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WARHAMMER 40,000

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NEW SPACE WOLVES VS ORKS BOXED SET!

STORMCLAW

KROM DRAGONGAZE LEADS HIS SPACE WOLVES
IN BLOODY BATTLE AGAINST THE ORK MENACE

WHITE DWARF™

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OPENING SALVO

Last week saw the arrival of the first chapter of the Sanctus Reach campaign; this week the second instalment arrives in the form of Stormclaw, a boxed set stuffed full of brilliant miniatures that sets the forces of Gruk Face-rippa against the might of the Space Wolves. Including a small format version of Warhammer 40,000: The Rules plus brand-new datasheets and missions, it's a terrific continuation of the story started in The Red Waaagh!

Adam Troke and Andy Keddie have a whale of a time playing through the missions in this issue while we're also very pleased to be able to present an exclusive new datasheet as part of the Sanctus Reach conflict – full rules for the Imperial Knight Freeblade Gerantius, the Forgotten Knight, from Jervis and the rules team.

Finally, Dan interviews the sculptors behind the new Krom Dragongaze and Gruk Face-rippa miniatures, exclusive to Stormclaw. We think you'll agree they've done an amazing job. To war!



A stylized, handwritten signature in black ink, consisting of several loops and a long horizontal stroke.

Jes Bickham - White Dwarf Editor

WARHAMMER 40,000

STORMCLAW

The Sanctus Reach campaign continues and the Space Wolves arrive in the new Stormclaw boxed set. While Logan Grimnar leads the main force to relieve Sacred Mountain, Wolf Lord Krom Dragongaze and his warriors must hunt down the resurgent Grukk Face-rippa...





Alaric Prime is a planet sundered by war as the Orkish hordes assail the last major bastion of resistance, Sacred Mountain. Many Imperial Knights lie fallen and the strength of the Cadian regiments is all but spent, and yet all hope is not lost, for the Space Wolves, the hounds of the Emperor's justice, have arrived to smash the greenskins once and for all. It falls to the fearsome Space Wolf Lord Krom Dragongaze to lead the second wave of the Space Wolf offensive, and a chance encounter reveals that rumours of Gruk Face-rippa's death were exaggerated. The field is set for an epic clash between two mighty heroes.

Stormclaw is the second instalment in the Sanctus Reach Campaign, and follows the events of The Red Waaagh! Not only does it contain two forces for you to use in your games – Orks and Space Wolves, each led by a brand new plastic character models, Grukk and Krom – but also includes a Campaign Supplement and a small format copy of Warhammer 40,000: The Rules.

Opening Stormclaw you are assailed by a mighty collection of miniatures, Grukk's Rippin' Krew for the Orks and Fierce-eye's Finest for the Space Wolves. The Orks get five Ork Nobz, three Killa Kans, 10 Gretchin (and their Runtherd) and Grukk Face-rippa himself. The Space Wolves side of the set is no less impressive, giving you five Wolf Guard Terminators, five Grey Hunters and five Blood Claws, all led by Wolf Lord Krom Dragongaze. Both of these selections have the makings of a brilliant force for either army, and their appeal is only increased by the Campaign Supplement detailing the confrontation between Grukk and Krom as they clash near the ill-fated Fortress 26. It contains a heady mix of fiction, three scenarios and all the rules and statistics you need to use the models in your games.

It's a very comprehensive booklet, and my favourite aspect is that each of the units contained in the box is described in greater detail within it – so you're not just building Blood Claws, you're preparing to unleash Egil Bloodfist's pack, and having read the story in the Campaign Supplement, you'll be champing at the bit to get them into battle.

The box also contains Warhammer 40,000: The Rules, a complete small-format paperback rulebook. This is a tremendously useful accessory for your games, and has all the information you need to play the Stormclaw campaign. AT



Above - Within Stormclaw you get two books, Warhammer 40,000: The Rules and Sanctus Reach: Stormclaw, the Campaign Supplement. There are also two handy instruction guides, to help you get your models put together correctly.



Above, left - The Campaign Supplement explains the imagery and heraldry of the two forces.

Above, right - The pivotal scenes of the fight between Grukk and Krom are retold in an exciting campaign.



Above - The full rules for all of the participants are found in the supplement book, including a datasheet to use each force as a cohesive formation.

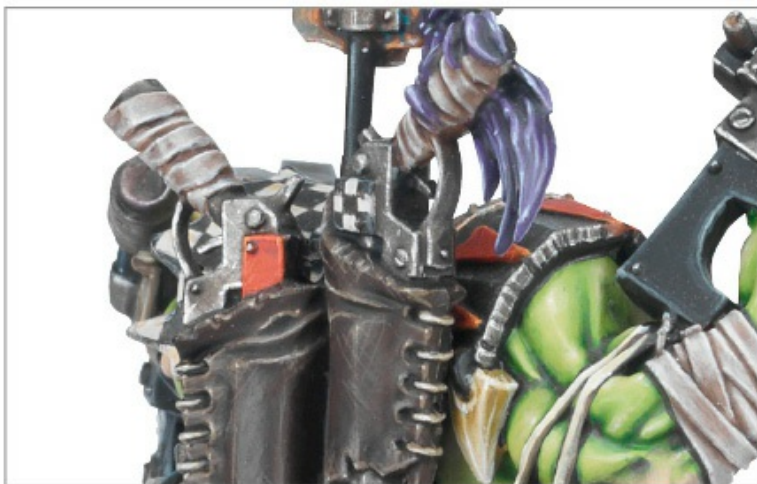
GRUKK FACE-RIPPA



Grukk Face-ripper is the rampaging menace at the head of the Red Waaagh!, a Warboss so brutal and bloody-minded that he has dragged his boyz across the stars on a gore-splattered killing spree. Thought slain in the early stages of the fighting in Sanctus Reach, Grukk has returned and the Red Waaagh! rumbles on.

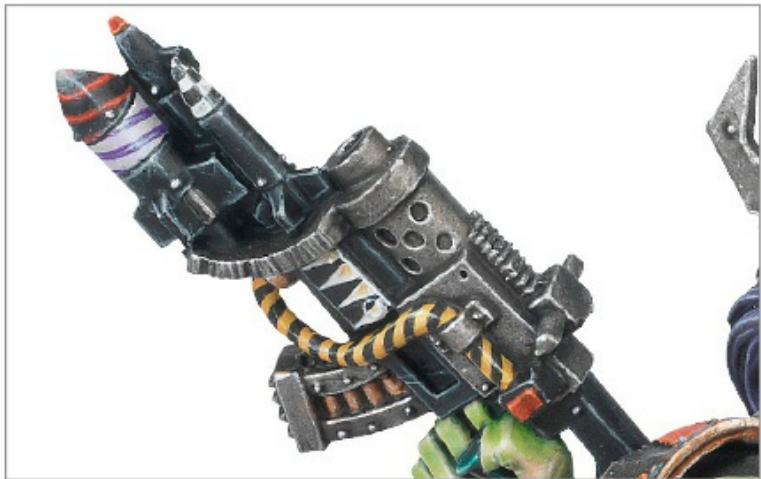
This new Grukk miniature is an impressive model, towering over the Nobz in the Stormclaw boxed set, hung with teef showing his wealth, spare shootas on his back and a boss pole with a traditional 'boss fist' clutching the horns associated with the Goffs clan. Crudely grafted onto Grukk's left arm is da Git-ripper, a meaty power klaw with a serrated buzz saw that has earned Grukk his macabre moniker.

Leaping forwards on the front of Grukk's base is quite the scariest, most berserk Squig I've ever seen. The last mention, however, has to go to Grukk's face: in the story he is described as a raging, frothing killer, and his fanged maw and wild eyes convey this beautifully. AT



Above, left - Grukk's attack Squig, an insanely vicious critter with jaws wide enough to bite a Guardsman in half.

Above, right - Grukk is never short on dakka. He keeps a spare pair of shootas on his back 'just in case'.



Above, left - A kombi-rokkit launcha gives Grukk some much needed firepower.

Above, right - The face of death! Grukk isn't known for his subtlety or kunnin', in fact he's an out-and-out maniac on the battlefield. The only thing that keeps him in the fight is that he's got the muscle, and savagery, to back up his bloody-minded ways.

KROM DRAGONGAZE



Krom Dragongaze is a Wolf Lord of the Space Wolves Chapter, one of 12 legendary warriors who lead the Great Companies into battle. Notoriously violent and possessed of a short temper, Krom has been known to let his anger govern his reason. Thankfully for Krom, his skill in personal combat and the glory he has accrued from his service to the Chapter more than makes up for any doubts Logan Grimnar might have over 'Fierce-eye'.

Clutching a rune-carved frost axe and an ornate bolt pistol, Krom Dragongaze is a lord among men. Upon his back is a wolf-skull totem and his cloak is trimmed with furs. This miniature is inspired by a classic Dave Gallagher illustration and it evokes Krom's notorious rage brilliantly: his lips drawn back in a howl, wolf fangs bared. All of this combines with a dynamic pose, accentuated by his windswept cloak and outstretched arm clutching Wyrmlaw, perfectly capturing the Wolf Lord's ferocious might and his occasionally wild, unpredictable savagery. AT



Above, left -Krom's armour is a one-of-a-kind masterpiece with gilt edging. He wears a Belt of Russ at his waist, a potent ward against enemy attacks.

Above, right -The vents on Krom's backpack are a pair of stylised wolf heads. Note the intricately textured fur trim for his cloak.

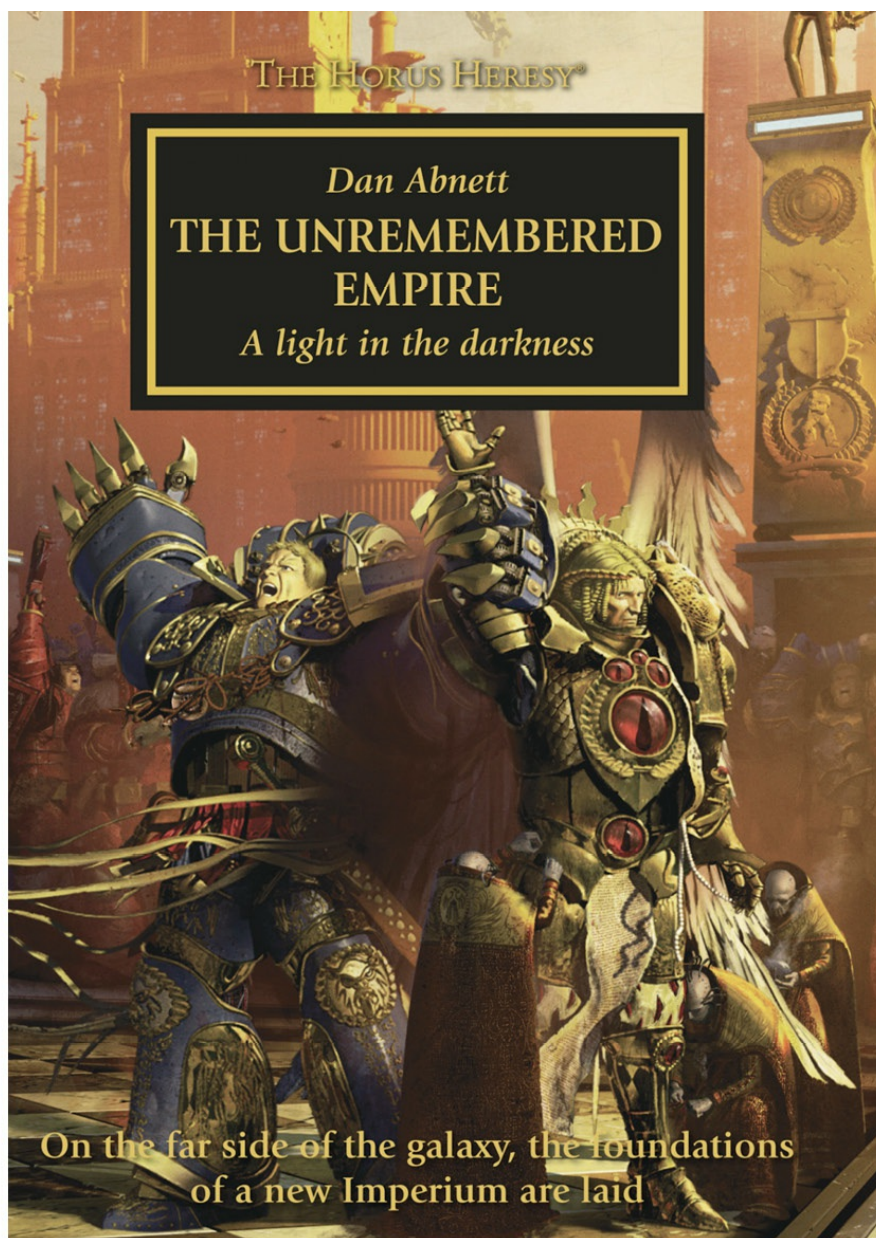


Above, left -'Fierce-eye' stares down the sight of his bolt pistol, his eye narrowed as he takes a shot.

Above, right -Krom's axe is Wurmclaw, a relic of the Fang. It is said that the blade has a razor-sharp edge that can never be dulled.

THE UNREMEMBERED EMPIRE

The galaxy is in flames and the future is uncertain, so Guilliman embarks on a plan of his own.



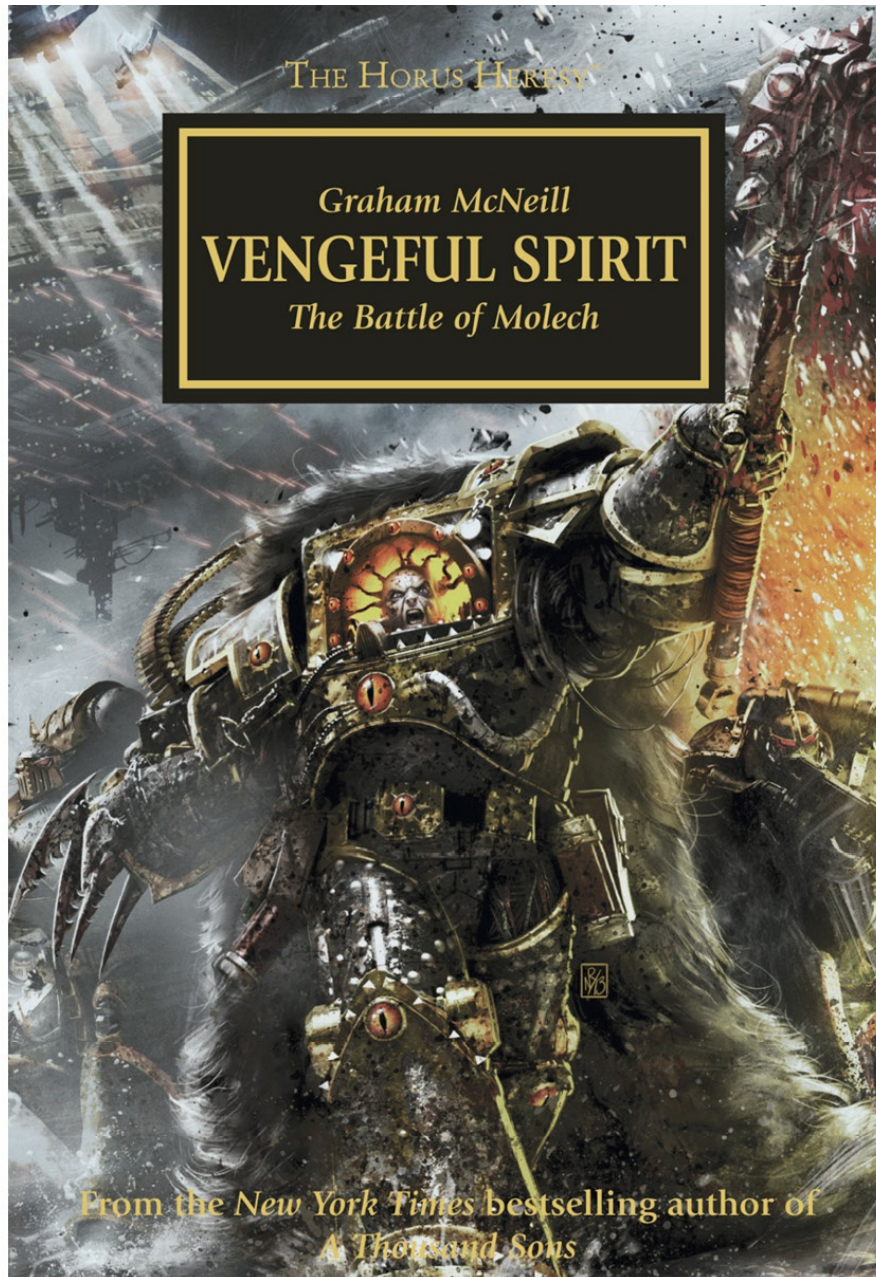
On the far side of the galaxy, the foundations of a new Imperium are laid

With news of Horus's betrayal spreading far and wide, Calth assailed by the Word Bearers and much of the galaxy cut off from Terra by Warp Storms, confusion reigns. Against this tapestry of duplicity and distrust, Roboute Guilliman hatches a plan to ensure the survival of the 500 Worlds of Macragge. But as more souls are drawn to the light of his empire, not all welcome the machinations of the Avenging Son. Before the tale is done, more than one of the Emperor's Primarchs will have their say.

The Unremembered Empire is rife with revelations and makes clear a growing conspiracy. Within it Dan Abnett shines a light on a most fascinating period of the Heresy – just what was Guilliman up to? It's all here, now in paperback format. AT

VENGEFUL SPIRIT

The Knight World of Molech is the next target in the Warmaster's inexorable march on Terra.



The Sons of Horus face a stern test as they find themselves arrayed against the defenders of Molech, a Knight World and a crucial target for Horus's grand designs. But Horus isn't the only commander with plans, and other forces have designs of their own, all of which will be played out before the Vengeful Spirit, Horus's grand battle barge, continues on its course. As the Sons of Horus unleash Astartes war upon the Imperial Knights, shadowy

forces promise to turn the course of the entire Heresy with a bold plan.

Vengeful Spirit is now available as an unabridged audiobook, giving you a massive 16 hours of listening squeezed onto 14 CDs. You could paint an entire army while listening to that. AT

FORGE WORLD

MORTARION THE REAPER

Mortarion is the master of the Death Guard Legion, a tall and foreboding lord who is as grim and uncompromising as the warriors he commands. Armed with his massive two-handed battle scythe, Silence, Mortarion is the unstoppable bringer of death.



Mortarion was ever the most dour and taciturn of the Emperor's Primarchs, a grim warrior raised on a cruel, uncompromising world. Even before he was granted command of his Legion, Mortarion had become a supernal warrior with implacable determination. When the first blows of the Heresy were struck, the Pale King was in the midst of the treachery.

Mortarion the Reaper depicts the lord of the Death Guard in all his panoply of war. He is clad in the Barbaran Plate, fused power armour bound with arcane technology from his home world of Barbarus. Mounted upon his back, Mortarion wears a breathing apparatus of hissing pipes and vents, which synthesises the toxic air of Barbarus. Mortarion clutches his signature weapon, Silence, a giant man-reaper, another relic of his past shrouded in half truths. AT

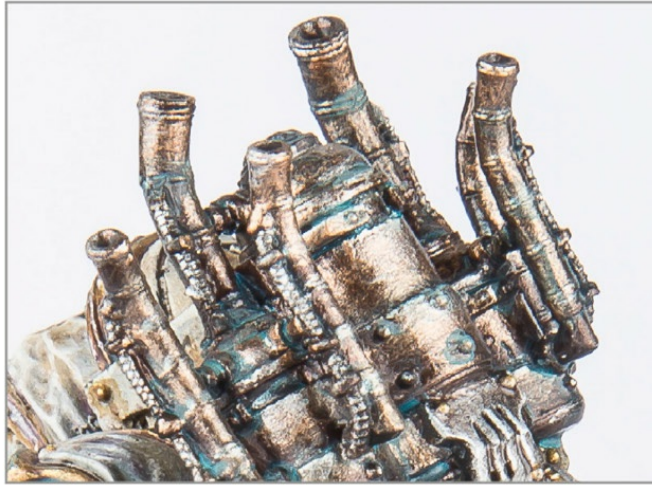
Forge World produce highly detailed resin models from the worlds of Warhammer and Warhammer 40,000. Visit www.forgeworld.co.uk to learn more.



Above - Beneath a tattered hood, Mortarion's gaunt, lined face can be seen; his eyes are sunken and his cheeks sallow from a life of exposure to the corrosive air of Barbarus.



Above - Upon his shoulder Mortarion wears the icon of the Death Guard.



Above - Mortarion is surrounded by a billowing cloud of corrupted air, emitted from this arcane device.

THE RULES OF ENGAGEMENT

Following on from last month's column on using playing cards to represent the Fog of War, Jervis moves on to look at Battlefield Stratagems and Events...



Jervis Johnson is the beating heart and improbably tall figurehead of the rules team, and over his many millennia with Games Workshop he's had a hand in the design of most of our classic games.

In my last column, I looked at how a humble pack of playing cards can be used to add interest and variety to the games you play. That column used cards to modify and expand the way you select and deploy an army. In this column, I'm going to look at how you can use a pack of playing cards to add random events and stratagems to your games.

To use the rules you will need a 'standard' pack of 52 playing cards. The following rules are written exclusively for Warhammer, mainly because there isn't enough space to cover all of our game systems. Fortunately it is very easy to convert the following rules for our other games, and I know that you are creative and imaginative enough to do just that!

Over the years I've used a variety of rules similar to the ones that follow to add spice to my games. If you've read any of the background stories for our games, you will know that

all kinds of extraordinary things can happen during a battle. Reinforcements can arrive unexpectedly, units can be inspired to fight with unexpected ferocity, and cunning ploys can turn the tide just when it seemed all was lost. I love including things like this when I play – it just makes them feel more ‘real’ – and by using the following rules you can include them in your games of Warhammer, too.

But enough chit-chat, onto the rules...



BATTLEFIELD STRATAGEMS & EVENTS

Before starting a game of Warhammer, agree with your opponent if you will use the following rules for Battlefield Stratagems and Events. If you decide to do so, you will require a standard pack of 52 playing cards. (Take the Jokers out, as you won't be needing them.)

After setting up the battlefield, but before the armies have deployed, you must split the pack of cards into two decks. One deck must contain all of the honour cards (i.e. the Jacks, Queens, Kings and Aces), and is called the Battlefield Stratagems deck. The other deck contains all of the remaining number cards (i.e. the 2-10s), and is called the Battlefield Events deck. Shuffle both decks and place them face-down beside the battlefield.

BATTLEFIELD STRATAGEMS

Next the players must each draw a card from the Battlefield Stratagems deck. This can be done before the armies deploy, and can be done in any order you like (roll off if you can't agree which player will draw first). The players can look at the card they have drawn, keeping it secret from the opposing player. If a player doesn't like the card they have drawn, they can discard it face-down and take a replacement card from the deck. The replacement card cannot be discarded.

Each Battlefield Stratagem card has an associated special rule that it allows the player to use (see Stratagems, below). The player can keep the card secret and reveal it at the appropriate time to carry out a Battlefield Stratagem. Once the card is used, it is discarded and the player cannot use it again. Note that the card is not replaced in the deck after it is used, nor does the player draw another card.

BATTLEFIELD EVENTS

At the start of each player turn, the player whose turn is taking place must take the top card from the Battlefield Events deck. It must be revealed immediately and the associated random event carried out (see the list of Events below).

STRATAGEMS

Each card has a particular Stratagem associated with it. Look up the card's suit and face value in the following list:

Clubs

Jack: Strategic Withdrawal. Play this card after deployment but before the first turn. Any units in your army may make a move straight back a number of inches up to their Move characteristic. Units that make this move cannot wheel, reform or march, and must end up further from all enemy units than they were at the start of the move.

Queen: Forced March. Play this card at the start of your first turn. Your units may march at triple their movement rate rather than only double in that turn.

King: Outflank. Play this card when you start deploying your army. Any of your fast cavalry, fliers, and mounted or flying characters can enter as reinforcements from a neutral table edge at the start of your second turn, instead of deploying normally. Write down which units are outflanking and which edge they will enter from before deployment. All must enter from the same table edge.

Ace: Ambush. Play this card when you deploy your army. You may deploy one infantry or cavalry unit plus any attached characters as if they had the Scout rule. Roll a D6 for the unit after deployment. On a roll of 4+ it may declare charges on the first turn.

Diamonds

Jack: Local Scouts. Play this card before your army deploys. Secretly roll for each piece of mysterious terrain, noting down the result. Reveal the information the first time the terrain is entered. In addition, you can re-roll any failed Dangerous Terrain tests.

Queen: Household Standard. Play this card immediately after deploying a unit in your army. If the unit has a standard bearer, you can give the standard bearer a Magic Standard worth D6x10 points, even if they are not usually allowed to take Magic Standards. The Magic Standard does not count towards the points limit of your army or towards the points value of magic items that the standard bearer can take. It can allow the standard to have two Magic Standards, in which case it receives the benefits of both items.

King: Magic Potion. Play this card after both armies have deployed, and before the first game turn begins. D3 units in your army are allowed to drink from a cauldron filled with a mysterious magic potion. Each such unit has one randomly chosen characteristic increased by +1 point for the duration of the battle. Determine which characteristic is increased separately for each unit.

Ace: Family Heirloom. Play this card when you deploy your army. Give one character a magic item worth D6x25 points, in addition to any other magic items the character can take. The item does not count towards the points limit of your army or towards the points value of magic items that the character may take. It can allow the character to have two magic items of the same type.

Hearts

Jack: Propaganda. Play this card at any time. After it is played, the opposing army general's Leadership characteristic is reduced by 1 point for the remainder of the battle.

Queen: Household Guard. Play this card when a non-character unit from your army is about to attack (in Shooting or Close Combat). All non-character models in that unit add 1 to the Weapon Skill and Ballistic Skill characteristics on their profile for the remainder of the battle.

King: King's Champion. Play this card when a character model from your army – apart from the army general – is about to attack. The chosen character adds 1 to the Weapon Skill, Ballistic Skill and Attacks characteristics on their profile for the remainder of the battle.

Ace: Reinforcements. Play this card at the start of any of your turns. One unit from your army that has been completely destroyed returns to play at full strength. The unit enters as a reinforcement at any point on the table edge of your deployment area.

Spades

Jack: Traps. Play this card when an enemy unit finishes a move in your deployment area. All models from that unit must take Dangerous Terrain tests.

Queen: Feigned Retreat. Play this card when the enemy player successfully completes a charge on a fleeing enemy, or if an enemy pursuit roll is high enough to catch a fleeing unit. The unit immediately rallies and can then reform. The enemy unit must then complete its charge or pursuit move and move into contact with your unit.

King: Steal The Initiative. Play this card at the start of any game turn. You may choose whether you move first or second in that turn. This new order of play applies for the remainder of the battle.

Ace: Assassin. Play this card before the enemy army deploys. Roll a D6. On a roll of 4 or more the opposing general loses 1 wound, with no armour save allowed. On a roll of 2-3 one randomly selected unit champion in the opposing army is slain (if there are no champions, count this as a result of 4 or more). On a roll of 1, the assassin fails and nothing happens.

EVENTS

Each suit has a particular Event associated with it; all cards taken from that suit will trigger the same event, as described in the following list:

Clubs: Battle Fury

The player that drew the card must immediately place it beside a friendly unit. The player can use the card in either the Shooting or Close Combat phase when the unit attacks. If the card is used, the player can re-roll a number of To Hit rolls equal to the value of the card for attacks made by models in the unit. The card is then discarded.

Diamonds: Replacements/Stragglers

The player that drew the card must immediately play it on a friendly unit. The unit recovers a number of wounds equal to the value of the card, in the manner described for the Regrowth spell from the Lore of Life (see the Warhammer rulebook). The card is then discarded.

Hearts: Inspiration/Intimidation

The player that drew the card must immediately place it beside a unit (friend or foe). For the rest of that turn, the Leadership characteristic for all models in the unit is equal to the card's value rather than the value listed on their profile. At the end of the turn the card is discarded.

Spades: Rough Going

The player that drew the card must immediately place it on the battlefield, on open ground, and more than 1" away from any models (friend or foe). For the rest of that turn, any model that moves even partially over the card must subtract the value of the card from the distance it can move. If this would reduce the model's move to zero or less, then

the model cannot move over the card. At the end of the turn the card is discarded.

VARIANTS AND OPTIONAL RULES

And that, in a nutshell, is that. However, there are a couple of variations you may want to try after you have used the standard rules in some games.

More Stratagems: If the players wish, they can agree to increase the number of Battlefield Stratagem cards that they draw, for example to 2 or 3. If you do this, then a player can use any and all of their cards during the course of the battle, but can only use each card once. They can discard and replace a maximum of one of the cards that they have drawn.

Picked Stratagems: Instead of taking only one Battlefield Stratagem card, each player draws five, and then keeps one of the five cards chosen, discarding the rest. If this option is chosen you cannot discard and replace a card.

Picked Events: When the Battlefield Events deck is set-up, draw three cards from the deck and place them in a row face-up beside it. In their turn, the player picks one of the events and carries it out. The card they chose is discarded and replaced with a new face-up card.



STORMCLAW

The battle for Sanctus Reach continues as Gruk Face-ripping and Krom Dragongaze clash on Alaric Prime. Inspired by the narrative account in the Stormclaw boxed set, Adam Troke and Andy Keddie decided to play their way through all of the scenarios.



Last time Adam and Andy matched wits across a gaming table, Adam was roundly thrashed. This week they return with the three Stormclaw scenarios.

Stormclaw tells the rip-roaring story of Gruk Face-ripping and Krom Dragongaze as these two titanic warriors clash in a series of increasingly violent encounters. To accompany the tale there is a trio of missions based around the key events, which can be played out using the models found in the box set. Each mission includes a description of the scenario as

well as a list of all the warriors that take part in it. There is also advice on setting up the battlefield and clear victory conditions to determine which side wins the game. All you need is the models from the box and a board to play on.

The action in Stormclaw starts with Krom and his warriors racing to reinforce the Cadian-held Fortress 26, aboard the Thunderhawk Gunship Vengeful Howl. The Space Wolves' rescue effort is cut cruelly short, however, as anti-aircraft fire tears their craft from the sky, leaving it stricken in the sulphurous mists of an acid-wood.

Leaving Hengist Ironaxe's Grey Hunters behind to guard the ruined Thunderhawk, and an Ironpriest toiling to get it airborne once more, the vengeful Wolf Lord stalked off with the rest of his warriors to bring what aid they could to the beleaguered Fortress 26. Krom could not have known that the chance shot that tore his Thunderhawk from the skies was the work of Gruk Face-rippa, who was readying a war party of his own to attack the Space Wolves' crash site and claim the wreckage for himself...

The stage was set for a clash between the Wolves of Fenris, controlled by Adam, and the Scourge of Sanctus Reach, under the command of Andy – and there could be only one victor!

MISSION 1: GREEN TIDE, GREY FOG

As the Grey Hunters patrol the Thunderhawk's crash site they are startled by the green-flare of an Orkish tellyporta. Gruk and his Boyz have come to claim the stricken Vengeful Howl for scrap. Outnumbered and facing the wrath of Gruk himself, the Space Wolves must escape before they are all wiped out.

Space Wolves: Hengist Ironaxe's Grey Hunters.

Ork: Gruk Face-rippa, Skrak's Skull-Nobz and Rustgob's Runts.

The scenario starts with the Grey Hunters in the centre of the battlefield. To win, the Space Wolves need to escape before they are wiped out. Gruk and his Boyz all arrive by Deep Strike before the first turn begins. Andy had hoped to be able to cut off the Grey Hunters' escape route, but the scatter dice were cruel, and both Gruk and his Nobz Mob deviated awkwardly away from Andy's planned landing zone.

No sooner had the lambent glow of the Orks' tellyporta attack begun to fade than the Space Wolves leapt into action. Rather than fleeing and risk the Orks cutting off their escape, Hengist saw a chance to cripple Face-rippa's plans. Adam had his Grey Hunters stalk towards Gruk and unleash everything they had at the solitary Ork Warboss. Despite Gruk's legendary durability, the salvo of plasma gun fire and bolter rounds pounded the Ork like a blacksmith's hammer. Blown from his feet, Gruk was lost from sight.

Stunned by Adam's cheeky gambit, Andy reacted by hurling his Gretchin against the

Space Wolves and, in a spot of luck of his own, the plucky Grots shot down two of the Space Marines, their enthusiastic shooting finding eye-lenses and seals where their crude bullets could bring down a pair of Space Marines. Not sparing a moment, Rustgob led his runs against the Grey Hunters in an assault. If it had worked, Andy might have held them up long enough for Skrak's Skull-Nobz to arrive. Unfortunately, Hengist's men easily cut down the Grots and used the chaos of the carnage to escape into the gloom.

SPACE WOLF DEBRIEF

Adam: Considering the mission was so short, it was great fun. The random nature of Andy's Orks entering play meant it was hard for his greenskins to trap my Grey Hunters completely, and when they arrived I could see a clear escape route – through Gruk.

In Stormclaw, the character of the different heroes really comes through, and I wanted to play with Hengist and his Grey Hunters in a way that reflected that. In the story, they are hard as nails so I wanted to take the fight to Gruk rather than sloping away with my tail between my legs, so to speak. Notch one up for the good guys: Gruk was last sighted face down in the mud and Hengist and his men have escaped. Bring on Fortress 26 –we'll have these Greenskins swept off Alaric Prime in a jiffy.

ORK DEBRIEF

Andy: The randomness of this mission, combined with the amount of time it took to play, means that this mission can be played again and again – and I'd love to do just that. Next time I'd space my models differently as they Deep Strike to try and cut off the Space Wolves' retreat.

For me the highlight of the game was watching the Grots take the fight to the Space Wolves – sure, they didn't win but we didn't expect them to. We also didn't expect them to gun down two Space Marines, and that was very gratifying.

Right now though, I'm looking forwards to revenge – the Space Wolves might have out shot me, but just wait until the rest of my Orks get into combat.



MISSION 2: FORTRESS 26

While Grukk's lads are attacking the crashed Thunderhawk out in the acid-woods, Krom has led his Wolf Guard and Blood Claws to reinforce Fortress 26. Rather than Cadians manning the walls, they find a fortress fallen to ruins and overrun by Greenskins. With no time for a more complicated plan, the Space Wolves attack!



Space Wolves: Krom Dragongaze, the Fierce-eye's Wolf Guard and Egil Redfist's Blood Claws.

Ork: Rustgob's Runts and Krumpa's Killa Kans (used as three separate units).

In this scenario, Krom and his warriors must capture Fortress 26 from the greenskins looting it. Each player scores 1 Victory Point for each unit they destroy, but the Space Wolves must score 4 more Victory Points than the Orks to win the battle. The Blood Claws start in reserve.

Approaching the battered walls of Fortress 26, Krom ordered his Wolf Guard forward to engage the nearest Killa Kan lurking in the ruins, while he charged headlong at another. The Blood Claws were in reserve, diverted from the battle to deal with the anti-aircraft gun that felled Vengeful Howl.

Undaunted by the Space Marines flooding into the compound, the greenskins ceased their looting and turned to face their foe. Andy wasted no time closing in on the Space Marines, the Killa Kans pouring out shots from crude but deadly weapons. The grotzooka on one

Kan was incredibly frightening as it pounded the Wolf Guard, engulfing them in flames and shrapnel. Lesser warriors would have been cut to ribbons, but the protection offered by their Terminator armour meant they emerged completely unscathed.

In retaliation, Beoric Winterfang and his Terminators slammed into it, the terrified Gretchin failing to hit with its scything kan claws before the Wolf Guard armed with a chainfist cut it in half in a shower of sparks.



No sooner had the Killa Kan been destroyed than a replacement lurched back into the fray, lobbing another salvo at the Terminators that finally felled one of the Wolf Guard. The other Kans added their fire, as did the Gretchin scrambling through the ruins, but their efforts had no noticeable effect.

Howling for revenge at the loss of a pack brother, the Wolf Guard stormed further into the fortress and attacked a second Killa Kan, killing it but losing another squad member in the duel. Not to be outdone by his warriors, Krom hurled a krak grenade at another Kan, critically damaging it.

By this point, Andy realised that Adam's Space Wolves had split up from each other and over-extended themselves, so he took advantage and overran the remaining Terminators with Rustgob's Runts and yet another Killa Kan. While the Orks were receiving constant reinforcements, every Space Wolf loss was keenly felt by Adam. In the melee, Beoric clove the insolent Runtherd's head off with a sweep of his frost blade, but his remaining battle brothers were destroyed by the Kan's huge kan klaw.

Outraged that his men were falling around him, Krom leapt over a stack of abandoned crates to plunge Wyrmcclaw into the damaged Killa Kan, but he mistimed his swing, and was swatted to the ground with brutal power.

At last the Blood Claws arrived on the scene, and though their numbers would enable them to drag away the bodies of their fallen allies, they were far too late to win the battle. Andy grinned as his Killa Kans hunted down Beoric Winterfang and bludgeoned him into the dust. They also blazed away at the Blood Claws, cracking armour, but not killing them. Egil and his hot-headed warriors managed one last charge, driving off another Mob of Gretchin before the order to retreat was sounded. Not only had the Space Wolves failed to clear Fortress 26 of greenskins, but they had been sorely bled in the effort.

SPECIAL RULES

The Studio rules guys have done a splendid job of fine-tuning these scenarios to make them tense and exciting. In Mission 2: Fortress 26, the Orks seem woefully outnumbered and outgunned, but both the Gretchin mob and the Killa Kans can 'recycle' into play: if the Space Wolves completely wipe out a unit, it can re-enter play in the next Ork turn.

Furthermore, in this scenario the Killa Kans don't play as a mob, but rather as three separate Kans – this gave the greenskins the tactical flexibility they need to become a real menace to the Wolf Guard. The fight for Fortress 26 is an absolute nail-biter.

SPACE WOLF DEBRIEF

Adam: Well that could have gone better... The Wolf Guard were great throughout the game and died hard against the Killa Kans and Grots, but in the end the numbers Andy brought to bear against me were simply too much – the scenario was really tense, in a good way, as waves of stompy killers and gibbering Grots flooded into the ruined fortress.

I think the nail in the coffin for my plans was the late arrival of the Blood Claws – they failed to show up until Turn 4, by which point Krom was Kan-fodder and poor old Beoric was doomed too.

I loved how the story unfolded. Each character had his moment: Beoric was every inch the hero, and the Blood Claws arrived just in time to retrieve the injured. There will be a reckoning.

ORK DEBRIEF

Andy: I agree with Adam, this scenario was brilliant, tense and the final result in our game was balanced on a knife edge. When you are fighting a game with such small numbers, each dice roll is critical and every decision has a big impact on the outcome of the battle.

My favourite thing about the way the mission played out was that it encouraged me to play in a very 'Orky' way, hurling Gretchin and Killa Kans into the fight with no regard for their lives, but knowing that if you can get enough bodies into the melee, eventually you'll win out.

The score's even now after two games – next round decides everything. The winner takes all on Alaric Prime...

MISSION 3: GOFFTOWN

After the first two encounters, both sides are bloodied, but their resolve remains unbroken. While Gruk's minions toil away making him new weapons, Krom leads his warband to the Ork's stronghold, determined to purge Gofftown and slay Gruk once and for all.



Space Wolves: The Fierce-eye's Finest (Krom Dragongaze, the Fierce-eye's Wolf Guard, Hengist Ironaxe's Grey Hunters and Egil Redfist's Blood Claws).

Ork: Grukk's Rippin' Krew (Grukk Face-rippa, Skrak's Skull-Nobz, Rustgob's Runts and Krumpa's Killa Kans).

In Gofftown, the Space Wolves and Orks will settle the score once and for all. Each side scores 1 Victory Point for each enemy unit they kill, with a bonus D3 points if they can kill the enemy leader in a duel with their own.

The game started with Adam's Space Wolves advancing cautiously onto the battlefield, with not a single Ork in sight. Andy had chosen to use the special rule given to Grukk's Rippin' Krew, keeping all of his models in reserve for a Tellyporta Attack. When it came, the Orks hit like thunder, Andy's greenskins descending as one. Grukk and his Nobz landed right in between Krom Dragongaze and the Blood Claws and Hengist Ironaxe's Grey Hunters, and the Killa Kans and Grots arrived mere inches behind him. In a blazing salvo the Orks opened fire, shootas, grot blastas and heavy weapons from the Killa Kans battering the Blood Claws, but only managing a single kill.

If Grukk's arrival had been shocking, the Space Wolf counter attack was more so, as the Wolf Guard strode towards Grukk and his Skull-Nobz, blasting them with their bolters. Two Nobz were blown apart in grisly explosions, the veteran Space Wolves strafing the Orks with practised ease. Inspired by their accuracy, the Blood Claws and Grey Hunters joined in the shooting, plasma gun shots and frag grenade blasts slaughtering the last three Nobz and leaving Grukk all alone. With a howl the Blood Claws charged, Egil Redfist and Krom himself leading the pack. Defiant, Grukk gestured a crude challenge to Krom that the Wolf Lord readily accepted. As glittering frost axe and power klaw struck both mighty Champions fell, leaving the Blood Claws stood over the prone forms of Krom and Grukk.

Adam and Andy were both euphoric at the outcome – Adam had just ripped the beating heart out of Andy's army by killing the Ork Warboss, but Grukk had taken the mighty Space Wolf Lord kicking and screaming down with him. Even better for Andy, when the players rolled their D3 for the bonus Victory Points, he scored 2 to Adam's 1. The fight wasn't over yet.

Bereft of their leader, the remaining Greenskins surged into the fight, determined to tip the tide of the battle in their favour with one last effort. The Killa Kans attacked the Grey Hunters, gunning one down with their grotzooka before slicing three more apart with their buzzing kan claws. Only the pack leader, Hengist, remained. Bellowing his hate at the xenos-filth as he hacked apart a Kan with his power axe before realising that discretion was the better part of valour, Hengist fell back, outpacing the Killa Kans for long enough for the Blood Claws to despatch Rustgob's Runts in a welter of bloodshed

and rush to his aid.

As the Wolf Guard peppered the flanks and rear of the Kans, Hengist and Egil hurled krak grenades at the battered walkers scoring devastating hits that blew off limbs and left the Kans reeling. A Blood Claw clutching a plasma pistol made the killing shot, putting down the final panicking Killa Kan with a blast that passed easily through the armour plating and dropped the walker like a dead grox.

And suddenly, the battle for Gofftown was over, the only sound the revving of chainswords and the howling wind. The Space Wolves had won the day. AT

SPECIAL FORMATIONS

As well as datasheets for the different models in Stormclaw there is also a formation datasheet for each force – Grukk’s Rippin’ Krew and Fierce-eye’s Finest. These let you use all the models from one faction as a group and gain serious advantages.

Fierce-eye’s Finest hunt as a pack, and once one unit in the formation has shot at or charged an enemy, successive units in the formation who choose the same target re-roll failed attempts.

Grukk’s Rippin’ Krew have access to Grukk’s tellyporta array, which means they can begin the game in reserve and then Deep Strike into play in the first turn if they wish – which Andy simply couldn’t resist trying out, as you see in Mission 3: Gofftown.

SPACE WOLF DEBRIEF

The final fight was short and very bloody – Andy’s all-or-nothing attack on my Space Wolves was terrifying and I can imagine that being able to Deep Strike a force such as Grukk’s Rippin’ Krew into battle as part of a larger battle would be very powerful indeed.

What I found very interesting was just how effective Fierce-eye’s Finest were as a formation – the special rules they gain were brilliant (the ability to concentrate their firepower on a single target was invaluable), and having battled through two previous missions I really felt like I knew the members of the warband really well. The upshot of all of this is that I need to collect and paint some for myself. My Dark Angels are about to get some unexpected allies.

ORK DEBRIEF

Andy: Well, I tried to play in an Orky way by having Grukk and his Boyz tellyport right in front of the Space Wolves battle line. Had the dice been kinder when I arrived and unleashed the firepower of the Skull-Nobz and Killa Kans in my first turn, I could have crippled the Space Wolves advance before they had a chance to bring their own firepower to bear. The outcome of the whole battle might have been different... but it wasn’t.

I can’t complain, though. Grukk and his Boyz went down taking the fight to the Space

Wolves and Adam knows he was lucky to get away with it.

The Killa Kans were the men of the match for me, and I'll be adding some more of them to my own Ork army – starting with the three that come in Stormclaw (and maybe a few more to boot).



PAINT SPLATTER

Paint Splatter provides tips and handy hints for painting the latest releases. This week, we turn our attention to the heroes of Stormclaw: Krom Dragongaze and Gruk Face-rippa.



GRUKK FACE-RIPPA

With Stormclaw released this week, we decided it would be great to show how to paint the stars of the boxed set, Krom and Gruk, so we asked Studio army painter Chris Peach to tell us how he painted these brilliant new models.

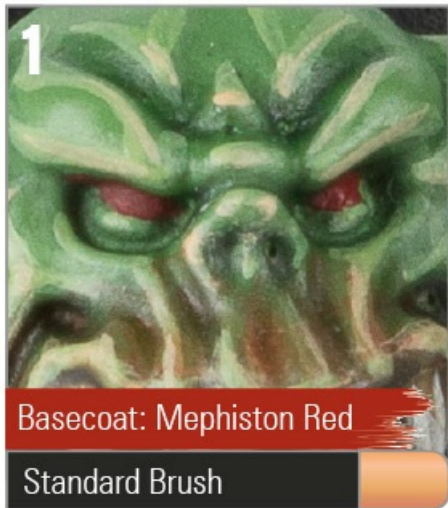
Chris: Gruk is a stereotypical Goff Warboss. I've painted him in dark tones so the black, white and red clan colours really stand out. Generally speaking with Gruk there are no complicated tricks to worry about. Gruk is a straightforward Ork Warboss, and you paint him in a straightforward way. The one big tip is to make sure you apply careful basecoats first and then neatly layer on top. You don't need to be an elite painter to make this look good either, just take your time and you'll get good results.

I went the whole hog on Gruk's skin, with a Carroburg Crimson glaze over the lips and a final highlight of Kislev Flesh to really make it stand out. If you use these guides on the rest of your models you can always leave off a stage or two from the skin painting for the other models in the set anyway, so you might skip stages six and seven – it doesn't matter if his Nobz don't have skin that is quite so fancy, since they're not the boss of the Waaagh!, are they? Of course, if time is no issue and you want to get the best possible results, go crazy.

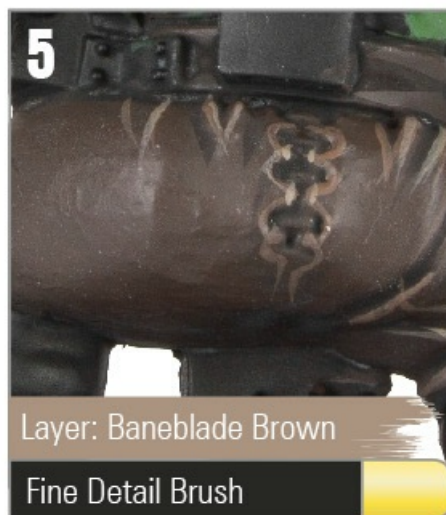
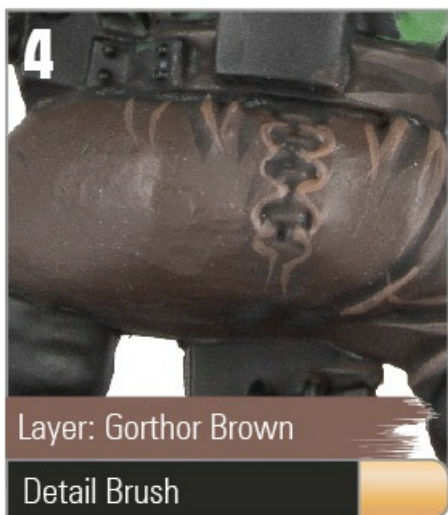
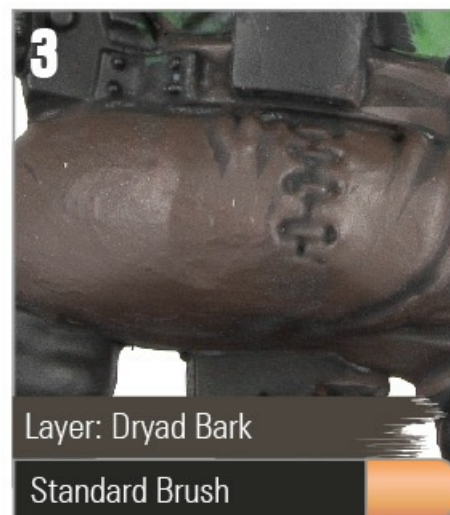
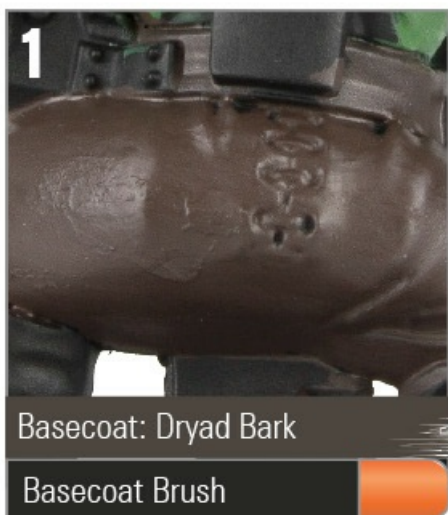
GRUKK'S FLESH



GRUKK'S EYES



TROUSERS



SQUIG FLESH



TEEF



GOLD



BLACK



PAINTING THE REST

All the techniques used on these models can be applied to the other miniatures in the box too, so you can use the same tips for painting Ork skin on the Skull-Nobz and Grots, and the same guides for the armour on all of the Space Wolves.

KROM DRAGONGAZE

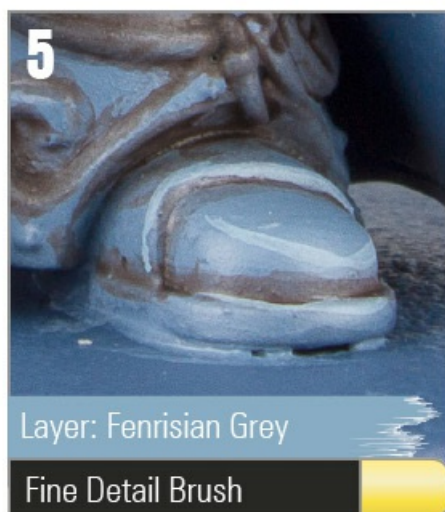
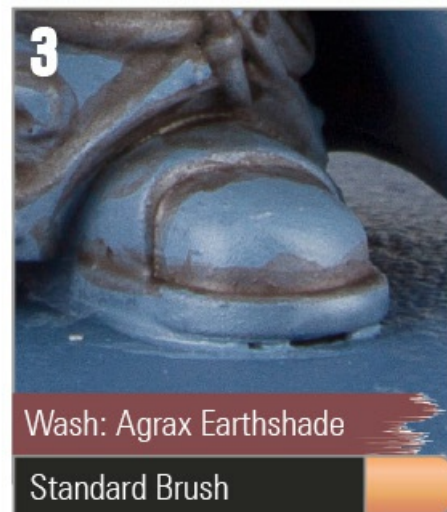
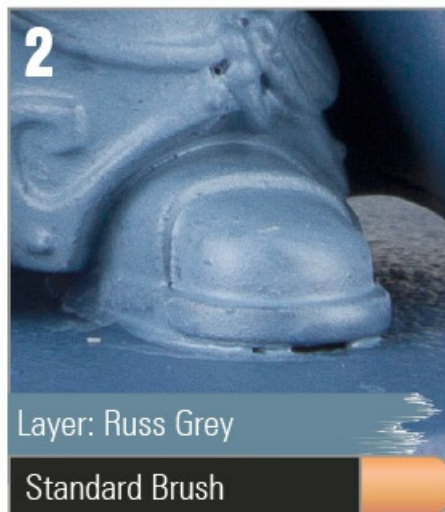
Chris: One of the good things about painting Space Marines of any stripe is that the characters are basically the same as all the other models in the army, just with extra details. That means painting Krom is quite straightforward, really, especially since the bulk of the model is his power armour and large red cloak.

A useful tip to pick up here is shading the recesses in his armour. We use Agrax Earthshade to do that in the Studio army painting team, because it gives a realistic sense of depth without being quite as stark as Nuln Oil when used against the grey of his armour. From there completing the armour is a simple matter of tidying up where you have applied the wash and then adding a couple of crisp edge highlights. The gold details and wolf teeth were essentially the same as that used on Grukk, so flip back if you want to see how they were done.

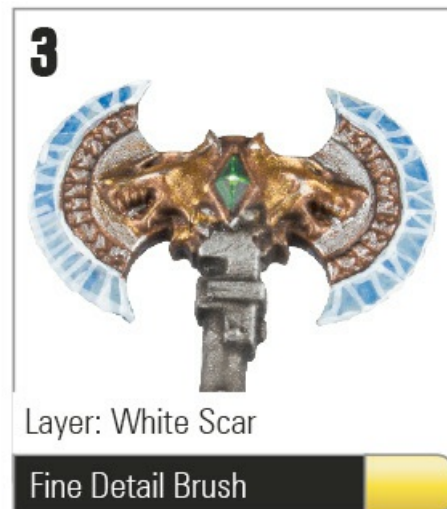
Probably the most striking aspect of Krom from the painting perspective is his shock of red hair. I based the colours very closely on the Space Wolf art by Dave Gallagher. The choice of colours was pretty straightforward after that: Jokaero Orange and the colours to shade it and highlight it. It did mean I had to consider the other colours I used on the model a little more, so that there wasn't a preponderance of orange, so I used the darker Khorne Red for Krom's cloak and Caliban Green as the basecoat for the gems – all simple things that keep the colours nicely balanced. AT



POWER ARMOUR



AXE BLADE



METAL

1



Basecoat: Leadbelcher

Standard Brush

2



Wash: Nuln Oil

Standard Brush

3

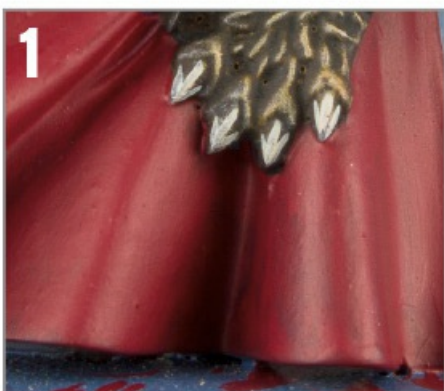


Layer: Runefang Steel

Detail Brush

GLOAK

1



Basecoat: Khorne Red

Basecoat Brush

2



Wash: Nuln Oil

Wash Brush

3



Layer: Khorne Red

Standard Brush

4



Layer: Wazdakka Red

Detail Brush

5



Layer: Squig Orange

Fine Detail Brush

FUR



Basecoat: Rhinox Hide

Basecoat Brush



Wash: Nuln Oil

Wash Brush



Drybrush: Tyrant Skull

Medium Drybrush



Wash: Seraphim Sepia

Standard Brush



Layer: Screaming Skull

Detail Brush

FLESH

1



Basecoat: Bugman's Glow

Standard Brush

2



Wash: Reikland Fleshshade

Standard Brush

3



Layer: Cadian Fleshtone

Detail Brush

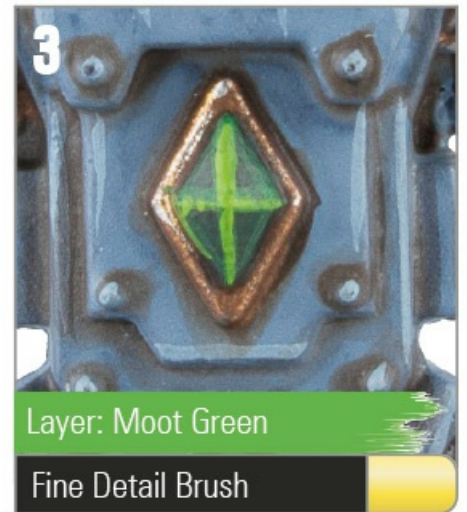
4



Layer: Kislev Flesh

Fine Detail Brush

GEM



HAIR



FURTHER ADVICE

If you need more guides for painting your models, check out the amazing selection of digital How to Paint Citadel Miniatures guides online. You'll find them, and more besides with at www.blacklibrary.com

THE RULES GERANTIUS DATASHEET



Gerantius, the Forgotten Knight, is one of the heroes of Sanctus Reach, slaying countless Orks in defence of his homeworld, Alaric Prime, and Sacred Mountain. Jervis was kind enough to provide a Datasheet, exclusive to White Dwarf. Dan and Adam take a look...



GERANTIUS

THE FORGOTTEN KNIGHT



Deep in the Segmentum Obscurus lies Alaric Prime, an ancient and hidebound world of toiling peasants and haughty Nobles. At the centre of the biggest landmass is Sacred Mountain, a blessed peak that rises from the heart of Alaric Prime's largest island. Beneath the mountain there is rumoured to be a vault of archeotech and lost lore, over which Gerantius, the Forgotten Knight, stands guard. Ancient and mysterious, Gerantius has defended the vault, and the world of Alaric Prime, since time immemorial. Whenever the planet is threatened the Forgotten Knight will rise from his tomb, and march upon the enemies of Alaric.

	WS	BS	F	S	R	HP	I	A
Gerantius	5	5	13	12	12	6	4	3

Unit Type: Vehicle (Super-heavy Walker, Character)

Unit Composition: 1 (Unique)

SPECIAL RULES:

- Fear
- Hammer of Wrath
- Invincible Behemoth
- It Will Not Die
- Move Through Cover
- Relentless
- Smash
- Strikedown

WARGEAR (SEE CODEX: IMPERIAL KNIGHTS):

- Heavy stubber
- Thermal cannon
- Reaper chainsword
- **Ion shield**

The Forgotten Knight: Gerantius's ion shield confers a 3+ invulnerable save instead of the normal 4+. He cannot have a Warlord trait, and does not use the rules for Knightly Ranks.

Striker: Gerantius can shoot in the same turn that he runs (he cannot run and charge). In addition he must re-roll results of '1' on the Stomp table.

SHIELD OF MARTYRS

Dan loved the background and colour scheme for Gerantius the first time he saw him. Now with his own Datasheet, Dan is more determined than ever to add Gerantius to his collection.

Some say that Gerantius is a ghost, others that he is immortal or has been reborn countless times. Whatever the truth, Gerantius's rules certainly fit his background – he is virtually invincible!

With his ion shield giving him a 3+ invulnerable save and the It Will Not Die special rule, Gerantius can soak up a vast amount of firepower. As a result, I'd put him right at the front of my army, leading the charge against the enemy. It's a risky tactic for 500 points, but the attention he'll attract should ensure that he, and not the units advancing behind him, is the target of enemy fire. You'd be surprised how easily you can panic people by charging something big and scary at them, making them forget their plans and aim everything they have at the Imperial Knight bearing down on them to the exclusion of all else. He'll almost certainly take some damage, but fortunately Gerantius can run and shoot every turn, so he should be able to close the gap with the enemy pretty swiftly while still dishing out the damage with his thermal cannon (which, at BS5, is likely to hit its target more times than not).

My target of choice for Gerantius would be vehicles: Super-heavies, Land Raiders, Monoliths, anything that your troops have trouble destroying. Remember, he can fire his thermal cannon and charge a different target so long as he fires his heavy stubber at it. Make the most of this and shoot units he might struggle to fight before charging something he can smash easily. DH

KICK THEM IN THE FACE!

Since reading the background for The Red Waaagh! last week, Adam hasn't stopped wittering about Gerantius, Stein and the other heroes in the story. He's giddy about this new Datasheet.

When Jervis presented us with a Datasheet for Gerantius I was absolutely delighted. In the story, Gerantius is an outright killing machine, and Jervis's rules live up to that. Dan's suggestion that Gerantius is very resilient is entirely true – it's hard to argue with a 3+ invulnerable save and the ability to recover damage suffered earlier in the battle, but that's not what I would consider the greatest strength of this ancient killing machine. No, that would be his ability to kick the enemy in the face...

The Striker rule means that he re-rolls 1s on the Stomp table. That's fantastic, especially if you want to crush your way through large units of enemy models. All too often a massive unit of Ork Boyz or Tyranid critters can slow down an Imperial Knight for a few turns, but if you are guaranteed to do at least D3 Stomps on your enemy every round, you'll quickly stamp them into paste and move on.

His Weapon Skill of 5 is another big advantage (most Imperial Knights only have a Weapon Skill of 4). Against many targets Imperial Knights miss with half of their attacks, but Gerantius will strike Morkanauts, Wraithknights, other Imperial Knights and even Khorne Lords of Skulls on a 3+. This is a massive deal, especially in fights where you need

to kill the enemy before they strike back. My advice: lope into battle as fast as you can and hunt down hordes and massive foes (like those listed above). Avoid Terminator Assault squads though. AT

DESIGNERS NOTES

Having showcased the new Stormclaw boxed set earlier in the issue, we decided to take a closer look at the two characters in the box. Here, Darren Latham recounts the saga of designing Krom Dragongaze, while Gav Newton tells us all about carving out Gruk Face-rippa.



Darren's an unashamed fan of Space Wolves and actually sculpted Krom on his days off. Gav, meanwhile, can't get enough of Orks, having also designed the new Painboy.

Darren Latham: With Krom Dragongaze, I wanted to create a model that was instantly recognisable, both up-close and across the battlefield, a model that someone could see at

a distance and say “That’s a Space Wolf Lord.” The pose of the model was heavily influenced by one of my favourite pieces of artwork, the front cover of the third edition Space Wolves Codex. It captures the look and feel of a Space Wolf so well, I just had to emulate it.

While I was working on the model, designer Matt Holland pointed out that he really should have a name. 12 of the 13 Wolf Lords are named on the Grand Annulus, so he had to be one of them. Reading through the Codex, I liked the sound of Krom Dragongaze, also known as Fierce-eye. I’d already given him a bionic eye, so this fitted the model perfectly. The Sun Wolf is not featured very often either, so it was a great opportunity to bring one of the lesser-known Companies to the fore.

For Krom’s wargear, I looked once again to the artwork. The axe wielded by the Space Wolf is a simple weapon, but the shape is perfect. I recreated the basic shape, sculpting tiny runes into the blade to show that it’s a frost axe. I applied the same level of detail to Krom’s cape. I imagine it’s made of leather, the knotwork embossed rather than stitched, hammered in by a skilled leather worker. It’s little details like this that really complete a miniature.

Gav Newton: Grukk Face-rippa is one of the biggest, baddest Orks around, so my first thoughts were to make him really huge and imposing. I remember when I first saw the Ork Warboss in Assault on Black Reach and how impressed I was – it just oozed power and character. I wanted Grukk to hit that same chord, but even more so; I wanted to take the iconic Ork Warboss and crank it up another notch.

Grukk is an Ork, and a Goff Ork to boot, so he had to look really menacing. I started by sculpting him a really distinctive face, really bull-necked and full of fury. By making a separate neck piece, I was able to add an extra level of depth to his mouth and teeth. After all, his face is 50% mouth, so you want see all the details of it. Or not, more likely, but it makes for great painting.

Speaking of large mouths, Grukk’s attack Squig has one of the largest around. It’s a ferocious eating machine, I doubt it can even close its mouth properly. I don’t think that’s a problem, all it has to do is rip off a limb and swallow. Like Grukk, I wanted the Squig to be moving forward, so it’s sculpted larger at the front, tapering down to the tail, its tongue lolling out as it bounds forwards to munch something.

When it came to Grukk’s wargear, I wanted him to have the best wargear going. My Orky muse, the Black Reach Warboss, had a kombi-shoota, so Grukk had to go one better – a kombi-rokkit! I have to confess, I love the idea of Ork rokkit launchas after I saw them in the Space Marine computer game. When the Orks fire them they spiral off in all directions, but when they hit they cause utter devastation. For me they sum up exactly what an Ork weapon should be: chaotic, noisy and destructive. It was perfect for Grukk. Besides, what other race can boast a commander carrying a rokkit launcha? In one hand. Attached to another gun. It’s pretty impressive and it’s not even his main weapon.

Grukk's power klaw is, again, another step up in weapon brutality. You really can't get much more killy than a power klaw – unless you weld a circular saw to it, of course. The saw replaces the lower claw, not one of the 'fingers'. A finger would suggest the saw was a precision tool, whereas I wanted it to be on the grippy digit, the one that does the grabbing – the thumb. It fits with Grukk's pose too, his arm at full extension, the power saw lowered ready to tear into something. It's not a nice image.

"A by-product of making Krom in plastic is that he is also very customisable," says Darren. "Krom's left shoulder pad is a separate part, so you can change it for another, and his right hand attaches at the wrist, so you can give him a different weapon (a sword, for example) instead of his frost axe. His head is also easy to swap with the ones in the Thunderwolf Cavalry box, so you can create a whole range of Wolf Lords from the model."



THIS WEEK IN WHITE DWARF

Join us for a round-up of the week as we share comment, opinion and trivia on the all latest releases, plus other fun tidbits that have cropped up in the White Dwarf bunker this week. Space Wolves, Orks and violent deaths are all on the agenda this week.

STORMCLAW EXTRA

GRUKK VERSUS KROM: THE BIRTH OF A RIVALRY

Earlier this week Andy Clark, the author of the Stormclaw campaign supplement, stopped by the White Dwarf bunker to talk about the story and the characters within it, especially Grukk and Krom.

“In their own way the main protagonists of Stormclaw find themselves on quite a journey,” Andy says. “Grukk, who was thought (hoped) dead by his many followers, clawed his way out from his imprisonment beneath a crushed Battlewagon to take control of things once again. He’s very angry and very motivated to take control of his Waaagh! again, and with the Skull-Nobz at his back, nothing is going to stand in his way.

“Krom’s predicament is a bit different,” Andy continues. “Snubbed by Logan Grimnar because of his foul temper and violent disposition, Krom is left to lead the Space Wolves’ rearguard rather than the glorious Drop Pod assault at Sacred Mountain. When Fortress 26 calls for aid, and the name ‘Grukk’ is heard in the transmission, Krom sees it as a chance to win the acclaim he craves. These warlords stand in one another’s path, and it’s only going to be solved with a big fight.”

DA SKULL-NOBZ

When Grukk was ‘killed’ by Gerantius, the Skull-Nobz chafed at the idea of following a jumped up Bad Moon Big Mek like Mogrok into battle – not when they used to follow an Ork as ‘ard and killy as Grukk. When Grukk returned, the Skull-Nobz’ devotion was renewed, and they fought with enthusiasm bordering on religious. Their leader, Skrag is known equally for idolising Grukk’s violent antics and for wearing his horned helm to

war.



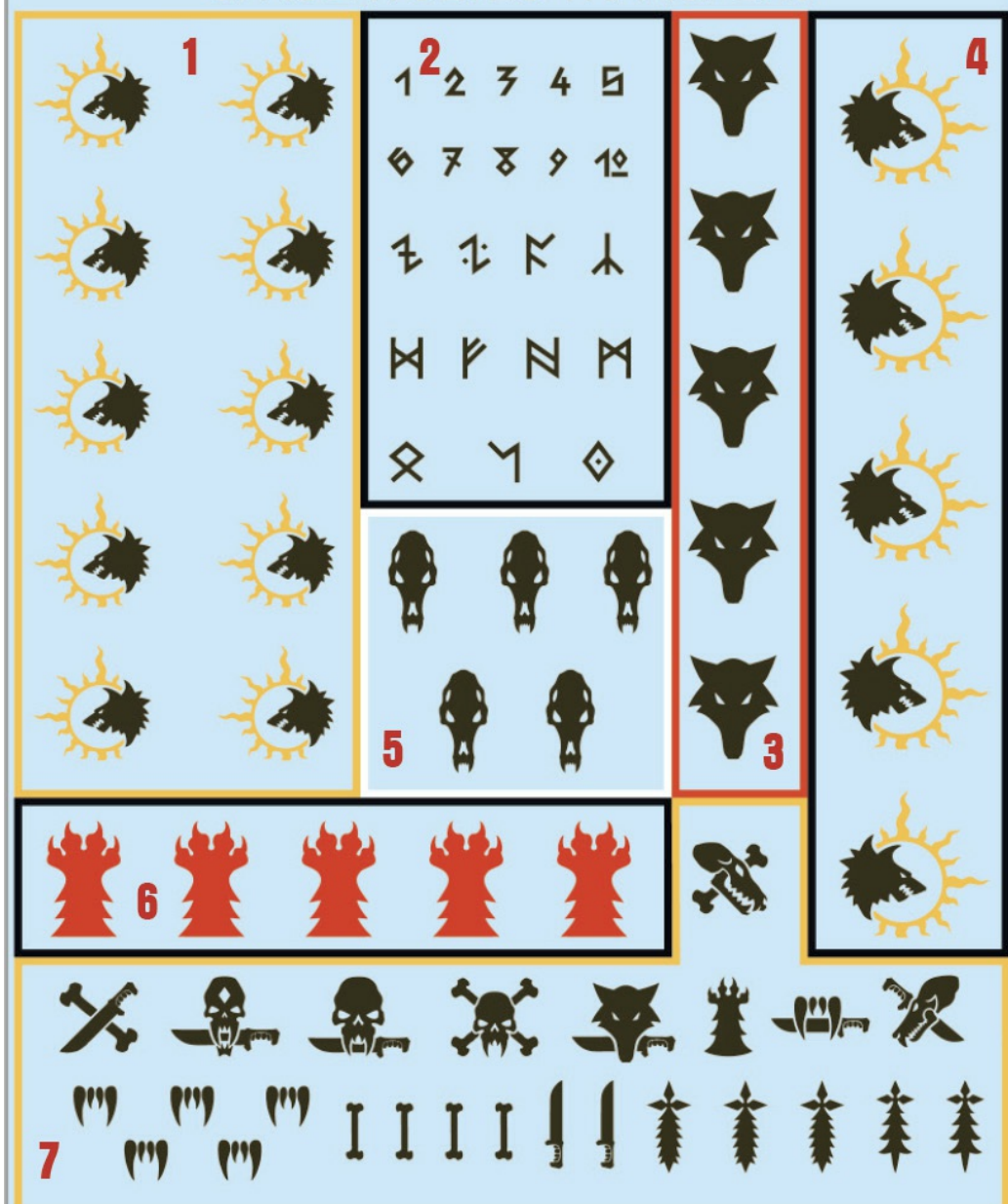
STORMCLAW TRANSFERS

The Stormclaw boxed set includes a transfer sheet for you to detail Fierce-eye's Finest with all the right Chapter and Company markings. Adam went on the hunt for more explanations about the different markings.

"Krom Dragongaze's badge is the sigil of the Sun Wolf," says the Studio's resident Blood Claw, Simon Grant. "Every Wolf Lord chooses a totemic symbol from Fenrisian tradition when he takes command of the Great Company, and all of his warriors wear it proudly on their shoulder pad.

"You'll notice there are 10 smaller Sun Wolf transfers and five larger ones, and that the two groups are facing different directions," Simon adds. "The larger ones are for Terminator armour, worn on the right shoulder pad, since the left is given over to the Crux Terminatus, an honour only bestowed on veteran warriors."

KROM DRAGONGAZE SPACE WOLVES TRANSFERS



- 1 - Shoulder pad markings for power armour. Krom's Company wear this set upon a grey field.
- 2 - Fenrisian runes. These are used to decorate armour, typically on knees or greaves.
- 3 - Grey Hunter pack markings, set upon a red field.
- 4 - Shoulder pad markings for Terminator armour, worn upon a grey field.
- 5 - Pack markings. This symbol could be used by Long Fangs, Wolf Guard or even Grey Hunters.
- 6 - Blood Claws pack markings, to be worn upon a yellow field.
- 7 - Honour markings. Tails symbolise courage, bones wounds suffered in battle and so on.

PACK MARKINGS

A chat with Darren Latham (designer of Krom Dragongaze and ex-'Eavy Metal painter) told us everything we needed to know about Wolf Pack markings:

“Space Wolves organise their warriors into packs, marked out by pack markings, which all follow certain conventions,” Darren explained. “Blood Claws wear yellow and red markings, Grey Hunters wear black and red. Wolf Guard wear black and yellow markings, but if they are in Terminator armour it will be painted onto a knee or elsewhere on their armour. In each case the choice of symbol and pattern is unique to the individual pack and is worn by all of its members.”



BIT OF THE WEEK: HOUR GLASS

While egg-timers are very handy in the kitchen, Empire Flagellants carry hourglasses for a far grimmer reason. For them, they are a memento mori, a reminder of their own mortality. For an Empire Flagellant, it is always a quarter to death.



A DEATH MOST VIOLENT

Grukk's Face-rippin' antics have led to a lengthy discussion in the White Dwarf bunker about the most gruesome deaths in Warhammer 40,000. "It's got to be the opening scene of the Eisenhorn Trilogy," says Dan, remembering the way in which the notorious Inquisitor kills a hated enemy. "It's the way Dan Abnett describes the bullet 'emptying his brain pan' that makes this one stick in my mind."

Adam offers a different take on the most violent death. "Until recently I would have said it was anything involving Gabriel Seth, from Andy Smillie's audio dramas," he says. "But last week I read about Grukk Face-rippa tearing open the cockpit of an Imperial Knight. What he does to the pilot inside more than earns him his moniker."



HOW DID THEY DO THAT?

Negative space may sound like an unhealthy state of mind, but it's actually a term used to describe a hole in a model. A great example of this would be Grukk's face. Miniatures designer Gav Newton was able to sculpt Grukk's neck separately with his fangs, tongue and even tonsils attached. The front of Grukk's head then fits smoothly over the top, creating negative space in his massive maw, adding depth and detail, which helps painters. It's ded kunnin'.



ASK GROMBRINDAL

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



HIDDEN IN PLAIN SIGHT

I was looking in Codex: Militarum Tempestus and I really liked the camouflage scheme of the 73rd Epsilic Eagles regiment. How was it painted?

- Richard 'dazzle-pattern' Cook

GROMBRINDAL SAYS

What's all this camouflage nonsense about? A real warrior goes to battle wearing red, blue and a suit of nicely buffed Gromril. Must be those pesky humans again. I'll let studio painter Chris Peach answer this one.

Chris: The armour on the Epsilic Eagles was painted using Deathworld Forest washed with Nuln Oil to give it depth. After tidying it up with another coat of Deathworld Forest I

painted on random lines of camouflage using Zandri Dust and Waaagh! Flesh. By painting them horizontally across the model they look disruptive without breaking up the lines of the model. I then highlighted the edges of the armour with Nurgling Green.

- *Grombrindal (and Chris)*

WEAPON OF THE WEEK: RESURRECTION ORB

While not strictly a weapon, the resurrection orb is an evil ball of nastiness that terrifies even the most stalwart general. Used to reanimate fallen Necron Warriors, it is the bane of commanders everywhere, who see their hard work undone by the innocuous-looking sphere. Most Necron Overlords take great pride in their unusual weapon, holding it aloft for all to see, taunting their foes with the prospect of unleashing its arcane power.



CODEX: APOCRYPHA EXTRA

Notes from the worlds of Warhammer. This week: cunning plans.

BETRAYAL AT CALTH

In the early stages of the Horus Heresy the loyal Ultramarines are caught completely unawares by the duplicity of the Word Bearers. The traitors played on the Ultramarines' ignorance and allowed the loyalists to believe they were mustering alongside them on Calth for deployment together as a crusade force. When the betrayal came, the Ultramarines were caught almost completely unawares and, intermingled as they were with the Word Bearers, were severely damaged in the early fighting.

KILLING NAGASH

Unable to halt Nagash and threatened by his rising powers, the Skaven Council of Thirteen hatched a master plan to have someone else rid them of the Lord of Undeath – namely, his hated rival, Alcadizzar the Conqueror. Freeing the embittered Nehekharan from Nagash's dungeons, the Skaven armed him with the baleful Fellblade and sent him off to slay the Master Necromancer. In so doing they disposed of, for a time at least, one of the greatest threats to the Warhammer world, and all without getting their own paws dirty.

VECT'S RISE TO POWER

Perhaps the most cunning ruse of all, Asdrubael Vect orchestrated the downfall of his rivals at the hands of the Salamanders Chapter, whose fleet was captured and taken to Commorragh. When the Space Marines bludgeoned their way out of captivity and escaped with their battle barge, they utterly ruined large swathes of the Dark City, toppling several notable noble houses. Vect and his Kabal were ready and waiting to step into the power vacuum.

READER'S MODEL OF THE WEEK

Our reader's model this week is this Dark Eldar Talos painted by Piotr Michalek. "It's my favourite model in Warhammer 40,000," says Piotr, "and the first model I painted for my new Dark Eldar army."

Piotr painted the Talos in sub-assemblies, leaving the carapace separate so that he could spray it a different colour to the skin beneath. He chose a cool blue for the armour, airbrushing progressively lighter layers onto the model before shading the recesses with Drakenhof Nightshade. To contrast with the cool blue, he painted the skin with warmer, redder tones.

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

team@whitedwarf.co.uk

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



HOBBY IN THE WHITE DWARF BUNKER

This week in the White Dwarf Bunker, Kris and Martyn have both completed projects. While Kris has painted two Helbrutes to overthrow the Imperium, Martyn has painted an Imperial Commissar to defend it. He may need a little more than a plasma pistol against these two...

“My Helbrutes are part of my Alpha Legion army,” explains Kris, “hence the blue armour. I already had a Helbrute from Dark Vengeance but hadn’t got round to painting it. So, when the new one came out, I did them at the same time. Their skin is a putrid green to match all the Daemoniac creatures in my army.”

“I wanted my Commissar to be pristine,” says Martyn. “I’m painting a load of Catachan Jungle Fighters at the moment and I wanted him to really stand out. I imagine they’re not too keen on him being stationed with them.”



Above - Martyn followed the Paint Splatter guide in Warhammer: Visions 4 for his Commissar.



Above - Kris used spare parts from his bits box on the base of his Helbrute, including parts from a Scout Bike and etched brass from the Warhammer 40,000 Basing Kit.



Above - No more stealth, no more subtlety, just death and destruction for this 'brute.

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