on the day as the standard of the other entries was incredibly high. I promised myself that I would be delighted if I placed, but not to get my hopes up too much, so I was in complete shock when I won the gold – my first non-open competition gold in almost 17 years (now I feel so old!).

WD: What gave you the idea for the setting of the scene? Was there a specific narrative you had in mind when designing it?

MA: My diorama was actually inspired by a visit to Wistman's Wood in Dartmoor – a supposedly haunted dwarf oak woodland, full of twisted old trees, huge moss-covered boulders and dark caves. As soon as I arrived and started exploring I knew I had to recreate it in miniature as it had a distinctly Warhammer feel to it.

The story I wanted to tell was that of a messenger making his way across the realm but stumbling into a very 'restless' woodland, the domain of a liche. I pictured a floating apparition gliding silently towards the messenger, animating the bones of the long dead as he passed.

WD: What inspired the colour palette you used on the models in the diorama?

MA: Nature was the biggest inspiration for the palette. I went with light mottled robes for the liche – like a mouldy shroud, damp and stained. I kept the bones of the skeletons bright and clean so they stood out against the base. I chose a red coat for the messenger to contrast with the greens on the rest of the diorama.

COMPOSITION IS KING

The composition of a diorama or even a single miniature is often a key ingredient to creating a striking masterpiece, as David Waeselynck explains:

"It's important to understand the story of a scene straight away, and composition is an essential part of this – even in a busy scene there has to be a focus to draw in the viewer. If you were to imagine sifting through a selection of photos, the ones that stand out are those that tell the best story. That is what a quality diorama or display base should try to capture."



ILL MET BY TORCHLIGHT



1



2



3

Composition was a key factor in Michael's success. He wanted to ensure that the liche was the main focal point of the display, so placed him in a prominent position atop the hillock **(1)**. However, the messenger **(2)** was an equally important part of the diorama's narrative, so Michael made clever use of the other models to ensure the viewer's gaze would also be drawn towards him – the liche and skeletons **(3)** are all focussed on the messenger which, when combined with the more vibrant colours of his uniform, naturally help to draw the eye.

Another consideration that Michael took into account was to ensure that the models didn't block one another from sight, and applied this principle both to the viewer's perspective and the messenger's. Similarly, Michael made sure that the messengers' face was visible and not showing his back to the viewer.

GOLDEN DEMON

THE REIKLAND REAVERS

Pablo Lopez Jimeno travelled over from Spain to enter Golden Demon and was rewarded with a silver for this action-packed piece. "I love Blood Bowl and making dioramas, so it was just a matter of time before I made something like this," says Pablo. "I used an odd number of models, as I think it helps to create a more dynamic composition. When viewed from the front, the posing of the models forms a triangle, which helps give the scene structure. They are also all positioned in a way so that they are visible from the front (even the poor orc on the floor!)."

"I used an odd number of models, as I think it helps to create a more dynamic composition."

WHAT THE JUDGES SAID

"To my mind, Pablo's entry is the absolute epitome of what a diorama should be," says David Waeselynck. "Not only was his paintwork top quality, but all of the miniatures in the scene interact really well with each other to tell the story of that exact moment. There is a real sense of motion to the scene. You can almost picture it being the main photo that is splashed across the back page of Spike! Magazine."



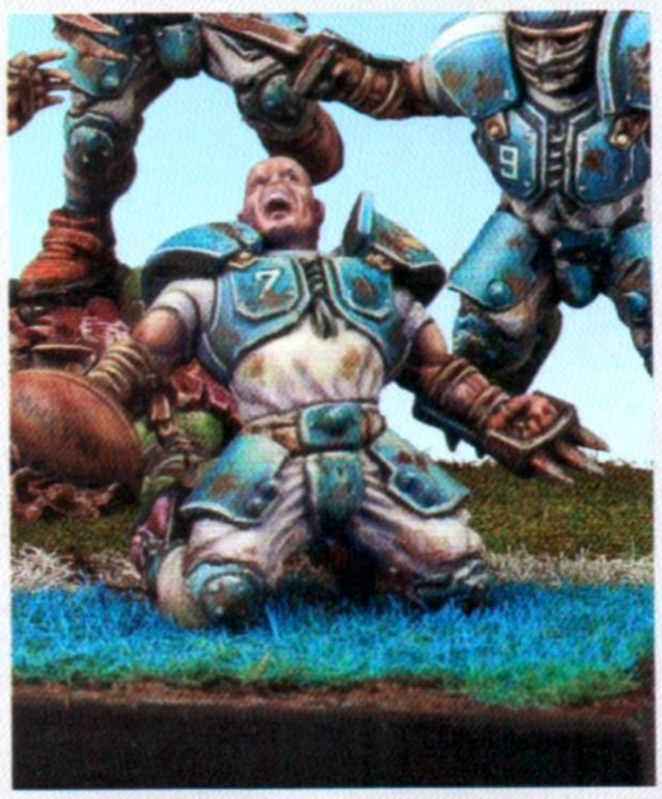
SILVER, WARHAMMER FEST 2018, DIORAMA/BATTLE SCENE

TOUCHDOWN! BY PABLO LOPEZ JIMENO

NO GUTS, NO GLORY!

Pablo chose to feature humans and orcs in his diorama as they are the most iconic teams (and none more so than the legendary Reikland Reavers!).

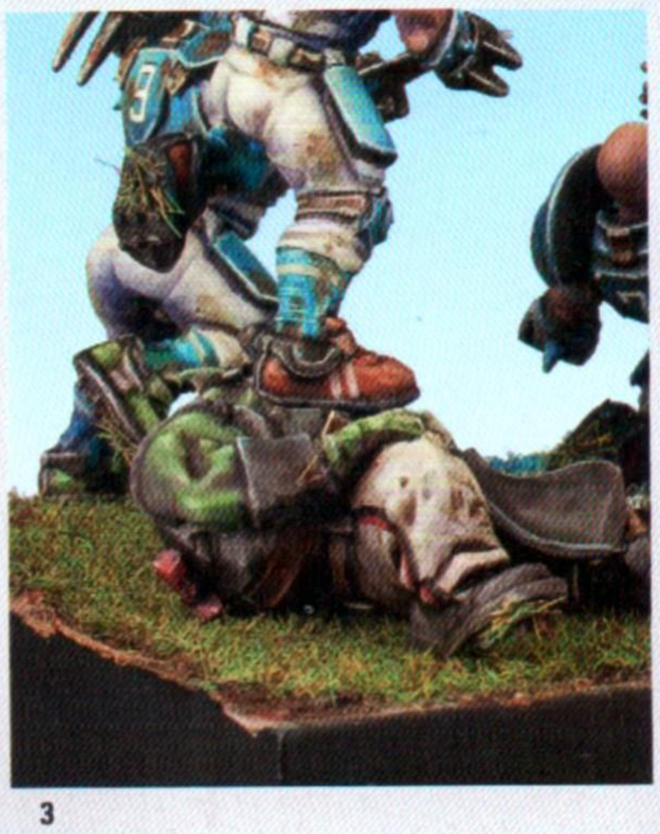
All of the models have a role in the scene: the main focus is the touchdown-scorer with the ball **(1)**, who is followed by three support runners **(2)**. The injured orc **(3)** is a visual reminder that the touchdown was hard-fought (while elevating the rear player who forms the triangle's apex).



1



2



3

HERE BE TROLLS

Adam Skinner created this huge diorama to tell a story he'd had in his head for a number of years, ever since a discussion with some friends. "I started out by sketching the idea on A3 paper so I could visualise it from every angle," says Adam. "I have always loved the character of the classic Citadel range and wanted to use the old Empire baggage train in the diorama. The other parts were made from spares I found in my bits box. The troggoths came about when I had the idea of the cave and water in the corner and thought they would fit the theme."

NATURAL (COLOUR) SELECTION

Adam chose classic colour schemes for his troggoths. He painted the Hag – a giant fellwater troggoth – in muted greens for a more natural look. However, Adam painted the Throgg model **(1)** in the colours of a rockgut troggoth as he wanted it to stand out from the grey and green of the diorama, complemented by blue and red spot colours. The other models were mainly painted in natural linen and leather clothing with blues, reds and greens to tie them in with the troggoths.



1

WHAT THE JUDGES SAID

"This is a really ambitious piece," says Joe. "It's gutsy to take on such a large project for what is ultimately a painting competition, as everything still needs to be painted to the highest quality. But it's another excellent example of a display that really tells a story, and is very grounded in the reality of life in the Mortal Realms – encountering dangers such as a troll cave on a journey through the mountains would be a very real threat."

"I started out by sketching the idea on A3 paper so I could visualise it from every angle."



BRONZE, WARHAMMER FEST 2018, DIORAMA/BATTLE SCENE

TROGGOTH CAVE BY ADAM SKINNER

GOLDEN DEMON



GOLD, WARHAMMER FEST 2018, THE LORD OF THE RINGS AND THE HOBBIT

MASTER OF LAKE-TOWN BY ALESSANDRO MARINONE

A SNAP-SHOT OF LIFE IN LAKE-TOWN

Alessandro Marinone earned his third gold trophy to date with this picturesque diorama set in Lake-town before the coming of Smaug. "I'd never tried entering this category before," says Alessandro. "In the end I decided to give it a go as I really love the models and their smaller scale would be a nice challenge to paint. I chose the Master of Lake-town because I didn't want to paint the classic beautiful, strong and epic hero – I wanted an ugly and infamous character instead! The Lake-town House kit was perfect for framing the miniature, as it really helped to set the scene and also suited the pose of the miniature itself. I wanted to make sure that the scene wasn't too cluttered as it would detract from the model."

> **"I wanted to make sure that the scene wasn't too cluttered as it would detract from the model."**

WHAT THE JUDGES SAID

"This was one of my favourite entries of the day," says David. "Everything is of the highest quality, from the imagination and presentation to the finish itself. The terrain frames the Master of Lake-town really well without feeling overly cluttered – a common mistake, as it's very easy to get carried away with additional details, compromising the focus of the finished piece. The use of only two colour groups on the water and Lake-town house – brown and blue-grey – helps the vibrancy of the Master's outfit stand out and naturally draws the attention of the viewer to it as the main focal point. This is made even better by the amazing paintwork on the Master himself."

ESGAROTH UPON THE LONG LAKE

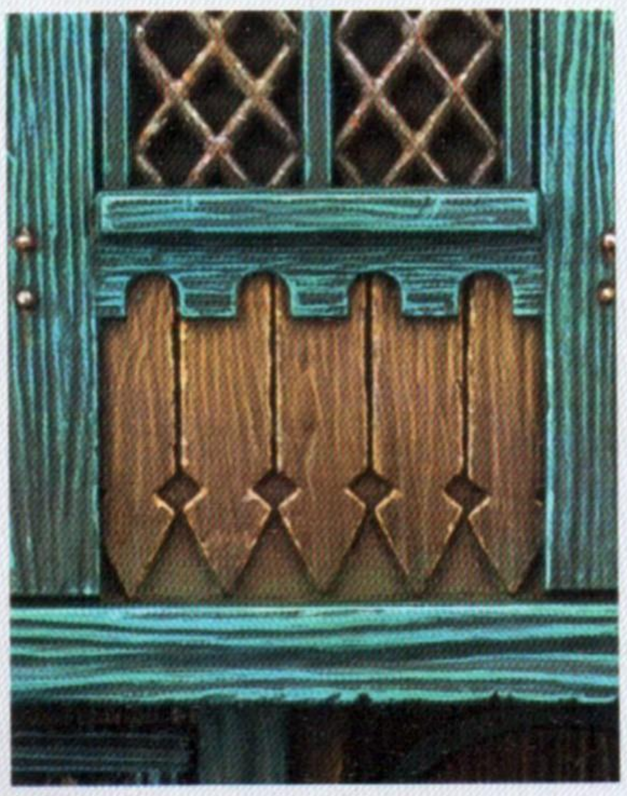
Alessandro painted the Master's clothing in traditional yellow and purple as he liked the colour contrast **(1)**. The wood of the building and other peripheral details **(2 and 3)** are not highlighted as starkly as the Master of Lake-town is – as the focal point of the scene, it was important for him to stand out. However, Alessandro subtly blended the purple of the Master's robes with the turquoise of the building to achieve a sympathetic palette.



1



2



3



THE YOUNG HEIR OF DALE

If you thought Pablo travelled a long way to enter Golden Demon, Qianwei Shi had to catch an 11-hour flight all the way from China! "I really enjoy painting tiny details on miniatures," says Qianwei, "and that is the reason I chose Bain. When I saw the miniature for the first time, I couldn't believe how accurate it was to the character in the movies. The model also featured plenty of opportunities for me to add fine details – especially on his coat – so it was an enjoyable challenge to paint. In every project, I always seek a way to balance the details on the model with the atmosphere of the setting. In this case, I used more greyish greens and blues as well as dried plants and clumps of Valhallan Blizzard to recreate the cold, wintery feel of Dale."

"...I always seek a way to balance the details on the model with the atmosphere of the setting."

WHAT THE JUDGES SAID

"Qianwei managed to achieve a lot with his entry despite its small scale," says Joe. "His colour choices work really well together and he has been able to introduce a lot of nice textures to the model. The finesse of the painting is well handled and the miniature's face has been brilliantly finished and looks incredibly realistic.

"The base also complements the model nicely, providing the image of winter and desolation (*left in the wake of a certain dragon! – Ed*), but does so without it feeling too cluttered. It is a striking piece, and you are left in no doubt that the scene is set amid the snowy ruins of Dale."

SILVER, WARHAMMER FEST 2018, THE LORD OF THE RINGS AND THE HOBBIT

BAIN, SON OF BARD BY QIANWEI SHI



FELL SERVANT OF SAURON

This entry won one of Gareth's four trophies on the day for the exquisite way in which he captures the light reflecting off its armour. "I normally like to paint Elves for this category, but this year I decided to do something a bit different and paint one of the Nazgûl of Dol Guldur," says Gareth. "The Nazgûl are very simple miniatures since they basically consist of only two elements: armour and a black robe. The idea I conceived was to paint the miniature using a limited colour palette consisting of cold green highlights on the armour (reminiscent of the lighting in the scenes around Minas Morgul), with contrasting warm reflections from a far off fire. To add texture to the black robes, I highlighted them using lots of fine horizontal brush strokes."

"To add texture to the black robes, I highlighted them using lots of fine horizontal brush strokes."

WHAT THE JUDGES SAID

"Ringwraiths are some of the quickest models to paint," says Joe, "as they consist entirely of dark robes and armour. But it is this simplicity of detail that also makes them among the hardest models to paint to a level that truly sets them apart.

"Gareth's Nazgûl is an excellent example of a model that is modestly understated. It nonetheless features some of his trademark nonmetallic metal paintwork, which is always of the highest calibre. He complements this to great effect by adding texture to its robes with some carefully applied stippled highlights. Its simple base also keeps the focus on the model."

BRONZE, WARHAMMER FEST 2018, THE LORD OF THE RINGS AND THE HOBBIT

NAZGÛL BY GARETH NICHOLAS

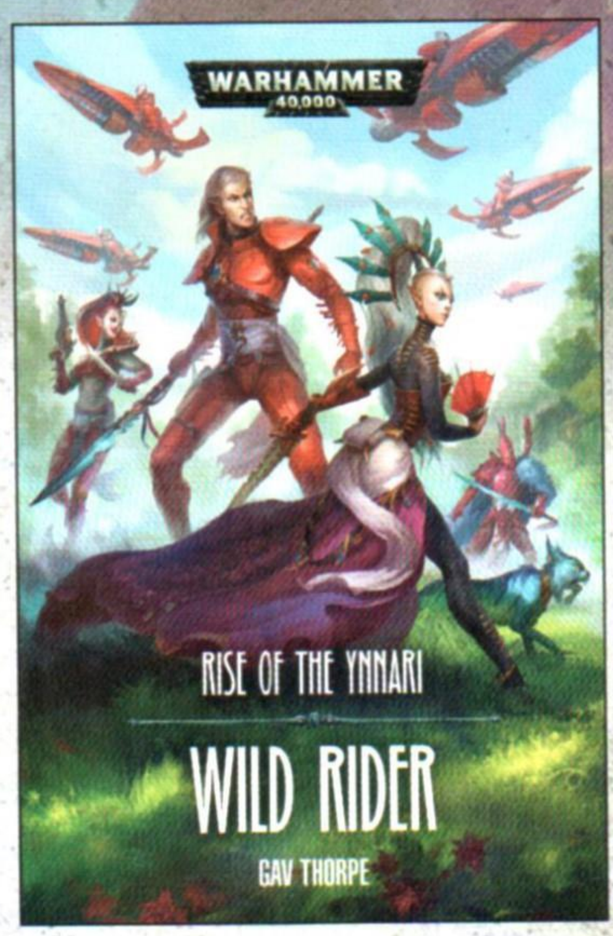
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Nagash is the father of necromancy. Even as his enemies are torn apart, they rise again, slaughtering those they fought beside mere moments earlier. Such is the will of Nagash, and such is the fate he desires for all living things. This intricately designed and crafted journal praises the Supreme Lord of the Undead, making it the perfect accessory for fans of Nagash within Warhammer Age of Sigmar.

Hardcover A5 Ruled Journal
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192 pages



RISE OF THE YNNARI: WILD RIDER

BY GAV THORPE

The Wild Riders of craftworld Saim-Hann have awoken an ancient evil: the necrons. Now they must ally with Yvraine and her Ynnari to stem the tide of undying metal constructs – but what are the Herald of Ynnead's true motives?

HARDBACK | EBOOK

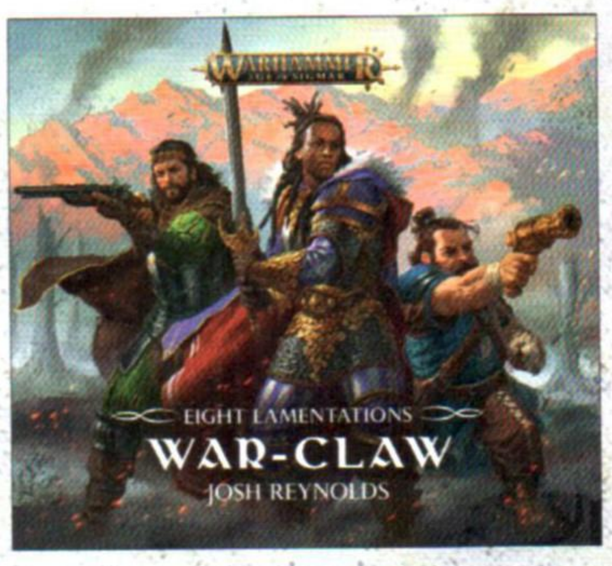


HALLOWED KNIGHTS: BLACK PYRAMID

BY JOSH REYNOLDS

As he spearheads an advance into the Realm of Death, Gardus Steel Soul and his Hallowed Knights are beset by enemies – including the treacherous Mannfred von Carstein, who may hold the key to saving a long lost soul.

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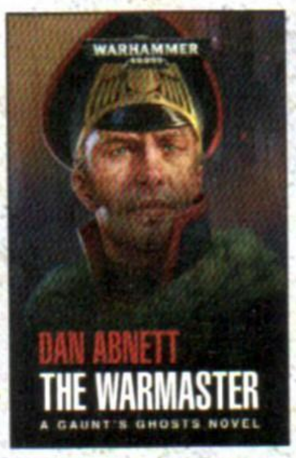
EIGHT LAMENTATIONS: WAR-CLAW

BY JOSH REYNOLDS

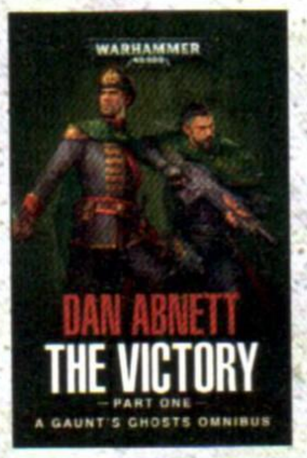
A pair of heroes seek a legendary weapon for the god Grungni – but with enemies on both sides, their quest faces a bloody end.

AUDIO CD | MP3

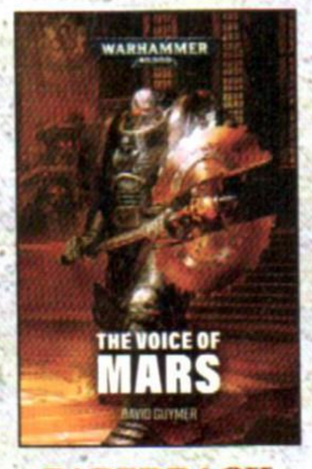
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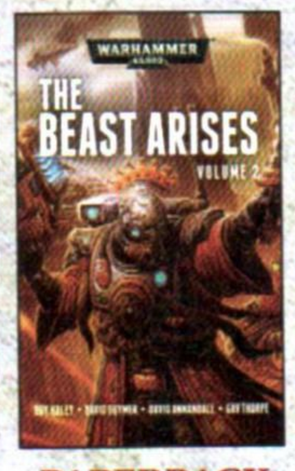
PAPERBACK



PAPERBACK



PAPERBACK



PAPERBACK



BLACKTALON: FIRST MARK

BY ANDY CLARK

As Knight-Zephyros Neave Blacktalon hunts a powerful Tzeentch sorcerer, she suffers terrible visions that suggest her very spirit has been tainted… Will she choose to save herself or complete her vital mission?

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1

THE BLOODIED ROSE
DANIE WARE



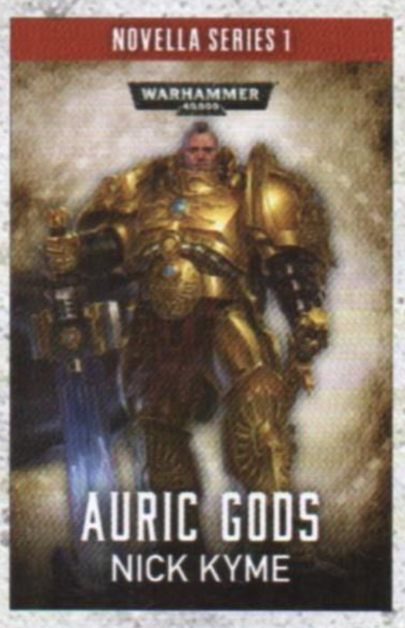


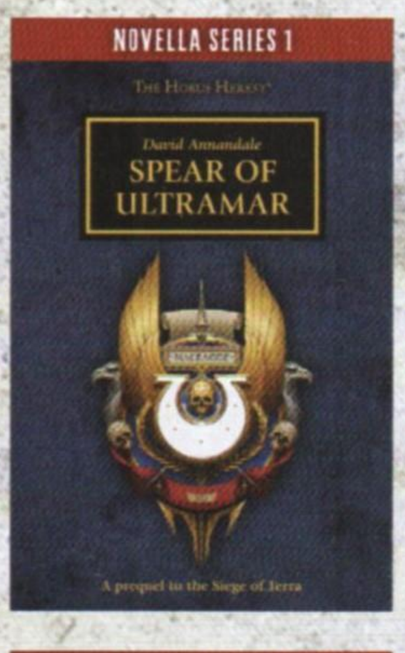
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STEEL DAEMON
IAN ST. MARTIN

3

AURIC GODS
NICK KYME



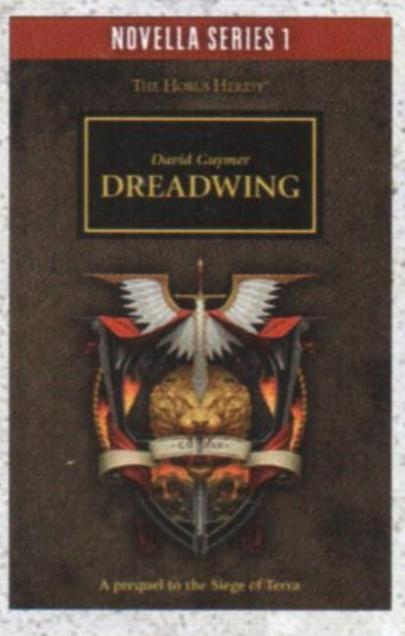


4

SPEAR OF ULTRAMAR
DAVID ANNANDALE

5

DREADWING
DAVID GUYMER





6

WANTED: DEAD
MIKE BROOKS

7

WARQUEEN
DARIUS HINKS



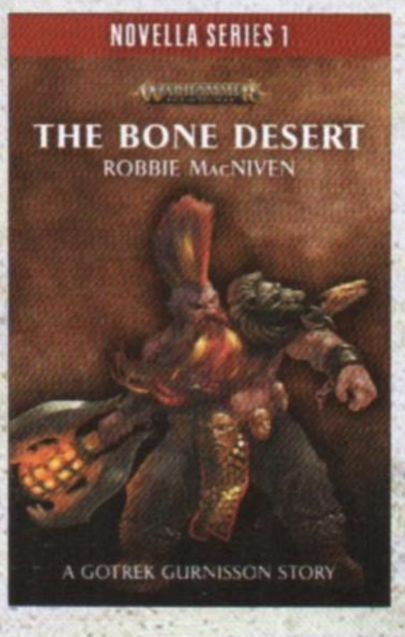


8

THE RED HOURS
EVAN DICKEN

9

THE BONE DESERT
ROBBIE MacNIVEN





10

HEART OF WINTER
NICK HORTH

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STARRING BRIAN BLESSED AS GOTREK

WARHAMMER AGE OF SIGMAR

REALMSLAYER:
A GOTREK GURNISSON SERIES

BY DAVID GUYMER

Spat from the Realm of Chaos after millennia of endless battle, Gotrek Gurnisson returns! Adrift in the shifting landscapes of the Mortal Realms, seeking vengeance for a world long lost, Gotrek finds new companions and enemies alike as he seeks that which will bring him peace: his Rememberer, Felix.

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BATTLE REPORT

DAKKABAD'S BIG SKRAP

Boss Dakkabad of the Bad Moon Clan has heard of the great Speedwaaagh! taking place on the planet of Vigilus. Keen to get in on the action, Dakkabad orders his boyz to their trukks. There's just one problem – there's an army of T'au standing in his way.



Boss Dakkabad sat back in his saddle and picked at his teef with a piece of shrapnel, the onrushing wind blasting sand and bugs into his open gob as he raced across the desert on his wartrike. His ladz had mobbed up pretty sharpish and they were making good progress to the Mek workshop where Gazrog had hoarded his best loot. Gazrog claimed he wasn't a Deathskull (he wore yella an' everyfink to show he was a propa Bad Moon), but Dakkabad had his doubts – that Mek was a hoarder and a thief. Still, his gubbinz might come in handy – they had a long drive to get to the Speedwaaagh! and Gazrog had promised Dakkabad all the gunz, toolz and fuel he could carry. For a fee, of course, but Dakkabad was a rich Ork – he had bukkits of teef lying around.

Dakkabad turned to look over his shoulder at the speedmob racing along behind him. Trukks, buggies, wagons – it was a good turn-out. Some of his richer boyz had paid Gazrog to build them kustom buggies and the Mek had quickly set to work with his blowtorch. A sleek dragsta roared along next to Dakkabad's wartrike, a whirling blade attached to its front axle, while behind them what was clearly once a dakkajet now roared along on a pair of brand new trakks. Its pilot sat grinning manically in the cockpit, a piece of cloth tied around his neck flapping in the wind.

A shaft of light reflected off something at the top of a half-destroyed humie building and Dakkabad turned in his saddle to get a better look. There was nothing there that he could see. Or was there…? Dakkabad kicked his driver on the shoulder and bellowed for him to turn towards the ruins. The Ork boy slewed the wartrike around, the rest of Dakkabad's mob following eagerly in their wake. The roar of over-charged engines echoed flatly off the devastated city buildings. If there was a fight to be had, Dakkabad would find it!

++++

Shas'vre H'anto reactivated the stealth field of his Ghostkeel battlesuit and leapt from the roof of the Imperial building, landing silently in the sand below. The Orks had taken the bait. The Kauyon was set – the cleansing could begin.

With six new Ork vehicle kits out this month and a new Ork codex full of juicy rules to pore over, it was pretty much inevitable that the greenskins would make an appearance in this month's Battle Report. Which also meant that our resident Ork fanatic, Dan, would almost certainly be taking part in it, too – he does love his Orks!

One of our main goals was to show off the new vehicles and how they fare in games of Warhammer 40,000. While Dan has a large Ork army, he has yet to get his hands on any of the new buggies, so instead of fielding his regular black-clad Goff Orks, Dan instead made an army from the Studio's Bad Moons collection, which now includes one of each of the new vehicles. It also includes a lot of other vehicles such as Battlewagons, Trukks and Dakkajets and that gave us an idea for a scenario...

AND SO AN IDEA IS FORMED

We thought it would be really cool to create an entirely mechanised Ork army and have it race across the battlefield in an attempt to join the great Speedwaaagh!, perhaps picking up some kind of important loot or wargear along the way before conveying it off the battlefield. This gave us a great excuse to field the new Mekboy Workshop scenery piece, too, using it as a central objective that the Orks must reach before racing off the table and into the sunset.

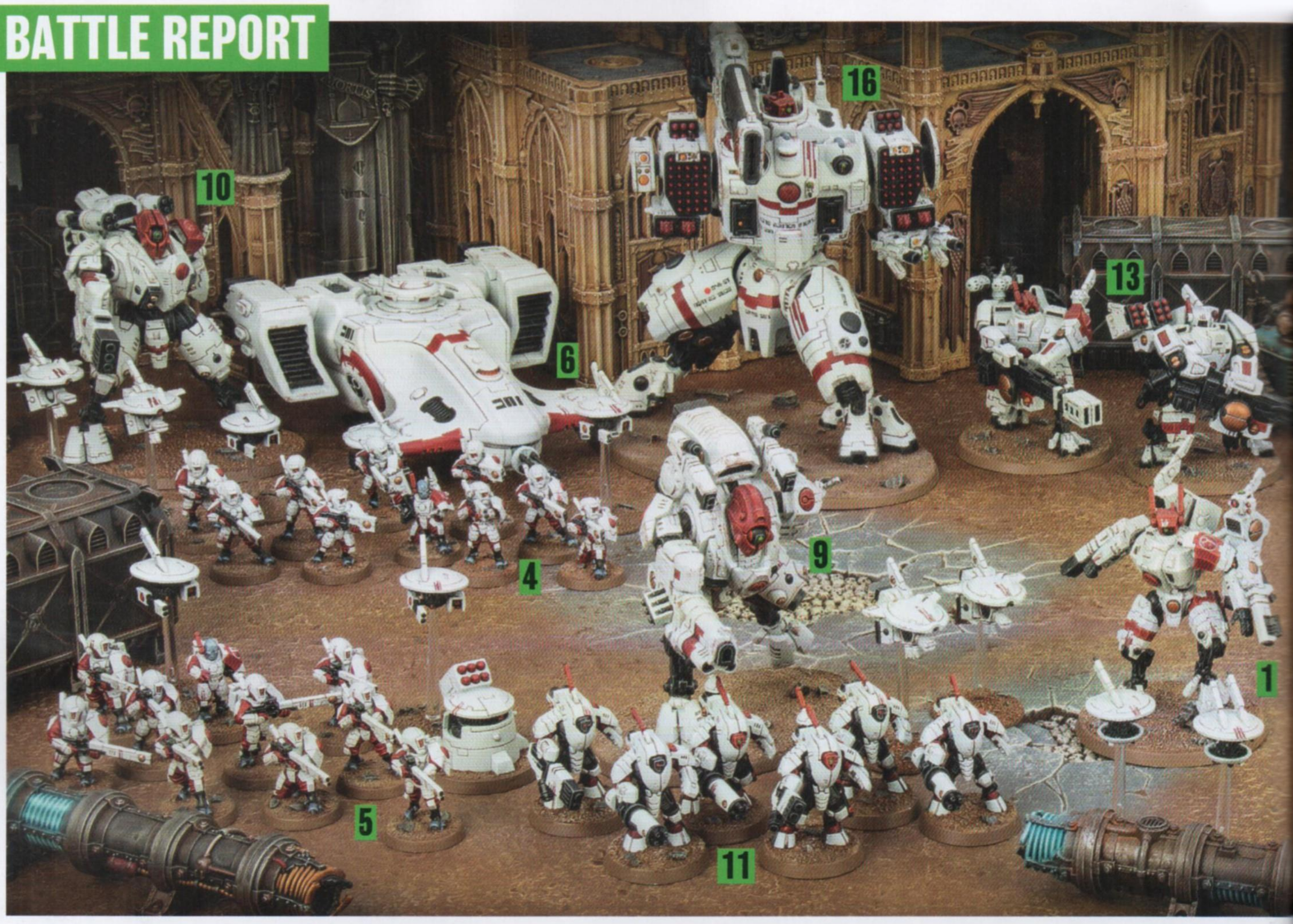
But who would the Orks be fighting? Last time Martyn and Dan fought a Battle Report, Martyn took on the role of Necron Overlord. This time, he put aside his ancient grudges and donned his battlesuit to take command of a T'au Empire force from Vior'la. But how will the T'au newbie (Martyn's only fought against T'au, not with them) fare against our veteran Ork player? Read on...





MARTYN LYON & DAN HARDEN

Last time Martyn and Dan fought in a Battle Report, victory went to Dan (but only just). Has Martyn been coming up with some clever tactics for this re-match?



DAKKABAD'S BAD MOON SPEEDMOB

BATTALION DETACHMENT

HQ

1 – Boss Dakkabad
Deffkilla Wartrike
Shiny Gubbinz: Supa-Cybork Body
Warlord trait: Da Best Armour Teef
Can Buy — **6 power**

2 – Gazrog
Big Mek in Mega Armour — **6 power**

TROOPS

3 – Da Gunboyz
10 Ork Boyz — **4 power**

4 – Skor's Blastaboyz
10 Ork Boyz — **4 power**

5 – Rukka's Hakkas
10 Ork Boyz — **4 power**

6 – Da Loudmoufs
10 Ork Boyz — **4 power**

DEDICATED TRANSPORTS

7,8 and 9 – Da Yella Trukkas
3 Trukks — **9 power**

ELITES

10 – Bogrok's Meganobz
5 Meganobz — **10 power**

11 – Gafang's Killsawz
4 Meganobz — **8 power**

FAST ATTACK

12 – Da Flameface
Kustom Boosta-blasta — **5 power**

13 – Da Flash Drive
Shokkjump Dragsta — **6 power**

14 – Gazrog's Speshul
Boomdakka Snazzwagon — **5 power**

HEAVY SUPPORT

15 – Gafang's Bossride
Battlewagon — **8 power**

16 – Da Face of Mork
Morkanaut — **15 power**

17 – Da Klaw of Gork
Gorkanaut — **15 power**

FLYERS

18 – Skysmasha
Wazbom Blastajet — **8 power**

19 – Bullitspitta
Dakkajet — **7 power**

AUXILIARY DETACHMENTS

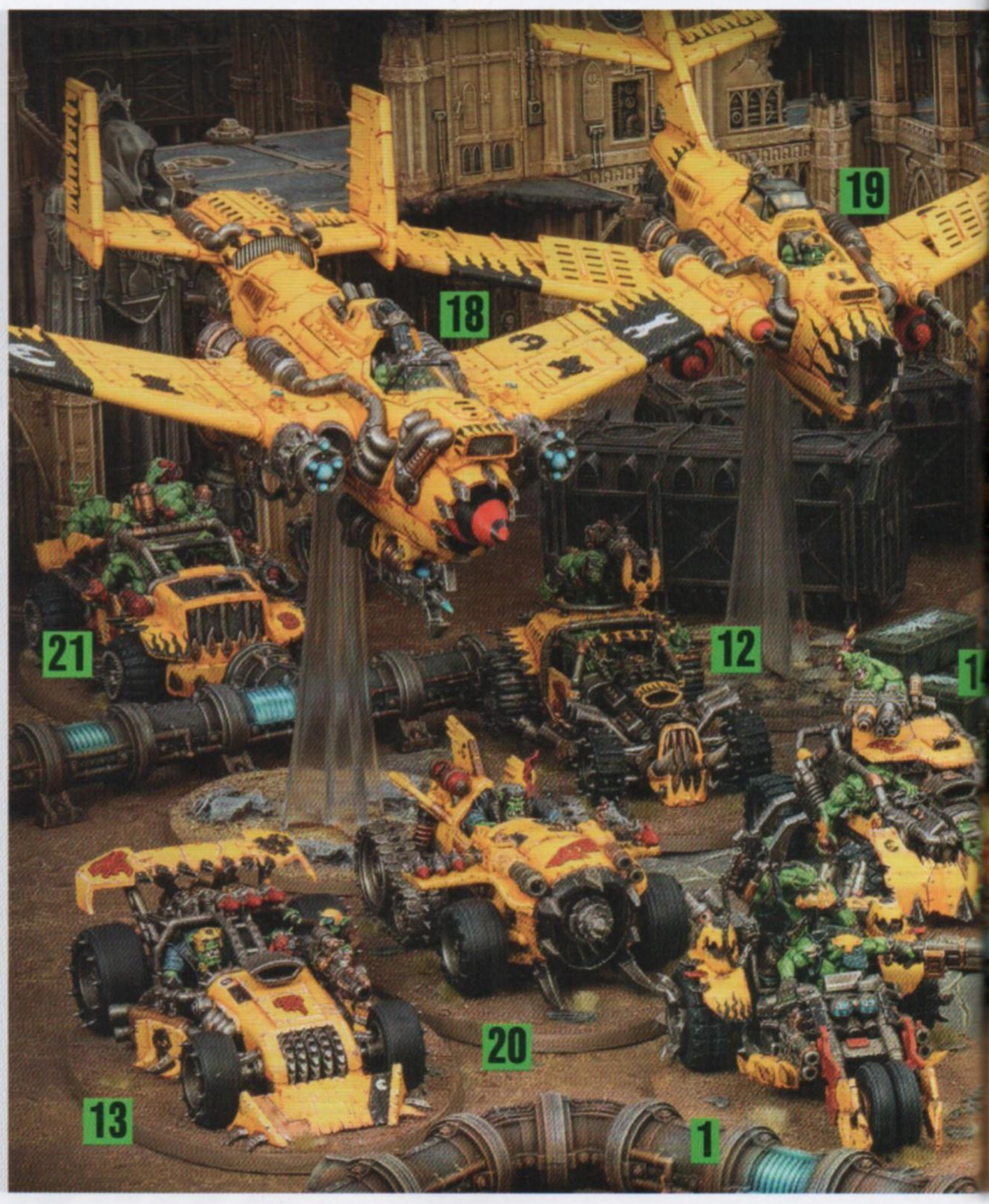
20 – Da Groundhog
Megatrakk Scrapjet — **5 power**

21 – Da Lunchwagon
Rukkatrukk Squigbuggy — **7 power**

22 – Basha's Deff Rolla
Bonebreaka — **9 power**

TOTAL: 145 POWER
CLAN KULTUR: BAD MOONS
COMMAND POINTS: 5

(Note: Dan has fewer Command Points than you'd expect due to the large number of Fast Attack choices in his force. He didn't have enough HQ choices to create an Outrider Detachment, so he had to field them as Auxiliary Detachments instead.)



VIOR'LA HUNTER CADRE

BATTALION DETACHMENT

HQ

1 – Commander Suresight
Commander in XV85 Enforcer Armour
Warlord trait: Academy Luminary
Signature System: Puretide Engram Neurochip
2 Shield Drones **8 power**

2 – Aun'Cho
Ethereal on Hover Drone **3 power**

TROOPS

3 – Breacher Team Fior'ae
10 Fire Warrior Breachers
2 Marker Drones **5 power**

4 – Breacher Team Orin'cho
10 Fire Warrior Breachers
2 Marker Drones **5 power**

5 – Strike Team Cha'qui
10 Fire Warrior Strike Team
2 Marker Drones **5 power**

DEDICATED TRANSPORTS

6 – Auspicious Conveyance
Devilfish **6 power**

ELITES

7 – Crisis Team Moqor'laen
3 Crisis Bodyguards
6 Gun Drones **16 power**

8 – Shas'vre Tio'moto
XV104 Riptide Battlesuit
2 Shielded Missile Drones **16 power**

9 – Shas'vre H'anto
XV95 Ghostkeel Battlesuit **10 power**

10 – Shas'vre Lo'moq
XV95 Ghostkeel Battlesuit **10 power**

11 – Stealth Team Bhar'li
6 XV25 Stealth Suits **12 power**

12 – Shas'ui Da'rae
Firesight Marksman **1 power**

HEAVY SUPPORT

13 – Broadside Deployment Vo'fae
2 XV88 Broadside Battlesuits **14 power**

14 – Judicious Bombardment
TX7 Hammerhead Gunship **9 power**

15 – Drone Team 212
3 MV71 Sniper Drones **3 power**

SUPER-HEAVY AUXILIARY DETACHMENT

LORD OF WAR

16 – Inevitable Onslaught
KV128 Stormsurge **20 power**

TOTAL: 143 POWER
SEPT TENET: VIOR'LA
COMMAND POINTS: 9

(Note: Martyn gained an extra Command Point for his Warlord trait, Academy Luminary. He could also potentially gain Command Points during the game thanks to his chosen Signature System.)

DEPLOYMENT: ONWARD TO DA SPEEDWAAAGH!

SECRET TRUKKS
While coming up with the story for this Battle Report, Martyn and Dan agreed that one Ork vehicle would have to get to the Mekboy Workshop, get a Kustom Job and then zoom off the battlefield for Dan to secure victory. Rather than let any vehicle complete the mission (that would be too easy), Dan picked two vehicles in secret from his army that could benefit from a Kustom Job. Would Martyn find them in time?

Before deploying their armies, Martyn and Dan set up the battlefield between them, arranging the buildings so there was a wide road running diagonally along the centre of the board with just enough space for Ork vehicles and T'au battlesuits to squeeze between the buildings on either side. A great looking battlefield is always important, but you still need to be able to put your models down where you want to! They placed the Mekboy Workshop two-thirds of the way along the road near the T'au end of the board – this would be Dan's first objective (see the box-out to the left) that his Orks would have to get to before driving off the T'au end of the board and onwards to the Speedwaaagh!

The players then took it in turns setting up their units, with Martyn constructing a strong firebase at the far end of the road out of his most gun-heavy units. Dan, meanwhile, set up most of his vehicles on the road, but placed two Trukks, the Morkanaut and some of the new buggies in the Imperial ruins in the hope that they'd be able to benefit from the cover they offered. The players and armies were ready for battle…





"I've got to keep the T'au close together - I can't forget their special rules!" - Martyn

Dan sets up two of his Trukks (1), the Boomdakka Snazzwagon (2) and the Morkanaut (3) on the northern flank of his army.

The Shokkjump Dragsta (4), the Kustom Boosta-blasta (5) and the Bonebreaka full of Boyz (6) deploy in the thin corridor alongside the main road.

Dan's main strike force includes both of his secret vehicles – the Battlewagon (7) and the Rukkatrukk Squigbuggy (8), plus his warlord (9).

Dan deploys his two aircraft in reserve.



CUNNIN' PLANS

Dan: Before Martyn and I deployed any models, I had to decide which two vehicles I wanted to get to the Mekboy Workshop to receive a Kustom Job. In the end I picked the Rukkatrukk Squigbuggy and the Battlewagon. My logic was that Martyn would try to destroy all my faster buggies first, while the Battlewagon had the Big Mek with a kustom force field in it making it quite survivable.

I also heard Martyn and Jonathan talking before the game and Martyn said he wouldn't put it past me to nominate the Gorkanaut – my slowest unit! – to trick him. As a result, I did everything I could throughout the game to make him think I had picked it!



Martyn's deployment is more considered than Dan's as he carefully ensures that each unit is within 6" of another so they can benefit from their For the Greater Good ability.

The Broadsides **(10)**, Hammerhead **(11)**, Stormsurge **(12)** and Riptide **(13)** form Martyn's gun line. Dan's units will have to destroy at least some of them to get off the board along the main road.

Martyn sets up his Strike Team **(14)** and Breachers **(15)** so that they can strike out and surround the Mekboy Workshop, preventing Dan's units from getting too close to it. He deploys his second unit of Breachers in the Devilfish **(16)** to act as a rapid response team.

Martyn deploys his Ghostkeels and Stealth Suits last. He places one Ghostkeel at the top of a building **(17)** overlooking the route Dan's flanking force will take. He places the other **(18)** behind the Ferratonic Furnace where the Stealth Suits are lurking **(19)**.

Martyn deploys his Commander and Bodyguards in reserve.

BATTLE ROUND 1: THE ORK HORDE ADVANCES

Boss Dakkabad raced forward on his wartrike, a cavalcade of Trukks, buggies and Battlewagons roaring along in his wake. With their fingers pressed into the big red buttons on their dashboards, their fuel injectors and super-chargers working overtime, the Orks gave little thought to shooting the T'au, preferring instead to drive straight at them.

A few of the Orks took pot-shots at the Ghostkeels on their flanks, but the stealth fields surrounding the two battlesuits made them virtually impossible for the raucous Orks to hit. A couple of Fire Warriors and a pair of Marker Drones were killed by exploding Squigs fired from the Rukkatrukk Squigbuggy, but otherwise the T'au remained fairly unscathed as the Orks advanced towards them.

BAD MOON, GOOD DAKKA

Dan: Orks have a new army special rule – Dakka! Dakka! Dakka! – which enables you to fire another shot with a ranged weapon when you roll an unmodified 6 to hit with it. This isn't a game changer, but it is a nice little bonus in the shooting phase. However, when coupled with the Bad Moons Clan Kultur ability that allows your units to re-roll 1s to hit when shooting, you end up with quite a shooty Ork army. I found this highly entertaining. Martyn did not.

From his Manta Gunship high above the battlefield, Commander Suresight assessed the Ork horde below and sent targeting solutions to his warriors. Seeing the Ork leader on his crude three-wheeled vehicle, Suresight ordered it destroyed, yet despite a flurry of markerlight hits and a firestorm of energy blasts from nearby battlesuits, the Ork boss remained stubbornly alive. Suresight redirected the firepower of his heaviest war assets – the Stormsurge, Broadsides and Hammerhead – towards the other Ork vehicles and smiled with grim satisfaction as one of the Ork Trukks disintegrated under the weight of firepower and another slewed violently off the main road. There were still many Orks incoming, but Suresight felt confident his forces could deal with them. Nodding to his bodyguards, he prepared to initiate a Manta Strike.

"Ouch – the Stormsurge's firepower is absolutely crippling. Now I know why people are scared of mine..." – Dan





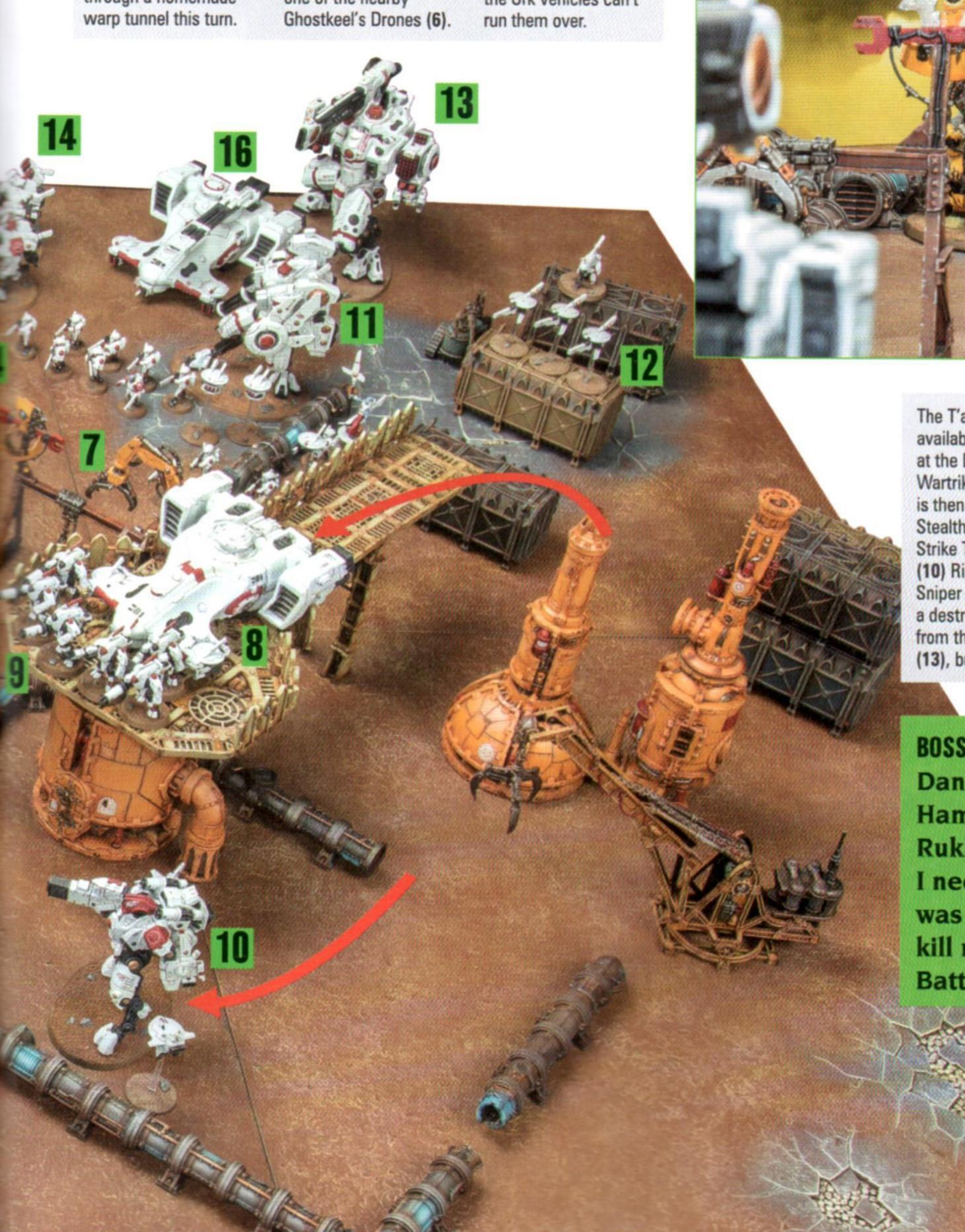


The Ork vehicles race forward with many of them – including Boss Dakkabad **(1)** – advancing to get closer to the enemy. Sadly, the Shokkjump Dragsta **(2)** doesn't drive itself through a homemade warp tunnel this turn.

The Rukkatrukk Squigbuggy **(3)** kills a couple of Fire Warriors **(4)** and two Drones with a bombardment of squigs, while the Boomdakka Snazzwagon **(5)** kills one of the nearby Ghostkeel's Drones **(6)**.

In response, the T'au Breacher units advance, one moving towards the Mekboy Workshop **(7)**, the other flying up onto the Ferratonic Furnace in the Devilfish **(8)** where the Ork vehicles can't run them over.





The T'au fire all their available markerlights at the Deffkilla Wartrike. The Ork boss is then shot at by the Stealth Team **(9)**, Strike Team, Ghostkeel **(10)** Riptide **(11)**, Sniper Drones **(12)** and a destroyer missile from the Stormsurge **(13)**, but thanks to the warlord's Best Armour and Supa-Cybork Body, he has a 4+ invulnerable save and ignores wounds on a 5+. He survives with one wound remaining.

The Broadsides **(14)** take nine wounds off a Trukk, which is then destroyed by the Stormsurge. Four Ork Boyz also die in the fusillade **(15)**. The Stormsurge then fires at the Battlewagon with its pulse driver cannon but only causes one wound.

The Hammerhead **(16)** almost destroys the Squigbuggy.

BOSS DAKKABAD'S KUSTOM JOB KOLLECTION MISSION

Dan: With a single volley from the Hammerhead, Martyn almost destroyed the Rukkatrukk Squigbuggy – one of the vehicles I needed to complete my secret mission. He was expending a lot of firepower on trying to kill my warlord, though, which meant my Battlewagon was still virtually undamaged.

BATTLE ROUND 2: THE FURY OF VIOR'LA

His Wartrike barely holding together, Boss Dakkabad ordered his Speedwaaagh! onwards. To the north, one of his units of Boyz headed into the buildings to take care of the Ghostkeel lurking there, while the trukks and buggies around them negotiated the tightly-packed buildings. A Dakkajet roared overhead and fired several drums of ammunition into the T'au Broadsides as the Wazbom Blastajet engaged the other Ghostkeel to the south.

But Dakkabad's Boyz were faltering in the face of the T'au firepower. Kicking his driver to make him accelerate, Dakkabad's Wartrike leapt forward, its jet engine launching it towards the Vior'lan forces. Snagga Klaw raised, Dakkabad and his wartrike exploded in a shower of green flesh and scorched metal as he reached the T'au lines.

OVERLAPPING ABILITIES

Martyn: There's a high level of synergy in a T'au army, with all the units working together for the betterment of the whole army. By using markerlights, the Ethereal's Storm of Fire ability (re-roll 1s to hit for nearby units) and the Commander's Master of War Kauyon ability all in the same turn, I could turn average shooting into devastating shooting. I also played the Vior'la stratagem Hot-Blooded in this turn, which proved to be incredibly painful for Dan's poor Orks!

Deploying to the battlefield, Commander Suresight set about annihilating his hated foe. As the Ork Warboss exploded nearby, Suresight ordered his bodyguards to terminate the Dragsta hurtling towards them. It disintegrated in a swathe of fusion fire. He then set his sights on the rest of the Ork forces. While he initiated his carefully laid Kauyon plan, he let his free-spirited Stealth Team off the leash, their naturally hot-blooded temperament taking over. Guns blazing, they annihilated the Ork Battlewagon, sending the heavily armoured Orks inside flying across the desert floor. While the Ork elite gathered their senses, Suresight directed his warriors to fire at the walking god-effigy that was now dangerously close. Despite the incredible firepower of the Vior'lan forces, the Gorkanaut – though clearly badly damaged – remained standing.





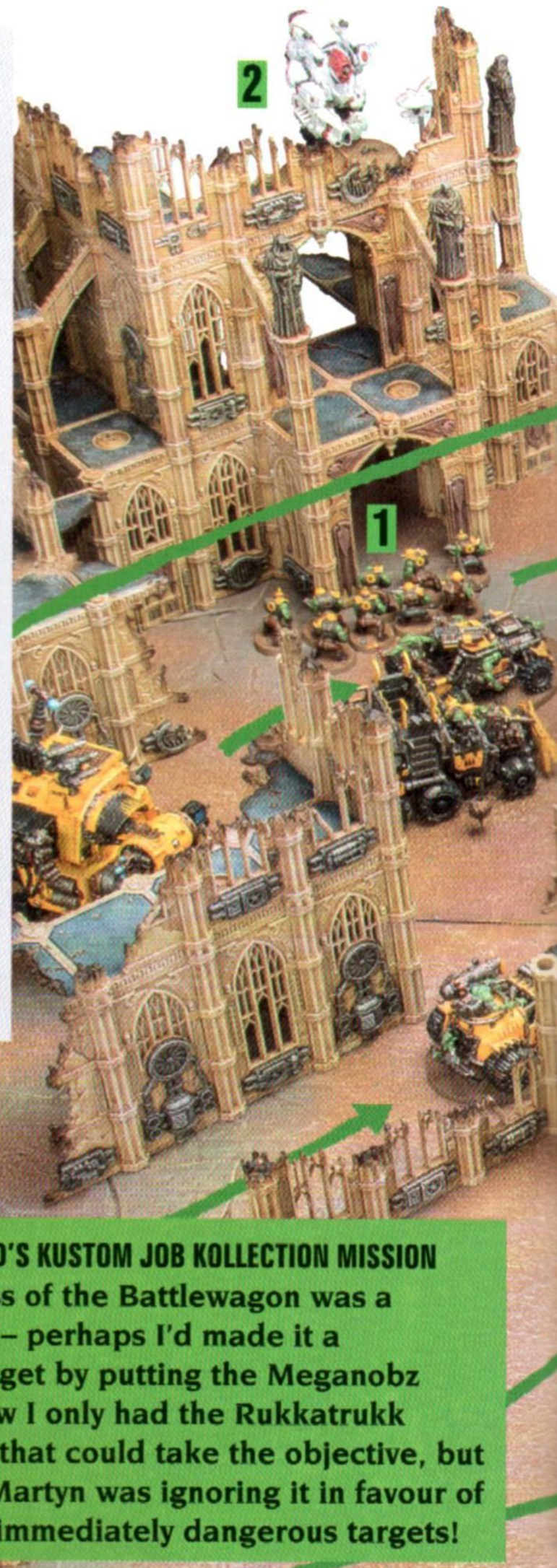
Da Gunboyz get out of their Trukk **(1)** and prepare to take on the Ghostkeel **(2)**. The Battlesuit responds by crippling their Trukk.

The Rukkatrukk Squigbuggy **(3)** kills most of the Strike team **(4)** with a salvo of angry squigs.

The Dakkajet arrives **(5)** and wounds one of the Broadsides.

The Wazbom Blastajet also arrives **(6)**, kills both of the other Ghostkeel's Drones **(7)** and pounds the battlesuit with its smasha gun. The Ghostkeel falls back after being charged by the Ork Boyz **(8)** and kills most of them with its fusion collider.

The Deffkilla Wartrike races past the Mekboy Workshop and charges the Breacher team **(9)**, but is finally killed off by overwatch fire.



BOSS DAKKABAD'S KUSTOM JOB KOLLECTION MISSION

Dan: The loss of the Battlewagon was a severe blow – perhaps I'd made it a tempting target by putting the Meganobz inside it. Now I only had the Rukkatrukk Squigbuggy that could take the objective, but fortunately Martyn was ignoring it in favour of other, more immediately dangerous targets!





"I think I preferred it when the Meganobz were in the Battlewagon..." - Martyn



Commander Suresight and his bodyguards deploy to the battlefield and annihilate the Shokkjump Dragsta with fusion fire **(10)**.

The Vior'lan Stealth Suits **(11)** fire twice due to the Hot-Blooded stratagem, causing 18 unsaved wounds on the Battlewagon, destroying it and forcing the two units of Meganobz inside **(12)** to disembark.

Dan deploys Gazrog the Big Mek **(13)** so that all the Ork units within 9" of him are wholly covered by his kustom force field.

All markerlights (including an Uplinked Markerlight) fire at the Gorkanaut **(14)**, which is then shot by the Broadsides **(15)**, Hammerhead **(16)**, Riptide **(17)**, Sniper Drones **(18)** and Stormsurge **(19)**. It survives on just three wounds.

BATTLE ROUND 3: IT'S KILLIN' TIME!

Big Mek Gazrog took stock of the battle. Dakkabad was dead – that meant the army was his to command! Bellowing to the Meganobz, he ordered one mob to take on the Stealth Suits lurking nearby and the other to storm into the T'au lines and kill whatever they could find. It didn't take long for the Meganobz to obey. Nearby, Gazrog's newly built buggies were causing carnage amongst the T'au, shredding Drones and Battlesuits with their rokkits and shootas. Zug was even trying to run some of them over in his Scrapjet. Basha's Deff Rolla hurtled past the Big Mek, the Bonebreaka driving clean through a unit of T'au infantry as the Meganobz piled into the survivors. Gazrog saw a glorious victory on the horizon.

Commander Suresight hoped otherwise. Though the Orks were now among them, many of their vehicles were badly damaged. He just needed to dispose of the heavily armoured Orks that were threatening his big guns. Once again, he picked his targets carefully, ordering his cadre of warriors to take down the Meganobz and the huge vehicle that was trying to flatten his Fire Warriors. The Stormsurge and the Hammerhead fired in unison, blasting huge holes through the vehicle, but still it rolled on. Then, suddenly, it detonated as a stream of fusion energy from the last surviving Stealth Suit burned through its hull. Suresight made a note to honour that warrior after the battle and turned his attention to the next threat – the bizarre tracked plane driving right at him. Clearly, the burden of command was a distraction, though, because Suresight's guns barely scratched its paintwork.



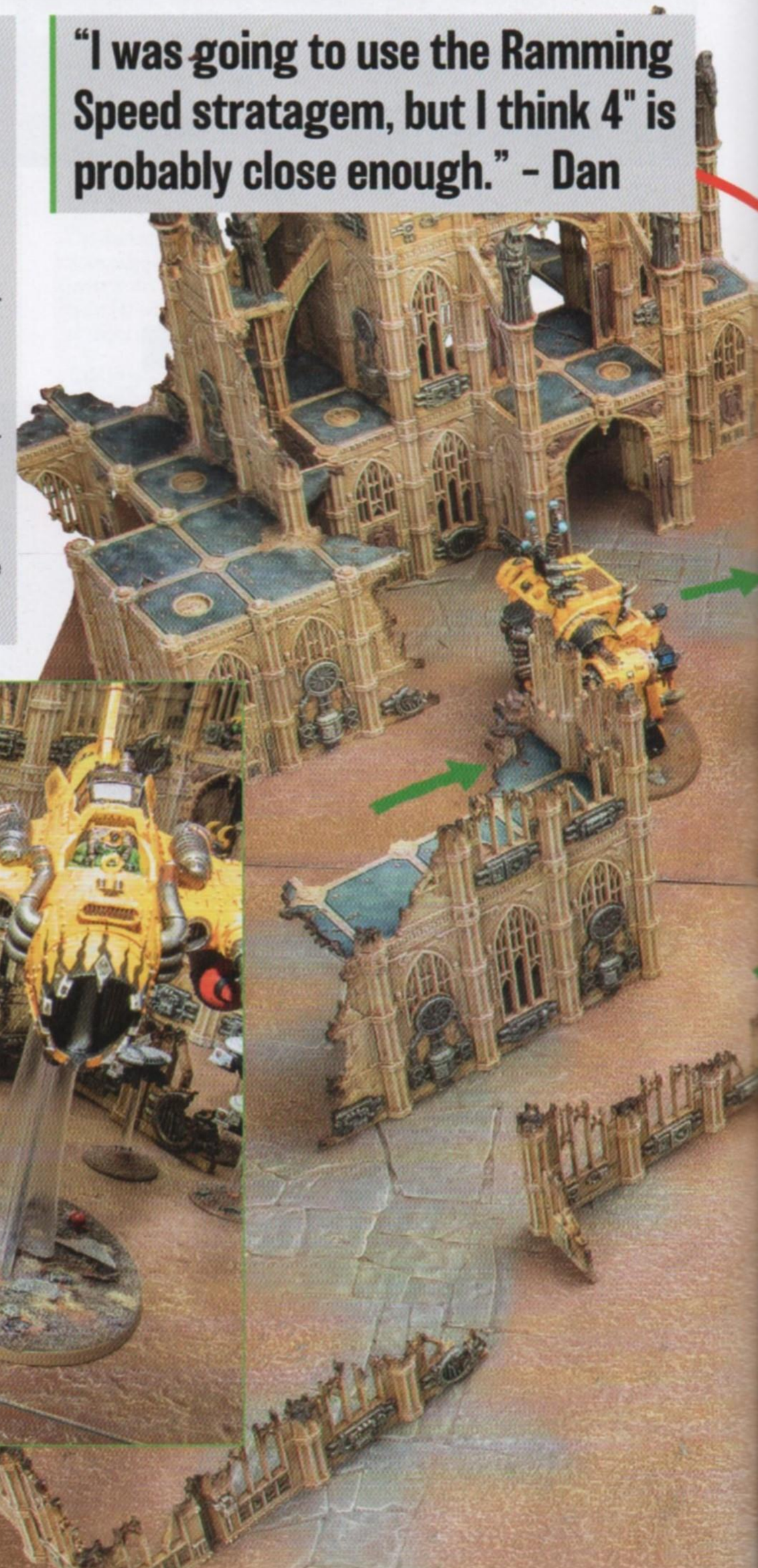
The Wazbom Blastajet **(1)** pursues the Ghostkeel once more and kills it.

The Bonebreaka **(2)** flattens four Breachers with its deff rolla. The rest of the Breacher Team are hacked apart by Gafang's Killsawz **(3)**.

Da Gunboyz take on Shas'vre H'anto **(4)**, who promptly leaps out of combat and onto another building.

Bogrok's Meganobz charge the Stealth Suits **(5)**. Two Orks are killed by fusion blasters, but only one Stealth Suit survives the fight **(6)**.

"I was going to use the Ramming Speed stratagem, but I think 4" is probably close enough." – Dan









BIG MEK GAZROG'S KUSTOM JOB KOLLECTION MISSION

Dan: Well, Martyn ignored the Rukkatrukk Squigbuggy last turn – he took the bait with the Gorkanaut and put everything he had into killing it but didn't quite finish it off. I could maintain the ruse for at least one more turn! If I could get the Squigbuggy to the Workshop, I might even be able to repair it.

The Kustom Boosta-blasta **(7)**, Boomdakka Snazzwagon **(8)** and Megatrakk Scrapjet **(9)** target the Crisis Bodyguard team, killing all their Drones and one of the battlesuits. The Scrapjet drills another battlesuit to death in combat.

The Marker Drones, Shielded Missile Drones and Devilfish surround Gafang's Killsawz in an attempt to prevent them charging the Riptide **(10)**.

The Riptide uses the Branched Nova Charge stratagem to divert power to its gun and its shield, but fails to harm the Meganobz with its heavy burst cannon.

The Stormsurge **(11)** kills one Meganob and causes eight wounds on the Bonebreaka with its pulse driver cannon. The Hammerhead **(12)** inflicts a further six wounds with its railgun. The Stealth Suit that escaped the Meganobz finishes it off **(13)**!

The Breachers on the Ferratonic Furnace **(14)** kill two of the Meganobz standing below them.

BATTLE ROUND 4: DEATH IN THE DESERT

With the Gorkanaut almost ready to collapse, Gazrog bellowed for its pilot to waddle it over to the Workshop and get it repaired while he set to fixing the Squigbuggy that had pulled up alongside him. To the north his scrap-creations were pulverising the T'au battlesuits and being shot to pieces in return – his new Megatrakk Scrapjet made a particularly loud explosion as it was destroyed. Gazrog didn't care – it looked like a great fight and he could rebuild his buggies later. Nearby, Rukka's Hakkas made to chop up the huge battlesuit in front of them, but its formidable firepower was just too much for them and they cowered in the dirt, trying to avoid another salvo. Gazrog spat at them in disgust, barged past them and started tearing the front off one of the T'au vehicles with his killsaw. He'd show them how it was done!

OPPORTUNISTIC STRATEGISING

Martyn: I always try to use my Command Points early on in a game because that's when I have the most units alive to make use of them. Interestingly, my warlord trait meant that I kept regaining Command Points (I used 14 by the end of the game!), so I had plenty of chances to try out the T'au stratagems. Branched Nova Charge made my Riptide both deadly and survivable, while Automated Repair System helped to keep my Commander alive.

Warning lights flashed all over the cockpit of Commander Suresight's battlesuit. His own cyclic ion blaster had caused significant damage to his suit and the explosion of the nearby Ork vehicle had almost killed him – only his bodyguard stepping in the way to take the brunt of the blast had enabled him to survive.

Initiating the repair systems on his battlesuit, Suresight stepped back from the fighting and directed the firepower of his force towards the Orks in their midst. The Meganob rampaging through their lines was finally blasted in half and the Gorkanaut that had survived so many hits finally crumpled under the weight of fire from the Hammerhead and the Stormsurge. Several other Ork vehicles were obliterated, too. Surely the Orks couldn't take much more, thought Suresight.



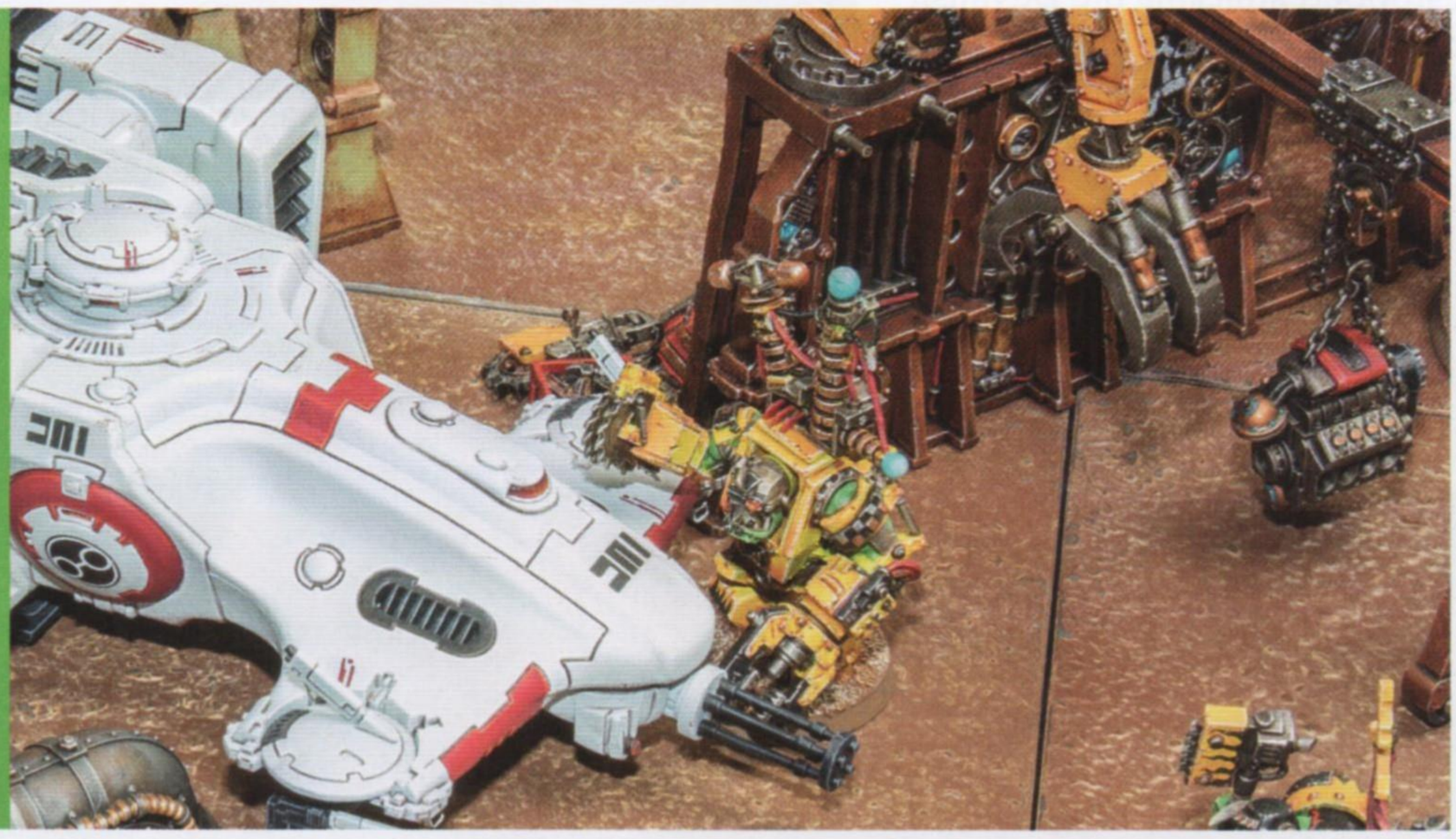
BIG MEK GAZROG'S KUSTOM JOB KOLLECTION MISSION

Dan: I moved the Gorkanaut next to the Workshop so it could get a Kustom Job (More Rivets!) and regain three of its lost wounds. I hoped this would convince Martyn it was my other secret vehicle. Meanwhile, the Big Mek repaired the Squigbuggy, which was now also next to the objective...



KRUMPIN' TIME!

Dan: The failure of my Ork Boyz to charge the Riptide might well have cost me the game. I planned to charge them into the Riptide then charge the Squigbuggy into the Devilfish, gaining a valuable 8" of ground. But it was not to be – the Boyz didn't move and blocked the path of the buggy. Instead, Gazrog charged the Devilfish and started chopping it up. Sadly, it did mean the Squigbuggy was now not wholly within 9" of his force field bubble. Perhaps I'd been a little impetuous.





The three remaining Ork vehicles on the main road race forward to get closer to the Mekboy Workshop **(1)**. Dan uses the Workshop to repair the Gorkanaut and the Big Mek to repair the Squigbuggy. Meanwhile, the Megatrakk Scrapjet and the Boomdakka Snazzwagon race towards the Broadsides, killing one and wounding the other.

The Snazzwagon attempts to charge the T'au Commander, but is blasted apart by overwatch. The Scrapjet then charges the last surviving Broadside **(2)** but fails to kill it, the Broadside hits back, causes the Scrapjet to explode and then dies in the explosion.

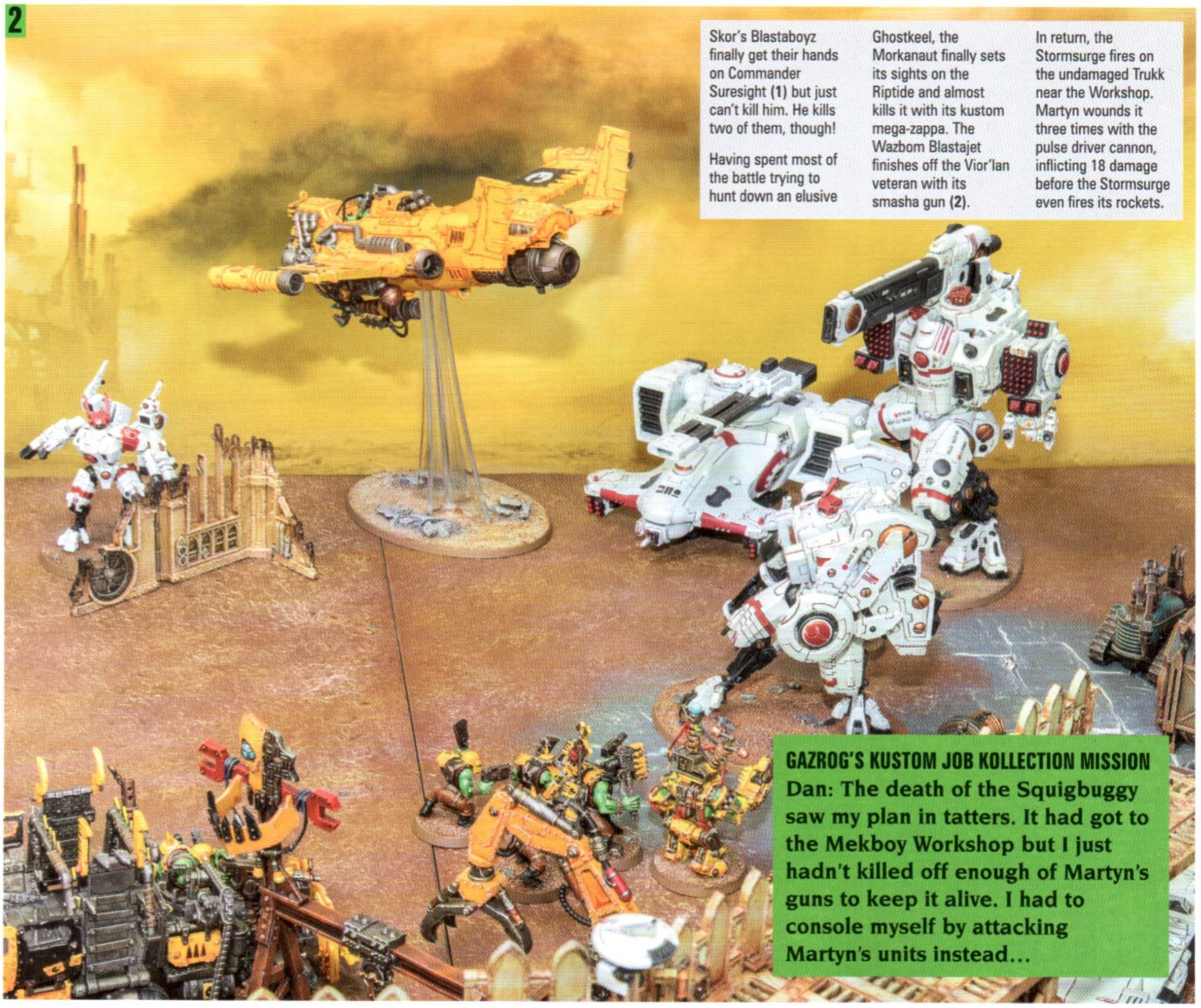
In the T'au turn **(3)**, the Hammerhead deals five wounds to the Gorkanaut (leaving it with one remaining). The Devilfish, Ghostkeel, and Sniper Drones fail to wound the Gorkanaut at all! The Stormsurge destroys the Gorkanaut with its cluster rockets, then turns its pulse driver cannon on the Squigbuggy, easily obliterating the lightly armoured vehicle. The Riptide ends the turn by shredding the Kustom Boosta-blasta.

BATTLE ROUND 5: MUTUALLY ASSURED DESTRUCTION

The Bad Moons were in total disarray. Dakkabad was dead, Gazrog was busy smashing up a T'au tank and no one seemed to be in command. This didn't phase the Orks in the slightest – there was an enemy nearby that need krumpin' and they were in the mood for a fight! Da Face of Mork finally gave up trying to hunt down the pesky Ghostkeel and redirected its fire at the Riptide barring their way, smashing the battlesuit to its knees before a passing shot from the Wazbom Blastajet detonated the huge suit.

Suresight ignored the Orks swarming around him and ordered the destruction of the last few Ork vehicles. The other god-effigy might survive for now, but the Orks were as good as finished. A salvo from the Stormsurge saw the Orks falter and even the Big Mek stopped attacking the Devilfish long enough to appreciate the situation. The Orks were broken – the T'au were victorious.





Skor's Blastaboyz finally get their hands on Commander Suresight (**1**) but just can't kill him. He kills two of them, though!

Having spent most of the battle trying to hunt down an elusive Ghostkeel, the Morkanaut finally sets its sights on the Riptide and almost kills it with its kustom mega-zappa. The Wazbom Blastajet finishes off the Vior'lan veteran with its smasha gun (**2**).

In return, the Stormsurge fires on the undamaged Trukk near the Workshop. Martyn wounds it three times with the pulse driver cannon, inflicting 18 damage before the Stormsurge even fires its rockets.

GAZROG'S KUSTOM JOB KOLLECTION MISSION

Dan: The death of the Squigbuggy saw my plan in tatters. It had got to the Mekboy Workshop but I just hadn't killed off enough of Martyn's guns to keep it alive. I had to console myself by attacking Martyn's units instead...

NO SPEEDWAAAGH! FOR THE BAD MOONS

"It's a scary sight seeing that many Ork vehicles racing towards you. You just have to deal with them one at a time." – Martyn



"It's weird fighting against an army you also collect and seeing how someone else plays with it. Martyn nailed T'au tactics." – Dan

Dan: Well, my game-plan went wrong somewhere in the middle, but that was still an awesome game. Narrative games like this are always my favourite – it doesn't matter about winning or losing, just that the game looked cool and we both had fun. I think we achieved that.

Martyn: Yeah, you feel more invested in it, I think. It was also really fun using the T'au – I see why you and Jonathan both collect them now. You can't just fling them at the enemy, you have to think about what abilities to use when and where all your units are in relation to each other. I found their stratagems especially exciting to use.

Dan: They are good fun. The new Ork ones are great, too – the Ramming Speed stratagem means a Battlewagon can potentially move and charge up to 30" across a battlefield in a single turn. Imagine if it had a deff rolla on it, too – ouch! And, while I didn't get to use it this time, Unstoppable Green Tide is going to be a must-use for my Ork army in the future.

Martyn: I really appreciated the buildings in this game – vehicles can't get up them but battlesuits can – it adds a 3D element to your tactics that you don't often get in games. Ghostkeels in cover are also really hard to kill. Your Dakka! Dakka! Dakka! rule meant you actually did get quite a lot of hits on one of them, but its stealth fields plus its armour save made it virtually unkillable. I was also really impressed with the Breachers – in an army full of huge battlesuits and gun tanks, they are still comparatively deadly, especially if the enemy attempts a really short charge against them. My learnings for the future – more markerlights, more fusion blasters! **DH**

TOP TACTIC

Martyn: The moment of the match for me was getting to use the Hot-Blooded stratagem. I needed to destroy Dan's Battlewagon and this stratagem made absolutely sure of it. The T'au have really dangerous guns, but actually their ability to shoot them is only average. You need to make use of every upgrade and ability at your disposal to ensure your shots hit their mark.





MODELS OF THE MATCH

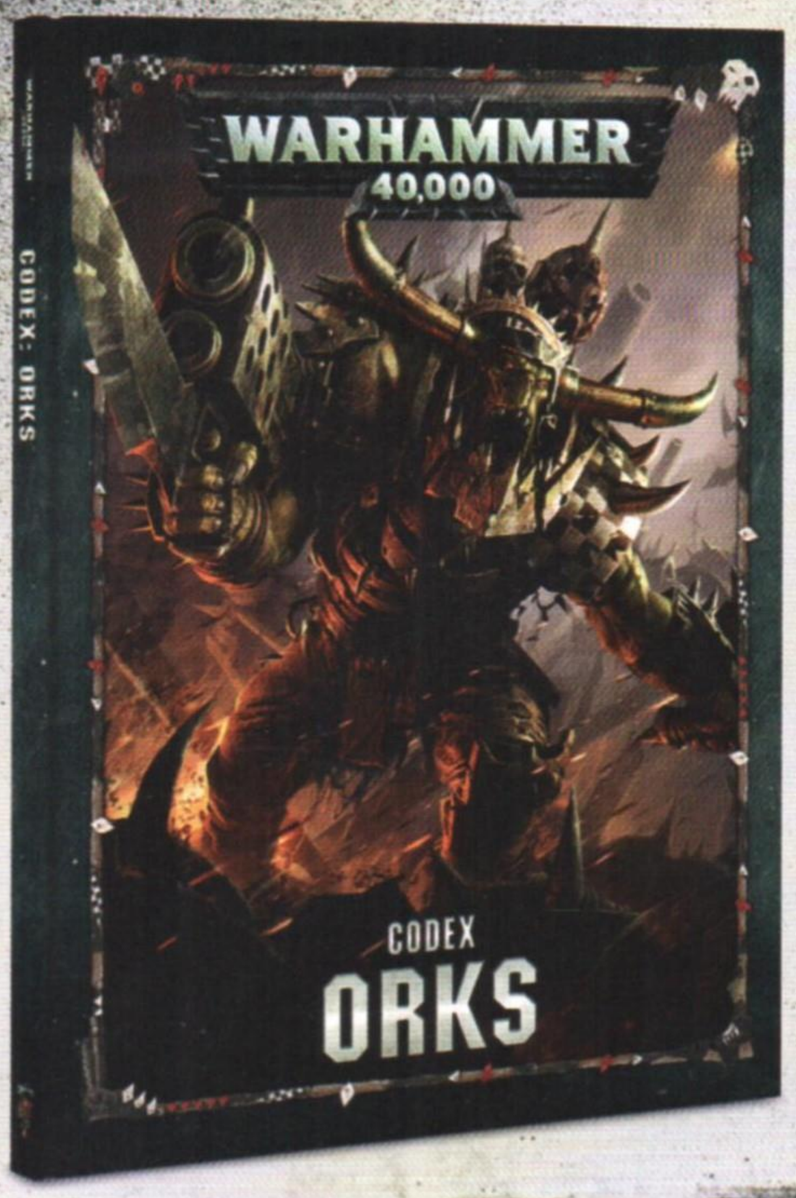
Martyn: How can I not say the Stormsurge – it was incredible. I have fought against Jonathan's before and it's horrible being on the receiving end. It's so much fun when you're the one firing it, though. Once the stabilising anchors are down, it becomes an immovable mass of guns. It also looked epic with its pulse driver cannon aimed menacingly up the length of the road.

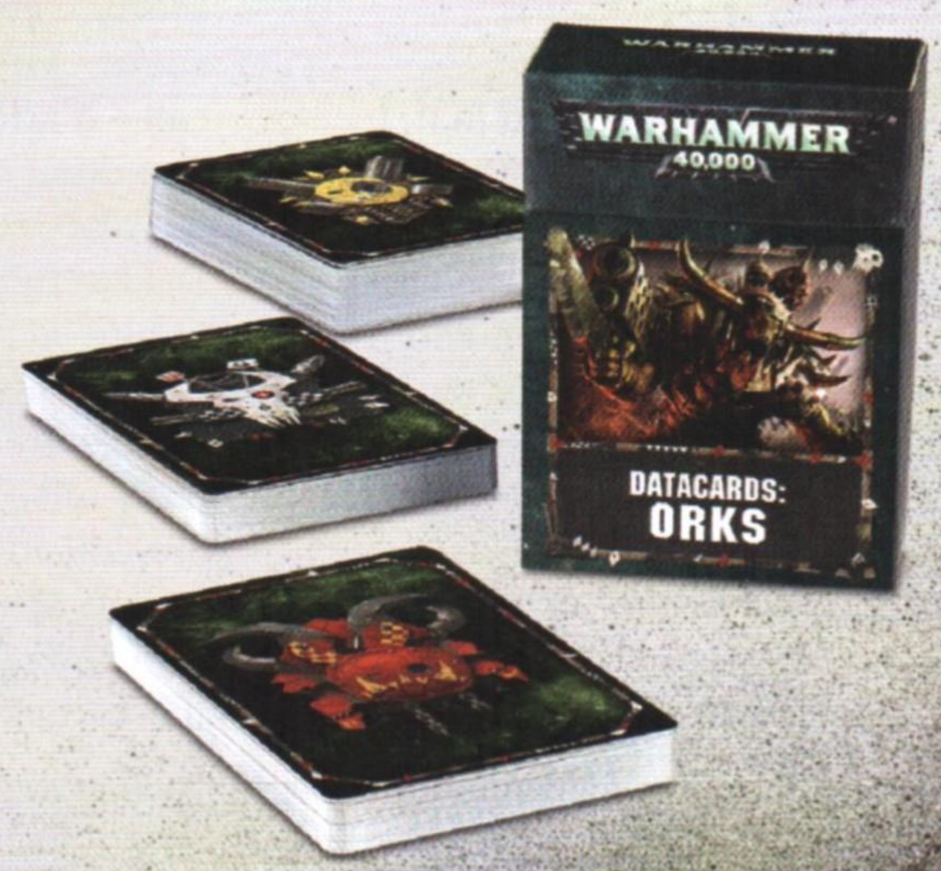
Dan: The Wazbom Blastajet gets my vote as it killed both a Ghostkeel and the Riptide – its smasha gun (when combined with the Dakka! Dakka! Dakka! army special rule) proved extremely deadly. I was also very impressed with the Megatrakk Scrapjet – that buggy was really fun to use and it's got a serious arsenal on it. Its nose drill also makes short work of battlesuits!



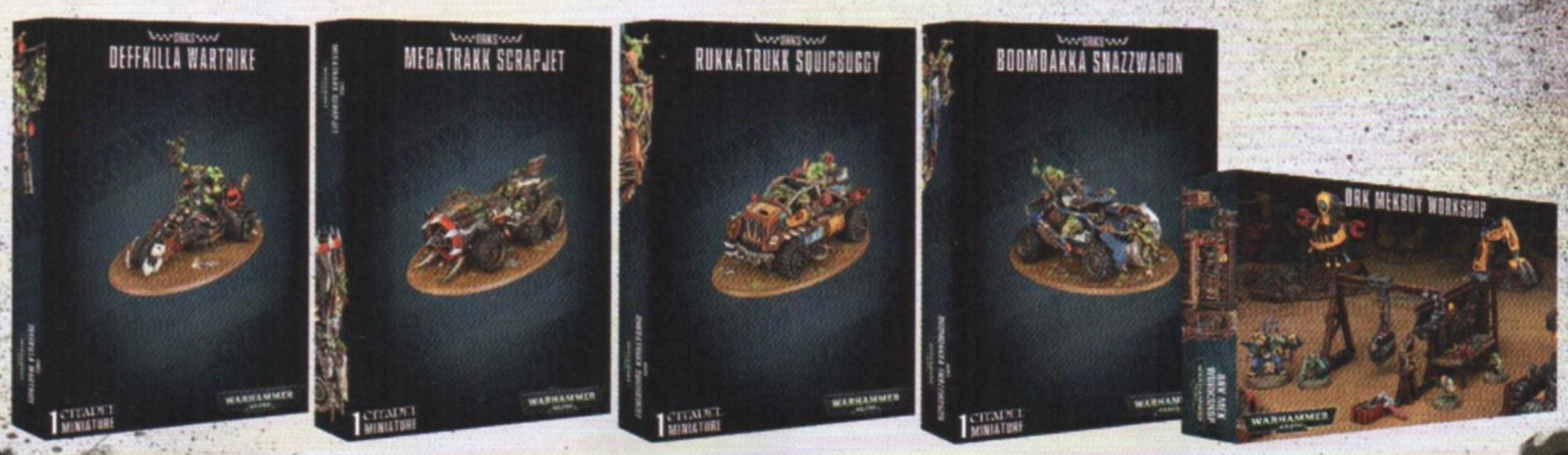
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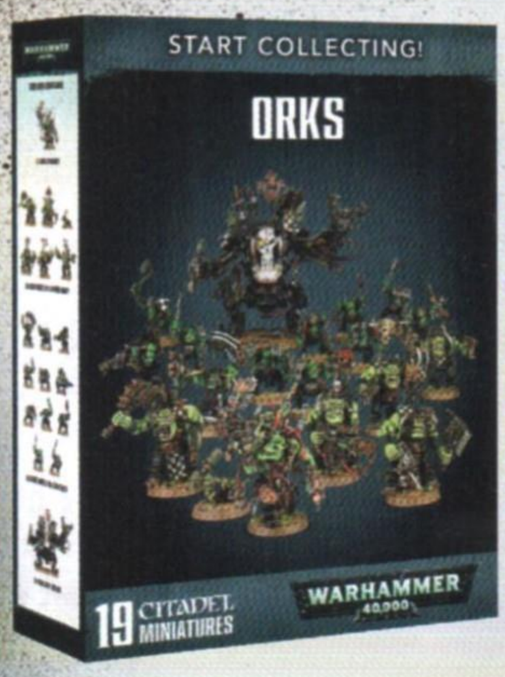


5 NEW ORK KITS! THE RED ONES GO FASTA!

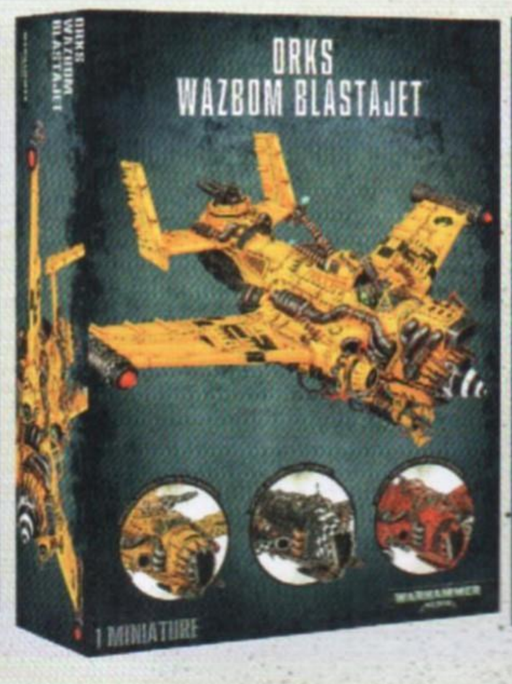


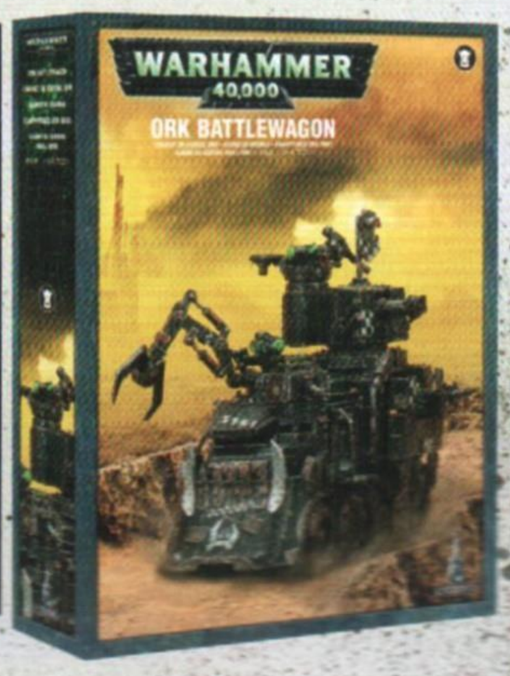
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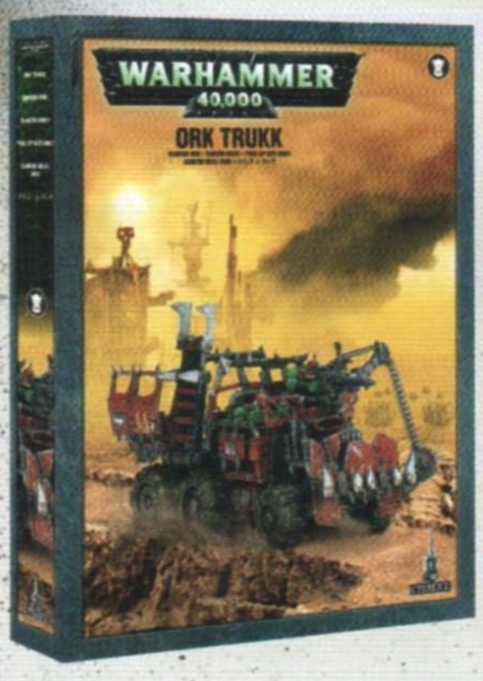
MORE DAKKA?
MORE DAKKA!! WAAAGH!!

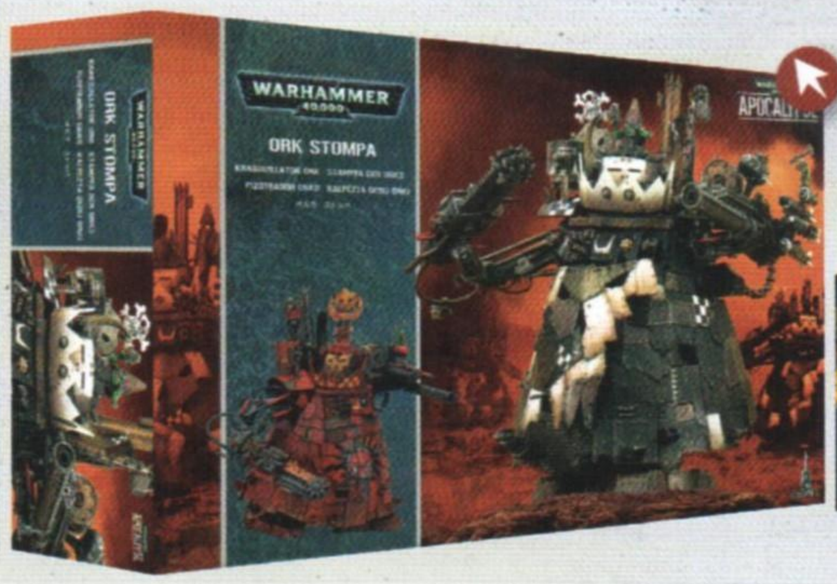


























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THE ULTIMATE GUIDE TO...

DESTRUCTION

Want to know more about a particular army, faction or battle? Then the Ultimate Guide is your invaluable introduction. This month, we journey to the ravaged plains of Ghur – the Realm of Beasts – to take a closer look at the rampaging hordes of Destruction.

A sound like distant thunder catches the air – a persistent rumble on the edge of hearing that resonates deep within the bones. The ground begins to shake – gently at first, but with increasing vigour, small rocks jittering as though afraid of what might soon befall them. The air groans beneath the weight of noise as the thunder draws closer, shot through with guttural bellows and the crash of discordant drums. A cloud of dust obscures the horizon, kicked skyward by iron-shod boots. The stench of sweat, rust and old blood fills the air as the cacophony of sound becomes all-consuming, pounding at the heart like a clenched fist.

The first of many emerge from the haze of dust – the foremost warriors of a colossal army intent on spectacular violence. Green-skinned orruks lumber forward, crude blades and iron-wrought bucklers held in their gnarled hands, their hugely muscled bodies alive with anticipation for the destruction to come. Beside the orruks pound the even larger ogors, their voracious maws ready to devour all those who stand in their path, their bare chests and protruding gut plates stained with the blood of long-dead foes. Diminutive grots scurry around their larger cousins, their beady eyes searching for easy prey, their needle-like teeth as sharp as the knives and spears they carry into battle.

"The living landslide descends and obliterates all before it, the greenskins and ogors revelling in the carnage."

Then the dust clouds part and the true extent of the horde is revealed. Iron-clad orruks riding snarling war boars charge forward with reckless abandon, ogors riding shaggy-haired monsters snarling in their wake. Troggoths and gargants bellow with hunger-induced rage, improvised clubs clutched in mud-caked hands. Mountainous Thundertusks pitch and yaw like living ships, their ogor riders steering them towards the enemy lines as gargantuan Maw-krushas lurch through the skies above, eager to crush, tear and rend. A great Waaagh! bursts forth from the fang-lined maws of every orruk, grot and ogor, an explosive utterance so loud it drowns out the clash of weapons and the thunder of trampling feet. The living landslide descends and obliterates all before it, the greenskins and ogors revelling in the carnage. For they are the children of Gorkamorka – the twin-headed god of Destruction – and the doom of civilisations. By their reckoning, might makes right, and they are surely the mightiest of all in the Mortal Realms. ▶

THE ULTIMATE GUIDE TO...

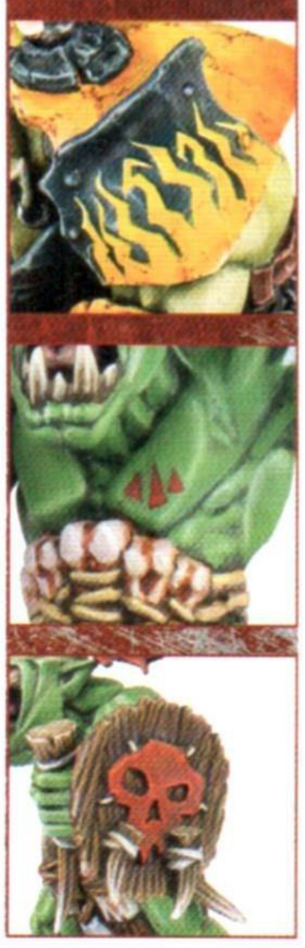
GORKAMORKA

Gorkamorka is the ogors and greenskins' god of Destruction. A two-headed brute of colossal proportions, Gorkamorka is fractious at the best of times and has been known to split into two beings – the ferocious, battle-hungry Gork and the tricksy, devious Mork. Though both revel in destruction and mayhem, Gork considers himself brutally cunning, while Mork is undoubtedly cunningly brutal. To outsiders there is little distinction, but to the greenskins and ogors who worship them, the difference is crucial to their entire belief system and way of life. Countless wars have been fought in Gorkamorka's name.



ORRUK GLYPHS

Greenskins have little need for written language, though they do make use of glyphs to indicate battle honours and names. A trio of triangles, for example (known as dags to orruks) means blood and gore, while a fanged maw glyph means brave, strong or tough. Glyphs can often be found daubed on ruins to show they have been claimed by an orruk tribe.



THE ORRUK HORDES

Orruks are warlike and unpredictable creatures with an insatiable desire for violence and anarchy. They care nothing for culture or civilisation, living only for the thrill of a good scrap with a worthy enemy – the larger and more impressive the better. Indeed, should no enemy present itself in a timely fashion, orruks have been known to turn on each other simply to relieve the boredom.

Broader and taller than a human, an orruk's body is heavy with slabs of dark green muscle grown tough and unyielding through constant warfare. Notoriously thick-skulled, orruks are regarded as unintelligent by many races, but behind their fang-lined jaws and beady eyes a vicious animal cunning lies in wait. They have a natural affinity for brutal offensives and underhand tactics – traits that have been the undoing of many a complacent foe. An orruk's love of battle means they rarely settle in one place, squatting in ruined cities only long enough to loot the bodies, sharpen their crude blades and nail their wounds closed. When the horde moves on, it will do so at the bellowed behest of a Warboss – the biggest and toughest orruk in the tribe. Though orruks rile against authority and order, they respect the biggest and most violent of their number – where a Warboss walks, battle is sure to be found.

IRONJAWZ AND BONESPLITTERZ

The largest and most belligerent orruks are the Ironjawz. As befits their lofty status in orruk society, Ironjawz march to war clad in hand-beaten suits of iron armour that is often nailed to their very flesh. Inherently disorderly, they are kept in line by Warchanters who beat out the rhythm of battle on anything that makes a sound. The largest of the Ironjawz – the Megabosses – are gargantuan creatures, the biggest of which ride huge Maw-krushas into battle. Though not exactly tame, Maw-krushas know a good deal when they see one and will bear a Megaboss into battle if only to get their jaws on a tasty morsel.

THE ORRUK TRIBES

From the Creatura Mythologica (Ghur Edition) – a study of greenskin and ogor tribes by Phineas Maveron, Chief Bestiarist of the holy city of Excelsis.

IRONJAWZ – The greatest of all the Ironjawz warclans are the Ironsunz – they can be found at the vanguard of the Great Waaagh!



BONESPLITTERZ – The Bonegrinz are the most savage and widespread of the Bonesplitterz tribes in the Mortal Realms.





The Bloodtoofs



Doggrok's Choppas



The Icebonez



The Burnbiters



The Asheater Boyz



The Skybasha Warclan



The Crookfangs



The Bonekickers



The Stoneskulls



Zedek's Weirdlads



The Flintjawz



The Gutfists

GORDRAKK, THE FIST OF GORK

From the Creatura Mythologica, by Phineas Maveron

It has come to my attention that the orruk hordes of Ghur have a new and undisputed leader – a Megaboss who goes by the name of Gordrakk. It is rumoured that Gordrakk is the Fist of Gork made manifest, grown from the very knucklebone of the greenskin deity himself and that he is the herald of the next Great Waaagh!

It is said that the fist of Gork can be seen in the glint of Gordrakk's one remaining eye.

Legends say that Bigteef was untamable. Then Gordrakk bellowed at him so loudly, a mountain fell on the Maw-krusha and Gordrakk was able to bind him to his will.

Smasha and Kunnin' are Gordrakk's two axes. It's rumoured they were once one axe called the Worldchoppa, but Gordrakk broke the axe in half to make it even more killy.



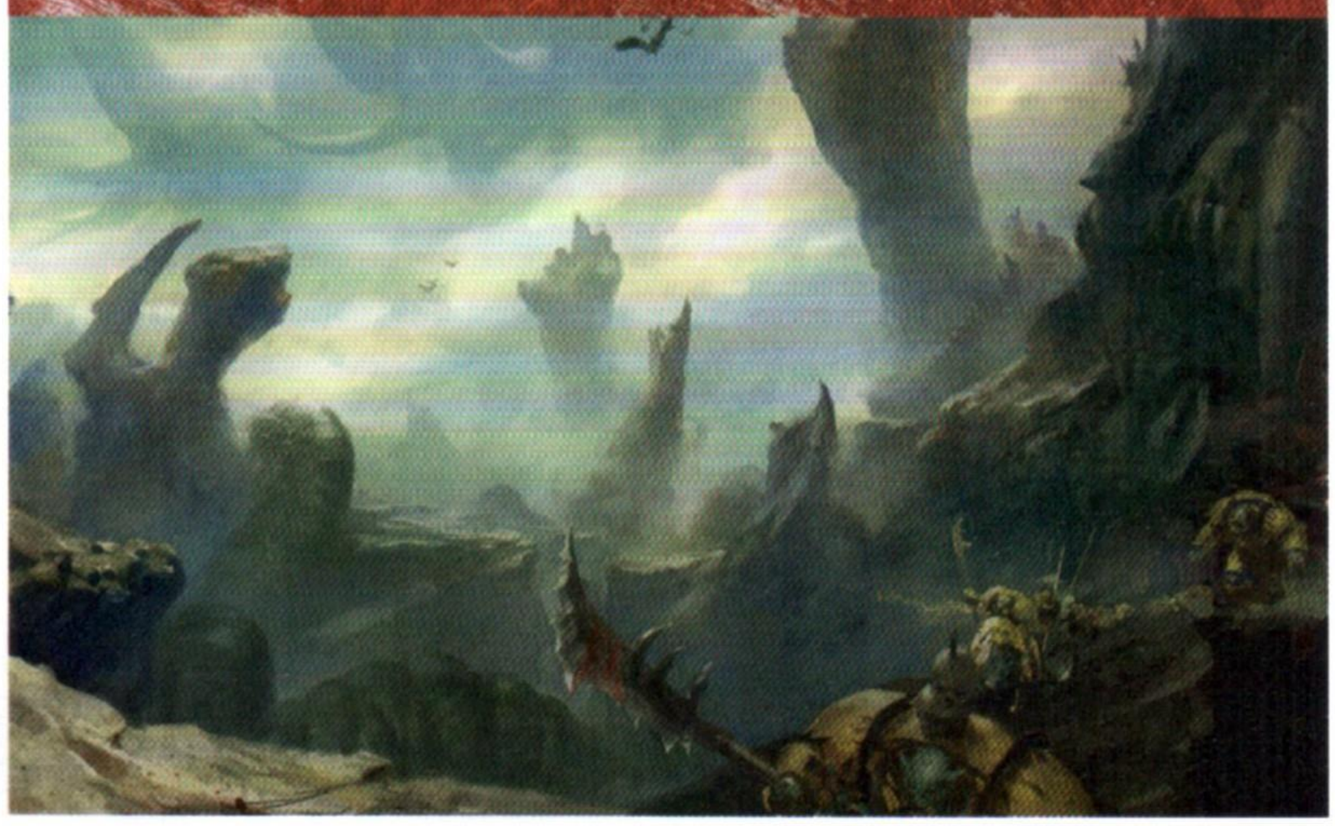
Bonesplitterz are seen as a little bit backward by most other greenskins. They cling to 'da old ways', seeing armour and metal weapons as newfangled and clothing as something of a novelty. Most savage orruks race into battle clad only in a tatty loincloth, their skin pierced with bones and tattooed with tribal symbols, their

"Bonesplitterz put their faith in the teachings of Wurrgog Prophets - orruk shamans who commune with Gorkamorka."

weapons made of sharpened bones or shards of rock. Rather than follow a Warboss into battle, the Bonesplitterz put their faith in the teachings of Wurrgog Prophets – orruk shamans who commune with Gorkamorka. They put great stock in hunting down and slaying mighty beasts – after all, only the biggest and most dangerous kills make worthy offerings to Gorkamorka. ▶

GHUR – THE REALM OF BEASTS

Orruks, grots and ogors can be found all across the Mortal Realms, yet it is Ghur, the Realm of Beasts, that many ogors and greenskins call home. An arid land of vast plains, megalithic structures and sky-scraping mountains, Ghur is home to some of the largest and deadliest monsters in all the realms – monsters that are often seen as a test of strength, a possible mount or even someone's next meal.



THE ULTIMATE GUIDE TO...



Grots come in many shapes and forms, from cruel Gitmob Grots to arachnid-riding Spiderfangs and cave-dwelling Moonclans. They are universally cunning and formidable in large numbers.

THE GROT MOBS

Where orruks are big and brutish, grots are small and spiteful. Crafty creatures with a keen mind for thievery, backstabbing and self-preservation, grots are cruel and malicious fighters who rarely rely on individual strength but rather weight of numbers to bring down their foes. A lone grot is singularly unimpressive, but a mob of them – indeed a whole army – can be terrifying.

Grots, like orruks, are a diverse species and there are many different types of them. The most commonly seen are Gitmob grots, who roam the realms like a green plague, ransacking and raiding with gusto. The biggest and bravest of their number ride feral wolves into battle, while the more ingenious (and less brave) will construct war machines such as Rock Lobbers and Spear Chukkas to kill their victims from a safe distance.

Moonclan Grots reside beneath the mountains of the realms, lurking in the dark places where mortal creatures fear to tread. Clad in dark robes, they abhor sunlight and strike out from their lairs only when the Bad Moon sits in the sky above – a portent of ultimate destruction. They are the most anarchic of their kind, for their shamanistic leaders rely heavily on mind-altering fungi to inform their strategies and help them cast devastating spells. They also put great stock in squigs, unleashing whole colonies of these frenzied underworld beasts in battle.

"Clad in dark robes, they abhor sunlight and strike out from their lairs only when the Bad Moon sits in the sky above."

Spiderfang grots are arguably the strangest of their kind, having formed a bond with the giant spiders they worship. Imbuing toxic spider venom for courage, Spiderfang grots ride to battle on the backs of their arachnid allies, launching swift and silent assaults down cliff faces and up fortress walls. The most deadly of their war assets is the colossal Arachnarok Spider – a beast they see as the incarnation of their spider-god. ▶

SQUIGS

Squigs are wild, angry creatures that fulfil a number of roles in greenskin society. Part fungus, part flesh, they are primarily used by greenskins as food. Some squigs, however, are vicious critters and, with careful prodding in the right direction, can be herded or even ridden into battle where they will run amok, much to the amusement of the greenskins following in their wake. The most commonly witnessed battle-squigs are Gnasher Squigs, Cave Squigs and the huge Mangler Squigs.



THE FOUL TROGGOTHS

From the Creatura Mythologica, by Phineas Maveron

There are two things for certain when it comes to troggoths – they are deceptively hard to kill and universally foul. Slow-witted and easy to confuse, troggoths often join greenskin hordes on the promise of a good meal, blundering dimly into battle with scant awareness for what is actually happening around them. Only when they are attacked does the fog lift from their eyes and they will quickly become enraged, grasping about themselves with huge hands and bludgeoning enemies with rudimentary clubs.

Sourbreath Troggoths are regarded as the least intelligent of an unintelligent race.

It is a well-known fact that Fellwater Troggoths dwell beneath bridges.

Troggoth vomit is highly corrossive and can burn through armour, flesh and bone with ease.



THE ULTIMATE GUIDE TO...

The ogors worship Gorkamorka as the Great Beast that Consumes the World. As such, they seek to emulate their great god, hordes of ogors marching across the realms to devour all in their path.

THE BEASTCLAW ALFROSTUNS

From the Creatura Mythologica, by Phineas Maveron

Ogors live in tribes, each ruled over by a Tyrant or, in the case of the Beastclaw Raiders, a Frostlord. The tribes of the Beastclaw Raiders are known as Alfrostuns, huge gatherings of ogor warriors that march before their mystical Everwinter, always moving least they be consumed by the oncoming blizzard. I have heard rumours that the Svard Alfrostun was actually frozen by an Everwinter blizzard many aeons ago and that Frostlord Braggoth Vardruk and his warriors have only just thawed out. They now roam across the realms once more, searching for the fabled Golden Hunting Grounds.



The Svard



The Olwyr



The Ayroth



The Sovenheng



The Horfang



The Fraya



DESTRUCTIVE MAGIC

Where the wizards of other races tap into the winds of magic to cast their spells, greenskin Shamans harness the Waaagh! energy that emanates from the orruks and grots around them. The more greenskins nearby, the more powerful the spell will be! Greenskin spells are destructive, unsubtle conjurations, manifesting as a gout of green vomit, a blast of lightning or, in rare circumstances, a giant green foot that comes crashing down from the sky.



Ogor butchers draw their magical strength from the blood and entrails of sacrificial victims. They use their gastromantic powers to drive nearby ogors into a blood frenzy or to summon ravening maws beneath the feet of their foes.



THE OGOR TRIBES

Of all the races in the Mortal Realms, ogors are surely the loudest and least hygienic. Standing almost twice the height of a man, an ogor prides himself not only on his physical strength (which is surely a sign they are blessed by Gorkamorka), but also the girth of his gut, for an ogor who is wide of paunch has clearly feasted well and made a name for himself in the tribe.

Ogors rarely march to war simply for the sake of fighting like orruks do. Rather, they fight and kill because they are driven by an insatiable hunger and virtually anything can become a meal, whether it is consumed mid-battle or saved for later. As a result, ogors tend to favour blunt weapons – all the better to tenderise their foes and prevent the loss of all that delicious blood. Ogors also make formidable use of scavenged weapons, particularly black powder cannons that, while hugely destructive, also make a lovely racket, which ogors always find entertaining.

ENDLESS DESTRUCTION

No city, no territory, no mountain fastness or underground lair is safe from the armies of Destruction. Grots and orruks have even found their way into the doomed city of Shadespire. Ironskull's 'Ardboyz revel in the endless war that the cursed city brings, crumpin' the heads of their foes time and again. For them it is a great gift from mighty Gorkamorka. Meanwhile, the Moonclan Shaman Zarbag and his mob of grots sneak through the ruins of the Nightvault in search of magical fungi.

THE BEASTCLAW RAIDERS

Those ogors born among the icy peaks and endless tundra are known as the Beastclaw Raiders. Like their kin they are nomadic, always on the hunt for their next meal, but they are also cursed by the Everwinter, which hounds them wherever they march, wreathing the land around them in snow and ice. Riding to war on heavyset Mournfangs, huge Thundertusks and rock-faced Stonehorns, the Beastclaw Raiders are hunters without peer, relentlessly pursuing their foes until they can run no further. A great feast ensues and the bones of devoured foes are offered up to Gorkamorka, the Hungering Predator and world-shattering deity of the armies of Destruction. **DH**

TALKING HEADS

Hall of Fame is a celebration of the finest miniatures in the world and the myriad factors that make them so iconic. This month, miniatures designer Seb Perbet tells us what he thinks makes a great Citadel miniature and gives us his nomination for the Hall of Fame.



SEB PERBET

Seb is a veteran of the Citadel miniatures design team, having worked on everything from Sylvaneth to Chaos Space Marines. He is perhaps best known for designing Archaon Everchosen (who entered the Hall of Fame earlier this year) and his concept work on the Idoneth Deepkin range.

What makes a great Citadel miniature? It's a question our miniatures designers ask themselves (and each other) whenever they start work on a new model. Some consider the narrative behind a miniature to be the most important factor in its design, while other's feel that a model's pose or its composition are what really make it stand out from the crowd. This month, we sat down with miniatures designer Seb Perbet, who has his own take on what makes a great Citadel miniature.

Seb: There are lots of important factors that contribute to making a great Citadel miniature. For me, composition of the overall piece – something that Darren Latham spoke about in May's issue of White Dwarf – is a key factor in designing any Citadel miniature. But I am also very keen on heads and faces – you can tell so much about a character from their face, their expression, their helmet or the headdress that they wear. The head is the focal part of the model, so that's what I would like to talk about in Hall of Fame – heads!

THE FOCAL POINT

So why is the head the focal point of a miniature? Well, think about it – it's the focal part on a human being, so it makes sense that it's the same with a model. When you talk to a person, you talk to their face. When you want to gauge their emotions or understand their intentions, you look at their expression. The face is the most communicative part of a person (along with the hands), so it's only natural that it's also the part of a model we are normally drawn to examine first (often closely followed by their hands, which normally hold exciting weapons).







1

"One of the clever things with Yvraine **(1)** is how, while she's quite elaborate, her head is actually uncluttered," says Seb. "Her bodysuit frames her face, her hair sits high up in a topknot **(2)** and her headdress actually doesn't even touch her head. I like how the spirit stones on her headdress also visually link to those on her dress **(3)** and how the gyrinx's expression almost mirrors hers **(4)**."



2



3



4

5

"A miniature's head (especially if it's bare) will often be painted a different colour to the rest of the model. But when a model wears a helmet, like the Autarch **(5)**, drawing attention to the head through use of colour is crucial. The gold rune in the centre of his helm **(6)** helps with this, as do the blue eyes lenses. It's a spot colour that's repeated on the fusion pistol and power sword **(7)**."



6



7

8

"Where the Autarch's helmet is painted a different colour to make it stand out, the Wurrgog Prophet's mask **(8)** is painted the same colour as his skin, even though it's made of wood," says Seb. "It makes you look twice at the model to confirm what you're seeing. The feathers on his staff **(9)** mimic those on his mask, while the scales on his cape **(10)** all point toward his head."



9



10

A miniature's head – though often less than a centimetre high – is key to understanding their character. On some models, you can see their face quite clearly, and you gain an understanding about them from that. Other models hide their face behind a helmet or cowl, which tells the viewer a different story entirely. Some miniatures have no face at all, yet their head can still be the focal point of the model.

"...heads, headdresses, helmets and the like – they need to reflect their race or faction."

PUTTING IT ALL IN CONTEXT

It's important that a head fits with the rest of the model. I don't just mean physically, I also mean as part of the model's character.

Yvraine, Emissary of Ynnead (designed by Neil Langdown), is one of my favourite examples of this. She's a proper show-off, a gladiatrix with such incredible poise and charisma – you can see it immediately in her stance and her attire. You can tell from the way she carries herself that she's an elegant individual, like a ballet dancer – lightweight and delicate. Her face matches her graceful pose – it's calm, but you can see a meanness to it, a determined severity. If she was screaming, frowning or snarling her face wouldn't match her pose at all – the face has to reflect what the body is doing.

I'm also a big fan of the Eldar Autarch designed by Martin Footitt. The whole model is sleek and deadly and his pose is very dramatic, like he has just descended from the sky to eliminate his foes. His wings are at full extension, like a bird of prey, and the feathers on the back of his helmet mirror their shape and design. This is the Autarch at his full potential, about to strike. Because his face is covered, the helmet has to do a lot to convey the seriousness and complexity of the Path of the Autarch and also the rank of the wearer. The rune on his helm denotes his rank, while the mandiblasters either side of his helm (combined with the Swooping Hawk feather motif on the back) convey his mastery of several Warrior Aspects without making either the model or his helm confusing.

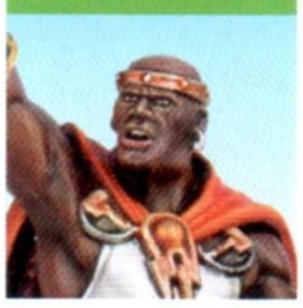
EXEMPLAR OF A RACE

And that leads me on to another interesting point about heads, headdresses, helmets and the like – they need to reflect their race or faction. The Wurrgog Prophet, also sculpted by Neil, has one of the most unusual heads in all our ranges – a wooden mask designed to look like a crude ▶

PAINTING FACES

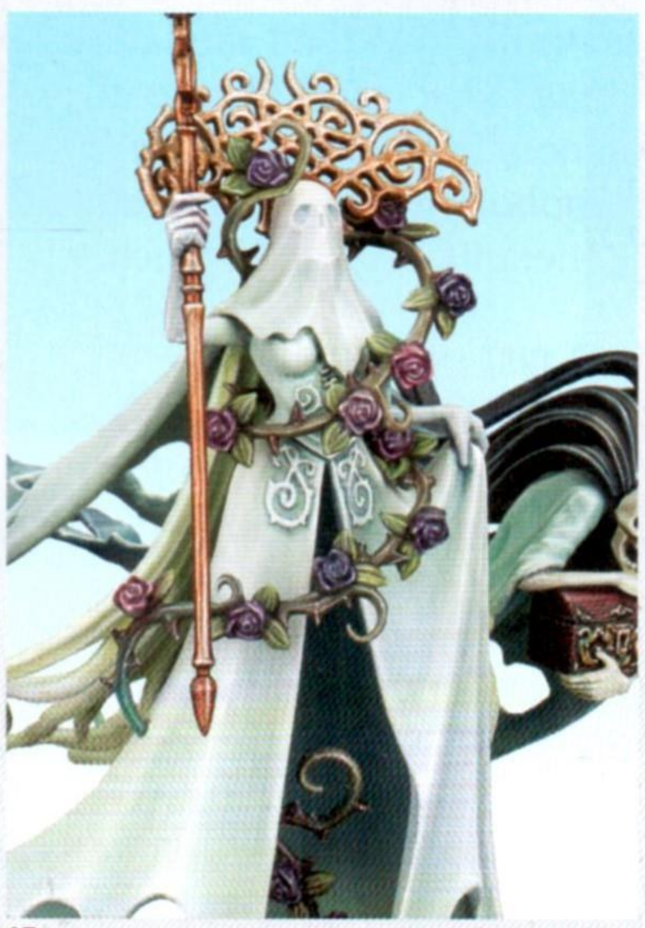
As a former 'Eavy Metal painter and Golden Demon winner, Seb knows what he's talking about when it comes to painting faces. "I find it interesting that some hobbyists paint a model's head and face first, while others paint it last," says Seb. "By painting it first, you can set the whole tone of the piece around it. Or you can paint the rest of the model first and paint the face once you've got a better idea of the colours you're using on the rest of the model. There's no right or wrong way to approach it!"











"Lady Olynder, Mortarch of Grief **(17)**, is one of my favourite models in recent times," says Seb. "Brian Nelson gave her this really haunting look by covering her face in a veil. Or maybe it's a shroud. I particularly like how the thorns that make up her headdress frame her head like a crown **(18)** – it's unusual to have a model with more detail around its face than on it! But there are two more faces on the model – the handmaidens **(19 and 20)**. Brian sculpted them with large eye sockets and at a smaller scale to give the impression that they might be children..."

11

Just like the Saim-Hann Autarch, this Wraithguard **(11)** has a cool white head to make it stand out from the warm red armour that makes up most of the model. "It's a classic colour contrast to help the eye identify key parts of a model," says Seb. "The infinity symbol on the helm **(12)** provides further context for the model, as does the Saim-Hann rune on its tabard **(13)**."



12



13

14

"I love how the Aether-Khemist's helmet combines duardin physical characteristics such as a beard with Kharadron technology like the aether-filter **(14)**. It's a combination of technology and art. It also shares design elements with the noxious aether projector he carries **(15)**. The rotating microscope on his helmet clearly identifies him as a scientist **(16)**."



15

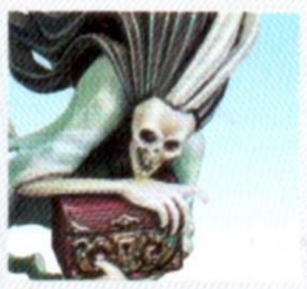


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HALL OF FAME

LOTANN, WARDEN OF THE SOUL LEDGERS

"One of my favourite models that I've designed in recent times is Lotann. I think the reason I love him so much is not just because of the Ochtar floating ominously behind him (more on that in a bit), but because of his hat! Lotann's face itself is unremarkable – he's just your average soul-stealing aelf – but his hat is something pretty special. It's certainly not practical – you can tell it's not a warrior's hat and that it's not really for protection. It's a show hat, it's pompous, a sign of status, of office. It looks bureaucratic or religious – like a bishop's mitre. The hat is a really important part of the model, not only because it marks Lotann out as a unique character among his kin, but because it ties him neatly to the rest of the Idoneth Deepkin range – the fluted seashell design is reminiscent of the howdah on the Leviadon, the armour of the Namarti and so on – there's a commonality of design.

"Oh, and don't forget the Ochtar, which also has a face of its own. While Lotann's face shows a hint of concentration, the Ochtar looks downright aggressive. It's clearly frowning as if to say "don't try anything, I've got a knife!"





1



2

The front of Lotann's impressive hat features a tiny ochtar symbol **(1)** – a visual link to the creature floating behind him. The Ochtar itself, meanwhile, has deep-set eyes that make it look extremely dangerous. **(2)**

A GIANT OF A HEAD!

"I know it's another model designed by Brian Nelson, but I really do love the Gargant," says Seb. "There are loads of reasons why I love the four heads in this kit – firstly, they're all really characterful and representative of different types of Gargants. One has clearly been warped and twisted by Chaos, but the mutations he's been gifted aren't particularly impressive ones – it shows he's not really favoured by the Chaos Gods but kind of tolerated by them. The slave Gargant looks really mangled, while the one with the beard looks a bit drunk. Painting his nose red emphasises that look! I love the fact that they look like boxers or rugby players, too – they've got that swollen, smashed-up look to their skulls. On another note, it's quite a challenge sculpting a model this large and keeping it all in proportion. The Gargant's features are actually quite small on its face, but they're perfectly proportioned for its overall size."









▶ approximation of the face beneath it. Yet that basic, tribal aesthetic sums up the Bonesplitterz so well. They don't care about art or making things look nice – they're orruks. But they do honour their gods and, by extension, their prophets. That model's head alone sums up Bonesplitterz culture (such as it is!).

NOT JUST ANY OLD FACE

In my opinion, the best heads are those that are so iconic they really couldn't belong to anyone else. They suit the model they're attached to so well you can't imagine another model having them. One of my favourite examples of this is the Kharadron Overlords Aether-Khemist sculpted by Oli Norman. Even though the model is wearing a helmet, the helmet has the aspect of a duardin – it even has a beard. But the Aether-Khemist's head also convey's his race's technological and scientific background – it has filters hiding in the beard and microscope lenses built into the eyepiece. If you only had this model's head to look at, you'd surmise he was a scientist. But that head wouldn't necessarily work on another model – perhaps not even another Kharadron. It fits the Aether-Khemist perfectly.

LET'S FACE IT, NOT EVERYONE'S GOT ONE

Some Citadel miniatures are unusual in that while they do have a head, they don't necessarily have a face. The Aeldari range have a lot of models that fit this bill – the Harlequins Shadowseer, Drukhari Reavers and, of course, constructs such as Wraithguard. What really stands out about Wraithguard is that we know they are controlled by the spirits of the dead, which makes their blank faces all the more unnatural. There's a head where you expect it to be, but it has no expression at all – it's impassive and unsettling.

> **"There's a head where you expect it to be, but it has no expression at all - it's impassive and unsettling."**

This is in sharp contrast to Lady Olynder – a ghost of a very different kind. She's a cruel and malevolent creature, and while she still doesn't really have a face, as such, there's a semblance of one underneath her veil and it doesn't look friendly in the slightest. You can tell at a glance that she's a twisted, hateful creature – a sharp contrast to the quite pure and neutral heads of the Aeldari Wraithguard.

But while I love all of these Citadel miniatures, there's one that I feel really stands out from the crowd – a real head-turner. And so I would like to nominate into the Hall of Fame…

CITADEL
HALL OF FAME INDUCTEE

GAUNT SUMMONER

Designed by Brian Nelson | Nominated by Seb Perbet



"There are a lot of models in the Chaos range that wear tall or elaborate headpieces," says Seb. "The Gaunt Summoner's headdress **(1)** is actually part of his head and it's tall and sleek, not like the blocky, heavy-looking helms worn by Khorne's servants. A model has to be representative of the race or faction it's part of, especially when it's such a focal character piece.

"A model's head should always reinforce and exemplify the theme of the rest of the miniature. Eyes are an important thing for Tzeentch, and his servants often have more of them than are strictly necessary. The Gaunt Summoner has eight of them on his head alone, but also one on his staff **(2)**, seven on his armour, two on his book and even the gemstones on the hilt of his knife are elliptical.

"The flowing robes and feathers on the lower half of the Gaunt Summoner's body are fantastic details in their own right **(3)**, but they also all curve upwards, leading your eye naturally towards the Gaunt Summoner's head. It's a subtle but extremely effective way of directing your eye to the most important part of the model."

Seb: Picking a model that encapsulates everything I've been talking about was really tough. After all, pretty much every model has a head! However, there is a model that I feel illustrates all the most important aspects about a model's head that I've mentioned – the Gaunt Summoner sculpted by Brian Nelson.

The Gaunt Summoner is a truly bizarre miniature that really captures the sorcerous, otherworldly nature of Tzeentch, the God of Change. Like with most miniatures, your attention is instantly drawn to his head, but unlike most models, his head is completely unorthodox. He has eyes – four times the normal number, in fact – but they're not where you'd expect them to be, near the middle of his face. Instead, they're moulded into these tall, elegant blades that have erupted from the side of his head. You get the impression of a very knowledgeable character, an ever-seeing, always watchful individual, but one that also has a degree of arrogance about him. His tall head gives him an air of self-importance, like he's always looking down on people. Which of course, he physically is, but in a metaphorical sense, too.

The Gaunt Summoner's head complements the rest of the model, which is also very long and thin. Spider-like. There's a strong feeling of upward motion about him that's emphasised by his head – all the lines of the model draw you upwards towards his head and you get the impression he's almost growing and stretching right before your eyes. And, of course, his face explains what he's doing right at this moment – reciting some kind of incantation while stabbing down into his spell book with a knife. The Gaunt Summoner's head is angled to look at the book and the blade while his mouth is open wide, teeth bared – it's very aggressive, suggesting that he's shouting out his spell rather than simply muttering it under his breath. DH



ARMIES OF MIDDLE-EARTH

This month, Middle-earth rules writer and avid matched play enthusiast Jay Clare explores some of the changes to building an army for the new edition of the Middle-earth Strategy Battle Game, and how to forge your forces ready for battle.



JAY CLARE
Jay has been attending organised gaming events since he was 15. His enthusiasm for them is infectious, and most weekends he is loading Hobbits, Elves or Orcs into cases to do battle. He has ventured to the highlands of Scotland, the south of England, and even as far as Germany to get his tournament fix!

The new edition of the Middle-earth Strategy Battle Game has been out for a couple of months now, and already players have been putting together brand-new armies using the new rules.

In the new rulebook, we focus quite heavily on forging an army that fits the stories of *The Lord of the Rings* and *The Hobbit* rather than allying together a combination of heroes or warriors that simply did not (or could not because they lived in different ages) coexist, just to get a specific rules benefit in-game.

These changes have had a big impact on how matched play games are played and organised gaming events run, so over the next few pages, I'm going to look at army building and how you can get the very best from your forces on the tabletop in a bit more detail.

ARMY BONUSES

Back in 2016, Games Workshop released *The Hobbit: Motion Picture Trilogy* There and Back Again supplement, which introduced the concept of Army Bonuses – a system where, if a player creates a force composed entirely of models from one of the army lists presented within the supplement (an army of Lake-town, for example), they would receive a bonus for doing so.

This encourages players to build forces that are representative of the films rather than just allying the usual, less thematic culprits (Ringwraiths, Shades and Saruman the White, I'm looking at you) into every list just to get an in-game advantage. These proved to be incredibly popular with players, and so it made a lot of sense to incorporate these Army Bonuses into the new edition so that every army list has an additional thematic rule of their own!

THE LEADER

After you have written your army list and selected all of your models, you will need to work out who your leader is. In the past, you were simply allowed to select any hero in your force to be your leader, and this led to some pretty odd situations where a hero who was clearly not a leader took command instead of the more obvious choice. This has all changed in the new edition, and now the leader of your force is automatically the hero with the highest Heroic Tier. If there is more than one hero in this situation, then you may choose between them.

This means that armies including Gandalf or Aragorn can no longer be led by a lowly Captain of Minas Tirith, and heroes such as Gorbag do not take command over the Ringwraiths. This means that players' forces will be more thematic whilst still remaining competitive.

HEROIC ACTIONS

Another major change in the new edition is that heroes now have a specific list of Heroic Actions they can declare, rather than simply having access to all of them.

This means that Heroic Actions such as Heroic Strike can only be used by those heroes who – as described in the stories – really feel like they can use it. Heroes like Aragorn or Boromir, for example.

If you rely on specific heroic actions for your grand strategies to work, you will need to think very carefully about the heroes you select for your army. Each hero has a role to fill on the battlefield and their list of Heroic Actions is specifically chosen to reflect this. If you need a hero to combat the high Fight value of an opposing Monster or Hero, for example, then you will probably want to include a Hero in your force that has access to Heroic Strike.

"Each hero has a role to fill on the battlefield and their list of Heroic Actions is specifically chosen to reflect this."

Maybe you're going to an event that features scenarios that require your army to move a lot, such as Reconnoitre, Seize the Prize or Storm the Camp. If so, including a Hero with access to Heroic March would be a sensible idea.

Perhaps you're trying to decide who to field as your general. If one of your heroes has Heroic Defence then they would be the sensible choice as they can more easily weather the storm of your opponent's attacks with a well-spent point of Might! There's a lot to consider. ▶

CONSIDER THE SCENARIOS

If you are attending a matched play event, chances are that you will be able to find out what scenarios are being played before you go. Because certain armies excel in different scenarios, this can be important information.

If the event features scenarios where the number of models in your force matter, consider taking an army with a large model count like Moria or Lake-town. If the scenarios focus more on killing your opponent's force, or carrying an objective off the board, take fast, hard-hitting assault units or cavalry to make sure your force can easily cope with the scenario's demands.



HEROIC TIERS

Back in September's issue, Adam mentioned the impact of Heroic Tiers on army building. The new edition of the game classifies every hero into one of five tiers, and each can lead a different number of warriors, giving players a greater degree of flexibility in their army-building choices.

Azog is a Hero of Legend, so he can lead up to 18 followers. Legolas is a Hero of Valour and can lead up to 15. Grinnah is a Hero of Fortitude and can lead up to 12. Éowyn is a Minor Hero and so can only lead up to 6 followers. Pippin is an Independent Hero and cannot lead any followers at all (he is very small), though he can be included in the warband of another hero as one of their followers.



Azog – Hero of Legend (up to 18 followers)



Legolas – Hero of Valour (up to 15 followers)



Grinnah – Hero of Fortitude (up to 12 followers)



Éowyn – Minor Hero (up to 6 followers)



Pippin Took, Guard of the Citadel – Independent Hero (no followers)



With the White Wizard among their ranks, the forces of Minas Tirith ready themselves to fight to the last against the hordes of Orcs smashing through the city gates.

TAKE ON ALL COMERS

Sometimes you may not know what scenarios you will be playing at an event or on a gaming night. In these situations it's a good idea to field a balanced force that can deal with any scenario – that way, no matter which one you play you have a good chance of securing victory.



▶ Here, we have a couple of example armies – one made from the Minas Tirith army list, and one made from the Mordor army list. Both are 800 point forces and have been made using only models from their respective army list – meaning that both will receive their Army Bonuses for remaining a themed force.

MINAS TIRITH

The Gondor force has two Heroes of Valour in it – Gandalf and Denethor. The latter's special rules mean that he must always be the leader of the force. This allows Gandalf to get stuck in without the risk of giving away Victory Points if he is slain. The force also contains plenty of models with a high Defence value, giving it a lot durability. The Captain of Minas Tirith also has access to Heroic March, helping the army move around the board and position itself where needed.

MORDOR

At the helm of the Mordor force is the Witch-king who, when part of a Mordor army, becomes a Hero of Legend. This allows him to pack out his warband with a host of warriors to protect him from the enemy and swell his army's numbers. As this force contains a large number of Morannon Orcs, Gothmog is an excellent choice for the army. His 'The Time of the Orc Has Come' special rule allows his Orcs to cleave through enemy ranks with ease, whilst his Master of Battle special rule gives him a distinct strategic advantage.

"Choosing your heroes is perhaps one of the most important parts of building an army..."



Led by the fearsome Witch-king of Amgmar, the forces of Mordor march towards the White City. The ranks of Orcs have but one mission – to raze Minas Tirith to the ground in Sauron's name.

ALLIES

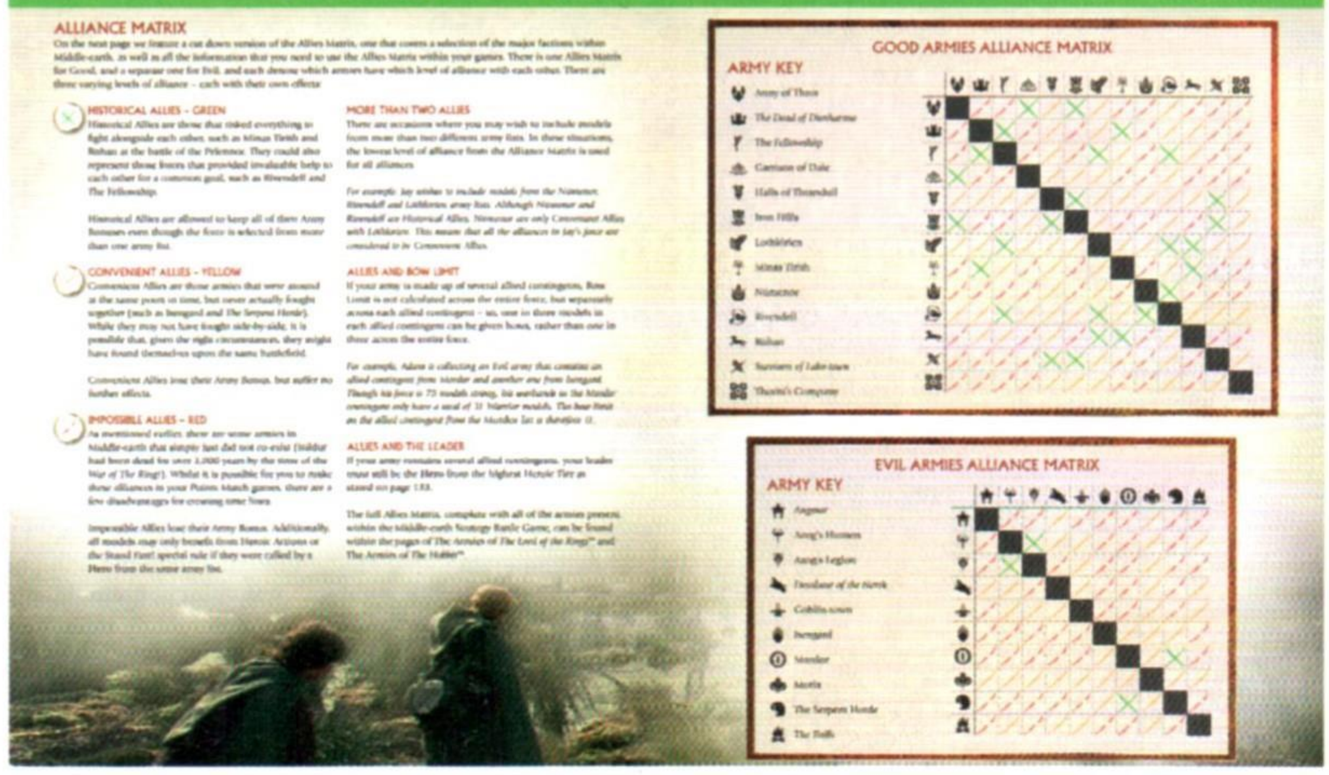
Alliances have always been a huge part of the background of Middle-earth – The Last Alliance, Gondor and Rohan, Erebor and Dale to name but a few. Although we wanted to reward players for using 'pure' armies, we also felt that thematic allies should also be encouraged.

There are now levels of alliance as shown by the Allies Matrix, and these allow players to ally their forces as they've always been able to, but gain some benefits for sticking to the alliances that actually exist in the books and films.

Alliances now pose a very important question in matched play – does a player use an alliance that may not be historical (and therefore lose their Army Bonus), or do they stick to pure armies and thematic alliances to ensure they get the very best from their collections of miniatures?

ALLIANCE MATRIX

The new edition of the game brings the return of the Alliance Matrix. Here you will find the levels of alliance for each combination of allies – either Historical Allies, Allies of Convenience, or Impossible Allies.





As Lothlorien and Rivendell are Historical Allies, both can be included in the same force and both still get to keep their Army Bonus! Great news for collectors of these forces.

HEROES

Building a matched play force is an interesting tactical challenge – you have to consider all of your options and weigh up the pros and cons of each hero and warrior you want to include.

Choosing your heroes is perhaps one of the most important parts of building an army – you need to select heroes that will have a big impact or support those warriors around them. Every hero in the game has their own role to fill. Perhaps you need a fighter to cut through swathes of enemy models, inflicting numerous casualties upon your foe. Maybe you need some magical support for your army in order to help you gain control over the battlefield. Other heroes are there to provide support for your warriors. There are many reasons to choose your heroes – a topic so vast could easily be a whole article in its own right! Perhaps the Dwarfers will let me return next month...

THE MOST IMPORTANT RULE

Even in the heat of an event where both players are trying to win, it is important to remember to play in a generous spirit befitting the gentlest and noblest of Hobbits and, most all, have fun. After all, we should be trying to play in a manner that old Mr. Bilbo would be proud of!



How you decide to approach matched play is up to you – it's ideal for organising tournaments and gaming weekends where generals engage each other in a battle of wits to discover who is best, but it's also perfect for those pick up and play games down your local gaming club where you and your opponent can fight on equal terms.

Hopefully I've managed to provide you with some ideas and tips for forging your own armies, and highlighted some of the things to consider when you do. Why not try these the next time you are at an event or gaming club – you may find them to be incredibly useful!

If you have not yet given matched play a try, there are always events going on across the globe, so why not head over to your nearest one and discover it for yourself – hopefully you'll love it as much as I do! **JC**

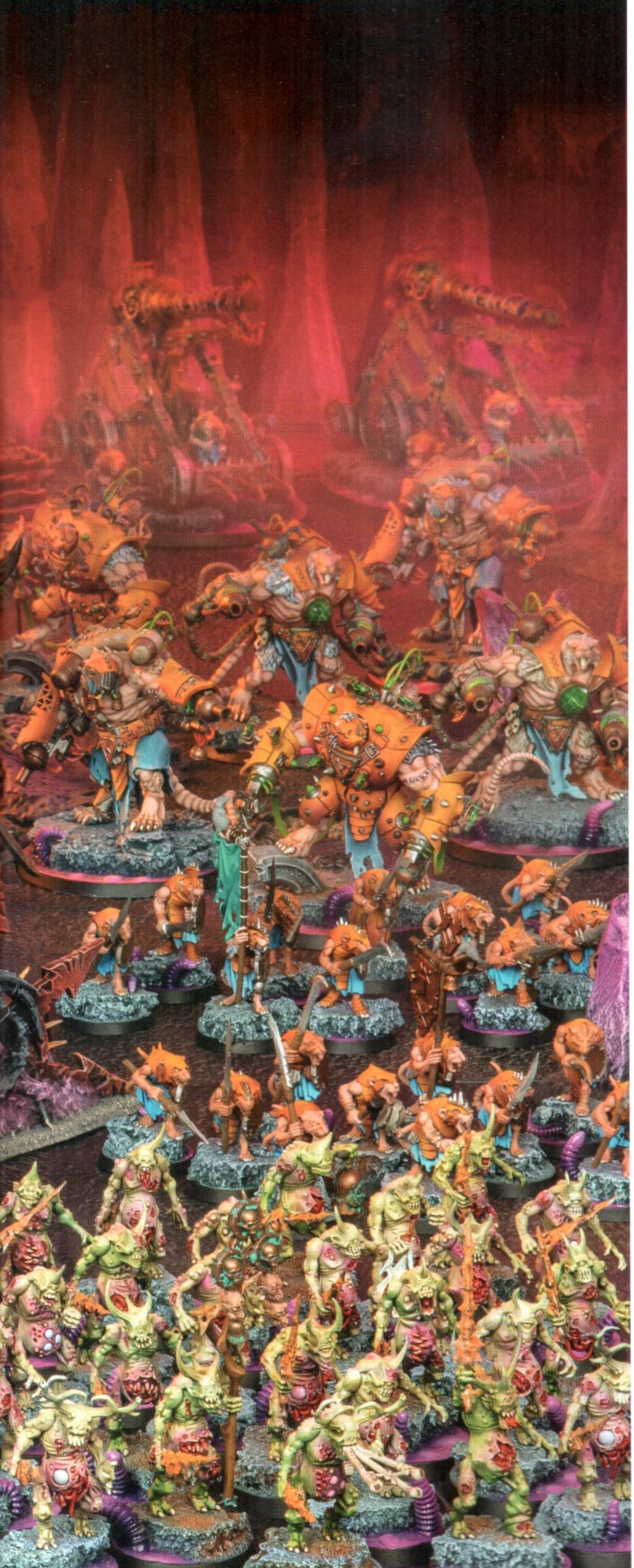
COLLECTING

UNHOLY CRUSADE

One of the most popular aspects of the Chaos Grand Alliance is the sheer variety of units available to budding collectors. Famed warlord Terry Pike has been building his Chaos army for many years and tells us all about his collecting journey.



TERRY PIKE
Hailing from the storied city of Salisbury, Terry divides his time between painting miniatures, web development and co-hosting the Warhammer Age of Sigmar podcast FaceHammer. As if that didn't already keep him busy enough, he also regularly attends gaming tournaments.



Veteran tournament player Terry Pike has been leading his sizable Chaos army into battle for the glory of the Dark Gods for many years now. His ever-growing collection encompasses a wide selection of beautifully painted miniatures, ranging from rank upon rank of Skaven Clanrats and daemonic Plaguebearers to a deadly battery of Warp Lightning Cannons and a host of disc-riding Tzaangor Skyfires. We caught up with Terry to learn all about his love of all things Chaos and how his collection developed over the years.

White Dwarf: Hi there, Terry. So when did you first begin your journey into the hobby?

Terry Pike: I have been collecting and painting Citadel miniatures since I was about eight years old! Over the years, I jumped in and out of the hobby until I was about 26, when I began regularly attending independent tournaments. I've been back into the hobby full-time for about the last seven years or so, but have been gradually working on this particular army since Warhammer Age of Sigmar was first released.

> **"I decided to use that event as the excuse I needed to form the collection into an army fit for the competitive battlefield."**

WD: What inspired you to start this collection in particular? Was it for a specific tournament?

TP: Partially, I suppose. As much as I had been building this collection for a while, the launch of the General's Handbook in 2016 saw Warhammer World's inaugural matched play tournament for Warhammer Age of Sigmar – the Warlords. I decided to use that event as the excuse I needed to form the collection into an army fit for the competitive battlefield. I came second overall and picked up a nomination for Best Army too!

WD: Well, that's not a bad way to start! Were most of the units you added to the army designed to bolster its strength on the battlefield, then?

TP: For the most part, yes, but I've continued to add new units as the game changes in reaction to the arrival of new factions, updated points costs, and recently, of course, a new edition of the game's core rules. Overall, though, I think it's fair to say that all the units I've painted for the army either have a strong presence on the battlefield or were included to serve as cheap battleline units so that I could spend my points on more powerful units for my force. ▶

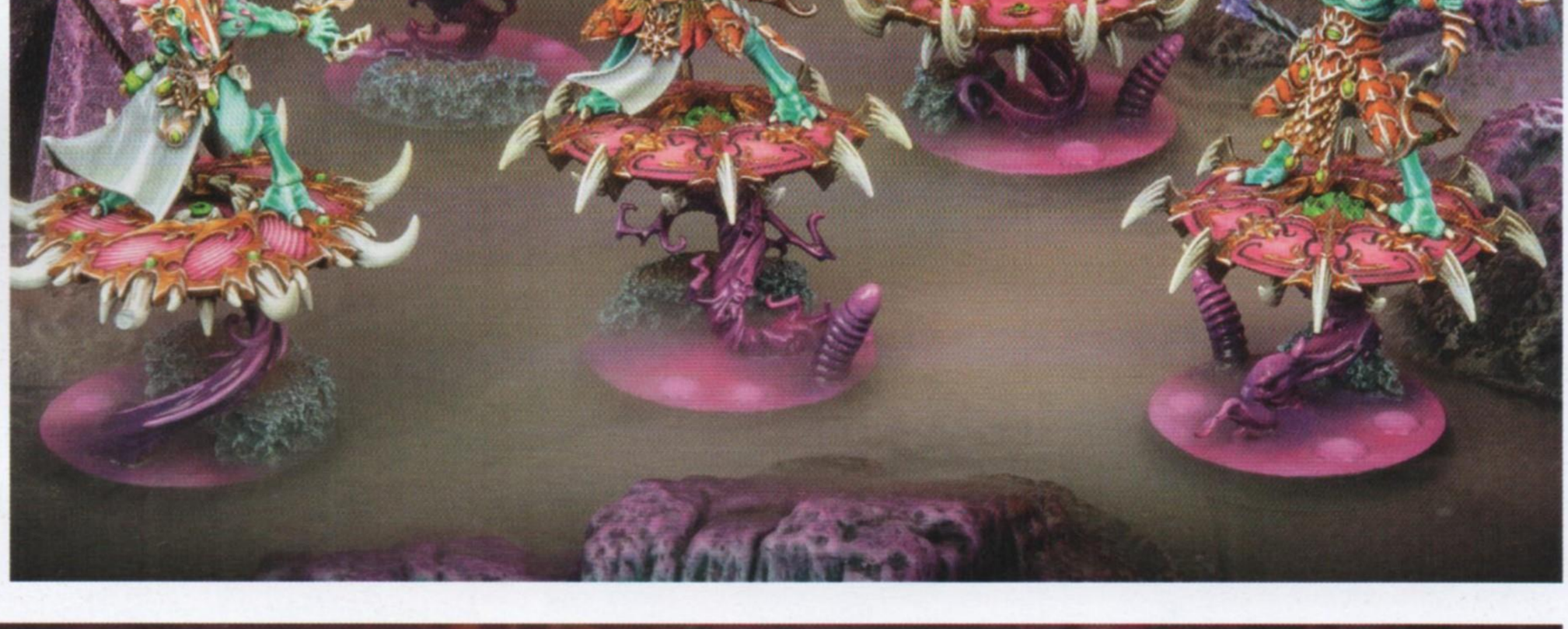
A WORD ON WORMS...

One of the methods that Terry used to consolidate his army's overall identity was to make dozens of wormlike tentacles and add them to the bases of his models. But how did he go about making them?

"I wanted to create something a bit different to what had been seen on the tournament scene," says Terry. "The wormlike tentacles are created using a plastic tool which I use to create ribs in the Green Stuff putty. These are then shaped and moulded onto the base. This, combined with bright purples and gloss, really helps the army's bases stand out."



Terry's army includes a powerful Tzaangor contingent in the form of six Skyfires and a Shaman. They provide his melee units with swift, hard-hitting magical and fire support.



Terry favours including multiple units of Plaguebearers in his army. Not only do they fill his minimum quota of Battleline units, but they serve as tough, reliable units for holding any objectives.



From atop his lofty perch, the Gaunt Summoner surveys his forces marching forth from an Aqshian Realmgate to burn and pillage in the name of his dread master, Archaon Everchosen.

COLLECTING

Despite having made his own unique Great Unclean One by converting Otto Glott (from the Glottkin kit), Terry found he was unable to resist getting hold of the new Greater Daemon of Nurgle.

The Great Unclean One kit includes four different weapon options: a bileblade, bilesword, doomsday bell and plagueflail. Terry actually painted all four of the variant weapons, then made clever use of magnets to ensure that he could arm his Great Unclean One with his two weapons of choice before each battle. Terry painted the weapons to look like two types of metal – iron and brass – enabling him to apply two different forms of weathering in the form of rust and verdigris. Terry even added a sandy texture to the weathering to make it look really old and gritty.





THE GRAND LEGIONS OF CHAOS

The forces of Chaos are the most numerous and powerful of all the factions that endlessly vie for ascendancy of the Mortal Realms. Until the Storm of Sigmar struck, they were all but unchallenged.

With innumerable daemonic legions, tribes of devoted mortal warriors, hordes of beastmen and skaven, not to mention the menagerie of twisted and mutated monsters at their disposal, the power of the Dark Gods is near limitless. Indeed, the Age of Chaos was named for the unrivalled dominion that the ruinous powers and their armies once held over all. The realms of Aqshy, Chamon, Ghur, Ghyran, Hysh, Shyish and Ulgu were all but conquered by the armies of the supreme champion of the Dark Gods, Archaon Everchosen. Only Azyr remained free of his grip when the God-King sealed the Realmgates to the Heavens and abandoned his people to their fate. Though the Age of Sigmar saw the stranglehold of the Chaos Gods finally broken, they remain the single greatest power.

One of the great strengths of the armies available to the forces of Chaos is not just their quantity but also the sheer variety of those that serve them. First and foremost are the daemonic children of Chaos. Each such creature is a manifestation of their master's power, be they a Plaguebearer of Nurgle, endlessly counting the varieties of disease that beset mortal kind, or a mighty Bloodthirster of Khorne – the very epitome of war and death. As immortal beings, Daemons can seldom be destroyed utterly, only banished from the mortal plains for a time. Against such foes, victory can only be fleeting at best. Yet the Dark Gods also have a near infinite supply of mortal followers, be they barbaric or bestial warriors seeking the strength so freely offered by the Chaos Gods in return for their devotion, or the servants of the Horned Rat – the skaven.

To face these impossible odds, Sigmar created his own immortals – the Stormcast Eternals – though even the God-King fears that, against such power, there may be no hope of victory…

THE AGE OF SIGMAR

The dominion of Chaos was broken at last when the God-King threw open the gates to his realm and sent forth his mighty Stormcast Eternals to do battle. The Age of Sigmar had arrived, ushering in a new era of war that would free the enslaved peoples of every realm and see them rise up against their oppressors. In every land, the forces of Chaos were driven back, though their strength was far from shattered. The Realmgate Wars that followed ended in a bloody stalemate, with neither side able to secure a truly lasting victory.



▶ **WD:** Is that what led you to add the Skaven contingent to the collection?

TP: Very much so, as they offered me access to some really useful units. The Clanrats provide me with a big unit that helps shelter my heroes from enemy bow fire, all the while filling a cheap battleline slot. The Stormfiends were at the opposite end of the spectrum – they're incredibly durable and can dish out a world of hurt to anything within range of their warpfire projectors. Warp Lightning Cannons are excellent long-range damage dealers, able to dish out a healthy (or unhealthy for the enemy!) amount of mortal wounds on any big or powerful units your opponent may have. That sort of firepower is a rare commodity indeed for what is traditionally a melee-oriented army, which is why I have two!

WD: Are you planning to add any more Skaven units to your collection in the near future?

TP: I'm actually working on an Arch-Warlock to lead that part of the army. There are enough Skaven in the collection to deserve some sort of leader figure, I think! But as much as my collection first began as a competitive army for matched play tournaments, it has since evolved into an army designed to win painting trophies and awards at any events I attend as well. With that in mind, I think it's important for me to maintain a thematic structure to the collection so that it makes sense as an army on the battlefield.



The Clans Skryre are renowned for their mastery of eldritch weaponry and war engines, most iconic of which are the Warp Lightning Cannons that launch crackling beams of destructive energy.

Terry added this imposing unit of Stormfiends to his army to provide it with a strong and resilient unit that also offered some devastating close-range fire support.





MASTER OF THE SILVER TOWER

"I've wanted to paint the miniatures from the Warhammer Quest Silver Tower box ever since if was first released," says Terry. "The Gaunt Summoner in particular is amazing, but his various Familiars also have so much character and offer lots of cool details and vibrant colours to paint, which in turn helps to add variety to the overall look of the army."

WD: Were there any specific painting techniques that you used across the army?

TP: A lot of the basecoats and blends in the army were applied using an airbrush. The rest of the paintwork was a mixture of wet blending, glazing and line highlights.

> **"I've wanted to paint the miniatures from the Warhammer Quest Silver Tower box ever since if was first released."**

WD: Your choice of basing method works well to unify the different Chaos sub-factions throughout the collection. How did you make the bases?

TP: The rocks on the bases were made by tearing up sheets of cork into small pieces. I glued these into place, then added bubbles of slime and worms made of Green Stuff sparingly across the various models to help tie them together.

WD: Thanks very much for your time, Terry. Best of luck in future tournaments! **SG**



BLANCHITSU

For over three decades, John Blanche has shaped the worlds of Warhammer with his evocative artwork. His style has enthused and excited many painters and modellers, and Blanchitsu is our regular feature celebrating John's dark, gothic visions and their influence. This month, we enter Lesotho 212, a plague-tainted research facility.

LESOTHO 212

"I built the facility over seven months," says Jonathan. "I was influenced by the design of the Space Hulk board tiles, which is why they have loose wires and random debris scattered all over the floors. I was also heavily influenced by old Confrontation-era artwork and opted to paint the scenery in a classic orange and white sci-fi colour scheme."

CONTAGION COMES TO LESOTHO 212

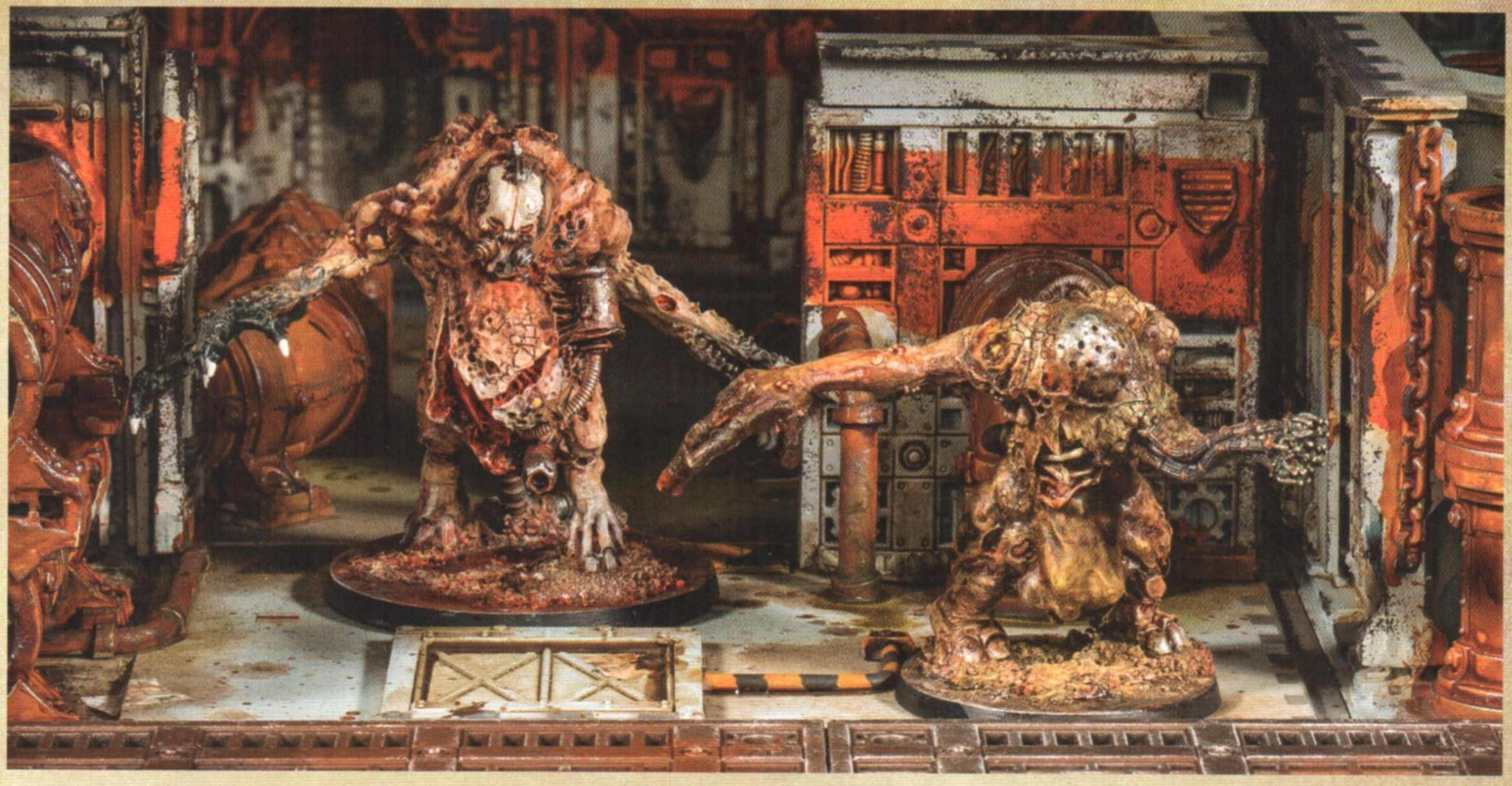
Earlier this year, a group of hobbyists from around the globe met in Warhammer World to play a game based on a story of their own devising. Each of them built and painted a warband of models with which to infiltrate the corridors of Lesotho 212, an ancient research facility overcome by a mysterious plague. Jonathan Hartman came all the way from the USA with the Lesotho facility that he'd built packed up in a steamer trunk (it didn't classify as hand luggage), while Jeremy Lueth wrote the scenario for the game based on the rules for Necromunda. "I took on the role of games master because there were so many people playing," says Jeremy. "The idea was that each warband would start in a different part of the facility and would be given a secret objective to achieve. They then had to fight through all the plague zombies (and each other) to complete their missions. Because the facility's corridors are quite cramped and tight, there was plenty of interaction between the warbands." Here you can see the first warbands (and plague monsters) of Lesotho 212.

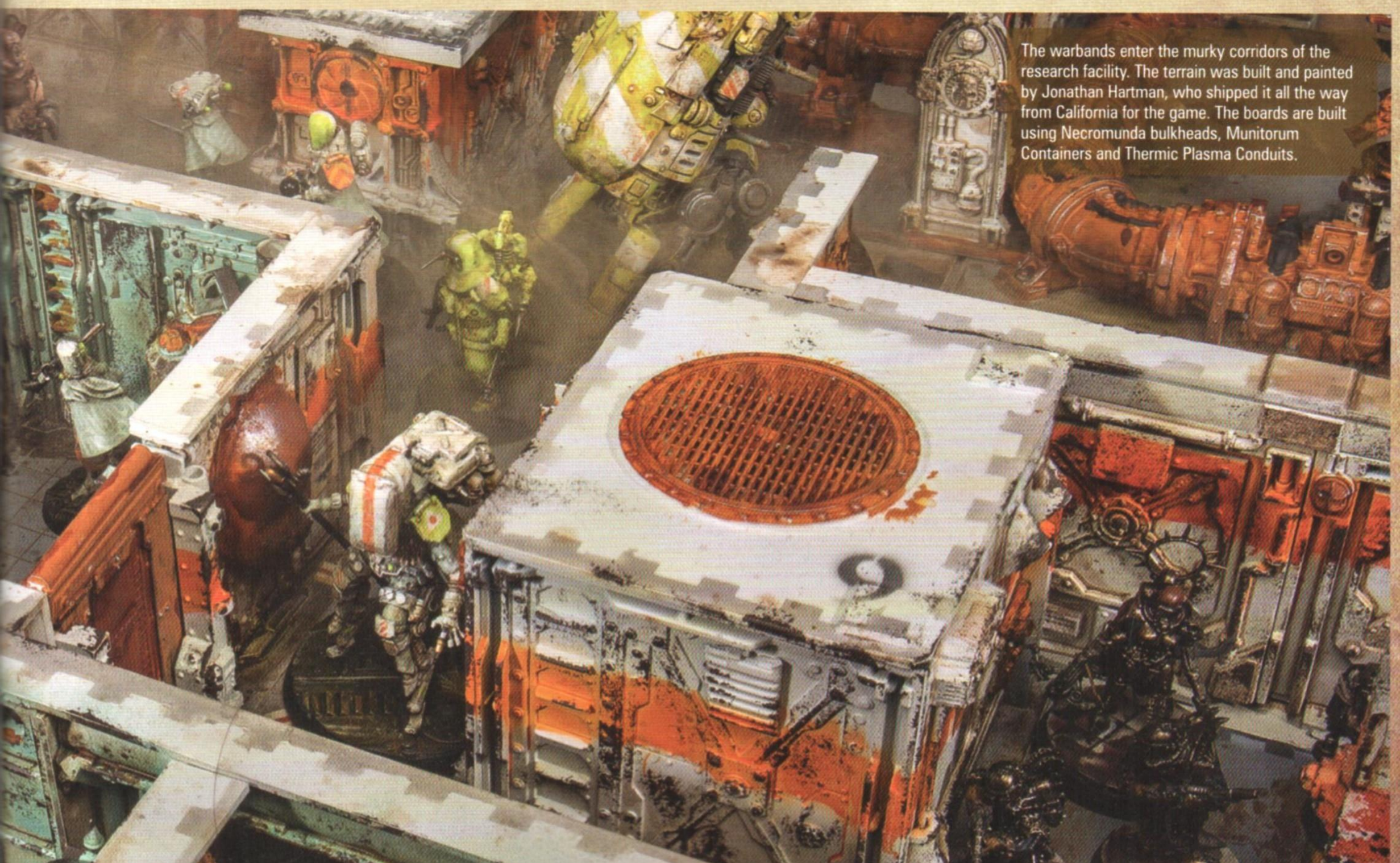


JOHN BLANCHE
THE PLAGUE OGRYNS

John loves taking part in narrative style games like the one set on Lesotho 212 and joined the rest of the adventurers for a day of gaming in Warhammer World. John's contribution to the game was a pair of Forge World Plague Ogryns. "I converted them using a few spare parts I had lying around," says John. "One has the face plate from a Solar Auxilia Ogryn (the one on the left), while the other I cut the head off and replaced it with mechadendrites to give it that half-tech, half-organic look. I painted the Plague Ogryns in my traditional style – basecoat colours followed by plenty of washes and glazes to build up the colour in the recesses and give them a sickly look. I mixed a lot of colours on the models, too, but I can't for the life of me remember all of them!"

Below: John's filth-encrusted Plague Ogryns shamble through the corridors of the Lesotho 212 complex searching for new victims to infect with their plague virus. The warbands investigating the research facility could run into these monsters (and plenty of other foul creatures) at any time.





The warbands enter the murky corridors of the research facility. The terrain was built and painted by Jonathan Hartman, who shipped it all the way from California for the game. The boards are built using Necromunda bulkheads, Munitorum Containers and Thermic Plasma Conduits.

BLANCHITSU

KRISTIAN SIMONSEN

DESPERATE SURVIVORS

"My warband was inspired by the archetypal characters you find in horror movies and pulp fiction novels," says Kristian. "Hector Callahan is the leader of the warband – an ex-guardsman who came out of retirement to offer his services (front row, middle). There are a couple of other ex-Guardsmen in the group, a hive juve, a convict (back row right) and an Enforcer (back row left). Basically, they're a group of individuals that have had to put aside their differences to survive the horrors of Lesotho 212."



DOCTOR DEATH

In every good story there's a bad guy and in this game it was Doctor Death. "He was once Doctor Ignacius Valantion – an Imperial scientist who went a bit too far," says Kristian. "He created the plague virus and unleashed it, mutating and killing almost all of the population of Lesotho 212. Then, of course, Nurgle got involved and it all got a bit out of hand! His primary henchmen are Spirehead – the huge mutant with the axe (back left) and Vengeance (right), a Plague Ogryn armed with a reaper autocannon. He's surrounded by his favourite zombies."



THE PLAGUE CHILDREN

"These are children who caught the virus," says Kristian. "It affected them even more than the adults, literally burning through their small bodies, leaving them ashen, burned out husks with smouldering embers inside that can be seen in their mouths and eyes if they have any. All of my miniatures for Lesotho 212 were painted quite quickly using a lot of block colours, washes and dry brushing," says Kristian. "They're expressive rather than neat – I think it fits the feel of Lesotho 212 and the scenery Jonathan created."





PETER HUDSON

INQUISITOR HESTORA AGARL

"As soon as I saw Neave Blacktalon I knew I had to make her into an Inquisitor," says Peter. "I converted her with the force sword, shoulder pad and belt buckle from Hector Rex and added a few subtle Warhammer 40,000 touches such as an aquila, rebreather, bionic ear, psychic hood, a Grey Knight tilting shield and an inferno pistol (made from a Kharadron Overlords vulcaniser pistol). I painted her armour white, then covered it in scratches to show where she'd been attacked by the Lesotho zombies."



JONATHAN HARTMAN

THE RAVENSPIRE SOCIETY

"My warband is a secretive, probably heretical, gang of hired guns who cover their faces with bird skulls," says Jonathan. "They are led by a bounty hunter called Krieger who is on a mission to find a Data Servitor in the Lesotho 212 complex (you can just see him at the back of the picture). Krieger is primarily based on a Tartaros Pattern Terminator with a torso built around a Goliath Ganger and a Kharadron Skyrigger. I made the hired guns from Freeguild Archers, Flagellants and Genestealer Cultists."



TIM MOLLOY

INQUISITOR KHALEETHA SAYEED

"Khaleetha Sayeed is one of the most proactive Inquisitors in the Bathomahl Sector," says Tim. "Having pursued the Butcher of Balemire for the best part of a decade, she and her personal guard joined Inquisitor Hestora Agarl in purging everything that stood in their path during our game. I converted Sayeed from Inquisitor Greyfax with a simple head and arm swap and painted her in a dark colour scheme to contrast with Peter's bright white Inquisitor. Her personal guard are made from Forge World's Solar Auxilia models."

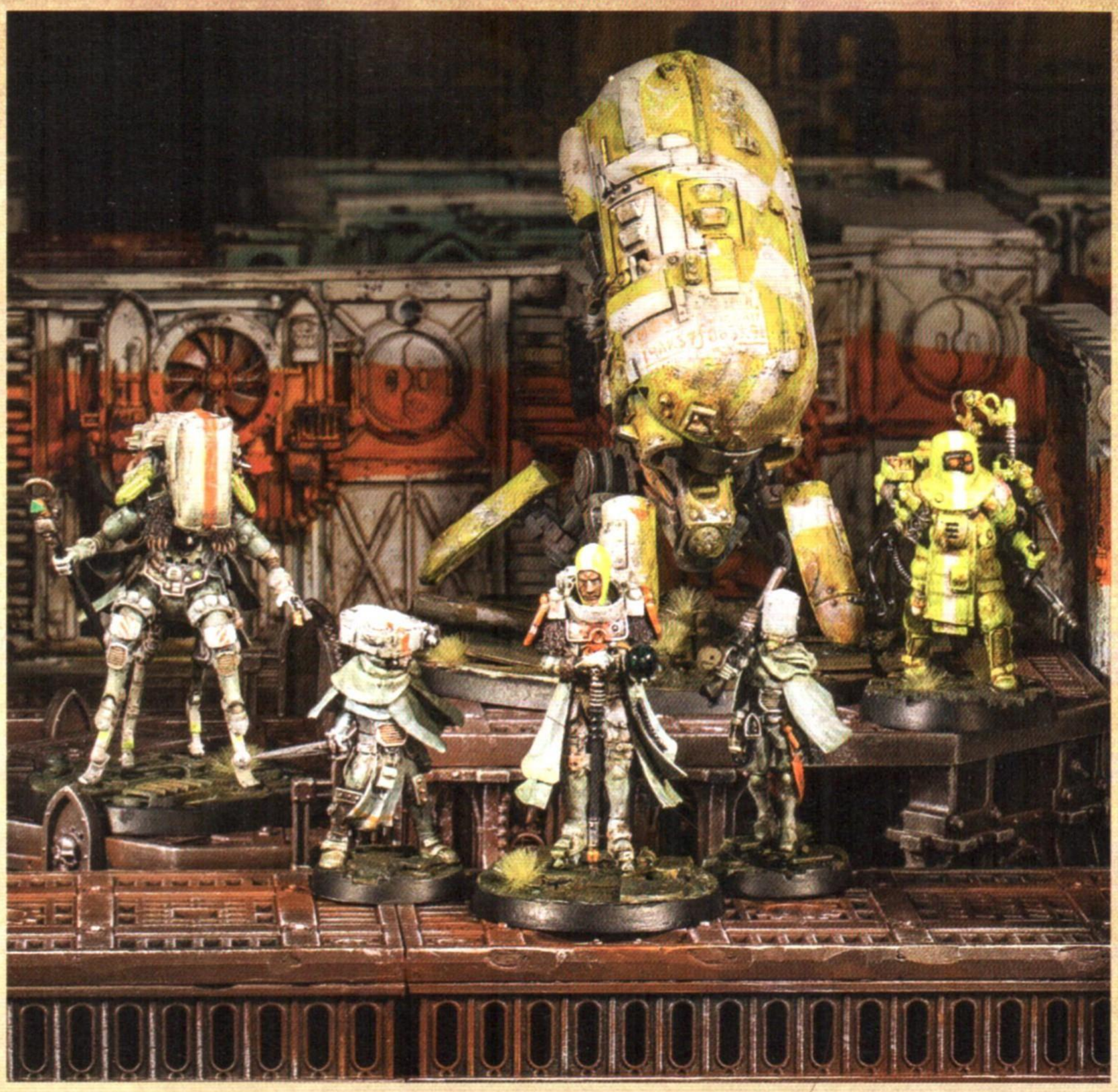
BLANCHITSU

ISAAC TOBIN

THE AGENTS OF HOUSE AKUHM

"The Navigator House Akuhm was once fabulously wealthy, controlling countless ports and settlements throughout the Imperium," says Isaac. "As the House's fortunes waned, they lost control of most of their ancestral holdings, including the industrial facility Lesotho 212, long governed by new masters, but still painted in the trademark white and orange Akuhm livery. When the Navigator house's info-cant relays picked up reports of a contagion spreading through the Lesotho 212 facility, a special task force was led by Agent Plenipotent Palmeria to retrieve a priceless House artefact before the inevitable Exterminatus."

From left to right, the members of Isaac's warband are Agent Plenipotent Palmeria Limen Akuhm, a Palace Guard Duelist, Duke Philippos Xudi Akuhm, a Palace Guard Shootist and House Medical Savant Piter Yueh. "With Palmeria, I loved the idea of a Navigator too mutated to walk, so I strapped her into an exo-skeleton with extra rear legs to offset the weight of her huge cranium," says Isaac. "The Duke is based on Skitarii and old Empire models, while the two Palace Guards are converted from Escher Gangers combined with Genestealer Cult parts. The medic is mostly made from greenstuff, but there is a Space Marine Scout somewhere under his hazmat suit."





FURTHER AGENTS OF HOUSE AKUHM

To the right you can see more of Isaac's House Akuhm models. While they didn't take part in the Lesotho 212 game, we thought they were too cool not to feature! Most of them are converted from Genestealer Cult and Skitarii kits – one even has a head made from Space Marine shoulder pads! **DH**

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BATTLEGROUND

THE RAID ON MAWRACK PENINSULA

This issue, we present one of the newest additions to the Warhammer World museum – the Raid on Mawrack Peninsula. This triangular corner display was created by the talented Warhammer World design studio. Having taken over an abandoned coastal settlement, a Bonesplitterz tribe is now discovering what happened to the previous dwellers, as the Idoneth Deepkin rise...

The Warhammer World museum is one of the main attractions at Games Workshop's Nottingham headquarters, featuring dozens of mind-blowing displays, entire armies of 'Eavy Metal miniatures and collections of classic Citadel miniatures from many years past. Behind the scenes, the Warhammer World design studio is constantly striving to create new and exciting displays that showcase the wondrous imagery of the Mortal Realms and the Warhammer 40,000 universe. Their latest display first made its debut at Warhammer Fest earlier this year, and takes the unusual form of a triangular corner exhibit – a challenging new innovation – as the team's manager James Karch explains:

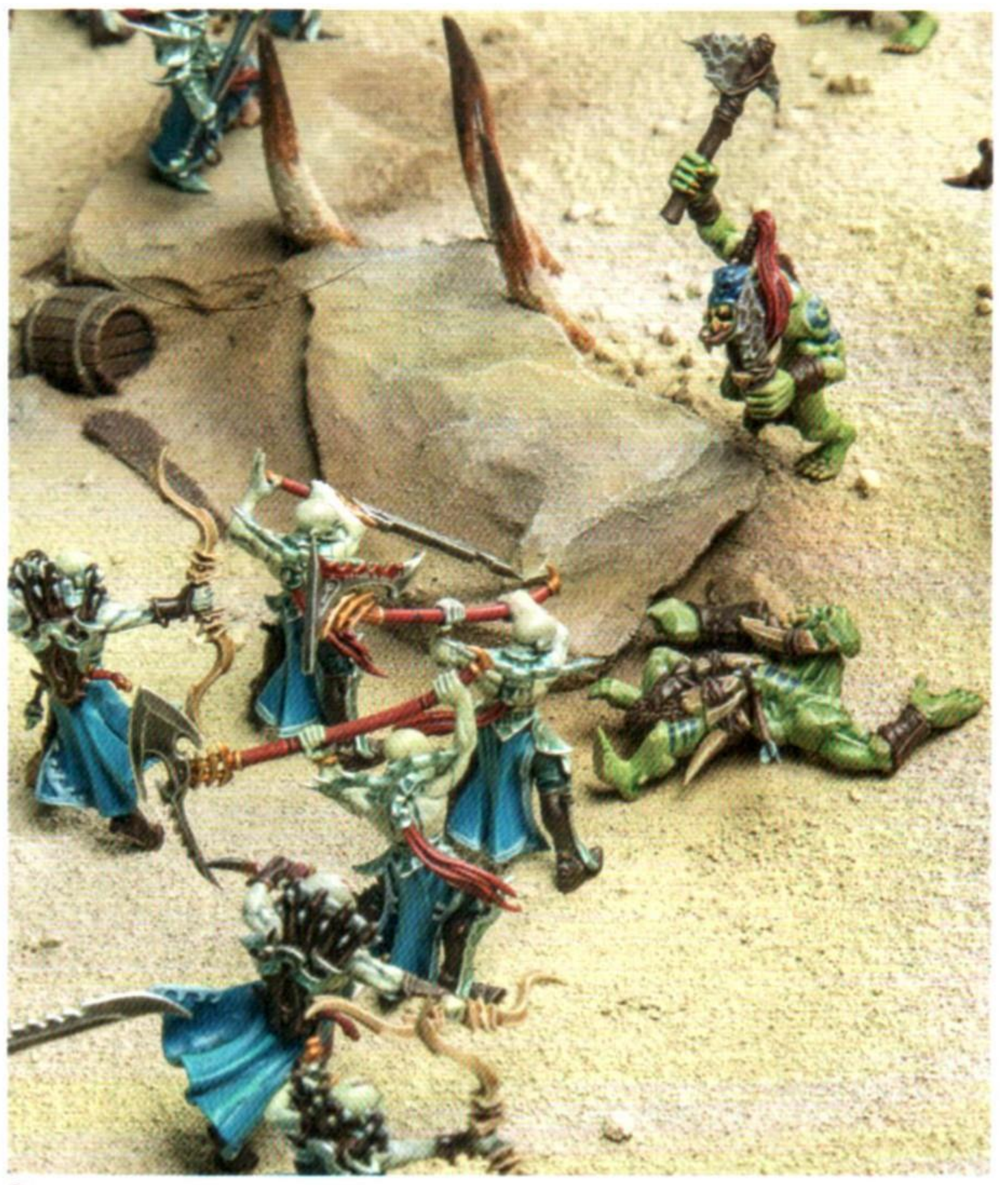
WARHAMMER WORLD DESIGN STUDIO

James Karch heads up a dedicated team of scenery experts in the Warhammer World design studio: Harvey Snape, Andy Barlow, Adam Cooper and Mick Cudworth. These five hobby heroes are not only responsible for building and maintaining the many displays in the Warhammer World museum, but also for painting its many thousands of models!

"We're constantly challenging ourselves in order to keep the exhibits in the museum fresh, so we decided to design a corner display. All of our other exhibits are visible from two or more sides, so the layout and composition of this display was especially important to get right as it would only be viewed from the front. Composition is always an essential part of any diorama, regardless of its scale. The main focus of the display is the Idoneth Deepkin army sweeping onto the beach, so that's why they're front-facing, moving towards the viewer. It was also important to ensure that none of the models were covered by those in front of them, so the final position of each miniature had to be carefully considered before it was glued into place." ▶



1



2

The overriding theme of this display is that of a swift and deadly assault that takes the newly settled Bonesplitterz tribe unawares. So sudden is the attack of the Idoneth Deepkin that the orruks are unable to put up more than a token defence on the beach. There are a number of details in the display to that effect, most notable of which is the coastal beacon on the rocks just offshore that remains unlit **(1)** – a clear sign that the surprise attack caught the defenders completely off-guard. On the beach itself, the orruks are both outnumbered and outmatched by the deadly skills of the Namarti warriors **(2)**. An Isharann Soulrender has accompanied the first wave of Namarti infantry, and can be seen using his talúnhook to tear the soul from a nearby orruk **(3)**. With each passing moment, more Namarti warriors emerge from the sea to join the fray.



3

“For weeks, my desk was covered in pictures of picturesque seafronts, beaches and coastal cliff faces for reference.”

4



5

▶ “We spent a lot of time researching coastal images to match the look of the waves, water and rocks as accurately as possible,” says Andy Barlow, who was responsible for creating the waves. “For weeks, my desk was covered in pictures of picturesque seafronts, beaches and coastal cliff faces for reference. It must’ve looked like I was dreaming of going on an exotic holiday! One of the difficulties was accurately portraying how cresting waves flow around rocky outcrops on coves and beaches, but I’m really happy with how it turned out.”

“The next challenge was to fit some of the miniatures so that they were half-submerged in the water,” says Harvey Snape. “We needed all of the contact points of the models to be flat before we could glue them in place so we ended up grinding them down with a belt sander! It wasn’t so bad with the Namarti models, but we had to be really careful with the Akhelian Leviadon so that it didn’t break apart under the stress.” ▶

The Namarti Thralls and Namarti Reavers kits feature a mix of poses – some in dynamic fighting or firing stances, while others appear to be running or advancing steadily. The majority of the more aggressively posed miniatures were positioned on the beach, where they are actively fighting the Orruks, while the others were placed further back, forming the bulk of the Namarti corps that is rising up from the sea to join the attack **(4)**.

The display features numerous concealed interactions between the miniatures **(5)**. “For me, it’s the little details that really help to make a display interesting,” says Harvey. “That way, each time you look at it, you’ll hopefully spot something that you never noticed before.”

BATTLEGROUND

To reinforce the imagery of the Idoneth Deepkin sweeping into battle with the tide, they are accompanied by an Eidolon of Mathlann in the Aspect of the Storm. The splashing fountains of water were created by heating up thin strips of clear plastic before moulding it into shape. They were then textured by building up thin layers of PVA glue. The crests of the waves and tips of the splashing water were picked out with Valhallan Blizzard.

"...the Bonesplitterz love fighting monstrous beasts and the Idoneth Deepkin have plenty!"

The Bonesplitterz were added quite sparingly to the display for three main reasons. First and foremost, the main focus of the scene was the Idoneth Deepkin majestically rising from the sea to assail their foes. Secondly, limiting the number of greenskin models would ensure that they didn't create a wall of bodies that would risk blocking the view to the Idoneth Deepkin. Finally, fewer Bonesplitterz better supported the display's narrative of the Orruk's being caught off guard and unprepared for the sudden ferocity of the Idoneth Deepkin raid.

A natural arch frames the rear of the display, atop which stands Lotann, Warden of the Soul Ledgers, who is evidently cataloguing the quantity and quality of the souls recovered during the raid. Nearby, a trio of mighty Akhelian Leviadons has emerged from the sea to join the attack, along with an Akhelian cavalry corps.

The team used thick, clear plastic rods to fix the Leviadons into place, concealing them behind their large fins.

▶ "Picking which armies to feature is an important part of any exhibit," says James. "We had decided from the start that we wanted it to focus on the Idoneth Deepkin, but there were also many different enclaves to choose from, each with their own colour schemes and heraldic nuances. We knew we wanted to include the two named characters, Volturnos and Lotann, both of whom ostensibly hail from Ionrach but are known to regularly fight alongside other enclaves. In the end, we settled on the Ionrach anyway – not just because they are the original and most iconic of the enclaves but primarily due to the fact that their colour scheme offered a strong contrast with both the green skin of the Bonesplitterz we were pitting them against as well as the white sand of the beach they were storming."

"...the main focus of the scene was the Idoneth Deepkin majestically rising from the sea to assail their foes."

"We thought that Bonesplitterz would work especially well as adversaries for the Idoneth Deepkin," adds Andy. "After all, the Bonesplitterz love fighting monstrous beasts and the Idoneth Deepkin have plenty! But as we were also representing an Orruk settlement, we thought it would also be nice to add a few Grots into the mix as well. Perhaps they were a tribe that had been conquered by the more powerful Orruks, or were just instinctively drawn to gather alongside other greenskins. We primarily used components from an Arachnarok Spider kit when assembling them, as Spiderfang Grots share a similar, more feral aesthetic with the Bonesplitterz."

If you'd like to learn more about the Warhammer World museum, check out the website at warhammerworld.games-workshop.com **SG**

SETTING THE SCENE

The narrative for the display was based upon the coastal raids that the Idoneth Deepkin began in their soul-hunting quest to fuel their race's continued survival. Their battletome also mentions the Flotsam Isles War fought between the Idoneth Deepkin and an Orruk tribe that had constructed a vast flotilla of island-sized rafts – a campaign that eventually led to Volturnos becoming High King. Perhaps the Bonesplitterz tribe being assailed on the Mawrack Peninsula are some of the survivors of that epic conflict? After all, it is none other than Volturnos himself that leads the attack...

PAINT SPLATTER

Paint Splatter is our regular feature on painting Citadel miniatures. Each month we present stage-by-stage guides to painting your miniatures, and all the information you need to make use of them. This month, we show you how to paint Orks.

READ THIS FIRST: HOW TO USE THIS GUIDE

Over the following pages you'll find stage-by-stage painting guides for some of the latest new releases. These painting guides, combined with the information on these pages, tells you everything you need to know to paint your models just like the ones you can see in the example photos. Each guide begins with an example photo, showing all the parts of the model. You'll then find stage-by-stage guides to painting each of these areas, as shown to the right.





Stage Name: The part of the model you'll be painting in this step, as shown in the example photo.

Stage Number: Each part is painted in a number of stages. Simply follow them in order.

Stage Photo: This shows exactly what has been done a this stage – use the picture to see where to apply the colours and what they should look like. Use the example photo to identify similar areas of the model and paint these at the same time.

Technique: There's more than one way to put paint on a model. Here's our advice on which technique to use for each stage – in this case, a layer. You can read about all of these techniques on the opposite page.

Paint Name: The Citadel paint used for this stage. We also tell you what kind of paint it is – in this case, it's Warpstone Glow, which is a Layer paint. You can read more about the Citadel range of paints below.

Brush: The Citadel brush used for this stage – the name here is exactly what you'll find on the brush – in this case, an S Layer brush – making it easy to identify the right one. You can read more about brushes below.

CITADEL PAINTS



Base paints contain a high concentration of pigment. These strong colours are the ideal foundation for painting. Some Base paints are available as sprays.

Shades are much thinner than other paints, formulated to flow into recesses, providing natural, effective shading and help to define details on your miniatures.

Layer paints are used to create highlights on a miniature. Formulated to be slightly translucent, they can be applied over Base paints and each other with great results.

Dry paints are designed to make drybrushing as straightforward as possible. They are formulated to a much thicker consistency than other paints.

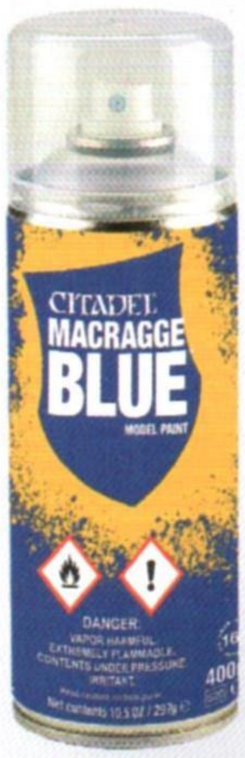
Edge paints help to give your miniatures a final sharp, bright highlight. The paints possess the same formulation as the Layer paints, but with a much lighter tone.

Texture paints provide a textured finish – either a granular, sandy effect or a hard, dry, cracked earth one – perfect for painting the bases of your miniatures.

Technical paints are designed to help you achieve a range of effects, from rust and corrosion to foetid slurry and bloody gore, adding an extra level of realism.

CITADEL SPRAYS

Two Citadel sprays – Corax White and Chaos Black – are available, designed specially for undercoating your models. Some Base paints are also available as sprays, allowing you to basecoat whole models quickly and easily. Be careful when spraying your models and always read the instructions. Be sure to shake the can for a couple of minutes before use and always spray in short bursts from a distance of 20 to 30cm for the best results.



CITADEL BRUSHES

There are seventeen brushes in the Citadel paint brush range and all of them have specific uses when painting miniatures.



BASE BRUSHES
The Base brushes (in sizes – S, M, L and XL) have hard-wearing bristles designed to hold plenty of paint. With a flat shape and a top edge, you can use them side-on for greater coverage, or use the edge for more control.

SHADE BRUSHES
Shade brushes (M and L) are designed to soak up a large amount of paint in their bristles so you can apply lots of a Shade in one go. These are perfect for applying washes over the whole of a miniature quickly and easily.

LAYER BRUSHES
Layer brushes are ideal for building up layers and highlights. Choose the right size of brush for the job (M or S). Artificer Layer brushes (XS, S and M) are extra high-quality brushes ideal for the most careful painting of the smallest details.

DRY BRUSHES
There are three Dry brushes in the range – S, M and L. They are made of ox hair and synthetic fibres that enable them to survive the rigours of swift drybrushing. The flat profile provides consistent coverage on raised areas.

GLAZE BRUSHES
Glaze brushes are similar to Shade brushes but with a smaller head. They are ideal for applying glazes – washes of colour to add vibrancy – to particular areas of a model. You can also use a Glaze brush to apply Shades to small areas.

UNDERCOAT

Applying an undercoat before your basecoat will improve the coverage and effectiveness of later layers, especially if basecoating with a brush rather than a spray. Most people use a Corax White or Chaos Black undercoat spray.



THE CITADEL PAINT APP

Before you start painting, we recommend you download the Citadel Paint App. You can find it on the Google Play Store and the Apple App Store. The Citadel Paint App includes guides to producing more than 100 different colour schemes, which you can browse by colour or by miniature, and you can use the Inventory and Wishlist features to keep track of the paints you need for your latest project. Throughout Paint Splatter, you'll find 'On the App' boxes, where we point you to alternative colour schemes you can use on the miniatures featured in this month's issue for even more options when painting your models.



WARHAMMER TV

Every day Warhammer TV offers new videos featuring top tips and painting guides, including videos for all the techniques you'll see used in Paint Splatter. You can find Warhammer TV online at:

youtube.com/WarhammerTV

THE CITADEL PAINTING SYSTEM: TECHNIQUES

With the Citadel Painting System, you can choose the colours you want to paint your models, select the appropriate technique for each stage, and apply them quickly and easily. Here's how to do it.

BASECOAT

A well-applied basecoat makes for a strong foundation for later stages. Citadel Base paints are specially formulated for the job. If basecoating with a brush, thin the paint with a little water and apply several thin coats for even coverage.



SPRAY

If your miniatures are predominantly one colour, it's much quicker to use a spray to basecoat them. Mount your models on a stick with some double-sided tape before spraying. For the best results, spray in short, controlled bursts. Always read the instructions.



LAYER

Layering helps bring out the detail on a model. By applying progressively lighter layers of colour, you can create realistic highlights on a model. Apply layers in thin coats – you can always apply a second thin coat if you need to.



EDGE HIGHLIGHT

A final bright highlight brings out the very finest details on a model and really helps it stand out on the tabletop. For these edge highlights, apply the layer only to the most raised areas. It's often easier to use the edge of the brush for this job, rather than the tip.



WASH

Applying a wash is an easy way to bring out subtle details and textures on a model. Citadel Shades are specially formulated for this, as they will run into the recesses on a model and create effective shading with minimal effort.



ALL-OVER WASH

When you apply a wash over a whole area or model, most will run into the recesses but some will dry over the whole area, providing all over shading. Apply these all-over washes early, over the basecoat or first layer, to avoid too much tidying-up later on.



RECESS WASH

Sometimes you will want to focus a wash in the recesses, leaving the surface colour as it is. For these recess washes, use a smaller brush (an M Glaze is ideal) and carefully apply the wash directly into the recesses. Once dry, you can tidy up around it if needed.



DRYBRUSH

Drybrushing is a way to capture raised details and create natural highlights quickly. To drybrush, load a brush with paint and then wipe most of it off on a paper towel, then flick the almost dry bristles across the model to catch the raised areas.



OVERBRUSH

Overbrushing is used to apply paint quickly to large areas of a model, while avoiding the recesses. This allows you to apply layers of colour quickly with the recesses providing shading. The technique is the same as drybrushing but with more paint on the brush.



GLAZES

Glazing is an advanced technique that some painters use to intensify an area of colour or unify layers of highlights where they are a bit too stark. A glaze is usually the final stage in painting a particular area and works by adding a translucent layer of colour.



BAD MOON ORKS

This month's Battle Report featured models from the Studio's Ork collection – a huge Bad Moon force that has been built up over many years. Because the Bad Moons are the snazziest of all the Orks, they often wear bright yellow armour, so nearly all the models in the army (save those with lots of metal parts like Trukks) were undercoated Corax White and then airbrushed with Flash Gitz Yellow (Air) to establish a solid basecoat. The armour was then painted to completion with Shade and Layer paints before other details such as cloth, metal and weapons were painted. The end result is a very striking, instantly recognisable colour scheme.

ARMY PAINTERS

The Studio's Army Painters are the team who paint many of the armies you see in the pages of rulebooks, battletomes, codexes and White Dwarf. As well as painting these inspirational collections of miniatures, the Army Painters are also the folks responsible for producing the stage-by-stage painting guides that we feature in Paint Splatter each month. Here, we take a closer look at the Bad Moons army painted by the team and the new Ork Bikers that they painted for the Speed Freeks game.

NATURAL TONES

When painting Ork skin, the army painters often use Kislev Flesh as the last highlight on lips, elbows and the tips of the ears. This may sound like an odd colour choice for a green-skinned model, but Kislev Flesh helps add a touch of realism to the Ork skin tone and stops it looking dull and flat. Why not give it a go on your own Ork models?



	YELLOW ARMOUR	HORNS	ORK SKIN	BROWN TROUSERS	ENERGY GLOBES
1	 Basecoat: Flash Gitz Yellow Airbrush	 Basecoat: Abaddon Black M Base	 Basecoat: Warboss Green S Base	 Basecoat: Mournfang Brown M Base	 Basecoat: Temple Guard Blue M Base
2	 Wash: Casandora Yellow L Shade	 Layer: Steel Legion Drab M Layer	 Wash: Biel-Tan Green M Shade	 Wash: Agrax Earthshade M Shade	 Glaze: Guilliman Blue M Glaze
3	 Layer: Flash Gitz Yellow M Layer	 Layer: Zandri Dust M Layer	 Layer: Warboss Green M Layer	 Layer: Mournfang Brown M Layer	 Layer: Blue Horror M Layer
4	 Layer: Pallid Wych Flesh S Layer	 Layer: Ushabti Bone S Layer	 Layer: Skarsnik Green S Layer	 Layer: Skrag Brown S Layer	 Layer: White Scar S Layer
5	 Layer: Kislev Flesh XS Artificer Layer	 Layer: Deathclaw Brown S Layer			

ON THE APP

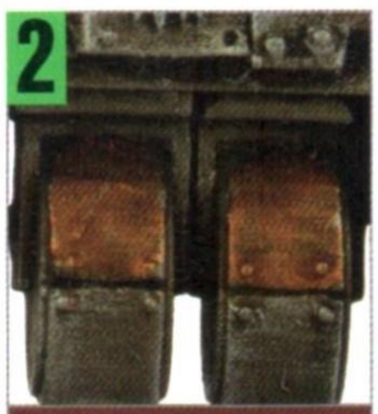
WHO YOU CALLIN' YELLA?

There are many different ways to paint yellow – just take a look on the Citadel Paint app to find the perfect colour you're looking for. Here are just a few of them.

- Yellow
- Mustard
- Warm Yellow
- Pale Yellow

BRASS GUBBINZ







LEATHER STRAPS







GUNMETAL



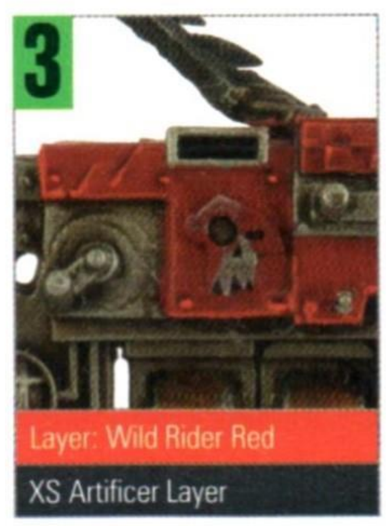




GUN CASINGS









FLAMES OF WAR

Many of the models in the Studio's Bad Moon army feature flame motifs on their larger armour panels. These were painted on using Abaddon Black and an S Layer brush.

The first stage is to mark out a single flame in the centre of the armour panel you want to work on. Paint the outline of the flame with Abaddon Black first (or you can even draw it on with a pencil) to get a vague outline, then carefully fill in the shape with Abaddon Black **(1)**.



Once the first flame is in place, paint one either side of it **(2)**. These flames should be shorter, but still follow the same wavy shape. You can join the bottoms of the flames during this stage, too.



Add more flames **(3)**. These ones should be even shorter. Once you've applied your flame design, try painting scratches over patches of the motif to make it look battle damaged like the rest of the model.

UNIFIED COLOUR SCHEMES

The painting stages above can be used on any model in an Ork army, as you can see here. The colours for the yellow armour, for example, are just as easily applied to an Ork Boy as they are to a Meganob or a Kustom Boosta-blasta.



All the models shown here were undercoated with Corax White spray to help create a stronger yellow colour to the armour. Had the models been undercoated with Chaos Black, it would have taken a lot of layers of yellow to build up the colour to this level of brightness.

PAINTING THE ORKS CLANS

What's that, you don't want to paint your Orks as Bad Moons? Well, that's not a problem because there are five other clans to choose from. Here are a few painting tips to get you started.

GOFFS

The Goffs wear a lot of black, but black armour can be challenging to highlight without making it look grey or blue. On this model, the armour panels were highlighted with grey, then the edges drybrushed with Ironbreaker to make it look like the paint had been chipped off.

The green skin on these Orks was also painted a lighter tone to the ones on the previous page (not all Orks look the same, right?) and we've provided the colours here for you if you want to try it out.

BLACK ARMOUR

- Abaddon Black – Basecoat
- Eshin Grey – Layer
- Administratum Grey – Layer
- Ironbreaker – Drybrush

GREEN SKIN

- Averland Sunset & Skarsnik Green – Basecoat
- Biel-Tan Green – Wash
- Coelia Greenshade – Recess Wash
- Skarsnik Green – Layer
- Ogryn Camo – Layer
- Krieg Khaki – Layer



SNAKEBITES

The colour scheme on this biker was heavily influenced by the Rukkatrukk Squigbuggy shown earlier in the magazine. The armour panels were all painted different colours to give it a more ramshackle, but also tribal look. The rider's helmet and the ammo chute at the back of the bike were painted a slightly darker blue (using Incubi Darkness as the basecoat) to help break up the colour scheme even further, while Zamesi Desert was used on the yellow areas to give them a darker, more mustard tone.

BROWN ARMOUR

- Mephiston Red & Rhinox Hide – Basecoat
- Nuln Oil – Wash
- Gorthor Brown – Layer
- Karak Stone – Layer

BLUE ARMOUR

- Thunderhawk Blue – Basecoat
- Nuln Oil – Wash
- Thunderhawk Blue & Fenrisian Grey – Layer
- Fenrisian Grey – Layer
- Blue Horror – Layer



BLOOD AXES

This Blood Axe was undercoated with Leadbelcher spray – the perfect colour for a predominantly silver bike. Two tones of silver were painted on the model for variety – the chrome colour shown here and a darker metal using the stages on the previous page. Note how Seraphim Sepia was used on the front suspension to make it look oily. The camouflage pattern on the biker's trousers was painted on with patches of Zandri Dust, Rhinox Hide and Steel legion Drab, followed by highlights of Screaming Skull.

GREEN ARMOUR

- Castellan Green – Basecoat
- Nuln Oil – Wash
- Elysian Green – Layer
- Ogryn Green – Layer

CHROME METAL

- Ironbreaker – Basecoat
- Nuln Oil – Wash
- Stormhost Silver – Layer
- Seraphim Sepia – Wash



RED ARMOUR

- Mephiston Red — Basecoat
- Nuln Oil — Wash
- Evil Sunz Scarlet — Layer
- Troll Slayer Orange — Layer
- Fire Dragon Bright — Layer

BONE

- Ushabti Bone — Basecoat
- Seraphim Sepia — Wash
- Screaming Skull — Layer
- White Scar — Layer



EVIL SUNZ

On this model, the rider and the bike were painted separately – the bike was undercoated with Leadbelcher and the rider with Death World Forest. The Leadbelcher basecoat made painting all the metal areas really quick – the red armour panels were then painted in afterwards. The green undercoat on the rider obviously made the Ork's skin much quicker to paint, too. Like the Blood Axes bike, this model also features several different metal colours to make the bike look like it's been constructed out of any and all available materials.

BLUE ARMOUR

- Kantor Blue — Basecoat
- Nuln Oil — Wash
- Caledor Sky — Layer
- Fenrisian Grey — Layer

WHITE ARMOUR

- Ulthuan Grey — Basecoat
- Seraphim Sepia — Recess Wash
- Celestra Grey — Layer
- White Scar — Layer
- Rhinox Hide — Layer



DEATHSKULLS

This Deathskulls biker features a couple of areas of freehand – paint chips on the white areas and checks on some of the armour panels. For the paint chips, tiny patches of Rhinox Hide were applied to the edges of the armour panels to show where the paint had chipped off and the metal below had rusted. The check pattern was achieved by first applying a grid pattern to the armour, then filling in alternate squares with Fenrisian Grey. It's worth watering down the paint for this stage – that way if you make a mistake it's easier to cover up.

YELLOW ARMOUR

- Averland Sunset — Basecoat
- Yriel Yellow — Layer
- Fuegan Orange & Lahmian Medium — Wash
- Doombull Brown — Recess Wash
- Flash Gitz Yellow — Layer
- Dorn Yellow — Layer

BRASS BITZ

- Leadbelcher — Spray Undercoat
- Fulgurite Copper — Basecoat
- Reikland Fleshshade Gloss — Wash
- Rhinox Hide — Recess Wash
- Stormhost Silver — Layer



BAD MOONS

As we're sure you're aware by now, there are many different ways to paint yellow and this Bad Moon biker was painted using a slightly different method to the models on the previous page. The bike was sprayed Leadbelcher to make the metalwork really quick and easy to paint, but the rider, the armour panels around the front wheel and on the handlebars were kept separate. These were then sprayed Averland Sunset to get a smooth yellow basecoat. It turns out Averland Sunset is actually a perfect basecoat for green skin. **DH**

KIT BASH

DA MEK'S WORKSHOP

Kitbashing is the art of taking one of more Citadel miniatures kits and combining parts from them to create a new model or a variation on an existing one. This month, we gave a load of Mekboyz some teef and asked 'em to build us sum kustom vehicles. Here dey are.



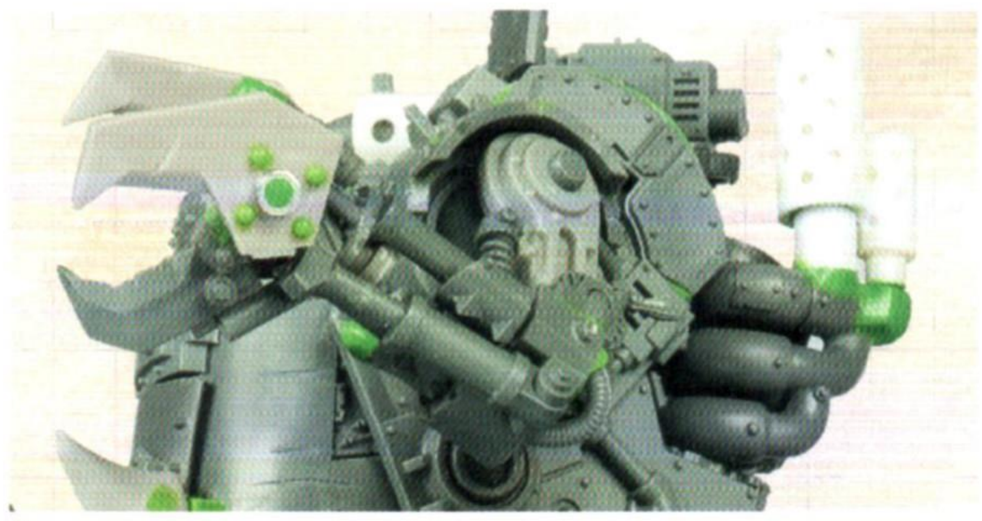
DEFF DREAD BY MATT HOLLAND

Miniatures designer Matt Holland is a big fan of Orks, as you may have noticed if you read our Need for Speedin' article earlier in the issue. "I love scratch-building Ork vehicles," says Matt. "I just empty out the bits box and see what I have to work with. I actually found several Deff Dread bits and thought I had a whole kit, but sadly I was wrong. Then I found the deffstorm mega-shoota from the Gorkanaut kit and realised it fitted almost perfectly into the Deff Dread's torso space. The conversion evolved from there. Pretty much the whole model is made from spare rods, pipes, hydraulics, claws, exhausts and armour plates. Despite that, you can still tell it's a Deff Dread from its shape. I think that's important in any conversion – that you can easily recognise what the model is meant to be when you're done."

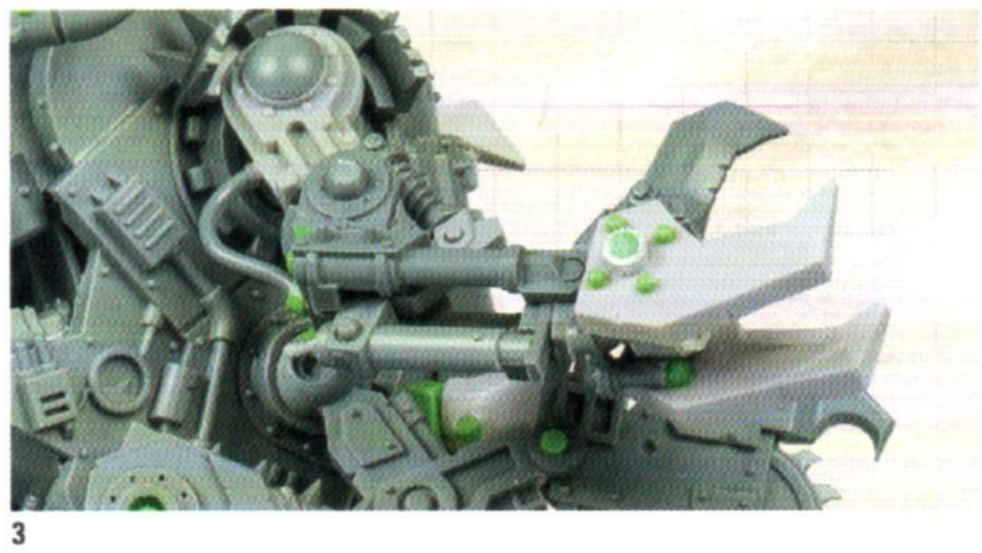


1

From the side, you can see the extent of the conversion work on Matt's model **(1)**. While the back of the body and legs are from a Deff Dread, the engine is made using bits from the Meganobz, Killa Kans and Warbiker kits. The exhausts come from a Dakkajet with plastic rods added to make them longer. The upper arms of the Deff Dread are based on the legs of Imperial Guard Sentinels **(2)** with the hydraulics stolen from Ork bikes and Killa Kans. The armoured panel on the Deff Dread's shoulder is a spare piece from a Wazbom Blastajet. To finish off his Deff Dread, Matt used tiny balls of Green Stuff to sculpt new bolts and rivets onto some of the panels **(3)**.



2



3

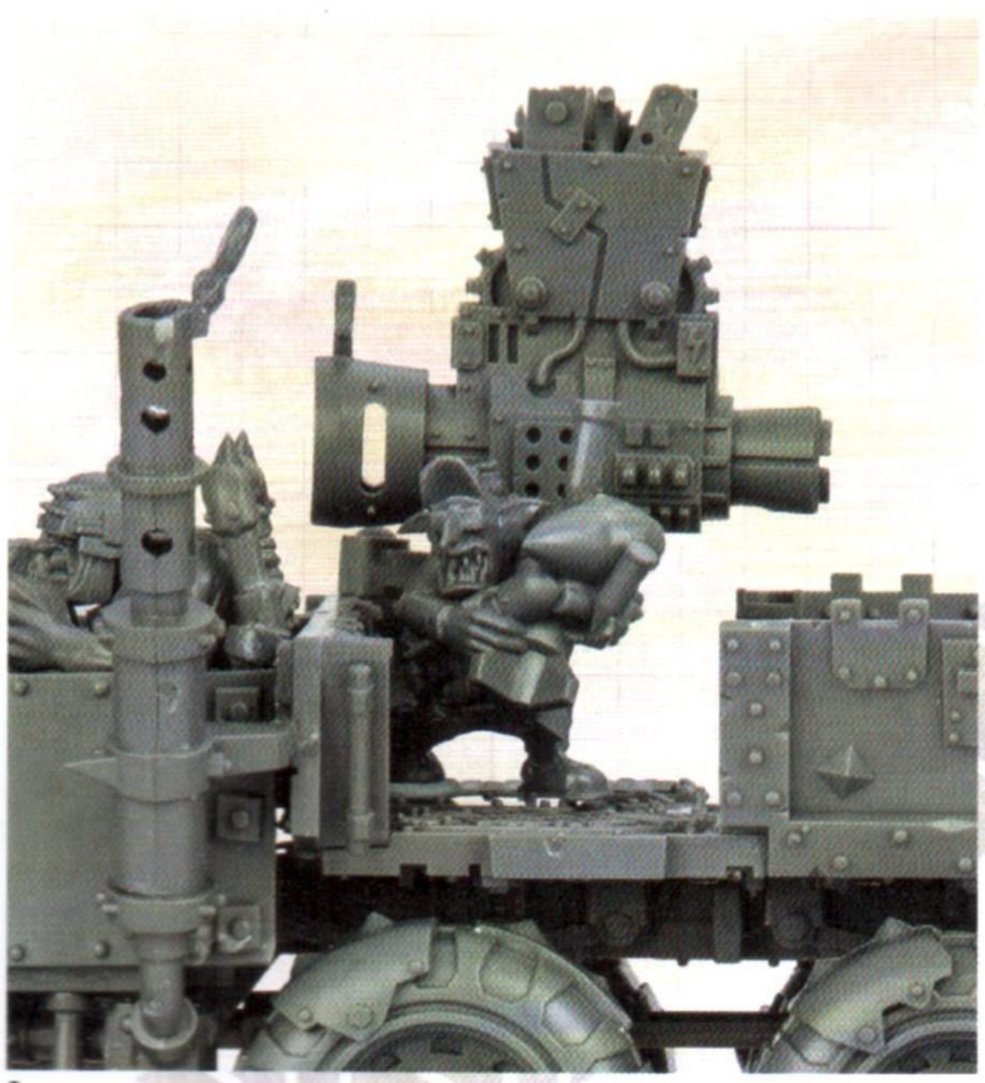
TRUKK BY DAN HARDEN

Dan already has a sizeable Ork collection but, as we all know, an army is never finished. Having recently painted a large unit of Lootas, Dan decided he needed a Trukk for them to get about in (he has visions of drive-by broadsides). Because the Loota models are quite large, Dan decided to build a bigger vehicle for them, converting the Trukk's regular chassis to be another wheel-length longer.

"I built a Looted Wagon ages ago that had tracks instead of wheels, so I had lots of spare Trukk wheels in my bits box," says Dan. "I extended the flatbed of this Trukk using a piece of flooring from an Imperial Bunker and shored it up underneath with the boarding ramp from the Trukk kit. I then mounted the extra wheels underneath. My favourite part of the conversion is the ram at the front, which is actually just two rams stuck together, one upside down on top of the other."



1



2

Dan made lots of small conversions to the front end of the Trukk and the crew **(1)**. He left the engine block exposed and cut off the air intake, replacing it with an exhaust stack. He also replaced the regular exhaust pipe with one from an Ork Warbike (seen on the left of the engine).

The driver of the Trukk has had a head-swap with one from an Ork Biker, while his Grot assistant was taken from the Stompa kit. The Grot's head comes from the Stormboyz kit.

Dan also decided to replace the Trukk's main gun. Instead of a big shoota, his Trukk now has a grotzooka from the Killa Kans kit **(2)**. It is mounted on a spare weapon mount from a Valkyrie, though, as Dan pointed out at the time "any bit of scrap will do for conversions like this – it's an Ork vehicle, it just has to be functional, not pretty". The Grot loader is another of the crew from the Stompa. Note how Dan used adhesive putty to stick the Grot to the Trukk – this meant he could undercoat and paint the crew separately.

GROTS IN TANKS

Sometimes a Big Mek gets all excited about a new project, builds the greatest vehicle known to Ork-kind, then runs out of time to give it a coat of paint! We still wanted to show these two off, though.



GROT FLAME TANK BY MAX FALEIJ

"I find the best way to approach Ork vehicle conversions is haphazardly – just see where the conversion takes you as you glue stuff on," says Max. "I decided to build a souped-up Grot Tank. It's based on a Battlewagon turret with the tracks and turret from a Forge World Grot Tank. I then added a front wheel assembly to make it look fast, like it races up to the enemy, rams them, latches on, then flames them at point blank range."





GROT CUTTA BY TOM HUGHES

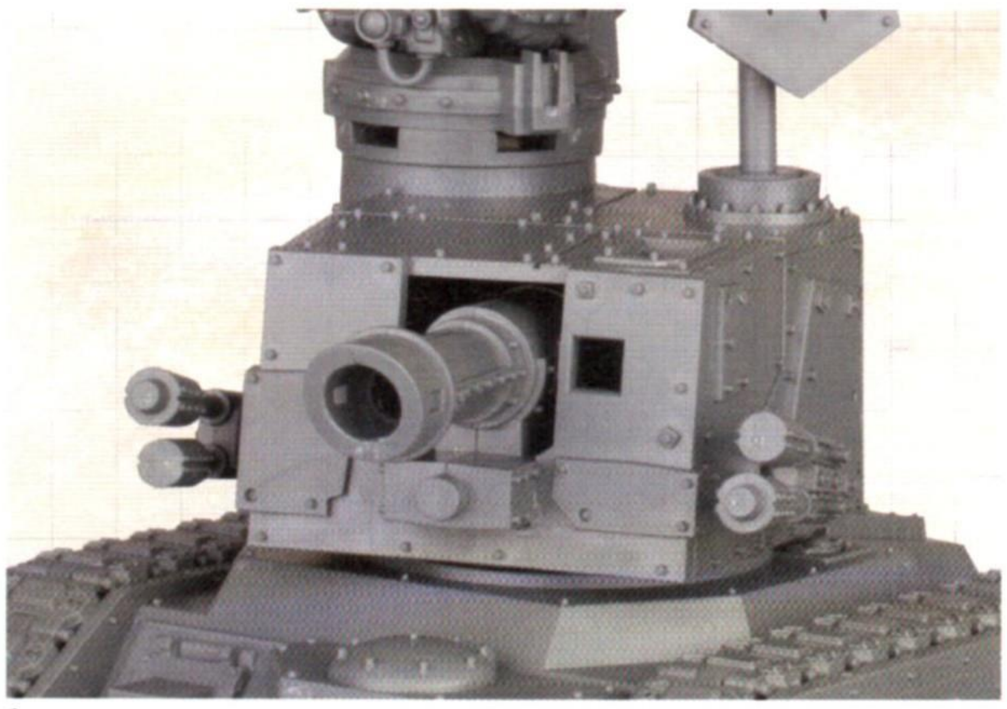
Tom based his Grot Cutta on the chassis of a Mek Gun with the turret from a Burna-Bommer wedged into the front to create a cockpit for the driver. The rear of the buggy features a tail wheel made from spare bits from an Ork bike, while the mast is constructed from several Ork guns and exhausts all glued end to end. The sail was constructed from a sheet of plastic that Tom heated up and bent into shape before adding stitches made out of Green Stuff.



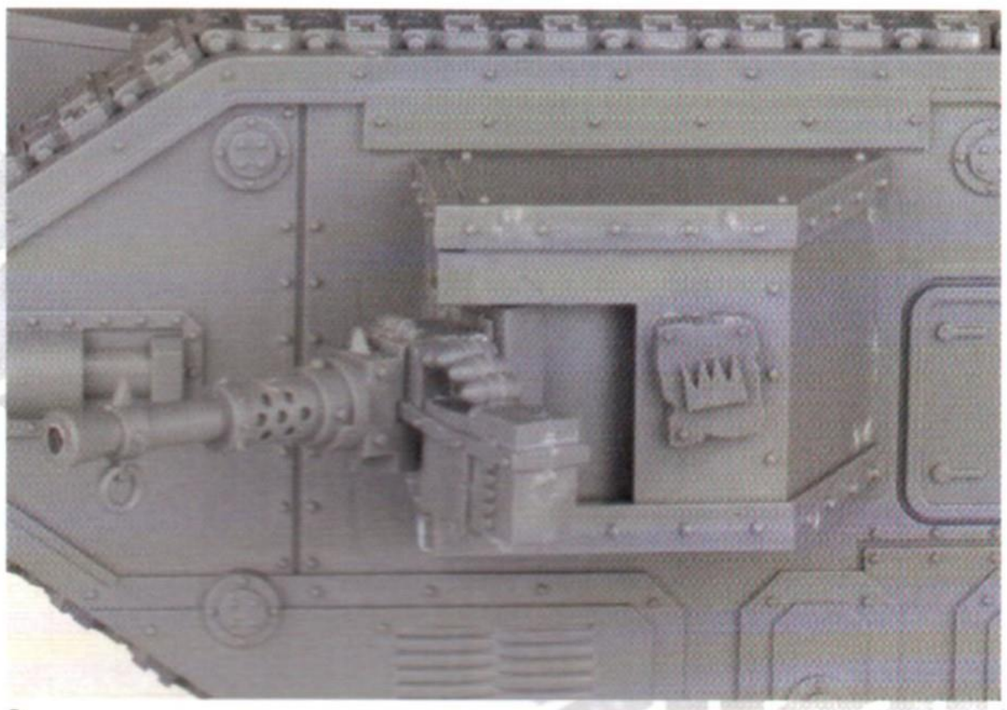
LOOTED WAGON BY DAN HYAMS

Great news, Ork-fans – Looted Wagons (along with Looted Karts and Battle Fortresses) will be making a glorious return in Chapter Approved 2018, which is out next month.

This Looted Wagon was built and painted by Studio Army Painter Dan Hyams, who used a Leman Russ Battle Tank for the hull with the turret from a Battlewagon welded on top. "It's a pretty simple conversion," says Dan. "All you need to do is cut off the mounting lug from the bottom of the Battlewagon turret, then add a couple of bits of sprue to the turret ring on the Leman Russ' hull so it can rotate. Or glue the turret down to make the conversion even easier!" You can find a full conversion article for this Looted Wagon in Chapter Approved 2018, out soon. **DH**



1



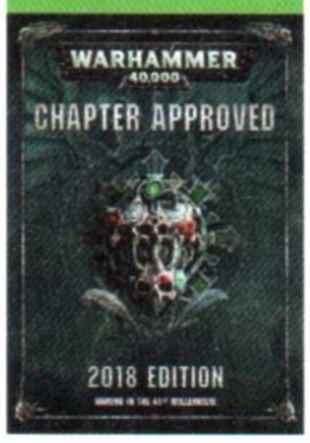
2

Dan replaced the entire Leman Russ turret with the one from the Battlewagon kit **(1)**. "It looks a bit more Orky this way" says Dan. "And you can still build a battlewagon without it, so you're not wasting a kit doing the conversion. It also means that the cupola is the right size for the Ork commander – otherwise you have to try to cram him into the Leman Russ turret, which is probably a bit too small for him."

Heavy bolters are all well and good, but big shootas are much louder, which means they must be better, right? Dan glued the heavy bolters into the sponson mounts, then removed the gun with a Citadel saw, leaving a flat surface. He then cut off the backs of the big shootas that come in the Battlewagon kit and glued them to the sponson mount **(2)**. Dan also added a few Ork glyph plates to the hull to show where the Orks had kustomised their new wagon..

CHAPTER APPROVED 2018

Chapter Approved 2018 is out soon and inside there are three new units for the Orks – the Looted Kart (basically a transport vehicle), the Looted Wagon (a Leman Russ or Predator-sized battle tank) and the Battle Fortress (a Baneblade-sized tank). This is great news for Ork collectors as now you can build, convert and play with your looted vehicles once more! There's plenty of other stuff in Chapter Approved 2018, but you'll have to come back next month to find out more.



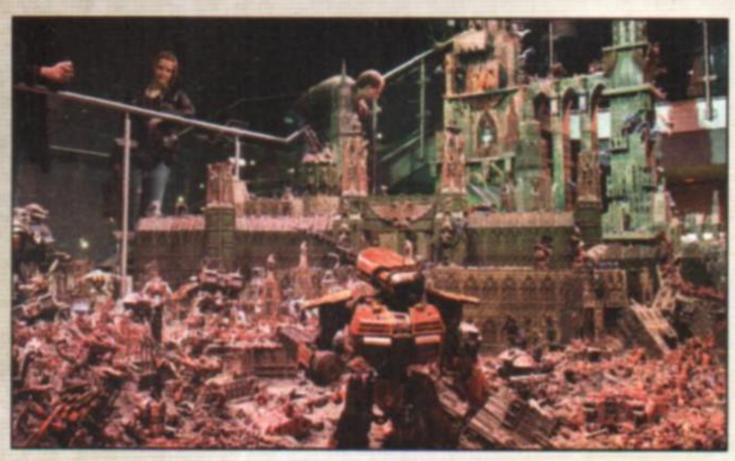
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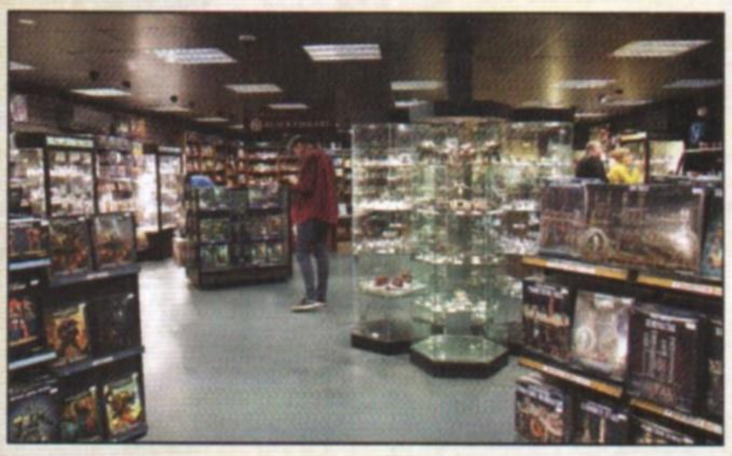
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Readers' Models is the place where we share pictures of some of our favourite miniatures painted by you, our readers. Enjoy!

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By submitting photographs of your miniatures, you give Games Workshop permission to feature them in White Dwarf at any time in the future.

Death Guard Plague Marines
by Mateusz Sztraf



Gurzag Ironskull
by Michał Skublicki



Sepulchral Guard
by Laurent Frayard



Ultramarines Primaris Lieutenant
by Belselch Medina



Thousand Sons
Contemptor Dreadnought
by Daniel Jackson



Tyranids Broodlord
by Tony Kirby



READER'S MODEL OF THE MONTH



Scott Ferguson painted our pick of the month – an Onager Dunecrawler – to join the growing ranks of his Adeptus Mechanicus army. "I love the look of this model," says Scott. "I especially like the Icarus array – the mental image of it firing off all those missiles and cannons was too hard to resist! My choice of green armour plating came about because I wanted a colour that would complement both the copper accent on the trimmings and red sand on its base. When combined with the muted cream secondary colour, it paid off very well."

OUR TOP TIPS FOR TAKING PICTURES OF MINIATURES

In Readers' Models, we want to show off the very best miniatures painted by you, our readers. Of course, great miniatures also need great pictures, so here are our top tips for taking pictures of your favourite models.

Firstly, always use a white background – a large piece of plain white paper is perfect. Not only does this make the pictures easier for us to edit, it also helps reflect light back at your camera (unlike a black background, which absorbs it), making your shots brighter and cleaner.

Next, make sure you've got good lighting. A traditional ceiling light normally gives off a yellowish glow, so we recommend using daylight bulbs to eliminate the yellow tint. A couple of desk lamps aimed at the front of the model should provide plenty of light and eliminate any unsightly shadows behind the model.

Find the model's golden angle – the angle that shows most of the miniature's details. If you're ever in doubt, take a look at the model on the Games Workshop website and you should get a good idea of what angle to take the picture from. Make sure you position the camera in front of the model, too, rather than looking down on it from an angle – we want to see its face, not its base!

Make sure the picture is in focus! If parts of your model look blurry (normally a gun or sword end), move your camera back a few inches from the model and try another shot. Around 10" away is fine for most single figures. For even more detailed tips on taking pictures of your miniatures, check out this photography article:

www.warhammer-community.com/the-model-photo

IN THE SPOTLIGHT: KEV LAWRENCE

We get sent loads of great photos of painted miniatures every month, but once in a while we receive a selection all painted by one talented hobbyist. This month, we look at the work of Kev Lawrence.

Regular readers may recognise Kev's name, as his models have appeared in White Dwarf several times over the past few years. Not only has he been featured in Golden Demon and the Golden Demon Winners' Challenge, his Armies on Parade entry also appeared in Readers' Models back in November 2017. Now, Kev's back to tell us more about his latest creations.

"I was brought up with the *The Lord of the Rings* from an early age by my granddad and it was only by chance that I discovered the Games Workshop miniatures range in 2001," says Kev. "I'd never painted a miniature before that, but loved the idea of being able to paint all the characters from Middle-earth. To date, I have managed to collect



1



2



5



3



4

The Lords of Erebor – Thror, The Last King Under the Mountain **(1)** and Thrain, his son **(2)**.

Kev also painted Lindir of Rivendell **(3)** and Legolas Greenleaf, Prince of Mirkwood **(4)** from *The Hobbit* range. Not content with one Legolas, though, Kev also recently painted the one from the Three Hunters set along with Aragorn and Gimli **(6)**.

Thorin Oakenshield, Fili and Kili **(5)** are Warhammer World exclusive miniatures that Kev was able to get his hands on. Notice how most of his 'good' models features tufts of grass and flowers on their bases, unlike the Nazgûl of Dol Guldur **(7)** who have ash-blasted gravel beneath their armoured feet.

Thorin, King Under the Mountain, having reclaimed Erebor from the dragon Smaug the Magnificent **(8)**. Kev built a new base for this model and painted it to represent the green marbled steps of the lost dwarven city.



6



7



8



9

every model from T*he Lord of the Rings* and T*he Hobbit* ranges – it has taken quite a bit of time to get them all painted, but I'm getting there!

"I don't tend to use any set methods or styles when I paint, rather I just immerse myself in the character I am painting at the time. I quite enjoy painting freehand patterns on cloaks and sneaking in gemstones here and there. As my painting got better, I decided to start entering Golden Demon, achieving a bronze in the Diorama Category at Warhammer Fest 2017. I am still chasing a gold statue, though." We look forward to seeing more of Kev's work at next year's Golden Demon events. **DH**

Kev painted this rendition of Gimli **(9)** as a display piece, the architecture around the dwarf hero suggesting the remains of an ancient ruin.

Kev has painted many large armies for *The Lord of the Rings* over the years and he has amassed a considerable number of Uruk-hai **(10 and 11)**. Note how many of them feature the white hand of Saruman stamped on their faces – it's little touches like this that really make Kev's miniatures stand out as exceptional.



10



GOLDEN DEMON 2018

"I entered Radagast into the Open Category at Warhammer Fest 2018 and achieved a finalist pin," says Kev. "I also got a pin for No Surrender – a Gundabad Berserker holding a dwarf by the throat – in the Duel Category. This was a last minute piece as the duel I planned to enter suffered an accident!"



11

THE WHITE DWARF GUIDE

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There's big news in the galaxy this month because not only have the Orks got a brand new codex, but also six new vehicle kits that can be used to play both Warhammer 40,000 and the new Speed Freeks game. You can see them in action in our Speed Freeks playthrough on page 44 and in our Battle Report on page 70. Waaagh!

www.warhammer40000.com



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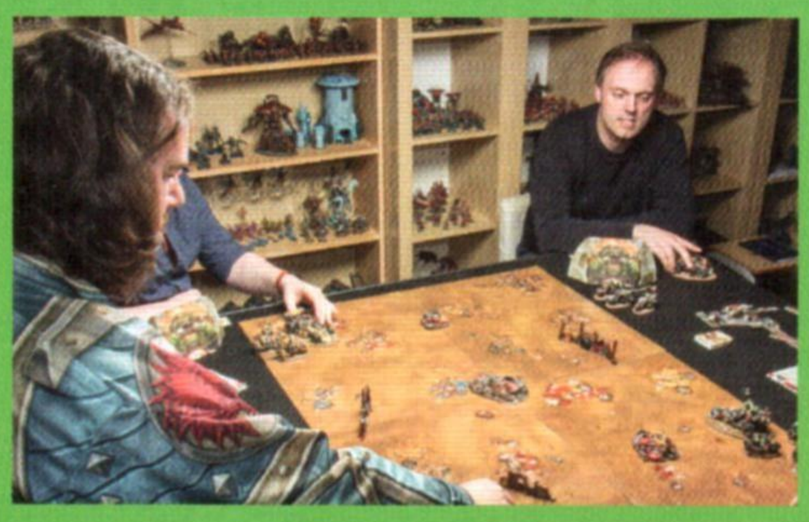
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IN THE BUNKER

Welcome to the last few pages of the magazine, where we take a regular look at what's been going on inside the White Dwarf bunker over the past month...

BIT OF THE MONTH

The Mekboy Workshop has a spare vehicle engine hanging by chains from a winch mechanism overhead. The intricate details on the engine showcase its eight cylinders and fan belt – it's clearly a working engine, so all it needs is a vehicle to put it in. Maybe the Mekboy working on it will find a way to splice it with another engine for even more speed! When Mekboys are involved, almost anything is possible!



The Dwarfers have had a busy schedule on the hobby front this month. Simon's been painting a Lizardmen team to take part in the studio's Blood Bowl league and he's halfway through painting Leman Russ ready for the Forge World Open Day (which, at time of print, was still in the future – weird, eh?), while Jonathan has finished painting his first warband for Warhammer Underworlds: Nightvault. Matt H has also been in the Nightvault this month, testing out his new deck on unsuspecting foes. He's also just put the finishing touches to both Rogal Dorn (you can see him over the page) and an Akhelian King – his first model for a new Idoneth Deepkin army.

STEELING JONATHAN'S HEART

After playing a game of Warhammer Underworld: Nightvault with Dan last month, Jonathan was Inspired (see what we did there?) to paint a warband of his own. He chose Steelheart's Champions, but opted for a black and red colour scheme to match the other Stormcast Eternals he's painted.



A STORM IS BREWING

For the last few months, Matt H and Dan have been talking about going to a Warhammer World doubles event but they weren't sure what armies to take. They finally settled on an Idoneth Deepkin and Stormcast Eternals alliance, with Matt painting an Akhelian King as the first model for his new army and Dan continuing the Knights Excelsior that he began work on a couple of months ago. Here you can see Matt's general and Dan's latest creation – a unit of Castigators.





WEAPON OF THE MONTH

To an Orruk, what could possibly be better than an axe that's eight feet tall and ends in a blade that likely weighs as much as the average human? Well, the answer is, of course, two axes! It was doubtless this flawless logic that led Gordrakk, the Fist of Gork, to smash the legendary axe known as the Worldchoppa into two parts so he could double up his killing potential. Now known as Smasha and Kunnin', Gordrakk's twin axes have served the unstoppable Megaboss well in his quest to herald the next Great Waaagh!



STAYING ON THE FRONT FOOT

Matt's Farstriders won a crushing victory over regular opponent Ben Nipper's Chosen Axes this month. Matt used the Blitz deck build from the Warhammer Underworlds website to force a path into Ben's territory, quickly Inspiring his warband while preventing Ben from Inspiring his own fighters.



THE PAHUAX PREDATORS

Simon normally fields his trusty Orc team da Wun Hit Wunderz in the studio Blood Bowl league, and even won the inaugural Golden Tome tournament with them. However, after inheriting a converted Lizardmen team, Simon decided to give them a try in the new season. With a bit of sculpting help from his wife, Amber, Simon's team was soon ready to take on all-comers. Despite two Skinks being killed in their opening game of the season, the Pahuax Predators rallied to earn two wins and a draw from their first three games!



VOX CHATTER

This month in Vox Chatter, the team discuss their favourite aspects of the new Ork vehicles.



Jonathan: My favourite vehicle is the Rukkatrukk Squigbuggy. The Ork sitting on the back while gesturing and shaking his fist at a rival team is so full of character.

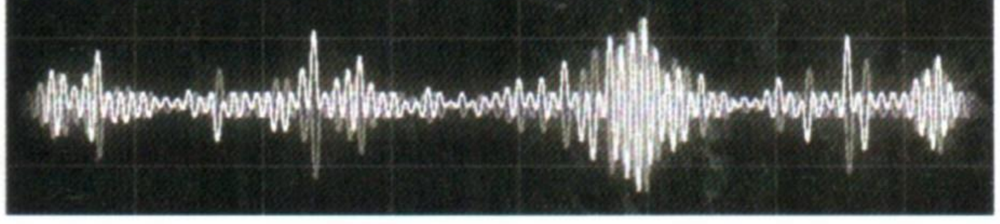
Martyn: I'm a big fan of the various interactions between the Ork and Grot crews. You can imagine the Orks giving the Grots a pretty rough time, bossing them about and bellowing orders over the roaring sound of the engines.

Simon: The side profiles of the vehicles look absolutely fantastic (*you can see them in our feature on page* 44 – E*d*). They really look like a variety of souped-up racing cars that have been kitted out for shooting and fighting, which is exactly what the Orks are all about.

Dan: I've always liked the Goffs clan, and the Speedboss on the back of the Deffkilla Wartrike is a real hulking brute. He'd look great as part of my army of Goff Orks. I also love the fact that the air intakes look like squigs.

Ben: The Boomdakka Snazzwagon is my top pick. It's got the feel of a classic buggy design, but with Orky details such as metal spikes for additional tread on the tyres. You wouldn't want to get run over by it, that's for sure!

Matt: I love the slick tyres and low ground clearance of the Shokkjump Dragsta's front wing. These elements are both completely impractical for the type of racing that the vehicle will be involved in, but it looks great so the Orks clearly don't care!



IN THE BUNKER

ROGAL DORN, PRAETORIAN OF TERRA

Matt H: I painted Rogal Dorn's armour in an ochre yellow rather than gold so that he would fit in with the rest of my army, though I did use Retributor Armour to pick out the details and trimmings. I think that the two colours contrast quite well with each other. I tend to paint my Warhammer 40,000 miniatures in quite a clean style, but I wanted my Horus Heresy-era Imperial Fists to appear more gritty and battle-worn, so I weathered them much more than I normally would.

The army was originally based around the story of the Battle of Phall, hence the inclusion of Captain Alexis Pollux to lead them. However, when the Rogal Dorn miniature was released, I just had to paint him for my army. With the arrival of their Primarch, I've now decided to base my Imperial Fists on Terra, where they can defend the Emperor's Palace.





Matt's Imperial Fists collection started out as the contents of the Horus Heresy: Betrayal at Calth boxed set, but he's been gradually expanding it since then.

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