

# WHITE DWARF™

GAMES WORKSHOP'S  
WEEKLY MAGAZINE

WARHAMMER 40,000

WARHAMMER

CITADEL MINIATURES

ISSUE 18

31 MAY 2014



# GORKANAUT!

BEWARE THE WAAAGH! THE ORKS ARE ON THE RAMPAGE  
WITH A COLOSSAL NEW WAR MACHINE



# WHITE DWARF™

ISSUE 18

31st May 2014



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# 'ERE WE GO!

Readers! I don't have long – they're here and breaching the office security measures. I really hope you enjoy the issue, but be careful, it's full of bloodthirsty warriors from the –

++ TRANSMISSION INTERRUPTED ++

WAAAGH! Dat's better. Bicksy's takin' a little nap by virtoo of a joodishus crump to the 'ead, while me an' da boyz take over da pages of White Dwarf to show yoo some well cool new Orky bitz. Check out da Gorkanaut! It's ruddy brilliant. Eh? Wot's dat, Deffsnorta? Bicksy's wakin' back up? Let's see about dat, den...

++ TRANSMISSION CONTINUES ++

Emperor protect me – I've only got a minute before the Orks notice me again. Run for your lives, readers! They live for nothing but war and bloodshed and they're even turning the red bits of the magazine green. Save yourselves and I'll see you next week. I hope...



A stylized, handwritten signature in black ink, consisting of several overlapping loops and a long horizontal stroke at the end.

**Jes Bickham - White Dwarf Editor**





**ORKS**

# GORKANAUT

**When the Orks go to war, it is invariably in the shadow of the Gorkanaut, an armour-clad killing machine emblematic of the Orks and their gods. Big, loud and horrifically destructive, the Gorkanaut is brutality personified.**





As the Orks muster for conflict, their overriding lust for battle becomes a divine fervour which finds expression in the construction of the Gorkanaut. This titanic armoured war machine is nothing less than a tribute to and imitation of mighty Gork, one of the Orks' two all-powerful gods. To call the Gorkanaut a mere effigy, however, is to overlook the fact that it is a truly terrifying engine of destruction, festooned with highly-destructive weapons and all but impervious to the most powerful enemy munitions. No self-respecting Ork Warboss would go into battle without one – or, indeed, outside one, as the Gorkanaut also serves as an impregnable battlefield transport.

This is represented on the imposing new Gorkanaut model – a plastic kit which stands as

high as a Riptide, but is considerably bulkier – in its cavernous belly, which swings open on two mighty hinged doors to reveal space for an Ork hero and his retinue to travel in (relative) comfort. An Ork crewman, meanwhile, mans the 18-barrelled deffstorm mega-shoota that takes the place of the Gorkanaut's left arm, while two twin-linked big shootas are bolted above the mighty Klaw of Gork (or possibly Mork) on the other side of the monstrosity. A belly-mounted skorcha and a brace of rokkit launchas round off the Gorkanaut's fearsome armoury, and elsewhere on the kit's sprues you'll find a pair of different faceplates, an array of extra klaw, horns, crewman heads and Ork glyphs, and posable legs. If you're thinking of starting a Waaagh!, there's no better place to begin than here. JB



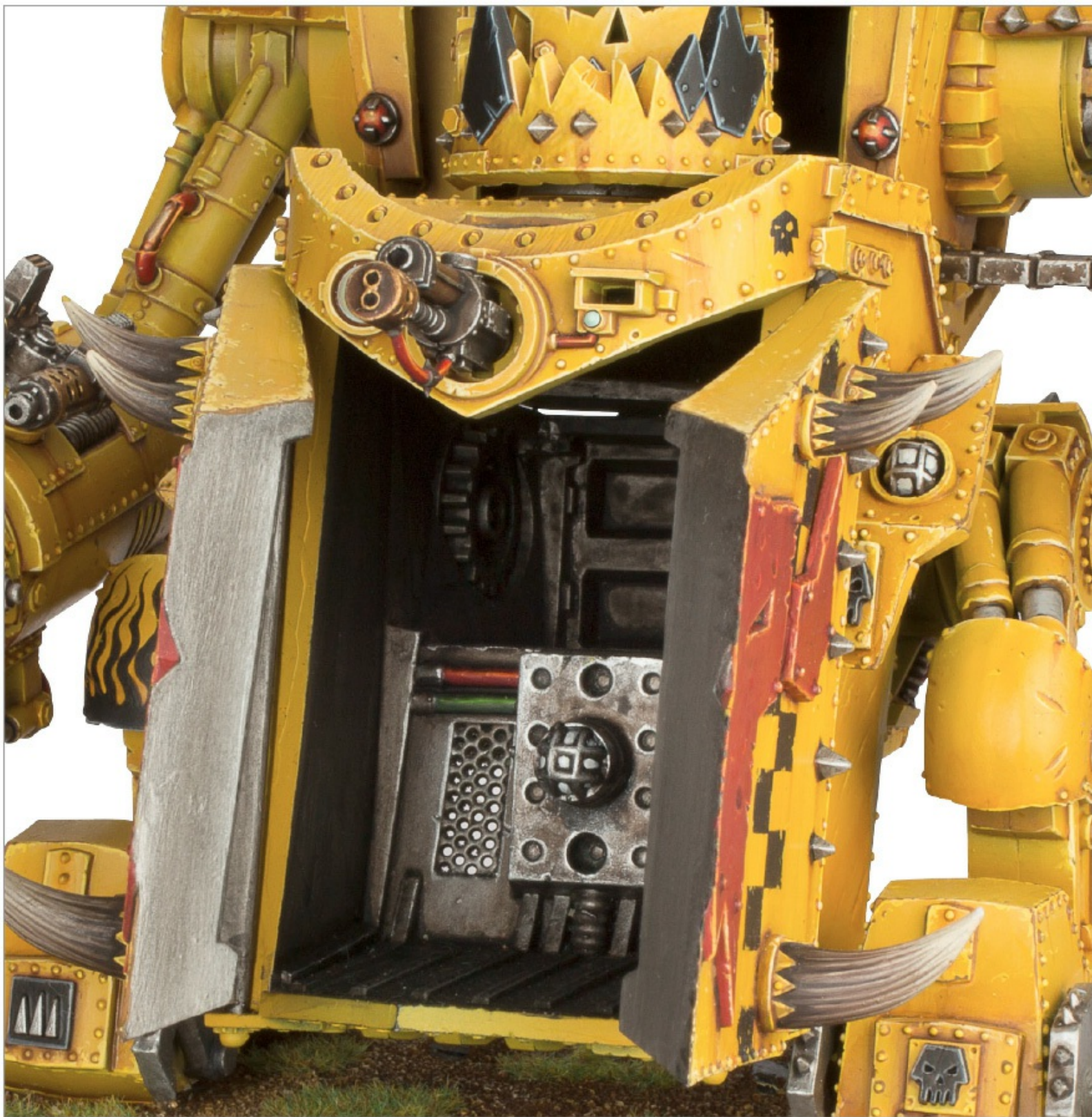






Above - There are a number of fittings that can take the Gorkanaut's weapons arrays. Here you can see the big shootas bolted to the Klaw of Gork; you can also fix them to the shoulders or to the side of the deffstorm mega-shoota. The same goes for the rokkit launchas. The klaw of Gork itself can be assembled so that it moves and is posable.





Above - The armoured front of the Gorkanaut houses the transport area, which can accommodate six Orks. The horns you see at the top and the bottom of the doors come with a flat base and can be attached anywhere you like on the model. Likewise, a number of Ork glyphs – including the ‘ears’ on either side of the doors – can be glued anywhere you’ve got space, so you can truly customise the look of your giant killing machine.



**ORKS**

# MORKANAUT

**Meks are the mad inventors behind the Ork war effort. They are ceaseless in their creation of new and interesting ways of killing things, be it from afar or up close. The Morkanaut is the ultimate expression of their kunnin’.**





As any right-thinking Ork knows, the Ork gods Gork and Mork are fundamentally different deities. Gork is brutal but kunnin', while Mork, of course, is kunnin' but brutal. As such, the Ork Meks – possessed, as they are, of an abundance of Orky Know-wots – tend to venerate Mork slightly more than Gork. Hence the creation of the Morkanaut, as much a destructive war-effigy as the Gorkanaut, but one also brimming with sparking energy weapons and mysterious Mek 'glowy gubbins'.

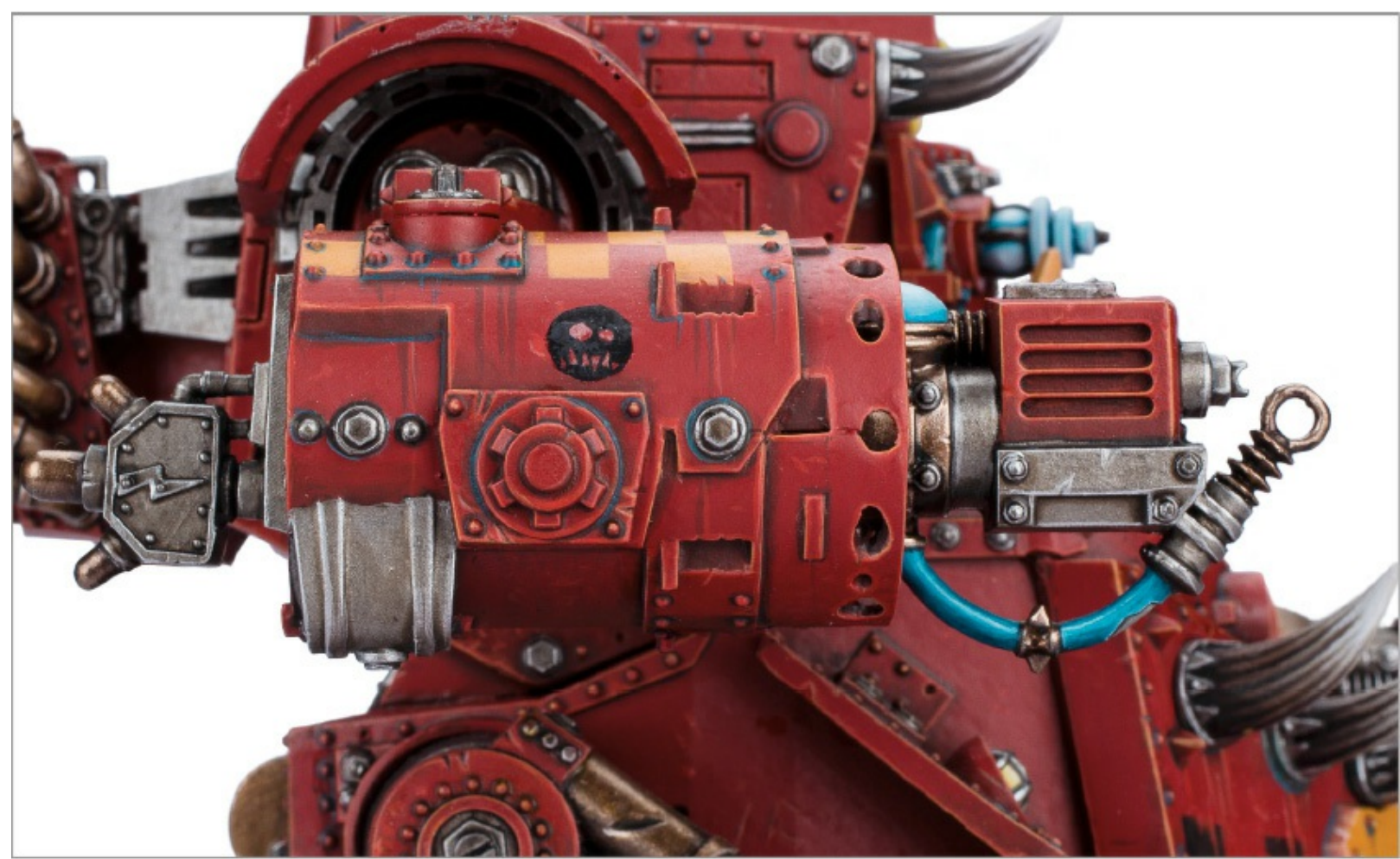
An alternative war machine made from the Gorkanaut kit, the Morkanaut trades the deffstorm mega-shoota for a kustom mega-cannon, the skorcha for a kustom mega-blasta, and it can also mount a kustom force field – the quintessential example of the

Meks' innate ability to create advanced technologies in the service of warfare. Like the Gorkanaut, the Morkanaut also sports transport capacity in its belly area, the doors adorned with a giant Ork glyph in the image of Mork (or possibly Gork). Of course, to truly Morkify your Morkanaut you'll want to attach the telescopic eye component (all the better to see the enemies you want to zap to death). Perhaps even better than that, if you reverse the Morkanaut head you'll find a fitting and a component to create a face with a metal-meshed lamp as a single, cyclopean eye – the perfect embodiment of the all-seeing gaze of Mork. Mek Boyz everywhere should rejoice; with a Morkanaut in your ranks no-one will be able to withstand the relentless march of your destructive Know-wots. JB



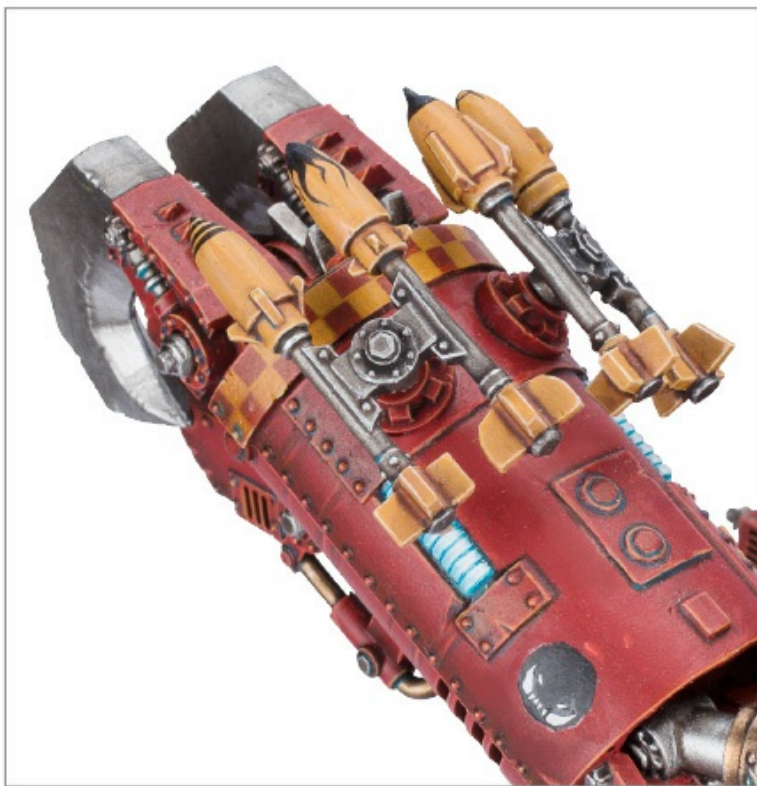






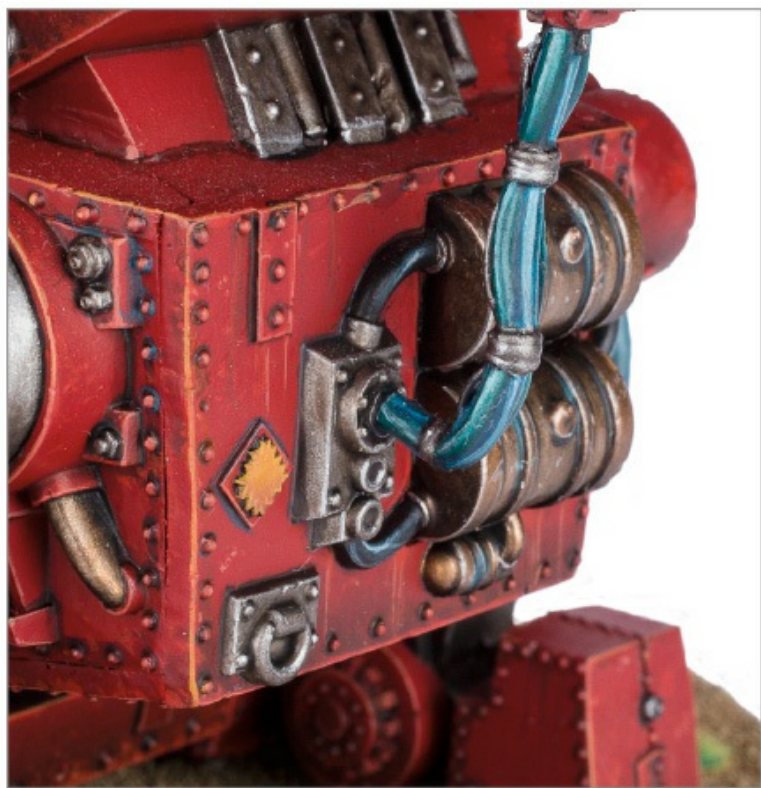
Above - Where the Gorkanaut sports a deffstorm mega-shoota, the Morkanaut hosts the more kunnin' kustom mega-kannon, a highly destructive marvel of Orky Know-wots. On the blind side of the gun is an ammo feed that runs through an aperture into the body of the Morkanaut; you can build the Gorkanaut so that the arm remains posable, and kunnin' design by sculptor Colin Grayson means that the ammo feed will move with the weapon arm if you do so.





Above, Left - Connector dots allow you to build the Morkanaut's legs at a pre-posed angle, but snip these off and you can pose them as you wish. There are also plenty of spare claws – as seen here on the foot of the Morkanaut – to put where you wish.

Above, Right - Don't like the rokket launchas mounted on the back of the Morkanaut? Then pop them on the claw of Gork instead. There's a huge amount of interchangeability on the Gorkanaut/Morkanaut kit.



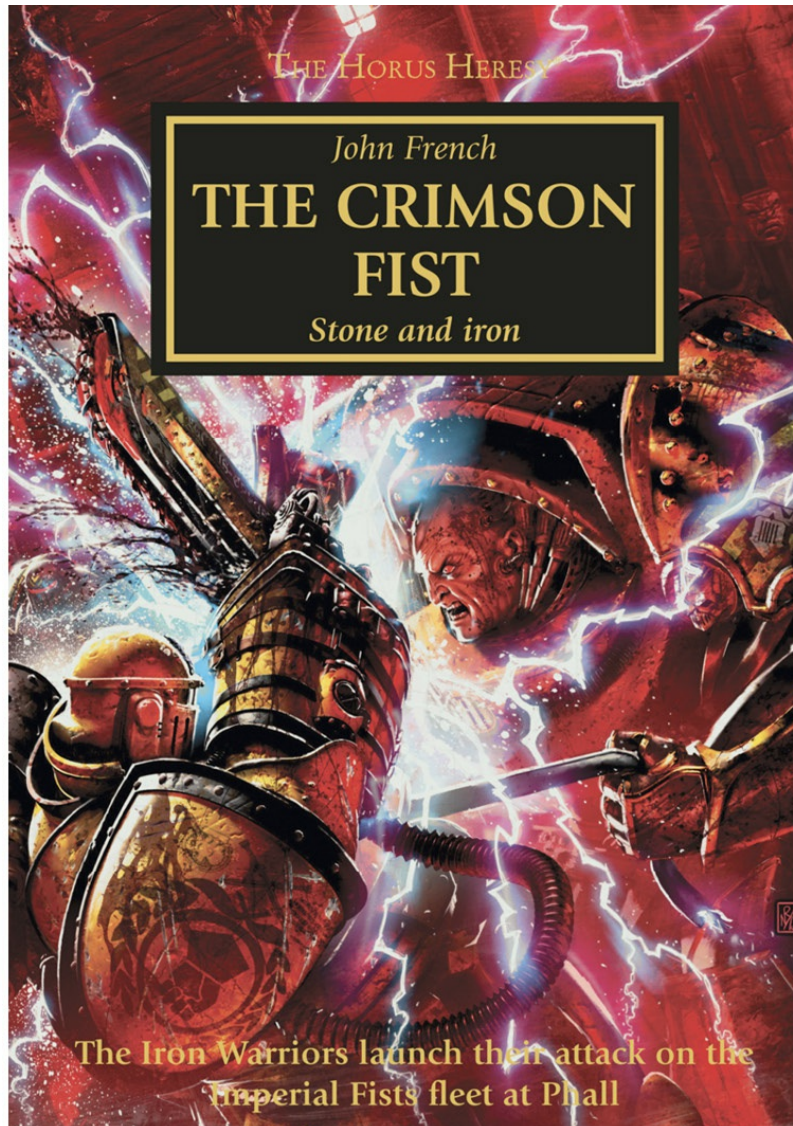
Above, Left - Cables route energy to the kunnin' bits of the Morkanaut's weapon systems and its kustom force field.

Above, Right - The klaw of Gork's connector lugs can be snipped away so you can mount it on either the left of the right side of the Morkanaut (or Gorkanaut). Note the frayed cable – Ork Meks are obviously not too worried about exposed wiring.



# THE CRIMSON FIST

**As the Emperor's Praetorian prepares for the defence of Terra, the Retribution Fleet finds its mark.**



In the wake of the betrayal at Istvan III and V, an Imperial Fists Retribution Fleet is despatched to bring justice to the traitors. This novella focuses both on the fleet commanded by Imperial Fists veteran Alexis Polux, and also the ongoing effort to fortify the Emperor's palace into the galaxy's mightiest stronghold.

First published within the Shadows of Treachery omnibus, *The Crimson Fist* gives an exceptional insight into the nature and character of Rogal Dorn, one of the Primarchs I find most fascinating. If for nothing else than French's sensational rendering of the

principle characters, this book is worth the price of admission – but there's also the matter of an epic space battle, which should not be missed. AT

# MOURNFANG BROWN SPRAY

**A new spray for the age of the Ork. Basecoat your Boyz ready for their latest Waaagh!**



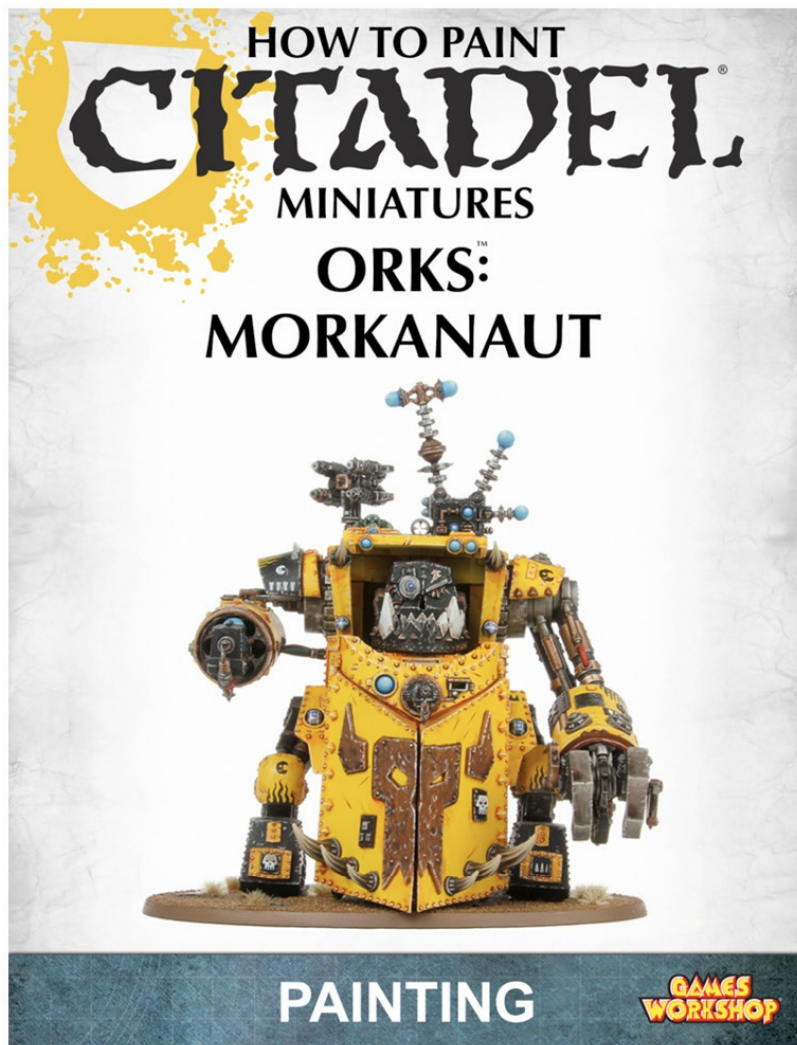
Equally suited to basecoating metal, leather, khaki and, of course, green skin, Mournfang Brown is the ideal basecoat for Orks (and Beastmen and Skaven), now available in this handy spray. JB





# HOW TO PAINT CITADEL MINIATURES: MORKANAUT

Also available this week from Games Workshop Digital is a comprehensive guide to painting the new Morkanaut in the colours of the Bad Moons clan. How to Paint Citadel Miniatures: Morkanauts is available from the iBooks store for Apple computers and iPad.



# WARHAMMER VISIONS

**The latest issue of Warhammer: Visions takes a look at the Wood Elves in all their ferocious glory – it's a photographic showcase of unparalleled proportions. You'll also find a wealth of other hobby wonders to gorge your eyes on.**



Issue five also takes a deep look at Jamie Forster's amazing Ogre Kingdoms collection in Army of the Month, which is followed by 50 belief-begging pages of German Golden Demon entries. We also celebrate the release of the new edition of Warhammer 40,000 with a selection of far-future forces from a gang of talented hobbyists – don't miss our



very own Mel Roberts's glorious Chaos Daemons battlehost. (The Plague Drones, in particular, are truly beautiful and revolting at the same time.)

There's also Armies on Parade and a truly inspiring Helbrute Kit Bash, sporting no less than seven blood-crazed killing machines lovingly converted by members of Games Workshop's Miniatures department. Thrilling stuff. JB



# JEREMY VETORK

**This month, longtime grudge-holder Jeremy Vetock espouses the joys of a good hobby rivalry and talks about how grudges can spur new hobby heights...**



Whether you are talking about getting together for a big game, building up your miniature collection, making a new tabletop battlefield, or painting a new regiment for your armies, setting some realistic goals and achievable deadlines will help make it happen. That's all common sense organisational stuff and, frankly, that's not really my strong suit. There is, however, another method that I have found to be even more effective in helping me get stuff done. I'm talking about grudges and a strong rivalry.

When speaking of grudges here I'm not on another Dwarf kick (well, okay, I am, but this article isn't about that). I am also not speaking about jealously resenting those more skilled or talented. What I'm talking about is developing some full hobby rivalries and cultivating your very own hobby nemesis.

How will a rivalry help? As any sports fan knows, there are regular games and then there are derby matches. These are marquee games between especially known opponents with a history of rivalry. In these contests, victory is sweeter and defeat more agonising. In the world of comic books, these classic match-ups are against arch-villains. A hero beating on humdrum bad guys is hardly memorable, but it's always a slugfest to remember when



that same hero squares off against his true nemesis.

As the story goes, when Rome defeated Carthage they sowed salt upon its ruins. Historians amongst you can debate whether or not this actually happened, but that's not my point. I'm more interested in the kind of vendetta it takes to inspire such a gesture. Only a true grudge match could evoke that kind of passion!

Losing a close-fought game against a great opponent makes me want to play again. If that opponent is one of my long-standing rivals, this urge is magnified to a powerful degree. Such match-ups make me want to tinker with my army list, add new units and so on. For me, it ramps up the hobby to a joyfully obsessive pitch, so that I find myself rehashing troop choices or mulling new deployment ideas while I should be doing something else.

Nothing whets my competitive appetite for destruction like facing a great rival. I'm not knocking playing pick-up games or a swiss-system that assigns opponents in a tournament. I've had many enjoyable battles using such methods. However, no matter how many onlookers are watching, no matter how impressive the winner's trophy might be, I find those experiences still can't hold a candle to the intensity of playing against your best frienemy! If you have a great gaming rivalry, you know what I'm talking about.

The best rivalries I've ever had established a sort of back-and-forth mentality. What I mean is that for a period I might hold the upper hand, but that was overcome and then my foe seemed to have all the advantages. This see-sawing propels both sides into a frenzy. And the long history might drive you, but you're only as good as your last battle.

Of course, this isn't all just about gaming. I was talking about hobby rivalries, and to my mind gaming is only a part of that. To me, a true hobby rivalry is more than just who wins a game. That doesn't mean I'm one who gets competitive about painted models. As a hobbyist, I enjoy seeing award-winning models, but deep down I find my time painting models is its own reward – it's something I like to do. However, I would be lying if I said that a rival turning up with newly-painted models didn't act as a thrown gauntlet. When they're especially well painted or lovingly converted it acts as a goad as subtle as a Runtherd's shock-prod. Some of my rivals have been better painters than I, some have not, but all have inspired me to push myself in terms of quality and quantity.

And it isn't just painting, either. Gaming terrain is its own category for me. My constant battlecry is 'great terrain sets the scene for a great battle'. I take pride in putting on a game – i.e., hosting a battle at my house. Whether it is a straight meeting engagement, or one of my favoured invent-your-own-scenario-and-house-rules contraptions, I want the tabletop battlefield to be evocative, a slice of grim darkness made real, the underground caverns of a fallen Dwarf realm, or a recognisable part of Middle-earth.

Competition is a little bit more abstract when it comes to aesthetics – after all, it is much easier to fixate on who won the battle than it is to decide who came up with the more evocative scenario. But here is my thing with competition – my enjoyment isn't

necessarily tied to winning and losing – to me it is more in the striving, in the competition itself. It is the hobby – gaming, painting, terrain-making, and army building – that I enjoy. It is an excuse to hang out with my friends (and to bring down thunder upon them!). My best efforts at all the different aspects of the hobby have always come when I am engaged with rivals capable of inspiring me to yet greater acts.

It takes a lot of things to make a great rivalry: history, a balance of talents, proximity and regularity of meeting, and, most of all, a shared passion. The right mix of armies helps too – when playing with my Dwarf army, it is much easier to build a good grudge against someone who plays Orcs and Goblins, Skaven, Chaos or even High Elves than it is if they play Empire or Lizardmen, for instance. Yeah, the Ultramarines have fought against the Tau Empire, but that's hardly as juicy as when they go head-to-head against the Word Bearers or Alpha Legion. In the past, my rivals and I have even started new armies, deliberately picking forces that opposed each other in the background so that we could continue our own feud.

The sad thing is that rivalries can sometimes fade. I've had friends move away or enter phases of their lives when hobby time must take a backseat – it happens to all of us. It takes time for a new nemesis to arise, a cycle that often begins with finding new gaming clubs or fighting a slew of pick-up games. And who knows, while you await a new enemy worthy of your greatest ire, an old foe may rise from the ashes to rekindle unfinished business.

Your perfect foe is out there. If you haven't found him yet, keep searching. If you do have some great hobby grudges going, appreciate them. Use that competition to stoke your hobby flames. And as a grudge-filled old Dwarf warlord would say: drop the hammer on them a few times for me.

*Jeremy is a long-time hobbyist and author of many army books, including Warhammer: Dwarfs. His column appears monthly in White Dwarf.*

# WAAAGH! DA ORKS

**The Orks are a race of brutal and barbaric aliens that infest the length and breadth of the galaxy. Every aspect of their culture is based around an intense love of war, explosions and raucous noise. Adam investigates the Green Menace and speaks to some Ork experts.**



From the earliest days of galactic exploration, Mankind has been forced to contend with countless alien races for dominance of the stars. Of all these, the most persistent and relentlessly aggressive are the Orks, and ever has it been so. From the first settlers who



claimed distant worlds long before the Imperium was imagined, to the majestic force of the Legiones Astartes during the Great Crusade and the unending might of the Astra Militarum in the closing years of the 41st Millennium, all have struggled against the Greenskin menace. The reason for this constant struggle is as simple as it is terrifying: the Orks live for only one thing, and that thing is fighting.

“The Orks exist entirely for the sole purpose of waging war,” says Phil Kelly, one of the background writers from the Design Studio. “Every aspect of their society and culture is geared towards constant warfare. It’s not an exaggeration to say that they enjoy violence in all its forms. They have an actual physical and emotional need to wage war, whether that’s clubbing another Ork to death over a petty rivalry or detonating a forge world, they just enjoy a good scrap and it’s no more complicated than that. The only real limitation to this is that Orks would rather fight someone that’s not an Ork, if there’s anyone available (but they’re not above pummelling each other if there’s nobody else to hand). Thankfully for them, in a galaxy dominated by the Imperium of Man and populated by Eldar, Tau and more, there’s no shortage of opponents. This reliance on violence has created, or is perhaps created by, an intense ‘might makes right’ mentality.”

“It feeds into why they are so dangerous. They have a completely functional society, despite being so obviously dysfunctional,” says Andy Clark, Phil’s colleague and all round Ork-obsessive. “The biggest and strongest Ork is in charge, and all the other Orks accept that the biggest and strongest is the boss, and that’s fine, because that’s simply how it all works, and if you disagree, he’ll smash your teef out. If you get bigger and stronger than him, and duff him over, you can be in charge instead. Might makes right, and that is the only rule they have. They haven’t got time for a more complex philosophy, because in their eyes any other way of organising themselves simply doesn’t make sense. Nobody in their right mind would ever listen to someone weaker than they are.”

“There’s no such thing as ‘less is more’ in Ork kultur,” Phil adds. “To an Ork, more is more, and they are okay with that. It’s an equation that gives the Orkish race a strong foundation; it gives rise to that basic fundamental truth about the Orks.”

“The Orks have been around since long before the Imperium, and over the millennia we have seen how, when the galaxy becomes more and more turbulent, the amount of Waaagh! energy in the galaxy increases. As the 41st Millennium gives way to the Time of Ending, this is more pronounced than ever,” says Andy. “This isn’t in any measurable way, strictly speaking, but you can see it played out by the rise in the number of Waaaghs! springing up. The Orks take this as a very good sign indeed – it’s one step closer to the legendary Great Waaagh!”

*Andy Clark is one of the Studio’s resident Ork experts. His desk groans under the weight of his growing Death Skulls clan.*

“For the Imperium it’s a terrible nuisance. The Traitor Legions have erupted out of the Eye of Terror, ready to storm Terra like a dagger to the heart of the Imperium, the Hive

Fleets are rapaciously consuming swathes of the eastern and southern fringe and the Necrons are waking up. The last thing the Imperium needs, or can cope with, is the Orks rising up to create the greatest Ork empire ever.

“If all Orks were just brutes, they wouldn’t be as much of a problem,” Andy continues, “but within the Ork race is encoded information that manifests in the Oddboyz. These are Orks who innately know how to do things that baffle the scientists and engineers of other races, which explains how far spread and effective they are. Mekks have the capacity to take random mechanical items, scrap in anyone else’s eyes, and fashion technological wonders. Take the tellyporta, for instance. They can make something that could allow safe transport from world to world, solving world hunger in a stroke... but they use it to Hoover up Snotlings and tellyport them into the enemy with explosive and gory results. Painboyz aren’t much better. These Ork ‘doctors’ can (through a combination of Ork physiology and weird Ork science) repair boys that have been badly wounded, including reattaching severed heads to bodies long after the battle is over (and often to different bodies). With the Oddboyz you can count on two things: that their labours are incredibly effective, and that they are all directed specifically towards improving the Orks’ chance of winning a fight.

“Just because Orks have instinctive knowledge, doesn’t necessarily mean they understand it,” Andy adds. “Whereas those from other races have mastered things through study or ritual, the Orks ‘know’ how to do it, so they’ll just have a go. There’s a strong trial and error element to the way Orks create their weapons or master tactics. Mortality is a very transient concept for them, and they don’t really mind if the ideas go wrong – if a new gun blows up your mates, try it again after making a few tweaks.”

“Orks are incredibly rugged and survivable, they actually thrive on war rather than getting worn down or tired by it,” says Phil. “They don’t really mind if you kill them, it’s all part of the excitement, but the longer they survive the more of them will gather and the more powerful they become. They are genetically coded to be dead ’ard, and to take absolute joy in what they do.

“The joyous way the Orks charge into battle so willingly gives you a great experience on the tabletop as you play games with them,” says Phil, likening their background to the Warhammer 40,000 game. “It’s not an army that invites you to be cautious or coy as you play your games. You can be really gung-ho with Orks and not worry about the consequences. If they all get shot to death, that’s okay, they’re just Orks after all. There’s a great Ork expression that covers this: “Orkses never loses a battle. If we win we win, if we die we die fightin’ so it don’t count. If we runs for it we don’t die neither, cos we can come back for annuver go, see!” AT

## **GORK AND MORK**

The concept of prayer and worship to an Ork is a complete waste of time that would be better spent hitting things. Instead, every Ork has an innate understanding of their patron

deities, Gork and Mork. Unlike other races, who see their gods as beings to be appeased or feared, the Orks simply aspire to be more like theirs. As far as the Orks are concerned, Gork and Mork are happily fighting in the Warp, with Gork smashing skulls with his mighty club and Mork administering low blows whenever the chance arrives.

Because Orks place no value in art, no accurate representations exist as to what this belligerent pair look like, save only in the design of Gargants, Stompas and Gorkanauts (and Morkanauts). These all feature the same brutal (or kunnin') head on a barrel-bellied body, and are considered enough of a likeness that the Orks get excited whenever they are near.



## **A BRIEF EXPLANATION OF WAAAGHS!**

Orks live only for the joy of battle, the clattering roar of shootas and the thrill of racing around in (or on) something tremendously fast. All three of these things can be found in a Waaagh!, which can be considered to be the Ork equivalent of an extensive military campaign, a holy crusade and the best adventure with your mates... ever.

A Waaagh! occurs when an Ork Warboss of sufficient magnitude accrues enough



victories, and unleashes enough carnage, that the shared psychic energy latent in all Greenskins begins to build up. Orks flock to this rising power from surrounding areas, drawn both by tales of great fights and an indescribable urge to join the Waaagh! Initially this gathering of strength takes place locally, but as the waxing power of the Warboss spreads, Orks will flock to join from the same system and eventually entire segmentums. The more Orks that join, the greater the influence and bigger the Waaagh!

Once this simmering Ork force reaches a critical mass it will unleash itself upon a target chosen by the Warboss, perhaps a world renowned for the hardness of its warriors, or the technology that can be scavenged from it. Thus, a well-defended world is as much of a lure as a weak one – the bigger the win, the more the Warboss can boast to his Nobs. From the perspective of their enemies, Waaaghs! pose a serious problem: if they aren't nipped in the bud before they gain momentum then they can grow like wildfire, but any attempt to put them down is likely to result in delighting them with exactly the sort of fight they are looking for. What Ork wouldn't be pleased to find the fight coming to him for a change? As a result, the only reliable way to quell a Waaagh! is to smash it with such overwhelming force that it is utterly eradicated, or deploy an assassin of some kind. Sadly, history has shown many times over the millennia that both of these methods are fraught with problems.

## **WAAAGH! GHAZGHKULL**

*The most famous Waaagh! in recent years is the mighty crusade led by Ghazghkull Thraka. The self-proclaimed prophet of Gork and Mork, Ghazghkull has razed worlds and ground down the best the Imperium has to offer. Some say, however, that it has all been a prelude for something even more dreadful.*

## **DA ORK CLANS**

Ork kultur is easily explained with two basic organisational structures, the tribe and the clan. A tribe is basically all the Orks that are in one place, and are cooperating under the leadership of an overall boss, typically the Warboss. Within a tribe, however, there are several distinct groups, which is the second organisational structure: the clans.

The Ork clans are social groups that have the same ideological outlook on life, amongst them the Goffs, Bad Moons, Evil Sunz, Death Skulls, Snakebites and Blood Axes. Membership of a clan gives an Ork an understanding of his identity – Blood Axes are obsessed with tactics and military thinking, and often ape the camouflage and methods of other races. The Death Skulls are notorious scavengers, and steal anything that appeals to them, even from other Orks. Clans will often squabble with each other, but join forces for a big fight.

*Each Ork clan believes that it is the best, and there are often scuffles and skirmishes to prove dominance, especially in the early stages of a Waaagh! Although it is by no means always the case, the Goffs tend to rise to the top in terms of leadership. Goffs are utterly*

single-minded when it comes to fighting, and so the distractions of other clans (stealing things, marching around, riding Squigs) don't get in their way. As a result of this, they tend to have a higher proportion of Nobs than other Orks, and they aren't afraid to lord it over the others with impressive displays of violence.

***“The Orks are the pinnacle of creation. For them, the great struggle is won. They have evolved a society which knows no stress or angst. Who are we to judge them? We Eldar who have failed, or the Humans, on the road to ruin in their turn? And why? Because we sought answers to questions that an Ork wouldn't even bother to ask! We see a culture that is strong and despise it as crude.”***

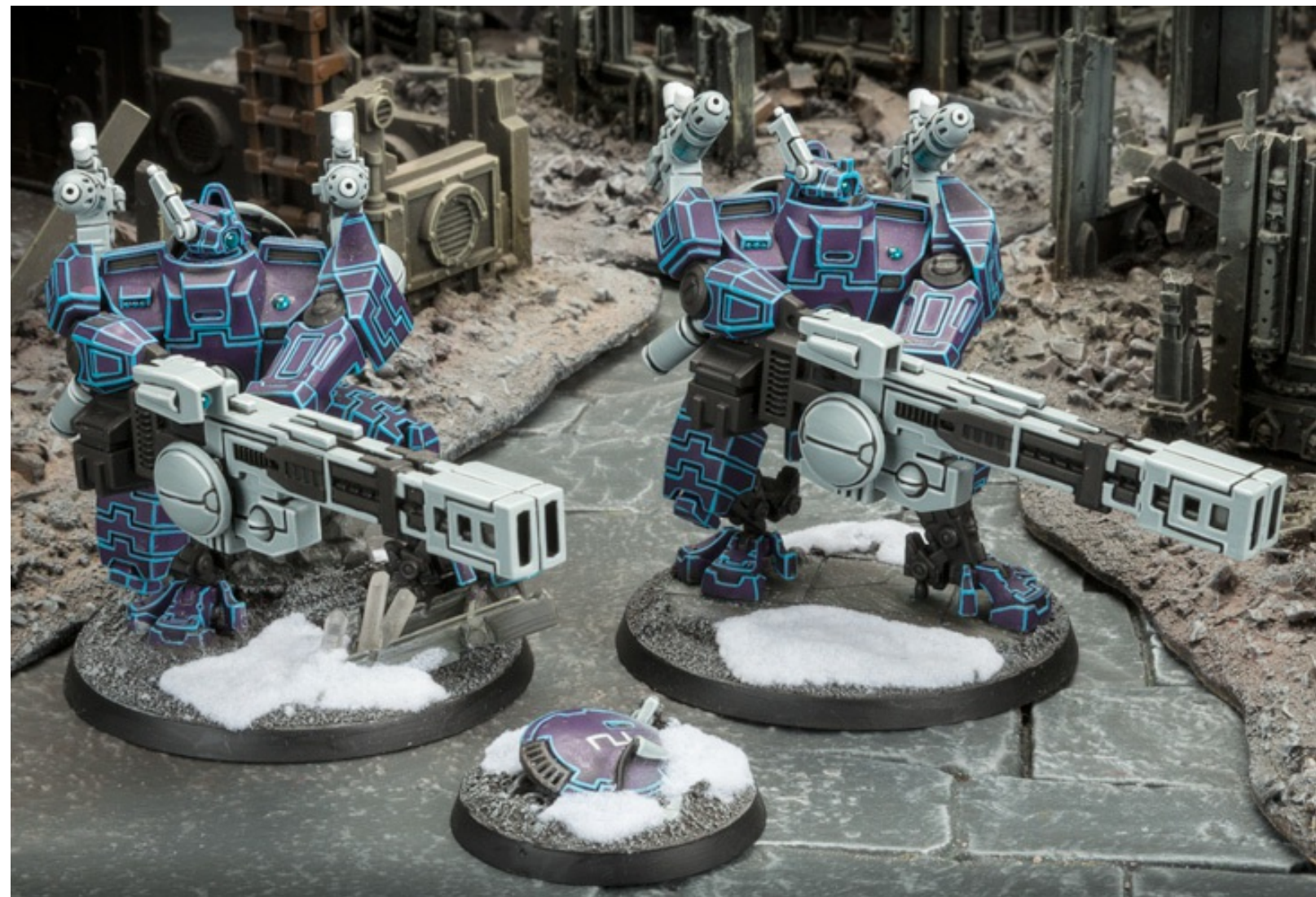
*– Uthan the Perverse, Eldar Philosopher*





# SPROOZ 'N' GLOO

**In the new edition of Warhammer 40,000, objective markers are more important than ever. Adam discusses how you can build great objectives for your armies using spares from within your collection.**



There's nothing more exciting in a game of Warhammer 40,000 than marching ranks of brave soldiers into the crucible of battle to claim a critical objective, braving a storm of hot lead or a whirlwind of blades to secure victory. What can make that scene even more exciting is when the objectives in question match the look and feel of the Warhammer



40,000 universe – it's far more compelling to fight to recover a wounded comrade, a critical piece of intelligence or a powerful relic than a scrap of paper with a number written on it, or even a dice Blu-Tacked to a spare base (both of which I've witnessed over the years). Thankfully, with a little bit of effort, some ingenuity and the spares from your miniatures collection, you can have a fantastic set of objectives for your army to battle over in next to no time.

Almost all Citadel miniatures now come as plastic kits, and the overwhelming majority of them come with a host of spare bits and bobs. Only a madman would throw these wonderfully useful spares away – instead snip them all from their frames with your Fine Detail Cutters so they take up less room and store them in a box or zip-lock bag. You can then use these as spares whenever you need them – and you're certainly going to need objective markers in the near future for Warhammer 40,000.

Many of the best ideas for this sort of thing are very simple, and only take a few minutes to make, and then a few hours to paint. Others will be far more involved. The important thing is that you enjoy building and painting them, and they enrich your gaming experience – the time you put in will feel well worthwhile if the image of your Guardsmen battling to claim an ammunition stockpile enhances your game. Whether it's Chaos Space Marines securing a ritual site, Tau taking control of a downed spy drone or Necrons laying claim to an arcane power node, it can dramatically enhance your game. AT

## TAKE & HOLD

To the left you can see a number of different examples of objective markers, from the incredibly simple to the dazzlingly complex.



(Above) These objective markers are simply spare Citadel bases with transfers from my army on the top. They have a clear graphic quality.



Again very simple, these markers are all spare vox skulls from the Imperial Bastion kit, with numerals painted on the skulls.







with the Battlefield Accessory kit.



Dan has made simple Drone markers for his Tau. He's numbered them on the top plate to make it clear which is which.



Glenn's Grey Knights battle Daemoniac invasions, so he's made these markers. The familiar is from a Chaos Space Marine Lord, the brazier is from the Skaven Screaming Bell.



Jim Gallagher's Tyranids use these mini-dioramas for objective markers. They are converted from spare parts in his collection.





Mark Bedford has made a series of robed servitors and familiars that he has extensively converted to act as his objective markers.



# BIG MEKS NOTES

**In our Designers Notes (sorry, Big Meks Notes) this week we catch up with Matt Holland and Colin Grayson, the dynamic duo behind the fantastic new Gorkanaut kit, to find out exactly how this stomping, smashing incarnation of Gork and Mork came into being.**



“The Orks have a serious obsession with making effigies to their gods Gork and Mork,” says Matt Holland, the Citadel designer who conceived of the new Gorkanaut. “It seems

insane to us, as humans, that the Orks would make such ramshackle tributes to their deities, and then bolt all manner of weapons on to them, but for the Orks it's quite normal.

"These militarised totems all follow a similar blueprint in terms of overall design," Matt adds. "They are topped by a face representing Gork (or possibly Mork), they have a large bulging belly (because Gork and Mork never go hungry) and they have massive stompy feet. So those inherently Orky attributes all found their way into my design for the Gorkanaut and Colin's finished model. One of the things I wanted to do was distinguish between the different types of Ork walkers, whilst still retaining a consistent shape between the different types, specifically the Gorkanaut and the Stompa. The result is the idiosyncratic snow-plough shape the Gorkanaut possesses."

"The distinctive barrel belly is provided by the armour plates at the front, which are akin to a vertical glacis plate (a type of fortress defence). The idea for this emerged very naturally, inspired by the idea of the Gorkanaut slamming through the ranks of the enemy like the prow of an icebreaker," Colin says. "I like the idea of it battering its way through enemy lines with its belly to get right to the heart of the fight. Once it's in place, the doors open to reveal a mob of battle-ready boys inside. This sits very comfortably with the narrative in my head, and, in giving the Gorkanaut a small crew compartment, we've provided the guys who do the rules a fun lever to pull too."

"Right from the start we wanted to make a kit that served both sides of the Orks' background," Matt adds. "The Orks take their lead from their gods, and as every good greenskin knows, Gork is brutal and kunnin'. So, for the Gorkanaut we focussed on direct, ultra-violent weapons – the deffstorm mega-shoota and the klaw of Gork. I imagine the deffstorm mega-shoota unleashes such a dizzying wall of lead that it works much like a psychotic sandblaster, shredding its victims with solid slug after slug until finally even power armour or Terminator armour buckles apart. The din must be horrendous."

"In contrast to the brutal delight of the deffstorm, the kustom mega-kannon that is the main armament of the Morkanaut embodies Mork's nature, which is kunnin' and brutal. It's the embodiment of improbable Orky science, a weapon that has no right to work, but is actually completely devastating. Hardly subtle, but because the worky bits aren't obvious, and the Morkanaut has a massive glowing kustom force field on its back, any Ork would agree it's a fitting tribute to Mork."

"All of the weapons in this kit were a lot of fun to design," Colin says. "The deffstorm mega-shoota is one of the biggest guns I've seen on a miniature, it's so big it's got an Ork mounted in the back of it like a tail-end charlie. It's just about the most exciting and enjoyable job that an Ork boy could ever ask for."

"The gunner in the deffstorm not only conveys a strong sense of narrative for the model, but also gives the Gorkanaut a sense of scale," adds Matt. "With a maniacal gunner hanging out of the back of the deffstorm and a second crew Ork grinning like a lunatic



from the Gorkanaut's shoulder, there's no doubt that this is one heavyweight bruiser." AT

## MORE DAKKA

Among the range of Ork weapons there are a number of common shapes that also appear on the new Gorkanaut model. "If you look at the big shootas, the missile launchers and the skorchas you can see the same weapon styles that are carried into battle by the boyz or strapped onto vehicles," says Colin. "In fact, the missiles look like they're plundered straight from beneath the wings of an Ork Dakkajet. You can just imagine the surprise on an Orky pilot's face when he cranks the firing lever for his rokkits and gets nothing in return – meanwhile there's a Big Mek chortling away as he blasts enemy vehicles to wreckage with his newly acquired ammunition."





# PAIN T SPLATTA

**Paint Splatter provides handy tips and stage-by-stage painting guides for the week's key releases. This week, we take at the new Morkanaut, with this Bad Moons model painted by Chris Innes from the Studio army painting team.**

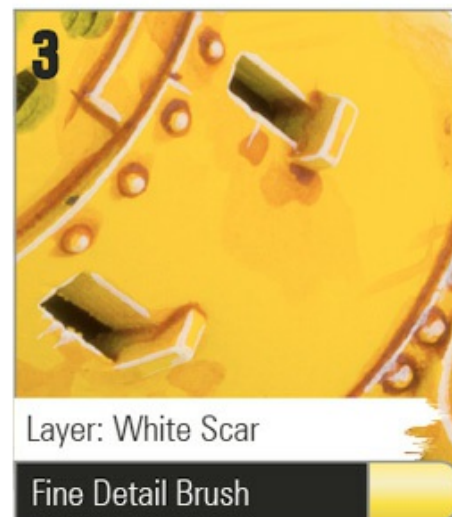
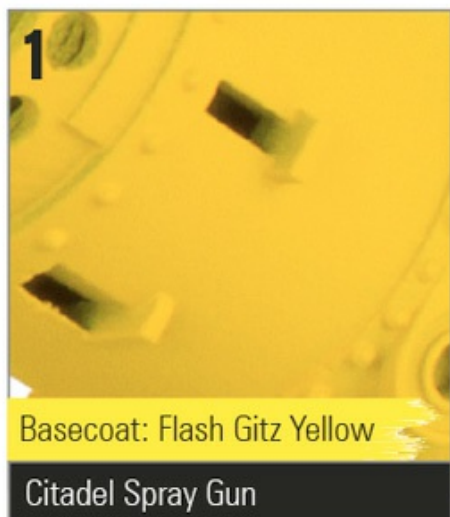


“Ork vehicles, such as the Morkanaut, are great models for beginner painters, who are just starting to flex their painting muscles, to try their skills on,” says Chris Innes from the Studio’s army painting team. “All those armour plates, rivets, bolts and details are perfect for trying simple techniques such as washes, drybrushing and some basic layering.

“Whenever we start a project as a team one of us will nail down the paints and techniques that will give us the most uniform effect,” Chris says. “Aiden Daly picked our Bad Moons scheme. I would recommend to any painter new or old that you choose your colours and techniques, and then write them down for further reference as you work.

“The way we washed the yellow plates on the Morkanaut is a good example of how you can try out new techniques and ideas,” Chris adds. “We used a little Mournfang Brown mixed with Lahmian Medium to create a wash with different hue. Lahmian Medium mixed with any of the Citadel paints makes a wash, and doing it is as simple as mixing a little of each on your palette and applying it to your model just as you would a Citadel Shade. Of course, if you prefer not to mix any colours, you could use Agrax Earthshade instead and get similar results.”

## Yellow Armour

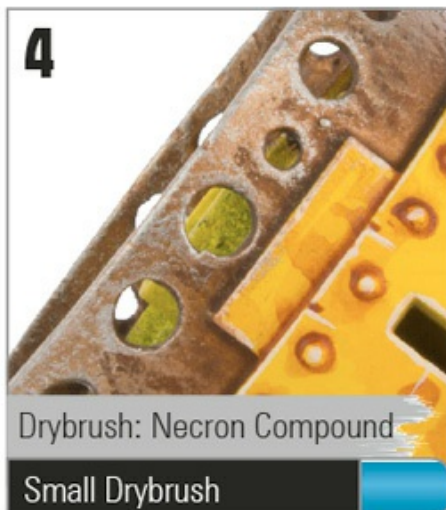
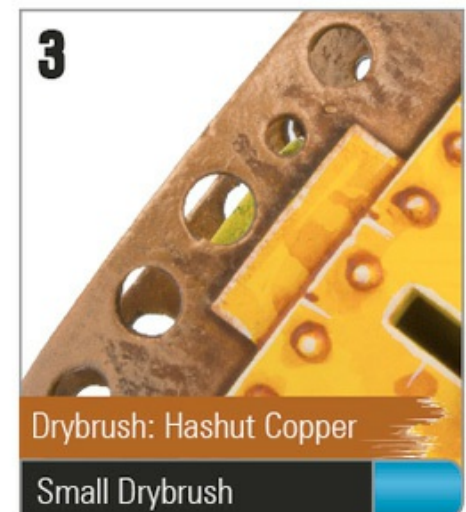




## Black Flames



## Brass Worky Bitz





## Generator Energy

1



Basecoat: Temple Guard Blue

Basecoat Brush

2



Glaze: Guilliman Blue

Wash Brush

3



Layer: Blue Horror

Detail Brush

4



Layer: White Scar

Fine Detail Brush

## Silver Metal

1



Basecoat: Leadbelcher

Basecoat Brush

2



Wash: Nuln Oil

Wash Brush

3



Layer: Runefang Steel

Detail Brush

## Ork Skin

1



Basecoat: Warboss Green

Basecoat Brush

2



Wash: Biel-Tan Green

Wash Brush

3



Layer: Warboss Green

Detail Brush

4



Layer: Skarsnik Green

Detail Brush

5



Layer: Kislev Flesh

Fine Detail Brush

## Giant Horns





# DA ROOLZ GORKANAUT MORKANAUT

**Gorkanauts and Morkanauts are massive, clanking, super-killy tributes to the great gods Gork and Mork. On the battlefield they are resilient war machines, equally able to blast their foes with overwhelming firepower or krump them with the klaw of Gork (or Mork).**

## **STRONG AND KUNNIN'**

Dan: Any Ork will tell you that the only way to fight is to get stuck in, and that's exactly what you should do with the Gorkanaut.

The first thing to note is that it's a very resilient Walker, with plenty of Hull Points and nice high armour values to keep it alive as it steams across the battlefield. Being a Walker, it can run, though I'd be more inclined to waddle it forwards and fire all of its guns. The combined firepower of two twin-linked rokket launchas, two twin-linked big shootas and the impressively-named deffstorm mega-shoota should ensure that any target (unless they're cowardly sneaks hiding in cover) is utterly shredded by the sheer weight of firepower aimed at them. Walkers can stand and shoot, so in the unlikely (and un-Orky) event that something charges the Gorkanaut, you can hose them with yet more bullets, and only marginally less accurately than normal.

In combat, you'll want to throw the Gorkanaut into the largest enemy units you can find that can't hurt it, or vehicles that can't fight back. The Rampage special rule gives the Gorkanaut a bonus D3 Attacks in combat, giving you up to 8 on the charge. That'll mince pretty much any unit or vehicle it touches. You'll need to watch out for getting hit back, though. The Gorkanaut has a typically low Ork Initiative, so it'll struggle against faster foes like Dreadnoughts, which will strike first in combat, causing serious damage to your mighty stomping machine. Imperial Knights are an even scarier prospect; stay well away from them if possible and let something expendable deal with them. Power fists will cause similar problems if the enemy can get enough of them into combat, though fortunately they will normally strike last, giving you a chance to pound the foolish wielder into the ground.

The last thing to note is the Gorkanaut's transport capacity. It's got space for six Orks inside and, as we all know, six Orks have the potential to do a lot of damage. My choice would be a unit of Nobz, who can stay safely inside up to the last moment before piling

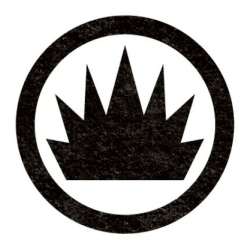
into combat, useful for holding up enemy units you don't want getting into contact with the Gorkanaut. My other choice would be Burna Boyz, who would certainly make opponents think twice about coming anywhere near your prized war machine. DH

## GUNZ 'N' GROTS

**Grot Riggers:** *Whether hurriedly re-attaching gubbinz with rivet guns, or just getting out and pushing, a crew of grot riggers can help to keep an Ork vehicle in the fight long after it should have fallen apart.*

*A vehicle with grot riggers has the It Will Not Die special rule.*

	Range	S	AP	Type
Deffstorm mega-shoota	36"	6	4	Heavy 3D6
Kustom mega-kannon	36"	8	2	Heavy 1, Blast, Gets Hot
Klaw of Gork (or Mork)	-	10	1	Melee, Concussive



# GORKANAUT



A Gorkanaut is everything an Ork aspires to be. Massive, tough, loud and destructive, its blocky silhouette looms menacingly over friend and foe alike. From its hulking, orkoid shape to the brutal weapons it wields, a Gorkanaut epitomises the unsubtle brutality of Gork and his no-nonsense way of war. Every Gorkanaut is essentially a massively overbuilt armoured war suit bristling with dakka and packing an armoured claw the size of a Killa Kan. They are ideal for a lone Nob who wants to make a name for himself, serving as weapon, transport and (rather cramped and smelly) home all in one. Gorkanauts have become especially popular in recent years as more greenskins are seized by visions of the Great Waaagh! and find themselves compelled to pilot these mighty engines into battle, trampling their panicked foes as they go.





#### ┌ Armour ┐

	WS	BS	S	F	S	R	I	A	HP
Gorkanaut	4	2	8	13	13	12	2	4	5

### UNIT TYPE

Vehicle (Walker, Transport)

### UNIT COMPOSITION

1 Gorkanaut

### WARGEAR:

Deffstorm mega-shoota

Two twin-linked big shootas

Two rokket launchas

Skorcha

Klaw of Gork (or possibly Mork)

**SPECIAL RULES:**

Rampage

**TRANSPORT:**

**Transport Capacity:** Six models.

**Fire Points:** None.

**Access Points:** A Gorkanaut has one Access Point at the front.

**OPTIONS:**

May take any of the following:

- Extra armour...*10 pts*
- Grot riggers...*20 pts*



# KUNNIN' AND STRONG

Andy: Kunnin' it may be, but the Morkanaut is also fearsomely armed: you'll just need to be a little sneakier in order to maximise the damage it dishes out.

The Morkanaut comes complete with the full Mekboy package. Not only does it have a kustom mega-blasta, it also mounts a kustom mega-kannon on its armoured frame. This means that the Morkanaut has four Strength 8 weapons, so big monsters such as Wraithknights, Riptides and Carnifexes need to give it a wide berth. Ork shooting may not be the most accurate but if you fire enough burning bolts of plasma, you'll hit something eventually.

Like the Gorkanaut, the Morkanaut is very resilient. It has the same high armour value and Hull Points as its homicidal brother but the Morkanaut is piloted by a Mek and no Mekboy is going to let his most prized creation go into a fight without some protection, namely in the shape of a Kustom Force field. This Invulnerable save against shooting takes the Morkanaut from a tough Walker to potentially one of the most durable Walkers in the game.

All these extra shiny things do come with a disadvantage, in the form of no Rampage, meaning you need to think twice before committing to combat. Without the additional D3 attacks, you could end up bogged down in a protracted fight with a large squad. That's not to say it's not great in combat; it is, you just need to pick your fights with a little more care. Instead go searching out the tanks, big monsters and enemy Walkers and watch the Morkanaut's gunz turn them into piles of molten slag.

The Morkanaut has one more sneaky trick up its giant metal sleeve. It has a transport capacity, a nasty surprise for any enemy tank hunters that come your way. Just as your enemy's Imperial Knight bears down on you, unleash your payload of power-clawed Nobz to rip its leg off. What could be more kunnin' than that? AK

# USE DA WORKY BITZ

Adam: Death comes in many guises in the Dark Millennium, but few are quite so entertaining as the Morkanaut. It combines typical Orky durability with some very ingenious firepower which, in my opinion, makes it a perfect unit to kill off heavy infantry and light and medium vehicles.

At range, the Morkanaut can use its kustom mega-kannon to lob shots into large units, the more heavily armoured the better. With Strength 8 and AP2, unless your victims have got some wild Invulnerable saves, they are toast. In terms of target priority, pick heavy armour in the open first, then light vehicles, then medium vehicles and finally anything else. Because it's a blast weapon, the dodgy Ork Ballistic Skill isn't that bad either, since if



you pick a big enough target, scattering will likely score you a hit on something anyway. Terminators, Necron Immortals, Tau Battlesuits... all kannon fodder.

A word of note, however: just firing away at enemy units with your kustom mega-kannon isn't likely to earn you the level of destruction that having a Morkanaut in your force demands, even if you add the weight of the two twin-linked rokket launchas and big shootas. Nope, in a true homage to the great Mork himself, you need to be kunnin' and brutal, so get stuck in as fast and hard as you can by romping across the battlefield and giving the enemy the good news in assault. The klaw of Mork will mangle any vehicles you happen to fight, and your armour 13 to the front means only the best-armed assault troops can take you down in a fight, especially if you have friends...

Which leads me to my conclusion on the Morkanaut: always splash out the 50 points for the kustom force field. This gives all models within 6" a 5+ Invulnerable save, which is invaluable for Orks who have to trudge across the battlefield under a withering hail of fire from the enemy. Because the Morkanaut is so big, you can feasibly protect lot of Ork Boyz and a few vehicles into the bargain. AT



# MORKANAUT



Where Gorkanauts epitomise the unsubtle brutality of almighty Gork, a Morkanaut displays all the lethal kunnin' of equally almighty Mork. Every Morkanaut is personally built and piloted by a skilled Mekboy, and packs a wild array of energy weapons and glowy gubbinz from the Mek's own workshop. Morkanaut pilots – like their Gorkanaut equivalents – are usually outcasts. Some feel the call of the Great Waaagh! and set out to cause carnage in the name of Mork, while others hunt like (violent) magpies for the technological secrets of other races. A rare few, known as Badmeks, will be ejected forcibly from their tribe for crimes such as using the local Weirdboy tower for target practise. These rogue pilots are especially dangerous, and will often begin their wanderings by flattening their former tribe's settlement with their Morkanaut's guns.



#### ┌ Armour ┐

	WS	BS	S	F	S	R	I	A	HP
Morkanaut	4	2	8	13	13	12	2	4	5

## UNIT TYPE

Vehicle (Walker, Transport)

## UNIT COMPOSITION

1 Morkanaut

## WARGEAR:

- Two twin-linked big shootas
- Kustom mega-blasta
- Kustom mega-kannon
- Two rokkit launchas

Klaw of Gork (or possibly Mork)



## **TRANSPORT:**

**Transport Capacity:** Six models.

**Fire Points:** None.

**Access Points:** A Morkanaut has one Access Point at the front.

## **OPTIONS:**

- May take a kustom force field...*50 pts*
- May take any of the following:
  - Extra armour...*10 pts*
  - Grot riggers...*20 pts*



# DA 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. As our Orkish infestation continues, we look at Orks, Imperial Fists and random bits...**

## GREENSKINS AND IMPERIAL FISTS

### THE EMPEROR'S CHAMPION AND THE CRIMSON FIST

The new Horus Heresy novel *The Crimson Fist*, by John French, may contain a walloping space battle, but it's also a heavily character driven tale.

“As well as covering the Battle of Phall, my goal was to reveal more about two Imperial Fists who are critical to the Imperium: Alexis Polux and Sigismund,” John explains. “In the wake of the heresy these two heroes will go on to found two of the most influential and famous Space Marine Chapters. Through each of them we learn something about Rogal Dorn, the Emperor’s Praetorian. Alexis Polux embodies complete sacrifice and utter loyalty, even unto death. These are traits that still resonate with the Crimson Fists 10,000 years later. Sigismund, by contrast, is the paragon of the crusader. He will not stop, will not be dissuaded and he won’t relent. They each mirror an aspect of Dorn in his role as the Emperor’s protector.

“Writing *The Crimson Fist* drew me to Sigismund, and I am working on an audio drama called *Templar* now,” John adds. “It shows how Dorn sends the First Captain to purge the Sol system of all Legionnaires of the traitor legions in the wake of Isstvan. This is truly the first step in Sigismund becoming the Emperor’s Champion.”





# WAAAGH!

## DA GREAT WAAAGH!

At any given point in time there are dozens of Ork Waaaghs! taking place in the galaxy. Some of these are relatively small and draw only a world or two into their maddening spiral of warfare and death. Sadly for those races that do not delight in the wanton brutality of Orkish warfare, a great many are far larger and draw in entire systems if not sectors.

The Imperium recalls with solemnity several of the more severe Waaaghs! that have stricken the galaxy, such as the perpetual exploits of the Arch-arsonist of Charadon, the Waaagh! of the Beast back in distant M.32 or the Green Tide of Buzzgit in M.37. Although xenologists cannot know it, the scale and gravity of each of these pales in significance to the potential of the Great Waaagh!

Every Ork, from the lowliest slugga boy to the mightiest Warlord dreams of a single Waaagh! that will engulf the entire galaxy, and the fighting will be so exciting that Gork and Mork will leave the Warp to join in the fun.

# GORKA! MORKA! GORKA! MORKA!

“Among the Ork clans there is a natural leaning towards one Ork god or the other,” says Phil Kelly on the subject of Gork and Mork. “Goffs, who are the embodiment of direct brutality, and the traditionalist Snakebites, for instance, tend to prefer the strong over the kunnin’, while the scavenging Death Skulls and ‘tactical’ Blood Axes are more inclined to think before they thump.

“This natural predilection for one god over another doesn’t mean that Goffs don’t like Mork, however,” Phil says. “It just dictates the order in which they would chant the names before a fight.”





# BIG MEKS NOTES EXTRA: CUT DA LUGS OFF

“One of the things we have done with the Gorkanaut and Morkanaut is make sure there is as much room as possible to customise it,” says Colin Grayson, the designer of the kit. “On the leg and arm sockets there are small lugs that keep the joints in a specific pose, which we are very happy with, but by simply clipping these off you gain a whole different range of movement. That way, veteran modellers looking to experiment and novices who might want to stick to the instruction guide more closely can both get the results they want without too much difficulty.”

“We challenged Aiden in the Studio hobby team to go to town with the Morkanaut he was making, and the results are excellent,” Colin adds. “The model really looks like the pilot is putting everything into a headlong charge. One thing I am really excited about is seeing what hobbyists in the ‘real world’ do with the kit.”





# **CODEX: APORKRYPHA**

**Notes from the worlds of Warhammer. This week: Ork language.**

## **HOW MANY?**

Orks are known to struggle when counting anything from teef to enemies, and thus they use a simple system: one, two, three, four, five and lots. For truly astronomical numbers, particularly learned Orks will used 'undreds, such as the bounty that Warlord Ozdakka set on a troublesome Vindicare Assassin. While an impressive amount, as no Ork can count that much loot, the actual numerical value is a moot point.

## **GRODS, BOYZ AND GITZ**

In the eyes of a human, Orks view their fellows in a very odd fashion. Any Ork viewed in a friendly manner (meaning there is no immediate need to krump them) is known as a lad or boy, while those who are perceived as enemies or nuisances are labelled as gitz. Not that gitz can't be well liked – after all, they often have the best guns and are good in a scrap. It's just that they are annoying to be around, and often need a good thumping to keep 'em humble and in line. The really odd one, however, is a grod, which is an Ork's best friend or worst enemy. Since Orks don't really trust anyone, and love to fight so much, these are often one and the same. A good example of this is how Ghazgkull feels towards Commissar Yarrick.

## **RUNTS**

Orks have a complicated view of those who are smaller than them, and they label such individuals as runts or runty. A grot or gretchin is a runt, an Ork that is weaker is runty, as is a human or Eldar. Runt is also a good insult, especially when paired with words like soft or git.

# WEAPON OF THE WEEK: THE BLACK AXE OF KRELL

Everything about Krell's notorious Black Axe is terrifying, from the shrieking faces that howl within its haft to the jagged blade that leaves broken shards in his victims. Then there's the fact its wielded by a massive Undead Chaos Lord...



# HOW DID THEY DO THAT?

The Gorkanauts in the Studio collection are covered in chips and battle damage. “For metallic chips, just paint Ironbreaker along the edges of armour plates with a fine detail brush,” says Chris Innes.

“For coloured scrapes, use the natural highlight colour,” adds Chris Bilewicz. “I used Dawnstone on the black plates.”





# ASK GHAZGHKULL

**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](mailto:team@whitedwarf.co.uk)**



## WHERE'S YOUR GROT?

*Dear Ghazghkull, sir. I remember once upon a time you were accompanied into battle by a cheeky-looking gretchin by the name of Makari. Whatever happened to that jovial banner-waving chap?*

– Adam Troke

## GHAZGHKULL SAYS

*Lissin 'ere you snivellin runt, I ain't got time to talk about no good-fer-nuffin grots. I'm da prophet of Gork an' Mork and I'm on a mishun to crush da whole galaxy in a massive Waaagh!*

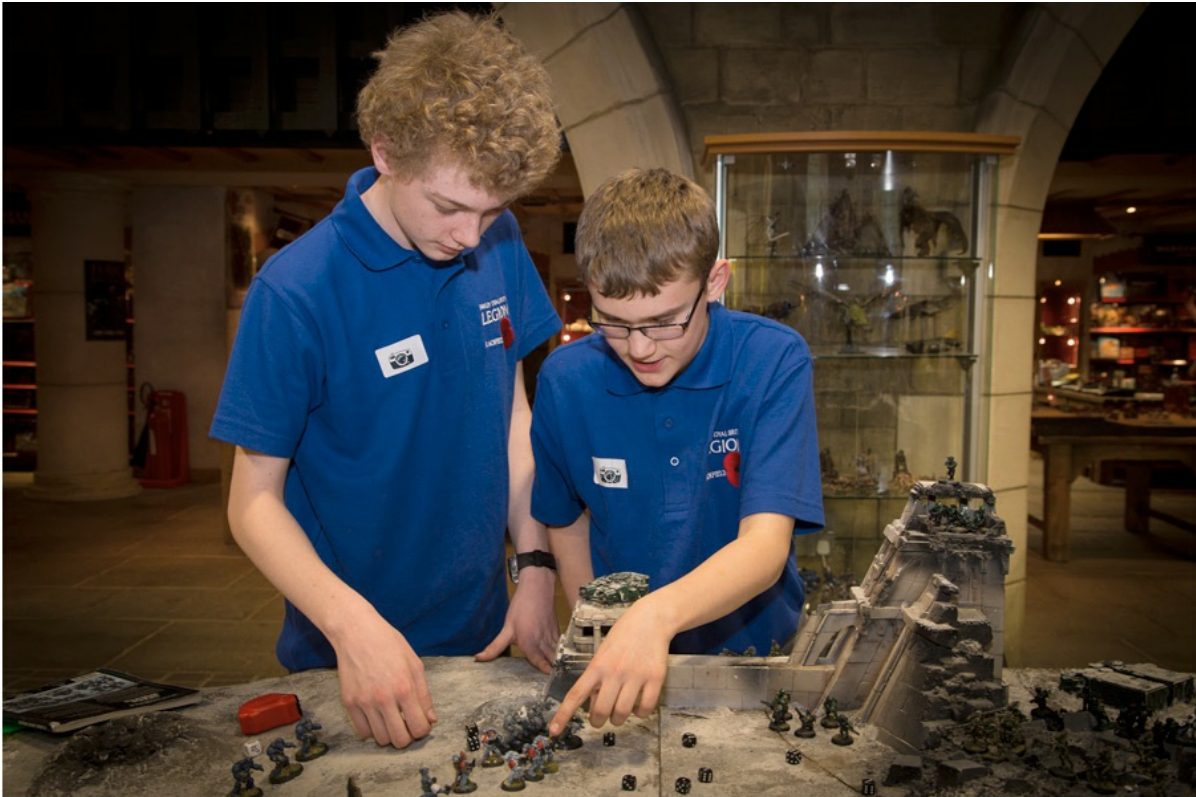
*Wot? Still grovelling' fer an answer? Fine, I sat on 'im. Everyone always said he was ded lucky, an' fer a while he did get away wiv murder, dodging shootas an' all that. Da boyz even treated 'im nice, didn't whack 'im too 'ard or nuffink. But like most runts, 'e never knew wot was good fer 'im, and den one day I sits on him. Everyone knows Orks can sit*

*where dey wants, so it was 'is fault not mine.*

– Ghazghkull

# DA KLASH OF DA SKOOLS

This week Warhammer world has been inundated with competitors from around the UK as the annual schools league has taken place, with games of Warhammer, Warhammer 40,000 and The Hobbit: An Unexpected Journey Strategy Battle Game. There were awards for the best scoring team, the best general, best painted armies and of course, our favourite, the most sporting player. Now the participants have been rounded up and herded back onto their buses, we're looking forward to shorter queues in the canteen at lunch!





# READER'S MODEL OF THE WEEK

Wot's dis? Some stoopid 'umie's painted white bitz on a red wun! Where's my paint squig...?

Mathieu Gendrot sent in this Imperial Knight which – our Orky visitor's disapproval notwithstanding – we think is splendid. Mathieu painted his Knight, Sagremor, to contrast with the black and dark grey of his Imperial Guard army. The bright red is a base coat of Khorne Red, then a wash of Nuln Oil followed by layers of Khorne Red, Mephiston Red, Evil Sunz Scarlet and Troll Slayer Orange.

If you've got a model you want to show off, mail a pic to [team@whitedwarf.co.uk](mailto:team@whitedwarf.co.uk).



# BIT OF THE WEEK: BALEFIRE

The balefire is an optional extra for the Corpse Cart, and if you don't use it on your model it makes a fantastic malefic brazier, ideal for Inquisitors who burn heretics, Daemon summoning rituals or any other need you have of sinister sorcerous flames.



# HOBBY IN THE WHITE DWARF BUNKER

While the green tide has rolled into the White Dwarf bunker this week with the new Gorkanaut and Morkanaut, one man resolutely defends the honour of the Imperium: Matt Hutson has been painting more models for his Steel Legion Astra Militarum army, starting with this Hydra.

“It’s good that everyone’s getting excited about Orks,” Matt says when I ask him about his latest addition. “It means there will be more greenskins for me to fight. Over the years I’ve collected two armies based around the participants in the Armageddon III campaign, and I’ve had a fledgling Steel Legion army for some time. Well, a few weeks back, I kicked off a project to add some more, and so far I’ve finished a Platoon, a Taurox and this Hydra. Next up is another Platoon.”





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