

# WHITE DWARF™

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CITADEL MINIATURES  
ISSUE 27  
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MURDERFANG  
**RULES  
INSIDE**

NEW DREADNOUGHTS!

## BJORN THE FELL-HANDED

THE SPACE WOLVES' MIGHTIEST HERO – PLUS THE  
PSYCHOTIC DEATH MACHINE CALLED MURDERFANG

# WHITE DWARF

ISSUE 27  
2nd August 2014



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# OPENING SALVO

*Three Dreadnoughts in one? If that's not a cause for Space Wolf rejoicing I don't know what is. The new Venerable Dreadnought kit makes three distinct war machines – including the brand-new Murderfang, a fantastic (and slightly terrifying) character which we've got the rules for later on in the issue – and it's absolutely packed with components. Expect to see an influx of Space Wolf armies among the White Dwarf team soon... especially with the advent of the new Space Wolves Codex, which all Sons of Russ should find thoroughly absorbing.*

*In fact, it's a bumper week for new releases, culminating in two very special Space Wolf limited edition sets – the appropriately-named Long Fang and Wolf Guard editions. Lovely stuff.*

*If you're a Space Wolf collector we'd love to see pictures of your painted miniatures – drop us a line at [team@whitedwarf.co.uk](mailto:team@whitedwarf.co.uk) with your Fenrisian goodness. I hope you enjoy the issue!*



A handwritten signature in black ink, appearing to read "Jes Bickham".

**Jes Bickham - White Dwarf Editor**

# VENERABLE DREADNOUGHT

Deep within the sarcophagus of a Venerable Dreadnought lie the interred remains of a Space Wolf hero. Their lives sustained indefinitely by their armoured suits, they still serve the Chapter, battling the enemies of Mankind for hundreds, if not thousands, of years.



*The Space Wolves Venerable Dreadnought is an armoured colossus, a walking wall of adamantium and ceramite. Like all Dreadnoughts, the pilot's life-support system is housed in the war machine's torso, the sarcophagus covered in Chapter icons, talismans and wolf's head totems.*

*As a celebrated warrior of the Chapter, the Venerable Dreadnought can choose his wargear from the Chapter's extensive armoury. This multi-part plastic kit includes many of those weapons, from the apocalyptically cold helfrost cannon to the great*

wolf claw – a larger, more powerful version of the lightning claws carried into battle by Wolf Guard Terminators. Other Dreadnought pilots eschew the use of ranged weaponry entirely, preferring to carry a Fenrisian great axe and blizzard shield, two of the Chapter's most revered artefacts and deadly weapons in the gauntlets of such esteemed warriors. DH



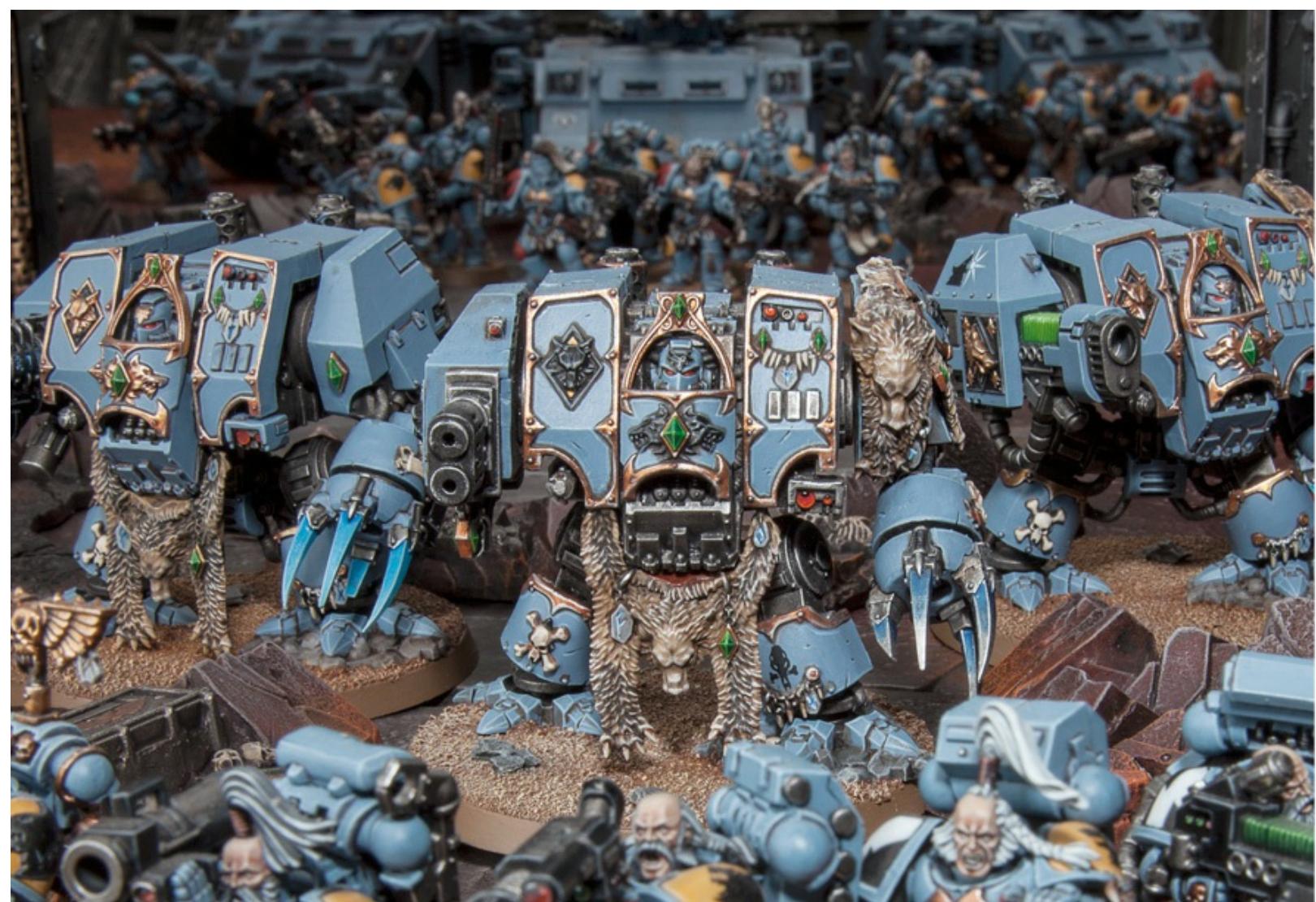
Above, Left - Twice the height of a man, the Fenrisian great axe is an ancient artefact and a potent weapon in the hands of a Venerable Dreadnought.

Above, Right - The blizzard shield is a huge storm shield designed to be carried by a Dreadnought. While not strictly a weapon, Dreadnought pilots often use it as such, smashing their foes asunder with a backhand swipe.



Above, Left - There are two heads for the Venerable Dreadnought – an armoured helm and a leering wolf-skull with a targeting reticle grafted into its eye socket.

Above, Right - The Space Wolves Venerable Dreadnought can be posed at both the arms and the waist. Many of the parts (including its legs standing on a rock) are fully compatible with other Space Marine Dreadnought kits.



# BJORN THE FELL-HANDED

**Bjorn the Fell-handed is the oldest warrior in the Imperium. He is a legendary figure among the Space Wolves, having fought alongside the Primarch Leman Russ during the Great Crusade. Almost 10,000 years later, Bjorn continues to fight for the good of Mankind.**



*Bjorn is a living link to humanity's past, a warrior from an ancient time when the Emperor of Mankind walked the stars. Following the disappearance of Leman Russ after the Great Crusade, Bjorn was the only member of his Wolf Guard left behind, later becoming the Chapter's first Great Wolf.*

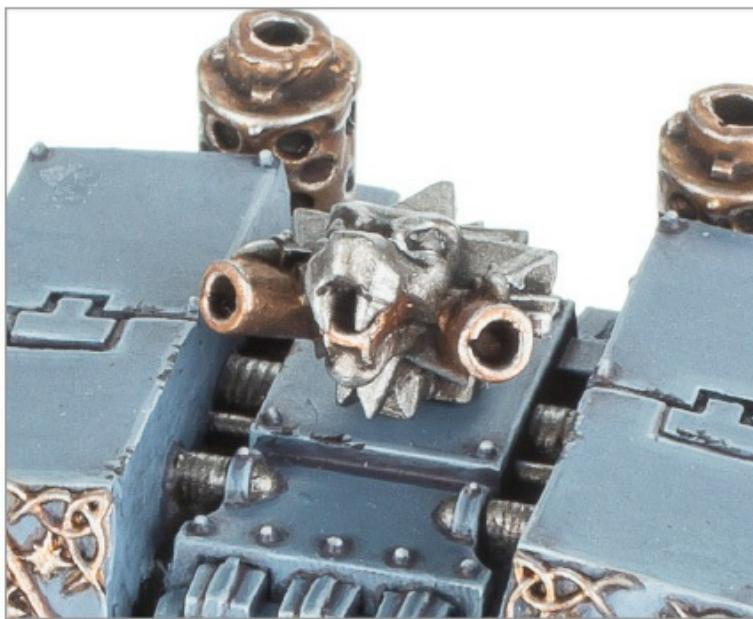
*It was during his reign as Great Wolf that Bjorn was wounded and interred within a Dreadnought, both his life support and his tomb for nearly nine millennia. In life he wielded a customised lightning claw and, in his honour, one was forged for his new*

armoured form. Known as Trueclaw, it is Bjorn's preferred weapon of war alongside his assault cannon. Much to Bjorn's annoyance, his armour has become adorned with ornamentation over the centuries, from wolf pelts and friezes to hanging wolf tails and devotional runes, a sign of the veneration bestowed upon him by his battle brothers. Despite his sullen attitude, there is no doubt that Bjorn is still one of the Chapter's greatest warriors, leaders and tacticians. DH



Above, Left - Bjorn's sarcophagus is adorned with two murals. The right panel features the Wolf that Stalks Between Stars, the closest icon the Space Wolves have to a Chapter symbol. The left mural shows Bjorn fighting a Daemon, an act that cemented his legacy as a champion of Fenris.

Above, Right - Trueclaw is Bjorn's favoured weapon, a vast lightning claw glittering with energy and inlaid with gems and knotwork.



Above, Left - The smoke launcher on top of the Dreadnought's carapace is fashioned like a wolf's head.

Above, Right - With unfettered access to the Chapter's armoury, Bjorn can wield a range of weapons including the iconic assault cannon and this fearsome helfrost cannon.



# MURDERFANG

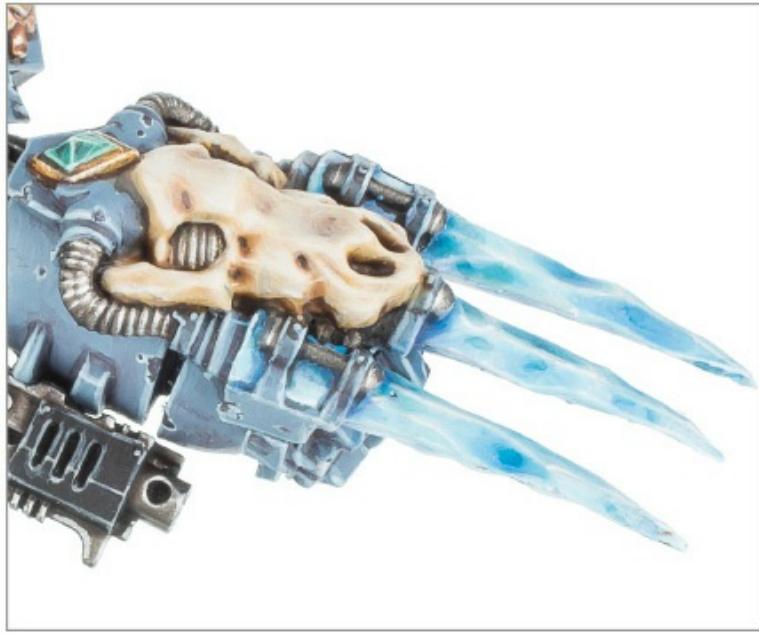
**The Space Wolves bear a dark curse in their gene-heritage, a feral madness that lurks at the heart of every son of Fenris. Murderfang is one such victim of the wolf curse, proof that even internment within a Dreadnought is no protection against the mark of the Wulfen.**



*Murderfang was found by the Space Wolves roaming the hell world Omnicide, a potent killing machine turned feral within his armoured sarcophagus. Frozen with helfrost technology and returned to Fenris for study, Murdefang is only unleashed in the direst circumstances.*

*Made from the same plastic kit as the Venerable Dreadnought and Bjorn the Fell-handed, Murderfang has several unique features that mark him out from the pack. In place of a helm or enclosed sarcophagus his head is exposed, teeth bared in*

bestial rage. Desperate to engage the enemy in combat, his weapon arms have been augmented to carry jagged murderclaws – brutal, unrefined weapons just like the warrior wielding them. There are also two specific panels for the front of his Sarcophagus, while a crude trophy rack replaces the smoke launcher on the top of his sarcophagus. DH



*Left - Murderfang's claws are made of alien ice that never melts, even in the heat of battle. These otherworldly weapons are attached to Murderfang's gauntlets with Thunderwolf skulls, the one linked to the underslung storm bolter sporting a targeter.*

*Right - Murderfang's face shows the tragedy of his Chapter's gene-curse. The icon on his chest is split between black wolf and white skull to represent his changing aspect.*



# SPACE WOLVES

**The Space Wolves are the savage saviours of humanity, heroic warriors from ice-blasted Fenris who will stop at nothing in their service to the Allfather, the Emperor of Mankind. They have survived millennia of bloody battle, standing firm against the darkness.**

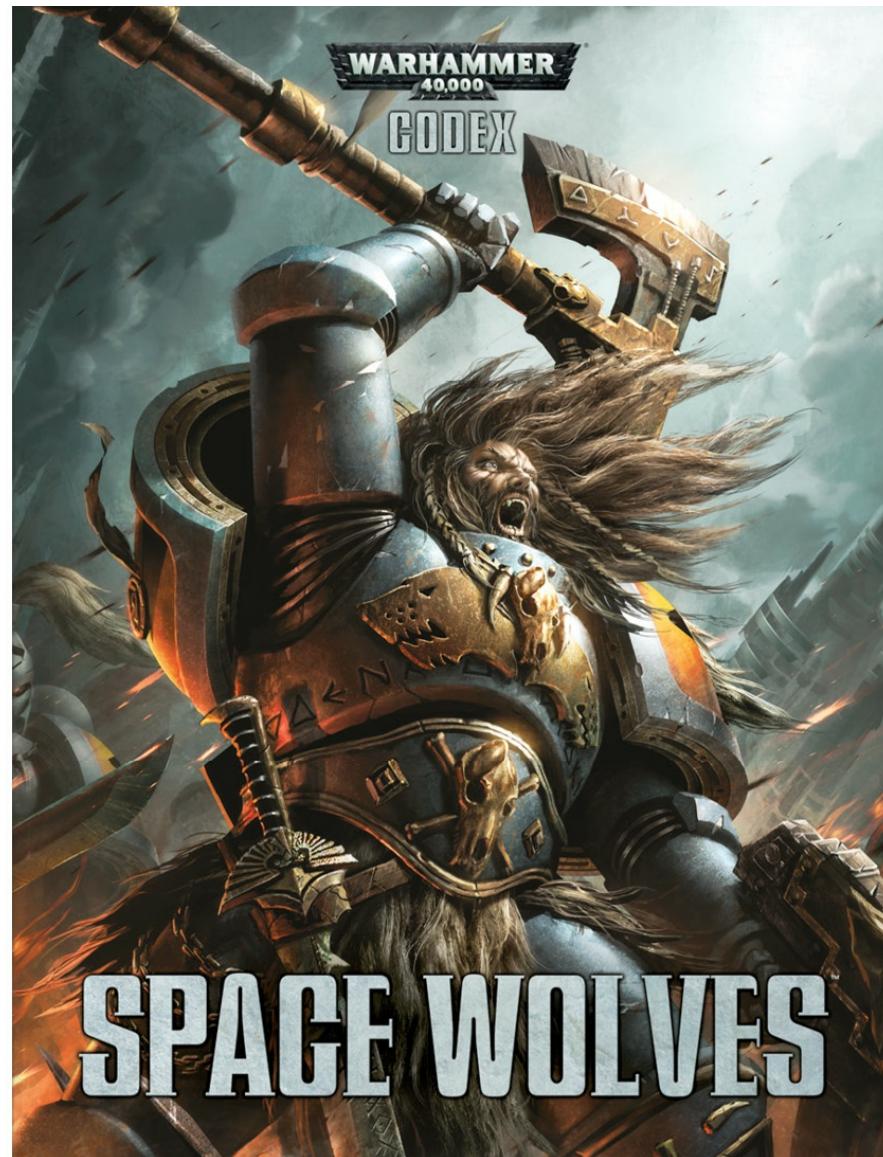


*The Space Marines are the champions of Mankind, a weapon forged by the Emperor to conquer the stars in his name. Even*

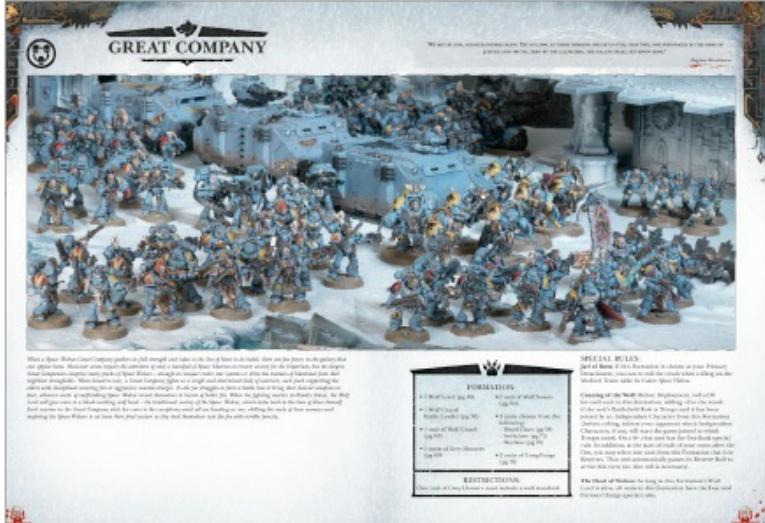
among the Space Marines, few can boast the reputation of the Space Wolves, warriors forged in the crucible of battle, tempered by the blazing heat and murderous cold of Fenris, their cruel home world. They are savage of aspect and strong of arm, as cunning as the wolves that are their totem and as bold and heroic as their ancient warrior king, Leman Russ.

*Codex: Space Wolves* is the guide to these star-faring heroes, Space Marines for whom victory without glory is not enough. Contained within a 104-page hardback book is the history of the Space Wolves Chapter, from their founding as a Space Marine Legion, through the dark days of the Horus Heresy and the endless battles that span the millennia to the Time of Ending. Classic tales that have helped form the bedrock of the Warhammer 40,000 universe sit alongside enthralling tidbits of new material, giving a fuller account of the Wolves of Fenris than ever before.

Alongside the sweeping narrative of the Chapter, and detailed background of its greatest heroes lies the full rules for using the Space Wolves in your games, including new Warlord Traits, a brand new psychic discipline and datasheets for all the models in the army and a formation for using a Space Wolves Great Company. Add in cover art by the renowned Ray Swanland and galleries of fantastically painted miniatures, and you have a fittingly epic book. AT



Above - The new codex cover by Ray Swanland.



*Left - The Great Company formation enables you to unleash the wrath of an entire Great Company on the battlefield.*

*Right - The Companies of Fenris is a gallery of Space Wolf models, a showcase of Citadel Miniatures painted by the 'Eavy Metal team.*

# STORMCALLER

Ras Shakeh is falling to plague-wracked corruption. Redemption lies with Jarnhamar pack.

By Chris Wraight

Hardback | 320 pages

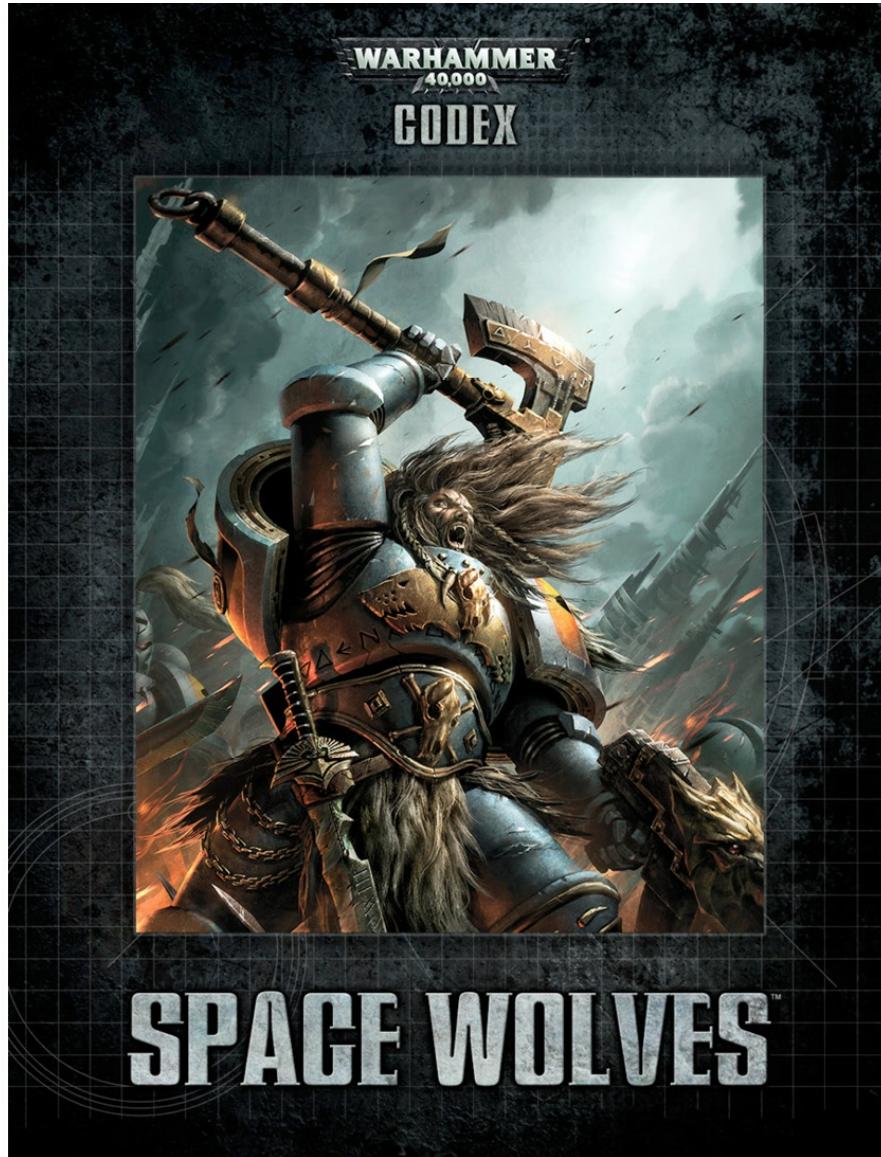


*On the Ecclesiarchy world of Ras Shakeh the Space Wolves and Adepta Sororitas are on the back foot, embattled against Chaos cultists and the Death Guard. But help is at hand for Jarnhamar pack, from no less a warrior than the Chapter's foremost psyker – Njal Stormcaller.*

*Stormcaller is the second part in the trilogy that began with Blood of Asaheim, and follows the exploits of the grizzled veterans of Jarnhamar pack as they wrestle with awkward alliances and a terrible foe. The action in this novel comes thick and fast, and Wraight does a splendid job of bringing the character of the Space Wolves vividly to life. Available in hardback, and also in ePUB and Mobi formats if you prefer your books on a digital device. AT*

# CODEX: SPACE WOLVES DIGITAL EDITION

Codex: Space Wolves is also available to download for use on your favourite digital device.



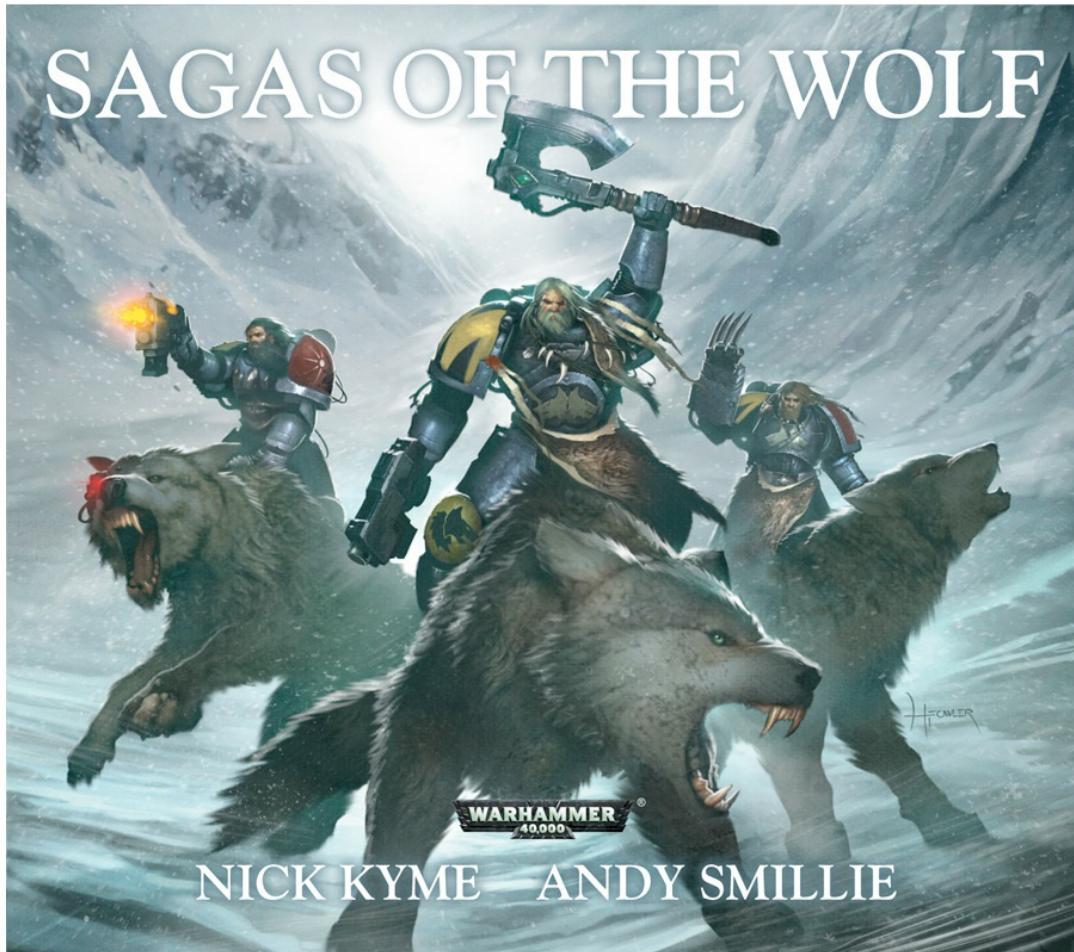
For those free of the superstitious fear of technology so prevalent on Fenris, there are digital editions of Codex: Space Wolves available so you can take them wherever your preferred digital device goes – perfect for reading on the train or saving a bit of precious shelf space.

Codex: Space Wolves is available in two digital formats: as an eBook that is compatible with most digital devices and as an enhanced Interactive Edition for iPads and Mac. This premium version contains beautiful hi-resolution imagery and galleries with 360° views of many models. It is also fully cross-referenced, making finding rules as easy as a finger press, and it also features a handy force requisition to organise your collection. AT

# SAGAS OF THE WOLF

This collection of three full-cast audio dramas lets you hear the Space Wolves wage war.

By Nick Kyme & Andy Smillie Audio dramas  
137 minutes



*The Space Wolves enjoy nothing more than telling of their glorious exploits, boasting of great victories while toasting fallen battle brothers with tankards of foamy ale. The stories found in Sagas of the Wolf are as close as it gets to hearing one of those epic tales retold.*

*Containing two CDs with more than two hours of audio, Sagas of the Wolf compiles three previously released stories, Thunder from Fenris, Doomseeker and Deathwolf. Each of these is portrayed with evocative sound effects and voice acting, and they each delve into a different aspect of the Space Wolves legend. Keep an ear out for the marvellous Deathwolf – Erik Morkai and a Dark Eldar Archon duelling in the skies above a Hive City? Yes please! AT*

# ARMAGEDDON QUICK READS

Black Library unleash a one-week spectacular: a collection of short stories set on Armageddon.

Check [blacklibray.com](http://blacklibray.com) for more details



Armageddon is a bloody war zone, most famed for cataclysmic battles against the endless hordes of Ghazghkull Thraka. Black Library kick off a month of digital releases based around the Third War for Armageddon with a series of quick reads in ePub and Mobi format.

These stories each tell a different aspect of the third war, from the Marines Malevolent storming the ruins of Hades Hive to Colonel 'Iron Hand' Straken taking on a daring mission of his own. Keep an eye out for Yarrick: Sarcophagus by David Annandale. Author of two Yarrick books already, Annandale has a brilliant handle on the Old Man of Armageddon and this tale, which kicks off the week's theme does not disappoint. AT

## FURTHER READING

One of the best things about this week's Armageddon quick reads is that many of them link to existing Black Library novels. David Annandale's Yarrick: Chains of Gologotha and Yarrick: Imperial Creed are blindingly good and fit in

perfectly with Yarrick: *Sarcophagus*. Likewise, *A Hero's Death* by Toby Frost gives you more from the author who wrote the novel *Straken*. Get yourself on to the Black Library website to find more about each of the quick-reads and the works of the authors who have penned them.

**CODEX: SPACE WOLVES**

# LONG FANG EDITION

Contained in a hefty box that displays the grand annulus in debossed, foil-blocked silver is the Long Fang edition of Codex Space Wolves. It's a limited edition you won't want to miss.



*The Long Fang edition is one of those items that can only be described as a true collectors piece. Within the display box is the heady trio of Codex: Space Wolves, Companies of Fenris and an art folio (with six art prints), each of which is bound in a moody grey cover unique to the limited editions. Companies of Fenris is an as yet unreleased 160-page volume that presents background information and uniform guides for four Great Companies (Logan Grimnar's, Harald Deathwolf's, Egil Iron Wolf's and Sven Bloodhowl's), and a wealth of painting guides for models from each Company. This is the first time you can lay your hands on Companies of Fenris. In the box you'll also find six weighty metal objective tokens, cast with totemic icons from the Grand Annulus. AT*

**CODEX: SPACE WOLVES**

# **WOLF GUARD EDITION**

**The ultimate item for devoted Space Wolves fans, the Wolf Guard edition adds to the awesome content of the Long Fang edition with the Codex supplement *Champions of Fenris*.**



*Containing all the same great content as the Long Fang edition, but with six extra art prints (12 in total) and an extra book, the Wolf Guard edition is intended for the most loyal sons of Fenris.*

*In addition to the Codex, Companies of Fenris, the art folio and six metal objective markers, the Wolf Guard edition also includes Champions of Fenris, a supplement for Codex: Space Wolves. Detailing Logan Grimnar's Great Company, this book provides new background, rules and datasheets for the legendary warriors of the Great Wolf. This is the first time this book has been made available and, as with each of the volumes in the limited edition, it is the only place you will be able to get them in this unique finish. AT*

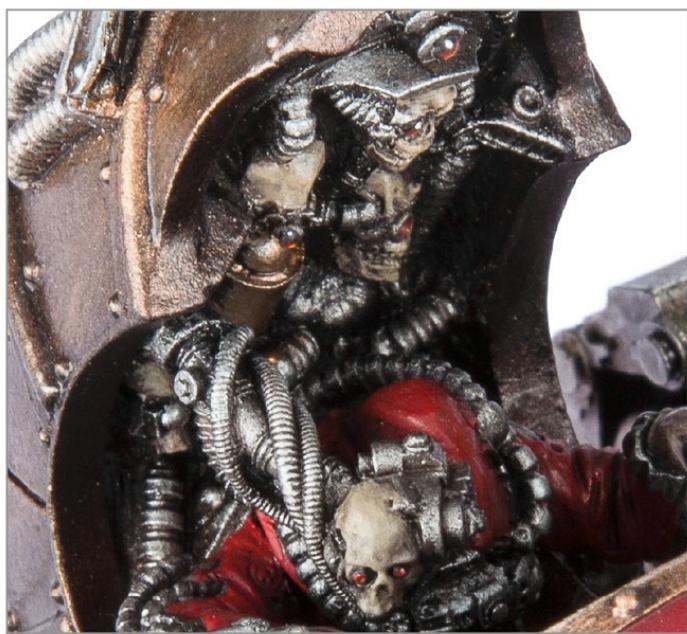
# FORGE WORLD

**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 Krios Venator and Thanatar Class Siege-Automata.**

# KRIOS VENATOR BATTLE TANK



The Krios Battle Tanks are the principle fighting vehicles of the Taghmata Omnisiah, fast and powerful tanks that are protected by an array of shields rather than the heavy armour plates of Imperial Army vehicles. These flare shields function by diffusing or dispersing the strength of incoming enemy firepower. When upgraded with plasma fusils, Krios Battle Tanks are given the designation of Krios Venators, and are used to hunt down and destroy the enemy with volleys of destructive energy. AT



*Above - The Krios Venator is armed with a plasma fusil, a weapon that can fire several very powerful plasma shots in quick succession. Although the range of the plasma fusil perhaps lacks that of other anti-tank weapons, its rate of fire and devastating effect allow the Krios, which is a fast vehicle in its own right, to serve as a tank destroyer.*

# THANATAR SIEGE-AUTOMATA



*The towering war constructs known as the Thanatar Class Siege-Automata are created by the Legio Cybernetica and used by the Taghmata Omnisssiah to crush the opposition in siege warfare. A Thanatar's thick armour plates and atomantic shielding*

enables it to get close enough to unleash weapons of devastating efficacy on the defenders.

Forge World recently put finishing touches to this Thanatar Class Siege-Automata armed with a Hellec plasma mortar. AT



*Above - The Hellec plasma mortar is used for blasting defenders out of cover, hurling plasma energy in a deadly arc to fall upon entrenched troops. Armour and cover offer scant protection as the super-heated blast washes over the victims.*

Forge World miniatures and books are available direct from their website at [www.forgeworld.co.uk](http://www.forgeworld.co.uk)

# WAR STORIES

**Jeremy Vetock talks about the power of the gaming group Waaagh! – and getting caught up in it – in this month's dose of his own regular madness...**



*It had to happen sooner or later. One of my gaming groups has been bitten by the Warhammer 30,000 bug. Unless you've been hiding under a rock, you've probably noticed the slew of Horus Heresy stuff: novels from Black Library, and the excellent series of gaming supplements and models from Forge World.*

*As it happens, many of my gaming friends actually do hide under rocks, but even that has not kept them safe from the growing tide of enthusiasm for this period. Truthfully, it is hard not to be motivated by the tale that defined so much of the Warhammer 40,000 backstory. Epic battles and betrayals, legendary characters, and the very birthplace of grudges!*

*One of my favourite things about being in a gaming group is that I never really know where it'll go next. Often the end of one gaming session leads to a what-to-do-next debate. An escalation league? Knockout tournament? Campaign? One-off scenario? Each member has his own favourite gaming system and way of playing. However, sometimes the stars align and everyone gets behind the same plan.*

*This phenomenon can start small. You might not even be aware that you are beginning something that will turn into the next big thing for your gaming group. I've seen a few Blood Bowl games played between other gaming sessions blossom into a full season of frenetic action. What starts out as a few linked-up battles can turn into a Warhammer 40,000 campaign to control (or blow up) an entire planet or even a star system.*

*There is a difference between a fad and something that grows to be even more. All gaming groups – from organised clubs to friends meeting up – get on different kicks and they last for a few sessions before moving on to something else. What I'm talking about, however, is a hobby craze that grows into something larger. It is the rare X-factor that can turn a gaming club's latest*

*trend into a full-blown obsession. Everyone's passion for the project pulls together, a sum that is greater than its constituent parts.*

*How do you know if you've gone over the deep end? When even the most luke-warm (at best) members suddenly throw themselves wholeheartedly into this new project, then you know you have a full-on feeding frenzy!*

*Sometimes the onset of such a gaming furor is gradual, incremental steps that build a greater whole. Other times it is an overnight thing – a guy teetering on the edge during the club's discussion suddenly stockpiles a brand new army the very next day. Once immersed in the magic waters of a true hobby froth, the buzz of excitement can turn naysayers into hobby-crazed zealots. It is lightning in a bottle that can make the non-painters in the club suddenly turn up with freshly painted models, new terrain appears on the table for each battle, each game played creates a handful of other must-play scenario ideas. Batches of new reading material are unearthed and passed around. Even outside of hobby time, your mind wanders back – dreaming up new army lists, or urging you to phone other group members to discuss conversion ideas or suggest possible miniatures swaps for each other's bitz boxes and unused models. Each aspect seems to spark the next stage – a joyous wildfire that grows in leaps and bounds, a tidal wave of enthusiasm, a superstorm of modelling, painting and gaming!*

*At their best, a good gaming group crusade gathers more and more momentum until everyone is contributing. I'm not sure that those versed in the social sciences would know the term 'Waaagh!', but that's basically what it is – an unstoppable wave of momentum.*

*I have seen a gaming group maintain such peak levels of rabid activity for lengthy periods. I recall everyone in one of my gaming groups playing Kill Team/small-points-sized 40K missions for half a year or longer. Other times, it might just occupy everyone's brainspace for a few weeks – a knockout tournament or Space Hulk craze.*

*While it's too early to tell if this new Warhammer 30,000 adventure we are embarked upon will pull everyone together, it does show all the early signs.*

*I admit, for the first few weeks I have resisted. I simply have too many other projects to jump on this bandwagon. To deny the pull of my gaming group's mass enthusiasm, I intended to be an island of discipline – a bastion of willpower. After all, I need to finish my Dwarfs. To the amazement of those around me, I also find my Orcs and Goblins need another dozen units. And a second Riptide would help my Tau Empire. And my list can go on... clearly waaaaay too much on my plate to start another army.*

*But I could feel my resistance crumbling. I went onto the Forge World website and scrolled around. I especially like the cool Mk II Crusade Armour. I spent too long imagining brother against brother, legion against legion, picturing large squads of Space Marines marching shoulder to shoulder, spraying sheets of bolter shells at the foe. Can you imagine Primarchs pitting not their wills and tactics against each other on the tabletop, but also their blades as well? I would like to lead my troops into battle with one of the founding fathers of the Space Marine Chapters we all know...*

*And so it begins. Will I go for the First Legion, the Sons of the Lion? Or, will the lure of the baddies call me in (yeah, yeah, I know – they didn't all start out bad, some were merely mislead...).*

*At the heart of the gaming group impetus, several members already have large Horus Heresy armies underway. They have, very kindly, offered to lend out troops to those of us who do not have models ready yet (or those few who have thus far resisted the growing temptation). Several more of the group have vowed to use their existing armies, where necessary using 'make-do' army lists or suitable proxies. The majority of us, however, are starting new forces. Small games in the beginning will allow everyone a chance to get a few units together and painted.*

*Starting a new army is great fun but it is even better if you are surrounded by a cadre of friends beginning their own forces. There are new colour schemes to try, new basing considerations, new game tactics and new troop combinations to mull. I anticipate that every new gaming session someone will have something new to show off.*

*I'm sure my other projects can sit on the backburner for a while. Sometimes resistance is futile... Waaagh!*

*Jeremy is a long-time hobbyist and author of many army books, including Warhammer: Dwarfs. His column appears monthly in White Dwarf.*

# HEROES AND MONSTERS

The worlds of Warhammer 40,000 are filled with evil, but the keen blades of good men will ever rise to meet it. Here we look at some beautifully-painted examples of such, and the stories behind them.

## THE GORGE-BEAST OF DRAX



*Jes Bickham: I painted this Haruspex to be part of my Hive Fleet Eumenides. The story behind the Gorge-Beast was inspired by the fantastic 'Fall of Shadowbrink' tale in Codex: Tyranids, in which Chaos Daemons battle the Great Devourer over a very unfortunate Imperial world. In my mind, Hive Fleet Eumenides – which I imagine to be a splinter fleet of Hive Fleet Leviathan – has come into contact with surviving Leviathan bioforms from Shadowbrink and absorbed their genetic memory of the event. Thus, Eumenides has learnt to recognise the scent of Daemon-spoor and even to adapt to extract nutrition from Warp-flesh. The gorge-beast was let loose up the daemon world of Drax with the express purpose of assimilating infernal matter.*

*Gore-slicked Bloodletter flesh and filth-ridden Plaguebearer hide alike sustained it, and the monster was only stopped by the Lord of Change Kerrath Dr'avgirrr ... but not before the Gorge-Beast had devoured great chunks of the immortal fiend. The rippers that found its remains had much genetic information to process...*

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# THE STORMBREAKERS, CHAMPIONS OF THE DEATHWOLF



*Dan Harden: In my youth, my Ork army was often on the receiving end of a Space Wolf assault masterminded my friend Guy. Sadly, my greenskins usually came second (it's a nice way to say I lost...), leaving me a little bitter about the Sons of Fenris. That was, until, the Thunderwolf Cavalry came out a few years ago. The models really captured my imagination and I set about creating an army based around Harald Deathwolf's Great Company.*

*My first unit were the Stormbreakers, a trio of Wolf Guard riding Thunderwolves. The youngest member of the unit is Alvis, a hot-headed youth barely into his fifth decade. Recently promoted from the Blood Claws for his exceptional courage on the Cursed Moon of Galheim, Alvis requested a return to Fenris that he may try to tame a Thunderwolf. Less than a year later he returned to The Fang, the feral Ska dogging his heels. Orvar the Scarred is the oldest of the group, a Wolf Guard of several centuries and the veteran of many campaigns. He lost his eye fighting a Tyranid Hive Tyrant on Talinor VIII, his Thunderwolf Kai losing a leg in the same battle. The trio are led by Völund Tyr, who rides into battle on the Thunderwolf Harian. Where Alvis is over-eager and Orvar taciturn, Völund is a shrewd fighter, picking his battles carefully and leading his brothers to victory time and again. While his tactics may appear dull to younger Space Wolves, Völund has never lost a fight, a reputation that has left him in good stead with the Deathwolf.*



# THE CRIMSON MAW, SCOURGE OF KALIGAN III



*Jason Lee: Tyranids are a strange race with infinite scope for unusual paint schemes. They're also a different painting challenge to my usual armies, which was what drew me to paint the Harpy in the first place.*

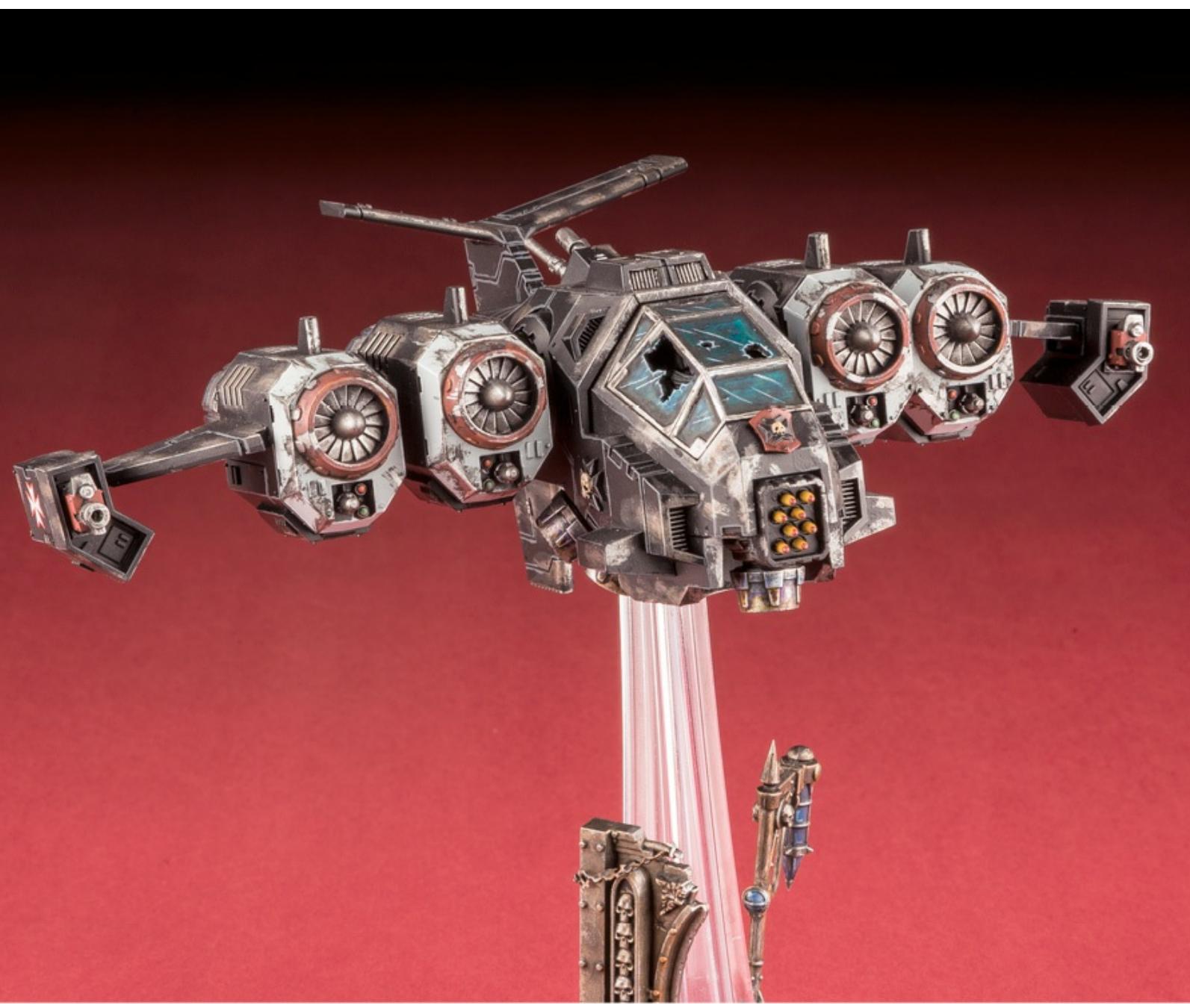
*I imagine Tyranids are pretty bland-looking as they travel through the void, only developing their colouration and patterning when they land on a planet. The first arrivals (Genestealers, Lictors and the like) will then pass on information to the rest of the Hive Fleet, instructing them how to adapt to the environment. The Crimson Maw is part of Hive Fleet Leviathan, hence the white skin and black carapace, but it has been bred by the Hive Mind to blend in with the flora of Kaligan III, a forest world in the Ultima Segmentum. From above it looks like the tree canopies, making it hard to see from the air, while from below it's a pale white, the same colour as the clouds.*

*The Crimson Maw earned its name in the conflict of Kaligan III, where it terrorised the Astra Militarum regiments stationed in the millwood forests. Flying high above the trees it spied its target – Captain Raigon of the Cadian 29th. Tucking its wings in tight, the Harpy dived, pulling up at the last moment to tear the Captain in half with its jaws before flying off again. Tales*

*quickly passed among the men of a red-mawed sky-predator. Their tales soon became reality, the Hive Mind breeding dozens more Harpies with crimson maws to terrorise the skies of Kaligan III.*

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# BROTHER CALIX, DEFENDER OF HELSREACH SPIRE



*Carl Dafforn: I've collected Black Templars for many years and with the advent of the new Space Marine Codex, decided to add some much-needed aerial support to my army in the shape of a Stormtalon.*

*My army is themed around the Third War for Armageddon, where the Black Templars fought against Ghazghkull's mighty Ork hordes. That's why all my models, including Brother Calix, have been painted to look battered and war-torn to represent their ongoing Crusade to eradicate the greenskin menace.*

*Brother Calix was a relative novice when he took to the skies of Armageddon in Vault of Heaven, his modified Stormtalon Gunship. As the Orks struck at Hive Helsreach, Calix's squadron were brought in to protect the upper spires of the city from Ork Bommers. For two weeks they defended the airspace around the city, only landing to rearm and refuel. But the overwhelming numbers took their toll on the Squadron until only Calix remained. Planning his last sortie, Calix flew out over the Forthright Docks and emptied his entire salvo of missiles into the vast Ork carrier ship that launched their planes. Whether by luck, skill or divine guidance, Calix's missiles found their mark, tearing the carrier apart in a vast explosion. His Stormtalon*

wrecked by anti-aircraft fire, Calix made an emergency landing at the Temple of the Emperor Ascendant, drew his sidearm and made his last stand alongside Chaplain Grimaldus.

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See a Parade Ground of more Warhammer 40,000 monsters and heroes in *Warhammer: Visions* issue 8.

# THE RULES

## SPACE WOLVES MURDERFANG

**Murderfang is a new special character for the Space Wolves, a towering Dreadnought consumed by animalistic rage as a result of the Wulfen curse. Here, Dan and Adam take a look this ferocious warrior and cook up some tactics for using him in your battles.**



# MUDERFANG THE CURSEBORN



The metal-skinned monster of the Curseborn Prophecy must once have had a name, for it resembles a Space Wolf Dreadnought. Yet the identity of the once-noble hero within its sarcophagus is long lost, consumed by the bestial thing that now leers from its facade. Named Murderfang by the Space Wolves, it is a force of untamed destruction. In times of great strife, the machine-beast is released from its glacial prison and set upon the foe, and it will claw and stamp and bite until nothing is left but ruin. At battle's end, the Space Wolves will freeze it with helfrost technology, hoping that Murderfang's wrath can be stayed for long enough to see it contained once more in the caverns beneath the Fang.

*Yet all know that as the Time of Ending approaches, the white heat of its rage will be needed more than ever.*

## Murderfang

|            | Armour |    |   |    |    |    |   |   |    |
|------------|--------|----|---|----|----|----|---|---|----|
|            | WS     | BS | S | F  | S  | R  | I | A | HP |
| Murderfang | 5      | 3  | 6 | 12 | 12 | 10 | 4 | 4 | 3  |

**UNIT TYPE:** Vehicle (Walker, Character)

**UNIT COMPOSITION:** 1 (Unique)

### WARGEAR:

*Searchlight*

### SPECIAL RULES:

- *Furious Charge*
- *It Will Not Die*
- *Rage*

- *Rampage*

**Murderlust:** *Murderfang ignores the effects of Crew Shaken or Crew Stunned (but still loses a Hull Point).*

### OPTIONS:

- *May select a Drop Pod as a Dedicated Transport.*



## RELICS OF THE FANG

**The Murderclaws:** *These fearsome claws of enchanted alien ice can carve through flesh and armour with equal ease.*

*Each Murderclaw is a Melee weapon with the following profile. One incorporates a built-in storm bolter, the other a built-in heavy flamer.*

| Range | S | AP | Type   |
|-------|---|----|--|
| -     | 7 | 2  | Melee,<br>Master-crafted,<br>Shred,<br>Specialist Weapon |

## BY TOOTH AND CLAW

Dan has six Dreadnoughts stomping around with his Imperial Fists army, but none quite as ferocious as Murderfang. What will he make of this feral brute?

Dan: At first glance, Murderfang doesn't appear to be as powerful as other Dreadnoughts, but look beneath his special rules and you've got a war machine that can devastate enemy units.

Murderfang has more attacks than a regular Dreadnought, which are further augmented by the Rage and Rampage special rules. Add in his paired Murderclaws and he'll receive at least seven Attacks on the charge and up to ten if you pile him into a combat where he's outnumbered (which shouldn't be too hard considering he's one model). With so many Attacks, some of them are bound to find their mark. Add in his high Weapon Skill, the fact that the Murderclaws are Master-crafted and they have Shred, and you'll be hitting and wounding with around seven Strength 8 AP2 Attacks a turn against most foes. That's enough to tear the heart out of most units.

My preferred target with Murderfang would be a unit that he can't kill in a single turn. If he hits a small unit and wipes it out, he'll be left standing in the open, the perfect target. Get him into a unit of ten or more models such as Chaos Space Marines, Necron Warriors or Wraithguard and hope that he kills enough to win, but not enough to break them. He can then finish them off in your opponent's turn, leaving him free to find a new fight in your own turn. Just watch out for power fists (and klaws) hidden in enemy units, they may cut his rampage unfairly short.

## DEATH FROM ABOVE

Adam hasn't stopped raving about Murderfang since he and Dan sat down to dissect all of his special abilities. He now describes the frothing Space Wolf monster as a 'must-have' inclusion.

Adam: Dan and I had a long and interesting conversation about Murderfang, and how to best use him, and I think he's right on the money with the suggestion that you should hurl him into elite enemy units – a squad of ten models (Tactical Marines, Necrons) would be lucky to survive two rounds against him.

My advice is to equip Murderfang with a drop pod (and that beautifully matches the image of him as a weapon of ultimate sanction, fired down into the enemy from an orbiting Strike Cruiser). This means that in turn 1 Murderfang can arrive right at the heart of the enemy, where he'll be perfectly placed to wreak havoc unless your opponent can wipe him out quickly. If he's part of an 'alpha strike', alongside Wolf Guard or other Dreadnoughts, so much the better, because they will help take some of the heat away from him. In that initial landing, use the heavy flamer to put a nearby enemy to the torch and then ride out the return fire before charging into battle. Sometimes this will go wrong: a well-placed meltagun can undo the best of plans, but I think the pure terror it will cause for only 170 points (Murderfang plus his transport) is a worthy investment.

The other thing I would say is always issue a challenge when you take on an enemy unit. Murderfang is a character, so he can single out the best-armed enemies in the enemy squad and usually neutralise their power fists or meltabombs before they even get a look in.

# PAINT SPLATTER

**Paint Splatter provides handy tips and stage-by-stage painting guides for the week's releases. This week, the Space Wolves Venerable Dreadnought.**



*This Space Wolves Venerable Dreadnought was painted by Studio army painter Aidan Daly, who had plenty of advice to offer on how to get your entombed champion looking his best.*

*"In the Studio army painting team, whenever we are embarking on a new project, such as these Space Wolves, we look for techniques that will bring out the best in the models – and it never hurts if some of them save a little time too," Aidan says. "For instance, we use the same colours and techniques on all the armour in the Space Wolves army. This keeps things consistent from one unit to another. Even so, there is room to find techniques that make things easier. On this model I painted the first stage of the armour and the gold and then applied the Agrax Earthshade wash over both together. This had two advantages: first, it reduces the number of times you'll be washing (which can be a messy process). Secondly, it gives a natural shade in the recesses between the gold and blue-grey."*

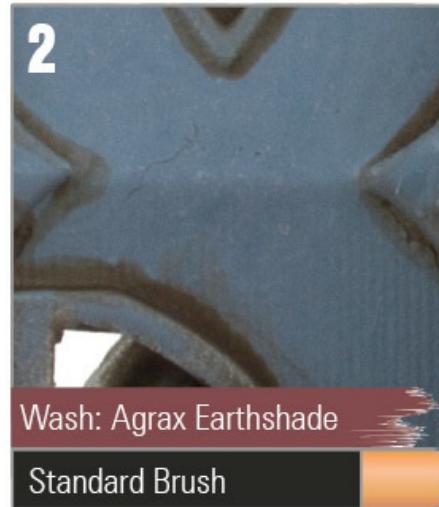
*"In the spirit of keeping things simple you can also see how we've tackled things like the silver metal, the helfrost glow and even the black hull details," Aidan adds. "With the glow we could have tried a scheme involving lots of highlighting and shading, but someone in the team hit on the idea of using a Guilliman Blue glaze over a layer of White Scar on the helfrost weapons. I think you'll agree the final effect is pretty great. As ever with painting, the real skill is having the courage to try*

*something new, and the patience to work on it and get it right.” AT*

## **SUB ASSEMBLIES**

*“When painting a Dreadnought you can make life much easier for yourself by painting it in several sub assemblies,” says Aidan. “I kept the arms, torso and legs separate until the whole model was completed.”*

### **ARMOUR**

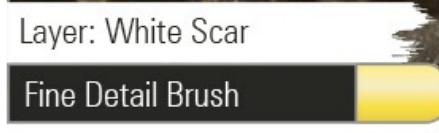


## HELPFROST GLOW



Layer: White Scar

Fine Detail Brush

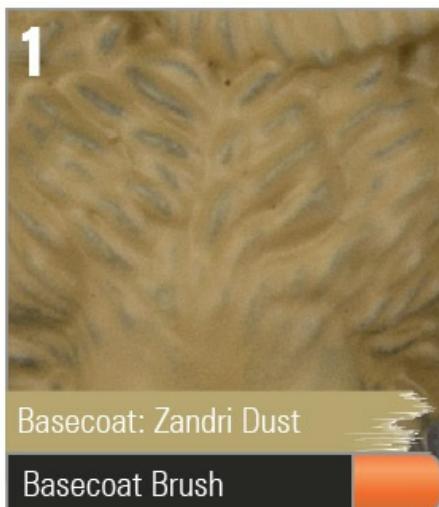


Glaze: Guilliman Blue

Detail Brush



## WOLF PELT



Basecoat: Zandri Dust

Basecoat Brush



Wash: Agrax Earthshade

Wash Brush



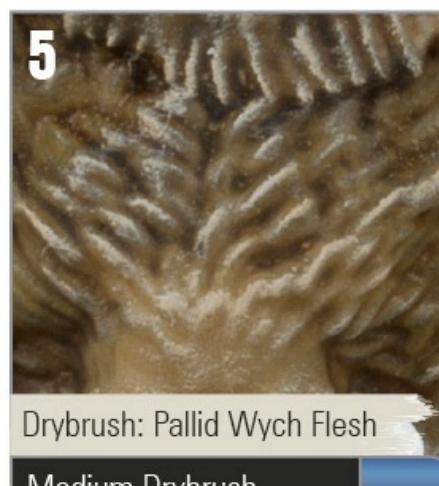
Wash: Nuln Oil

Standard Brush



Drybrush: Ushabti Bone

Medium Drybrush

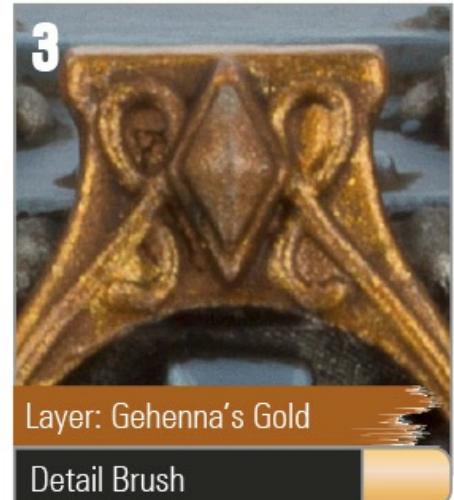
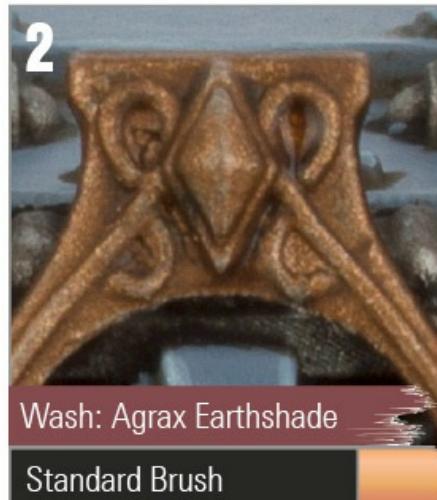
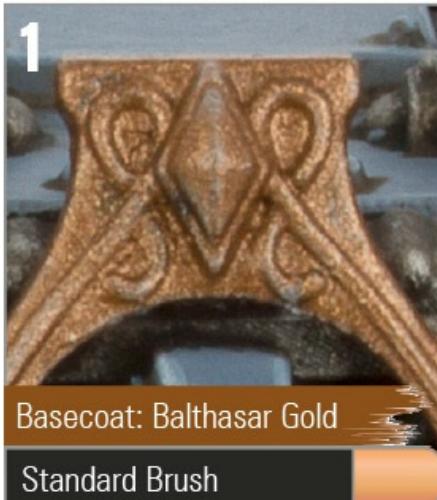


Drybrush: Pallid Wych Flesh

Medium Drybrush



## GOLD



## METAL



## POWER CLAW



Basecoat: Ironbreaker

Basecoat Brush



Glaze: Guilliman Blue

Standard Brush



Layer: Runefang Steel

Detail Brush

## GREEN GEM



Basecoat: Caliban Green

Detail Brush



Layer: Warpstone Glow

Fine Detail Brush



Layer: Moot Green

Fine Detail Brush



## BASIC BLACK HIGHLIGHTS

*“Across the Venerable Dreadnought there are lots of sculpted details we wanted to paint black,” says Aiden. “A simple one-stage highlight of Dawnstone on top of an Abaddon Black basecoat is all you need to make these look great. From pipes to wolf heads and even the gun casing this one tip works on a lot of different areas on this 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 it's all Space Wolves, Venerable Dreadnoughts and a curious Goblin in a cage.

## THE WARRIOR SONS OF FENRIS

### A TIME OF CHAMPIONS

*Having pored over the brand new Space Wolves Codex, Adam was champing at the bit to discuss the heroic Space Wolves. He hunted down Simon Grant, one of the authors of the book, to learn more.*

*“The Space Wolves are in every sense larger than life heroes,” said Simon, when Adam finally ran him to ground. “Perhaps more than any other Space Marine Chapter they seek to emulate their Primarch. Leman Russ was loud, proud and boastful of his deeds, but he was also cunning, fierce and a warrior the like of which the galaxy has not seen since. Every Space Wolf that descends from Russ has the same warrior’s soul and they live to fight, and to defeat, the most dangerous and horrifying enemies possible.*

*“The new Codex really pays tribute to this legendary heritage with The Wolves Unleashed detachment,” Simon adds. This is a different way of fielding your Space Wolves – you must have two HQ choices (but you can have up to six) and two Troops. This homes in on the heroic nature of the Space Wolves – almost every unit in your army could have a character leading it. Not only that, Troops led by Independent Characters hunt as a pack, and gain the Outflank ability on a 4+.” AT*



## TEMPESTAS

### THE ICE STORM

*The Rune Priests of Fenris are powerful psykers, akin to the Librarians of other Space Marine Chapters. Unlike their cousins from Baal, Macragge or Caliban however, the psykers of Fenris have learned to draw on the power of the storm to protect their pack brothers or smite their foes.*

*This psychic discipline is known as Tempestas and through it the Rune Priests can summon howling gales laden with razor sharp ice shards, call forth bolts of eldritch lightning or even cause the ground to swallow up the foe whole.*

*Interestingly, the Rune Priests seem to believe they are calling upon the native spirits of Fenris when they unleash their psychic attacks. Most of these powers manifest in ways that connect to the myths and legends of their home world. Those who have witnessed these claim to have seen the jaws of otherworldly wolves dragging victims to their deaths, and hear their howls through the raging gales and storms.*

# DESIGNERS NOTES EXTRA: BJORN'S SAGA

*Bjorn the Fell-Handed isn't just a famous Space Wolf, he's a living-legend across the Imperium. Designing his new miniature was the task of Samir Battistotti:*

*"Bjorn has been around for a long time now, so redesigning him required a gentle touch to be respectful to his venerable design," says Samir. "This new model shows him in a more ornate and ceremonial appearance. Traditionally he has always borne a banner that tells his saga. Now it's emblazoned on his sarcophagus, fashioned by the best artificers in the Chapter, showing him as a mortal besting the 'dragon'. The idea here was to render this iconic image in sculptural detail, and we've done the same with the Wolf that Stalks the Stars on his right chest plate. He was the first Wolf Lord to wear this after the great Leman Russ himself, and it remains his honour to do so ten thousand years later." AT*



# VENERABLE HEROES

Alongside the work of Samir, Darren Latham was heavily involved in the imagery and inspiration for the Space Wolves Venerable Dreadnought.

"When working on the concept designs and mock-up model for the new Venerable Dreadnought, we nick-named the version with the Fenrisian great axe and blizzard shield 'the Berserker', " Darren says. "The model taps into the warrior hero aspect of the Space Wolf. It's easy to imagine that the warrior inside the armour doesn't care that he's all but dead. He still wants to experience the thrill of fighting in the shield wall." AT



# THE WHITE DWARF TOURNAMENT

Warhammer 40,000 came out a couple of months ago now, and everyone in the White Dwarf bunker is feeling suitably practiced, so when Jes suggested we have a knock-out Warhammer 40,000 tournament everyone readied armies and put names in a hat to work out pairings.

The first match up of the contest is between Jes and relative Warhammer 40,000 newcomer Ben 'Warhumber'. So far their game has sprawled across two lunch breaks and eager onlookers have packed into the Hobby Room wondering if Ben's Raven's Watch Space Marines can somehow triumph over the early favourites, Jes's Hive Fleet Eumenides. Against all odds, at the end of Turn 5, the victory points are stacked up at eight a piece. With only one turn to seal their fate, Ben's two squads of Terminators look placed to steal victory...



# WEAPON OF THE WEEK: BOULDERS AND FIRE LEECHES

*When we first saw the Lizardmen Terradon Riders here in the bunker, they caused quite some hilarity – we weren't laughing at the sleek design of the arboreal predator, or the vicious-looking Skink on its back – no, we were caught up by the vision of the Terradon dropping hefty stone boulders to bounce, smash and crush the enemy far below. What could be cooler than Terradons dive-bombing enemy formations and pulping them with a volley of rune-carved rocks?*

*Well, that's where the fire leech bolas come in: the ingenuity (and cruelty) of plucking a highly flammable critter out of a swamp to hurl at the enemy makes this nasty duo a fitting Weapon of the Week.*



# BIT OF THE WEEK: CAGED GOBLIN

*Just one glance at this bit leaves you in no doubt as to how the Dwarfs value a Goblin. “Taking a caged Goblin down into the mines might make sense, but it’s very cruel,” says Rebecca. “Still, it’s one way to pay off a grudge, I suppose.”*



# CODEX APOCRYPHA EXTRA

**Notes from the worlds of Warhammer. This week: battles of the Space Wolves**

## PROSPERO BURNS

*The most famous battle in the history of the Space Wolves took place with their leader, Leman Russ at their head. Charged with bringing the Primarch (and rogue psyker) of the Thousand Sons Legion to heel, the Space Wolves effected a world-shattering planet strike on the picturesque world of Prospero that left its feeble spires ablaze and the Thousand Sons reeling. Against the fury of the Wolf King the one-eyed giant Magnus the Red was utterly overwhelmed. This battle spawned an enmity that has lasted ever after.*

## CONQUEST OF FENRIS

*Spurred on by the lunatic High Lord of Terra Goge Vandire, Cardinal Bucharis attempted to carve out an empire of his own during the Age of Apostasy in M36. His dreams might have been realised had he not raised war against Fenris, sending millions of soldiers to their fate on the death world. Those who were not butchered by the elements, savaged by the many packs of Fenrisian Wolves or the exceedingly dangerous indigenous populace found their target, The Fang, to be utterly inviolate. After a three year siege, the Space Wolves gathered enough strength from their far-flung great companies to rally and drive off the attackers, before crushing Bucharis's empire.*

## THE MONTHS OF SHAME

*In the wake of the First War for Armageddon the Space Wolves and Ordos Malleus come to blows concerning the treatment of the survivors of the conflict. Not even the intervention of the Grey Knights can cow the Wolves of Fenris, and ultimately it falls to Bjorn the Fell-Handed to broker peace.*

# READER'S MODEL OF THE WEEK

*Our Reader's Model of the week is this Goblin Shaman painted by Mark Toogood, just one of the many miniatures currently on display in Games Workshop Gloucester.*

*For such a small model, Mark has put a lot of work into the details on this Shaman, even going so far as to paint tiny white dots on the mushrooms growing around his feet. Our favourite touch, though, is the smooth blending on the Goblin's skin, which turns from a healthy green (if green can be called healthy) to a pallid pink around his ears and nose. Too much magic can do that to you...*

*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.*



# 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](mailto:team@whitedwarf.co.uk)



## YOU PUT IT WHERE?

*Dear Grombrindal, I've been painting Space Marine models for a while now, and I notice they have lots of pouches, grenades and combat knives, but no slings for their bolters. Where do they put their guns when they are fighting in close combat, throwing grenades or otherwise unable to hold them?*

- Charlie P

## GROMBRINDAL SAYS

*You say what now? I think this is one for the guys in the Design Studio. Can somebody fetch me Andy Clark?*

*Andy: It has been mentioned several times, especially in Black Library novels how Space Marines can utilise mag-locks to attach their wargear to their armour. So, a Space Marine might slam his bolter against his armoured thigh with a 'clang' and then hurl a grenade into the enemy with his free hand. When he's done, he just unlocks it, and goes about his business as usual.*

- Grombrindal (and Andy)

# THE WHITE DWARF PARADE GROUND

Hot on the heels of the Tyrannofex we featured last issue, Mark Bedford has painted two more Tyranid monsters for his Armies on Parade display – a pair of Hive Tyrants. “I’m keeping the colour scheme simple with this army, even on the commanders,” says Mark. “I undercoated these two with Chaos Black, then basecoated the skin with Skull White Spray. I then airbrushed The Fang onto the carapace and chitinous areas. The two main colours done, I picked out the biomorphs and weapons with Eldar Flesh before giving both models a coat of ‘Ardcoat. Then I applied a wash of Agrax Earthshade. It may seem weird to do this after the varnish, but it helps improve the coverage of the wash and prevents it from pooling. It’s a great technique for models that require an all-over wash.”



Above - One of Mark's Hive Tyrants is the Swarmlord, one of the most feared Tyranid leaders around.



*Above - Dom Murray has also painted the commanders for his Space Wolves Armies on Parade board: Njal Stormcaller, Arjac Rockfist and a Wolf Priest converted from the Wolf Guard Terminator box.*

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