

MODELING GHORITCH

Phil: I would be prepared to bet that most people reading this article, at some point in their hobby careers, have considered sticking an Orky power claw onto one of their miniatures. Whether the model in question was a Daemon Prince, a Penitent Engine, an Inquisitor-scale model, an Iron Warrior, a Dreadnought, a Big Mutant, or even an Imperial Guard Commissar, everybody knows that things just look cool with power claws. Naturally, this guy has two.

The Ghoritch model started out as Rat Ogre Boneripper. To create your own conversion like this one, clip off Boneripper's Warpfire Thrower arm (leave the ragged skin behind, as it makes an excellent join). Next, take Ghazghkull's power claw, the largest and most impressive of its kind, and glue it to the right shoulder.

Convert the second arm in much the same fashion, but use a smaller power claw from an Ork Nob model. This uneven match of claws of different sizes makes the model look more anarchic.

For Ghoritch's head, use a bit from a normal Rat Ogre. I used the bandaged head to represent the fact this guy has had his brain replaced recently and then applied a mixture of Chestnut Ink and Scab Red (which makes excellent "dried blood") in a line to show where his cranium had been opened by Throt the Unclean.

The end result really looks like something out of Baron Frankenstein's (or Throt's) demented laboratory – a plate-armored Knight's worst nightmare. Snip!

To order bitz to make your own Ghoritch model, go to www.games-workshop.com/whitedwarf/wd310 for a link to a kit in the Online Store.



The completed Ghoritch



Ork Warlord Ghazghkull's power claw