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MEGANOBZ

THE BIGGEST, THE BADDEST, THE MEANEST AND
THE BEST: MEET THE ORKS' HEAVIEST HITTERS

WHITE DWARF

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OPENING SALVO

Last year in White Dwarf we ran a regular feature called War Diary, in which we detailed the efforts of several hobbyists as they built and painted their Armies on Parade entries. We're proud to present its return in this issue, which will build up to a grand unveiling of the finished projects in White Dwarf and Warhammer: Visions in a few months' time. It's sure to be a real hobby extravaganza so please stay tuned to see what everyone comes up with.

But back to this issue, and the arrival of the fantastic new Meganobz, the best-armoured Orks of any given Waaagh! Adam and Dan have a whale of a time pitting them against a variety of opponents in Da Meganobz Challenge.

To round off our Ork coverage for this issue Dan has also put together a splendid Sprues and Glue showing how you can theme your Orks around all the major clans – I particularly like his Evil Suns biker. Why not send us pics of your own Ork clan conversions? Enjoy the issue!

A handwritten signature in black ink, appearing to read "Dan" or a similar name, is positioned below the portrait. The signature is fluid and personal.

Jes Bickham - White Dwarf Editor

MEGANOBZ

Mega armour is the best personal protection an Ork Nob could ask for. Made of massive plates of metal, powered by hissing pistons and equipped with the best gunz available, mega armour allows an Ork to stomp into battle making an almighty racket while bullets and shells ricochet off him. Orks clad in this armour are known as Meganobz and are a Warboss's most valued and destructive asset.







The biggest and toughest Orks in a tribe are the Nobz, a caste of greenskins who lord over their fellows with brutal fervour, ensuring they get their pick of the best guns, weapons and armour, the most coveted item of all being the massive suits of mega armour. As the name suggests, mega armour is highly effective, despite its ramshackle appearance. An Ork clad in mega armour can shrug off a hail of incoming fire while wielding his favourite weapons with ease. Not only that, but it looks dead killy. Meganobz take pride of place in the vanguard of any Ork offensive, where the rest of the Boyz can see their wargear and feel both jealous and inferior.

The Meganobz boxed set contains three multi-part plastic Meganobz, armed with kombi-shootas (including options for kombi-rokkit launchas or kombi-skorchas) and power klaws, or a pair of all-new killsaws. The kit also contains six heads to choose from and enough Orky glyphs and fancy bosspoles to kustomise your Meganobz to your heart's content. AT





Above, Left - All the best Nobz have a bosspole to show their dominance – the Meganobz kit includes a selection of six for you to choose from.

Right, top - For the Meganob who delights in slicing and chopping his way through armoured hulls with ease, the kit contains enough killsaws to give each of your Meganobz a pair.

Left, bottom - The Meganobz set contains three combi-shootas that can be upgraded to combi-rokkit launchas or combi-skorchas if you want more dakka.

BIG MEK IN MEGA ARMOUR

Big Meks are best known for tinkering maniacally in their workshops, but nothing makes a Big Mek happier than stomping into battle where he can try out his latest gunz and witness the awesome power of his inventions for himself.



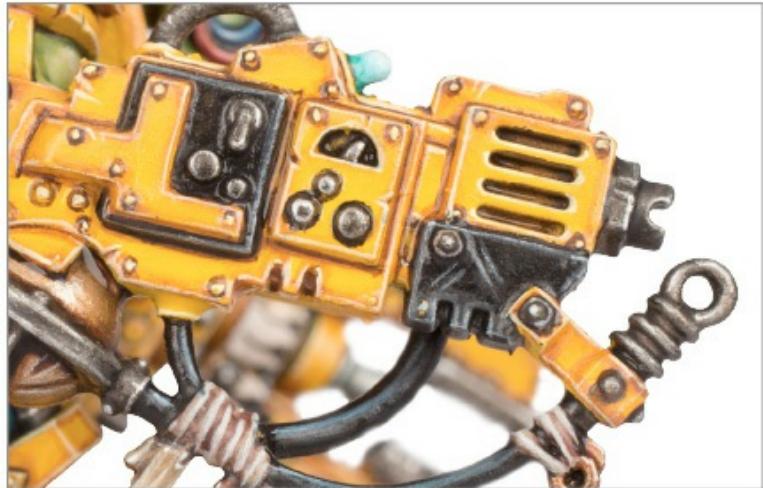
Every Big Mek takes savage delight in stomping into battle clad in the works of his own

hand, best of all a suit of mega armour with his biggest and best gunz bolted on, where he can pulp the enemy and prove the supremacy of his wargear.

The Big Mek in mega armour is a multi-part plastic model that comes in the Meganobz box set – you have the option of building one of the Nobz as a Big Mek and arming him with some very impressive kit: specifically, a kustom force field or a tellyport blasta. Orks are the (unwitting) masters of force field and teleport technology, and these two strange inventions prove it. With a kustom force field mounted on his back, a Big Mek projects a ‘bubble’ of energy around him which can slow or even deflect incoming attacks. This is a true boon to an Ork army, shielding the Boyz from the worst of the enemy firepower, and it looks great with glowing orbs and spinning gubbinz on top of it. While the kustom force field protects him, a Big Mek uses the tellyport blasta to zap the enemy, effectively teleporting the target (or part of the target) a short distance away with explosive and deadly results. This gun looks amazing, with three tellyport projectors set up over the Big Mek’s shoulder, ready to tear open the fabric of Warpspace.

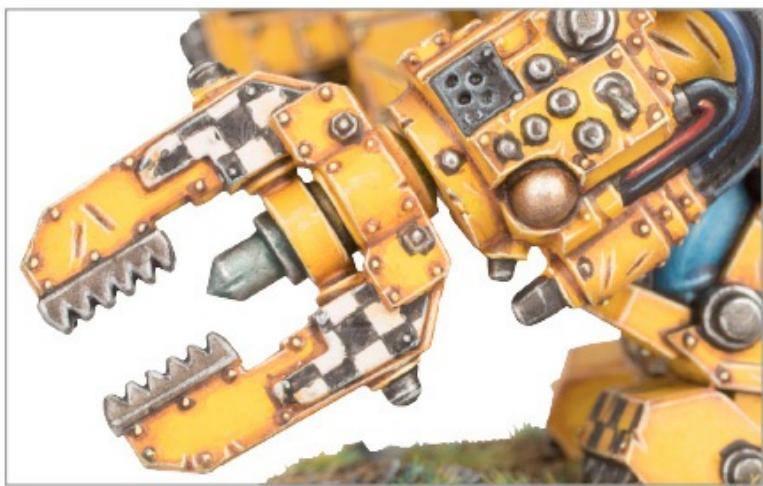
The Big Mek in Mega Armour also comes with a Grot Oiler, a diminutive apprentice who is willing to help his boss with his special oil squig. AT





Above, left - A Big Mek in mega armour carries a kustom mega-blasta – alarmingly, this devastating weapon is likely to be one of his saner inventions.

Above, right - The Mek is accompanied by his own runt assistant, a Grot Oiler complete with oil squig.



Above, left - The Big Mek is armed with a kustom mega-blasta and power klaw (which also doubles as a Mek's tool for battlefield repairs).

Above, right - The Big Mek's head has a fitting for a heavy-duty welder's mask, which can be left off, worn as normal or left up so he can see what's going on.

ORKS

TRUKK BOYZ

Getting into combat as fast as possible is the goal of every Ork, so many Boyz often cram themselves into Trukks to ride to battle in style. These are often the most crazed and aggressive Orks, warriors as excited by the thrill of racing at speed as crushing skulls.



The first thing many know of an Ork attack is squadrons of Trukks darkening the horizon, framed by a billowing cloud of thick smoke and dust. From their Trukks the Boyz bellow eager war cries and raucous chants until they are close enough to the enemy to leap over

the sides and charge headlong into bloody combat.

The Ork Trukk Boyz set combines a mob of 10 multi-part plastic Ork Boyz with a Trukk kit – just what you need to add a bit of high-speed aggression to your army. Within the Mob you get 10 Boyz, with options for sluggas and choppas or shootas, and the parts for a Nob, big shoota and rokkit launcha. AT

DEFF ROLLA BATTLEWAGON

Every Ork Warboss wants a Battlewagon to ride into combat, crammed full of the killiest Nobz and armed to the teef with big shootas and a killkannon. The ultimate status symbol is a deff rolla, which can grind anything in its path into a messy red paste.



A Battlewagon is a prestige piece for any Ork Warboss worth his salt – not only is it heavily armoured, and thus able to barge through a storm of incoming firepower without pause, but its massive bulk means that all the other Boyz on the battlefield can see where

the Warboss is and, with a deff rolla attached to the front, that's sure to be right in the heart of the action, smashing through enemy formations and rolling over enemy tanks.

This set contains a Battlewagon and the Battlewagon upgrade frame, which has an additional kannon, the deff rolla and a Grot Rigger. AT

ORKS

DEFF DREAD MOB

Orks respect anything that can beat them up, and some are even willing to subject themselves to the painful ministrations required to fit them into a Deff Dread, an armour-plated behemoth with four weapon-fitted arms that turns the Boy into a killing machine.



Deff Dreads are able to shrug off small arms fire, walk imperviously through torrents of flame and laugh off grenade explosions. They mount heavy weapons that can scythe through enemy troops or even destroy tanks, and their claws can slice through the hull of

enemy vehicles (not to mention flesh) with startling ease.

The Deff Dread Mob contains a pair of Deff Dreads. Each has plenty of wargear options enabling you to fit all of the guns and Dreadnought close combat weapons you want to your Deff Dread, and still leave you with loads of handy spares. There are also two face plates, so both can look distinct from one another. AT

WAAAGH! GHAZGHKULL

In the closing years of the 41st Millennium, no Ork Warlord commands more fear or respect than Ghazghkull Thraka.



Ghazghkull Mag Uruk Thraka. Mighty Goff Warlord and leader of the Waaagh! The Prophet of Gork and Mork. The Beast of Armageddon. The greatest living Ork Warlord

and a terror to the Imperium, a name by which mothers scare children to bed and entire regiments of the Astra Militarum learn their doom.

Waaagh! Ghazghkull is a supplement for Codex: Orks which expands upon the campaigns of the mighty Ork Warlord, from the fateful wound that opens his mind to the great call of the gods, to the Waaagh! that brought Armageddon and the Imperium to its knees. Within this 80-page hardback book you learn all about Ghazghkull and find new rules so that you can unleash his Waaagh! on the tabletop, with datasheets such as Da Vulcha Skwad, Boss Snikrot's Red Skull Kommandos and Ghazghkull's Bullyboyz. There are also new Warlord Traits, a section devoted to Orkmedes's Kustom Gubbinz, and Altar of War and Echoes of War scenarios that let you recreate Ghazghkull's exploits. If you want to unleash Waaagh! Ghazghkull on the universe, this is the book for you. AT



OVERFIEND

In the Octarius Sector, the Adeptus Astartes battle against the Waaagh! of the Overfiend.



OVERFIEND

DAVID ANNANDALE



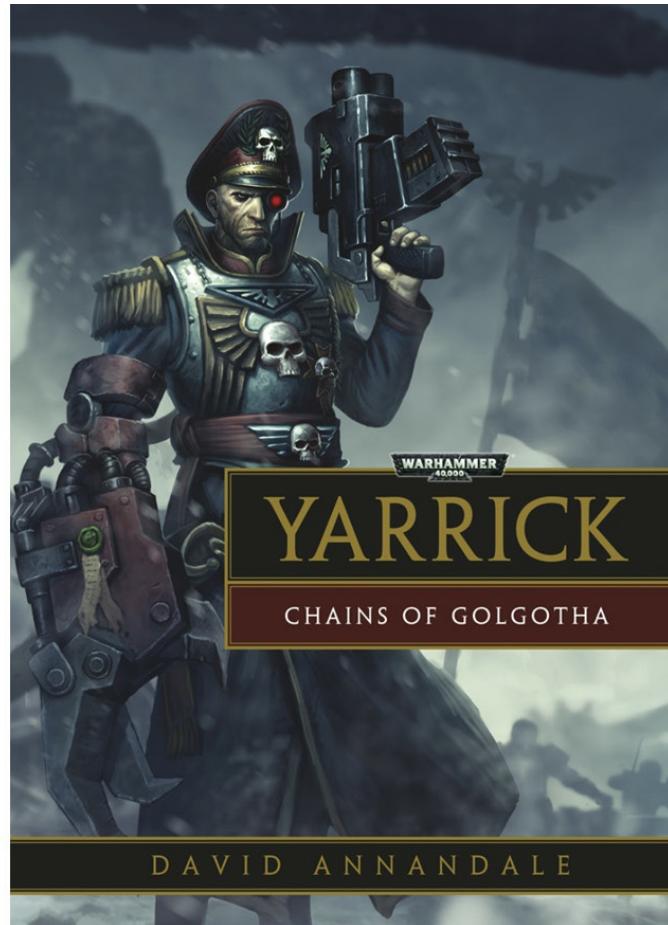
Nestled within the Ultima Segmentum like a vile green stain, the Octarius Sector has long been overrun by the Orks. This Empire is ruled by the Overfiend, and he must be defeated at all costs.

Overfiend is a compilation of three intertwining novellas: Stormseer, Shadow Captain and Forge Master. Formerly available as eBooks, these are now joined into one hardback volume exploring the Octavius War, as the Raven Guard, White Scars and Salamanders Chapters battle the greenskin hordes. Annandale deftly brings the Space Marines from

three disparate Chapters to life as they strive against the machinations of the Overfiend of Octarius, and strike an uneasy alliance that promises victory or death. AT

FURTHER READING

David Annandale has been on something of a Warhammer 40,000 rampage in recent months, with several cracking stories under his belt. Check out *Chains of Golgotha* for a bloody and spectacular depiction of Yarrick's stand against Ghazghkull Thraka and, if that appeals to you, take a look at the excellent *Yarrick: Imperial Creed* for more Imperial Guard action.



DAVID ANNANDALE INTERVIEW!

With Overfiend released this week, we caught up with David Annandale...

This isn't the first time you've dealt with Orks. What drew you back to the Overlord of Octarius?

One of the big appeals of this particular project was the chance to show the Orks presenting nasty surprises to the forces of the Imperium. Ghazghkull Thraka, of course, is the supreme master of Orkish surprises, but the Overfiend is no slouch. In his case, the shocks begin with the sheer size and resilience of his troops, but there is so much more that awaits the Space Marines involved in the struggle.

What did you enjoy bringing out about the Ravenwing, White Scars and Salamanders? Did you have a favourite among them?

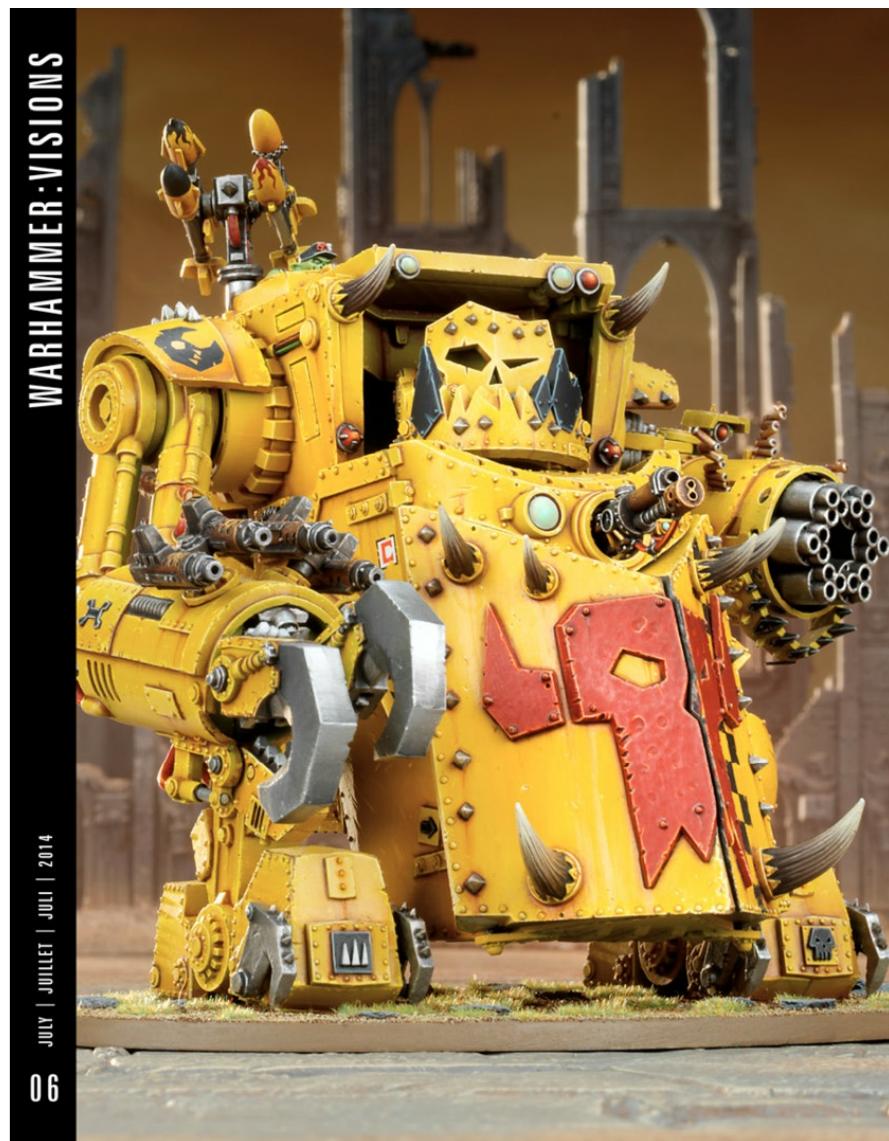
It was fun exploring the distinctive qualities of each Chapter, thinking about how these would shape their initial attacks on the Overfiend, and their responses once the foe turned out to be much more dangerous than suspected. I wanted the wild speed of the White Scars, the stealth of the Raven Guard and the thoughtful implacability of the Salamanders to inform the tone and events of the novellas.

There are some alliances with the Eldar, too. You really seemed to get into the Eldar from the Space Marine perspective. What was that like?

This was my first time out with the Eldar. I owe a creative debt to Gav Thorpe here, whose *Path of the Eldar* trilogy was a big inspiration. I was especially struck by his use of verse in dialogue, and I tried to suggest something of a parallel in their use of Gothic. It isn't their language, so the effects would not be the same, but my hope was to hint at a way of thinking that would be very alien to Imperium. MK

WARHAMMER: VISIONS

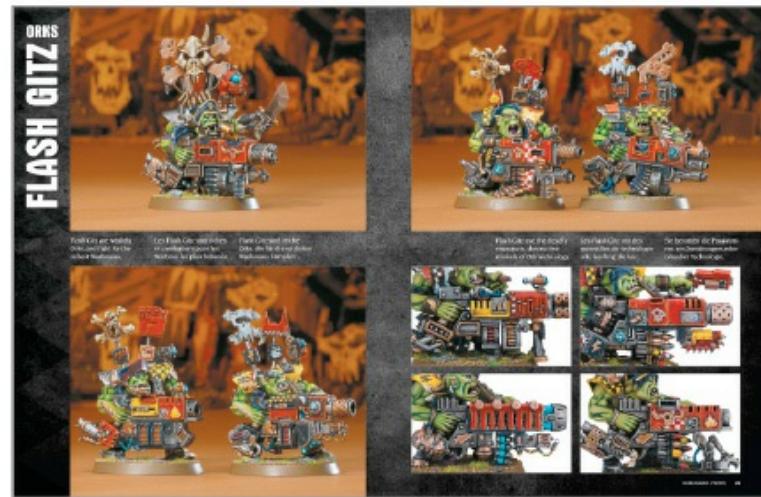
Warhammer: Visions is the monthly magazine from the creators of White Dwarf, a 236-page compilation of the best Citadel miniatures in the world. This week issue 6 is available to order and contains glorious galleries of the latest Ork releases and a whole lot more.



Warhammer: Visions issue 6 begins with a look back at the Orks with sumptuous galleries showing all the latest releases in fantastic, inspiring battle scenes, with insets to give you a closer look at the fine details. There is also a section devoted to recent releases

from Forge World including a look at the towering new Cerastus-pattern Imperial Knight Lancer and the Lizardman Dread Saurian.

Other features of the magazine include a massive gallery of entries from Golden Demon 2013 in Cologne, 'Eavy Metal painted Orks, an impressive Tyranid Kit Bash and an Army of the Month with a difference as we showcase Gareth Etherington's glorious collection. It's an issue not to be missed, and it's available to buy everywhere from Saturday. AT



CODEX: APOCRYPHA

This week we begin a new regular series wherein Phil Kelly delves deeper into the dark and mysterious places of the worlds of Warhammer. This month, Night Lords...



“...a glowing child-form it was, crawled from the Pit onto the broken street, hissing molten metal dripping from its limbs. It was a daemon, no less, with the body of an infant but the expression of an old man, its eyes black and cold as obsidian.”

- The Arcana Progenitum of Nostramo Quintus

The Night Lords were the eighth Legion formed during the First Founding. Their Primarch, Konrad Curze – later to be known as Night Haunter – grew up on the mining planet of Nostramo, a world shielded from its sun by a thick pall of pollution. The days on Nostramo, such as they were, were only slightly lighter than the pitch-dark nights, and the people of the planet grew up with a deathly grey pallor. Suicide and depression were facts of life; were it not for the huge deposits of adamantium found beneath the planet's surface it is doubtful that the world would have ever been inhabited at all. When the infant Primarch Konrad Curze descended from the heavens, the sheer force of his impact drove a deep chasm through the planet's crust, and the fate of Nostramo changed forever.

Violent crime was a fact of life on Nostramo until the young Primarch Curze took it upon

himself to wage a single-handed vigilante war against the crime lords of the planet. He was soon a figure of fear known as Night Haunter, a name he gleefully adopted as one that would strike terror into the hearts of his enemies. His methods were simple, vicious and direct: if you broke his law, you died. There was no appeal: Night Haunter was judge, jury and executioner.

The light of the Great Crusade finally reached even this dark world and the Emperor was reunited with his dark-visaged Primarch. Night Haunter was placed in command of the Night Lords, who quickly gained a reputation for ruthless efficiency and a cynical disregard for human life.

“Your presence does not surprise me, assassin. I have known of you ever since your craft entered the Eastern Fringes. Why did I not have you killed? Because your mission and the act you are about to commit proves the truth of all I have ever said or done. Death is nothing compared to vindication.”

- *Night Haunter, moments before his assassination at the hands of the Callidus M’Shen*

Their Primarch’s methods became the ways of the Night Lords themselves; as long as they achieved their objectives, the means just didn’t matter. Worse still was the ruin Night Haunter wreaked on Nostramo when he learnt its corruption had returned. Though his violent efficiency had duly terrified the crime lords of Nostramo into obedience, his homeworld reverted to its old ways as a den of sin in his absence. Only those of brutish strength, vicious nerve and a complete lack of scruples prospered there. The Night Lords now recruited from its reaches were the same manner of men the young Curze had executed in his youth.

This was something Night Haunter could not bear. He returned to Nostramo and ordered Exterminatus, the lances and mass drivers of his starships concentrating their firepower upon the deep scar his original descent had gouged in the planet’s crust until its core ignited and it was utterly destroyed.

“That is not my name, father. I am Night Haunter, and I know full well what you intend for me.”

- *Night Haunter, upon the Emperor greeting him as Konrad Curze*

With his psyche further twisted by his destruction of Nostramo, Night Haunter became a stalwart supporter of Horus’s rebellion against the Emperor, a man he had started to see as a weak-willed hypocrite. Operating from a planet deep in the Eastern Fringe, he led the Night Lords on a campaign of terror and genocide that has rarely, if ever, been equalled. Soon stories began to circulate of massacres and atrocities being committed by the Night Lords, some reportedly under the supervision of Night Haunter himself, until finally the Emperor was forced to recall the Primarch to answer the charges against him and his men.

Before the Primarch could be put on trial for his actions, the greatest betrayal the Imperium has ever seen came to terrible fruition. It quickly became apparent that all of the accusations levelled at the Night Lords were true. Even after Horus had been defeated, the Night Lords continued to attack the Imperium, though increasingly without any discernible plan or motivation for their steadily more murderous attacks.

Finally the Callidus temple was able to infiltrate Night Haunter's base and slay the Primarch, though it later transpired that Curze had allowed this to happen. With this act the Night Lords soon ceased to be an organised threat to the Imperium.

The survivors made their way to the Eye of Terror where they continue to take part in raids against the Imperium. They do not appear to worship any one of the Chaos Gods, and have become instead cynical, hard-bitten and frighteningly ruthless warriors. They fight for the pleasure of it, and for the material rewards it can bring, or perhaps out of some misguided sense of their own righteousness, not because they worship some deity. Possessed, as they would have it, of a ruthless pragmatism, they look down on their more dedicated brethren, fanatical killers such as Khorne Berzerkers and loyalist Space Marines of the Imperium alike.

Veteran-Brother Nadrak strode amongst the carnage. Where he thought he still saw a flicker of movement he fired off several rattling shots from his chain-fed autocannon. This was the point of the Long War. It was not to wage some galaxy-spanning bloody crusade for the Dark Gods, like those feeble-minded Berzerkers loyal to the Blood God, but to kill and revel in the killing. Giving the Imperium a taste of the Night Lords' ruthless methods only served to provide even greater satisfaction.

But this was only the beginning. The Night Lords had not finished with the pathetic world of Purgatory and all that it had to offer them. And once they were done, not a single soul would remain alive on the planet. Those who resisted their will or those who were not fit for the slave labour camps would die, and the Night Lords would relish their dying. Soon this inhospitable world would seem to its inhabitants a former paradise as they learnt of the horrors of the Warp.

Hell had come to Purgatory.

WAR DIARY ARMIES ON PARADE 2014

War Diary tracks the progress of 14 hobbyists as they prepare for Armies on Parade, Games Workshop's annual hobby extravaganza. Here, Dan explains what it's all about.



Armies on Parade is a celebration of collecting and painting Citadel miniatures, your opportunity to build and paint a new army and present it on a beautiful display board of your own making.

I've been passionate about Armies on Parade since it was introduced in 2011. I love all

aspects of our hobby – building models, painting, playing games – but the hurdle I often fall at is painting an army. It's not that I don't want to, but rather I get easily distracted by new miniatures. Armies on Parade is the perfect remedy. Not only does it focus your efforts on a single project, but it also encourages you to try your hand at new things, such as scenery building. There's also a deadline: 13 September. On that day, every Games Workshop around the world will host its Parade Day, where all the entrants in the local area will display their Armies on Parade. The winner is not decided by the staff, but voted for by the general public and the hobbyists who did all the hard work. Even if you don't win, there's a real sense of achievement in seeing your army completely painted.

Last year I joined six like-minded hobbyists from around our head office to take on the hobby challenge. This year there's 14 of us involved. Over the coming months, War Diary will follow our progress and showcase what we're working on in the run-up to Parade Day. As was the case last year, we've all taken a different approach to the Armies on Parade challenge. Hobby team painter Nat Slinn painted half-a-dozen test models for her Wood Elf display before settling on a colour scheme while Forge World sculptors Mark Bedford and Phil Stutcinskas dived straight in and started painting every Tyranid monster and Imperial Fist Space Marine they could lay their hands on.

Keen to get started, Jamie Forster burst from the blocks like a champion racer to build every Dwarf for his display in one mass gluing session. Returning from last year's competition, Carl Dafforn and Dom Murray have decided to pace themselves with their Dark Angels and Space Wolves, painting a unit to completion before starting the next.

We've quite a range of armies being constructed, too. Studio painter Dimitrios Tampakoudis is painting Ultramarines backed up by an Imperial Knight while across the desk James Gallagher is building Daemons of Tzeentch and Chris Bilewicz is painting Sisters of Battle. The clash of blue, pink and white is a sight to behold. On the subject of bright colours, Eddie Eccles has returned for this year's contest having taken the gold medal at Warhammer World last year with his Eldar Harlequins. This year he's working on a Lizardman force, which he plans to display on some kind of floating city.

Here in the White Dwarf office, Andy Keddie, Matt Hutson and Glenn More have joined me in the Armies on Parade challenge. Andy and Matt are painting High Elves and Wood Elves respectively, while Glenn is planning something around the Astra Militarum. This year, I've chosen Mirkwood Elves. We'll be talking more about our projects in issues 26 and 30 of White Dwarf and the finished displays will be featured in Warhammer: Visions issue 9. Read on to see what some of the group have already painted. DH

HOW TO TAKE PART IN ARMIES ON PARADE

Anyone can take part in Armies on Parade. All you need to do is paint an army and a 2' by 2' display board to put it on. The army must consist of a commander and at least two units chosen from the Warhammer, Warhammer 40,000 or The Hobbit: An Unexpected Journey miniature ranges.

The army must be presented on a 2' by 2' board. A tile from a Realm of Battle Board is perfect for this and many hobbyists club together to buy a board, divvying up the six tiles inside. Building the display board is a great opportunity to try your hand at scenery building, creating a display board that will impress all who see it.

To find out more about this year's Armies on Parade competition, have a chat to your local Games Workshop staff – they'll be more than willing to help you plan out your entry. Good luck!

THE CHILDREN OF SOTEK

Eddie Eccles works in our digital team and has something of a reputation for crazy conversions and paint schemes. Recently he's spent a lot of time staring at frogs...



“Lizardmen were the reason I started playing Warhammer,” says Eddie, “so when the new models came out last year I knew I had to paint them. My reptilian force hails from Tlaxan, the City of the Moon, so all my units will have been spawned to correspond with some great astrological event, and be thusly blessed by one of the Lizardmen deities. I went for a striking red colour for the Saurus, who I imagined spawned at a time when the Twin Tailed comet of Sotek burned in the sky, blessing the warriors with the mark of that bloodthirsty god.”

THE IRONPICK CLAN DIG IN

Jamie Forster works in our web team and his Ogre Kingdoms army is featured in issue 5 of Warhammer: Visions. He's now set his sights on an army of a slightly shorter stature.



“My idea is for a Dwarf army manning the Forge World earthworks board,” says Jamie. “Possibly with a Gyrocopter refuelling tower at the back, though I’ve got to work on the details of that bit. I chose the Ironpick Clan because I love their background in the Dwarf army book. They don’t have a colour scheme, though, so I chose green and yellow, the royal colours of the Dwarfs. They’re really bright, too, so my Dwarfs should stand out from the display board. Below you can see my Runesmith, Ulfar Thrunggson, and my first unit of Irondrakes.”

THESE ELVES ARE ALL AT SEA

Andy Keddie works with us in the White Dwarf office, ensuring every issue of White Dwarf gets delivered on time. He also thrashed Adam in last issue’s battle report, which the rest of us hardly ever mention.



“My Armies on Parade entry all started because of this model, the Lothorn Seahelm,” says Andy. “When I first saw him I just really wanted to paint him, especially his trident. His name is Caerwyn Pinswyrm and he’s one of the two brothers that will lead my Lothorn defence force.

“I chose a dark colour scheme for my army, accented with pastel greens and blues, the same colour as a stormy sea. I wanted them all to feel very nautical. Most of the army will be made of units traditionally from Lothorn, such as Sea Guard, Skycutter Chariots and Great Eagles, with a few Bolt Throwers thrown in for good measure. I’m also working on a unit of Ellyrian Reavers from the Island of Blood boxed set.

“For the board, I plan to have a coastline with all the flying units swooping out over the sea while the models on foot guard the land. I have no idea how it will work yet... I’m currently toying with the idea of a watchtower coming out of the sea.”

THE BEGINNINGS OF A HOLY CRUSADE

Studio painter Chris Bilewicz created a Vampire Counts display last year. This time around he’s swapped unholly undead warriors for the ultra-devout Sisters of Battle.



“This whole project was inspired by a piece of artwork in the digital Codex: Adepta Sororitas,” begins Chris. “There’s a picture of a Canoness striding across a plaza, a huge citadel behind her. I want to recreate that.

“I also wanted to paint an army that I’ve never done before and the Sisters of Battle certainly fit the bill. In fact, I’m amazed I haven’t painted them sooner, as the models are awesome. Each model is a character in their own right and I especially love their tanks and vehicles, which are covered in all manner of ecclesiastical trappings totally unlike the stark Space Marine Rhinos I’m used to painting. I chose white as the primary colour for the army. Most Sisters of Battle are painted with black armour so I chose something completely different. It will help them stand out on the battlefield and make them unique. I’ve just finished painting a Penitent Engine, perhaps the weirdest of all the Adepta Sororitas units.”

FOR THE WOLFTIME

Dom Murray is one of the web-wizards that looks after the Games Workshop Webstore. Despite not having much of a beard, Dom is confident he'll create a display that will be the envy of Leman Russ himself.



"Space Wolves have always been a favourite army of mine," begins Dom, "but I didn't get around to painting any of the new models when they came out. This was just the challenge I needed. My plan is to have Logan Grimnar leading his Wolf Guard Terminators through a breach in a defence line, bastions and weapon turrets on either side of them, Fenrisian Wolves bounding into battle around them. I also plan to have a Freeblade Knight fighting alongside them, a disgraced Noble from an unknown house who has allied himself to their cause."

DA MEGANOBZ CHALLENGE

With so many Meganobz around the bunker, Dan and Adam set up a battlefield and embarked on an afternoon of battles, testing the might of the Meganobz against the galaxy's finest. How would the Nobz fare against Terminators, Tyranid hordes or Imperial Knights? Read on...



Adam: The Design Studio's army painting team have loads of Meganobz in their collection and seeing them all in one place gave Dan and I the idea of testing their mettle in some mini-battles, so we set up a small battlefield, picked some likely opponents and put them to the test.

Fight 1: Five Meganobz versus five Deathwing Terminators.

In this even match, Orks and Deathwing hammered each other with gunfire. Against all odds, the Meganobz got the better of the exchange, felling a Dark Angel before close combat even began. The result was mutually-assured destruction as power klaws and power fists left no survivors.

Fight 2: Two mobs of five Meganobz versus five Deathwing Terminators and five Deathwing Knights.

This fight was a whitewash for the Dark Angels as the Deathwing Knights formed a shieldwall and took the combined charge of the Meganobz on their storm shields before bludgeoning eight greenskins to death with their Maces of Absolution (set to Smite Mode, of course). The second Deathwing Squad finished the job.

Fight 3: Dreadnought with Plasma Cannon versus three Meganobz.

Shamed by their previous loss, the Meganobz redeemed themselves by striding through the Dreadnought's embarrassingly inaccurate firepower to make a massive charge ('Ere We Go! lets them re-roll the charge roll, so they managed a whopping 11"). The Dreadnought took one down with its power fist, but the killsaws left it bleeding amniotic fluids in seconds.

Fight 4: Two Carnifexes with Devourers versus six Meganobz.

This was an ugly fight that showed how high-volume firepower can bring down even the best. The Carnifexes riddled the Nobz with brainleech worms and smashed them to bits on the charge. Horrible.

Fight 5: Imperial Knight Errant versus two mobs of four Meganobz.

In the surprise battle of the afternoon, the Meganobz not only avoided the worst of the Errant's shooting but charged into the Imperial Knight (thanks again to the super-handy 'Ere We Go! rule). Although the Imperial Knight chopped down two with its chainsword, it was butchered in return. The resultant detonation left a lone Meganob stood in a smoking crater.

With the results tied at two wins, two losses and a draw, Adam and Dan went into overtime for a final battle.

Fight 6: 20 Termagants, 16 Hormagaunts, 10 Genestealers and a Zoanthrope versus two mobs of four Meganobz.

Any plans to overwhelm the Meganobz with mountains of Tyranid bodies were cut rudely short as the Meganobz' kombi-skorchas quickly brought the broods down to size, the return fire from the Termagants' fleshborers barely making a mark on the thick mega armour. The Zoanthrope managed to turn an unfortunate Ork into a big green smear, and

the charge of the Genestealer brood laid a couple more low with their rending claws, but in the end it was the inexorable rise and fall of power klaws and killsaws that won the day. The Orks emerged gore-slicked but triumphant.

DA CONCLUSION

When the smoke had cleared, Dan and I had learned a few things. Firstly, it was clear that Meganobz deserve their place among the heavyweight contenders of the Warhammer 40,000 universe, locking horns with Deathwing Terminators and a Dreadnought and coming off very well indeed. Any shame in their defeat against the Carnifexes or Deathwing Knights can be chalked up to bad matchups and the inescapable Orky logic that it doesn't really matter if they lose, since they're dead.

The real shocker, the one that got the White Dwarf team gawking, was how they handled themselves against the Imperial Knight and Tyranid hordes – once those killsaws get their jagged teeth into a vehicle, it's all over. Against the Tyranids, the versatility of the Nobz' armament shone through: kombi-skorchas left nothing of the Gaunts but the smell of burned meat.

SPRUES AND GLUE

Sprues and Glue is our regular in-depth look at modelling Citadel miniatures. This week, Dan demonstrates the versatility of the Ork range by combining several Ork kits and spare parts to create six Ork Nobz, each representing one of the major Ork clans.

Dan: Regular readers will have seen the Flash Gitz that Matt Holland converted a couple of weeks ago. Inspired by his work, I set out to create an Ork Nob from each of the six major clans using only plastic kits. Here's how I got on.

Deathskull Nob

Deathskulls are scavengers, their weapons made from battlefield detritus. This Nob combines a body, shoulder pads and head from the Ork Nobz box with a Flash Gitz snazzgun (below). I specifically chose this head because it wears a skull-shaped faceplate, which will look great painted blue, the lucky colour of the Deathskulls Clan. The Nob's kombi-shoota comes from the Flash Gitz box, though I only used shoota parts to make it look more like a scavenged weapon than a high-tech snazzgun. The back banner and glyph are also from the Flash Gitz box.



Bad Moon Nob

Bad Moons are the richest Orks, so I wanted this Nob to look like he'd spent his teef on good wargear. The bionic leg in the Flash Gitz kit looked suitably high-tech and I chose the head from the Meganobz box for the same reason. It has the most sophisticated bionics I've seen on an Ork, perfect for a showy Bad Moon (below).

2



The model's torso is from the Nobz box, which fits perfectly on the Flash Gitz legs. The gun comes from the Ork Nobz box too, but with a crosshair and spent ammo casings from the Flash Gitz (below). The back banner also comes from the Flash Gitz. I chose the one with the most teef hanging off it as a display of the Ork's wealth. The left banner top is from the Nobz box, while the one on the right is from the Flash Gitz.



Goff Ork Nob

Goff Orks prefer to engage their foes face-to-face, so this Ork Nob is armed only with close combat weapons (below). I wanted to have the Nob's power klaw raised up, but the three in the Nobz box are all held low to the floor, so I took this one from the Ork Warbiker box. The body comes from the Nobz box, as do the armoured loincloth and shoulder pads. The armoured head was a spare from the Warhammer Black Orcs box. It fits without any additional chopping and really captures the barbaric image of the Goffs.

4



The Nob's outstretched left arm is a minor conversion that combines a slugga arm and a choppa arm from the Nobz box. The slugga hand was carefully cut off at the wrist (below) using the Citadel Knife and replaced with the choppa hand. It's a subtle conversion, but one that changes the pose of the model dramatically. The finishing touches were a pair of severed heads and an Ork skull from the Ork Boyz box and a banner top from the Meganobz kit, which was pinned to the top of a Nob's banner pole.



Evil Sunz Nob

Evil Sunz have a love for speed, so it felt only right to build this Nob riding a warbike (below).



The Nob is made using the legs and torso from the Warbiker box, with the head from the Meganobz set. I imagine the grill bolted across his helmet would stop him getting bugs in his eyes (though it won't stop him getting a gob full of them...). The shoulder pad on his right arm comes from the Warhammer Orc Warboss and features a grinning face that will look great painted as the Evil Sun. The Nob's buzzsaw arm is taken from the Meganobz kit (you'll have them spare if you build them with power klaws and shootas). It's attached to the arm from the Warbiker box that holds a 'uge choppa in the air. By cutting the arm just below the elbow with a pair of Fine Detail Cutters (below), I was able to mount the buzzsaw directly on to it.



The bike comes from the Warbiker box with the addition of a pair of kustom mega-blastas I had spare from when I built my Deff Dread. Technically, a Nob on a Warbike can't be armed with mega-blastas, but a Big Mek on a bike can. It looks cool, which is what really matters. Attaching them to the bike involved slicing a small panel off the top of the mega-blastas to get a flat surface (below) before gluing them on.



Snakebite Nob

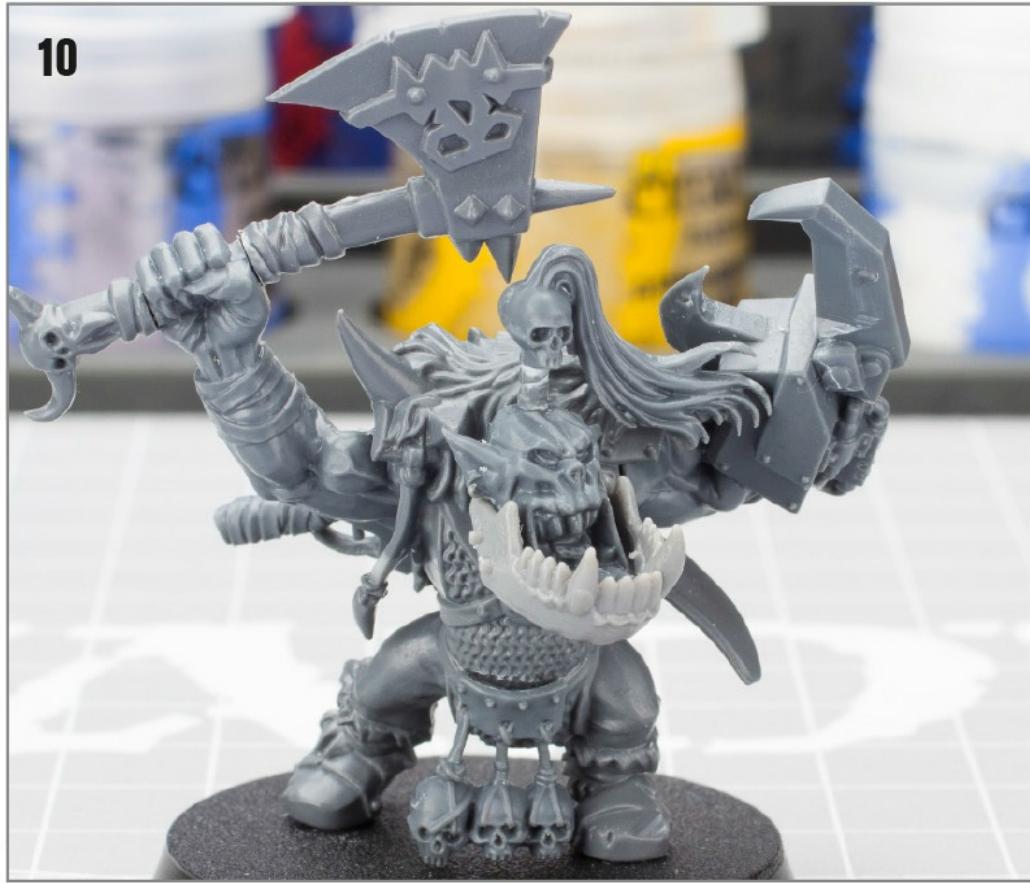
Orks from the Snakebite Clan are often seen as a little bit backward by other Orks, having

not fully embraced modern Ork technology. For this reason I used parts from the Warhammer Orc Warboss (below) as the basis for this Nob, as it has a more feral appearance than the Warhammer 40,000 Ork Nobz.



The torso and legs come from the Warboss kit, while the skulls hanging from his belt, the power klaw (the Nob's only concession to technology), the head and the topknot all come from the Nobz box (below). The jaw bone is a spare part from another Warhammer kit, the Orc Boar Chariot. It fits the Nob's head without any chopping required. The Nob's right arm is taken from the Nobz box, but holding the axe from the Orc Warboss kit. With no power cables and exhaust pipes, it fits the look of a Snakebite perfectly.

10



Bloodaxe Nob

The Bloodaxe Clan are militaristic Orks with a propensity for camouflage and, dare I say it, tactics. This Ork was inspired by an old piece of artwork featuring a Blood Axe boss wearing a trench coat and smoking a cigar. The Flash Gitz Kaptin was the perfect model for the conversion (below).



This Nob is made primarily from the Flash Gitz kit apart from the model's right arm. I wanted him to have a 'uge choppa slung over his shoulder and there was one in the Nobz box that fitted perfectly. The head of the 'uge choppa originally featured a trio of circular saw blades, but I wanted it to look more axe-like (this being a Bloodaxe, after all). The axe head comes from the arm I cut in half earlier for the Evil Sunz Nob. Cutting the heads off both weapons with a Citadel Knife, I transplanted the axe onto the new haft. The other weapon head went in my bits box for future use. The banner poles come from the Flash Gitz kit, combined with the Bloodaxe banner top from the Nobz box. The Nob's hat was sculpted using Green Stuff (see below). DH

KUSTOM-KOMBI ORKS

Most Ork kits are compatible with each other, making kit bashes and conversions very easy. The parts from the Ork Nobz and Flash Gitz, for example, are almost completely interchangeable. For feral Snakebites, check out the Warhammer Orc Boyz box – give them sluggas and they'll look right at home in the horde.

PINNING COMPONENTS

Pinning can be used to strengthen the join between two components. It's very handy for weapons that stick out or small joins that may need help to survive the rigours of battle.

Before drilling, use a drawing pin to make a pilot hole (Below).



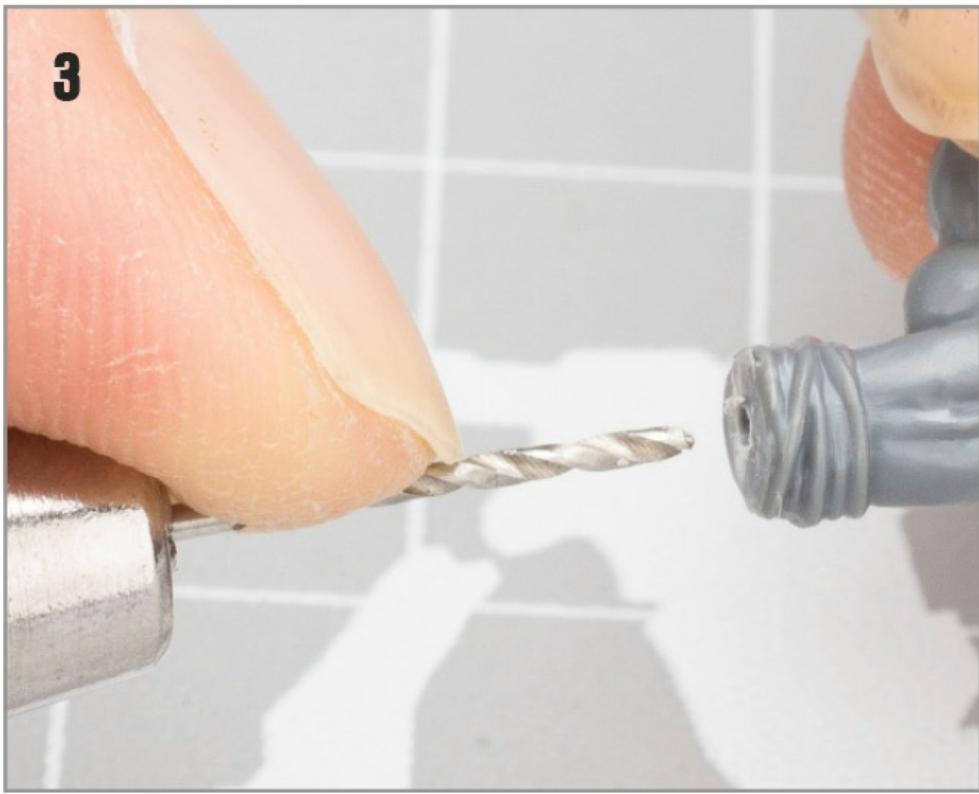
It will make sure the drill bit doesn't slip. With the 1mm drill bit fitted, slowly drill into the model, making sure the drill bit is kept straight to avoid snapping it (below).

2



You can test how deep you've drilled by placing your thumbnail against the drill bit before you pull it out (below).

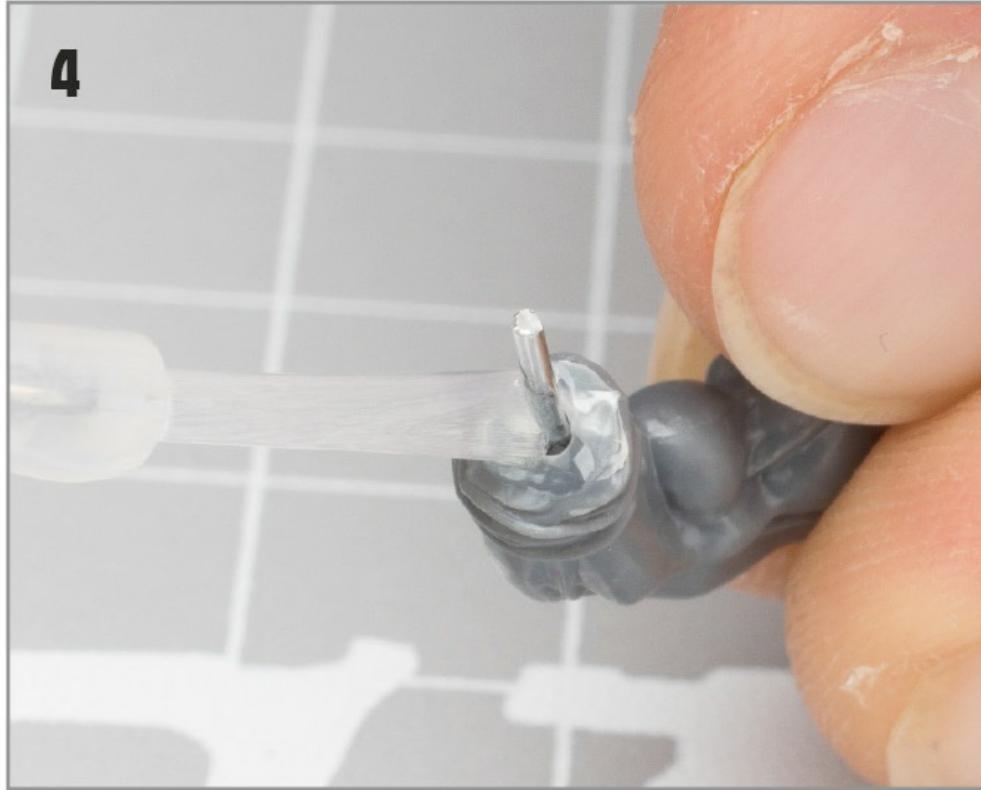
3



I aim for around 7mm. Once you've drilled both components, use a small metal rod such as a paperclip to join them together. Using a pair of cutters (NOT Fine Detail Clippers), cut the paperclip to length and use Super Glue: Thin to stick it into one of the holes

(below).

4



Once the glue is dry, push the other component onto the pin. If it's too long, cut it down and try again. Stick the second component into place using Plastic Glue: Thick.

USING GREEN STUFF AND SCULPTING TOOLS

Green Stuff can be used for filling gaps in models or, if you're feeling confident and creative, to sculpt extra detail onto a model. Here are a few tips on using it.

Green Stuff comes as a strip of yellow and blue putty. Cut off a small sliver (below) and mix the two parts together with your fingers to make a consistent green putty. It will be workable for around 45 minutes, though you can keep it malleable by kneading it again until it's soft.

1



To apply the Green Stuff to a model, use the spatula end of the Citadel Sculpting Tool (below) to position it on the model.

2



Make sure you wet your sculpting tools before using them so the Green Stuff doesn't stick to them. Using the flat edge of the sculpting tool, carefully mould the Green Stuff into shape, removing any excess with the blade end (below).

3



Create lines, holes and small details with the pointy end of the tool (below) and leave it to dry overnight.

4



PAINT SPLATTER

Paint Splatter provides handy hints and stage-by-stage painting guides for the week's new releases. This week, we offer some guidance for painting the Big Mek in mega armour. Chris Innes tells us more.



Chris: My goal painting the Big Mek was to get a great overall effect that can be easily adapted to paint the Meganobz too. With the Big Mek the dominant colours are the yellow armour and the blue spot colours, so I went for a Skull White Spray Undercoat. If

you wanted to, you could start with a darker basecoat (like Averland Sunset) and then apply even darker shades into the recesses but, in the interests of simplicity, I went with an overall application of Flash Gitz Yellow with a Citadel Spray Gun and then painted over the other areas with Base paints. A word on Greenskin flesh – I've focussed on the Grot here, because you can see more of his skin, but you can use the exact same techniques with the Ork colours, too (Waaagh! Flesh, Biel-Tan Green, Warboss Green and Skarsnik Green).

There are two blue effects on the Big Mek, with the blue glow around the vents on the kustom mega-blasta and the orbs on the tellyport blasta. The vents were easy – I created a blue glow by layering Temple Guard Blue in the vents and then painting a small amount of Guilliman Blue around it, which is then highlighted with Runefang Steel as normal. With the orbs, I wanted to keep them light, so I used Temple Guard Blue, again glazed with Guilliman Blue. The highlights are actually easy to do: they're just concentric circles that get progressively lighter. AT

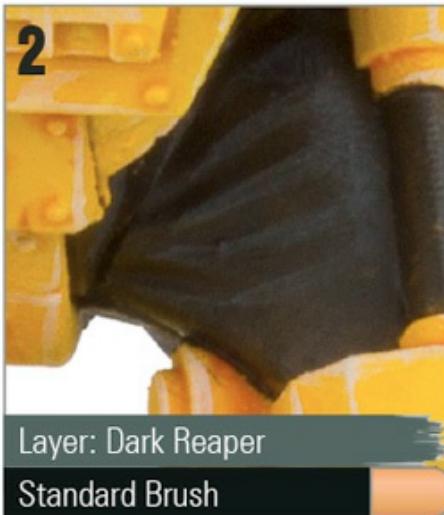
PAINTING THE ORKS

For more tips and stage-by-stage guides on painting Orks, check out How to Paint Citadel Miniatures: Orks, which is available this week as a digital download. For more details and to download it, check out: games-workshop.com

Mega Armour



Fatigues



Mega-blasta

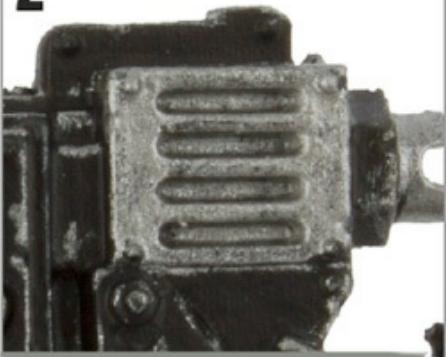
1



Basecoat: Abaddon Black

Basecoat Brush

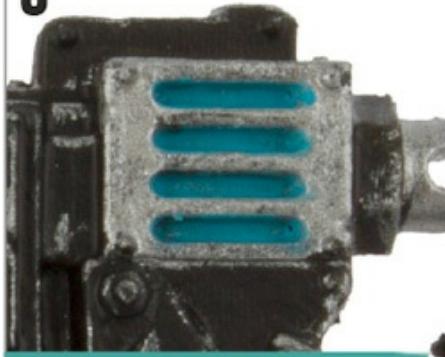
2



Layer: Ironbreaker

Large Brush

3



Layer: Temple Guard Blue

Detail Brush

4



Glaze: Guilliman Blue

Wash Brush

5



Layer: Runefang Steel

Detail Brush

Tellyport Blasta



Basecoat: Temple Guard Blue

Basecoat Brush



Glaze: Guilliman Blue

Standard Brush



Layer: Temple Guard Blue

Standard Brush



Layer: Blue Horror

Detail Brush



Layer: White Scar

Fine Detail Brush

Grot Flesh



Basecoat: Skarsnik Green

Basecoat Brush



Wash: Biel-Tan Green

Wash Brush



Layer: Skarsnik Green

Standard Brush



Layer: Screaming Skull

Detail Brush

Oiler Squig



Basecoat: Khorne Red

Standard Brush



Wash: Nuln Oil

Standard Brush



Layer: Wazdakka Red

Detail Brush



Layer: Squig Orange

Fine Detail Brush

DESIGNERS NOTES

The Design Studio has resounded to the sound of grots beating sheets of armour into shape in recent weeks as Maxime and Alex put the finishing touches to the new Meganobz models. Adam braved the Meks' workshop to learn more about these fantastic new models.



The Meganobz and Big Mek in mega armour were designed by the talented team of Alex Hedström and Maxime Pastourel.

“My great joy in designing new miniatures comes from working out how they will go together,” says Alex Hedström, who did the bulk of the design work on the new

Meganobz. “When it came to the new suits of mega armour, the imagery for them was well established by the previous mega-armoured Nob miniatures designed by Brian Nelson, so my task with this kit was to transfer that same design, with its instantly recognisable aesthetic, into plastic miniatures.”

“The wonderful thing about this kit from a modelling perspective is how the Meganobz end up going together,” Maxime interjects. “It’s like you’re building the suit of mega armour around the Ork. When I was building my first one, I couldn’t help but think of myself as a Grot working in the Mek’s workshop, cladding an Ork in the layers of armour plate.

“While Alex designed the shape of the Meks, I got to do the Nobz’ faces and a lot of the details – the icing on the cake, as Alex calls it. I’m an avid collector and modeller of Citadel miniatures outside of my work, so I love giving hobbyists lots of little extras, things to convert and tinker with,” Maxime says. “I’ve done my best to make the banners, glyph plates and heads as versatile as possible. You’ll have plenty of spares left over when you’ve built the kit, not just heads and extras, but also weapons like killsaws or kombi-shootas, depending on how you arm your models. These are going to be great for converting other Orks in your army.

“...killsaws straddle the line between functional tools and disgustingly dangerous weapons.”

“Speaking of killsaws, I was quite excited about these from the outset,” Maxime adds. “Having given one to the Mek I made earlier in the Ork project, I was delighted to see these make it into the Meganobz armoury too. Like many items in the Ork arsenal, killsaws straddle the line between functional tools and disgustingly dangerous weapons. You can imagine these cutting through the hulls of captured tanks to make the armour plates for a Gorkanaut or Stompa, but similarly you can imagine the geysers of blood and gore that would explode out of an enemy trooper that gets hit by one. Orks have an obsession with functional weapons, and these epitomise that.”

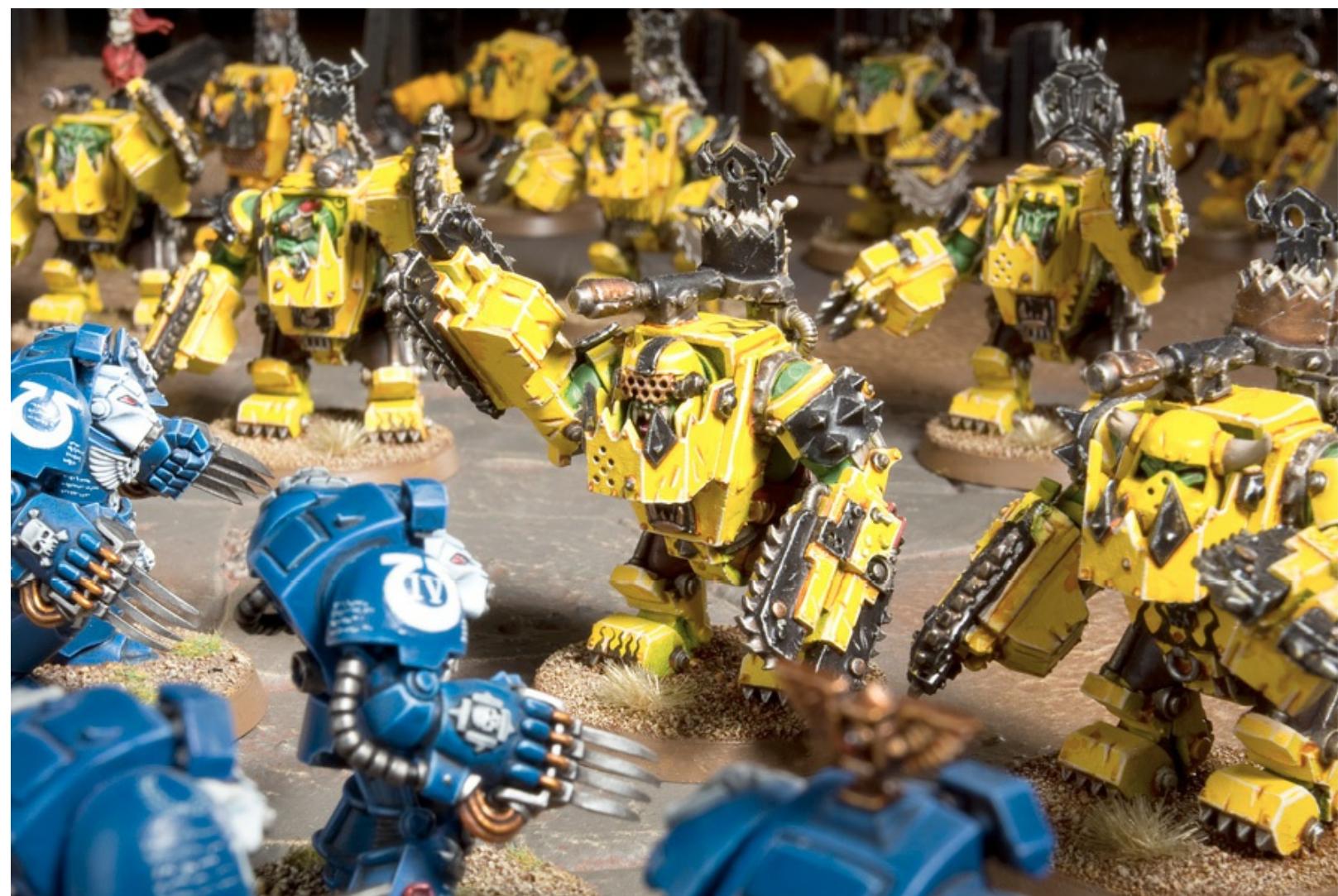
“The tellyport blasta used by the Big Mek comes from the same place in the Ork psyche,” Alex says, agreeing with Maxime. “The Orks are the masters of teleporter technology, but in a typically Orky way they have turned it into a deadly weapon instead of a benign tool of travel. I imagine it like a teleporter array that he aims at any enemy near enough, and then with a buzzing noise, parts of the victim simply are zapped out of real space and into the Warp. The triple drums above his head also give the Big Mek a very different silhouette from the other Meganobz, and the face plate Maxime made for the Big Mek help make sure he looks very different from the Boyz.”

“That faceplate is another practicality-meets-military-purpose thing,” Maxime adds. “Firstly, he’s a Big Mek, so he does lots of welding and tinkering, and so he wears it to stop his face getting melted off. But it’s also handy for keeping his bonce safe from bolter

shells and chainswords (and his own weapons, if they go wrong). Lastly, and no less important, it has a distinctly Orky appearance, with jagged teef at the jawline. This creates a visual connection with the Mek's creations: the Stompas, Gorkanauts and Deff Dreads.”

While the new plastic Meganobz remain faithful to the design of the metal models, they also have a host of new components and a new style of weapons. These Meganobz are armed with new killsaws. There's also options for a Big Mek.

“The design of the power klaw for the Big Mek in mega armour resembles an industrial vice,” Maxime says. “It needed to be a practical tool as well as capable of tearing through armour.” AT



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. Greenskins, Night Lords and some beautiful models take centre stage this time around.

UNLEASH THE MEGANOBZ

THE GENESIS OF MEGA ARMOUR



All this talk of Meganobz led Adam down to the Design Studio to learn about their history with veteran sculptor Alan Perry: "I worked on the very first suits of mega armour," Alan says, wracking his brain as he remembers back across 30 years of miniatures design.

“Those were specifically Bad Moons, and their armour at that point was largely inspired by (and salvaged from) Terminator armour worn by Space Marines. They all had tall boss poles for banners and lots of wires and electrics, and a generator on their back, complete with a rubber band to keep the parts moving. Lots of these elements survive, much modified, today.”

Those worthy old models served Ork players for years, until Brian Nelson began a major redesign of the Orks as a whole. “Brian’s work injected a mean streak into the Orks that we all found very exciting,” Alan adds. “His mega armour was squat, angular and hard as nails. Like angry, heavily-armed bulldozers. There was no looking back.”

“The new models by Maxime and Alex continue that work,” Alan says. “Because they are plastic they have more depth and options such as new guns and glyphs. It’s been a long road for the Meganobz, but they now look better than ever.”

ORKY GEAR

MORE ARMOUR

Most Orks go into battle clad in some kind of mismatched uniform that is often, but not always, chosen or painted to reflect the wearer’s clan. Usually these are a combination of rags, stolen military fatigues and scavenged armour plates, typically worn strapped across shoulders, bellies or groins. Orks with a more prestigious position within their tribes will be able to bully their way into a superior suit of armour, which is cobbled together from sheets of armour plating, often with articulated limbs. A power source or limited life support is not unheard of but is only included at the whim of the Meks who manufacture it from the piles of scrap brought in by the hordes of Gretchin sent out on scavenging missions. This is known as ’eavy armour and such is its efficacy that ’eavy armour has been known to stop a bolt round at close range.

Of course, all these different types of armour pale into insignificance when held up against the paragon of Orky protection: mega armour.

DAN'S FAVOURITE NOB GEAR

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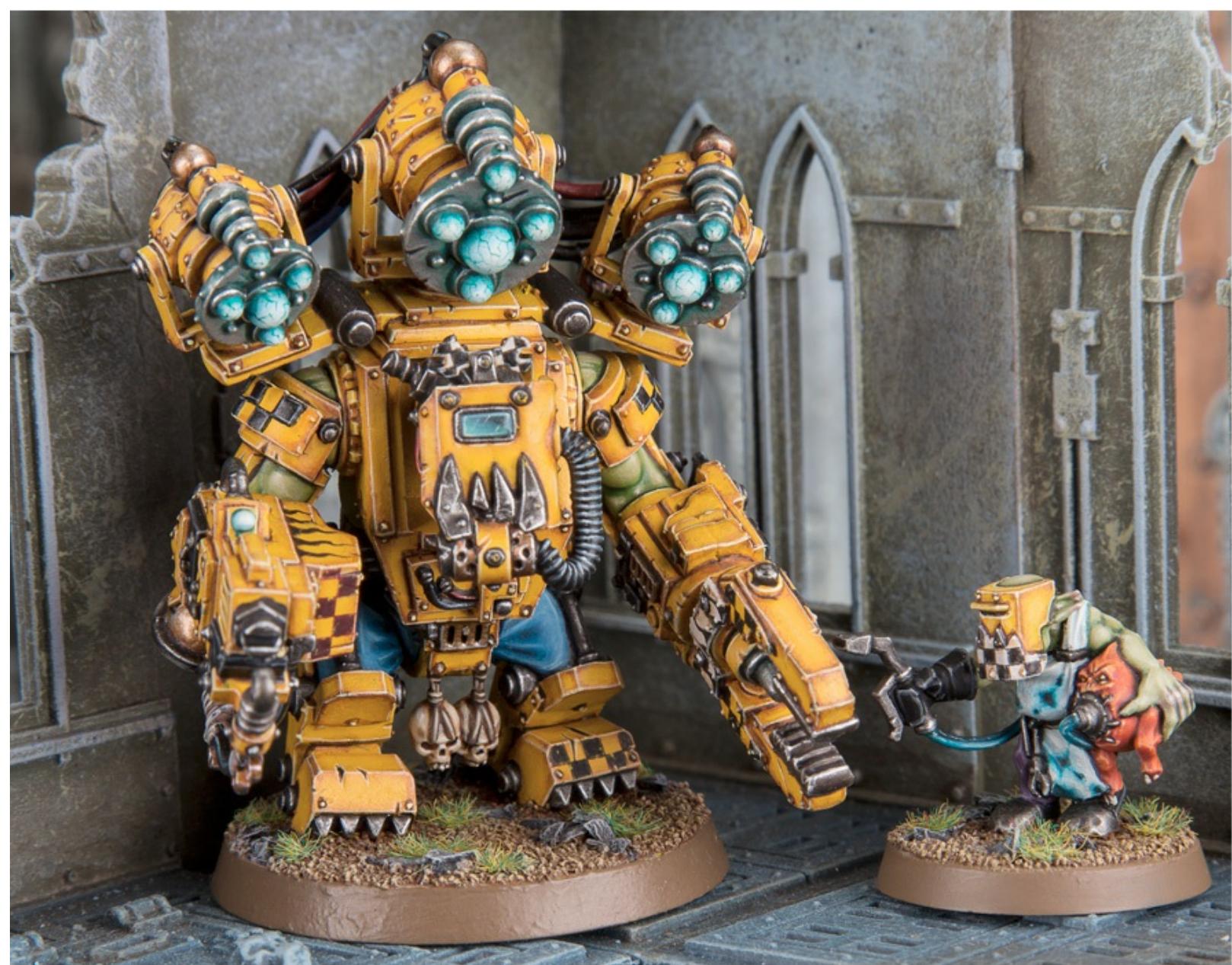


DESIGNERS NOTES EXTRA: OILER GROT

When Adam was chatting to Alex Hedström and Maxime Pastourel about the Big Mek in mega armour, Maxime couldn't help but enthuse about the diminutive Grot Oiler that also comes in the set:

“When Alex and I were working on the kit, Alex kept encouraging me to include a Gretchin. I’m really fond of the little guys and Alex thought it would be fun for the Big Mek to have a little assistant to help out (and take the blame for any mistakes). I can just imagine him keeping all those creaking joints moving with his oil squig, hiding behind the Boyz when the incoming fire starts.

“Like his boss, the Grot has a welder’s mask, complete with jagged jaw, and a pair of steel-toe capped shoes that crudely echo the armoured feet of the Meganobz. He’s also got a couple of basic tools and a smock to complete the look.”



READER'S MODEL OF THE WEEK

Our Reader's Model of the week is this impressive Wraithknight painted by Vladislav Teply.

To achieve the Wraithknight's dramatic pose, Vladislav cut off the locator pins on the right knee joint. This enabled him to change the angle of the leg so that the Wraithknight could stand on a piece of fallen masonry, his heavy wraithcannons aimed down at his next target. The colour scheme is a dusty, battle-damaged yellow, with blue freehand runes that look like eldritch energy coursing through the Wraithknight's body.

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.



GAZE OF THE INQUISITION

Adam and Jes ended up digging into the roots of Wood Elf history, searching the background of the Ancient Tree Lords of Athel Loren (Durthu, Adanhu and Coedil). Adam was convinced that only two of their number remained, Durthu and one other, but they had no idea which of the other two it was. In the end, Mat Ward came to their rescue, pointing out the answer on Page 25 of Warhammer: Wood Elves, where Adanhu sacrifices himself to save Ariel.



PREPARING FOR WAR

Every lunch break you can see Jes hunched over the painting bench in the White Dwarf hobby room as he races to complete his latest army for a Warhammer 40,000 Throne of Skulls weekend here in Warhammer World. “I’m taking an Imperial Knights army,” Jes says proudly. “I’ve painted three and have one left.” At the time of writing he has exactly one month to complete the force, but he’s also hoping to get some practice games in too.



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



QUESTION

Greetings, O mighty Grombrindal. I know you're the greatest warrior in the world, but if you had to form a tag-team with someone from the worlds of Warhammer, who would it be?

- B. Glasspool, Venta

GROMBRINDAL SAYS

What in Grungni's beard is a tag-team? Ah... my minions have just rephrased your question:

If I had to choose a shield brother, I couldn't choose Gotrek (who would be my first pick) because the Slayer Oath forbids using shields. So, I'd pick Josef Bugman, since he's

handy with an axe, and he's just the Dwarf you want to share a campfire with when the beer flows.

And before you ask, if I had to choose someone from Warhammer 40,000, I'd pick Logan Grimnar. He's got an axe of his own, he drinks like a Dwarf and, best of all, he's got a fine beard.

- Grombrindal

WEAPON OF THE WEEK: THE CURSELING'S BLADE

Sometimes a miniature, or a part of a miniature, leaves us utterly gobsmacked. The eldritch blade of Vilitch the Curseling is just such a thing. Often our weapon of the week is chosen because of its place in the Warhammer or Warhammer 40,000 universe but, as Adam explains, this week it's all about the model.

"What's so amazing about this sword is the way that, less than a hand's breadth up from the hilt, the blade warps into a glowing, eight-sided star of Chaos," says Adam. "This is such a delicate and intricate part of the model and it bears testament to both Seb's skill as a designer and also the level of detail that Citadel Finecast allows. If the design wasn't already awesome enough, then factor in the astounding blending techniques the 'Eavy Metal painters have used to make the centre of look like it is blazing hot."



CODEX: APOCRYPHA

Notes from the worlds of Warhammer. This week: notable battles of the Night Lords Legion.

THE THRAMAS CRUSADE

In the early stages of the Horus Heresy, the Dark Angels Legion engaged the Night Lords in a monumental space battle that saw the Night Lords' fleet badly damaged. Any loss of face this might have caused, however, was swiftly redeemed when the two Primarchs clashed personally on Tsagualsa. There Night Haunter had the better of The Lion. Many believe Lion El'Jonson would have been slain if not for the timely intervention of a pair of his loyal sons.

THE FALL OF VILAMUS

The Chapter Monastery of the Marines Errant was attacked by a combined force of Night Lords and Red Corsairs Chaos Space Marines in the closing years of M41. After a protracted series of diversionary attacks that drew away the strength of the ill-fated Marines Errant, the allied Chaos Space Marines stormed the Chapter Monastery and overwhelmed the defenders (which included more than 100 Space Marines and many Chapter serfs). In the wake of the devastation it became clear that the Chapter's supplies of Geneseed had been stolen.

URIAH III

The might of the scattered Night Lords Legion is arrayed against their ancient enemy in numbers not seen since the Horus Heresy as they besiege a temple of the Callidus Assassins on Uriah III. Following a short space battle, the Night Lords effect planetfall and overrun the fortress, eradicating the defenders with practised ease. Of the Callidus Assassins there is no sign.

BIT OF THE WEEK: MOON HEAD

All this talk of Orks has set Dan off on a hunt through his own bitz box. "The Warhammer Orc head with the cap on makes the perfect bonce for a Bad Moon Ork," Dan says. "I'm currently on a big bitz swap to get more so I can make a Mob."



HOBBY IN THE **WHITE DWARF** BUNKER

Riding high after beating Adam's Tyranids in last week's Battle Report, Andy Keddie has been burning the midnight oil painting models for his own Ork army. "If I were to add up all the points values of my Orks, I reckon it would come to about 6000 points," he says with a grin on his face. "Whenever I get in the mood to paint more Orks, I pick a clan and paint a bunch of Boyz and vehicles with those colours and icons on them. The latest additions to my army have all been Bad Moons. This Dakka Jet is fresh out of the Big Mek's hut, but I'm already half way through a new Battewagon too. While it's the first Dakka Jet in my collection, I do have three Blitza Bommers already. They're part of my Death Skulls contingent, though. There are lots of clans in my army – my Warboss has obviously bullied them into his service."



“My Dakka Jet has a scenic base, made from the old crashed Aquila Lander, which I had in my bits box,” says Andy. “To paint the yellow, I started with an Averland Sunset basecoat, shaded with Reikland Fleshshade. I then built up layers of Averland Sunset, Yriel Yellow, Flash Gitz Yellow and a little Dorn Yellow.”

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