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ENTER THE
BULLGRYNS

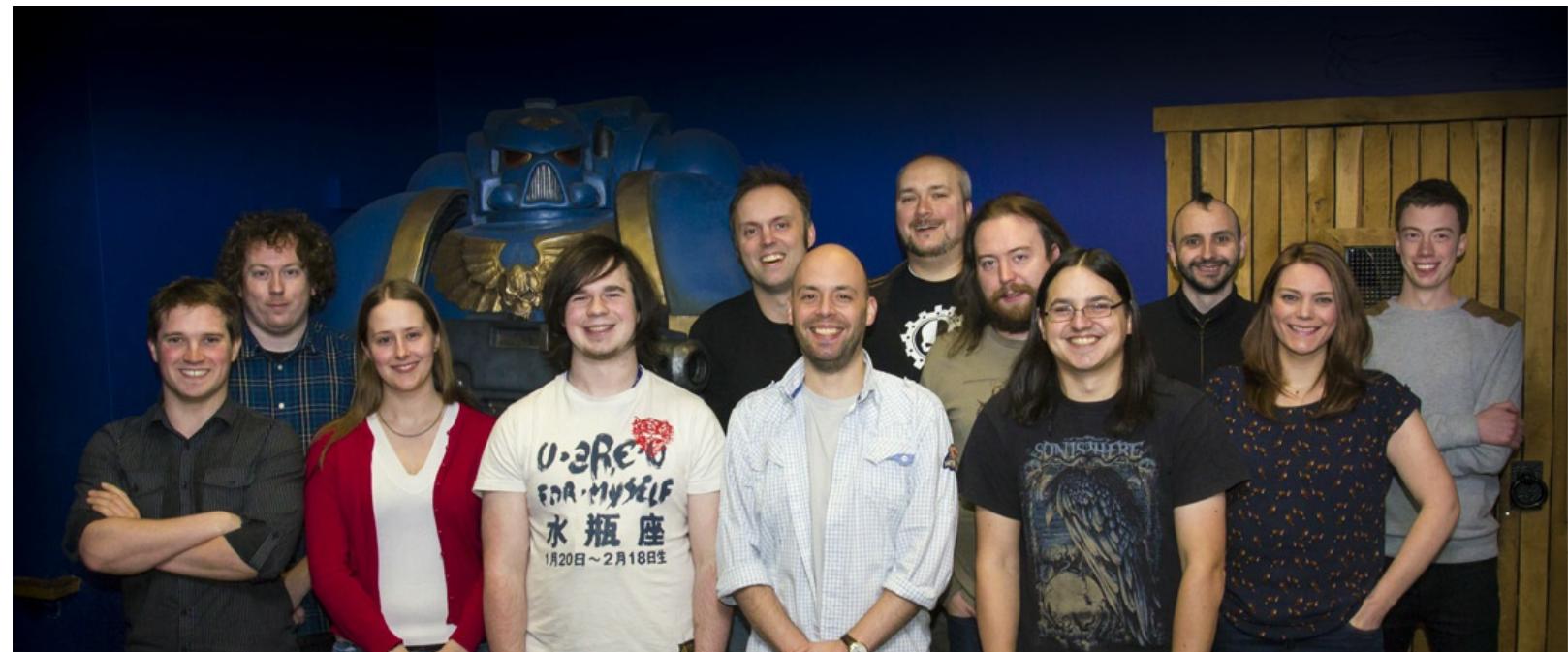


INTO THE MEATGRINDER!

THE ASTRA MILITARUM GOES TO WAR IN OUR BATTLE REPORT

WHITE DWARF

ISSUE 11 - 12th APRIL 2014



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OPENING SALVO

This week, say hello to the Ogryns – massive abhumans that add some welcome brute force to the ranks of the Astra Militarum. They're joined by the Bullgryns, terrifying shock troops clad in carapace armour and carrying devastating weapons. One new kit makes both these units (and the Bullgryns come with two distinct sets of armour and equipment), but that's not all – parts are included to make the infamous Nork Deddog, too, a mighty Ogryn hero of the Astra Militarum. You can read all about these new miniatures, and also witness these far-future bruisers in action in our Battle Report. (They make a rather surprising mess of Orks in close combat!)

There's also a fantastic new Commissar model with which to lead your troops in defence of the Imperium; you can see him in all his glory. It's a great week to be part of the largest fighting force in the galaxy – I hope you enjoy the issue!



Jes Bickham

A handwritten signature in black ink, appearing to read "Jes Bickham".

MILITARUM AUXILLA BULLGRYNS

Bullgryns are Ogrynes that serve as dedicated shock troops. They are perhaps the best armed and equipped of all the abhumans that serve within the ranks of the Imperial Guard. With slabshields raised high, they lead infantry advances through walls of fire, protecting their comrades with their bodies before smashing into the foe to bludgeon and kill with clubbing blows.







The Militarum Auxilla Bullgryns boxed set contains three multi-part plastic models, with a range of options and accessories. Each Bullgrynn is clad in thick plates of carapace armour, a double-sided breastplate with the winged skull of the Imperial Guard stamped on the front, and spare tank tracks bolted on to act as a groin shield of sorts.

Bullgryns are typically armed with grenadier gauntlets and slabshields, tall protective devices with spikes running along their base so they can be rammed into the ground to create a shield wall, joined together by

interlocking teeth to form an impenetrable barricade. Alternatively, Bullgryns can be equipped with power mauls and brute shields. Containing a powerful refractor field with which to invisibly deflect bullets – a fact little understood by the less than technologically-minded Bullgryns – these small bucklers are as much weapons as protection to these hulking abhumans. AT



Left - The Bullgryns' basic armament is the grenadier gauntlet. A robust and simple weapon that fires fragmentation grenades into the foe, it also doubles up as a club.

Right, Top - The set includes eight different heads to choose from, including this one designed to represent a Bone 'ead, a cerebrally augmented Ogryns with intelligence-enhancing apparatus inserted directly into his skull.

Right Bottom- Slabshields are a form of mobile cover, behind which the Bullgryns and several squads of Astra Miltarum Guardsmen can advance.



ASTRA MILITARUM

MILITARUM AUXILLA NORK DEDDOG

The formidable Ogrym known as Nork Deddog is a towering wall of muscle, a belligerent guardian known as the ultimate bodyguard. Such is Deddog's loyalty that he willingly risks terrible injury to defend his charge.



Nork Deddog is perhaps the most famous Ogrym ever to serve in the ranks of the Astra Militarum, a

bodyguard almost without compare, and a near genius by (admittedly limited) Orgyn standards. Assigned to protect ranking Imperial Guard officers right at the front line, Deddog is equally willing to crush an enemy's skull as stop a bullet with his body in the line of duty.

The Militarum Auxilla Bullgryns boxed set contains the parts to create this most famous Ogryn bodyguard. (If you do make Nork, you'll also have a couple of spare Ogryns or Bullgryns left over to add to another squad in your collection).

Deddog comes clad in his own baroque suit of carapace armour, edged with the same style of banding found on the Tempestus Scions and Taurox Prime, hinting at his prestigious place outside of the ordinary regimental structures of the Astra Militarum. His scarred face bears the metallic glint of cerebral augmentation.

On the battlefield, Nork is attached to a senior officer as a personal bodyguard, a duty and an honour he has fulfilled since proving his exceptional valour on Balor, where he saved the life of Catachan Colonel Greiss. Fittingly, Nork's appearance has developed over the years into a mixture of Ogryn and Imperial Guard officer. Our favourite aspect of the model is the vox-

caster perched on his shoulder, which wears a Commissar's peaked cap. It's easy to imagine Deddog loyally taking orders from it, as though a Commissar were perched right upon his shoulder. AT



Left - Nork Deddog's ripper gun is customised with a skull icon and a sealed magazine to keep the feed clean. In the Astra Militarum, rank hath its privileges.

Right - Nork's scarred face is a testament to the self-sacrificing way he protects his charges.



Left - Deddog's carapace armour is bordered with metal embellishments. While Bullgryns wear discarded tank tracks, Nork has specially-made plating featuring crude aquila motifs on the hanging segments.

Right - Nork's combat knife is the size of a massive broadsword.



MILITARUM AUXILLA OGRYNS

Ogryns are the most common of the abhumans serving within the Astra Militarum. They are massive, muscular beings, slow-witted but incredibly loyal and possessed of such toughness that they can shrug off wounds that would easily kill a man. Armed with ripper guns, a weapon as robust as the Ogryns that wield them, they smash their way through the foe at close quarters.







Abhumans are viewed with suspicion by many within the Imperium, and it's through their fierce loyalty, and consequent simple-minded dedication to the Imperial cause, that Ogryns have found acceptance.

Renowned for both their strength and clumsiness, Ogryns' wargear must be built tough, so it can withstand the abuse it will surely suffer at their hands. It's often said that an Ogryn will use anything, even his gun, as a club if he gets close enough to the foe. Further to this is the risk that an Ogryn will unleash all of his ammunition in one joyful (and deafening)

tirade, long before the battle even begins. The result of this philosophy is the robust and reliable ripper gun, something between a gigantic heavy bolter and a battering ram in design.

The Militarum Auxilla Ogryns boxed set enables you to build three Ogryns armed with ripper guns, along with a selection of heads to choose from that capture the Ogryns' exaggerated features. AT



Left - Ogryns carry larger than life grenades, pouches and drinks containers – a jerry can is about the right size for a water flask in the hands of an Ogryn.

Right - The standard armament for an Ogryn is a ripper gun, a powerful rapid fire weapon, with a built-in shot limiter to stop the firer getting carried away and firing all his shots off at once.



Left - The Ogryns are a mass of scar tissue. Many of their scars, such as this aquila mark, serve as reminders of their devotion to the Emperor of Mankind.

Right - The kit includes shoulder pads to bear squad identification numbers.



OFFICIO PREFECTUS COMMISSAR

In an army of ordinary men facing the myriad horrors of the galaxy, maintaining discipline and morale is no easy task. This duty falls to the Commissars, hard-bitten warriors whose conviction in the Imperial cause means they will never shirk, no matter the duty.



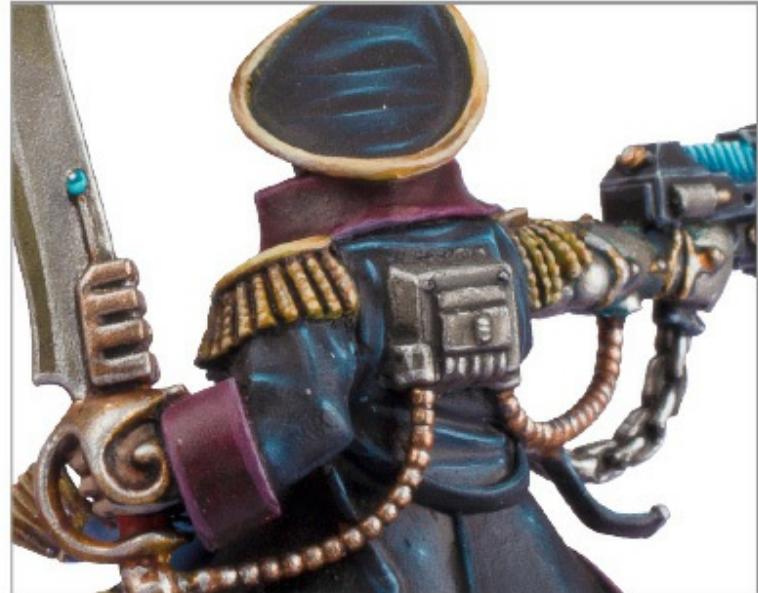
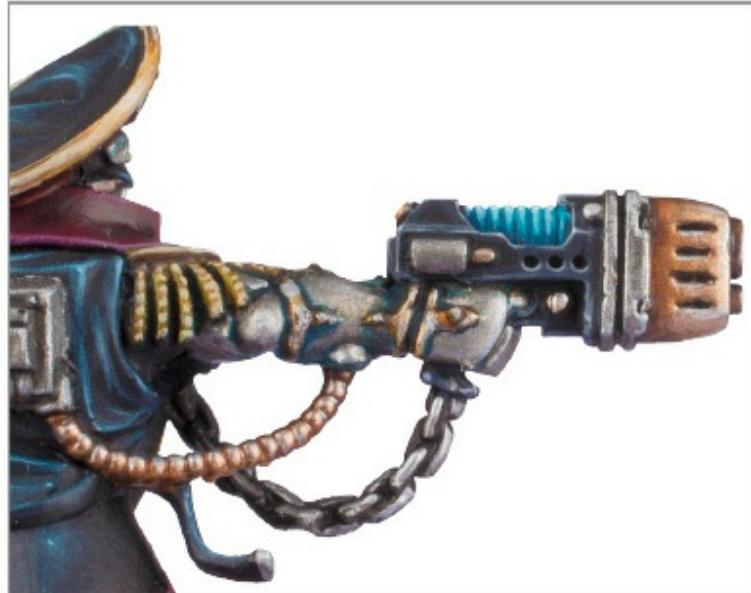
It is the solemn duty of the Officio Prefectus to ensure that the soldiers of the Astra Militarum maintain discipline in battle. Any infraction, from ill-care of a

piece of wargear to deserting one's post, brings with it stern censure. In battle, failure to obey orders to the letter or fleeing from the enemy brings the penalty of death, a punishment meted out by the Commissars at the barrel of a gun. Though Guardsmen see Commissars as black-coated killers, in truth they are among the most heroic of all men. They alone can be relied upon to stand their ground no matter what, to lead forlorn hopes against unassailable odds and to stand firm in the face of the enemy.

This single frame plastic miniature provides an Officio Prefectus Commissar with a choice of weapon options. The model's cunning design allows you to simply slot either a bolt pistol or a plasma pistol into the Commissar's hand.

The Commissar's weatherbeaten face and stern, pinched features speak of both a true disciplinarian and a man who has spent his life fighting in the trenches. He clutches his pistol in an ornate bionic arm, evidence of some horrific past injury, and testament to the strength with which he has overcome it. His long trenchcoat and tall peaked cap create a foreboding silhouette, likely to strike fear – and equal determination – into the hearts of weary Imperial Guardsmen everywhere. Squinting down the barrel of

his gun, you wonder whether the Commissar is taking aim at a foe or sizing up a dissenter within the Astra Militarum's own ranks. AT



Left - The Commissar has clearly lost his arm in a previous engagement. Undeterred, he fights on with a bionic arm edged with ornate banding, a joint sign of his physical and mental toughness.

Right - On his back the Commissar wears a compact power pack, which provides energy to both his bionic arm and his power sword.



Left - A close up of the Commissar's grizzled face reveals skin lined by years of warfare and hardship. The bionic eye jutting out only serves to enhance the Commissar's sense of menace.

Right - The traditional armament for a Commissar is a bolt pistol, a powerful weapon that ensures sanctions are both loud and permanent. The plastic Commissar kit contains both a bolt pistol and a plasma pistol, so you can choose your weapon.



ASTRA MILITARUM

HAMMER OF CADIA

The tanks of the Astra Militarum are some of the most formidable war machines in the galaxy, combining heavy armour with ferocious firepower. Beneath their tracks, worlds are conquered and by their guns countless enemies are vanquished.



The Hammer of Cadia contains seven tanks of the Astra Militarum: three Hellhounds, three Leman Russ

Battle Tanks and a Hellhammer Super-heavy tank, making this the perfect start to an armoured company or a brilliant addition to an existing Astra Militarum collection. These plastic kits can be built in a variety of ways, making this an incredibly versatile set. The Leman Russ can be built as a Battle Tank, a tank-hunting Vanquisher, an infantry-pounding Exterminator or the fearsome Eradicator. The Hellhounds are similarly flexible, enabling you to build either a Devil Dog armed with a melta cannon, a chem-throwing Bane Wolf or the eponymous, and rightly feared, Hellhound, complete with its infamous inferno cannon. The most impressive vehicle is the Hellhammer, a Super-heavy tank bristling with weaponry. It has a whopping eight configurations, from the iconic Baneblade and the siege-oriented Hellhammer, to the Shadowsword, which carries one of the most powerful weapons in the Imperium, the volcano cannon. DH

CADIAN DEFENCE FORCE

Trained from infancy, the Shock Troops of Cadia are some of the most highly-regarded warriors in the Imperium. Their tenacity, dedication and exceptional training mean that Cadian regiments can be found fighting in every corner of the galaxy.



The Cadian Defence Force contains a wealth of plastic miniatures to help you start a new Astra Militarum army or build on an existing one. The Command Squad can be built as a Company Command Squad or

Platoon Command squad, giving you access to unique weapons and upgrades, such as a regimental banner, a sniper rifle and parts to build a medic. The two Guardsmen squads can likewise be built as Infantry squads or Veterans, and can be armed with flamers and grenade launchers for more serious firefights.

The three Imperial Guard Heavy Weapon squads bring additional firepower to the army, each team with five different weapon options. A handy tip: the missile launcher and mortar use different weapon mounts to the other guns in the set, so if you've got a couple of spare 60mm bases, you can equip your Infantry squads with heavy weapons, too. The box is rounded out by a Leman Russ Battle Tank, the iconic war machine of the Astra Militarum, and a Chimera APC to transport one of your units into battle. DH

CATACHAN DEFENCE FORCE

Having been raised on a notorious Death World, the Catachan Jungle Fighters are amongst the most ruthless of all Astra Militarum regiments. They are born survivors, adept at close-quarters warfare where they can fight the enemy face to face. Having been raised on a notorious Death World, the Catachan Jungle Fighters are amongst the most ruthless of all Astra Militarum regiments. They are born survivors, adept at close-quarters warfare where they can fight the enemy face to face.



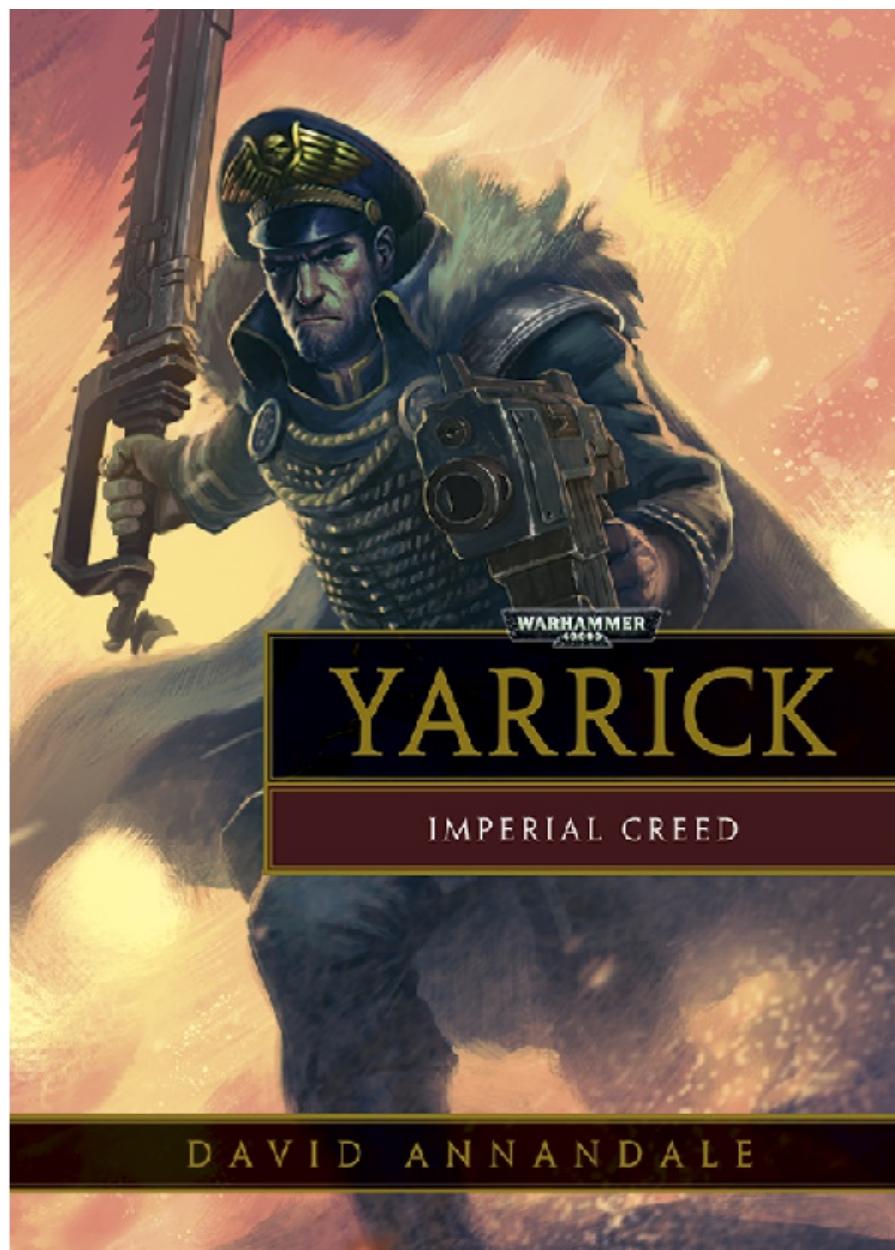
Like the Cadian Defence Force on the previous pages, the Catachan Defence Force contains four plastic

Catachan units and two tanks for your Astra Militarum army. The Catachan Command Squad includes a variety of characterful components, such as backpacks, special weapons and combat knives (known as Catachan Fangs). These parts are cross-compatible with all the Infantry squads, Heavy Weapon teams and even the tank crews on the Chimera and Leman Russ, enabling you to mix and match components between units. This set can be ordered from games-workshop.com, and through in-store order points. DH

IMPERIAL CREED

Before he became the legend known as the Old Man of Armageddon, Commissar Sebastian Yarrick earned a reputation as a formidable warrior, an inspiring leader and a fierce adherent of the Imperial Creed. This is that story.

By David Annandale
Hardback | 416 pages



In Imperial Creed, Sebastian Yarrick is a young, newly-minted Commissar out to prove himself worthy of the trust his office demands. While learning under the great Commissar Falk, Yarrick and his regiment, the 77th Mortisian, are deployed to the mysterious world of Mistral, a planet gripped by the turmoil of rebellion. At first the mission seems like a straightforward pacification, and the well-drilled Mortisians take the fight to the seditious in spectacular fashion. But in the Dark Millennium, things seldom run smoothly, and soon far deeper and more sinister events unfold as Yarrick and the agents of the Imperium battle against internecine conspiracies, towering egos and the unmistakable influence of Chaos.

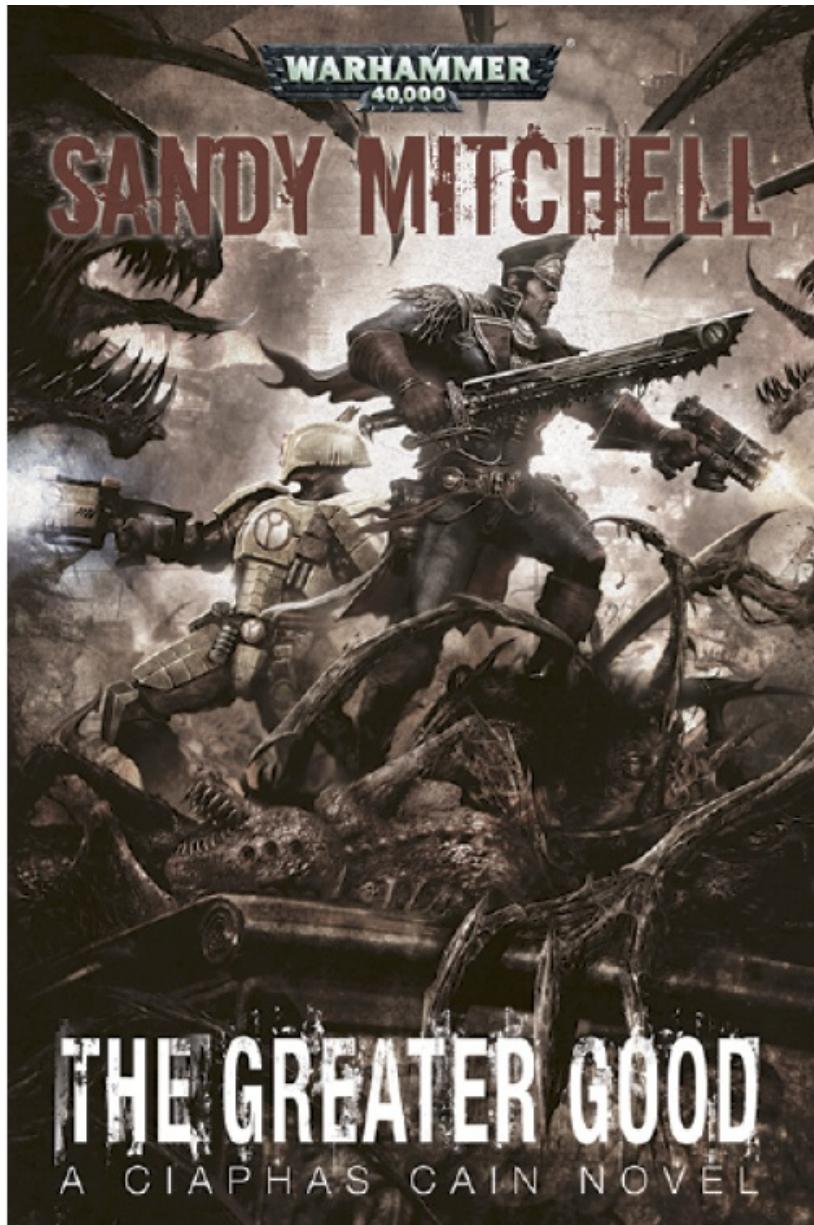
David Annandale also penned the excellent Yarrick: Chains of Golgotha, released last year. At the time, I was impressed by how he rendered such a legendary character so convincingly, and if I was impressed then, I am more so now. Imperial Creed gives us a fantastic insight into Yarrick's thoughts and motivations. Here Annandale has truly excelled; Yarrick is known in the wake of Armageddon as a powerful leader and a wise strategist. Many decades earlier, in Imperial Creed, we see him learning these traits, soaking up the wisdom of his seniors. Imperial Creed's story, an action-

packed mystery tale, is very entertaining and the depiction of Commissar Yarrick and those around him is surely its greatest strength. Yarrick is far from the only fascinating character within the novel. In fact, there is a cast of heroes and villains all wrought with similar style. Cardinal Wangenheim is a man obsessed with power, a blubbery example of all that is wrong with the monolithic Ecclesiarchy, while Captain Saultern is a well-meaning, albeit inexperienced officer for whom failure may bring the ultimate cost. These bring life and emotion to an already exhilarating story.

I must also mention the link to David Annandale's other works: in *Death of Antagonis*, he introduced one character I found especially enjoyable, and it was absolutely delightful to see (a much younger) Sister Superior Setheno appear in *Imperial Creed*. Finally, I must mention the beautiful cover by Phroilan Gardner, a moody depiction of Yarrick before his many scars and injuries, capturing his determination perfectly. AT

THE GREATER GOOD

By Sandy Mitchell
Paperback | 416 pages

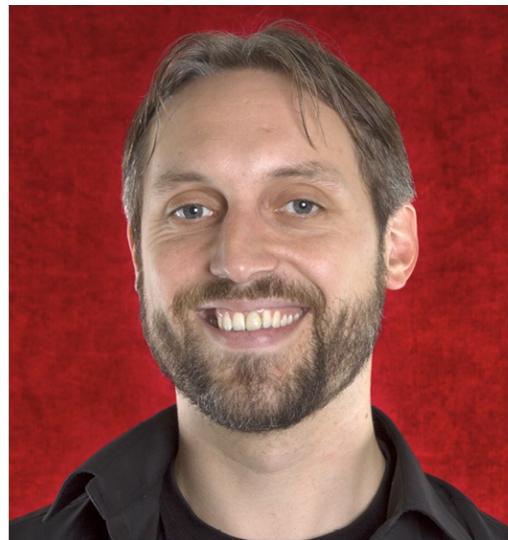


This month also sees the re-release of *The Greater Good*, the ninth book in the Ciaphas Cain series by Sandy Mitchell. In his latest outing, the legendary

(depending on your point of view)Commissar travels to Quadravidia, where he hopes for an easy war against the Tau. Sadly for Cain, things don't go as planned and he ends up allied with the Tau against the nightmare he desperately wanted to avoid: the Tyranids of Hive Fleet Kraken.

KELLY'S COLUMN

This year, one of Phil's many New Year's Resolutions was to spend more time gaming with the collections he's built up over the last couple of years. Doing so led him to think about not just what he does with them, but how he does it.



There are many different ways to enjoy using the toy soldiers in your collection, and I've been looking forward to revisiting as many as I can. I thoroughly enjoy them all, from Kill Team to Apocalypse. Regardless of scale, the games I look forward to the most are the ones not only based on a narrative, but also straddle the line between sportsmanlike pastime and close-fought contest. I'm not alone in this – it's the prevailing kind of game in the Studio gaming group, and a set of informal house rules have evolved around them.

The most obvious house rule regards the use of unpainted models. You might occasionally see a unit that has been sprayed black or sports a perfunctory base coat, but even that's pretty rare, and you can bet that same unit will be painted the next time you see it. We all appreciate the spectacle of two well-painted armies duking it out over a well-themed battlefield. It's a point of pride.

Related to this, we usually ensure the models we use tally up with the units we have chosen for our armies. Veteran hobbyists call this 'What You See Is What You Get', or WYSIWYG for short. I sometimes wonder how people outside the hobby would view the earnestly-asked question 'is everything whizzywig?' Perhaps they see it as hobbyist slang for 'is everything cool' and just assume we all secretly want to be Harry Potter. What we

mean, of course, is do the models represent exactly what we have chosen in our armies. Nine times out of ten, everything tallies up just fine. Where there is a discrepancy, perhaps because a player wants to experiment with a new magic item, we always make sure to let the other guy know before the dice start flying.

Naturally, there's an unspoken agreement about good behaviour. If you're delivering a beating, it's considered bad form to rub the other guy's nose in it too much (outside the bounds of friendly rivalry, of course). Insults are right out, unless they are 'in universe'. Calling your opponent a loser or an idiot is unacceptable, whereas calling someone a grox-licking son of a Snotling is, of course, perfectly fine, and even to be encouraged. Similarly, if someone is losing a game, they usually take it in good grace, barring perhaps a few complaints and protestations at the injustice of the dice gods. Though most gamers get frustrated sometimes (failed Reserve rolls are a particular bugbear for me), I've never seen someone get truly cross or angry at a Studio gaming table. A bad loss might smart a little, but a mature player will take it in his stride.

There's an air of gentlemanly camaraderie that pervades the Studio gaming group, too. If someone has made an obvious mistake, it's generally pointed out. Minor errors are instantly forgiven and put right without so much as a raised eyebrow. There is a limit to this free-and-easy approach, of course. The general guideline is that if your opponent has already reacted to your decision – by making saving throws, for instance – then tough luck. This can be a blessing as much as anything. If you experience the consequences of your own mistake, so much the better: you'll learn from the outcome as a result. If you get let off the hook every time, you'll probably make exactly the same error in a later game. The conventions behind this house rule are fascinating to me; sometimes it's as if the players believe they have already 'used up' the causality or luck the universe has assigned to that particular fictional event.

The same easy-going attitude extends to the tape measure. No-one makes a big deal out of a tiny gap here and there – if the charge is almost in, then we generally call it close enough. Similarly if a unit is about to run off the board due to some rubbish luck, we generally let them off if there's only an inch or so between staying in the game and running for the hills.

One of my own personal rules is to avoid 'back seat gaming'. What I mean by this is when a spectator, drawn by the siren call of rattling dice, points out an error made by the people playing the game. I used to do this a lot, thinking that I was helping out, until I realised it was actually pretty annoying. Though the players may initially thank a spectator for his advice, they might feel differently the second or third time he butts in. They would rather be free to make their own mistakes and enjoy the game the way they want to play it, even if they are technically incorrect.

This realisation led to something of a revelation for me. I remember the exact moment well. A good ten years back, I was happily watching my younger brother playing a knockabout game with his schoolmates. My brother was busy shooting Chaos scum with

his bolter-toting Tactical Marines – the only problem was that the bad guys were well over three feet away, and hence out of range. I was about to utter the immortal phrase “I think you’ll find...” (words that usually precede a pedantic correction, often in a strange nasal whine) when I stopped myself. I had almost rained on his parade by not only imposing on his free time, but also correcting him in front of his mates, ostensibly out of a desire for accuracy, but more likely because I was subconsciously trying to join in, or even worse, to show off. All those present were thoroughly enjoying themselves; the last thing they needed was some know-it-all older brother butting in. So I kept my lip buttoned as he took his shot, and they all cheered when the Chaos Space Marines bit the dust. I realised that it’s far more important that people enjoy themselves than whether or not they play the game by the letter of the rules. If all parties agree that something’s fun, then just do it, and the rules can go hang. It’s your game and your free time after all.

Each gaming group has its own culture and conventions. You have a say in these, of course, by setting a good example. In the end, though, you’ll never have a better time wargaming than when you’re rolling dice with some like-minded individuals. Get the social part sorted, and your warmongering will be a lot more rewarding.

INTO THE MEATGRINDER

Inspired by the huge Astra Militarum army painted by the Studio hobby team, Dan thought it was time to try them out on the field of battle. While he took command of the Cadian 92nd, Erik rallied da ladz for a mighty Ork Waaagh!



THE CADIAN 92ND

- Captain Guillaume (Regimental Command with Chimera APC)
- Inquisitor Garric

- No.1 Platoon (Including Platoon Command, three Infantry squads, autocannon Heavy Weapon squad and two Taurox APCs)
- No.2 Platoon (Including Platoon Command, two Infantry Squads and heavy bolter Heavy Weapon squad)
- Rogg's Bullgrynn Auxilia (5 Bullgryns)
- The Death Dealers (10 Tempestus Scions)
- Dominator (Valkyrie)
- Incinorex (Hellhound)
- Gloriam (Leman Russ)
- Mortis (Leman Russ)
- Skyangel (Hydra)
- Pilot's Bane (Hydra)
- Flakstorm (Hydra)
- The High Rollers (2 Wyverns)
- Wall of Martyrs Defence Line and Bunker

NAZGOB'S LADZ

- Warboss Nazgob and da Breaker Boyz (5 Nobz)
- Big Mek Grumluk

- Da Killboyz (5 Nobz)
- Da Wreckers (5 Nobz)
- Da Speedsters
(10 Boyz in a Trukk)
- Da Straglers (20 Boyz not in a Trukk)
- Grabba's Ladz
(20 Ork Boyz)
- Kilsmash's Goffs
(20 Ork Boyz)
- Vulcha Squad (Boss Zagstruk and 5 Stormboyz)
- Karzob's Speed Freaks (9 Ork Warbikers)
- Jagface's Buzzboyz
(3 Deffkoptas)
- Zomg (Dakkajet)
- Raknag (Dakkajet)
- Mog (Blitza-bomber)
- Wozlog (Blitza-bommer)
- Grumluk's Nibblaz
(3 Killa Kans)
- Da Smashanator (Deff Dread)

Dan: When we first saw the new Hydra kit, it immediately sparked images of aircraft zooming through the sky, dropping bombs and making strafing runs while Hydras desperately tried to shoot them down. In my mind, the antagonists were always going to be the Orks. I mean, what other race would fly into anti-aircraft fire with a smile on their face? Of course, that would have been a very brief and one-sided game, so Erik and I devised a scenario in which the Orks got more Victory Points the further they advanced into the Imperial lines, each unit scoring between one and four Victory Points depending on how far up the board they got by the end of the battle. The Imperial forces got Victory Points for killing Ork units and a bonus five for extracting an Ordo Xenos Inquisitor (seen above) who needed to escape with vital information. Having gathered our forces, we were ready for war.

With the Orks approaching the city, the Cadian 92nd took up position in the trenches, Captain Guillaume stood atop the central bunker. Inquisitor Garric had also arrived and been assigned a unit of Bullgryns to ensure he got to the Skyshield Landing Pad safely, where he would then be extracted by Valkyrie.

Driving recklessly through craters and ruined buildings, the Ork horde advanced, the Warbikers

kicking up a plume of dust as they raced along between the Trukk Boyz and Nazgob's Battlewagon. Grumlok provided the only shooting from the Orks, his Shokk Attack Gun splattering the front of Skyangel with pureed Snotling. Responding quickly, Guillaume barked out for the nearby Guardsmen of Squad 190 to "Fire on my Target!" Despite their pinpoint accuracy, they toppled only a single rider from his saddle. Stationed on the other side of the command bunker, Squad 450 fared little better, their disciplined fire claiming just one Ork life. With white noise assailing the vox net, the remaining Guardsmen proceeded without orders and fired at the most threatening targets, a series of lucky shots taking down Jagface's Buzzboyz before they could cause trouble.

Engines wailing, two Dakkajets and Mog's Blitzabommer arrived. Mog immediately made a Skreamin' Descent, his boom bomb blasting the unfortunate members of Squad 190 high into the air. Across the battlefield, Grumlok fired another salvo of Snotlings through the Warp, covering Skyangel in a second layer of green goo.



Understanding the Orks' 'plan', Guillame ordered his armoured vehicles to advance and hold the Orks back. Incinorex, already roaring towards the Orks on the Imperial left flank, spewed fiery death into Grabba's Ladz, roasting seven of them. The Taurox transport of Squad 812 drove over the burned remains of Squad 190 to engage Kilsmash's Goffs, hoping to draw them away from the trench line. Once again, the vox net was in disarray, leaving the Cadian 92nd more than a little confused. With Ork Flyers now streaking across the battlefield, the Hydras opened fire, the Ork pilots

avoiding the worst of the flak with some truly outrageous aerial acrobatics. Zomg was less lucky, however, his Dakkajet torn asunder by a fusillade of autocannon shells from Pilot's Bane.

A mighty Waaagh! erupted from the Battlewagon, Nazgob bellowing for his Orks to get into the fight. As more Ork flyers arrived, the Warbikes ploughed into the trench, tearing through Squad 450 as if they were paper, while Nazgob pulverised the heavy bolter teams of the same Platoon single-handed. Grabba's Boyz, meanwhile, ran headlong into Incinorex. His power klaw whining, the Nob flipped the tank over, crushing the volatile fuel tanks and blowing six of his boyz to bits.

With a roar of retro-jets, the Valkyrie Dominator landed on the Skyshield Landing Pad ready to pick up Inquisitor Garric, who was moving with less haste than Guillaume would have liked towards his pick-up point. With Orks swarming the trenches, he grabbed the vox caster and bellowed his Orders into it, every one getting through. No.2 Platoon advanced en masse, leaving the trenches to take on Kilsmash's Goffs. Backed up by Gloriam, they left only two Orks alive, who promptly fled. Mortis fared less well, a spectacular display of incompetence leaving Nazgob and his Nobz

(who were standing in front of the tank) unscathed. Once again, the Hydras opened fire, another Dakkajet falling broken from the sky.



Arriving in a blaze of glory (and broken Stormboyz), Zagstruk smashed into Rogg's Bullgryns to "Kill da humie in da shiny armour!" Nearby, Nazgob and his Nobz cleared the trenches and advanced on Guillaume, Da Speedsters advancing towards the landing pad from the other side of the command bunker. Looking for glory, the newly-arrived Wozlog aimed his Blitza-bommer at No.2 Platoon and

performed a spectacular, albeit fatal dive into the trench behind them. Nearby, Grumlok roared in delight as his Shokk Attack Gun tore a rift in reality and shoved Skyangel into the Warp. While Nazgob easily chopped Captain Guillaume in half, Zagstruk realised he'd bitten off more than he could chew and was bludgeoned to death by Rogg in a challenge.

With the Orks making headway and Inquisitor Garric in very real danger, the Tempestus Scions deployed from the Valkyrie, a single volley of their hot-shot lasguns sweeping the landing pad clear of Orks. Smashing their way through the Stormboyz, Rogg and his remaining Bullgrym shoved Garric towards the Valkyrie. With their commander dead and morale failing, the Guardsmen were in a bad situation. Fortunately the Wyverns opened up on Da Straglers as they got to the trench line, pulverising the entire unit.

The closing moments of the battle saw the Orks fire everything they could at the Valkyrie, while Nazgob closed on the landing pad, barging his way through countless Guardsmen to get to the Inquisitor. Once again, Rogg proved his worth to the Imperium and charged into the warlord, smashing his bionic cranium into his tiny brain. With the Valkyrie taking to the skies, the Astra Militarum of the Cadian 92nd

turned their attention on the remaining Orks. Taking heart at the death of the Warboss, they coordinated their firepower and reduced the Ork army to just five battered units. Victory went to the Cadian 92nd, who scored a painfully close 20 victory points to the Orks' 17.

A NOBLE TRAIT

*Erik: When rolling for Warlord Traits, I rarely get anything game-changing. This battle, however, I got *The Dust of a Thousand Worlds*, enabling my Warboss and all friendly units within 12" to move through cover. With Dan's Guardsmen hunkered down in trenches, and me needing to cross them to secure victory, this trait was perfect. By keeping my fastest assault units (the Warbikes and Trukk Boyz) near the Warboss, I was able to get them through the trench line pretty quickly, much to Dan's annoyance.*

*Interestingly, Dan got *Voice of Command*, one of the new Astra Militarum Warlord Traits, which allowed his Commander to call an extra Order every turn. That proved immensely annoying straight away, as he was using 'Fire on my Target!' to deny my Orks the cover saves they should have got from the cover they were moving quickly through.*

FALL BEFORE THE HAMMER OF THE EMPEROR!

Dan: As always, playing against Erik is hilarious, you never quite know what you're going to get. Right from the start his Orks were in my face, and my Guardsmen panicked with so many units bearing down on them. Honestly, I've never failed so many Orders. I reckon they all turned their vox casters off. Credit where credit's due, though, when I passed my first Order on a double 1 in Turn 3, my Guardsmen made a really big

dent in the Ork numbers, most of my units resorting to ‘First Rank, Fire! Second Rank, Fire!’ and reaping a heavy toll on the Orks. The new units were also wonderfully effective, with the Hydras mowing down Orky aircraft turn after turn, while the Bullgryns proved to be worth their weight in Imperial credits. The Wyverns, while initially disappointing, proved their worth later in the game, leaving both myself and Erik more than a little stunned by the carnage they caused.

WE’LL ’AVE ANUVVER GO

Erik: Whoa! The Orks have definitely met their match with the Bullgryns. What was that all about? I really expected to take out the Inquisitor with Zagstruk, but those hulking brutes are horrible to fight. The Hydras too, they were devastating. Admittedly, Dan figured out that I was going for them with the Deffkoptas and sensibly took them out early on, leaving me with just the Shokk Attack Gun to hit them at range. It’s easily one of my favourite Ork weapons, so I was delighted when the Mek finally figured out how to use it and zapped a Hydra into the Warp.

I also really liked the scenario we devised. Gaining more Victory Points the further I moved up the board felt like a really Orky way to fight. After all, they don’t

really care that much about objectives, preferring to kill and conquer. It made for a tense and exciting game as we entered the last turn.



CAN I GET A RE-ROLL?

Dan: This game really highlighted how important it is to remember your re-rolls. When Vulcha Squad charged Inquisitor Garric and his bodyguard, they rolled a double 1, failing miserably. Handily, you can re-roll the charge distance if you use jump packs in the assault phase, enabling Erik's Stormboyz to reach their target on the re-roll.

I also found the twin-linked weapons on the Hydras and Wyverns to be a massive bonus. The Hydras were hitting with at least three shots every turn, punishing the Ork Flyers. The Wyverns, which initially struggled to hit anything (scattering 10" one way and then 12" in the opposite direction), really benefited from the re-rolls later on, landing four shells bang on target and obliterating 17 Orks.

WARRIOR OF THE MATCH

Dan: Undoubtedly my warrior of the match was Rogg, the Bullgrym Bone 'ead, as he mauled both Zagstruk and Warboss Nazgob in challenges. Admittedly, I forgot that Nazgob could have killed the Bone 'ead outright (being S10 in combat), but clearly that didn't bother the mighty Rogg who just bludgeoned him to death.

Erik: My warrior of the match has to be Grabba, the Nob leading the Evil Sunz Boyz. Not only did he have to foot-slog across the battlefield, but he also survived a mortar-shelling, tore up a Chimera, almost got hit in the face with a battle cannon shell (but one of da ladz got in the way), survived a multi-melta blast and tore a Leman Russ in half. He's a Warboss in the making!

PAINT SPLATTER

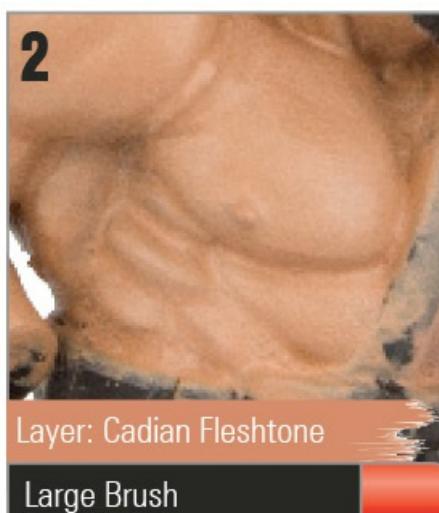
Paint Splatter provides handy tips and stage-by-stage painting guides for the week's key releases. This week, we look at Ogryns, the hard-hitting, muscle-bound brutes of the Astra Militarum. Studio painter Chris Innes tells us more.



SHOWING A BIT OF FLESH

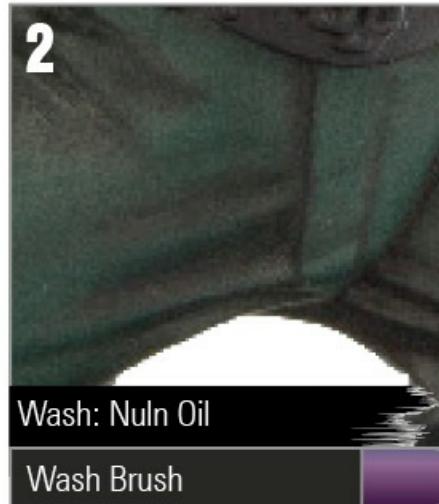
Chris Innes: With big models like Ogryns, it's best to paint the skin first as it's the largest area on the model. Skin normally has a uniform texture and even deep

muscle recesses shouldn't be too different in colour to the raised areas next to them. For the Ogryns skin, I applied several layers of Cadian Fleshtone over the Bugman's Glow basecoat to get a smooth coat, even applying it into the recesses. I then created a subtle wash by mixing Bugman's Glow with Lahmian Medium, which helps define the recesses perfectly. The highlights are subtle, too, rather than sharp edge highlights. Skin isn't hard and reflective like metal, but smooth and matt. Subtle highlights help achieve that look.

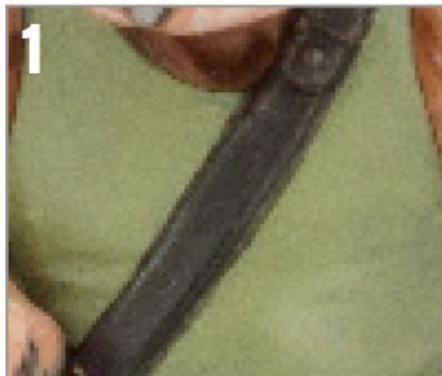


After the skin, Chris painted the trousers followed by the armour. “The trousers are not the focal point of the model,” says Chris, “so don’t spend too long on them. A basecoat, wash and layer will suffice. When painting the armour, that’s where your fine edge highlights come in. They contrast nicely with the skin and exaggerate the difference between the two textures. I painted the regimental colours on the shin guards, using the edge of the armour as a guideline to keep the lines straight. I also painted the ripper guns separately to make painting the torso easier.” DH

Trousers



Vests/Armour



1

Basecoat: Straken Green

Basecoat Brush



2

Wash: Reikland Fleshshade

Standard Brush



3

Layer: Ogryn Camo

Detail Brush

Regimental Colours



1

Basecoat: Tau Light Ochre

Standard Brush



2

Wash: Reikland Fleshshade

Standard Brush

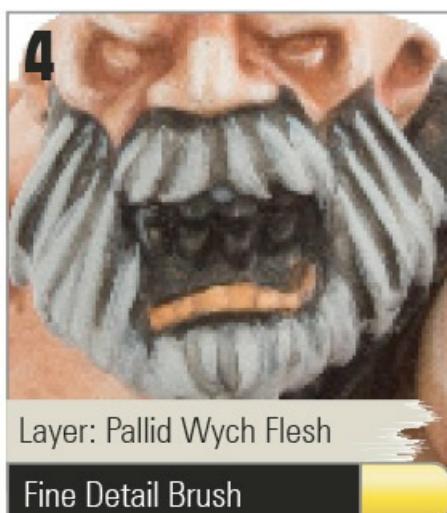
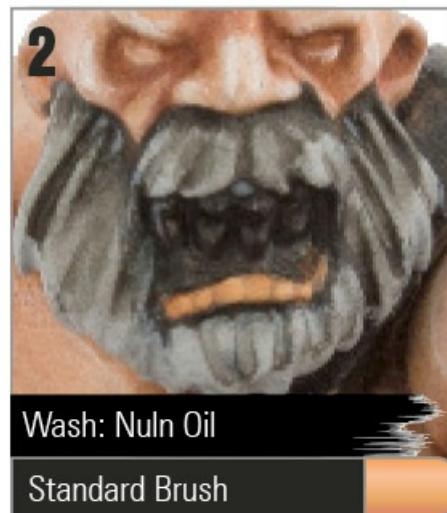


3

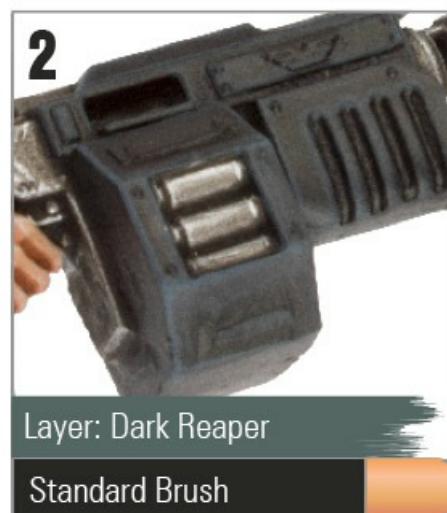
Layer: Ushabti Bone

Detail Brush

Beards



Ripper Guns



THE RULES AASTRA MILITARUM BULLGRYNS

Bullgryns are particularly raucous Ogryns who excel in brutal melees. Equipped with massive slab shields and grenadier gauntlets, or brute shields and power mauls, they also offer excellent protection to the Guardsmen advancing behind them.



BULLGRYNS - Elites choice, 145 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Bullgryns	4	3	5	5	3	2	3	6	4+
Bullgryns Bone 'ead	4	3	5	5	3	2	4	7	4+

Unit Type: Infantry, Character (Character rule applies to Bullgryns Bone 'ead only)

Unit Composition: 2 Bullgryns, 1 Bullgryns Bone 'ead

Wargear: *Carapace armour, grenadier gauntlet, frag grenades, slabshield.*

Special Rules: *Hammer of Wrath, Stubborn, Very Bulky.*

Options: May include up to seven additional Bullgryns - 45 pts/model

Any model may replace his grenadier gauntlet and slabshield with a power maul and brute shield- 15 pts/model

The squad may take a Chimera or Taurox as a Dedicated Transport.

Grenadier Gauntlet:

Range - 12"

S - 4

Type - *Assault 1, Blast*

Brute Shield: A brute shield confers a 5+ invulnerable save. In addition, a model with a brute shield re-rolls failed To Wound rolls when resolving Hammer of Wrath hits.

Slabshield: If a model with a slabshield is in base contact with one or more models with a slabshield from the same unit, it adds +1 to its Armour Save. Furthermore, if a target (friend or foe) is partially obscured from the firer's view by at least one model with a slabshield, it receives +1 to its cover save.

SHIELDS FRONT

Dan: Having collected and used an Astra Militarum army for years, I'm sad to say that I have constantly overlooked the Ogryn. Well, no more. The new option for the Ogryns is the Bullgrynn – a tough close combat unit that's perfect for keeping your Guardsmen alive and forcing your opponent to make rash tactical decisions.

Bullgryns come equipped with the slabshield and grenadier gauntlet as standard, an excellent combination in my opinion. The slabshield boosts their armour save to a whopping 3+ which, combined

with their high Toughness and 3 Wounds, makes them virtually unstoppable. Most opponents will only be able to field one or two Strength 10 weapons (the demolisher cannon springs to mind), which means that instant-killing a Bullgrym is going to be hellishly tough. Just watch out for weapons that lower your Toughness, such as rad grenades, as they make killing your Bullgryns much easier.

Just like the Bullgryns, I'd be totally brash and unsubtle with them, running them up the middle of the battlefield in front of my infantry. My Astra Militarum force is primarily infantry-based, so having a large unit of Bullgryns to protect my troopers from incoming fire is a lovely thought. Sadly, Bullgryns can't capture objectives, but the Guardsmen behind them can, so keeping them safe is the primary role for the Bullgryns in my opinion.

It's unlikely that all your Bullgryns will make it to the enemy lines intact, but the ones that do will create a real mess. Their grenadier gauntlets are great against lightly-armoured foes, but their real strength lies in, well, their Strength. Even a couple of Bullgryns can hold up an enemy unit for several turns, their high Toughness allowing them to ignore most damage, while dealing out three high-Strength attacks in

return, making them excellent denial units.

JUST DROPPING IN

Adam: With the new Bullgryns models, I am a big fan of the option to arm them with brute shields and power mauls. With Strength 5 (+2 for the power maul) and 3 Attacks, Bullgryns with power mauls are an avalanche of bad intentions, and their 5+ Invulnerable save means they can withstand elite enemies in combat. The only problem you have is getting them to where they can do the most damage.

In days of yore, Ogryns had a special rule representing their fear of close, dark spaces. This meant you couldn't get them to embark into transports unless an officer was on hand to bully them into it. Well, no more! Now you can pack your mob of cheerful bruisers into a Chimera, Taurox or (my personal recommendation) a Valkyrie at leisure and spirit them across the battlefield in relative safety.

Should you choose the Valkyrie option, you can reasonably expect it to arrive on Turn two of the game (take an Officer of the Fleet to ensure this), at which point it should streak across the battlefield as fast as possible, so the Bullgryns can use the Grav Chute Insertion special rule, which enables them to immediately Deep Strike to any point over which the

Valkyrie has passed. The side effect of this is that your models will often require a Dangerous Terrain test, but Bullgryns have 3 Wounds, so this is rarely going to be a big problem.

Suddenly, what you have is a very durable close combat unit right in the heart of the enemy lines. Most armies will have their work cut out to kill them all fast enough, especially if the rest of your army is doing its job and keeping the pressure on. Assuming the Bullgryns survive the hellish firepower that will come their way, use them to attack enemy fire support units. The rear armour of tanks is seldom any match for a Strength 7 hit, and heavy weapon teams (even more durable Ork Lootas, Space Marine Devastators and Tau Broadsides) are prey for your Bullgryns.

DESIGNERS NOTES

This week, the ranks of the Astra Militarum swell with reinforcements in the shape of the new Militarum Auxilla Bullgryns and Ogruys, and an Officio Prefectus Commissar. Each designed by Michael Anderson, Adam Troke caught up with him to find out more.



It's been a busy few months for miniatures designer Michael Anderson, as he has laboured to produce not just one, but two kits for the Astra Militarum, the lumbering

abhuma Ogryns contrasting with the refined discipline of a Commissar. Far from being put off by the disparity between the models, veteran Miniatures Designer Michael Anderson relished the challenge.

“Whilst Ogryns are recruited and organised into regiments by the Astra Militarum, they are still wild, brutish and full of personality,” says Michael, addressing the unconventional appearance of the abhumans. “Their mohawks, earrings and facial hair are all examples of how unlike ordinary Guardsmen they are. Ogryns may be clean cut when first deployed, but after a few campaigns their personality starts to seep back through.

“I love how in their nature the Ogryns are quite at odds with the Imperial Guard’s ideology, but somehow their almost Orkish brutality is harnessed by the Imperium and used effectively,” Michael adds. “The abhuman elements of the Astra Militarum are something that helps define it as far more than an ordinary army.

“We really wanted to push the idea that Ogryns are not like Orks, in the sense that their kit was still manufactured in imperial manufactorums rather than cobbled together from welded bits of scrap metal,” Michael says. “The Imperium wants to keep costs low, though, and by using parts that are already being manufactured, such as the tank tracks for groin

shields, we show that. While they do have a slightly battered look, the starting point for their wargear was definitely an Imperial factory somewhere, rather than a Mek's workshop. The same goes for the water bottles the Ogryns carry being Astra Militarum fuel canisters. It gives a little kick to their liquid refreshment!"

One thing that really stands out about the kit, is new wargear. As well as plastic Ogryns for the first time, there is now the option for Bullgryns, with two different types of shields.



"When we first mooted the possibility of new Ogryn models, Dave Thomas began work on some detailed concepts for them, and the alternative kit they could utilise. From those initial ideas he came up with the

slabshields,” Michael says. “While Ogryns mimic a Guardsman’s equipment (fatigues, oversized guns and so on), Bullgryns fulfil a different, but very useful role entirely. They are a heavily-muscled mobile defence line who lock shields and push forwards across the battlefield, allowing squads of Guardsmen to move behind them in safety as the Bullgryns suppress the enemy with a barrage of grenades. If any enemy try to flank this defensive line, then a reserve of Bullgryns with the brute shields and power mauls soon lay down some significant pain and push them back.

“The difference in the two types of shields available to the Bullgryns is entirely down to the role the squads wielding them fulfil,” Michael adds. “While the slabshield is simply designed to stop firepower and protect the warriors behind it, brute shields are like bucklers. It’s easy to imagine the Ogryn smashing his foe with the shield as readily as his power maul. If you look at the reverse of the shields, there’s a glove-like fitting to it. This sheath is added hand protection, and to help the Ogryns to remember to keep hold of their wargear. In the case of the brute shields, it also offers a modicum of protection against the energy output of the shields.

“A last word should go to the grenadier gauntlets too,”

Michael continues. “Our thinking with these was that we wanted a simple, effective area effect weapon. At some point, the joke was made that an Ogrym could easily carry a mortar. It’s no accident the finished grenadier gauntlet looks a lot like one.” AT

NORK DEDDOG

Of course, no conversation about the new Ogryns and Bullgryns would be complete without the mightiest Ogrym of them all, Nork Deddog. “I love the idea of Astra Militarum Officers and Commissars using Ogryns as bodyguards,” Michael says. “It really taps into the archetype, a shrewd and intellectually powerful character being protected from physical harm by a hulking, dumb (but loyal) brute. Nork has so much character. I looked at his identifiable features – cigar, bionics, massive blade – and worked in armour more fitting to an officer’s or Commissar’s bodyguard. No tank track loin plate for him.

“Giving Nork an officer’s hat was mooted for a while, but it looked a little too silly, so I took the hat idea in a different direction with the servo skull speaker. This allows the Commissar’s commands to be barked through his predecessor’s skull, amplified to reach the troops on the front line. I designed the Commissar and Nork at the same time so their poses work together,

with Deddog's stance framing the commissar if you stand them together."

THIS WEEK IN WHITE DWARF

Join us for a round-up of the week as we share comment, opinion and trivia on the all latest releases, plus other fun tidbits that have cropped up in the White Dwarf bunker. This week, we take a look at abhumans, the Schola Progenium and beautifully-painted models.

PREPARING FOR CARNAGE

A BEHIND THE SCENES LOOK AT THIS WEEK'S BATTLE REPORT

Dan: If you've read this week's Battle Report, you'll notice that myself and Erik created our own scenario rather than use an Eternal War mission from the Rulebook. This gave us freedom to come up with our own story and come up with unique victory conditions for each side.

For Erik to win, his Orks would have to advance as far into the city as they could, intent, as they were, on conquest and destruction. As you can see, we divided the board into zones, conveniently marked by the tile edges of the Realm of Battle Board, with those closest to the Astra Militarum end worth more than those at the Ork end. I would get one Victory Point for each Ork unit destroyed, which doesn't seem like much in return, but I would get a bonus five Victory Points if I could extract the Inquisitor. The Orks would get no points for killing him – they wouldn't understand his significance – but his death would deny me valuable points. In the end, Erik had five units in the third zone, plus Slay the Warlord and Linebreaker for a grand total of 17 Victory Points, while I killed 13 of his units, extracted the Inquisitor and got First Blood and Slay the Warlord, giving me 20.

WHAT'S THE POINT?

Dan: When we came up with our scenario, both myself and Erik deployed our armies and started playing. We

didn't create army lists or even check that we had equal points, we just wanted to play a cool-looking game and have fun. Incidentally, the armies were evenly matched at around 2600 points each, but it goes to show that you can have a great game without getting hung up on points and force organisation charts. Why not give it a go yourself?



THE FUTURE OF HUMANITY

By the 41st Millennium, the human race has diverged somewhat, spawning countless variations across the galaxy. These people see themselves as totally normal, but to the eternally paranoid and suspicious Imperium, they are abhumans; to puritans they are nothing short of Chaos spawn fit only for extermination, but to the Administratum they are classified as sanctioned aberrants who may yet have a role to play within the Astra Militarum.

Ogryns are the largest of these abhumans, stinking brutes evolved (some might say devolved) to survive on the primitive high gravity worlds they come from where brute strength counts for more than intelligence. Their size and willing obedience makes them ideal shock troops for the Astra Militarum. At the other end of the spectrum are Ratlings, who make for very poor troopers indeed. However, when they're not eating themselves sick, drinking intoxicating liquid or procreating uncontrollably, they are surprisingly good with a rifle. It's in this role that they find employment within the Astra Militarum, sniping enemy commanders from afar.

Squats are one of the less seen abhuman races. Short, muscular and bearded, they are stubborn warriors with a gift for technological gadgetry. Having suffered greatly at the teeth and claws of the Great Devourer, their fate – indeed, their very existence – now appears uncertain indeed. Genetically stable but bordering on heretical are Beastmen. They are viewed with suspicion by the Astra Militarum and their regiments are always kept segregated from the main army, often deployed in the vanguard of suicide assaults...

THE HUMAN FACTOR

While there may be countless abhuman variations across the galaxy, even those classified *Homo sapiens* have evolved. People born on Cadia, for example, all have violet eyes, a symptom of living so close to the Eye of Terror, while the men and women of Valhalla have lived for so long in sub-zero conditions that they can survive even the harshest weather. The Death Korps of Krieg, it is rumoured, field cloned warriors, prompting them to never remove their gas masks, while the warriors of the Mordian Iron Guard have pale, almost white skin on account of their homeworld, the habitable side of which lies in perpetual darkness.

JUSTICE, BEST SERVED COLD

Having designed the new Ogryns, Michael Anderson also sculpted the new Commissar. Here's what he has to say about him:

“Commissars are my favourite part of the Warhammer 40,000 universe,” says Michael. “They represent the grim fact that a Guardsman’s life expectancy is measured in minutes once his boots touch the battlefield. There’s no going back and no running away, or you end up with a bolt shell in the back of your head.

“I designed the pose for the new model inspired by this fact,” Michael says. “In my mind, he’s actually in the act of carrying out the execution of a fleeing guardsman, the ultimate expression of cold Imperial totalitarianism. I wanted the bionics to match the status of the Commissar, bespoke unlike the crude, standard issue augmentations of your average guardsman. His large Commissar’s hat and jodhpurs help to portray that, too. He looks very different to the Guardsmen wearing their fatigues. The Commissar was a labour of love. I actually scrapped the original version after working on it in my own time for six

months. The second version you can see now turned out much better. It's my favourite figure that I have sculpted in the decade I've been designing miniatures for Games Workshop."

READER'S MODEL OF THE WEEK

This Dark Eldar Archon painted by Daniel Leaver is our Reader's Model of The Week. "I wanted a bright and striking colour scheme for the army, and ended up going to orange," Daniel says. This model is the Archon of the Kabal of the Blazing Sun, and we're really impressed by the choice of colours, with the brilliant blue of the gem stones and agoniser standing out strongly against the orange and black of the armour and robes. Daniel has painted several other units for his army, too, so keep your eyes open; we'll try and show more in a forthcoming issue.

If you've painted a miniature that you think is worthy of a place in White Dwarf then why not send a picture to:

team@whitedwarf.co.uk

If it's something we can use, we'll be sure to get in touch.



ASK GROMBRINDAL

The White Dwarf team is a font of hobby knowledge, a metaphorical repository of useful facts. If you have a question about Warhammer 40,000 or Warhammer, need a bit of painting advice or you're after a few tactical tips, drop us a line: team@whitedwarf.co.uk

THAT FIVE O'CLOCK SHADOW

I've seen quite a few 'Eavy Metal models painted with stubble on their heads and faces. How do I achieve this rugged look on my own models?

- John 'crew cut' McGrew

GROMBRINDAL SAYS

Designer Stubble! What's wrong with a big bushy beard, eh? You humans need to sort your facial hair out. Seeing as I've never used a razor, here's Joe Tomaszewski from the 'Eavy Metal team to tell you how he paints stubble.

Joe: I find the best way is to mix in a spot of black, brown or grey paint into the skin colour you're using. Mix it in as you're applying your mid-layers (such as Cadian Flesh) and carefully apply it where the hairline would be. Don't bring the hairline too low, though, or you'll end up giving your model a furry forehead. Once you've got the stubble the colour you want, finish highlighting the face, working carefully around the stubbly areas.

- Grombrindal (and Joe)

BIT OF THE WEEK: BABY GRIFFON

He may not be very big, but this baby Griffon from the Empire General kit will still tear out your knee caps with his viciously sharp beak. “It’s a great little piece,” says Dan, “and looks great both on a character’s base or even as part of a unit diorama.”



WEAPON OF THE WEEK

Sometimes the best weapons are also the simplest ones. This massive rolling pin is a particular favourite here in the White Dwarf bunker. “I love the joke the sculptor played with this model,” says Matt Hutson. “Here we have a burly Ogre Maneater wearing fishnets (an actual fishing net, I would guess) and a dress, complete with a beard and wielding a massive rolling pin the size of a cannon. It’s so funny, but you’d really never want to get hit by it.”



POWER OF THREE

If you could only use three paints, what would they be? Matt Hutson has been working on his Thousand Sons and come to the conclusion that he couldn't live without Sotek Green, Nuln Oil and Temple Guard Blue. The first forms the basecoat for each of his Rubric Marines, with the wash shading the recesses. He then re-highlights the armour with Sotek Green before applying Temple Guard Blue as the highlight. What would your Power of Three be?



EUMENIDES DEFEATED!

Jes's Tyranids have been a real terror in the White Dwarf bunker recently, having claimed several victories over other armies. Undaunted, Ben challenged Jes to a battle with his Space Marines. Playing Big Guns Never Tire, Ben had his work cut out for him, as Jes's Carnifexes were able to hold objectives. Having lost all his Troop units to sustained boltgun fire, this was very convenient for Jes, who planted the big beasties on two of the three objectives. Sadly, the Carnifex named Anointed Thresher found itself out of synapse range and went on the rampage, thundering after Ben's Land Raider, promptly smashing it in half, and leaving Ben's Tactical Marines to capture the objective, winning him the game. Never mind Jes, better luck next time, eh?



CODEX: APOCRYPHA

Notes from the worlds of Warhammer. This week: the Scions of the Schola Progenium.

IMPERIAL ASSASSINS

Not all aspirants within the Schola Progenium are inducted into the ranks of the Militarum Tempestus Scions or elevated to the rank of Commissar. Many of the most promising youths achieve other goals. One very rare avenue of advancement is to the ranks of the Officio Assassinorum. Only the most physically able are ever considered for this calling, and even then there are a great many other considerations. The principle advantage to selecting future Imperial Assassins from the Progenium, however, is that they are already well on their way to the mental and emotional conditioning that the gruelling life of an Assassin requires.

ADEPTA SORORITAS

Young women who show promise in matters martial, and whose faith in the Emperor of Mankind is unwavering, will find themselves marked for a future within the Adepta Sororitas, the Sisters of Battle. These warrior women are the armed enforcers of the Imperial Creed, equipped with wargear bested only by

the Adeptus Astartes. They are deployed to fight wars of faith with the holy bolter and cleansing flame.

INQUISITORS

The most feared persons in the Imperium are the agents of the Inquisition. They alone have the ultimate sanction to root out and destroy heresy wherever it is found. Many of the Inquisitors found throughout the Galaxy started life within the Progenium, where they excelled in every aspect of physical, martial and mental conditioning. By the time they leave the confines of the Schola, they are utterly devoted and implacable individuals.

HOBBY IN THE **WHITE DWARF** BUNKER

This week in the Bunker, after many lunchtimes of hard graft, Martyn has finally finished his Imperial Knight. “His name is Lord Cyril the Indefatigable,” says Martyn, proudly. “He was once part of a Knight House, but he felt they were too lax in their duties to the Imperium, so he left and became a Freeblade. He is ultra-loyal to the Imperium, though, hence the Imperial Eagles emblazoned on his armour. The number 87 represents the fact that he’s the 87th pilot of this particular suit of Knight armour. The main armour colour is Fenrisian Grey, which I sprayed on using the Citadel Spray Gun before painting the other panels black.”



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