

WHITE DWARF™

GAMES WORKSHOP'S
WEEKLY MAGAZINE

CITADEL MINIATURES

WARHAMMER 40,000

WARHAMMER AGE OF SIGMAR

ISSUE 108

20 FEBRUARY 2016



WAAAGH!

DA FACE-RIPPA RETURNS!

WARBOSS GRUKK'S BOSS-MOB LEAD THE RAMPAGE AGAINST THE TAU EMPIRE



WHITE DWARF

ISSUE 108
20 FEBRUARY 2016

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NEW RELEASES

Aliens swarm the galaxy this week with a host of new releases for the Tau and the Orks – boxed sets, Codex supplements and transfers – not to mention Supremacy Tactical Objectives and more.

HEROES OF THE BADAB WAR

Ben Ballard's Red Scorpions army appears in *Warhammer Visions 26* and we've got a preview plus an interview with the man himself.

PARADE GROUND

It's a Warhammer 40,000 Parade Ground this week with Space Marines, Skitarii and more.

PAINT SPLATTER

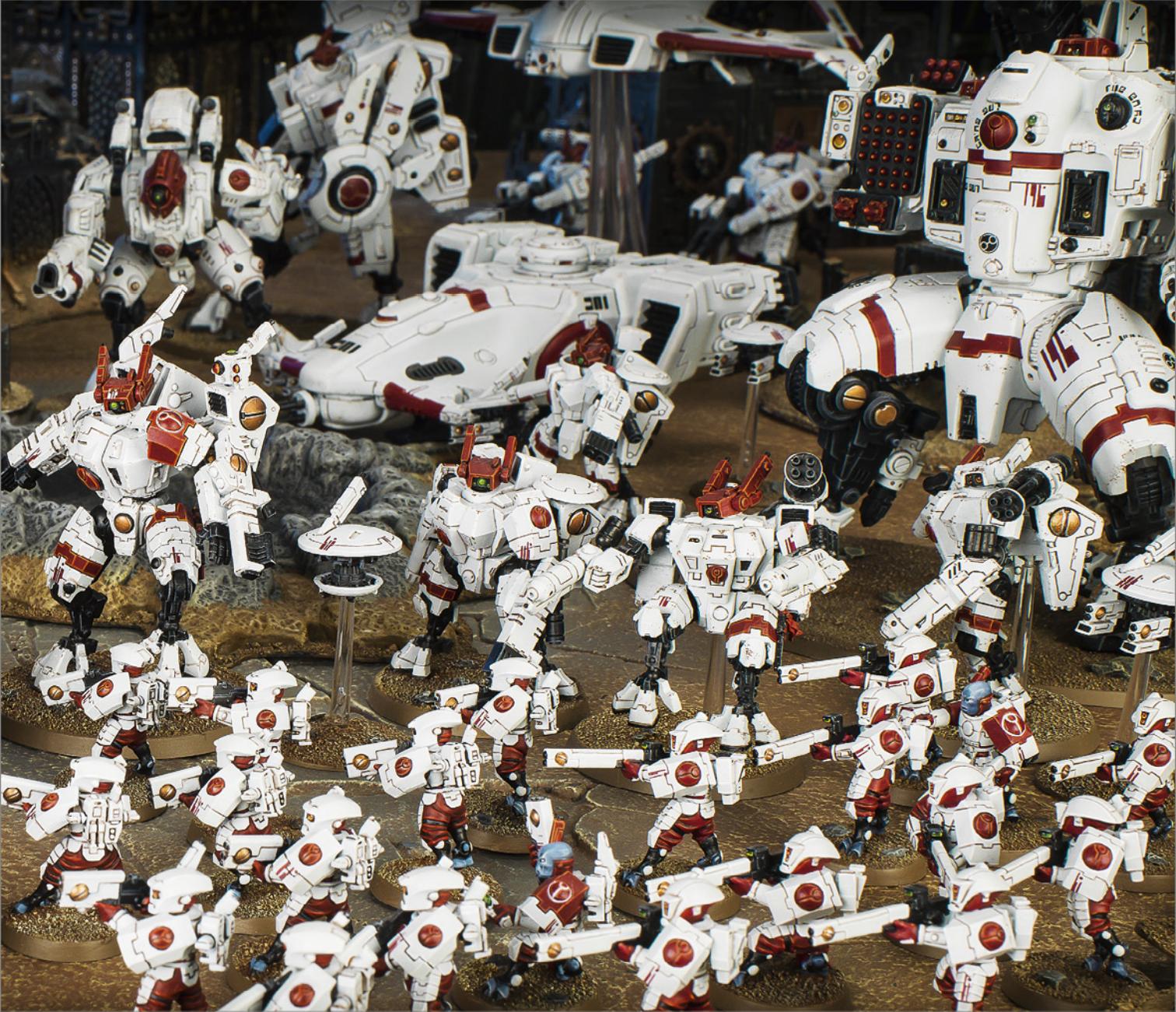
Two mighty heroes of the 41st Millennium are available to pre-order this week, and we've got stage-by-stage painting guides for both of them: Grukk Face-rippa and Wolf Lord Krom Dragongaze.

THE WEEK IN WHITE DWARF

Comment, opinion and trivia in reaction to this week's releases and happenings.

DA Roolz: GRUKK FACE-RIPPA

And as an added bonus this week, we present the complete datasheet for the notorious Ork Warlord Grukk Face-rippa. Check it out now.



THE GREEN SCOURGE

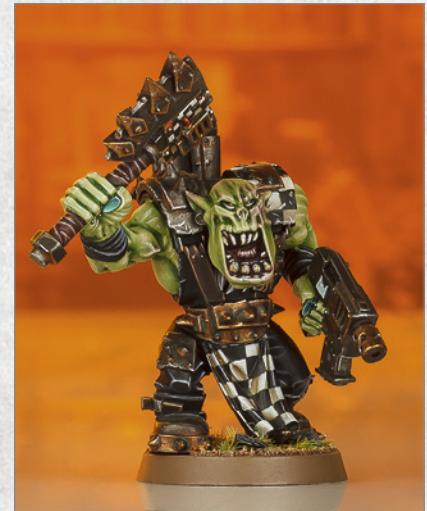
The Tau have seen plenty of bloody conflict during their dynamic rise to power in the galaxy, and much of that has been with one of their oldest foes – the Orks. The warmongering greenskins were one of the races first encountered during their Great Expansion, and first contact did not go well. Ever since, the Orks and Tau have clashed on many occasions, with the renegade Commander Farsight in particular rising to prominence as a stalwart opponent of many a rampaging Waaagh!

This week celebrates the ongoing battles between the Tau and the Orks with the return of the terrifying Grukk Face-rippa (an Ork Warboss last seen in the Sanctus Reach campaign – we've included his Warhammer 40,000 rules [here](#)) and Tau command reinforcements, along with updated versions of the Farsight Enclaves and Waaagh! Ghazghkull supplements – two books bursting with rich stories and rules for Warhammer 40,000. Choose a side and join the war – who will emerge victorious? ♣

NEW RELEASES: ORKS

WARBOSS GRUKK'S BOSS-MOB

Boss-Mobs are the high command and Orky 'eadquarters of every Ork
Waaagh! Formed around a powerful Ork Warboss and a mob of his most 'trusted' Nobz, these Boss-Mobs provide a simple but brutally effective way of keeping da boyz in line.





1

Warbosses are the biggest and most dangerous of Orks, lantern-jawed tyrants who rule their thousands of followers through fear and violence. Such reach requires an inner circle of Nobz, who can issue his orders, beat down dissenters and (as every good Ork should) scheme against their boss in the hopes of usurping him.

Warboss Grukk's Boss-Mob combines the Grukk Face-rippa model, previously only available in the Stormclaw boxed set, with a mob of five Ork Nobz, a ready-made Waaagh!-council for your Ork horde. Grukk is a superb plastic Warboss miniature, complete with buzz-saw and kustom-shoota, that would make an iconic leader for any Ork warband. The Nobz are a complete, multi-part mob of super-tough Orks, ready to be built to fulfil any duty their boss might need of them. ☀

WARBOSS GRUKK'S BOSS-MOB

6 Citadel miniatures

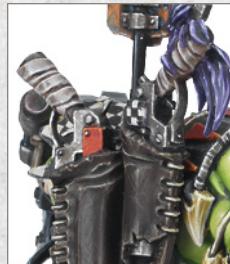
£32.50, €45, \$45, 340dkr, 400skr, 385nkr, 160zl, USA \$50, Can \$65, AU \$90, NZ \$105, ¥7,500, 320rbm, HK\$435, R200, SG\$75

PRE-ORDER: NOW

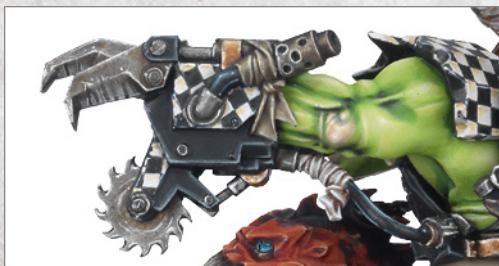
RELEASED: 27/02/16



2



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4



5



6

1 Grukk's Boss-Mob tear into the Blood Angels.

2 Grukk is accompanied by a raging Squig, a lethal distraction when you're faced with a towering buzz-saw armed Ork.

3 Just in case his kombi-shoota doesn't get the job done, Grukk carries a pair of spare shootas too.

4 Grukk's power claw is known as Git-rippa. He likes to use it to tear his enemies' faces off.

5 The Ork Nobz in this set have a truly staggering array of bits, from power klaws and glowering Orky faces to kombi-weapons and cyborg upgrades.

6 The Nobz are so busy shooting that they don't have time to reload. That's what an ammo runt is for!

For full rules for Grukk, click [here](#)!

NEW RELEASES: WARHAMMER 40,000

START COLLECTING! ORKS

19 Citadel miniatures and
a formation datasheet

The Orks live to fight. There's simply nothing they enjoy more than krumpin' 'eadz and proving that "Green is Da Best!". Start Collecting! Orks is a boxed set loaded with the toughest and most kunnin' boyz, the perfect way to get your own green crusade underway.

Orks are one of the greatest menaces in the galaxy, a barbaric species who revel in relentless warfare. Bigger and tougher than humans, they revel in the frenzy of close combat and the murderous roar of heavy calibre guns.

Start Collecting! Orks contains 19 multi-part plastic Ork models. First up is a mob of 11 Ork Boyz with sluggas and choppas or shootas, along with parts to make a Nob to lead the unit, a rokkit launcha and a big shoota. There are also six Ork Nobz, who have so many weapon options they can be customised to take on almost any task, from hacking up the enemy's finest to unleashing torrents of lead. Finally, there's a Deff Dread, a heavily armoured walking death machine, and a Painboy, a maniacal Ork surgeon with a penchant for gory operations. All this comes with a datasheet to use the models as a Painmob in your battles. ☠

START COLLECTING! ORKS

19 Citadel miniatures

£50, €65, 500dkr, 600skr, 550nkr, 250zl,
USA \$85, Can \$100, AU \$140, NZ \$165,
¥11,500, 500rmb, HK\$680, R310, SG\$120

PRE-ORDER: NOW RELEASED: 27/02/16

Box contents:

- 1 Ork Painboy
- 11 Ork Boyz (including parts to make a Nob)

- 5 Ork Nobz
- 1 Deff Dread (with loads of extra dakka)
- 1 Ammo Runt

WAAAGH! GHAZGHKULL

Ghazghkull Thraka is the greatest Warlord of the 41st Millennium, a monstrous figure whose wars and schemes threaten to bring the Imperium to its knees. Waaagh! Ghazghkull is the essential guide to his greenskin hordes.

Ghazghkull Thraka is a Warlord unlike any the Imperium has seen in generations. Powerful, cunning and blessed by the Orkish gods, he has waged a brutal war that has seen whole systems fall in the path of his green crusade. Imperial tacticians now grudgingly recognise Ghazghkull's threat is unlike any other: Thraka is uniting the Orks, and it might already be too late to stop him.

Available to pre-order now is an updated edition of this 80-page supplement for Codex: Orks, loaded with swathes of stories, art and history concerning the greatest Ork Waaagh! of the age. Using this as your guide you can transform your Ork collection into the forces of Ghazghkull's all-conquering Waaagh! Within its pages you can read about Ghazghkull's rise to power, and the commanders and mobs that have fought at his side. Artwork illustrates many of the Ork mobs and Warbosses who fight beneath Ghazghkull's banner, extensive formation datasheets show you how to organise your collection. This updated and expanded Waaagh! Ghazghkull book also includes three new formations and three that first appeared in Hour of the Wolf and The Red Waaagh! Add to that nine missions for you to test your mettle (six Echoes of War, three Altar of War) and you have a Codex supplement perfect for any Ork collector. 

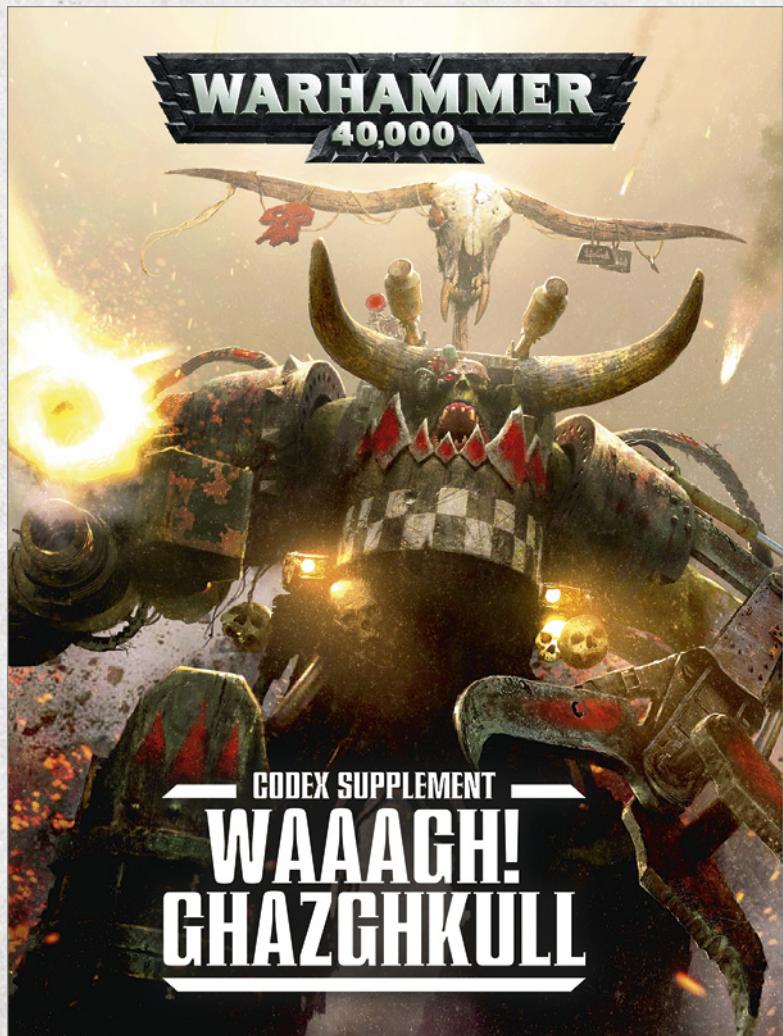
WAAAGH! GHAZGHKULL

80 pages, paperback

£20, €26, 200dkr, 240skr, 220nkr, 100zl, USA \$33, Can \$40, AU \$56, NZ \$66, ¥4,600, 200rmb, HK\$270, R125, SG\$50

PRE-ORDER: NOW

RELEASED: 27/02/16



NEW RELEASES: TAU EMPIRE

COALITION COMMAND

The high command of a Tau Hunter Cadre often consists of a Commander and an Ethereal. The former plans the cadre's strategies and tactics before leading it into battle, while the latter inspires the troops to great acts of valour.

The Coalition Command boxed set is a brilliant plastic set for any fan of the Tau Empire. Inside you'll find two commanders for your force: a Tau Commander to lead your troops into battle and an Ethereal to rouse them to a zealous fervour.

The Commander wears an advanced battlesuit that can be built in one of two ways, as an XV85 Enforcer Battlesuit that can be equipped with a range of deadly weapons, or the XV86 Coldstar Battlesuit (shown on this page) that enables the Commander to engage aircraft in mid-air before diving into the heart of the enemy's force. The kit also includes a wide range of support systems, heads, hands and even a Drone, giving you loads of ways to build, pose and equip your Commander.

The Ethereal, meanwhile, is a stately-looking leader, his priestly countenance stern and unforgiving. In one hand he carries a long honour blade, in the other a chain adorned with the five caste symbols of the Tau Empire, showing his spiritual dominion over them. ☺

TAU EMPIRE COALITION COMMAND

3 Citadel miniatures

£37.50, €50, 375dkr, 450skr, 415nkr, 190zl, USA \$60, Can \$75,
AU \$105, NZ \$125, ¥8,700, 375rmb, HK\$510, R230, SG\$90

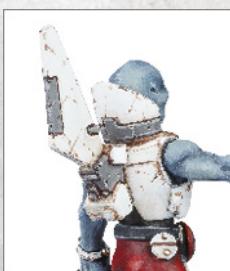
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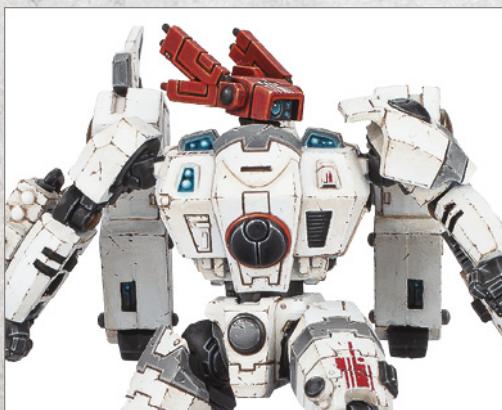
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6



7

1 A Coalition Command leads the warriors of Vior'la Sept into battle.

2 The Ethereal's belt bears the symbol of the Fire caste in honour of his deployment to the Cadre.

3 The Ethereal's homing beacon can be used to call in reinforcements.

4 The wind tugs at the Ethereal's robes and the chain of caste symbols in his left hand.

5 The pentagonal symbol of the Ethereal caste is emblazoned on his chest.

6 The advanced thrusters and stabilisers of the XV86 Coldstar Battlesuit.

7 The Commander can also be built wearing an XV85 Enforcer Battlesuit.

NEW RELEASES: WARHAMMER 40,000

FARSIGHT ENCLAVES

Commander Farsight, hero and legend, once led the armies of the Tau Empire to war. Now he is an outcast, a rebel and a renegade. Yet warriors still flock to his banner, joining the ever-growing forces of the Farsight Enclaves.

This week sees the re-release of Farsight Enclaves, a supplement for Codex: Tau Empire. But this is no regular reissuing because the Earth caste have been hard at work crafting a new edition that combines the content of the previous book with artwork, background and rules from the Kauyon and Mont'ka supplements that came out last year.

Inside this 80-page paperback supplement you'll find loads of great background about Commander Farsight and his most famous exploits, from his campaigns against the Orks and Tyranids to the war on Arthas Moloch where he witnessed first-hand the corrupting power of Chaos. This is accompanied by a new timeline, plus illustrations of the Eight – O'Shovah's most-trusted military generals – and line drawings featuring colour schemes and unit markings. This is followed by the rules, which enable you to build your own army based around Farsight's Dawn Blade Contingent and 12 formations previously only found in Kauyon and Mont'ka. You'll also find Warlord Traits, Tactical Objectives and Signature Systems unique to O'Shovah's armies, plus three Altar of War missions designed to evoke the image of Farsight's infamous Mont'ka tactics. Don't forget, you'll need a copy of Codex: Tau Empire to make full use of the gaming content in this great new supplement. ☀

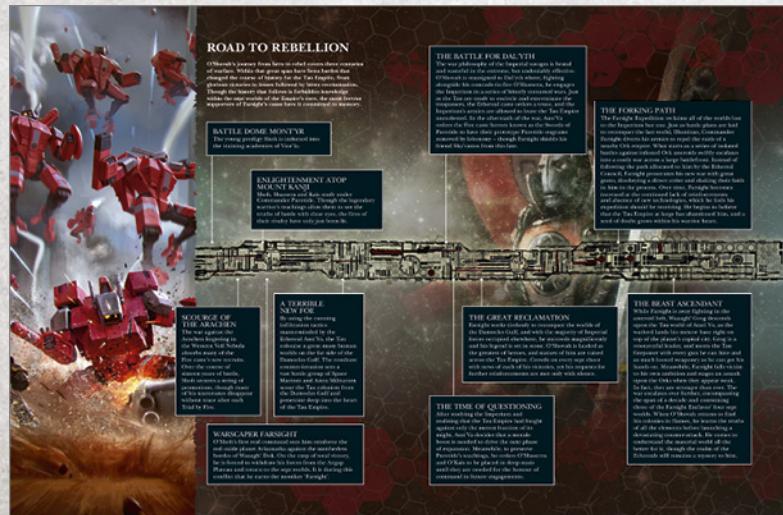
FARSIGHT ENCLAVES

80 pages, paperback

£20, €26, 200dkr, 240skr, 220nkr, 100zl, USA \$33, Can \$40, AU \$56, NZ \$66, ¥4,600, 200rmb, HK\$270, R125, SG\$50

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TAU EMPIRE

FARSIGHT ENCLAVES DECALS

Proclaim your allegiance to the Farsight Enclaves with this new transfer sheet containing over 1000 individual decals.

Whether battlesuit, Fire Warrior, tank or Drone, every unit in the Tau Empire is covered in insignia to mark them out on the battlefield. The easiest way to apply them? With transfers, of course!

On this transfer sheet you'll find over 1000 individual grey and white decals designed specifically for the fighting forces of the Farsight Enclaves. There are unique unit markings for each squad type, unit numbers, names, honour and kill markings, bonding knife icons, Air caste symbols, hazard markings (for those unstable nova reactors) and 60 Farsight Enclave symbols for your battlesuits and vehicles. To say it's comprehensive is an understatement. ☺

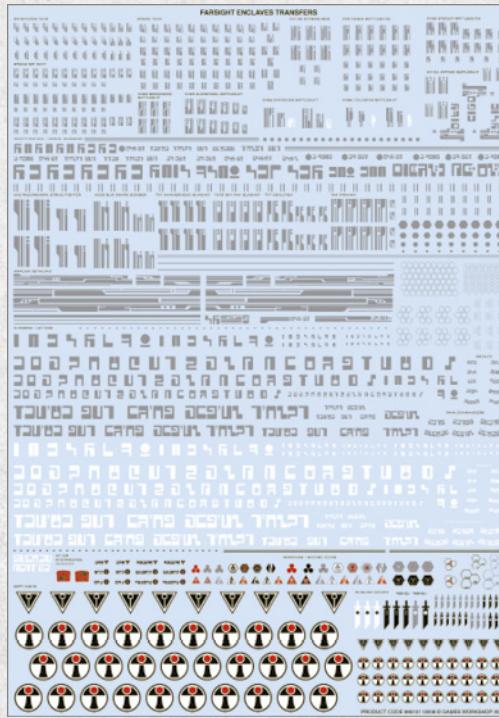
ORKS

ORK TRANSFERS

Make your Orks the flashiest gits around with this new Ork transfer sheet, boasting every decal a proud Ork Warboss could want.

With more than 800 decals all crammed on to one A4-sized transfer sheet these new Ork Transfers are a must-have for those collectors who want their rampaging greenskin horde to look just right.

The sheet covers all the Ork clans you might expect, with large and small decals for the Goffs, Snakebites, Blood Axes, Deathskulls, Bad Moons and Evil Sunz (with alternative black decals for use on lighter panels for these last two). There are also transfers for Freebooters and a staggering amount of glyphs, kill markings and mob symbols. These transfers are the perfect way to really add that extra level of detail to your Ork army. ☺



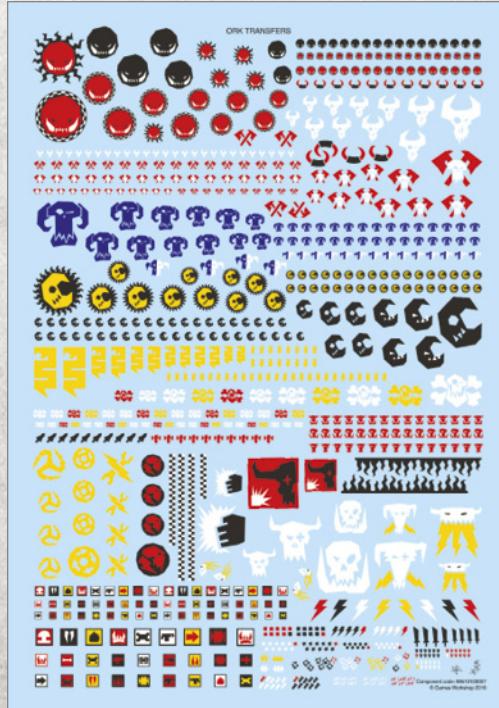
FARSIGHT ENCLAVES DECALS

A4 Transfer Sheet

£12, €15.50, 120dkr, 140skr, 130nkr, 60zl, USA \$20, Can \$24, AU \$34, NZ \$40, ¥2,800, 120rb, HK\$165, R75, SG\$30

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ORK TRANSFERS

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NEW RELEASES: WARHAMMER 40,000

SUPREMACY TACTICAL OBJECTIVES

Supremacy Tactical Objectives take your games of Warhammer 40,000 to the next level of tense, exciting gameplay. With 36 objectives any army can use, your games of Warhammer 40,000 just got even more exciting.

The addition of Tactical Objectives to Warhammer 40,000 was a game-changing event, as armies began to wage war over objectives that change and evolve in the midst of battle. They added unpredictable fun to our games, and changed the way we played with our armies – we love them here in the White Dwarf bunker and these Supremacy Tactical Objectives are even more exciting!

The principle behind the Supremacy Tactical Objectives is simple: the tasks they ask of you are harder to achieve, but the rewards are often greater. Take Command the Field, for instance – control the central 6" of the battlefield at the end of your turn and you are rewarded with a victory point. Make it 12", and your reward is potentially three times as much. So far we've found these to be an electrifying addition to our games (click [here](#) to see what we mean), and you can use them in any game of Warhammer 40,000 you would normally use Tactical Objectives in. You can even use your army specific cards – just swap cards 11 to 16 for their army-specific equivalents as you draw them. 

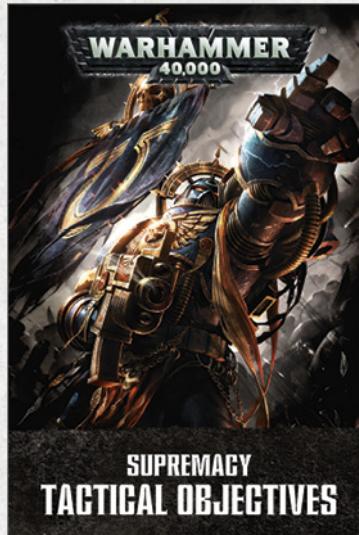
SUPREMACY TACTICAL OBJECTIVES

36 large-format cards

£10, €13, 100dkr, 120skr, 110nkr, 50zl, USA \$16.50, Can \$20, AU \$28, NZ \$33, ¥2,300, 100rb, HK\$135, R60, SG\$25

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CAREFUL TIMING

Battles are won by applying force in the right place, at the right time.



41

Score 1 Victory Point at the end of your turn if you control the Objective Marker whose number corresponds to the current turn number.

Death is the only answer.

TYPE: SEIZE GROUND



COMMAND THE FIELD

These objectives must be captured and secured. The enemy must be denied any future foothold.



46

Score D3+2 Victory Points at the end of your turn if you control at least two even-numbered Objective Markers and two odd-numbered Objective Markers.

My armour is contempt.

TYPE: SEIZE GROUND

PRIMARY TARGET

The enemy looks to their champions and war machines for courage. Identify and destroy them and their courage will fail.



54

Score 1 Victory Point at the end of your turn if at least one enemy model that had 3 or more Wounds (or Hull Points) remaining at the start of the Assault phase was removed as a casualty or destroyed during that phase. If the model had 5 or more Wounds (or Hull Points) remaining at the start of the Assault phase, score D3 Victory Points instead.

Power resides in the will of the righteous.

TYPE: PURGE



AREA CONTROL

It is critical that this area is dominated. No enemy vanguard or guerilla units can be allowed to disrupt our plans.



56

Score 1 Victory Point at the end of your turn if there are no enemy units within 6" of the centre of the battlefield. If there are no enemy units within 12" of the centre of the battlefield, score D3 Victory Points instead.

A weapon cannot substitute for zeal.

TYPE: PURGE

THE BIGGER THEY ARE...

Kill the enemy's great leaders and god-machines, and triumph is yours.



66

Score 3 Victory Points at the end of your turn if at least one enemy Lords of War unit was completely destroyed during either the Psychic phase or Shooting phase of your turn. If at least one enemy Lords of War unit was completely destroyed during the Assault phase of your turn, score D3+3 Victory Points instead.

The truly wise are always afraid.

TYPE: ANNIHILATION

BLACK LIBRARY

THE HORUS HERESY: PHAROS

Imperium Secundus shines bright in the Age of Darkness, but schemes unfold that would see the light of Pharos snuffed out.

In the wake of *The Unremembered Empire* Sanguinius now rules from Macragge as the reluctant Emperor, and the 500 worlds stand as a bulwark against the madness of Horus's rebellion. Guilliman has a plan for Mankind's future that involves the mysterious Mount Pharos on Sotha, but already schemes work against them. The Night Lords prepare an attack that could throw everything into turmoil.

Pharos, by Guy Haley, skilfully expands the story arc that started in *The Unremembered Empire*. Titanic heroes of the Horus Heresy bestride this story, and the battle for Mount Pharos holds dire consequences for Humanity. Don't miss this one. ☀

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GREY TALON

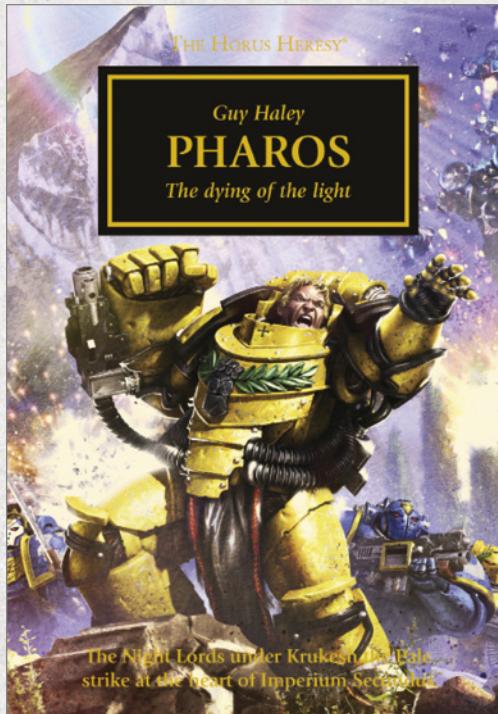
Scattered and on the run, a fragile alliance of White Scars and Iron Hands risks all to strike out against the hated traitors.

Grey Talon is a taut audio drama following the fatalistic crew of a captured frigate, seized by a scant few of the Shattered Legions desperately fighting on in the wake of Isstvan V and the skirmishes that follow. Henricos of the Iron Hands is bitter after the death of his Primarch, while Hibou, disgraced son of the White Scars, simply seeks an honourable death.

Together they and their men hatch a plan to ambush a lone Sons of Horus vessel, a vengeful strike for all they have lost. What follows is a bitter struggle that will see them set aside their opposing combat doctrines or fail – a gripping audio drama with a satisfying twist in its tail. ☀

By Guy Haley

Hardback | 448 pages



PHAROS

Hardback, 448 pages

£20, €25, 200dkr, 240skr, 240nkr, 100zl, USA \$30, Can \$35, AU \$45, NZ \$50, ¥2,600, 220rmb, HK\$272, R124, SG\$48

Also available as an eBook and MP3 audiobook. For details visit www.blacklibrary.com.

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By Chris Wraight

Audio drama | 59 minutes



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www.blacklibrary.com

GREY TALON

£15, €20, 145dkr, 175skr, 175nkr, 74.95zl, USA \$20, Can \$22.50, AU \$30, NZ \$35, ¥1,750

Also available as an MP3 download. See www.blacklibrary.com for details.

PRE-ORDER: NOW

RELEASED: 27/02/16

FORGE WORLD

SKAARAC THE BLOODBORN

Forge World make highly-detailed resin models, large-scale kits and books that explore the worlds of Warhammer. This week the tortured ground of the Mortal Realms quakes beneath the thunderous advance of Khorne's champion, Skaarac the Bloodborn.



Skaarac the Bloodborn and the rest of the Forge World range are available directly from Forge World.

To find out more visit:
www.forgeworld.co.uk

While most Khorgoraths are rendered completely insensate by the hellish torture they receive in the Blood God's Brass Citadel, Skaarac somehow retained a sense of his own identity. When he emerged back into the Mortal Realms, his voracious appetite for skulls and murderous impulses combined with the

war-like instincts of a Khornate champion. Clad in armour forged by the Zharr Goroth Daemonsmiths, Skaarac the Bloodborn is a towering wall of muscle and death. His appetite is insatiable, and those who fall to his furious blows are likely to end up stuffed, dead or otherwise, into his fanged maw and greedily devoured. ♣

VIDEOGAME NEWS

EISENHORN: XENOS

Games Workshop works alongside talented partners to bring the worlds of Warhammer to life in new and inspiring ways. This week we take a look at Eisenhorn: Xenos, the amazing new video game for PC and iOS.

If you're a fan of Warhammer 40,000 then chances are you're familiar with the Eisenhorn trilogy, the sensational series by Black Library star Dan Abnett. This month Pixel Hero Games have released Eisenhorn: Xenos, a faithful translation of this fan-favourite novel into an action RPG, with amazing visuals and stunning voice cast featuring Hollywood

actor Mark Strong as Gregor Eisenhorn himself. We played the game this week, and it is simply amazing. The immersive narration from Strong propels the story forward, even as you and your retinue gun down heretics and solve mysteries. True to the novel and utterly glorious to play, Eisenhorn: Xenos is not to be missed. Download it from Steam or the App Store. ↗



AVAILABLE THIS WEEK

The following releases (and many more) are available to buy right now!
Go to your local store or visit www.games-workshop.com for prices and details.



ALSO AVAILABLE NOW

[Start Collecting!
Space Wolves](#)

[The Emperor Expects](#)

[The Emperor Expects
Gallery Print](#)

[Grand Alliance: Death](#)

FOR ALL THIS WEEK'S NEW RELEASES GO TO GAMES-WORKSHOP.COM
blacklibrary.com | forgeworld.co.uk



HEROES OF THE BADAB WAR

Every issue of Warhammer Visions features a new Army of the Month – a glorious collection of Citadel miniatures that has been lovingly assembled over many years. This month, we chat to Ben Ballard, whose Red Scorpions army can be found in [Warhammer Visions 26](#).

Last year at the Warhammer World Open Day here in Nottingham, we met up with Ben Ballard, whose Red Scorpions have graced the digital pages of our What's New Today blog on several occasions. After a little persuasion (well, not much persuasion at all, really), Ben came to pay us a visit with his whole army so we could feature it in the pages of White Dwarf and Warhammer Visions. We expected quite a few models, but not quite this many...

Ben has been working on his Red Scorpions army for around three years now, though he's been collecting on and off for close to 25 years. "I started back in the days of Rogue Trader," says Ben, "and I've owned something from pretty much every game system over that time. My current passion, though, are the Space Marines known as the Red Scorpions.

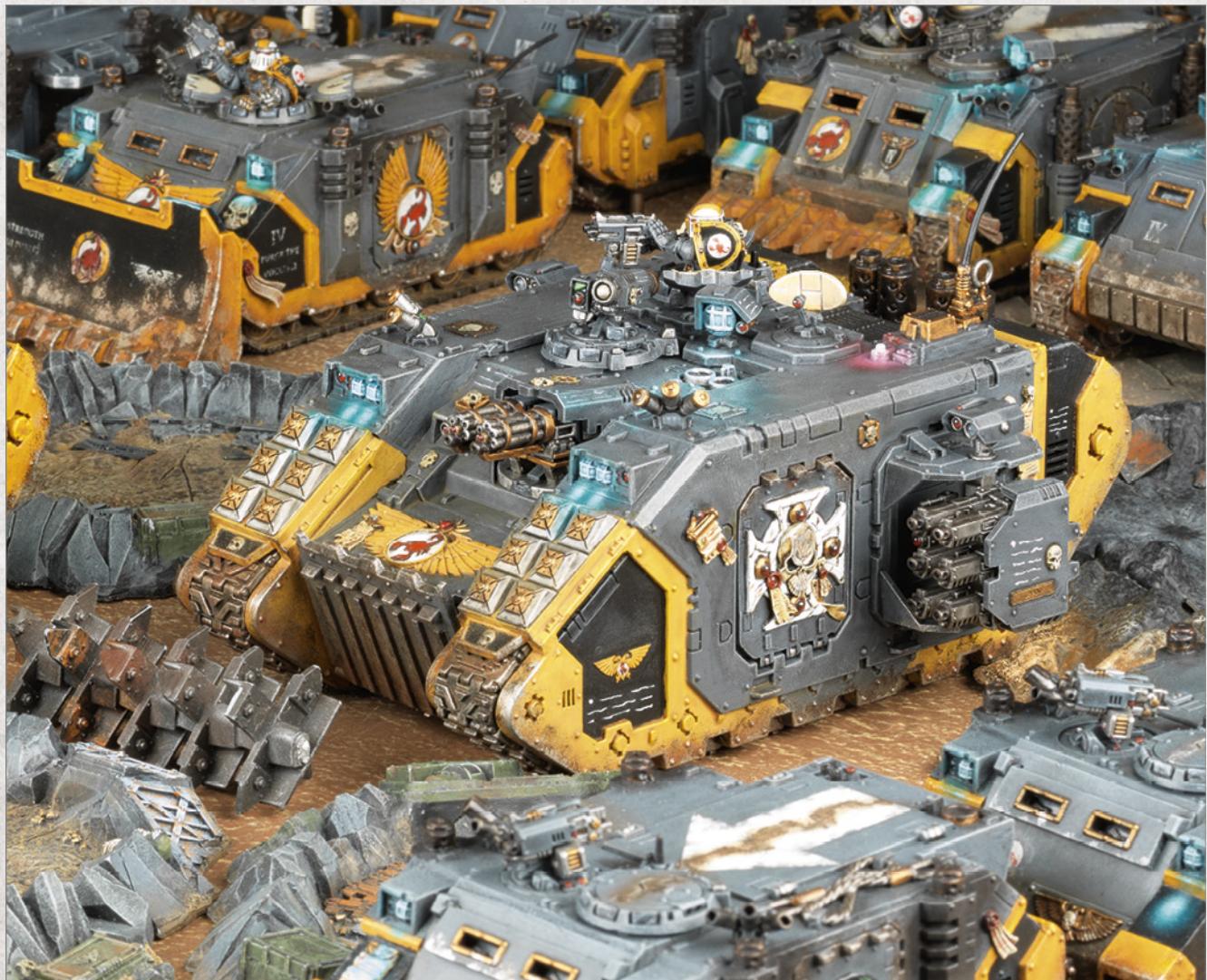
"There are a few reasons why I chose to collect a Red Scorpions army," explains Ben. "Forge World do an excellent range of

accessories, upgrades and character models for them, and they're really well supported in the Imperial Armour books (volumes 4, 9 and 10) with excellent background and illustrations. Despite this, I've never seen a big army of them, so I thought I'd give it a go." After three years of painting, we think Ben has definitely achieved his goal, his army consisting of a whole Battle Company – the 4th Company – plus Scouts from the 10th Company, Veterans and Terminators from the 1st Company, a squadron of bikes, five flyers, 25 support tanks and even a super-heavy Legion Fellblade. Phew!

For Ben, one of the joys of collecting his Red Scorpions was building all the kits. "I was really curious to see how much variety I could get by combining the Games Workshop and Forge World kits together. As it turns out, there's a lot! No two models in the army are equipped in exactly the same way, their armour or wargear always subtly different to the

Every unit in Ben's force has a dedicated transport vehicle, be it a Rhino, a Land Raider or a Drop Pod. Three of the squads in the 4th Company deploy by Drop Pod, striking right at the heart of the enemy army. Note how each unit has an Apothecary who takes the place of the squad sergeant. It's one of the few aspects in which the Chapter doesn't follow the teachings of the Codex Astartes.





1

1 Ben used blue object source lighting on his Red Scorpions to contrast with the industrial grey and yellow colour scheme. Where the lights, power swords and lascannon barrels are an intense blue, the rest of Ben's models are heavily battle-damaged and covered in dust and dirt. The chipped and scuffed paintwork was achieved using a small piece of sponge to stipple on the metal effect, while the dirt was created using several layers of Forge World Weathering Powders.

► battle-brother next to them. That's one of the things I love about collecting an army: making every model an individual. Sometimes it's as simple as changing a shoulder pad or a helmet, other times I will re-pose the model completely, chopping up their arms and legs to get new poses. I like creating dynamic conversions that make the model look like it's right in the middle of doing something. I've converted my Hunter to be firing a missile, for example, while all my bikes feature a spray of sand behind the rear wheel to make them look as though they're racing along. It's a simple effect using a piece of thin plastic covered in sand, easy but effective.

"Of course, it does take longer to build an army this way, but it's great fun

experimenting with all the different kits to make each model unique, a character in their own right. If I had one bit of advice when converting models, it's to use adhesive putty to dry fit them together first. That way you can see if your conversion works before you commit glue to the model. I also stick all the purity seals and parchments on last, making sure they flow in a direction that matches the model's pose."

When it came to painting his Red Scorpions, Ben gave them a dirty, battle-worn appearance in keeping with the Chapter's almost constant campaigning. The Chapter's grey and yellow colour scheme (reminiscent of heavy industrial vehicles) certainly lent itself to Ben's chosen painting style. "I wanted to stay

►



2

2 This Deredeo Dreadnought provides the anti-aircraft support for Ben's army, its Anvilus pattern autocannon battery and Aiolos missile launcher more than capable of smashing enemy aircraft from the sky. Look carefully and you can see that the suit's occupant was once a member of the Chapter's 1st Company, a faded Crux Terminatus just visible on his knee.

3 The Legion Fellblade is the pride of Ben's collection, its hull covered in litanies and purity seals from many great battlefield deeds. It once fought alone against a much larger Eldar army and won, though only just, requiring considerable patching up afterwards by the Chapter's Techmarines.



3

1 Ben has a large number of Dreadnoughts in his army, including Mk. IV and Mk. V Dreadnoughts, Forge World Contemptor Dreadnoughts and even an ancient metal Deredeo (affectionately known as Eddie) from the days of Rogue Trader. This Relic Contemptor Dreadnought clearly has a Chapter hero interred within its sarcophagus, as shown by the white helmet and yellow stripe it wears.

2 Ben's Command Squads are a great example of how much he has kit-bashed the Space Marines in his army, every model subtly converted. The models in this squad combine both Citadel and Forge World parts and include components from at least five different marks of power armour. At the front of the unit stands Lithar, the Chapter's Master Apothecary and guardian of their noble gene-seed.



1



2



3

► away from the sharp edge highlighting you traditionally see on Space Marines and opted for a more banged-up look," says Ben. "I wanted them to look gritty and dull, war ravaged, not pristine and new."

The grey armour on Ben's models was painted with Mechanicus Standard Grey, then washed with Nuln Oil and drybrushed with steadily lighter greys. The yellow followed a similar pattern, starting with Averland Sunset and a wash of Seraphim Sepia, followed by progressively lighter drybrushed highlights. Ben then used a small sponge to lightly stipple on all the scuffs and scratches to the armour, a technique that's featured in the Imperial Armour Model Masterclass books by Forge World. Lastly, Ben added the dirt and dust to the legs and tracks of each model using Forge World weathering powders. Ben also made good use of object source lighting around the lights and power sources on his models, painting them to look like they are glowing. "I drybrushed that on too," says Ben. "I start with a darker colour and work my way up to pure white in the

centre of the light source. It provides a nice contrast to the dark armour and weapons and acts as the army's spot colour alongside the red icons and tabards. I think the glow helps make the guns, jet packs, engines, power weapons (and so on) look like they're actually doing something, be it powering up, firing or boosting a Space Marine into the sky. Just like my conversions, the lighting effect is there to make each of my models look like they're caught in the moment."

So what's next on the painting table for Ben? "It's going to be an Adeptus Mechanicus army, combining Skitarii, Cult Mechanicus, Horus Heresy Mechanicum, Imperial Knights and maybe even some Titans," says Ben, ambitiously. "Oh, and I'm going to start an Age of Sigmar army, too. They're all superb miniatures, just begging to be painted. Not sure which ones to paint first, though..." ♦

You can see more of Ben's Red Scorpions army in the pages of [Warhammer Visions 26](#), available to pre-order next weekend.

3 The Red Scorpions are master artisans, their Chapter forges well-equipped to produce and maintain some of the rarer weapons and wargear used by the Space Marines. Ben's force includes a Storm Eagle, a rare pattern of gunship that the Red Scorpions have been able to produce in limited numbers. Like all of Ben's vehicles, it is heavily weathered and battle-damaged, a clear indicator that it's always on the front line fighting the enemies of the Imperium.

PARADE GROUND

We present a gallery of stunning Warhammer 40,000 and Horus Heresy models, from the ferocity of the Wolves of Fenris to the stoic heroism of the Imperial Fists and the analytical mind-set of the Skitarii.

THE WOLF-SONS OF FENRIS, SPACE WOLVES

The Wolf-Sons of Fenris are James Karch's latest addition to his substantial Space Wolves army, a force which is predominantly made up of warriors from the Deathwolves Great Company. Excited by the recent Space Wolves releases, James has now added one of each of the new kits, although he assures us there will be many more Wulfen to come soon...

Kjartan's Howlers are one of the Wulfen Packs currently fighting alongside Harald Deathwolf, a fearsome close combat force whose bloody-minded ferocity and desire to close with (and tear apart) the foe works admirably alongside the swift Thunderwolf Cavalry so prevalent within the ranks of the Deathwolves. For the skin on his Wulfen, James followed the painting guide for the Exalted Deathbringer of Khorne, published back in White Dwarf 81.

Grimskald Greyhammer is an Iron Priest of prodigious skill. Recruited over two hundred years ago he has fought as part of the Deathwolf's Company on the front lines, maintaining the Company's vehicles and placating the war spirits of their many weapons and suits of armour. James painted Grimskald's armour with a basecoat of Mechanicus Standard Grey, which he then washed with Rhinox Hide diluted with Lahmian Medium to give the dimpled armour plates a sense of depth.

As the Chapter's Wolf High Priest, Ulrik the Slayer typically fights alongside the Champions of Fenris, but his remit allows him to fight wherever the need is greatest. As the Curse of the Wulfen unfolds, and the Chapter finds itself pressed by the scions of Chaos as never before, James has added Grandfather Luples to his throng.





2



3



1 Kjartan's Howlers. Three of the Wulfen, including the savage Kjartan, have frost claws, while brother Svengir carries a frost axe and Bulver is armed with thunder hammer and storm shield. James painted the icy effect on the frost weapons by basecoating them with Kantor Blue and then layering on Teclis Blue, Fenrisian Grey and Ceramite White, always leaving a little of the darker colour in the recesses.

2 Iron Priest Grimskald, armed with helfrost pistol and tempest hammer. The full process for James's grey armour is Mechanicus Standard Grey washed with Rhinox Hide and then layered with Dawnstone and Administratum Grey.

3 Ulrik the Slayer, the guardian of the Space Wolves' honour, a stoic veteran who has trained many of the Chapter's greatest living heroes.



1



2

TACTICAL SQUAD CARLOMANN, IMPERIAL FISTS LEGION

1 Sergeant Dejan Carlomann, veteran of the VII Legion. While the men in his squad are armed with bolters (as is normal for a Legion Tactical Squad), Carlomann carries a combi-melta.

2 Matt has detailed his models with Legion transfers and hand-painted Tactical Squad arrow markings.

Led by their steadfast Sergeant Dejan Carlomann, Tactical Squad Carlomann is a battle tested unit that fights within the Imperial Fists 405th Company under Captain Alexis Polux. They were part of the retribution fleet sent to punish the traitors.

The eventual battle took place in the Phall System, a costly engagement that saw the Imperial Forces badly mauled, although many considered the battle a victory. Certainly, Perturabo of the Iron Warriors

was shaken by the attack, becoming yet more paranoid and vengeful towards the warriors of the VII Legion.

Matthew Hutson painted Squad Carlomann with a basecoat of Zamesi Desert, which he then highlighted with Yriel Yellow and Dorn Yellow. To show they are battle-worn after the hard fighting at Phall, Matthew has added chipping to their armour with Abaddon Black.



IONID 5-FLUX, SKITARIU VANGUARD OF STYGIES VIII

The Skitarii Vanguard known as Ionid 5-Flux are the latest addition to Dan Harden's Skitarii force from Stygies VIII. Like the rest of the model's in Dan's army, they wear black robes and lacquered red armour, their radium carbines glowing an ominous (and slightly unhealthy) orange. Their red armour, which has acquired a filthy patina, was painted using Khorne Red as a basecoat, followed by a heavy wash of Nuln Oil. It was then stippled with

Khorne Red again to create a mottled effect, followed by a wash of Agrax Earthshade in the recesses and two thin glazes of Bloodletter. A layer of 'Ardcoat was applied to make it look polished.

Ionid 5-Flux are currently untested in battle, though they are now en route to the world of Beralith V, where they will join Tech-Priest Hyperion Ismene Themis IV in his prolonged war against the Eldar. 

MORE PARADE GROUND!

Every issue of Warhammer Visions features at least one Parade Ground packed full of beautifully-painted miniatures. [Issue 25](#) is out now, so why not pick up a copy and see what's inside.

PAINT SPLATTER

Paint Splatter
provides tips
and handy
hints for
painting the
latest releases.
This week we
provide
painting guides
for Krom
Dragongaze
(out this week)
and the brutal
Ork Grukk
Face-rippa.

GRUKK FACE-RIPPA

Grukk's reputation as a pre-eminent Ork Warboss was cemented during the Red Waaagh! as his hordes descended on Alaric Prime. His larger-than-life persona is captured in this tremendous model, with a snarling face as the focal point.

The key to getting the best results from this model is to get the basecoats right, right at the start. With those down, you can capture all the other details without issue. Grukk's face is the central feature of the model, and while seven stages might seem like a laborious endeavour, the results are more than worth it. Looking at the stages for Grukk's flesh, you can see the transformation that occurs when you apply the Bloodletter Glaze around Grukk's maw – just don't forget the layer of Kislev Flesh to mute the glaze down again.



Grukk's Flesh



Basecoat: Waaagh! Flesh
M Base



Glaze: Bloodletter
M Glaze



Layer: Warboss Green
M Layer



Layer: Kislev Flesh
XS Artificer Layer



Wash: Biel-Tan Green
M Shade

Grukk's Eyes



Basecoat: Mephiston Red
XS Artificer Layer



Layer: Skarsnik Green
XS Artificer Layer

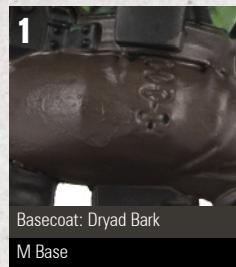


Layer: Squig Orange
XS Artificer Layer

Another thing to bear in mind about Grukk is that he's an ideal model to represent the Warboss of your Ork army, regardless of what clan your army is from. If you want to paint him in the colours of another clan, just swap the areas covered by the black armour plates on his

shoulder and power klaw, for instance) for whatever colours suit your army best. Finally, you'll notice we didn't cover the silver metal on Grukk (such as his shoota and power klaw). For these, just turn over the page and follow the stages for metal in the guide to painting Krom Dragongaze.

Trousers



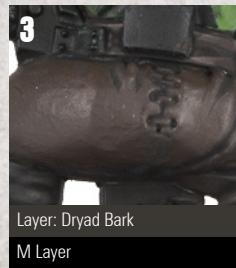
1
Basecoat: Dryad Bark

M Base



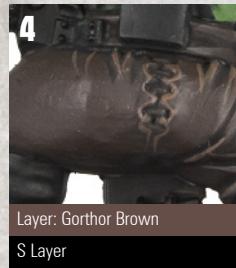
2
Wash: Nuln Oil

M Shade



3
Layer: Dryad Bark

M Layer



4
Layer: Gorthor Brown

S Layer



5
Layer: Baneblade Brown

XS Artificer Layer

Squig Flesh



1
Basecoat: Khorne Red

M Base



2
Wash: Carroburg Crimson

M Shade



3
Layer: Khorne Red

M Layer



4
Layer: Wazdakka Red

S Layer



5
Layer: Squig Orange

XS Artificer Layer

Teef



1
Basecoat: Zandri Dust

S Base



2
Wash: Agrax Earthshade

M Glaze



3
Layer: Ushabti Bone

S Layer



4
Layer: Pallid Wych Flesh

XS Artificer Layer



5
Layer: Squig Orange

XS Artificer Layer

Gold



1
Basecoat: Balthasar Gold

S Base



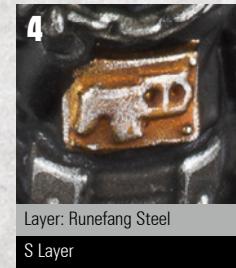
2
Layer: Gehenna's Gold

M Layer



3
Wash: Reikland Fleshshade

M Glaze



4
Layer: Runefang Steel

S Layer



5
Layer: Administratum Grey

XS Artificer Layer

Black Armour



1
Basecoat: Abaddon Black

S Base



2
Layer: Dawnstone

S Layer



3
Layer: Administratum Grey

XS Artificer Layer

SEE IT DONE ONLINE

Fancy painting along with a professional? Get online to our YouTube channel and find videos on painting Orks, from getting your Morkanaut just right to perfecting Ork skin. Find all these and much more at: youtube.com/user/GamesWorkshopWNT



KROM DRAGONGAZE

Krom Dragongaze may be a Wolf Lord, but he's also a perfect example of a Space Wolf fitted out for war. The model is heavily detailed, in terms of trophies and relics hanging from his armour, but the majority of the miniature is evenly split between power armour and his swirling cloak. To that end, we recommend using The Fang spray as your undercoat. If you don't have any, or you prefer to paint on your undercoat, just use The Fang Base paint and an M Base brush instead.

One thing you can see with the power armour stages is that we use a recess wash to shade the joins in Krom's power armour. If you prefer you can do that with Nuln Oil, but we found that Agrax Earthshade creates the appearance of depth and shade without appearing excessively dark. Be aware also, the more neatly you apply this the better, so use a smaller brush (an M Glaze is perfect).

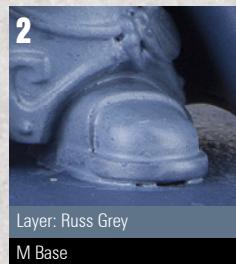
Power Armour



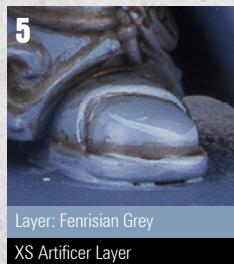
1
Basecoat: The Fang
Citadel Spray



4
Layer: Russ Grey
S Layer



2
Layer: Russ Grey
M Base



5
Layer: Fenrisian Grey
XS Artificer Layer



3
Wash: Agrax Earthshade (recesses)
M Glaze

Frost Axe Blade



1
Basecoat: Celestra Grey
S Base



2
Glaze: Guilliman Blue
M Glaze



3
Wash: Nuln Oil
M Shade

Metal



1
Basecoat: Leadbelcher
S Base



2
Glaze: White Scar
XS Artificer Layer



3
Wash: Runefang Steel
S Layer

FURTHER ADVICE

For the ultimate guide on how to paint Space Wolves, make sure you check out *Companies of Fenris*, the perfect resource for anyone who wants to paint a Space Wolf army. You can find it online as a paperback book or iPad digital download: games-workshop.com

Krom's hair is one of the focal points for this model – his ginger mohawk and plait capturing the essence of a number of classic pieces of Space Wolves art. The hair should be one of the last things you paint on the model, certainly after the armour and face, but this means you have

to be careful when you are applying it. Because of this, use an M Glaze brush for washing the hair, rather than an M Shade.

Finally, you'll notice we didn't cover the gold on this page – turn back and borrow those stages from Grukk's guide. ↗

Cloak



1
Basecoat: Khorne Red
M Base



2
Wash: Nuln Oil
M Shade



3
Layer: Khorne Red
M Base



4
Layer: Wazdakka Red
M Layer



5
Layer: Squig Orange
S Layer

Wolf Pelt



1
Basecoat: Rhinox Hide
S Base



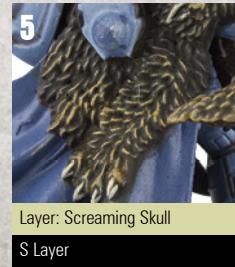
2
Wash: Nuln Oil
M Shade



3
Drybrush: Tyrant Skull
S Dry



4
Wash: Seraphim Sepia
M Shade



5
Layer: Screaming Skull
S Layer

Flesh



1
Basecoat: Bugman's Glow
S Base



2
Wash: Reikland Fleshshade
M Shade



3
Layer: Cadian Fleshtone
S Layer



4
Layer: Kislev Flesh
XS Artificer Layer



5
Layer: Screaming Skull
S Layer

Gem



1
Basecoat: Caliban Green
S Base



2
Layer: Warpstone Glow
S Layer



3
Layer: Moot Green
XS Artificer Layer



4
Layer: White Scar
XS Artificer Layer



Hair



1
Basecoat: Jokaero Orange
S Base



2
Wash: Reikland Fleshshade
M Glaze



3
Layer: Bestigor Flesh
S Layer



4
Layer: Ungor Flesh
XS Artificer Layer

Next week: black and silver...

THE WEEK IN

Join us for a round-up of the week as we share comment, opinion and trivia on all the latest releases, plus other fun tidbits that have cropped up in the White Dwarf bunker. This week we look at Supremacy Tactical Objectives, Ork and Tau feuds and present Grukk's rules.

TACTICAL SUPREMACY: GAME ON

SUPREMACY TACTICAL OBJECTIVE RECEIVED: PRIORITISE ARMOURED TARGETS!

TACTICAL BLUNDERS

Warhammer 40,000's history is littered with terrible tactical failures:

The First Betrayal

On Istvan III, Horus planned to cleanse the Traitor Legions of loyalist Space Marines. In this he reckoned without Angron's fury dragging him into a protracted land battle, and the tactical nous of Captain Saul Tarvit. The cost in time and manpower was staggering.

Schrödinger VII

In his haste to get to grips with the Necrons of the Stormlord, High Marshal Helbrecht hurled his warriors into a battle they could not win. Worse still, he was bested in combat by the Overlord Imotekh, his hand chopped off and his army forced to retreat.

Yarrick's Wrath

Thirsting for vengeance in the wake of the Second War for Armageddon, Yarrick attempted to hunt down Ghazghkull on the barren world of Golgotha. There his army of experienced veterans was slaughtered, his prized Baneblade was destroyed and he was taken prisoner...

We love Warhammer 40,000's Tactical Objectives here in the White Dwarf bunker for the air of unpredictability they add to any game. With the new Supremacy Tactical Objectives on pre-order this week, we just had to give them a whirl on the battlefield.

The first thing that became clear is that using the Supremacy objectives makes it even harder to plan ahead with certainty – adapt or die is the name of the game. In our game, the might of the Dark Angels faced Waaagh! Ghazghkull in a head-to-head match-up. The mission we played was Deadlock, which means that as the

battle wears on the number of Tactical Objectives available gradually dwindles.

At the start of the game the Dark Angels had the run of the field. Ravenwing Squadrons secured critical areas of the battlefield and hammered the Orks with ranged firepower. The Orks responded in typical fashion as Ghazghkull led his hordes forwards. That's when we saw the new objectives really start to come into play. In a single turn Ghazghkull and his boyz achieved Storm Objective twice (claim an objective held by the enemy in the previous turn), worth D3 Victory Points



WHITE DWARF

each. In a stroke the Dark Angels lost a Tactical Squad and a Ravenwing Squadron and cunning use of Supremacy Tactical Objectives had turned tide of battle.

The next revelation was that Supremacy Tactical Objectives favour the aggressor – several orders reward you more for killing enemy units in assault (where doubtless you can interrogate, plunder or desecrate your victims). With the Dark Angels on the back foot, and with their haul of objectives shrinking, the decisive moment of the game came in the final turn as Ghazghkull's marauding hordes tore through the Dark Angels' final defensive position. The Orks clutched Prioritise

Armoured Targets, which gives a point for destroying an enemy Heavy Support unit, and doubles it if you kill the unit in close combat. The poker-faced Dark Angels held The Bigger they Are... which rewards you with three points for slaying an enemy Lord of War (even more so if you do it in close combat). As the Prophet of Gork and Mork closed in on the Dark Angels' sole remaining tank, a thin line of Unforgiven attempted to protect it. Ghazghkull could not be denied, however. Calling on the Power of the Waaagh! he smashed through the tank with ease, and laughed off the Deathwing who sought to bring him down. Victory went to the Orks. The Supremacy Tactical Objectives had been a success.

MAELSTROM OF WAR

The Supremacy Tactical Objectives can be used in any Maelstrom of War mission you like – just agree on it with your opponent. Designed to be a little harder to achieve than standard Tactical Objectives (but with commensurate rewards if you can do them), we've found they add a new element of tactical play. Of course, if you want to really change the state of play (and add some chaos), why not have one player use these, and the other use standard objectives?

WAAAGH! GRUKK: USING YOUR WARBOSS

With Warboss Grukk's Boss-Mob on pre-order there are two ways to use the model – first of all, he's a great Ork Warboss and you'll find all the rules you need to use him as one on the Warboss Datasheet in Codex: Orks. This way, you can paint him to match your army. Here you can see what the Studio army

painters did when they added the model to their Bad Moons collection: he's even fighting alongside a massive Boss-Mob. The alternative is to use him as the rampaging leader of the Red Waaagh! Turn to the back page and you'll find the Grukk Face-rippa datasheet from Stormclaw. The choice is yours.



CODEX: APOCRYPHA EXTRA

Notes from the worlds of Warhammer. This week: Tau versus Orks.

THE ARKUNASHA WAR

It was on the colony world of Arkunasha in 733.M41 that a young Fire Warrior commander earned his name battling the Orks of Waaagh! Dok. Though it took over a decade to eradicate the Orks, the Tau were finally victorious and a new hero was born – Commander Farsight.

THE BATTLE FOR VIOR'LA

The Ork Warlord Garskrak invaded the sept world of Vior'la in 600.M41, but found his army caught in the firestorm that engulfs the world every year. The Ork invasion was burnt to a cinder. The Tau survived, safe in their shielded bunkers.

WAR IN THE PLACE OF UNION

The alliance of the Tau and Kroot may never have happened had it not been for the Ork invasion of the Kroot homeworlds in the 38th Millennium. In desperation, the Kroot leader, Anghkor Prok, begged the Tau Empire for help and, over the course of ten years, reconquered their lost territory. The Kroot swore eternal allegiance to the Tau thereafter.

THE GREAT WAR OF CONFEDERATION

In 975.M41 the Tau Empire mobilised for war against the largest Ork Waaagh! it had ever encountered. No less than three sept worlds – Vior'la, Sa'cea and Tau'n – sent their armed forces out to halt the Ork invasion in its tracks. The green tide was eventually halted when Commander Shadowsun was brought out of suspended animation, her inspiring tactics enabling the Tau to outmanoeuvre and ultimately defeat the Orks.

AN IMPOSSIBLE ALLIANCE

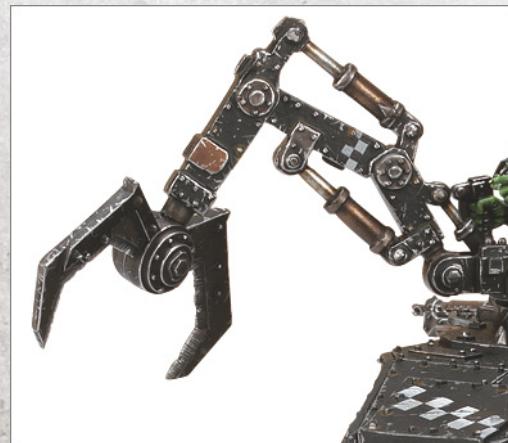
When interacting with alien races, the Tau Empire always seeks a peaceful solution first, hoping, in the long-term, to subsume the race into the Empire and replace their culture with that of their own. Even the cannibalistic Kroot were brought into the Empire and many Imperial citizens have joined it as honoured Gue'vesa. This has not been the case with the Orks. Naive in their understanding of the greenskins, the Tau have attempted to parley with them on countless occasions, every one of them

ending in bloodshed. Threats that military action will be taken if the Orks don't leave their territory are met with welcome cheers from the Orks, the Tau concluding that there can be no bargaining with these barbaric aliens. Standard procedure now is to eradicate the Orks on contact, which suits the Orks perfectly, because it means a fight is imminent. Ironically, the ongoing conflict with the Orks has probably been beneficial for the Tau, a hard lesson for when they fully encounter the Tyranids...



WEAPON OF THE WEEK: GRABBIN' KLAW

In the heat of battle it's pretty hard to stop an enemy tank long enough to punch it with a power klaw. Which is why a clever Mek invented the grabbin' klaw! Mounted on a Battlewagon, a series of crude levers and hydraulics enable the Ork controlling it to reach the klaw out and latch on to a passing vehicle. Sometimes it will bring the enemy vehicle to a violent halt. Other times it will simply rip the roof off. Either result is a hoot for the operator.



READER'S MODEL OF THE WEEK

In *Warhammer Visions 24*, our Army of the Month was a mighty Word Bearers force painted by Daniel Jackson. But as we all know, an army is never truly finished and since we photographed Daniel's army, he's painted a new model for it, the Chaos-tainted Contemptor Dreadnought Mhara Gal. Like the rest of his Word Bearers, Daniel painted its armour a deep crimson (the blood of innocents, apparently) its Daemon-warped skin a fleshy pink to match the unit of Gal Vorbak already in his collection. If you like Daniel's work, make sure you check out [Warhammer Visions 24](#) to see his army in all its glory.

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

team@whitedwarf.co.uk

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



ASK GROMBRINDAL



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

DEAD OR ALIVE?

Hey there, Grombrindal. I have a simple question. During the End Times, how did Nagash and his Mortarchs survive the destruction of the Warhammer world?

- Sim 'Deathrattle' Johnston

GROMBRINDAL SAYS

Ah, Nagash, that bony terror. I've lost count of the number of times he's died now, but like a bad smell (rotten corpses, mainly) he just keeps coming back. Fortunately for Nagash, he's the god of the dead, so when the world was destroyed, his body turned to dust, but his spirit returned to the underworlds where it slumbered until the Mortal Realms were born. It's said that Sigmar found him in the darkest depths of the underworlds, buried beneath a mountain of stone – a fitting grave if you ask me. As for Nagash's Mortarchs, their bodies were destroyed just like their master's, but their spirits still lingered ready to be reborn by Nagash. He should have forgotten about Mannfred, though...

- Grombrindal

FEARLESS TROOPS

When defending an objective, Fearless troops will ensure the job gets done properly.

BLOODY ASSAULTS

Bonus Victory Points are often awarded for completing a mission in combat. You're going to need more choppas!

MUNITORUM REPORT: SUPREMACY TACTICAL OBJECTIVES

INFLEXIBILITY

Be prepared to adapt your tactics quickly because inaction will lead to defeat.

COWERING AT THE BACK

These new cards encourage hitting the enemy hard and fast. Loitering in cover is no longer an option.



GRUKK FACE-RIPPA

SCOURGE OF THE SANCTUS REACH

130
Points



An avatar of unbridled brutality, Grukk's every waking thought is of violence. Orks don't follow Grukk because he commands or convinces – they simply follow in his wake as instinctively as breathing, for he is the biggest and baddest amongst them. Grukk could never be accused of over-thinking his actions, but his sheer head-down drive to fight everything in his path more than compensates for this lack of strategic insight. Grukk is a force of destruction more terrible than any natural disaster, and corpses pile like mountains in his wake. With his monstrous strength, virtual immunity to fear or pain, and near mindless urge to fight and kill and fight again, the Face-rippa is an absolute terror upon the battlefield. Indeed, his own warriors are almost as frightened of their raving, roaring Warboss as the enemy. Following his apparent resurrection, the Orks have begun to whisper that even death is too scared to mess with Grukk, a terrifying thought that seems all the more likely by the day.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Grukk Face-rippa	5	2	5	5	3	4	4	9	4+	Infantry (Character)	1 (Unique)

WARGEAR:

- 'Eavy armour
- Kombi-weapon with rokkit launcha
- Attack squig
- Bosspole
- Stikkbombs

WARLORD TRAIT:

Bellowing Tyrant:

This Warlord's every (very loud) word is law.

The Warlord, and all friendly units from the Ork Faction within 12", re-roll failed Morale checks and Pinning tests.

SPECIAL RULES:

- 'Ere We Go!
- Feel No Pain
- Furious Charge
- Independent Character
- Mob Rule

Waaagh!: Once per game, at the start of any of your turns after the first, Grukk can, if he is your Warlord, call a Waaagh!. On the turn he does so, all friendly units made up entirely of models with the 'Ere We Go! special rule may charge in the Assault phase even if they made a Run move in the same turn.



GIFTS OF GORK AND MORK

Git-rippa: Torn from the broken arm of Grukk's old boss, this monstrous power klaw has a large and decidedly rippy saw jutting from its palm. The klaw has become Grukk's signature weapon, enabling him to saw the faces off his foes before he pounds them to a gory pulp for good measure.

Range	S	AP	Type
-	x2	2	Melee, Shred, Specialist Weapon, Unwieldy



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