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WARHAMMER 40,000

WARHAMMER AGE OF SIGMAR

ISSUE 106

06 FEBRUARY 2016



DAEMON'S BANE

CURSE OF THE WULFEN

LOST FOR MILLENNIA, THE FERAL BROTHERS OF THE SPACE WOLVES RETURN!



WHITE DWARF

ISSUE 106
06 FEBRUARY 2016

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The 13th Company return with the release of the Space Wolves Wulfen! Not only that, but a brand-new campaign supplement – War Zone Fenris: Curse of the Wulfen – and more.

PAINT SPLATTER

Fur, fangs, flesh and frostbite: it's a complete stage-by-stage painting guide for the Wulfen.

ILLUMINATIONS: CURSE OF THE WULFEN

With the new War Zone Fenris: Curse of the Wulfen on pre-order this week, we take a look at some of its stunning artwork.

HALL OF FAME

We induct another classic of Citadel miniatures design into the Hall of Fame, this time it's an old-new favourite, and one that's already seen a couple of incarnations, no less...

THE RULES: SPACE WOLVES WULFEN

A datasheet for the warriors of the 13th Company and Curse of the Wulfen rules so all your other Space Wolves can join in the fun too.

THE WEEK IN WHITE DWARF

Comment, opinion and trivia in reaction to this week's releases and happenings.



THE LOST RETURN

Meanwhile, in the grim darkness of the far future...

Is the Wolf Time upon us? Fenris is assailed by the infernal and the daemonic, the heroic Space Wolves embattled and besieged. But if the Sons of Russ are indeed on the brink, all is not lost. Old allies – ancient brothers, in fact – return in the hour of need to fight back the darkness. They are the Wulfen, cursed and blessed in equal measure by their gene-seed, and things will never be the same again!

It's a thrilling week for Warhammer 40,000 as these monstrous heroes, feral remnants of the 13th Great Company, arrive to bolster the forces of the Space Wolves. You can read all about them just over the page, and that's not all – joining these magnificent new plastic Citadel miniatures is the start of a brand-new campaign, War Zone Fenris: Curse of the Wulfen, which contains thrilling new developments for the Space Wolves, along with piles of new missions, rules and more. Enjoy the issue! 🐺



NEW RELEASES: SPACE WOLVES

WULFEN

From the depths of the Warp come the Wulfen – the lost warriors of the Space Wolves' 13th Company. No longer are they proud and noble warriors, but monstrous half-men, the physical embodiment of the curse that lies dormant within the gene-seed of every Space Wolf.





1

The saga of the Wulfen began almost 10,000 years ago at the Battle of Prospero during the Horus Heresy. Aggressive, savage and bordering on feral, the warriors of the 13th Company – the Wulfenkind – led the attack on the treacherous Thousand Sons, tearing their battle lines apart with animalistic fury. Yet the Sons of Prospero were not so easily defeated and fled through a glowing portal into the Eye of Terror, leaving the Space Wolves to lick their wounds and set course for other warzones. Yet the Wulfenkind were tenacious hunters and they pursued their quarry into the Great Eye, never to be seen again. Until now, that is...

Ten millennia have passed since the disappearance of the 13th Company, and now they have returned to the material universe irrevocably changed. Once proud but savage warriors, their minds and bodies have finally succumbed to the effects of the Canis Helix, the genetic code that lies within every Space Wolf. Where once stood a noble warrior of the Legions Astartes, there now lurks a mutant: half

genetically-engineered super-human, half feral wolf, a cruel parody of the Chapter's glorious name.

This new plastic boxed set includes five of these gene-cursed warriors, every one of them a monstrous effigy of flesh, fur and bestial rage. Taller, broader and more muscular than their fellow Space Wolves, their mutated physiology has long precluded them from wearing a full suit of power armour, the plates they wear made specially for them in The Fang's forges.

Toeing the line between man and beast, the Wulfen run upright like men, but with the loping gait of a wolf, their furred limbs and clawed feet enabling them to bound across the battlefield with terrifying speed. That many Wulfen also use their arms as forelegs is evident in the hunched stance they adopt, their clawed hands ready to grasp, gouge and tear at those that stand in their way. Indeed, many Wulfen have devolved to such a degree that they can no longer carry weapons, their hands so gnarled they must fight bare-handed.

1 Pack Leader Ynvir leads the Wulfen into battle against Khorne's fell servants on the beleaguered world of Nurades. Alongside them fight warriors of Harald Deathwolf's Great Company, the first Space Wolves to encounter the returned Wulfenkind. Their joy at the return of the 13th Company, however, was mixed with trepidation. How would the wider Imperium react to them? How many more might reappear?



1 This Wulfen charges into battle, a great frost axe raised ready for a decapitating strike.

2 This model was built using the same torso and legs as the Wulfen in the bottom left corner [here](#), albeit with a different head and weapon.

3 Every Wulfen is covered in the trappings of Fenris, from wolf pelts and wolf-tail talismans to runic trinkets, fangs and stone curios.

4-5 The heads of the great frost axes feature wolf heads, claws and runes of Fenris.

6 This thunder hammer (of which there are five in the box) bears the two-headed sigil of the Deathwolf Morkai.

7 The frost claws carried by the Wulfen are a mystery to the Space Wolves. Whether some form of psychic projection or carved from alien ice, the Wulfen have yet to explain what they are.

8-9 The enlarged backpacks worn by the Wulfen often bear trophy racks that feature the skulls of prized foes. Here you can also see the half-wolf, half-skull symbol of the Wulfen.

10 A stormfrag auto-launcher is mounted to this Wulfen's backpack, its aggressive machine spirit constantly hunting for new targets.

11 An ornate combat knife. There are five in the kit.

12 The Wulfen wear their pack markings on the knee of their pieced-together armour.

13 The Curse of the Wulfen is clearly shown in their wolf-like feet and claws.

14 The bestial face of the Wulfen, the curse of the Canis Helix.



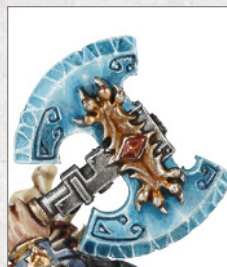
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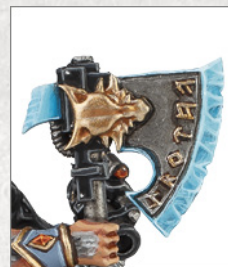
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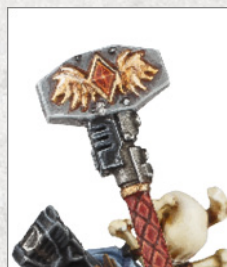
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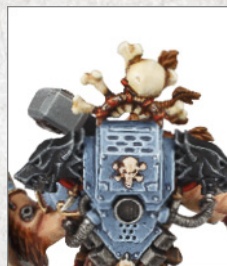
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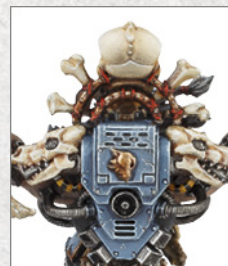
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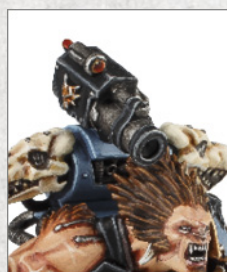
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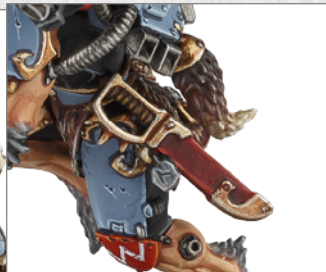
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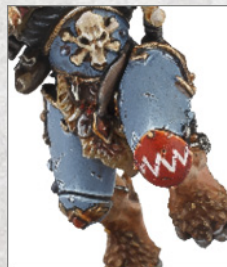
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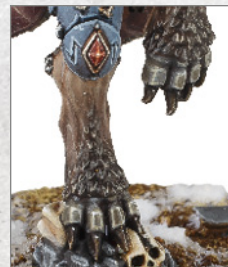
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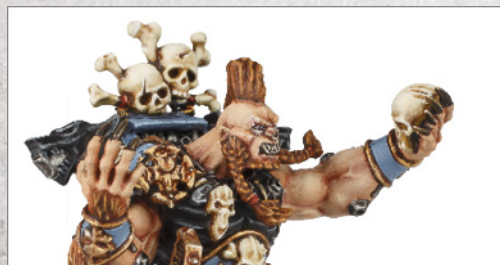
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14

► While you can build the Wulfen with animal-like claws, there are plenty of other options in the kit, enabling you to equip each of them with a choice of weapons. Some wear a pair of frost claws on their gauntlets, razor-sharp punch-daggers perfect for slicing through ranks of enemy infantry and impaling heavily-armoured foes. Other Wulfen have equipped themselves with thunder hammers and storm shields from the Chapter's armoury, weapons that normally only a Terminator-armoured warrior could lift. Others still carry huge relics taken from around the Fang, frost axes that seem to come to life in the hands of their new owners.

The power for these huge weapons comes from the enlarged backpack worn by each Wulfen which, in the absence of a full suit of power armour to cover their massive frames, is plugged directly into their black carapace, visible on their torsos and haunches. Look carefully at images 8 and 9 to the left and you'll see extra power cables trailing from the backpack to the input jacks on their arms, magnifying their

already prodigious strength and enabling them to wield their huge weapons as if they were regular blades.

The kit also comes with five stormfrag auto-launchers, an upgrade option for each Wulfen. Controlled by a bellicose machine spirit, they hurl miniature grenades into the enemy's ranks ahead of the Wulfen's howling advance. The stormfrag auto-launchers can be positioned firing over the Wulfen's shoulder, or stowed behind them. Alternatively, their backpacks can be built with trophy racks, which feature the bones and skulls of defeated enemies. We've identified human, Tau, Ork and Ur-Ghul skulls so far.

On top of all these features, the kit also includes two heads for every Wulfen, their features contorted in bestial rage, plus an even wilder looking head for the pack leader, who also comes with wolf-embossed cuisses and a pair of even larger frost claws. One thing's for certain with this plastic kit, you're definitely not short of options! 🐾

15 As the Time of Ending draws near, the Wulfen burst from the Warp all across the galaxy to fight alongside their battle-brothers once more, their feral fury contagious amongst their battle-brothers.

With the Wulfen howling out of the Warp this week, we've got everything you need: click [here](#) for Paint Splatter and click [here](#) for complete rules – and not only rules for the Wulfen themselves, but also for the dread Curse of the Wulfen. Fear thine own blood, Sons of Russ!

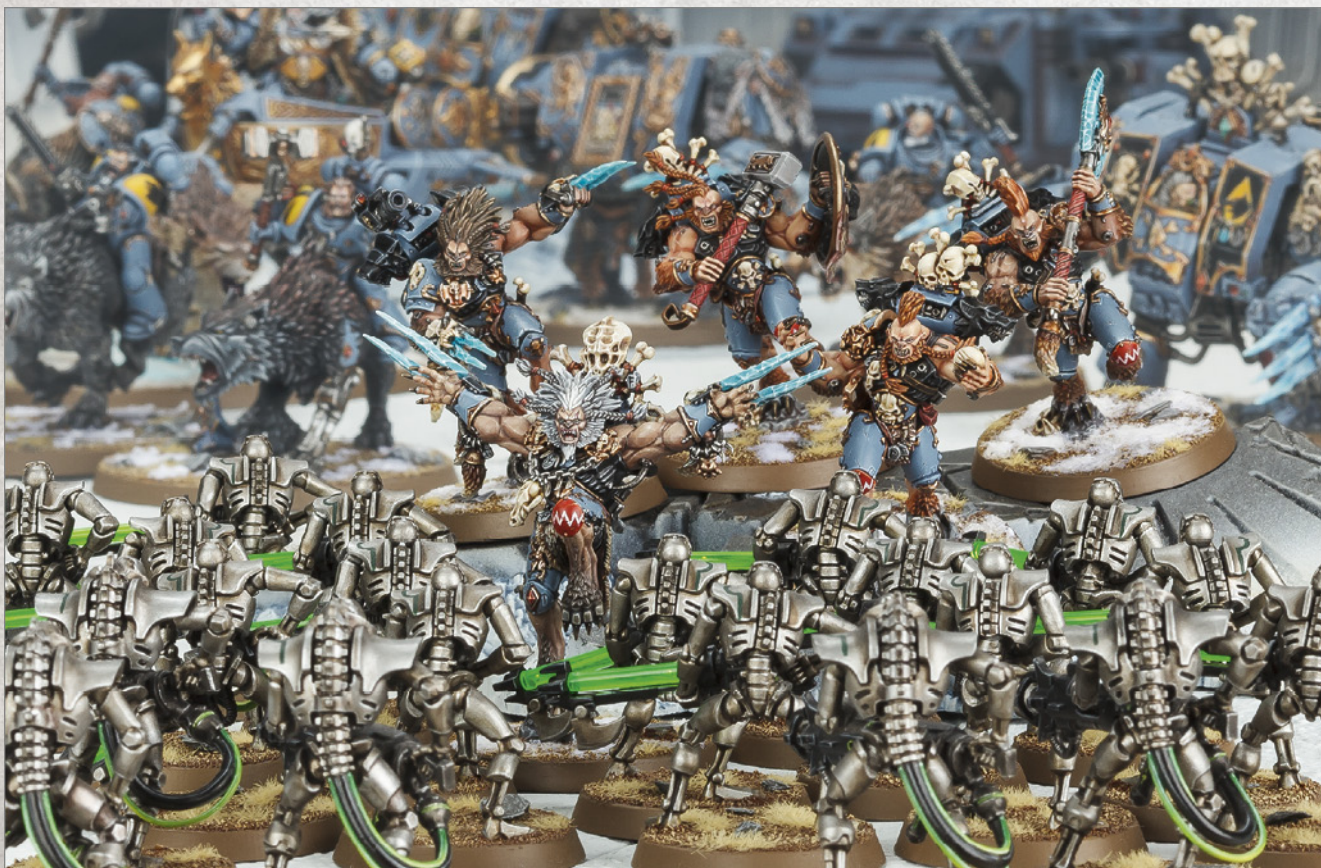
SPACE WOLVES WULFEN

5 Citadel miniatures

£35, €45, 350dkr, 420skr,
390nkr, 175zl, USA \$60,
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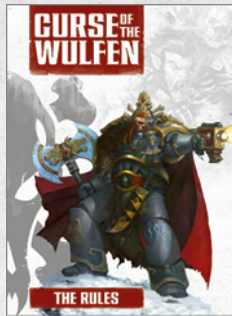




NEW RELEASES: WAR ZONE FENRIS

CURSE OF THE WULFEN

For millennia the 13th Company of the Space Wolves have been lost to the Warp, vanished when they pursued Magnus the Red as he fled the razing of Prospero. Now they return, bringing with them a terrible curse. Fenris is about to be plunged into a bloody war.



The covers of War Zone Fenris: Curse of the Wulfen. On the left you can see the cover for the 120-page story book with an illustration of Ulrik the Slayer, while on the right is the 88-page rules book adorned with Krom Dragonage.

Curse of the Wulfen tells a story 10,000 years in the making as the 13th Great Company, lost when they pursued Magnus the Red into the Warp, at last return to the Imperium. But the Warp has exposed the curse that lies within each of the Sons of Fenris. As sightings of these feral warriors are reported across the Imperium, the Space Wolves take up arms, determined to rescue their ancient brethren. But the Wulfen have not come alone; a spate of daemonic incursions follow in their wake, as though the two are somehow connected. Worse still, the rampaging 13th Company come to the attention of the Grey Knights and the Dark Angels. The blood of brothers has been shed and suspicions run rampant. The fate of the Space Wolves now hangs in the balance.

War Zone Fenris: Curse of the Wulfen is the gripping story of this return, told through two hardback books in a slipcase. The first book contains a narrative account of the events, a riveting story told through several perspectives. As Logan Grimnar sends the Great Companies to recover their kin, other powers also try to work out just what is going on: why the galaxy is beset by unprecedented daemonic invasions and how the two events are linked. This story is unflinching, propelling several august agencies within the Imperium, along with the Chaos Daemons and Chaos Space Marines, on a collision course with dire consequences.

The second book is loaded with rules for your games. It boasts hostile environment rules for the Fenris War Zone and six



1 When Logan Grimnar learns of the Wulfen's return, he unleashes his Wolf Lords to bring them safely home to Fenris. Stunning art throughout the book helps to tell the tale of Curse of the Wulfen. You can see even more gorgeous artwork from inside the book in our feature [here](#).

2 The second book brims over with rules content, with new missions to play, profiles for the Wulfen and Chaos Daemons (such as Skarbrand, the Exalted Flamer of Tzeenteh and Belakor). Scattered Drop, shown here, recreates Deathwolf's attempt to reclaim Frostheim.

WAR ZONE FENRIS: CURSE OF THE WULFEN
Slipcased set of two hardback books.

£45, £60, 450dkr, 550skr, 500nkr, 225zl, USA \$74, Can \$90, AU \$125, NZ \$150, 500rmb, ¥11,500, HK\$610, R280, SG\$110

Also available digitally in eBook and iBook editions. For more information visit www.games-workshop.com or the Apple App Store.

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NEW RELEASES: WAR ZONE FENRIS

CURSE OF THE WULFEN SAGA EDITION

From the relic vaults of the Fang comes the ultimate edition of War Zone Fenris: Curse of the Wulfen, an heirloom of the Space Wolves Chapter worthy of the greatest Wolf Lord. Loaded with simply amazing features, if you love the Space Wolves, you'll want this...



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Boxed set including 120-page hardback book, three rules booklets and accessories.

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Limited to 1,250 copies,
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The **Saga Edition** of Curse of the Wulfen comes stored in a sturdy card box that looks as though it is carved from the same stone as the Grand Annulus at the heart of the Fang. Inset with a gilt rendition of the Mark of the Wulfenkind, the box alone looks incredible, but when you open it, things get really interesting. Inside you find the narrative book from Curse of the Wulfen, but with a special outer treatment (and a handy ribbon for keeping your page as you read).

Beneath this tome lie three smaller booklets which contain all the gaming

material from the standard edition (neatly split into separate volumes). 'Sons of Russ' has the new Space Wolf rules from the standard edition, 'Scions of the Warp' has new the rules for the Daemons of Chaos and 'Echoes of War' has the six campaign missions and information. In addition to all this, there are 12 special dice (six grey, six red) with moulded symbols to resolve and mark out the Wulfen's special Hunt and Kill rules and six numbered markers, which are great for marking out Tactical Objectives. There's also a stunning double-sided poster and a Curse of the Wulfen rules reference card. 🐺

GRIMOIRE COLLECTION



1

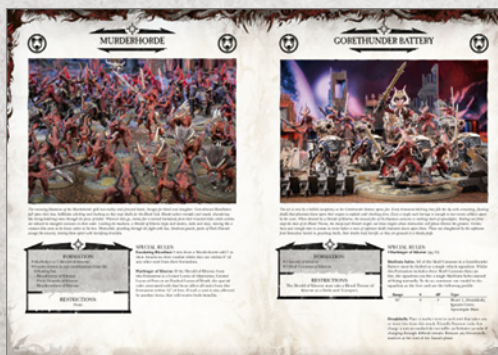


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Forged by the hellsmiths from the stuff of the Warp, the Grimoire Collection is the ultimate way for collectors of Chaos Daemons to get hold of all the daemoniac rules from Curse of the Wulfen. It's a special edition of just 500 copies for the true scions of Chaos.

The Grimoire Collection has been made with the most avid Chaos Daemons collectors in mind. Within its luxurious slipcase you'll find a draw tray positively loaded with goodies for the daemonically inclined fanatic, led by a 32-page 'Scions of the Warp' booklet containing all the Chaos Daemons rules from War Zone Fenris: Curse of the Wulfen. This includes 10 new Chaos Daemon formations and six datasheets, new warlord traits for the Gods of Chaos, along with updated Hellforged Artefacts and Psychic Powers.

The Grimoire Collection also contains six metal markers, 21 Psychic Power cards, 36 Tactical Objective cards and an exclusive small-format copy of Codex: Chaos Daemons, with a cover you'll only find in this collection. All this amazing content is presented in glorious fashion, perfect for the collector who wants to show his fealty to the Dark Gods above all others.



3

- 1 The slipcase cover for Chaos Daemons: Grimoire Collection, a stylish image of a Daemon Prince. This is a gorgeous collectors piece which you might just want to keep on a shelf. Inside, however, it's full of wonderfully useful extras with a small-format copy of Codex: Chaos Daemons, Psychic Power cards, Tactical Objective cards and six detailed metal objective markers.
- 2 'Scions of the Warp', a 32-page update for Chaos Daemons that includes all of the Daemon-related content found in War Zone Fenris: Curse of the Wulfen. Not only is it really handy, it's got gorgeous artwork on the cover, too.
- 3 Inside 'Scions of the Warp' you'll find updated rules for the Chaos Daemons, with new Warlord Traits, updated psychic disciplines, Hellforged Artefacts and new Chaos Daemons formations, such as the Khornate Murderhorde and Gorethunder Battery you can see here.

CHAOS DAEMONS GRIMOIRE COLLECTION

Boxed set including small-format Codex: Chaos Daemons, Scions of the Warp booklet, 36 Tactical Objective cards and accessories.

£95, €125, 950dkr, 1,150skr, 1,050nkr, 475zl, USA \$155, Can \$190, AU \$265, NZ \$315, ¥21,900, 950mb, HK\$1,295, R590, S\$225

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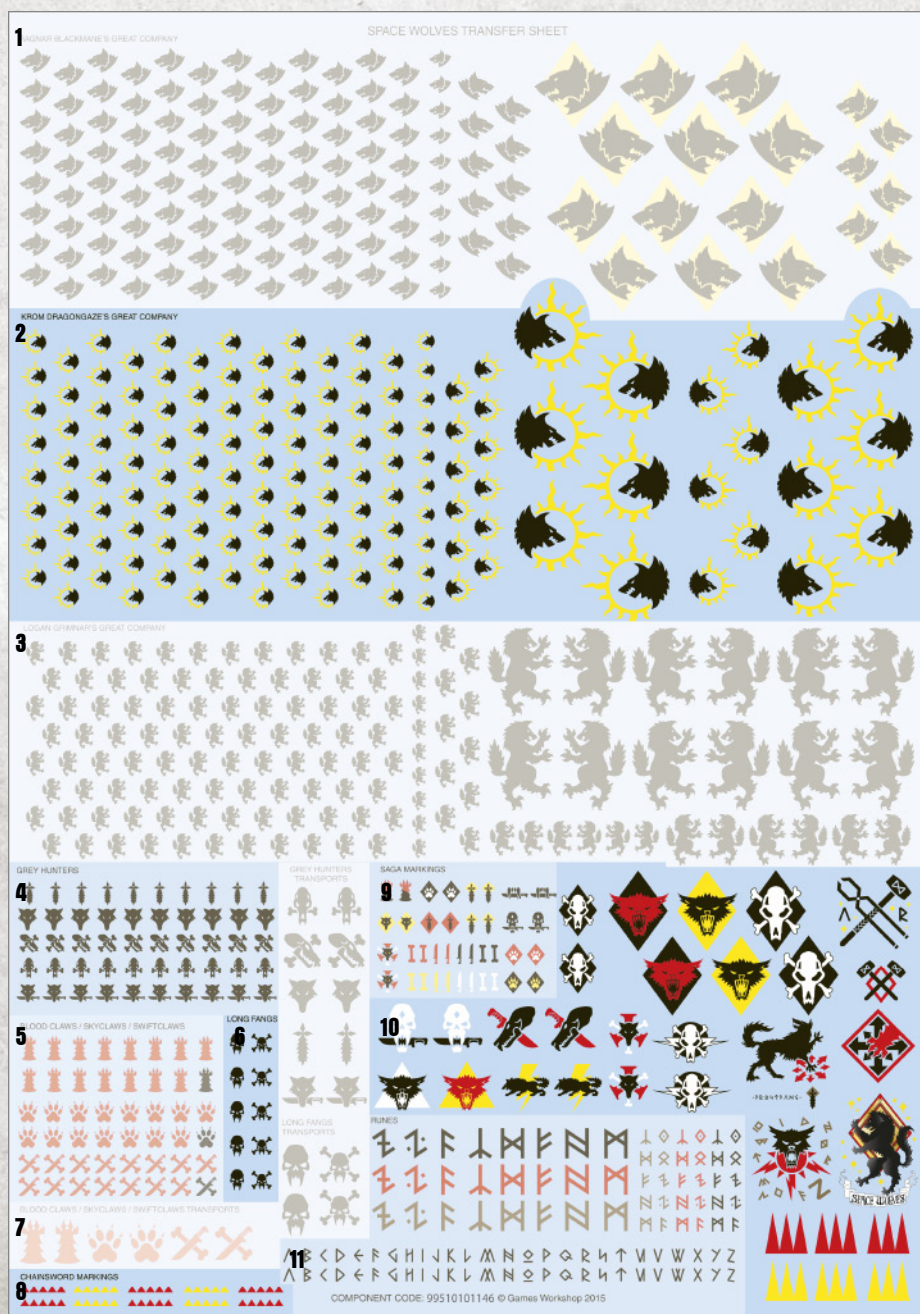
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The **Space Wolves** are organised into mighty military forces known as Great Companies, warrior bands that live and fight proudly together as brothers. The Space Wolves Transfer Sheet includes more than 700 individual transfers to help display the heraldry of your army.

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- 4 Grey Hunter pack markings for four squads.
- 5 Blood Claws pack markings for three squads (note the black mark for Wolf Guard Pack Leader).
- 6 Long Fang pack markings for two squads.
- 7 Pack transport markings.
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- 9 Saga markings.
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NEW RELEASES

SPACE WOLVES GALLERY PRINT

Add the ferocity of the Space Wolves to your art collection with this exclusive gallery print.

Featuring artwork from the cover of Codex: Space Wolves (and the new Legends of the Dark Millennium: Space Wolves novel you can see below), this gallery print is a special collector's item limited to only 75 copies worldwide.

The picture itself is a cracking piece of artwork by Codex-cover heavyweight Ray Swanland, measuring 297mm x 420mm and printed on 260gsm linen white paper (and mounted on a card frame) – perfect for mounting above your gaming table or on the walls of your gaming room. Because there are only 75 of these, and Space Wolves collectors are a wild bunch, these are sure to sell out fast. If you want one, get over to blacklibrary.com right now. 🐺



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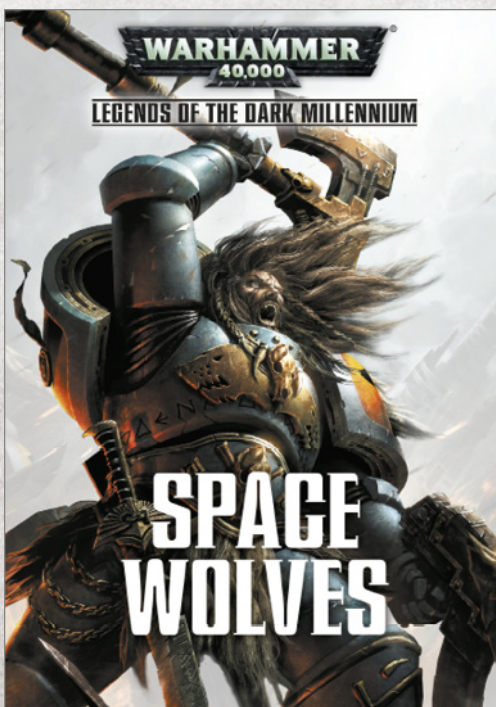
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LEGENDS OF THE DARK MILLENNIUM: SPACE WOLVES

A dread conspiracy grips the Space Wolves. It is time for their greatest heroes to rise up...

Legends of the Dark Millennium: Space Wolves tells the story of the 30th Great Hunt through eight rollicking short stories, penned by four of Black Library's best known names. Logan Grimnar is missing in action and it falls to the lords of the Chapter to recover him.

Throughout this novel we get to see the Space Wolves at their ferocious best, as they uncover a monstrous scheme in 'Feast of Lies', battle the beast within in 'The Caged Wolf' and launch a daring mission in 'The Dark City'. All these stories culminate in an incredible tale of heroism, courage and loyalty as the Space Wolves battle for the honour of their Chapter and the love of their noble leader. 🐺



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WARHAMMER 40,000

SPACE WOLVES

The Space Wolves are the champions of Humanity, Space Marine heroes who fight Mankind's enemies with the implacable fury of their home world. With War Zone Fenris: Curse of the Wulfen out this week, there's never been a better time to heed the wolf call.

For 10 millennia the Space Wolves have prowled the Imperium, guarding against the malice of traitors and xenos. Fenris breeds its warriors tough, and the Space Wolves rank among Humanity's greatest champions. Within their ranks are legends such as the Old Wolf, Logan Grimnar and Bjorn the Fell-Handed, the oldest 'living' Space Marine. Packs of skilled and disciplined Grey Hunters stalk into battle alongside the raging fury of the Blood Claws, who charge headlong into the

foe with chainblades howling. Ancient Dreadnoughts fight shoulder-to-shoulder with battle-brothers, while Fenrisian Wolves and even monstrous Thunder Wolves hunt in deadly packs and heavily-armed Stormwolf Gunships scour the skies.

The Space Wolves range of miniatures is a mighty collection of Citadel miniatures, all available to order from games-workshop.com right now. 🐺



FOR THE WHOLE RANGE, VISIT GAMES-WORKSHOP.COM

NEW RELEASES

DATA CARDS: CHAOS DAEMONS

21 Psychic Powers
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Harness the power of the Warp in your games of Warhammer 40,000 with these daemonic datacards.

Datacards: Chaos Daemons is a pack of 57 cards that exist to make your games of Warhammer 40,000 as enjoyable and straightforward as possible. Within the sturdy card box you'll find 36 Tactical Objectives designed for Chaos Daemons, with objectives such as The Glory of Khorne, which sees you trying to kill enemy heroes in duels, or The Great Game, which changes every turn. There are also seven psychic powers each of the daemonic psychic disciplines: Change, Excess and Plague.

DATA CARDS: CHAOS DAEMONS

57 cards of infernal design

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AU \$22, NZ \$26, ¥1,800, 80rmb, HK\$110, SG\$20, R50


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DISCIPLINE OF CHANGE

1. TZEENTCH'S FIRESTORM *Warp Charge 1*

The psyker conjures a writhing storm of pink and blue fire that mutates his foes, leaving capering Daemons that claw and bite in its wake.



Tzeentch's Firestorm is a **witchfire** power with the following profile:


Range	S	AP	Type
24"	D6+1	-	Assault 1, Blast, Warpflame

Warpflame: At the end of each phase, any unit that suffered one or more unsaved Wounds during the phase from an attack with this special rule (or from an attack made by a model with this special rule), must take a Toughness test. If the test is failed, the unit immediately suffers D3 Wounds with no armour or cover saves allowed. If the test is passed, all models in the unit gain the Feel No Pain (6+) special rule for the rest of the game. Any models in the unit that already have the Feel No Pain special rule instead gain +1 to all Feel No Pain rolls for the rest of the game. Chaos is Fickle!


DISCIPLINE OF EXCESS

1. ACQUIESCENCE *Warp Charge 1*

With an almost lackadaisical gesture, the Daemon engulfs his enemies in a haze of broken dreams and unattainable desires, leaving them distracted and ripe for the slaughter.



Acquiescence is a **malediction** that targets a single enemy unit within 18". The target unit suffers a -5 penalty to its Initiative (to a minimum of 1) and can neither make use of the Counter-attack special rule nor fire Overwatch whilst this power is in effect.



DELIGHT IN DESPAIR

The Daemons of Slaanesh revel in psychological torment, breaking the spirits of their prey and drinking in their fear and dismay like a heady brew.

11

Score 1 Victory Point at the end of your turn if at least one enemy unit failed a Fear test or a Morale check in the Assault phase of that turn. If at least one such unit was locked in combat with a friendly unit with the Daemon of Slaanesh special rule, score 2 Victory Points instead.

TYPE: CHAOS DAEMONS

THE CYCLE OF LIFE

For decomposition and eventual rebirth – even in a corrupted form – to take place, death must first occur. So do Nurgle's vassals dutifully perform their part in the endless cycle of life.

12

Score 1 Victory Point at the end of your turn if at least one enemy unit was completely destroyed during your turn. If at least one such unit was completely destroyed by a friendly unit with the Daemon of Nurgle special rule, score 2 Victory Points instead.

TYPE: CHAOS DAEMONS

AVAILABLE THIS WEEK

The following releases (and many more) are available to buy right now! Go to your local store or visit www.games-workshop.com for prices and details.



FOR ALL THIS WEEK'S NEW RELEASES GO TO GAMES-WORKSHOP.COM
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FORGE WORLD

MASTODON

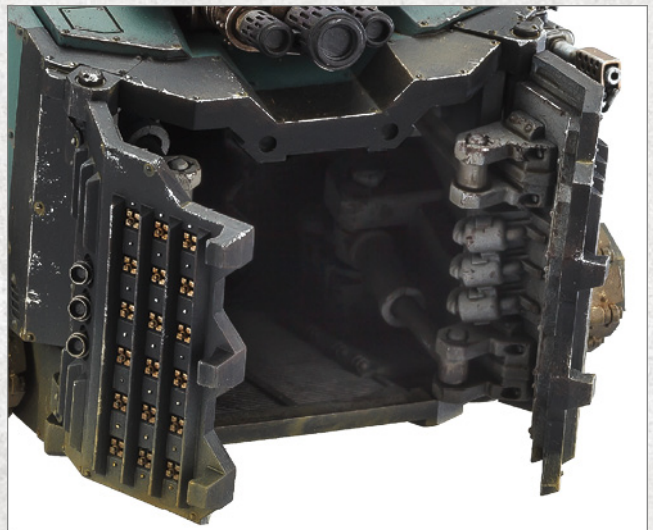
Forge World make highly-detailed resin models, large-scale kits and books that explore the worlds of Warhammer. This week the Space Marine Legions gain mighty reinforcements in the form of the Legion Mastodon Heavy Assault Transport.



Counted among the heaviest assets in the arsenals of the Space Marine Legions, the Mastodon is a super-heavy assault transport designed to deliver a Space Marine task force into the heart of the enemy defences. With a siege melta array on its heavily-armoured prow, it smashes into fortress walls, blasting them with its multiple melta weapons before crashing through with crushing force. Once a breach has been made, the hydraulic rams behind the armoured doors are forced open, smashing rubble out of the way and enabling the Space Marines within to charge into the heart of the enemy to reap a grievous tally.

The Mastodon powers forwards into the fray on heavy track arrays, protected from incoming fire by thick ceramite armour and twin void shield generators – protection worthy of the god-machines of the Mechanicum. To ward off the enemy, it boasts a vicious skyreaper battery to sweep the skies clear, and paired lascannon and heavy flamer sponsons to make short work of any counter-attack.

Even the interior of this massive Space Marine vehicle is lavished with serious detail – make sure you click [here](#) to see what it looks like inside. 🖱



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1 When the Mastodon is in position, the melta arrays blast apart the enemy fortifications before powerful servos fire the assault doors open to unleash the warriors within. The level of interior detail on the Mastodon is exceptional, with the rams fully modelled inside the open doors.

2 At the rear of the Mastodon there is an entry point, enabling fresh squads to advance behind it and use the interior of the tank as a massive, heavily-armoured breaching tunnel. Inside there are bulkheads to keep troops in different compartments safe from catastrophic damage.

PAIN SPLATTER



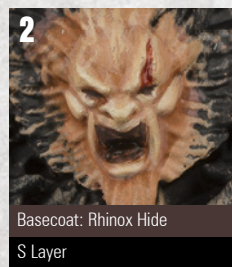
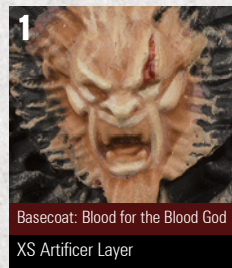
Paint Splatter provides handy tips and stage-by-stage painting guides for the week's key releases. This week, it's the Wulfen.

With their weather-beaten faces and flowing manes of plaited hair, painting the Wulfen is all about capturing their bestial fury, snarling expressions and unkempt appearance. Make the fleshy areas and hair the focus by painting them first (ideally over a Chaos Black undercoat). Because there are lots of layers involved in painting the skin on these models, it's important to water down your paints. This keeps the layers from spoiling any of the amazing details on the model.

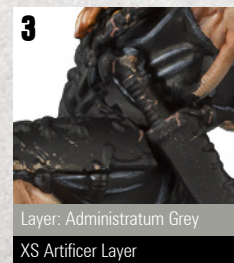
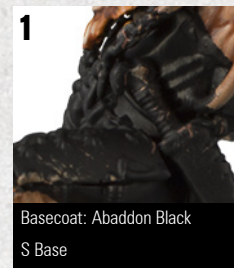
Bestial Flesh



Facial Details



Black Carapace



COMPANIES OF FENRIS

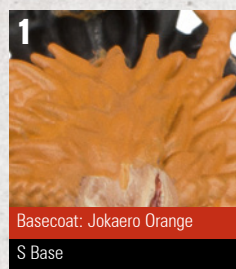
If you're planning on painting Space Wolves there is no better resource than the excellent Companies of Fenris painting guide. This impressive instructional volume contains a wealth of advice on painting everything Space Wolf related, from bared fangs to Stormfang Gunships. It's the perfect companion to your painting endeavours, available both as a hefty paperback volume and as a digital download for iPad. See more online: games-workshop.com

Another important tip involves the Citadel Shades you'll wash onto the hair and backpack: when it comes to the hair, the Fuegan Orange wash should be applied all over, so it goes into all the recesses. The Agrax Earthshade, however, needs to be applied a little more carefully – only wash

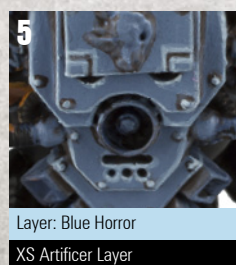
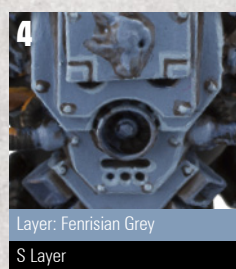
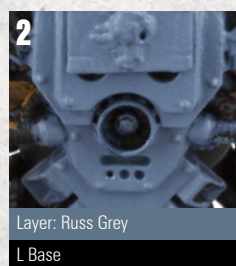
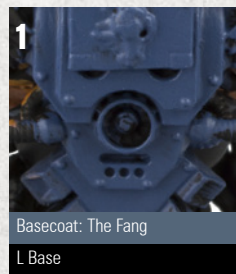
it around the roots, near where the hair meets the scalp (you might want to use a smaller brush for this, such as the M Glaze). Likewise on the power armour, apply the Agrax Earthshade as neatly as possible into recesses, around rivets and at plate edges for the best results. 🖌️

Next week: Iron and fur...

Wild Hair



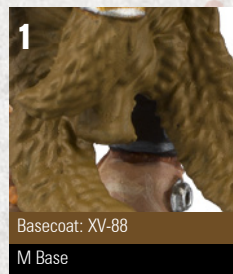
Power Armour



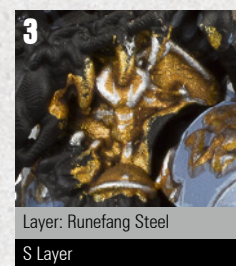
Skull Trophy



Fur and Pelts



Gold Details



WULFEN PACK MARKINGS

When the Wulfen are recovered by the Wolf Lords, they quickly adapt to fighting as part of the Great Companies, integrating alongside the likes of Harald Deathwolf or Egil Ironwolf. To that end, you can either mark your warriors with the Mark of the Wulfenkind or with one of the other Great Company badges. Of course, they also have their own pack markings – for tips on how to paint these, click [here](#) for Paint Splatter Extra.



ILLUMINATIONS: CURSE OF THE WULFEN

War Zone Fenris: Curse of the Wulfen is a story of epic conflict between the Space Wolves and the daemonic legions of Chaos. The action is interspersed with amazing artwork that captures the grim nature of this war. Here's just a small taster of what's in store.

HEROES OF FENRIS

One thing that sets the Space Wolves apart in the Dark Millennium is their endless pursuit of heroism. Perhaps more than any other Space Marine Chapter they strive to be true protectors of Mankind. This heroism is one of the themes in the artwork of Curse of the Wulfen, as heroes, beleaguered and outnumbered, crash into the foe without fear of death, only a thirst for glorious victory.

It is a time when legends stalk the stars, and the servants of the Dark Gods plot to cast down the greatest of Humanity's heroes, where beasts from beyond the veil of reality seek to feast on the souls of the weak, and only the greatest warriors of Mankind can stand before them!

The artwork shown in Curse of the Wulfen conveys this struggle in an epic way, as Fenrisian heroes (and the heroes of other Chapters, too) and Daemons of Chaos enter the fray. This artwork is spectacular in its scale and glorious in its detail. Take the above picture of Logan Grimnar and

his Champions of Fenris waging war against the Daemons of Nurgle, for instance. It breathes life into the story in an inspiring way: from the rotting bowers above the heads of the combatants to the explosion of gore as a Plaguebearer meets its end, it brings the action vividly to life. The massive image on the following page (of Krom kneeling in reverence) has hidden details that show in a chilling way exactly what Bjorn does as he 'slumbers' away the ages. Each picture gives us a stunning glimpse of the war for Fenris, and they are only the tip of the iceberg. Check out the book for more. 🐺



- 1 The return of the Wulfen heralds calamitous events, as massive daemonic invasions manifest across the Imperium, especially within the systems around Fenris. Logan Grimnar wastes no time in leading the retaliation.

Ever wanted to know what a Plaguebearer looks like when shot in the face with a storm bolter? Now you do...

- 2 The daemonic conspiracy at work in Curse of the Wulfen sees the Great Company of Harald Deathwolf launched into battle against an ancient foe. Can the untamed savagery of the Deathwolves overcome the cunning and subterfuge of the most enigmatic of the treacherous Chaos Space Marine Legions, the Alpha Legion? The Battle of Morkai's Keep will decide the fate of all Fenris.





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- 1 The Wulfen emerge from the Warp at a time of unequalled turmoil, as Daemons of the Chaos Gods spill into reality. Despite their bestial appearance, the Wulfen quickly recognise their brothers in the Space Wolves Chapter, however, and waste no time uniting against their common foe, the savage fury of the 13th Company united with the Great Companies.

Here you can see the Wulfen fighting against the Daemons of Tzeentch alongside the warriors of Sven Bloodhowl's Great Company, the hot-headed Firehowlers.

- 2 As a result of his actions during the fighting on Sanctus Reach, Krom Dragongaze earned the scorn of the Old Wolf, consigned to guard Fenris while the other Wolf Lords win glory rescuing their kin. But dark times threaten Fenris, and Krom seeks out the wisdom of the Space Wolves' greatest 'living' hero.





HALL OF FAME

The Citadel Hall of Fame is a celebration of the finest miniatures in the world, a collection of iconic models recognised for their ground-breaking designs. We think you'll agree, it was only a matter of time before the Imperial Knight Warden entered the fabled hall.



IMPERIAL KNIGHT WARDEN

It was only released in 2014, but the Imperial Knight and its follow-up kit (last year's weapon-festooned Imperial Knight Warden), became instant classics; titanic war machines that brought a new level of scale and detail to the battlefields of Warhammer 40,000. And yet, somehow they felt like they'd been around forever...

Imperial Knights first appeared in 6mm scale way back in 1990, an Imperial unit for the Epic game system. They were – as they are now – mighty war machines piloted by a single Noble, their armoured forms towering over the infantry that swarmed around them. The design was further developed in 1994 when the Imperial Knights were featured in the Titan Legions boxed game. Their beetle-like carapaces, armoured greaves and hunched stance had an instant appeal that would stand the test of time, forming the basis for their modern-day incarnation.

Perhaps even more than its stunning design, what stands out about the Imperial Knight Warden kit is that it just has so much to offer. Firstly, it's stunning to look at, a wonderful combination of functional, mechanical technology with clean-cut armour panels and smooth lines. It's incredible how the style of the model changes so much, yet so seamlessly, from the front to the back. The Imperial Knight Warden is also a brilliant kit to paint, a model that can be as simple or as complicated as the painter wishes it to be. For a new painter it lends itself perfectly to the Citadel Painting System. For an experienced painter, it's a canvas on which to create a work of art.

Lastly, the Imperial Knight Warden is great fun to play with. Just moving it around on the tabletop sends a shiver of excitement down the spine, its presence the focal point on any battlefield it fights on.



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- 1 The rocket pod was one of the classic weapons on the Epic-scale Imperial Knight Warden, so it seemed only right to re-introduce it in Warhammer 40,000.
- 2 The Warden's hound-like face-plate is reminiscent of a hounskull, an ancient knight helm that often featured a grotesque visor to terrify the foe.
- 3 The Knight's skeleton has metal bones, joints and hydraulic pistons, just like the bones, muscles and tendons of a human body. It hints at a design aesthetic from before the Dark Age of Technology.
- 4 From the front the Imperial Knight looks like an armoured warrior, yet from the back it looks purely functional, like a piece of industrial machinery. This was a deliberate nod to the original role of the suit as a machine used to help colonise new planets.



THE RULES SPACE WOLVES WULFEN

Unleashing bestial howls that chill to the bone, the Wulfen are an avalanche of bared fangs and claws. Dangerous though they are, perhaps their greatest impact is the effect they have on their battle-brothers. Here we present the rules for using them in your games.

CURSE OF THE WULFEN

In addition to the rules for the new Wulfen and their wargear, War Zone Fenris: Curse of the Wulfen also includes a tranche of Echoes of War missions to play, loads of Chaos Daemons rules and a swathe of new formations. These formations give you more options for your Space Wolves collection, and the Wulfen Murderpack makes these feral warriors even faster and more dangerous.

The Wulfen are a force of nature upon the battlefield, fast-moving assault units which strike so quickly and with such fury that few (if any) can weather their attack. When they appear in War Zone Fenris: Curse of the Wulfen, Logan Grimnar sends his Wolf Lords to recover them, and they quickly find themselves armed with weapons from the Fang's great arsenal and fighting alongside each of the Great Companies against the Chapter's foes.

You can add Wulfen units as Elites to any Space Wolves army, where they fulfil the role of devastating attack troops. Wulfen

are all but unstoppable in assault and their weapons ensure they can handle any task, from battling ranks of Orks or lesser Daemons to pulling down even the mightiest monsters and war machines.

Their greatest effect, however, is the Curse of the Wulfen. Their mere presence can bring the beast within nearby Space Wolves boiling to the surface, driving the army to new feats of wrath and rage. While this can be problematic as your stoic warriors surge forward into the fray, no Space Wolf is more dangerous than when in the grip of the curse. Use it wisely! 🐺



WULFEN

150
POINTS



With a howl that puts ice in the blood the Wulfen bound towards their prey, fangs bared and claws outstretched. In their haste to glut their insatiable appetite for slaughter, the Wulfen lope forward at a daunting pace – their anatomies, altered by the strange curse that assails their bodies and souls alike, are perfectly adapted for the violence at hunt's end. Girded for war by Iron Priests, the Wulfen bear potent artefacts; stormfrag launchers hurl explosives into the midst of the foe, sowing panic and disorder, as these bestial creatures lash out with crackling claws, axes and hammers. Their return to the fold has caused much controversy, for the Wulfen appear on the brink of berserk rage at all times. Worse still, those who hear the bloodlust in their war cries feel their own beast within awaken...

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Wulfen	4	2	5	4	2	5	3	8	4+	Infantry	5 Wulfen
Wulfen Pack Leader	4	2	5	4	2	5	4	9	4+	Infantry (Character)	

WARGEAR:

- Close combat weapon

SPECIAL RULES:

- Acute Senses
- And They Shall Know
No Fear
- Bulky
- Counter-attack
- Curse of the Wulfen
([here](#))
- Feel No Pain
- Rage

Bounding Lope: This unit can Run and charge in the same turn, and can re-roll failed charge rolls.

Death Frenzy: If a model in this unit is slain in the Fight sub-phase, it can, at the end of the current Initiative step, pile in and fight before being removed as a casualty. The model can do this even if it has already fought this phase.

OPTIONS:

- May include up to five additional Wulfen
- Any model may take a stormfrag auto-launcher ([here](#))
- Any model may be equipped with one of the following options:
 - Great frost axe ([here](#))
 - Two frost claws ([here](#))
 - Thunder hammer and storm shield
- May upgrade one Wulfen to a Wulfen Pack Leader armed with two frost claws
- The unit can select a Stormwolf as a Dedicated Transport.

30 pts/model

2 pts/model

8 pts/model

12 pts/model

20 pts/model

20 pts

CURSE OF THE WULFEN

The raw ferocity of the Wulfen is dangerously infectious, and has a profound effect on the psyches of any Space Wolves they fight alongside. This section contains new rules that reflect the terrifying savagery these bestial creatures provoke in nearby units of Space Wolves from your army.

All Space Wolves bear their Primarch's unique genetic legacy in the form of the Canis Helix. Though a vital part of their transformation into Sky Warriors and the source of their greatest strength, exposure to the primal ferocity of a Wulfen in battle can overwhelm their senses, turning proud warriors into little more than beasts as they launch themselves at their prey. The Chapter's youngest warriors are especially susceptible to the call of the Wulfen, for fiery aggression ever courses through their veins. Yet even though more experienced warriors have learned to control their battle fury, the potential lies within all Space Wolves to give in to the raging murderlust caged within them.

Even though a brief loss of restraint has seen the berserk ferocity of Space Wolf packs snatch victory from the jaws of defeat, the Sons of Russ must redouble their efforts to control their inner beasts lest the Wulfen's curse infect the entire Chapter and condemn them to a feral devolution.

All non-vehicle Space Wolves units within 6" of any units of Wulfen are affected by the Curse of the Wulfen. Due to their fiery nature, units of Blood Claws, Skyclaws and Swiftclaws are affected if they are within 12" of any Wulfen. Long Fangs units, however, are only affected if they are within 3" of any Wulfen. Wulfen themselves, any units of Fenrisian Wolves or Servitors, as well as units that are embarked at the start of the turn, are not affected by the Curse of the Wulfen.

At the start of your turn (after rolling for Reserves), roll one dice for all affected units and consult the relevant table below. Units that are not locked in combat are affected by the appropriate result on the Hunt table, whilst units that are locked in combat are affected by the appropriate result on the Kill table. These effects last until the start of your next turn.

D6 EFFECT HUNT

- 1-3 Predatory Pounce:** *As they close in for the kill, the Sons of Russ throw themselves bodily at their prey and crush them beneath their armoured bulk.*
Affected units have the Hammer of Wrath special rule and can re-roll failed charge rolls.
- 4-5 Bestial Swiftiness:** *The Space Wolves launch themselves into the thick of the fighting, some even bounding on all fours like beasts of prey.*
Add 3" to the maximum move distances of all models in affected units when they move in the Movement phase, when they Run and when they make charge moves.
- 6 Reckless Ferocity:** *Mouths foaming with rabid fury, the warriors of Fenris draw their blades and hurl themselves at their enemies.*
Models in affected units have the Furious Charge special rule and gain D3 bonus Attacks for charging instead of 1 (unless they already have the Rage special rule).

D6 EFFECT KILL

- 1-3 Preternatural Swiftiness:** *With reflexes heightened beyond even their exceptional levels, the Space Wolves lash out at their foes with blurring speed.*
Add 1 to the Initiative characteristic of models in affected units.
- 4-5 Wild Savagery:** *The Space Wolves rake and tear at their prey with tooth, blade and claw, all thought lost to their berserk fury.*
Models in affected units can re-roll all failed To Wound rolls in close combat.
- 6 Unstoppable Fury:** *Lost in a blood-mad frenzy, even the most heinous wounds do little to stop the murderous rampage of the sons of Fenris, and they continue to lash out until their last drop of blood is spilled.*
Models in affected units that are slain in the Fight sub-phase can, at the end of the current Initiative step, pile in and fight before being removed as casualties. Affected models can do this even if they have already fought that phase.



WARGEAR OF THE FANG

RANGED WEAPONS

HELFRIST PISTOL

The helfrist pistol projects a short-ranged but devastatingly effective beam of sub-zero energy at its target. Flesh blackens with catastrophic frostbite. Armour and weapons buckle and crack. Soon enough, unless the victim can fight their way free, they are entombed forever as a withered mummy in a jagged tomb of ice.

Range	S	AP	Type
12"	8	1	Pistol, Helfrist

Helfrist: 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.



SPECIAL ISSUE WARGEAR

STORMFRAG AUTO-LAUNCHER

Mounted between the broad shoulders of the Wulfen, these compact grenade launchers are fed from drum units and guided by crude and belligerent targeting spirits. Their primary role is suppression, the launchers hammering out automated patterns of explosive charges as the Wulfen charge headlong into combat. The combination is a potent one; those foes not blown apart by the thumping explosion of the auto-launchers' grenades are left reeling, and are swiftly torn apart by the Wulfen themselves.

SHOOTING

Range	S	AP	Type
12"	4	5	Assault D3

ASSAULT

Models in a unit that includes one or more models equipped with stormfrag auto-launchers do not suffer the penalty to their Initiative for charging enemies through difficult terrain, but fight at their normal Initiative in the ensuing combat.

MELEE WEAPONS

GREAT FROST AXE

Ancient relics of a bygone age, these huge axes nonetheless seem to have been forged specifically for the hands of the Wulfen. Their massive blades are formed from enchanted wintersteel, sharp enough to split Terminator plate like lumber. When swung two-handed by a charging Wulfen, the great frost axe creates a whirlwind of destruction.

Range	S	AP	Type
-	+3	2	Melee, Reaping Swing, Two-handed

Reaping Swing: On a turn in which a model equipped with this weapon charges, it strikes at its normal Initiative order in the ensuing combat. In any subsequent rounds of combat, the wielder strikes at the Initiative 1 step.

FROST CLAWS

The strange ice-crystal punch daggers often wielded the Wulfen are a mystery; speculation is rife as to whether the weapons form through some kind of latent psychic projection, or are fashioned by the Wulfen in some as-yet-mysterious ritual. Whatever the case they are lethally effective, able to rip through the thickest armour as though it were yielding flesh.

Range	S	AP	Type
-	+1	2	Melee, Shred, Specialist Weapon

TEMPEST HAMMER

An aura of killing cold crawls across the head of the tempest hammer, ticking and crackling like pack ice. When the hammer is swung in anger, this energy discharges in blasts that freeze the target solid even as they smash it apart. It is a deadly combination, able to reduce the wielder's victims to shattered shards of ice in a single blow.

Range	S	AP	Type
-	x2	2	Melee, Concussive, Helfrist, Specialist Weapon, Unwieldy

Helfrist: 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.



THE WEEK IN

Join us for a round-up of the week as we share comment, opinion and trivia on all the latest releases, plus other fun tidbits that have cropped up in the White Dwarf bunker. This week we extol the praises of the Wolf Lords and examine the innards of a Mastodon. Seriously.

WOLF LORDS: THE BURDEN OF DUTY

GLORIOUS TALES OF HEROISM

War Zone Fenris: Curse of the Wulfen is at its heart a saga about the Space Wolves and their desperate mission to recover and protect the returning Wulfen. Their coming brings with it a great deal of suspicion (not least from the Grey Knights and the Dark Angels), and the Chapter finds itself in a race against time to link up with the returning 13th Great Company before anyone else does.

This frantic race against time is shown through the eyes of the Wolf Lords of the Space Wolves Chapter – the likes of Egil Ironwolf, Sven Bloodhowl and Harald Deathwolf. Each of these mighty heroes of the Fang is despatched with a force and quickly find themselves embroiled in a battle with the Daemons of Chaos. It is Sven Bloodhowl (shown to the left) who first rubs shoulders with the taciturn warriors of the Dark Angels Chapter, as they fight the Daemons of Khorne and Slaanesh amidst the swirling mists of Tranquillitus. This provides one of the White Dwarf team's favourite moments: when the Ravenwing bikers confront the headstrong Wolf Lord, demanding he leave the battle zone, Bloodhowl answers with only two words: "Make me."

So, the Wolf Lords are the lens through which we witness the events of Curse of the Wulfen – which is how we come to see that they don't all agree on what the Wulfen's curse means for the Chapter...



WHITE DWARF

THE DAEMONIC INVASION

From the hive world known as Nurades, where Harald Deathwolf first encounters the Wulfenkind, to the poisoned greenhouse of Midgardia where Grimnar's Kingsguard and the tanks of the Ironwolf go to war, the taint of the Daemon is evident everywhere throughout Curse of the Wulfen.

One of our favourite bits is the appearance of the Infernal Tetrad, a coven of four Daemon Princes who reduce Midgardia to a deadly biological hazard and wreak havoc among the Wolves of Fenris. Best of all, there's a formation for using your own Infernal Tetrad in your games, and it is mighty indeed!



MAKING A PACK LEADER

The new Wulfen kit includes all sorts of handy options and one of our favourites is the way one pair of legs can be assembled using a different paw to transform the pose entirely, from the leaping pose on the left, to the running pose on the right.

This is especially useful for marking out one of the pack members as the Wulfen Pack Leader. The Studio collection uses the Wulfen who looks like he's leaping down, arms outstretched for it. It's perfect for making really big packs, with up to ten models, since it means you don't have to duplicate that iconic 'leader' pose when you're building your models.



BEHOLD THE BEHEMOTH: THE LEGION MASTODON HEAVY ASSAULT TANK



The **White Dwarf** bunker is home to quite a few Space Marine collectors, and Forge World's new Legion Mastodon Heavy Assault Tank has gone down a storm! Not only have we all been impressed by its gargantuan proportions (it's a real bruiser, easily the biggest Space Marine tank so far) but it also has a brutal armament and some truly flabbergasting internal details – so much so that we just had to show you how great they are.

The remarkable resin-servitors down in Forge World have even painted a separate interior section for us to show you, which lets you see just how amazing it is. From the servos that ram the doors open to the bulkheads that partition off the insides, ladders to access the upper command areas and even weapons lockers, service lights and ventilation systems that line the interior, it's one of the most impressive vehicles we've ever seen!

1 The Legion Mastodon operates not only as a mass troop transporter on the battlefield but also as a command tank and unit support vehicle. While a skyreaper battery scans the skies for enemy flyers, a pair of Legion officers direct the battle around them. Of course, if you want your Mastodon sealed against the elements (if you're anywhere near the chem-weapon obsessed Death Guard, for instance), you can seal up the hatches instead.

2 The insides of the Mastodon aren't plain – far from it. The Forge World model makers have painstakingly designed the insides to be just as amazing as the outside. With bulkhead doors to seal off crew compartments in the event of severe damage, internal access points, data pads, cogitators and more, this is a work of art. You can even build the front and rear doors to open, so you can see all your handiwork when it's complete.

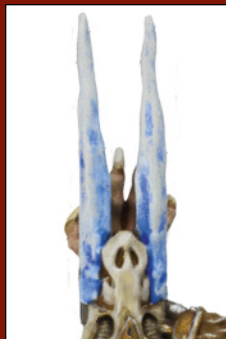


PAINT SPLATTER EXTRA: PACK MARKINGS AND FROST CLAWS

We simply couldn't fit in all the stages required to paint a Wulfen into Paint Splatter, so we thought we'd give you the extra stages here instead.

If you arm your models with frost claws, paint the entire claw with Ceramite White. When they are dry, glaze them with Guilliman Blue (1). Then drybrush the edges with Ulthuan Grey (2) before giving them a highlight of White Scar (3). If you want to go the extra mile, you can even add a little highlight of Runefang Steel to the very edges too.

For the pack markings, it's a simple matter of painting the armour plates in question (right knee) with Ceramite White (4). Next, using a fine brush, draw out the edges with Mephiston Red, and then fill them in (5). Finally, use a little Agrax Earthshade to emphasise the rivets (6).



WHITE DWARF'S REGIMENTS OF RENOWN



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- 1 The Firelocks, Auric Hearthguard of the Caengan Lodge. These steadfast duardin are tasked with guarding the lodge's Zharrgrim Priesthood in battle.
- 2 The Crimson Guard of Amon Hotep the Intolerant, sentinels of the Nine Gates of the Shifting Plains of Shyish.

This week we're pleased to present two very different regiments for Warhammer Age of Sigmar: the Firelocks and the Crimson Guard.

The Firelocks hail from the Caengan Lodge, famed for their soot-stained beards and their military alliance with the shadow-dwellers in the mist-shrouded Realm of Ulgu.

The Crimson Guard are a unit of Temple Guard assigned the duty of protecting their foul-tempered king. They are led by a Tomb Captain model taken from the Tomb Sphinx kit. Their gleaming gold armour was painted with a basecoat of Balthasar Gold and then washed with Agrax Earthshade. Once the wash was dry, it was then layered with Gehenna's Gold and finally Auric Armour Gold. 🖤

NEXT ISSUE: WE UNLEASH THE SLAYER, THE LEGIONS OF DEATH AND GOLDEN DEMON



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