

CODEx SPACE WOLVES



INTRODUCTION

"Follow me Sons of Russ, this night our enemies shall feel the fangs of the Wolf!"

Logan Grimnar, Assault on Fort Dunaiova

Seat yourself my brother and I will tell you of the sacred tome that you hold in your trembling hands. Within the pages of this learned book you will learn the lore required to collect, paint and game with the bravest and most headstrong of all of the Space Marine Chapters – the mighty Space Wolves! As one of the sons of Russ, you will learn to glory in the thrill of battle and will discover that the sweetest sound in the galaxy is the crack of bolter and whirring slash of frost blade. And you will learn that even in the dark future there can still be heroes...

THE SPACE WOLVES

The Space Wolves are one of the most famous of all the Space Marine Chapters, and their name and deeds are known throughout the galaxy. The Space Wolves were one of the original twenty Space Marine Legions, founded by the Emperor over ten thousand years ago.

From these times, there are few details of any certainty. It was a time of legends. It was an age of war. Such records as were made have not survived and only later did chroniclers of the Administratum describe the bloody events of those days. The Imperium was rent by a terrible civil war, commonly known as the Horus Heresy after the Warmaster that led half of the Space Marine Legions in rebellion against the Emperor. According to their own tradition, the Space Wolves were pivotal to one of the early campaigns in this war, when the entire Legion attacked and devastated the rebel Thousand Sons Space Marines on their homeworld of Prospero. The superhuman Primarch and progenitor of the Thousand Sons, the cyclopean giant Magnus the Red, is said to have fought against the equally superhuman Space Wolves Primarch, Leman Russ, whilst all around the rival Space Marines battled for supremacy. Eventually the Thousand Sons gave way and Magnus the Red fled with what remained of his forces.

For ten thousand years since the end of the Horus Heresy, the Space Wolves have continued to serve the Emperor faithfully and with honour. The Chapter has endured ages of constant battle. It has survived times of anarchy within the Imperium and periods of occasional isolation from Earth. The Imperium itself has weathered crises from within and without but at times it has been deeply riven by rebellion or divided by invasion. On other occasions, tumultuous warp storms have stranded parts of the galaxy for hundreds of years. Through all these years of mixed fortune, the Space Wolves have held true to the vow of Leman Russ to serve the Emperor, though not always in the way that the High Lords of Terra might have approved. As many administrations have found to their cost, the one way you can guarantee to get the Space Wolves to do something is to order them not to do it.

This headstrong attitude means that the Space Wolves have fought in more conflicts and campaigns than any other Space Marine Chapter, so much so that it would be impossible to describe at any length the wars fought by the Space Wolves over their ten thousand year history. Indeed, not even their own extensive records give a full account.

Legends tell of fierce battles fought against the Chaos Space Marines following the Horus Heresy. However, no formal history of those times has survived. Some of the Chapter's earliest history is preserved only in the form of epic sagas, tales of heroism composed by Fenrisian bards at the courts of the Wolf Lords.

Such tales form an important part of the Space Wolves' tradition and it is in this form that Space Wolf warriors habitually recall the deeds of the past. There are many thousands of these sagas. Some seem so improbable as to be pure invention but most contain a germ of truth and all are accepted for what they are – a fitting testament to the heroes of the past.

WHY COLLECT A SPACE WOLVES ARMY?

A Space Wolves army makes for a truly different and unique type of Space Marine army. The organisation and units found in the Space Wolves are radically different to those found in other Chapters and this means that the composition of your army and the tactics you use will be very different as well. You'll find that the Space Wolves belong to an attacking army that rewards a player who likes to play aggressively and gets 'stuck in'. This said, the Space Wolves are not ferocious berserkers like the Blood Angels. The Space Wolves' headstrong attitude tends to get them into battles, but once there, they fight with the cunning of the wolf pack rather than the frenzy of a rabid dog!

In terms of appearance, the Space Wolves offer great opportunities for the painter and modeller. For the novice, the Space Wolves are delightfully straightforward to paint, just requiring a coat of Space Wolves Grey paint and the application of a shoulder badge. On the other hand, the individualistic nature of the Space Wolves, compared to the conservative attitude of Chapters like the Dark Angels or Ultramarines, offers more experienced modellers and painters an almost clean sheet to work with. Basically, as long as their armour is grey and they wear the badges and icons demanded by their Great Company's Wolf Lord, the rest of the details of each Space Wolf's panoply is up to you to decide. This provides a huge range of possibilities for detailing and converting models to suit your own style and level of skill.

The other thing that makes the Space Wolves unique and fun to collect is that they are very much a 'fantasy' army that happens to inhabit the Imperium. Space Wolves armies are like barbarian warbands, led by a heroic warrior who has a bodyguard of Wolfguard Veterans backed up by experienced warriors and eager young Blood Claws. Rather than the Techmarines, Librarians and Apothecaries of the other Chapters, they have Rune Priests, Iron Priests and Wolf Priests. Characters like these can be accompanied by fierce Fenrisian Wolves. The whole effect is to create an army that has a strong 'fantasy element'. Basically, the Space Wolves are Viking-like barbarians in space – and who could ask for more than that!

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WHAT'S IN THIS BOOK?

This book breaks down into the three main sections listed below, each of which illuminates a different area of creating your own Space Wolves force and getting it into action on a tabletop battlefield.

The Army List. Tells you about the different characters, troops, weapons and vehicles available to a Space Wolves army, and how to work out an army for use in a Warhammer 40,000 game.

The Painting and Collecting Guide. Describes choosing an army, basic tactics plus step by step details of assembling and painting models and vehicles. This section also shows examples of Space Wolves markings, gives advice on creating your own Great Company and has tips on modelling and converting.

The Appendix. This section is dedicated to background details and extra information about the Space Wolves. It also includes a one page summary of the troops, vehicles and special rules that are used by the Space Wolves, which you can use as a quick reference sheet when fighting battles.

On the pages that follow, you will find special rules and an army list which will allow you to field a Space Wolves army in games of Warhammer 40,000. The army list is designed to work in conjunction with the scenarios included in the Warhammer 40,000 rulebook but it also provides the information you will need if you wish to use Space Wolves in scenarios that you have devised yourself or that form part of a campaign.

USING THE ARMY LISTS

The Space Wolves army list is different to the army lists in the Warhammer 40,000 rulebook in that it is used in conjunction with the army list in Codex: Space Marines, rather than on its own. Although the Space Wolves vary from a 'Codex' Space Marine army, there are more similarities than differences. For this reason, and to avoid unnecessary repetition, the following pages detail only the different organisation and army list options available to the Space Wolves. Full entries for the other troops available to a Wolf Lord can be found in Codex: Space Marines.

Unless noted otherwise in this volume, all of the rules, options and limitations that apply to a Space Marine army also apply to a Space Wolves army.

CHOOSING YOUR ARMY

When you are choosing your army, you may make choices from Codex: Space Marines and/or Codex: Space Wolves within the normal limitations of the Force Organisation chart being used, points values of the battle, etc. Some of the entries that follow replace an entry or option from the Codex: Space Marine list. If this is the case, you may only use the entry or option presented in this Codex. Note that no matter which Codex was used to find the entry for a troop type, it is the special rules that apply to Space Wolves presented in this volume that are used for it, rather than the special rules in Codex: Space Marines (ie, the unit will have acute senses, be able to counter-charge, etc).



All around the buildings burned. Ragnar strode through the maelstrom of battle, shouting commands to his men.

"Brother Hrolf - I want two krak missiles into that forward emplacement now! The rest of you, form up and prepare to storm in as soon as the door is blown."

Acknowledgments filled the earbead that linked him to the comm-net. He raced across the gap between the doorway where he had been huddling and a huge block of fallen masonry some twenty metres closer to his objective. Enemy laser blasts melted the concrete behind his heels but even in his powered armour he moved too quickly for the heretics to get a bead on him. He threw himself into a crouch behind the rubble and waited for a moment.

The thunder of heavy ordnance filled the air. Somewhere off in the distance he could hear the howl of Thunderhawk engines and the multiple sonic booms as they slowed their speed down from the sub-orbital. Even as he watched, bright yellow contrails pierced the leaden clouds and the gunships hove into view. Missile clusters detached themselves from their wings and hurtled earthwards to smash into the heretics' positions. He checked his weapons with the unconscious precision which came from a century of experience, took a deep breath, intoned a prayer to the Emperor and waited.

He was aware of everything. The beat of his primary heart was regular. His body was already healing the minor cuts and grazes he had taken from fragments of shrapnel. He could feel a slight nick on his face closing itself. His senses, far sharper than those of the human he had once been, kept up a steady flow of information from the battlefield around him. From nearby he could smell the comforting presence of his battle-brothers: a compound of hardened ceramite, oil, the flesh of Fenris and the subtle markers that showed that they were not quite human. He could also pick out the faint pheromone traces of anger, pain and well-controlled fear.

He checked his armour to ensure that the integrity had not been breached. Here and there were a few scuffs where shrapnel had bounced from the hardened ceramite of the carapace. In two spots he found blisters on the paintwork that told of the fleeting kiss of a lasgun beam. In one place there was a distinct chip on the shoulder pad where a bolt pistol shell had torn through the raised rim. Nothing serious. The servo-motors that powered the mighty combat suit were currently operating at 75% efficiency, idling on most systems to save power. The suit's built-in autosensors told him of faint traces of pollutants, contaminants and a residue of the neurotoxins which the heretics had used in their surprise attack on the loyalist forces when they began their rebellion. Nothing much to worry about, praise Russ. His body's ability to metabolise poison was barely needed to deal with them. He had known poisons strong enough to give him headaches and muscle spasms and dizziness while his body adapted to their presence. These were nowhere near that potent.

All in all, things did not appear too bad. If the truth be told, he was enjoying the situation. After a month of meditation in his cell back in the Fang and a week cooped up onboard one of the great Imperium starships en route to this minor war, he relished the action. It was hardly surprising really; it was what he had been born to do, and what he had trained for. His entire life had been in preparation for this moment. He was, after all, an Imperial Space Marine of the Space Wolves Chapter. What more could he possibly ask from life than this? He had a loaded boltgun in his hand and the Emperor's enemies before him. In this life, there was no greater pleasure to be found than performing his duty and ending the lives of those sorry heretics.

Excerpted from the novel 'Space Wolf' by William King



SPECIAL RULES

The following special rules apply to a Space Wolves army:

'And They Shall Know No Fear.' Space Wolves automatically regroup as they fall back, even if the squad is reduced to less than 50% by casualties. If the enemy advance into them the Space Wolves are not destroyed and the advancement of the enemy unit is treated as a new assault (enemy striking: +1A the following turn) in the same way as a sweeping advance. If the enemy do not advance into them the Space Wolves are free to move, shoot and assault normally in their following turn.

Drop Pods. At the start of a battle where you can use the *Deep Strike* rules, you can declare that your Space Wolves are deploying by landing in drop pods from orbiting spacecraft. Models doing this deploy using the *Deep Strike* rules in the Warhammer 40,000 rulebook.

Only the following can deploy from drop pods. No other models in the army can be used in this mission (they stay aboard ship): any Space Marine model in power or Terminator armour, Space Marine Scouts, Dreadnoughts and Land Speeders.

Mixed Armour. It's possible for Space Wolf units to have models with different armour saves. So the normal casualty removal and armour save rules are altered slightly.

The opposing player rolls to hit and wound for whichever unit he is firing with as normal. However, when the Space Wolves player makes his armour saves, he uses the save for the armour worn by the greatest number of models in the unit. In the case of a tie, the Space Wolves player may decide which save is used. Any casualties removed after saving throws have been taken must come first of all from the models whose saving throw was used (even if hit by weapons that don't allow a save to be taken, like power weapons etc.).

For example, if a Wolf Guard bodyguard consisted of three models with Terminator armour and two with power armour then the Terminator armour save would be used, but casualties would be taken on the Terminators first of all.

Will Not Teleport. Space Wolves have little trust or respect for the more arcane aspects of the technology used by the Imperium. In particular, they dislike the idea of teleporting into battle and remain stubbornly opposed to its use. To represent this, any Space Wolves models with Terminator armour may not *Deep Strike* unless the entire army enters play in drop pods.

Acute Senses. The Space Wolves have senses as acute as a Wolf of Fennis, superior even to other Space Marine Chapters. This is a result of their corrupt genetic implants and part of the blessing, as well as the curse, of the Wulfen. To represent this, you may re-roll the dice when rolling to see how far a Space Wolves unit can see when fighting at night. You must accept the result of the second roll, even if it is less than the first one.

Their acute senses make Space Wolves very difficult to sneak up on. To

represent this, in scenarios which use the special rules for Sentries, a Space Wolves army uses four Grey Hunters as Sentries and each sentry has a spotting distance equal to twice its Initiative value.

Blood Feud. The Space Wolves never forget a grudge and have had a millennia long feud with the Dark Angels Space Marine Chapter and the Thousand Sons Chaos Space Marine Legion. A Space Wolf will hit on a roll of 3+, regardless of the model's respective Weapon Skills, when fighting in close combat against troops from either of these formations. However, Dark Angels and Thousand Sons opponents will reciprocate and will also hit on a 3+! You should determine which models in a Chaos army are Thousand Sons at the start of the battle.

Counter-Attack. To the Space Wolves, attack is always the best form of defence. If charged, they will spring forward themselves and counter-attack the enemy. To represent this, unengaged Space Wolf and Fenrisian Wolf models from a unit that has been charged by the enemy must move up to 6" to get into base-to-base contact with the enemy. Treat the counter-attack as you would an assault move, so take terrain into account as normal.

Models that counter-attack do not receive the +1 attack bonus for charging but will be able to fight with their full complement of attacks. Long Fangs may not counter-charge because they are a bit old for that kind of thing! Models may counter-attack if the unit they are in was charged as part of a 'sweeping advance', in which case the move is made immediately after the unit that made the sweeping advance completes its move.

No Matter The Odds. Space Wolves never know when to give up and will keep on fighting no matter what the odds. They may ignore the negative Morale check modifiers for being outnumbered in close combat.

True Grit. Bolters have a 'pistol grip' which means they can be fired with a single hand. This takes considerable practice and skill and is not normally encouraged. Units noted as having the 'True Grit' skill in the army list, however, have learnt how to use their bolters in this manner. In game terms, this means that they may count their bolter as a bolt pistol in close combat and will therefore be allowed to roll an extra Attack dice if they have been equipped with a second pistol or close combat weapon. However, a model using their bolter in this manner may not receive the attack bonus for charging, as a bolter is too unwieldy to be fired with one hand while simultaneously hurling yourself at the enemy.

Fenrisian Wolves. A number of entries in the army list allow characters to be accompanied by Fenrisian Wolves. The Wolves can be represented by any suitable wolf model from the Citadel range of models. They must remain within 2" of the character at all times and move at the same rate as him (in effect the Wolves and the character form a small unit). Because the Wolves and the character form a unit they have to take Morale checks for suffering 25% casualties in a turn and will be worth victory points if reduced to half strength, etc.

The character and Wolves may join other units. Treat these mixed units as one large unit led by the character. The Wolves must still stay within 2" of their master, but otherwise count as being part of the unit and may be removed as casualties in place of the character or in place of models in the unit which they have joined.

Fenrisian Wolves may be transported in a vehicle in the same way as a Space Marine in power armour. Characters accompanied by Fenrisian Wolves may not be equipped with jump packs but may ride a bike, as the Wolves are able to run alongside. Fenrisian Wolves always move at the same rate as the character they are with.

Fenrisian Wolves benefit from the *And They Shall Know No Fear*, *Acute Senses*, *No Matter The Odds* and *Counter-Attack* special rules. Fenrisian Wolves may not use the optional *Voluntary Fall Back* rule.

If their master is killed then the Wolves will drag away his body to a place of safety and so are removed from play as soon as he dies. In games where the enemy are allowed to 'capture' characters, or can remove things from their dead bodies, they may not do so if any of the Fenrisian Wolves that accompanied the character were able to drag him off (ie, at least one was still alive when the character was slain).

The Wolves of Fennis are amongst the most vicious predators in the known universe. They roam the wastes of Fennis and are most numerous in the vast lands of Asaheim that lie around the foot of the mountains of Fangard upon whose peak stands the Space Wolves' fortress of the Fang. Sometimes a Space Wolf will attempt to bend a pack of Fenrisian Wolves to his will by undertaking the Lone Hunt. In this ritual, the Space Wolf discards all of his weapons and armour and journeys into the wilderness around the Fang. There he must hunt down a pack of Fenrisian Wolves and slay the pack leader. Should he achieve this, the pack will follow him and fight by his side.





HEADQUARTERS

Retinues. The Space Wolves don't use the military organisation followed by most other Space Marine Chapters. Instead of a strict system of ranks and suchlike, the Space Wolves form groups that follow a particular warrior or leader into battle. This system is fluid, troops being moved from one retinue of followers to another as needed by the Wolf Lord in charge of the Great Company. Retinues are generally quite small and several will be joined together to carry out important missions.

In game terms, this method has little direct effect, except that the larger the force, the more HQ units it will include, each HQ representing the leader of one of the retinues that make up the army. To represent this, the following special rules apply to choosing a Space Wolves army:

- The number of HQ units a Space Wolves army must have is not determined by the force organisation chart being used for the scenario.
- Instead a Space Wolves army must have exactly one HQ unit for every 750 points in the army, rounding fractions up. For example, a 1,500 point Space Wolves army would have to have two HQ units – no more and no less!
- HQ units aside, all other stipulations on the force organisation chart for the scenario apply.

0-1 WOLF LORD

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Wolf Lord	75	5	5	4	4	3	5	4	10	3+
Fenrisian Wolf	+12	4	0	4	4	1	4	2	8	6+

Options: The Wolf Lord may be given any equipment allowed from the Space Wolves Armoury.

Fenris Wolf: A Wolf Lord may be accompanied by up to four Fenrisian Wolves.

SPECIAL RULES

Independent Character: Unless he has a bodyguard, a Wolf Lord is an independent character and follows all the special rules as detailed in the Warhammer 40,000 rulebook.

Wolf Guard Bodyguard: A Wolf Guard bodyguard may accompany the Wolf Lord. See the Wolf Guard entry for details.

True Grit: The Wolf Lord has the strength and skill to fire a bolter with one hand and may use the 'True Grit' rule described on page 4.

WOLF GUARD BATTLE LEADER

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Battle Leader	60	5	5	4	4	2	5	4	9	3+
Fenrisian Wolf	+12	4	0	4	4	1	4	2	8	6+

Options: The Wolf Guard Battle Leader may be given any equipment allowed from the Space Wolves Armoury and/or the Wolf Guard entry in the army list.

Fenrisian Wolves: A Wolf Guard Battle Leader may be accompanied by up to four Fenrisian Wolves.

SPECIAL RULES

Independent Character: Unless he has a bodyguard, a Wolf Guard Battle Leader is an independent character and follows all the special rules as detailed in the Warhammer 40,000 rulebook.

Wolf Guard Bodyguard: A Wolf Guard bodyguard may accompany the Battle Leader. See the Wolf Guard entry for details.

True Grit: The Wolf Guard Battle Leader has the strength and skill to fire a bolter with one hand and may use the 'True Grit' rule described on page 4.



Each Space Wolves Great Company is led by a Wolf Lord, a mighty warrior who has earned the respect of his fellow warriors and been elected to lead them. Once elected, the Wolf Lord's word is law for the Space Wolves in his Great Company.



On the eve of battle, a Wolf Lord will appoint leaders to command the troops taking part in the coming conflict. Often these battle leaders will be chosen from amongst those of the Wolf Guard who have proven that they are wise commanders as well as mighty warriors.



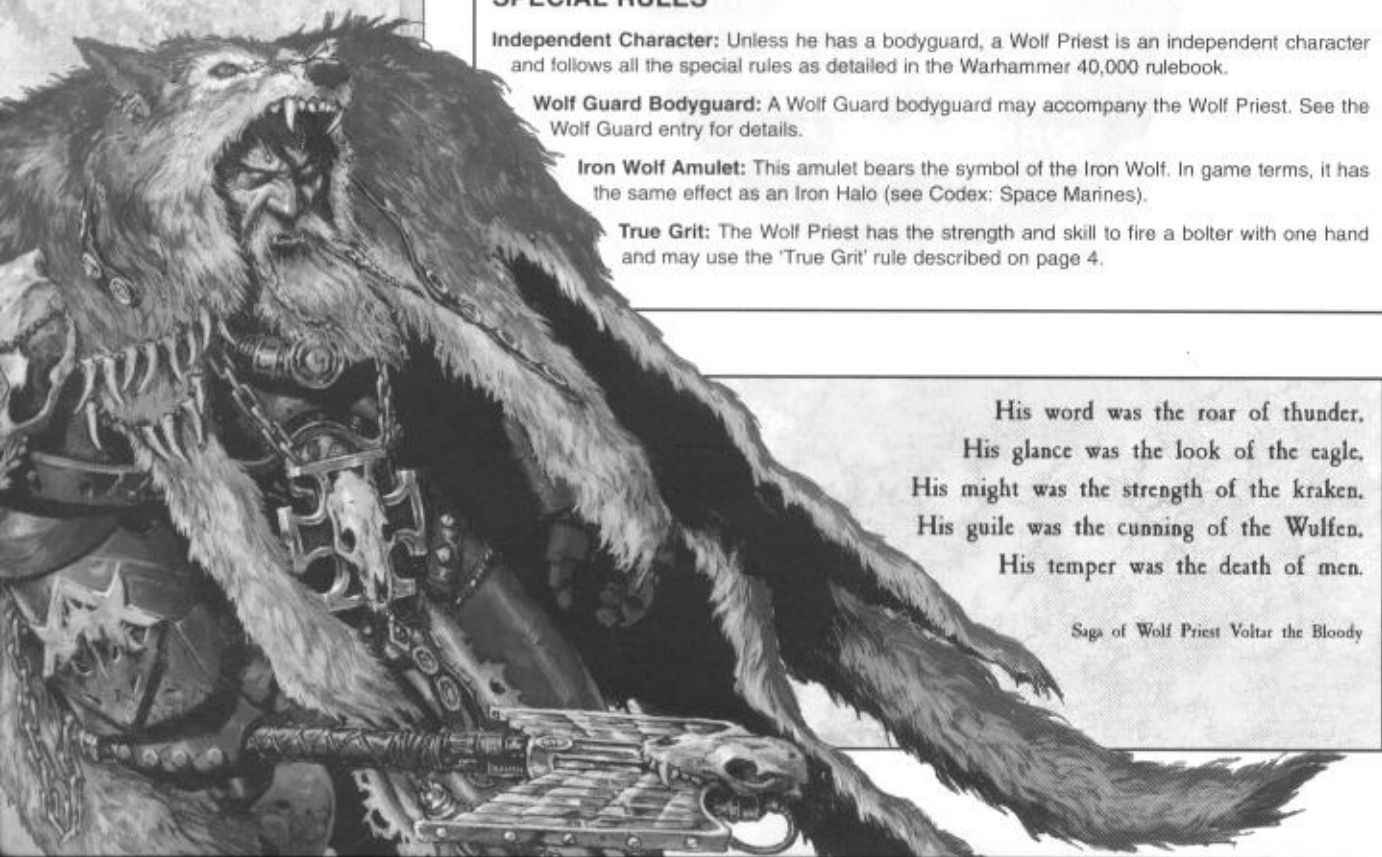
HEADQUARTERS



Where other Chapters have psychic Librarians, the Space Wolves have Rune Priests. These grim warriors have potent psychic powers based upon the native Fenrisian shamanic traditions and are the keepers of the oral history of the Space Wolves Chapter.



Wolf Priests perform the role carried out by Apothecaries and Chaplains in other Chapters. These dour warriors combine the attributes of both medics, trained in the arts of healing and the lore of genetics, and cult leaders, heavy with the accumulated wisdom of the ages.



0-1 RUNE PRIEST

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Rune Priest	80	5	5	4	4	2	5	4	9	3+

Options: The Rune Priest may be given equipment allowed from the Space Wolves Armoury.

SPECIAL RULES

Independent Character: Unless he has a bodyguard, a Rune Priest is an independent character and follows all the special rules detailed in the Warhammer 40,000 rulebook.

Wolf Guard Bodyguard: A Wolf Guard bodyguard may accompany the Rune Priest. See the Wolf Guard entry for details.

Psychic Power – Storm Caller: In the Shooting phase of any Space Wolves turn, the Rune Priest can use his psychic powers to call up a blizzard of psychic energy which can be used to hide friendly troops from the enemy. He may not shoot on the same turn that he calls up the storm. If he successfully uses the power then he can summon the storm either over himself and the unit he is with or over any friendly unit that has a model within 12" of him. This unit counts as being in cover for rules purposes and so will receive a 5+ cover save and will strike first in close combat until the end of the following enemy turn. Units that are protected in this way may assault and, if they do so and the enemy are also in cover, attacks are resolved in order of Initiative.

True Grit: The Rune Priest has the strength and skill to fire a bolter with one hand and may use the 'True Grit' rule described on page 4.

0-1 WOLF PRIEST

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Wolf Priest	95	5	5	4	4	2	5	4	10	3+
Fenrisian Wolf	+12	4	4	4	4	1	4	2	8	6+

Weapons: Bolt pistol, power weapon and Iron Wolf amulet (see below).

Options: The Wolf Priest may be given any equipment allowed from the Space Wolves Armoury.

Fenrisian Wolves: A Wolf Priest may be accompanied by up to four Fenrisian Wolves. Refer to the Special Rules section for details.

SPECIAL RULES

Independent Character: Unless he has a bodyguard, a Wolf Priest is an independent character and follows all the special rules as detailed in the Warhammer 40,000 rulebook.

Wolf Guard Bodyguard: A Wolf Guard bodyguard may accompany the Wolf Priest. See the Wolf Guard entry for details.

Iron Wolf Amulet: This amulet bears the symbol of the Iron Wolf. In game terms, it has the same effect as an Iron Halo (see Codex: Space Marines).

True Grit: The Wolf Priest has the strength and skill to fire a bolter with one hand and may use the 'True Grit' rule described on page 4.

His word was the roar of thunder,
His glance was the look of the eagle,
His might was the strength of the kraken,
His guile was the cunning of the Wulfen,
His temper was the death of men.

Saga of Wolf Priest Voltar the Bloody



HEADQUARTERS OR ELITES



0-1 VENERABLE DREADNOUGHT

	Points/Model	Armour:							
		WS	BS	S	Front	Side	Rear	I	A
Venerable Dreadnought	125	5	5	6(10)	12	12	10	4	3

Type: Walker.

Crew: One Space Wolf.

Weapons: The left arm is fitted with a Dreadnought close combat weapon with a built-in storm bolter. The Dreadnought's right arm is equipped with one weapon from the following list: assault cannon at +30 pts; twin-linked lascannon at +50 pts; twin-linked heavy bolter at +30 pts; multi-melta at +40 pts, plasma cannon at +40 pts; twin-linked autocannon at +35 pts.

Options: The Dreadnought may be equipped with any of the following vehicle upgrades for the cost listed in the Space Marines Armoury: extra armour, searchlight, smoke launchers. No upgrade may be chosen more than once.

The storm bolter may be upgraded to a heavy flamer at an additional cost of +10 pts.

The Dreadnought's close combat weapon can be replaced with a missile launcher at an additional cost of +10 pts.

SPECIAL RULES

Old & Wise: Venerable Dreadnoughts are revered, ancient warriors who are extremely wise in the ways of war. If a Space Wolves army includes one then it may re-roll the dice if the mission being played has a dice roll to see who gets the first turn.

Hard To Kill: Venerable Dreadnoughts are extraordinarily tenacious. To represent this, when the Venerable Dreadnought takes a glancing or penetrating hit, you may force your opponent to re-roll the resulting damage. You must accept the result of the second roll.

Leader: In exceptional circumstances a Venerable Dreadnought can lead a Space Wolves retinue into battle. To represent this, the Dreadnought can *either* count as an HQ unit or as an Elites unit.



Some Space Wolves Dreadnoughts are incredibly old and at times of great crisis they will be called on to help the Chapter with the wisdom that they have acquired over the millennia. The most mighty of the Chapter's Venerable Dreadnoughts is Bjorn the Fell-Handed, who is so ancient that he knew Lemar Russ and saw the Emperor before he was entombed in his Golden Throne.

Space Wolves Dreadnoughts spend most of their time in sleep beneath the Fang and are only awakened when they are needed in battle. During such times, the Iron Priests descend into the crypts and choose the strongest Dreadnought for the coming conflict.



"I tell you it's true!" The drinking horns jumped as Hartog slammed his fist on the cating-board.

"You're an old man and the Wolf's Eye has blinded you!" Alwor retorted.

The two warriors glared at one another over the scraps of smoked fish and greasy crumbs left from the feast. Smoke crackled up from the hearthfire in the tense silence. Across either side of the board, Hartog and Alwor's kinsmen grasped axe hilts and sword hilts, shieldmaidens edged closer to their men. The eyes of the young wolfbrothers were bright with the prospect of violence, the faces of the grizzled elders were hard above their thick beards. The wind howled outside like a hungering beast. Before the two factions could come to blows, Koloth, headman of the tribe, levered his powerful frame from his place at the head of the hall and stepped between them. His voice was measured and calming.

"Hush now, Alwor, Hartog, we're all brothers here. If he said he saw an Aesir then I believe him. The tales are true as we all know every year some of our best young wolfbrothers are taken to the Lands of the Gods."

"Tales for boys and old women," Alwor sneered.

Koloth whirled on Alwor and struck him a furious blow that knocked him the length of the board. He slid to a halt beneath one of the dragon bone supports of the great hall's hide walls with blood dripping onto his blonde beard.

Koloth's voice was low and deadly now and the others of the tribe knew that death stalked close. "Do not call me false Alwor, for I have seen them come." He strode to Alwor and dragged him to his feet.

"When I was but seven winters old," Koloth grated into his face. "When we battled against the Brotherhood of the Axe and

Cumcau's Isle was washed with their blood, I saw the stranger on the cliffs above as we fought the last of them by their burning ships. We saw him come as the blade-song ended and no man dared bar his way. Huge, he was, with eyes that burned beneath a wolf-skulled helm. We knew he was from Asaheim and we were afraid, though we had fought dragon-kin and sea snakes since I could walk. He took Asa and Haakon, my wolfbrothers, though both were wounded unto death. Then it was as if he turned into a flash of lightning and when our eyes cleared he was gone. He took them to the Lands of the Gods so that they be healed and fight in the armies of Russ at the Wolttime."

Koloth turned away so that Alwor would not see the agony in his eyes, the lifetime of pain that he had endured since he had not been chosen, the disgrace he felt because he was not brave enough for the gods. Outside, the winter winds howled.

ELITES



 The Wolf Guard are the bravest warriors of each Great Company – the chosen battle brothers of the Great Company's Wolf Lord. The Wolf Lord favours his chosen battle brothers with gifts such as antique weapons, ornate armour of ancient origin and, most precious of all, immense suits of Terminator armour.

In battle, the Wolf Guard are assigned to lead units or form a bodyguard to protect the leader of a retinue.



DREADNOUGHT

SEE CODEX: SPACE MARINES

0-20 WOLF GUARD

There are only a limited number of Wolf Guard in each Great Company and to represent this there may never be more than 20 Wolf Guard in total in an army. Wolf Guard can be used in two ways; they can either be assigned as a bodyguard for a character or they can be used as leaders for Space Wolves packs. Whichever way they are used, there can never be more than 20 Wolf Guard in the army altogether.

If you include any Wolf Guard in your army then they count as a single Elites choice. The total number of Wolf Guard taken and the number of units that they form is unimportant. If you take one or more Wolf Guard models then they count as a single Elites unit choice.

Wolf Guard Leaders30 points

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Wolf Guard	30	4	4	4	4	1	4	2	9	3+

Options: A Wolf Guard leader may be given equipment from the Space Wolves Armoury.

SPECIAL RULES

True Grit: The Wolf Guard have the strength and skill to fire a bolter with one hand and may use the 'True Grit' rule described on page 4.

Wolf Guard Leaders: At the start of a battle, one Wolf Guard model may be attached to each Space Wolves pack as a leader for the pack. A Wolf Guard leader is a member of his pack and cannot leave it during the game.

Wolf Guard bodyguard25 points

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Wolf Guard	25	4	4	4	4	1	4	2	9	3+

Squad: A Wolf Guard bodyguard can consist of between 4 to 9 models. It must be assigned to a character that is allowed to have a bodyguard and the character and the bodyguard form a single unit.

Options: Any model may be given equipment from the Space Wolves Armoury.

Wolf Guard Heavy Weapons: Up to one in three models in the Wolf Guard bodyguard (rounding fractions up) may be armed with one of the following heavy weapons each. Models armed with heavy weapons may not use any other weapons and cannot ride bikes. All heavy weapons count as 'two-handed weapons' with regard to other options allowed from the Armoury.

Terminator Heavy Weapons (may only be taken by a Wolf Guard in Terminator armour): Assault cannon at +20 pts; heavy flamer at +10 pts; cyclone missile launcher at +30 pts.

Power Armour Heavy Weapons (may only be taken by a Wolf Guard in power armour): Heavy bolter at +15 pts, missile launcher at +20 pts, lascannon at +35 pts, multi-melta at +35 pts, plasma cannon at +35 pts.

Transport Vehicles: A Wolf Guard bodyguard may be mounted in a Rhino at +50 pts, a Razorback at +70 pts, or a Land Raider at +250 pts. Wolf Guards in Terminator armour may only ride in a Land Raider. Transport vehicles cannot be taken unless the bodyguard and character assigned to them can all fit into the vehicle.

Bikes: A bodyguard assigned to a character riding a bike must ride Space Marine bikes at +20 pts per model. Note that Space Marine bikes may not be used by models in Terminator armour and that models on bikes may not ride in transport vehicles.

SPECIAL RULES

True Grit: The Wolf Guard have the strength and skill to fire a bolter with one hand and may use the 'True Grit' rule described on page 4.

WOLF SCOUTS

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Scouts	14	4	4	4	4	1	4	1	8	4+

Squad: The Scout squad consists of between 4 and 6 Wolf Scouts.

Weapons: Bolt pistol and close combat weapon.

Options: Up to one Wolf Scout squad may choose weapons from the options included in the Space Marine Scout entry in Codex: Space Marines. All other Wolf Scout squads may only choose the following options:

Any model in the pack may replace their bolt pistol and close combat weapon with a bolter or a combat shotgun at no additional points cost.

Up to two models may replace their bolt pistol with a sniper rifle at +5 pts or a plasma pistol at +10 pts.

Up to two models in the pack may replace their close combat weapon with a power weapon at +10 pts.

One model may replace his bolt pistol and close combat weapon with one of the following weapons: flamer at +6 pts; meltagun at +10 pts; plasma gun at +12 pts.

The entire squad may be equipped with frag grenades at an additional cost of +1 pt per model and meltabombs at an additional cost of +4 pts.

SPECIAL RULES

Infiltrators: In the right circumstances, Scouts have the ability to work their way into a forward position on the battlefield. To represent this, they (and their attached Wolf Guard leader if they have one) may set up using the *Infiltrators* rule but only if the mission allows for *Infiltrators* to be used. If the mission does not allow troops to use the *Infiltrators* rule then the Scouts must set up normally with the rest of the army.

Move Through Cover: Scouts (and any characters or Wolf Guard leaders with the unit) roll an extra D6 when rolling to move through difficult terrain. In most circumstances this will mean that they roll 3D6 and pick the dice with the highest score.

Operate Behind Enemy Lines: Instead of being set up normally, one unit of Space Wolf Scouts (and their Wolf Guard leader if they have one) can be sent out ahead of the army to operate behind enemy lines. They will use their natural skills to work their way round behind the enemy position and then attack the enemy from the rear. If you decide to use this option then the Scout unit must be kept in reserve, even in scenarios that don't normally allow reserves to be used. When the Scouts turn up, they must enter play from the table edge that the opposing side's reserves enter from or retreat towards, rather than from their own side's table edge. If the opponent doesn't have a table edge then roll randomly to see which edge they enter from.

IRON PRIEST AND 0-4 THRALLS

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Iron Priest	80	5	5	4	4	2	5	3	9	2+
Thrall	+10	3	3	4	5	1	1	1	8	5+

Equipment: The Iron Priest is armed with a bolter or bolt pistol, and a thunder hammer. He wears artificer armour (save included above).

Options: The Iron Priest may be given any equipment allowed from the Space Wolves Armoury.

Any number of Thralls may be armed with close combat implants (which count as a power weapon) at +10 pts each.

SPECIAL RULES

Independent Character: The Iron Priest is an independent character and follows all the special rules as detailed in the Warhammer 40,000 rulebook unless he is accompanied in battle by a Thrall Bodyguard.

Thrall Bodyguard: In each Great Company there are many tasks that an Iron Priest needs to perform and he could not possibly do them all without the aid of the half-human, half-machine creatures known as Thralls. Thralls are created using the Iron Priests' arcane arts and carry out numerous menial tasks for their master. In addition, they often serve him as a bodyguard in battle.

To represent this, an Iron Priest may be accompanied by a bodyguard of between 1-4 Thrall Bodyguards. The Thralls and the Iron Priest form a single unit. If the Iron Priest is killed then his Thralls will deactivate and are removed also.

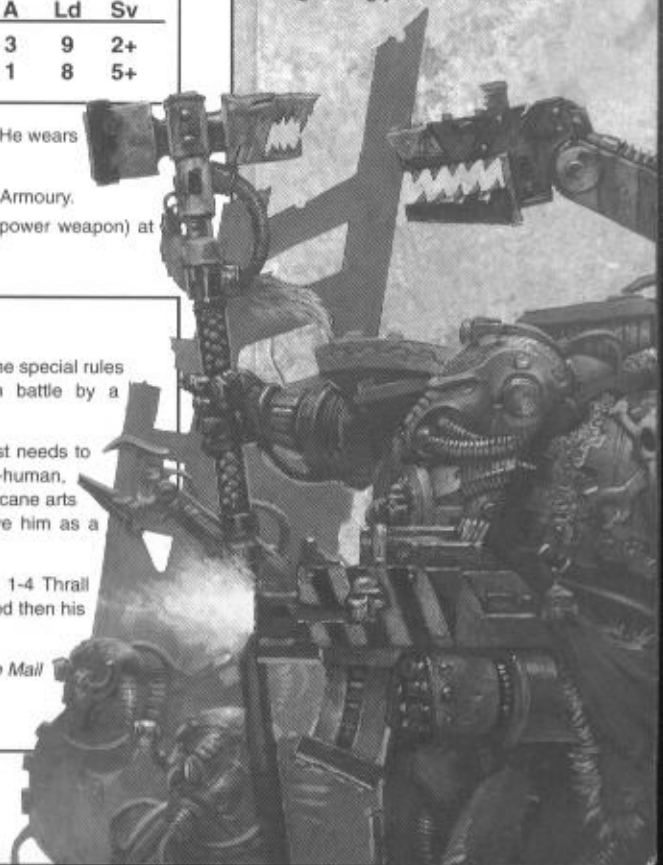
Designer's Note: Thrall Bodyguard models are only available from Games Workshop Mail Order and some highly specialised stockists.



Wolf Scouts are experienced and ferocious warriors. They are used to scout ahead of the army, to track down or spy on enemy forces and to execute surprise attacks. There have been cases where Space Wolves scouts have operated on their own behind enemy lines for years at a time.



Iron Priests are unique to the Space Wolves Chapter but have much in common with the Techmarines of other Chapters. The Iron Priests look after the many technical systems in the Fang, supervising engineering projects and all the other complex technical tasks undertaken every day. The skills of these grim and taciturn artisans are both respected and feared by their fellow Space Wolves, most of whom view the mechanical arts as a dark and frighteningly arcane science.



TROOPS



 Grey Hunter packs form the greater mass of Space Wolves warriors. Grey Hunters are strong and resolute fighters, tempered by battle but as hungry for honour as any proud warrior of Fenris.



 Young Space Wolves fight in ferocious Blood Claw packs. They are fierce, often foolhardy warriors, eager to prove themselves and earn the respect of their elders. They will take almost any risk to win the fleeting glory that only youth and courage can bring.



1+ GREY HUNTER PACKS

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Grey Hunter	17	4	4	4	4	1	4	1	8	3+

Squad: The squad consists of between 6 and 10 Grey Hunters.

Weapons: Bolt pistol and close combat weapon.

Options: Any number of models may replace their bolt pistol and close combat weapon with a bolter and close combat weapon for +1 pt. Up to two models in the pack may replace their close combat weapon with one of the following weapons each: power weapon at +10 pts; power fist at +15 pts. In addition, up to two models in the pack may replace their bolt pistol with a plasma pistol at +10 pts.

One model may replace his bolt pistol and close combat weapon with one of the following weapons: flamer at +6 pts; meltagun at +10 pts; plasma gun at +12 pts.

The entire pack may be given frag grenades at an additional cost of +1 pt per model and krak grenades at an additional cost of +2 pts per model.

Standard Bearer: The honour of bearing one of the Space Wolves' many standards is usually given as a reward to a Grey Hunter who has performed an exceptional act of bravery or valour in battle. To represent this, one Grey Hunter model in the army may be upgraded to a Standard Bearer and given a wolf totem from the Armoury at the cost listed there.

Transport Vehicle: The entire squad may be mounted in a Rhino at an additional cost of +50 pts or a Razorback at an additional cost of +70 pts (see Transport entry for upgrade options).

SPECIAL RULES

True Grit: The Grey Hunters have the strength and skill to fire a bolter with one hand and may use the 'True Grit' rule described on page 4.

BLOOD CLAWS PACK

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Blood Claw	14	3	3	4	4	1	4	1	8	3+

Squad: The squad consists of between 8 and 15 Blood Claws.

Weapons: Bolt pistol, close combat weapon and frag grenades.

Options: Up to one in every five models in the pack (rounding fractions up) may replace their close combat weapon or bolt pistol with one of the following weapons each: power weapon at +8 pts; power fist at +12 pts; plasma pistol at +8 pts.

The entire squad may be equipped with krak grenades at +2 pts per model, or meltabombs at +4 pts per model.

One model may replace his bolt pistol and close combat weapon with one of the following weapons: flamer at +6 pts; meltagun at +8 pts; plasma gun at +10 pts.

Transport Vehicle: The entire squad may be mounted in a Rhino at an additional cost of +50 pts (see Transport entry for upgrade options) as long as the squad consists of no more than ten models. Note that Blood Claws never receive Razorbacks as transport vehicles (they are reserved for senior units).

SPECIAL RULES

Head-strong: Blood Claws must charge if one of their models is within 6" of the enemy, unless the pack is being led by an independent character. They must advance after a defeated enemy unit, and may never choose to use the optional *Voluntary Fall Back* rule.

Berserk Charge: Blood Claws are famed for delivering ferocious charges. They receive a bonus of +2 attacks when they charge, rather than only +1 attack as is normally the case. Note that this rule only applies to Blood Claws, not to Wolf Guard Leaders or characters that have joined the pack.

Transport Vehicles: Certain Space Wolves squads can take a Rhino or a Razorback as a transport vehicle. Details of these vehicles can be found in Codex: Space Marines. Note that the only unit that may embark on the transport vehicle is the unit it was bought as an upgrade for, plus any characters that have joined that unit (ie, transport vehicles do not provide a taxi service for the entire army!).



FAST ATTACK

BLOOD CLAWS BIKE PACK

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Blood Claw Biker	30	3	3	4	4(5)	1	4	1	8	3+

Squad: The squad consists of between 3 and 8 Blood Claws.

Weapons: Each bike is fitted with twin-linked bolters and each Space Marine biker is armed with a bolt pistol or a close combat weapon.

Options: Up to two models in the pack may replace their bolt pistol or close combat weapon with one of the following weapons each: power weapon at +8 pts; power fist at +12 pts; plasma pistol at +8 pts. One model may replace their bolt pistol or close combat weapon with one of the following weapons: flamer at +6 pts; meltagun at +8 pts; plasma gun at +10 pts.

SPECIAL RULES

Headstrong: Blood Claws must charge if one of their models is within 6" of the enemy, unless the pack is being led by an independent character. They must advance after a defeated enemy unit and may never choose to use the optional *Voluntary Fall Back* rule.

Berserk Charge: Blood Claws are famed for delivering ferocious charges. They receive a bonus of +2 attacks when they charge, rather than only +1 attack as is normally the case. Note that this rule only applies to Blood Claws and not to Wolf Guard Leaders or to characters that have joined the pack.

Jump Packs: You may choose to replace the bikes of a Blood Claws bike pack with jump packs instead. If you do this, they are armed with a jump pack, bolt pistol and close combat weapon but their points costs and weapon options all remain the same.

Remember to use the Blood Claws' normal Toughness of 4 if they have jump packs, rather than the increased Toughness of 5 which they receive for having a bike.

Blood Claws that have jump packs are allowed to *Deep Strike* in scenarios that allow the *Deep Strike* rules to be used.



 Sometimes Blood Claw packs will be mounted on Space Marine bikes. The Space Wolves do not generally use these units for reconnaissance duties (they prefer to send Space Wolves Scouts for such missions) and instead use them solely to deliver rapid assaults.

The Space Wolves have a perverse disdain for jump packs, preferring to fight with both feet firmly planted on the ground "as Russ intended". Sometimes however, a pack of Blood Claws (who are too short in the tooth to know any better) will be equipped with jump packs to carry out a special mission.

SEE CODEX: SPACE MARINES FOR THE FOLLOWING ADDITIONAL FAST ATTACK CHOICES:

LAND SPEEDER SQUADRON 50 PTS EACH
 LAND SPEEDER TORNADO 65 PTS EACH
 LAND SPEEDER TYPHOON 75 PTS EACH
 ATTACK BIKE SQUADRON 50 PTS/MODEL



HEAVY SUPPORT



The Long Fangs form a cadre of veterans, hoary with age, proud and wise. They are quite literally endowed with long fangs, for as a Space Wolf grows older, his canines lengthen and his hair grows thick and grey.



The Leman Russ is generally only used by the Imperial Guard, but in recognition of their Primarch, the Space Wolves do have a handful of Leman Russ Exterminators in their inventory. The Exterminator is a variant of the basic Leman Russ tank design that carries a twin autocannon in place of the standard battle cannon.



LONG FANG PACK

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Long Fang	18	4	4	4	4	1	4	1	9	3+
Pack Leader	36	4	4	4	4	1	4	1	9	3+

Squad: The squad consists of 1 Long Fang Pack Leader and between 2 and 4 Long Fangs.

Weapons: The Pack Leader is armed with a bolt pistol and close combat weapon. Each remaining Long Fang must be armed with one of the following weapons each: heavy bolter at +15 pts; missile launcher at +20 pts; lascannon at +35 pts; multi-melta at +35 pts; plasma cannon at +35 pts.

Options: The Pack Leader may replace his bolt pistol and close combat weapon with one of the following: bolter and close combat weapon at +1 pt, flamer at +6 pts; meltagun at +10 pts; plasma gun at +12 pts. He may choose to replace a close combat weapon with one of the following weapons: power weapon at +10 pts; power fist at +15 pts; plasma pistol at +10 pts.

Transport Vehicle: The entire squad may be mounted in a Rhino at an additional cost of +50 pts or a Land Raider at an additional cost of +250 pts (see the entries for upgrade options).

SPECIAL RULES

Fire Control: A Long Fang pack leader has trained and worked with the other members of his pack for many years. This allows him to direct their firepower at the most desirable targets quickly and efficiently. To represent this, as long as the pack leader is still alive and doesn't shoot in the Shooting phase then the pack may engage up to two different target units instead of one. Simply declare which models will fire at each target and then carry on using the normal rules. The points value of the Long Fang Pack Leader has been increased to represent this special ability.

True Grit: The Long Fangs have the strength and skill to fire a bolter with one hand, and so may use the 'True Grit' rule described on page 4.

0-1 LEMAN RUSS EXTERMINATOR

	Points	Front Armour	Side Armour	Rear Armour	BS
Leman Russ	180	14	12	10	4

Type: Tank

Crew: Space Wolves

Weapons: The Leman Russ Exterminator is armed with a turret-mounted twin-linked autocannon. In addition, you must also have a hull-mounted weapon at the following additional points cost: lascannon at +15 pts; heavy bolter at +5 pts.

The Leman Russ Exterminator may be fitted with two side sponsons armed with heavy bolters at a cost of +10 pts for the pair.

A Leman Russ Exterminator may be fitted with any of the vehicle upgrades allowed in the Space Marine Armoury. It may **not** take vehicle upgrades from Codex: Imperial Guard.

SEE CODEX: SPACE MARINES FOR THE FOLLOWING ADDITIONAL HEAVY SUPPORT CHOICES:

WHIRLWIND	75 PTS EACH
PREDATOR ANNIHILATOR	120 PTS EACH
PREDATOR DESTRUCTOR	100 PTS EACH
LAND RAIDER	250 PTS EACH
VINDICATOR	120 PTS EACH



"Bran Redmow, bloody-handed warrior.
He piles the skulls of his enemies.
He builds a mound of the fallen.
His foes weep rivers of blood."

SPACE WOLVES ARMOURY

A character may carry up to two weapons, but only one of these may be a two-handed weapon. Within these limits, a character may add or replace any weapons he has with weapons from the Armoury. In addition, each character may select up to 100 points of wargear. You may not take duplicate items for the same model or vehicle, and all wargear and weapons must be represented on the model. The Armoury includes two points values for each model; the first is used for Wolf Guard, the second (usually higher) value is used for all other models that are allowed to choose equipment from the Armoury. Models wearing Terminator armour may only use wargear and weapons marked with a 'T'.

IMPORTANT: Space Wolves may NOT pick wargear from the Armoury in Codex: Space Marines and must take all of their equipment from the list below. A number of entries are basically the same as their counterpart in the standard Space Marines Armoury and, in this case, we've noted this by writing the entry in *italics* below. There is a brief description of how these items work on the summary page later in this Codex but you should refer to the Wargear section in Codex: Space Marines for a full description.

SINGLE-HANDED WEAPONS

Weapon..... Wolf Guard/Other

Bolt pistol	1 pt/1 pt
Chainfist (<i>Terminators only</i>)	20 pts ^T /30 pts ^T
Close combat weapon	1 pt/1 pt
Rune weapon (<i>Rune Priests only</i>)	na/40 pts ^T
Frost blade or axe	na/20 pts ^T
Lightning claw (<i>single</i>)	15 pts ^T /25 pts ^T
Lightning claw (<i>pair, counts as two choices</i>)	20 pts ^T /30 pts ^T
Plasma pistol	10 pts/15 pts
Power fist	15 pts ^T /25 pts ^T
Power weapon	10 pts ^T /15 pts ^T
Runic Staff (<i>Rune Priests only</i>)	na/10 pts ^T
Storm shield	5 pts ^T /10 pts ^T
Thunder hammer	20 pts ^T /30 pts ^T



TWO-HANDED WEAPONS

Weapon..... Wolf Guard/Other

Bolter	1 pt/2 pts
Combi-weapons:	
Bolter-flamer	5 pts ^T /10 pts ^T
Bolter-plasma gun	10 pts ^T /15 pts ^T
Bolter-meltagun	10 pts ^T /15 pts ^T
Combi bolter (see note 1)	3 pts/5 pts
Storm bolter (<i>Terminators only</i>)	3 pts ^T /5 pts ^T

SPACE WOLVES VEHICLE UPGRADES

Some Space Wolves vehicles may be fitted with the following equipment (see the entry for the vehicle in the Codex: Space Marines army list for details). Any upgrades taken must be shown on the model. No duplicates may be chosen for the same vehicle.

Dozer blade	5 pts
Extra armour	5 pts
Hunter-killer missile	15 pts
Pintle-mounted storm bolter	10 pts
Searchlight	1 pt
Smoke launchers	3 pts

WARGEAR

Item..... Wolf Guard/Other

Auspex	2 pts/2 pts
Belt of Russ (one per army)	na/25 pts
Bionics	5 pts/10 pts
Chooser of the Slain (<i>Rune Priests only</i>)	na/10 pts ^T
Frag grenades	1 pt/1 pt
Fang of Morkai (<i>Wolf Priest only</i>)	na/5 pts
Jump pack (see note 2)	10 pts/na
Healing potions & balms (<i>Wolf Priests only</i>)	na/25 pts
Krak grenades	2 pts/2 pts
Mark of the Wulfen (<i>Wolf Guard only</i>)	10 pts/na
Master-crafted weapon	10 pts/15 pts
Meltabombs	3 pts/5 pts
Runic armour	na/20 pts
Runic charm	5 pts/10 pts ^T
Servo-arm (<i>Iron Priests only</i>)	na/30 pts
Space Marine bike	20 pts/35 pts
Terminator armour (see note 3)	5 pts/15 pts
Wolf Helm of Russ (see note 4)	na/40 pts ^T
Great Company banner (see note 5)	
(<i>Wolf Guard Standard Bearer only</i>)	60 pts ^T /na
Wolf pelt	3 pts/3 pts ^T

Item..... Wolf Guard/Other

Wolf tail talisman	1 pt/1 pt
Wolf tooth necklace	10 pts/10 pts ^T
Wolf totem (<i>Grey Hunter Standard Bearer only</i>)	na/20 pts

Notes

Note 1. Also known as a combi-bolter. Once per battle it can be fired as if it were a storm bolter.

Note 2. Only Wolf Guard leading a pack of Blood Claws equipped with jump packs may use jump packs themselves.

Note 3. Space Wolves do not have access to Terminator honours, as the attack bonus normally associated with such an upgrade has already been included in their characteristics where appropriate (in effect all Space Wolves characters and Wolf Guard already have the Space Wolves equivalent of Terminator honours). Space Wolves characters given Terminator armour do not receive the +1 attack bonus for the same reason and, to reflect this, the cost of Terminator armour has been reduced.

Note 4. Space Wolves do not have access to holy relics, which are replaced instead with the Wolf Helm of Russ. Only one of these items may be taken per army and it may only be used in armies of 2,000 points or more.

Note 5. Only armies of 2,000 points or more may take a Great Company banner. Only armies of 3,000 points or more may include both this banner and the Wolf Helm of Russ.

SPACE WOLVES WARGEAR

The rules below describe how the specialised equipment used by the Space Wolves works in the game. Any items not listed here function exactly as described in the Warhammer 40,000 rulebook or Codex: Space Marines. Any wargear chosen must be represented on the model.

Belt of Russ. Each Great Company has a single Belt of Russ. The belts were crafted by master Iron Priest Stef Blacksoil following Russ' disappearance, and are said to have been based on the mighty belt that Russ himself wore. Each belt incorporates a device that generates a protective field which will protect its wearer from harm. In game terms they have the same effect as an Iron Halo (see Codex: Space Marines).

Chooser of the Slain. This is a mechanical flying creature that is attuned to a Rune Priest's brain pattern. It can fly ahead of the Rune Priest so that he can see what it sees and it will protect him if he is attacked. Enemy infiltrators may not set up using their special rules against a Space Wolves army that includes a Rune Priest with a Chooser of the Slain unless they first roll a 4+ on 1D6 (roll separately for each unit). In addition, Rune Priests that have a Chooser of the Slain count as having an additional close combat weapon in close combat (ie, +1 attack), although this modifier does not apply if the Rune Priest already has an additional hand weapon.

Fang of Morkai. In Fenrisian legend, Morkai is the huge wolf that guards the Gates of Death. The Fang of Morkai is the blade used by Wolf Priests to extract the progenoid gland from fallen Space Wolves. In game terms it has the same effect as a reductor (see Codex: Space Marines).

Frost blade or Frost axe. These are one of the most prized ancient weapons owned by the Space Wolves Chapter. Each was handcrafted by a Master Iron Priest and they utilise the diamond-sharp fangs of the Ice Kraken as the teeth for their chainsaw blades. A frost blade or axe is treated as a power weapon but adds +1 to the user's Strength.

Great Company Banner. Each Great Company has its own banner, inscribed with finely woven runes and pictures which tell the history of the company. Only a Wolf Guard Champion in the Wolf Lord's bodyguard may carry a Great Banner. The banner follows the same rules as a Chapter Banner (see Codex: Space Marines).

Healing Potions and Balms. Many Wolf Priests are skilled in the native Fenrisian healing arts and carry with them potions and balms that quickly reduce the pain and discomfort of an injury. If a Wolf Priest equipped with healing potions and balms joins a unit, you may ignore the first failed saving throw each turn for the unit. The potions will not work on a model that has suffered *Instant Death* (eg, is hit by a weapon whose Strength is twice the model's Toughness) or that has been hit by a weapon that allows no save. It may not be used if the Wolf Priest is in base contact with an enemy model. The Wolf Priest cannot use the potions and balms on himself.

Mark of the Wulfen. This is a form of genetic instability to which some members of the Space Wolves are prone. These individuals are literally 'marked out' by facial tattoos that are applied by a Wolf Priest. Warriors bearing the Mark are both feared and revered by their fellow Space Wolves.

The Mark of the Wulfen is limited to a single Wolf Guard model in each army. It can be shown by either painting facial tattoos on the model, or converting the model to show it in its bestial state. A Wolf Guard bearing the Mark is treated as an independent character and must remain on his own at all times. He is allowed to be near another unit but he cannot join it. A model bearing the Mark of the Wulfen may not be given Terminator armour, a jump pack nor may he ride a Space Marine bike.

A model bearing the Mark of the Wulfen explodes into wild bestial fury in close combat. He undergoes a physical transformation into a wild beast-like creature. Such is his savagery in combat that he receives D3 additional attacks and always strikes his foes on a roll of 3+ whatever their Weapon Skill. On the other hand, his complete disregard for his own safety means that opponents will always hit him in close combat on a D6 roll of 3+, whatever their Weapon Skill. Finally, a character bearing the Mark of the Wulfen simply does not know the meaning of fear and he will automatically pass all Morale and Pinning tests and may ignore opposing troops or weapons that can cause an opponent to automatically fall back.

Runic Armour. This can only be forged by the combined efforts of a Rune Priest and an Iron Priest. The resulting armour is inscribed with powerful protective runes which can protect the wearer from harm. In game terms, it has the same effect as a suit of artificer armour (see Codex: Space Marines).

Runic Staff. A Rune Priest's staff is carved with many mighty runes of nullification which protect him against enemy psychic powers. In game terms it has the same effect as a psychic hood (see Codex: Space Marines).

Runic Weapon. This ancient weapon is inscribed with potent death runes which can drain the life energy from an enemy. In game terms it has the same effect as a force weapon (see Codex: Space Marines).

Runic Charm. Space Wolves warriors are strong believers in charms and other blessed items, which they believe have the power to protect them in battle. A model protected by a runic charm may re-roll one failed armour saving throw per battle.

Wolf Helm of Russ. This is one of the Space Wolves' most revered artefacts and is said to have been worn by Russ himself. Which Great Company receives the honour of using the Helm is decided once every hundred years, at the Great Feast of Russ. At this feast, champions from each of the Great Companies compete in a series of increasingly dangerous contests. The last contestant standing wins the Wolf Helm for his Great Company. The Helm was last won by Ragnar Blackmane, who presented it to Ulrik the Slayer as a mark of respect to his mentor. In game terms, the Wolf Helm has the same effect as a holy relic (see Codex: Space Marines).

Wolf Pelt. This pelt comes from a massive Wolf of Fenris, slain by the bare hands of the wearer himself. The only way to slay a Fenrisian Wolf in this way is to wait until the Wolf pounces and then to leap forward while it is in the air so that the exposed neck and belly can be attacked. Such an attack calls for cunning combined with bestial ferocity. To reflect these traits, a model with a Wolf Pelt receives a +1 attack bonus when they *Counter-Attack*.

Wolf Tail Talismans. Space Wolves warriors are highly superstitious and many carry a collection of talismans which they feel somehow protect them in battle against enemies that have 'the evil eye'. Most potent of these are said to be a wolf tail talisman. A model protected by such a talisman is not affected by enemy psychic powers on a D6 roll of 6+. The power still takes effect, but any character that makes his save will be unaffected.

Wolf Tooth Necklace. A Space Wolves warrior who has shown exceptional ability in close combat may be granted a wolf tooth necklace as a mark of his prowess. Models with a wolf tooth necklace always hit on a 3+ in close combat, even against opponents whose Weapon Skill is equal to or higher than their own.

Wolf Totem. All Space Wolves Great Companies have totems and banners which are sometimes carried into battle by a Grey Hunter. These have the same effect as a Sacred Standard (see Codex: Space Marines).

"At the end I will be there. For the final battle. For the Wulftime."

Last words of Lemax Russ, Primarch of the Space Wolves Chapter.



Haakon struggled through hip-deep snows to follow the tracks into the trees. It was a long time before he could lean against a trunk rimmed with hoarfrost and rest for a moment. He gasped as the cold stung his lungs like a thousand needles.

The dull pains in Haakon's limbs sharpened to burning agonies ripping through his body, driving back all thought of the cold as he doubled up and howled his pain at the uncaring landscape. He could feel his body splitting and distorting within his flesh, his guts were a whirling void that threatened to consume him. *Flesh!* He must gorge on warm flesh and hot blood soon or he would die. His brain seemed to beat against the inside of his skull and he knew that the *Canis* gene was corroding his mind even as it warped his body to complete the process which would make him a full Space Marine warrior, that or kill him.

But he was the one who had taken the Cup of Wulfen from Father Ulrik's hands. He was the one who had accepted the Curse of the Wulfen and banishment from the Fang to take the trial of Morkai and return triumphant or not at all. The hunger burned in him and he fought off the urge to howl again. Instead he let his animal-sharp senses guide him and went on all fours to follow the scent of prey. The snowy wastes of Asaheim spread before him, sloping ever upward to where the distant peak of the Fang pierced the iron-grey clouds.

It seemed an eternity since he had been taken from the Fang, the great fortress-mountain of the Space Wolves. But it was only last night that their Wolf Priest, Father Ulrik, had told Haakon and the other initiates that they were about to take the final test, the trial of Morkai.

Morkai was the twin-headed wolf that guarded the Gates of Death and Father Ulrik had told the surviving initiates that to fail this test was to be consumed by Morkai, that only those who passed the test were worthy of sailing the sea of stars with the Space Wolves. The initiates had trained long and hard together, learned the sacred mysteries of bolter, chainsword, frag grenade and meltabomb together under the flinty gaze of Father Ulrik. Together they had suffered the agonies as the Wolf Priest inserted the gene-runes into their growing bodies but now Haakon was utterly alone.

There had been other tests. Many of the other initiates had failed those and Haakon was one of the few left. Haakon's blood brother Asal had been killed in the trial of the Thunderwolf, Egil and Torsul had been reduced to mere bondsmen after their injuries in the trial of the Iron Wolf. Haakon grimaced when he recalled the contempt he had felt for the Space Wolves' machine-slaves when he first saw them, little realising that the Iron Priests would change him into one if he failed any of the trials yet had the temerity to survive his failure.

His keen ears caught the soft sound of movement a moment before the prey came into view. Haakon crept silently closer, careful to keep the wind blowing toward him. A small herd of elk were grazing in a hollow below him, digging in the snow with thick hooves. There was a young male, his antlers wider than Haakon's outstretched arms and four females who watched the treeline cautiously between cropping at the green shoots. The clearing was at least a chain across and by the time he crossed it, the elk would be off into the woods.

The burning hunger rose in Haakon again and he tasted his own blood as he bit his lips and tongue to keep the savage pain silent. He was about to run forward hopelessly when the howling of wolves burst from the right and the elk suddenly bolted in all directions. Haakon leapt to seize his chance. By Russ! The male was coming straight at him, head down and needle-sharp antlers extended like some ornate halberd.

Haakon caught the antlers and swung himself past, grazing his side as he twisted up and over the beast's neck. He twisted savagely and hurled his weight against the beast to pull it down. With a rotten crack the male's neck snapped and Haakon, overcome with blood lust, tore into it with sharpened teeth and clawed hands.

Minutes later, some sixth sense made Haakon look up from feasting on the warm, coppery blood and soft pink meat. Grey and silent as death, it stood watching him. It was lean and powerful, tall as his shoulder and its grinning jaws and lolling tongue revealed row upon row of fangs the size of fighting knives. Intelligent, yellow eyes weighed up Haakon as predator or prey. The true wolves of Fenris were here.



COLLECTING AND MODELLING A SPACE WOLVES ARMY

WHERE TO BEGIN?

Collecting a Space Wolves army is different from building up an army of a 'Codex' Space Marines Chapter. Firstly, the Retinue rule for HQ choices (see page 5) means that the number of HQ units in the army is not based upon the Force Organisation chart for the scenario you are playing, instead it is dependant on the overall size of the force. This means that you'll have to decide beforehand how many points you want to start collecting.

For example, we've been building our collection towards a 2,000 points force, so we need to include three HQ units (one for every 750 points in the army). No Space Wolves army would be complete without the Great Company's Wolf Lord to lead it, and for that extra Space Wolves' touch we gave him a couple of Fenrisian Wolves. Our second HQ choice takes advantage of the fact that a Venerable Dreadnought can either be an Elites or an HQ choice, while our third HQ is the potent Wolf Priest.

The other special thing about the Space Wolves is that they must include at least one unit of Grey Hunters, which is highly appropriate considering that they form the bulk of the Great Company. Our Grey Hunters are primarily armed with bolters for some serious firepower, but the special 'True Grit' rule means that the squad is also good at fighting in close combat.

The backbone of any Space Wolves force is usually its infantry, and it's a good idea to start with at least a unit each of Blood Claws, Wolf Guard and Long Fangs to back up your Grey Hunters. From here, it's up to you. The more anarchic organisation of the Space Wolves means that pretty much anything goes. If you favour armoured assaults, buy Rhinos for your infantry squads and then get some tanks to give them some serious supporting firepower. If you have more of a bias towards close combat, you can invest in more Blood Claws (perhaps on bikes) and Space Wolves Scouts. It's your choice!

Space Wolves are also relatively straightforward to paint. Once you've got a technique for painting grey that you're happy with, you can paint anything in a Space Wolves army. The individual way that Wolf Lords choose their own markings for their Great Company also means that you can tailor your army's colour scheme to the time you want to spend on painting and your experience. If you want to have no markings except the Great Company icon, that's just fine. Or, if you're more ambitious, you can devise a more complex scheme.



Wolf Priest



Venerable Dreadnought



Wolf Lord



Top: Grey Hunters pack
Above: Blood Claws pack



Rhino
(transport)



Wolf Scouts



Wolf Guard



Blood Claws bike pack



Long Fang pack



Above: Leman Russ 'Exterminator'



Right: Land Raider

HQ

You have to include an HQ choice for every 750 points in your army. Wolf Lords are excellent fighters, and with the many types of wargear you can equip them with, they can survive a lot of enemy attacks. They're even better when backed up by a Wolf Guard or Blood Claws squad.



Wolf Lord Ragnar Blackmane



Great Wolf Logan Grimnar

ELITES

Space Wolves Elites add some highly specialised skills to your force, such as the armour and firepower of the Dreadnought, the close combat ability of the Wolf Guard or the superb infiltration techniques of the Wolf Scouts, which are so good that they can even turn up behind the enemy army!



Above: Venerable Dreadnought

Left: The lead Wolf Scout has a top knot taken from a plastic Ork and his plasma pistol has been swapped for a plastic bolt pistol.



Wolf Guard either act as pack leaders or as bodyguards to a character.

TROOPS

The Grey Hunters and Blood Claws are the real backbone of a Space Wolves force, and a unit of each is a good start when collecting an army. Like all Space Marines they are highly skilled and difficult to take down. To enhance this, it's best to take them in large units, where their numbers increase their chances of survival.



Grey Hunters pack



Blood Claws pack



The ubiquitous Rhino armoured personnel carrier.

FAST ATTACK & HEAVY SUPPORT



Long Fangs

The fast and long-ranged units of the Space Wolves are best used to back up the infantry squads. Bikes can make rapid attacks along the flank, while Long Fangs provide heavy firepower or tank-busting support. The Space Wolves are the only Chapter to use a Leman Russ battle tank, the mobile and deadly 'Exterminator' variant. The Exterminator is perfect for cutting through enemy light vehicle and infantry squads.



Leman Russ 'Exterminator'



Blood Claws bike pack

PAINTING SPACE WOLVES

On this page we take a look at how to paint your Space Wolves models as well as adding Company and pack markings to decorate your different squads.

Shadow Grey is the main colour for Space Wolves and you only need a single coat of it over a black undercoat for your miniatures to look good. A simple highlight to the edges of the armour with Space Wolves Grey will add extra definition to the armour. Use Bestial Brown for pistol holsters, Boltgun Metal and Chaos Black for weapons and Shining Gold for Imperial eagles.



Shadow Grey over a black undercoat (we used Shadow Grey spray but you can get the same effect with paint).



A simple highlight to give the armour extra definition using Space Wolves Grey.



GREAT COMPANY MARKINGS

The left shoulder pad of a Space Wolf shows the Great Company marking which is based on the emblem of the Wolf Lord. You could use a transfer on the same coloured background on all your troops to unify the look of your army, or you can vary the colours and even adapt the emblem from trooper to trooper. The emblem can be combined with names, runes, stars and other imagery to give you even more options.



PACK MARKINGS

You can differentiate between your different packs with pack markings on the right shoulder pad. The examples below show ideas for creating pack markings, using transfers, runes, geometric patterns and split colour schemes, all of which can be combined freely to give you even more ideas.



These markings are made up using transfers, applied over different background colours and painted.

One of the simplest options is to use a split colour scheme.



Add runes, letters, numbers and even names to provide variation. This looks particularly effective on Sergeants.

Geometric shapes reminiscent of claws are another way of identifying your units.



Sergeants can feature variations on the standard pack marking, like larger or different coloured markings.

We've used the following pack markings on our army:



Wolf Guard

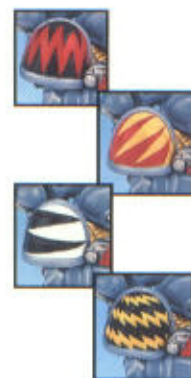
Wolf Guard

Blood Claws

Blood Claws

Grey Hunters

Long fangs



Space Wolves have a set of traditional colour combinations that they often use to differentiate between the different squad types in their armies: Blood Claws use red and yellow, Grey Hunters red and black, Long Fangs white and black and Wolf Guard black and yellow.

USING SPACE WOLVES ACCESSORIES

Using just the plastic Space Wolves accessories, you can quickly turn any Space Marine miniature into a warrior of the Fang. As well as converting normal Space Marines into the brave Sons of Russ, you can use the selection of wolf pelts and symbols to personalise bikes and Dreadnoughts.



Using Space Wolves accessories with Space Marine heavy weapons creates a Long Fangs squad.



Wolf pelts and tails, both large and small, are hung from belts and the handles of weapons. When painting wolf pelts, drybrushing is an easy way to bring out the fur texture.

Here, Space Wolves' torsos have been used to make these Blood Claws.



Above: Bare heads, close combat weapons, wolf pelts and the Space Wolves backpack have been combined to create these Grey Hunters.

Left: Using the accessories is just as simple with bikes and vehicles as it is with the rest of the army. Knives, pelts, heads and breastplates can be used on bikers and Land Speeder crews, as well as their vehicles.

You can see many other examples of how we've used the Space Wolves accessories for our army throughout this Codex.

SPACE WOLVES VEHICLES



Space Wolves accessories have been added to this Leman Russ 'Exterminator'.



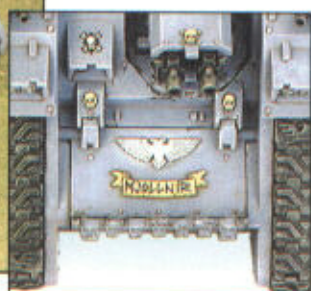
Darren Latham has repeated the pilot's pack marking on this Land Speeder.



Rhino with wolf skull plates.



Land Raider. Note the Great Company marking on the side of the hull.



TACTICS

On this page are a few hints and tips that should help you in your first few games with a Space Wolves army. With time you will start to develop your own strategies and tactics based on your experience of using your own army.

ATTACK FORMATION

The Land Raider and Long Fangs provide long range support. Put them in a position with good lines of sight as you want to make sure these units don't have to move far.

The Blood Claws should lead any assault. Hopefully by putting them at the front your opponent will shoot at the Blood Claws and ignore the more valuable troops supporting them.

The Grey Hunters and Dreadnought can act as a second wave, following up after the Blood Claws and the Wolf Lord. From this position they can provide close range fire support. If the assault troops take the enemy position then the Grey Hunters and the Dreadnought can occupy it, leaving the assault troops to move on to the next objective.

The Wolf Lord and his bodyguard are best suited to an assault and should support the Blood Claws closely. In particular, the Wolf Lord should be able to deal with any enemy troops that the Blood Claws find hard to tackle.

DEFENCE FORMATION

Here, the Land Raider and Long Fangs' role is to provide covering fire, rather than support an assault. However, this time they should be placed a bit further back, and put in positions where they have good lines of sight to the defensive positions occupied by the rest of the army.

The Grey Hunters, Dreadnought and the Wolf Lord are placed well forward, so they can blaze away at the enemy, holding their ground against any assault. If they lack cover then it's well worth advancing forward on the first turn to occupy better defensive positions.

The Blood Claws are kept back in reserve. Try to keep them within 12" of the front line troops (Grey Hunters etc.) so that they can launch a counter-attack against an enemy that makes it into contact with the forward units. They can also be used to deal with any enemy that try to outflank your front line.



The psychic ability of a Space Wolves Rune Priest is particularly valuable for assault troops like the Blood Claws as they will count as being in cover even if they move. This gives them a save, but in combat it means they strike first, or at worst simultaneously with the enemy. It's well worth placing Blood Claws, and any characters with a bodyguard, in Rhinos. Grey Hunters also benefit from having a Rhino to transport them, as this will allow them to keep up with the first wave during an attack or grab good defensive terrain on the defence.



Wolf Guard with their enhanced abilities and access to low cost wargear are a valuable asset for any Space Wolves army. Try to make sure that you include at least one Wolf Guard bodyguard for a character, and take a Wolf Guard leader for each Blood Claws and Grey Hunters pack.

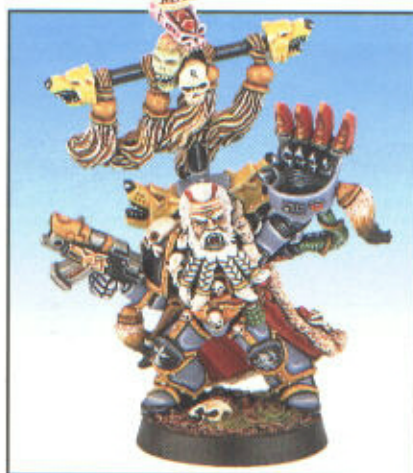
SHOWCASE



Neil Thomason's Rune Priest is based on a Blood Claws Sergeant with additional weapons and wolf pelts. The model was the 1996 Golden Demon Single Miniature and Slayer Sword winner.



Darren Latham's Wolf Lord is based on Ragnar Blackmane with additional parts from Grey Hunters and Azrael's sword arm.



Anthony Warrington has based his Wolf Lord on Ulnik the Slayer with a new head, power fist and an Empire horse archer banner.



Neil Hodgson has also used Ulnik the Slayer, this time combined with a Grandmaster of the White Wolf model to make this barbaric Wolf Lord.



Kim Syberg's Venerable Dreadnought is covered with Space Wolves symbols and other extra details. In particular, he's converted the power fist into a missile launcher.



Kim built his Wolf Lord, based on the Ragnar Blackmane model, from 57 different parts! The extensively modelled axe head is particularly impressive!

APPENDIX

The following pages include all kinds of information which sheds more light on the arcane history and organisation of the Space Wolves. You should find this background information useful when you start collecting your own Space Wolves army.

The Long Fang stood up and stepped forward, coming out from the gloom that filled the border of the iron-wrought chamber. Giant figures in armour stood or crouched around the walls, the colours of their armour proclaiming them as members of different Chapters of the Adeptus Astartes: White Consuls, Flesh Tearers, Iron Hands. All were temporarily affiliated to the Rogue Trader fleet of Arsantos De Vore and now they filled the time between training dogmas and firing rites with the telling of tales. Brother-Sergeant Ran, in the black armour of the Iron Hands, had just completed the tale of the Fall of Medusa, and now it fell to the Space Wolves to speak and bind their brotherhood closer that they might understand one another better to fight well when battle came.

The Long Fang spoke softly but clearly. "I am Haakon Yellow-Eye, of Eirik's pack. My arm is strong, my aim true, my fangs and whiskers long. I am wise with the weight of years. And I will tell you of our homeworld, the lands of the Space Wolves. I will tell of Fenris...

Our world is like no other where Man dwells. It is a place of fire and ice, where the summer sun can boil your blood and the winter's chill will freeze you solid. It is said that in the Time of Making, the Almighty cast the sphere of Fenris far into the sea of stars, reckoning it to be no place fit for life, but that Fenris felt the cold of the dark and ran back to the warmth of the sun, the Eye of the Wolf as our ancestors called it. But the heat of the Eye proved too great and Fenris fled to the outer dark again. So it is each Great Year that Fenris races towards the sun in summer and flees again, so that all is plunged into winter as it cools in the outer reaches.

As Fenris flees from the sun, its mighty oceans freeze, the grinding ice mountains are stilled so that at the height of winter a man can walk between the many small isles where our people dwell. It is even told how one fell winter, Sigurd the Tall climbed the ice from the girdle of the world to the mountain realms of Asaheim in the north and his mighty deed earned him a place in the halls of the gods.

At year's end, as Fenris sweeps close to the sun once more, the Wolf's Eye swells in the sky, the ice mountains grudgingly retreat and the dwellers of the deep waters, the Kraken and Dragon, emerge to feast on the bounty of warm oceans. When Fenris veers closest to the sun, it twists and strains in the heat, beneath the oceans the earth-fires touch the icy waters and the Time of Fire is at hand. Blazing islands rise from the sea spewing flame. Steam boils up from the depths and great tidal waves scour the coasts of Asaheim. But the Land of the Gods stands fast, a single changeless place amongst a world of ruin and torment. The isles of our forefathers rise and fall. Some endure, but many are smashed and swallowed by the sea, casting their peoples into the merciless deep. We of Fenris know the harsh rules of the lands we live upon. We know that it is the will of the gods that we be tested so sorely. Such is the way of our world. So it has always been. So it will always be.

The greatest treasure held by our people is the land. No man knows how much the land will change at the turning of the year. Sometimes old islands survive the changing of the seasons, and good fortune may preserve a tribe's territory intact for many years, but

it is more likely that they will be broken and destroyed, submerged beneath the ocean by the upheavals of Fenris' savage heart. Islands are devastated so that only a few can live where before there were many. When this comes to pass, there will be bloody war and only those who succeed in claiming new lands will survive. If we can find no new land, we must fight to take the territories of other tribes. Our life is one of continual migration, and of constant, bitter warfare as each tribe attempts to take possession of the lands. Thus truly we are blessed, for it is only warriors forged by such a life that can become the greatest of the Emperor's defenders. It is from these hardy warriors that we Space Wolves recruit our kind, taking only the best of the brave to become Space Marines worthy of the Emperor.

Only upon Asaheim do the beasts of the land flourish, girded by cliffs so high that they scrape the stars and separate it from the oceans as one world from another. Here the great wolves of Fenris hunt in the rocky highlands and high forests, preying on the mighty herds of elk and mammoth and doing battle with the Snow Trolls and Ice Bears.

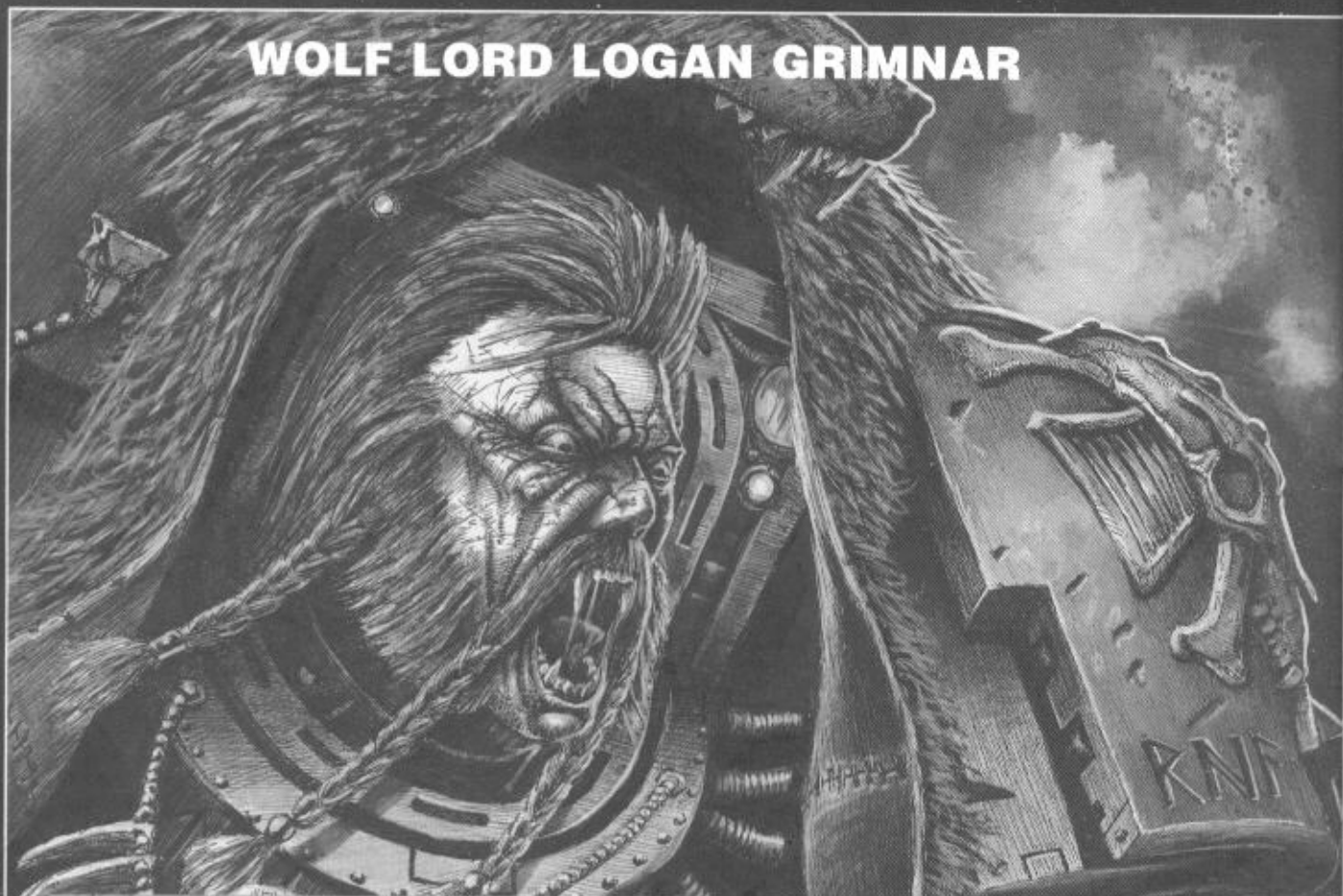
Most of the beasts of Fenris live in the sea and it is on those huge grey oceans that we Fenrisians must live and fight if our race is to survive. It is not an easy life. Many monstrous things inhabit the deep, ancient creatures that battle for supremacy against others of their kind. Some are as big as islands and can swallow a longship with a single gulp. Others are long and serpentine, sometimes plucking a warrior from the deck and dragging him to his death in the cold waters. Still others are too uncertain in form to describe, many-tentacled things with cold eyes like beacons that shine deep below. Such is the nature of most of the creatures that live in the oceans of Fenris.

To survive in such a land, we Fenrisians must become warriors from birth. This is why the child-gift is always the axe and why those who will not grasp it are cast outside to die quickly in the sea. Because our world is almost entirely swathed with waters, we must master the sea or die. We Fenrisians endure a savage existence which often ends in battle against the monstrous creatures of the deep as we struggle to feed our peoples.

Although Fenris is the world of the Space Wolves, our Chapter occupies only the island continent of Asaheim which rises from the polar oceans like a massive pillar, sheer and forbidding. The remainder of Fenris is left in its wild state and the people survive as best they can amidst the endless seasons of ice and fire. We Space Wolves keep watch over our brethren, but never appear openly amongst the warrior tribes. To uninitiated Fenrisians, the Space Wolves are the warriors of the gods, glimpsed only from afar, possessing powers both magical and holy. The lands of Asaheim are the forbidden realms of the divine, where legend forbids man to go. Only a warrior whose bravery surpasses all his fellows can enter Asaheim and only the best of the brave are ever chosen. For truly we Space Wolves are the warriors of the gods, the chosen companions of Russ, who will fight alongside him in the final battle at the end of the universe. So it has ever been. So it will ever be..."



WOLF LORD LOGAN GRIMNAR



The Great Hall was filled with raised voices as the assembled Wolf Lords argued over which course of action to take against the Ork horde invading Priory II.

'I shall take my Great Company and fall upon their heels to turn them from their attack on the settlements!' declared Ragnar Blackmane, youngest of the Wolf Lords.

'Fah!' spat Egil Iron Wolf. 'My Great Company shall fall upon their camp in drop pods, attacking at their heart!'

'The honour shall go to my Fire Wolves!' declared Kjart, jumping to his feet and smashing a huge fist onto the wooden bench.

As the uproar continued, Logan Grimnar was sat at the head of the feasting bench, hands clasped in front of him, passing his eye slowly over the assembled throng.

'No,' he said, to no one in particular. The Wolf Lords quietened instantly as they realised their leader had spoken. They turned to him, questioning looks on their faces.

'I will lead the attack,' the Great Wolf told them standing to his feet.

'Then I shall follow you!' declared Ragnar hotly, eyes shining with fierce pride.

'I too!' bellowed Egil grabbing a tankard of frothing ale from the bench and raising it in a toast.

'No,' Logan told them. 'You will remain here in case our might at arms is needed elsewhere.'

'But Old Wolf...' pleaded Ragnar, unable to fully articulate his disappointment. Logan began to walk around the table, staring at each of the five Wolf Lords present. They turned to face him as he continued his circuit. As he walked, the Great Wolf spoke to them in his calm voice.

'Do any here think that my Great Company is insufficient to deal with these greenskins?' he asked. 'Have I become so old and weary that I can no longer lead my packs in battle? Does any wolf here challenge my right to lead the wolves to battle?'

The room was silent, the Wolf Lords staring fixedly at Logan, purposefully avoiding each other's gazes.

'No?' Logan continued. 'That is good, for I have spent the long months here in the Fang, devising battleplans, organising strategies, mustering our packs for the conflicts we are fighting in. You are quite willing to follow my lead then, aren't you?'

He paused and grinned at them, his huge fangs red in the firelight of the Great Hall.

'Besides,' he bellowed, 'I haven't had a good fight in years!' The roar of approval from the Wolf Lords could be heard halfway across the Fang.

WOLF LORD

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Grimnar	250	6	5	4	4	3	5	4	10	2+

A Space Wolves army of 2,000 points or more may include Logan Grimnar. If you decide to take him then he counts as one of the army's HQ choices. He must be used exactly as described here and may not be given extra equipment or wargear. In addition, he may only be used in a battle where all players have agreed beforehand to allow the use of special characters.

Wargear: Terminator armour, storm bolter, wolf tooth necklace, wolf tail talisman, wolf pelt, the Axe Morkai, Belt of Russ.

SPECIAL RULES

The Axe Morkai: Logan carries the Axe Morkai, a fearsome weapon taken from a defeated Chaos Champion and reforged into the image of Morkai, the guardian wolf at the Gates Of Death. Morkai is a master crafted weapon that Logan can choose to use either as a frost blade or as a power fist. He can choose to split his attacks between the two different weapon types, for example taking two of his attacks as frost blade attacks and two as power fist attacks.

Legendary Leader: Logan Grimnar is probably the most highly respected and best loved warrior in the entire galaxy. Only the enemies of the Imperium fear his name. Because of this, once per battle Logan can call on all those nearby to redouble their efforts and attack with all of their might. When he does this, all friendly models within 12" of Logan, whether they belong to the Space Wolves or not, get a +1 attack bonus for the rest of the turn. Note that Logan can make his call during the opponent's turn if desired.

Wolf Guard Bodyguard: A Wolf Guard bodyguard may accompany the Wolf Lord. See the Wolf Guard entry in the army list for details.

Of all the Chapter Masters, the most belligerent and headstrong is Logan Grimnar of the Space Wolves. Like his predecessors and his fellow Space Wolves, Logan is a fearsome warrior, with an immense martial pride. He tolerates no interference in the running of the Chapter by any outside authorities, and is more willing than any other Chapter Master to fight for the Space Wolves' independence. Logan's suspicion of other Imperial organisations, including other Space Marine Chapters, runs deep and, if I may offer my humble opinion, this is with good reason. Ever since the Age of Apostasy, the Space Wolves have been wary of the intentions of others and have had numerous clashes with the Ministorium of Terra. Logan's leadership, whose saga runs for some seven hundred years, has endured for five centuries. During this time, the Old Wolf (as he is known amongst his battle-brethren) has willingly, some would even say joyfully, led his Great Company and the forces of his fellow Wolf Lords in open battle against the forces of other Imperial organisations whose actions he deemed to threaten the Space Wolves and their thinly scattered domains. This has led to many accusations of heresy and treason being levelled at Logan, along with the usual rumours of genetic deviancy within the Chapter. However, more than any other Chapter, the Space Wolves stand ever ready to light the foes of the Emperor. Under Logan's guidance and fuelled by his own renowned thirst for battle (which many of his supporters claim equals that of the legendary Lemar Russ himself) the Space Wolves have defeated many threats from without and within the Imperium, and the vast majority of the Imperial commanders within the sectors surrounding Fens are grateful to be under the Old Wolf's watchful eye. Personally, if I should make so bold, I find the existence of a Chapter Master such as Logan heartily reassuring, for he is a cunning and resourceful leader of the Space Wolves, and yet has about him a charming demeanour and familiar manner which is at odds with the usual aloofness one associates with a commander of the Adeptus Astartes.

"Leaders of the Adeptus Astartes" - A most secret report compiled for his Most Supreme Excellency the Paternal Exon by his Humble Servant Master Magnus Fluv.

WOLF LORD RAGNAR BLACKMANE



WOLF LORD

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Blackmane	175	6	5	4	4	3	5	4	10	3+

A Space Wolves army of 1,500 points or more may include Ragnar Blackmane. If you decide to take him then he counts as one of the army's HQ choices. He must be used exactly as described here and may not be given extra equipment or wargear. In addition, he may only be used in a battle where all players have agreed beforehand to allow the use of special characters.

Wargear: Master-crafted bolt pistol, master-crafted frost blade, frag & Krak grenades, wolf tooth necklace, wolf tail talisman, wolf pelt.

SPECIAL RULES

Headstrong: Ragnar must charge if he is within 6" of the enemy. He must advance after a defeated enemy unit and may never choose to use the optional voluntary Fall Back rule. If he has joined a unit then these rules apply to that unit as well.

Berserk Charge: Ragnar receives a bonus of +2 attacks when he charges, rather than only +1 attack as is normally the case. This ability also applies to any unit he joins, as long as he is with them.

Dodge: Ragnar is renowned for his lightning fast reactions. Because of this he receives a 4+ invulnerable save, which he may choose to use instead of his normal saving throw.

Wolf Guard Bodyguard: A Wolf Guard bodyguard may accompany the Wolf Lord. See the Wolf Guard entry in the army list for details.

Ragnar Blackmane is the youngest Wolf Lord in the long and proud history of the Space Wolves. A brilliant if unorthodox commander, he is renowned for always leading from the front. It is said that he is always the first to drop to the planetary surface and always the last to leave the battlefield. In many cases such tales include an element of exaggeration, but I am certain that in Ragnar's case the tales are true. For verification of this I direct my Lord, if I might be so bold, to the first hand accounts that I have been able to acquire of Ragnar's exploits. All, without exception, describe him being at the forefront of the battle.

It would appear that Ragnar has been touched with glory from his earliest days in the Space Wolves Chapter, as evinced by the tale associated with the pelt of the blackmaned Fenrisian wolf that forms Ragnar's personal totem. As I am sure my Lord is aware, the blackmaned wolf is the most fierce

of the mighty Fenrisian wolves, a huge creature that stands as tall at the shoulder as a full-grown man, with teeth that are by all accounts as long and sharp as a Catachan knife. During his initiation into the Space Wolves Chapter, as he returned to the Fang naked and unarmed, it seems that Ragnar was set upon by one of these horrendous creatures, but rather than perishing as one would expect, he slew it with his bare hands! It was a good omen and the first heroic deed of many.

From that day, Ragnar rose quickly through the ranks of the Space Wolves. He joined the Wolf Guard directly from the Blood Claws - a near unheard of event - after he allegedly slew the Ork Warboss Borzag Khan and his entire bodyguard in close combat. I have to say here, my Lord, that I feel that this story is almost certainly apocryphal. Having seen an Ork Warlord with my own eyes, when I was but a young scribe at the Second Battle of Atmageddon, I

feel it unlikely that even as mighty a warrior as Ragnar could have slain such a creature and his bodyguard single-handedly. More likely, I feel is that Ragnar was able to slay the Warlord, while the rest of the Blood Claws pack of which he was a member slew the bodyguard. But that is by the by: what is important is that Ragnar joined the Wolf Guard directly from the Blood Claws, and to achieve this must have performed a feat of great valour.

Once he became a member of the Wolf Guard he continued to excel in battle, and many heroic tales are recorded of his deeds in those days. What is more he proved himself an able leader of men, and very soon after his promotion there are accounts of him being given command of retinues of troops and leading them into battle. When the Wolf Lord Berek Thunderfist died in mortal combat with a champion of the Chaos gods, Ragnar led the force that tracked down and slew

his master's killer. Afterwards, Ragnar was hailed as Berek's successor and he became Wolf Lord in his stead, a quite remarkable accomplishment for one so young.

Since he took over the Great Company, it has become clear that Ragnar's great skill lies in leading raids and spacedrops. The Great Wolf often chooses Ragnar's Great Company to spearhead any planetary landing, and with time, tales of his brave deeds have spread across the entire galaxy, especially following the crushing of the Draxian incursion on Medes 841. Although still young, Ragnar has already had a heroic career and looks set to win still more fame and glory. Considering his young age he may well go on to become one of the greatest of all of the Wolf Lords.

Leaders of the Adeptus Astartes - A most secret report, compiled for his Most Supreme Excellency the Paternal Envoy, by his humble servant Master Maximus Pliny.

WOLF PRIEST ULRİK THE SLAYER

"So it was the Wolf Guard Ulrik fought
on Armageddon's sulphurous shores.
Against Asgorn's bloody traitor horde
at Tartarus battle was joined.

Dark ranks of the damned, fallen sons
arrayed themselves in numbers uncounted.
Murder-gleam shone in every eye
razor teeth glittered in every fist

The World Eaters cast themselves
against the Wolves of Russ.
Their line unbending, sure and true
against Kruger, Wolf Lord, they broke.

With the battle all but won
Kruger was beset by many.
For each he slew two more sprang forth
sore wounded was he, his life's end near.

Young Ulrik strode forward
eager to guard his lord.
Blade flickering as lightning does
his righteous blows laid evil low.

Three Berserkers Ulrik smote in twain.
His fury raged unstoppable, unquenched,
but Kruger fell before the crimson tide.
The battle won with his dying breath.

With Kruger gone forth
into the halls of Russ,
Ulrik was voted new lord by all
for his faith and bravery well-shown.

But Ulrik quoth "Nay,
no master of strategy I.
Nought but a simple warrior
well raised in duty and honour."

As he would not lead
the brethren chose another.
But to honour Ulrik's deeds and wisdom
made him their Wolf Priest thereafter.

To him fell the tending
of the children of Russ' seed.
To test and train, readying
young cubs for war."

From the saga of Ulrik the Slayer

WOLF PRIEST

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Ulrik	200	6	5	4	4	2	5	4	10	3+
Wolf	+10	4	4	4	4	1	4	2	8	6+

A Space Wolves army may include Ulrik the Slayer. If you decide to take him then he counts as one of the army's HQ choices. He must be used exactly as described here and may not be given extra equipment or wargear. In addition, he may only be used in a battle where all players have agreed beforehand to allow the use of special characters.

Wargear: Plasma pistol, frag & krak grenades, frost blade, Iron Wolf amulet (4+ invulnerable save), healing potions & balms, Fang of Morkai, wolf tooth necklace, wolf tail talisman, wolf pelt, Wolf Helm of Russ.

Options: Ulrik may be accompanied by up to four Fenrisian Wolves.

SPECIAL RULES

Independent Character: Ulrik follows the Independent Character special rules in the Warhammer 40,000 rulebook.

Mentor: One duty of the Wolf Priests is the recruitment of new Space Marines for the Space Wolves Chapter. In his time, Ulrik has chosen many young heroes and some of the Chapter's greatest warriors of recent times have undergone training and selection in his halls. To represent this, you may pick one other model in the army as having being selected by Ulrik. This model gains +1 Weapon Skill.

Wolf Guard Bodyguard: A Wolf Guard bodyguard may accompany the Wolf Lord. See the Wolf Guard entry in the army list for details.

Designer's Note: Logan and Ragnar's Weapon Skill of 6 represents the fact that Ulrik was their friend and mentor. Because of this, if Ragnar or Logan are in the same army as Ulrik then Ulrik must choose a model other than one of them to confer his bonus upon (ie, he can't use the bonus to bump one of them up to WS 7!).

+ + + + DATE: 2655760M40
 + + + + REF: Ecc/8474/BvH2
 + + + + BY: Balthazar von Heppel, Ministeron Ensign
 + + + + -BE: Report on Beliefs of the Space Wolves
 Chapter of the Adeptus Astartes
 + + THOUGHT: Fern Fellows Content

Following my report on the beliefs of the Adeptus Astartes (ref: Ecc/8474/BvH2), I have continued my investigations into specific Chapter cults. My most recent exploits have revolved around that most anarchic and undisciplined of Space Marine Chapters, the Space Wolves. While I had believed other Chapters to be uncooperative and obstructive on being approached, the Space Wolves proved to be completely intractable. Before my ship had even approached their homeworld of Fenris it was intercepted and turned back. The Space Wolves had scant regard for the Ecclesiarchical commission I carried and my insistence on at least meeting with one of their representatives brought only warning shots and the threat of destruction. To an extent, their response is understandable in relation to the unfortunate activities of the Apostate Cardinal Bucharis but it is unconscionable that they still bear a grudge against the Ecclesiarchy after almost five millennia.

However, as the Emperor willed, I later found an Imperial Guard colonel of the Cadian 7th regiment stationed at the nearby Cadian Gate. This colonel, named Hassar, had fought alongside the Space Wolves in the Gorias Incursion and grown to know a good deal about their beliefs. Colonel Hassar furnished me with sufficient knowledge that, once combined with lengthy examination of archive knowledge, I was able to complete this report. As an aside Col. Hassar commented that in his experience the Space Wolves, while proud and often boastful, do not generally bear grudges past the immediate settlement of blood-debt and honour in his own words "They live for the present and have little interest in celebrating or mourning the past, they honour great deeds but only as a standard to set themselves against so they can strive for greater glory." In the context of this statement the Space Wolves antipathy on my approach seems harder to comprehend. Could it be there is something they are trying to conceal?

BASIC TENETS OF BELIEF

As noted previously, all Space Marine Chapters revere their Primarchs and draw a strong component of their mythos from their homeworld and their Primarch. The Primarch Leman Russ, who founded the Space Wolves, is accounted from ancient texts to have been a giant warrior, fierce and canny in battle but also headstrong and impatient - traits which characterise the Chapter to this day. Of all the Primarchs, the end of Leman Russ is the most mysterious, for he is accounted to have

vanished ten thousand years ago. One of the most fundamental of the Space Wolves tenets is the belief that their Primarch will eventually return to oppose the Evil One, Horus, in the Final Battle at the end of the universe.

The Chapter's homeworld of Fenris is a cold and deadly place which, by all accounts, is inhabited by fierce, nomadic sea-peoples. The native Fenrisians are kept in a state of primitivism by the Space Wolves so that they must battle for survival against the harsh conditions. According to Col. Hassar, they are taught to value comradeship and loyalty to their tribes from birth, a trait which is carried through to their lives as Space Wolves for the handful of Fenrisians who are chosen as initiates and survive the trials of entry. Within the Space Wolves, their loyalty is given to their Wolf Lord and the Company of his followers. As warrior-barbarians they set great store by personal bravery and great deeds, having little but contempt for authority which is bestowed rather than earned through the proven virtues of combat.

Again according to Col. Hassar, the Space Wolves revere the Emperor as the greatest warrior of all time, the only being to have ever bested Leman Russ in hand-to-hand combat. They are not a highly religious Chapter, seeming to expect little from the gods and relying on their own valour and efforts. When Space Wolves call upon Russ or the Emperor in battle, it is to witness the deeds of men and to judge the fallen.

PRIESTS OF THE SPACE WOLVES

The rough and ready cults of the Space Wolves are ministered by a triumvirate of priests: namely Iron Priests, Wolf Priests and Rune Priests. These tend the shrines of Russ and the holy relics, and maintain oral histories in the form of sagas which are recounted to pass down the lore of the Space Wolves to the fighting brethren. Col. Hassar recounted seeing all three orders of priest on the battlefield and there can be little doubt that they are counted amongst the fighting strength of the Chapter. It appears, from Col. Hassar's experiences, that the priesthood of the Space Wolves is separate to the fighting men of the Great Companies, coming beneath the auspices of the Chapter Master (or 'Great Wolf' as he is known), whom they advise and council. Note: Interestingly for such an outwardly irreligious group, these priests must therefore wield great power, perhaps from their knowledge of the sagas and the wisdom inherent therein. From Col. Hassar's observations and archive texts, I have compiled the following information on Space Wolves priests.

Wolf Priests: These individuals are learned in the ways of bio-mechanics and surgery, filling a similar role to Apothecaries in other

Chapters. They also function as spiritual guides in the manner of Chaplains amongst Space Marines, bearing the sacred Rosarius as a symbol of their (somewhat tenuous) bond with the Imperial creed. It is the Wolf Priests who undertake the recruitment and indoctrination of the young 'Blood Claw' packs, taking full responsibility for their physical and aesthetic development. Wolf Priests are highly honoured and trusted figures amongst all Space Wolves. Even the proudest Wolf Lord bows before the wisdom of a Wolf Priest and will step aside from his path.

Iron Priests: These are masters of the forge and form a sub-cult dealing with the so-called machine-spirits of weapons and armour used by their battle brothers. In this they fulfill the role of Techmarines in other Chapters and are rumoured to learn their most arcane mysteries from the Tech-Priests of Mars. Iron Priests are accounted to be mysterious, solitary individuals who shun the company of men in favour of their sacred machines.

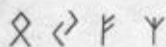
Rune Priests: These are the strangest of all the priests of the Space Wolves. They keep the history and lore of the Chapter, chanting the ancient sagas at the barbaric Great Feasts of the Space Wolves. They possess psychic capabilities akin to those of Librarians in other Chapters but their powers appear to be interlinked with the shamanistic rune-magic of the natives of Fenris. Vid logs show that Rune Priests indeed use runic inscription on their armour and weaponry to concentrate and focus their warp-spawned powers.

CONCLUSION

To summarise, the Space Wolves maintain a feral warrior code which could be termed a system of religious beliefs in only the broadest terms. In many ways I am reminded of the tales of the mystic warrior lodges of Davin which legends tell us tainted Horus in ancient times and brought about the Great Heresy. The Space Wolves have already proven their ability to stave off the most determined attacks on their realm, so overt action is out of the question. However, I believe that it is imperative that this particular Space Marine Chapter is closely monitored for signs of abomination and that whatever influence can be brought to bear upon the Inquisition to take an interest in this matter should be applied forthwith.

Balthazar von Heppel





SUMMARY



This is a one page summary of the troops, vehicles and special rules used by the Space Wolves, to use as a quick reference sheet when fighting battles.

CLOSE COMBAT WEAPON SUMMARY

Important: Any model armed with two weapons from this list receives +1 attack.

Chainfist: Strike last. Double strength. No save. Roll 2D6 for armour penetration.

Close Combat Weapon: No additional effect.

Frost Blade or Axe: +1 strength. No save.

Lightning Claws: Re-roll wound rolls. No save. Can only receive +1 attack bonus for two weapons if used as pair.

Pistol: May be used as close combat weapon.

Power Fist: Strike last. Double strength. No save.

Power Weapon: No save.

Rune Weapon: No save. Make Psychic test to kill outright one living opponent that suffers a wound.

Thunder Hammer: Strike last. Double strength. No save. Wounded models may not attack for one turn. Vehicles hit are shaken.

WARGEAR SUMMARY

Auspex: Free shot at infiltrators that set up within 4D6".

Belt Of Russ: 4+ invulnerable save.

Bionics: Killed models recover with one wound at start of next turn on a roll of 6+.

Chooser Of The Slain: Enemy units may only infiltrate on roll of 4+. Counts as additional close combat weapon.

Frag Grenades: Strike simultaneously vs opponents in cover.

Fang of Morkai: +1 victory point per slain Space Wolf if bearer of Fang is alive at end of battle.

Great Company Banner: Add +1 to combat resolution score for units within 6". Is captured if bearer is slain in close combat. Use once at any time to give all Space Wolves within 2D6" +1 attack.

Healing Potion & Balms: Ignore 1st failed save on accompanying unit. May not be used vs. instant death, on self, or if in close combat.

Jump Pack: Move 12". Not slowed by terrain. Killed on D6 roll of '1' when landing in dangerous terrain.

Krak Grenades: May be used to inflict single Strength 6 hit on vehicle or immobilised walker.

Mark Of The Wulfen: +D3 attacks. Always hits/is hit on 3+ in close combat. Automatically pass all Morale or Pinning tests.

Master Crafted Weapon: Re-roll one to hit roll per turn.

Meltabombs: May be used to make a single S8 close combat attack with 2D6 armour penetration on a vehicle or immobilised walker.

Runic Armour: 2+ armour save.

Runic Charm: Re-roll one armour save per battle.

Runic Staff: Nullify one psychic power per turn by beating opponent's D6+Ld roll with own D6+Ld roll.

Servo-Arm: Scores hit on 4+ in close combat with same effect as power fist. Repairs immobilised

vehicle at start of turn on roll of 6+.

Space Marine Bike: Move 12". +1 Toughness. Twin-linked bolters. Affected by terrain as vehicle.

Storm Shield: 4+ invulnerable save vs one close combat opponent.

Terminator Armour: 2+ save.

Wolf Helm Of Russ: 4+ invulnerable save.

Wolf Pelt: +1 attack if model counter-attacked.

Wolf Tail Talisman: 6+ save vs psychic powers.

Wolf Tooth Necklace: Always hit in close combat on a 3+.

Wolf Totem: Add +1 to combat resolution score for units within 6". Is captured if bearer is slain in close combat.

VEHICLE UPGRADE SUMMARY

Dozer Blade: Re-roll Difficult Terrain test if vehicle moved 6" or less.

Extra Armour: Count crew stunned as crew shaken.

Hunter-Killer Missile: Counts as krak missile with unlimited range. One use only.

Pintle-Mounted Stormbolter: May be fired in addition to any other weapons allowed.

Searchlight: May be used at night to illuminate one target spotted by vehicle. Target and vehicle can be seen as in daylight.

Smoke Launchers: Use after move. May not shoot. All penetrating hit count as glancing. One use only. Lasts one turn.



	WS	BS	S	T	W	I	A	Ld	Sv
Wolf Lord	5	5	4	4	3	5	4	10	3+
Fenrisian Wolf	4	0	4	4	1	4	2	8	6+
Wolf Guard	5	5	4	4	2	5	4	9	3+
Battle Leader	5	5	4	4	2	5	4	9	3+
Rune Priest	5	5	4	4	2	5	4	9	3+
Wolf Priest	5	5	4	4	2	5	4	10	3+
Iron Priest	5	5	4	4	2	5	3	9	2+
Thrall	3	3	4	5	1	1	1	8	5+
Wolf Guard	4	4	4	4	1	4	2	9	3+
Wolf Guard Leader	4	4	4	4	1	4	2	9	3+
Wolf Scout	4	4	4	4	1	4	1	8	4+
Grey Hunter	4	4	4	4	1	4	1	8	3+
Blood Claw	3	3	4	4	1	4	1	8	3+
Blood Claw Bike	3	3	4	4(5)	1	4	1	8	3+
Attack Bike	4	4	4	4(5)	1	4	2	8	3+
Long Fang	4	4	4	4	1	4	1	9	3+
Pack Leader	4	4	4	4	1	4	1	9	3+

	Armour			
	Front	Side	Rear	BS
Rhino	11	11	10	4
Razorback	11	11	10	4
Land speeder	10	10	10	4
Whirlwind	11	11	10	4
Predator	13	11	10	4
Vindicator	13	11	10	4
Leman Russ Exterminator	14	12	10	4
Land Raider	14	14	14	4

	Armour							
	WS	BS	S	Front	Side	Rear	I	A
Venerable Dreadnought	5	5	6(10)	12	12	10	4	3

	Armour							
	WS	BS	S	Front	Side	Rear	I	A
Dreadnought	4	4	6(10)	12	12	10	4	2

RANGED WEAPONS

Weapon	Range	Str.	AP	Type
Bolt pistol	12"	4	5	Pistol
Boltgun	24"	4	5	Rapid fire
Storm bolter	24"	4	5	Assault 2
Heavy bolter	36"	5	4	Heavy 3
Shotgun	12"	3	-	Assault 2
Assault cannon	24"	6	4	Heavy 3*
Autocannon	48"	7	4	Heavy 2
Lascannon	48"	9	2	Heavy 1
Flamer	Template	4	5	Assault 1
Heavy flamer	Template	5	4	Assault 1
Meltagun	12"	8	1	Assault 1*
Multi-melta	24"	8	1	Heavy 1*
Sniper rifle	36"	X	6	Heavy 1*
M. Launcher (Krak)	48"	8	3	Heavy 1*
M. Launcher (Frag)	48"	4	6	Heavy 1 Blast*
Plasma pistol	12"	7	2	Pistol*
Plasma gun	24"	7	2	Rapid fire*
Plasma cannon	36"	7	2	Heavy 1 Blast*
Typhoon Missile	48"	5	5	Heavy 1 Blast

* These weapons have additional special rules, see the Weapons section of the Warhammer 40,000 rulebook for more details.

ORDNANCE

Weapon	Range	Str.	Pene.	Type
Demolisher	24"	10	2	Ord. 1/Blast
Whirlwind	Guess 48"	5	4	Ord. 1/Blast

CHAPTER ORGANISATION

In response to Van Heppel's report, I have begun a preliminary investigation into the Space Wolves Chapter of the Adeptus Astartes. I began by examining the organisational codes submitted to the Adeptus Terra by the Space Wolves in 2341830.M41. These show a Chapter laid out along very different lines to that shown in the dictates of the Codex Astartes. This is doubtless due to the Space Wolves being a First Founding Chapter: as with many other First Founding Chapters, its structure owes more to the personality of its primogenitor and the social organisation of the native population it is recruited from.

THE GREAT COMPANIES

Archive information indicates that the Space Wolves Chapter is divided into twelve 'Great Companies'. Each Great Company is led by a Wolf Lord, a warrior whose only master is the Great Wolf himself, the leader of the entire Chapter. Each Great Company has its own headquarters and territory within the Space Wolves' massive Chapter-fortress and its own spacecraft, weapons, forges and other facilities. In almost all respects, it is a separate, self-sufficient body of warriors. The Great Companies each have their own ancient customs, renowned heroes and warrior traditions which they honour.

Great Companies are named after their Wolf Lord. When a Wolf Lord is slain, a new Wolf Lord is proclaimed by the old Lord's elite retinue of Wolf Guard and the Great Company takes on a new name. Thus the Great Companies are not fixed as are the companies of other Space Marine Chapters but change through the ages as one leader succeeds another. Each Wolf Lord chooses a symbol or badge from the ancient legends of Fenris as his emblem. This symbol appears on the Great Company's banner and is commonly repeated on the armour of members of the Company.

Though there have been thousands of Wolf Lords over the Space Wolves' long history, many have chosen to repeat badges or legendary figures used by famous precursors. For example, amongst the most favoured emblems is that of 'Drekka', the Thunderwolf, which in Fenrisian legend was defeated by Lemna Russ. The snarling of the Thunderwolf is said to be the cause of the thunder of Fenris whilst the glint of its fangs creates the lightning.

THE COMPANY OF THE GREAT WOLF

In addition to the twelve Great Companies, there is the household of the Great Wolf himself. When the Great Wolf dies, the entire Chapter selects his successor from amongst the twelve Wolf Lords currently leading the Great Companies.

The Company Of The Great Wolf is effectively another company but it differs from the Great Companies in some important respects. The Company of the Great Wolf is home to all the Chapter's Wolf Priests, Iron Priests and Rune Priests. It is also where all the Chapter's Space Marine Dreadnoughts are kept in stasis to extend their lives. The Great Wolf's emblem is always the same, unlike the emblems of the Great Companies which are the personal badges of their Wolf Lords. This is the Wolf That Stalks Between Stars: the ancient badge of Russ himself and the symbol carried on the Chapter's banner.

The current Great Wolf is Logann Grimnar. He is the latest in a line of Space Marine masters that stretches back to the Space Wolves' founding before the Great Crusade. Logann Grimnar is one of the Imperium's oldest and most powerful warriors. This cunning and fierce old man has led the Space Wolves for over five centuries but even this incredible span is no record amongst these long-lived Space Marines.

WOLF GUARD

Every Wolf Lord has a personal retinue of picked Space Marine warriors called the Wolf Guard. The Wolf Guard accompanies its Wolf Lord in battle, and consists of the most mighty warriors in the Great Company. The remaining troops in each Great Company are divided into four groups of Space Wolves warriors: the Grey Hunters, the Blood Claws, the Long Fangs, and the Scouts. Grey Hunters are proven warriors of ability, Blood Claws are glory-hungry young warriors, Long Fangs are older, steadfast warriors armed with heavy weapons, while the Scouts are ferocious fighters who prefer to operate alone.

SPACE WOLF PACKS

Warriors of the Great Companies fight in squads known as packs. A Space Wolf joins his pack when he joins the Chapter as a Blood Claw, and a pack will remain together throughout the members' service in the Chapter. The only way a Space Wolf can leave his pack is through death, or by being asked to join the Wolf Guard or the Space Wolf Scouts. Having a pack-brother join the Wolf Guard or Scouts is considered a great honour for the pack. In his Treatise Des Astartes, Master Shadriel notes:

"In battle, Space Wolves risk their lives for their pack-brothers without a second thought. This creates debts of honour and friendship that may take a (lifetime) to repay. Even after pack-brothers have moved on through promotion or have been assigned to other duties, these bonds remain. Over the years, the warriors in a pack are bound together by chains of honour and loyalty stronger than tempered steel and learn to understand each other in ways that only those who have fought side by side for decades can achieve."

As a Space Wolf warrior becomes older and increasingly battle-wise, his role within the Great Company changes. At first he fights with the Blood Claws, where hand-to-hand combat is all important and where hot-blooded aggression is directed into tasks such as seizing enemy outposts and driving foes out of forward positions. As a Space Wolf warrior grows older, his hair becomes progressively grey and his fangs lengthen as a result of a genetic flaw in the Space Wolves' gene-seed. Even his skin becomes ever more tanned and leathery and, of course, he acquires the inevitable scars of combat. Mature Space Wolves who are injured to battle and at the peak of their powers are called Grey Hunters. Grey Hunters make up the majority of the Great Companies. They are experienced warriors, dour and sombre, proud of their skills and rightly honoured by their younger comrades. The oldest warriors are called Long Fangs in recognition of their age and experience. Their fangs are even longer than those of other Space Wolves and their grizzled hair has turned the colour of the ashen Fenrisian sky. Long Fangs are battle-wise and cunning, they are steadfast in adversity and it is said that they are always the last to retreat from a battle.

New members are never added to a pack, so as the pack grows older and more experienced, the inevitable casualties the pack suffers reduces its numbers. For this reason, a pack of Blood Claws will usually have more members than a pack of Grey Hunters, who likewise usually have more members than packs of Long Fangs. Even when a pack is reduced to one or two members it will not be disbanded. Instead its members will be asked to act as leaders for Blood Claw packs that have just been formed. In this way the most experienced members of the Chapter are able to teach the newest recruits of the Chapter's proud history and of what it means to be a member of a Space Wolves pack."

SPACE WOLVES SCOUTS

In most Chapters, new Space Marines are initiated into the Scout Company and only once they have proven themselves there do they become fully-fledged Space Marines. It appears that this is not the case with the Space Wolves - a fact which has caused some confusion amongst Imperial archivists and researchers in the past. Again, Shadriel notes:

"When a Fenrisian warrior arrives at the Fang having drunk of the Cup of Wulfen and undertaken his final trial, he is welcomed by all as a brother Space Wolf. Wolf Priests will carry out the necessary procedures to implant the additional gene-seed helixes required to control the primary gene-seed which has already been implanted. Once the Space Wolf has recovered from this ordeal, he will be inducted into the company as a member of a new Blood Claws pack.

As time passes the new Blood Claws will prove themselves in battle. The majority will remain with their pack for their entire time in the Chapter but some will show exceptional prowess in battle and will be inducted into the Wolf Guard, while others will instead become Space Wolves Scouts. Fenrisians are usually a sociable and gregarious race, but there have always been some amongst their number who are said to be touched by Lokyar, the great Lone Wolf of Fenrisian legend. These warriors are generally taciturn, very fierce and find it difficult to abide the trappings of civilisation, even the rough and ready form of civilisation followed by the Space Wolves. Such warriors cannot act as full members of a pack, so they will be inducted into the Scouts where their individual nature and natural talents can be given full reign. Here, amongst fellow warriors of a similar temperament, they form an elite unit which ranges ahead of the rest of the Company and acts as its eyes and ears."

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Veritas Eternum Est

Butler, Com - Inquisitor

