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GAMES WORKSHOP'S
WEEKLY MAGAZINE

CITADEL MINIATURES

WARHAMMER 40,000

WARHAMMER AGE OF SIGMAR

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23 APRIL 2016

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WARSROLLS
INSIDE!



THE GREAT WAAAGH! BEGINS

GORDRAKK, FIST OF GORK LEADS THE IRONJAWZ ORRUKS TO BRUTAL WAR



WHITE DWARF

ISSUE 117
23 APRIL 2016

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WORKSHOP**

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NEW RELEASES

It's a very green New Releases this week as the greenskins make their first proper entrance to the Age of Sigmar in the shape of the Ironjawz, the mightiest orruks of all, bringing forth hulking great Brutes, foul-tempered Gore-gruntas, Megabosses on Maw-krushas and more.

THE GREEN HORDE

Highly-organised they are not, and yet the Ironjawz all seem to point in pretty much the same direction, mobs, fist and warclans somehow magically coming together to lob themselves head-first at the enemy.

PAINT SPLATTER

What's green all over and yella on the outside? Dat's right, the Ironsunz Warclan. We've got a complete stage-by-stage painting guide for Brutes and Gore-gruntas.

WARSROLLS

It's a great green tide of new warscrolls this week, with no less than lots of warscrolls for the all new releases.

THE WEEK IN WHITE DWARF

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



CHOSEN OF GORK



Right! I've 'ad enuff of all da guff dat's usually written 'ere. So I'm takin' over fer a week, OK? My name's Gordrakk and I'm da Fist of Gork – which is ter say, I'm da biggest and baddest of da Ironjawz, and da Ironjawz are da biggest and baddest of all da Orruks. An' da gang's all here dis week – check out da Brutes (dey hit fings really hard), da Gore-gruntas (dey hit fings really, really hard) and da Maw-krushas

(dey hit fings... well, you get da idea). Den dere's da Weirdnob Shaman and da Warchanter, who likes ta hit fings wiv 'is stikks. He's a bit odd, but he loves a good scrap. Den dere's da Megabosses, like me – and I'm da best of all of 'em! Those weaklings in da Mortal Realms won't know wot's hit 'em. Waaagh! Waaagh! Waaagh! {I'm so sorry readers, normal service will be resumed next week – Ed} ☺

THE GREAT WAAAGH!

IRONJAWZ

Bigger and tougher than any other orruks in the Mortal Realms, the Ironjawz rush to war like a storm of iron and muscle. They do not seek conquest, merely war unending, an everlasting age of carnage and conflict that will outlast the stars themselves.

During the long Age of Chaos, the servants of the Dark Gods tried many times to crush the orruk clans. However, no matter how many greenskins fell under the blades of Chaos, more rose up to take their place, more numerous and ferocious than before.

Countless years of blood marked the first Chaos campaigns to vanquish the orruks, when Archaon's chosen general – Darkorn the Devourer – was charged with the task of wiping out the greenskins. Places like Splitbone Pass, where the bodies of Chaos Warriors lie as fallen leaves upon the ground, and the Sundeth Caves, which still echo to the cries of a thousand dying daemons, are monuments to the strength of the orruks. It speaks much to the futility of that war of extermination that today the orruks thrive across the realms, while Darkorn's skull adorns the gates of the Varanspire.

Among the orruk clans to rise from these centuries of carnage were the Ironjawz. Such is the nature of orruks, and Ironjawz especially, that the harder their enemies try to kill them, the harder they fight. Battling against Chaos hordes, human empires and other orruk clans with increasing brutality, the Ironjawz have become the largest of their kind. For them, the Age of Chaos was a gift from Gorkamorka, a time of joyous, unending battle that hammered their warclans into the toughest orruks around. ⚔







NEW RELEASES: IRONJAWZ

GORDRAKK, THE FIST OF GORK

Gordrakk is the mortal incarnation of Gork, a shard of his titanic body born to ravage the Mortal Realms. Through brute force and vicious kunnin', Gordrakk has slaughtered his way to power, uniting the forces of Destruction beneath his blood-soaked banners.



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1 Gordrakk wields a pair of axes known as Smasha and Kunnin'. Scholars are not quite sure which is which, though it's said they were once one axe known as the Worldchoppa. Legend has it that Gordrakk broke it in two so he could do more choppin'.

2 We reckon this is Kunnin' on account of the narrow, scheming eye set into the head of the axe.

3 Gordrakk has no need for a saddle, his massive body chained down to prevent him falling off Bigteef's back.

4 Bigteef wears an iron cowl over his head, a sign of Gordrakk's ownership of the scaly beast. The helm comes in two parts and slots neatly over the Maw-krusha's head.

5 Wings sprout from Bigteef's massive forearms. Quite how he uses them to fly is a mystery...

It's said that the larger an orruk, the more fighting he has seen. If that is true then Gordrakk has surely fought and won more battles than any other orruk, for he is a colossus amongst a race of monsters.

Armed with the axes Smasha and Kunnin' and clad in plates of iron beaten into shape by his own hands, he is the leader of the greatest Waaagh! to ever rampage across the Mortal Realms, orruks, gargants, grots, ogors and trogoths clamouring to join the carnage that surrounds him.

This plastic kit represents Gordrakk at the height of his power as he leads the Great Waaagh! Battle-scarred and adorned with the trophies of defeated foes, Gordrakk rides into battle on the back of a ferocious Maw-krusha known as Bigteef. As aggressive and belligerent as Gordrakk himself, Bigteef's gnarled fists and bucket-like maw have crushed and crunched countless enemies. His wings, furled behind his powerful forearms, enable Bigteef to fly, though, like the orruks themselves, there's very little grace to it. But then, there doesn't need to be... 



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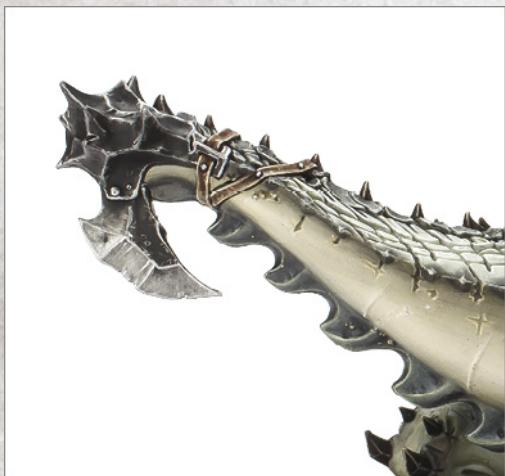
NEW RELEASES: IRONJAWZ

MEGABOSS ON MAW-KRUSHA

The biggest and 'ardest Megabosses fly into battle on the back of a bellowing Maw-krusha. Foul-smelling, violent and unpredictable, a Maw-krusha can easily rampage through an entire regiment, the Megaboss hacking down those whose survive the beast's gory passage.

Nothing advertises the status of an orruk Megaboss quite like a Maw-krusha. Huge, barrel-chested beasts with a ferocious temperament, they are a battle-hungry riot of destruction, much like the Megaboss that rides them into battle. An orruk must be insanely strong to 'tame' such a monster and Megabosses certainly are, their muscled bodies clad in plates of scavenged armour hammered into shape by the boss himself. Many even nail pieces of iron onto their Maw-krushas to show who it belongs to and to make it even more spiky and killy.

A feral grin shows the Megaboss's love of smashin' and krumpin', a savage yet amused expression only an orruk can pull. The glyph on his shoulders – once the gut plate and skull of an ogor – is his personal icon, a form of orruk insignia that shows who this Megaboss is and why other orruks shouldn't mess with him. The kit comes with a selection of deadly weapons for your Megaboss, including the boss gore-hacka and scrap-tooth shown here, a huge choppa and the deadly rip-tooth fist. 



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1 Maw-krushas are short-sighted and tiny-minded creatures. They don't take easily to being a mount, but they're easily distracted by a good fight.

2 A crude iron spike has been hammered onto the Maw-krusha's tail.

3 The Maw-krusha's knuckles also have armour plates beaten on to them.

4 The boss gore-hacka has had extra bits of metal hammered onto it to make it extra killy.

IRONJAWZ ORRUK MAW-KRUSHA

1 Citadel miniature

£65, €90, 650dkr, 780skr,
720nkr, 325zl, USA \$110,
Can \$130, AU \$180, NZ \$215,
¥15,000, 650rbm, HK\$885,
R400, SG\$155

**PRE-ORDER: NOW
RELEASED: 30/04/16**

NEW RELEASES: IRONJAWZ

ORRUK GORE-GRUNTAS

Pairing animalistic ferocity with the propensity for violence that is an orruk hallmark, Orruk Gore-gruntas are as subtle as a mailed fist to the face, thundering ahead of the rest of their warclan in a barbaric tide of scrap iron, orruk muscle and porcine flesh.

Gore-gruntas are huge, ill-tempered, violent and reek of things best left unmentioned, and that's just the riders! Gruntas are monstrous boar-like creatures that can (and frequently do) swallow armoured men whole, and orruk Ironjawz are the only creatures in the Mortal Realms who would be mad enough to try to ride them. Mobs of Gore-gruntas ride at the vanguard of Ironjawz warclans, slamming into enemy battlelines like the angry fist of Gorkamorka, rider and mount both clad in the same scrap metal of highly questionable origin that every Ironjaw wears as armour and wields as weapons.

This multi-part plastic kit contains three Orruk Gore-gruntas, with options to arm them with jagged gore-hackas or pig-iron choppas. There's also parts to upgrade one model to a Gore-grunta Boss, the most belligerent and bloody-minded orruk in the mob on the back of an armoured beast bigger than any horse. The kit also contains a variety of heads for the riders, and a selection of trophies to festoon rider and steed with, from skulls of orruks who came second best in their attempts to 'tame' a grunta to the remains of Daemons who looked at the Gore-gruntas in a way the riders considered 'funny'. ☺





1 Colossal, bearded, pig-like things, gruntas bear as much resemblance to wild boars as Ironjawz orruks do to Spiderfang grots.

2 Gruntas consume copious amounts of metal but cannot digest it. Ironjawz 'harvest' this to make their weapons and armour, referring to this substance as 'pig-iron'.

3 Gore-gruntas will carry as much weaponry as they can get their hands on.

4 The Gore-gruntas of the Ironsunz warclan charge into battle, hungry for a proper scrap.

**IRONJAWZ ORRUK
GORE-GRUNTAS**

3 Citadel miniatures

£48, €67, 480dkr, 580skr,
530nkr, 240zl, USA \$79,
Can \$95, AU \$135, NZ \$160,
¥11,000, 480rmb, HK\$655,
R300, SG\$115

**PRE-ORDER: NOW
RELEASED: 30/04/16**





NEW RELEASES: IRONJAWZ

ORRUK BRUTES

The bulk, in more ways than one, of the Ironjaw warclans, Brutes live to fight, and they will fight anything and everything brave or stupid enough to get in range of their barbaric weapons, bellowing warcries from their bestial throats all the while.



Orruk Brutes are simple things. They are the biggest, meanest, toughest, 'ardest, ugliest, nastiest and fightiest orruks in existence, and as everyone knows, there's plenty of competition for such an accolade. Brutes are huge masses of corded green muscle that loom over mere men, their minute minds little more than bundles of brutish instinct and swivel-eyed belligerence. Even by the abysmally low standards of the orruks, their craftsmanship is poor, as Brutes don't bother with 'working' metal, they simply bend pig-iron into weapons and armour plate with their bare hands. If a Megaboss needs something huge smashing, be it a statue of Archaon, a castle's gates or a Stardrake he doesn't like the look of, he'll turn to his Brutes to get the job done. For some reason, Brutes hate anything bigger than they are, and relish taking 'big 'uns' down a peg or two.

This multi-part plastic kit contains five Orruk Brutes, with the option to arm them with pairs of brute choppas or two-handed jagged gore-hackas. There are also parts to arm one with a gore-choppa, and also the option to turn one Brute into a Brute Boss, who can be armed with a boss choppa or brute smasha and boss klaw.



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1 Gore-hackas are simple weapons, being little more than a brute choppa on the end of a very long pole. Orruk Brutes have neither the patience nor inclination to try and craft anything more elaborate.

2 The boss klaw is a jagged lump of pig-iron strapped over the arm of the Brute Boss, with a moveable digit in a hand-grip letting it grab onto things it doesn't jab to death.

3 The brute smasha is a spiked lump of iron, used with boss klaws for smashing the brains out of anything the Brute Boss manages to catch hold of with his klaw.

4 There's very little Orruk Brutes don't like fighting: they'll fight the malevolent legions of Chaos, the soulless hordes of Death, the shining golden warriors of Order, and each other...

IRONJAWZ ORRUK BRUTES

5 Citadel miniatures

£30, €42, 300dkr, 360skr,
330nkr, 150zl, USA \$50,
Can \$60, AU \$85, NZ \$100,
¥6,900, 300rbm, HK\$410,
R185, SG\$70

PRE-ORDER: **NOW**
RELEASED: **30/04/16**

NEW RELEASES: IRONJAWZ

ORRUK MEGABOSS



1 A huge dragon skull is mounted on the Megaboss's shoulder. Could it be the remains of a Stardrake? Do they even have remains...?

2 Megabosses always claim the best spoils of war, adding new metal plates and crude glyphs to their existing armour to show they're the biggest and the best.

3 The flame motif is common amongst the Ironsunz Warclan.

4 The Megaboss bellows orders and challenges from behind the dark metal of his iron jaw.



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Not all Megabosses fly around on Maw-krushas; some prefer to fight with both feet firmly on the ground. Bigger, meaner, louder and fouler than all other orruks, they are the natural leaders of the Ironjawz warclans.

Megabosses are orruks that have bullied, beaten and bludgeoned their way to the head of their warclan, seizing power through overwhelming strength and (sometimes) a smidgen of kunnin'. Every opponent crushed sees them grow larger, stronger and more confident until they become a living, breathing locus of Waaagh! energy that other orruks will flock to fight alongside.

This plastic Orruk Megaboss is a huge beast, standing head and shoulders over the already-massive Orruk Brutes. Like any self-respecting Ironjawz Megaboss, he stomps to war wearing a suit of clanking iron armour, its crude panels fashioned from the detritus of battle. He wears so much armour, in fact, that even the armour panels have armour nailed to them, turning an already formidable foe into a virtually invincible behemoth. In one hand the Megaboss carries a huge choppa twice the height of a man, while the vambrace on his other arm is covered in jagged iron plates perfect for tearing off faces and ripping out throats. The evidence of his brutality is visible in his trophies, which include a necklace of human skulls and orruk teef, a dragon-like skull strapped to his shoulder and a bleached Bloodletter skull nailed to his pauldron, its broken jaw reconstructed with spare bits of iron. 

IRONJAWZ ORRUK MEGABOSS

1 Citadel miniature

£24, €34, 240dkr, 280skr, 260nkr, 120zl, USA \$40, Can \$48, AU \$65, NZ \$80, ¥5,500, 240rmb, HK\$325, R150, SG\$60

PRE-ORDER: NOW

RELEASED: 30/04/16

ORRUK WEIRDNOB SHAMAN

Living conduits of Waaagh! energy, Weirdnob Shamans are deranged, lunatic things, never quite with the here and now. Dangerous and unpredictable, Weirdnob Shamans can level walls or scatter ranks with the gesture of a palsied claw.

With a direct line to the great two-headed greenskin god Gorkamorka, Weirdnob Shamans are manic, capering things, constantly arguing with thin air or engaging in staring contests with beings no one else can see. Such aberrant behaviour in an Ironjaw warclan would normally mean a lifespan measured in hours, but because Weirdnob Shamans are conduits for divine Waaagh! energy, any Ironjaw stupid enough to poke a Weirdnob with a stick to see if they 'go off' will usually end up with a head inside out. At the heart of a good scrap, a Weirdnob Shaman can channel the roiling, nigh-uncontrollable power of the Waaagh! into a titanic green foot that can smash enemy regiments into the dirt or, if the power gets too much, vomit up a crackling mass of green ectoplasm that incinerates anything stupid enough not to get out of the way.

The Weirdnob Shaman is a multi-part plastic character model, absolutely festooned with detail, and posed as if he's in the middle of receiving a vision from Gorkamorka themselves. Beyond the (no doubt highly noxious) smoke billowing from his staff, our favourite parts of the model are the mad staring eyes and the Weirdnob Shaman's expression either of divine revelation or lunatic insanity, depending on your point of view.

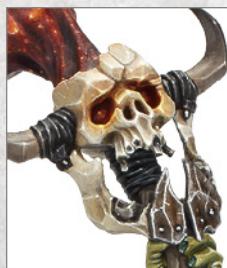
IRONJAWZ ORRUK WEIRDNOB SHAMAN

1 Citadel miniature

£20, €28, 200dkr, 240skr, 220nkr, 100zl, USA \$33, Can \$40, AU \$55, NZ \$65, ¥4,600, 200rbm, HK\$270, R125, SG\$48

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1 In their Waaagh!-induced trances, Shamans can see things no one else can see, which they will usually argue with for hours on end.

2 Mork alone knows what manner of creature the Weirdnob killed to make his staff.

3 Like all Ironjawz, Weirdnob Shamans don't make things as such, settling for a scrap of looted cloth as a robe.

4 Weirdnob Shamans carry all sorts of weird pouches, their contents a mystery, which is probably for the best.

NEW RELEASES: IRONJAWZ

ORRUK WARCHANTER



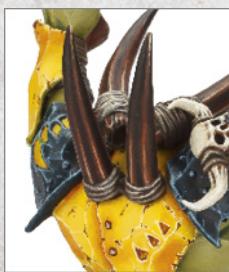
1 Glowing with the primal power of the Waaagh! the Warchanter's Gorkstikk and Morkstikk can be made of anything, but are usually the bones of something big and ugly the orruk thought looked at him funny.

2 The Warchanter is absolutely festooned with the horns and spikes of the myriad beasts that inhabit the Mortal Realms, presumably from the same monster that 'donated' the Warchanter's stikkks.

3 Like every Ironjaw, the Warchanter carries a huge choppa of pig-iron.



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Driven by a violent rhythm only they can hear, the Warchanters are the rabble-rousers of the Ironjawz warclans, riling up the Brutes and Ardboys into a killing frenzy, smashing out a brutal beat on the faces of the enemy.

Warchanters are crazed disciples of the great two-headed Gorkamorka, hammering out an echoing drumbeat that summons orruks to war, the crazed rhythm like the twin heartbeat of the greenskin gods. The pounding rhythm calls out to the brutal minds of the Ironjawz, drawing them from leagues around in a fashion that no one really understands, not even the Warchanters themselves. Megabosses will usually have a few in their warclans to keep a steady stream of orruks flocking to their banners, and in the thick of a brawl Warchanters will whip any Ironjawz within earshot into a psychotic frenzy, hammering out the lunatic beat on their foes, adding the enemy's screams to the already riotous cacophony of destruction.

Posed as if ready to launch into a lunatic cavalcade of drumming on the nearest unfortunate's face, the Warchanter cuts an imposing figure, halfway between the physical brutality of the Megaboss and the mystical know-wots of the Weirndob Shaman – apt as his role straddles both the mundane and the magical – achieved, in time honoured orruk fashion, by hitting things until it ceases to be entertaining. The Orruk Warchanter is a multi-part plastic model, the perfect addition to a growing force of Destruction, ready to whip your Ironjawz into a killing frenzy. ☠

IRONJAWZ ORRUK WARCHANTER

1 Citadel miniature

£18.50, €26, 190dkr, 220skr, 200nkr, 93zl, USA \$30, Can \$37, AU \$50, NZ \$60, ¥4,300, 190rmb, HK\$250, R115, SG\$45

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IRONJAWZ

ORRUK ARDBOYS

Ironjawz have no time for weedier greenskins. The only ones they tolerate are Ardboys, greenskins clad in well-made (by orruk standards) armour and weapons, marching to war in disciplined (by orruk standards) ranks, eager to prove their worth to their tougher kin.

Orruk Ardboys might not be as tough as Ironjawz, but few things are, and it's a foolish warrior who underestimates a greenskin thug in heavy plate carrying an axe as big as a man. This multi-part plastic kit contains 15 Orruk Ardboys, plus parts to arm them with orruk-forged choppas, smashas, shields and big choppas, as well as bits for Waaagh! drummers, standard bearers and an Ardboy Boss to lead them. ☠

IRONJAWZ ORRUK ARDBOYS

15 Citadel miniatures

£32, €45, 320dkr, 380skr, 350nkr, 160zl, USA \$53, Can \$65, AU \$90, NZ \$105, ¥7,400, 320rb, HK\$435, R200, SG\$75

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CITADEL

DICE CUBES



Roll up, ladies and gentlemen, and marvel at our latest innovation in random number generation!

Dice play an important part in our games, so it's always worth having a pack or two around for when the fighting becomes really intense. These new dice cubes are made from clear, hard-plastic with clip lids to stop them opening unexpectedly in your bag. Each cube contains 20 six-sided dice, available in a range of colours: red, green, blue, black, white and grey. As an extra little touch, the '1' on each dice has been replaced with a skull, because, as we all know, ones often lead to casualties. ☠

CITADEL DICE

20 dice, available in [red](#), [green](#), [blue](#), [black](#), [white](#) and [grey](#).

£5, €7, 50dkr, 60skr, 55nkr, 25zl, USA \$8.25, Can \$10, AU \$14, NZ \$17, ¥1,200, 50rb, HK\$70, R30, SG\$12

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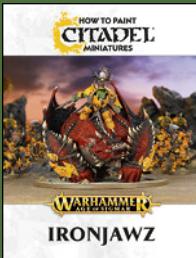
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DESTRUCTION BATTLETOME

IRONJAWZ

ALSO AVAILABLE HOW TO PAINT CITADEL MINIATURES: IRONJAWZ

Want to know how to paint your new Ironjawz? Then this is the book for you, featuring 32 pages of painting guides for the eight largest Ironjaw warclans. It even shows you how to paint each colour scheme using two different painting techniques (layering and drybrushing), making it ideal for people new to painting Citadel Miniatures and for experienced hobbyists looking to push their skills to the next level.



HOW TO PAINT CITADEL MINIATURES: IRONJAWZ

32 pages, softback

£6, €8.50, 60dkr, 70skr,
65nkr, 30z, USA \$10,
Can \$12, AU \$17,
NZ \$20, ¥1,400, 60rbm,
HK\$80, R\$35, SG\$15

PRE-ORDER: NOW
RELEASED: 30/04/16

Da Ironjawz are da biggest, meanest and most violent of da orruk clans. It's no wonder, then, that they're the first greenskins to get their own battletome, 128 pages of brute force, untamed savagery and bestial cunning.

The Ironjawz are the most powerful of all the orruks, their iron-clad warriors always up for a fight, no matter the odds. This book delves into the background of the Ironjawz for the very first time, starting with Gorkamorka's mountaintop arm-wrestle with Sigmar, moving on to the Age of Chaos (where there was much punchin' and krumpin') and up to the present, and the Great Waaagh! led by Gordrakk, the Fist of Gork. There's new background on all the Ironjawz units, from monstrous Megabosses riding Maw-krushas to scrap-armoured Brutes desperate for a fight, plus tales of some of the orruks' greatest battles in the Mortal Realms. Three of these are recreated as battleplans, each with their own unique rules that revolve (unsurprisingly) around breakin', smashin' and krumpin' stuff.

The centre of this 128-page book features a collection of Ironjaw armies painted in the colours of the most powerful warclans, a selection of 'Eavy Metal miniatures and a gallery of colour profiles providing excellent inspiration for painting your own warclan. These are followed by 14 warscrolls and warscroll battalions that enable you to field your Ironjawz in battle. The trick with these warscrolls is simple – the larger the units, the greater the violence and the louder the Waaagh! ☀

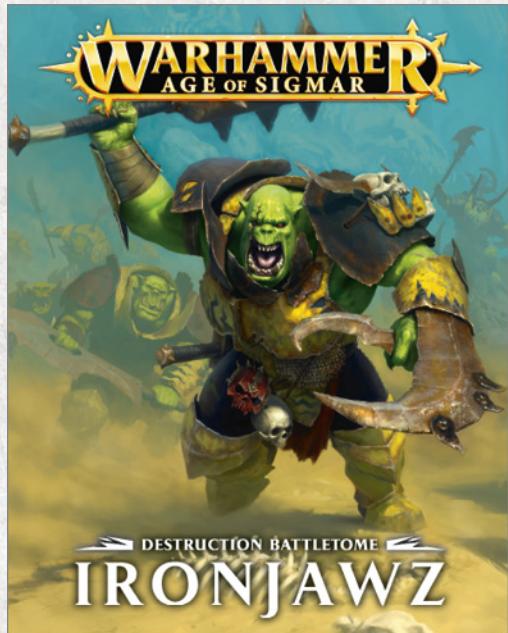
DESTRUCTION BATTLETOME: IRONJAWZ

£25, €35, 250dkr, 300skr, 280nkr, 125z, USA \$40, Can \$50, AU \$65,
NZ \$77, ¥5,800, 280rbm, HK\$340, R155, SG\$60

Also available as an eBook and in an enhanced digital edition for iPad. See www.games-workshop.com for prices and details.

PRE-ORDER: NOW

RELEASED: 30/04/16



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- 1 The history of the Ironjaw warclans is told throughout the book and accompanied by page after page of brand new artwork. Here the Ironsunz battle the armies of the Sylvaneth.
- 2 There are three battleplans in the book, one each for the three most powerful Ironjaw Megabosses. Headlong Onslaught is, as you'd expect, the most violent of the three (but only just).

WARHAMMER AGE OF SIGMAR

GRAND ALLIANCE: DESTRUCTION

The Great Waaagh! has begun!

Orruks, troggoths, ogors and grots unite beneath Gordrakk's blood-soaked banner of Destruction.

Can't decide whether to collect Ironjawz, Moonclan Grots, Troggoths or Gutbuster Ogors? Why not collect them all as part of one giant army of Destruction?

Grand Alliance: Destruction is a 112-page book containing 61 warscrolls for the 12 factions that fall under the forces of Destruction, from Spiderfang Grots and Orruk Bonesplitterz to Aleguzzler Gargants. There's also a background section for each faction telling you more about the units within it. With such power (and low cunnin') at your fingertips, no army can hope to defeat you, not even Archaon's ladz, Nagash's bonerattlers or Sigmar's shiny sky-warriors. Waaagh! ☀

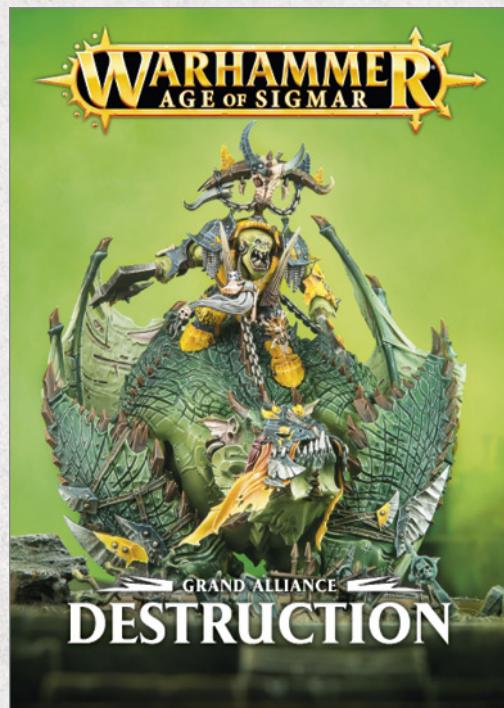
THE REALMGATE WARS FURY OF GORK

By Josh Reynolds | Hardback | 208 pages



The Astral Templars have been sent into the wildest regions of Ghur to seek out the double-headed god of the orruks, Gorkamorka, one-time ally of Sigmar in the age before Chaos.

However, their search is interrupted by the Tzeentchian sorceress Sharizad, who quests for a powerful daemon sword. Aided by the black-clad Sons of Mallus, the Astral Templars must brave the Howling Labyrinth to stop the weapon from falling into the wrong hands – and unexpected allies in this quest might lead them closer to their original goal: meeting the fist of Mork and the fist of Gork. ☀



GRAND ALLIANCES

Grand Alliance: Destruction is the fourth book in the Grand Alliance series. Each book includes all the warscrolls for their particular Grand Alliance, enabling you to field an army made up of multiple factions. You could, for example, ally Seraphon and Stormcast Eternals together, or Skaven from the Clans Pestilens with Nurgle's Rotbringers and Daemons of Nurgle. The army-building options really are limitless.

GRAND ALLIANCE: DESTRUCTION

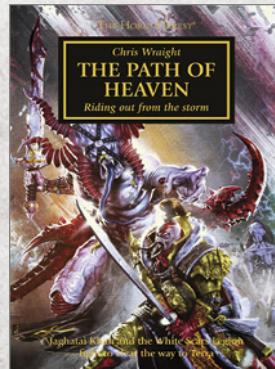
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THE GREEN HORDE

Surging forth from the Realm of Beasts like an unstoppable tide of iron and emerald muscle come the Ironjaw warclans. Under the sway of the biggest and meanest Ironjaw Megaboss around, they fight to live and live to fight.

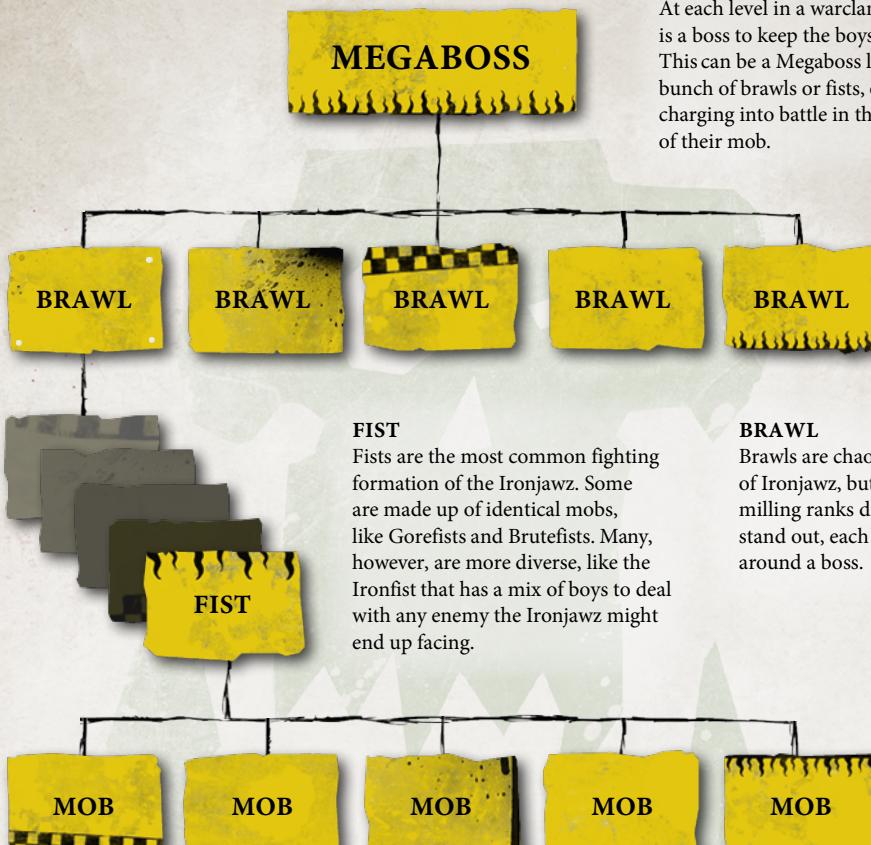
SHADES OF GREEN

Whilst originally native to the Realm of Beasts, there are now Ironjawz warclans in every corner of the Mortal Realms. Each warclan is visually distinct, their appearance depending on where they fight, who they've fought and what metal they've scavenged. For example, the Skybashas are clad in shiny sky-iron, albeit daubed with plenty of bloody red on their best gear to make sure no one thinks they're soft.

The Ironjawz are the biggest and meanest orruks to walk the Mortal Realms, and when compared to specimens like the Ardboys that's no mean feat. Each is a battle-scarred brute encased in a shell of pig-iron armour they shaped with their bare hands. They are drawn to war, thriving on it as men would thrive on meat and drink, the sound of blades clashing and the screams of the dying the most exquisite music imaginable to them – if Ironjawz even give such notions a moment's thought, their tiny minds only capable of comprehending brutal, unceasing carnage and violence.

The Ironjaw warclans will fight anything and everything foolish enough to end up in their path, from human kingdoms, to the Legions of Chaos and even other orruks. They have no interest in ruling or the eternal duel between Order and Chaos, simply war unceasing. As Sigmar has unleashed his war against the Chaos Gods and their Everchosen, so the great two-headed orruk god Gorkamorka has sent his emissary to unite the Ironjawz under one banner, the banner of Gordrakk the Fist of Gork, to lead the forces of Destruction on a Waaagh! that will drown the seas and blot out the sun, and leave naught but ruins. ☠

IRONJAW WARCLAN



BOSS

At each level in a warclan there is a boss to keep the boys in line. This can be a Megaboss leading a bunch of brawls or fists, or a boss charging into battle in the midst of their mob.

FIST

Fists are the most common fighting formation of the Ironjawz. Some are made up of identical mobs, like Gorefists and Brutefists. Many, however, are more diverse, like the Ironfist that has a mix of boys to deal with any enemy the Ironjawz might end up facing.

BRAWL

Brawls are chaotic hordes of Ironjawz, but within their milling ranks distinct fists stand out, each one gathered around a boss.

MOB

A mob is a catch-all name for a group of Ironjawz, and can be anything from a few orruks to a few hundred in number. To make beating things up easier, and to help the Megaboss keep track of all the killing, mobs tend to contain Ironjawz armed with the same weapons.

SHAMANS

Weirdnob Shamans sometimes boss about mobs, fists and brawls, but they will also follow a powerful Megaboss, charging up off all of the boss' Waaagh! energy.

WARCHANTERS

Warchanters can lead mobs, fists and even brawls. Most of the time, though, they run about like madboys, getting everyone riled up with their endless drumming.

THE

GREAT WAAAGH

The Ironjawz are the toughest of their kind, and Gordrakk is the toughest Ironjaw in existence, bending the countless warclans to his will through violence.

It is said Gordrakk appeared when the brutally cunning orruk god Gork smashed his divine fist into the Chaos Dreadholds of Ghur. From the smouldering ruins strode Gordrakk, the biggest, meanest and toughest orruk to walk the Mortal Realms, who quickly earned his appellation 'the Fist of Gork'.

The great orruk clan, the Ironjawz, is split into myriad warclans whose names and appearance are beyond counting, but the greatest warclans owe ultimate allegiance to Gordrakk. It is said that when the five biggest warclans vied for dominance, at the height of the battle Gordrakk appeared atop his massive Maw-krusha Bigteef, laughed in the faces of the five battling Megabosses and battered them until they submitted to his will. Gordrakk made the five into his bodyguard, known far and wide as the Megafist.

Mobs of Gore-gruntas thunder forth, followed by fists of Brutes, flanked by disciplined regiments of Ardboys, while Weirdnob Shamans throw up plumes of crackling green fire as they caper through the ranks, and Warchanters beat out a rhythm that drives the warclan onwards, all beneath the steely gaze of Gordrakk's one good eye. Where the warclans go, shattered lands are left in their wake. ☠

Gordrakk leads the Ironsunz and Bloodtoof warclans against the Fyreslayers of the Vostarg Lodge, for no better reason than the doughty duardin are always good for a proper scrap.









PAINT SPLATTER

Paint Splatter provides handy tips and stage-by-stage painting guides for the week's key releases. This week, we show you how to paint Orruk Brutes and Gore-gruntas in the colours of the Ironsunz, the flashiest of all Ironjaw warclans.



MORE EXPERT ADVICE

If you're after more painting tips for your orruks, we highly recommend getting your boss klaws on a copy of *How to Paint Citadel Miniatures: Ironjawz*. Inside you'll find loads of handy painting advice for the Ironjawz, such as how to paint different coloured gruntas, a stage-by-stage guide for a red Maw-krusha (it flies faster than all the others) and useful tips on how to paint flame motifs, checks and dags.

No two Ironjaw warclans wear the same colour armour. Otherwise, how would the enemy know who was killing them? Some of these colour schemes are born out of the orruks' grim sense of humour; the Asheater Boyz, for example, paint their armour black using the ashes of their immolated foes. Most Ironjaw warclans, however, tend to paint their armour in the brightest colours possible, daubing them with flame motifs, checks and dags to make them look even more impressive. For an orruk, the brighter his armour, the more flashy he must surely be. Not all see it that way, but those differences of opinion are easily settled with violence.

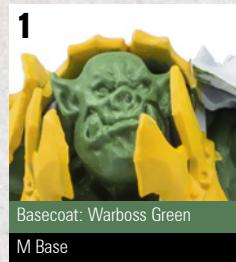
This issue, we focus on the Ironsunz, the flashiest and most brightly armoured of all the warclans. Yellow is often regarded as a tricky colour to paint on account of its low pigmentation making it difficult to paint over a Chaos Black undercoat. That's why, for the orruks shown above, the Studio's army painting team used a Corax White undercoat. Darker areas of the models, such as leather and the gruntas' fur, may take a little longer to paint as you'll have to establish a solid basecoat for each colour, but this minor inconvenience is far outweighed by how easy the yellow is to paint and how vibrant it will be when you're done painting.

ORRUK BRUTES

When learning to paint, some techniques are much easier to pick up than others. Drybrushing, for example, is a simple technique that's much easier to pick up than layering, which is why we've included guides for both drybrushing and layering

Orruk Brutes. If you're pretty confident with a small brush then take the plunge and start layering. If not, drybrushing gives equally good results, with the added advantage that you'll see those results even quicker. You can see finished models using both techniques over the page.

Gnarlly Green Skin



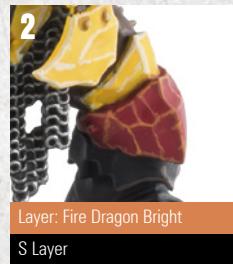
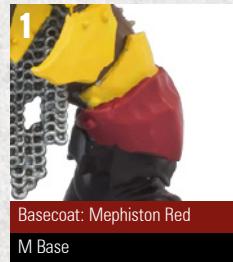
Ironsunz Armour



Iron Choppas



Red Bitz



HOW TO USE THESE GUIDES

These pages offer clear stage-by-stage guides to painting your models, by breaking down each area of the miniature into a series of stages and showing the paints and techniques used in each.

Start at stage one and – once you've copied it on your model and the paint has dried – proceed to stage two, and so on.

Each stage includes the following:



Photograph: These show exactly what has been done – study the pictures before you paint to see where you're applying the colours and what they should look like.

Technique & Paint: The coloured bar names the technique shown in the picture, along with the Citadel Paint used. So, in the example above, for instance, the required technique is a basecoat of Warboss Green.

Brush: We name the Citadel Brush used – the name here is exactly what you'll find on the Citadel Brush, making it as easy as possible to identify the right one. In this case, an M Base.

Some stages are shown in green boxes. For these you have two options for how to paint your orruk – layering or drybrushing. Just choose which you prefer and follow the relevant stage. So, for example, on the Gnarlly Green Skin, you would either use Skarsnik Green to highlight the skin or Underhive Ash to drybrush it. Either way works superbly.

A top tip when painting your Orruk Brutes is to basecoat the yellow armour first. It is, after all, the largest part of the model. When you wash it with Seraphim Sepia, thin it down with Lahmian Medium and apply it into the recesses, that way the armour will retain its vibrant tone.

When painting the skin, be careful not to get green on the armour as it will be hard to tidy up. If this does happen, a simple trick is to disguise that part of the model with a darker colour, such as a red dag or a bit of battle damage. The Brute below has a red kneepad for just that reason!

Wrappings & Teef



1
Basecoat: Zandri Dust
S Base

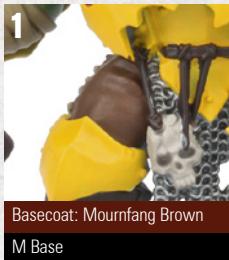


2
Wash: Seraphim Sepia
M Shade



3
Layer: Screaming Skull
S Layer

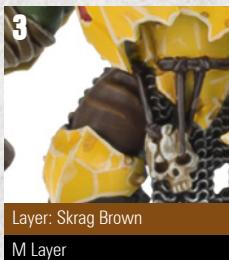
Leather Trousers



1
Basecoat: Mournfang Brown
M Base



2
Wash: Agrax Earthshade
M Shade

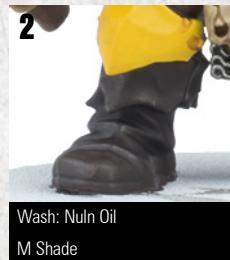


3
Layer: Skrag Brown
M Layer

Pig-skin Boots



1
Basecoat: Rhinox Hide
M Base



2
Wash: Nuln Oil
M Shade



3
Layer: Gorthor Brown
M Layer

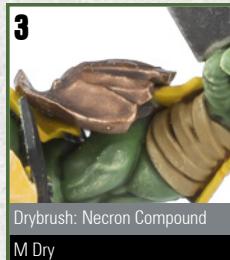
Brass Bitz



1
Basecoat: Balthasar Gold
M Base



2
Wash: Agrax Earthshade
M Shade



3
Drybrush: Necron Compound
M Dry

Or



3
Layer: Runefang Steel
S Layer

1 This Orruk Brute was painted using the drybrush finishing stages from the previous page...

2 ...while this Brute was painted using the Layer stages. Both models look great, even though they were finished using two completely different techniques. This model also features battle damage on his armour, a last little touch that makes the orruk look as though he's been in the thick of the fighting. To achieve this look, Rhinox Hide was applied to some of the edges and raised areas of the orruk's armour panels. A tiny scratch of Runefang Steel was then applied inside the Rhinox Hide to give the impression of bare metal beneath the yellow paint.



1



2

ORRUK GORE-GRUNTAS

When painting the Gore-gruntas, it's worth undercoating them with Corax White, just like the Brutes, to make painting the yellow armour easier. The first stage of the model is to paint the fur, which makes up the bulk of the grunta. As long as you

drybrush it neatly, you shouldn't have much tidying up to do, but if you need to, you can re-undercoat areas to be painted yellow with a layer of Ceramite White. We suggest doing any tidying up last, there's no point painting over a mistake, only to make another one a few minutes later. ☠

Skin



1
Basecoat: Cadian Fleshtone
L Base



2
Wash: Seraphim Sepia
L Shade



3
Layer: Kislev Flesh
M Layer



4
Layer: Flayed One Flesh
M Layer

Dirty Teef



1
Basecoat: Rakarth Flesh
S Base



2
Wash: Seraphim Sepia
M Shade



3
Layer: Rakarth Flesh (edges)
M Layer



4
Layer: Pallid Wych Flesh
S Layer

Mangy Fur



1
Basecoat: Abaddon Black
L Base



2
Drybrush: Dark Reaper
M Dry



3
Drybrush: Dawnstone
M Dry

Hooves



1
Basecoat: Rhinox Hide
S Base



2
Layer: Balor Brown
M Layer



3
Layer: Screaming Skull
S Layer

Tongue



1
Basecoat: Screamer Pink
S Base



2
Wash: Carroburg Crimson
M Shade

To paint the riders for your Gore-gruntas, use the guide for the Brutes on the left.



WARSCROLL



WARSCROLL

GORDRAKK, THE FIST OF GORK

Gordrakk is the biggest and the baddest Ironjaw boss about, and he claims all greenskins for his Great Waaagh!. With his twin axes, Smasha and Kunnin', he lops off heads and cracks open skulls, while beneath his iron-shod boots, the Megaboss' huge Maw-krusha, Bigteef, crushes enemies to pulp, or bursts their innards with a deafening bellow.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Innard-bursting Bellow	8"	1	2+	3+	-1	D6
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Smasha	1"	5	2+	3+	-1	2
Kunnin'	1"	5	2+	3+	-	1
Bigteef's Mighty Fists	1"	5	*	3+	-2	3
Bigteef's Bladed Tail	1"	3	4+	3+	-1	1

DAMAGE TABLE			
Wounds Suffered	Move	Mighty Fists	Destructive Bulk
0-3	12"	2+	8 dice
4-6	10"	3+	7 dice
7-9	8"	4+	6 dice
10-12	6"	5+	5 dice
13+	4"	6+	4 dice

DESCRIPTION

Gordrakk, the Fist of Gork, is a single model. Gordrakk is armed with two axes, one called Smasha and the other Kunnin'. He rides into battle on the back of a huge Maw-krusha called Bigteef, who batters opponents with his Mighty Fists, flattens them with his Destructive Bulk, and smashes them with his Bladed Tail. Even his Innard-bursting Bellow can kill foes!

FLY

Bigteef can fly.

ABILITIES

Smasha: Smasha is filled with the brutal power of Gork, making it especially lethal to enemy champions. Wound rolls of 6 or more inflict D3 mortal wounds if the target is a **HERO** instead of their normal damage.

Kunnin': Kunnin' is filled with the kunnin' power of Mork, and it seeks out enemy wizards to slay. Wound rolls of 4 or more inflict D3 mortal wounds if the target is a **WIZARD** instead of their normal damage.

Strength from Victory: The more fights a Megaboss wins, the stronger they become. If Gordrakk makes an attack with Smasha or Kunnin' that slays an enemy **HERO**, add 1 to his Wounds characteristic and to the Attacks characteristic of the weapon that inflicted the killing wound.

Destructive Bulk: After Bigteef completes a charge move, pick an enemy unit within 1" and roll the number of dice shown for his Destructive Bulk on the damage table above; the enemy unit suffers 1 mortal wound for each roll of 4 or more.

On the Rampage: If the wounds inflicted by Bigteef's Destructive Bulk attack mean that there are no enemy models left within 3" of him, then he can immediately make another charge move (and can make another Destructive Bulk attack after the move if the charge is successfully carried out). Bigteef can make any number of charge moves like this in a single turn, so long as each one results in all enemy models within 3" being slain.

COMMAND ABILITY

Voice of Gork: Gordrakk's bellow carries the elemental force of his brutal god, and inspires his forces to surge into the enemy, hacking, bludgeoning and stomping with abandon. Once per battle, in your hero phase, you can pick a **DESTRUCTION** unit that is within 20" of Gordrakk. In the following charge phase, that unit can declare a charge if it is within 18" of the enemy, and you can roll three dice to determine the distance it can charge. In addition, the unit makes 2 extra attacks with each of its melee weapons in the following combat phase. If the unit you chose is part of a warscroll battalion, then these benefits also apply to all other units from the battalion.

KEYWORDS

DESTRUCTION, ORRUK, MAW-KRUSHA, IRONJAWZ, MONSTER, HERO, MEGABOSS, GORDRAKK

WARSCROLL

MEGABOSS ON MAW-KRUSHA

An Ironjaw Megaboss on a Maw-krusha barrels across the battlefield in a unstoppable avalanche of ill-tempered muscle that turns everything in its path into pulverised meat. For each hero that falls under the Megaboss' massive weapons, the orruk swells with savage pride, while his boys fight all the harder as their boss lets out his 'Waaagh'!



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Innard-bursting Bellow	8"	1	2+	3+	-1	D6
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Boss Gore-hacka	2"	3	3+	3+	-1	2
Scrap-tooth	1"	4	3+	3+	-	1
Choppa	1"	4	3+	3+	-1	2
Rip-tooth Fist	1"	1	4+	3+	-2	D3
Maw-krusha's Mighty Fists	1"	4	*	3+	-2	3
Maw-krusha's Bladed Tail	1"	D3	4+	3+	-1	1

DAMAGE TABLE			
Wounds Suffered	Move	Mighty Fists	Destructive Bulk
0-3	12"	2+	8 dice
4-6	10"	3+	7 dice
7-9	8"	4+	6 dice
10-12	6"	5+	5 dice
13+	4"	6+	4 dice

DESCRIPTION

A Megaboss on Maw-krusha is a single model. The Megaboss rides on the Maw-krusha's back, and is armed with a Boss Gore-hacka and a Scrap-tooth or a Choppa and a Rip-tooth Fist. The Maw-krusha can batter opponents with its Mighty Fists, flatten them with its Destructive Bulk, or smash them with its Bladed Tail, while its Innard-bursting Bellow can kill foes from afar.

FLY

A Maw-krusha can fly.

ABILITIES

Strength from Victory: The more fights a Megaboss wins, the stronger they become. If a Megaboss makes an attack with their Boss Gore-hacka, Scrap-tooth, Choppa or Rip-tooth Fist that slays an enemy HERO, add 1 to their Wounds characteristic and to the Attacks characteristic of the weapon that inflicted the killing wound.

Destructive Bulk: After a Maw-krusha completes a charge move, pick an enemy unit within 1" and roll the number of dice shown for the Maw-krusha's Destructive Bulk on the damage table above; the enemy unit suffers 1 mortal wound for each roll of 4 or more.

On the Rampage: If the wounds inflicted by a Maw-krusha's Destructive Bulk attack mean that there are no enemy models left within 3" of it, then it can immediately make another charge move (and can make another Destructive Bulk attack after the move if the charge is successfully carried out). A Maw-krusha can make any number of charge moves like this in a single turn, so long as each one results in all enemy models within 3" being slain.

COMMAND ABILITY

Mighty Waaagh!: If a Megaboss on Maw-krusha uses this ability, count up the number of IRONJAWZ units within 15" of them at the start of the combat phase of the turn, and roll a dice. If the roll is less than or equal to the number of units, then this model and all models in those units make 1 extra attack with each of their melee weapons in that combat phase. If the roll is a 6, and there are at least 6 IRONJAWZ units within 15" of this model, then make 2 extra attacks rather than 1.

WARSCROLL



ORRUK MEGABOSS

A Megaboss is the undisputed leader of his Ironjawz. Hordes of orruks follow the hulking warlord into the heart of battle where the best fighting is found. Clad in layers of iron and wielding massive weapons, Megabosses take great pleasure in besting enemy champions, while their barely contained Waaagh! energy drives their boys into a frenzy.



DESCRIPTION

An Orruk Megaboss is a single model. They enter battle armed with a huge Boss Choppa in one hand, while their other hand is sheathed in a Rip-tooth Fist made of heavy iron.

ABILITIES

Go on Ladz, Get Stuck In!: An Orruk Megaboss can use a well-placed kick or thump to inspire the boys under their command to fight that little bit harder.

You can re-roll hit rolls of 1 for friendly units of **BRUTES** that are within 5" of this model when they make their attacks in the combat phase.

Strength from Victory: The more fights a Megaboss wins, the stronger they become. If a Megaboss makes an attack that slays an enemy **HERO**, add 1 to their Wounds characteristic and to the Attacks characteristic of their Boss Choppa.

COMMAND ABILITY

Waaagh!: If a Megaboss uses this ability, count up the number of **IRONJAWZ** units within 10" of them at the start of the combat phase of the turn, and roll a dice. If the roll is less than or equal to the number of units, then this model and all models in those units make 1 extra attack with their melee weapons in that combat phase. If the roll is 6 or more, and there are at least 6 **IRONJAWZ** units within 10" of this model, then make 2 extra attacks rather than 1.

KEYWORDS

DESTRUCTION, ORRUK, IRONJAWZ, HERO, MEGABOSS

WARSCROLL



ORRUK WEIRDNOB SHAMAN

Vomiting gouts of crackling green energy, Weirdnob Shamans stagger about the battlefield loosing the power of the Waaagh! upon the foes of the Ironjawz. Glowing green fists, rivers of lethal force and gargantuan stomping feet all assail the enemy as the shaman channels the savage impulses of hordes of bellowing, bashing orruks.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Waaagh! Staff	1"	D3	4+	3+	-1	D3

DESCRIPTION

An Orruk Weirdnob Shaman is a single model. They are armed with a Waaagh! Staff.

ABILITIES

Power of the Waaagh!: Add 1 to a Weirdnob Shaman's casting or unbinding rolls if there are 10 or more **ORRUK** models within 10". Add 2 to the roll instead if there are 20 or more **ORRUK** models within 10". However, if the casting or unbinding roll was a

double, then the closest **ORRUK** unit within 10" suffers D3 mortal wounds.

MAGIC

A Weirdnob Shaman is a wizard. They can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. They know the Arcane Bolt, Mystic Shield, Green Puke and Foot of Gork spells.

Green Puke: Green Puke has a casting value of 8. Draw a straight line 2D6" long from the mouth of the Shaman. Each enemy unit crossed by the line suffers D3 mortal wounds.

Foot of Gork: Foot of Gork has a casting value of 10. If successfully cast, inflict D6 mortal wounds on a unit within 18". Then roll a dice – on a 4 or more Gork stomps again: resolve another D6 mortal wounds on an eligible unit. Gork keeps on stamping until you fail to roll a 4 or more.

KEYWORDS

DESTRUCTION, ORRUK, IRONJAWZ, HERO, WIZARD, WEIRDNOB SHAMAN

WARSCROLL



ORRUK WARCHANTER

Warchanters hammer out the drumbeat of the Waaagh! with their stikks, the booming rhythm calling all orruks to war. Wild-eyed rabble-rousers, their concussive tempo increases as battle is joined, the Warchanter thumping anything within reach. The resultant surge of Waaagh! energy courses through the Ironjawz, driving them into a frenzy of violence.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Gorkstikk and Morkstikk	1"	4	3+	4+	-	1

DESCRIPTION

An Orruk Warchanter is a single model. They smash out rhythms on the skulls of their foes, hitting them with a Gorkstikk in one hand and a Morkstikk in the other.

ABILITIES

Warchanter's Beat: Each time you make a hit roll of 6 for a Warchanter's Gorkstikk and Morkstikk, you can make one additional attack with the weapon.

Frenzy of Violence: Pick one IRONJAWZ unit that is within 10" of the Warchanter in your hero phase. You can add 1 to all hit rolls made for that unit in the following combat phase.

KEYWORDS

DESTRUCTION, ORRUK, IRONJAWZ, HERO, TOTEM, WARCHANTER

WARSCROLL



ORRUK GORE-GRUNTAS

Gore-gruntas storm across the battlefield in a cacophony of hoofbeats and wild snorting. Gruntas rip up the ground and orruk riders bellow out war cries as the Gore-gruntas pull ahead of the Ironjaw charge. Leaving their foot-bound brothers behind, they are the first to crash with teeth-loosening force into the ranks of the opposing army.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Pig-iron Choppa	1"	3	3+	3+	-1	1
Jagged Gore-hacka	2"	3	4+	3+	-1	1
Fanged Maw and Hooves	1"	4	4+	4+	-	1

DESCRIPTION

A unit of Orruk Gore-gruntas has three or more models. The riders of some units of Gore-gruntas are armed with Pig-iron Choppas, while others carry Jagged Gore-hackas. Their mounts tear at the enemy with their Fanged Maws and Hooves.

GORE-GRUNTA BOSS

The leader of this unit is a Gore-grunta Boss. They make 4 attacks rather than 3.

ABILITIES

Gore-grunta Charge: Even by the destructive standards of the Ironjawz, a Gore-grunta charge is horrific to behold, enemy units vanishing under a roaring, grunting mass. However, a grunta needs a bit of a run-up to really get going! When you declare a charge with a unit of Gore-gruntas, measure the distance to the nearest enemy unit. If the distance is 8" or more and the charge is successful, the gruntas' Fanged Maw and Hooves attacks inflict D3 Damage rather than 1.

KEYWORDS

DESTRUCTION, ORRUK, IRONJAWZ, GORE-GRUNTAS

WARSCROLL



ORRUK BRUTES

Brutes lumber into battle seeking out the biggest monsters and the most violent enemies to batter into submission. Leading the way are their grinning bosses, savage warriors that like nothing more than to wrap their meaty fingers around their victim's neck and give them a good and proper bashing.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Two Brute Choppas	1"	4	3+	3+	-1	1
Jagged Gore-hacka	2"	3	3+	3+	-1	1
Gore-choppa	2"	3	4+	3+	-1	D3
Boss Choppa	1"	3	3+	3+	-1	2
Boss Klaw	1"	1	4+	3+	-1	2
Brute Smasha	1"	2	4+	3+	-2	D3

DESCRIPTION

A unit of Orruk Brutes has five or more models. Some units of Orruk Brutes are armed with two Brute Choppas, while others prefer to use double-handed Jagged Gore-hackas. In either case, 1 in every 5 models may instead be armed with a massive Gore-choppa.

BRUTE BOSS

The leader of this unit is a Brute Boss, armed with a Boss Choppa or a Boss Klaw and a Brute Smasha.

ABILITIES

Duff Up da Big Thing: You can re-roll failed hit rolls for an Orruk Brute if the target has a Wounds characteristic of 4 or more.

Da Grab an' Bash: When you make attacks for a Brute Boss armed with a Boss Klaw and Brute Smasha, roll to hit with the Boss Klaw first. If it scores any hits, then a model from the target unit has been grabbed by the Klaw, and the Brute Smasha hits automatically as long as it is used to attack the same target unit.

KEYWORDS

DESTRUCTION, ORRUK, IRONJAWZ, BRUTES

DA 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 the colours of the warclans, noisy space warriors and flyin' Maw-krushas.



DA IRONJAWZ BOOK IS DED GOOD

DESTRUCTION IS ALSO DED GOOD

If you already have a greenskins or orog army, Grand Alliance: Destruction shows you how they fit into the Age of Sigmar, from the Moonclan grotts to the Gutbuster and Maneater ogors, and the ever-popular Aleguzzler Gargants. Some factions will be pleasantly familiar to old warlords, but there's plenty of new things and fresh spins on old favourites to keep you enthralled.

With **Destruction Battletome: Ironjawz** on pre-order this week, we decided to share our top 10 favourite things about it.

1. You get to learn more about the structure of Ironjaw warclans, from the rampaging mob to the mighty brawl.
2. The book explains how the orruks survived the Age of Chaos. And not just survived it – enjoyed it, too!
3. You'll discover more about the subtle nuances of orruk language, such as the punch-to-the-face, the backhand slap and the ever-popular 'eadbutt.
4. The origins of pig-iron and why orruks wash it before they use it...
5. Tales from orruk legend, like the time the Ironjaw Megaboss Urrgok accidentally got a new brain.
6. It contains six new warscroll battalions, including the Brutefist, Gorefist, Ardfist and Weirdfist... you get the idea.
7. Find out how Maw-krushas fly. It's true, they do, you can see it in the incredible artwork above, taken from the book.
8. You'll learn that orruks can't count...

WHITE DWARF

GREEN STORM RISING

It's not just the Ironjaw orruks who pay allegiance to Gordrakk, nor is it just the other, less-monstrous orruk clans. Just as the multifarious legions of Chaos are subservient to Archaon the Everchosen, and the forces of Death are in the thrall of Nagash, so too do all the forces of Destruction flock to Gordrakk's tattered banner. Where the Ironjaw warclans lead, Destruction follows in their wake, with hordes of eager orruks, ogors and grots desperate to join in the carnage. From the lowliest Moonclan and Spiderfang grots to the mightiest Aleguzzler gargants, all of them want a place in the Fist of Gork's Great Waaaagh!

This is the most threatening aspect of Gordrakk, above and beyond simply being the biggest, meanest, toughest orruk in the back of the most vicious Maw-krusha in the Mortal Realms. The myriad forces of Destruction are individually dangerous, as anyone who has had to fight a raging band of Sourbreath Troggoths would attest, but they are hardly a threat to the Mortal Realms. But united under Gordrakk's meaty fist, these hordes of savage warriors and monsters without counting are driven by a barbaric yet formidable intellect, and together they pose a greater menace to the Mortal Realms than perhaps even the legions of the Everchosen himself.

BIT OF THE WEEK: MAW-KRUSA SADDLE

That's right, there's a saddle under the Megaboss's mighty rump (but not Gordrakk's – he doesn't need one). We don't think it's there for sitting on, though, just to protect da boss's nether regions from the Maw-krusha's spines.



CODEX: APOCRYPHA EXTRA

Notes from the worlds of Warhammer. This week: the 'ardest greenskin bosses.

GRIMGOR IRONHIDE

In the world-that-was, there was no 'arder Orc than Grimgor, who even before the End Times carved a bloody legend across the globe. By the end of the world, he had conquered kingdoms and smashed empires, before becoming the Incarnate of Beasts in the final doomed battle against Chaos.

GORBAD IRONCLAW

Another greenskin legend from days long since passed, Gorbad was an infamous Orc Warboss, who led a mighty Waaagh! up the Blackfire Pass and wiped Solland and Wissenland off the map, and was only finally stopped at the walls of Altdorf itself.

GHAZGHKULL THRAKA

The most notorious Ork Warboss of the 41st Millennium, Ghazghkull has turned the Armageddon sector into a humongous warzone after two massive invasions, and is currently looking for bigger and better fights across the galaxy.

NAZDREG UG URDGRUB

Not only is Nazdreg as dead 'ard as any Ork Warboss should be, he's dead kunnin' too, the Mork to Ghazghkull's Gork. He outwits Imperial commanders, a fact they'd find galling if Nazdreg let them live, and is fluent in Low Gothic when most Orks are barely fluent in their own bestial 'language'.

THE BEAST

One of the most powerful Ork Warbosses to have ever lived, the Beast was reputedly the size of a hab-block with tusks as big as tree trunks. His Waaagh! was the most formidable to ever exist, stopped only at a truly staggering cost to the Imperium of Man.

READER'S MODEL OF THE WEEK

In *Warhammer Visions* 24 we featured this excellent rendition of the Warmaster Horus, who was entered into The Fang painting competition in Stockholm in 2014. Sadly, due to the vagaries of the Warp (or maybe a faulty pen), we had no idea who painted him...

Well now we know! It was painted by Claus Berthelsen, who has done an incredible job bringing the Emperor's favoured son to life. The reflective sheen on his armour is



particularly impressive, especially around the red serpent's eye on his breastplate, and along the greaves of his leg armour.

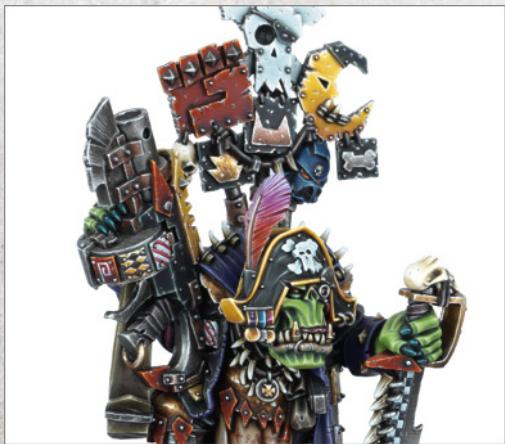
If you've painted a miniature that you think is worthy of a place in White Dwarf then why not send a picture to:

team@whitedwarf.co.uk

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

WEAPON & HAT OF THE WEEK: DA RIPPA

The signature *kustom* shoota of Kaptin Badrukk, the most infamous Freebooter to sail the void, was once an Ogryn's ripper gun. Getting the best Meks that teef could buy to kustomise it, it has been modified to fire incredibly unstable canisters of plasma instead of boring old high-calibre rounds. Da Good Kaptin loves the fact Da Rippa is just so killy that merely standing near it is a death sentence to anyone not as dead 'ard as him. Plus: what a hat!



THE COLOURS OF CARNAGE

You saw how to paint your Ironjawz as the yellow Ironsunz Warclan in this week's Paint Splatter (see page 20 for more information) but, as you can see, the Ironjawz come in a huge variety of colours, either down to what sort of metal they can loot or the particular idiosyncrasies of a given Megaboss. The Skybashas are some of the shiniest Ironjawz around, as their gear made entirely from sky-iron, but to avoid anyone thinking they're weedy like 'oomies or

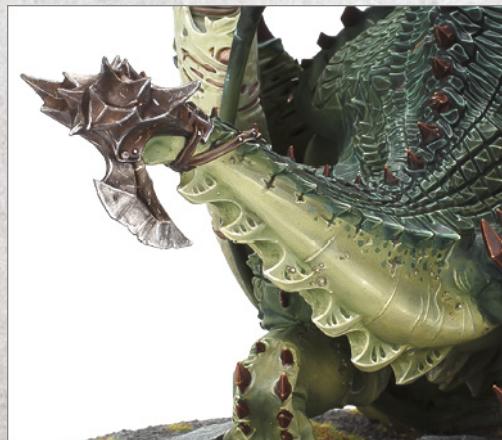
aelfs, they daub it with plenty of red. Zedek's Weirldadz are bright orange because of their Weirdnob Shaman leader's obsession with fire. After one too many 'accidents' involving Zedek's powers of pyromancy, they painted their armour like flame so they'd be less distracted in a fight if (or when) they catch fire (again). The Stoneskulls wear bone white armour, with red designs that usually end up hidden beneath plenty of gore after a good scrap.



MORE KRUSHA!

The Maw-krusha is a Wyvern-esque monster that is still quite unlike anything we've seen before, yet its bulky design is perfectly at home amongst the Ironjawz. That's because the influence of the orruks played a major part in its design.

The major design features of the orruks is their massive upper bodies, bulging forearms and huge hands, all traits shared by the Maw-krusha. The brutal creature even stands like an orruk, hunched forward on its short but powerful back legs. Its head is in a similar place to an orruk, too, wedged between the shoulders rather than sitting on top of them and it even has the same bucket-like jaw and grossly exaggerated underbite full of teef. Its beady little eyes and small cranium suggest there's very little going on behind that toothy grin other than violent or hungry thoughts. There is one design cue that remains from the Wyvern, though – the spiked tail. However, where the Wyvern's tail was part of its body, the Maw-krusha's spike is made of metal and crudely strapped or nailed on.



ATTACKS

Even lowly Ardboys can churn out a bucket-load of attacks, so you'll need plenty of dice for your Brutes.

GREAT GREEN FEET

The foot of Gork is back and it's deadlier than ever. Stop that spell. Quick!

CHOPPIN' REPORT: IRONJAWZ

CLEAN FIGHTS

Orruks live for close combat, so make sure you take large units to soak up the fatalities.

EASY KILLS

Be warned, Ironjawz wear a lot of armour – these orruks take a lot of killin'.

WHITE DWARF'S REGIMENTS OF RENOWN

This week's Regiment of Renown is not one unit but two, a squad of Noise Marines supported by an Emperor's Children Dreadnought both painted by Steve Whitehead. Suffice to say, the Orruk Warchanters were diggin' their crazy beat.

Steve has always had a love for the Emperor's Children and really wanted to push their bizarre look to the limit, even going so far as to sculpt extra details on to them. The strips of flayed skin bolted to their

greaves, for example, and the screaming faces with speakers for mouths. Their strange helmets were made by taking Mk. VI helmets (the pointy-nosed ones) and cutting off the front, then re-sculpting them into a weird, tube-like apertures using Green Stuff. Steve painted his models in muted blue and lilac rather than the traditional pink and black. If you look closely, you can just make out tiny swirls of freehand painting on some of the armour panels, just the sort of elaborate filigree the Emperor's Children love. ☺



NEXT ISSUE: DAKKA DAKKA DAKKA DAKKA! ZAP, KAPOW, KRAKOOOOOOOM!



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