

WHITE DWARF™

GAMES WORKSHOP'S
WEEKLY MAGAZINE

WARHAMMER 40,000

WARHAMMER

CITADEL MINIATURES

ISSUE 26

26 JULY 2014



**FULL
RULES
INSIDE**

NEW SPACE WOLVES FLYER!

ENTER THE STORMFANG

FREEZE YOUR FOES WITH THE MIGHTY HELFROST DESTRUCTOR!

WHITE DWARF™

ISSUE 26
26th July 2014



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OPENING SALVO

Descending from the skies like a horde of blood-crazed madmen with magnificent beards, the Space Wolves make a grand return this week via the splendid new Stormfang gunship – a brutal flyer that’s going to punch holes in enemy armies everywhere. You can find the rules for it on page 22, along with painting guides and designers notes too. And while we’re orbiting Fenris, Adam takes a long, hard look at the Great Companies of the Space Wolves, this most idiosyncratic and fiercely independent of Space Marine chapters.

Meanwhile, Dan takes a look at how our Armies on Parade entrants are getting on in the latest instalment of War Diary, which is chock full of inspirational painting and modelling. If you have decided to take the plunge and put together an Armies on Parade entry – or have just got a cool painted model to show off – why not send us some pics at team@whitedwarf.co.uk. If they’re good enough, we’d love to put them in the magazine!



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

Jes Bickham - White Dwarf Editor

SPACE WOLVES

STORMFANG GUNSHIP

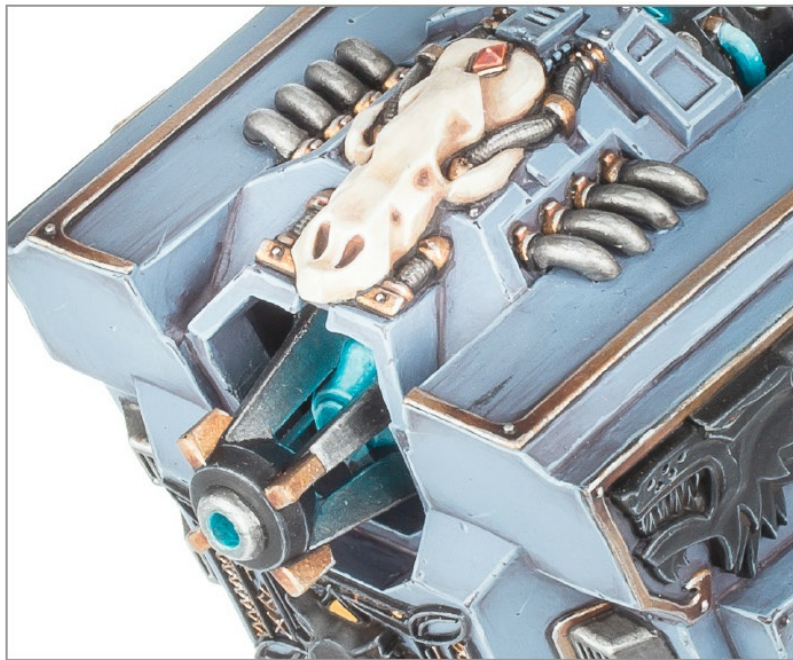
With a massive helfrost destructor running the length of its fuselage and enough auxiliary weapons to rival a battle tank, the Stormfang Gunship is designed to rain death from the skies, blasting the foe into submission as the Space Wolf packs advance.



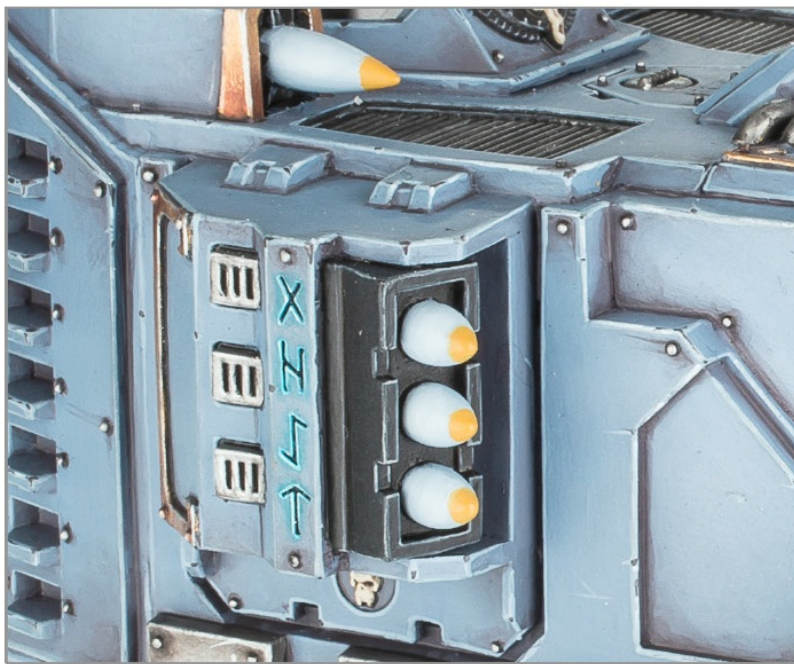
The Stormfang Gunship is unusual within the ranks of the Space Wolves, a Chapter

renowned for preferring to keep their feet firmly on the ground and an axe in their hands. With a heavily-armoured chassis built around the extremely rare – and extremely dangerous – helfrost destructor, it fulfils the roles of both ground attack and air interdiction. The versatile hull can be fitted with anti-personnel weapons or anti-tank guns and it even has a small crew compartment for up to six Space Wolves, with a rear exit hatch.

The dominating feature of the Stormfang Gunship is, of course, the helfrost destructor, a rune-carved weapon that channels immense laser energy through a glimmerfrost crystal to unleash a freezing ray of immense power. The pilot of the Stormfang can focus this energy into a single beam that can shear the wing from an enemy fighter plane or lance a hole in the side of a tank, or he can use the crystal to disperse the shot, turning an area of the battlefield, and anything unfortunate to be within it, into brittle icy statues. AT



Above - The Stormfang's main gun is the helfrost destructor, unique to the warriors of Fenris.



Above - The side sponsons can be equipped with a choice of multi-meltas, skyhammer missiles or heavy bolters.



Above - Mounted atop the prow of the Stormfang are a pair of stormstrike missiles, which can be upgraded with twin-linked lascannons.

SPACE WOLVES

STORMWOLF

The Space Wolves exult in the thrill of battle, favouring close combat, where they can slay the enemy face to face. To speed them to glory they employ the Stormwolf, an assault craft capable of riding a storm of enemy fire to deliver their packs into the heart of battle.



The native Fenrisians are a seafaring folk, plying storm-wracked seas in sturdy boats. The

Stormwolf is a continuation of this heritage, cutting through the skies on howling engines to disgorge packs of Space Wolves where the fighting is thickest. No sooner have the warriors within leapt from its boarding ramps than it unleashes salvos from the helfrost cannons mounted behind the cockpit, slaughtering the foe with unnatural chill, even as the battle brothers cleave them with axe and blade.

The Stormwolf is a brutal assault vehicle, driven into battle on quad thrusters. The frontal assault ramp brings to mind a landing craft with Space Marines lined up ready to charge out, like ferocious warriors at the prow of a ship. The Stormwolf's blunt nose and raised front air vents add an aggressive, turbo-charged vibe. The pilot of the craft is a Space Wolf Iron Priest, the vents and lengthened snout of his helmet matching the style of the classic Iron Priest model sculpted by Jes Goodwin many years ago. AT



Above - Mounted behind the cockpit is a twin-linked helfrost cannon, able to fire in any direction to protect the Stormwolf and its crew.



Above - The Stormwolf's assault ramp can be decorated with a Space Wolf shield or a sigil of the Wolf That Stalks the Stars.



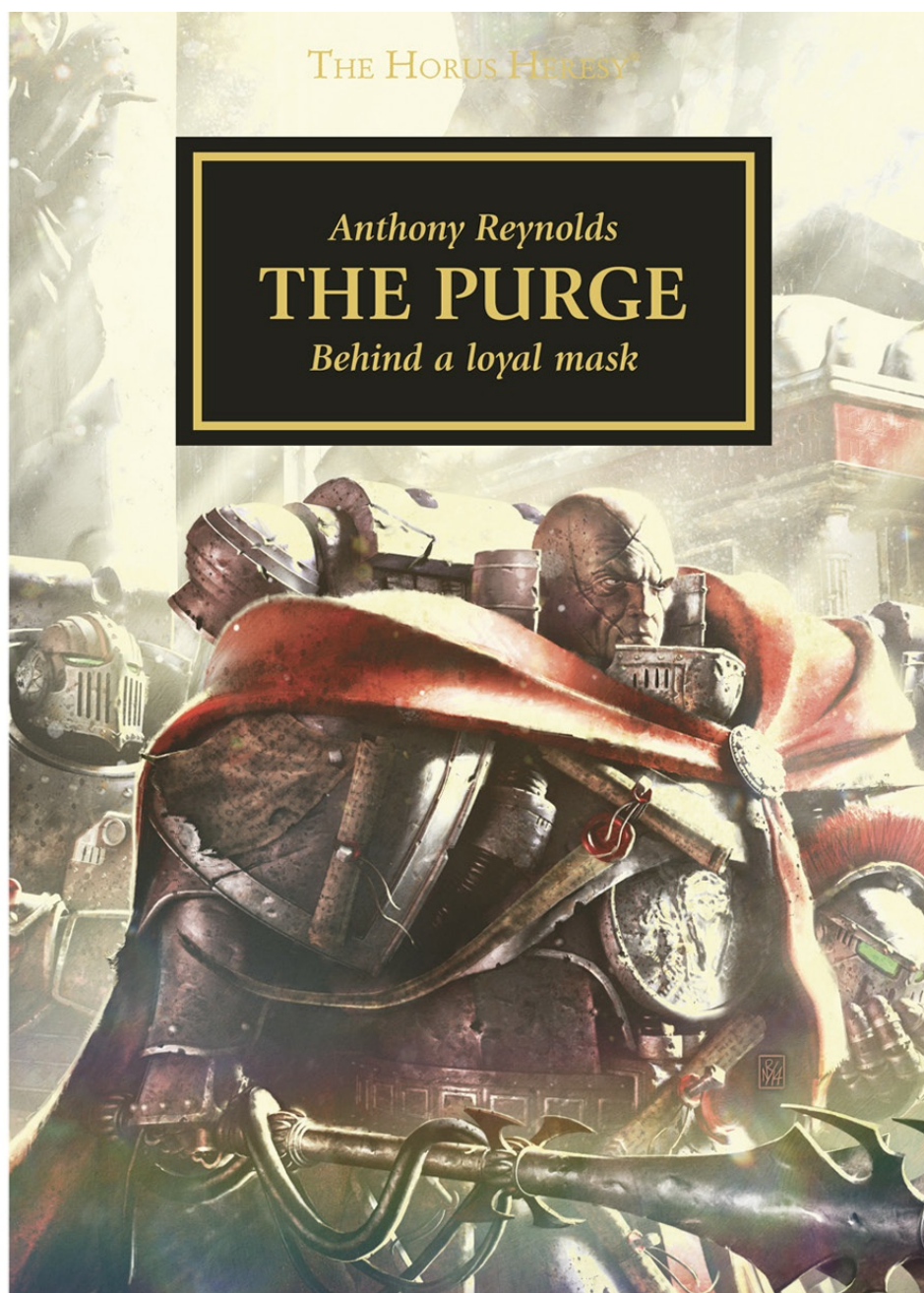
Above - Optional extras such as shields, furs and fetishes can be added to personalise the hull.

BLACK LIBRARY

HORUS HERESY: THE PURGE

The Shadow Crusade rages as the Word Bearers spread death and destruction throughout the 500 worlds of Macragge. As the fighting for an Imperial-held world reaches a climax, Chapter Master Sor Talgron and his warriors hunt down the last pocket of resistance.

By Anthony Reynolds
Hardback | 128 pages



Sor Talgron is a pragmatic warrior, less concerned with the superstitious ways of his Legion than winning one crushing victory after the next. But as Sor Talgron and his warriors annihilate the remaining Ultramarines on Percepton Primus, we learn about the meaning of sacrifice, the nature of betrayal and that there are duties and burdens even the Adeptus Astartes would sooner shy away from.

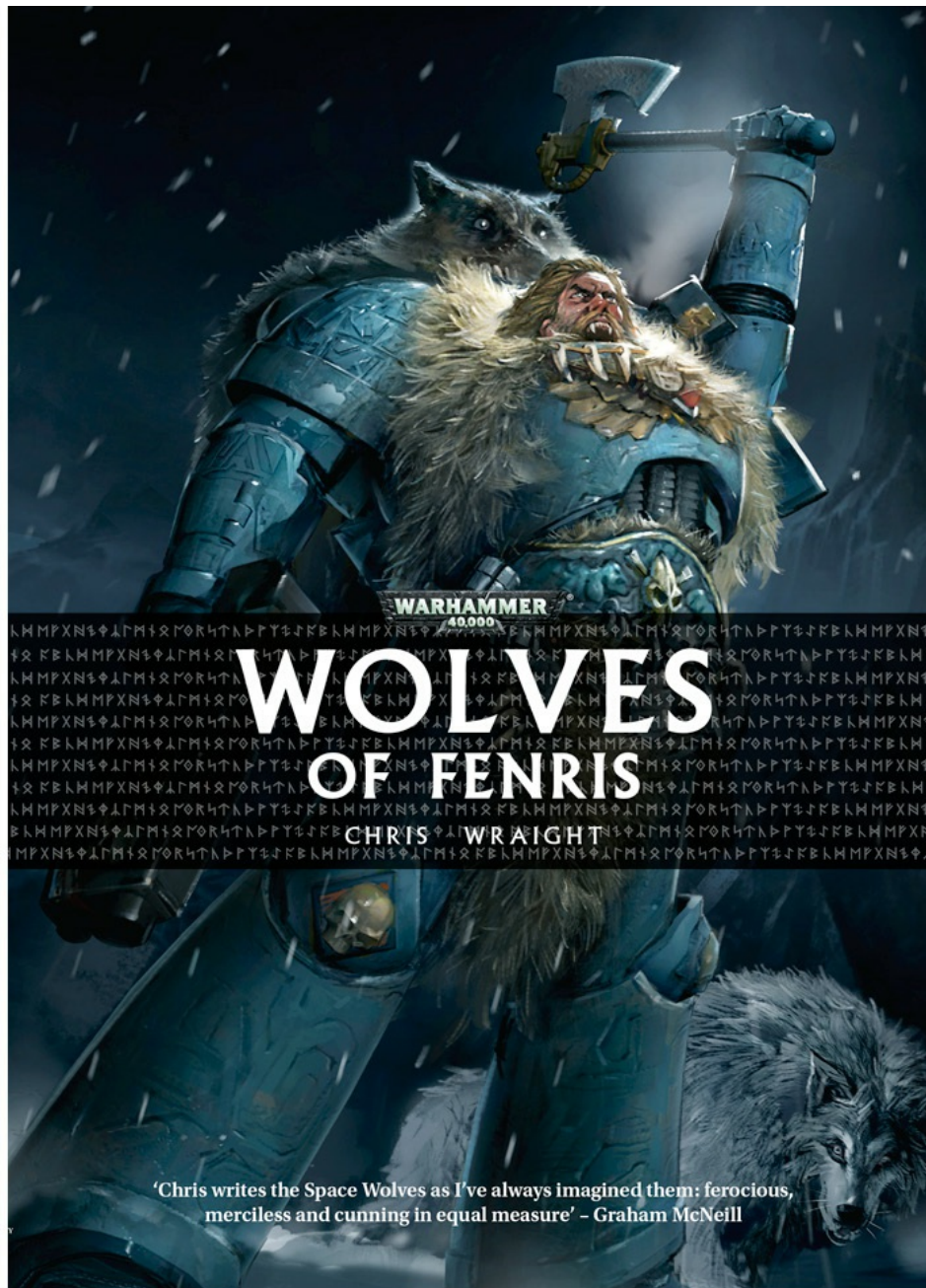
In *The Purge*, Anthony Reynolds weaves a fascinating tale that gets right to the heart of treachery. It is a powerful story, as we see Sor Talgron at two different times: during the Shadow Crusade devoted to smashing the Ultramarines Legion and some time earlier, as he is brought before the Emperor's Praetorian, Rogal Dorn. The action Reynolds presents in the Shadow Crusade is fantastic, gritty and exceptionally violent – so good, in fact, I could stand to read a lot more on the subject. Perhaps even better, simply for the wealth of emotion they convey, are the scenes portraying Sor Talgron's machinations on Terra, where we learn about this character, and what drives him.

The Purge is a limited edition novella, presented in a dust jacket featuring art by Neil Roberts, around a hardcover resembling the inscribed armour of the Word Bearers. Additionally, each copy is signed by the author (although sadly not in Daemon blood). AT

WOLVES OF FENRIS

The Space Wolves, the famed Warriors of Fenris, are among the greatest defenders of Mankind.

By Chris Wraight
Hardback | 128 pages



Since the time of the Great Crusade, when the Legiones Astartes conquered the stars in

the name of the Emperor, throughout the vile betrayal of the Horus Heresy and to the Time of Ending in the 41st Millennium, the Space Wolves have stood undaunted and inviolate as the champions of humanity.

Wolves of Fenris is an anthology of short stories by Space Wolves skald Chris Wraight, author of the excellent Battle of the Fang and Blood of Asaheim. These tales straddle both Warhammer 40,000 and the Horus Heresy, with the stories 'Bjorn: Lone Wolf' and 'Bjorn: The Fell Handed' concerning themselves with the legendary saga of the longest lived Space Marine in the Imperium. AT

THE FANG SPRAY UNDERCOAT

Accelerate your painting and get a smooth, strong basecoat with this Space Wolves-themed spray.



The Fang spray is the perfect tool to make basecoating your Space Wolves easier and

quicker than ever. Apply it over a Chaos Black undercoat and you are ready to shade and layer your Space Wolves. AT



FORGE WORLD

Forge World make highly-detailed resin models, upgrade packs, large-scale kits and books for Warhammer, Warhammer 40,000 and the Horus Heresy. Here we spotlight a couple of recent additions to their range, the Troll Hag and a reprinting of Imperial Armour Four.

SPOTLIGHT ON... TROLL HAG



A few months ago Forge World released the hulking Troll Hag, a mighty resin model for Warhammer that caused quite a stir here in the White Dwarf bunker. Since then, Trish Carden, sculptor of the Troll Hag has painted her own version. Adam sat down with her for a chat:

“My primary motivation for sculpting the Troll Hag was the chance to examine River Trolls, and what they are like,” said Trish. “I have this idea that River Trolls have a matriarchal society. Trolls are notoriously stupid, but the Troll Hag has a low cunning that means the lesser River Trolls will follow her around and do her bidding.

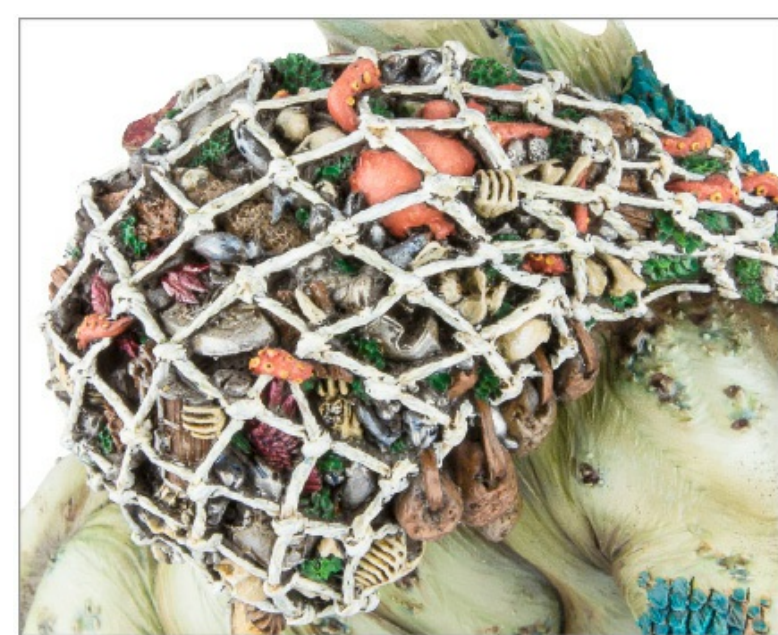
“The first task with the model was to find ways to create a new, distinctive model that fitted well with Seb’s fantastic plastic River Trolls,” Trish says. “Seb’s models are wonderful, and the Troll Hag borrows from them with the dorsal spine, the patches of scaly skin and the fin-shaped ears. I imagine those ears hanging down, drooping limply

until something piques the Hag's interest, then they shoot up, listening for a threat or a nearby meal.

"To match the dim-witted appearance of the River Trolls, the Hag has a lovably ugly expression," Trish adds. "I kept her eyes relatively small and beady, so she still looks cunning, while the curl of her lip is intended to make her look bad tempered.

"As I was designing the model, I began to think of her as a foul-tempered bag lady, who picks up anything shiny, interesting or edible and keeps it for later," Trish admits, with a grin. "That explains the massive net upon her back. Making that was incredibly complex – in the end I sculpted all the inner elements, and then wove a real net from waxed cord, and wrapped it around to ensnare all the grisly contents." AT

Forge World miniatures and books are available direct from their website at - forgeworld.co.uk



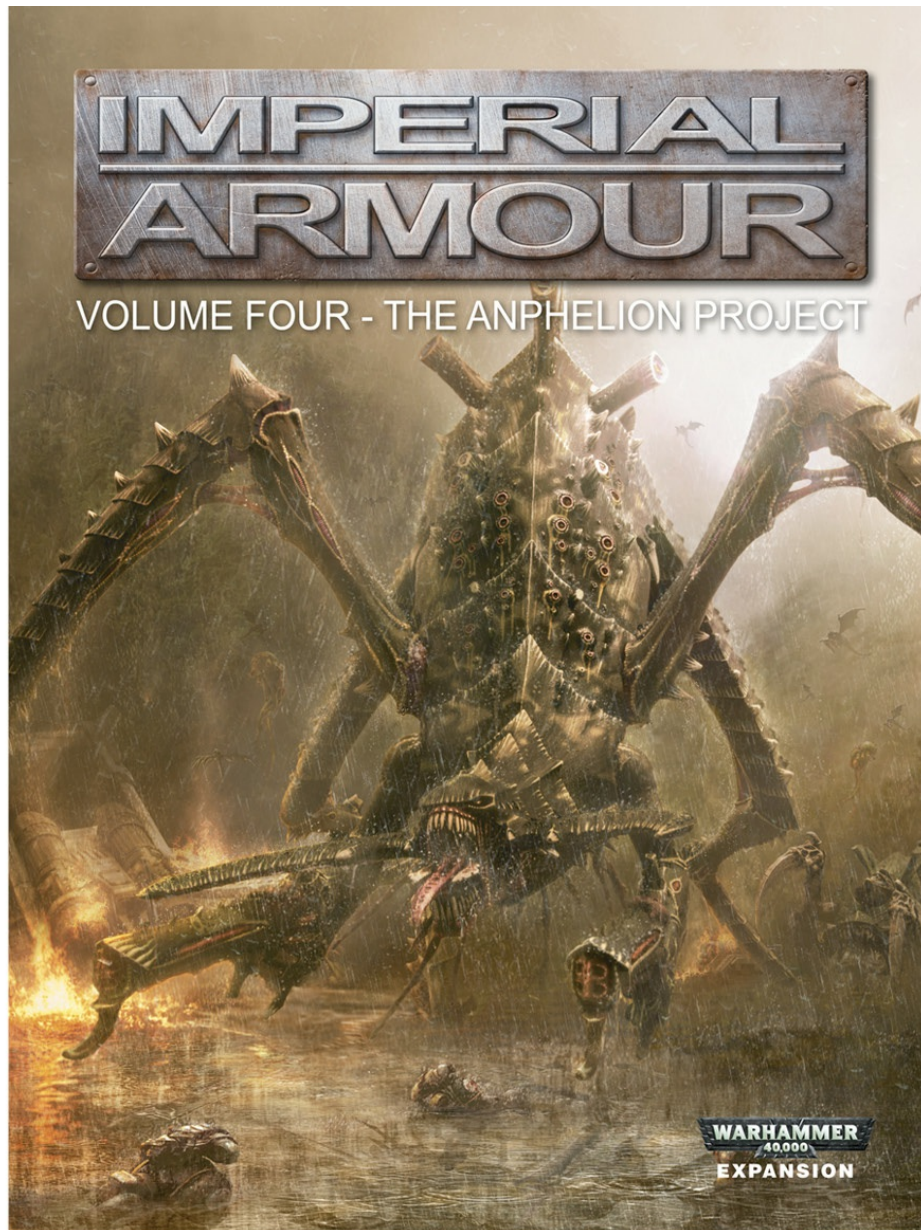
Above, left - "The net holds lots of grim tidbits," says Trish. "My favourite is the octopus. The tentacles intertwined with the net give it a sense of depth."

Above, right - One of the most impressive aspects of the model is the Troll Hag's staff, which looks uncannily like real wood. "I used natural sponge to create the texture," Trish says in explanation. "It served as a 'stamp' for the tree bark."

IMPERIAL ARMOUR: VOLUME FOUR

A distress signal in the Anphelion system brings Inquisitor Lok and detachment D-99 face to face with the horror of the Tyranids.

Hardback
164 pages



Recently released from Forge World is Imperial Armour: Volume Four – The Anphelion Project. This impressive tome recounts Inquisitor Lok’s investigation into an Ordos Xenos project that has gone badly awry. The book has been updated with new imagery

and graphics, a revised narrative and enough new rules to keep the most hardened Warhammer 40,000 gamers happy.

Of special note are the new Tyranid monstrosity, the Dimachaeron, and the specialist Elysian Drop Troops unit, detachment D-99. There is also a narrative campaign that lets you recreate Inquisitor Lok's ill-fated investigation. AT

CODEX: APOCRYPHA

This month's offering from Phil Kelly is a story of hellspawned nastiness. Grab an autocandle and a cup of tea, and learn the fate of Morsolea...



Phil is one of the Design Studio's background writers and has worked on Codexes and army books from Warhammer Armies: Vampire Counts to Codex: Eldar.

THE MORSOLEAN CATAclysm

Harbouring the reliquaries of several dozen Ecclesiarchal saints, the grave-strewn shrine world of Morsolea was a jewel in the crown of Imperial faith, its very existence offensive to the Ruinous Powers and, in the early years of M39, the target of a daemoniac invasion of terrifying magnitude.

THE FAITHFUL DEAD

To the faithful of Segmentum Obscurus, the snow-dusted planet of Morsolea was second in sanctity only to Terra itself. Millions made the pilgrimage to the planet's grave-covered surface every year, sombrely following vox-bearing servo skulls as they chanted monotone devotions from catacomb to crypt. It was said to take a lifetime to visit each of the sprawling grave complexes in turn, but that it would be time well spent, for the Emperor blessed that world with his miracles more often than any other.

In addition to two Orders of the Adepta Sororitas, Morsolea boasted a rotational delegation of six hundred Imperial Guard regiments to watch over the pilgrim masses. Largely comprised of devoted Vostroyan Firstborn, each company had been selected for its exemplary service to the Imperial creed. The tithes and indulgences offered by incredible numbers of pilgrims filled the coffers of Morsolea's Planetary Governor, Malthus Excelsion, to overflowing. Bored by material wealth, consumed by overweening pride, Excelsion wanted tribute from mortal and immortal alike.

The Governor's silent prayers were overheard by Tzeentch, the Great Conspirator. In the Warp, a bargain was struck between Tzeentch and his rival gods, for the world of Morsolea underpinned the faith of an entire sector. Should that faith be broken, great and terrible things could be achieved...

As the midwinter of 103.M39 approached, strange phenomena were observed amongst the tumbledown crypts of the lesser districts. Once-serene statues of holy men and canonised Adepta Sororitas twisted into agonised new shapes, screaming silently as they reached up into the void. In the palace of the Planetary Governor, the psyker elite of Excelsion's personal guard fell prey to waking nightmares that simmered around their heads like halos. Every clock in every hab-crypt stopped just before midnight. Above, the stars themselves whirled madly in a blood red sky.

In the depths of the snow-swept night, a kaleidoscopic vortex of energy burst open, centred within the luxurious cells of Governor Excelsion's pet psykers. The Warp rift obliterated an entire wing of the palace in the space of a few heartbeats and replaced it with a seething whirlpool of raw Chaos. Maddening vistas of gushing plains and screaming skies could be seen through the roiling Warp rift, driving the palace guards who witnessed them to madness and despair. Utter pandaeonium broke loose as the world stood on the brink of disaster.

THE LAST WINTER OF MORSOLEA

From out of the roiling Warp rift spilled the teeming hordes of the Dark Gods. At first, the incursion took the form of a maddening tide of light and noise. Then, as the energies of Chaos flowed through the snow-covered streets, they divided like sentient rivers of colour, the generals of each legion mustering their troops to their banners. The Planetary Governor had his wish, for the armies of Chaos were mind-boggling in their splendour.

In the grave-dotted plaza of Sarcopolis, the Bloodthirster Ag'gra'lvac beat his massive wings, powering through the air toward the Vostroyan weapons teams pouring fire in from the safety of the courthouse roof. Arcs of blood flew into the night sky as Ag'gra'lvac took his revenge. A legion of Bloodletters and Daemonettes bounded and loped beneath him, cutting down the Guardsmen rushing to reinforce the plaza. As the rift widened behind them, the snow that rained down turned to pink slush and then to hissing, poisoned blood. Down the widest streets raced chariots of whirring blades, the steeds that pulled them bounding with unholy grace. A confusion of body parts turned the street into

an abattoir as the whip-wielding crews cackled with obscene gratification. Wheeling Furies dropped from on high to squabble over the fallen, carrying their gruesome trophies into the night with hoarse barks of delight. Behind them, a towering Lord of Change urged his cabal onwards, helical lightning pouring over its feathered wings.

Street by street, the defenders of Morsolea were driven back by the Daemon legions. Acre by acre the planet was conquered. The killing was so intense that Warp rifts spontaneously opened in every hive and cityscape across the surface of the planet. Before the week was out, the sainted planet belonged to the Dark Gods.

CONSEQUENCE AND BETRAYAL

Yet the cataclysm set in motion by Tzeentch's plan was only just beginning. The nature of Morsolea's downfall was kept a closely-guarded secret by the Inquisition, but they could not disguise the fact that the teeming space lanes that once carried pilgrims to its holy soil were conspicuously empty. Rumours of Morsolea's fate spread. The Morsolean rift grew to encompass neighbouring worlds, as if a plug of faith had been removed from the heavens, allowing the stuff of the Warp to spill through.

From every grave on every planet in the system, daemoniac ectoplasm began to bubble and seep out, and the hellish images shimmering in each pool's surface formed a portal to doomed Morsolea. Plaguebearers and Pink Horrors burst out from every coffin and crematorium, shrugging off the mortal remnants of each grave's occupants and advancing upon the population centres nearby.

The battle began anew on every world of the Morsolea system, but this time Nurgle had a surprise of his own in store. The coughing, sneezing Plaguebearers carried with them the Crypt Shivers, a terrifying contagion that destroyed the natural defences of mortal men and left them easy prey to Nurgle's Rot. As more and more mortals fell to the twin diseases, the foot soldiers of Nurgle multiplied at an unstoppable rate.

The Imperium was too slow to respond to the system's frighteningly rapid decline, and though all shipping was eventually banned from the Morsolea system, it was not before the Crypt Shivers had spread to thousands of other worlds in the Segmentum Obscurus. Nurgle was most pleased, for the entire Segmentum had to be quarantined for several years before the twin contagions ran their course. In that time, the Father of Plagues fashioned a dozen new Daemon worlds from those planets most afflicted.

In return for the material gains Tzeentch had won him, Nurgle ceded a large portion of his otherworldly Garden in the Warp to his rival. Though the Crusade of Saint Imelda has since purged the worlds that fell prey to Nurgle's taint, the vast tracts of his realm given over to Tzeentch in the Immaterium remain part of the Crystal Labyrinth and have yet to be taken back.

THE GREAT COMPANIES

The Space Wolves are Mankind's most savage defenders, heroes who hail from the icy death world of Fenris. Their Chapter is divided into 12 Great Companies, elite warrior brotherhoods renowned for their independence, and their stunning ferocity in battle.



In the wake of the Horus Heresy, the Imperium lay in ruins, shattered by the carnage wrought by the traitor Legions. Determined to prevent such a catastrophe from ever occurring again, Roboute Guilliman of the Ultramarines insisted that the strength of the

Legions be divided into smaller forces, known as Chapters, so that no one man could ever command the unstoppable power of a whole Legion ever again. While some accepted his wisdom readily, others railed against it. For the Space Wolves there was no real decision to be made, for the Sons of Russ lacked the numbers of their brother Legions and so remained intact, retaining the same structure as they had at their founding – 13 Great Companies, each with their own Lord. In the long years since then, tragedy has befallen the 13th Company, but 12 remain until this day, each an incredible fighting force roughly equal in strength to a Codex Chapter's Battle Company.

As a Chapter, the Space Wolves are fiercely independent, and largely ignore the tenets of the Codex Astartes that governs the structure and organisation of most Space Marine Chapters in the 41st Millennium. The great companies of the Space Wolves can only be likened unto the Companies of other Space Marine Chapters in the loosest sense, since each is an entirely autonomous fighting force, with neophytes, veterans, armoured vehicles and even space fleets.

Although each company differs in a number of subtle ways, in the main they are formed up of four major types of Space Wolf warriors: Blood Claws, Grey Hunters, Long Fangs and the veterans of the Company, the Wolf Guard. Newly recruited Space Wolves are formed into Blood Claws packs, where their natural hot-headedness and aggression are put to effective use as assault troops. As the pack matures and gains experience it will be elevated to serve as a Grey Hunter pack, sturdy veterans who act as the mainstay of the Space Wolf armies. Typically a Space Wolf will serve with his pack throughout his life with the Chapter, and this breeds a sense of loyalty and trust that is almost unmatched. Only when a pack member distinguishes himself enough to be raised into the lofty ranks of the Wolf Guard, or all of his brothers are slain in battle, will a Space Wolf leave the safety and fraternity of his packmates.

It is the nature of Space Wolves to be boastful, arrogant and proud. They love to fight and their only desire is to battle humanity's greatest foes, and then regale their peers of their deeds within their great halls, over copious amounts of good Fenrisian ale. To command the fury of such warriors takes a leader of exceptional quality, for they must have the strength of will (and often body) to keep their men in line, the diplomacy to work alongside their allies and the ferocity and skill to earn the admiration and loyalty of those who follow them into the fight. These talented few are known as the Wolf Lords, and their names are heralded across the Imperium as Mankind's fiercest defenders.



The greatest of these Wolf Lords is Logan Grimnar, the Great Wolf, the High King of Fenris, and it is to him that the other 11 Wolf Lords answer. They do so as warrior brothers, acknowledging Grimnar as their liege, the only living man from whom they would take commands. Each Wolf Lord is equal in rank to his peers, for no Great Company holds sway over another. In practice, however, rivalries exist between the Wolf Lords as they vie for greater glory for themselves and their Companies.

Karl Grimblood and Sven Bloodhowl, and their respective Great Companies, have a bitter animosity towards one another that stops only just short of serious violence. Some who have observed their feud reason that this acrimony stems from the similarities between their ways and traditions, for both Grimblood and Bloodhowl are known to unleash a fiery death on their enemies, and perhaps this foments a rivalry beyond friendly competition. Although many a brawl has been fought within the drinking halls of the Fang and grievous insults have been hurled at one another, on the field of battle an observer would think them the staunchest of allies. Indeed, warriors of Grimblood and Bloodhowl's Great Companies will fight, kill and die for one another as shield brothers in the face of xenos, Daemons or traitors – just as long as they can do so with a curse on their lips.

Under the leadership of a particular Wolf Lord, each Great Company will mould and adapt its methods, as the Packs seek to earn their Lord's approbation. Thus a Company led by an impetuous leader, such as Ragnar Blackmane, has a tendency towards rash heroics, while Krom Dragongaze's warriors are competitive to the point of being foolhardy.

One of the most unusual of the Great Companies is commanded by the dour Egil Iron Wolf, a Space Wolf who appears almost as much machine as man. Rather than fighting on foot alongside his warriors, Egil prefers to command his Company from the cupola of a heavily customised Land Raider, and his Great Company boasts more armoured vehicles than any other. Thus many of the greatest victories in the Company of Egil Iron Wolf's recent history have been won with overwhelming firepower and the foe crushed beneath the grinding treads of his tanks. Such triumphs are a far cry from the glories recounted by other Great Companies, but no less welcome to those who the Iron Wolf's efforts have spared from the predations of alien and heretic alike.

Rather than seeing these discrepancies as a weakness, the Wolf Lords know that these traits each embody a different aspect of the Great Wolf, Leman Russ, and by embracing them all, the Space Wolves are made stronger.

For all their many differences, each Wolf Lord is united by their devotion to their duty. For ten millennia the Space Wolves have fought fearlessly and tirelessly against the worst horrors of the galaxy. The Wolf Lords consider themselves the champions of humanity, defenders of the weak and the bringers of the Emperor's vengeance. None will ever shy away from a confrontation, be it against the Daemons of the Warp, towering alien warlords or the followers of the Dark Gods – for the greatest glory comes from such victories. AT



Within the hall of the Great Wolf there sits a stone table made up of the symbols of the Wolf Lords of the Chapter. This is the Grand Annulus, and each stone represents a Wolf Lord and his Great Company. The central stone is that of Lemman Russ, the Primarch of the original Space Wolves Legion.

THE CHAMPIONS OF FENRIS

The current Great Wolf is Logan Grimnar, who upon his ascension took up the totemic

symbol of the Wolf That Stalks Between the Stars. Every Great Wolf since Leman Russ has worn this ancient sigil in memory of their sire and it is considered an unparalleled honour for the Great Wolf and his men to adorn their armour with it.

Logan Grimnar's Great Company is known by the rest of the Space Wolves as the Champions of Fenris, for Grimnar places great stock in the strength of heroes to turn the tide of any battle. He has surrounded himself with warriors the likes of which the galaxy has rarely seen, and only the very best can hope for a place within his legendary Wolf Guard. For those outside of the Space Wolves, Grimnar's Great Company are considered paragons, the living example of what a hero should be – willing to fight any foe.



THE FIERCE-EYE

Krom Dragongaze, one of the 12 Wolf Lords, is a figure of terrible ferocity, such that his men (and rivals) know him as Fierce-eye. His withering stare has none of the compassion

of Logan Grimnar, for Krom's temper is volcanic and quick to rise against those who cross him. Those who rouse his ire seldom live to speak of it, and it is a grisly matter of fact that Krom has been known to rip out the throats of those who challenge his decisions; something that has earned him the stern censure of the Wolf King.

Such is Krom's nature that he can accept no failure, neither in drinking games nor pitched battles. When paired with his volcanic temper it is easy to see why he is always at odds with his Chapter Master. Yet, his skill in battle and the loyalty of his men are a potent weapon, one that Logan Grimnar is glad to have in his arsenal when unfettered rage and a relentless thirst for victory are required.



TOTEMIC SYMBOLS

When a Wolf Lord is chosen, his Company will take his name as their own. Thus Krom Dragongaze leads Dragongaze's Great Company, and so on. He will also choose a badge that his whole company will wear on their shoulder pads, a traditional totemic symbol from Fenris's ancient legends.

rites of succession

When a Wolf Lord dies, his surviving Wolf Guard will convene to elect a new leader for the Great Company. This can be a lengthy process, as the merits of one Space Wolf or another are endlessly debated. Many times, however, one member of the Company will stand out head and shoulders above his peers, whether for his wisdom and temperament or for the savagery and skill with which he wages war. In this manner, each Great Company governs itself, and the counsel of the Great Wolf is just that – counsel.

Should the Great Wolf fall in battle, the entire Chapter takes part in electing his replacement. Each Space Wolf casts a name-rune of their chosen candidate into the dragon skull at the heart of the Fang. Typically one Space Wolf will win this ballot by a wide margin, but in the event of a close decision, an honour duel can be fought to determine who will lead the Chapter.

WOLF GUARD

Where other Chapters typically reserve their 1st Company for their most veteran warriors, the Space Wolves operate in a different way. Each Wolf Lord surrounds himself with the finest Space Marines in his Great Company, chosen for their wisdom, skill and courage. These veterans serve as the Wolf Lord's bodyguard on the field, as champions within his formation and as his advisors in council of war. The Wolf Guard have unfettered access to the companies armoury and arsenal, and will choose their weapons based on personal preference or the needs of meeting a particular foe. Unlike most other Space Marine Chapters, these veterans often split up to fight within other Packs, bringing skill and experience to the Space Wolves around them.

PRIESTHOOD

Within the Space Wolves Chapter there are a number of offices that are considered priesthoods, specifically the Wolf Priests, Rune Priests and Iron Priests. The Wolf Priests see to the spiritual and physical needs of the Chapter, and can be compared to both a Chaplain and Apothecary. Rune Priests are psykers whose battlefield role is to shield their brothers from enemy witches, and to blast the foe with the fury of the Warp. They also record the sagas of the Space Wolves so that future generations may learn the glories of the past. Finally, Iron Priests maintain the wargear and vehicles of the Chapter, serving in a manner much like Techmarines in other Chapters. All three of these offices answer to the Great Wolf, and are assigned to other Companies at his behest.

WAR DIARY

ARMIES ON PARADE 2014

War Diary tracks the progress of 14 hobbyists as they prepare for Armies on Parade, Games Workshop's annual hobby extravaganza. Here's how the team's getting on so far.

Dan: In issue 22 we introduced War Diary, an article following the progress of 14 keen hobbyists as they prepare for our annual Armies on Parade competition. Over the last few weeks we've all been hard at work painting new units for our armies and many of us have started construction on our display boards, though inclement weather here in the UK has made painting them a little awkward...

Last time in War Diary we featured some of Eddie's Lizardmen, Dom's Space Wolves, Jamie's Dwarfs, Andy's High Elves and Chris's Sisters of Battle. If you missed them, don't worry, they'll be shown in all their glory in Warhammer: Visions 9, along with all the other displays. For now, here's what four more members of the team have been working on for their Armies on Parade entries.

A MYSTICAL GATHERING

Natalie Ann Slinn is a member of the Studio painting team. Having worked on the Studio's Wood Elf army, she was inspired to branch out and start an army of her own.

Nat: While I was working on the Studio Wood Elves, I desperately wanted to start an army of my own and Armies on Parade was the perfect excuse. I wanted my army to be really bright and lively, representing the forest at the height of summer, so I chose a colour palette made of up vibrant, almost fluorescent, greens, warm yellows and light browns. I also wanted the army and its environment to have some sparkle, to look and feel really magical, with loads of Tree Spirits on the board and Spites lurking all over the place. The first model I painted was a Spellsinger, quickly followed by the unit of Dryads that you can see below. My next project is another load of Dryads and a Treeman, who is undoubtedly the centrepiece of my army. The plan is to have the back of the board covered in thick copses of trees with the army arrayed in front of them in a secret, magical glade.



THE DEFENDERS OF MIRKWOOD

This is Dan's fourth year entering Armies on Parade. Having created displays for The Lord of the Rings, Warhammer and Warhammer 40,000, he has now set his sights on The Hobbit: The Desolation of Smaug.

Dan: This year, my Armies on Parade project was inspired by two miniatures: Legolas Greenleaf and Tauriel. I painted both when they came out and knew that I had to paint more Mirkwood Rangers to go with them but, as usual, found myself distracted by other projects. When the second movie came out in the cinema, the scene with the barrels was undoubtedly one of my favourite moments, rekindling my excitement for the miniatures. Suitably inspired (and with the DVD playing in the background) I painted a box of Mirkwood Elves followed by the Barrels Out of Bond.

My idea for the display was to recreate the scene where Thorin's Company escape under the bridge in their barrels, the Elves hot on their heels. This required a great deal of planning and a lot of frustrated muttering as I tried to figure out how the board would look. The bridge alone took several days to complete.



EXTRAGALACTIC PREDATORS

Forge World sculptor Mark Bedford is a prolific hobbyist, his desk covered in new projects. This time he's set his sights on the galaxy's greatest predators, the Tyranids.

Mark: I've been wanting to do an Armies on Parade display for a few years now and not only is it a fun experience but it's also a great painting motivator. We talk about building and painting new armies all the time, but it takes a lot of hard work and effort to start one and keep the momentum going. Armies on Parade is great for that because you have a goal – to get an army and a board finished before a deadline. Just having that time limit is a brilliant way to get you focused on a particular project.

For this year's competition I decided to paint Tyranids. I like the idea of them as the ultimate predators and that got me thinking of sharks. Using my airbrush, I tried out a colour scheme on a couple of old models, spraying the carapace on top grey and the flesh underneath white, just like a shark. Splinter Fleet Makara was born (which is apparently a sharky name – Andy Hoare made it up for me...).

With the basecoats decided, I set about painting on highlights, biomorphs and details. I find that large projects like this need a simple but effective colour scheme if you want them to be achievable and I was able to paint five or six Tyranid monsters in just a few weeks. For the board, I'm making a ruined city overrun by Tyranids, the buildings reduced to rubble, spore chimneys and digestions pools bursting out of the ground around them.



DEFENDERS OF CALTH

Dimitrios Tampakoudis is one of the Studio painters. When he's not painting vast armies for the Studio he's working on massive armies of his own. He's a 24-hour-a-day painting machine.

Dimitrios: The idea for my Armies on Parade board came about after reading the Horus Heresy novel Know No Fear. I love everything to do with the Horus Heresy and this is easily one of my favourite books, full of violence and carnage.

My plan for the display board is to feature a ruined building in the background with hastily-built defences along the front manned by beleaguered Ultramarines of the 73rd Company. Some of the Space Marines I'm using are Forge World models as they wear the old armour marks of the Horus Heresy, while the rest I am converting from plastic kits. For the defence lines I'm using the Wall of Martyrs strewn with bodies. Perfect.

Interestingly, the first model I painted for my Armies on Parade display wasn't an Ultramarine, but an Imperial Knight. I was so inspired by the kit that I had to paint one

for the board. Actually, to tell the truth, I hope to have three of them...

My first Knight is called Laertes of House Tyrinth, a Knight household I created myself and aligned to the Mechanicum of Mars, hence the red and black colour scheme. I came up my own house heraldry for him, a Mechanicum cog surrounded by a wreath taken from the Forge World Ultramarines transfer sheet. The symbol in the middle, a Greek Lambda, is his personal heraldry, which is also marked on his right shin.



PAINT SPLATTER

Paint Splatter provides handy tips and stage-by-stage painting guides for the week's key releases. This week studio painter Tom Moore tells us how he painted the Space Wolves Stormfang Gunship.



Tom Moore: When I started work on the Stormfang, I kept the model in four sub-assemblies: the main hull, the two engines and the cockpit canopy. I fully assembled the engines but left them separate from the hull as it would make painting the pack markings easier. I was tempted to leave the pilot separate, too, but with the canopy glued on you

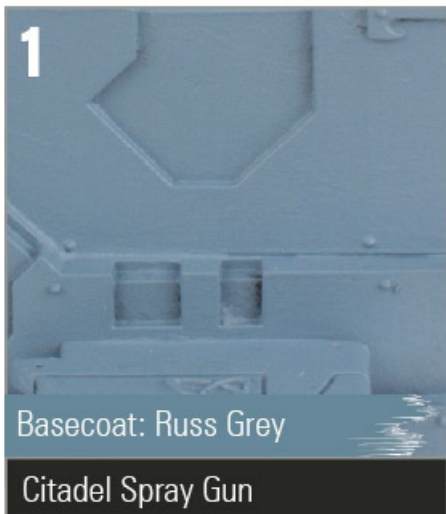
can't see much of him. Better to paint what you can see rather than putting in wasted effort.

I used the Citadel Spray Gun to achieve a smooth Russ Grey basecoat, tidying up any areas the Spray Gun missed with a Large Drybrush. I used the same pack markings on it as one of the Wolf Guard squads to show which unit rides into battle inside. Space Marine vehicles markings should always be visible in battle, which is why I painted them on the engines – you can always see them no matter what angle you're looking at the model from. When painting them, I lightly marked out the claws (the triangles) with a pencil and ruler first before painting them on. DH

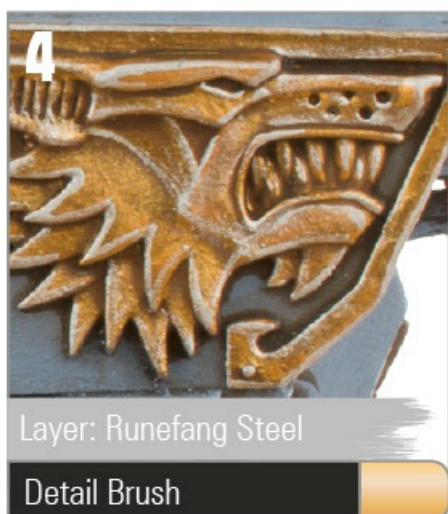
BATCH SPRAYING

Despite being painted by a team of people, the majority of the Studio's Space Wolves were basecoated at the same time using the Citadel Spray Gun. This helped ensure that the whole army had a consistent base colour to work from.

GREY ARMOUR



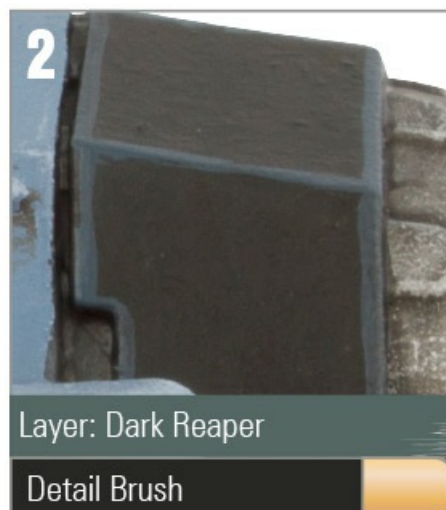
GOLD DETAILS



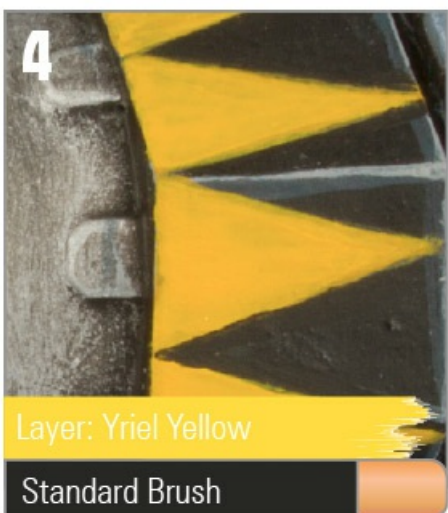
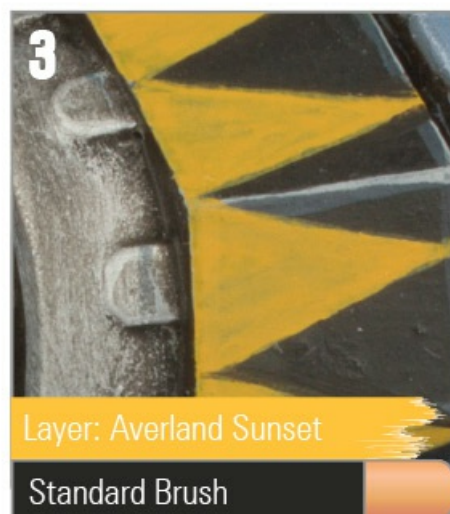
METALWORK



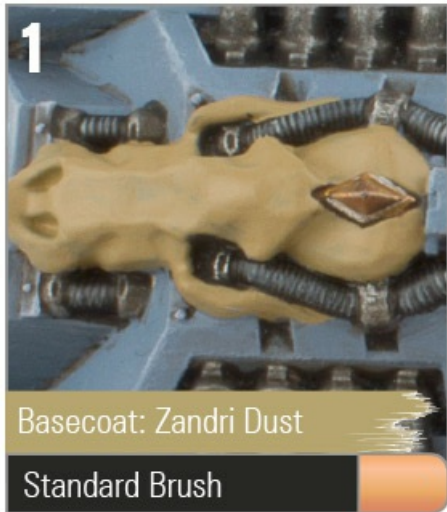
BLACK PANELS



PACK MARKINGS



SKULLS AND SCROLLS



THE RULES **STORMWOLF** **STORMFANG GUNSHIP**

The Stormwolf is a new assault craft designed to carry a squad of Space Wolves into enemy lines. Its sister ship, the Stormfang, is quite the opposite, a dedicated gunship with some serious firepower at its disposal. Here, Adam and Dan discuss their battlefield roles.



STORMWOLF



The Stormwolf is the Chapter's foremost assault craft, enabling the Space Wolves to bring the fight to the enemy wherever they may be found. Combining breathtaking speed with the freedom of altitude, a Stormwolf can swiftly close on its prey before setting loose its deadly cargo right in amongst the enemy lines, and bears sufficient firepower to ensure their landing is uncontested. The wolf's head silhouette of the Stormwolf strikes fear into the hearts of any who face the Sons of Russ, for their presence signals the

imminent arrival of some of the deadliest warriors in the Imperium. Such foreboding is not without good cause, for the Stormwolf is the favoured transport of packs of battle-hungry Blood Claws, who are renowned for not holding back once committed to battle.

	┌ Armour ┐				
	BS	F	S	R	HP
Stormwolf	4	12	12	12	3

UNIT TYPE: Vehicle (Flyer, Hover, Transport)

UNIT COMPOSITION: 1 Stormwolf

WARGEAR:

- *Twin-linked helfrost cannon*
- *Twin-linked lascannon*
- *Two twin-linked heavy bolters*
- *Ceramite plating*

SPECIAL RULES:

- Assault Vehicle
- Power of the Machine Spirit

TRANSPORT:

Transport Capacity: Sixteen models.

Fire Points: None.

Access Points: A Stormwolf has one Access Point at the front of its hull.

OPTIONS:

May replace both twin-linked heavy bolters with one of the following:

- *Skyhammer missile launcher...free*
- *Two twin-linked multi-meltas...20 pts*

	Range	S	AP	Type
Helfrost Cannon				
- dispersed	24”	6	3	Heavy 1, Helfrost Blast
- focussed	24”	8	1	Heavy 1, Helfrost

Helfrost: When a model suffers one or more unsaved Wounds from this weapon, it must pass a separate Strength test for each Wound suffered or be removed from play.

	Range	S	AP	Type
Skyhammer missile	60"	7	4	Heavy 3

DROP AND RUN

Dan: The first thing to note about the Stormwolf is its huge troop capacity of 16, enabling you to cram a lot of Space Wolves inside. My personal choice would be a 15-strong unit of Blood Claws led by a Wolf Priest. Transported into the heart of battle, the number of Attacks they can churn out is likely to prove overwhelming.

Because your Stormwolf will always come on from Reserve, you need to make sure it delivers its payload as soon as it arrives. It has a range of 36", so make the most of that movement to get it into position. It's armour should protect it from most weapons and it can Jink, but avoid leaving it visible to high-Strength guns. One lucky shot is all it takes to make Space Wolf puree out of the Stormwolf and its cargo. In the next turn, drop the Stormwolf into hover mode and unleash the unit inside. Unit deployed, I'd use the Stormwolf to harass enemy vehicles, using its speed and manoeuvrability to get at their weak rear armour. For this I'd definitely upgrade the heavy bolters for multi-meltas. With Power of the Machine Spirit you could potentially take out two vehicles a turn!

CLOSE SUPPORT

Adam: The Stormwolf is a fantastic vehicle for delivering a unit right onto objectives. Stuff its crew compartment with a Wolf Pack that can really make a difference (preferably one that you won't miss in the first couple of turns of the game). As Dan says, as soon as the Stormwolf becomes available from reserve, zoom up to the objective you want (braving enemy fire is the Space Wolf way). The following turn, drop into Hover mode, disgorge the occupants and then, for my money, it should adopt a close support, anti-infantry role. Those heavy bolters and the dispersed shots from the helfrost cannon will make things that much easier for the boots on the ground. If you find that you need to take on a tank, the twin-linked lascannon and helfrost cannon's focussed fire should help out, but the key is going to be helping out your ground troops.

As for what to put in it, I'm working on one right now and I plan to stick a squad of Wolf Guard in Terminator armour in it. It's safer than teleporting and, thanks to the assault ramp, should see them in close combat at about the same time.



STORMFANG GUNSHIP



For the Space Wolves, the Stormfang Gunship is the final word in aerial superiority.

Designed to dominate the skies in the manner of the dread ice wyrms of Fenris, a Stormfang's ferocious armament mirrors the fighting qualities of the Space Wolves themselves. A helfrost destructor runs along the length of each of these deadly attack craft – a formidable weapon designed to freeze the target area to absolute zero in an instant. Even notoriously unyielding materials such as ceramite, ferrocrete or the

wraithbone of the Eldar cannot hope to withstand the thermal shock of plummeting to such base temperatures, and shatter beneath the lance beam's icy touch. Most Stormfang pilots are boastful of the deadly firepower at their command, and mark their craft with tallies of their fallen foes.

	┌ Armour ┐				
	BS	F	S	R	HP
Stormfang Gunship	4	12	12	12	3

UNIT TYPE: Vehicle (Flyer, Hover, Transport)

UNIT COMPOSITION: 1 Stormfang Gunship

WARGEAR:

- *Helfrost destructor*
- *Two twin-linked heavy bolters*
- *Two stormstrike missiles*
- *Ceramite plating*

SPECIAL RULES:

Power of the Machine Spirit

TRANSPORT:

Transport Capacity: Six models.

Fire Points: None.

Access Points: A Stormfang has one Access Point at the rear of its hull.

OPTIONS:

May replace both twin-linked heavy bolters with one of the following:

- *Skyhammer missile launcher...free*
- *Two twin-linked multi-meltas...20 pts*

May replace its two stormstrike missiles with the following:

- *Twin-linked lascannon...15 pts*

	Range	S	AP	Type
Helfrost Destructor				
- dispersed	24"	6	3	Heavy 1, Helfrost, Large Blast
- focussed	24"	8	1	Heavy 1, Helfrost, Lance

	Range	S	AP	Type
Helfrost Cannon	72"	8	2	Heavy 1, Concussive, One Use Only

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

STONE COLD KILLER

Adam: Possibly the scariest aircraft in Warhammer 40,000, the Stormfang combines modest (but handy) transport capacity with good armour and an outright deadly main gun. The helfrost destructor has the chops to turn even the mightiest tanks into icy chunks (it's a lance weapon), and with the ability to hit units with a large blast attack and even one-shot kill monstrous creatures (yes, you do need to be very lucky), there's nothing it can't do.

I recommend using the Stormfang primarily as a very quick and dangerous anti-tank weapon. Issue it with lascannons, and multi-meltas and navigate the battlefield pulping the best armoured units the enemy has. The weapons are only short ranged, but since your plane is zooming, you don't need to worry too much about the return fire levelled against you. Get in close, where you can use the multi-meltas' short range to their best effect, and kiss goodbye to your target – not much is going to survive two short-range hits from multi-meltas, a lascannon and a helfrost destructor. The next turn, rinse and repeat.

One thing I am always wary of with units that have two possible roles is not to dilute them trying too hard to do both. The Stormfang is a gunship first and foremost, so use the crew compartment as a happy extra. If you come out of Zoom mode to drop off a squad, your Stormfang will find itself getting shot to ribbons, so only do it if you need to.

A FROSTY RECEPTION

Dan: The Stormfang Gunship boasts a lot of firepower and, in my opinion, it's one of the best anti-aircraft vehicles around. If you use it correctly, that is.

Because the Stormfang comes on from reserve, you really need your opponent's flyers to be on the table before it arrives. That way you can set up an attack run with the enemy directly in front of you and pound it with every one of your forward-facing guns. If you get

the angle right and approach the enemy plane behind its turning arc, you should be able to avoid return fire if your attack run doesn't quite pay off. However, with stormstrike missiles and a helfrost destructor you should be able to reduce most enemy flyers to frozen debris with ease, but if you're erring on the side of caution (or you lack confidence in your dice-rolling skills), upgrade it with multi-meltas to make doubly sure of a clean kill.

Of course, this only works if you've got an enemy flyer to shoot at. In the event there isn't one around, Adam's tank-hunting suggestion is a great solution. With so many high-Strength guns and the ability to shoot multiple targets, the Stormfang can cause serious damage every turn. My one warning is that you will need to plan your attack runs very carefully. Zooming flyers have to move at least 18" and can only turn 90° each turn, so the point where you bring the Stormfang on is crucial. While going into hover mode is risky, doing it in the latter stages of the game (instead of leaving the combat zone) may give you that last kill you need to secure victory.

DESIGNERS NOTES

This week's releases include the impressive Stormwolf and Stormfang. Keen to find out more about these brutal-looking aircraft, Dan put on his snowshoes and headed across the tundra to ask Ironpriest Nic Ho more about his latest creations.

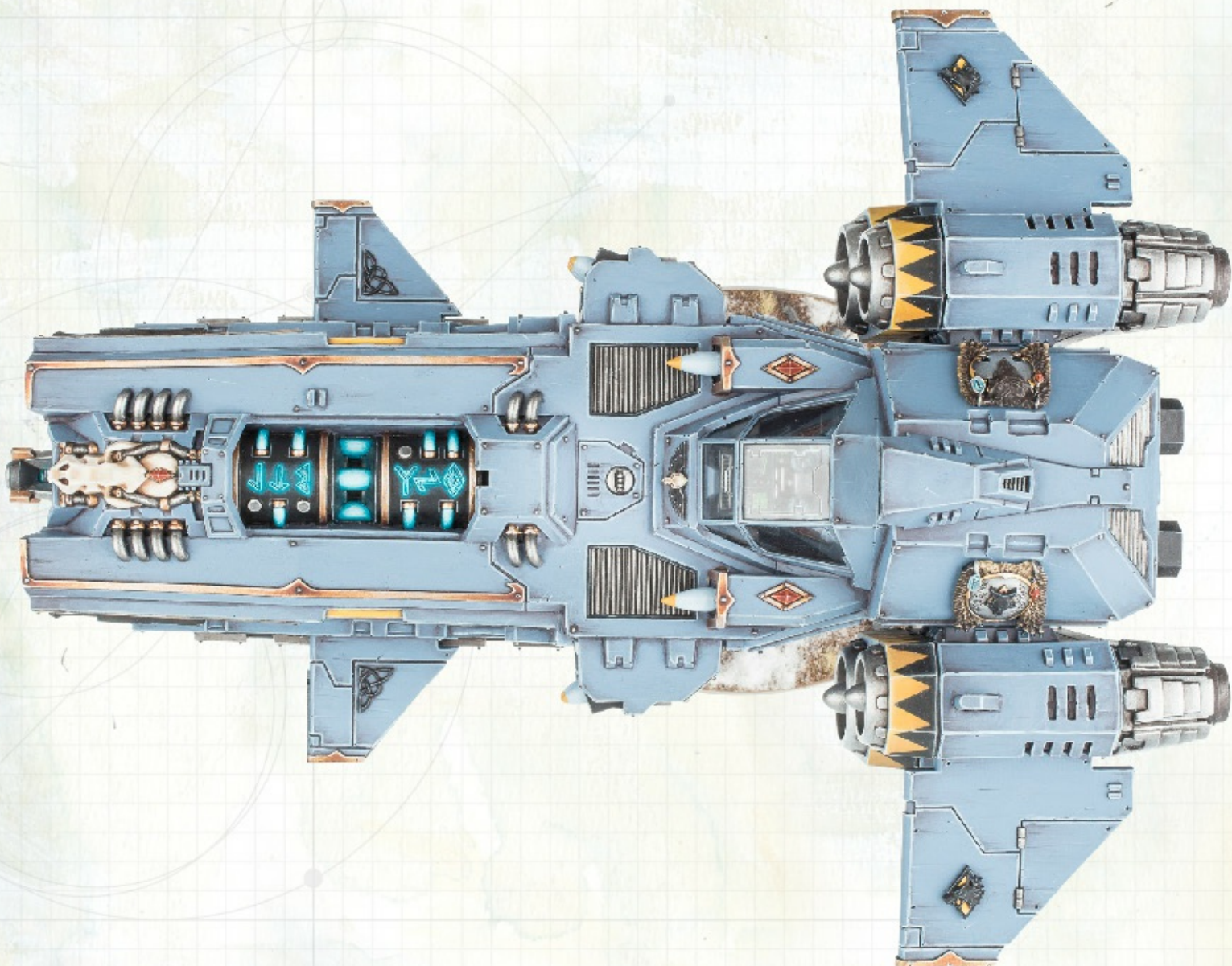
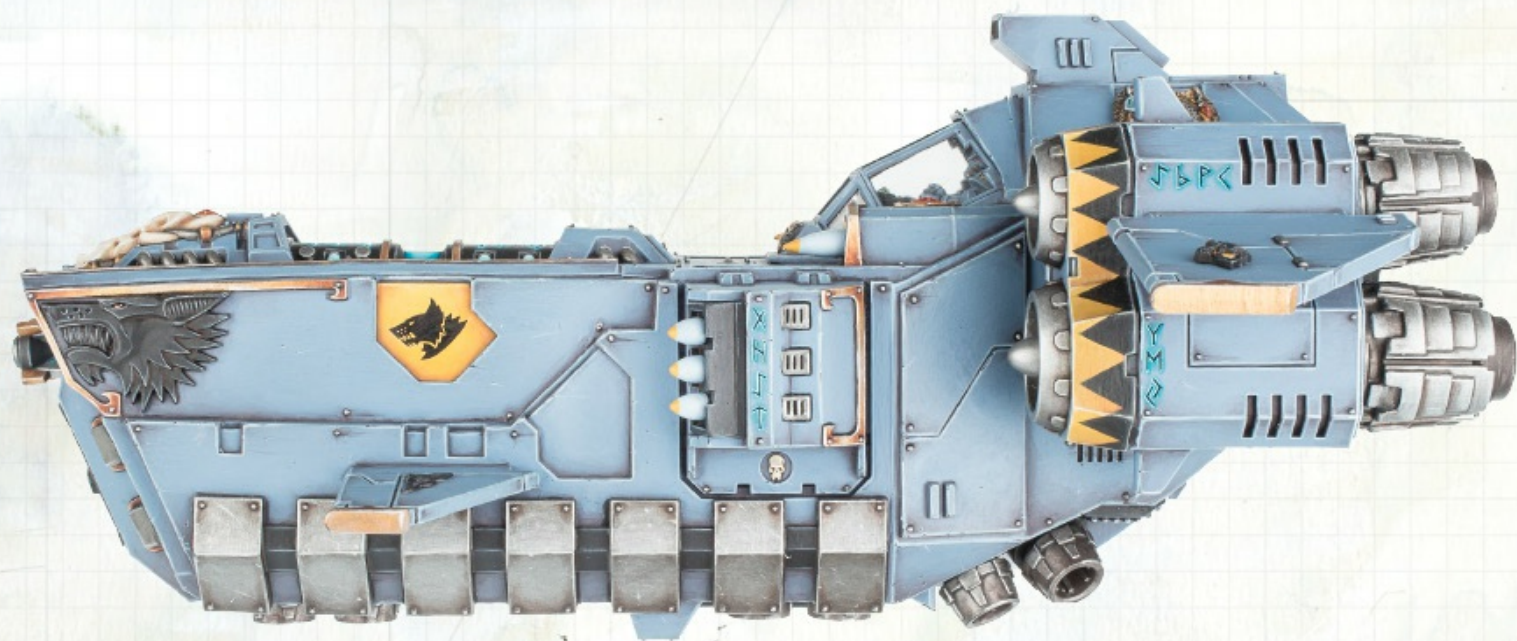
Nic Ho has been making a name for himself in vehicle design, having worked on the Tesseract Vault, the Hydra and now the Stormfang Gunship.

“When we started the Space Wolves project, it was Daz (Darren Latham) and Dale (Stringer) who came up with the original concept of the Stormwolf assault craft,” begins Nic. “Space Wolves are renowned for their lightning-fast assaults and no-nonsense approach to warfare and the idea of a fast-moving troop carrier really fitted with their background.”

Interestingly, the look of the Stormwolf was inspired not by aircraft, but ships. “The Space Wolves have a strong seafaring culture on Fenris,” says Nic. “We liked the idea of making some kind of assault boat. A waterborne vessel was out of the question, but a craft that flew really low fit the bill perfectly. We imagined it skimming dangerously close to the ground before opening the front doors to release a pack of Blood Claws on the enemy. Space Wolves aren't too keen on flying, so having the Stormwolf low to the ground felt right – that's why the flying stem sits very deep in the craft, making it closer to the battlefield than other flyers.”

As with many Space Marine vehicles, the Stormwolf employs a number of common design elements. “Space Wolves are practical,” continues Nic, “just like all Space Marines. They take what they want and make it fit their way of fighting. The engines are similar to the Stormtalon, but much bigger to help propel the bulk of the Stormwolf along, while the assault ramp is the same as the one on the Stormraven. Clearly they liked how the Blood Angels were doing things and kept that idea. The underneath of the hull is covered in gravitic plates, just like the Land Speeder. When you're flying low and fast, you really don't want to hit anything, so they're there to repel the hull from the ground below. The biggest divergence from a Codex vehicle is the main hull of the ship. It definitely has a similarity to the Caestus Assault Ram in its lack of elegance and brutal simplicity. It really is a flying battering ram. A battering ram full of angry Space Wolves.”

Like many plastic kits, the Stormwolf can be assembled in more than one way, in this case the Stormfang Gunship. “It’s a huge flying cannon, pure and simple,” laughs Nic. “In place of the troop compartment there’s a helfrost destructor, a weapon unique to the Space Wolves and covered in glowing runes. It also features the only non-practical part of the gunship, a targeting array housed in the skull of a Fenrisian wolf. Space Wolves are proud and noble warriors and we were keen to add a lot of iconography like this to visually link the craft to the Chapter. All the wolfy trinkets, such as the chains and shields are optional, though there are more integral icons built into the hull, such as the crest on the front of the Stormfang Gunship and the golden wolf heads on either side of the ‘snout’. That was an interesting development, actually – the shape of the craft. While digitally sculpting it, I noticed how similar it looked in profile to the head of a wolf, with a long muzzle and sleek head. It didn’t take much tweaking to emphasise that look a little. Overall, you get the feel of a solid, fast and aggressive craft, but one that’s treated with great reverence and respect by the warriors that fly into battle inside it.” DH



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, we look at helfrost, death worlds, Kill Team, Great Eagles and a really big spoon.

FENRIS, WORLD OF ICE AND DEATH

GLIMMERFROST CRYSTALS

The massive helfrost destructor mounted on the Stormfang Gunship so piqued our interest that Adam went on a quest to learn more about it. The Design Studio's own bearded warrior, Simon Grant, was on hand to provide the answer:

“All helfrost weapons are powered by glimmerfrost crystals. These gems, which are as clear and pure as a mountain spring, are incredibly rare. They are found in only one place in the galaxy,” says Simon. “That place is within the deepest caverns beneath Allfather Peak, a mighty mountain found on Asaheim, the main continent on the Space Wolves’ home world of Fenris.

“The Space Wolves hold that glimmerfrost crystals began to grow in these hidden caverns after the Emperor discovered Leman Russ and the mighty pair journeyed to the crash site of the Wolf King’s incubation pod. The exact location of these caverns is one of the Chapter’s most closely-guarded secrets.

“The glimmerfrost crystals, and the helfrost weapons that they power, exemplify the mysticism surrounding much of the Space Wolves’ technology,” Simon says. “For, while the machine cult would struggle to explain how they work, the Space Wolves know they are a gift from the All Father.” AT



FENRIS

The world that the Space Wolves call home is one of the most inhospitable and dangerous planets in the Imperium of Man.

Fenris is wracked by two seasons, fire and ice, and both are utterly murderous. Only on Asaheim, the northern continent, can a man survive the elements, and even then the planet's many natural predators, of which the many species of wolf are the greatest, make any and all life fraught with constant peril. The indigenous Fenrisians are a hardy folk, a formidable warrior culture who wage constant war on each other, launching swift sea raids from the prows of their masterfully-built wooden boats. It is from this tough people that the Space Wolves draw their recruits.

In the ten millennia of its recorded history, Fenris has been invaded several times, and each time its populace, the elements and the predators that inhabit it have thwarted the attempt. Many reckon that a successful conquest of Fenris by an invading army is completely impossible.

KILL TEAM ON STEAM

We were excited to learn this week that the excellent Kill Team video game (previously only available on Xbox Live Arcade and the Playstation Network) is coming to Steam for PC. This all-action third-person shooter puts you in the role of a member of a Kill Team assigned to purge an Ork Kroozer before it reaches an Imperial Forge World.

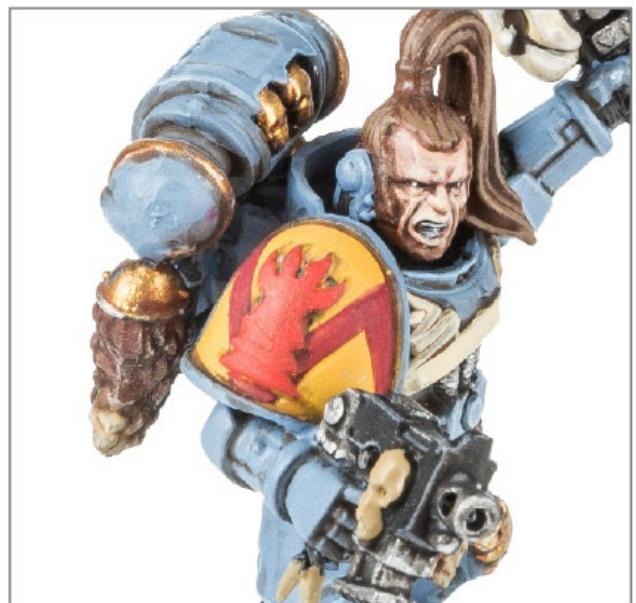
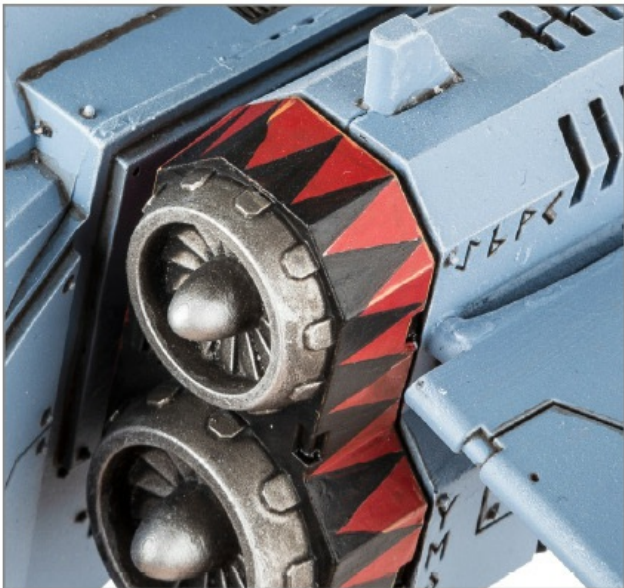
In the game, you choose your Space Marine Chapter and select from the role of Sternguard, Techmarine, Vanguard Veteran or Librarian before leaping into the action in single-player or same-screen co-op play. AT



DESIGNERS NOTES EXTRA: PACK MARKINGS

You may have noticed that the Stormfang and Stormwolf models in the Studio collection have markings on their engine cowlings and hull that denote which packs they are carrying. Adam asked Natalie Ann Slinn all about it:

“Space Wolf Packs are very proud of their transports, and will often mark the hulls as a sign of honour,” says Studio painter Natalie Ann Slinn. “Each type of Wolf Pack has colours specific to it, which is explained in Codex: Space Wolves. For the Stormwolf I painted, I used bright yellow and red to mark it out as belonging to a Blood Claws pack. The Blood Claws’ shoulder pads are often marked with jags, so I used those for the wing details. The trick when painting straight edges like these is to make sure you water your paints down properly, and apply several smooth layers rather than one thick one. This way you avoid thick ridges.” AT



BIT OF THE WEEK: DEAD ORC

Everyone loves a dead Orc. This one comes in the Hunter Orcs on Fell Wargs box and makes a great addition to a base or a piece of scenery. It could even be used as an objective in a game, though who'd want to fight over a mouldering Orc is a mystery...



READER'S MODEL OF THE WEEK

Every now and again we feature a model in Warhammer: Visions that doesn't have a name alongside it. After some rigorous sleuthing by the Inquisition (read: we got an anonymous tip-off) we discovered that this rendition of Buhrdûr from issue 3 was painted by Don McInturff, who entered it into The Lord of the Rings category at Games Day Memphis last year.

Don painted the infamous troll chieftain with sickly yellow skin, his clothing a patchwork of assorted browns and greens, his sword and armour weathered and badly rusted by the elements.

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

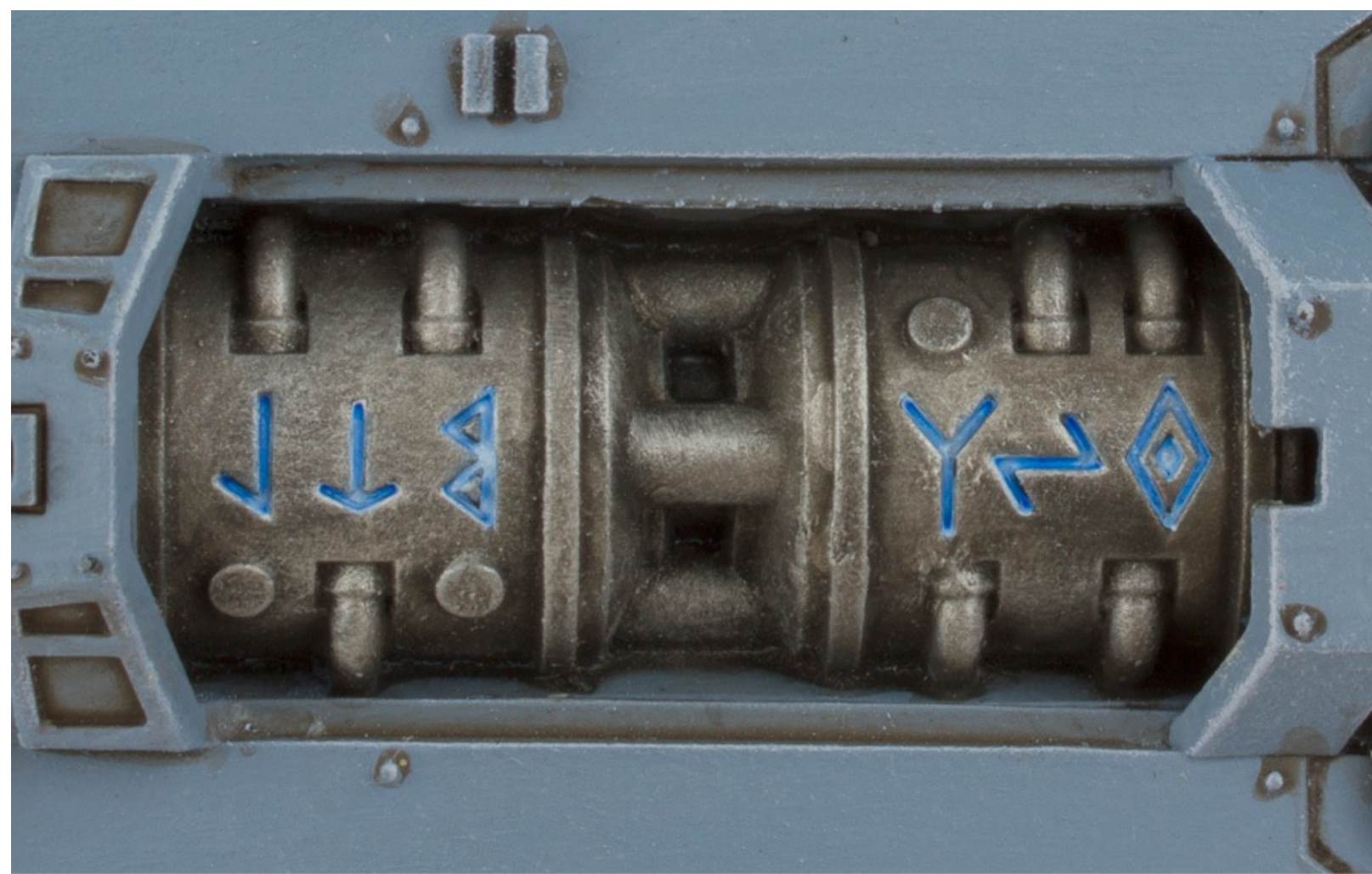
team@whitedwarf.co.uk

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



HOW DID THEY DO THAT?

The Stormfang Gunship has a massive helfrost destructor running along its length, the barrel covered in Space Wolf runes. “They’re actually really easy to paint,” says hobby team painter Tom Moore. “I painted each rune with White Scar and a Fine Detail Brush and then gave each of them a glaze of Guilliman Blue. It doesn’t matter if you get a little blue on the area around them either, as it makes them look like they’re glowing with power.”



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



CHEATER, CHEATER, PUMPKIN EATER

Howdy Grombrindal, I have a question for you. Do my eyes deceive me, or was Adam Troke's army list in issue 18 illegal?

- 'Accountant' Ben Lambert

GROMBRINDAL SAYS

Well, now, illegal is a strong word. It brings to mind the shocking incident of September 2013, where Adam tried to help himself to an extra 800 points of Daemons in his game against poor ol' Matt Hutson or his dark and sinister work on the (now legendary) How to Roll Citadel Dice. Better ask him.

Adam: You're referring to the one where I thought I could use a Leman Russ Tank

Commander, without an accompanying squadron? Yep, guilty as charged. Worst thing was, I didn't realise my mistake until the magazine had already gone off to the printers. Ah well, on the plus side, I didn't really need his help, I beat Jes so convincingly. Either way, when I realised, I was really embarrassed. Sorry.

- *Grombrindal (and Adam)*

WEAPON OF THE WEEK: SPOON!

Under most circumstances, the humble spoon is hardly considered a weapon of war. In the hands of a mighty Troll, however, it takes on a far more terrifying aspect, especially when it's roughly the size of a shovel. In the fantastic scene in *The Hobbit: An Unexpected Journey* where The Stone Trolls battle Thorin's Company we see a variety of improvised weapons, but none are as amusing as the spoon clenched in Tom the Troll's massive fist.



CODEX: APOCRYPHA EXTRA

Notes from the worlds of Warhammer. This week: death worlds.

CATACHAN

Catachan is the most infamous death world in the galaxy. Every inch of the planet's landmass is covered in dense jungle and every species of flora and fauna is deadly, from the Catachan Devil to the Venus Mantrap. Natives to Catachan learn from an early age to watch where they tread at all times.

KRIEG

Once a manufacturing hive world, Krieg was devastated by civil war in 433.M40. Desperate not to let the planet fall into enemy hands, the loyal Colonel Jurten had the entire planet bombarded with nuclear weapons, destroying the planet's ecosystem and plunging the world into a nuclear winter. The surface of the planet remains uninhabitable to this day, the populace living deep beneath the ground in lead-lined bunkers.

GHEISTOS

Once a verdant agri-world, Gheistos was destroyed by the most deadly headache of all time. Unbeknownst to a young agri-worker, his headache was actually a Warp portal being opened inside his head. The subsequent outpouring of Rot Flies and Plaguebearers left the planet tainted beyond hope and the Exterminatus was enacted upon it. Unsurprisingly, the young boy didn't make it...

ZEL SECUNDUS

This arid death world is constantly scoured by powerful storms of sand and grit, while the atmosphere is horrifically poisonous and corrosive. Stepping outside without an environment suit is tantamount to suicide, a fatal race against time between internal corrosion and external erosion.

STEAMED GREENS

For the last few weeks, Erik has been painting Dwarfs for a Battle Brothers event at Warhammer World. Sadly, on the day before the event, his partner, Andy, was struck down by Grandfather Nurgle, leaving Erik to brave the event alone.

Taking to the field as ‘the Lone Bugman’s Ranger’, Erik borrowed some of Andy’s Dwarfs to make up the numbers, fielding no less than five Gyrocopters and Gyrobombers. Sadly for Erik, his plan to obliterate his foes from the air came unstuck when his Dwarfs fought an Empire Steam Tank and an army of Knights. “The bombs just bounced off them,” he cried. “And the steam guns did nothing more than make them sweat in their armour.” Erik got his revenge in the next game, though. “I got to fight Night Goblins,” he beamed. “Those Goblins lucky enough to survive the explosions were cooked alive like little green lobsters. Lovely job.”



HOBBY IN THE WHITE DWARF BUNKER

Following on from War Diary earlier in the issue, Dan has also painted a host of Great Eagles for his Mirkwood-themed Armies on Parade board.

“The Great Eagles were actually some of the first models I painted for my display,” begins Dan, “but I only painted two to start with. That clearly wasn’t enough for my liking. Sadly, by the time I got around to painting another four, I’d completely forgotten what colours I’d used to paint the first ones. My tip is to keep a painting journal next to you at all times so you can note down the colours you used and what technique you applied them with.” Having finished his Eagles, Dan made scenic bases for them using off-cuts from the Osgiliath Ruins set that he’s been chopping up for his board.



The Great Eagles have such massive wings that Dan may not be able to fit them all on his Armies on Parade board!

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