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WHITE DWARF GOES GREEN: IT'S JANU-WAAACH!-RY

**GAMES
WORKSHOP**

WHITE DWARF

GAMES WORKSHOP'S
MONTHLY MAGAZINE

WD348
January 2009

WARHAMMER

War in the North

THE LORD OF THE RINGS
STRATEGY BATTLE GAME

War Journal

WARHAMMER
40,000

WAAACH!

WD348 JAN 2009 \$8 WWW.GAMES-WORKSHOP.COM

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The Orks take the Imperial world of Perseus IV, celebrating with a victory drive down the central boulevard of the fallen capital.

EDITORIAL

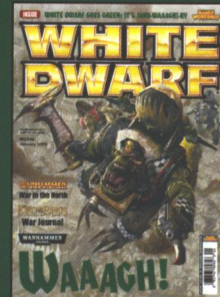


Having over-indulged during the holiday period, the New Year is upon us once again, and the activity around the Games Workshop Studio is as frenetic as ever – there's no let-up for us!

At this time of year, people tend to lay down their New Year's resolutions, declaring their good intentions for all to see. It's a real test of stamina just how many people manage to stick to their resolutions; I know I rarely manage it. In White Dwarf, we've all decided to set ourselves hobby-related challenges, and help each other through to their completion. The two Andys (that's Kenrick and Hall) have resolved to finish an army – they love starting armies, but rarely complete them. As such, they've already started their 'encouragement campaign', sending emails and text messages each week to hurry each other along, and arranging regular games as an incentive. Likewise, Christian Byrne and Glenn More have resolved to complete new armies so that they can attend this year's 40K UK Grand Tournament – I'll let you know how they got on later in the year. I myself am determined to finish my Space Marines and Empire armies (regular readers will be aware that I've been working on them for what seems like an eternity). Matt Hutson, of course, seems to paint an army every month anyway, so he's yet to set himself any goals!

One problem that a lot of us have is that our heads are always getting turned by new releases, which distract us from our current armies. This issue proves that this needn't be the case – the Orks are getting a major revisit, which has reignited Orky enthusiasm around the Studio no end. And this isn't the last time we'll be covering major releases for existing armies; there'll be some exciting surprises later this year. I can't wait!

Mark Latham, Editor



Cover Art by Alex Boyd

WHITE DWARF 348 • JANUARY 2009

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WARHAMMER
40,000

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FEATURES

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86 RED ONES GO FAST!

Some advice and examples on how to give your Ork vehicles that individual 'Orky' touch.

92 CITADEL HALL OF FAME

We open the miniatures hall of fame this month, and ask Jes Goodwin to pick his favourite model for inclusion.

94 DARK ELF DREADLORDS

The painting talents around the Studio are challenged to paint the best Dark Elf they can.

WARHAMMER 40,000

ORKS

BOSS ZAGSTRUK

Boss Zagstruk is the much-feared leader of the Vulcha Squad. Zagstruk's Stormboyz specialise in lightning attacks, falling from the sky and only igniting their jump packs when mere feet from the ground. This metal miniature by Seb Perbet perfectly encapsulates this merciless character and is modelled in a dynamic pose, with his clawed, bionik legs poised to strike as he lands on top of the unwitting enemy.



BOSS ZAGSTRUK \$20
Product code: 99060103128
Sculpted by Seb Perbet

KAPTIN BADRUKK

Kaptain Badrukk is the most infamous Freebooter of all, the absolute epitome of the Flash Gitz. He has plied the stars in his steel-jawed Kill Krooza for many blood-soaked decades. For such a prestigious Ork personality, Martin Footitt has created the ultimate Flash Git. This metal character is replete with his kustom kannon, big banner and 'don't mess with me' attitude. In battle, Badrukk's reputation is fully justified, as he has the best armour and weapons that teef can buy.



KAPTIN BADRUKK \$15
Product code: 99060103130
Sculpted by Martin Footitt

BOSS SNIKROT

Snikrot is a deadly presence on any battlefield and, like all Kommandos, he goes about war in a very un-Orky way, preferring to ambush and take his foe unaware. As you can see from Seb's brilliant model, he is armed with two large knives, named 'Mork's Teeth'. These keen blades give Snikrot an extra attack and allow him to re-roll all failed rolls to hit in an assault. Snikrot's expertise in guerrilla warfare also allows him to move on from any table edge when he's been held in reserve.



BOSS SNIKROT \$15
Product code: 99060103129
Sculpted by Seb Perbet

ORK STORMBOYZ



ORK STORMBOYZ \$25
 Product code: 99120103020
 Sculpted by Martin Footitt and Dave Thomas

Forethought and planning are avoided by most Orks, who prefer to just make it up as they go along. The Stormboyz are the exception, preferring to take to the battlefield with at least some military intelligence under their caps. They're also keen on fast, lightning raids and so use jump packs to blast into the enemy lines. This new plastic kit allows you to make five complete Stormboyz that can be assembled in a wide variety of Orky poses.

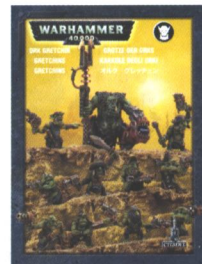
MULTI
PART
PLASTIC
KIT



GRETCHIN MOB

Gretchin may be smaller than their brawnier cousins but they possess something that not every Ork is gifted with – low cunning. Compared to the Orks they're also good shots and, as Troops, are good for holding objectives – if there are no enemies close by! This plastic set contains ten Grots, and an Ork Runtherd to keep them all in line.

MULTI
PART
PLASTIC
KIT



Da Runtherd!

GRETCHIN \$15
 Product code: 99120103018
 Sculpted by Mike Anderson

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ORK NOBZ



ORK NOBZ
Product code: 99120103019
Sculpted by Seb Perbet

\$25

Nobz rule over and dominate other Orks because they're bigger, scarier and 'arder than all the ladz below them. With this status also comes the wealth and means to get hold of weapons and equipment that a normal Boy can only dream of. This new plastic kit by the ever-talented Seb Perbet allows you to field five Nobz, either as a powerful Nobz Mob, or as champions for your Boyz Mobz. The box set contains every option available in the army list – just a few of the many possible variations are pictured below.

**MULTI
PART
PLASTIC
KIT**



Ork Nob with slugga and big choppa.



Ork Nob with big choppa.



Ammo Runt.



Ork Nob with slugga and power claw.



Ork Nob with slugga and choppa.



Ork Nob with shoota/skorch kombi-weapon.



There are loads of Ork heads to choose from, so you can make each Nob in your mob look unique but no less fierce.



This motorised big choppa reflects the Nobz using their status to get hold of the best weapons a Mek can cobble together.



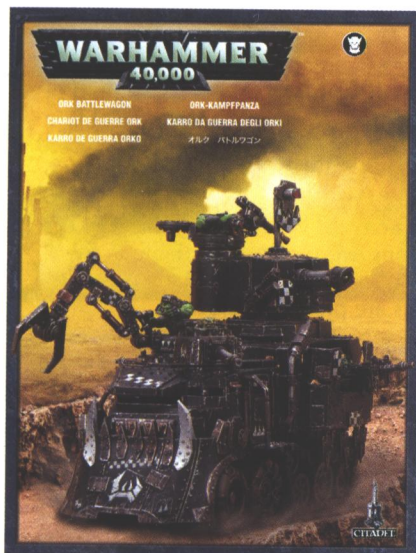
Nobz can be armed with a selection of kustom weaponry, making these brutes even more deadly in combat.



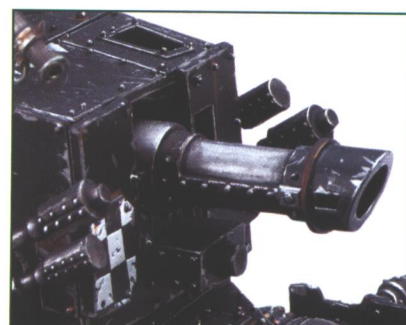
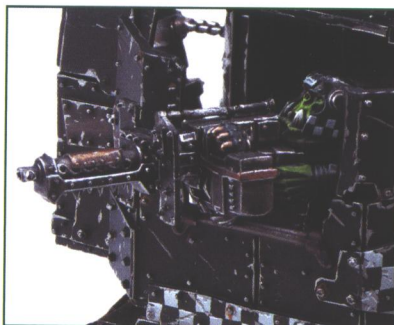
This Nob is armed with a shoota/rokket kombi-weapon – the new kit comprehensively covers the options from the army list.

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ORK BATTLEWAGON



As long as there have been Orks in 40K they've had Battlewagons, but it's been a good few years since we've seen a plastic kit. Warbosses will be glad to know the wait has been worth it as the new Battlewagon is a tremendous model and one of the most customisable kits we've ever produced. This box set contains a host of weapon options, extra gubbinz and kustom bitz, and is a modeller's dream. We couldn't hope to show all the bitz on this page, so turn to page 26 for the complete breakdown of this mighty vehicle.



See the Battlewagon in action on pages 54-81



BATTLEWAGON \$50
Product code: 99120103017
Sculpted by Tim Adcock, Seb Perbet, and Dale Stringer

COLLECTORS RANGE

The Citadel Collectors Range offers some exceptional and unusual models exclusively via mail order. The Collectors Range allows us to produce showpiece models and dioramas for the discerning collector, plus alternative and unusual miniatures for armies, together with the very best of our extensive historic archive. The latest releases are shown here; log onto our online store for the full selection.

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WARHAMMER

DARK ELF DREADLORD WITH GREAT WEAPON

Mike Anderson is fast becoming an honorary Druchii, thanks to his incredible recent sculpts for the Dark Elf range. This model is another classic in the making; an intimidating Dreadlord with his pet drake perched menacingly on his shoulder.

DREADLORD \$15
Product code: 99060212096
Sculpted by Mike Anderson



DARK ELF DREADLORD WITH HAND WEAPON

This cold-hearted lord carries a fearsome blade and strikes an aggressive pose, perhaps pointing to a failed supplicant or calling out the enemy, daring them to face him in a challenge. A surprise release from the bottomless Citadel vaults.

DREADLORD \$15
Product code: 99060212099
Sculpted by Gary Morley



DARK ELF DREADLORD WITH TWO HAND WEAPONS

Dreadlords are skilled warriors, able to cleave through the ranks of lesser races with consummate speed and grace. This female Dreadlord is another classic Gary Morley sculpt from our secret cache.

DREADLORD \$15
Product code: 99060212098
Sculpted by Gary Morley



MOUNTED DARK ELF DREADLORD

Gary Morley is a veteran sculptor of the Elves, whether Wood, High or Dark. Here we have a Dark Elf Dreadlord mounted for battle upon a Dark Steed and bearing a rack of gruesome trophies.

DREADLORD ON DARK STEED \$22
Product code: 99060212097
Sculpted by Gary Morley



**Turn to page 94 to see some
more great painted examples
of these models**

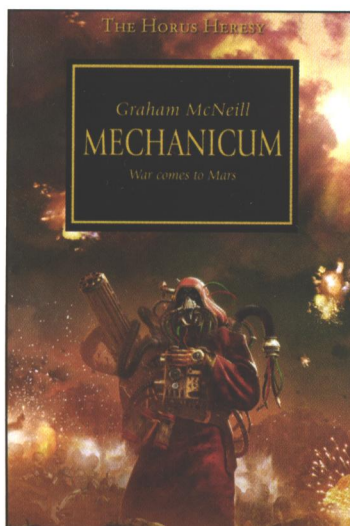
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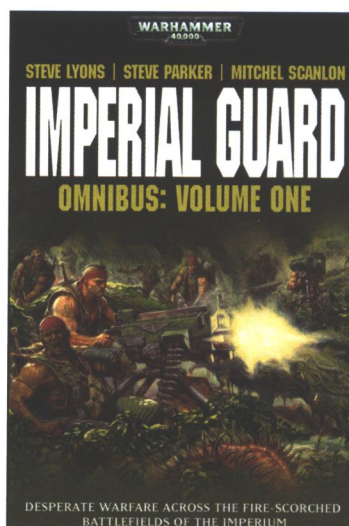
HORUS HERESY: MECHANICUM



As the flames of treachery spread outwards through the Imperium, Horus mobilises those forces that are loyal to him, and plots to subvert or destroy those that aren't. A battle is being fought for the heart and soul of all the Imperial forces. In this tale, Graham McNeill tells the story of the strife on Mars, and the genesis of the Dark Mechanicum.

HORUS HERESY: MECHANICUM \$7.99
by Graham McNeill
ISBN: 978-1-84416-606-0

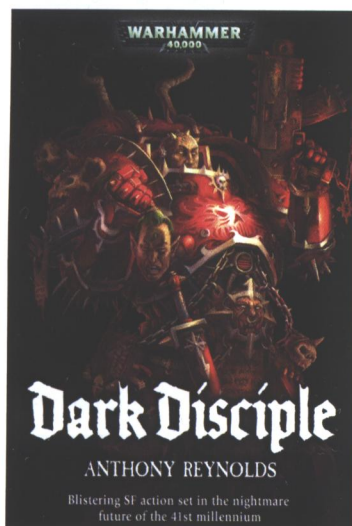
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Three hardcore Imperial Guard novels in one mighty volume! Set in the myriad theatres of war of the Warhammer 40,000 universe, this volume focuses on the Imperial Guard, the stalwart defenders of the Imperium. Tales of survival, honour, sacrifice and bravery all feature heavily in Fifteen Hours, Death World and Rebel Winter.

IMPERIAL GUARD OMNIBUS \$13.99
by Steve Lyons, Steve Parker and Mitchel Scanlon
ISBN: 978-1-84416-611-4

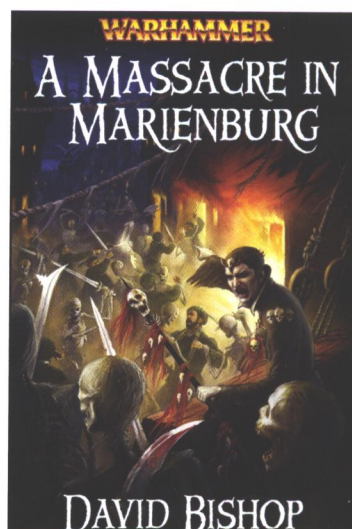
DARK DISCIPLE



The second book in the explosive Word Bearers series. Ever driven by his lust for power, Marduk, now Dark Apostle of the Word Bearers, strives to unlock the secrets of an ancient and deadly artefact. This quest throws him and the Word Bearers into a deadly warzone and a desperate battle between their Imperial enemies and the alien Dark Eldar.

DARK DISCIPLE \$7.99
by Anthony Reynolds
ISBN: 978-1-84416-607-7

A MASSACRE IN MARIENBURG



Standing at the mouth of the River Reik, the exotic port city of Marienburg is constantly alert against its enemies. Watch-Captain Kurt Schnell and his men have their work cut out when a plague of unnatural events drives the citizens to a state of despair and madness. But these merely herald the arrival of the real enemy – a sinister necromancer.

A MASSACRE IN MARIENBURG \$7.99
by David Bishop
ISBN: 978-1-84416-574-2

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MKIV VENERABLE DREADNOUGHT

There are two new Venerable Dreadnoughts stomping around the Forge World bunker this month. One is from the Ultramarines (main picture), complete with a heavily decorated Tyrannic War banner; the other is from the Red Scorpions Chapter (inset).

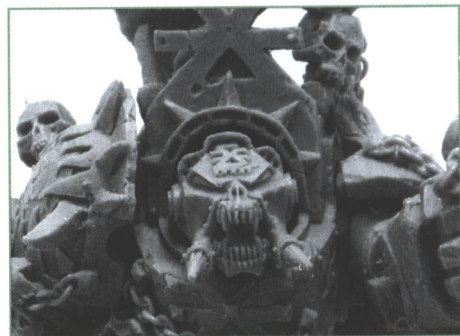
Dreadnoughts designed by Simon Egan and Will Hayes.



LORD ZHUFOR

This Khorne Lord was designed by Simon Egan and features in Imperial Armour Volume Six – The Siege of Vraks part 2. The model includes the option of having Zhufor helmeted or bare-headed. Another cool detail is the corpse of an Imperial Commissar impaled on his trophy rack.

Model designed by Simon Egan.



WARHAMMER 40,000 APOCALYPSE

ARMoured REINFORCEMENTS



New Super-heavy Tank Inbound!

The word 'apocalypse' might mean the end of all things, but in Warhammer 40,000 that's far from the truth – this March we've got a swathe of Apocalypse releases, including a brand new super-heavy tank. Yes, the Shadowword above is no Forge World model, but a new plastic kit! The best news is that this is just one

of six possible super-heavy variants you can make from the same box set.

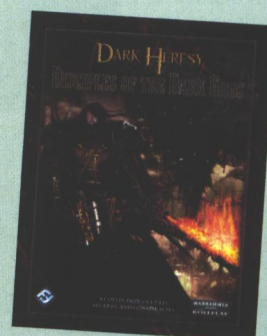
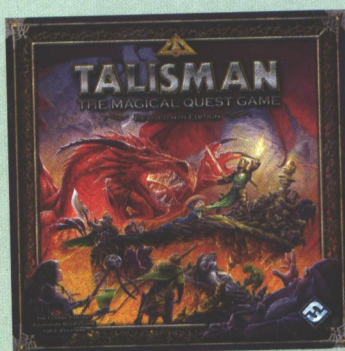
To find out more about the continuing Apocalypse – not to mention the other new stuff out in March – you'll have to wait until the special bumper edition WD350 in a few months time.

Dark Writings Revealed

Our friends at Fantasy Flight have been busy making sure that Warhammer 40,000 Roleplay: *Dark Heresy* is back in stock. In addition, the *Games Master's Screen*, *Purge the Unclean*, and the *Inquisitor's Handbook* are also back in stock, and this time in glorious hardback. As if that wasn't enough, a brand new supplement, *Disciples of the Dark Gods* is also out now.

Fantasy Flight has also been polishing up the latest version of *Talisman*, with new packaging, plastic playing pieces and rules. For those of you who have already bought the fourth edition of *Talisman*, then there's a special upgrade pack that includes the new figures and the rules updates – check out the Fantasy Flight website for details.

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GOLDEN DEMON™

At the time of writing, the Studio has just finished unpacking after a successful UK Games Day 2008 (*I know, I know, it was ages ago, but we work quite far in advance, you understand – Ed*). Some of the best painters in the Studio entered some fantastic models in the Golden Demon Open Category. This hotly contested category was won by Joe Tomaszewski's fabulous Marneus Calgar miniature. Congratulations should also be extended to sculptor Mike Anderson, who won bronze with his large-scale Warhammer pirate diorama, and to 'Eavy Metal painters Fil Dunn and Keith Robertson, who made the final cut with their respective Tau Battlesuit and Lizardman Scar Veteran models. A big 'well done' to all of them – they've done the Studio proud.



Joe Tomaszewski won gold in the Open Category with this fantastic model.



Keith Robertson's beautifully painted Skink Chief was a finalist in the Open Category.



'Eavy Metal's Fil Dunn made the final cut with this great Tau Broadside Battlesuit.



Mike Anderson won bronze with this scratch-built diorama.



IN BRIEF

Matt Hutson has just finished his Mighty Empires-esque map of Armageddon for his latest Warhammer 40,000 campaign. Space Marine and Ork players across the Studio are busy preparing their forces to re-enact this famous piece of 40K history. We'll reveal how he made this cool map later in the year.

John Blanche is on the hunt for new talent, as he's in talks about starting up a new art apprenticeship program. Budding young illustrators should start sharpening their pencils now, as we'll be giving you more details very soon.

What's on the Web!

The Games Workshop website continues to be the next best place (after White Dwarf, of course) for all your gaming news and needs. Under the stewardship of Adam Troke, the website is a great archive of hobby lore, with articles both for new releases and fresh material for all your favourite armies.

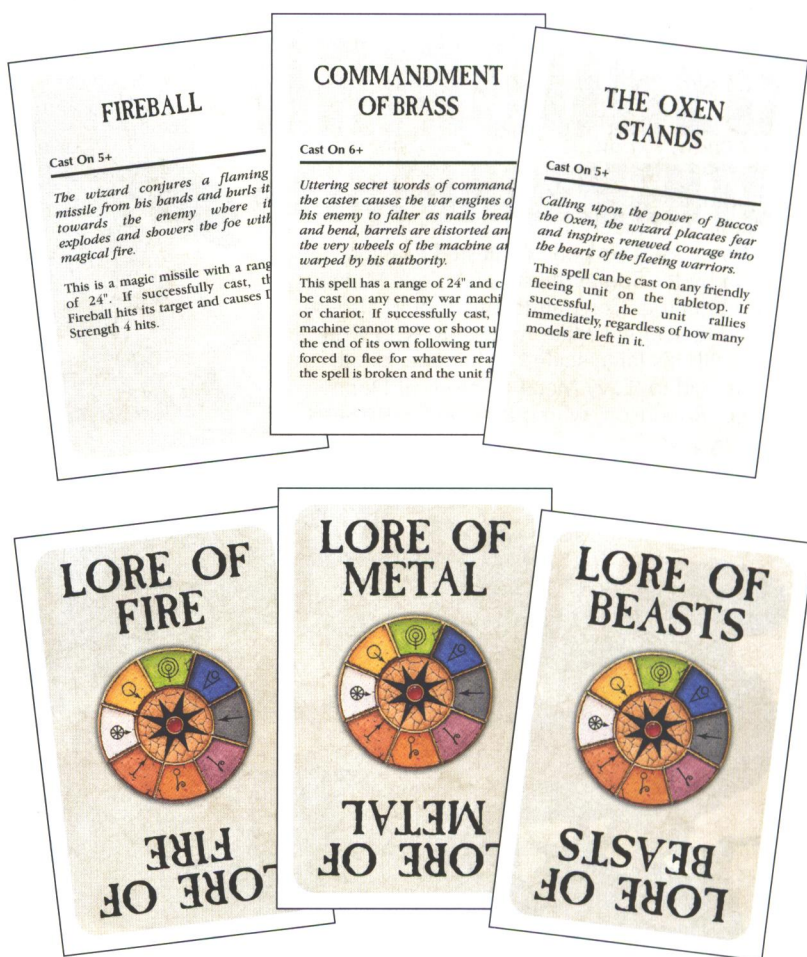
Recently Published Articles

- Step-by-step guides for the new Ork kits.
- Reprinted Warhammer magic cards ready to be downloaded for your games!
- Rick Priestley revisits Mighty Empires in this web-exclusive!
- Showcase of the various Ork armies found around the Studio, with a handful of tactics thrown in for good measure.

Coming Soon

- A closer look at the Lizardmen plastics.
- A Necron tactica.

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UK Games Day Exhibition

This year the Archive Exhibition at Games Day saw not just one exhibition of unforgettable original art and products, but two, including our first ever internationally touring exhibition. As part of this year's Warhammer's 25th anniversary celebrations, we produced two touring exhibitions which have visited Games Days around the world over the course of 2008. One exhibition has been to Spain, France, Germany and Italy, and the second has spent the year visiting Baltimore, Toronto, Chicago and Los Angeles.

For UK Games Day we combined both of these exhibitions into one extra large Warhammer display, providing a memorable journey through the 25-year history of this phenomenal game.

Because there was so much on display for Warhammer, we thought that Warhammer 40,000 fans might feel left

out. With the forthcoming release of the new Space Marine Codex, we felt it was only fair to provide a suitably impressive Space Marine display.

From Rogue Trader through to the new Codex, the exhibition showed how the Space Marines have developed to become the iconic figures they are today. There were classic images on display with original art and content from books and a range of miniatures. There was even Jes Goodwin's life-size drawing of a Space Marine, standing over seven feet tall!

Whether you have enjoyed the Games Day archive display in previous years, or never been to Games Day before, it's certainly an experience like no other to see history in the flesh – and this year the biggest exhibitions so far were also some of the most awe inspiring yet.



The first Imperial Space Marine from c.1985

Tournament circuit

Bring on the 2009 Games Workshop Tournament Circuit!

Well, last year was pretty amazing. Loads of crazy things going on in the world at large, and plenty of wonderful things happening within the scope of the Games Workshop hobby. As we head into 2009 we are very proud to say that you, the Games Workshop community - be you a stalwart veteran or relative newcomer - have really put your support behind local efforts and events across the country.

We're excited too because we have just started receiving responses from the great events that we have invited to join the 2009 GW Tournament Circuit (remember it's only September as I write this). We've been able to invite even more events to join the Circuit and all of them in areas not really covered by our other events. Hopefully we'll see more and more over the coming years until there's at least one event that all hobbyists can drive to in under a few hours.

So, without further ado, I ask that you look to the right and see the events we have confirmed. Many of them have dates set and websites live, and a few of them are in the process of sorting everything out. We'll include their details as they come to hand.

It is worth mentioning again that almost all of these events are run by great gaming clubs, teams of people who have enjoyed the hobby for years and love to run these events in their own way. There's something for almost everyone on the 2009 GW Tournament Circuit, with more to come.

Keep an eye on the Tournament Circuit pages of our Games Workshop website. Head to games-workshop.com (US site), click on the *Community & Events* link and then the *Tournament Circuit* link in the side navigation.

We'll also be keeping you up to date through our Community Development Team blog, gwuscommunity.com.



For 2008 Chicago Grand Tournament coverage, go to page 103.

CIRCUIT SCHEDULE FOR 2009

Conquest NW

January 16-18 (Seattle, WA)
www.conquestnw.com
 Warhammer Indy GT, 40K Indy GT

Broadside Bash

February 14-15 (Los Angeles, CA)
www.broadsidebash.com
 Warhammer Indy GT, 40K Indy GT

A Gathering in the Desert

February 21-22 (Phoenix, AZ)
www.lotrindygt.com
 LoTR Indy GT

The Lonewolf

March 7-8 (Dallas, TX)
www.lonewolfgt.com
 Warhammer Indy GT

The Exterminatus

March 14-15 (Cleveland, TN)
www.theexterminatus.com
 Warhammer Indy GT, 40K Indy GT

AdeptiCon

April 3-5 (Chicago, IL)
www.adepticon.org
 Warhammer Championships, Warhammer Escalation, 40K Championships, 40K Gladiator, 40K 2008 Circuit Invitational, LoTR Singles, LoTR Doubles

Quake City Rumble

April TBA (San Francisco, CA)
www.leadership2.org
 Warhammer Indy GT

SoCal Slaughter

(Los Angeles, CA)
 April TBA - 40K Indy GT
 October TBA - Warhammer Indy GT

The Necronomicon

Dates TBA (Orlando, FL)
www.thenecro.com
 Warhammer Indy GT, 40K Indy GT, LoTR Indy GT

The Big Waaagh!

Dates TBA (Memphis, TN)
www.thebigwaaagh.com
 Warhammer Indy GT, 40K Indy GT

Grand Tournament Baltimore

Dates TBA (Baltimore, MD)
www.games-workshop.com
 Warhammer GT, 40K GT, LoTR GT

Grand Tournament Las Vegas

Dates TBA (Las Vegas, NV)
www.games-workshop.com
 Warhammer GT, 40K GT, LoTR GT

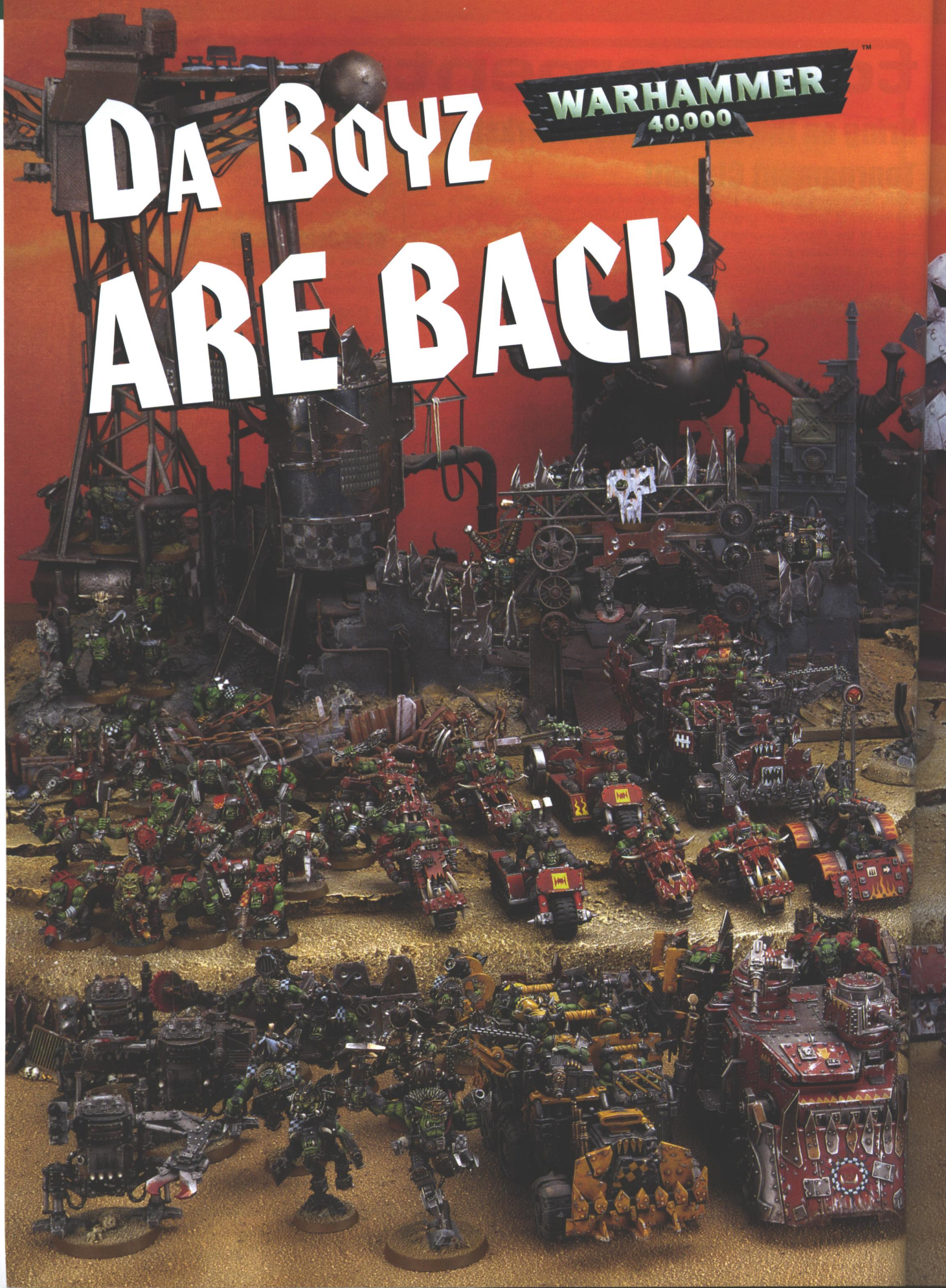
The Alamo

November TBA (San Antonio, TX)
www.alamogt.com
 Warhammer Indy GT

Dates are subject to change, please keep an eye on the website.

DA BOYZ ARE BACK

WARHAMMER
40,000



IN TOWN

Orks love being Orks because all they care about is carnage and war. Phil Kelly looks at the new Orks storming into the fray and – more importantly – why it's good to be green!

There's just something about Orks. Go to any Games Day anywhere in the world and you'll find them – screaming, stomping, shouting masses of crazed brutes bellowing at the top of their lungs, and (you guessed it) this is just the players we're talking about here. Little else in the 40K universe can invoke such unbridled enthusiasm.

Perhaps the Ork appeal is in their unquenchable lust for fightin' and scrappin' – heinous acts of violence are as natural to a greenskin as eating or drinking are to a human. Perhaps it's in their ramshackle but robust technology, or their love of big, loud guns – guns that spit out great torrents of bullets, crackling energy beams or even more bizarre ammunition (release the Snotlings!). Maybe it's the fact that, because of their

brawny and ready-to-rumble outlook, the Orks can never truly be beaten.

Then again (and my money's on this one), perhaps it's the absolutely stunning models in the Ork range, a collection of alien warriors so fine that hordes of people have been 'going green' ever since last year's Codex was released. A few months back the warbands from the Assault on Black Reach boxed game made their mark, boasting amazing new Warboss, Nob and Deffkopta models, and the Ork range became even more appealing. This month, the greenskin hordes are bolstered yet again by even more top-notch releases, including manic Stormboyz, cunning Grotz, deadly Nobz and the killiest, growliest vehicle a Mekaniak could wish for.

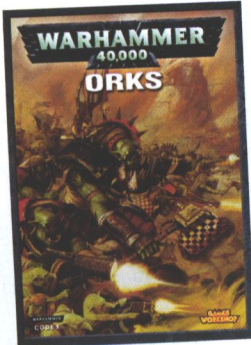
Grab yer shoota, we're going in...

IN THIS ISSUE:

- 16** *Waaagh!:* One Ork is bad news, a planet's worth can collapse an entire system in a crusade of violence.
- 24** *Rolling Thunder:* The nuts and bolts of the new Battlewagon kit – it's a beast.
- 28** *Clan Loyalties:* The major clans of Ork-kind, from the light-fingered Death Skulls to the speed-crazed Evil Sunz.
- 54** *Waaagh! Bork:* The rise of the crazed Ork Warlord known as the Mighty Mangler of Bork, including no less than FOUR battle reports and the largest gun we've ever seen!
- 86** *Red Ones Go Fast:* A Mek-tastic vehicle showcase.



WAAAGH!



The Ork Codex is a 104-page book that is crammed full of all the rules and background an Ork Warlord needs to wage war across the galaxy. Inside you'll find the Ork army list that allows you to muster your collection into a lean, green killing machine suitable for the tabletop battlefield. There are also pages of detailed background about the greenskins, including their culture, their tribes and the genesis of the Ork race.

Orks are the most brutal and warlike of all the alien races that plague the galaxy. Green-skinned monsters that live only to fight, the Orks delight in spreading carnage and mayhem. In fact, so great is their need for conflict that they will happily fight amongst themselves, indulging in bloody wars with their own kind just for the thrill of battle. Though these battles satisfy the Ork bloodlust in the short term, eventually the greenskins will hunger for war on a massive scale. Inspired by a vision, one Ork will rise up to lead his fellows in a mighty crusade that the greenskins call the Waaagh-Ork – or more commonly, the Waaagh!, which is far easier to shout.*

**Waaagh! always carries an exclamation mark because it is an alien word that can only be correctly pronounced at deafening volume.*

THE SEEDS OF DESTRUCTION

Ork Waaaghs! are galactic crusades that start with a vision of conquest harboured by a single Ork. Although the Weirdboyz fulfil the role of shamans in Ork society, the real high priests of the barbaric Ork gods are the Mekboyz. The Mekboyz are far more than simple mechanics; in many ways they stand at the core of Orkish civilisation. Without the Meks the Orks would be without their beloved guns, bikes and engines of war. Without the Meks the Orks would be confined to their parent planets, unable to take the fight to the stars. And without the Meks the Orks would be bereft of that most inspiring of sights, the metal-skinned incarnations of the Ork Gods themselves. It is the building of these titanic effigies that triggers the most important and epic of all events in Ork society – the Waaagh! itself.

The Waaagh! is a spontaneous happening which starts suddenly in obscurity but gradually gathers a deadly momentum. More and more Ork warbands, clans and tribes become part of the gathering strength of the Waaagh! In a process that may take up to 300 years to reach its peak, the whole of Orkdom in a star system becomes agitated, disturbed and dynamic (well, even more so than usual). The Waaagh! is the ultimate expression of Orkdom in the universe, a time when the disparate tribes come together; a time of great works, migrations, wars and conquest. Orks throughout the system and beyond take to the warpath, and a relentless avalanche of violence is unleashed upon the world.

OF GODS AND ORKS

Orks and the Ork way of life are strong and robust forces in the universe. After all, Orks are a highly successful race, able to survive, expand and prosper almost

“The Waaagh! is the ultimate expression of Orkdom in the universe, it is a time of great works, wars and conquest”

effortlessly in comparison to the struggles of the civilised races. Because of this the Ork character, which is strong and virtually invulnerable, has its reflection in the Warp in the form of the belligerent, boisterous and indistinguishable Ork deities known as Gork and Mork. War, conquest, migration, feuding, the din of weapons and the warcries of the greenskins are but the laughter of these barbaric gods.

An idea of the appearance of Gork and Mork can be garnered simply by looking at the titanic Ork war machines known as Gargants – and to a lesser extent, the more common Stompas – which are constructed in the image of the Ork deities.



DA GREEN

HORDE

Experienced greenskin players know that the Orkiest tactic of all is to overwhelm the enemy with sheer numbers. Luckily, Ork Boyz are among the best basic Troops in the game – cheap, tough and able to dish out a ton of attacks on the charge. A full mob can take a great deal of punishment and can potentially dish out no less than 120 Strength 4 attacks,

so make sure you have lots of dice! Even better, a Nob with a power claw can take out anything the Boyz struggle with. Grots are great for cementing your numerical advantage and, like the Boyz, they are excellent at claiming objectives – they can sneak onto that vital location whilst the Boyz get on with the business of clobbering the foe!



KAPTIN BADRUKK



One of the most notorious Ork Freebooterz in the galaxy, Kaptin Badrukk plies the stars in his steel-jawed Kill Krooza.

The largest of these Ork war machines behave very much like the Ork gods – they lumber about leaving a trail of devastation wherever they roam, and never shun a fight. After all, in Ork mythology, Gork and Mork are never truly defeated – they simply shrug off the blows of the other gods with a laugh before clobbering them with a swing of their mighty clubs.

A Waaagh! usually begins in earnest when one of these metal monstrosities is constructed upon an Ork-infested world. The Mekboyz who build them work from a vision held within their imagination, adding more and more guns and gubbins as they go. Despite their individual differences, each Gargant is not only a towering war machine with awesome destructive power, but also a smoke-belching, fire-breathing idol built in the image of the gods themselves. A Gargant is hence both the ultimate war machine and religious idol united in one form. During the process of construction the largest and most belligerent of the tribe's Orks will bash together enough heads to guarantee a

kind of leadership and perhaps even an anarchic kind of organisation. It is these Orks that form the Warbosses and Warlords of the emergent Waaagh! – after all, the Mekaniaks at the heart of the burgeoning crusade already have their hands full building more and more engines of war.

THE GREAT GATHERING

As word of the emergent Waaagh! spreads, more and more Orks will hurry to the construction sites and shanty towns at its heart, each tribe gearing up for a tussle of galactic proportions. Soon the numbers of greenskins pass into their millions. Vast flotillas of war machines and vehicles are hastily constructed and more and more Orks flow to the side of the new Warlord at the forefront of this new age of violence. Other Meks, somehow aware that the time of gathering has come, follow the psychic reverberations produced by the emergent Waaagh! fever to its source. Wherever they may be, Meks begin constructing machines for transporting themselves and their entourages of Lootas, Burnas and Grots to



DEATH FROM ABOVE

Ork Stormboyz are absolutely great at getting into combat really quickly. Their Rokkit Pack special rule allows them to move 12+D6" per turn, bolstered by a further D6" if they opt to run instead of shooting their sluggas – very useful for getting into position. With a potential assault range of 24" and the option to take a tooled-up Nob, this is truly a Fast

Attack unit to be feared. If you want even more punch, why not take Boss Zagstrukk? He enables the unit to Deep Strike straight into combat, meaning your Boyz won't get shot up, and as he drops onto his prey the grizzled old buzzard's bionik talons act as a power klaw that strikes at his normal Initiative value. Kerrunch!



SNEAKY DEATH

Kommandos are extremely good at taking out those annoying Heavy Support units at the back of the enemy lines. With their Infiltrate, Move Through Cover and Furious Charge special rules, Kommandos can pile into the enemy lines from an unexpected direction. Ork players who have had trouble with enemy weapon teams might like to upgrade their Kommandos with a couple of Burnas, or even take Boss Snikrot himself. Snikrot is the embodiment of Orky kunnin', his arms wrapped with the dog-tags taken from his many kills. The Boss' Ambush rule allows his Kommandos to enter play from any table edge they wish and, with his six S6 attacks and re-rolls to hit, Snikrot's mean as hell in a fight.



Kommando Nob



Kommando



Kommando



Kommando



Boss Snikrot



Kommando with burna



Kommando with big shoota

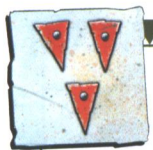
the Gargant production sites. Some grind across the wastes in immense steam-powered tractors, others float across the mountains in gyrocopters or dirigibles, and some even plough through the seas in ramshackle submarines. The site soon becomes like a buzzing swarm of disturbed insects as more and more Meks arrive in their odd contraptions every day and start building their own projects. Soon, Meks arrive from off-world in patched-up Space Hulks, Roks and customised spacecraft. Those without the vision or ability to construct titanic engines of destruction build large and impressive Battlewagons, Dredd Mobz or battle fortresses with which to roll into battle.

Before long, the site of the Waaagh! reverberates to the clangour of hammers on metal, the yells of overseers and the jabbering voices of millions of Orks,

Snotlings and Gretchin. Scaffolds are erected and, within these cradles of steel, the great metal hulks that will become Gargants and Stompas begin to take shape from the mountains of scrap metal gathered by the Boyz. Great cranes and winches

“Great furnaces, like gaping red mouths, make the entire vista resemble some mechanical hell.”

move huge armoured plates into position. Heavy machinery is dragged up ramps by hordes of groaning slaves. The sounds of pumps, bellows and drop-hammers becomes almost unbearable. Great furnaces, like gaping red mouths, light up



PEDAL TO THE METAL

Warbikes, Warbuggies and Trukks all share one very important quality: mobility. Large mobs of Ork Boyz, though strong and resilient, can be cumbersome and take a while to get into position. A unit of Boyz mounted in a Trukk, on the other hand, can get into combat in the first turn without breaking a sweat (OK, maybe a little extra

Waaagh! movement helps...). Small mobile units of Warbikes and Buggies are great for laying down suppressive fire, mowing down infantry and grabbing objectives toward the end game, but if you want a real monster of an assault unit, try a Warboss mounted on a Warbike with a Nob Biker retinue – they are practically unstoppable!



ORKS AND THE CULT OF THE IMPERIUM

The Orks know men worship the Emperor as a deity and have seen his shrines on many worlds. The Orks regard him as the war god of the humans, something which they can relate to since their own gods are war gods. They see the Emperor as the power behind vast armies, fleets and military technology. That his servants are weedy humans does not alter the view that the Emperor is a powerful deity of war, accorded almost equal status to Gork and Mork, for he has sent his armies against Orkdom for millennia.

the scene at night, making the entire vista look like a feast in some mechanical hell. Presiding over it all are the Mekboyz, scrutinising plans and shouting instructions to their Loota and Burna mates below.

Eventually the greenskin war fever reaches critical mass. The Gargants are nearly complete. The arsenals of the Warlords are chock-full of weapons and ammunition. Whole mobs of Deff Dreads and Killa Kans stand in ranks amongst great armed camps that sprawl all the way to the horizon. Feuds and rivalries are temporarily put aside as every greenskin in the system gathers under the banners of the greatest of the local Warlords. The scaffolding is pulled down from the Ork war engines and, with a belching of smoke and a terrible slowness, the Gargants come to life. If any nearby worlds or continents happen to harbour any non-greenskin races, those unfortunate souls are in deep trouble – those near the nascent Waaagh! will be crushed by the Orkoid armies in a series of wars that the Orks consider a nice convenient warm-up to the real thing.

It is at this point – usually when the Orks have managed to lay their hands on a really big Space Hulk or other interstellar craft – that the Waaagh! boils forth into the

galaxy at large. Such Waaaghs! are all but impossible to resist, as millions of battle-crazed warriors descend upon each world in their path in a tide of Orkish malevolence. It is through these massive conquests that the Orks have spread across the galaxy from the core to the outer rim. A Waaagh! can change history or plunge a system into a state of unending war, but a single Waaagh! can theoretically be stopped. Unfortunately, according to Imperial records, there have always been dozens of active Waaaghs! in progress at any one time. If ever the Orks truly united as a race in a single galaxy-spanning Waaagh!, no force in the universe could stop them.

THE LAUNCHING OF THE WAAAGH!

A Waaagh! may take years to reach a planet that has something worth conquering upon it. The Space Hulks, Roks and Kill Kroozas of the Ork fleet often just blast into space in a random direction, often becoming lost or even entering a gateway into the Warp in their in their haste to find something to kill. Unsurprisingly, this optimistic approach frequently backfires, so that entire fleets of war-starved Orks are always adrift out in

KINGS OF

DAKKA

The Lootas and Burnas box set bursts at the seams with big shooty guns. Lootas come to battle packing Deffguns – so called 'cos they mean death to anyone in the crosshairs, and deafen the user into the bargain. These ramshackle creations fire D3 shots each – simply roll once and multiply the result by the number of Orks in the unit. This can result in a

massive 45 Strength 7 shots from a full unit of fifteen Lootas! Burna Boyz carry Burnas, fired as flamers (yes, you can theoretically get up to 15 flame templates out of the unit) or used as power weapons in an assault. This may not be 'dakka' as such, but fifteen angry Orks with power weapons and Furious Charge definitely makes up for that!



Mek with
kustom mega-blasta



Burna Boy



Burna Boy



Loota with Deffgun



Loota with Deffgun



Lootas and Meks wield all manner of bizarre weaponry.

BIG GAME

HUNTAS

Tankbustas like nothing better than getting in close and launching their rokkits, or even running up to vehicles and whacking them with a tankhammer. The secret to using the Tankbustas correctly is getting them close to a vehicle, where their specialised weaponry can do its thing. Altogether now: 'Release the Squig bombs!'



Squig bomb



Tankbusta Nob



Tankbusta



Tankbusta

ODDBOYZ

The Orks call the specialist castes of greenskins within their society 'Oddboyz', and with good reason.

Mechanically-obsessed Mekz carry force fields and the infamous Snotling-launching shokk attack gun to war; the Runtherds shepherd great mobs of shrieking Grots into the enemy; and the sadistic Painboys stitch the richest of the Boyz back together when the limbs start flying. But oddest of all Oddboyz are the Weirdboyz, conduits of Waaagh! energy, who can launch great, crackling blasts of psychic power at the foe – even if a few of the Boyz cop it in the process!



Big Mek with kustom force field



Big Mek with kustom mega-blasta



Weirdboy



Painboy



Runtherd

ASSAULT ON BLACK REACH

The Assault on Black Reach is famous for the epic struggles of Captain Sicarius of the Ultramarines as he tries to locate and destroy the ferocious Warboss Zanzag. It's also famous for being a boxed game packed with tons of gorgeous new Space Marine and Ork models, including a magnificent Warboss model, twenty Boyz, five Nobz and three lethal Deffkoptas!

the void. Still, the Orks aren't fussed about strategy or planning, and so the first inhabited world they find will normally suffice. By the time the Orks identify their target planet, they are buzzing with pent-up frustration and violent energy that they simply cannot wait to take out upon whatever they find on the world below. At an unspoken signal, their fleet of ugly and ramshackle ships surges towards low orbit, with bulk landers and asteroid-based Rokks plummeting earthwards and making planetfall to disgorge thousands of Boyz and war machines into hastily assigned drop-zones below. Some Ork Warlords have Mekz who employ erratic 'telly-porta' technology, allowing them to send the Boyz planetside in the blink of an eye.

It is then that the Waaagh! truly musters for war. These grand assemblies are an awe-inspiring sight, a teeming, anarchic mass punctuated by loose pockets of order and discipline where the Nobz and

Warbosses hold sway. The lands around the drop-zones are quickly covered in bellowing aliens and smoke-spewing vehicles. Armies of greenskins stretch across the horizon, raising their banners high to proclaim their reputations and allegiances. A heaving tide of Ork warriors roars and chants in what passes for unison, the thumping tread of a million iron-shod boots like the threatening rumble of a storm about to break. Bikerz, Deffkoptas and Trukk Boyz zoom off into the distance in all directions, pushing their kustomised engines of war to the limit in their haste to locate the planet's defenders. Behind them, Deff Dreads and Killa Kanz hiss and stomp forward, piston-driven claws snapping and shearing as pilots test their deadly machines for combat readiness. Throngs of gun-toting Boyz fire streams of bullets into the air in sheer jubilation, the crackle and bang of experimental weaponry a searing counterpoint to the staccato rattle of shoot-



NOBZ

Ork Nobz are the ruling caste of the greenskin race by virtue of their size, strength and hed-kickin' skills. Sure, some Nobz may smell like a Squiggoth's hindquarters, but anyone who points this out invariably ends up as dinner. They can be found leading mobz of Boyz, or ganging up into well-'ard Nobz Mobz. There are many different kinds of Nobz and, as they 'konfiscate' all the best gear from the lads, they are inevitably well equipped. Nobz with custom kombi-weapons, Nobz with power claws, Cybork Nobz with bionic bodies, Nobz with big choppas, the list goes on. Lucky the new plastic kit is so versatile, especially when bolstered by the metal Meganobz and the mob from Black Reach!



Nob with power claw and slug



Nob with slug and choppa



Meganob with kombi shoota-skorcha



Nob with slug and choppa



Nob with slug and choppa

fire. Swarms of Gretchin scurry out of the way of iron-tusked Battlewagons, mighty beasts made of metal and menace that prowl toward the front of the horde, their totem-clad kannon turrets swivelling in search of prey. The skies above are streaked by rokkit contrails as mobs of Stormboyz corkscrew and dive through the air, their guttural barks of excitement drowned out by the roar of jet engines as Fighta-Bommas streak overhead. At the rear of these hordes, from the cavernous bellies of the Ork bulk landers, the colossal Gargants stride forth, the earth itself breaking apart at their thunderous tread. In response to the sight of their living gods, a deafeningly loud roar issues up from the horde. It is a sound so loud that it shakes the bones and scars the psyche of all those who hear it.

This is the Waaagh!, the earthly incarnation of an insatiable alien warlust. Those who stand in its path are lost.

WAAAGH! BORK

Not all Waaaghs! start with a visionary Mekboy. Some Warbosses are possessed of such strength and fierce personality that they can simply bash their visions of conquest into their tribemates with a blunt instrument! One such Warboss was the infamous Mighty Mangler of Bork, Killjaw. Killjaw was a raving-mad tyrant who resolved to shoot down the moon of Bork with an unfeasibly large gun known as da Krater Maker before taking his Waaagh! to the stars. Naturally, the Imperial troops stationed on and around Bork had other ideas, and called in the Space Marines to defend their beleaguered planet from the raging hordes. Turn to page 54 to see how the struggle between this mad Warlord and a resolute Imperium unfolds...



ROLLING THUNDER

For both the prestige and the sheer amount of killin' such steel monsters can rack up, any Warboss worth his teef wants a Battlewagon or three in his warband. Andy Hall talked to one of the designers, Dale Stringer, about this great new kit.

The Battlewagon's first incarnation was as a plastic Ork kit released soon after the original Rhino way back in 40K's history, in the days of Rogue Trader. This venerable old kit went off sale quite sometime ago and so there's been a bit of a Battlewagon drought in the intervening years; a drought greenskin players will no longer have to suffer thanks to the brilliant new model.

Vehicle master Tim Adcock created the first mock up of the new-look wagon while Seb Perbet tackled the crew, but it was design engineer Dale Stringer who took up the lion's share of the work on this project. 'It was very labour intensive. I think I worked on it for about 12 weeks but the results have been worth it', says Dale. Working from the mock-up, he set about digitally creating the vehicle inside an application called SolidWorks. For those of you thinking this happens with some kind of 3D laser scanner that zaps the mock up into the computer in a magical fashion,

you couldn't be more wrong! This is a manual process. On the desks of the designers, along with some incredibly powerful desktop computers, there are all sorts of geometry apparatus and other mathematical instruments that Dale and his colleagues use to measure and input the



“ When it comes to designing your battlewagon your Mek's twisted imagination is the only limit! ”

dimensions of every single component into the SolidWorks programme. 'Once the designer has handed us the mock-up, as was the case with the Battlewagon, we rip it apart, breaking it down into its constituent parts, which are then measured up and created as wire-frame models in the application', Dale says.

On The Web

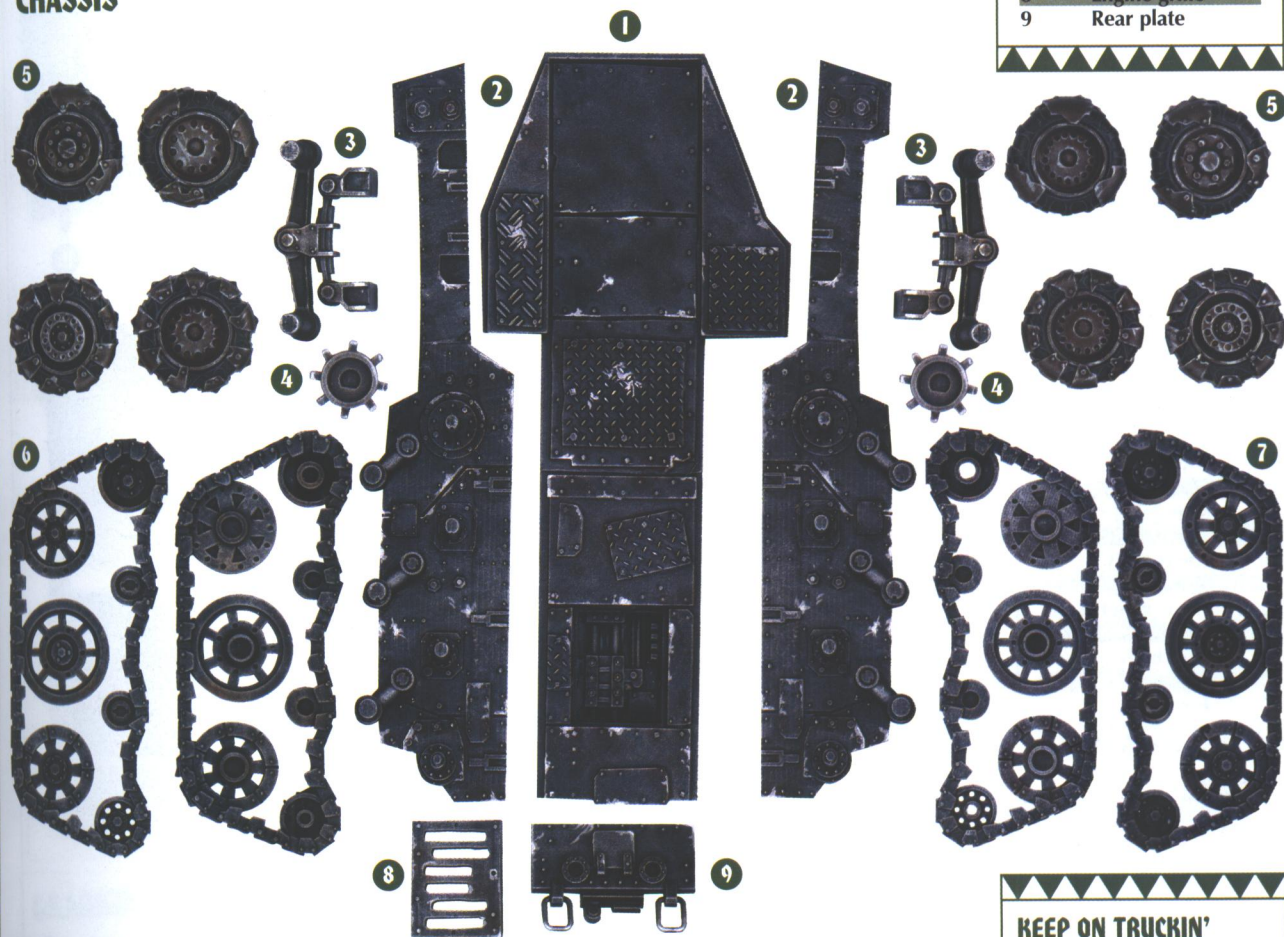


Visit the Games Workshop website for the definitive guide to assembling and painting your Ork Battlewagon, including Neil Hodgson's awesome illustrations.



BATTLEWAGON KIT

CHASSIS



- | | |
|---|-----------------------|
| 1 | Main chassis |
| 2 | Side frames |
| 3 | Suspension assemblies |
| 4 | Sprockets |
| 5 | Wheels |
| 6 | Left tracks |
| 7 | Right tracks |
| 8 | Engine grille |
| 9 | Rear plate |

Once a digital model of the kit exists, the real value and expertise of the designers begins to shine through, the Battlewagon being the greatest example so far of driving this process forwards, as Dale explains. 'Digital modelling allows us to get the best possible fit between the components. What I wanted to do with the Battlewagon is get the tight, snug joins you'd expect on clean, streamlined kits like Space Marine vehicles, but still have that characterful, ramshackle look that makes an Ork vehicle so distinctive.'

Tim Adcock and Codex author Phil Kelly worked closely together when coming up with the concept and rules for the Battlewagon, the idea being that no two Battlewagons were the same, and so the model needed to reflect that. 'The challenge was to keep the definitive Ork look but make the kit as modular as possible,' continues Dale. 'The digital

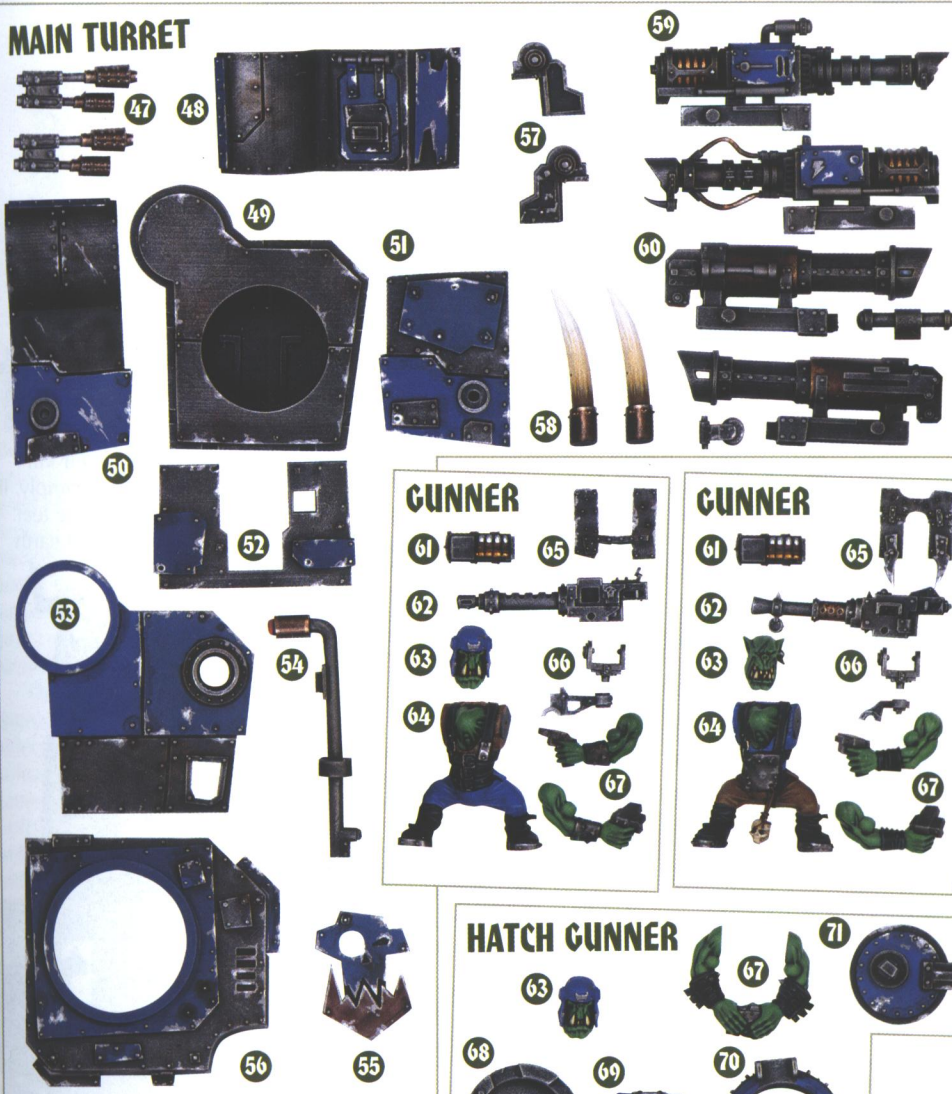
process really helped us with this, so we could keep the hatches the same size and make the turret bases in unconventional shapes that looked very Orky, but could still be placed on the main chassis in numerous ways. The weapons, too, can be placed just about anywhere. You can even use vehicle upgrades from other recent and to-be-released Ork kits, such as the wreckin' ball from the Ork Trukk.'

This all means you can create a vehicle in any configuration you choose. You can keep the deck area sparse so that you can transport loads of Boyz or, by moving the turret forward on top of the cab, you can have a halfway house between gun platform and troop carrier, or you can turn your Battlewagon into a heavily armed tank, it really is that versatile. When it comes to designing your Battlewagon for a forthcoming battle, your Mek's twisted imagination is the only limit!

KEEP ON TRUCKIN'

Coming soon to a Mek's workshop near you, a special Direct-only frame that will allow you to add even more bitz to your shiny new Battlewagon – specifically the all-important deff rolla which is perfect for turning your cowering enemies into paste, and the killkannon – a gun with a really big bang! The frame will be crammed with lots of extra Orky bitz, too; the greenskins have never had it so good, and trust us, there's even more to come!

MAIN TURRET



GUNNER



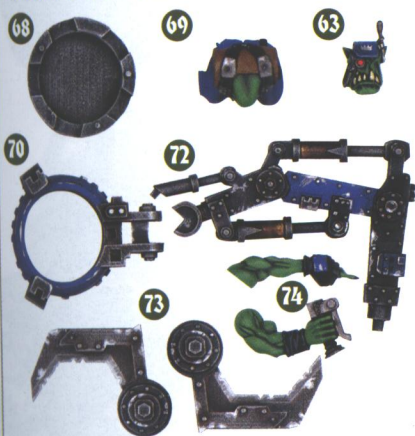
GUNNER



HATCH GUNNER



GRABBIN' KLAW



HATCH



CLAN LOYALTIES

Continuing our look at all things green, Big Mek Phil Kelly braves the greenskin Squig-eating contests to find out more about the six major clans of Ork-kind.

Ork society may seem to an outsider to be a hopeless, anarchic rabble, but it is actually divided into warbands, tribes and clans. An Ork warband is simply all the Orks fighting under a given Warboss, who holds the whole thing together with an iron fist. A tribe is a far larger unit that consists of dozens of warbands all in roughly the same place, usually led by a Warlord who is even bigger and fiercer than everyone else.

The Ork clans, however, are far larger and more enduring. They span the galaxy from one side to the other.

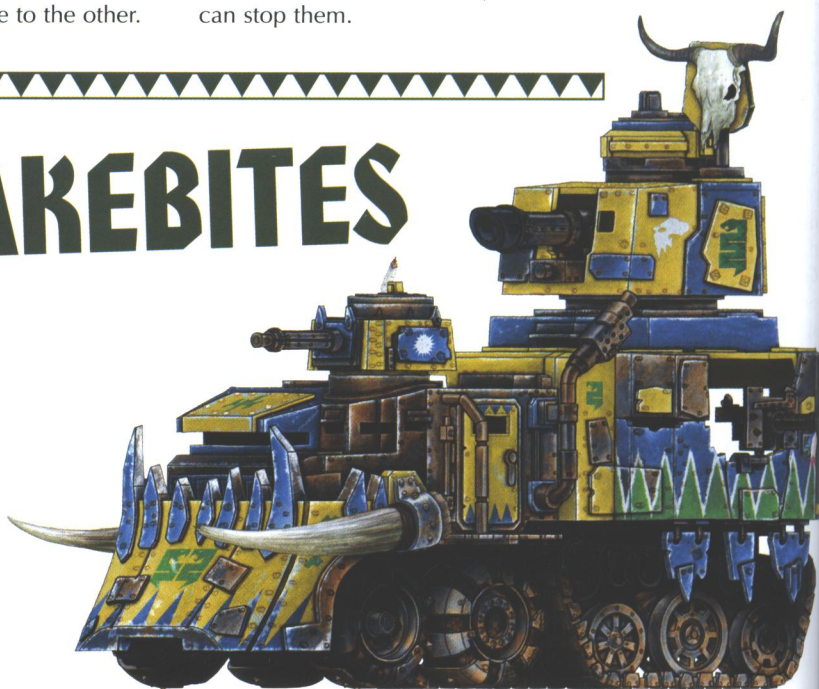
Any warband or tribe may consist of Orks from several clans and, though they pay homage to the war leaders that are at the top of the heap, they still have bonds of brotherhood to their clan-mates which transcend such temporary affiliations. Each clan has distinct cultural preferences and abilities and they will stand by their kin more often than not when the scrappin' starts. Put simply, if a bunch of Goffs want to band together and bash the teef out of the local Blood Axes, no force in heaven and earth can stop them.



SNAKEBITES

The Snakebites are tough as old boots and just as odious, a savage clan who are much like their primitive ancestors in their style of dress. The clan emblem is a poisonous snake, and Snakebites often decorate their bodies with swirling tattoos to represent serpents, or red dags to represent fangs. This preoccupation with the snake comes from the coming-of-age ritual practiced by the clan, whereby an Ork whelp will allow venomous serpents and daggersnakes to bite him time and time again, sweating out the poisons as best he can. Those that survive this gruelling ritual are proved to be amongst the toughest of all Ork-kind.

A ritualistic and tradition-bound clan, Snakebites often wear the bones and pelts of wild beasts and the claws and feathers of birds of prey. Snakeskin belts are popular amongst the clan, with some even going so far as to wear live poisonous snakes around their waist to show how tough they are. Those Snakebites progressive enough to own vehicles almost always adorn them with tusks, teeth and animal skulls, painting their wagons like totem animals and regarding them much like the riding beasts of old.



Snakebite vehicles are usually painted in earthy colours such as yellow, green and brown, and are adorned with animal skulls and totemic trophies.



Snakebites are staunch followers of the old ways, tough as old boots and 'ard as nails.



The Snakebite clan excels at raising and herding Grots, Snotlings and Squigs.



A Snakebite Nob is happiest when smashing victims with his axe.



Goffs

The Goffs are the most violent and thuggish members of a violent and thuggish race. They eschew all this shooting and manoeuvring stuff that the other clans seem to be into, in favour of good old-fashioned close combat – a Goff is never happier than when he is stomping something to death under his hobnailed boots. Goff Warbosses and Nobz are the largest of their kind, thriving on a diet of near-constant warfare – Ghazghkull Thraka himself is a Warlord of the Goff clan.

The Goffs favour a no-nonsense approach in all aspects of life. This is reflected in their battle dress, which is a utilitarian black trimmed with checkered patterns and the occasional splash of red. Goffs take a black bull's head as their emblem, presumably because they identify with foul-tempered, vile-smelling, muscle-bound, thick-headed beasts. A bull's head or pair of tusks is often sported on their vehicles, which the Goffs take great delight in ploughing straight into the enemy ranks.

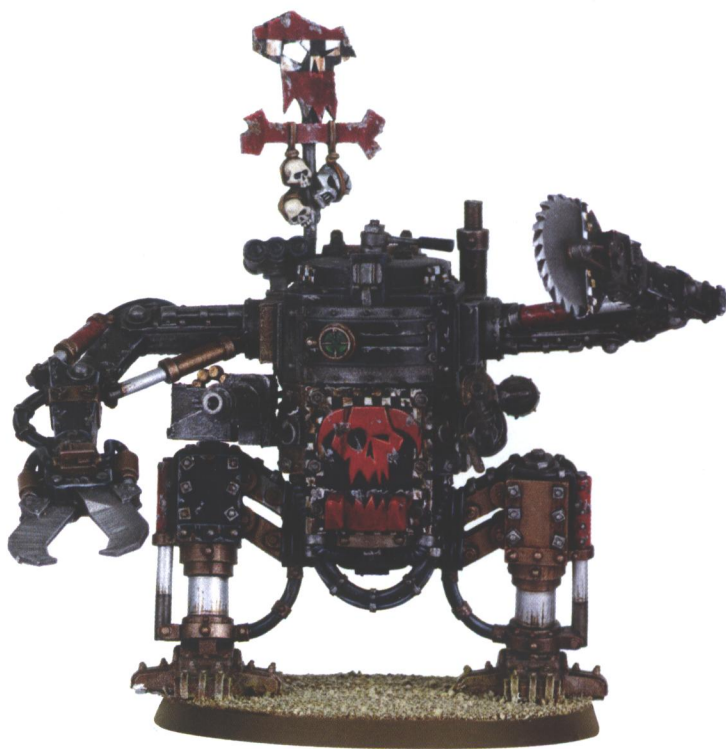


Envious of their larger cousins, not to mention eager to get their own back, some Goff Gretchin get hardwired into Killa Kans by the Meks.

The Goffs are the biggest and 'ardest of Ork clans, and their Nobz are their best fighters.



Able to channel the power of the Ork gods into himself and his followers, Ghazghkull is both war leader and prophet to the Ork hordes in the Armageddon system.



Some Orks make the mistake of thinking that becoming a Deff Dread pilot is a shortcut to power. Unfortunately, the only thing it's a shortcut to is a life spent in a big, walking metal can, albeit one with big claws and guns.



DEATH SKULLS

The Death Skulls are looters, plunderers and battlefield scavengers. They strip the bodies of the fallen of everything from bootlaces to gold teeth so that they can augment their own wargear and trade with the other unscrupulous Orks in their warband. This often results in bizarre mish-mashes of clothing and wargear cobbled together. For example, the Boneheadz tribe once overran and plundered an Imperial Penal Colony, and wore fragments of convict clothing printed with black arrows for generations afterwards.

The tribes show their identity with variations upon the clan glyph, the horned skull. There are many variants, but the skull is commonly coloured white against a blue background. Blue is considered to be a magical colour among the Death Skulls, who paint everything with blue warpaint to attract good luck. The clan adheres to the superstition that war paint wins the attention of the gods – and what could be more eye-catching than painting their faces bright blue?



Above: Death Skulls are a superstitious lot, believing that daubing their armour and faces blue will bring them luck.

Above right: Lootas are the most heavily armed of Orks, mainly as a result of their liberal views on ownership. If it's not nailed down, it's not safe from the light-fingered Lootas!



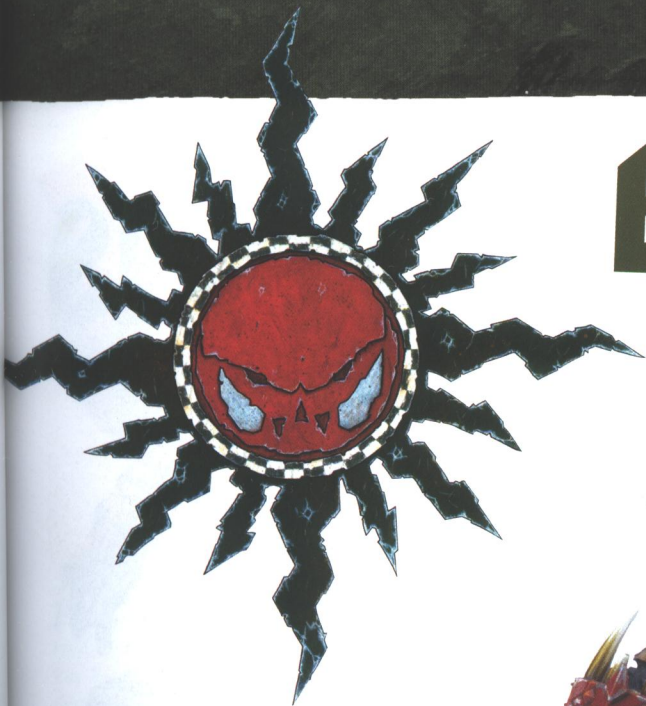
Right: Death Skull Nobz always muscle to the front of the queue when new loot is up for grabs, meaning that they're amongst the best-armed of all the Orks.



Cobbled together from a dozen or more scavenged vehicles, it's a wonder that this Death Skull Deffkopta flies at all.



As well as painting themselves blue, the Death Skulls paint their machines blue as well – a risky job best left to the Gretchin when it involves daubing a homicidal Deff Dread in smelly blue paint!



EVIL SUNZ

Orks get a massive buzz from zooming along at breakneck pace, which is almost as good to them as the thrill of breaking heads and shooting stuff. The Evil Sunz endeavour to do all three things at the same time as often as possible.

Obsessed with speed, the Evil Sunz clan has more Warbikers, Trukks, Wartrakks, Battlewagons and Fighta-Bommas than any other clan, and very proud of it they are too. They like nothing more than being the first ones to the front lines, pitching in and getting the best fights started before the lumbering footsloggers of the other clans have even got close. The Evil Sunz are characterised by more than just the manic grins that Orks sport after a particularly good death-race; they are easily identifiable because of the red paint with which they daub themselves and their vehicles. It is a commonly held belief in Ork society that 'red ones go fasta', so every Evil Sunz vehicle has red paint on it somewhere. If there's no red paint around, the clan's warriors will simply butcher a hapless victim and smear his bloody corpse upon the vehicle until it's good to go.



Evil Sunz are keen adherents to the Kult of Speed, getting a kick out of zooming to war on their red-painted bikes and buggies.



Evil Sunz Nobz not only daub themselves red, but also their weapons, in the hope it will make their bullets fly faster!



If they can't get a bike or buggy of their own, the next best thing for an Evil Sunz Boy is to pile into the back of a Trukk or Battlewagon.





BAD MOONS

The Bad Moons are the most ostentatious of all the Ork clans. They are obsessed with wealth, wargear and just generally showing off. They love gold, often sporting mouthfuls of gold teeth, and paint their wargear yellow if they can't get hold of the real thing. The Bad Moon clan especially values large, impressive kustom shootas that make tons of noise and fire absurd amounts of ammunition whenever the trigger is squeezed.

The source of all this wealth is, of course, their teeth, which grow faster than those of the other clans. This is much to the annoyance of the clan's less-fortunate brethren, who view the Bad Moons as a bunch of smug show-offs with far too much money for their own good.

Though they are not as numerous as clans such as the Goffs, they are a deadly force on the battlefield, for the Bad Moons boast the best of all wargear. Only a fool underestimates the violent temper lurking behind the merchant's gold-plated smile.



The Bad Moons are the wealthiest of the clans, and love to spend their teef on the 'arddest armour money can buy, such as the mega-armour sported by the Meganobz.



Bad Moon Warbosses love showing off their wealth with kustomised shootas, gaudily painted armour and pet Attack Squigs strapped to their arms.



Bad Moon Trukks are invariably tooled up much more than those from other clans, bedecked with all sorts of expensive extras such as wreckin' balls.



This Bad Moon Nob is well on his way to having a cyborg body, with a reconstructed skull and a buzz saw in place of his arm.



BLOOD AXES

Amongst Ork society, the Blood Axe clan is noted for two things – its cunning, and the fact it consists of treacherous, sneaky, good-for-nothing gitz. The Blood Axes are the only clan who deals openly with humankind; inevitably to obtain more tanks and guns with which to go to war against the Imperium. It is not unheard of for a Blood Axe Warlord to keep a human advisor – or ‘pet’ – the better to devise cunning plans. This sort of behaviour is seen as rather un-Orky by the other clans, but most turn a blind eye and just let the Axes get on with their deals.

The Blood Axes usually wear combat fatigues, helmets and forage caps in a variety of shades of green and other drab colours, commonly in camouflage patterns. They also like to sport medals, cap badges and even the occasional eagle wing, which just adds to the other clan’s suspicions. In fact, the Blood Axes adopt these as purely warlike decoration, though medals are thought to contain potent magic. Despite all this the Blood Axes are Orks through and through – their symbol, a pair of stylised axes covered in gore, is an allusion to what happens to any ‘ooman skum’ that try to out-sneak this most sneaky of clans.



Blood Axe Nobz favour the big axes that their name suggests.



Many Kommandos are Blood Axes, excelling at ‘sneakin’ and stabbin’.



Blood Axe Boyz often go to war daubed with mud and warpaint in crude camouflage patterns.



This awesome Blood Axe warband was painted by the Studio’s Chris Peach.

WARHAMMER 40,000



IN-STORE THIS MONTH

With the new Ork releases this month, stop in your local Hobby Center to get in on the greenskin madness! At the end of the month, get ready for the upcoming Lizardmen release featuring the nautical menace of the Dark Elves!

Kick-off to Janu-Waaagh!-ry Weekend 1/3-4

Your local Games Workshop Hobby Centers will be capping off the Holiday Season by jump-starting the New Year with a mighty WAAAGH! It will definitely be a big month for the Greenskins, but even if you're not green, (and why aren't you?) you won't want to miss this celebration! All weekend, we will be doing raffles, contests and have tons of gaming and hobby activity to start 2009 right!

New Ride for a New Year 1/3

Battlefields in the 41st Millenium will tremble with sounds of the mechanized might of the Orks. The Orks have got a new ride and it's a Battlewagon. Grab this incredible new release as it rumbles into Hobby Centers. Get help with assembly, pick up some painting tips and get it on the field to participate in all manner of Orky gaming and hobby activity. Ask staff for details.

It's Good to be Green! 1/17

Whether your Greenskins come from Mordor, Isengard, the Badlands or the depths of space in the 41st Millenium, you'll want to check out these workshops that will show you the hobby and painting techniques to get those Snakebites or Savage Orcs ready and looking good on the tabletop.

"Black Arks on the Beach" 1/31

The Witch King has sent his favorite Dreadlords at the head of raiding parties to the golden temple-cities of Lustria. Malekith's lust for power and desire to plunder the Lizardmen's wealth of ancient, arcane items of unspeakable power will not go unchecked. The children of the Old Ones have mobilized and will respond without mercy to this threat on their shores. Bring your Warhammer forces to bear in this Legendary Battle. Ask store staff for details.

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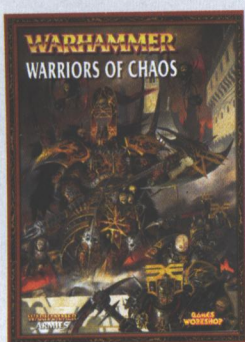
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Last month we recounted our nefarious plans and the accompanying rules for an all-Chaos Campaign set in the environs of Troll Country. Four Chaos Lords (well, three Lords and a Greater Daemon) had decided to test out their freshly painted Chaos forces in a Mighty Empires campaign, in a quest to draw the Dark Gods' attention and gain their unholy favour.

The twist was that the gifts awarded to their army generals through the Eye of the Gods table found in the Warriors of Chaos book remain in play throughout the campaign, not just in the battle they attain them, thus representing the budding Chaos generals gaining power and influence. When the Chaos Champion has rolled eight results on the Eye of the Gods table then they have achieved Daemonhood and are turned into a Daemon Prince. Or, in

the case of the Daemon player, one of his Heralds is turned into a Greater Daemon. However, if an Insanity result is rolled then he has shrivelled into a Spawn instead – such is the fickle favour that the servants of the Chaos Gods are blessed with!

The full rules for this campaign, including the cool new scenarios that Warriors of Chaos author (and campaign participant) Phil Kelly devised, can be found in last issue. This month's instalment is more concerned with following our four players – Phil Kelly, Nick Bayton, Wade Pryce and Pete Foley – as they fight it out to decide who will gain the honour of commanding the next Studio Chaos invasion southwards. When we left our players, they were on the cusp of playing their first Campaign Turn, so let's find out how things have developed in the four weeks since then.

CAMPAIGN TURNS 1-4

To give the campaign a kick-start, each of the players started with three territories each. Because every player had the same number of territories, they dived to see who had the biggest empire. Pete won (reasoning that his Daemon empire was huge on the other side of the portal to the Realm of Chaos).

The first turn saw the players squaring off against each other, with Nick taking on Phil (and losing) and Pete taking on Wade (and winning). The first turn also signalled the tactics that the players would use throughout the campaign – whereas Phil and Nick were content to play tactically, favouring building mines and using events such as Building Boom, Pete and Wade played far more offensively, going for

tactics such as All or Nothing and Land Grab. This certainly paid off for Pete, and his empire grew in leaps and bounds early on, but less so for Wade, whose hapless Khorne forces were defeated again and again early in the campaign.

Phil's mine proved bountiful too, enabling him to have the numerical advantage where it really counted – in the early, low-pointed games. Unfortunately, Phil's riches (exemplified by his ostentatious gold Chosen unit) attracted the jealous gaze of Nick, who kept hitting him with Fool's Gold and Disaster, scuppering his plans as the campaign rolled on.

The key battle of the first half of the campaign was the game between Phil and Wade (see overleaf).

It quickly became apparent on that the Tower of Skulls feature would be a key location to control throughout the campaign. In case you can't remember what it does, in brief it lets the controller nominate a unit at the start of the game. That unit gets a free roll on the Eye of the Gods chart, in the same manner as the Chosen. Willy old Phil had no qualms about grabbing it at the start of the campaign, although it changed hands a couple of times over the course of the campaign.



NICK'S CAPITAL

TOWER OF SKULLS

SIEGE ENGINE

SIEGE ENGINE

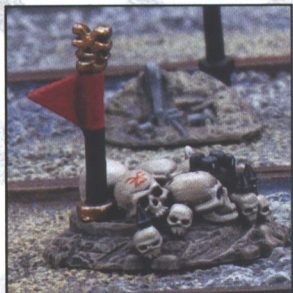
TOWER OF SKULLS

TOWER OF SKULLS

PRAAG

SIEGE ENGINE

SIEGE ENGINE



WADE'S CAPITAL

Below: Wade had tooled up his general especially for the occasion of meeting Phil's army, and because he went to war on foot this meant he could take the Bloodskull Pendant. In game terms this allowed Wade's Champion to deal a Strength 8 hit with Killing Blow on every enemy model in base contact – no wonder he carved through Phil's army with such ease to start with.

KEY BATTLE: WADE VS. PHIL

The first Campaign Turn saw Wade's Khorne force meeting Phil's warrior band on the battlefield. Wade dominated early on as his Chaos Knights and Exalted Hero churned through everything Phil sent against him. This was largely due to Wade arming the Khorne Hero with the Bloodskull Pendant. For a mere 45 points the pendant inflicts an automatic Strength 8, Killing Blow hit on every enemy model in base contact – ouch! Not always useful – in a challenge, it's more devastating to unleash the Exalted Hero's normal number of Attacks, rather than inflict a single Wound on the opponent. For this reason, Wade took to moving his Exalted Hero around alone, confident that he could handle most units on his own.

At first, even Phil's large unit of Chosen of Chaos couldn't stand against the slaughter and they fled, managing to outrun the frenzied Khorne Lord. Phil wasn't done yet though, as his Chosen rallied and then charged back into the Chaos Lord, keen not to lose face under the gaze of the Dark Gods of Chaos.

As Phil's Chosen were engaged in a frantic to-and-fro duel with the forces of Khorne, his pair of Chaos Sorcerers were

busy making a nuisance of themselves elsewhere on the board. Grumbleguts, Sorcerer of Nurgle, spent much of the game bathing under a *Plague Squall* after repeatedly misfiring with the template. Far more usefully, Proteus Klaw, Sorcerer of Tzeentch, proved key to the game on a number of occasions, with astute castings of *Baleful Transmogrification* turning a number of Wade's Chaos Warriors into squealing piglets.

The eventual defeat of Charnal Gorehand (Wade's Khorne Exalted Champion) marked the turning point of the battle with Phil fighting on to pull back a draw.

Above: Phil borrowed Nick's plastic Giant, converted with added tentacles.



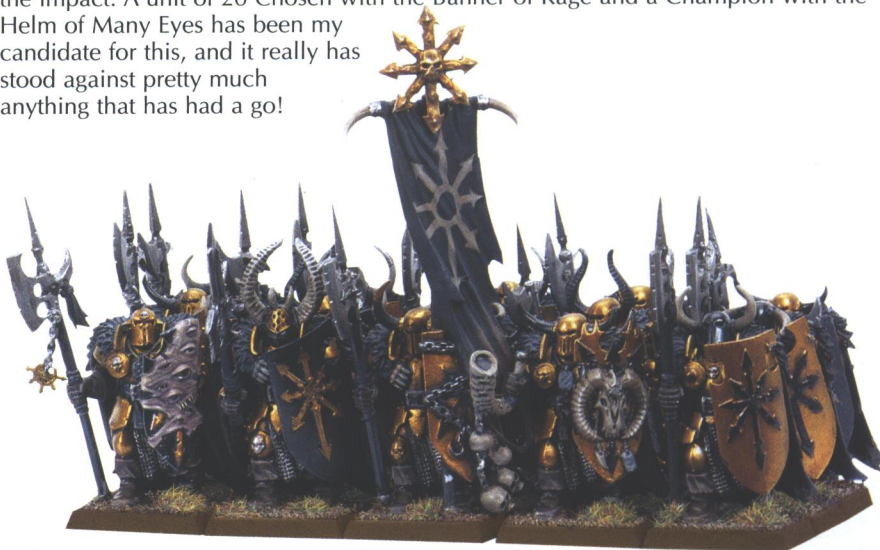
PHIL KELLY



As the author of the Chaos army book, Phil may have an advantage, simply because he's been convening with the Chaos Gods far longer than any of the others.

Phil painted the rest of his army to match the Chosen that he finished last month. All his Warriors have elaborate gold-plated armour. Phil has added metal halberds from a Bitz Pack, as well as spare Chaos Knights shields.

Phil: Chaos players are purists – for them it's all about getting into combat and caving in a few heads. At least, that's what I've noticed about the games I've played during this campaign. For me, I wanted to mix it up a bit and have thus relented on the speedier units; I'm more patient when it comes to dealing out death! However, this has meant that I've taken a lot of charges throughout the campaign. To counter this I've taken Chaos Warhounds and Marauder Horsemen as shielding units and this has worked a lot of the time. The other position I took was just not caring if they charged me by having a unit hard enough to withstand the impact. A unit of 20 Chosen with the Banner of Rage and a Champion with the Helm of Many Eyes has been my candidate for this, and it really has stood against pretty much anything that has had a go!



WADE PRYCE



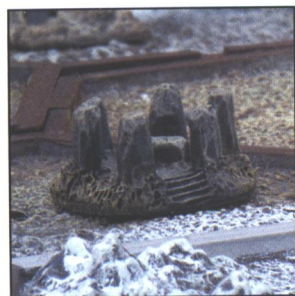
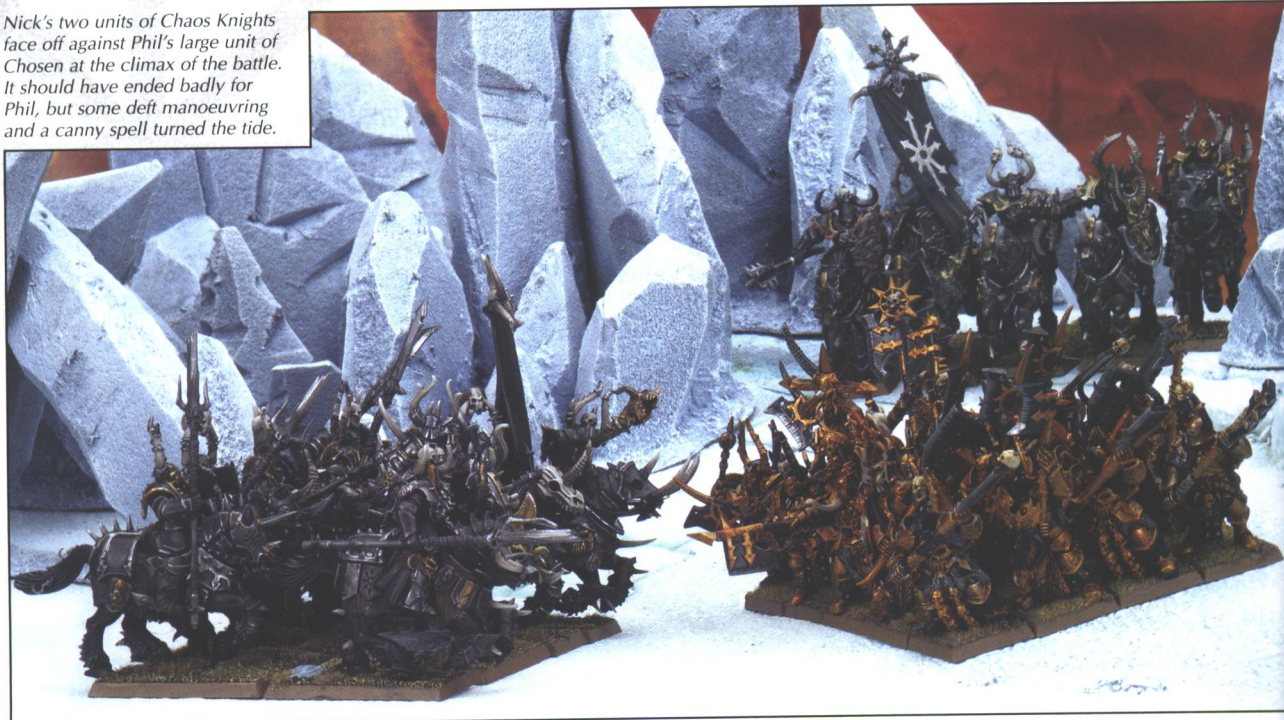
Wade is only able to paint things red, so has shunned the full gamut of the Chaos pantheon in favour of a Khorne-only force.

Wade is particularly pleased with his bright red Spawn and the Exalted Hero, Charnal Gorehand.



Wade: I've always been a very inconsistent gamer, flitting from one system to the next before I've had enough practise with an army to become anywhere near competent. That's why I'm enjoying this campaign, because it has forced me to stick with my Khorne force, and while I've yet to win a game I'm already learning from my mistakes. My biggest blunder so far has been in my army selection, in my first two games I took as many Exalted Champions as I could fit in the army, but all this did was feed my opponent's Exalted Champions with the fuel they needed to start rolling on the Eye of the Gods table. The others have been far cannier, fielding as few as possible on their own side preventing my own general from rolling on the all-important table, they've also thus far stubbornly refused to meet him in combat with their own generals – spoilsports!

Nick's two units of Chaos Knights face off against Phil's large unit of Chosen at the climax of the battle. It should have ended badly for Phil, but some deft manoeuvring and a canny spell turned the tide.



PHIL'S STONE CIRCLE

Below: Nick thinks that he stands on the cusp of victory against Phil... but he hasn't anticipated that Phil has made unholy bargains with the Dark Gods and is about to snatch victory!

KEY BATTLE: NICK VERSUS PHIL

As the campaign entered the sixth turn Nick was keen to get to grips with Phil's Chaos horde. At this stage Nick's army consisted of 15 Chaos Knights split into two units along with Marauder Horsemen and Warhounds aplenty. Nick's cavalry army was facing Phil's infantry-based force, which was grounded by a large unit of 20 Chosen, alongside big blocks of Chaos Warriors, led by his Exalted Champion.

Nick started the game on the offensive, sending his Chaos Warhounds and Dragon Ogres to destroy Phil's own fast-moving units, and this they did with aplomb. The Chaos Chariot charged Phil's Chaos Warriors, killing seven and then running the rest down. Nick wasn't finished yet though; he lured Phil's Khorne Champion on a chariot away from the safety of his battlelines with the Marauder

Horsemen, stranding him out in the open. Nick finished the manoeuvre with his own general and Chaos Knights charging in and cutting Phil's Champion down! This gave Nick a crucial roll on the Eye of the Gods table, gaining +1 Toughness. As Nick left the game midway through that night he was satisfied his army was in the best position, having wiped out a good part of Phil's army – the survivors were surrounded in a vice-like grip.

However, Phil is not an opponent to underestimate and, when play resumed the next day, he proved why. At the start of the fourth turn his massive unit of Chosen were out of position, so he turned them to face Nick's general and Chaos Knights. Nick assumed they were preparing to receive the inevitable charge but Phil had something else up his sleeve. In the Magic phase his two Sorcerers unleashed their dark powers upon Nick's light cavalry, causing much damage. But Phil still had one more fiendish trick to play, casting *Unseen Lurker*, allowing him to move his Chosen once again. The massive unit of favoured warriors slammed into Nick's Chaos Knights and his surprised general. Robbed of the charge, the Chaos Knights quickly succumbed to the Chosen and were wiped out. Nick's army was still reeling from this setback but Phil kept up the attack with more devastating magic. By Turn 5 the tables had been thoroughly turned, and all Nick had left on the battlefield was a fleeing unit of Dragon Ogres – the day belonged to Phil even though he'd lost his Exalted Champion.



FOCUS ON: NICK BAYTON

Nick: For me it's been a campaign of mixed luck. That's because I've had games where I've given my opponents a good hiding – one of my early battles against Wade is particularly memorable – but I've also been soundly beaten myself.

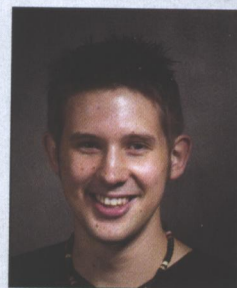
What I have taken from this campaign is a new way of playing Warhammer. Previously I've played with Empire and Orcs, which mainly consisted of large blocks of infantry. An all-cavalry force has been a very interesting experiment, I especially like the way it's put the enemy on the back foot and forced them to react to me rather than have the time to implement their own plans.

That being said, when I expand this horde after the campaign the first thing I'll invest in are some Chaos Warriors. While cavalry units have their strengths they undoubtedly have their weaknesses, too, and this has been reflected in the performance of the army, which has lacked staying power. The Chaos Warriors will not only give me some rock-hard infantry support, but they add much needed strength and numbers to my battleline.

I've been taking a couple of Heroes to battle – an Exalted Hero, named Vashnaar the Tormentor, as well as a Chaos Sorcerer, who I've left without a Mark so as to have a choice of Lores of Magic – both are mounted on Daemonic Steeds, naturally.



Above: One of Nick's Marauder Horsemen, armed with hand weapon, shield and throwing axe.

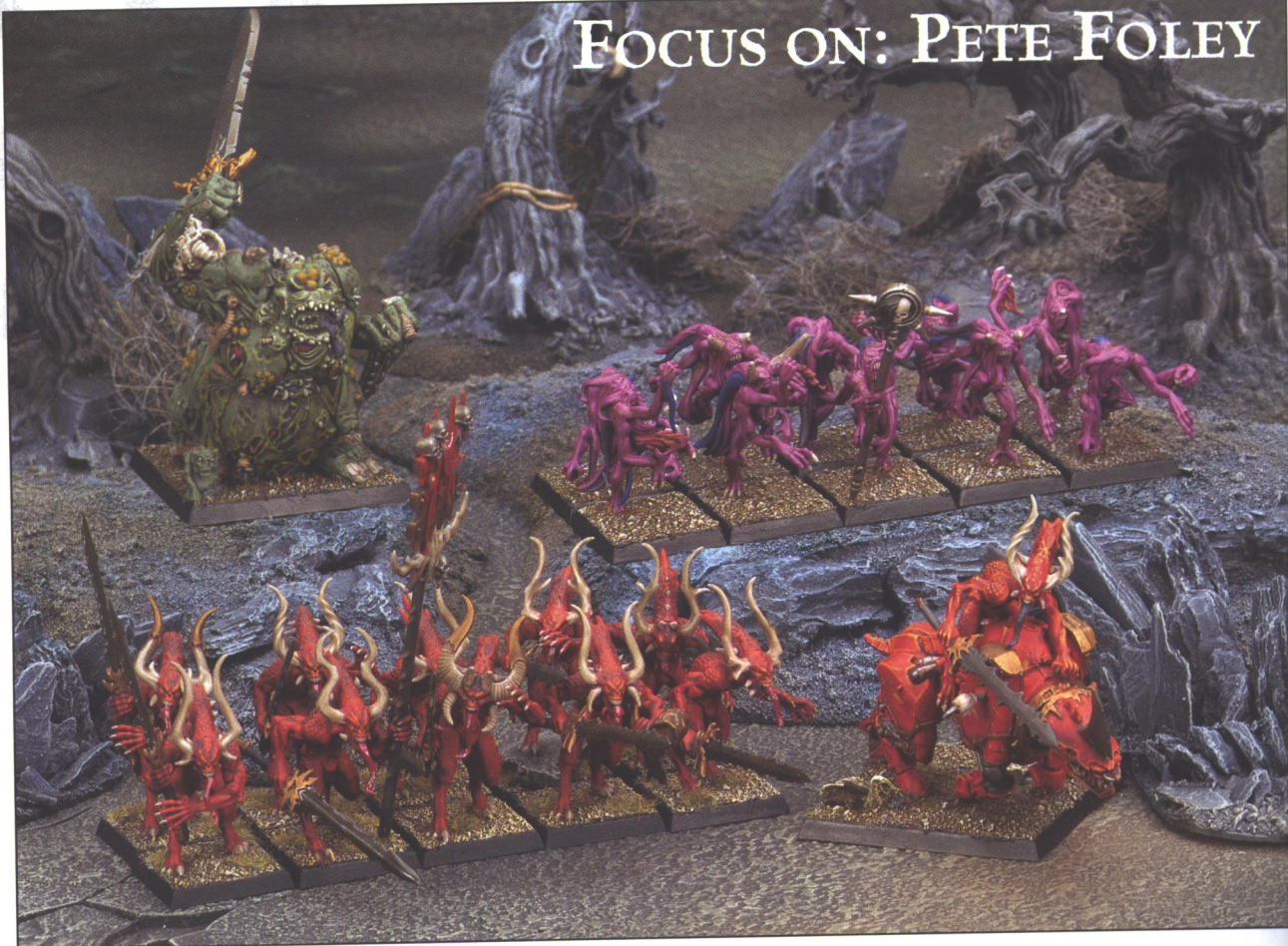


Nick has quite a reputation for not only painting well but painting very quickly. This man can knock out an army faster that you can read this short bio. Probably.

Below: Nick's completed Warriors of Chaos army. Every single model is mounted or fast-moving, from the Marauder Horsemen and Chaos Warhounds to the two big units of Chaos Knights.



FOCUS ON: PETE FOLEY



PETE'S CAPITAL



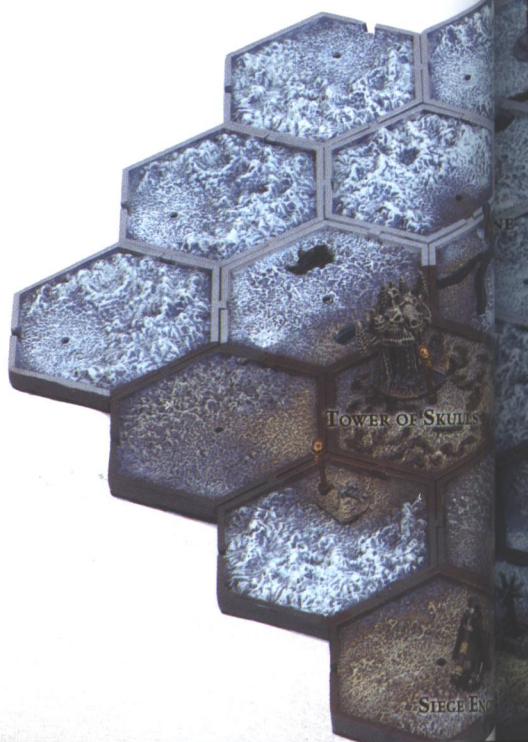
'Beardy Pete' has been using Daemons in this campaign because, according to him, "he's already achieved daemonhood..."

Pete: The high point of the campaign for me was facing down my some-time nemesis, Phil Kelly (*Phil seems to have a lot of nemeses – Ed*), and actually beating him! Not only did I beat him, but I gave him a proper whupping! That felt good. Of course, Phil and Wade got their own back on me in the final game, but I guess I deserved that after kicking butt throughout the campaign.

The stars of the show were my Bloodletters, led by the humbled Skarbrand, who sported the Icon of Endless War. The +D6" bonus to their first charge caught both Nick and Phil out, letting me get the drop on unsuspecting foes.

Sadly, Skarbrand didn't make it back to daemonhood – he got four gifts in the end – although he did manage to kill Sigvald in the final game, which must have counted for something, right?

I think the campaign rules have skewed the results and army selection somewhat, as I was disappointed I never faced very many magic users in my games. I'd have loved to have seen a Chaos Sorcerer go against my own characters and Horrors in a magical duel with the power of the new Chaos Lores in full flow. Alas it was not to be, although it's a perfect excuse for another game of Warhammer!



CAMPAIGN TURNS 5-8

The latter half of the Mighty Empires campaign saw a couple of interesting turnarounds. Up until now, Pete had been comfortably in the lead, with Phil trailing ever so slightly behind. From Turn 5 onwards, however, Wade's tactic of going for All or Nothing really began to pay off, as he won game after game, each victory netting his Empire of Blood twice the normal number of empire points. All too swiftly, the hounds of Khorne were snapping at Pete's heels.

The various Heroes at the heads of the warbands were becoming swollen with dark blessings by now, too. Nick had been very astute with his Hero, Vashnaar the Tormentor, giving him the Favour of the Gods magic item, maximising his potential for gaining useful gifts in the campaign.

More so than Vashnaar, both the Khorne generals (Skarbrand, Pete's Herald, and Charnal Gorehand, Wade's Hero) were really attracting the attention of the Chaos Gods. An early victory against Phil netted Skarbrand improved armour, and Wade's Hero gained no fewer than five gifts during the Clash of Blades scenario, including Magic Resistance 3 – Khorne really was paying attention to his Champion.

It was all to play for in the final turn of the campaign, with a huge multiplayer game set to decide the victor (see the sidebar on the right). Pete had the largest empire, but Wade's Hero was closest to ascending to Daemonhood.

With Wade crowned Emperor of Chaos and Pete's empire swelling in size, the true victor of the campaign was Khorne himself.

LORD OF CHAOS

The stage was set for the final showdown between Pete and Nick vs Wade and Phil in the battle to become the Emperor of Chaos. The battle was dominated by a huge brawl in the centre of the battlefield between the leaders of both sides. Slaanesh's favoured son, Sigvald, struck down Nick's Champion, before being slain in turn by Skarbrand. Skarbrand himself was finally banished by Wade's Chaos Lord. The game ended with a solid victory for Wade and Phil, although it could be said that the real victor was Khorne. After all, Khorne cares not from where the blood flows...



PHIL'S CAPITAL



Above: The forces of Chaos clash for the title of Emperor of Chaos in the final battle of the campaign. The victor would win the campaign, as well as the right to wage war on the rest of the Studio – hence their pensive demeanours!



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TACTICA

In the Third Age of Middle-earth, perhaps the greatest warriors hail from the land of Gondor. In this *Tactica*, Simon Grant takes to the field of battle with the Men of Gondor.

Seemingly alone against the numberless hordes of the Dark Lord Sauron, it is the brave men of Gondor that stand firm and true. It is a thankless task that they have selflessly undertaken for over an age, but as the forces of Mordor are gathered in preparation for Sauron's final assault upon the Free Peoples, the descendants of Númenor have found themselves pressed on all fronts like never before.

It is with this in mind that I shall endeavour to bolster the resolve of the Gondor players out there and provide them with advice and tactics that will give even the most evil, flaming, eye-shaped Dark Lord cause for concern.

The Lords of Gondor

The first decision to make before writing your army list is which army list you will base your force around. There are no less than five Gondor lists to choose from in the Gondor in Flames sourcebook, each with a different selection of Heroes and warriors that can have a huge impact on how the army works most effectively. Your choice of army leader also affects which type of allied armies are available to you. Firstly, I will focus on the Heroes that, in my opinion, are particularly good against Mordor armies, followed by a look at the warriors under their command. I will break these Heroes down into two sections: Leaders of Men and Supporting Heroes.

Leaders of Men

The following Heroes represent some of the mightiest in Gondor's long and glorious history. Such men will be relied upon to lead Gondor's armies in the dark times ahead... They all come with a high Courage value, essential against the many Terror-causing nasties from Mordor, plenty of Might points, and a great selection of equipment – perfect leaders for the brave soldiers of Gondor.

The first Hero, and perhaps first amongst all Good Heroes, is Aragorn, King Ellessar. Having claimed his birthright, the King has indeed returned in style with this devastating version of Isildur's heir. His heavy armour provides him with a fantastic Defence of 7, affording him much better protection against the Strength 4 attacks of Mordor Uruk-hai or Morannon Orcs, as even they need a 6 to wound him. With a massive Fight value of 6, he has an advantage in combat over almost any Mordor enemy, and even a Fight 7 Troll will think twice about attacking him, knowing that should Aragorn win he will make short work of them, needing only a

4+ to wound with Andúril, Flame of the West. His greatest strength lies in his Mighty Hero special rule, giving him a free Might point every turn. If mounted, this can help to keep him (and any cavalry near him) charging the inevitable horde of Mordor infantry, or to cleave his way through the centre of the enemy lines if on foot, hunting out enemy Heroes and dispatching them with ease.

The second option is mighty Boromir, Captain of the White Tower and finest general of his generation. His characteristics and Might points alone are enough to make your mouth water. Let's cut to the chase – if you want a leader that can not only bring the fight to the enemy, but can tear his heart out too, then Boromir is your man. With the option of being mounted with a shield (giving him a lovely Defence of 7!), and the addition of a lance to further pour on the pain, Boromir's whopping 6 Might points will keep him and any mounted chums charging all the way to Far Harad and back again! Boromir also works well on foot, though to unleash his full potential in this manner, I would always recommend giving him the Banner of Minas Tirith. Improving the Fight value of himself and any Men within 3" by 1 is priceless when faced with a teeming horde of Morannon Orcs, as even your basic warriors will have the upper hand, and it allows Boromir to handle even the largest Trolls on an even footing.

Great though Aragorn and Boromir might be, they do come in at a hefty price. This is where Faramir comes into his element. At only 70 points, Faramir has a solid Fight value and Courage of 5, and is a match for all but the hardest Mordor Heroes. Not only does Faramir have a fantastic choice of equipment, including a

Hardened Fighters

It is worth mentioning at this point the stalwart Osgiliath Veterans. By positioning them anywhere within 6" of either Boromir or Faramir, they will be inspired to fight even harder for their valiant captains, making a cheap, durable, Courage 4 warrior with a Fight Value of 4, giving them a huge advantage over a horde of Orcs. This can save you the 50 points for Boromir's banner, but if you want to pull a fast one, give him the banner anyway, as Osgiliath Veterans within 3" will have a Fight Value of 5 and cost less than 10 points each!



“Long has my father, the Steward of Gondor, kept the forces of Mordor at bay. By the blood of our people are your lands kept safe.”

– Boromir, at the Council of Elrond

horse, lance and heavy armour (his 3 Might points again come in useful for keeping cavalry on the front foot), but he can also be taken in his Ranger guise, equipped with a bow. It is in this guise that, in my opinion, Faramir excels; deterring enemy attacks on your firing line and calling Heroic Shoots.



An Age of Heroes

I am a great believer in letting the background of The Lord of the Rings dictate the choice of army lists. There are many Heroes that could be used as army leaders, but at the climax of the War of The Ring, it seems only right to me that one of Gondor's great heroes leads an army to battle with their arch-foes. Try leading an assault on Mordor with King Elessar, or defending Osgiliath with Boromir and Faramir – it has a more epic and climactic feel to it. Oh, and did I mention that they're not bad in a fight either?



Cirion's Boldest of the Bold special rule allows him to courageously charge against even the fearsome Black Númenóreans. Madril, Captain of Ithilien, can be relied on to arrive when and where you need him thanks to the Master of Ambush rule. Both of these Heroes also have a healthy store of 3 Might points to call upon and come in at an inexpensive 110 points for the pair.

Prince Imrahil is undoubtedly one of the best Hero choices available to a Gondor general, as his characteristics are excellent, able to crush even one such as Gothmog or Shagrat with impunity, yet he's a bargain 135 points. Perhaps his greatest strength lies in his ability to inspire any Knights and Men-at-Arms of Dol Amroth within 12", acting as a banner for them and making these skilled fighters even better than they already are!

Supporting Heroes

These Heroes can also be used as leaders at a push, but their main strength lies in either supporting more powerful Heroes, or leading a smaller section of the battleline, inspiring the troops and dominating the fighting there. Here is a small selection that shine when faced with Mordor's hordes.

Madril is a good-quality cheap Hero, with a good Shoot value, third Might point, and excellent knack at ambushing foes – in any scenario featuring reserves, Madril really comes into his own, as he allows your reserves to come on when and where you need them. He is best suited to leading the Rangers in support of your front line.

For a real bargain Hero, you could do much worse than Beregond. The trick with

this fellow is to assign him to a powerful Hero, such as Boromir or Imrahil, but deploy him with some cheap warriors. His Bodyguard rule means that, while his liege is still alive, Beregond himself automatically passes Courage tests. When your force is broken and your back's against the wall, this means that all warriors within 6" of Beregond automatically pass Courage tests, too, keeping them in the fight long after they should have, by rights, cut and run.

For Supporting Heroes more suited to leading the charge, Forlong the Fat and Angbor the Fearless make good front-line Heroes. Forlong's strength lies quite literally in his mighty girth, giving him unusually powerful and resilient characteristics. Angbor's Courage of 5, 3 Will points and double-handed weapon make him fantastic for dealing with Terror-causing, high-Defence enemies like Barrow Wights, Spectres and Shades. Both Heroes have great hitting power and can give anything in a Mordor army a great cause for concern.

Cirion is one of my favourite Gondor Heroes, as he can really take the fight to the enemy. The additional Courage he gains when attempting to charge any

models that cause Terror is really useful, especially with the introduction of the fearsome Black Númenóreans and the Harbinger of Evil Courage penalties that are the bread and butter of Mordor armies. His higher Defence value is also useful, as is his third Might point.

Men of the West

Throughout the Third Age, it has been the brave men of Gondor that have stood alone before the wrath of Sauron's armies. It is perhaps no surprise then, that Gondor army lists have access to some of the most elite and experienced warriors in all of Middle-earth.

Warriors of Minas Tirith are the most common, yet perhaps the most reliable and consistent warriors available to the Free Peoples. 8 points will buy you a solid, Defence 6 line warrior with a shield and respectable characteristics. For their points, and especially when backed up with spears, there are few better warriors for holding back a teeming horde of Orcs. If a Harbinger of Evil is starting to get you (or your men's Courage!) down, then you can invest an extra point to command Osgiliath Veterans instead and take advantage of their additional Courage – and if you have Boromir or Faramir in your army, then all the better!

If you want to rely on quality, not quantity, or you are after an improved Fight value of 4, then Gondor's forces are blessed with no less than 5 elite infantry choices! Citadel Guards are the same points as Warriors of Minas Tirith, swapping the use of a shield for superior skill-at-arms. Which one you choose is down to personal preference, either attack or defence, but unless faced with a multitude of Strength 4 enemies, I find it makes little difference.

The Guards of the Fountain Court are very different, however, as their Defence of 7 when armed with shields and Fight value of 4 gives them fantastic staying power, even against the elite of Mordor. Add their Bodyguard rule into the mix and even the scariest gribbly will hold no fear for them. So equipped they do come in at 11 points per model, but if you absolutely, positively have to fight off every evil minion in Mordor, accept no substitute!

The Knights of Dol Amroth are superb all-round infantry, able to take on any foe, any time, any place, anywhere – especially if supported by the pikes of their city's Men-at-Arms. Their main strength, however, lies in Prince Imrahil, whose inspiring presence can make a solid Dol Amroth infantry line highly effective. This will certainly cost a lot of points, including

Lesser-known Heroes

As generic all-rounders, a Captain of Minas Tirith or a King of Men can be used either as a Leader of Men or as a Supporting Hero. Although not 'named characters', it is just as easy to give them names so that they can develop a personality of the own. There were others involved in the war with Mordor, such as Lord Húrin, Warden of the Keys of Minas Tirith; Hirluin, Lord of the Green Hills; and Mablung, one of Faramir's Rangers. Any of these could be represented by a Captain or King, so there are plenty of options for naming Heroes yourself, or delving into Tolkien's stories for ideas.





Shadow of Mordor

With the advent of the Shadowlord and his Pall of Darkness special rule, Mordor players now have a way to limit the effectiveness of their enemy's shooting. Do not let this alarm you, however, as it is unlikely that they will be able to protect all of their numerous force in this manner. Simply concentrate your ranged attacks on the unshrouded enemies, who will more often than not have a lower Defence anyway, or focus on any cavalry that may be racing ahead of the safety of the protective shadow. Failing that, hide your archers out of harm's way and Volley Fire into the shadow, as you'll need 6s to hit anyway!

Imrahil's 135 points, but they will be able to handle even the best Mordor infantry with relative ease. Finally, there are the Rangers of Gondor who, I believe, are some of the best warriors in the game for their points. At 8 points, they cost the same as a Warrior of Minas Tirith with a bow, yet hit on a 3+ and have a Fight Value of 4. However, their lower Defence of 4 makes them more vulnerable to enemy bowfire. Their firepower is devastating against lower Defence troops, but do not be afraid to use them in combat when the enemy get too close, thus relieving the pressure on your other troops, as they are more than respectable fighters, if a bit more fragile. If you really want to give Sauron's minions a kicking, try sandwiching a line of Rangers equipped with spears in between some Knights of Dol Amroth on foot and some Men-at-Arms with pikes (*a tactic that will win you more games than friends! – Ed*).

Among the best warriors to counter the nasty Black Númenóreans are the mighty Clansmen of Lamedon, and they even cost 1 point less! Their massive Courage of 5 should be more than enough to overcome the worst effects of the evil warriors' terrifying aspect, and their two-handed

swords are perfect for chopping through their resilient Defence of 6. Clansmen also excel as monster hunters, especially when led by their Chieftain, the heroic Angbor the Fearless. Trolls and Fell Beasts would do well to steer clear of these hardened fighters. Losing combat just once is enough to be hacked to pieces by the swords of these enraged Clansmen.

That said, among the mightiest of fiefdom troops are the Axemen of Lossarnach; they fall somewhere in between the Clansmen of Lamedon and Men-at-Arms of Dol Amroth in terms of battlefield role, and their versatility is not to be sniffed at: they can do it all, and do it well. With their handy axes, they are able to fight in the front rank equally as well as the second rank, gaining +1 Strength when they need it, or a supporting attack when they're up against it.

Riders of Gondor

Remember that it isn't just the Riders of Rohan that can crush the lines of Mordor beneath their thundering hooves – Gondor has access to its fair share of cavalry too.

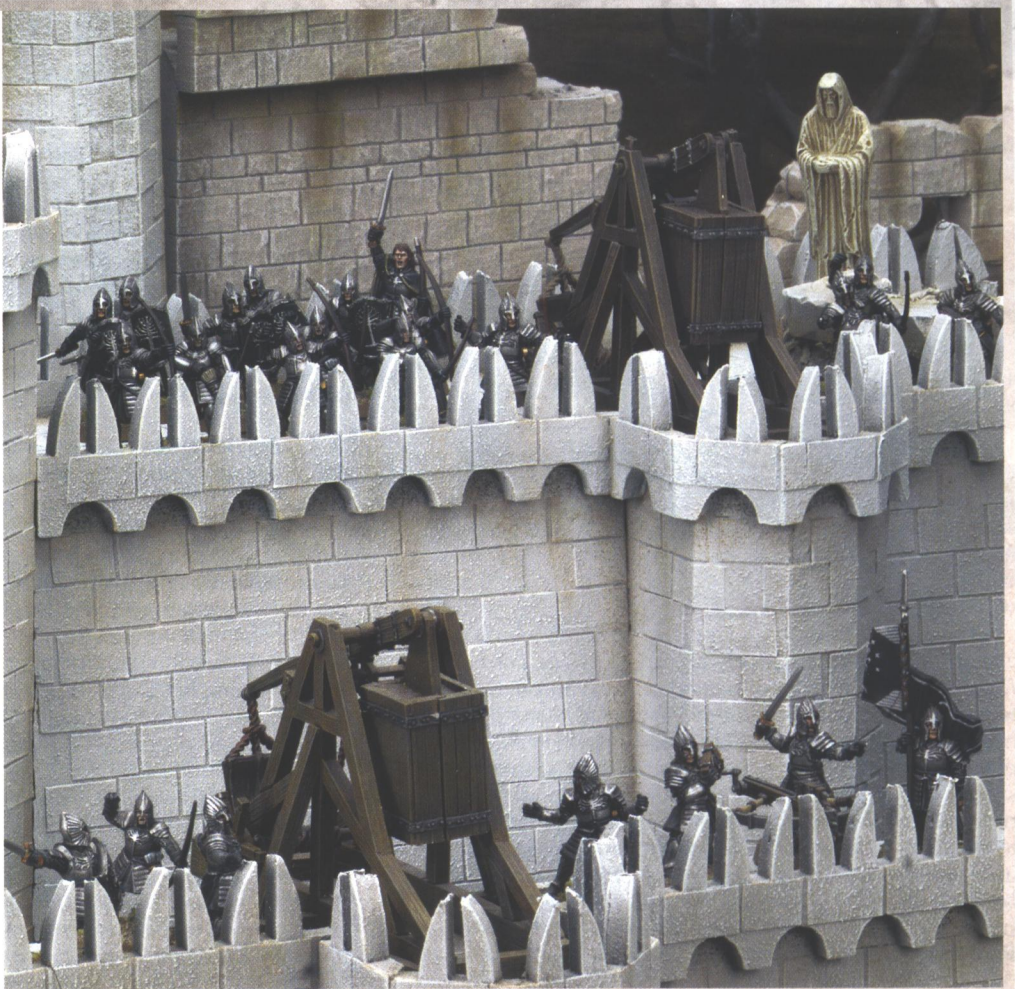
First of all are the Knights of Minas Tirith. At only 14 points with a lance and

With Prince Imrahil at their head, this unit of Swan Knights will easily overwhelm the Black Númenóreans, before rushing to the aid of the nearby Clansmen of Lamedon. That is, unless Angbor the Fearless and the Clansmen have carved it in two first...



Machines of War

There are two war machines available to the forces of Gondor: the Battlecry Trebuchet and the Avenger Bolt Thrower. Both of these are terrifyingly powerful if used correctly. When using the Battlecry, establish your shield wall at least 18"/42cm away from it, so that you can maintain constant fire on the enemy, even when combat is joined. Use it to target tough, multi-wound models like Trolls. The Avenger has no minimum range, so choose a sound vantage point and pump bolts into the enemy to your heart's content. It is accurate (so only scatters 3"/8cm, rather than 6"/14cm), so it can offer fire support to your troops even when they are engaged in combat. It also has a Strength of 7, so can scythe down Morannon Orcs and Black Númenóreans on the score of 4+.



shield, these are some of the best value cavalry available. Their Fight value of 3 is nothing to write home about, but you can take them in huge numbers to make up for that fact, and with Aragorn, Boromir or Faramir leading them, you will have an abundance of Might points with which to keep them charging over and over again— and remember that they receive +1 to wound when they do so because of their sharp lances.

“And from the walls an answering shout went up; for foremost on the field rode the swan-knights of Dol Amroth with their Prince and his blue banner at their head.”

— *The Return of the King*

If you really want to teach those Mordor upstarts a thing or two, then you can unleash upon them the finest heavy cavalry in Middle-earth – the Swan Knights of Dol Amroth. At a hefty 19 points per model, they certainly cost a lot, but each

knight is capable of besting many times his own number of Sauron's minions. If you fork out the 155 points for Prince Imrahil to lead them on horseback, they truly become a near unstoppable force, able to crush any enemies from Mordor or any other evil realm besides!

Aid Unlooked For

Remember that there are still plenty of other options available to the forces of Gondor. Gandalf the White is an appropriate choice if you want to command a powerful Wizard, or Gondor's allies from neighbouring Rohan can provide you with some fantastic cavalry or cheap infantry.

Saviours of Middle-earth

Never forget that the fate of Middle-earth rests squarely on the shoulders of Gondor's brave warriors. Every victory over the forces of Sauron buys the Free Peoples of Middle-earth a slight reprieve from the encroaching shadow of Mordor. It is with that responsibility in mind that I have given you Gondor players out there a bit of hope and sagely advice. If all else fails... send in Boromir and hope nobody shoots him! Until next time, happy gaming!

WAR JOURNAL



Something massive is coming for The Lord of the Rings strategy battle game, and the wait is almost over. We asked the Studio's Ringbearer, Mat Ward, to spill the beans.

It was back in 2001 that Games Workshop first unleashed The Lord of the Rings strategy battle game on the world. Seven years, a dozen supplements and hundreds of miniatures later, we're about to lift the curtain on War of The Ring – the battle for Middle-earth will never be the same again.

There's no question about it, we've come a long way in a short time. There's scarcely an aspect of *The Lord of the Rings* story that we've not battled our way through. We've fought for the fate of Frodo on Weathertop, battled the hosts of Mordor upon the Pelennor Fields, and even pitted plucky Hobbits against Sharkey's ruffians to save the sanctity of the Shire. We've thoroughly explored the world of Middle-earth, but that doesn't mean there's nothing left to do. Close your eyes for a moment, and imagine being able to unleash hundreds upon hundreds of warriors to battle, not merely a few dozen. Soon you'll be able to command a host truly worthy of Mordor or Minas Tirith, Rohan or Isengard – the War of The Ring is upon you!

In The Beginning

Back when Rick penned The Lord of the Rings strategy battle game system, it was designed to accommodate skirmishes between The Fellowship (a mere nine models, lest we forget) and perhaps as many as, say, forty Moria Goblins. Since then, we've used the very same set of rules to fight battles upon the Pelennor Fields, before the walls of Dol Guldur and Helm's Deep, and many more conflicts besides. In recent books, scenarios regularly call for three or four times this number of models and still the game plays wonderfully.

A Question of Scale

Of course, we gamers are a terrible lot – we always want our next battle to be bigger and better than the last. Pelennor Fields with a hundred models aside? I want two hundred! Of course, we all know that unless you have a couple of days to spare, anything beyond, say, 150 models per side is pretty impractical. It's a bit like swimming the English Channel – it can be done, but only with a great deal of preparation, commitment and time to spare. Truth is, at anything beyond 150 per side, the game system 'cannae take it' (to quote a famous, fictional starship engineer), and play slows down to a crawl. At this point, it's time for another game to take up the reins – this is where War of The Ring comes in.

In terms of scale, War of The Ring will be picking up where the battle game leaves off. It'll start at around 50 models a side (for a small game of about an hour). We're still not quite sure where it'll stop. Recently we played a game set in Osgiliath where the Evil side alone numbered in excess of 500 models! Where this would take at least a



day to play using the skirmish game rules, War of The Ring allowed us to fight this battle in a little over three excitement-filled hours.

A Battle Game to Rule Them All

'Oii', I hear you cry, with one curiously unified voice. 'Does this mean I can't play skirmish scenarios any more?' By all that's good and sweet in Gandalf's beard, no! The Lord of the Rings strategy battle game is here to stay – this is but a new way to play.

Think about it – the skirmish game is all about derring-do; small groups of warriors battling across ramparts, through field and over mountain. It's Aragorn battling Uruk-hai atop Amon Hen, or Treebeard rescuing Merry and Pippin from Grishnákh.

On the other hand, War of The Ring recreates the full-blown grandeur of massive battles – Aragorn leading the Grey Company against an Orc horde on the Pelennor Fields, or the Last March of the Ents smashing Isengard asunder. Both are aspects of the story we know and love. We're just making sure that the rules are flexible enough to accommodate both.

We're Going to War

'So', I fictitiously hear you cry once again, 'that sounds great. Is there anything I can do to start getting my army ready?' Well, the most important point is that the bulk of the plastic troops will remain the same – you'll just need more of them! Now's the time to stock up on the core warriors for your army. There's one other important thing to bear in mind, too – how your models will be grouped. You see, War of The Ring will require you to arrange your

warriors into companies of eight infantry or two cavalry models (monsters still fight as individuals). You might want to place them on movement trays or bits of card (I recommend a minimum size of 110mm x 60mm for infantry and 90mm x 50mm for cavalry), which makes moving lots of models around that much easier. And I mean *lots* of models...



A company of Uruk-hai, arranged on a movement base made from thin card.

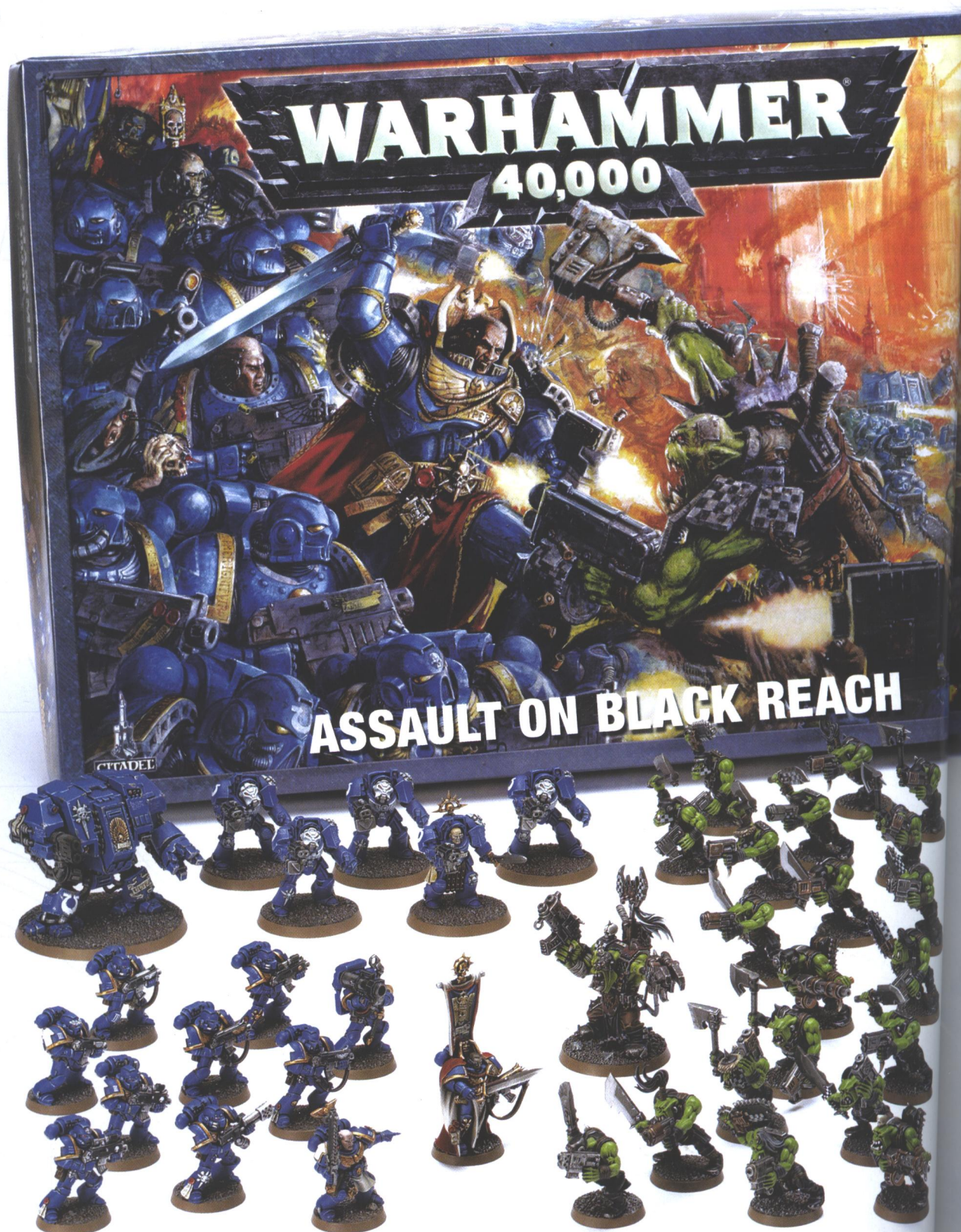
Anyway, that'll have to do for now as I'm rapidly running out of space. Besides, I have to go and finish writing the blessed book, lest everything I've just said turns out to be lies. Hopefully, by the time you read this article, the book will already be printed (or else I'll have been hung by my heels from the Space Marine statue out front as a warning to the next ten generations that missing deadlines comes with too high a price).

I'll see you next month, when (if I remember) I'll go into a bit more detail about how the game works. Adieu!



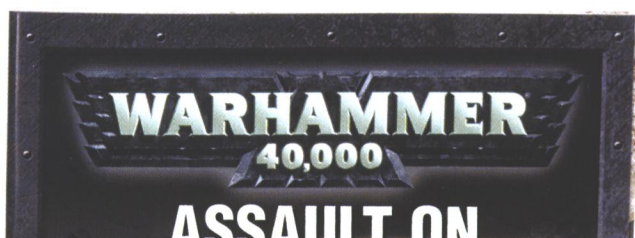
Ever wanted to play a game on this scale in less than a fortnight? Well, War of The Ring will make the dream a reality!

ASSAULT ON BLACK REACH

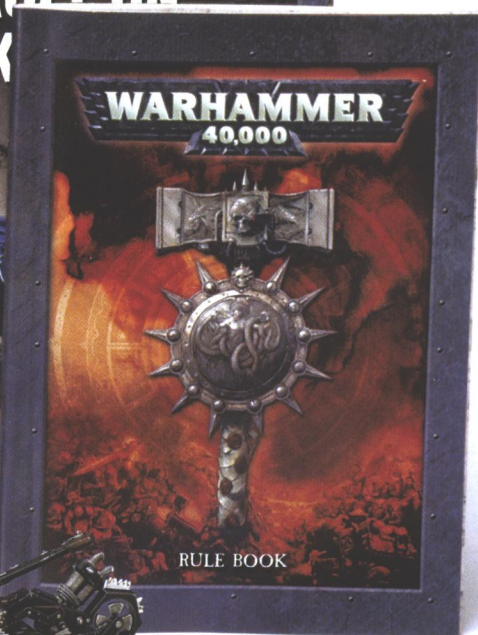


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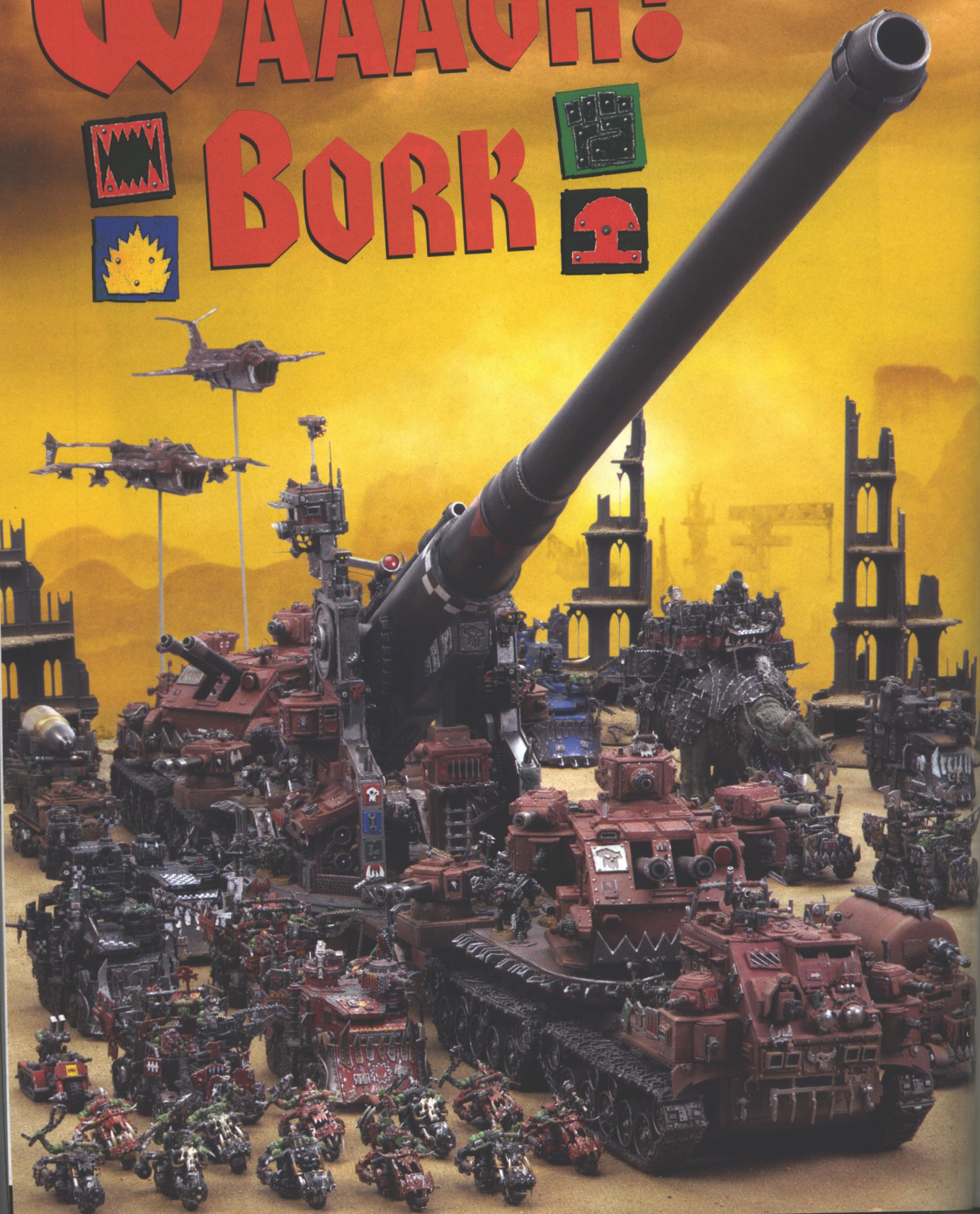
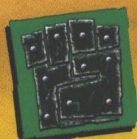


WARHAMMERTM
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WAAAGH!



BORK



You might remember that a few months back we tried something a bit different for the Space Marine battle report, featuring three games instead of one. Well, not to be outdone, Phil Kelly is going one step further in the name of the Waaagh!

Bhorc Prime, an industrial world known as Bork to the greenskin tribes that infested its dark side, was once one of the unremarkable frontier worlds that fringed the Ghoul Stars. Towards the latter half of 978.M41 it became synonymous with death and destruction on a galactic scale.

History will remember the greenskin known as the Mighty Mangler of Bork for two reasons. An Ork who scarred the stars themselves with the ferocity of his Waaagh!, Warlord Klawjaw, named the Mighty Mangler by his followers, was notable for a peculiar genius in the field of warfare. However, Warlord Klawjaw's true infamy stemmed not from his ferocity or even his ingenuity, but from his lunacy.

The Mighty Mangler was once simply known as Kog; a primitive thug living upon the Ork-held side of the once prosperous planet known as Bork. Though slow of wit, Kog grew to a formidable size on a diet of fighting and eating and eating and fighting, and many believed he would one day rule his tribe. They were right, but Kog's meteoric rise through the ranks was not at all what they expected.

One stinking, humid day, Kog was idly hunting Grots in the disused industrial complexes of Bork. Down in the dark and waterlogged bowels of a rusting manufactory, Kog found a fat, meaty squig that was too bloated to escape. The critter glowed a sickly greenish-yellow in the dark and Kog gobbled it down in short order. His guts felt strange and his head even stranger. When he awoke days later, he was a very different Ork.

When Kog eventually stormed back to his tribe, he was virtually unrecognisable. Clad from head to toe in rusted metal and with fluorescent drool dribbling from his ravaged lips, Kog towered over even the oldest and gnarliest Orks of the tribe. His jaws had been reinforced with great shards of iron bashed together into the rough shape of a power klaw, and he had a look in his eye that would make even a rampaging Squiggoth shuffle back into its pen. The first Ork to ask if this was Kog got his head smashed in and his arms bitten off for his trouble. The newcomer called himself Klawjaw.

Though many of the Orks in Klawjaw's tribe saw a natural leader in their midst, others whispered that the newcomer was dangerously unstable. Anyone who disagreed with his wild claims or objected to the deranged antics of his Madboy retinue was not killed but instead permanently maimed. For Klawjaw knew that although Orks did not fear death, they certainly did not relish the thought of a lifetime spent as a mangled lump of torn flesh. It was only a brave or exceptionally stupid Ork who would meet Klawjaw's baleful gaze for long.

Before long, Klawjaw had united the neighbouring tribes. Thousands of greenskins were bound together in awe of his brutality. A Waaagh! was slowly building, with a madman at its heart.

All that stood between da Mighty Mangler and the rest of the galaxy were the brave men of the Imperial Guard and their steadfast Space Marine allies, prepared to sell their lives to stop the Orks.

GO TEAM GREEN!

The Orks have been tearing up the battlefields around the Studio for a year now, with countless new armies springing up wherever you look. With the new wave of releases this month, we're sure the next 12 months will be even greener. To properly celebrate, we've decided to assemble Team Green, a motley crew of Orks ready to put their money where their mouths are and prove that being green really is da best. So, without further ado, bring on not one, not two, not three, but four battle reports!

On The Web



To read the complete story of the rise of da Mangler, as well as full versions of each of the four scenarios we've used in these battle reports, check out the Games Workshop website.



THE WAR FOR BHORC PRIME

The war for Bhorc Prime revolved around four mighty battles:

DA SUB DOCKYARD

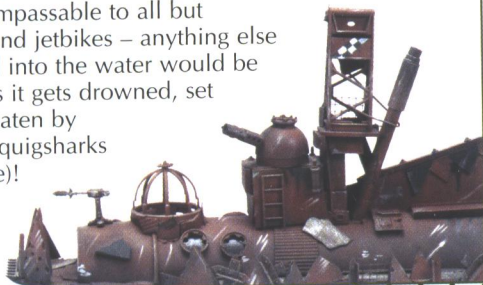
Mission: Seize Ground.

Deployment: Dawn of War.

Points: 1750pts.

Forces: Dark Angels vs. Orks.

To go with the Ork submersibles we have lying around the Studio, Chad Mierzwa built us a cool dockyard. We felt it would be a shame not to have the submersibles take part in the game, so as well as being objectives we decided that the Ork player could roll a dice for each in his Shooting phase – on a 6 it could fire its guns, but on a 1 it disappeared, heading out to sea. To keep things simple, we also decided to make the water impassable to all but skimmers and jetbikes – anything else that moved into the water would be removed as it gets drowned, set on fire or eaten by ravenous Squigsharks (or all three)!



DA GREAT AIR STRIP BASH

Mission: Annihilation.

Deployment: Spearhead.

Points: 2500pts.

Forces: Imperial Guard vs. Orks.

We wanted this game to be all about the armour, so ignored restrictions on Fast Attack and Heavy Support choices. We also placed a few Ork pilots about – if they can get to one of the aircraft or rokkits, they can launch it. Once launched, the aircraft can either take part in this game – using the Apocalypse datasheet – or disengage to fight in the final battle. If the rokkits launch, they'll hit in the same turn in the final battle. We also made up rules for the flakkacannon tower, allowing the Ork player to fire a random number of shots a turn, but on a 1 or 2 the Imperial Guard get to fire it instead as the Grots get carried away.



DA SCRAP IN DA SCRAPYARD

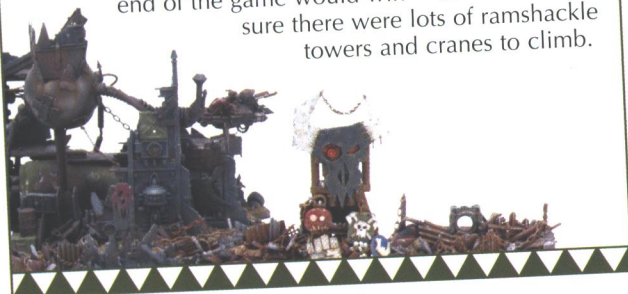
Mission: See below.

Deployment: Roll as normal.

Points: 1500pts.

Forces: Howling Griffons vs. Orks.

We piled as much scenery onto the board as we could find about the Studio, using this as an opportunity to use all of the Ork buildings we hadn't used so far. To represent Orks hiding out in the scrapyard, we said that any Orks left in reserve had a chance of either outflanking or deep striking onto the board. The objective of the game was to claim the high ground – the player with the model in the highest position at the end of the game would win – so we made sure there were lots of ramshackle towers and cranes to climb.



DA KRATER MAKER

Mission: Apocalypse.

Points: 5000pts.

Forces: Blood Angels & Ultramarines vs. Orks.

For the final game we needed a suitably impressive centrepiece, and we had just the thing – Colin Grayson's Ork supergun, *da Krater Maker*. The gun will slowly move across the board as the game progresses. If, or rather when, the gun reaches the other side of the board, the gun fires and a random roll is made to see if it blows the hive up or not! To give the Space Marines a chance to stop it, the more the gun is damaged, the harder the roll will be. But even that won't be easy, as *da Krater Maker* is armed with all manner of weaponry, and is accompanied by 5000pts of angry Orks.



BATTLE I

BATTLE AT DA SUB YARD

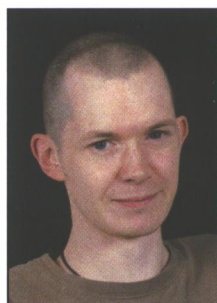
The Mighty Mangler's submersibles are key to his success, allowing the Orks to travel between the captured proto-forges and the main warzone of Bhorc Prime. Unable to destroy them from orbit, the Dark Angels must teleport to the surface.

Ork Army

- Ghazghkull Thraka
- Warboss
- 3 Meganobz
- 2 Battlewagons
- 5 Nobz
- 12 Boyz in Trukk
- 12 Boyz in Trukk
- 10 Grots and Runtherd
- 2 Def' Dreads
- 3 Killa Kans
- 3 Defikoptas



Ghazghkull Thraka



Fil: Being a big fan of the Dark Angels, having played with them for years, I knew this wasn't going to be easy. However my new Ork army was proving quite nasty (except in the Tale of Four Gamers) and were more than up for the job. Knowing that this game would be objective based I made sure all four of my Troops choices had a ride in either a Trukk or

Battlewagon to race forward and take the fight to the Dark Angels. Facing Space Marines is always challenging, and their armour and accuracy rarely fails to impress. I knew I would need some serious firepower to make a difference. Step forward the new Battlewagon armed with a killkannon. A large blast AP3 weapon, a squadron of rokket-armed Deffkoptas and as many power claws as I could find, all led by Ghazghkull himself. What could possibly go wrong?

Dark Angels Army

- Belial
- Sammael
- 5 Deathwing Terminators
- 5 Deathwing Terminators
- 6 Ravenwing Bikes, Landspeeder Tornado and Attack Bike
- 10 Tactical Space Marines
- 10 Tactical Space Marines
- Whirlwind



Alessio: Knowing in advance that the battle was going to be about capturing objectives, I thought that I needed as many scoring units (i.e. Troops) as possible. And since I was going to use the Dark Angels, I had the perfect army for that! You see, the trick is to field Belial and Sammael, as the Masters of the Deathwing and Ravenwing companies both have the great ability of making your Terminators

and your Bikers respectively count as Troops. So you get Fearless Bikers to turbo-boost towards the objectives and Fearless Terminators that can teleport directly onto the objectives (of course, making use of the bikes' inbuilt teleport homers) and defend them against all enemies. How can you beat that?

Well, I guess this army does have a weakness: numbers. As it is made of elite warriors it risks being too small, subject to being overwhelmed by a more numerous enemy. To tackle that, I used my remaining points to field two Tactical Squads (more scoring units, and quite a few extra Space Marines) and a Whirlwind to blow up large Ork units. In the end, if I split all units into combat squads, my army could have nine scoring units!



Alessio used this Dark Angels Captain as Belial, Master of the Deathwing.

DOCKYARD BASH

At the start of the game Fil was quick to point out that, because he had both a Warboss and Ghazghkull, both his Nobz and his Meganobz counted as Troops. Alessio swiftly rebutted by saying that his inclusion of Belial and Sammael made most of his army Troops!

The mission was Seize Ground, with the three submersibles and the void shield generator counting as objectives. To avoid precariously balanced miniatures on the decks of the submarines, the players agreed that scoring units within 3" of the boarding point counted as claiming the objective.

We rolled a Dawn of War deployment,

meaning that only a small part of the armies would start on the table. With Fil's Orks, this really was the tip of the iceberg as he placed a Battlewagon in the corner, filled with Meganobz and Ghazghkull.

Alessio deployed a bit more ambitiously, seizing two of the submersibles with his Tactical Squads, and then deploying the Master of the Ravenwing as far forward as he could.

On the first turn the Ravenwing turbo-boasted onto the battlefield, forming a mobile defence line down the centre of the board between the Orks and two of the objectives.

Ork Submersible

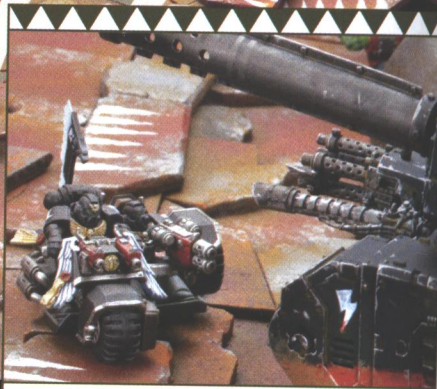


Void Shield Generator



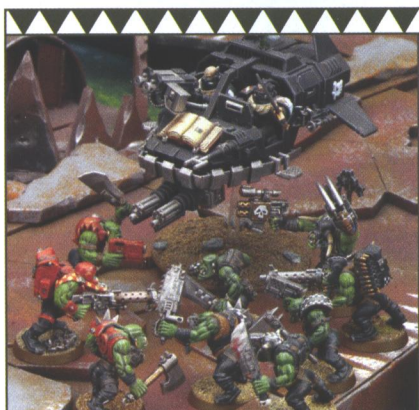
GROT OVERKILL

Seeing the carnage that befell their larger cousins, the Gretchin ran for cover. This didn't spare them from Alessio's wrath, however, who landed a Whirlwind barrage right on top of them, killing 8. Amazingly the Grotz didn't run. It may seem like overkill, but Grotz are just as able to capture an objective as Boyz.



STAY ON TARGET...

The Attack Bike gunned forwards straight towards the Battlewagons. At point-blank range, its multi-melta reduced the Battlewagon to a heap of smouldering slag.



INCOMING!

Alessio quite underestimated just how fast Trukks can go, moving Sammael too far forwards to shoot at the side armour of the Battlewagon. Not even the Master of the Ravenwing could withstand attacks from 20 Ork Boyz.



DEFF FROM ABOVE

The Deffkoptas used the submersible as cover to get close to the Tactical Marines, before unleashing a salvo of rokkits that forced the Dark Angels to withdraw. Fil had made sure that the Deffkoptas were close enough to the Space Marines so that they couldn't rally in time and departed the board.



Ork Submersible



Ork Submersible



SAMMAEL AVENGED!

Even as the remains of Sammael's Land Speeder lay smoking in the centre of the battlefield, the Dark Angels set about exacting their revenge. Alessio assembled a formidable gunline, pelting the Boyz with innumerable bolter shells, missiles and assault cannon rounds. After the fusillade had ended, only five Boyz remained from the twenty that had been there at the start of the turn, but that was still five too many.

DUEL TO DA DEFF

WAAAGH! GHAZGHKULL

The centre of the battlefield was dominated by two combats: the Warboss and his Nobz versus the Deathwing squad; and Ghazghkull and his Meganobz versus Belial and his Terminator Command Squad.

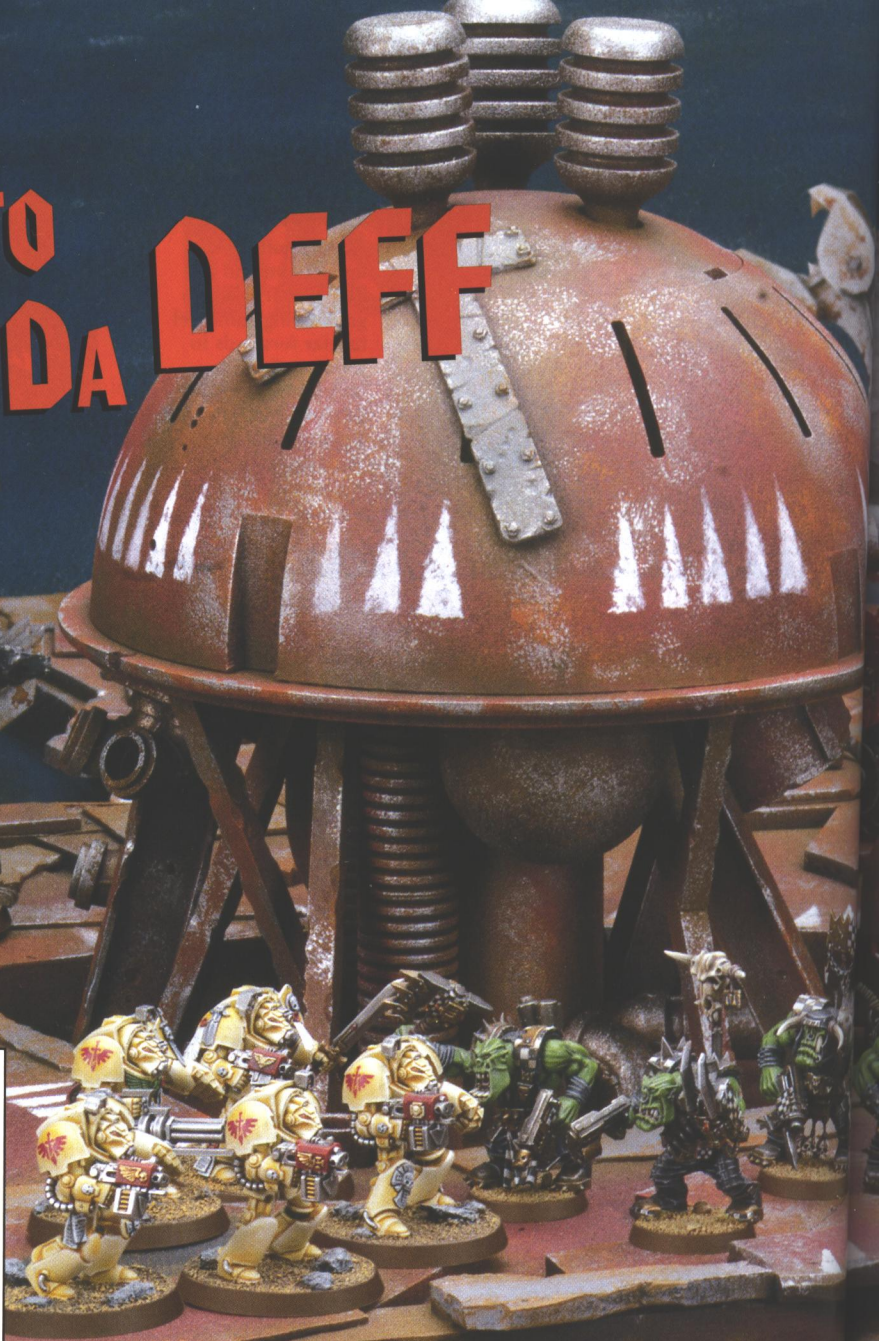
The Terminators deep struck on Turn 2, contributing to the decimation of the Boyz. As the Terminators moved on to take out the Ork Trukk, the Nobz Mob piled forwards towards them.

Elsewhere, Ghazghkull clambered from the wreckage of his Battlewagon and tore apart the Attack Bike responsible. Sensing an opportunity to turn the tide, Belial's retinue teleported next to the Warlord, peppering the Orks with everything they could, although most of the shots simply bounced off their mega-armour.

In Turn 5 Ghazghkull called his Waaagh! and both the Nobz and the Meganobz piled forwards and into assault.

The struggle between the Nobz and the Terminators was bloody, and at the end only a couple of Dark Angels still stood.

Ghazghkull and Belial squared off, the Deathwing managing to kill all of the Meganobz before Ghazghkull struck all but one of them down in return, including Belial. Unfortunately, in the next Assault phase, the lone Terminator with lightning claws managed to inflict a wound on Ghazghkull, so it was all down to his 2+ invulnerable save. Not for the last time this game, Fil rolled a 1 at a critical juncture and the Warlord fell!



THE GRETCHINS' LAST STAND

The Ravenwing Bike Squad swooped on the submersible objectives guarded by a rabble of Gretchin, including one wired into a Killa Kan. The Grotz, plucky as they are, were swiftly gunned down by the bikers, but the Killa Kan was a tougher prospect, smashing one of the bikes to pieces against the dock.



ANYTHING BUT A ONE!

On the very last turn of the game, Fil's Battlewagon was racing towards the Tactical Squad holding one of the subs in an attempt to contest it. He wanted to Tank Shock with it, but because the move would have to go round the corner of the dock he couldn't... until Alessio suggested he try anyway, but only if Fil made a dangerous terrain test to see if the Battlewagon could make the jump. It was at this point that our trusty editor, Mark, wandered over to see how the game was going. 'Anything but a 1', he joked as the dice clattered down on the table. After these baleful words, the dice couldn't roll anything but a 1, and they happily obliged. 'Sploosh!' went Fil's wagon!

MAN OF THE MATCH

I nominate Brother Eduardus of the Deathwing – the Terminator armed with twin lightning claws that managed to stop the bellowing Ghazghkull Thraka in his tracks with a well-placed stab of his blades. The feat of killing the charging Warboss when protected by the power of the Waaagh! will be remembered in the Hall of Heroes of the Chapter for ages to come (how we laughed when Fil rolled a 1)!



FINAL RESULTS



Victory for the Dark Angels!

Fil's attempt to contest the objective with his Battlewagon ended in failure (and a lot of wet Orks), and the tenacious Dark Angels clung onto victory. The dockyard was in the hands of the Imperium and Klawjaw's supply lines were cut. All eyes now turned to da Mangler's airfields...

HILARIOUS!

Alessio: The game was unbelievably entertaining. Both funny and tactically interesting. It kept changing all the time, the advantage swinging wildly from one player to the next. There were many heroic moments, including three famous special characters going down in a rather amusing fashion. I cannot help smiling when I imagine the surprised expression on Sammael's face when two Trukkloads of Orks emerged out of the darkness, intent on smashing his funky Land Speeder to pieces and then drag him out of the wreck and beating him to a pulp in a flurry of choppos and power claws.

I have to admit that my dice rolls were quite good most of the time, except for my Tactical Squad, who decided to abandon their objective instead of despatching the thrice-accursed Deffkoptas! More importantly, Fil's dice were completely the opposite, most of the time completely abysmal, culminating with the two 'anything but a one' moments that made for a very entertaining afternoon (well, for the rest of us at least...).

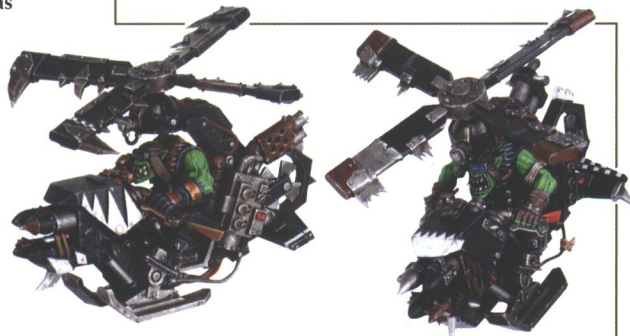
Favourite Moment

WAAA...PLOP!

It has to be when, on the very last player turn of the game (Turn 7!), if Fil could Tank Shock my Tactical Squad, he would have either forced them to fall back or simply got to within 3" of the objective and, in either case, changed the game from a loss into a draw. Technically he wasn't allowed to do it, as he needed to move the Battlewagon in a straight line to do so. However, with a bit of goading from yours truly, he went for it with disastrous consequences.

ORK OF THE MATCH

Without a shadow of a doubt the Deffkoptas remain my favourite unit from the Ork Codex. They spent most of the game using the Ork submersibles as cover before emerging to wreak havoc on the Dark Angels Tactical Marines and forcing them to leave their objective and flee off the board. Being fast, deadly and fairly durable makes Deffkoptas a constant headache for your opponent, and one that is difficult to deal with quickly.



ALL WASHED UP

Fil: What can I say, that was probably one of the closest results I've had in a long time, and definitely one of the most entertaining. However once again lady luck was on the other side of the table and although it was a close game, my dice rolls were terrible. Seeing Ghazghkull fail his 2+ invulnerable save was priceless, as was my Battlewagon plummeting into the depths on the last turn. The words 'anything but a one' will haunt me forever. With a bit of

hindsight (funny how it's always 20:20) I perhaps should have taken more Troops choices instead of the expensive Meganobz as half of my Troops were caught up in the battle in the middle of the board that ended with a lone Deathwing Terminator surrounded by the remains of my most expensive units. Although it did not go well for my Boyz, it was a great game and I'm looking for an opportunity to exact my revenge on the Emperor's finest.

Favourite Moment

FOR THE EMPERARRRRCCCHHHHH!

The look on Alessio's face when Sammael was dragged from his Land Speeder and beaten to a squishy mess on Turn 1 was hilarious (for me anyway). Ork Boyz in a red Trukk are quick. No, quicker than that! And they can deal out a whole world of pain – even the Grand Master of the Ravenwing in his fancy armour 14 Land Speeder couldn't escape a beating.

BATTLE 2



BATTLE AT DA AIRSTRIIP

The Imperial Guard have been tasked with the destruction of the Ork airfields to prevent Klawjaw's escape, but the captured proto-forges have been working overtime churning out a ramshackle convoy of Ork vehicles.



Jeremy: I'm a staunch ground-pounding Ork Warlord. I like 30-strong Ork mobs and lots of 'em. Trukk Boyz and Speed Freekz are OK, if you're a bit light in your iron-shod boots (that is, if yer a sissy). So when I was asked to play a mechanised Ork force I was a bit wary. This could be a plot by the other Ork Warlords to damage my well-cultivated, brutal reputation. After all, I've never lost a game (no matter what they might tell you...). Phil Kelly had written a scenario and it sounded like a good scrap – specifying a tank battle pitting the mighty Leman Russ versus a column of Ork Battlewagons. I admit, that sounds brutal enough for my tastes. My Ork force historically struggles to destroy tanks of

Armour Value 13 or 14 and I'd be facing loads of them under the generalship of well-known tank ace Andy Hoare. Perhaps the other Ork Warlords were setting me up (as I said, they are a petty, jealous lot). Still, a 2500-point Ork army with an armoured wedge of Battlewagons, Looted Wagons, and Deff Dreads sounds unstoppable to me.

Ork Army

Warboss	6 Battlewagons
11 Tankbustas	3 Big Guns
20 Ork Boyz	2 Looted Wagons
10 Ork Boyz	5 Deffkoptas
20 Ork Boyz	3 Deff Dreads
10 Shoota Boyz	

The (hopefully) unstoppable armour 14 of the Battlewagons should save the Orks' day.



Imperial Guard Army

Company Command Squad
2 Anti-tank Support Squads
Techpriest Enginseer
and 3 Servitors
Platoon Command Squad
2 Infantry Squads
Platoon Command Squad
2 Infantry Squads
4 Leman Russ Battle Tanks
Leman Russ Demolisher
Hellhound
3 Basilisk
6 Sentinels



Andy: Being an Imperial Guard player there's little I like more than the chance to field as many tanks as I can, particularly against a horde army like Orks. The problem is, of course, that the Orks won't be sitting around while I shoot them – these are a kunnin' bunch, clearly blessed by Mork, so they'll no doubt be hurtling towards me at top speed in their shiny new Battlewagons.

That means I'll probably only get a turn or two shooting before the tide of green-skinned naughtiness hits my lines. Thankfully, under the new Warhammer 40,000 rules the Orks won't be able to overrun one squad and immediately engage the next. So for me this battle will be all about targeting the biggest threat to my lines and containing those assaults that do hit home.



The latest Warhammer 40,000 rules should give Andy's Guardsmen a slight reprieve in the Assault phase. Maybe.

START YOUR

Andy set up first, cramming as many of his tanks into the far corner of the board as he could, to keep them out of Jeremy's clutches for as long as possible. The Orks were far more forthcoming, deploying as close to the centre as possible.

The Imperial Guard set up expecting to open fire on the greenskin horde first, but Jeremy rolled a 6 and seized the initiative. The Battlewagons raced forward in a crude imitation of an armoured spearhead, as rokkits and shells whizzed overhead from the supporting vehicles and the Dreads. To bolster his force, Jeremy had borrowed Andy's Blood Axe looted Leman Russ to use as a Looted Wagon; a decision that Andy quickly regretted as its first salvo wiped out an Imperial Guard Anti-tank Support Team.

The Imperial artillery returned fire, but barely made a dent in the approaching Ork horde.

SMASH 'EM, CHOP 'EM!

The armour of the Evil Sunz Battlewagon allowed it to weather a hail of battle-cannon shots that would have mulched a lesser vehicle. It disgorged a mob of Boyz right on top of the Imperial Guard tanks, the Orks charging in to immobilise both and leave the Hellhound weaponless and out of the game.



ENGINES

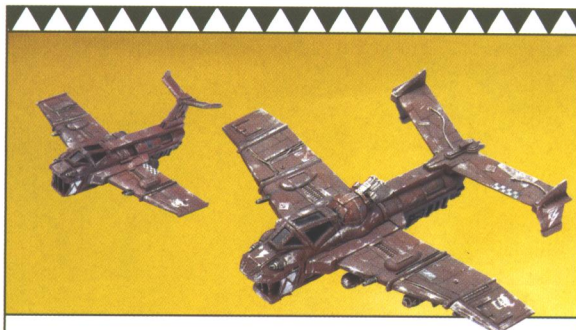


DA VULCHA SWOOPS

At the start of the second turn, Boss Zagstruk and his Vulcha Squad deep struck right in the midst of the Imperial Guard lines, leaping from the belly of *da Vulcha* as it swooped low overhead. Normally a squad arriving via Deep Strike in such a location would get shot to pieces before they could assault, but Zagstruk has a trick up his sleeves. On the turn they arrive from Deep Strike, instead of shooting, Zagstruk and his Stormboyz can make a special swoop attack and assault, although the squad takes D3 casualties when they do so. *Da Vulcha Boyz* powered into one of the Basilisks causing it to explode in a great plume of fire.

SCRAMBLE!

Radar Tower



BOMMERZ HIGH

Despite the best efforts of the Imperial Guard, both Fighta-Bommerz successfully took off. Jeremy used one to make a strafing run against the Infantry Squads on the flank, before disengaging both to go and fight elsewhere.



WOTZ GOIN' ON?



The Imperial Guard flamers claimed a high toll from the Boyz clustered around the base of the radar tower, killing ten.



All three units of Sentinels were used to outflank. One of the units appeared over by the flakkacannon tower, whilst the others arrived right on top of the Orks.



The Orks dealt out a fair amount of firepower with the various kannons, kill-kannons and boomguns bolted to their vehicles. Jeremy's scatter dice kept hitting but he rarely scored penetrating hits.

Pulsa Rokkhit

BLAST OFF!

We decided that, whilst the Fighta-Bommerz could be used in this game if they launched, it would be more fun if any Pulsa Rokkhits that launched landed in the final game of the campaign. Unfortunately, for Adam and Matt – the Imperial commanders in that game – this meant that Andy spent more time trying to stop the Bommerz from launching. In the end, two Fighta-Bommerz took off and a Rokkhit launched, all of which could now take part in the forthcoming Apocalypse game.

WHOOOSH!



WAGONS ROLL

Whilst an 'ard case might help a Battlewagon cross the battlefield in one piece, leaving it open-topped allows the Orks to get a piece of the action sooner. On Turn 4, 20 Ork Boyz piled out of this wagon, stomping their way through two Infantry Squads in a single Assault phase.

Pulsa Rokkhit

Flakkacannon Tower

TANK BUSTING

Although their ride got immobilised far from the action, the Tankbustas didn't let that spoil their fun, hollering as they fired their rokkits at the Sentinels and Leman Russ in the distance. And when their rokkits didn't do the job, a good swing from a tankhammer finished the Leman Russ off with a bang.



FLAKK ATTACK

The flakkacannon tower kept up a steady, if fairly inaccurate, rate of fire throughout the game, the Grotz in control of the guns taking great glee at blowing things up across the battlefield. Unfortunately, it didn't just target the Imperial Guard, as the Grots kept getting carried away.

Perhaps the worst – or finest, from Andy's point of view – piece of Grot shooting was when the converted Goff Battlewagon turned round to take a shot at the Sentinels behind it. Jeremy rolled a 1 to see how many shots the tower fired, meaning that Andy got to fire it instead. Mistaking it for an actual Land Raider, or perhaps just looking to get their own back for years of abuse, the Grots took careful aim and blew it to pieces! Grots 1, Orks 0.

MAN OF THE MATCH

My 'man of the match' was definitely my Sentinel, which had lost its autocannon, for the entertainment it provided when it charged the Big Gunz battery, stomped a single Grot flat and sent the rest packing – if I'd been using my own model I'd have modelled a squished Gretchin to the base to commemorate the event!



FINAL RESULTS



VICTORY FOR THE ORKS!

For the first half of the game the kill point tallies were neck and neck, the damage to both sides equally bloody. Predictably, however, as soon as the Orks closed with the Imperial Guard, their kill points increased exponentially. The airfield was secure and Waaagh! Bork was airborne.

HOLD THE LINE!

Andy: Looks like my first turn or two's shooting just wasn't quite enough! As Jeremy's army came towards the centre of my line I made an effort to engage it in the flanks and draw it in to my centre (a 'defence in depth') but this didn't quite pay off as those Ork Battlewagons and Deff Dreads are incredibly tough and a combination of misses and failed penetration rolls took their toll..

It was interesting to see how a large mob of Orks needs only its choppas and Furious Charge to prove a real threat to a tank, as they always strike the tank's rear armour in close combat. It was also extremely threatening to see Zagstruk and his mob Deep Strike into my lines, even though I knew he would do so. He was always going to take out one unit, but again, thanks to the current Warhammer 40,000 rules he wasn't able to make a Massacre move and get stuck into another unit. As it was, it took every single gun that could see them to take down Zagstruk and friends, distracting valuable firepower from targeting the Orks heading towards my lines.

Favourite Moment

UH-OH!

There were loads of great moments in this game, and a lot of them were provided by the fact that I had to worry not only about the Orks, but the pilots heading towards the planes and launchers. I had scant firepower to spare against these, but I knew too that if I let them through, the Imperium players would really get it in the final game! Sorry guys...

ORK OF THE MATCH

Without a doubt the Battlewagons proved to be worth their weight in teef. They are fast, easy to assault out of, and can hold a twenty-strong mob. They can also be geared to fight as a tank (with a killkannon), to act as a super transport (with an 'ard case), or something in between. When my Battlewagon's kannon or killkannon failed to smash the frontal armour of an enemy Leman Russ, I just deployed the Boyz, ably led by a Nob with a power claw. The only Battlewagon I lost in the game was the one my own flakkacannon tower gunned down from behind (the less said about that the better, those treacherous Grotz will pay!), the rest just kept on rolling forwards.

TAKE DAT!

Jeremy: There I was, an Ork Warlord satisfied with his army, but now... well, now I covet Battlewagons; heavily armed metal monstrosities! Long-ranged assaults for mobs of 20 close combat-seeking Orks! You can even shoot as you trundle along! This battle has opened my eyes to the glory of Battlewagons faster than a kick to the doo-dadz. I must get my Mekboyz working on some of those, and maybe a Looted Wagon into the bargain, as that boomgun was nothing if not entertaining. The armoured wedge was nicely punctuated by Boss Zagstruk and his Vulcha Squad, bringing Basilisk-killing death from above. As usual, the Imperial Guard unleashed an impressive amount of firepower and those three Basilisks made me quake in ways unbecoming a fearless Kommander. Andy was a great opponent, although I'm almost certain he was using strategies and outsmarting me at every opportunity, which in my opinion was a bit uncalled for. Still, as we smug, self-satisfied conquerors say, "All's well that ends with a choppa in it".

Favourite Moment

SNEAKY TRICKZ

The best part of the battle was the whole scenario! Story-driven battles are my favourite way to game. The battlefield was an airstrip and I had krew (cunningly disguised!) racing to pilot their planes or Palsa Rokkits while Andy hurled bombardments at them. Would Andy blast the pilots before takeoff or even remember that they weren't just barrels? The whole situation had us laughing, especially in the end when Andy's lone Sentinel chased my last pilot to crush him underfoot. The straightforward story made the game more memorable.



Jeremy's disguised Ork pilot.

BATTLE 3



SCRAP AT DA SCRAP YARD

Da Mangler's Gargant fields are clanking away at the heart of the scrap continent of Rustia, building bigger and better idols to stomp all over the forces of the Imperium. Unless the Howling Griffons can put a spanner in their works, that is.



Phil: So, the victor is simply the player with the highest-up model at the end of the game, huh? Well, I'll need some fast, mobile units to bring Rob's Howling Griffons down from their lofty perches. Two Trukks full of Boyz led by a third Trukk carrying a Warboss and his Meganob mates should enable me to zoom into combat at the first opportunity. The vehicles will be bolstered by my Warbikes, which are great at tipping the balance of a hotly-contested combat. All the while, my Gretchin units will be clambering up those piles of scrap, and Boss Snikrot and his Kommando crew will be sneaking up on any Space Marines deployed in Robin's back field.

I'd need some long-ranged firepower, too, for cleaning out tough Space Marines from those hard-to-reach areas. Step forward the Lootas with their 48" range deffguns. A Mek toting a shokk attack gun can really complement this unit, as whatever survives the AP2 blast template can quickly be mown down by the Mek's Loota mates. The battle plan? Charge forward into every unit I can reach and shoot the hell out of everything I can't...



Ork Army

Warboss
Big Mek
10 Lootas
Snikrot & 7 Kommandos
3 Meganobz in Trukk
Battlewagon
12 Boyz in Trukk
12 Boyz in Trukk
12 Grots and Runtherd
10 Grots and Runtherd
3 Defikoptas
3 Warbikes
1 Dreadnought

The Grots step up, eagerly hoping to earn 'man of the match'.

Howling Griffons Army

Space Marine Captain
Command Squad
Dreadnought
10 Tactical Space Marines
10 Tactical Space Marines
10 Tactical Space Marines
5 Space Marine Scouts
5 Space Marine Scouts
10 Assault Space Marines
Land Speeder
5 Space Marine Devastators



Robin: Ever since Phil's Orks stomped to victory in the Studio staff tournament I've been itching to give them a proper scrap with my Howling Griffons Space Marines. As the mission objective was to occupy the battlefield's highest positions, I eschewed my tanks and instead spent the points on more infantry. Two Tactical Squads should provide me with plenty of troops to occupy the

towers and scrap-heaps, and two units of Scouts should prove ideal in this scenario. The plan is simple; the first thing to do is to get my heavy weaponry into elevated positions where they'll have a commanding view of the scrapyard. Once there, I'll target Phil's fastest units before they have a chance to climb to the top of anything. My main forces will march towards the greenskin line, making use of the cover, and flush out any Orks who think they're kings of the castle. A Command Squad and a Dreadnought will prove invaluable should Phil send any Nobz, Killa Kans or Deff Dreads my way. I'll keep my faster-moving units back to counter any Orks that threaten my more static units that will, hopefully, be supplying a torrent of fire from the highest point in the yard.



Robin planned to use his Command Squad to bolster his lines against the Ork onslaught.

TIME FOR A SCRAP

Whilst the scenario was something a bit special – capture the high ground – we rolled for deployment as normal. We rolled a Spearhead deployment type and Robin opted to set up first, making sure he seized the highest point on the board.

Robin put his Scouts atop the crane and his Devastators on the tower itself, before making sure the base was surrounded by a defensive circuit of Tactical Squads.

The Orks were less tactical in their deployment – the Big Mek with the shokk attack gun and his Loota bodyguard grabbed the top of the refinery, hoping to shoot any Space Marines that were higher; and the rest of the Orks simply piled in as far forward as they could.

Phil started the game by seizing the initiative, displaying an uncanny ability to roll 6s on demand. He kicked the game off by blowing apart the Dreadnought, killing a handful of Tactical Marines in the blast!

Unfortunately his second roll of the game saw his shokk attack gun roll a

double-1 and explode in a violent blast from the depths of the Warp.

The first Howling Griffons Shooting phase was remarkable only for the mediocrity of the shooting. Between the Tactical Squad's lascannon and the missile launchers of the Devastator Squad, the only damage done was the stunning of a couple of Trukks – evidently, amidst all of the junk, the Space Marines had trouble making out what was scrap and what was an Ork vehicle! The Tactical Marines armed with an abundance of plasma weaponry killed a couple of Gretchin, which was more than the Scouts with sniper rifles could manage.

After a slow start to the game, the second turn began with multiple units arriving from reserve to try to seize the high points.



KING OF THE HILL

The objective of the game is to capture the high ground. The highest point was a close-run thing between the crane in the Space Marine deployment zone – held by the Scouts – and the Loota-held refinery complex in the Ork deployment zone. After careful measuring we decided the crane was highest, meaning the Scouts were target #1.



WOTZ GOIN' ON?

A After their Trukk is stunned by a shot from a lascannon, the Nobz and Warboss pile out to stomp forward on foot, only to re-embark a turn later when it's fixed!

B In an uncharacteristic display of accurate shooting (for Orks, if not for Phil '6s' Kelly), the first shot of the game – a volley from the Lootas on top of the tower – destroyed Robin's Dreadnought.

C Robin managed to squeeze a fair amount of plasma weaponry into his Tactical Squad, including a plasma cannon, a plasma gun and a Sergeant with a combi-plasma. The squad racked up quite a kill tally throughout the game.

D The Slugga Boyz arrived at the same time as the Kommandos, firing shots into the back of the Land Speeder and immobilising it right under the grabba magnet. Just to make sure it was junk they then assaulted it, unwittingly causing it to explode and kill five of their own mob!



ZZAP! KRAKK! BOOM!

Phil cunningly placed his Big Mek with a shokk attack gun atop the refinery, hoping to take advantage of the superior line of sight to zzap any Space Marines who climbed up too high. Unfortunately, the first time its gizmo spun up to speed, the first time its gizmo spun up to speed, Phil rolled a double-1 and the whole thing exploded in a sphere of unreality, taking both the Mek and two Lootas with it.



SNEAKILY DOES IT

Boss Snikrot and his Kommandos snuck onto the board from reserve on Turn 2. Snikrot's Ambush special rule allows him to appear on any board edge, so Phil deployed him at the base of the crane, hoping to sneak the Kommandos up to take out the Devastators and the Scouts.



DA HIGH GROUND



LAST MAN STANDING

Phil's second mob of Grotz piled up the ramp towards the tellyport tower, held for much of the game by the Scouts. Ork shooting had taken a hefty toll upon the squad, leaving only a couple of Scouts left, and they were not prepared to be overrun by a bunch of Gretchin! The only casualty was a single Grot, which was enough to make them run away!



KING OF DA KASTLE

Robin's Captain clambered up the watchtower, but he was closely pursued by Phil's Warboss. The Captain inflicted three wounds on the Warboss, but the Ork's cybork body saved him. The Boss wounded the Space Marine back, but he in turn was saved by his Iron Halo. He wasn't so lucky on the next turn, as the Warboss instantly killed him.



WOTZ GOIN' ON?



A good chunk of Phil's army found itself mired in the difficult terrain of the scrapyard.



The Warbikers, Gretchin and Deff Dread charge the Howling Griffons Command Squad. The Dread tore apart most of the squad, but then the Veteran with power fist wrecked it with a single solid blow. The next turn the Captain destroyed the last of the Bikes and ran down the bold, if foolhardy, Gretchin.



Instead of deep striking into Ork-held territory, Robin used his Assault Marines to counterattack, dropping them on top of the Slugga Boyz threatening his lines. The Slugga Boyz were little match, but the real target was the Kommandos on the crane.



SILENT KILLAS

Phil's Warboss called a Waaagh! in Turn 3, and Snikrot used this distraction to bound up the crane and into combat with the Devastators. Snikrot has six attacks on the charge with re-rolls, knifing both the Sergeant and a Space Marine. The Kommando with a Burna killed another, and then the rest of the Kommandos finished off the Devastators. After the Devastators had fallen, the Scouts on the arm of the crane were next, easily overpowered by the Orks.



MAN OF THE MATCH

I'd have to nominate the heavy bolter-toting Scout, surrounded by the enemy and taking on all comers. Not only did he manage to single-handedly wipe out an entire herd of Gretchin (whilst perhaps not exceptionally heroic, it was extremely cool) and gun down several Lootas (much more like it), he distracted a large portion of Phil's Orks throughout the game and, in doing so, allowed my own force to fight the Orks on my terms. Alas, his promotion to full battle-brother was not to be, as the sheer volume of dakka Phil poured into him finally took its toll.



FINAL RESULTS



HOWLING GRIFFONS VICTORY!

In a bold move, the Assault Marines jumped onto the crane on the penultimate turn. The ensuing assault slew the Kommandos and seized the high ground for the Space Marines. With commanding fire positions, they could press their attack on the Gargant fields and slow the Waaagh!

FIELDS OF FIRE

Robin: That was one of the closest games I've ever played. Having the initiative seized from me was not the start I would have wished for, and then I lost my Dreadnought and most of a combat squad to the very first shot of the game. Still, I could hardly complain about bad luck when, with his very next shot, Phil's shock attack gun sucked the Big Mek into the ether! With a big chunk of my offensive force taken out I had to rethink my plans and adopt a more defensive strategy. Thankfully it paid off. I was able to delay, distract or else destroy Phil's most powerful units from getting close and stomping over the troops deployed within the crane. The balance of the game shifted several times, but when Boss Snikrot and his Kommandos arrived along with a massive unit of Boyz things looked pretty dire for the Howling Griffons. If it hadn't been for the timely arrival of the Assault Marines I doubt any of my units would have made it back in time to halt Snikrot's rampage to the top. The duel in the centre was a fantastic end to the game and whilst Phil's Warboss proved to be the king of that castle, he wasn't king of the scrapyard.

Favourite Moment

CHAAAAARRGE!

It had to be the nail-biting ascent of the Assault Marines, engaging their jump packs and smashing their way through twisted metal to reach Boss Snikrot. I had no choice but to opt for speed over safety, but each jump saw a few more Howling Griffons fall. Then a plasma pistol exploded, killing another, and it was touch-and-go if enough would survive to defeat the Orks. The assault came down to a single dice roll – had Snikrot made his final armour save it could have been a completely different story.

SMASH IT AND SCRAP IT!

Favourite Moment

THE DUEL

Rob and I both thought it would be cool if our champions duked it out, so we fixed things so that this could happen – gentlemen's agreements like this are perfectly acceptable. I suggested that our commanders duelled on the fightin' stage in the centre of the board, and Rob agreed, on the condition I left my Meganobz out of the fight! Though the Space Marine Captain wounded the Warboss twice, the big green meany's power klaw eventually snipped the Cap clean in two. Waaagh!

Phil: Ha! It looks like newcomer Robin is my new gaming nemesis (*Another one? – Ed*) – his tight fire discipline and calculated risks make for a potent combination. I really loved playing a mission with such an unusual victory condition, as it really forced me to rethink my tactics and consider which of the high points to focus on. As a result we had some really dynamic struggles – the Gretchin running pell-mell up the ramp to engage the lone Scout on the tellyport tower, Snikrot and the Kommandos slaughtering their way up the crane to the very top of the crane, and the duel between my Warboss and Rob's Space Marine Captain on the watch tower. However, Boss Snikrot's last stand was perhaps the defining moment of the game – a fierce duel between my Kommandos and Rob's Assault Marines, which ended in victory for the Adeptus Astartes. Still, we'll be back, and the *Krater Maker* Apocalypse game is yet to come...

ORK OF THE MATCH

Snikrot did me proud, turning up at the first opportunity, scaling the crane like a giant green gorilla and slicing up the Devastators all nice and stealthy-like. Afterwards, Rob's entire army let loose at the kunnin' Kommandos, but to no avail. If only I had fluked a few armour saves, too, Snikrot's rippy-knives could have carved me out a victory; but it was not to be – the Boss Kommando had to make his escape with a swan dive into the drops below.



BATTLE 4

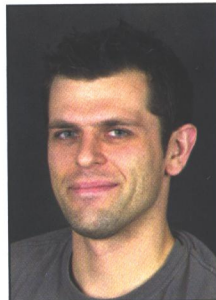


DA KRATER MAKER

The Mighty Mangler's pride and joy, known only as da Krater Maker, is the biggest land-based gun the sector has ever seen. Not content with simply firing their titanic creation, the Orks intend to ram the super-weapon into Furnacehive.

Ork Army

Warboss	10 Tankbustas
2 Big Mek	3 Battlewagons
3 Skorchas	Zagstruk
3 Wartrakks	7 Stormboyz
8 Warbikes	3 Defkoptas
12 Ork Boyz in Trukk	3 Deff Dreads
12 Ork Boyz in Trukk	6 Killa Kans
10 Ork Boyz in Trukk	8 Zzap Gunz
25 Ork Boyz	Looted Wagon
20 Ork Boyz	20 Ork Boyz in Gargantuan Squiggoth
20 Ork Boyz	
20 Ork Boyz	
20 Ork Boyz	
20 Ork Boyz	
20 Shoota Boyz	
10 Kommandos	



Phil and Matt: This is the climactic battle of the campaign and Matt Holland and I are in charge of making sure Colin Grayson's *Krater Maker* gets to do its thing. I've only got one thing to say – that hive is coming down!

So how best to make sure of it? Well, we knew the Space Marines were planning on a surprise strike, so we made

sure we had a nice big rapid response force in the form of a Kult of Speed – their rapid redeployment ability would ensure they were only ever one turn away from a big scrap. A Dredd Mob, being extremely durable, is always a huge asset in any game of Apocalypse and of course a massive horde of Boyz was a must. The plan was to protect the flanks of the *Krater Maker* from any melta-related chicanery and shield its vulnerables from any shooooting that might slow it down – a Blind Barrage combined with a Camouflage strategic asset should do that nicely. The Boyz would try and lock down any enemy tanks early on. If the *Krater Maker* reaches the walls of Furnacehive, our plan is to cross our fingers and pray to Gork. Or possibly Mork.



Adam and Matt: There's a lot that an eager Space Marine player can cram into 2500 points, and we were sorely tempted to max-out on Tactical Squads. What dissuaded us though was a trip to the Warhammer World store to pick up some paints, where we saw their Line Breaker formation gleaming evilly in their great display cabinets. With that, we went for a very different army indeed – tanks, lots of tanks. We opted for a Line

Breaker Squadron, an Armoured Spearhead and a Suppression Force. To these intimidating formations, we added a couple of Tactical Squads in Drop Pods, a Combat Squad in a Razorback and Chaplain Cassius (who I've always had a soft-spot for). It's amazing how quickly you can use up 2500 points.

Look out for the Land Raider Terminus Ultra. Crewed by Sergeant Chronus we're expecting it to be the ace in the hole. Also, beware the Line Breaker formation – if any decent sized mobs of Orks come anywhere near it, they're gonna die in a sticky green mess!

But it wasn't all about the tanks – the Orks would have had a field day charging them if it was – so we made sure that the Blood Angels force was predominantly made up of infantry. Led by Mephiston himself, we were fairly confident that we could carve through anything the Orks threw at us.

Imperial Army

Blood Angels:

Mephiston
Chaplain
5 Terminators
6 Death Company
Furious Dreadnought
Drop Pod
Scout Squad
10 Tactical Space Marines
10 Tactical Space Marines
10 Assault Space Marines
10 Assault Space Marines
10 Devastator Space Marines
Whirlwind
Baal Predator

Ultramarines:

Chaplain Cassius
10 Tactical Space Marines
Drop Pod
10 Tactical Space Marines
Drop Pod
Combat Squad
Razorback
Land Speeder
3 Whirlwinds
Land Raider
Terminus Ultra
Land Raider Redeemer
Chronus
4 Vindicators

FURNACEHIVE GO BOOM!

Unsurprisingly, the Space Marines bid the least amount of time for deployment, deploying their army in under two minutes. The Orks were more conservative, bidding a stately ten minutes. Colin's Kannon took up much of the board, and Matt and Phil took advantage of that to deploy many of their Boyz behind it as an escort.

The game started with the Orks revealing both of their strategic assets – Camouflage, as the Orks were surrounded by clouds of dust; and Blind Barrage, as one of the many Fighta-Bommaz buzzing the battlefield dropped a line of oily black smoke right down the centre of the board.

The Space Marines had a trick or two of their own, as Matt's Careful Planning asset brought his Terminators onto the board on Turn 1.



LOOK TO THE SKIES!

The Space Marine turn opened in inimitable style, as a pair of Drop Pods slammed into the dirt. A Furious Dreadnought clambered out of the Blood Angels Drop Pod, taking up position alongside the Terminators to menace the Orks' rear. The Ultramarines were off target, scattering back into the Space Marines' own lines. This turned out to be fortuitous, for the Tactical Marines inside were well-placed for a counter-attack.

RRRUMBLE



Boom Town



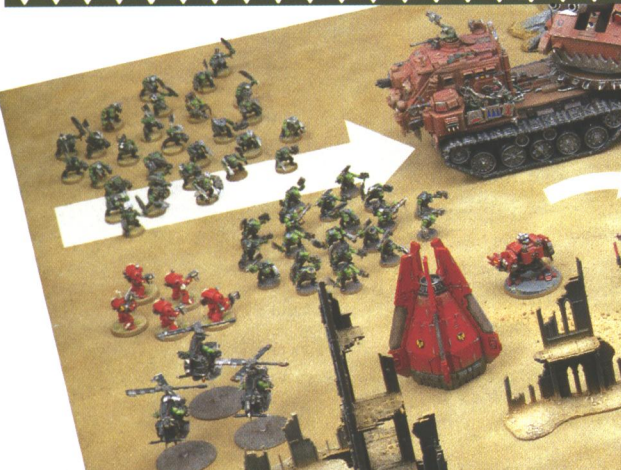
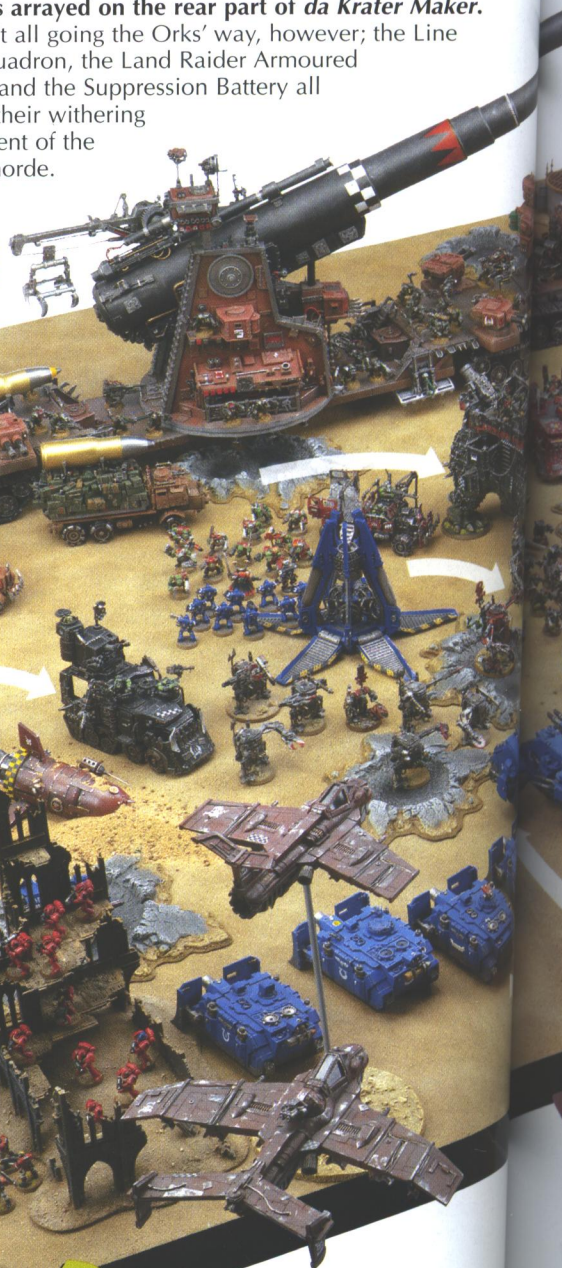
BOUNCING BACK

Adam's cunning plan to get rid of the Squiggoth was to put Cassius and Mephiston in a Drop Pod, with a vortex grenade, and drop them right next to it. It worked, after a fashion, as the vortex grenade weakened the Squiggoth enough that Matt's Devastators could finish it off. Unfortunately, the vortex grenade then scattered straight back towards Cassius, sucking him, his Drop Pod and his Tactical Marines into the Warp.

The second half of the game saw Space Marine heroes dropping like flies. Cassius managed to kill himself with a vortex grenade, whilst Mephiston was brought low by a Big Mek with a burna. Even the Blood Angels Chaplain with a Legion Relic (Matt's new favourite strategic asset since last month's battle report) was slain by the guns arrayed on the rear part of *da Krater Maker*.

It wasn't all going the Orks' way, however; the Line Breaker Squadron, the Land Raider Armoured Spearhead and the Suppression Battery all continued their withering bombardment of the greenskin horde.

Da Krater Maker



DEATH FROM ABOVE!

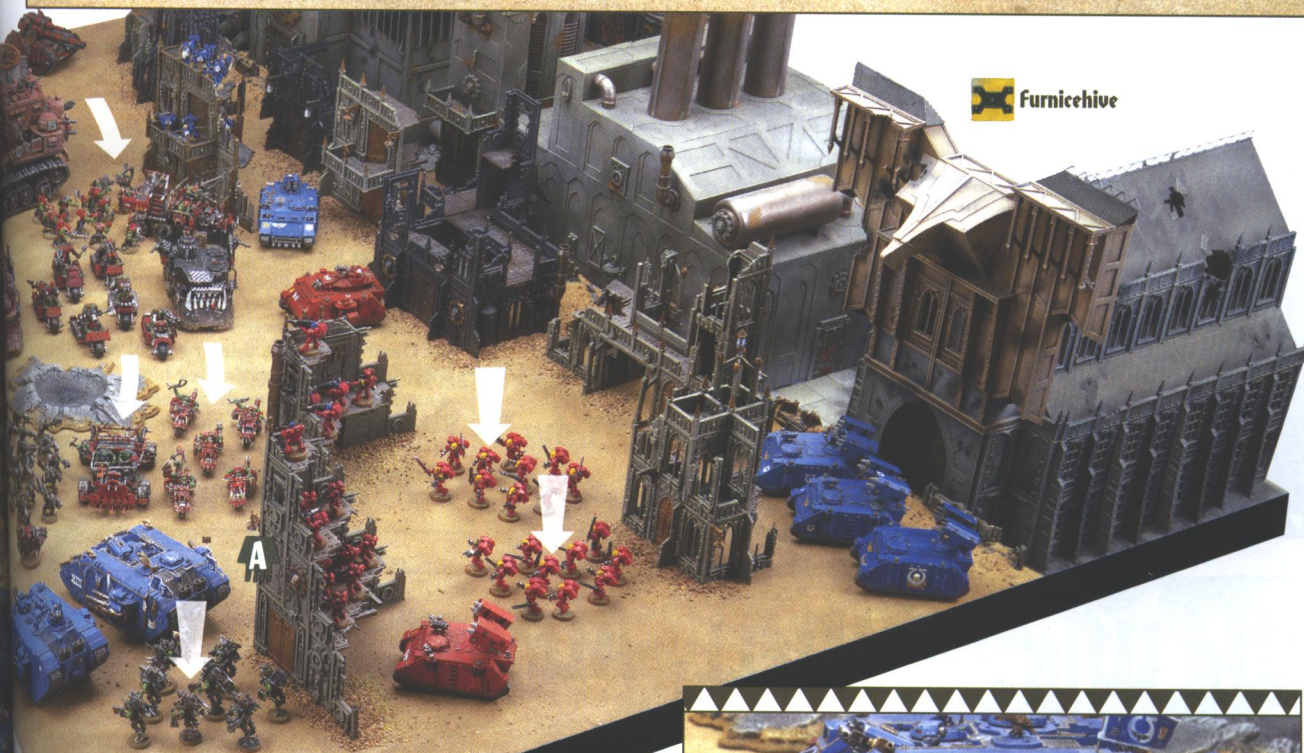
Zagstruk and his Stormboyz dropped right on top of Chronus' Land Raider Terminus, da Boss ripping it asunder with his claws. The tank exploded, killing two Orks, but Chronus miraculously survived to assault the Vulcha Squad on the following turn. Luckily he wasn't entirely unsupported, as the Blood Angels Assault Marines jumped in to help, and between them they cut the Orks down to size.

**DAKKA
DAKKA**

A



The 'wall of iron' – a veritable broadside of guns awaiting the Orks' assault on Furnacehive.



Furnacehive

A

WHAT GOES UP...

Because Andy Hoare had failed to stop the Ork aircraft launching, Adam and Matt would have to bear the brunt of their impact. As the rokket and one of the bommerz launched on Turn 3 of the second battle report, they would impact on Turn 3 of this game. Fortunately the Pulsa Rokkit scattered widely and missed most of the Space Marines, but the bommerz strafed the Ultramarines with devastating effect.

B



BLOCKADE RUNNER

As the *Krater Maker* loomed ever closer, a lone Land Raider made a run across the battlefield in a vain attempt to stop it. The Redeemer tank shocked a mob of Boyz, forcing them to flee, before flaming another unit. It then haired across the board and fired its multi-melta, damaging the kannon. Whilst not stopping it, it hindered Phil's chances of blowing up the hive by inflicting a penalty to the final roll on the table.

MAN OF THE MATCH

For me, the man of the match (OK, well, gigantic gun of the match) was the *Krater Maker* and its crew. I love the sheer Orkiness of it, and the traktor unit gun emplacements took an impressive toll themselves. One pivotal moment was when the Death Company, having disposed of everything we could throw at them in assault, neared the *Krater Maker*, only to be shot by a storm of killkannon and big shoota fire. Who said Orks were stupid?



FINAL RESULTS:

KABOOOOOOOM!*

*Yep, that's bad news if you live in Furnicehive.

VICTORY FOR WAAACH! BORK

The Space Marines threw everything they had at the Orks and the *Krater Maker*, but in the end it just rumbled ever onwards. Phil rolled high on the table and even the Orks couldn't miss a hive at such close range. With a mighty kaboooom! the hive spire came tumbling down.

BOOOM! HUR HUR HUR

Phil and Matt: Well, we did it, but it was a very close call. The Ork infantry died in droves protecting the *Krater Maker* from the Space Marines assault. Then again, that's what they were supposed to do – if anything the Space Marine players focused on killing the Orks a little too much. They bought themselves another turn by crippling the *Krater Maker's* front tractor unit, and could have bought themselves even more time to damage the gun itself by taking out the rear one too. Still, a multi-melta from one of Adam's many Land Raiders did manage to inflict a decent hit on the metre-thick barrel of the gun, meaning both sides had a one-in-three chance of outright victory. At this stage in the campaign no-one really wanted a draw! The *Krater Maker* had enough speed left to plough into the hive walls, though, and we rolled that fateful dice to see if the hive would come toppling down onto the

Orks or collapse in grand style. Naturally we used the largest dice we could find (this is the Studio, so it was about the size of a Rubik's cube) and up came a nice juicy five, spelling doom for the Imperials. Woo and indeed hoo!

Favourite Moment

HOW MANY ATTACKS?

Phil: Never let it be said that the greenskins can't recognise a dead-hard warrior when they see one. I'll never forget grinning evilly as I sent in three Killa Kans against the Death Company, thinking 'Feel No Pain eh? You'll feel this one matey boy' only to see Matt's Chaplain unsheathe his Legion Relic and, like a hero in an animated film, carve the three lumpen mini-dreadnoughts into burning scrap metal before they knew what hit them. Impressive.

WE WIN... WELL, ALMOST

Favourite Moment

KERRUNCH!

One of our favourite moments was the look on Phil's face when the Blood Angels Chaplain cleaved straight through three Killa Kans with eight Strength 10 attacks! Chronus' last stand against Zagstruk was good fun too. Who'd have thought he'd survive long enough to take on Zagstruk in single combat. Although between you and me I think he might have copped it if the Blood Angels hadn't sent in their Assault Squad to save the day

Adam and Matt: The objective was very tough, the mega-uber-dakka-blast-gun-thing could not be stopped (literally) and the Orks outnumbered us with swathes of kannons on the traktor units, not to mention the Pulsa Rokkits, Fighta-Bommerz and the maniacal intentions of Phil. And still, in spite of all that, we almost won. Mr. Hutson's Blood Angels caused carnage at every turn, my Vindicators blasted massive holes in the Ork lines and our plan (slaughter everything green, then advance on the gun) nearly paid off – my Redeemer got a great hit on it in our last turn.

In fact, Matt and I agree that we did so well, we're the moral victors! There were too many great moments to mention and the tension and excitement had us all waiting with bated breath for that final roll of the dice. So, if you can have that much fun playing a game, you've got to be the winner, right?

MAN OF THE MATCH

Adam: With so many tremendous efforts across the army, it's hard to pinpoint a true man of the match. I've got to nominate the Redeemer though, which managed to smash through the centre of the board and cause some damage to the mega-über-dakka-blast-gun-thing. I also liked Sergeant Orelan, who fended off the remnants of the massive Ork shoota mob all on his own – true Space Marine heroism.





GORK, MORK AND DA MANGLER OF BORK

Mayhem, carnage and crazy amounts of dakka – another working week in the Games Workshop Studio draws to a close. And what a week it was. Four staggeringly good-looking battle reports, plenty of heroic duels and more large-scale destruction than you can shake a megakannon at.

The dockyard smash was especially notable for a clash of some real heavyweight characters – Sammael of the Ravenwing, who ended up buried under a mass of greenskins, and Belial of the Deathwing, who took on his old nemesis Ghazghkull Thraka in close combat. Just like at the

dockyards of Piscina V, the title fight ended with Ghazghkull smashing Grand Master Belial to the ground. The big greenie didn't

get to crow about it for long, though – Ghazghkull copped it from one of Belial's faithful bodyguard in the same turn. The Dark Angels still managed a win, mainly due to Fil Dunn's battlegroup plunging to a watery doom.

The Orks fared far better in the battle for the airstrip. Not only did Jeremy's Battlegroup mob ride through the hail of battle cannon shells coming its way, with the Orks inside disembarking and taking a terrible toll on the Imperial tanks, but the armoured assault bought the Ork pilots enough time to launch their aircraft and make strafing runs in the latter half of the final game.

The Scrap at da Scrapyard was harder-fought than any that had come before, a

game of 'king of the castle' which, though the Ork Warboss crushed the captain of the Howling Griffons in single combat, the Adeptus Astartes won. After stabbing his way through Devastators and Scouts alike, that sneaky git Boss Snikrot held victory in his clutches for a few turns, only to have it snatched away at the last instant by the desperate assault of the Assault Marines.

The last, most climactic game was the battle for the *Krater Maker*, which

was the most memorable of all. The players had a great time cutting loose in a full-scale game of *Apocalypse*, and needless

to say Colin's gigantic artillery traktor made a magnificent centrepiece. In fact, Phil kept tracking round the barrel so that it continually pointed at Adam Troke's head during the Imperial's turn – surely a little off-putting! The game itself was the stuff of which legends are made, especially seeing as the Mighty Mangler drove the *Krater Maker* into Furnacehive and lived up to his name by bringing the spire crashing down, cementing his conquest of Bork and paving the way for a galactic invasion of daunting size. One more time:

“The game itself was the stuff of which legends are made.”

WAAACH!



(A) Da Big Boss himself, Phil Kelly, makes final adjustments to da *Krater Maker*.

(B) The two Matts duke it out as Zagstruk takes on Chronus.

(C) Adam struggles to decide which tank to move first – so many to choose from!

(D) Matt removes handfuls of Ork casualties.

STANDARD BEARER



No mere mortal of flesh and blood, Jervis Johnson was cast in the Citadel forges to be a hobby paragon, a guiding light to gamers new and old, and keeper of the 'whys' and 'wherefores' of the Design Studio.

This month sees the release of a veritable horde of new Ork models, most notably the wonderful new Ork Battlewagon kit that I'm certain will be gracing more than a few gaming tables for years to come. However, amidst all of the excitement over these impressive new miniatures it's easy to miss the fact that there is something very different about this month's release. What is this radical change I'm talking about? Simply that all these new models have come out *without a rulebook or army book being released at the same time.*

I know, I know, it hardly seems all that amazing, does it? But trust me, this simple change represents something of a watershed in the way we support the armies used in our games. You see, some months ago we realised that our miniature designers could be making more models than they were, but were being held back because the models that they wanted to make weren't included in a codex or army book. This was obviously a crazy situation to be in. After all, if one of our designers comes up with an idea for a great new miniature, we should be encouraging them to make it so we can get it out there to you guys, not asking them to 'hold on until the

army list comes out'. Nonetheless that was the position we were in, so we decided to do something about it. Our solution was twofold; first of all, we'd start to include units and upgrades in our army lists that weren't yet available as Citadel miniatures, in order to allow us to release new models before a new book was released. And secondly, we'd let the miniature designers know that if they came up with an idea for a really wonderful model, then they should go ahead and sculpt it and we'd bring it out as part of the Collectors Range.

But how did we end up in this strange position in the first place? To understand how this came about, I'll need to explain a little bit about the history of Citadel miniatures and how their release became linked to the publication of rulebooks and army books. The first Citadel miniatures were made back in the mid-eighties weren't designed for use with a specific game, and the designers simply concentrated on making great individual models. Such was the quality of those early sculpts (especially compared to what else was around at the time) that Citadel miniatures quickly took off, and soon people were asking if there was something they could do with their large collections of miniatures other than



The Apocalypse expansion was released back in October 2007. In a couple of months it will get a second hit, filled with even more apocalyptic goodness.

use them in the occasional game of D&D. This gave Rick Priestley the opportunity he needed to write the first edition of Warhammer rules, and soon after that the first Warhammer army lists were published, making it easy for collectors to use the Citadel miniatures in their collection with those rules.

And that's when things started to get a bit complicated. The Studio back then was an anarchic place, and because of this those early army lists were very different to the highly polished and professional publications we produce now. In particular, the writing of an army list was somewhat divorced from the creation of the miniatures to go with it. The author would write the book in splendid isolation, and simply include all of the troop types and options he thought would be appropriate. As one of those authors, I'm forced to admit we did occasionally get a bit carried away, and included far more things than it should ever be possible to make models for, at least back then. This left the poor old Citadel Miniatures design team with something of a mountain to climb, and so they concentrated on making as many of the models needed for the army lists as they could in the limited amount of time

they had available. Unfortunately this very quickly led to us having quite a few army lists that included units or weapon options that simply weren't available in the Citadel range, an undesirable situation that many players found highly frustrating (and quite right too!). It was in response to the umpteenth letter of complaint about this sorry state of affairs that Alan 'The Ranter' Merrett stepped in. Making maximum use of the fearsome verbal arsenal that has

“The Studio back then was an anarchic place... and we did occasionally get carried away.”

earned him his nickname, Alan made sure that all of the Studio's games developers were aware that from then on nothing should be included in an army book unless there was already a model available or one was about to be made. Alan's sensible embargo on the whimsical inclusion in an army book of anything that took the writer's fancy brought things under control, and in time became one of the immutable





The Imperial Guard will get a few reinforcements later this year – this is the new Doomhammer.

'laws' by which the Studio was run.

But, as with so many things in life, there was a downside to this law, although it only really became apparent very recently. In a nutshell, it made it hard for us to just release new models without bringing out an army book at the same time. This was because the units and weapon options could only be included in the army list if a model was going to be available when the list was published, and thus we couldn't include entries for models we'd like to make later on. This was compounded by the fact that we had fewer miniature designers back then, and they were all working flat out just making the miniatures needed to come out alongside an army list, and so really didn't have time to make individual miniatures 'when the muse took them'. Over time, though, our miniature design team has grown in size, and the designers are also getting better and better at turning out new models at an amazing rate. The result was that the boot is now firmly on the other foot; it is now the games developers who can't produce army books quickly enough to keep up with the number of models the miniature designers wanted to make!

We fretted long and hard about this problem, unwilling at first to change the law that Alan had laid down and which had served the Studio well for many years. Nonetheless, it was becoming increasingly clear that something would have to be done and, led chiefly by Alan himself, we eventually decided that things would have to change. Fortunately the Studio isn't quite the anarchic and ill-disciplined place it once was, and this meant that, after some consideration, it was decided that the

games developers (including a certain devilishly handsome developer with the initials JJ) could be trusted to include some new units and weapon options in an army book even if there weren't models ready to represent them. The difference was that, this time round, the games developers would have to talk to the miniature designers first and plan out what the miniature designers wanted to make and when the models for these new things would be made. In addition it was decided to create the 'Collectors Range', that would give the miniature designers an outlet to create miniatures simply because they'd had a great idea for a new model.

Anyway, the Ork miniatures that were included in *Assault on Black Reach* and which have come out this month, along with the new miniatures included in the Collectors Range, represent the first fruit of this new regime, and I have to say that the results far exceeded even our most hopeful expectations. Its effect has been to allow us to bring out more than *double* the number of Ork miniatures we would have been able to bring out under the old system in the same period of time, and also bring out a small selection of great individual models to boot. But that's not all, oh no, because there has been another, unexpected, by-product of this new approach. The new models made by the Citadel designers were just so wonderful that they inspired the games development team to write more background and gaming material to go along with them. We very quickly realised that these 'second hits', as we'd started to call them, not only gave us the chance to bring out more models, they also gave us the opportunity to bring out additional written material that we hadn't been able to include in the Ork Codex. In other words, it was a wonderful opportunity to add more depth to the Ork army, both in terms of models and published material.

I think that all of this is tremendously exciting. No longer will you have to wait for a new Codex or army book before you can expect some new Citadel miniatures for your army. Now new models could come out at any time at all: next week, next month or next year. And on a deeper level I think it shows just how far the Studio has come, from a place that made wonderful individual models but in a rather anarchic way, to a place that combines the freedom just to 'bring out new models' as we did in those early days, but tempered by the experience that's needed to make sure that we do so in a disciplined manner which ensures that every army gets all of the models it needs.

And that's all for this month. As ever, if you have any thoughts, comments or feedback on the article or the hobby in general, then please write to me c/o White Dwarf. I'd love to hear from you.

Please write in if you have any comments about this month's Standard Bearer, or anything else to do with the hobby for that matter. Remember to include your name and address if you'd like a reply.

Write to Jervis at:

**Jervis Johnson
c/o White Dwarf
Design Studio
Games Workshop
Willow Road
Nottingham NG7 2WS
United Kingdom**

HOBBY ESSENTIALS

Following on from last month's article on bonding, this month we take a look at pinning, an essential technique when working with multi-part metal models. Nick Bayton explains more.

Why Use Pinning?

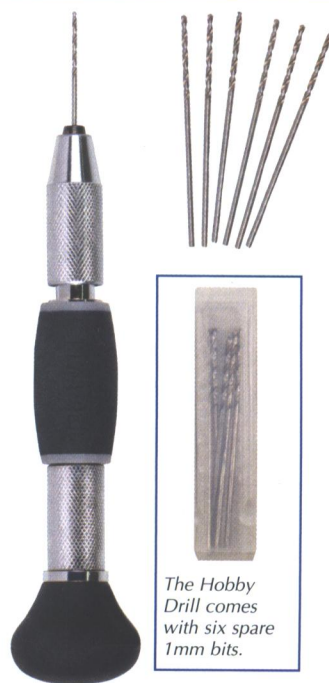
Pinning is used to strengthen the joints between heavy components, especially those on models that will be handled often. It's usually metal miniatures that need pinning, simply because they have heavier components – Greater Daemon wings are a good example. But it is not just heavy components that should be considered for pinning; any joint that has a small contact area will benefit from a pin. As well as strengthening joints, you can also use pinning to position a model in a way you wouldn't normally be able to – with flapping wings, for example.

How It's Done?

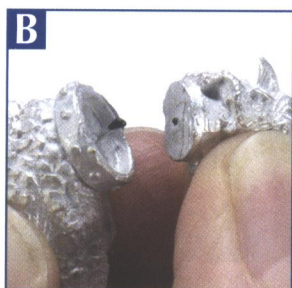
To start with, test the joint with a 'dry fit', making sure that, when glued, the parts will be flush. The pin should be inserted at a 90-degree angle to the joint for the strongest bond. Drill into the larger of the two components with a Hobby Drill (A).

Apply a spot of superglue to a length of brass rod or straightened wire paperclip and insert it into the hole. Make sure the wire juts out of the hole by at least 5mm. The actual length of the wire you'll need to use will depend on how deep the hole is and what you're pinning: generally the deeper the pin the stronger the join will be, and it's always better to leave more wire protruding than you need, because you can always cut it back down again.

Using an old brush, place a small dollop of paint onto the tip of the pin. Start to join the two pieces together as if for a dry fit (B). The paint on the pin will mark where you need to drill your next hole. Do this just as before (C), but before adding glue, do another dry fit and cut off any excess wire. Then dab superglue into the hole and around the join area before pushing the parts together. When the glue has dried you'll have a fully pinned and very strong joint.



The Hobby Drill comes with six spare 1mm bits.



Temporary Pinning

It's not always necessary to glue both parts of the pin joint. Sometimes you may want to keep the separate components. This could be for a variety of reasons, such as storage considerations or having the option to change weapon configurations from game to game.

The pin that keeps the Hobbits safely on top of Treebeard is not glued, so they can be removed when placed in a carry case or storage, or so Treebeard can be used separately in a game.



Pinning Tips

- How deep should you drill your pinning holes? Nick says that if you take your hand away from the Hobby Drill while it's still in the hole and it doesn't fall out, then the hole is deep enough.
- To make an extra-strong joint, place a ball of Green Stuff into each hole prior to inserting the pin.
- Flying bases are always best attached with a pin.
- For particularly large or wide joins, such as Ogryn bodies, then double pinning should be considered – simply add two pins to the joint instead of one. The alternative is to use a much thicker pin and to drill deeper into the model. Both of these methods will make the joint stronger still.



RED ONES GO FASTA!



ORKY GLYPHS

Orks use a primitive alphabet made up of crude symbols known as glyphs, spelling out words and phrases with pictorial images. Many of the Ork vehicles shown here are adorned with glyph plates taken from the Ork Glyphs Bitz Pack.



Orks love their vehicles almost as much as they love their choppas. For an Ork it's about more than just getting from A to B, it's more to do with getting from A to 'Battle'.

On the forge worlds of the Imperium, incessant production lines produce a never-ending stream of tanks and vehicles, each one the same as the last barring a digit change in the serial number. The Orks are a little less structured in their vehicle manufacturing – in fact, they just make it up as they go along. The result is that all Ork machines have a distinctly ramshackle look and every one is unique, as no two Meks will put together a Trukk, buggy, bike or even a Battlewagon in the same way. This means that Ork vehicles are truly a modeller's dream as there really is no limit to what an adventurous Mekaniak can come up with.

The Studio has been a breeding ground for Ork infestations for many years now and this has only grown over the last twelve months with all the cool new stuff being released. It's now grown to epidemic proportions with the latest batch of Ork stuff. So before the Imperium blunders in to cleanse the area, we thought it'd be cool to check out all the great vehicles that have appeared alongside the Ork armies now gracing the desks in the Studio. We've also asked hobby stalwart Chad Mierzwa to take the existing plastic Ork vehicle kits into his workshop and kustomise them to show you just how easy it is to become an accomplished Mek.

DA KANNON WAGON

This Battlewagon is fully kitted out with kannons, turrets upon turrets, grabbin' claws and all manner of gubbinz. It belongs to a very wealthy and proud Goff Warboss who was keen to show off to his rivals just how much killin' he could do.

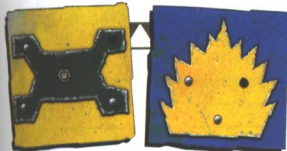
The grabbin' claw uses the standard cupola mount and can be placed over any of the hatches on the Battlewagon and easily be used on the Trukk as well, conversely the wrekkin' ball from the Trukk kit will happily fix onto the Battlewagon.



The turret can be placed towards the rear of the Battlewagon or it can easily be brought forward and set on top of the cab.



The kannon has been placed in the main turret, but it could also be assembled with the very 'urty zzap gun.



DA MEK'S WORKSHOP

COFF BUGGY

This Warbuggy is great at fire support, firing into enemy troops with its twin-linked big shoota. For this model Chad has done a minimal amount of conversion work but the bitz he has added are very effective.



The trophies mounted onto the front of the Warbuggy are also from the Warbike.



The dangling Grot and the banner pole he's holding onto have also been pilfered from the Warbike frame.

The Warbuggy's original gun has been replaced with the Warbike's mount.

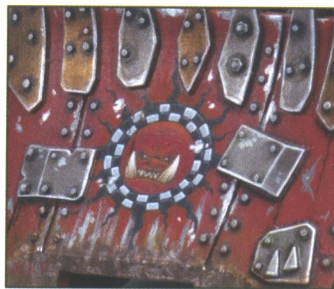


The Ork gunner was converted from the Boyz frame while the driver and his steering column come from that heavily used Warbike kit.



BUILT FOR SPEED

Of all the Ork clans, the Evil Sunz have the greatest love for all things wheeled. They are the ultimate Speed Freeks, racing forward to close with the enemy as fast as possible. The Evil Sunz Battlewagon seen below is typically unencumbered by large guns and towers to keep the weight down for maximum speed and to get the Boyz across the battlefield and into combat as fast as possible.



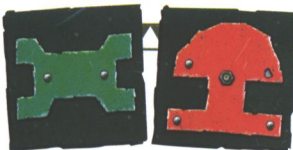
The freehand Evil Sunz glyph is nearly as important as the red paint.



The deck area is left uncluttered to get as many passengers on as possible.



The Battlewagon and the Trukk kits are completely interchangeable, so a budding Mek has endless variety to choose from.



DA MEK'S WORKSHOP

EVIL SUNZ TRIKE

The Evil Sunz trike is a very typical vehicle found in the motor pools whenever the Sunz gather in large numbers. The front part of the bike was created from an old Ork Warbike kit found in Chad's bitz box – this was 'cut and shut' onto the back half of a Warbuggy kit.



The grille is from the Trukk kit and is in turn mounted to the front from the Warbuggy.



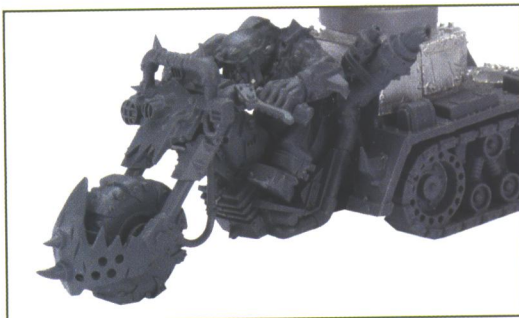
The crew are made from plastic Boyz, while the legs of the gunner come from the Warbuggy and the driver's bottom half is from the old bike kit.



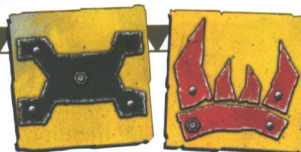
The front wheel arch was simply created by joining the two front arches from the Warbuggy kit together.



The barrels of the skorcha itself have been replaced with shoota components from the Warbike kit.



The front half of the Skorcha is made from the Warbike kit.



BAD MOON SKORCHA

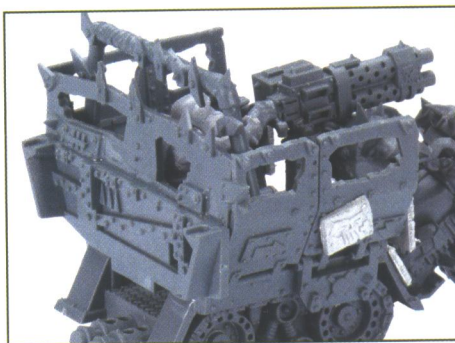
Skorchas are the machines of choice for those Orks that like flames as much as speed. This Bad Moon vehicle is made from the venerable Skorcha kit with a couple of Chad-added tweaks.



Except for the gun and the bike bitz, the rest of the Skorcha is built straight out of the box, and simply painted in the Bad Moon's clan colours.

DEATH SKULL WARTRAKK

The Death Skull Wartrakk was another simple conversion. Chad started off with the Wartrakk kit and then built up from there with bits from both the Trukk and Warbike frames.



The wheel arch and trophy mantle tied to the handlebars come from the Warbike, as does the shoota.



The driver's torso and head are from the Warbike frame, while the legs and arms are part of the Wartrakk kit. The gunner's legs also come from the Wartrakk but the torso and head is from the Boyz frame and the arms are actually plastic Warhammer Orc parts.

SHOWCASE

As we may have mentioned once or twice this issue, the Studio really has gone green, with Ork warbands stomping about everywhere from the art department and miniatures design, to 'Eavy Metal and games development.

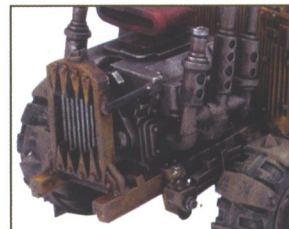
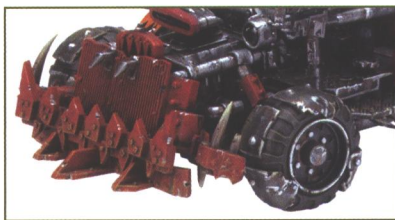
Glenn More has been scouting about the Studio, on the look-out for the finest examples of Ork konvershuns and Mekbug craziness.



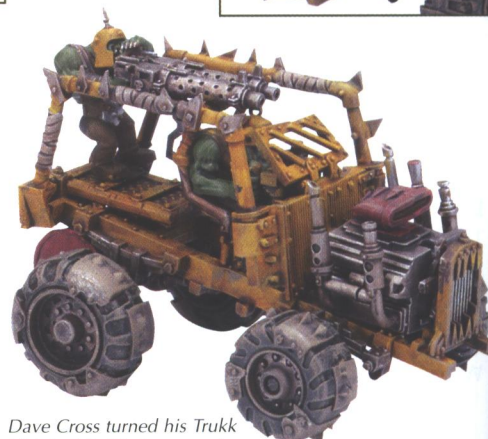
Artist Alex Boyd doesn't just limit himself to spare Ork frame parts; can you spot the piece of Terminator armour?



No one is going to want to stand in the way of Dave Cross' particularly vicious Warbike conversion.



Matt Holland has modified his ride with widened axles and lowered suspension.



Dave Cross turned his Trukk kit into this Warbuggy and then used the spare bitz for more mad conversions.



With all those spare parts from his buggy conversion, Dave has been able to convert his Battlewagon by adding boarding ramps.



Gabrio Tolentino loves sporty red cars, and has built this Formula Waaagh! Warbuggy from ork Trukk parts. We can't wait to see what he does with the spare bitz.



Andy Hoare got all caught up in the Waaagh! and turned one of his Imperial tanks into a looted vehicle using scavenged parts.



By raiding his bitz box, Matt Holland has converted his Wartrakks and armed them with a skorchas and rokkits rather than the standard big shoota.



John Blanche has added a spare Trukk exhaust to this Warbike.



Chad Mierzwa hasn't completely glued his Battlewagon together. He has instead pinned it in strategic locations so he can field it in multiple configurations. He can now choose to field it with or without an 'ard top.





CITADEL[®] HALL OF FAME

This issue we open the doors to the Citadel Hall of Fame, a collection of miniatures nominated for inclusion by the people who know best – GW's sculptors, artists and painters.



We asked Jes to induct the first miniature into the Hall of Fame because he's been responsible for so many exceptional figures himself over the last few decades – in fact, we're sure it won't be long before one of his models will be inducted into the hall.

JES' FAVOURITE MINIATURE

Jes: I've always been a big fan of Brian Nelson – quite simply, I think he's the best miniature designer in the world. So my nomination was always going to be one of Brian's models. I could have chosen the Warhammer Giant or Ghazghkull Thraka and, while these large centrepiece models are excellent, I plumped for something far more understated – the Cadian Colonel. This model is my favourite because it oozes character.

The pose, which initially may look static, gives this figure's personality away with just a mere glimpse. He's a blade of a man, full of severity and a bleak sternness.

Brian's emphasised this by building up the model with strong vertical lines, the upright sword, the sash, the narrow face,

the pleats in the coat and the long holster all add height and power to the model.

It's the details I love as well, again they reinforce this officer archetype with the lined, scornful face, the immaculate hair and the way the hand is gripping the pommel of the sword, between thumb and forefinger – just outstanding work.

When making my choice it was a close run thing between this figure and Ursarkar Creed. They were both sculpted around the same time and I think they make great counter-points to each other. While the officer has this vertical severity, Creed has a blocky authority, like a bulldog, that's emphasised by his Churchillian stance; his strong horizontal lines are a perfect foil, proving just how versatile Brian is.



The stern, lined face and narrow nose emphasise the no-nonsense character of the model.



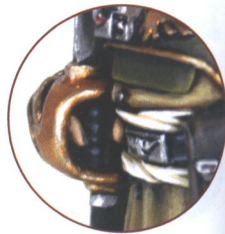
With a ramrod-straight back and his left arm folded behind him, you can tell he doesn't suffer fools.



Imperial Guard Colonel



Brian rarely chooses the easy way of doing things, and the grip on the hilt of the sword is a classic example. A palm grip would have been much easier to sculpt, but Brian had the figure hold the sword between forefinger and thumb.



Ursarkar Creed is an interesting contrast to the Colonel. While the Colonel is whip thin and stern, Creed is stocky and bullish. Take the holsters on both figures as a clear example – Creed's are short and squat, while the Colonel's is long and narrow.



Lord Castellon Ursarkar Creed

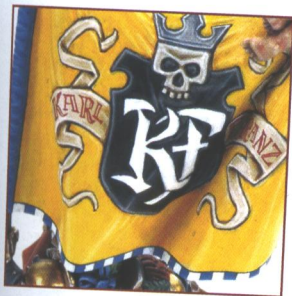
BRIAN NELSON SHOWCASE



Ghazghkull Thraka



Archaon, Lord of the End Times



Ludwig Schwarzhelm

DESIGNER'S RESPONSE

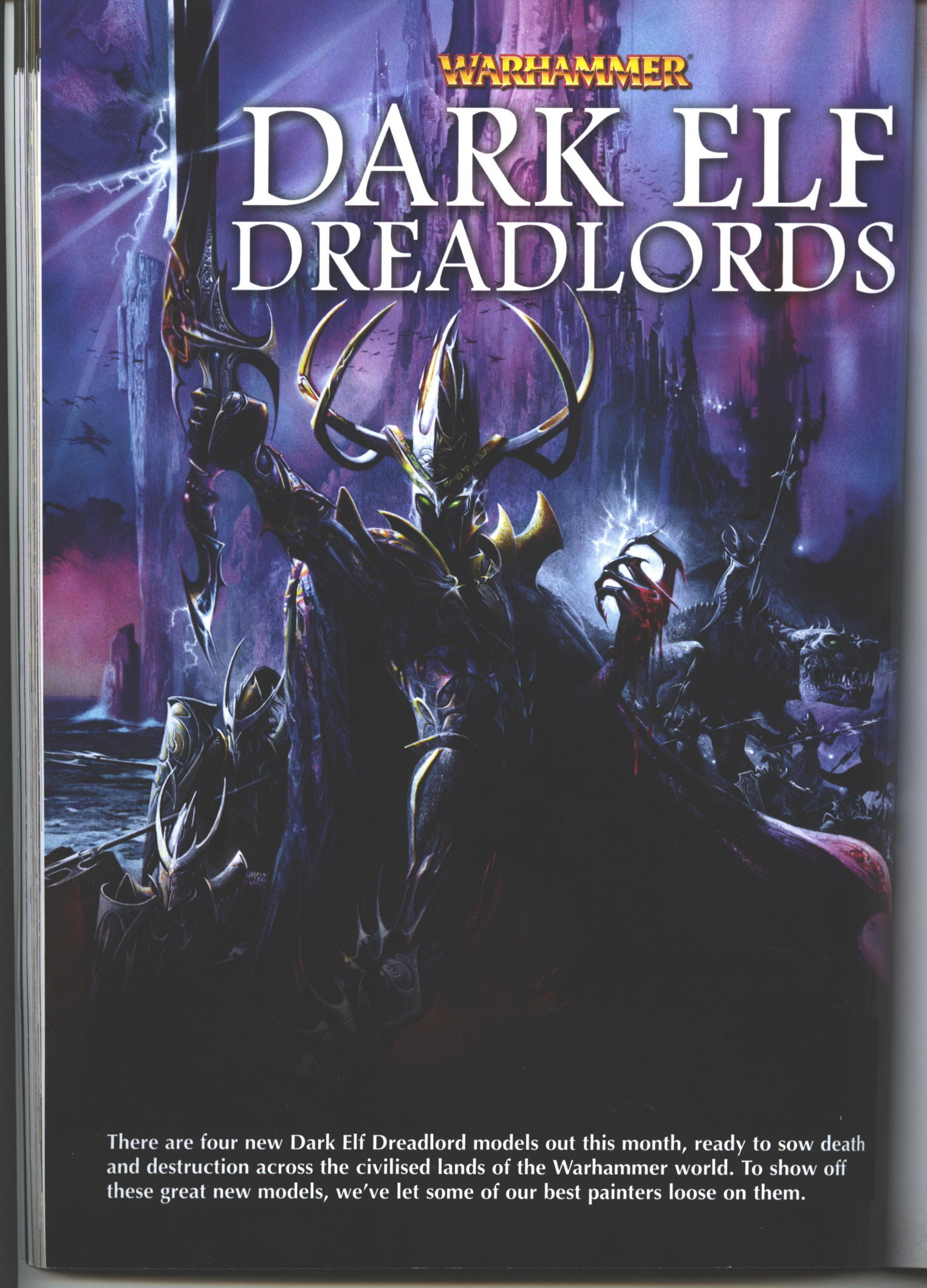


Brian: It's extremely flattering to have Jes, who I've admired for many years, to nominate one of my models.

The miniature Jes has chosen is quite special as I based the head and face on my grandfather; it's him down to the haircut, although I didn't set out to do that. This is quite a common occurrence with designers; you'll often find yourself sculpting someone you know or who's famous. I once subconsciously sculpted an Orc as Elton John!

The other area I focused on was the hands, because I think they're very important, and easy to overlook as just the bit of putty used to join the weapon to the model, so I thought very carefully about how he'd grip his sword.

When sculpting a model, I like to start with a strong profile as the shape of a model denotes the tone. That's what I did here as I wanted him tall and narrow to give him an air of haughtiness.

A dramatic illustration of Dark Elf Dreadlords. The central figure is a large, imposing Dreadlord with large, curved horns and a crown, holding a massive, ornate sword aloft. He is surrounded by other Dark Elf warriors and creatures, including a dragon-like beast on the right. The background is a dark, stormy sky with lightning and a distant, dark landscape.

WARHAMMER®

DARK ELF DREADLORDS

There are four new Dark Elf Dreadlord models out this month, ready to sow death and destruction across the civilised lands of the Warhammer world. To show off these great new models, we've let some of our best painters loose on them.

We decided that this month's release of the new Collectors Range Dark Elf Dreadlords deserved something a little bit special. We thought we'd unleash the full force of some of the best miniatures painters from around the Studio – including three members of the 'Eavy Metal team – upon these models, letting them loose for the best part of a week on one miniature apiece. They could do as much conversion work as they felt appropriate, and paint the miniature however they chose. There will be no judging, no prize; just the self-satisfaction of a job well done and an outstanding collection of miniatures.

Over the next couple of pages, we take a look at the end results of this painting and modelling challenge, showing off exactly what our painters are capable of when we let them off the leash. We also show off a collection of 'Eavy Metal miniatures produced for the army book, so you can see quite how many characterful Dark Elf Hero miniatures are available for your army.

Right: 'Eavy Metal's Keith, Neil and Joe hard at work painting their Dark Elf Dreadlords.



Joe Tomaszewski

Joe carried out an extensive amount of conversion work on his Dreadlord before painting him. He used a crest from a Cold One Knight on the head to add a bit more height to the model. He then replaced the hand holding the dragon's tail, resculpting the tail with wire and green stuff to hang behind the model, and the hand to

hold an old Marauder shield (with a little help from the model's sculptor, Mike Anderson). The weapon was then swapped with a lance from the Cold One Knights, and the grip was resculpted and extended slightly.

Deciding to emphasise the draconic theme of the model, Joe painted the armour dark green, painting freehand dragon scales on the armour plates. He used a pinky-red colour on the cloth and cream on the robes to contrast with the greens. Joe employed a great deal of freehand techniques on the model, including the pattern on the dragon's wings and the verdigris on the shield.



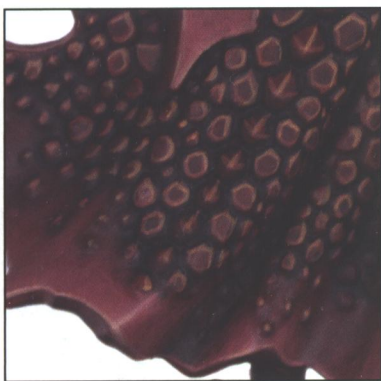
Keith Robertson

'EAVY METAL



Keith decided to emphasise the Corsair aspect of his Dreadlord. He removed the cloak, trimming it away with a rotary tool, and replaced it with the cloak from a plastic Corsair. He then removed both hands at the elbows, again replacing them with the gloved hands from the Reaver. "I enjoy painting gold, so I decided to

paint gold armour to contrast with the existing models in the Studio army." The red cloak and the gold armour provided a really warm look, which Keith took care to contrast with cooler colours. He did this with the greys and blues of the base, along with a blue glaze applied to the sword, and a green one to the recesses of the gold armour.



Neil Green

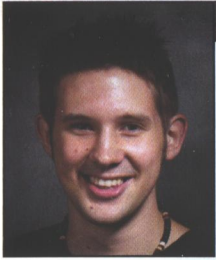
'EAVY METAL



Neil restricted his modelling work to a simple but effective hand swap, removing the pointing hand and weapon and swapping them for two hand weapons. The sword was taken from the Dreadlord on a Cold One and the off-hand weapon from the Corsair frame. Neil opted for a cold colour scheme, using blues and greens

over the whole model. He added blues to the black, highlighting the edges of the armour with Bleached Bone so as to avoid a stark look. For the cloak Neil used a mixture of blues, greens and creams to give it an appearance distinct from the other 'Eavy Metal Dreadlords in the Studio collection.





Nick Bayton

Nick wanted to emphasise the sea-faring theme of his Dreadlord, mounting him on a scenic base complete with pile of cannonballs (replacing the High Elf helmet modelled onto the miniature), decking and a mast. He also swapped both hands for Corsair hands, arming him with a boarding pick and handbow. Unlike the 'Eavy Metal team, who were all eager to make their miniatures different from the Studio

army, Nick decided to paint his Dreadlord to match the Studio Corsairs, using a palette of greens and purples. The armour was painted differently, however, so as to make the Dreadlord stand out. Nick used a mixture of metallic paints for a lacquered, copper effect. "It was a luxury to have four days to paint a single model – me and Chris Peach (overleaf) normally paint an army in that time!"



Christian Byrne

Before painting, Christian converted his Dreadlord with parts from the Corsair frame and the Dark Elves Shields Bitz Pack, swapping both hands for a sword and a shield, and adding a crest to the helmet. Whilst the sword hand was fairly easy to swap, the shield hand required pinning, and a bit of sculpting with Green Stuff.

Christian used techniques learnt from the Chaos Lord Masterclass in WD347, to dull the armour and weather the gold. To tie the colours together, he repeated the turquoise and red in different areas. "I tried to choose colours that I thought were a bit unusual for a Dark Elf model," says Christian.

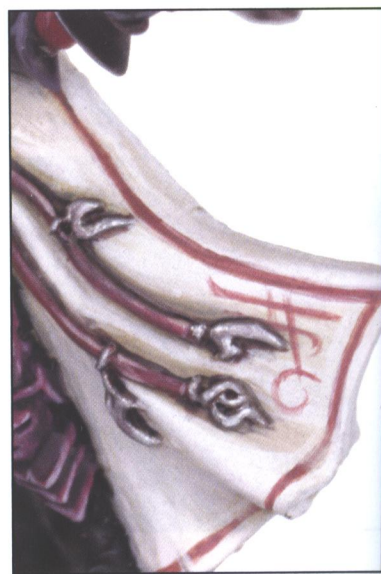


Chris Peach



To make the model stand out on the field of battle, Chris mounted his Dreadlord on a scenic base. "I wanted the base to give the impression that the Dark Elf was in the midst of battle, perhaps on the war torn plains of Ulthuan or Naggaroth" He says. Chris also emphasised the pose of the model, the flowing cloak and hair in

particular, with the smouldering pennant flapping in the same direction. He used purple, black and cream across the model, the colours that most people associate with Dark Elves. Chris also used this opportunity to really go to town, employing a bit of freehand painting on the cloak.



Anja Wettergren



Anja restricted her conversion to a simple head swap, before leaping straight into painting the model. She painted the armour first, painting it as green lacquer. The overall effect ended up quite shiny, so Anja decided that painting the rest of the model with non-metallic metals

'EAVY METAL'

would complement it nicely. Anja started with a dark green – a colour that used to be associated with the 'Eavy Metal Dark Elves – for the armour, but ended up making it lighter. "I couldn't help it!" Anja said. "It didn't turn out as planned – it turned out better!"



'EAVY METAL™**DREADLORD SHOWCASE**

Here we present a selection of the fantastic 'Eavy Metal Dreadlords painted for White Dwarf and the Dark Elves army book, including Joe's Battle Standard conversion.



Painted by Kirsten Williams



Painted by Neil Green



Painted by Joe Tomaszewski



Painted by Anja Wettergren



Painted by Joe Tomaszewski



Painted by Darren Latham



Painted by Keith Robertson

WAAAGH!



Orks return in January for a second wave of greenskin mayhem. Get to your local store to experience the Waaagh! first-hand. For more details, check out page 35.

FRONTLINE

The Events Diary

102-107 ►►

Events Calendar

Find out what's happening when and where in the Games Workshop hobby community with this comprehensive list of important dates, tournaments, campaigns, and more.

Event Profile

See what happened at a recent event, including Games Days, Grand Tournaments, Indy GTs, and more!

Store Information

108-113 ►►

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THE EVENTS DIARY

Conquer the world at tournaments and learn new skills at hobby days! Events are your opportunity to immerse yourself fully in the hobby with, potentially, people from all over the world. Large or small, events are the places to spend your weekends.



Upcoming Events

Please note all dates and details are correct at the time of going to print but are subject to change. Games Workshop is not responsible for the content, timing or price of events not organized by Games Workshop.



EVENTS DIARY ABBREVIATION GUIDE

GW	Games Workshop
WH	Warhammer
40K	Warhammer 40,000
LOTR	The Lord of The Rings
GT	Grand Tournament
BB	Blood Bowl
MORD	Mordheim
WM	Warmaster
NEC	Necromunda
EPIC	Epic Armageddon

Event Profile: Chicago Grand Tournament

During the first weekend in October of 2008, Games Workshop kicked off another Chicago Grand Tournament at the Crowne Plaza O'Hare located in Rosemont, IL. While it didn't sell out like the Las Vegas Grand Tournament did in September, it nonetheless drew some amazing armies and players. If you get the chance you'll definitely want to check out Will Merydith's Mechanized Tau, Shawn Welte's Khorne Daemons, and Jamie Welling's Isengard force (all of which you can check out now on the Games Workshop website). They're certain to inspire you!

Orks managed to take the day in Warhammer 40,000 (will they complete the trifecta in Baltimore, or will players have adapted new tactics by then?), Daemons of Chaos took the Warhammer title and Gondor won the day for The Lord of The Rings. To see the full standings head to the Community and Events section of the website and click on the Tournament Circuit tab and choose Circuit Statistics - GW Run Events.

We'd like to thank all the players and volunteers that made it out to the event – without you there'd certainly be no Grand Tournament!

2008 Chicago Grand Tournament Winners

Warhammer 40,000

Best Overall:

Neil Cauley

Best General:

Brad Chester

Best Sportsman:

Tony Coutley

Best Army Appearance:

Will Merydith

Player's Choice:

Brian Carlson

Favorite Opponent:

Will Merydith

Warhammer

Best Overall:

Alex Forsythe

Best General:

Brian Moyer

Best Sportsman:

Frank Snyder

Best Army Appearance:

Shawn Welte

Player's Choice:

Mike Butcher

Favorite Opponent:

Chris Grafton

The Lord of The Rings

Best Overall:

Frank Brown

Best General:

Paul Cummings

Best Sportsman:

Philip Buckler

Best Army Appearance:

Jaime Welling

Player's Choice:

Brent Sinclair

Favorite Opponent:

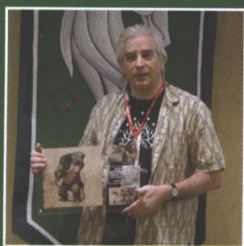
Chris Balke



Warhammer 40,000
Best Overall
Neil Cauley



Warhammer
Best Overall
Alex Forsythe



The Lord of The Rings
Best Overall
Frank Brown



Events Section at www.games-workshop.com

Noo Ride fer a Noo Yeer!



Battlefields in the 41st Millenium will tremble with sounds of the mechanized might of the Orks. The Orks have got a new ride and it is a Battlewagon. Grab this incredible new release as it rumbles into Hobby Centers. On January 3rd, get help with assembly, pick up some painting tips and get it on the field to participate in all manner of Orky gaming and hobby activity. Call your local store or go to www.games-workshop.com for details.

Kent • GW • Kent Station
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4230 Pacific Avenue • 360-459-7721

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8610 South Tacoma Way • 253-583-9708

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3000 184th Street SW • 425-640-5155

Marysville • GW • Marysville
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515 East 1st Street • 360-452-5199

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Puyallup • GW • Sunrise Villane
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9324 North Division • 509-465-3267

Spokane • Merlyn's
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Tacoma • GW - Tacoma Place
1909 S. 72nd Street, Suite A7 • 253-471-5359

Tacoma • Northwest Toys
15413 1st Avenue Ct S • 253-370-7627

Tukwila • GW • Parkway Square
16874 S. Center Parkway • 206-575-2890

Tumwater • Epic Hobby
2501 21st Ave SW • 360-362-4122

Vancouver • Z - Games
2100 Southeast 164th Avenue • 360-567-1684

Walla Walla • North Star Comics
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17705 140th Ave. NE • 425-761-5343

Woodinville • Games Plus
12637 Woodinville Drive • 425-485-7295

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406 2nd St • 304-253-1974

Charleston • Treasures
103 Kanawha Mall • 304-925-9090

Fairmont • Comic Paradise Plus
401 Walnut Ave. • 304-366-2228

Martinsburg • Your Hobby Place
57 Meadow Lane • 304-267-3110

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Putnam Village Shopping Center • 304-757-6474

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Appleton • Chimera Hobby Shop Inc
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Delafield • HobbyTown USA - Delafield
2730 Heritage Drive • 262-646-5755

Delavan • Hero's Ink
116 Walworth St. • 262-728-7071

Eau Claire • Fountain Of Youth
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Fort Whitaker • Planet Chaos
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18750 Carnegie Road • 262-250-4234

Glendale • Board Game Barrister, LLC - BS
5800 N. Bayshore Dr. Suite A-110 • 414-963-2100

Grafton • HobbyTown USA - Grafton
1959 Wisconsin Ave. • 262-377-6666

Green Bay • Gnome Games
2160 Ridge Road • 920-499-4263

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432 E. First St. • 715-536-0544

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1609 Seymour Avenue • 307-635-7434

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AVAILABLE TO ORDER

January may be green this year, but there are so many great Ork models available that greenskin generals can turn the whole year into one massive Waaagh! Everything, from Boyz – the backbone of any Ork invasion – to Lootas, Warbikers, Wartrakks and Warbuggies, is right here.

You can buy our products from the following sources



- Games Workshop stores Page 108
- GW Online store Page 108
www.games-workshop.com
- Games Workshop Direct Page 119
- Independent Stockists Page 119

WARHAMMER 40,000 Orks

Ork Boyz Mob



**MULTI
PART
PLASTIC
KIT**

ORK BOYZ

99120103013 \$22

This box set contains 11 multi-part plastic models (10 Boyz and 1 Nob), with a variety of weapon options.

Ork Lootas & Burna Boyz

MULTI
PART
PLASTIC
KIT



ORK LOOTAS & BURNA BOYZ
99120103014 \$20

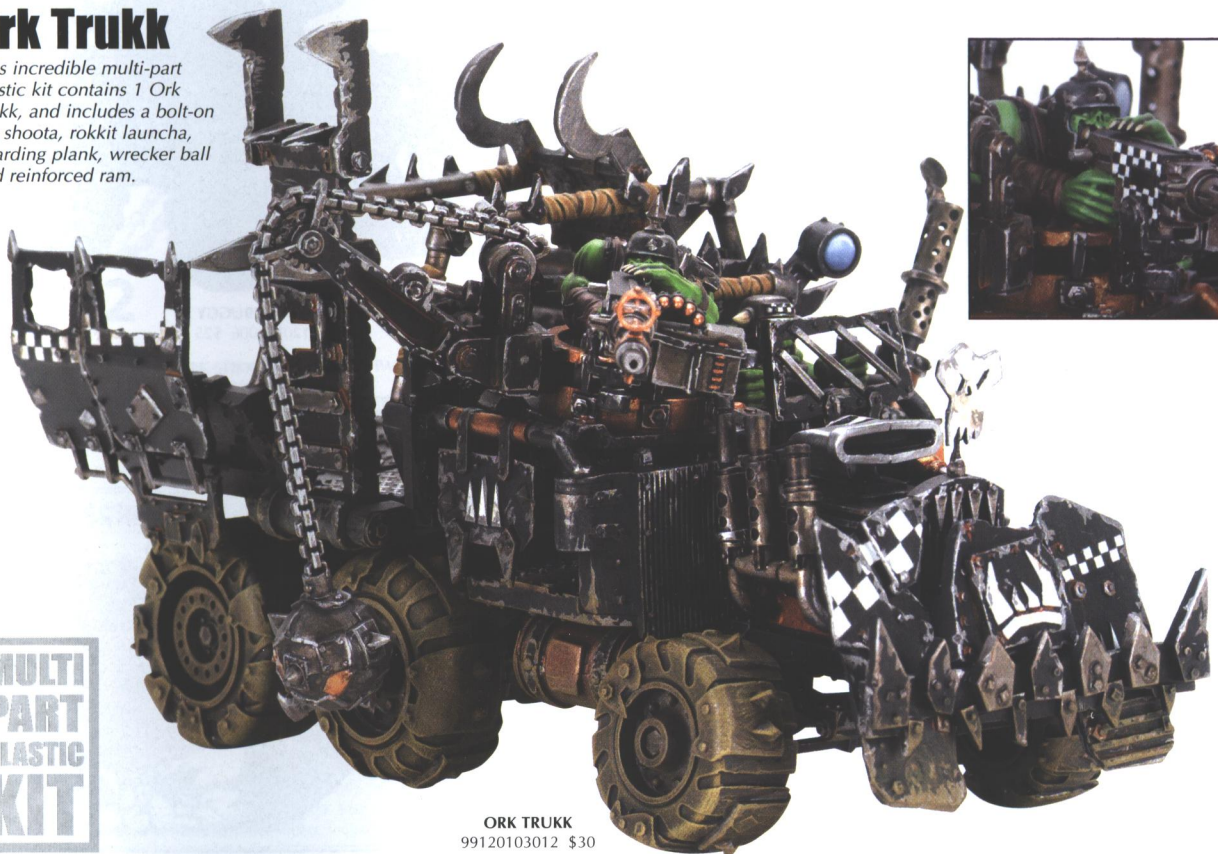
This box set contains 5 multi-part plastic models (4 Lootas and/or Burnas, and 1 Mek), with a variety of weapon options, just some of which are pictured above.

Ork Trukk

This incredible multi-part plastic kit contains 1 Ork Trukk, and includes a bolt-on big shoota, rokkita launcha, boarding plank, wrecker ball and reinforced ram.



MULTI
PART
PLASTIC
KIT



ORK TRUKK
99120103012 \$30

Ork Warbiker Mob

MULTI
PART
PLASTIC
KIT



ORK WARBIKER MOB
99120103011 \$35

This box set contains 3 multi-part plastic Ork Warbikes, and includes options for an Ork Nob on Warbike, a variety of wargear options and extra details.

Ork Wartrakk

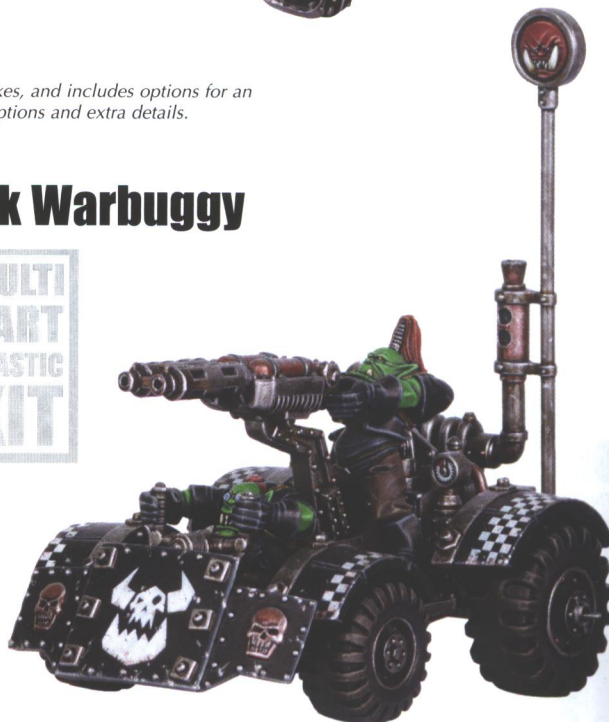
MULTI
PART
PLASTIC
KIT



ORK WARTRAKK
99120103001 \$25

Ork Warbuggy

MULTI
PART
PLASTIC
KIT



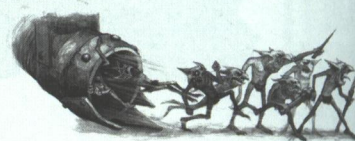
ORK WARBUGGY
99120103006 \$25

Other Ork Miniatures Available to Order

- WARLORD GHAZGHKULL THRAKA
99110103092\$35
- MAD DOK GROTSNIK
99060103097\$17
- ORK BIG MEK
99060103101\$20
- ORK BIG MEK WITH BOSSPOLE
99060103104\$20
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- ORK WARBOSS WITH BIG CHOPPA
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WITH KOMBI SHOOTA-SKORCHA
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KOMBI SHOOTA-ROKKIT LAUNCHER
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- ORK KOMMANDO WITH BIG SHOOTA
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99060103102\$10
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99060103094\$15
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99060103095\$15
- ORK KILLA KAN WITH BURNA
99060103119\$22
- ORK KILLA KAN WITH ROKKIT LAUNCHA
99060103118\$22
- ORK KILLA KAN WITH BIG SHOOTA
99060103117\$22
- ORK WARTRAKK SCORCHA
99140103001\$30



Bitz Packs

Bitz Packs are for hobbyists who want to add that extra level of detail to their force to further define their army. We have a huge range of Bitz Packs – here are just a few.

Dark Elf Shields

Dark Elves often bear the heraldry of their Dreadlord, and these Bitz Packs are a great way to represent this. Each pack gives you ten metal shields and there are three designs to choose from.



x10

DARK ELF WINGS OF DARKNESS SHIELDS
99060212100 \$10

This pack contains 10 shields.



x10

DARK ELF KRAKEN SHIELDS
99060212101 \$10

This pack contains 10 shields.



x10

DARK ELF IRON TALON SHIELDS
99060212102 \$10

This pack contains 10 shields.

All shields sculpted by Neil Langdown.



Space Marine Shoulder Pad Packs

Each of these packs contains 10 sculpted Space Marine shoulder pads in a variety of Chapters. Here are just three examples of the many available from our webstore.



x10

PRAETORS OF ORPHEUS SHOULDER PADS
99060101420 \$10

This pack contains 10 shoulder pads.



x10

AURORA CHAPTER SHOULDER PADS
99060101421 \$10

This pack contains 10 shoulder pads.



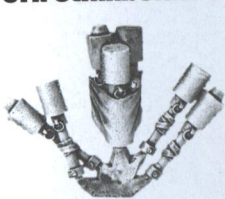
x10

MENTORS SHOULDER PADS
99060101419 \$10

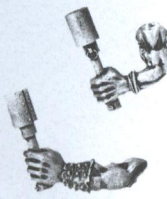
This pack contains 10 shoulder pads.

Sculpted by Matt Holland.

Ork Stikkbommerz



x2



x2



ORK STIKKBOMMERZ BITZ PACK
99060103125 \$15

This pack contains enough parts to convert 5 Ork Boyz into Stikkbommerz. Ork Boyz Mob multi-part plastic kit not included.

Warhammer Campaign Markers



WARHAMMER CAMPAIGN MARKERS
99060299031 \$25

These make characterful, alternative campaign markers for your Mighty Empires tiles.

Bomb Squigs



x2



x2

BOMB SQUIGS
99060103124 \$10

This pack contains 4 Bomb Squigs, sculpted by Mark Harrison.

Ork Glyphs



ORK GLYPHS

99060103122 \$8

This pack contains 9 glyph plates.

Oil Grot



OIL GROT

99060103123 \$6

Sculpted by Seb Perbet.

NEXT MONTH

WARHAMMER

LIZARDMEN



The stars have aligned, the Slann have roused from their contemplative states, and the Lizardmen march to war! Don't

miss next month's White Dwarf for the full lowdown on the new army book and miniatures – we're heading off to Lustria!

ALSO IN NEXT MONTH'S WHITE DWARF:

THE LORD OF THE RINGS STRATEGY BATTLE GAME

TOURNAMENT GUIDE

Ever thought about playing in a The Lord of the Rings tournament? Next month's issue is crammed with advice on preparing and taking part in the best events that Middle-earth has to offer.



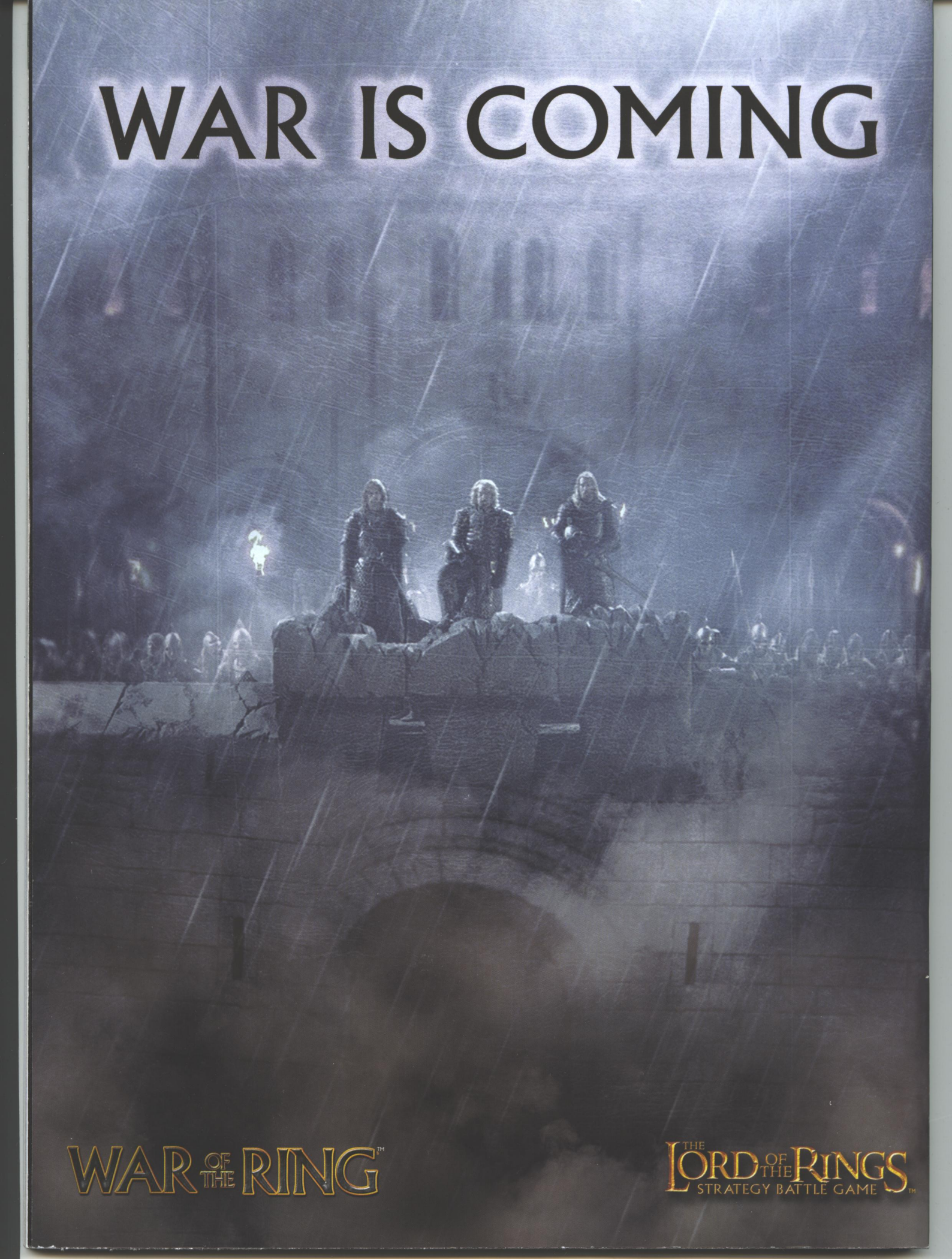
WARHAMMER 40,000

CITIES OF DEFF

The Orks are kicking down the doors next month as Andy Hoare leads them into the Cities of Death, with new green-skinned missions, stratagems and modelling advice.



WAR IS COMING



WAR OF THE RING™

THE LORD OF THE RINGS™
STRATEGY BATTLE GAME™