

WARHAMMER
40,000

BRAND-NEW SPACE MARINE, ORK AND NECRON VEHICLES

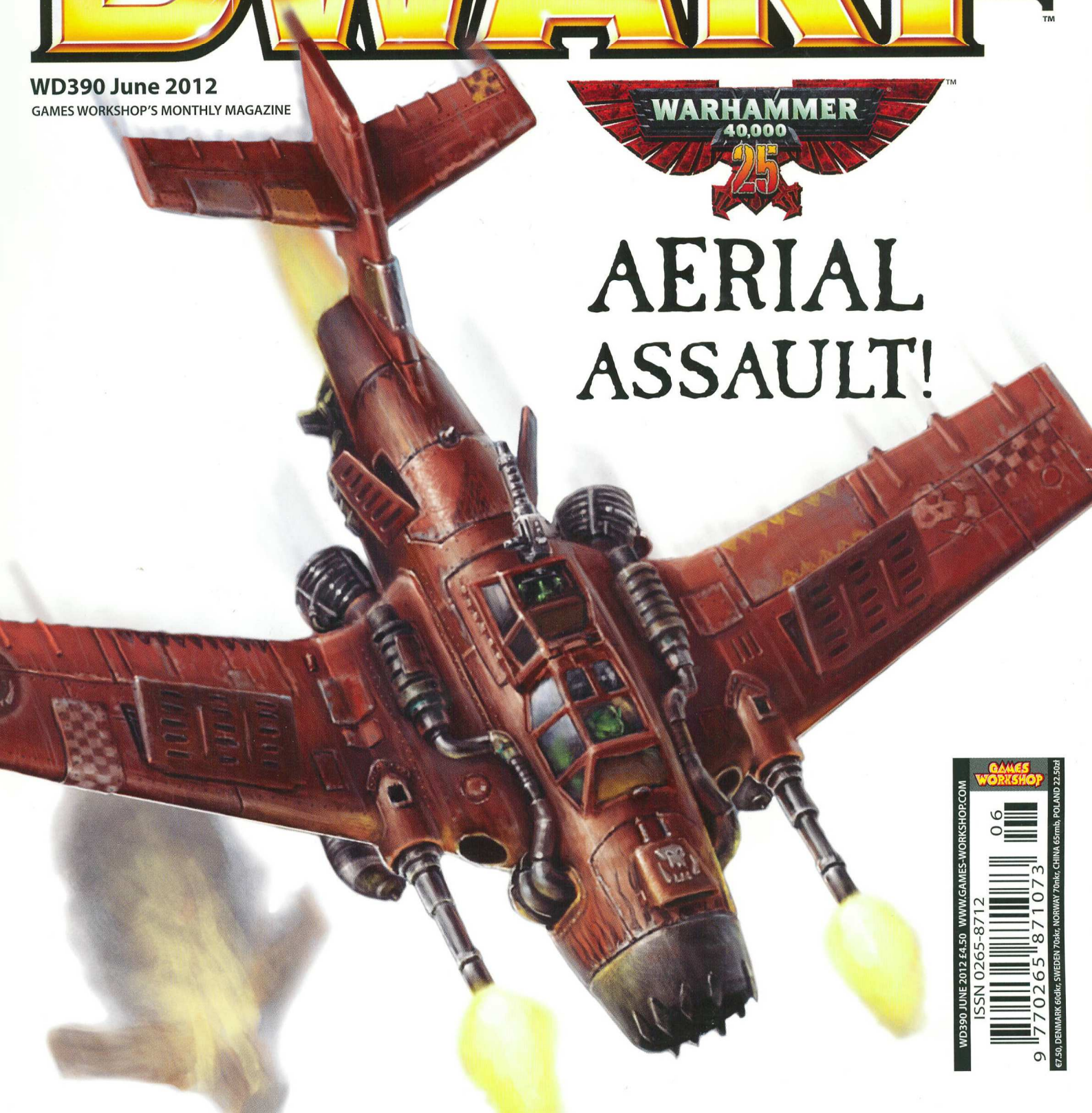
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WD390 June 2012

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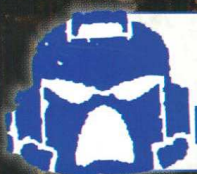
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WARHAMMER
40,000

DEATH FROM ABOVE!



SPACE MARINE STORMTALON

Official update to Codex: Space Marines on page 66



ORK BOMMERS

Official update to Codex: Orks on page 70

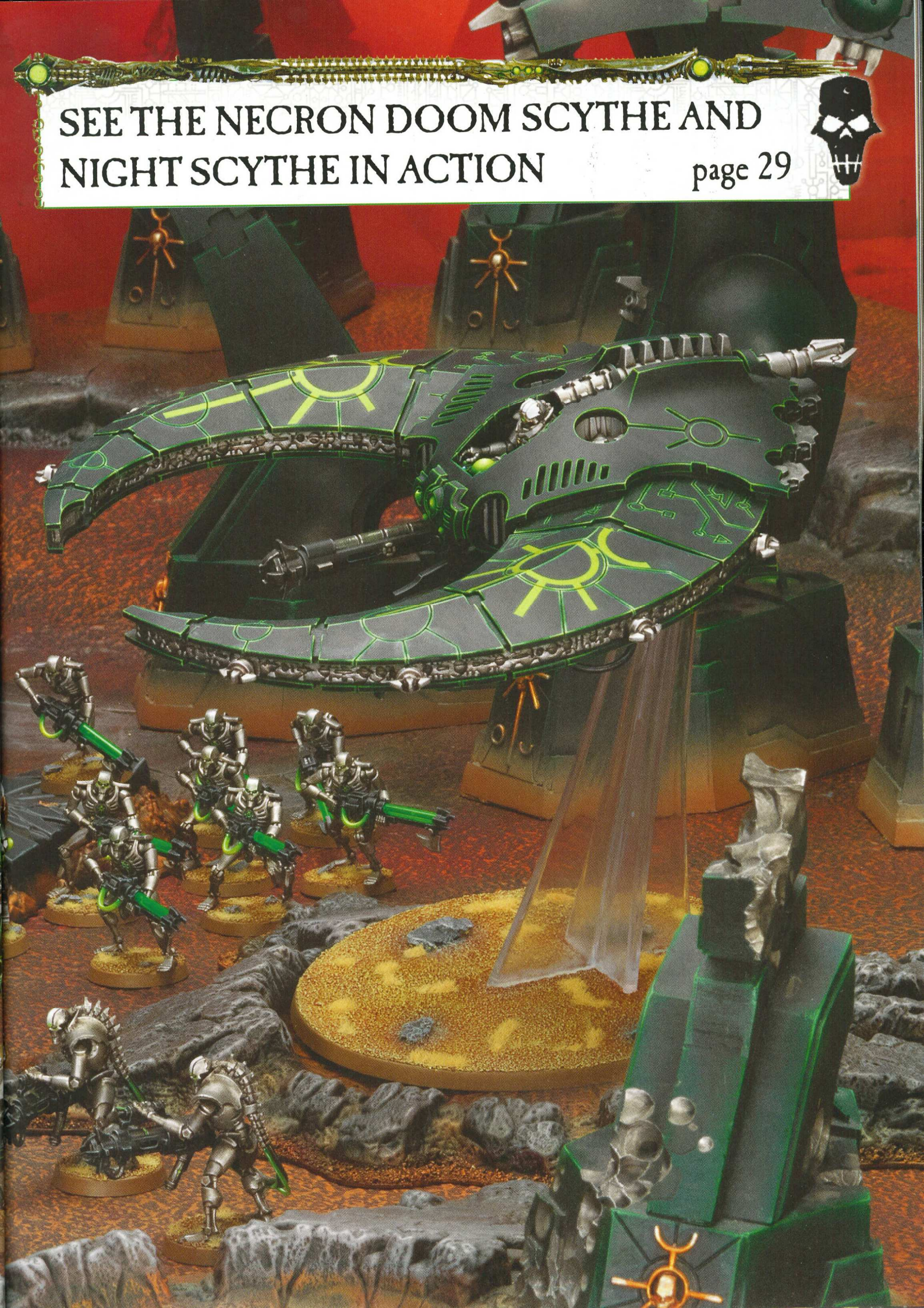


WARHAMMER 40,000



SEE THE NECRON DOOM SCYTHER AND NIGHT SCYTHER IN ACTION

page 29



'ERE WE GO!

THE ORCS & GOBLINS ARE ON THE MARCH page 84



WARHAMMER





The skies above the battlefields of the 41st Millennium are ablaze with rockets, missiles and tracer fire this month as aerial reinforcements for three Warhammer 40,000 armies arrive – the new Space Marine Stormtalon, the Necron Doom Scythe/Night Scythe and the Ork Bommer kit, which makes one of three different Ork aircraft.

Those of you who have already read Codex: Necrons will be familiar with the Doom Scythe and its appropriately named death ray, not to mention the wormhole-toting Night Scythe, and as a Necron player it's a tantalising prospect to be able to field them. The skies above Tanrak (the campaign we started last issue) are already buzzing with eldritch discharge and the contrails of these supersonic vehicles.

And as exciting as the new Necron aircraft are, it's not every month that we get to include an exclusive update to not one but two Codexes, but that's exactly what we've got in store for you later in this issue. The Stormtalon Gunship is a great new attack craft for Codex: Space Marines, packing an unbelievably large amount of firepower into a compact chassis; whilst the Blitza-bommer, Burna-bommer and Dakkajet all add a dash of flyboy daring to the Ork army.

As well as painting guides for these two new craft, the Hobby Team have been inspired to paint a new army to go with each, so you'll find an Army Project for White Scars and Evil Sunz later in the issue too.

Finally, Robin Cruddace has a tale to tell of the Battle for Cardrim, a bloody war full of exciting dogfights, dastardly villains and moments of heroism and sacrifice. It's a great read, and makes me want to refight it! But that, perhaps, is for next month...

Andrew Kenrick, Editor

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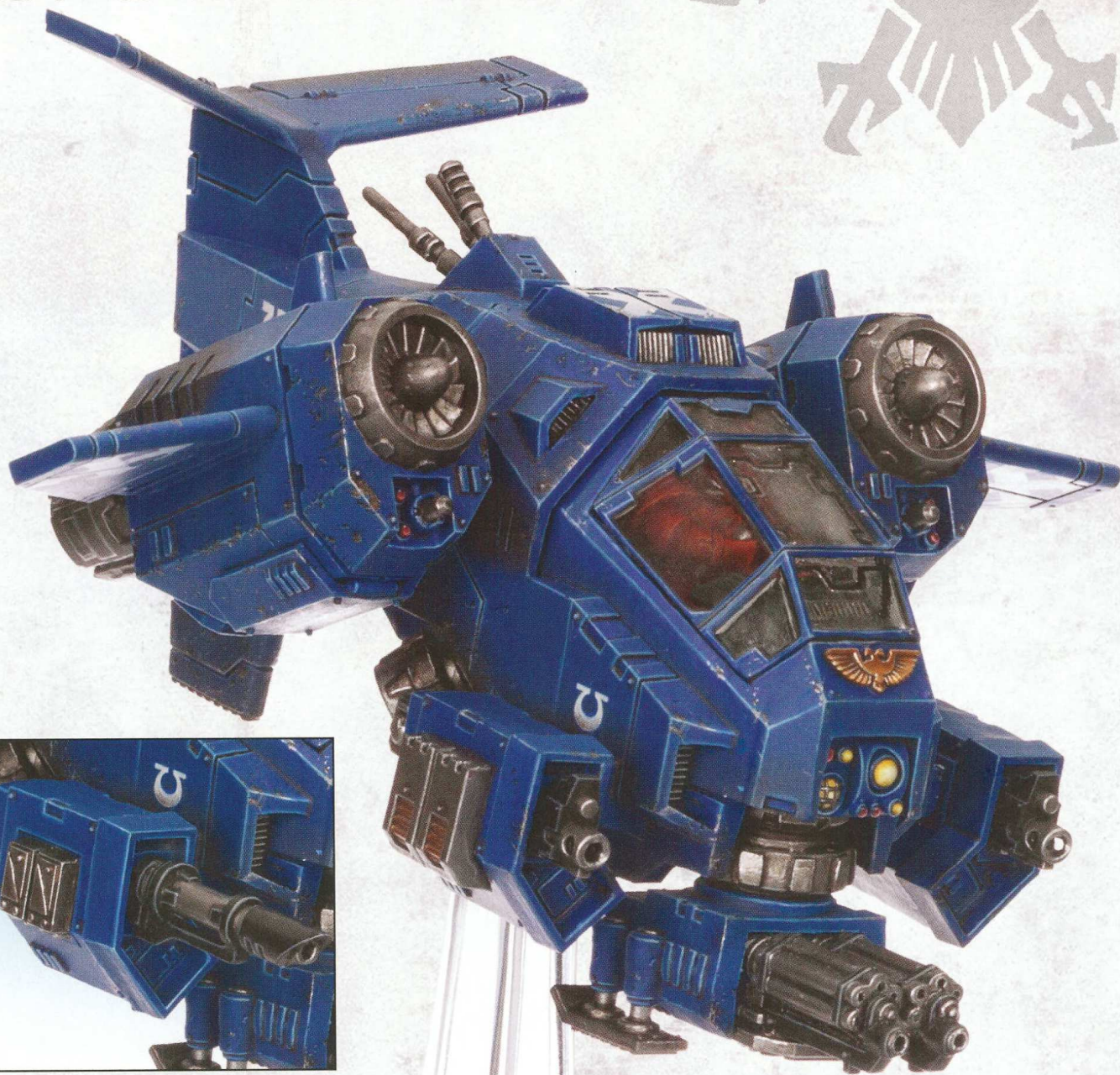
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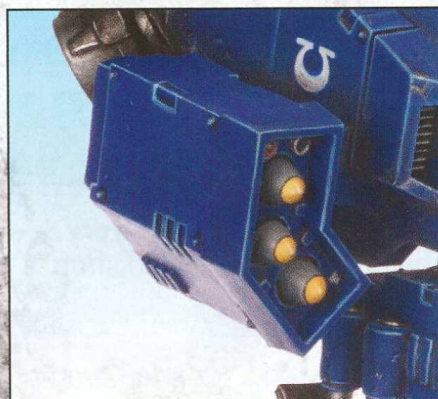
SEE PAGE 85 FOR DETAILS OF THIS MONTH'S WARHAMMER NEW RELEASES

SPACE MARINE

STORMTALON GUNSHIP



Twin-linked lascannon



Skyhammer missile launcher



Typhoon missile launcher

The Space Marine Stormtalon Gunship is a heavily armed attack craft equally capable of strafing enemy positions as it streaks overhead or hovering in place to unleash a devastating display of aerial firepower. Indeed, the Stormtalon's diminutive size belies the fearsome arsenal at its disposal and, in a manner similar to the Space Marines themselves, is able to engage and destroy many times its own number of enemies. Stormtalons are often deployed as single attack craft or as aerial escorts to help protect certain high-value or high-risk units.

WARHAMMER
40,000

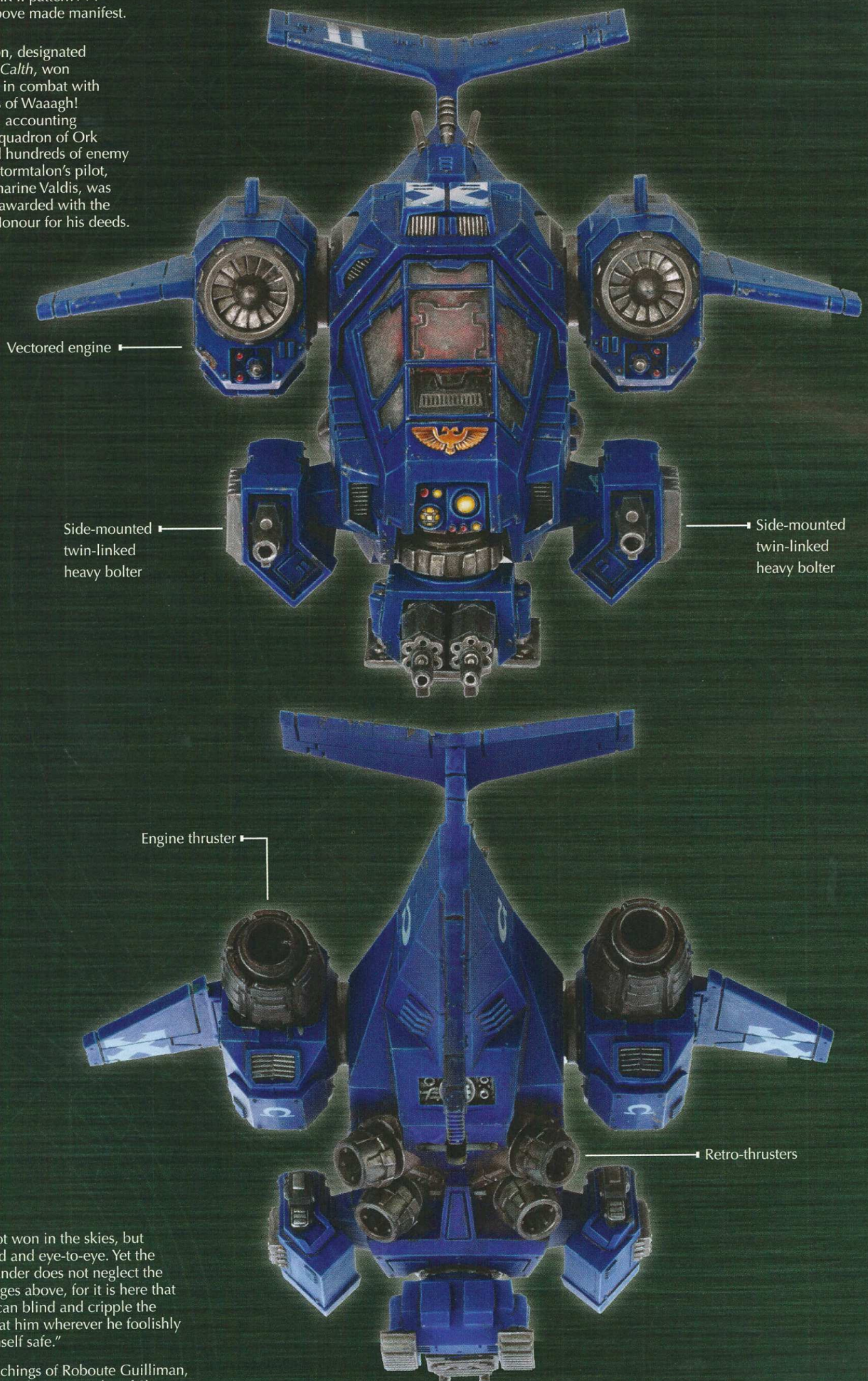
NEW RELEASES



**TURN TO PAGE 24 TO FIND OUT HOW TO
PAINT AN ULTRAMARINES STORMTALON.**

Stormtalon Gunship
 +++Astartes MK II pattern+++
 Death from above made manifest.

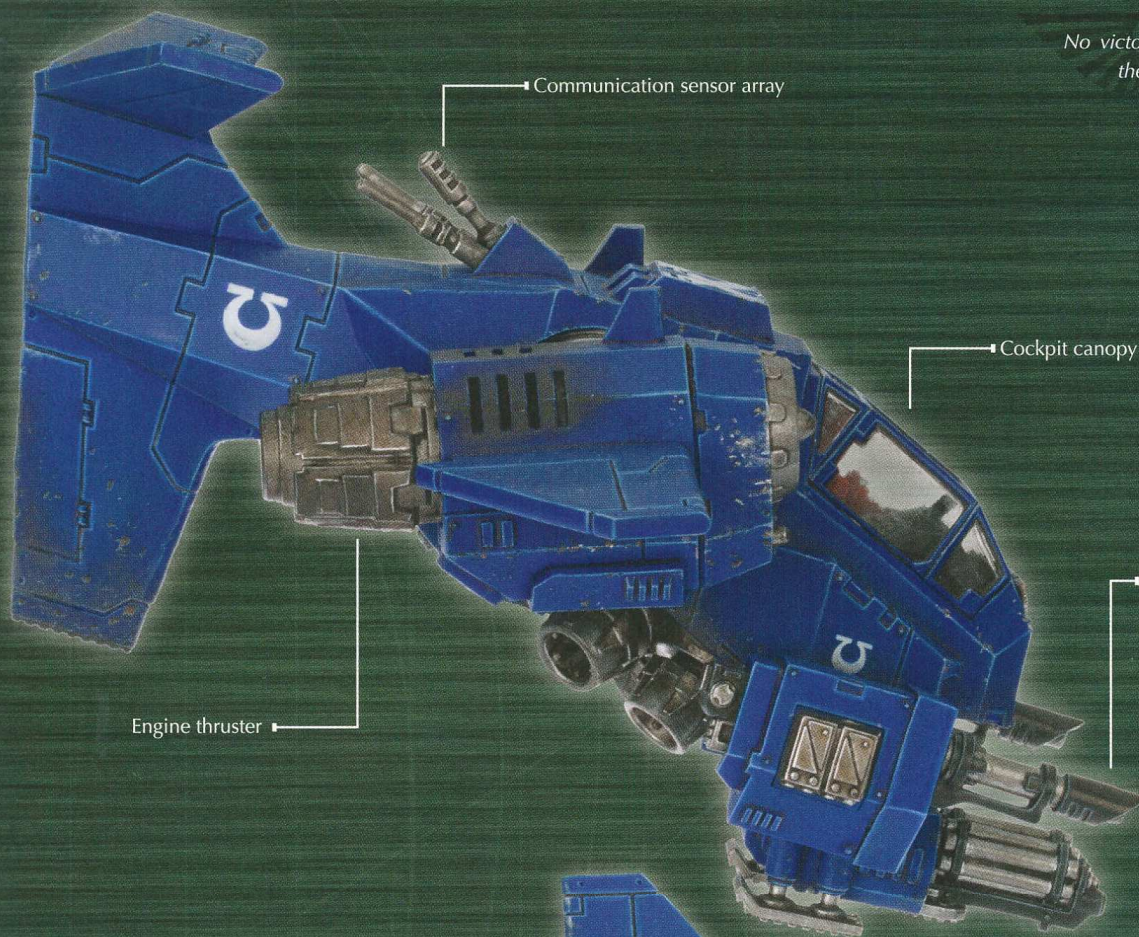
This Stormtalon, designated *Vengeance of Calth*, won much renown in combat with the greenskins of Waaagh! Planetsmasha, accounting for an entire squadron of Ork Dakkajets and hundreds of enemy infantry. The Stormtalon's pilot, Brother-Techmarine Valdis, was subsequently awarded with the Marksman's Honour for his deeds.



"Wars are not won in the skies, but hand-to-hand and eye-to-eye. Yet the wise commander does not neglect the battle that rages above, for it is here that your talons can blind and cripple the foe, striking at him wherever he foolishly believes himself safe."

From the teachings of Roboute Guilliman, as laid down in the Apocrypha of Skaros

*No victory can be won with
the weakest guns.*



Communication sensor array

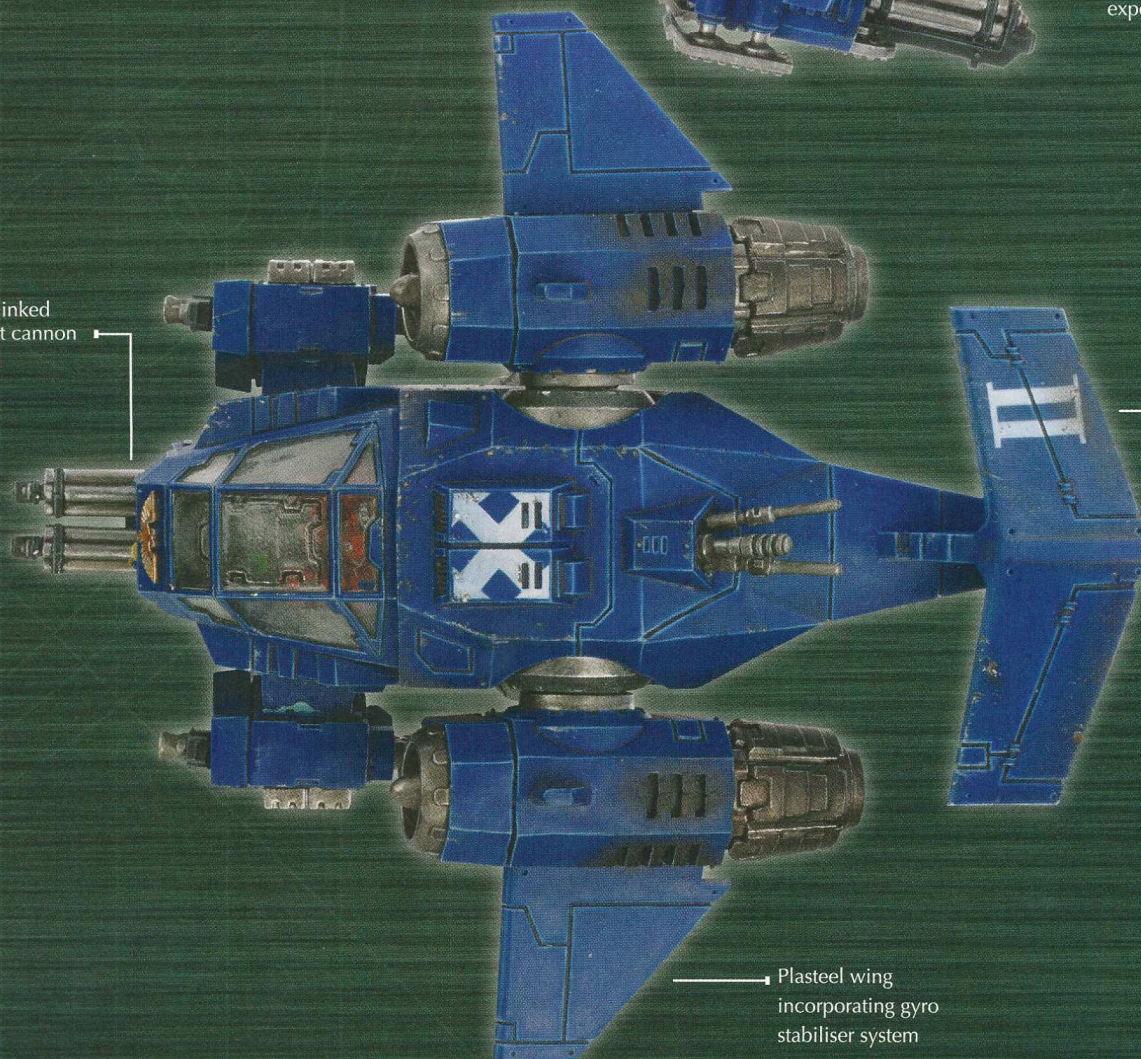
Cockpit canopy

Engine thruster

Side-mounted twin-linked
lascannon [auto-targeting
systems calibrated for both
air-to-air and air-to-ground
target acquisition]

Valdis opted for a
twin-linked lascannon
configuration before
engaging in combat
theatres where a heavy
Ork aerial presence was
expected or confirmed.

Twin-linked
assault cannon

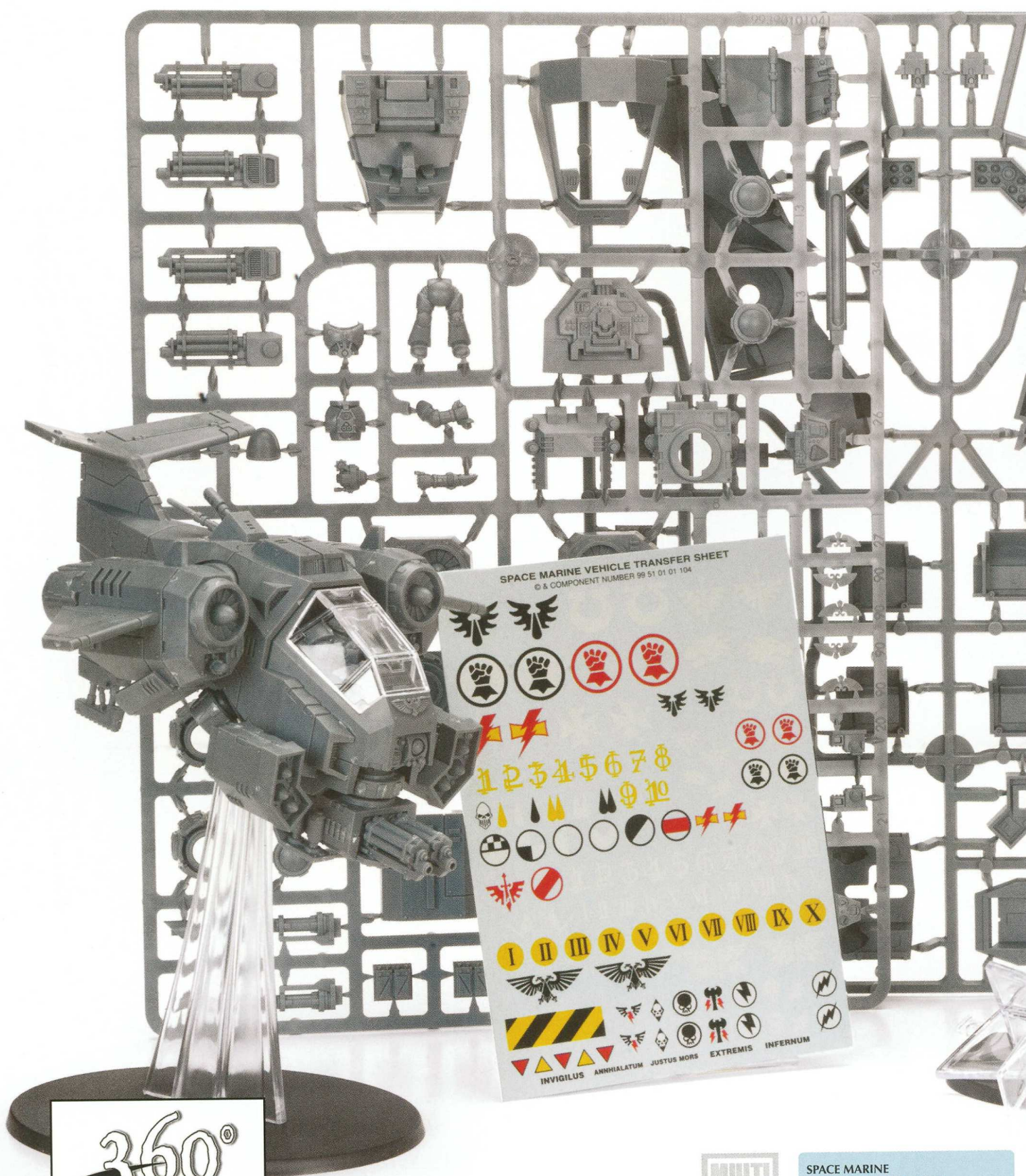


Horizontal
stabiliser and
elevator

Plasteel wing
incorporating gyro
stabiliser system



SPACE MARINE STORMTALON GUNSHIP



360°
SEE THE 360°
GALLERY ONLINE

This multi-part plastic kit contains one Space Marine Stormtalon Gunship. The Stormtalon is armed with an assault cannon and any of four additional heavy weapon systems, the components for which are included in the kit.

**MULTI
PART
PLASTIC
KIT**

**SPACE MARINE
STORMTALON GUNSHIP**
Product code: 99120101094
Sculpted by Jes Goodwin,
Dale Stringer and Tom Walton.

ON SALE JUNE 2ND

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SPACE MARINE
STORMTALON GUNSHIP

ESCORTEUR STORMTALON
SPACE MARINE

CAÑONERA STORMTALON DE
LOS MARINES ESPACIALES

STORMTALON-ANGRIFFSSCHIFF
DER SPACE MARINES

CANNONIERA STORMTALON
DEGLI SPACE MARINE

スペースマリーン
ストームタロン・ガンシップ



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ORK BOMMER



BLITZA-BOMMER

Turn to page 58 to find out how to paint the Ork Bommer.

Many Orks are simply addicted to the rush of high velocity. Ever since an Ork aircraft first took flight and achieved supersonic speed, prospective 'Flyboyz' have been vying to outdo each other with their latest 'invenshuns'. The most popular configurations of Bommer are the Dakkajet, a brazen dogfighter outfitted with rows of high calibre supa shootas; the Blitza-bommer, a dive bomber used to deploy payloads at low altitude and high speed; and the Burna-bommer, an aircraft outfitted with an assortment of volatile incendiary bombs.



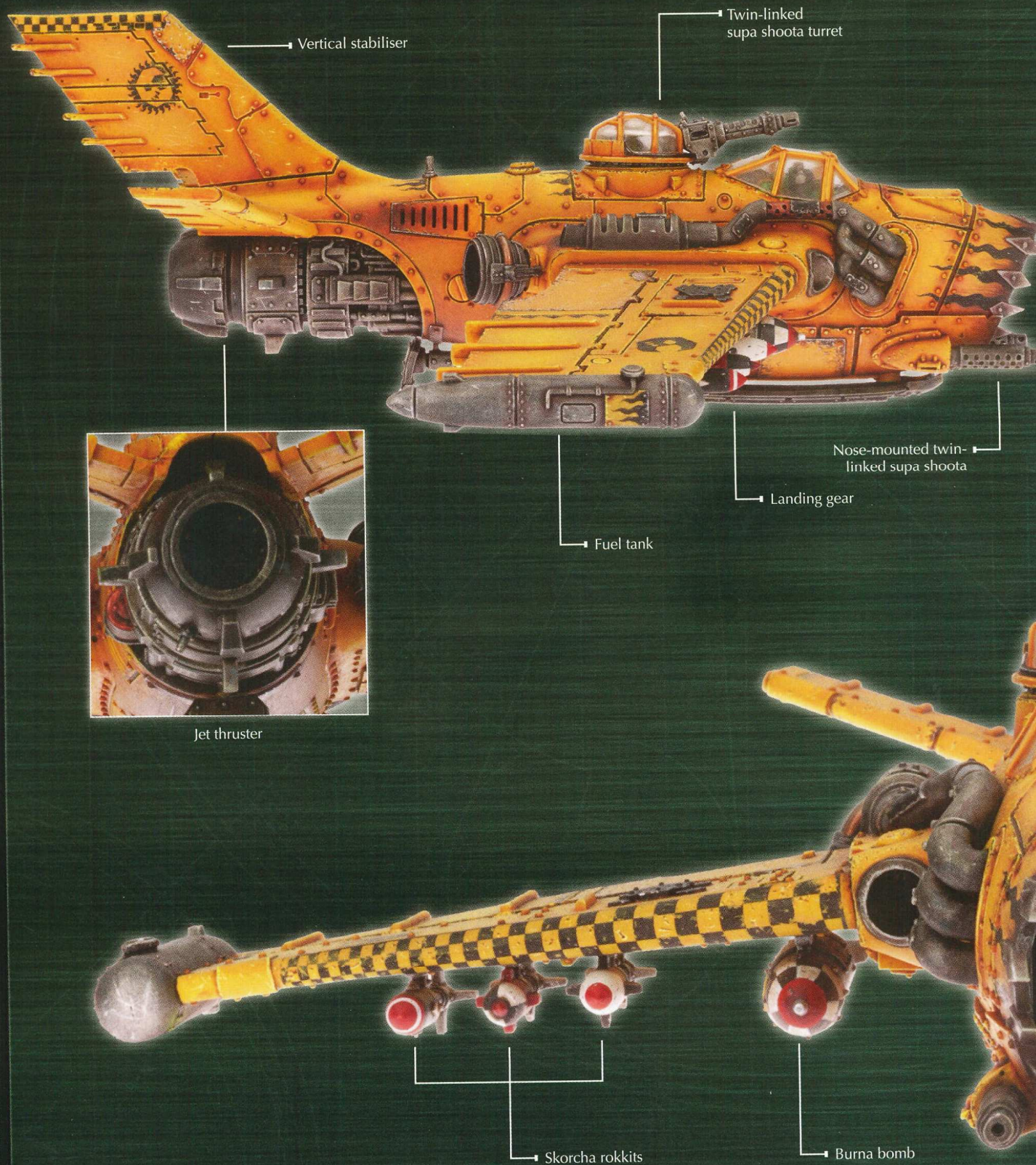
 **DAKKAJET**



 **BURNA-BOMMER**

Ork Burna-bommer aircraft
+++Xenos pattern+++
Fire from the skies.

During the Second Armageddon War, Ork Burna-bombers earned themselves a terrifying reputation. Over the course of the campaign, and especially during the valiant defence of Hades Hive, waves of Burna-bombers would descend from the skies to incinerate the dug-in Imperial defenders with fiery bombs and rockets.





Cockpit canopy

Mutual hatred is all we can expect when treating with aliens.

Horizontal stabiliser

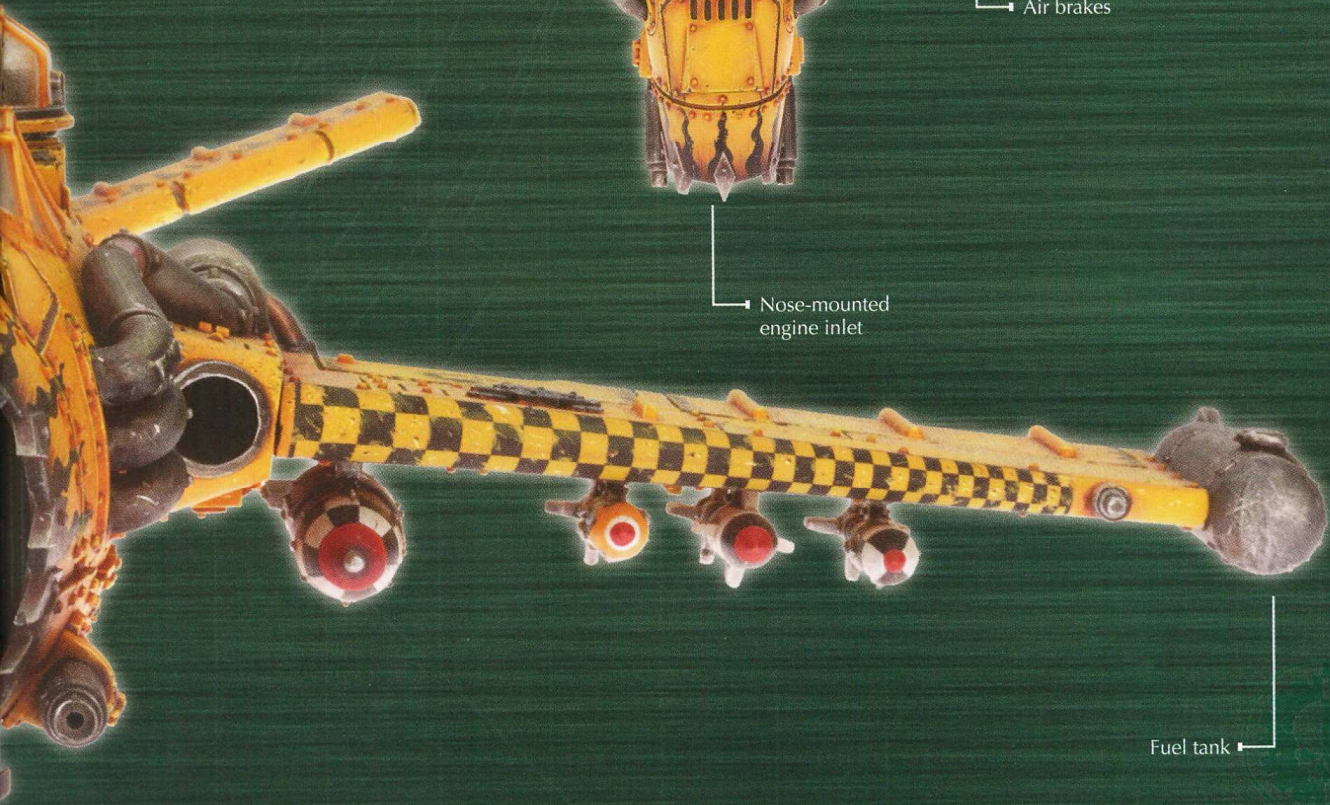
Wing flap

Manoeuvring thrusters

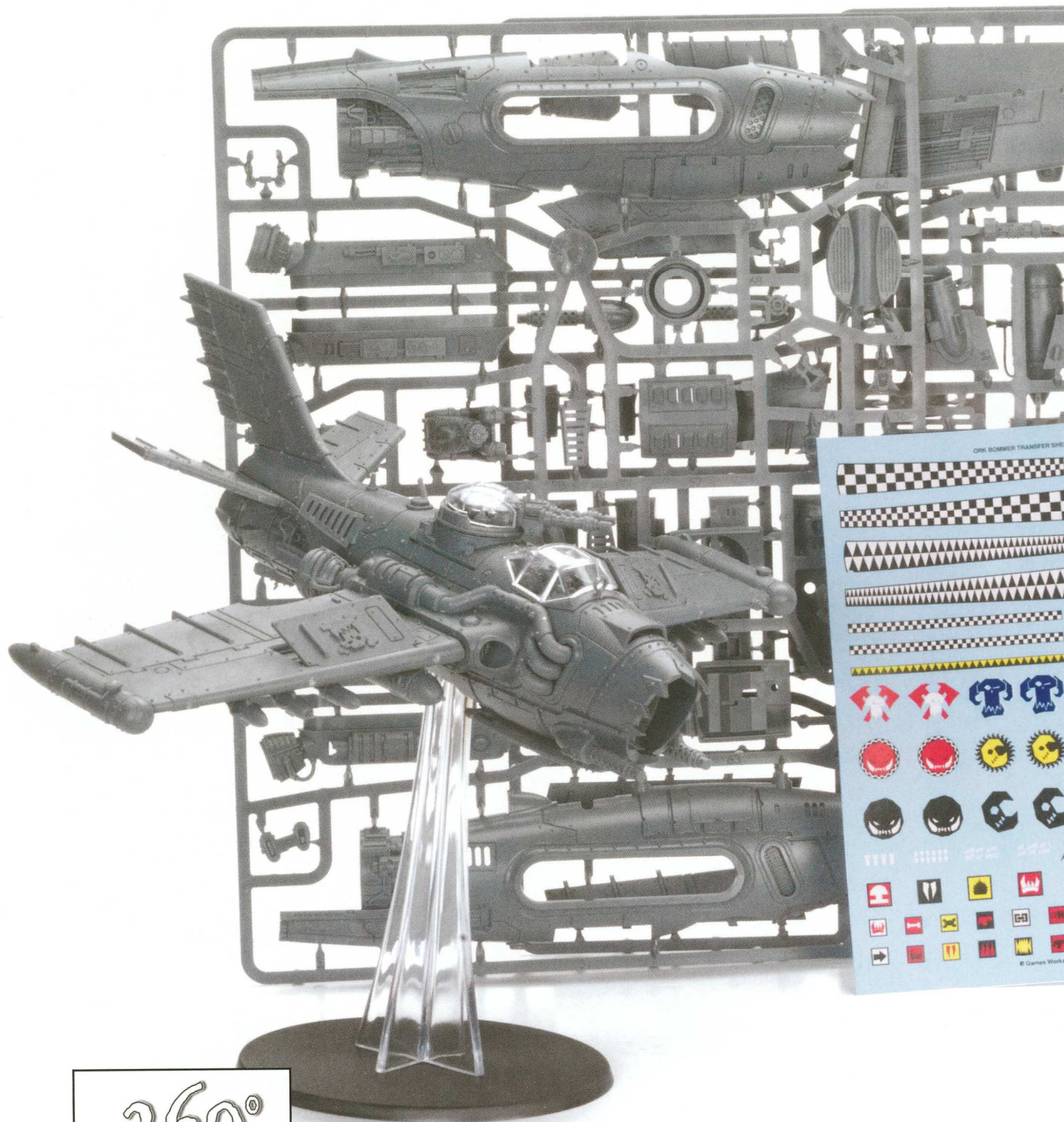
Air brakes

Nose-mounted engine inlet

Fuel tank



ORK BOMMER



**SEE THE 360°
GALLERY ONLINE**

The multi-part plastic Ork Bommer kit contains the parts to build one of three different aircraft: a Blitza-bommer, Burna-bommer or Dakkajet. Each Bommer has a variety of weapon options, all of which are included in the kit.

**MULTI
PART
PLASTIC
KIT**

ORK BOMMER

Product code: 99120103026

Sculpted by Jes Goodwin, Nic Ho,
Darren Latham and Dale Stringer.

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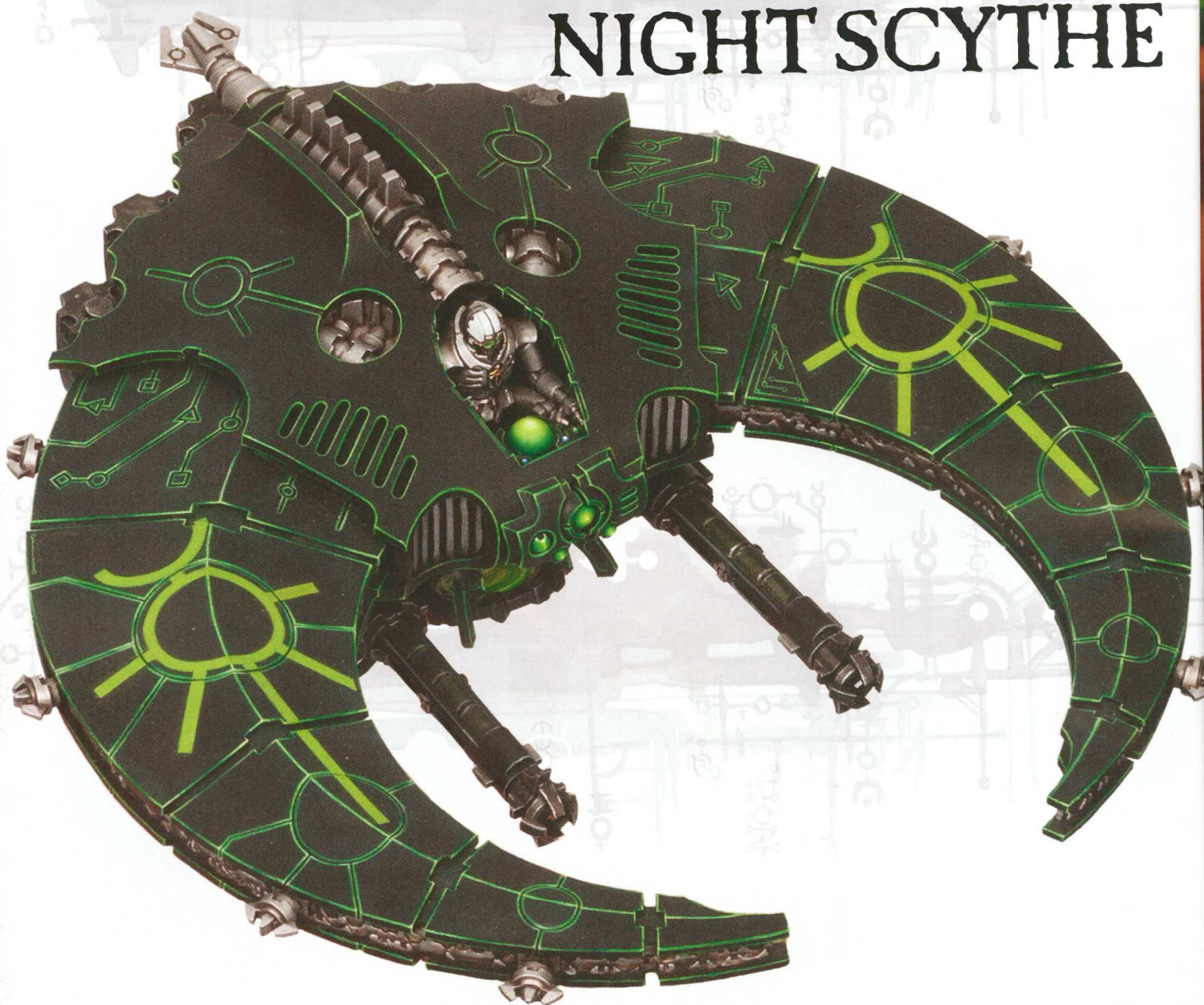
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NECRON

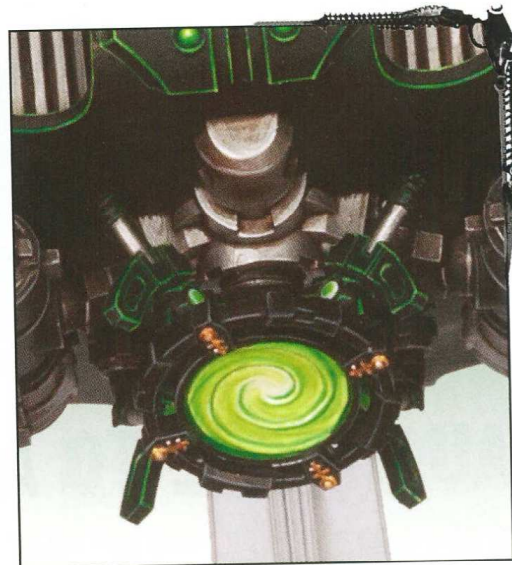
DOOM SCYTHER & NIGHT SCYTHER



The crescent-shaped silhouettes of the Necron Doom Scythe and Night Scythe strike dread into the hearts of any that would challenge the might of the Necron dynasties. Powered by unfathomable technologies, Doom Scythes sweep ahead of the advancing phalanxes of Necron infantry, gouging lines through the enemy ranks with fearsome death rays, even as Night Scythes following in their wake teleport reinforcements into the heart of the battle using the metaphysical science of wormhole gateways.



Doom Scythe death ray



Night Scythe wormhole gateway

WARHAMMER
40,000

NEW RELEASES



CHECK OUT LAST MONTH'S ISSUE TO SEE HOW TO PAINT NECRON VEHICLES.

NECRON DOOM SCYTHER/NIGHT SCYTHER



SEE THE 360°
GALLERY ONLINE

This multi-part plastic kit can be assembled as either a Necron Doom Scythe or a Night Scythe. Both are equipped with a twin-linked tesla destructor and either a death ray or wormhole gateway, all of which are included in the kit.

**MULTI
PART
PLASTIC
KIT**

**NECRON
DOOM SCYTHER/NIGHT SCYTHER**
Product code: 99120110023
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NEW RELEASES

WARHAMMER
40,000



NECRON DOOM SCYTHE /
NIGHT SCYTHE

FAUCHEUR / MOISSONNEUR
NÉCRON

GUADAÑA DE LA MUERTE / GUADAÑA
DE LA NOCHE DE LOS NECRONES

TODESSICHEL / NACHTSICHEL DER
NECRONS

FALCE DEL GIUDIZIO /
FALCE DELLA NOTTE DEI NECRON

ネクロン
ドゥーム・サイズ / ナイト・サイズ



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ULTRAMARINES STORMTALON GUNSHIP

Chad Mierzwa, veteran painter of the Studio's Hobby Team, shows us how to paint a Stormtalon Gunship in the colours of the Ultramarines Chapter.

INSPIRATION

Chad: When I first saw the Stormtalon Gunship being assembled and painted by the 'Eavy Metal team, I knew that I wanted to have a go myself. I love the Stormtalon's imagery of a small, agile but hard hitting vehicle performing deadly strafing runs as it tears across the battlefield in a way that not even the most heavily armed Land Speeder can match. In fact, it was with the vision of performing strafing runs in mind that I equipped my Stormtalon with a potent mix of anti-infantry firepower. In this way, it can really live up to its title as a gunship, hosing down the enemy with impunity.

When it came to painting the Stormtalon I used the How to Paint Citadel Miniatures book as a guide for selecting which colours to use and what techniques to apply. It's worth noting, however, that the methods I've used here can be combined with the Citadel painting guides in the last few issues to paint the Stormtalon in the colours of your favourite Chapter. To do this, simply replace the blue at each basecoat, wash, layer and glaze stage with the appropriate colours for your Space Marine Chapter of choice. The techniques for painting the Ultramarines Stormtalon can also be applied to the rest of your Ultramarines army, as the combination of colours work equally well for power armour and tanks.

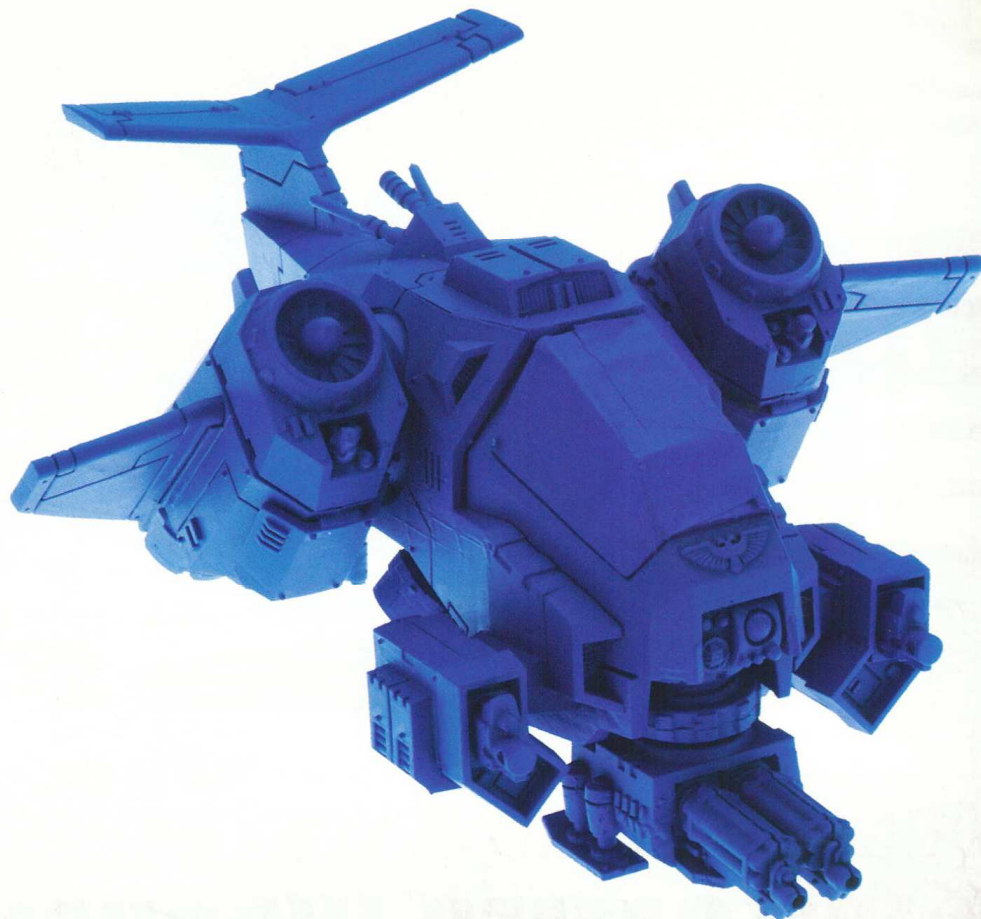


Codex: Space Marines is your guide to fielding the Space Marines in battle, including full rules, bestiary entries and a stunning 'Eavy Metal showcase.

PREPARATION



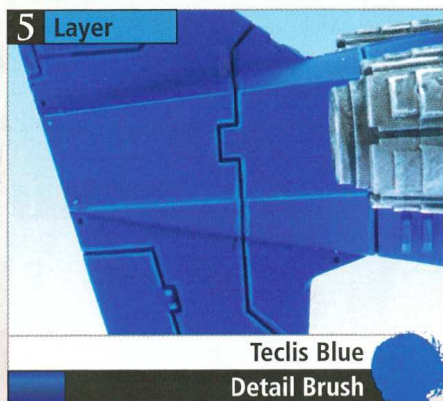
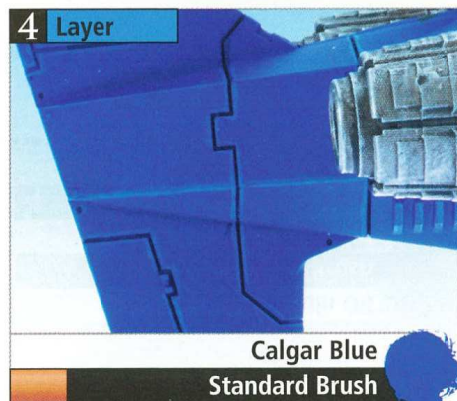
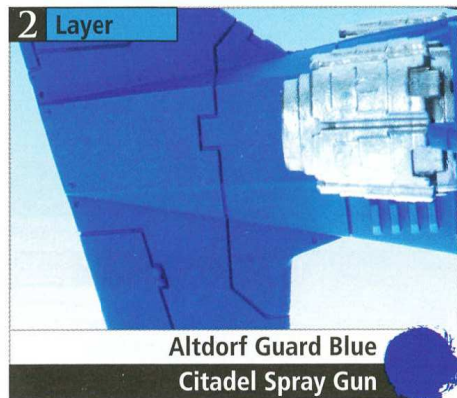
In order to avoid getting any paint on the clear plastic screens of the canopy, Chad carefully covered the area with masking tape before undercoating it with Chaos Black Spray. To avoid any potential contamination, Chad then removed this layer of masking tape before applying another fresh layer in preparation for his first basecoat, which he applied with the Citadel Spray Gun. He repeated this process a third time before applying his first Layer paint, also using the Citadel Spray Gun.



Chad's Stormtalon after the basecoat of Macragge Blue was applied.

STORMTALON GUNSHIP

1 ARMOUR PANELS

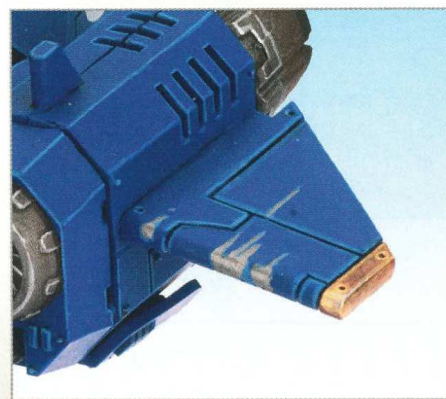
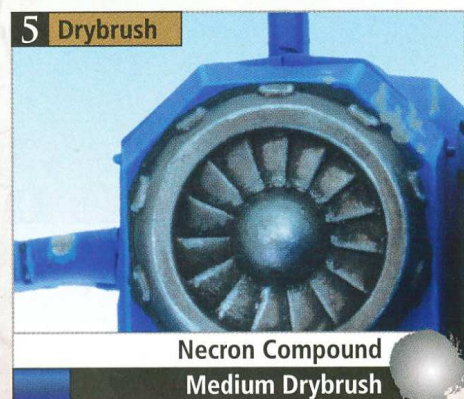
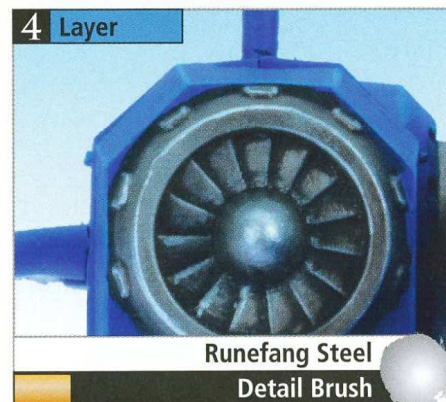
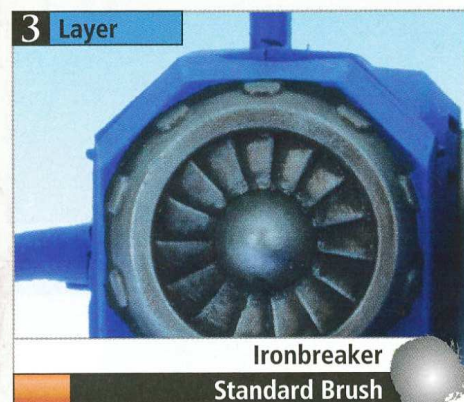
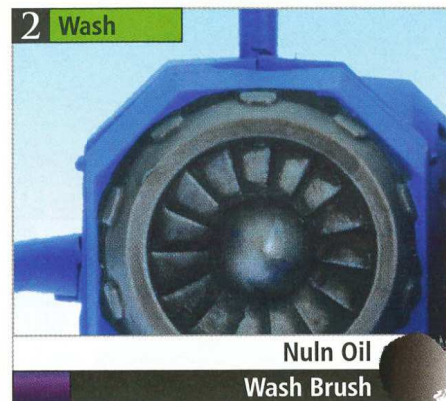
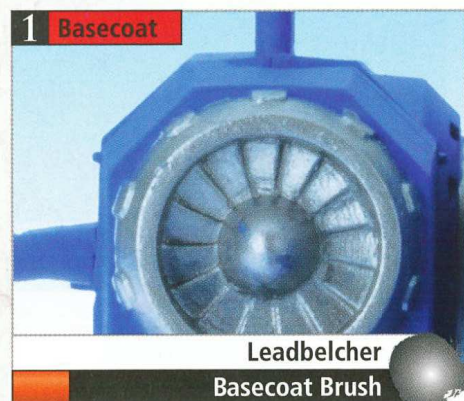


2 TECHMARINE PILOT

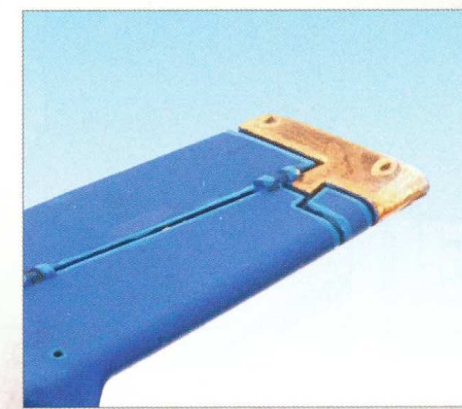
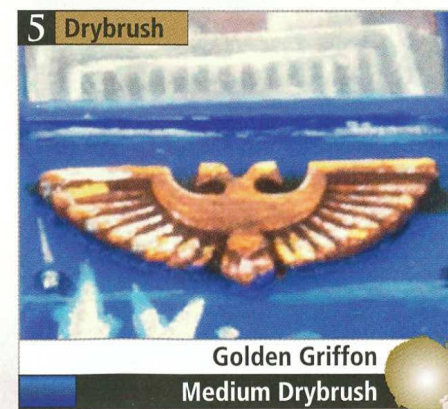
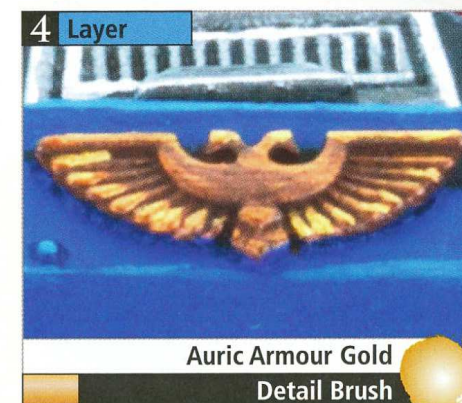
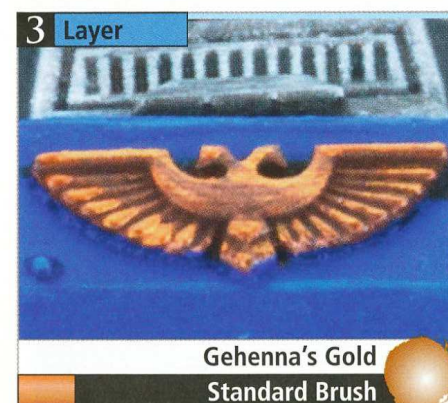
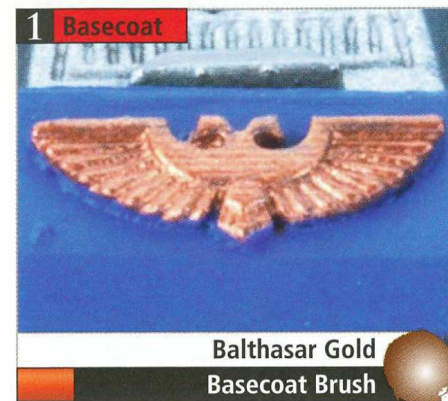


STORMTALON GUNSHIP

3 METAL

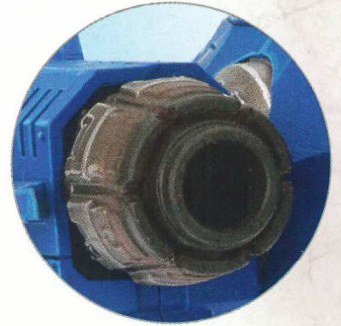


4 GOLD



FINISHING DETAILS

Having finished the Stormtalon's chassis and pilot, Chad applied a few finishing touches to his model. This took the form of weathering the Stormtalon's paintwork with streaks of chipped paint, creating a charred effect on the thruster exhausts and adding some Ultramarines transfers to the vehicle's hull.



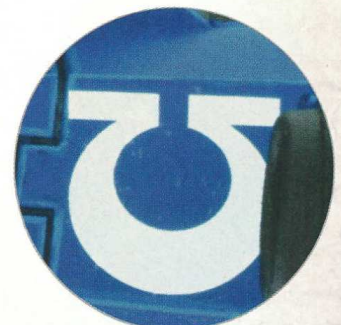
Chad lightly drybrushed the engines with Abaddon Black to achieve a suitably scorched effect.



The cockpit frame was carefully painted in the same colours as the armour panels using a Detail Brush.



Chad weathered the leading edges with a Detail Brush, using the same colours as for painting the metal.



The final touch was to add some Chapter icons from the transfer sheet included with the kit.



CITADEL

ULTRAMARINES STORMTALON PAINTING GUIDE

	ARMOUR	METAL	GOLD	PILOT
1 Basecoat	 Macragge Blue	 Leadbelcher	 Balthasar Gold	 Mephiston Red
2 Wash	 Drakenhof Nightshade	 Nuln Oil	 Agrax Earthshade	 Carroburg Crimson
3 Layer	 Aldorf Guard Blue	 Ironbreaker	 Gehenna's Gold	 Evil Sunz Scarlet
4 Layer	 Calgar Blue	 Runefang Steel	 Auric Armour Gold	 Wild Rider Red
5 Drybrush		 Necron Compound	 Golden Griffon	
6 Glaze	 Guilliman Blue			



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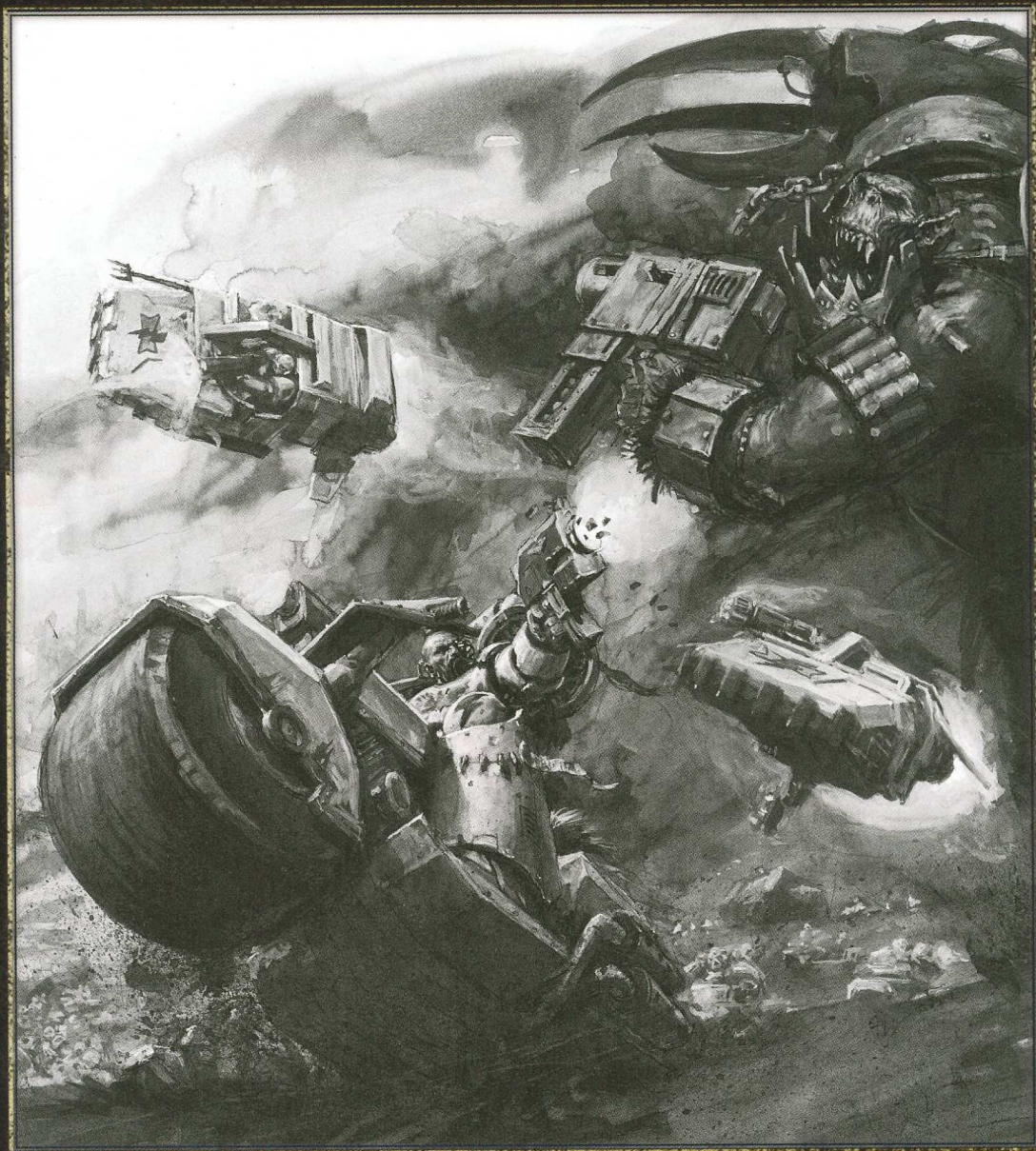
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THE BATTLE FOR CARDRIM



THE BATTLE FOR CARDRIM

Waaagh! Skullkrumpa descends upon the world of Cardrim and only Joghaten Khan of the White Scars Chapter can stop them. However, a greater alien menace stirs, as Robin Cruddace reveals in the background to this almighty battle.



When Waaagh! Grax descended upon the forge world of Ryza in 925.M41, the entire region of space was engulfed in war. Such is the fractious nature of Orks, however, that when a Waaagh! sweeps across the galaxy, many aspiring Ork Warbosses attempt to carve out a realm of their own. Skullkrumpa – the infamous Red Scourge of Galthamor – was one such Ork, a foul-tempered Evil Sunz Warboss and one-time favoured minion of the great Grax himself. Skullkrumpa's Speed Freeks had laid waste to the hive world of Galthamor and it was said that he personally slew Chapter Master Kendral of the Emperor's Swords Chapter during the Assault on Fireheart Hive, the planet's primary population centre. Now Warboss Skullkrumpa was breaking out on his own and the world of Cardrim was the first to face his wrath, for no reason other than it had the misfortune to be the first planet to cross the belligerent Ork's path.

The planet of Cardrim was littered in ancient ruins and little else. All but barren of life, it would have been of little interest to the Imperium if it did not lie within a reasonably stable corridor of Warp space. Cardrim was thus a vital staging post if war materiel was to continue to flow into the Ryza Warzone. When it came under attack, word quickly reached Joghaten Khan of the 4th Company of White Scars. Joghaten had only recently been raised to the rank of Khan, elevated by the Great Khan Kyublai himself following his victory against the Red Corsairs in the Diata System. Honoured Kyublai was impressed with Joghaten's courage and cunning, but many of his brother Khans felt Joghaten too young to bear the rank of Khan. Joghaten was thus determined to prove himself in his brother Khans' eyes, and vowed to bring back the head of Warboss Skullkrumpa to the Chapter's feasting halls on their home world of Chogoris, or die in the attempt.



Da Krimson Barun engages in a daring dogfight with the Spear of Chogoris above the Bluegard Plateau.

Within moments of entering orbit, Joghaten's Strike Cruiser launched two Thunderhawks and three wings of Stormtalons. As was the White Scars' way, the smaller craft forged ahead to clear a path, the gunships streaking towards the Bluegard Plateau like a spear tip aimed straight for the heart of Skullkrumpa's force. Joghaten Khan flew aboard the Thunderhawk *White Crow* with the gruff Sergeant Kortal, his comrade these past eight decades, at his side.

The White Scars jets flew in perfect formation until they were ambushed when dozens of Ork planes came bursting out of cloud cover, the distinctive red Dakkajet of da Krimson Barun, Skullkrumpa's right-hand Ork, at their head. The Stormtalons immediately peeled off to engage.

Da Krimson Barun claimed first blood; the Stormtalon *Khan's Pride* shuddered as gunfire punched holes through its hull before it burst apart. The Stormtalon *Spear of Chogoris*, piloted by Techmarine Vor'Torro, shot down a Burna-bommer with a volley of lascannon shots, before setting off in pursuit of the Ork fighta ace. As da Krimson Barun levelled off from a whirling barrel roll, he had a clear bead on the *White Crow*, and his shootas spat a storm of death. The gunship's engines were destroyed, forcing the pilot into an emergency landing. Joghaten Khan ordered his remaining Thunderhawk to continue on to the target, intending to meet them on foot... if he survived the impact.

DOWNED BUT DEFIANT

The *White Crow* ploughed a great furrow in the surface of Cardrim before grinding to a halt. As da Krimson Barun and the *Spear of Chogoris* continued their mid-air duel, a

claw of three Stormtalons took station over the crash site, providing covering fire from both sky-borne and ground-bound Orks as the Space Marines disentangled themselves from the wreckage. Warbikes and Wartrakks screamed towards the stricken Thunderhawk, kicking up great clouds of dust behind them. The Speed Freeks were intent on destroying the White Scars before they could recover from the crash, but they rode straight into a hail of gunfire, their ramshackle vehicles chewed to pieces by the Stormtalons' assault cannons and heavy bolters.

The Stormtalons bought time enough for Joghaten and many of Squad Kortal to drag themselves out of the downed Thunderhawk, but despite the pilots' best efforts, a single Blitz-bommer slipped past their cordon, evading fire as it dove towards the vulnerable *White Crow*. The Ork jet, along with its full payload, smashed into the Thunderhawk with the force of a meteor. The resultant explosion destroyed the Thunderhawk, blowing debris in all directions. The Stormtalons hovering overhead were caught in the blast, and those White Scars still trapped within the Thunderhawk were slain instantly. Even those who had managed to get clear were knocked to the ground. Picking themselves up, the White Scars quickly took up defensive positions, using the twisted wreckage of the Thunderhawk and Stormtalons as makeshift barricades, knowing that Skullkrumpa's main force would not be far away. Within moments the revving of engines, stomping of boots and the war cries of Orks could be heard as they thundered towards the White Scar position. Uttering challenges at the greenskins, the White Scars levelled their bolters and prepared to meet the charge.

THE BLUEGARD MASSACRE

Before the first Ork hove into bolter range, the skies were wracked with lightning, though there was not a thundercloud in the sky. Dozens of Orks were flung off their feet as the first bolts hammered into their ranks, and scores more were slain as waves of crescent-shaped aircraft swooped overhead. Searing beams lanced out from the craft, cutting through Trukks, Warbikes and mobs of Orks alike, the heat from the weapons vitrifying the ground.

Unbeknownst to the combatants, the world of Cardrim was once a Tomb World of the reclusive Nihilakh Dynasty. Although its Overlord, Tarekh, had stirred from his slumber long years ago, implementing masterplans of his own design, his distant Phaeron Krispekh had recently ordered all Nihilakh Tomb Worlds to step up their revivification protocols in readiness for a new era of expansion. And so it was that when the invaders came, phalanxes of Necrons were already awake and ready, hidden beneath the surface.

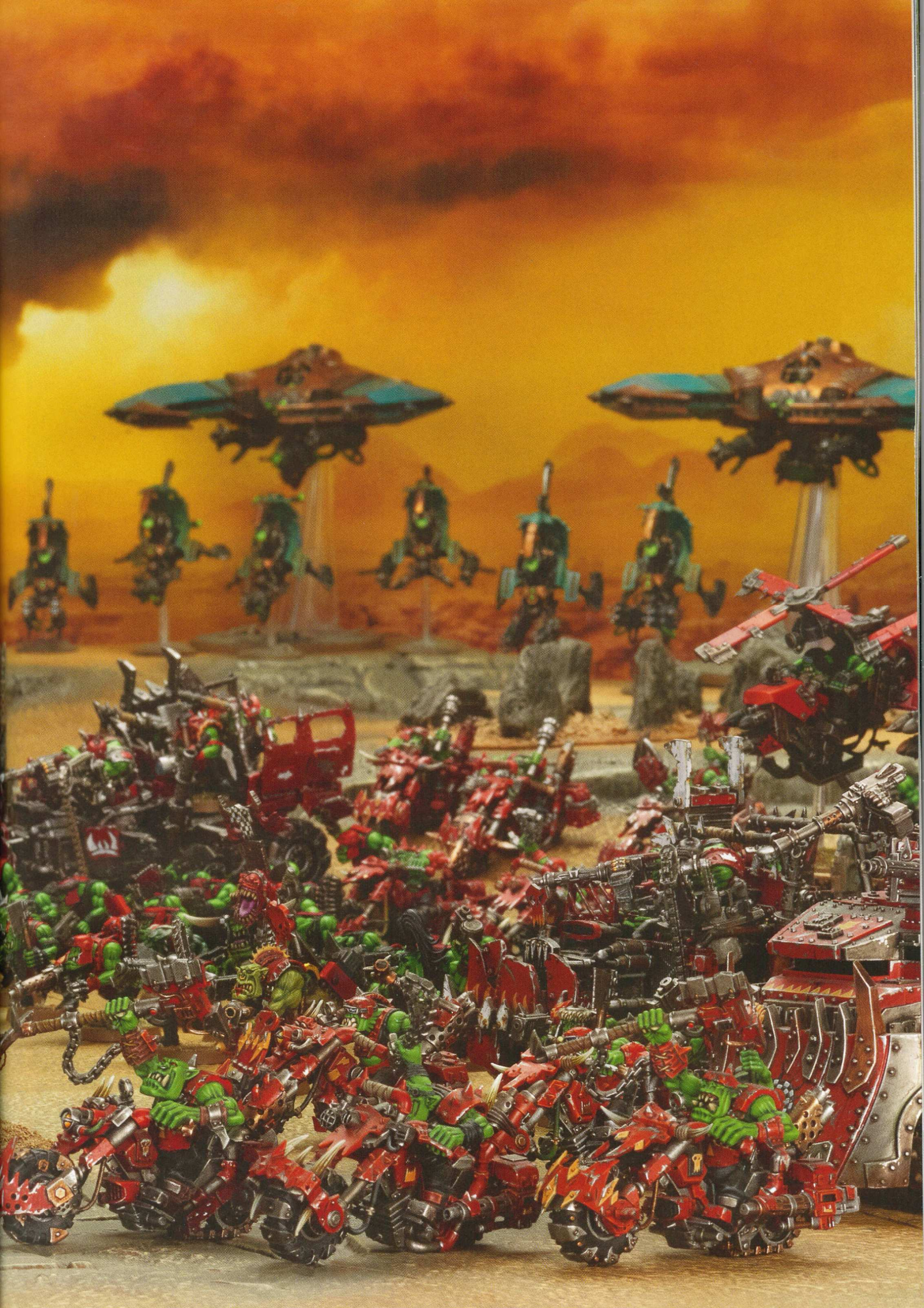
Tarekh had watched with interest as the Orks and Space Marines made planetfall. Tarekh was in the final stages of a centuries-long plan to awaken a long-forgotten super weapon, a time when he could ill-afford distractions. However, neither could he ignore the threat that the trespassers posed, for if they learned of his secret plans and escaped to spread word to his true nemesis – the despised Eldar – his chance to reap vengeance for his defeat millennia ago could be wasted.

Though the probability of such an outcome was slim, it still remained, and so, in his paranoia, Tarekh set about ensuring that not a single witness left the surface of Cardrim alive.

Tarekh had allowed the trespassers to fight amongst themselves, taking the opportunity to learn of their strengths and weaknesses. Thus far, he was unimpressed, content that the invaders were nought but dishonourable foes to be exterminated. So it was he sent the command for his newly awakened legions to march forth, and it was his armada of Night Scythes and Doom Scythes that formed the first wave.

As the Necron aircraft dove from the heavens, the few remaining Ork Bombers were shot down, and the surviving Stormtalons were forced to disengage and withdraw to friendly lines. Da Krimson Barun, on the other hand, had no concept of the term 'outnumbered', and upon seeing the swarm of Necron planes whooped for joy and turned to intercept the new foes. Within moments his guns were barking and first one, then a second Necron craft were punched out of the sky. He jinked, rolled, dove and flew as only a Fighta Ace can. Soon his Dakkajet's guns were stitching the air with tracer fire again, and two more Necron craft were transformed into plummeting wrecks, their fuselages mangled by the storm of heavy-calibre bullets. Then a third Night Scythe struck da Krimson Barun's craft a glancing blow to its rear. The Fighta Ace banked and turned but couldn't shake his pursuer, so instead turned







A pair of Necron aircraft pop up from behind a ruin to engage da Krimson Barun, but the Ork has other ideas.

the tables by slamming on his air-brakes and chuckling madly as the Night Scythe shot past him, straight into his gun sights. Another aircraft broke apart.

But for every plane da Krimson Barun shot down, two more took its place, and soon there was not one, but several enemies on his tail. Despite breathtaking acrobatics, several bolts of lightning finally found their mark, ripping great holes in the Dakkajet's wings. Da Krimson Barun could not pull up, and although they couldn't be heard over the roar of the ruined jet engine as it spiralled groundwards, the obscene gestures suggested da Krimson Barun went down bellowing curses.

With the threat from the skies neutralised, the Necron aircraft banked for another pass at the enemy below. Crackling arcs of lightning incinerated scores of greenskins as beams of fire ploughed great furrows in the ground. In addition to weapons' fire, the undercarriages of every Night Scythe glowed with an eerie light and Necron Warriors appeared out of thin air. At the same moment, figures began to emerge from the ground, stooped Necrons with blades for hands that dragged themselves free of their underground tombs to attack. Skullkrumpa was delighted, finally having foes he could get to grips with, and he ripped apart any warrior that stood in his path. However, his Boyz were not so fortunate, and with each passing second another squad of Necrons entered the fray. Under attack from above and below, the Orks were being methodically butchered.

BREAKOUT

Joghaten Khan, whose forces had suffered a near-fatal blow during the onset on the conflict, looked upon the Necron onslaught and sensed that he could not face such overwhelming numbers with the warriors at hand. Instead of throwing their lives away pointlessly, his surviving Battle-

Brothers took advantage of the confusion caused by the Necrons' appearance amidst the greenskin lines. Bolters boomed as they cleared a path of escape, leaving the Orks to face the Necron onslaught alone.

Observing the battle from the dais of his Command Barge, Tarekh simmered with disappointed rage. The White Scars had slipped through his grasp to regroup with the remaining squads of the 4th Company. The threat of the Evil Sunz had likewise failed to be neutralised, for though the Orks had been massacred at Bluegard, Skullkrumpa had somehow survived and the Evil Sunz even now rallying to his banner were far more numerous than Tarekh first thought. The first Battle for Cardrim was a victory for the Necrons, but the war was far from over.

ASSAULT ON FELLSTORM AIRFIELD

In the latter stages of the war, the White Scars were cut off from resupply and reinforcements, and Joghaten Khan was forced to prosecute a guerrilla campaign against the xenos. Necron technology had rendered attempts to communicate with the orbiting Strike Cruiser useless, and until the vox-links could be re-established, the White Scars were on their own. Joghaten's only course of action lay in retaking Fellstorm Airfield, whose powerful comms-beacon stood a chance of breaking through the jamming fields. However, Warboss Skullkrumpa had taken the airfield as his command base during the opening months of the war, using its extensive landing pads to rearm, repair and refuel his remaining jets and bombers. If the White Scars could purge Fellstorm, it could prove to be the turning point in the war, but time was limited, for Tarekh's Necrons were even now converging on Skullkrumpa's final bastion of defence. Knowing that to delay was folly, the Khan ordered the attack.

First into the fray were the bike-mounted Battle-Brothers of Squad Ghenghal, who roared towards the Ork fortifications with bolters blazing. In their wake came the Khan himself, leading Techmarine Vor'Torro – whose Stormtalon had been destroyed beyond repair by Necron Destroyers days before – and the remnants of Tactical Squad Kortal into the fray.

Grot sentries quickly raised the alarm, and Orks scrambled to the barricades, pouring gunfire on the approaching foes. As was normally the case, the Orks fired away with more enthusiasm than accuracy, but several Space Marine bikers were knocked from their saddle, the sheer volume of bullets ensuring some found their mark. One biker disappeared in a blossoming explosion, his vehicle catapulted into the air as a mob of Defkoptas took off from a landing pad, rockets firing the moment they were airborne. But the remaining bikers continued on to their target when a great shadow fell upon them. A single Burna-bommer soared overhead. The pilot couldn't believe his luck when he saw the White Scars bikes speeding towards the airfield – he had only come in to refuel but he still had a couple of skorcha rokkits left. Both were launched forth, corkscrewing wildly through the air as they raced after the white-armoured bikers, who throttled their engines to the full in an attempt to outrun the missiles. At the last, the Space Marines threw their bikes into a sideways skid, and the skorcha rockets streaked over their heads, only to roar onwards and detonate amongst the Ork barricades. As burning promethium washed over their position, dozens

of Boyz were burned to a cinder. The surviving Orks, their body armour smoking, hurled insults and bursts of shoota fire at the rapidly departing Bommer, but had little time to bellow abuse before the White Scars were vaulting over the barricades, bolters blazing.

SKULLKRUMPA'S FURY

As the White Scars ascended to the top of the nearest landing pad, Sergeant Kortal's chainsword ran one Ork through as Joghaten emptied his bolter into an Ork Nob at point blank range. Skullkrumpa's voice could clearly be heard over the clamour of battle, and the Warboss barrelled into the brawl with his hardest ladz. One Space Marine was swatted aside like a gnat with a back-hand swipe of a power klaw even as another was hacked in two with a terrible blow from a Nob's axe. Throwing his boltgun aside, Joghaten Khan took a two-handed grip on his power sword and, with his Primarch's name on his lips, charged.

The Khan's blade parried one Ork choppa before twisting and cutting down the greenskin behind it. A heartbeat later he wheeled and stabbed another Ork through the throat, before raising his sword to block an axe swing. It was then that Skullkrumpa himself laid the Captain a glancing blow. The impact of the power klaw knocked Joghaten sprawling across the blood-slick landing pad. Skullkrumpa roared a victory cry as he advanced on the prone Captain, who was even now defying his grievous injuries and staggering to his feet. However, before Skullkrumpa could finish his foe the air shimmered in front



White Scar bikers from Squad Ghenghal spearhead the assault on the Ork-held Fellstorm Airfield.



Skullkrumpa charges into combat with Joghaten Khan atop the landing pad at Fellstorm Airfield.

of him. Terminator Squad Moghitai – veterans of a hundred wars – teleported in a defensive ring around their captain. Sergeant Kortal, despite having lost an arm to the foe, had successfully fought his way to the comms-array and activated the homing beacon. Having detected the signal, Sergeant Moghitai had ordered an immediate surgical strike, saving the Khan from certain death.

Skullkrumpa and his Nobz opened fire, but the Terminators strode through the hailstorm unharmed. Their return fire took a far heavier toll, and as storm bolters clattered Ork bodies burst apart in explosions of blood and gore as the mass-reactive shells did their grisly work. Roaring in anger, Skullkrumpa knocked one Terminator clear off the landing shield but before he could raise his power klaw again a shimmering sword burst through his chest. The Warboss slumped to his knees as Joghaten Khan, bloodied but undefeated, wrenched his blade free before decapitating the Ork in one deft blow.

TAREKH ADVANCES

The White Scars had taken Fellstorm Airfield, and not a moment too soon, for even as Joghaten Khan surveyed the battlescape, Necron craft could be seen approaching from the east. Tarekh's legions would not be far behind.

As the remnants of Squad Kortal secured the Airfield, Techmarine Vor'Torro awakened the machine-spirits of the airfield's dormant Icarus defence weapons. Meanwhile, Joghaten Khan sent a series of encoded commands to his orbiting Strike Cruiser, including orders for an immediate evacuation. A Thunderhawk was soon en route, but unless the White Scars could clear the skies of enemy aircraft, it would doubtless meet the same fate as *White Crow*.

However, as the Necron aircraft prepared to strafe the White Scars positions, only a pitiful number of autocannons fired, the majority of the defence array staying silent. Vor'Torro reported that the presence of the Orks had tainted the ritual to wake the machine-spirits, necessitating another lengthy cleansing rite. Knowing that the guns would not awaken in time, the Khan ordered his men to take cover mere seconds before the Necron aircraft were upon them.

THE RETURN OF DA KRIMSON BARUN

As the lead Doom Scythe entered weapons range it blew apart in an explosion of sparks and flames, the debris raining down over the airfield below. Da Krimson Barun (piloting a new and freshly repainted Dakkajet 'borrowed' from a rival fighta ace) had returned and, this time, he'd come with all his best flyboyz. Wherever the Ork craft



688925.M41
Waaagh! Skullkrumpa invades the world of Cardrim.

134926.M41
The Bluegard Massacre. Necrons ambush White Scars and Evil Sunz battling at the Bluegard Plateau.

189926.M41
Fellstorm Airfield falls to Skullkrumpa. With Fellstorm as a staging post, Skullkrumpa's forces launch gruelling hit-and-run raids upon Necron forces and the White Scars come under increased attacks from waves of Ork aircraft.

209926.M41
The Doom Scythe squadron the Hand of Tarekh methodically hunts down Skullkrumpa's Speed Freek mobs as they pursue Tomb Blades across the vast expanses of the Vallron Desert.

332926.M41
A Deathwatch kill team makes planetfall and joins the White Scars. Together, they fight through the Canoptek guardians before planting nucleonic charges deep in the heart of a tomb. The explosion destroys thousands of dormant Necrons.



flew they left oily contrails of thick black smoke in their wake, and the skies soon darkened as thick clouds formed overhead. In between could be seen the red flames of afterburners, the muzzle flashes of weapons fire and the blinding arcs of Necron energy weapons.

As the Ork planes circled overhead they saw the approaching Necron legions and dove to engage. Blitzabombers dropped their payloads into the very heart of the Necron formations. Necron Warriors were blown to pieces and quantum shields burst under the force of the Orks' boom bombs, their advanced science offering scant protection against such massive explosions. Pieces of shrapnel and twisted metal bodies whirled in all directions as the Ork bombs fell. A squadron of Burna-bombers skimmed overhead, their pilots hollering all manner of abuse as they dropped their bombs and transformed vast swathes of the landscape, along with entire phalanxes of Necron Warriors, into a fiery vista of destruction. The Necrons struggled to regain air superiority, a Doom Scythe executing a perfect vertical loop to draw a bead on an Ork Bommer only to be shot to pieces from by a burst of shoota-fire from a very panicked Grot gunner. The Orks were hammering the Necrons out of the skies one at a time, da Krimson Barun dishing out revenge for his humiliating

downing during the massacre over Bluegard Plateau.

The White Scars did not sit idly by as the Ork Bombers rained death upon the Necrons. Vor'Torro finally awakened the Fellstorm machine-spirits and soon Icarus-pattern heavy weapons were stitching the skies with anti-aircraft fire, autocannon and lascannon turrets punching through the fuselages of Necron planes and Ork Bombers alike.

As the Fellstorm defence guns opened up, da Krimson Barun's flyboyz were blown to bits. Somehow the Fighta Ace managed to fly through the storm of firepower unscathed, but his hoots of delight were short lived as Brother Khothor, standing atop the command-bastion, fired his rocket launcher. The Space Marine missile streaked across the sky, smashing into the Fighta Ace's Dakkajet and knocking out its engine. With a cry of 'zoggin' 'eck', da Krimson Barun plummeted to the ground once more.

THE LAST STAND AT FELLSTORM

Though the Ork aircraft had badly mauled Tarekh's legions, the remaining Necrons still vastly outnumbered the White Scars, and their march upon the airfield continued.

Icarus autocannons hammered the remaining Necron craft as Squads Kortal and Moghitai manned the ramparts of the airfield's landing pads. Within minutes, the Space

804926.M41

Cryptek Drizyan activates a planet-wide jamming field that blocks all communication between the surface of Cardrim and forces in orbit, cutting off reinforcements.

005927.M41

Skullkrumpa beats the Blitzabommer pilot Urk 'Squiggs' Gnawtoof to a bloody pulp after the over-enthusiastic flyboy mistakes two under-construction Stompas for Necron Monoliths and destroys them both.

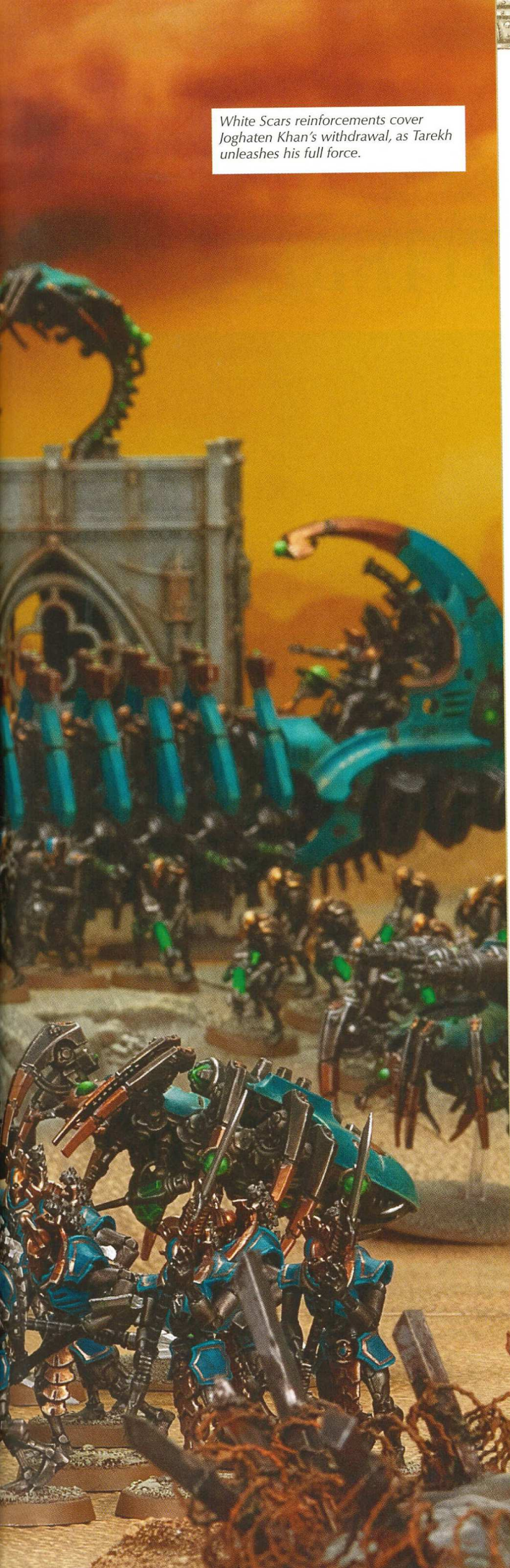
96926.M41

The White Scars slay a band of Ork Lootas before they can cannibalise the downed Stormtalon *Spear of Chogoris*. Techmarine Vor'Torro repairs the craft, before launching a raid against the Ork-held Dreska Bastion.

231927.M41

Triarch Stalkers guide Necron Doom Scythes to targets in a series of devastating dawn attacks, systematically destroying all outlying Ork outposts. The Evil Sunz reel from the ferocity and efficiency of the attacks and are forced to withdraw back to Fellstorm Airfield.





White Scars reinforcements cover Joghaten Khan's withdrawal, as Tarekh unleashes his full force.

Marines were opening fire on the approaching Necrons with volleys of bolter fire. The White Scars defending Fellstorm had the advantage of cover and height, but Joghaten knew they could not hold out for much longer. As if in answer, a vast shape loomed through the pall of smoke, the White Scars Chapter symbol emblazoned proudly upon its hull, marking it as the Khan's last remaining Thunderhawk. As the gunship descended, it launched a volley of missiles into the advancing phalanxes, shattering Necron bodies as if they were made of glass as turbo-laser fire vaporised the foe. Surrounding the majestic craft were four Stormtalons, escorting the Thunderhawk as it set down upon the nearest landing pad. Two Stormtalons suppressed the Necrons, heavy bolters and assault cannons laying down a curtain of death, transforming robotic warriors to scrap. The remaining Stormtalons streaked forwards, jinking gauss beams as they sniped Triarch Stalkers and Ghost Arks with pinpoint lascannon bolts.

No sooner had the Thunderhawk's ramp struck the landing pad than a score of Space Marines deployed to cover the evacuation. Squad Kortal dragged their dead and wounded aboard, Apothecaries on board tending to the injuries or else reclaiming the gene-seed of the dead.

Tarekh could now see that the Space Marines had no intention of holding the Fellstorm base. With his quarry on the verge of escape, Tarekh ordered a final charge, and his Command Barge soared forwards. Two Space Marines fell as arcs of lightning shot forth from the Necron vehicle, and a third warrior was beheaded as Overlord Tarekh skimmed over the ramparts, warscythe flashing. Squad Moghitai turned their weapons upon the floating barge, but their weapons were useless against the vehicle's protective shields, bolter rounds exploding harmlessly. Ignoring the small-arms fire as the nuisance it was, Tarekh turned his barge towards his true target. He prepared to fire a tachyon arrow into the Thunderhawk's innards, only to see the bulky form of a Dreadnought descending the ramp, the white-hot muzzle of a multi-melta aimed straight at him. A thermal beam hotter than the heart of a star roared across the landing pad, punching through Necron energy shields and reducing the Command Barge's anti-grav engines to molten slag. The sky chariot exploded in a ball of scorched metal and sparks, blowing Tarekh all over the landing pad.

As the last of Joghaten Khan's warriors embarked within the Thunderhawk, he looked upon the sea of metal bodies that had converged on Fellstorm and smiled. His plan to lure the Necrons to Fellstorm had worked. As Joghaten Khan climbed aboard, the Thunderhawk lifted off and, despite a few glancing gauss beams, its jets lifted the craft skywards, Stormtalons forming up in perfect formation on its wings. With Cardrim receding behind him, Joghaten opened a vox-link to his Strike Cruiser and uttered a single word: 'Fire!'

As Overlord Tarekh's body repaired itself amidst the smouldering wreckage of his sky chariot, he turned his head skywards just in time to see the first volley of magma torpedoes heading straight towards him. He had just a second to register that the cunning of the Space Marines might mark them as worthy foes after all, before the orbital barrage smashed into Fellstorm Airfield, instantly vaporising every building and Necron within five miles.

It had taken Joghaten Khan several months longer than he would have liked, but he had performed his duty. Not only was Skullkrumpa dead, but the surface of Cardrim had been cleansed of xenos. The Khan did not pause to relish his victory, knowing that the time for celebrations could wait until their return to Chogoris. Instead, he ordered a course be set for Ryza; there was another war to be won.

Space Marines
of the
White Scars
Chapter

JOGHATEN'S BROTHERHOOD



3 **Tactical Squad Kortal**
Veteran Sergeant Kortal has accompanied Joghaten thorough decades of warfare. He stood shoulder to shoulder with Joghaten during the Defence of Gyrux Hive and he saved the Khan's life during the Diata Purge, parrying a renegade's axe blow with his trusted chainsword. Though Kortal is a raucous warrior whose loud boasts and gruff jests are legendary amongst the 4th Company, he is the most dependable and determined line officer that Joghaten has ever served with.

4 **The Spear of Chogoris**
The *Spear of Chogoris* has a fickle reputation amongst the White Scars' more superstitious pilots. The Stormtalon's machine spirit is likened to a wild stallion; an unruly beast, but faithful if it can only be broken. For centuries many have struggled to control the *Spear of Chogoris* in battle, the craft bucking, stalling and fighting against its pilot. It has only been since Techmarine Vor'Torro took to piloting the intemperate gunship that the *Spear of Chogoris* has again proven itself a deadly hunter, with an impressive string of enemy kills to its name.

1 Joghaten Khan
Joghaten Khan is the Captain of the White Scars' 4th Company and he is relatively young for so high a rank. Though his courage and cunning are spoken of with high regard within the palace of Chogoris, the young Captain feels he has much to prove. Renowned for his cunning and courage, Joghaten's greatest victory prior to the Battle for Cardrim was against the renegade Red Corsairs during the Diata Purge, the campaign's name emblazoned on his personal banner to honour his deeds.

2 Bike Squad Ghenghal
Sergeant Ghenghal vets the warriors in his squad personally, and no Battle-Brother is accepted unless they can first land a single blow upon his shield in a ritual jousting trial. For every aspiring warrior who succeeds, a score more are knocked from the saddle by Ghenghal's strikes, ensuring only the most skilled riders in the Chapter are inducted into the squad. Only once, against the great Kor'Sarro Khan himself, has Ghenghal ever fallen from his mount, an event the Sergeant acknowledges with the utmost respect, for a superior rider is due no less.



5 Honoured Temajin
Before his interment within a Dreadnought, Honoured Temajin served as part of the great Kyublai Khan's personal Honour Guard. However, whilst locked in a great duel with a fell champion of the Black Legion, Temajin was shot in the back by a Legionnaire's plasma gun and laid low. Whilst many White Scars find the prospect of being confined within the metal sarcophagus a horror, believing their soul should be allowed to roam free, Temajin has vowed to hunt down and enact revenge against the coward who shot him.

6 Terminator Squad Moghitai
Also known as the Stormbringers after their distinctive pauldron-shield heraldry, the warriors of Terminator Squad Moghitai have a roll of battle-honours to rival the White Scars' greatest heroes. Sergeant Moghitai himself, whose first action upon earning his suit of Tactical Dreadnought Armour saw him single handedly holding the Fyremouth Bridge against a swarm of Hormagaunts, is as grim a Sergeant as the White Scars have ever produced, a warrior who has reputedly never smiled in his life.

Orks of the
Evil Sunz
Clan

WAAAGH! SKULLKRUMPA



3 **Da Red Wheels**
Da Red Wheels are Skullkrumpa's outriders. The fastest amongst them is Magrot, the kustom-jobs on his bike ensuring he's always the first into the fight. However, Magrot is forever urging the Meks to make his warbike even faster, meaning it spends a long time in the Mek-shop. Whenever he's not racing across the plains, Magrot grows bored and takes to wandering through camp looking for something to duff over. Magrot once picked a fight with Nagrut, a mistake that ended with his arm ripped off. Still, it helped to pass the time 'til his bike was ready.

4 **Thugruk's Ladz**
Thugruk is a brute of an Ork with dreams of one day leading a Waaagh! of his own. He's not the only Ork in his mob with dreams of bigger things, but the ambitions of Thugruk's heavy weapons enthusiast, Fugnok, are limited to getting hold of the biggest shoota he can. His current big shoota, 'Big Dakka', makes a raucous clamour every time Fugnok blazes away, but he is a notoriously poor shot, even by Ork standards. Indeed, during the Galthamor War, Fugnok was utterly gobsmacked to finally hit a target, a feat he has yet to repeat.

1 Warboss Skullkrumpa

The one-time favoured Ork of the great Warboss Grax, Skullkrumpa's strength and infamy have grown with every passing victory. As Waaagh! Grax descends on the Ryza system, Skullkrumpa has decided to carve out his own realm. Skullkrumpa is a hulking brute who wields a power klaw called 'Man Smasher'. With it, Skullkrumpa slew Chapter Master Kendral of the Emperor's Swords Chapter, ripping his head off during the fight for Fireheart Hive and gaining a fancy new helmet for his collection.

2 Da Krimson Barun

Da Krimson Barun is perhaps the finest Fighta Ace ever to live. Whilst many Ork pilots stencil enemy kills onto their planes, da Krimson Barun's Dakkajet remains free of such blemishes. Whenever this is remarked upon, da Krimson Barun retorts that if he bothered with marking every kill he'd need a flying Gargant! Indeed, da Krimson Barun's preternatural skill is matched only by his ego, and the only thing that comes close to screaming through the air, guns blazing, is telling all the other flyboyz about it.



5 Da Sky-slashers

Da Sky-slashers were instrumental in the destruction of Fireheart Hive, the Deffkoptas' rockets making short work of the defenders' heavy weapons emplacements. Though they sneer at the bikers of da Red Wheelz, seeing them as slow-pokes, da Sky-slashers look upon the Dakkajets and Bommers of da Krimson Barun's flyboyz with jealous eyes. Da Sky-slashers have a high attrition rate, not just because of enemy fire, but because many abscond with an angry pilot's plane in the dead of night.

6 Nagrut's Big Nobz

Nagrut's Big Nobz are the hardest bunch of fighters in Skullkrumpa's tribe, a mean bunch of bullies who keep the other Orks in line by beating any greenskin who fails to get stuck into a fight or who looks at them funny. Worst of the bunch is Nagrut himself, whose short temper and frequent violent outbursts have left dozens of Boyz dead or bleeding. If da Krimson Barun is Skullkrumpa's right hand, Nagrut is the Warboss' left fist, and other Orks go to extraordinary lengths to steer clear of him and his Nobz unless they want a good thumping.

Necrons of
the Nihilakh
Dynasty

TAREKH'S LEGION



3 **The Storm Herald**
The *Storm Herald* has sat immobile for countless decades within the Nemesor's own tomb, its ever-charged tesla weapons guarding the entrance to the complex in case a lone interloper might perchance happen across it. As Tarekh ascends to his Catacomb Command Barge and moves to eradicate the alien invaders on Cardrim, the *Storm Herald* has once again activated its repulsor fields, gliding into formation to engage the foe. Having been motionless for so long, the *Storm Herald* is keen to destroy the Nemesor's enemies with emerald bolts of lightning.

4 **Phalanx X1101s**
Amongst the first warriors of Tarekh's legions to have been awakened, Phalanx X1101s performed above calculated expectations during several of Tarekh's campaigns, leading the Nemesor to favour them above his other front-line soldiers. Though illogical, Tarekh is convinced that fortune smiles upon these automatons, and time and again they emerge through the fires of battle relatively unscathed.

1 Nemesor Tarekh

His Regal Omnipotence, Tarekh the Undying, was once a powerful Overlord who ruled many of the Nihilakh coreworlds and whose legions were respected by all his rivals. However, Tarekh's powerbase was shattered following his defeat by the Eldar during the Starheart Wars, and he has since plotted his revenge, secretly rebuilding a super weapon beneath the surface of Cardrim. Tarekh is suspicious to a fault and consumed by paranoia, seeing conspiracies and spies in every shadow.

2 The Hand of Tarekh

The Hand of Tarekh are so named because the Doom Scythe squadron numbers five craft. Where one is a deadly foe, the squadron has obliterated entire regiments. Indeed, the Hand of Tarekh has been all that was needed to guard Cardrim from intruders, descending upon any trespassers from on high and scouring them utterly from the surface of the world before any knew they were in danger. In the face of Waaagh! Skullkrumpa, Tarekh has declared they will instead form the fist of his vengeance.



5 The Voiceless Guard

The Voiceless Guard are Tarekh's sworn protectors, silent warriors who accompany their Overlord at all times. In ages past, during Tarekh's defeat at the hands of the Eldar, the Overlord would have been utterly destroyed were it not for the intervention of the Voiceless Guard, the warriors cutting down several would-be assassins. For decades at a time these guardians have stood their vigil, as immobile as statues whilst their charge works from his throne. As the Nemesor makes ready to wage war once more, the Voiceless Guard are ready to march at his side.

6 Ethermancer Drizyan

Drizyan is vital to Nemesor Tarekh's plans, but over the decades the Cryptek has grown recalcitrant, insisting on ever-more bizarre and time-consuming demands from the Overlord if the great work on Cardrim's buried super weapon is to continue. Unable to complete the work alone, Tarekh has thus far been forced to acquiesce to the Cryptek's demands. Unbeknownst to Drizyan, however, Nemesor Tarekh is even now looking for another, more compliant Cryptek, to replace the Ethermancer.

SCRAMBLE!

“The Orks have found us, the first wave of Bombers is inbound. All Techmarines to their craft, prepare to scramble all Stormtalons. Fill the skies with fire and bring them down!”

- Ultramarines Techmarine Vesavus

Aerial superiority allows a war to be fought on the attacker's terms. By controlling the skies, an attacker can cut off the enemy from resupply and reinforcement, whilst launching his own aerial strikes against ground-based forces.

To ensure domination of the skies an attacker must strike first, to attack the enemy's airfields before he has the chance to launch his own aircraft.

OBJECTIVES

One player is the defender and the other is the attacker. The defender's objective is to hold off the attackers long enough to launch their aircraft. The objective for the attacker is to destroy the grounded aircraft before they can take off.

DEPLOYMENT

During deployment, the defender designates three points anywhere on the board to act as the launch pads (Skyshield Landing Pads are ideal for marking these).

The defender then places one Fast Skimmer on each of the launch pads to represent the grounded craft – these do not count towards their army's points total.

The defender then deploys his entire army anywhere on the board that is more than 12" away from any table edge. If, for any reason, it's impossible to deploy a unit, it must deploy as reserves.

The attackers all start the game in reserve.

RESERVES

The defender cannot place any units in reserve voluntarily, but may be forced to do so during deployment (see above).

Unless they Deep Strike onto the battlefield, all reserves enter play from a randomly determined table edge. Roll a dice: on a 1 the unit arrives from any table edge chosen by the defender, on a 2-3 from either long table edge, on a 4-5 from either short table edge and on a 6 from any table edge chosen by the attacker.

FIRST TURN

The attacker takes the first turn.

GAME LENGTH

Roll a dice at the end of game turn 5. On a 1-2 the

game ends immediately, on a 3+, the game continues. If the game continues then roll a D6 again at the end of game turn 6; this time the game ends immediately on the roll of a 1-3 and continues for another turn on the roll of a 4+. The game ends automatically at the end of game turn 7.

VICTORY CONDITIONS

At the end of the game each player receives 1 kill point for each enemy unit that has been completely destroyed. If the attacker can destroy any of the grounded aircraft – whether they have been launched or are still on the launch pad – he scores 2 kill points for each of these instead. In addition, the defender scores D3+1 kill points for each of his grounded craft that he managed to launch and that are still operational at the end of the game (i.e. not immobilised or destroyed). The player with the highest total kill points wins the game.

SPECIAL RULES

Aircraft Inbound: Any attacking Fast Skimmer unit that is completely destroyed is returned to play at full strength and placed in reserve. It will arrive with other reserves as normal. Note that kill points are scored each time a unit is completely destroyed, so if a Fast Skimmer unit was destroyed, returned to play, and destroyed again, then the defender would receive 2 kill points.

Scramble!: At the start of the game, the grounded aircraft are still being refuelled and rearmed and count as immobilised vehicles that cannot shoot. They can be shot as normal by the enemy.

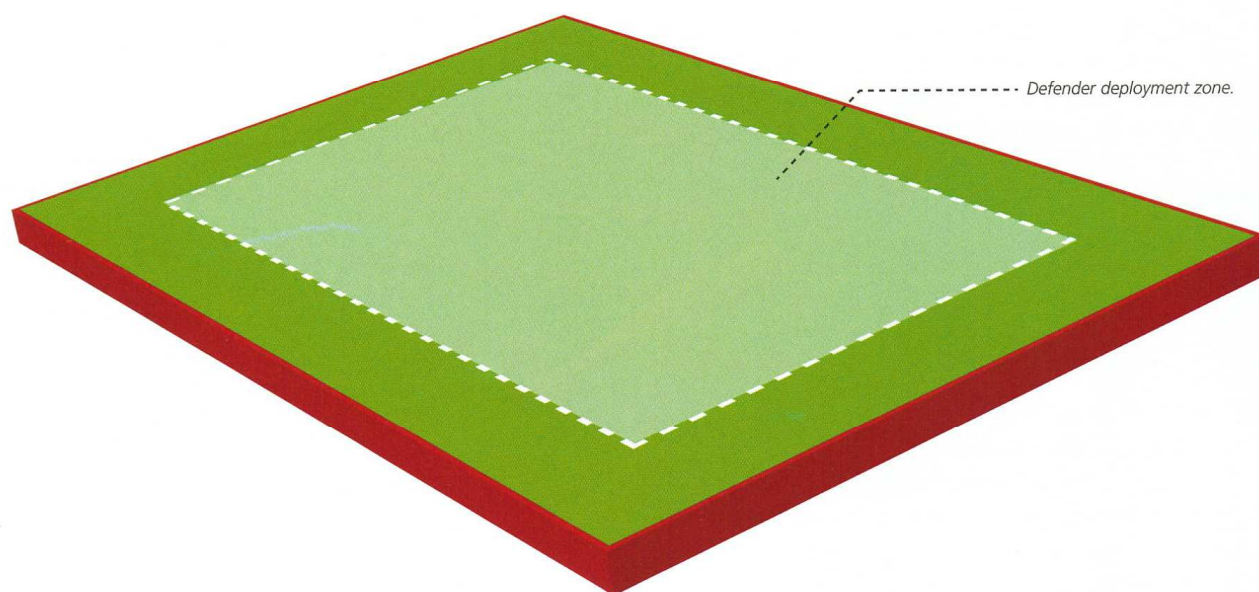
At the start of each of the defender's Movement phases, he may attempt to launch his grounded craft by rolling a dice for each of them. On game turn 1, a craft may be launched on the roll of a 5+. On game turn 2, a craft may be launched on the roll of a 4+. On game turn 3, a craft may be launched on the roll of a 3+ and on game turn 4 any remaining grounded craft are launched automatically.

As soon as a grounded craft is launched it becomes fully operational and may move and shoot normally. Any damage inflicted earlier in the game still applies, however, so a grounded craft might be immobilised or have a weapon destroyed before it can be launched by the defender.



The Ultramarines race to launch their Stormtalon Gunship as waves of Ork Bombers attack the airfield.

SCRAMBLE! DEPLOYMENT MAP



Set-up Summary

- The defender designates three points anywhere on the battlefield as launch pads and deploys a Fast Skimmer on each.
- The defender deploys his whole army first, anywhere that is more

than 12" from any table edge.

- The defender may not deploy any units in reserve.
- The attacker enters play on the first turn from a random table edge.



Duncan's Flesh Tearer Stormraven spearheads the assault on Stefano's Imperial Guard landing pad.



Andrew manages to scramble his Salamander Stormtalon not a moment too soon as Chad moves his Doom Scythes in to attack.



WARHAMMER
40,000

TAKE TO THE SKIES!

The air is heavy with noise and explosive fires; it's an overhead clash of brute force between three sides as the Orks, Necrons and Space Marines battle for control over the skies. Whose side are you on?



IN-STORE THIS MONTH

Go skyward

If you've been enticed by the new elements of battle introduced this month, and don't yet have an army ready for flight, now is your chance! Doom Scythes, Stormtalons or Bombers? The choice is yours, and for some great ideas for your army, get down to your local Hobby Centre and talk to staff about the amazing new possibilities.

Battles above

Many of the races in the 41st millennium are advanced in the art of aerial combat with Flying Gunships to Fast Skimmers, while other races have a huge selection of weaponry to take them down. With so much to consider, there is nowhere better than your local Hobby Centre to get guidance on starting your new Warhammer 40,000 army.

Scramble!

With the new miniatures released this month come expanded rules, and new missions to play. Featured this month, 'Scramble!' is an awesome Battle Mission that incorporates this new style of play. If you and your friends are ready to dominate the skies, get your armies to your local Hobby Centre and try 'Scramble!' out for yourselves.

What goes up must come down...

If you prefer to have your feet firmly on the ground, then you are going to have to think big when it comes to this style of assault. Defending your ground will be no small task. Get down to your local store to test your mettle in battle. Your Hobby Centre Staff will be at hand to discuss and explore the many new challenges that lie ahead.



FOLLOW YOUR LOCAL STORE ON FACEBOOK AND TWITTER
WWW.GAMES-WORKSHOP.COM

LOOK TO THE SKIES



Of course it's not just the Space Marines and Orks who can take part in the Scramble! Battle Mission, as other races also have access to Fast Skimmers. These kits are available to buy now online and from your nearest Hobby Centre.

Pictures for illustrative purposes only. Product contents may vary. Products sold unpainted and unassembled. Certain Citadel products may be dangerous if used incorrectly. Prices correct at time of going to press, please contact us for current availability and prices. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

WARHAMMER
40,000



MULTI
PART
PLASTIC
KIT

360°

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ARMY PROJECT: WHITE SCARS VS. ORKS



WARHAMMER 40,000



THE WHITE SCARS CHAPTER

In this Army Project, professional army painter Steve Bowerman shows us how he painted his White Scars army, including the new Stormtalon Gunship.

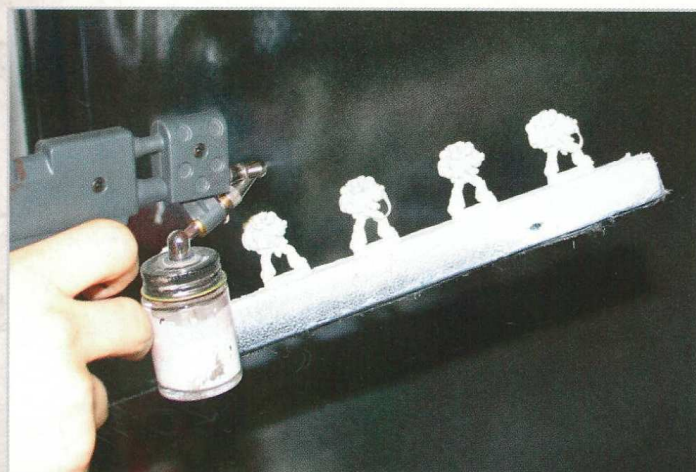
INSPIRATION

Steve: As Duncan Rhodes and I were painting up our Dakkajet and Stormtalon respectively, an idea came to us – why not paint an army for them both to join? Having both agreed that this would be a fun challenge, we initially looked at painting a Battleforce apiece, as they would provide a core of miniatures to form each army's foundations. However, as we were both working on Orks and Space Marines, we settled on painting up the contents of the Assault on Black Reach set instead. In this way, both armies would end up with a good selection of miniatures, but also include a suitable HQ unit to act as army commander. My Space Marines would therefore be led by an awesome hero in the form of a Space Marine Captain, and include a squad of Terminators and even a Dreadnought.

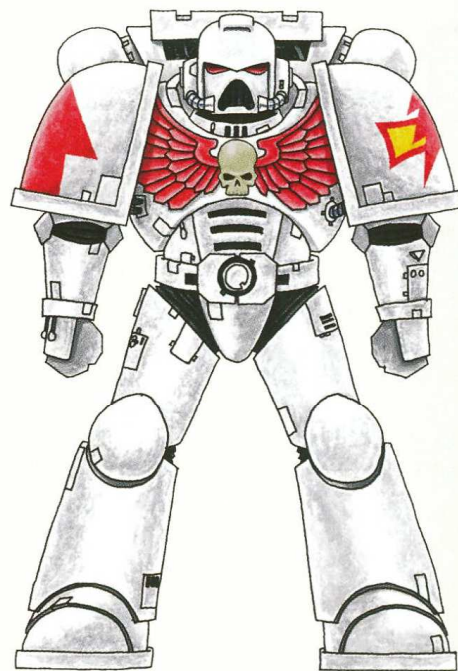
TECHNIQUES

I have been experimenting with painting white recently and decided to put my theory to the test by painting up my Space Marine Army Project as a White Scars army. The key to this technique was to use a colour scheme focused around Ulthuan Grey – a very light shade of grey – which is then highlighted with White Scar. This enabled me to provide a final layer of edge highlighting, which, if I had painted the model pure white, would not have been possible. However, Ulthuan Grey is a Layer paint so doesn't quite have the same level of coverage when compared to a Base paint. The trick here is to use a Skull White Spray undercoat before applying a basecoat of Ulthuan Grey with a Citadel Spray Gun. This way, Ulthuan Grey will effortlessly cover the undercoat and give you a great foundation for painting White Scars armour.

When it came to painting the Stormtalon, I used the same colours and techniques as Chad did on his Ultramarines Stormtalon (see page 24), but simply painted its armour panels in the same way as my other White Scars.



Steve first undercoated his miniatures with Skull White Spray in preparation for a basecoat of Ulthuan Grey, which he applied with the Citadel Spray Gun.



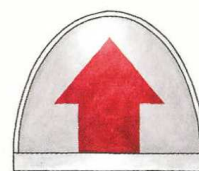
For the most part the White Scars follow the Codex Astartes, although often display tribal markings alongside their other iconography.



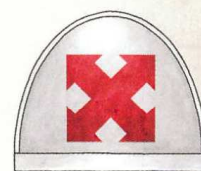
The White Scars display their squad markings on their left knee pads.



Chapter icon



Tactical Squad



Assault Squad



Veteran Squad



Devastator Squad



WHITE SCARS SHOWCASE



Dreadnought



Terminator Sergeant



Terminator



Space Marine Sergeant



Space Marine Captain



Space Marine



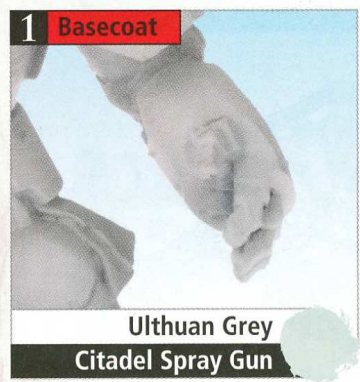
Space Marine with missile launcher



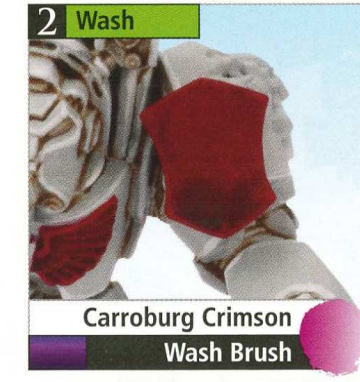
Steve's Stormtalon Gunship, inspired by the Spear of Chogoris in the Battle of Cardrim, was painted to be the centrepiece of the White Scars army.

WHITE SCARS TERMINATOR (STAGES 1-3)

1 WHITE



2 RED DETAIL



3 CRUX TERMINATUS



WEAPONS

METAL



GOLD





EVIL SUNZ ORK CLAN

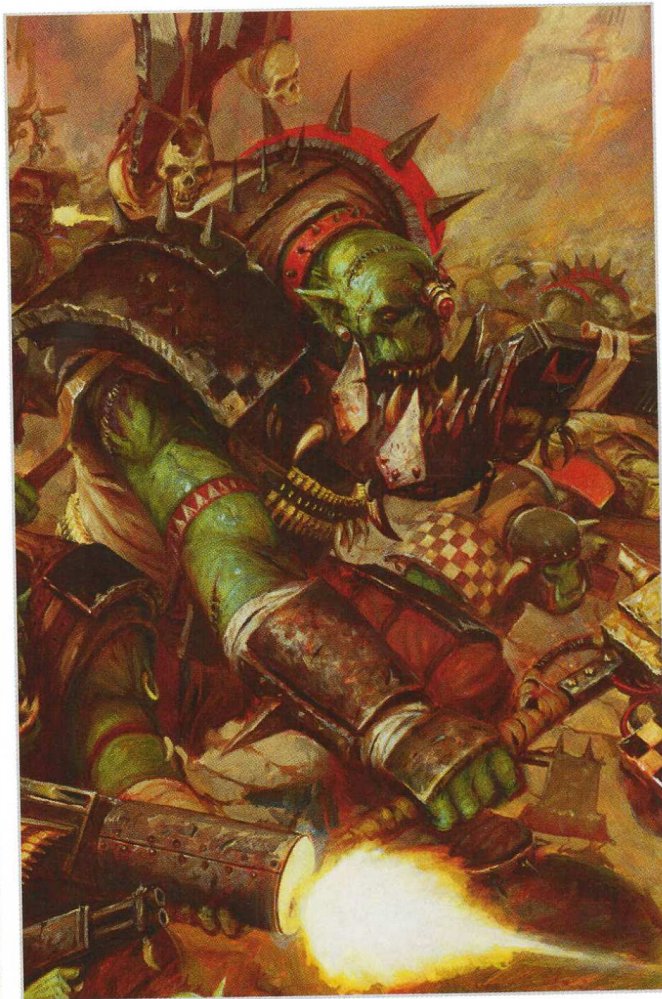
Duncan Rhodes, one of the Hobby Team's dedicated army painters, shows us how he painted an Ork Bommer and an Evil Sunz army to go with it.

INSPIRATION

Duncan: The challenge was on. With Steve painting up a Stormtalon to go with his Space Marines from the Assault on Black Reach set, I had to get my thinking cap on for a theme for the Ork army. After a quick Squig brain transplant operation (in addition to his many other talents, Dave Andrews is also a fully qualified Painboy), I settled on painting an army belonging to the Evil Sunz Clan. Of all the Ork clans, the Evil Sunz are renowned for their love of vehicles – the faster and louder the better. With a Dakkajet and a Deffkopta squadron at the forefront of the army, the Evil Sunz were the most suitable choice by far.

The Ork Bommer can be assembled as any of three different types of aircraft and there are loads of different ways to build each one. I opted for the Dakkajet as it's the shootiest of them all. Having read Robin Cruddace's story about the Battle for Cardrim, I was really inspired by the deeds and antics of an Ork Fighta Ace known as da Krimson Baron (see page 30). I decided to assemble and paint my Dakkajet to represent this infamous flyboy, ensuring that I included all of the available upgrades, such as an additional twin-linked supa shoota, onto the model.

With such a strong aerial presence in the army (a Waaagh! Air Force, if you will), I used the spare Ork pilot heads from the Ork Bommer kit on some of the Ork Boyz and Deffkopta pilots to help reinforce the army's overall theme. When I get around to adding some Grots to the force, I will do the same with the spare Grot gunner heads as well.



Codex: Orks is the definitive guide to fielding an army of savage greenskins in the 41st Millennium. Look no further than this book to ready your Waaagh!

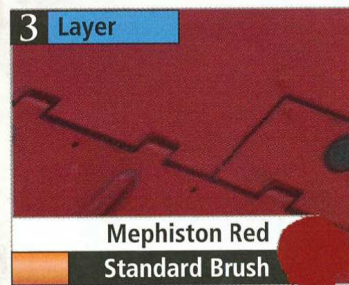
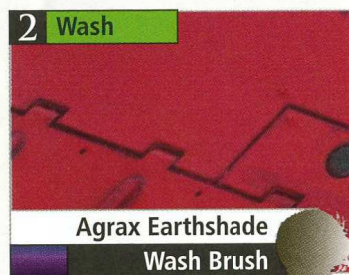


TECHNIQUES

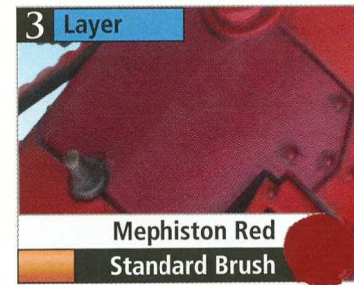
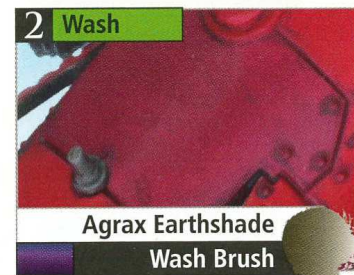
The Evil Sunz are firm believers of the age-old Ork adage that 'red wunz go fasta', so my colour scheme was clear from the start. However, as much as I made sure to use red throughout the army (on armour plates and other such surfaces), I wanted to add a bit of variety to these shades to represent the scavenging nature of the Orks – some of the materials that they use will invariably be older and more weathered than others that have been bolted on more recently. For this reason, after using the Citadel Spray Gun to apply a basecoat of Mephiston Red, I painted some panels on the fuselage in a different shade of red.

DAKKAJET (STAGES 1-4)

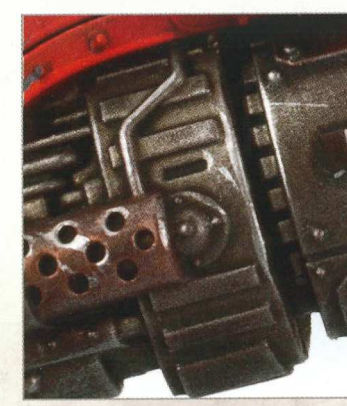
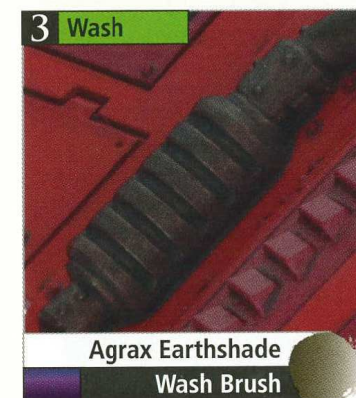
① LIGHT RED



② DARK RED



③ METAL



④ BRONZE



DAKKAJET PILOT (STAGES 1-4)



1 SKIN



2 LEATHER



3 FUR

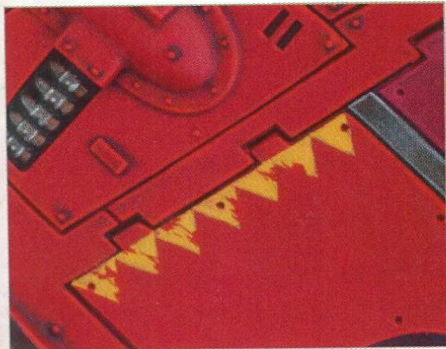


4 TEETH



EVIL SUNZ DAKKAJET

Using the same four stages for painting the metal, Duncan added chips to the paintwork all over the Dakkajet's wings and fuselage for a more worn and rugged look. Duncan's final stage was to apply some appropriate decals from the transfer sheet included in the kit and weather them with flecks of the Layer colour over which they had been affixed.



Duncan carefully applied a row of dags with Averland Sunset on a few of the armour panels.



After gluing the finished pilot in place, Duncan carefully painted the canopy frames.

CITADEL

Displayed below is a convenient reference chart of every Citadel paint Steve and Duncan used to paint their Army Projects, allowing you to quickly and easily find the paints that you'll need to follow along at home.

WHITE SCARS PAINTING GUIDE

	ARMOUR	METAL	GOLD	CRUX	RED
1 Basecoat	Ulthuan Grey	Leadbelcher	Balthasar Gold	Skavenblight Dinge	Mephiston Red
2 Wash	Agrax Earthshade	Nuln Oil	Agrax Earthshade	Nuln Oil	Carroburg Crimson
3 Layer	Ulthuan Grey	Runefang Steel	Gehenna's Gold	Stormvermin Fur	Evil Sunz Scarlet
4 Layer	White Scar		Runefang Steel	Administratum Grey	Squig Orange
5 Drybrush					

EVIL SUNZ PAINTING GUIDE

	SKIN	METAL	GOLD	LEATHER	RED
1 Basecoat	Waaagh! Flesh	Warplock Bronze	Balthasar Gold	Rhinox Hide	Mephiston Red
2 Wash	Biel-Tan Green	Nuln Oil	Nuln Oil	Nuln Oil	Agrax Earthshade
3 Layer	Warboss Green	Runefang Steel	Runefang Steel	Tuskgor Fur	Evil Sunz Scarlet
4 Layer	Skarsnik Green				Wazdakka Red
5 Drybrush		Necron Compound	Necron Compound		

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WARHAMMER[®] 40,000

ASSAULT ON BLACK REACH

The Assault on Black Reach boxed game is a great way of getting hold of two armies of fantastic Citadel miniatures – the barbaric Orks and the mighty Space Marines. Steve and Duncan used this set as the foundation for their Army Projects.



What's in the Box:

Assault on Black Reach is an ideal purchase for anyone new to Warhammer 40,000 as well as anyone looking to bolster their existing Ork and Space Marine armies. The enclosed starter booklet has easy-to-follow examples and a step-by-step introduction to the game, while the rulebook contains all of the information you'll need to play the game itself. The two armies provided will allow you and a friend

to begin playing right away – these finely detailed plastic, Citadel miniatures have been designed to allow you to quickly assemble an army ready for your first battle. For existing Warhammer 40,000 players, this set provides a handy, pocket-sized rulebook – great for taking along to your games – as well as two great-looking armies and all manner of gaming accessories.

This boxed game contains: a 112-page rulebook, a 33-page Getting Started booklet, dice, templates, range rulers and almost 50 Citadel miniatures, including: a Space Marine Captain, 10 Tactical Space Marines, 5 Space Marine Terminators, a Space Marine Dreadnought, an Ork Warboss, 20 Ork Boyz, 5 Ork Nobz and 3 Ork Deffkoptas.

STANDARD BEARER



This month, Jervis Johnson discusses the 'hobby gene' and how the Games Workshop hobby appeals to each person in its own unique way.

For many people, the pinnacle of the hobby is to play a game at Warhammer World.

A little while ago I was in Warhammer World celebrating the launch of our Blood in the Badlands book. The White Dwarf team were fighting a big multi-player Storm of Magic game, and I'd come along to have a look and talk to people about the siege rules I'd written for the book. I had a great time: I always enjoy talking to people about the hobby, and Warhammer World was really buzzing with activity. In one corner a group of friends had booked one of the large tables in the hall and were fighting a large Warhammer 40,000 game, while in another a visiting club was fighting an Apocalypse game on one table and a Storm of Magic game on another. Meanwhile the centre of the hall was filled with players who'd come along to take part in a 40K tournament. I can remember taking a minute or two just looking around and soaking up the atmosphere of the place. It was really inspiring to see so many people all enjoying the hobby in their own different ways.

As it happened I'd arranged to visit to Warhammer World the following day as well, to play a game of Warhammer with my long-time opponent Mark Farr. We get together about once a month, slowly pottering our way through a campaign, trying out some new models that Mark (a prodigiously fast painter) has added to his collection or giving some new rules I've come up with a go. Recently we've been playing a decidedly old-fashioned campaign, based on the Blood Bath at Orc's Drift campaign pack originally published

back in 1985, and this was to be the final game in the series! It was a Sunday morning and although Warhammer World was busy, it was quieter than it had been the day before. This suited me and Mark very well: our games are quite low-key, and we spend almost as much time chatting, drinking cups of tea and eating biscuits as we do playing the game. As usual, I had a great time, even though (sadly, also as usual) I lost. Not that winning or losing matters much in our games, which are more about getting together and trying different stuff out than competition.

Anyway, as we were playing our game, my mind drifted back to the previous day and I found myself thinking about all of the different ways that different people explore the hobby. There was the group of 'garage gamers', getting together with their buddies to play their regular multi-player 40K game. There were the club gamers, on a road-trip to play monster games of Apocalypse and Storm of Magic. There were the tournament gamers, testing their skill and battling away in a spirit of friendly competition to see who would be crowned the best general. And there were people like Mark and me, comfortable in each other's company and meeting up to explore the hobby in a low-key, companionable sort of way.

As I thought about these things, it occurred to me that, different as the commitment and dedication needed for different sorts of games may appear to be on the surface, in actual fact it's really remarkably similar. Big games like Storm of



Magic and Apocalypse may look like they require players to have huge collections of miniatures, but that's not really the case – really all you need is for a group of players to combine their collections together and you'll easily have enough models for a game. Similarly, tournament games can appear to require hours of preparation studying the rulebooks and army lists in order to take part, but the truth is most tournament players just turn up to play a few light-hearted games with one of their regular armies. And so on; when you look close, what you've got is a bunch of equally committed people exploring the hobby in the ways that make them happiest. Although this might seem like quite a minor point, I found it rather thought provoking. Specifically, it made me appreciate two things in particular:

First of all, the diversity of our hobby is a good thing, and something to be cherished. I've talked about just three different ways that people explore the hobby, but there are countless others, from the person that just enjoys painting miniatures, to the one that is determined to collect an entire Space Marine Chapter. The range of different things you can do gives the hobby real depth, and means, as long as you have that 'hobby gene' which means you can't resist the allure of a finely crafted Citadel miniature, that you will always be able to find that special bit of the hobby that seems to have been made just for you. It also means that should you grow jaded with one part of the hobby, you'll easily find something else that can take your interest. I've lost count of the number of hobbyists who've said to me 'I used to only do X, but now I've found that I also love Y'. As a designer and writer it makes me all the more determined to show off different aspects of the hobby. We already put a lot of effort into making sure that our rulebooks show just how broad the hobby is, while the expansions we publish are just as much about showing off different aspects to the hobby as they are about providing us with excuses for making exciting new miniatures. However, this isn't an excuse for us to rest on our laurels – there is a lot more we can do yet!

Secondly, it underlined to me the dangers of assuming that the way I play is the 'right' or 'best' or 'proper' way. Like most people, I can get rather partisan about certain aspects of the hobby, which is silly. Just because I like playing campaigns doesn't mean they are for everybody, or that people who don't play campaigns 'don't understand what the hobby is all about'. There's plenty of room in the hobby for all of us. This is especially important for me, because as a designer and writer I need to treat all of these different aspects of the



The White Dwarf team refighting one of their favourite games from Blood in the Badlands.

hobby with equal weight, and not just focus on the things I'm interested in or which are my 'flavour of the month'. But above and beyond how these things effect what I do at my day job, working away in the office we call the Studio, I think they are important for me on a personal level too. Thinking about the diversity of the hobby has made me realise that there are plenty of things that I haven't ever tried out. For example, I've never trusted my painting

“The diversity of our hobby is a good thing, and something to be cherished.”

ability enough to enter Golden Demon, and this means that there are huge areas of the painting hobby I've never ventured into. Who knows, perhaps if I gave it a try I too will end up saying 'I used to only do X, but now I've found that I also love Y'.

And with that clarion call I will leave you for another month. As ever, if you have any feedback or comments on this month's Standard Bearer, or indeed on any aspect of the Games Workshop hobby, please feel free to write to me at the address on the right. I receive quite a lot of letters, so can't always reply, but I do read all of the letters I receive and I take everything you say very seriously indeed. I look forward to hearing from you soon...

Write to Jervis at:

**Jervis Johnson
c/o White Dwarf
Design Studio
Games Workshop
Willow Road
Nottingham
NG7 2WS
United Kingdom**

STORMTALON GUNSHIP

The Stormtalon Gunship serves the armies of the Adeptus Astartes as both an interceptor and ground attack craft. It is fast enough to engage all but the swiftest of enemies, and sufficiently well-armed to reduce the chosen foe to a mangle of twisted wreckage and ruined flesh. The tide of many a battle has turned with the thunderbolt descent of a Stormtalon from the war-torn skies.

In many Chapters, Stormtalons are routinely assigned to close support and interdiction duties. Indeed, a Stormtalon is often assigned to escort another mission-critical unit. In this role, the Stormtalon is all but unmatched. At one moment it can be screaming across the battlefield at death-defying speeds, at the next, its pilot can switch over to repulsor systems, trading raw speed for agility, all the while strafing enemy positions with a thunderous barrage shells and missiles. Such were the tactics employed by the Ultramarines at the Battle of Cold Steel Ridge, where the Stormtalon pilots pushed their craft to the limit in their attempt to hold great swarming broods of Gargoyles and Harpies at bay.

A few Chapters, notably the White Scars and Raven Guard, believe these duties – whilst valuable – do not properly exploit the Stormtalon's potential. To such Chapters, who prosecute their campaigns with greater alacrity than even other Space Marines, the Stormtalon excels as a vanguard strike-craft, able to keep pace with their Assault Marines, bike squads and Land Speeder squadrons. In these missions, the Stormtalon's traditional role is reversed: here it is the principal strike craft. The remainder of the strike force's elements act as escorts, scouring the attack corridor clean of anti-aircraft fire, as the Stormtalon roars in to obliterate its designated target.



	Type	BS	Armour		
			F	S	R
Stormtalon Gunship	Fast, Skimmer	4	11	11	11

UNIT TYPE: Vehicle (Fast, Skimmer)

WARGEAR

Ceramite Plating: Melta weapons do not roll an extra D6 armour penetration when shooting a Stormtalon Gunship at half range or less.

Skyhammer missile launcher: These weapons fire a volley of hyper-velocity missiles that smash into their targets with the force of a thunderclap, perfect for turning armoured vehicles into scrap metal.

Range	Strength	AP	Type
60"	7	4	Heavy 3

SPECIAL RULES:

Aerial Assault: A Stormtalon Gunship that moved at cruising speed in its preceding Movement phase can fire all of its weapons.

Escort Craft: If a Stormtalon Gunship is kept in reserve, it can be assigned to escort any friendly unit in reserve with the following exceptions:

- A Stormtalon cannot escort a unit arriving by Deep Strike.
- One Stormtalon cannot escort another Stormtalon.
- A maximum of one Stormtalon can escort each unit.

If this is done, do not make reserve rolls for the Stormtalon. Instead it arrives at the same time as the unit it is escorting. The Stormtalon must move onto the board within 6" of the point that the unit it is escorting entered by.

Hover Strike: At the start of its Movement phase, a Stormtalon can declare that it is making a special Hover Strike attack this turn. If it does so, it changes its type to Skimmer until the start of its next Movement phase and cannot move (though it can pivot on the spot). However, when performing a Hover Strike, a Stormtalon shooting at Artillery, Beasts, Bikes, Cavalry, Infantry, Monstrous Creatures and vehicles without the Skimmer type, has +1 Ballistic Skill. Regardless of the target, when performing a Hover Strike, a Stormtalon Gunship's shots have the Pinning special rule.

Supersonic: A Stormtalon Gunship that moves flat out may move up to 36".

FAST ATTACK

STORMTALON GUNSHIP 130 Points

	BS	Armour		
		F	S	R
Stormtalon Gunship	4	11	11	11

Unit Composition:

- 1 Stormtalon Gunship

Unit Type:

- Vehicle (Fast, Skimmer)

Wargear:

- Twin-linked assault cannon
- Twin-linked heavy bolter
- Ceramite plating

Special Rules:

- Aerial Assault
- Escort Craft
- Hover Strike
- Supersonic

Options:

- May exchange twin-linked heavy bolter for one of the following:
 - Twin-linked lascannon 20 points
 - Typhoon missile launcher 25 points
 - Skyhammer missile launcher 25 points

WEAPON TYPES

Weapon	Range	Str.	AP	Type
Assault Cannon	24"	6	4	Heavy 4, Rending
Heavy Bolter	36"	5	4	Heavy 3
Lascannon	48"	9	2	Heavy 1
Typhoon Missile launcher				
(Frag)	48"	4	6	Heavy 2, Blast
(Krak)	48"	8	3	Heavy 2
Skyhammer Missile launcher				
	60"	7	4	Heavy 3

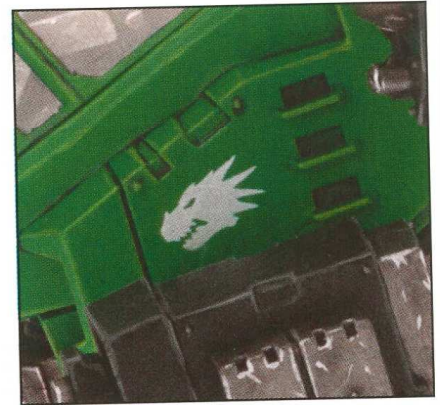


Two Stormtalon Gunships converge to pour their combined fire into the exposed flank of the Chaos Space Marines.

STORMTALON GUNSHIP



*Salamanders
Stormtalon Gunship*



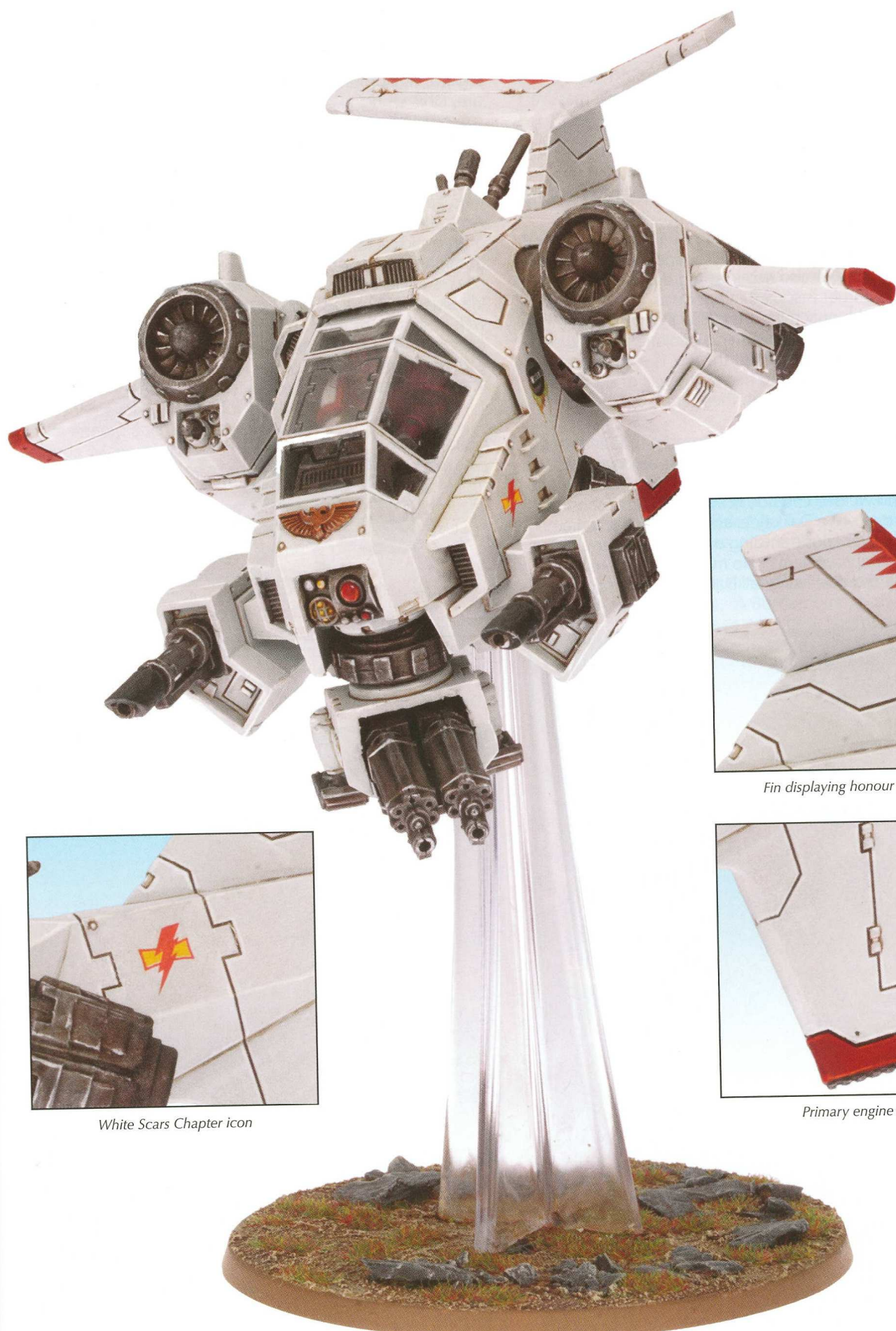
Salamanders Chapter icon



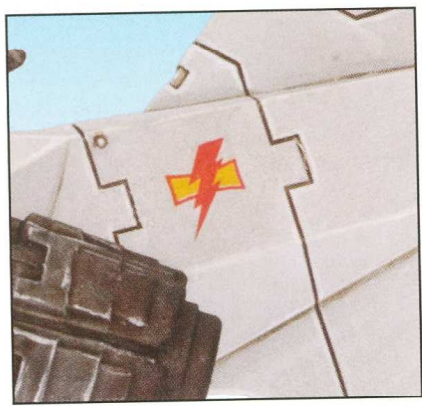
Targeting array



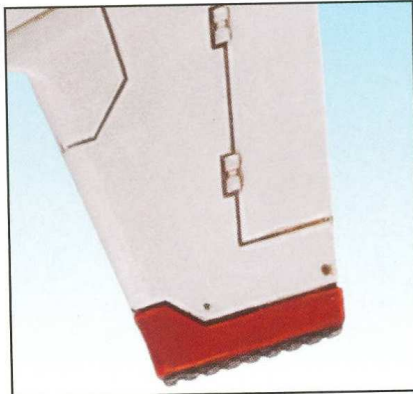
A Stormtalon Gunship hovers low over the city ruins, acting as both escort and eyes in the sky for the Land Raider Crusader it accompanies.



Fin displaying honour markings



White Scars Chapter icon



Primary engine wing

White Scars Stormtalon Gunship



DAKKAJET

The Dakkajet is a blur of colour and noise amidst the smoke and clamour of battle. Propelled by a single massive jet engine, it roars through the sky, guns blazing a near-constant stream of bullets as the pilot laughs manically to himself.

Dakkajet pilots believe firmly in quantity over quality, and commonly bolt as many big shootas as possible to their aircraft. This makes Dakkajet pilots unusually good shots – with so many bullets fired, some are bound to hit the target. However, the Dakkajet also excels as a ground-attack plane – assuming the target is something good an’ squishy, like ‘umies. Indeed, the only thing that cheers an Ork pilot more than watching the bullet-riddled and smoking wreckage of an enemy aircraft tumble from the sky, is watching an infantry formation scatter and flee as the hail of shoota-fire ploughs bloody furrows through their ranks.

From the outside, Dakkajets share many common features – not least the Orky disdain for the laws of aerodynamics and mind-boggling defiance of lift/thrust ratios. Under the hammered and welded exterior, however, things are quite different. Here, no two Dakkajets are precisely the same – no Mek would ever consider using another’s design without making a few ‘improvements’. No matter the different designs, dents and odd fixing, all Dakkajets carry countless

thousands of rounds of ammunition. Once they’ve opened fire, Orks tend to keep shooting until their guns overheat or run out of ammo – doubly so if their veins are running thick with Waaagh! fever.

There are a few rare individuals amongst Dakkajet pilots who are a true cut above their erstwhile peers. These Fighta Aces are veterans of scores of sorties (and no small amount of mechanical failures besides) and hundreds of successful dogfights. Fighta Aces celebrate their success with lofty titles, such as ‘da Krimson Barun’, ‘da Sky Shredda’ and ‘da Blue Mek’. To Ork pilots, Fighta Aces are true heroes, well-deserving of their outlandish and self-appointed titles. To other Orks, who prefer to smash ‘umies face-to-face, and with both feet on the ground, Fighta Aces are simply viewed as the maddest of a particularly crazed breed.



	Type	BS	Armour		
			F	S	R
Dakkajet	Fast, Skimmer	2	10	10	10

UNIT TYPE: Vehicle (Fast, Skimmer)

SPECIAL RULES:

Aerial Assault: If this model moved at cruising speed it can fire all of its weapons.

Strafing Run: When shooting at Artillery, Beasts, Bikes, Cavalry, Infantry, Monstrous Creatures and vehicles without the Skimmer type, a Dakkajet has +1 Ballistic Skill. Regardless of the target, a Dakkajet’s shots also have the Pinning special rule.

Supersonic: If this model moves flat out it may move up to 36".

Waaagh!plane: During a turn in which a Waaagh! is called, this model’s Assault weapons fire twice as many shots as normal.

UPGRADE:

Fighta Ace: When shooting at Jetbikes or vehicles with the Skimmer type, a Dakkajet with the Fighta Ace upgrade is treated as being Ballistic Skill 3.



BURNA-BOMMER

Orks love fire – almost as much as they love fightin'. It was therefore inevitable that someday a Mek would think of attaching canisters of volatile promethium to the underside of a Bommer – thus was the Burna-bommer born.

Only when the enemy is suitably bunched up do Burna-bommer pilots attack. Any idiot can drop bombs, but it takes a real flame master to drop them such that firestorm is funnelled to immolate the maximum number of targets. Unfortunately for other Orks, a pilot's idea of a valid target is typically anything not in the sky, and it is not unusual for few (or a few dozen) Boyz to get caught in the blast.

Burna-bommer pilots perform their attack runs at as low an altitude as possible – often a few scant feet above ground level. Not only does this guarantee higher accuracy, it also allows the pilot to slide back his canopy and yell abuse at the enemy. Such daredevil antics aren't without their hazards. Many a Burna-bommer has returned to base with a decidedly scorched undercarriage, or even with the battered remains of an enemy combatant embedded in the fuselage. In fact, a Burna-bommer that returns from battle without so much as a single scorch mark or unexpected limb provokes a great deal of mockery from the other pilots.

Many Burna-bombers also carry skorcha missiles, whose nosecones are filled to bursting with the same oily promethium found in burna bombs. These are somewhat erratic in flight, and can randomly alter vector as bits drop off, but inevitably manage to hit something – even if that something wasn't quite what the pilot was aiming at.



	Type	BS	Armour		
			F	S	R
Burna-bommer	Fast, Skimmer	2	10	10	10

UNIT TYPE: Vehicle (Fast, Skimmer)

WARGEAR

Burna Bomb*: When these bombs explode they blanket vast swathes of the battlefield in burning promethium.

Range	Strength	AP	Type
See below	5	4	One use only, Heavy 1, Large Blast, Ignores Cover

During the Burna-bommer's Movement phase, it may drop one burna bomb. To do so, centre a large blast marker over one model it has passed over that turn and scatter it D6". Any model (excluding the Burna-bommer itself) at least partially under the large blast marker's final position takes one hit, resolved using the profile above.

A Burna-bommer cannot drop a burna bomb and move flat out in the same turn. A Burna-bommer that dropped a burna bomb in its Movement phase counts as having already fired one weapon in its following Shooting phase, however, any additional weapons it fires that turn can choose a different target to that of the burna bomb.

Skorcha Missile*: These 'fire and fergit' rokkits corkscrew wildly toward their target before exploding in great balls of flame.

Range	Strength	AP	Type
24"	5	4	One use only, Heavy 1, Blast, Ignores Cover

**Both burna bombs and skorcha missiles are flamer weapons for the purposes of special rules that interact with flamer weapons (such as an Eldar Avatar's Molten Body special rule, for example).*

SPECIAL RULES:

Aerial Assault: If this model moved at cruising speed it can fire all of its weapons.

Grot Gunner: One of this model's weapons is fired by a Grot Gunner (see the army list to see which). Shots with this weapon are resolved at Ballistic Skill 3.

Supersonic: If this model moves flat out it may move up to 36".

Waaagh!plane: During a turn in which a Waaagh! is called, this model's Assault weapons fire twice as many shots as normal.



BLITZA-BOMMER

Ork pilots learned long ago that mucking about with trajectories, wind speeds, parabolas and the like was not only ineffectual, it was dead boring. So it is, with true Orky directness, Blitzza-bombers 'aim' their bombs by diving at the target. Only at the last moment is the release mechanism (a cramped Grot with a clearly-marked lever) thrown and the Ork pilot pulls up out of the perilous dive.

Being Orky made, Blitzza-bombers are not reliable. This has less to do with the ramshackle construction and more to do with an Ork pilot's addiction to speed. As every flyboy knows, you go much faster when plummeting downwards, and some Orks completely forget to pull out of their dive, smashing into the floor. It's for this reason that so many Grots claw and bite to get out of the plane before takeoff.

Some Blitzza-bombers escape slamming into the ground by the smallest of margins, coming so close to the ground the target is clipped with the undercarriage – a practice known as belly-krumpin' – that results in huge guffaws from the Ork pilot and shrieks of terror from the Grot crew.

After a Blitzza-bommer has dropped its payload, it is far from defenceless. Each Blitzza-bommer mounts a pair of supa shootas, so the pilot doesn't get bored after he's dropped his bombs. Last, but not least, is the Grot turret gunner. Whilst primarily intended to give the craft a means of defence against sneaky aircraft that attack from behind, it's just as effective when taking pot shots at ground targets.



	Type	BS	Armour		
			F	S	R
Blitzza-bommer	Fast, Skimmer	2	10	10	10

UNIT TYPE: Vehicle (Fast, Skimmer)

WARGEAR

Boom Bomb: These huge bombs are crude and unsubtle.

Range	Strength	AP	Type
See below	7	4	One use only, Heavy 1, Blast* Skreamin' Descent

**Hits from a boom bomb roll an additional D6 when determining armour penetration.*

SPECIAL RULES:

Aerial Assault, Grot Gunner, Supersonic, Waaagh!plane (see Burna-bommer).

Skreamin' Descent: During the Blitzza-bommer's Movement phase, it may drop one boom bomb. To do so, stop your Bommer 1" in front of its target, roll 2D6 and consult the table below. If it survives the Skreamin' Descent, it can complete its move. A Blitzza-bommer cannot drop a boom bomb and move flat out in the same turn. A Blitzza-bommer that dropped a boom bomb in its Movement phase counts as having already fired one weapon in its following Shooting phase, however, any additional weapons it fires that turn can choose a different target to that of the boom bomb.

2D6 Effect

2 Faster! Waaagh! Uh oh... No bomb is dropped, and the bomber smashes into the ground. Centre the large blast marker over any model in the target unit and scatter it 2D6". Units suffer a number of S9, AP2 hits equal to the number of models from their unit at least partially under the large blast marker. The Blitzza-bommer is then removed from play and replaced with wreckage or a crater.

3-4 Zogging 'eck! The pilot manages to pull up, clipping his target. No bomb is dropped. Instead the bomber and its target each suffer a single S9, AP 2 hit.

5-9 Just like dis! Centre the small blast marker over any model in the target unit and scatter it D6". Any model (excluding the Blitzza-bommer itself) at least partially under the blast marker's final position takes one hit, resolved using the profile above.

10-12 Dakka-Dakka-Boom! The pilot gets the angle just right. The Blitzza-bommer not only drops a bomb on the target (resolved as 'Just Like Dis') but also makes an out-of-sequence shooting attack against the target with its supa shootas! Any unit that suffers one or more unsaved Wounds from the bomb or the supa shootas must immediately take a Pinning test. Note that it is permitted to shoot its supa shootas again during the Shooting phase and it can target a different unit.

FAST ATTACK



DAKKAJET

110 Points

	BS	Armour		
		F	S	R
Dakkajet	2	10	10	10

Unit Composition:

- 1 Dakkajet

Wargear:

- 2 twin-linked supa shootas

Unit Type:

- Vehicle
(Fast, Skimmer)

Special Rules:

- Aerial Assault
- Strafing Run
- Supersonic
- Waaagh!plane

Options:

- May take an additional 10 points twin-linked supa shoota
- May take red paint job 5 points
- May upgrade the pilot to a Fighta Ace 10 points



BURNA-BOMMER

125 POINTS

	BS	Armour		
		F	S	R
Blitza-bommer	2	10	10	10

Unit Composition:

- 1 Burna-bommer

Wargear:

- Twin-linked big shoota
- Twin-linked supa shoota
- Two burna bombs

Unit Type:

- Vehicle
(Fast, Skimmer)

Special Rules:

- Aerial Assault
- Grot Gunner (twin-linked big shoota)
- Supersonic
- Waaagh!plane

Options:

- May take up to six skorcha missiles . . . 10 points each
- May take red paint job 5 points



BLITZA-BOMMER

135 POINTS

	BS	Armour		
		F	S	R
Blitza-bommer	2	10	10	10

Unit Composition:

- 1 Blitza-bommer

Wargear:

- Twin-linked supa shoota
- Big shoota
- Two boom bombs

Unit Type:

- Vehicle
(Fast, Skimmer)

Special Rules:

- Aerial Assault
- Grot Gunner (big shoota)
- Supersonic
- Waaagh!plane

Options:

- May take red paint job 5 points

WEAPONS SUMMARY

Weapon	Range	Str.	AP	Type
Big shoota	36"	5	5	Assault 3
Boom bomb	see rules	7	4	One use only, Heavy 1, Blast Skreamin' Descent
Burna bomb	see rules	5	4	One use only, Heavy 1, Large Blast, Ignores Cover
Skorcha missile	24"	5	4	One use only, Heavy 1, Blast, Ignores Cover
Supa shoota	30"	6	4	Assault 3

Supa Shoota: These enormous machine guns fire a deafening roar of heavy bullets.

Range	Strength	AP	Type
30"	6	4	Assault 3

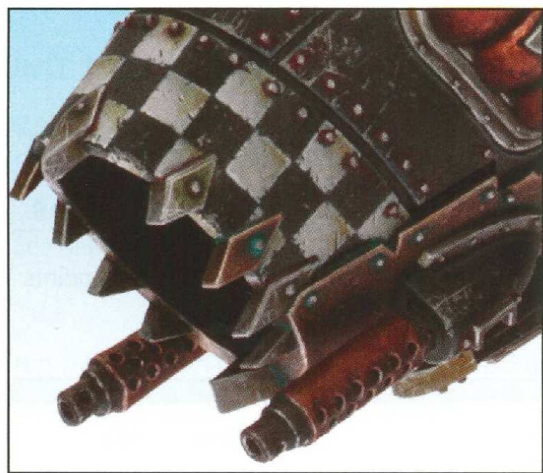
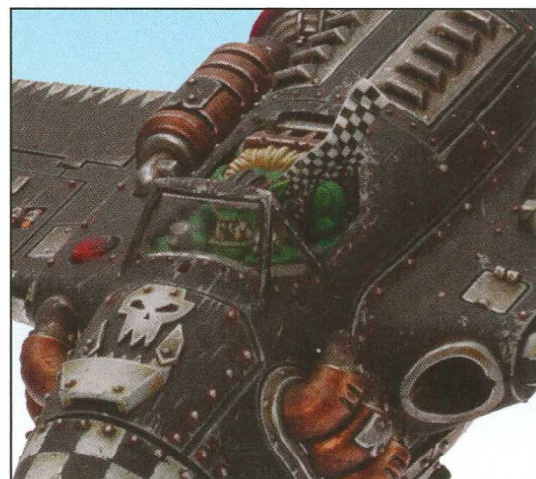
RED PAINT JOB

Orks believe that a vehicle that has been painted red can outstrip a similar vehicle that isn't. As odd as it may seem, they are quite right. Ork vehicles with red paint jobs add +1 to their move in the Movement phase but do not incur penalties for this extra inch. For example, a vehicle could move 13" and still count as moving 12".

ORK DAKKAJET

► ORK PILOT

The few Ork pilots that survive long enough to earn the title of Fighta Ace invariably become quite accomplished at gunning down enemy aircraft in dogfights.



▲ SUPA SHOOTA

Every Ork loves to fire big guns and Dakkajet pilots are no exception. Many pilots therefore choose to 'kustomise' their aircraft with additional supa shootas to make a bigger bang and cause more carnage.





ORK BLITZA-BOMMER

► GROT GUNNER

No sensible Grot will ever let a Blitzabommer take off with him on board. Those unfortunates that do, however, make highly adroit turret gunners in between bouts of squealing at the pilot to pull up from their near-suicidal dives.



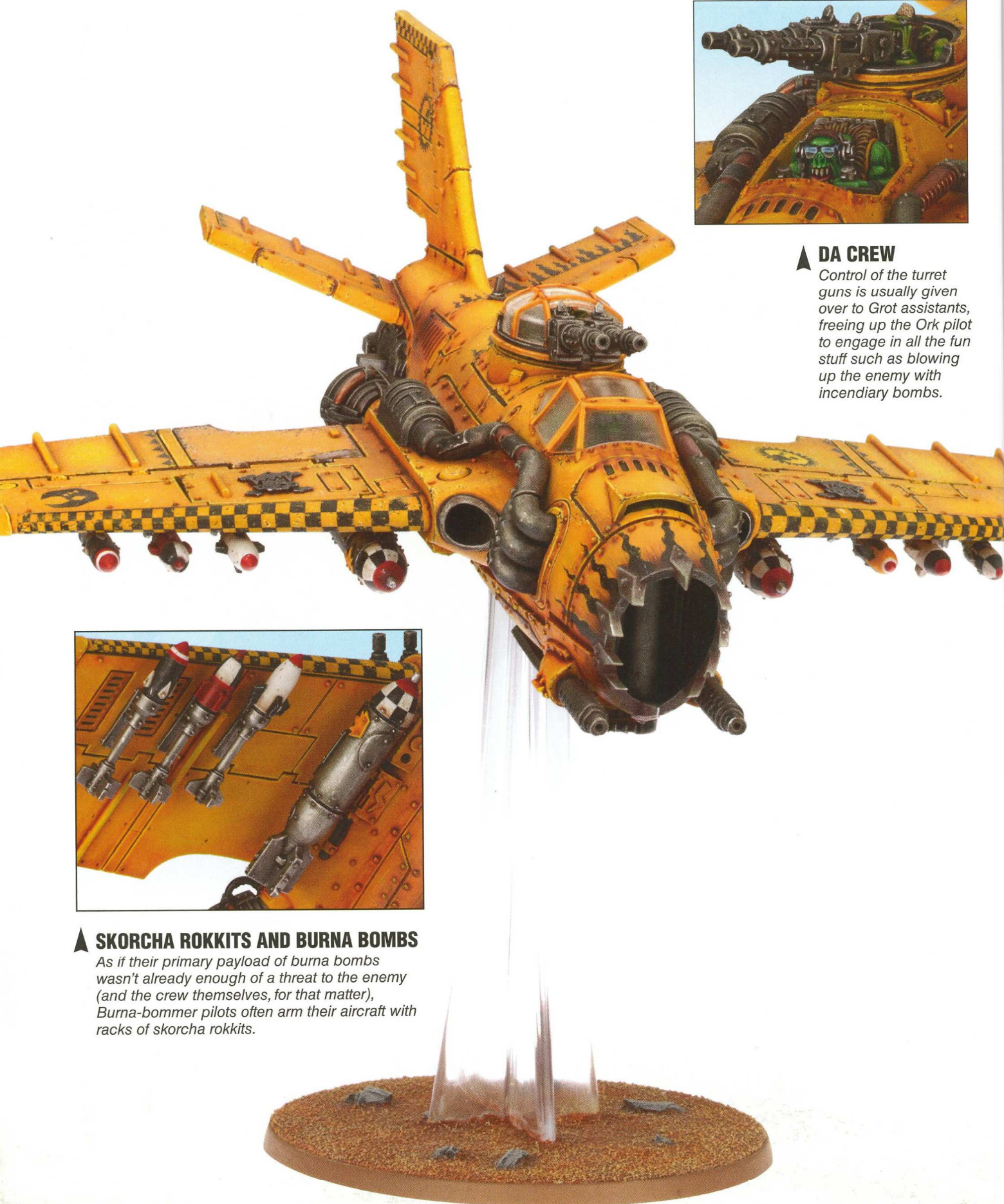
▲ BOOM BOMBS

Little more than large metal cases packed with high explosives, the boom bombs carried by the Blitzabommers are crude weapons, but undeniably effective.



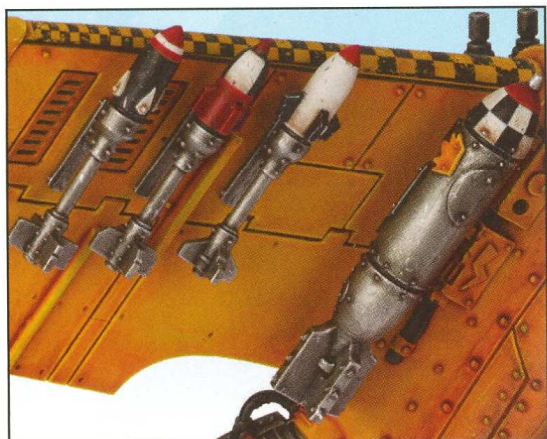


ORK BURNA-BOMMER



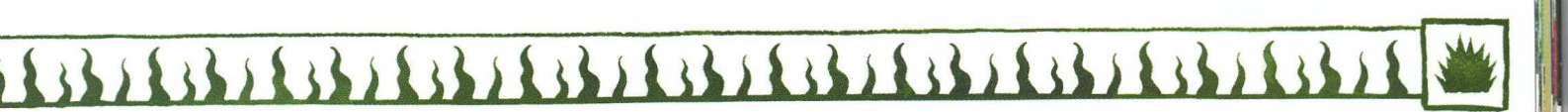
▲ DA CREW

Control of the turret guns is usually given over to Grot assistants, freeing up the Ork pilot to engage in all the fun stuff such as blowing up the enemy with incendiary bombs.



▲ SKORCHA ROKKITS AND BURNA BOMBS

As if their primary payload of burna bombs wasn't already enough of a threat to the enemy (and the crew themselves, for that matter), Burna-bommer pilots often arm their aircraft with racks of skorcha rokkits.



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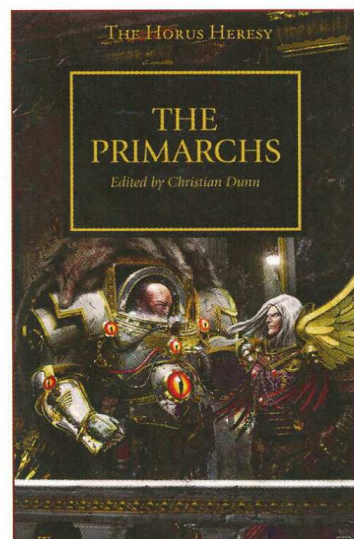
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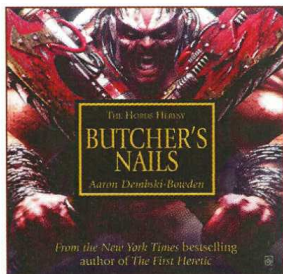
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– Christian Dunn



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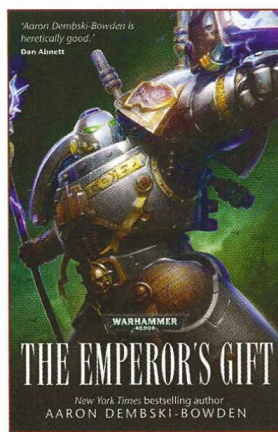
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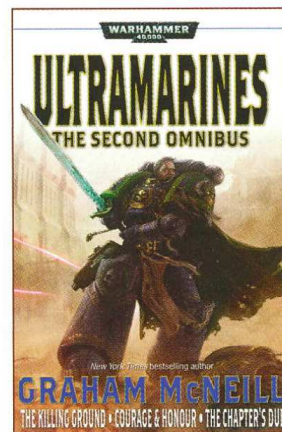
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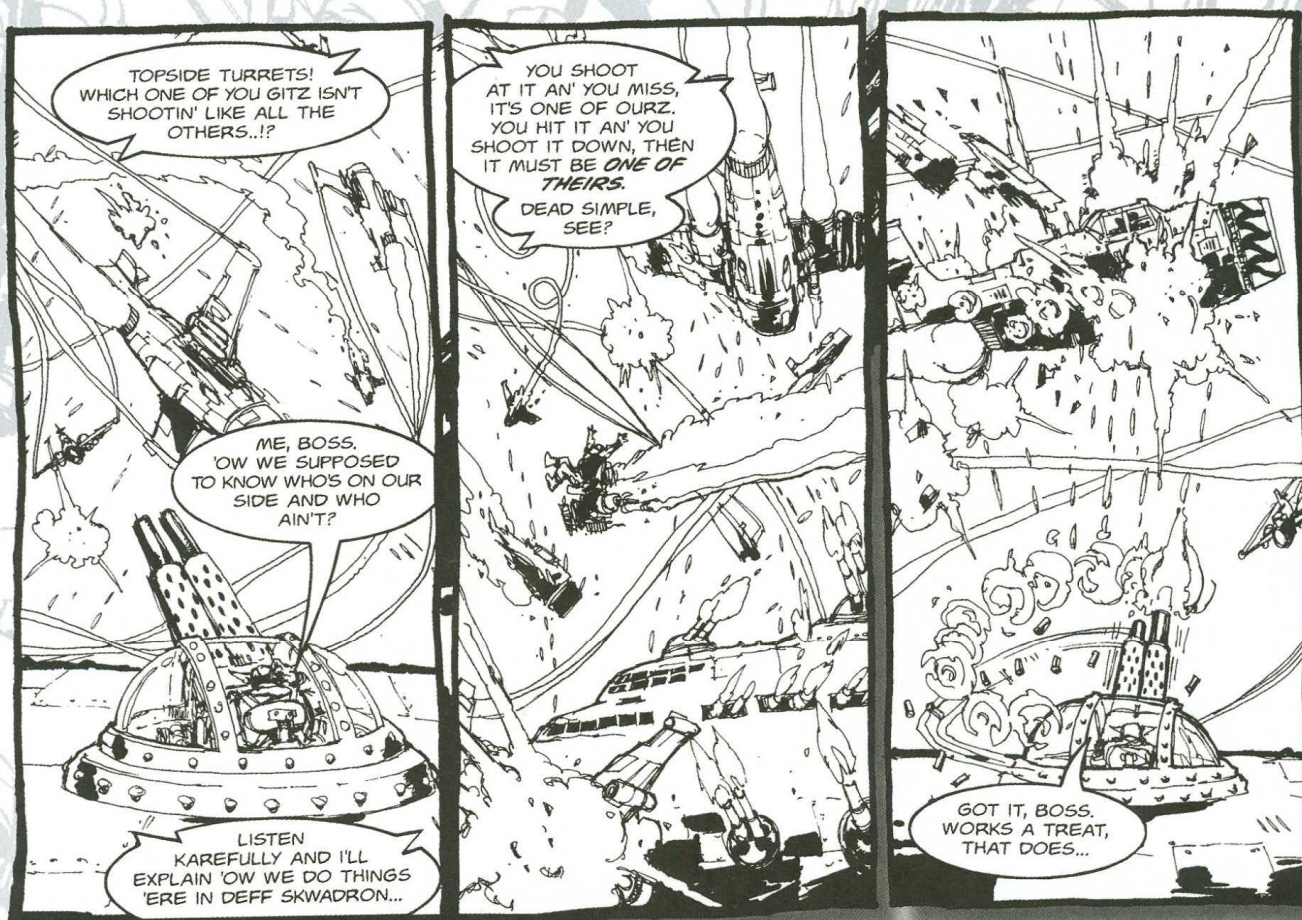
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PAUL NORTON'S BLOOD ANGELS

Paul Norton won the title of Swansea Hobby Centre Armies of Parade Champion in 2011 with his beautifully painted Blood Angels army.

Paul: My Armies on Parade entry mainly came about as I was a Blood Angels player when I was much younger. The Dawn of War computer game series rekindled my affinity for Space Marines and so it was the Blood Angels I returned to after taking up my paintbrush once again. My burgeoning force soon turned into a full-on Armies on Parade.

I've deliberately painted them with a clean, lustrous look, as if just removed out of a storage facility on Baal. This style suits my method of painting, as I view every flat surface as a canvas on which I can add embellishments such as insignias and patterning, or pieces of freehand painting. To my mind, this suits the Blood Angels particularly well, as they have an affinity for aesthetics as well as the practicalities of their equipment and armour.





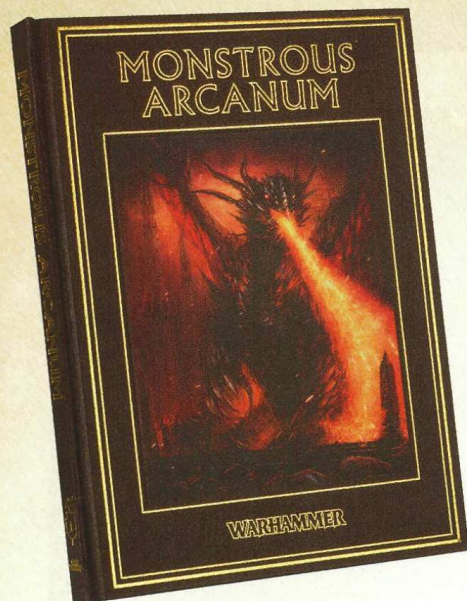
Converted Death Company Dreadnoughts, featuring Sanguinary Guard wing embellishments.



Each of Paul's vehicles has been lavished with freehand details.



This biker has been armed with a converted wrist-mounted meltagun.



MONSTROUS ARCANUM

Monstrous Arcanum is a supplement for Warhammer. It is a detailed bestiary illustrating the vile creatures and mighty beasts of dark legend and the forgotten realms of the Warhammer world. Gloriously illustrated in full colour, Monstrous Arcanum contains 31 Scrolls of Binding, 14 scenarios and a campaign, as well as new artefacts, magic items and exciting narratives that bring the horrors and powers of the arcane to the tabletop.

forgeworld.co.uk/warhammer



WARHAMMER FORGE™



WARHAMMER

ORCS & GOBLINS

The Waaagh! continues to gather momentum this month as the Orcs & Goblins receive reinforcements in the form of two new plastic characters – the mighty Savage Orc Big Boss and malicious Goblin Shaman.



SAVAGE ORC BIG BOSS



SAVAGE ORC BIG BOSS
Product code: 99070209002
Sculpted by Matt Holland.

ON SALE 16th JUNE

The plastic Savage Orc Big Boss wields an enormous two-handed choppa with a flint axe head. The model's aggressive pose depicts the Big Boss charging frenziedly at the enemy, leaping past the snake on its base.

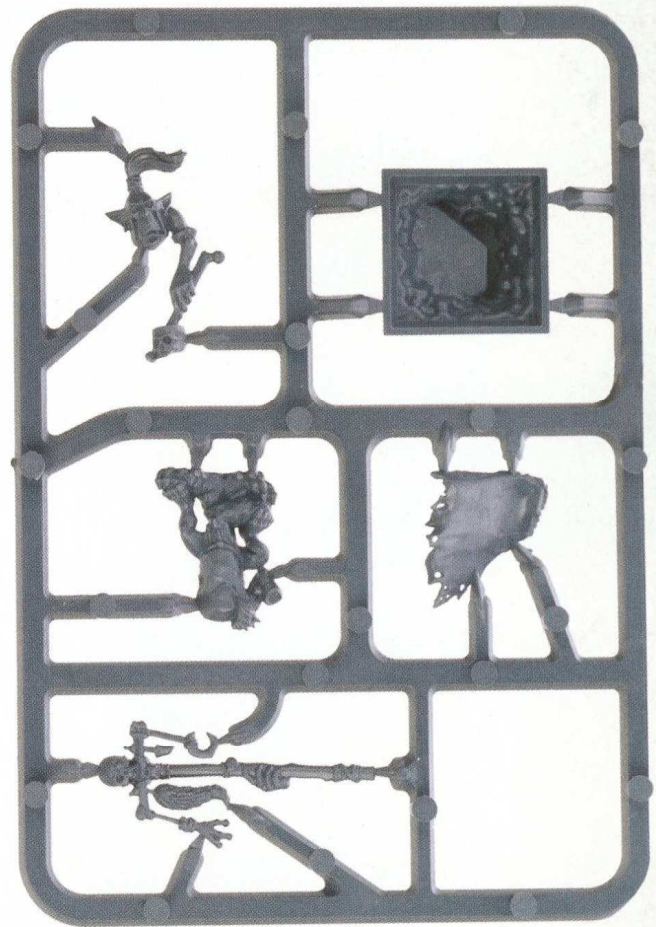
GOBLIN SHAMAN



GOBLIN SHAMAN
Product code: 99070209001
Sculpted by Neil Langdown.

ON SALE 16th JUNE

The second plastic character released this month is the Goblin Shaman. Perched atop a scenic base, the Goblin Shaman carries a crude staff decorated with fetishes with which to summon the power of the Waaagh!



ADVANCE ORDER FROM 9TH JUNE AT GAMES-WORKSHOP.COM

Pictures for illustrative purposes only. Product contents may vary. Products sold unpainted and unassembled. Certain Citadel products may be dangerous if used incorrectly. Prices correct at time of going to press, please contact us for current availability and prices. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

CITADEL® FINECAST™

Citadel Finecast is Games Workshop's range of highly detailed resin miniatures. This month sees the launch of a number of Orc & Goblin models in Citadel Finecast on our website, a selection of which are shown below.



Skarsnik, Warlord of the Eight Peaks
99810209012

Night Goblin Warboss on Giant Squig
99800209017

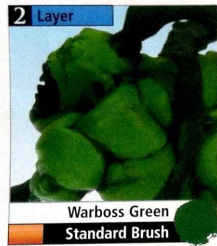


ADVANCE ORDER FROM 9TH JUNE AT

Pictures for illustrative purposes only. Product contents may vary. Products sold unpainted and unassembled. Certain Citadel products may be dangerous if used incorrectly. Prices correct at time of going to press, please contact us for current availability and prices. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

SKIN AND BONES

1 SKIN



2 TEETH AND BONE



WEAPONS AND DETAILS

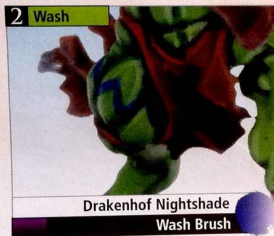
1 LEATHER AND TOP KNOT



2 STONE AXE HEAD



Duncan: One notable aspect of the Savage Orcs that sets them apart from their Orc and Black Orc cousins is the warpaint that they daub over their bodies before battle. This also has the added effect of breaking up the large areas of green skin on the models – Savage Orcs aren't known for wearing much after all! To help unify the army, I used the blue of the Savage Orcs' warpaint as a spot colour throughout the army and for the Forest Goblins' feathers. Simply use the same colours described here.



SAVAGE ORC BOAR BOYZ

Like their footslogging counterparts, the Savage Orc Boar Boyz also coat themselves in stylised warpaint. However, Duncan decided to apply similar warpaint to the unit's war boars as well, painting a selection of different designs onto their faces.



The Orc Shaman's 'speshul' warpaint.



A typical design of Boar Boyz warpaint.



The war boars also sport facial warpaint.

SAVAGE ORC SHAMAN

Greenskins are notoriously superstitious about their Shamans, revering them as messengers of Cork and Mork. With this in mind – and to help the Savage Orc Shaman stand out from the rest of the army – he has been painted with red warpaint instead, including on his war boar. If you wish to replicate this technique, use the same colours used for painting the red top knots.