

The image is a full-page cover for the Warhammer 40,000 Codex Adeptus Astartes: Space Wolves. It features a central illustration of a Space Wolf warrior in full battle armor, roaring with a fierce expression. The warrior has long, flowing brown hair and a beard. He is holding a large, ornate power sword in his right hand, which is raised high. The armor is dark blue and black, with gold-colored pauldrons and a skull emblem on the chest. The background is a dramatic, cloudy sky with a cityscape visible in the distance. The entire cover is framed by a metallic border with winged figures at the corners.

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40,000

CODEX ADEPTUS ASTARTES
SPACE WOLVES



SPACE WOLVES

THE SONS OF RUSS

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INTRODUCTION

Greetings noble warrior. In the tome you hold are the collected sagas of the Space Wolves, tales of heroism and glory that span the Sea of Stars. This book will help you to assemble your collection of Space Wolves Citadel Miniatures into a mighty tabletop army, bound by their martial prowess and tribal roots into savage yet stalwart packs of Fenrisian battle-brothers.

The Space Wolves are ferocious warriors drawn from the death world of Fenris. With bolt, blade and fang they have fought in Humanity's wars for ten thousand years, ever loyal to the Emperor and their lost Primarch, Leman Russ. The Space Wolves march to battle clad in nigh impenetrable power armour, proudly bearing the markings of their Great Companies and of the packs in which they fight. Known as Sky Warriors by the tribes of their home world, Space Wolves are the result of millennia-old genetic modification and psycho-indoctrination techniques. Tenacious, dauntless and possessed of an insatiable hunger for battle, the Space Wolves hunt all who would defy the will of the Imperium.

The Space Wolves are as diverse as they are formidable. With nearly the entire Space Marines range of Citadel Miniatures to choose from, bolstered by iconic Space Wolves units such as Wolf Guard Terminators, Long Fangs, Stormfang Gunships, and savage Wulfen, the options for modelling and gaming alike are near endless. Your collection could hinge around white-maned veteran infantry, glory-hunting Blood Claws and Primaris recruits, revered Dreadnoughts or a fast-moving host of vehicle-mounted troops and Thunderwolf Cavalry. Every kit in the Space Wolves range is lavishly detailed, each Space Marine and vehicle's individual characteristics and insignia telling their saga of past victories. From primal talismans and rune-inscribed weapons to tribal tattoos and totemic pelts, the Space Wolves also provide endless opportunities to experiment with the entire range of Citadel paints and tools.

Within this book you will find all the information you need to collect a Space Wolves army and field it upon the tabletop.

THE SONS OF RUSS: This section outlines the sagas of the Space Wolves in their wars against the enemies of the Imperium. It also provides an in-depth analysis of how their Great Companies organise themselves and deploy for battle.

COMPANIES OF FENRIS: Here you will find a showcase of beautifully painted Citadel Miniatures that display the iconography of Fenris, the markings of different packs and example armies to inspire your own collection.

WARRIORS OF THE FANG: This section includes datasheets, wargear lists and weapon rules for every Space Wolves unit, for use in your games.

ARMIES OF ASAHEIM: This section provides additional rules – including Warlord Traits, Stratagems, Relics, psychic powers and matched play points lists – that allow you to transform your collection of Citadel Miniatures into a mighty Space Wolves army.

To play games with your army, you will need a copy of the Warhammer 40,000 rules. To find out more about Warhammer 40,000 or download the free core rules, visit warhammer40000.com.





Driven by warrior instinct and armed with the mightiest weapons of Fenris, the Space Wolves cast off into the Sea of Stars in search of battle. They are a Chapter of heroes profoundly shaped by their tribal heritage, and their deeds are the stuff of legend. Every victory in the name of the Imperium is yet another verse in their long and storied saga.



THE SONS OF RUSS

Mighty hunters from the icy death world of Fenris, the Space Wolves are a fiercely independent Chapter of the Adeptus Astartes. At the end of each long and patient pursuit they spring their attack, howling blood-chilling battle cries before tearing their prey apart. Their simmering aggression and barbaric joy in battle belies the fact there are few more loyal and redoubtable defenders of the Imperium than the Sons of Russ.

A hundred centuries ago the Warmaster Horus, most favoured of the Emperor's Primarch generals, turned against his gene-father in an epoch-shattering rebellion that scarred the stars. The final battle of the Horus Heresy doomed the Emperor to a living death upon the Golden Throne. Afterwards, the fierce Primarch of the Space Wolves – Leman Russ – raged against the events that had kept him from his sire at the critical moment, vowing vengeance against the forces of Chaos. His wrath came too late. With the permanent enthronement of the Emperor came a different age for Mankind. The Primarchs were made to be warriors and generals, not bureaucrats and politicians, so the responsibility of ruling the Imperium passed to the High Lords of Terra.

Both the High Lords and the surviving Primarchs dreaded the resurgence of Chaos. Many worlds were purged during a time of great retribution known as the Scouring. Throughout the galaxy, the tainted were sought out and destroyed. In accordance with Primarch Roboute Guilliman's seminal treatise – the Codex Astartes – the original Space Marine Legions were broken up into smaller Chapters and a code was drawn up to redefine their role within the Imperium. Before the Heresy, a Legion had numbered tens of thousands; under the new order each Chapter's size was limited to ten companies of approximately one hundred battle-brothers. Never again could one man command the awesome, terrifying power of a Space Marine Legion, lest that man fall to heresy. Whilst the core of those Legions still loyal to the Emperor would live on as 'First Founding' Chapters and keep their original names, the remaining Space Marines from each loyalist Legion were reorganised into Second Founding Chapters that shared a genetic brotherhood with their First Founding Chapter and their Primarch.

The Space Wolves were officially divided only once, creating the ill-fated Wolf Brothers Chapter. Leman Russ cared little for formal military doctrine, ever relying on the strength and courage of his warriors to win the day. He had no intention of breaking apart his mighty Legion further in accordance with his brother's wishes. The Wolf-King would

have his warriors fight in the manner of the native tribes of Fenris – as a battle-hungry army of heroes, not a contingent of faceless troops. Guilliman reluctantly agreed to the Space Wolves retaining their twelve remaining Great Companies, despite many still comprising far more Space Marines than their Codex-adherent equivalents. Thus did the Space Wolves hold true to the teachings of Russ, which define their fighting methods to this day.

To those that witness them in battle, the Space Wolves represent the very elite of Humanity, the pinnacle of the Imperium's strength. The death world Fenris breeds strong and hardy recruits indeed, whilst the culture of each tribe encourages loyalty to one another and to the tribe's warrior king – a model that gels with the hierarchical ideals of the Adeptus Astartes. Only the greatest make it to the vaunted halls of the Sky Warriors, yet even after making that sacred ascent, their saga has barely begun.

THE FORGING OF A LEGEND

In order to survive the dangers that face the hardy tribesmen of Fenris on a daily basis, each and every one of them must become a highly skilled and ferocious warrior. Having fought rival tribes, ice trolls, sea drakes and giant wolves, a single Fenrisian warrior would be more than a match for several normal men. However, even when unarmed a battle-brother of the Space Wolves could overcome a dozen such Fenrisian tribesmen. Such is the scale of the changes wrought upon each aspirant during his transformation into one of the Sons of Russ.

The aspirants of the Space Wolves undergo the complex physical and mental processes necessary to produce a Space Marine without a word of complaint. Despite the agonies they endure, they know the searing pain is only temporary, whereas the power granted unto them by their transformation will be theirs for eternity. After all, nothing that is of worth to the Fenrisians is won without expending a great deal of blood and sweat. Once the augmentative surgery is complete, where once stood a human warrior now stands a huge,

**'NO MAN NOR BEAST COULD
BEST THE WOLF-KING,
NO TRIBE COULD STAND
AGAINST HIS ARMIES.
WITHIN RUSS' KINGDOM A
TRUCE EXISTED BETWEEN
MAN AND WOLF.
HIS COURT WAS ATTENDED
BY THE FIERCEST OF
WARLORDS AND THE MOST
BEAUTIFUL OF MAIDENS.
WHEN ANGERED HE RAGED
WITH THE VIOLENCE
OF SUMMER,
HIS WISDOM WAS DEEP AS
THE WINTER'S COLD.
AND SO IN ASAHEIM, THE
HOME OF THE GODS, THE
ALLFATHER FOUND HIS
LOST SON.'**

*- Excerpt from the
Saga of the Wolf-King*

genetically enhanced killer, halfway to becoming the perfect tool of war. A series of extraordinary organ implantations grant him superhuman abilities. Regardless of his Chapter, each Space Marine has a secondary heart and an auxiliary multi-lung, allowing him to survive massive damage to the torso and fight on. He can sustain and swiftly recover from wounds that would cripple or kill a mortal man, hibernate for decades, breathe water or poison with no ill effects, spit acid at his foes and even absorb an enemy's memories and thoughts by eating and assimilating his flesh. Space Marines are the creations of the Emperor himself, and they share a measure of his power.

Space Wolves have uncanny abilities above and beyond even the Space Marines of other Chapters. As a genetic descendant of Russ, each battle-brother has the razor-sharp senses of an apex predator. Incredible eyesight and olfactory perception allows him to stalk his prey in a snowstorm, and acute hearing can pick out his quarry's breathing pattern in the midst of a raging battle. During his life, his teeth will lengthen and stretch into vicious-looking fangs that are capable of denting plasteel, and his skin becomes as resilient as cured leather.

By some quirk of fate, a flaw took root deep within the Space Wolves' gene-seed legacy – known as the Canis Helix – very early in the Chapter's history, and it still affects each and every one of the Sons of Russ. For most, this manifests in a berserk battle-fury when their inner beast takes over. Some carry the genetic heritage of the Canis Helix even deeper within them. There are dark tales of the horrific transformations that these warriors undergo in battle.

THE TOOLS OF THE WARRIOR

Mighty as he is, a Space Wolves battle-brother unclad is nothing compared to the warrior he becomes when girded for war. Every Adeptus Astartes bears upon the upper layers of his torso a complex interface known as the black carapace. This sub-dermal implant allows him to wear power armour, a miracle of technology that further enhances the strength and durability of a Space Marine. Power armour is made from adamantium and ceramite, two of the hardest substances known to Mankind. Inbuilt servo-motors and fibre bundles serve to further augment the massive strength of the wearer, until he

is capable of crushing skulls with a single punch and tearing out throats with the swipe of a hooked hand. Clad in power armour, a Space Marine can barrel through walls, run headlong through a storm of enemy fire, jump over yawning crevasses, resist the pressure of the deep ocean or even fight in the depths of the cold void. Each suit of power armour is painstakingly maintained by the Space Wolves' Iron Priests and artificers, for it is a priceless artefact almost as old as the Chapter itself.

The warriors of the Space Wolves are also well versed in the arts of wielding a blade. Each new recruit is given a deadly chainsword that is capable of chewing through pack ice as easily as it mangles and severs human flesh, or an axe finely balanced and keen enough to cut a man in two with one swing. Such weapons are often used in conjunction with bolt pistols – compact but lethal versions of the sacred boltgun – that can be fired at point-blank range in the press of combat. The boltgun is as deadly a weapon as a warrior could wish for, able to visit a storm of mass-reactive shells upon the foe with a single squeeze of the trigger, and thus is only entrusted to those Space Wolves who have already proven themselves in battle. These

and more besides are the weapons of the Space Wolves, the epitome of the Adeptus Mechanicus' war-craft wielded by the most gifted hunters and natural warriors in the Imperium. Such a perfect collusion of arcane science and controlled ferocity has proven unstoppable on battlefields without number.

For all this, that which the Space Wolves count as their most powerful and dependable weapon is their indomitable spirit. Space Wolves are immune to the insidious tendrils of despair, apathy or discontent, for they live the warrior's dream; an existence of daily warfare waged alongside their brothers, punctuated by regular feasts and drinking competitions. There is little that can corrupt or sway them, for they already have all that a true warrior could ask for, and their loyalty to one another and to their Chapter is absolute. Better still, each of the Space Wolves has faith not in some distant and silent deity, but in himself and his fellows. They know the true path to glory in their hearts, and they know that at its end lies a valorous death in battle and an eternity of feasting in the Halls of Russ. The Space Wolves fight indefatigably towards this destiny, knowing neither fear nor doubt.



Strength, honour, courage, ferocity – these are virtues upon which the Great Companies are founded. Each tenet is a weapon, and like an array of jagged fangs they can be used to savage the enemies of the Space Wolves.

SAGA OF THE SIXTH LEGION

The history of the Space Wolves is an epic tale of honour and glory. Since their founding more than ten millennia ago, they have been at the forefront of Humanity's defence on countless battlefields across the Imperium. The native tribes of their home world, Fenris, know them only as the Sky Warriors, but they are the Sons of Russ, warriors without peer.

There are over a thousand Chapters of Adeptus Astartes that maintain the age-long vigil against the enemies of Mankind. The Space Wolves are one of the greatest of these Chapters, their name and honours known throughout the galaxy. As one of the original twenty Space Marine Legions, the Space Wolves were founded by the Emperor himself over ten thousand years ago.

The Legions were created to take part in the Great Crusade, the Emperor's reconquest of the galaxy that established the Imperium as it is today. Before the Great Crusade, Terra had endured thousands of years of isolation whilst impenetrable warp storms seethed and howled throughout the western part of the galaxy. Even the Emperor was trapped upon Terra by the warp's tumult, and could do little other than secure Humanity's birth planet and prepare his armies for the reconquest to come. Without the Emperor to guide them through this terrible age, the rest of the human worlds throughout the galaxy were left helpless against the predations of xenos races and the dread creatures of the warp. One by one, these worlds fell into anarchy and despair. Humanity, it seemed, was doomed.

THE PRIMARCHS

During Terra's isolation, the Emperor had striven to create twenty superhuman beings. These Primarchs, as he called them, were genetically engineered creatures, artificial humanoids with astounding abilities. Each was created to be different, with his own unique skills and powers, and in some cases incredible psychic potential. The Primarchs were made to resemble Humankind, but many were mighty in appearance. Yet the Primarch experiment never reached its conclusion. In a disastrous incident, the nascent creatures were swept up by terrible forces that dwelt within the warp and scattered across the stars.

Rather than trying to duplicate the long and arduous work through which he had created the Primarchs, the Emperor instead used the raw material developed during

the Primarch project to forge the Legiones Astartes – the mighty warriors also known as the Space Marines. After much toil, the Emperor created a number of artificially cultured organs, each re-engineered from the gene-banks of the Primarchs. These organs were designed so that they could be implanted into the body of an ordinary adolescent human – a painful process that not all survived. Once implanted, the organs would take root and develop within the host's human tissues, becoming an integrated part of his body. Many of these organs were made to interact with natural body tissues as they developed, enhancing muscle growth, stimulating mental processes, and transforming the recipient into a superhuman warrior. Compared to the Primarchs whose incredible power they had inherited, the Space Marines were but pale shadows, but they still became the mightiest of men and the greatest of the Emperor's warriors.

THE LEGIONES ASTARTES

The Emperor created twenty Space Marine Legions, each utilising residual genetic material derived from one of the Primarchs. Most of the implants were common in type and function to all twenty Legions, but there were also subtle variances in the genetic structure that developed as a result of their different gene-fathers. Thus the warriors of the twenty Space Marine Legions echoed to some degree the particular strengths of the Primarch whose genes were used to develop their own implants. The implants of the Space Wolves were developed from the genetic helix – later to be known as the Canis Helix – of Leman Russ.

At this time, the Emperor had no idea where the Primarchs were or if they had even survived their ordeal. Only later, during the Great Crusade itself, was the Emperor able to recover the Primarchs, one by one. By then they had grown to adulthood amongst whatever cultures existed on the worlds to which their incubation pods had been spirited. Many Primarchs crashed upon uncivilised worlds or grew up amongst deadly and inhospitable environments.

THE WOLF-CHILD COMES TO FENRIS

The Primarch of the Space Wolves had landed upon the icy death world of Fenris, his incubation pod plummeting down into the flank of a vast mountain. Emerging from his smoking capsule, the infant Primarch soon encountered a deadly mother Thunderwolf. He was doomed, yet fate, it seemed, had other ideas. Sensing in the feral youth a kindred spirit, the giant she-wolf did not kill the child, but instead raised him alongside her cubs as one of her own.

A few years later, the young wolf-child was discovered by a hunting party of Fenrisian tribesmen. In a vicious confrontation, the wolf-mother was slain by their spears and arrows, along with many of her cubs. The Primarch fought with terrible fury, slaying a dozen warriors with naught but his bare hands to protect his two surviving packmates, Freki and Geri. It was then that fate intervened once more. One of the tribesmen at last recognised the Primarch for what he was – human, not wolf – and called for his fellow huntsmen to lower their weapons. The bloodied youth stood his ground, fangs bared, but understood their peaceful gesture and stayed his wrath. Unsure quite what to do, the tribesmen brought the young Primarch and his wolf-kin – for he would not be parted from them – before the court of King Thengir of the Russ tribe. The aging chieftain saw the undeniable potential in the young man and ordered that he be given a place within his household, there to be raised as a true Fenrisian – as a warrior. Though many were left dumbfounded by the King's decision, time certainly proved Thengir wise.

As the Primarch grew to maturity, he became the greatest of the Fenrisians, leading the tribe's warriors to a thousand glorious victories and more. Upon King Thengir's death, Leman of the Russ took his place upon the throne. So did the Wolf-King become a living legend throughout the many tribes of Fenris. It was only a matter of time before word of his fame reached the ears of one who desperately sought news of his lost sons.

THE GREAT CRUSADE

During the Great Crusade, the Emperor's all-conquering Space Marine Legions liberated thousands of human worlds across the galaxy as Mankind was drawn together into a single mighty Imperium. The world of Fenris was discovered early in the advance, lying as it does in the north-western part of the galaxy little more than ten-thousand light years distant from Holy Terra. The legend of the Wolf-King was quickly identified as the work of a missing Primarch, and the Emperor descended to the planet. Legend has it that, upon meeting the barbaric Primarch, the Emperor knew that the only way to win such a warrior's fealty would be to best him in single combat. After a mighty contest between the two godlike beings, the Primarch accepted his first ever defeat with a smile and a handshake. Soon after the duel, the Emperor bequeathed unto Russ leadership of the Space Marine Legion that bore his genes.

Over the following decades, Leman Russ would prove to be one of the most daring and successful of the Emperor's generals. The world of Fenris was adopted as the home planet of the Space Wolves, and a mighty stronghold was constructed in the mountains of the polar continent of Asaheim. This fortress was called the Fang, and it is still reckoned to be one of the greatest citadels in the galaxy.

THE HORUS HERESY

The Space Wolves were not the only Space Marine Legion to be reconciled with their genetic forebear. Gradually, all twenty Primarchs were reunited with the Emperor and went on to lead their own Legions of Space Marines. Horus was hailed as the greatest of all the Primarchs, and the Emperor chose him to be his Warmaster – his most trusted commander and first amongst his sons. As Warmaster, Horus was tasked with the overall leadership of the Great Crusade in his father's absence, but it was Horus who was to betray the Emperor in the vilest and most treacherous way.

The rebellion of Horus tore the Imperium apart at its very birth and set Space Marine against Space Marine as the Primarchs and their Legions sided either for or against the Warmaster. At first, few suspected the heinous evil that had taken root within Horus, and some Legions stood aside from the conflict, uncertain of how best to proceed. Some of the Legions that

sided with Horus did so out of a sense of comradeship with their old Warmaster. It was only later that some had cause to regret their decision, but by then it was too late, for Horus had become corrupted in mind, body and soul. Indeed, Horus had pledged allegiance to the Dark Gods of Chaos in return for powers unimaginable to mortals – even such extraordinary mortals as the Primarchs.

Despite the treachery of many of his brothers, Leman Russ held true to the oath of fealty he swore to the Emperor on the day they first met. So did the Space Wolves remain fiercely loyal to the Emperor throughout the Horus Heresy. They took part in some of its most renowned actions, but from these dark times, more than ten thousand years ago, come 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 many centuries later did chroniclers begin to describe the bloody events of those days.

PROSPERO BURNS

The Space Wolves were pivotal in one of the early campaigns of the war, when the entire Legion attacked and devastated the Thousand Sons Space Marines on their home world of Prospero. At the battle's height, Leman Russ fought the Primarch of the Thousand Sons, the cyclopean giant Magnus the Red, in personal combat. Though Magnus was a psyker of terrible magnitude, he could not withstand the strength and ferocity of the Wolf-King. After a short but fierce duel, Russ struck Magnus down, though the Prosperine Sorcerer used fell magicks to escape before Russ could deliver the killing blow. With the loss of their Primarch, the Thousand Sons faced annihilation. In their desperation, they fled the field of battle through a portal that led to the daemonic realm known as the Eye of Terror. It was whilst pursuing the Thousand Sons that the Space Wolves lost their 13th Company. These ferocious warriors, their ranks riddled with a bestial genetic curse, were known as the Wulfen-kind. Since its loss that day and for thousands of years thence, the Space Wolves had no 13th Company, and no Wolf Lord bore the badge of the Wulfen.

'Of all the tales of the Primarchs, the disappearance of Leman Russ is the most mysterious. One of the most fundamental of the Space Wolves' tenets is the belief that the Wolf-King will eventually return for the final battle at the end of the universe.'

*- Balthazzar von Heppel,
Ministorum Adept*



THE DEATH WORLD OF FENRIS

There are many death worlds in the Imperium, whose wildlife, native flora or esoteric nature make them inimical to human life. Even in such baleful company, Fenris is amongst the very worst. It is a world of fire and ice, of wolves and dragons. It is one of the most inhospitable planets in the universe, yet the folk of Fenris not only endure, but thrive.

The home world of the Space Wolves is dominated by extremes of climate, and is amongst the most deadly and turbulent worlds inhabited by Man. Most of Fenris' surface is covered by water, its tiny land masses no more than islands scattered sparsely upon the mighty sea. The one and only sizeable continent, Asaheim, lies at the northern pole.

Fenris follows an elliptical orbit around its pale sun. For much of each long year the world is remote from even this feeble star, and its surface remains incredibly cold. The oceans freeze over as Fenris draws away from its sun, and at its farthest point even the equatorial seas are covered with ice. At the height of winter, a man can walk between the many isles upon which the Fenrisians dwell: indeed, it is said that Sigurd the Tall climbed from the girdle of the world to the peaks of Asaheim in the far north, and that this mighty deed earned him a place in the halls of the gods. Towards the end of the year, as the planet sweeps close to the sun once more, a brief spring warms the surface. At this time, the ice retreats to the poles and gargantuan dwellers of the deep emerge to enjoy the bounty of sun-spawned kryll and bladfisk.

At its closest point to the sun, the sub-oceanic crust of Fenris breaks and twists, exposing its molten core to the icy waters. Blazing islands rise from the sea, spewing flame and lava. Superheated by sulphurous vents, the waters boil into steam to engulf Fenris in choking fumes. Islands created in the upheaval of preceding years are cast into turmoil. Some endure, but many are broken apart or swallowed by the sea, casting their inhabitants into the merciless deep. But the mighty rock the tribesmen know as Asaheim stands fast, a single changeless land amongst a world of ruin and torment.

'IT IS SAID THAT IN THE TIME OF MAKING, THE ALLFATHER CAST THE SPHERE OF FENRIS INTO THE SEA OF STARS, RECKONING IT TO BE NO PLACE FIT FOR LIFE. FENRIS FELT THE COLD OF THE DARK AND RAN BACK TO THE WARMTH OF THE WOLF'S EYE. THE HEAT OF THE EYE PROVED TOO GREAT, AND FENRIS FLED INTO THE OUTER DARK ONCE AGAIN. SO IT IS EACH GREAT YEAR THAT FENRIS RACES TOWARDS THE SUN IN SUMMER AND FLEES AGAIN, PLUNGING ALL INTO THE COLD EMBRACE OF WINTER.'

- The Telling of Haakon Yellow-Eye

ASAHEIM

Native Fenrisians are used to this annual upheaval and have learnt to love the endless changing of their lands with fierce pride. Only on the northern polar continent of Asaheim are the dwellers of Fenris protected to some degree from the extreme climate. Here there are many unique creatures not able to live elsewhere on Fenris. These include massive bears, gigantic elk and shaggy mastodons, as well as stranger creatures such as ice trolls, shape-shifting doppegangrels and the great ice wyrms that make their lairs amid the highest peaks. The deadliest of all are the wolves of Fenris, for their wits are as sharp as their teeth, and the largest of their kind is the equal to any of the great predators that stalk the icy wastes.

Asaheim is surrounded by cliffs thousands of feet high that raise it far above the seas and separate it from the oceans as one world from another. Its fabled land mass is all but unreachable, and provides no refuge for those that live beyond its rocky confines. To a tribesman, it is truly the land of the gods.



THE SAVAGE SEAS

Most of the creatures of Fenris live within the sea, and it is on those huge grey oceans that the Fenrisians must live and fight if their race is to survive. It is not an easy life. Many are the monstrous things that inhabit the deep oceans, ancient and scaly beasts that battle for supremacy against others of their kind. These sea-beasts will often pluck unwary sailors from the decks of their ships and drag them to their deaths in the cold waters. Some of these aquatic behemoths are as large as islands and can even consume a longship with a single gulp. Others are long and serpentine, with boiling ichor for blood and gargantuan shield-scales that glint in the sun like mirrors. Still others are too uncertain in form to describe, many-tentacled things with razored beaks and cold eyes like beacons that shine in the cold murk of the deep ocean. It is against these creatures that the warriors of Fenris must match themselves, and those that emerge triumphant live forever in the folklore of their tribe.

To survive in such a land the Fenrisians must be warriors from the cradle to the grave. Yet their survival depends upon their wits and determination as much as their strength and skill at arms. As their world is almost entirely covered with water, Fenrisians must be masters of the waves, able to fight, navigate and endure through ice storms and tropical squalls. For much of the year, the tribes endure a savage sea-borne existence that often ends in a watery death in battle against the monstrous creatures of the deep.

THE WARRING TRIBES

The tribes of Fenris are often drawn into conflict over the planet's precious resources; competition for food is a near constant feature of life, and the greatest prize is fertile land. No man knows how much the landscape 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 the archipelagos will be broken and destroyed, submerged beneath the ocean by the upheavals of Fenris' fragile crust. Many islands will be reduced or devastated so that only a few can live in an area which previously supported many.

At the end of every summer there are bloody wars between the local tribes, and a series of vicious land grabs in which only those who succeed in capturing and defending the newly formed islands will prevail. Once the summer has passed the Fenrisians must build up their settlements quickly, before their supplies run out and they are faced with the impossibly harsh cold of winter. They must also be prepared to fight off those tribes who failed to secure a winter hold, as these stragglers will continue to launch raids on the newly founded settlements for as long as they have strength left to fight. So it is that the life of the Fenrisian is one of continual migration and of constant, bitter warfare. Despite their hardships, the Fenrisians consider themselves blessed, for only warriors forged by such trials can win a place in the stories of those skalds and elders that keep the oral tradition of Fenris alive.

THE DWELLERS ABOVE THE CLOUDS

Although Fenris is the world of the Space Wolves, the Chapter occupies only the island continent of Asaheim, which rises from the polar oceans like a massive pillar of granite, sheer and forbidding, shrouded from mortal eyes by thick white clouds. The remainder of Fenris is left in its wild and primitive state and the people survive as best they can amidst the endless seasons of ice and fire. The Space Wolves maintain a careful watch over their tribal brethren, but rarely appear openly amongst the warrior clans. To uninitiated Fenrisians, the Space Wolves are seen as demigods that descend from the stormy skies, legendary champions possessed of unsurpassed strength and magical, holy powers. They are warriors of myth, and the lands of Asaheim are the forbidden realms of the divine, where native tradition prohibits man to go. Only a warrior chosen by the gods themselves can enter the Fang – the fortress of Russ at Asaheim's peak. Thus the Fenrisians have become accustomed to the bravest of their young warriors vanishing from the everyday world, having been taken to win glory in the high realm of Asaheim. So it has ever been. So it will ever be.

RITES OF INITIATION

The act of turning a mortal man – even one who has thrived in the harsh environs of Fenris – into a Sky Warrior is a long, arduous and incredibly perilous process. Many that undertake this trial perish. To survive is to prove one's cunning, strength and fortitude beyond question, and to be a worthy successor of Russ' gene-heritage.

On Fenris, strangers stalk the lands of men. In the long halls, tales are told of mysterious, fur-clad wanderers who arrive in the depths of winter and challenge the strongest and most boastful of the tribesmen to bouts of strength and drinking. They are a frightening sight – huge, burly warriors with burning eyes, who always outwrestle the strongest warriors and outdrink the staunchest. Once they have fought every challenger they pick the most worthy and take them away into the dark, never to be seen again.

These same strangers are often present when the native tribes of Fenris clash for settling rights of the new islands that have risen from the churning seas. If a young warrior shows the signs of greatness during battle, the strangers may approach him, to the awe of all who witness it. Even should the chosen be on the point of death, the strangers care not. They take their prize with them away into the blizzards, and the youth is never seen again. The tribesmen do not mourn the loss of such a valiant warrior, for they know he has been chosen to live among the gods.

The mysterious strangers that select these warriors are the Wolf Priests of the Space Wolves, Choosers of the Valiant. The youths they pick will be tested sorely, and if true steel is in their souls they will be implanted with the legacy of Leman Russ, ultimately becoming Space Marines. But such a gift is never given lightly...

THE GATE OF MORKAI

Many are the trials which a young warrior must endure before he can join the ranks of the Space Wolves. Each test will try the Fenrisian's wit as well as his strength, and place him in mortal dangers from which he must emerge alive if not unscathed. If an aspirant survives the first few months of training, he must undertake the two Trials of Morkai – one for each of the wolf-god's heads.

For the first of these trials, he will be brought before the council of Rune Priests, who will test his mind as keenly as the Wolf Priests challenged his body. In the

very bowels of the Fang lies the Gate of Morkai, a vast portal surrounded by fiery rivers of lava. The wolf-god's image crowns this mighty gate and its carven flanks bear enchanted runes of great power. Once the young warrior has seen the ancient archway, he must pass through it. To back down is to admit weakness, and the Sky Warriors do not suffer those without purity of heart and purpose to live.

As soon as he steps through the Gate of Morkai, the aspirant's mind belongs to the Rune Priests. They will scour his soul for doubt, impurity and buried temptations – anything that may be used against a Space Marine or his battle-brothers by the fell powers they will one day face. Only one who can steel himself against such horrors is worthy to call himself a Son of Russ. The exact means by which a candidate is tested will vary according to the individual. Most commonly, an aspirant will find himself faced with impossible odds in a number of conjured scenarios. Under the spell of the Rune Priests, the young warrior will believe the situation to be reality, and react according to his heart's instincts. Those who fail this test will never wake up from their dreams, for the Rune Priests will scrub their minds and hand them over to the Iron Priests to serve out their lives as Thrall-Servitors. For those that pass, the toughest trial is yet to come.

THE TEST OF MORKAI

Although the length and nature of any further trials an aspirant must endure will differ, the final test is always the same. This is the Test of Morkai, and it will challenge even the hardest aspirant to the very limit of his endurance. Some fail this final test and are claimed by Morkai and forgotten. The trial is long, for the warrior is taken a thousand miles into the barren wastes beyond the fortress of the Fang. He drinks from the Cup of Wulfen, and his body absorbs the first and most deadly gene-seed of the Space Wolves – the unique Canis Helix. The frightening potency of the Canis Helix is legendary, and has accounted for the lives of millions of aspirants as their bodies writhe and churn in anguish. Those it does not kill it transforms into slaving

monsters. The Canis Helix is necessary, however, as without this essential part of Leman Russ' heritage the other gene helices cannot be implanted at all.

Whilst in the throes of transformation, the aspirant is cast out into the wilderness to make his own way back to the Fang. The gene works hideous changes on the warrior's mind and body; he reverts to a primal state where his bones split and buckle, thick hair sprouts across his body and his only desire is to glut himself on fresh meat and blood. His body mass grows by up to eighty percent, many of his bones fuse, and fangs sprout from his gums. Whilst his body is wracked with pain, the warrior must overcome the shadow within him lest it possess him entirely. If he does not, he will become one of the giant, feral creatures known as the Wulfen, those who failed to overcome the curse. To become one of the Wulfen is to fall from grace, and to roam the wilderness for evermore as a creature of the darkest night, or be captured by his former brothers and held as a caged beast until the time is right for them to be set loose in battle.

If the aspirant manages to find his way back to the Fang despite the ravages wrought upon him and the many perils that lie between him and his goal, he is implanted with the remainder of the Space Wolves' gene-seed, stabilising the Canis Helix and completing his apotheosis into a fully fledged Sky Warrior. With time, it becomes clear that some of these warriors have not completely conquered the Canis Helix's original effects, and in times of great stress they will alter into the bestial state that haunts their soul like a ghastly spectre. This is the Curse of the Wulfen, and it is rightly feared. However, as Space Marines these successful aspirants will live for hundreds of years, if they do not die in battle, and will voyage through the stars to fight in the Emperor's name. They will battle monstrous Orks and hideous Daemons. They will encounter the horrors of the Tyranids and they will endure the indescribable perils of warp space. To a man born and raised amongst the warrior tribes of Fenris, this is indeed a life amongst the gods.

Head for the tallest peak, thought Aerrod, fighting the temptation to drop to all fours. His vision was clouding over; he could feel his pulse pounding in his throat and sweat poured down his hairy flanks despite the intense cold. Yet he hung doggedly onto the pact he had made with Geidric, cleaving to it like a wolfshipman clutching the remains of a kraken-shattered vessel. Head for the tallest peak, Geidric had said, green eyes glinting under an unruly mane turned white by the stresses of the last few weeks. There they could meet up and keep each other sane, just like in the other trials. Not far now. Not far to the safety of the pack.

The beast inside Aerrod roared as he ran, a caged animal clawing at the insides of his ribs as it struggled to break free. Old habits stoked the embers of pain into fires of anger and then into an inferno of strength. He launched from the edge of a chasm, sailing through the nothingness for a second before catching rough black rock. He scrabbled upward, claws clacking, and hauled himself over

the edge. The part of him that was still human felt a flare of triumph. Nearly there. He broke into a loping run.

Something flew at Aerrod from behind a boulder, a monstrous mass of sinew and fur with a snapping white snout. It bowled him into the snow, its jaws slinging strands of blood-flecked drool. Aerrod rolled with the impact, bringing his knee up to the towering thing's chest and forcing it away with a savage thrust of his leg. It rode the momentum and reared up, tall as an ice troll, clawed arms wide as it howled into the crystal skies.

Aerrod felt the beast in his chest howl too, in anguish rather than joy. The thing had green eyes. Green eyes and white hair.

The monster that had once been Geidric pounced, but Aerrod was already rolling, the serum in his blood giving him a speed no mortal could hope to match. As the white beast's claws ploughed into the snow, the savage voice inside Aerrod roared for him to bite, to rip out his foe's throat with his teeth

and gorge on its hot corpse. Even as his vision misted red, he forced himself to block it out; to think with the mind of a man, not an animal.

The Geidric-thing leapt once more, but this time Aerrod was ready. Flinging a handful of pack snow at the creature's face to distract it, he brought his other hand round in a wide arc. The jagged rock in his fist slammed into the beast's temple with bone-cracking force. It barrelled into him nonetheless, but its limbs were still. The rough white fur of Geidric's cooling corpse pressed down on him as Aerrod waited for the red mist to fade. Once the thunder of his pulse had begun to subside he pushed the lumpen thing from him, standing up bloody but defiant. His body was changing, transforming, devolving even, but his mind was still his own.

As he trudged towards the peak, he saw something up there, glowering down at him with red eyes. A wolf-helmed warrior; deathly legend brought to life.

The figure nodded curtly and disappeared into the arctic mist.



THE GREAT COMPANIES

Like the tumultuous Fenrisian isles, the Great Companies of the Space Wolves are not fixed for eternity. Where one Wolf Lord falls, another must rise to lead his battle-brothers, taking a figure from Fenrisian myth to be his sigil. Though varied, every Wolf Lord and Great Company strives to embody the virtues of strength, courage and honour that defined their Primarch.



The Grand Annulus of the Space Wolves can be found at the centre of the Hall of the Great Wolf. It is a representation of the organisation of the Space Wolves Chapter. Each outer segment is a separately carved stone slab inscribed with the sigil and runes of the Wolf Lord it represents. During feasts in the hall, it is customary for the Wolf Lords and their Wolf Guard to be seated within the area of the hall indicated by their 'name-stone'. The central device, bearing the sign of the Wolf that Stalks Between Stars, indicates the position of Great Wolf. This stone is rotated to show which of the Wolf Lords currently holds that honoured rank. The name-stones shown here depict those of the Wolf Lords during the period in which the Cicatrix Maledictum first yawned open.



THE BLOODMAWS

Bran Redmaw's personal icon is the Bloodied Hunter, for he loves nothing more than to hunt under the full

moon. The savagery of his company is legend. Some say the Curse of the Wulfen runs deep within their ranks, for their enemies are often found literally torn to pieces. Bran himself has been seen to attack at the front of a howling pack of Wulfen, and sometimes even succumbs to the Canis Helix himself in the heat of battle. Yet these warriors are also cunning – Bran's numerous Grey Hunters will often lie in wait to the foe's rear after the fury of his frontal attack forces their retreat.



THE SEAWOLVES

Engir Krakendoom's sigil is that of the Sea Wolf. Chosen from the kraken-hunting islanders of the south, his

men are dark of skin and temperament. They go to war embarked upon armoured transports and airborne assault craft adorned with shields, their Swiftclaw outriders ensuring they reach the foe as an unstoppable tide. Engir has led many a successful quest across the Sea of Stars.



THE SONS OF MORKAI

Named after the wolf-god long before he took the

sign of the two-headed beast, Erik Morkai has always been grim and stern of aspect. His company has a great many Wolf Scouts, fellow veterans who appreciate their master's taciturn demeanour and no-nonsense approach. Erik was elected more for his terrifyingly effective methods than his personality – he invariably solves the problems that come his way with swift and bloody acts of violence.



THE RED MOONS

The Wolf of the Red Moon is a skeletal beast that prowls the seven hells in Fenrisian myth, devouring

the bodies of the unworthy and yet never growing fat. The Wolf Lord who bears it as his personal symbol, Gunnar Red Moon, is as broad as a menhir and as boastful as a bard. A roaring bear of a man, Gunnar favours his Long Fangs and Aggressors, for they, like him, are possessed of a strong appetite for heavy firepower and even heavier feasting.



CHAMPIONS OF FENRIS

The Great Company of Logan Grimnar is fanatically loyal to their

charismatic and cunning leader. Each warrior is extremely proud of his link to the supreme lord of the Chapter, and constantly vies with his peers for the Old Wolf's favour. Logan Grimnar firmly believes that a battle can be carried by a few heroes in the right place at the right time, and as such makes effective use of the many Wolf Guard in his Great Company.



THE DEATHWOLVES

Harald Deathwolf takes the symbol of the Ravening Jaw, icon of the Wofltime

– when Morkai will eat the sun and eternal night will shroud the stars. Harald himself rides to war upon Icetooth, a great grey Thunderwolf. He is the Chapter's foremost hunter, for his senses are so sharp he can smell fear. Harald's Great Company includes a host of lupine beasts, be they flesh and blood, cybernetic construct or even the spirits of loyal companions.



THE STORMWOLVES

Bjorn Stormwolf is a ruddy mountain of muscle and bellowed impatience. He has taken the Thunderwolf as his symbol, for he too is a creature of ferocity over stealth. When the Stormwolves go to war, they field many heavy weapons, bikes and Vindicators, for they rejoice in the din of battle more than any other Company.



THE IRONWOLVES

Egil Iron Wolf made the ultimate sacrifice, giving his life on Fenris so that the Daemon Primarch Magnus

could be sent back to the warp. His successor, Orven Highfell, was also slain in the skies above Cadia, yet the tenacity of the Ironwolves remains unbroken. Vorek Gnarlhist has taken the title of Wolf Lord in recent times, keeping the sigil of the Iron Wolf to honour his predecessors' acts of extreme valour. The Great Company is replete with metallic beasts of war, and their armoured assaults are famous throughout the Imperium, typified by great roaming packs of vehicles that cut off the prey's escape routes whilst heavily armed tanks deliver the fatal blow.



THE DRAKESLAYERS

Krom Dragongaze has a presence of will so strong that his fiercely loyal Wolf

Guard say only the mythical Sun Wolf has a hope of staring him down. Krom loves taking part in all kinds of contests, from the Trial of the Bladed Eye to the rivalries he fosters within his Great Company and without.



THE BLACKMANES

Perhaps the most talented Wolf Lord of all, Ragnar Blackmane's sheer

ferocity is the stuff of legend. Though he is comparatively young, he is a without doubt a warrior born – Ragnar frequently has the honour of leading the Space Wolves' planetary invasions, seeding a world with ravening packs of Reivers before launching one of his famed Drop Pod assaults.



THE FIREHOWLERS

Sven Bloodhowl, Lord of the Firehowlers, has been missing since he assaulted

the Blackstone Fortress, *Will of Eternity*. While some believe his saga to be at an end, his Wolf Guard rule in his name until his fate is determined. The Firehowlers tattoo themselves with Bloodhowl's volcanic icon, the Fire Breather, alongside runes and scenes from their own sagas.



THE GRIMBLOODS

In Fenrisian myth, the Fire Wolf burns hot without being consumed. Some

whisper Kjarl Grimblood bears a gift from his sigil; that he can read the future in the fires of war. True or not, his company uses many flamer weapons, exulting in the smell of cooked flesh.

THE 13TH COMPANY

The blank obsidian name-stone set into the Grand Annulus was once that of Jorin Bloodhowl's Great Company, known as the Wulfenkind; they who hounded the Thousand Sons into the warp during the Horus Heresy. Though the Wulfen have returned, this stone continues to represent all of the Great Companies across history that have been destroyed or lost in battle.

ASPECTS OF THE WOLF

The warrior culture of Fenris is displayed in the arms and armour borne to battle by the Space Wolves. From the talismans that hang from their gun muzzles, to the lupine furs that are draped across their shoulders, to the jagged heraldry that marks their packs, every aspect of a battle-brother's equipment is testament to his proud and savage heritage.



Halthor Longpelt is one of the original Primaris Space Marines to have been recruited from Fenrisian stock. Such is his skill in battle – and his perfection of the 'Iron Blizzard' tactic – that his elevation to an Intercessor pack has proved the worth of his new breed thrice over.



Compact and sturdy, the bolt pistol is a devastating side arm that can be used at extremely close range. Utilising the same mass-reactive ammunition as larger bolt weaponry, each rocket-propelled round fired explodes upon impact, blasting apart light armour with ease. Space Wolves often festoon their bolt pistols with canine teeth, plumes of fur or other talismans.



The servo-driven track that runs the length of a chainsword's blade bristles with adamantite teeth, and many Space Wolves favour this weapon for the whirring howl it emits as it saws through armour, flesh and bone. These same battle-brothers adorn the blade casing with their own pack markings, signifying that their killing tool has an equal share in the rewards of the hunt.

SPACE WOLVES HERALDRY

Space Wolves eschew standard squad markings, instead using their own Fenrisian iconography to indicate battlefield role. There are few hard and fast rules to these markings, though there is a general colour code used to identify different packs, and the pack marking is almost always displayed on the right pauldron.



Red and black pack markings indicating a battleline unit are emblazoned on the pauldrons of Grey Hunters and Intercessors.



Wolf Scouts and Reivers bear scout pack markings, with iconography displayed in black and grey.



Red and yellow markings are used to indicate close support packs, and are borne by Blood Claws, Swiftclaws, Skyclaws and Inceptors.



Fire support packs, comprising Long Fangs, Aggressors and Hellblasters, have their unit iconography displayed in black and white.

WULFEN



Wulfen pack markings use red and white and are displayed on the armour of the right knee.



An Intercessor from the Blackmanes Great Company with red and black pack markings.

WOLF GUARD



Veteran packs are notable for their distinctive black and yellow markings.



Honour markings are displayed over a battle-brother's pack markings to indicate a particularly heroic deed, such as putting themselves in mortal danger to save the life of a fellow Space Marine.



The Blackmanes



Company of the Great Wolf



The Deathwolves



The Ironwolves



The Grimbloods



The Seawolves



The Sons of Morkai



The Bloodmaws



The Red Moons



The Drakeslayers



The Firehowlers



The Stormwolves

Space Wolves infantry usually bear the markings of their Great Company on their left pauldron, but this may be displayed elsewhere, such as on a knee pad, in the case of some marks of armour. Vehicles often bear their Great Company's symbol in a prominent position, such as on a forward glacis.

ANNALS OF THE SPACE WOLVES

The Space Wolves can trace their glorious history back to the foundation of the Imperium and the terrible wars that were fought to protect it. Over the millennia, the Space Wolves have stayed true to their vow to fight in the name of their Primarch and the Allfather, and have defeated the enemies of Mankind on countless battlefields in honour of that oath.

M30-M32 SAGA OF THE FALLEN

The Wolf and the Lion

The Space Wolves and the Dark Angels meet for the first time during the Great Crusade, and upon the world of Dulan the two Chapters come to blows. Leman Russ and the Dark Angels' Primarch, Lion El'Jonson, engage in a mighty duel, the first in a long and bitter feud between the two warlords.

The Burning of Prospero

The Emperor orders the apprehension of Magnus the Red and the destruction of his Thousand Sons Legion as punishment for ignoring the edicts of the Council of Nikaea. Leman Russ leads his Legion in a devastating assault on Prospero. The Thousand Sons are all but annihilated in the bloody fighting and Russ breaks his brother's back in a titanic struggle, though Magnus uses dark sorcery to escape death. The entire Space Wolves 13th Company is lost after they pursue the remnants of the fleeing Thousand Sons into the Eye of Terror.

The Second Founding

The Space Marine Legions are broken down into Chapters, in accordance with the Codex Astartes. Largely ignoring the treatise, Russ retains much of his Legion's strength, dividing it only once to create the ill-fated Wolf Brothers Chapter.

The Primarch Departs

During the 197th Feast of the Emperor's Ascension on Fenris, Leman Russ gathers his closest retainers and departs for the Eye of Terror without explanation.

The First Great Hunt

After seven years of waiting for their Primarch to return, the Space Wolves elect Bjorn the Fell-Handed – the only member of Russ' company to be left behind – as their leader. In his first act as Great Wolf, Bjorn announces the Great Hunt. The entire Space Wolves Chapter sets forth in an attempt to discern the whereabouts of their missing Primarch, though they are ultimately unsuccessful.

Incarceration

Bjorn the Fell-Handed's heroic career is tragically cut short during the Proxima Rebellion. Bjorn leads a successful raid to free those of his battle-brothers trapped in the Dreadsun Fortress, but his body sustains such terrible injuries that, to preserve his life, what is left of his shattered body is interred in a Dreadnought. Acutely aware that, as a Dreadnought, he can no longer fulfil his duties as master of the Chapter, Bjorn abdicates his position as Great Wolf.



M32-M36 SAGA OF CONQUESTS

The Battle for the Fang

Magnus the Red appears to Great Wolf Harek Ironhelm in a series of visions. Haunted by his dreams, Ironhelm becomes increasingly determined to bring the Thousand Sons to battle and finish what the Space Wolves started at Prospero. After receiving word that the traitors are massing on the world of Gangava, Ironhelm launches a full attack, leading eleven Great Companies into battle.

Having laid his plans over hundreds of years, Magnus the Red arrives on Fenris with the remaining fighting strength of his Legion. Only a single Great Company remains to defend the Fang, and Bjorn the Fell-Handed is roused from his slumber to

lead a guerilla campaign against the traitor forces. The Thousand Sons breach the great gate of the Fang, but not before the Wolf Scout Haakon Blackwing escapes to bring word to the rest of the Chapter. The Space Wolves return in force to drive their hated enemies from their home world. Harek Ironhelm faces Magnus in personal combat, but is struck down before mighty Bjorn banishes the Primarch in turn.

M36-M40 SAGA OF JUDGEMENTS

The Plague of Unbelief

Having gathered a vast army of deluded zealots to his cause, the Apostate Cardinal, Bucharis of Gathalamor, leads his unholy crusade towards Terra. The bloody path he carves across the galaxy soon comes to Fenris, where Bucharis is confident that the seemingly inexhaustible forces at his disposal will soon secure him victory.

After a gruelling three-year siege in which the renegade forces suffer massive losses, Wolf Lord Kryl Grimblood concludes his campaign in the Eye of Terror and returns to Fenris, smashing into the rear of the traitor lines. Caught between the impenetrable defences of the Fang and Grimblood's fleet, Bucharis' armada is forced to withdraw, abandoning a large part of their fighting strength to their fate.

The Jacobean Censure

Inquisitor Jacobean of the recently formed Ordo Hereticus decries the practices of the priesthood of Fenris, and proclaims the Space Wolves as heretics for their lack of adherence to the Codex Astartes. A sizeable contingent of Inquisitorial henchmen and Astra Militarum regiments joins Jacobean as he launches his crusade against the Sons of Russ. The Wolf Lords of each Great Company send their most trusted Wolf Scouts to apprehend the Inquisitor in the Svardeghul System, where Jacobean is revealed to be the Changeling – a shapeshifting servant of Tzeentch. Those officers who followed the Daemon are given over to the Ordo Hereticus, but the Space Wolves advocate for the pardon of those soldiers who served in his army.

M41 SAGA OF THE WANING *The First War for Armageddon*

The World Eaters invade the hive world of Armageddon alongside a vast daemonic host led by none other than the Daemon Primarch Angron. The newly elected Great Wolf, Logan Grimnar, leads the Space Wolves to the planet's defence, arriving just in time to halt the onslaught of Khorne's minions. In a final cataclysmic battle, the World Eaters are thrown back from the hastily prepared Imperial defences and defeated. Angron and his bodyguard of twelve Bloodthirsters of Khorne are banished back to the warp by the combined efforts of an entire brotherhood of Grey Knights Terminators, though over ninety are slain in the act.

The Wolf and the Knight

A Knight of House Hawkshroud becomes Oathsworn after Krom Dragongaze saves him from certain death.

Honour's End

During the Eclipse Wars, the Space Wolves fight alongside the Angels Vindictant and Flesh Tearers Chapters upon the shrine world of Lucid Prime. Largely due to a ferocious attack by Flesh Tearers Assault Marines, Imperial forces are able to drive off the Chaos Space Marine forces terrorising Hive Ratspire. However, the Flesh Tearers continue their indiscriminate killing even after the Chaos renegades have been repelled. Despite Chapter Master Seth's insistence that his men are purging those that have been tainted by the presence of Chaos, the Space Wolves are outraged and attack the Flesh Tearers at once. The resultant battle sees brother fighting brother and the deaths of many on both sides. This terrible event is known for evermore as Honour's End.

From Out of the Warp it Came

Engir Krakendoom's Great Company are close to hand when a vast anomaly breaches the yawning warp gate of Sloth. Twelve thousand miles of heaving flesh; the entity defies classification until a xenobiologist realises that the anomaly was once a void whale, twisted by the unnatural tides of the warp. As the monstrosity prepares to engulf the astral stronghold of Perillia, the Space Wolves board it in drill-tipped torpedoes. Fighting amongst frond-forests and gill-chasms, Engir and his men battle through the nightmare products of its hostile ecosystem before planting thermal charges deep within its

vital organs. They escape with seconds to spare before the behemoth finally comes apart in a great cloud of tainted blood. The Perillian Gas Belt is born from its remains.

Slaying of the Ice Trolls

Harald Deathwolf – in his past life a champion of the Tide Hounds tribe – hears tell of a migration of ice trolls that has reached the lands of his birth and is devouring his people. In a rage, he makes an unsanctioned return to his ancestral roots and leads his savage tribe-kin to victory against the marauding monsters, claiming the enchanted pelt of the largest of their number as a trophy.

Bad Blood is Spilled

The Space Wolves and the Dark Angels fight alongside each other for the first time in many years to quell an uprising in the Artemis System. In the wake of the conflict, Ranulf the Strong inadvertently kills the Dark Angels champion, Balthasar Xaphan, in the traditional contest that re-enacts the duel fought by Russ and El'Jonson. Blood is shed on both sides in the ensuing fracas.



An Alliance Broken

When the Ork Waaagh! of Grimtusk Bloodboila looks set to consume the entire Athelaq sector, it is not only the Great Company of Egil Iron Wolf that stands in its path. An Aeldari warhost fights hard to contain the greenskin invasion to prevent the Space Wolves from becoming surrounded. Egil's tanks take a heavy toll on the Ork vanguard and, after weeks of bitter warfare, Warlord Grimtusk is killed and the Waaagh! blunted. Later, Autarch Elenduil visits the throne room of Egil Iron Wolf in great ceremony, his bodyguard of Striking Scorpions respectfully bearing the recovered bodies of fallen Space Wolves.

Unfortunately, what was supposed to be a parley over a parting gift turns sour at a single stray mistranslation. Insults are exchanged and blades drawn. The sudden

violence of the ensuing fight is but a shadow of the destruction that follows as the sector descends into total war between the three factions.

The Battle for Montberg Spaceport

Hive Fleet Colossus descends upon the civilised world of Thressiax, and the forces garrisoned there prove unable to stop the Tyranid invaders. Imperial High Command calls for all remaining forces to withdraw, leaving the settlers of Thressiax to their fate so that the Tyranids can be exterminated from space. Bran Redmaw, resupplying upon Thressiax at the time, objects to this dictate and sends his Grey Hunters to the vital spaceport of Montberg so that Thressiax can be evacuated.

The Grey Hunters hastily train the folk of Montberg, and against all the odds the Space Wolves and their new recruits hold the walls against the Tyranids, buying the civilians time to escape. When the six surviving Grey Hunters finally withdraw from the spaceport, Imperial High Command demands they be stripped of all honours for disobeying a direct command. Instead, Bran Redmaw promotes all six into his personal Wolf Guard in recognition of their valorous deeds.

The Blinking of the Wolf's Eye

A warp anomaly causes the first ever solar eclipse on Fenris. To the superstitious Fenrisians, such an ill omen portends a time of great woes ahead.

Murderfang's Rampage

On the hell world of Omnicide, Logan Grimnar's Great Company stumbles upon a feral Space Wolves Dreadnought carving its way through a force of Chaos Space Marines. After a fierce struggle, the murderous machine is captured and frozen in stasis, before being taken back to the Fang for study.

The Avenging of Berek Thunderfist

Ragnar Blackmane slays his liege's killer, Ghorox Bloodfist, in single combat. After hunting down the Chaos Champion's Word Bearers allies, Ragnar is elected as the fallen Wolf Lord's successor.

Riders of the Storm

Logan Grimnar, majestic atop his chariot, *Stormrider*, leads his Great Company in the charge that finally breaks the Necron phalanxes of Imotekh the Stormlord on Vhaloth IV.

An Oath Fulfilled

After more than 350 years, Ulrik the Slayer avenges the aspirants lost to the Drukhari Haemonculus Coven, the Hex. Khaeghris Xhakt, the Haemonculus Ancient who masterminded the atrocities so long ago, is betrayed by an ambitious underling, who leaves his ghoulish overseer to face Ulrik alone. Xhakt's head soon adorns a spike in the Trophy Hall of the Fang.

The Third War for Armageddon

With his presence needed elsewhere, Logan Grimnar sends five Great Companies to Armageddon to join the Imperial forces hastily gathering there to combat the second, even larger invasion of Ghazghkull Thraka's Ork Waaagh!.

The Battle for Alaric Prime

The Great Wolf himself leads the Sons of Russ to Sanctus Reach, diving headlong into battle on the beleaguered Knight world Alaric Prime against the Red Waaagh! of Gruk Face-rippa.

The Kraken Awakes

The fifty-foot long, leather-skinned 'Kraken's Egg' held in the Trophy Hall of the Fang splits open to disgorge a slithering swarm of tentacled beasts. Harald Deathwolf's Fenrisian Wolves smell the creatures' acrid stench first, and lead the Wolf Lord himself to investigate. Together with Canis Wolfborn and a warband of battle-brothers, Harald messily butchers the abominations.

Return of the 13th Great Company

On the hive world of Nurades, Harald Deathwolf and his Great Company slaughter the mutants spawned by a raging warp storm, but are ambushed by a horde of Daemons. Mysterious hulking figures leap to the aid of the Space Wolves, shredding the creatures of Chaos and covering the battlefield with their ichor. These newcomers wear armour bearing a mark not seen in ten thousand years – the icon of the Wulfenkind, emblem of the lost 13th Great Company.

Harbingers of Doom

The newly found Wulfen are returned to Fenris, to their ancestral home where they are joined with their kin. Not all among the Space Wolves welcome their lost battle-brothers, for the savage mutation in the Canis Helix of the 13th Great Company evokes a dangerous bestial fury in other Space Wolves. However, expeditions are

sent out to find other Wulfen packs that remain lost amongst the stars. It is at this time that tendrils of madness coil from the void, and Daemons beyond counting pour into the Fenris System.

The Trickster of Tzeentch

As the Space Wolves return to Fenris to purge it of the invading Daemons, they are met by an Imperial fleet with the Dark Angels fortress monastery, the Rock, at its head. The fleet's commanders intend to bring the Wolf Lords to judgement for accepting the deviant Wulfen into their ranks. Tensions rise as the servant of Tzeentch known as the Changeling, having infiltrated the Dark Angels, spurs the ancient rivals to war. The disguised Daemon announces that the Space Wolves have fired upon Grey Knights vessels in the system, and that the savage Wulfen have turned on their Dark Angels allies.



With no Wolf Lords present to defend the Space Wolves, Azrael, Supreme Grand Master of the Dark Angels, orders his fleet to bombard the Daemon-infested planets of the Fenris System, despite the fact that Space Wolves still fight on the surfaces of these worlds. On the hive world of Midgardia, the rain of fire is so extreme that the surface is reduced to a scorched wasteland, and billions of its citizens are obliterated. By a strange twist of fate, Logan Grimnar and Egil Iron Wolf are trapped below the surface and avoid the destruction of the Exterminatus.

Brother-Captain Stern of the Grey Knights, along with Ragnar Blackmane, arrives on the bridge of the Rock, just as the bombardments commence. Confusion and anger reign, but into the madness speaks Stern. He alone senses the traitor in their midst – Mendaxis, the vox seneschal, who is in fact the corporeal form of the Changeling. With its ruse exposed, the trickster Daemon flees into the heart of the Rock. Though it sows much more havoc, it is eventually cornered and sent back to the warp by the blade of Ragnar Blackmane.

The Wrath of Magnus

In the wake of mayhem created by the Changeling, nine Silver Towers of Tzeentch appear above Fenris. As the Rune Priests cast their stones, each reading is more foreboding than the last, and in the Imperial fleet construals of the Emperor's Tarot point to a ravenous serpent of flame.

The Silver Towers descend through Fenris' orbit to disgorge their legions, each citadel's sorcerous master using its power to pollute a sacred site of Fenris. As the warriors of the Thousand Sons begin their implacable advance across the death world, the Sons of Russ charge to meet them. On glaciers, volcanoes and mountains the Space Wolves battle the Traitor Legion, and the snows are reddened by blood. On the third day, the fortresses of the Thousand Sons arrange themselves to form the ancient Prosperine symbol of vengeance, and from the nexus of power at its heart bursts forth the Daemon Primarch Magnus the Red. Aided by Ahriman, the most gifted of his Legion, Magnus seeks to corrupt Fenris itself – and therefore its people – turning the fiery world-spirit of the planet against those who had been his persecutors millennia ago.

In the final concerted attack against Magnus the Space Wolves are joined once more by the Dark Angels, though their Ravenwing jetfighters are disintegrated by lancing sorcerous blasts. The Deathwolves are next into the fray, supported by Grey Knights of the Wardmakers Brotherhood. Step by step they hack their way through ranks of summoned Daemons to reach the Crimson King. More Imperial warriors charge the infernal Primarch as the most powerful Rune Priests, gathered under Njal Stormcaller, call on the rocks and chasms of Fenris to trap Magnus in their jaws.

With a bolt of Chaos energy Magnus transmutes the Grand Master of the Wardmakers, Valdar Aurikon, into lifeless metal. Egil Iron Wolf is next to fall, with Magnus shifting the Wolf Lord telekinetically so that he is vaporised by his own lascannon blast. This gruesome end to Egil's saga buys Grimnar the opening he needs. Pouncing from his chariot, the Great Wolf calls out a challenge to Magnus before hewing the Daemon Primarch's chest with the Axe Morkai. As Magnus howls in pain, Grey Knights Purifiers chant rites of banishment, and in a blinding explosion, Magnus is expelled from Fenris.

The Fall of Cadia

The victorious Space Wolves rush to the Cadian Gate as Abaddon the Despoiler launches his Thirteenth Black Crusade against the system. After a series of gruelling orbital battles, the Imperial fleets are left all but crippled, and the invasions shed much Imperial blood on the planet's surface. In a last effort to halt Abaddon's Blackstone Fortress, the *Will of Eternity*, Wolf Lord Sven Bloodhowl leads his Firehowlers along with other Adeptus Astartes and Astra Militarum forces in a boarding action. He has not been seen since.

Whatever their fate, the flight of the Blackstone Fortress continues towards Cadia. Many other Space Wolves are slain on Cadia itself as traitors and Daemons pour across the planet. Among them is Orven Highfell, successor to Egil Iron Wolf, who is torn to shreds by a rampaging Bloodthirster. His valiant sacrifice, along with those of countless other Imperial warriors, are ultimately in vain, as the *Will of Eternity* is sent crashing into Cadia. The pylons scattered across the world, that for ten millennia had held back the warp, are rendered useless, and the planet is transformed into a roiling Daemon world.

The Jaws of the Warp

The Rune Priests on Fenris hear the bestial howl of the immaterium as warp storms tear through the Imperium. For a moment, the guiding light of the Astronomican is snuffed out, and the Emperor's realm is plunged into darkness. The worlds of Humanity are buffeted by empyric energy, tearing apart the links between them, and many are lost forever. The opening of the Great Rift renders each planet a solitary island, alone in the savage Sea of Stars.

M41 SAGA OF THE MALEDICTUM

The Gift of the Primarch

Word reaches Fenris that Roboute Guilliman, Primarch of the Ultramarines, has been awakened from his millennia-long stasis, and has been made Lord Commander of the Imperium once more. The Great Companies are summoned to Fenris to receive the Primarch as his Indomitus Crusade passes through the sub-sector. Upon Guilliman's arrival he presents the Space Wolves with new ranks of warriors – the Primaris Space Marines, created from the genetic stock of Leman Russ by the Archmagos Dominus of Mars.

Despite the Great Companies being severely understrength in the wake of so many recent wars, there is still division amongst the Wolf Lords as to whether or not the warriors of Guilliman's Ultima Founding should be accepted into the Great Companies – after all, the Primaris battle-brothers are not born of Fenris, they have not braved its savage winters and violent summers, and they have not taken the Test of Morkai. Some of the Wolf Lords see the gift of Guilliman as a ploy to undo their proud traditions and bend the Space Wolves Chapter finally to the precepts of the Codex Astartes. Though he hears their protests, Logan Grimnar sternly counsels his Wolf Lords to follow the will of the Lord Commander at this time.

The Return of Magnus

Magnus the Red launches a colossal assault on the Stygius Sector, located on the far side of the Great Rift in the region now known as the Imperium Nihilus. To reach the war zone, seven Great Companies wend their way through the treacherous channels that cross the Cicatrix Maledictum. The Space Wolves, along with Dark Angels, Iron Hands and Astra Militarum forces, launch a counter-attack against the invading Thousand Sons on the crystallized world of Tarkan. It is the first major campaign in which the Primaris Space Marines are deployed, and they fight with the same ferocity and passion as any son of Fenris. Yet despite their tenacity, the overwhelming numerical superiority of the Chaos forces soon turns the counter-offensive into a desperate last stand. It is only the sudden and unexpected arrival of an Aeldari strike force from Craftworld Ulthwé that allows the Imperial forces to make a fighting withdrawal, leaving much of the Stygius Sector to its grim fate.

The Curse of Russ

Having shown their strength and savagery in many battles, packs of Primaris Space Marines are deployed by Wolf Lords more readily. Though they do not know the customs of Fenris, they are innate hunters, and show a preternatural ability to coordinate their attacks with those of other Space Wolves. Ulrik the Slayer proposes that within the Primaris Marines, the key to curing the Wulfen's curse may be found. But he is soon proven wrong. Whilst purging a Drukhari raiding party on the mining world of Smelter's Heap, several packs of Inceptors fighting alongside the Wulfen succumb to the

bestial affliction. Rather than using their assault bolters to outrange the Wyches they fight, the Inceptors charge heedlessly into their enemy and use their firearms as brutal makeshift bludgeons. Through sheer animal fury the Inceptors are able to drive off their foe, and with the battle over they regain control of their passions once more. But it is revealed that, through their genetic link to the Primarch, these Sons of Russ are just as susceptible to the Curse of the Wulfen as any other member of the Space Wolves.

The Primaris Trials

To prove their mettle and dedication, to both themselves and to their Chapter, many Primaris Space Marines travel to Fenris to undertake the Test of Morkai. Though they have no need to drink from the Cup of Wulfen, they must still make the thousand-mile journey across the Fenrisian barrens bereft of any clothing or weaponry without succumbing to their bestial instincts. While the majority pass the test, no small few do not return.



Night of the Hellblasters

Repulsors laden with Hellblasters assault the Iron Warriors fortress on the drifting orb known as the Midnight Moon. The dark planetoid glows bright in the void as the Space Wolves unleash the fury of their plasma weaponry.

The Great Portent

On Fenris and in war zones across the Sea of Stars, Rune Priests receive riddling visions and cryptic visitations. Time and again their casting bones point to the same future. The return of the 13th Great Company, the emergence of Magnus the Red and the awakening of Roboute Guilliman are the last verses of the saga that will culminate in the Wolftime – the prophesied return of Leman Russ. After undertaking a perilous spirit-walk, Njal Stormcaller petitions Logan Grimnar and Ulrik the Slayer to wake Bjorn the Fell-Handed, so that the ancient warrior may grant the High Rune Priest an audience. The request is granted, though what they speak of is kept secret.



A Space Wolves strike force is akin to a raging storm, yet the bolts they loose never strike at random, and the destruction they wreak is never without purpose. The savagery they harbour deep within their gene-seed is used as an executioner's blade, honed to devastating perfection and unsheathed only upon those who stand against the Imperium of Man.



LOGAN GRIMNAR

THE GREAT WOLF

A warrior born, Logan fought his way through the ranks of the Space Wolves under the watchful eye of Ulrik the Slayer. Despite the fact that Logan is one of the longest serving Chapter Masters in the Imperium, to this day Ulrik calls him 'young Grimnar', and it is a sign of his friendly demeanour and respect for his mentor that Logan allows this to pass without comment. Unlike the stoic and formal lords of some other Chapters, Logan is charismatic and likeable in the extreme, as apt to reward his men with a hearty slap on the back and a tankard of Fenrisian mead as with an official commendation. The King of Fenris respects those who fight, drink and eat with him, and few besides.

Logan's leadership of the Space Wolves has endured for over five hundred years. During that time, the Old Wolf has led his Chapter to victories beyond counting against tyrants and terrors alike, humbling the warlords of Chaos and pushing back the omnipresent alien threat that gnaws at the edges of Humanity's domain. When written in full, Logan's saga stretches from one side of the Great Hall to the other, for the Old Wolf hunts evil wherever he finds it and without hesitation.

Though some cynics doubt the factual validity of many of the Fenrisian sagas, believing them riddled with hyperbole, none can deny that during his reign as Great Wolf, Logan Grimnar has been instrumental in some of the greatest Imperial victories of the 41st Millennium. The First War for Armageddon would likely have ended in disaster had not Logan led his men to the planet's defence. Despite only recently having risen to leadership of the Chapter, Logan led a campaign that ultimately saw the defeat of the World Eaters Legion and their Daemon Primarch, Angron. At the height of the conflict, Grimnar slew a mighty lord of the World Eaters in personal combat, claiming the fallen champion's baleful axe as a token of his victory. The fabled Axe Morkai was forged from this very same weapon.

Clad in his ornate Terminator armour, Grimnar towers over all save his mighty champion, Arjac. His beard is long and his fangs full, yet age has not made him weary. Logan's armour is wreathed with the pelt of the infamous Thunderwolf, Fellclaw, its gilded skull acting as a crown above his head. Fellclaw once terrorised the northern plains of Asaheim, which lie in the shadow of Fangard Mountain. Logan took it upon himself to track the deadly creature to its lair. Alone, naked and unarmed, Logan fought his quarry on even terms, eventually biting out the Thunderwolf's throat with his fangs after a hard-fought struggle. Seeking shelter from a fierce icestorm, Logan entered the beast's lair, and there found two lone wolf cubs. It was clear that Fellclaw's ferocity had, in part, been due to a paternal instinct to protect its young. Unwilling to leave them to their fate, Logan gathered up the young cubs in Fellclaw's pelt and returned to the Fang. The pair eventually grew into powerful Thunderwolves, and have remained fiercely loyal to their master for more than five hundred years. When Grimnar rides to battle in the war chariot *Stormrider*, it is these beasts that draw the Fenrisian relic.

Though Logan has won countless victories, it is not just against the enemies of the Imperium that he has waged his wars. He has willingly led his forces into battle against Imperial institutions whose actions he deemed threatening to the Space Wolves or the

civilians of worlds he has saved. This has led to many accusations of rebellion, heresy and treason being levelled at Logan and his Chapter, along with the usual rumours of genetic deviancy. However, the fact that the Old Wolf is so ready to meet his detractors on the field of battle is undeniably one of the reasons why these allegations are not taken further – the senior adepts of the Administratum know from experience that it is better to have the Space Wolves as allies than as enemies. Nevertheless, no matter how unorthodox his methods, Logan Grimnar is one of Humanity's greatest commanders and a true hero of the Imperium.

In all his years Logan Grimnar has never been tested as he has since the opening of the Great Rift. The warp storms make a nightmare of travel and communications, with more pleas for aid coming every day than can possibly be helped. Additionally, it has taken all of Logan's leadership efforts to ensure the new Primaris Marines have been able to integrate into the tight-knit brotherhoods. It is a relief to the Great Wolf when he can take to the field of battle himself, exercising his frustrations upon the foes that beset the Imperium.

THE AXE MORKAI

Logan Grimnar's weapon is a trophy of war, prised from the dead hands of a powerful champion of the Dark Gods. It was upon the battlefields of Armageddon that the Great Wolf won his fabled axe, amid the blood and fire of the battle on the banks of the River Chaeron. After hours of bitter fighting, the river ran red with blood and the bodies of cultists and traitor Guardsmen were piled high. World Eaters Chaos Space Marines attempted to cross the river in baroque armoured barges or over bridges melded from the bodies of screaming slaves, the traitors charging across the flesh-structures to reach the Space Wolves. Seeing a chance to turn the tide, Logan Grimnar led his Wolf Guard into the gore-clouded water to meet the warriors of Khorne head-on.

The Chaos Champion Akor Doomflayer charged out of the ranks of the World Eaters, his rune-encrusted axe cutting down two of Grimnar's Wolf Guard in the span of a few moments. Suddenly the Great Wolf found himself fighting for his life, Doomflayer's insane fury pushing him back. With an incoherent cry the Khornate Champion struck the flat of Grimnar's frost blade, shattering it into glittering shards. Doomflayer's moment of triumph was also his last, as the Great Wolf lunged inside his executioner's swing, ripping off his skull-faced helm with a clawed hand and sinking his fangs into the exposed throat underneath. As Doomflayer fell into the bloody river Grimnar snatched up his opponent's crimson-steel axe, cutting a path back to his Wolf Guard through knots of homicidal Khorne Berzerkers. For the rest of the campaign Logan fought with the axe, and upon his return to Fenris he had it reforged, dubbing it the Axe Morkai. It was this relic that penetrated Magnus the Red's arcane defences in the battle of the World Wolf's Gullet, for the Daemon Primarch had guarded against every weapon forged within the Imperium, but not those without.

*'Listen but closely my brothers,
for my life's breath is all but spent.
There shall come a time far from
now when our Chapter itself is
dying, even as I am now dying, and
our foes shall gather to destroy us.
Then, my children, I shall listen
for your call in whatever realm
of death holds me, and I shall
come no matter what the laws of
life and death forbid. At the end I
will be there. For the Final Battle.
For the Woldtime.'*

*- Last words of Leman Russ,
Primarch of the Space Wolves*



RUNE PRIESTS

Most arcane of all the priesthoods of the Space Wolves, the Rune Priests are distant and mysterious figures. Often marked by the gods even before their induction into the Space Wolves, they are learned in shamanic traditions that a mere tribesman could never truly comprehend. Theirs is the knowledge of the mystic arts, of hidden rites handed down throughout the millennia that consume their days and haunt their nights. Rune Priests keep their own counsel, living apart from their kin save to interpret the casting of the runes. During battle, however, the Rune Priests are roaring, raging incarnations of storm-borne fury.

Rune Priests are masters of the storm, and the elements themselves obey their command. A Rune Priest may call upon Grandfather Blizzard to drive shards of ice into the flesh of his enemies, implore the Lord of Lightning to spear his nemesis from above, or compel the rocky jaws of

Fenris herself to open, sending the enemy tumbling downward into the planet's molten heart.

None truly know how the spark of psychic ability that controls the elements becomes manifest within the soul. Maybe a brawling warrior will find electricity crackling from his fists, or a young Blood Claw will inexplicably survive a massive lightning strike and be forever touched with the power of the storm. Perhaps there is latent psychic ability within the bloodlines of Fenris, yet there is unmistakably some irregularity in the Canis Helix that triggers such a change, for Rune Priests have also arisen from the ranks of the first Primaris battle-brothers to join the Sons of Russ.

To the men of the Fang it matters not. All they care about is the Rune Priests' ability to serve the Chapter with honour; how they achieve that is their own business. In truth, all believe in their hearts that

every Fenrisian male is at least in part a son of the storm, and that there is nothing unnatural about the tempest lending strength to its own.

Rune Priests carry weapons covered from end to end in runes that glow red-hot when power is channelled through them. It is with these graven sigils that the psykers of the Space Wolves control and direct the fury of the elements. Should a Rune Priest be required to teleport into a particularly hazardous war zone such as the cramped corridors of a space hulk – often alongside a Wolf Lord and his Wolf Guard – he can even access the vaults of the Fang and don a suit of rune-encrusted Terminator armour. Regardless of his chosen armament, the Rune Priest may also don a psychic hood – an arcane device that uses intricately arranged crystals that amplify its wearer's ability to nullify warp-based attacks.

In addition to the weapons and armour of their station, Rune Priests carry talismans, and totems – potent wards against the powers of the immaterium. With these esoteric tools it is the duty of the Rune Priests to banish the Daemon. Some Rune Priests also have psybernetically enhanced familiars that accompany them to war. Usually taking the form of a raven, these familiars are fitted with augmetic relays that give their master a psychic view of large swathes of the battlefield.

'There are many ways to read the runes, for they are full of both allusion and obscurity. Yet even a hut-shaman can see portents of doom and glory when they loom near.'

- Skædir Hangdrot, Rune Priest of the Gyrclaw's White Wolves



NJAL STORMCALLER

THE STORM THAT WALKS

The barbarian tribes of Fenris believe that the most powerful Sky Warriors can bend the savage elements themselves to their will. Njal Stormcaller is the living proof of that belief. The skies are his to command, and he takes fierce delight in summoning ice-toothed blizzards and howling gales with which to scatter and destroy those who stand in his path.

As a tribesman, Njal was a vital and fierce warrior, flame-red of hair and forked of beard. When his tribe took to the ocean one year, they were attacked by their rivals, the Paleskins. Njal was in the thick of the fight; not only did he repel the boarders but he counter-attacked with vigour, leaping from oar to oar to board the enemy boat. He fought with such fury that even the full-blooded warriors of the other tribe feared to face him. After the battle, Njal lay on a blood-slick deck with a spear point piercing his heart. His wound did not heal, and he would have passed on into the sagas of the tribe, but he was whisked from Morkai's jaws by the Rune Priest Heimdall and inducted into the ranks of the Space Wolves.

Under the teachings of Heimdall, Njal learnt to harness the destructive power of nature itself. Over many hard years of fighting and fasting upon the storm-wracked peaks of Fenris, Njal has manifested a psychic talent to rival any in the Imperium. At the battle of Goreswirl, Njal avenged his mentor Heimdall by blasting apart a dread Bloodthirster of Khorne. He then scattered its minions to the four winds with an ice storm that stripped the crimson flesh from their bones. From that day on, Njal has been known as the Stormcaller. His rise to High Rune Priest of the Space Wolves is a saga of

daring and heroics, and even the hardest feel a chill hearing tales of the unnatural tempests summoned by his hand, the retelling alone enough to make hoarfrost form in the thickest of beards.

In battle Njal bears a rune-covered staff that he has fashioned through his own quests and labours. Known as the Staff of the Stormcaller, it acts as a channelling rod for Njal's psychic powers while at the same time grounding and dissipating psychic attacks unleashed by his enemies. When swung in anger, the staff crackles with barely contained energies, and its blows strike with thunderclap force. In his younger days Njal wore power armour, but since being asked to join the Great Wolf's assault on the renegade-held fortress of Khazark, he has taken to wearing Tactical Dreadnought Armour. The elder Rune Priest himself added the potent runes which cover the Terminator suit, sigils that glow with eldritch force as he summons the fury of the storm.

The strangest of all Njal's tools of war is a mechanically augmented raven. At the battle of Rust World, Njal saved the life of the Iron Priest Ulf Blackbrow with a deadly accurate axe throw. The great blacksmith, a fierce man who did not like to owe anything to anyone, repaid the debt by forging Njal a psyber-familiar that has, in turn, saved Njal's life more than once. The greatly enhanced Fenrisian raven is named Nightwing, and it acts as a spy and lookout for its master, as well as aggressively attacking any foe that strays too near. More than a few enemies that hoped to assail Njal while he focused upon calling down the storms have instead found themselves attacked, Nightwing's metal beak viscerously stabbing at their eyes.



WOLF PRIESTS

When the tribes of Fenris fight their brutal wars and the battlefield is littered with corpses, a distant figure can often be seen standing high above, his penetrating gaze falling upon each warrior in turn. One who has proved himself as truly exceptional during the day's fighting may find that he is visited by a looming, armoured figure, black as a warlock's soul and with a leering wolf skull instead of a face. The apparition emerges silently from the shadows, beckoning for the Fenrisian to come with him, to walk away from the love and warmth of his family forever. No tribesman has ever refused, for legend has it that the Wolf Priests not only have the ability to imbue true greatness, but also hold the keys to the stars themselves.

Wolf Priests are learned in the ways of biomechanics and surgery, and it is they who oversee the long and dangerous transformation from human aspirant to superhuman Space Marine. The first and last face a warrior of the Space Wolves will see in his time of service is the lupine skull-mask of the Wolf Priest, for it is he who guides a warrior's apotheosis in those early years, and he who administers the Rites of Morkai when that warrior bleeds his last.

Though they reap the gene-seed of the fallen in much the same way as the Apothecaries of other Space Marine Chapters, preserving the genetic heritage of his brethren is far from the Wolf Priest's only duty. They also function as cult leaders and spiritual guides in the manner of a Space Marine Chaplain, each a living conduit that maintains the Chapter's connection to the Imperial Creed. It is the Wolf Priests who keep the Curse of the Wulfen from overtaking the Space Wolves, and they take full responsibility for the development of their charges, martially, spiritually and mentally. Wolf Priests are beholden to none save the Great Wolf and the Primarch himself. Even the proudest Wolf Lord bows before the ancient wisdom of a Wolf Priest and will step aside from his path, for every Lord was brought into the brotherhood of the Space Wolves by such a mentor, and will honour this debt until death.

Each Wolf Priest goes to war with the totems of his office arrayed upon him. His grotesque wolf skull helm represents his role in the cycle of death and rebirth, and

his crackling crozius arcanum smites the unbeliever and the traitor wherever they may be found. As Space Marines, the Sons of Russ are hardy in the extreme, their genetically enhanced bodies able to absorb a degree of punishment that would cripple the toughest of men many times over. Despite their legendary tenacity, however, even Space Wolves can be incapacitated by severe injuries, and it is to those wounded that a Wolf Priest applies a combination of rough surgery, shamanistic rites and healing balms. While such strange chants and foul-smelling unguents are barbaric to more 'civilized' Chapters of the Adeptus Astartes, their effectiveness is incontrovertible. Some injuries cannot be treated, however, and perhaps the most defining tool of the Wolf Priest's trade is the Fang of Morkai, a complex and many-bladed device that allows the extraction of a dying Space Marine's progenoid glands so that his essence may live on to fight once again in a new host.

As befits their station, Wolf Priests have access to a variety of equipment from the Fang's armouries. With a jump pack the Wolf Priest can lead a Skyclaw Assault Pack, or he can instead join a company's Wolf Guard and go to battle clad in jet-black Terminator armour. Regardless of the armaments he bears, the presence of a Wolf Priest fortifies nearby Space Wolves, for they know he will carry the worthy beyond the gates of Morkai, that they might fight the enemies of the Allfather for evermore.

Of all the Primaris battle-brothers, it was the Wolf Priests who encountered the greatest difficulties in gaining acceptance. At first their battle chants were not of Fenris, but of old Terra, copied from Legion manuals dating to before the Great Crusade. However, their howling zeal and dedication has won over even the most grizzled Space Wolves, and with each battle the Primaris Wolf Priests become ever more steeped in Fenrisian custom.



ULRIK THE SLAYER

WOLF HIGH PRIEST

Ulrik the Slayer is mentor to some of the greatest leaders the Space Wolves Chapter has ever seen. He is the oldest of all Space Wolves barring the noble Dreadnoughts, and his beard is white as the slopes of Asaheim. Ulrik is older even than Logan Grimnar, who has fought in the name of the Emperor for seven hundred years.

It was during the First War for Armageddon that Ulrik first won renown fighting in the Wolf Guard of Lord Kruger's Great Company. Kruger and his men

stormed into the invading companies of World Eaters, meeting the bloodthirsty traitors with equal fury, for the fruit of betrayal is terrible wrath. Kruger himself was cut down and, though Ulrik had lost his own blade in the desperate close-quarter battle, he leapt to defend his dying Wolf Lord, killing the three hulking World Eaters Berzerkers that had laid Kruger low in a bloody melee. Ulrik fought like a Thunderwolf that day, inspiring his battle-brothers and even earning the unusual accolade of a grim salute from the lord of the World Eaters himself. Eventually the Imperium emerged victorious. The following day Ulrik was renamed the Slayer, and elected by his fellow Wolf Guard as Kruger's replacement at the head of the Great Company. Astonishingly, Ulrik turned the honour down. Though such a refusal was all but unheard of, the Slayer believed he was born to fight, not to command.

Ulrik instead accepted the rank of Wolf Priest, and before the century was out it became obvious that his true genius was in the selection and training of new recruits. He was a veteran of so many wars that his tactical and martial knowledge was invaluable, and his natural charisma made him an excellent mentor. In recent years, however, Ulrik has become ever more aggressive on the battlefield, swearing great oaths to cut down the most deadly of enemies in the name of the Emperor without a care for his own safety.

As High Priest of his order, Ulrik has been gifted the sacred Wolf Helm of Russ, said to have once been worn by his Primarch. This is both a potent symbol of the Chapter's honour and an arcane artefact that instils fear into those under its gaze. When he goes to war Ulrik the Slayer is a terrifying figure indeed, resplendent in his black armour and hefting a crackling crozius arcanum that acts as his badge of office. His mere presence inspires all Space Wolves to greater acts of valour. When it comes to advice – something for which the sage old Wolf Priest is frequently consulted – Ulrik is an unrepentant traditionalist. He will always defer to the old ways, often referencing the sagas of Russ himself.



'Brave deeds and selfless acts of courage are the stuff of which all Fenrisians are bred – search for something greater still. Look for the warrior that, if he were thrown to the wolves, would return as the leader of the pack.'

- Ulrik the Slayer, Fang-kennings from the Wolf Priest Initiations

WOLF LORDS

At the pinnacle of the Fang, in the Hall of the Great Wolf, a rough council of twelve heroes gathers to make plans of conquest and swear oaths of battle upon the ancient slabs of the Grand Annulus. Such oaths will change the fate of the galaxy, for these are commanders without equal. The fury of the Great Companies is their sword, their unwavering self-belief their shield, and within their souls is the fire of Fenris. They are the Wolf Lords, and their word is law.

The Wolf Lords rule from the heart of the Space Wolves Chapter. They epitomise what it is to be one of the Sons of Russ, and each carries the mark of greatness in his own fashion. When a Wolf Lord dies, his body is burned at sea or sent into the heart of a nearby sun in a great funeral rite, and the next day another is elected by his Wolf Guard. To be chosen in this way, to have one's name etched into the Wolfstone under that of Russ himself, is an honour beyond measure. From that moment on, every command the new Wolf Lord gives is obeyed without question. Though he has walked the path of the warrior, he now commands the authority of a king.

Each Wolf Lord leads a Great Company comprising over a hundred Space Wolves. A Great Company thrives or dwindles as a direct consequence of its ruler's decisions, and the Wolf Lord holds his brothers' fate in his hands. Despite his duties of command, a Wolf Lord never truly loses his primal urge for violence. He will plunge into the fray without pause, setting an example to his men with his blade, frost axe or, if it is an internal matter, his fists.

Though rare, it is not unheard of for a Wolf Lord to undertake a mission alone, and the tales of such deeds are legendary. Most commonly, however, a Wolf Lord will lead from the front. Though he plans his military actions with tactical expertise and cunning, it is only when he is surrounded by the raging maelstrom of battle that a Wolf Lord's true glory becomes manifest. Sprinting forward with weapon in hand, he howls with the joy of battle, inspiring his men to ever greater acts of heroism.

As befits a leader of a Great Company, the armouries of the Fang are opened wide to Wolf Lords. They will be skilled with all manner of arms, though most possess items of wargear that they favour over all others. The weapons of those that fall in battle may even become treasured relics, held in the halls of the Fang and gifted to deserving warriors. Before his disappearance, Sven Bloodhowl flew upon burning contrails using the expertly crafted jump pack known as Longbound. With his chainsword, Firefang, in one hand, and his frost axe, Frostclaw, in the other, the Lord of the Firehowlers would hew his way through the thickest ranks of the foe. Bjorn Stormwolf has ever been known for rarely removing his ancient Terminator armour. On countless battlefields, the towering warrior has strode implacably forward, his combi-melta Wrath's Maw incinerating the enemy's most powerful warriors with its volcanic fury. Some Wolf Lords, most famously Harald Deathwolf, have ventured into the outer reaches of Asaheim in search of Thunderwolves, for those taken as pups, or bested in battle can be made into fierce, if somewhat wild, mounts.



RAGNAR BLACKMANE

THE YOUNG KING

Ragnar Blackmane is exceptional in every sense of the word. The youngest ever battle-brother to have been promoted to Wolf Lord, Ragnar exudes confidence, skill and athletic ability from every fibre of his whipcord-fast body. It is said that he is always the first to make planetfall during an invasion and the last to leave the battlefield, and to witness one of his berserk rages is to watch the fury of the hurricane come to life. Many believe that he will succeed Logan Grimnar as Great Wolf, but the Wolf Priests know that he will have to master his anger first. For though Ragnar's temper and capacity for hatred gives him great power, it makes him impetuous, and may yet prove his downfall.

Born to the Thunderfist tribe in the far reaches of Fenris, Ragnar has always been touched by glory. As a child he ran with young warriors twice his age, and even as a youth his famous battle frenzies saw him reap a frightening tally of the rival tribe's menfolk. His audacity and spirit made Ragnar perfect for the Adeptus Astartes, and after his discovery by the Wolf Priests, the youngster was chosen for ascension.

It was during the punishing trials that every aspirant must undertake that Ragnar's resourcefulness and skill came to the fore. As he roamed alone in the wilderness, Ragnar was hunted in turn by one of the much-feared Blackmaned Wolves, as dark and terrible as any night-Daemon. Though it was many times his size, Ragnar killed the wolf-beast with his bare hands. Burning with exhaustion, Ragnar subsequently hauled its carcass through the snowdrifts to the Fang. This great deed was seen by the Wolf Priests as a good omen. From that day Ragnar took the Blackmane as his totem and namesake, forever cementing his place in the legends of the Sky Warriors. Such is his animal charisma he is often accompanied to war by two hulking Fenrisian Wolves – Svangir and Ulfgir – that lope in his wake, just as the legendary wolves Freki and Geri once followed Leman Russ himself.

The next chapter of Ragnar's saga tells of his elevation from the ranks of the Blood Claws to the Wolf Guard. This near unheard of promotion was accomplished after Ragnar slew the Ork Warlord Borzag

Khan in close combat and went on to despatch the Warlord's retinue one after another. Ragnar did not rest upon his laurels. He quickly proved himself a gifted leader of men as well as a talented warrior. When his Wolf Lord Berek Thunderfist was felled by a champion of the Chaos Gods, it was Ragnar who led the bloody hunt for his master's killer. Ragnar was later appointed Wolf Lord in Berek's stead, a remarkable accomplishment for one so young.

Ragnar has proved that his greatest skill lies in the execution of orbital deployments and planetstrike actions. Logan Grimnar regularly chooses Ragnar's Great Company – the Blackmanes – to spearhead planetary invasions and, with an unrivalled success rate under his belt, Ragnar's deeds have spread across the galaxy. Ragnar was pivotal in gathering the newly returned Wulfen back to Fenris, and played a major role in halting the Dark Angels' assault upon the Space Wolves' home world and the wider Fenris System. Considering his relatively young age, Ragnar Blackmane may yet go on to become the greatest Wolf Lord in history.



KROM DRAGONGAZE

THE FIERCE-EYE

Krom Dragongaze, also known as the 'Fierce-eye', has a presence and a sheer force of will that can be petrifying to a lesser man. Krom does not suffer fools gladly, and has ripped out the throat of more than one man reckless enough to challenge his decisions. Highly competitive, Krom loves taking part in all kinds of contests with his fellow Wolf Lords, be it eating, drinking, duelling, hunting or the Trial of the Bladed Eye. After Lukas the Trickster bet Krom he could not outstare the sun, the Dragongaze endured an agonising ordeal that saw him grudgingly squint with one eye and go blind in the other – though in the evening the sun went down, so Krom declared it a draw. As with all Space Wolves, Krom prefers to prove himself in battle above all. He keeps a great many Wolf Guard in his Great Company, the Drakeslayers, for he believes that valour should be rewarded wherever it is to be found, and he watches the warriors in his retinue keenly to see how each will further distinguish themselves in battle.

Krom's list of heroic deeds is epic in proportion, for he has slain man and beast across Fenris and the galaxy. Such a brave and bloodthirsty history ought to have propelled the Wolf Lord's name further into legend, yet his saga is also sullied with sporadic acts of barbarism and vainglory.

Notoriously violent and short of temper, Krom has earned rebuke from the Great Wolf on multiple occasions. Beyond simple failure to comply with orders, Krom's habit of striking those who fail him or beating senseless those that question his bloodthirsty tactics has repeatedly raised Logan Grimnar's ire. Despite censure, Krom has proven himself as a dynamic commander who can lead his Great Company out of any corner, battering through the direst of situations to emerge triumphant. However, Krom is also loyal and without guile, and it is difficult for Grimnar to remain angry with such a brutally efficient and battle-eager warrior for long. There is an undeniable pattern

in which the headstrong Krom strings together a slew of victories and regains his favoured status, only to allow his overly belligerent and competitive nature to once more take over, ensuring he once again butts heads with his fellow Wolf Lords.

In battle Krom howls with fury, and no few foes have fled when the Wolf Lord turns his rage-filled eye upon them. With loping strides Krom charges to battle brandishing Wyrmlaw – a double-edged frost axe that is a relic from another age. In a savage ritual popular amongst the Fenrisian tribes, its blade has been dusted with the ground-up talons of the mightiest beast it has slain, in this case the great ice wyrm Witherwing. This act is believed to keep a blade from ever dulling – sure enough, the axe's edges have remained incredibly sharp over countless years of war.



HARALD DEATHWOLF

LORD OF THE WOLFKIN

Harald Deathwolf rides to war atop his mighty Thunderwolf, Icetooth, with the howling hordes of Fenris at his back. His Great Company, the Deathwolves, is host to huge packs of beasts, from Fenrisian Wolves to hulking Thunderwolves.

Harald Deathwolf has held the rank of Wolf Lord for over a century. Once a renowned warrior of Leif Snowfang's Great Company, Harald rose quickly to his lord's Wolf Guard, and won many victories in Leif's name. Ever since Harald was a Blood Claw he had an affinity for lupine creatures, and his packmates often joked that he was the offspring of a Thunderwolf, earning him the nickname 'Thunderson'. Leif put to use Harald's kinship with wolves often in battle, and the Thunderson would lead packs of Fenrisian Wolves, Thunderwolves and other feral creatures with a skill beyond anyone in living memory.

When Leif Snowfang fell broken upon the battlefields of Rygar, slain by a lucky blow from the Ork Warboss Rokbad Necksnapper, it was Harald who rallied the warriors of his Great Company and led

them to victory. On a field piled high with the corpses of Rokbad's tribe, Harald was voted Wolf Lord amid the cheers and howls of his kin. As the tale goes, in that moment Harald looked up to the dim Rygar sun, shrouded by battle smoke, and proclaimed himself Deathwolf, and his totem the Ravening Jaw, the symbol of the Wolftime.



Harald Deathwolf's Great Company swelled with packs of wolves, and many of his chambers in the Fang are given over to dens and lairs. Wherever the Wolf Lord goes, loping packs of wolves will follow, always skulking in his shadow or lying

at his feet. Such is Harald's affinity with wolf packs that he was able to best the feral warrior Canis Wolfborn and gain his submission, so that years later after going through the transference rituals, he emerged to become Harald's champion and the greatest of his warriors. The Wolfborn now fights at Deathwolf's side atop Fangir, the largest Thunderwolf of his kind.

Logan Grimnar himself calls upon Harald and his Deathwolves to hunt down the most hated of the Space Wolves' foes. To be marked thus is a death sentence, for the company can track any scent, even through the most impassable of terrain or across the void of space. Using stealth, speed and fieldcraft, the Wolf Lord leads his charges in relentless pursuit, before launching his final strikes from unexpected quarters. The Deathwolves attack with unmatched ferocity, yet none more so than Harald himself. Shrouded from incoming fire by the Mantle of the Troll King, Harald hurtles towards his prey, his ornate frost axe, Glacius, swiftly beheading all those who are not first mauled by the teeth and claws of Icetooth.



CANIS WOLFBORN

THE FERAL KNIGHT



FENRISIAN SAGAS

Unlike other Space Marine Chapters, the deeds of the Space Wolves are seldom recorded in written form but instead are told and retold in oral tradition. This is a Fenrisian custom, adopted when the Emperor's VI Legion reunited with Leman Russ and established the frozen planet as their home world. During the bitterest chill of winter, when night lasts forever, is the time for the telling of such tales. Various poems and verse address different topics – odes to the sea or to the tribe's comeliest – but the saga is reserved for deeds of valour and battle. Such accounts are told in metric verse with a chanting rhythm so that they might be better remembered down the ages. This is a necessity, for in addition to recalling the greatest deeds of their forebears, each tribe adds new sagas every season to tell of the wars, duels, monster hunts and sea battles that each has engaged in to ensure their survival. The most epic sagas are estimated to date back to times during Old Night – the dreadful Age of Strife – before the rise of the Wolf-King and the coming of the Emperor.

In the ranks of Harald Deathwolf's Wolf Guard there exists one warrior more at home in the company of wolves than men. He prowls the corridors of the Fang, lupine shapes both great and small padding in his wake. There is something undeniably animalistic in his sure-footed gait, in his darting yellow eyes, and in the snarls and growls that pass for his speech. His name is Canis Wolfborn, and he is a lord of wolfkind just as surely as Grimnar is a lord of men.

Canis was first encountered by Jorek the Giant, a great warlord in the tribes of Fenris who was chosen by the Wolf Priests. During Jorek's Lone Hunt, he tracked a pack of large Fenrisian Wolves to a fissure in the Bladed Mountains, and lay in wait on top of their cave. He was about to pounce upon what he believed to be the alpha male of the pack when a long-limbed human slammed into him, pitching him over the edge of the cave roof into the circle of wolves below. Jorek had a fleeting impression of wild eyes, blood-caked fingernails and matted hair before he was thoroughly beaten into unconsciousness.

Jorek eventually returned to the Fang, but not in the manner he had hoped – he was dragged by the heel across the wastelands by Canis, who had tracked his footprints all the way back to the Fang. More peculiar still, the savage had an entire family of gigantic Fenrisian Wolves in tow. Canis and his pack reached the gates of the Fang and gave up such a great howling that the Wolf Lord Harald Deathwolf came to investigate. After several abortive attempts to communicate, Harald met Canis' eyes and growled a challenge. The resultant duel was far more close-fought than Harald expected it to be, with each combatant pushed to the limits of their strength, but eventually, Canis grudgingly acceded that he had finally come up against a greater predator than himself and bared his throat to Harald. Thus did he become the Deathwolf's packmate and eventually his champion.

Since that day Canis has come into his birthright as a true warrior of Fenris. The Wolf Priests theorise that Canis was lost in a snowstorm as an infant, abandoned after his nomadic tribe were killed in the wastes and raised as a whelp by a brooding she-wolf in whose lair the young Canis sought shelter. His Wolf Guard companions joke that Canis was taken in as a cub because he was hairy and smelled like a wet dog's backside, but underneath the jests, all respect the Fangrider. His steel and courage are beyond question, and wolves great and small instinctively obey his commands – even the largest Thunderwolf will avert its eyes from Canis' gaze.

In battle Canis rides the largest of his kin into battle, a Thunderwolf named Fangir. What the crushing teeth and claws of his ferocious mount do not slay, Canis himself dispatches with sweeps of his deadly wolf claws. It is well known that Canis enters a terrible frenzy when battle is joined, and his feral rage has seen the Deathwolves champion fight his way clear many times after being seemingly hopelessly surrounded by foes. Loping in his wake, Canis' lupine companions often follow him to battle to join the bloodshed, ripping and tearing at any that attempt to harm their alpha leader, and spurred to even greater savagery by his preternatural prowess.

ARJAC ROCKFIST

THE ANVIL OF FENRIS

Even before he was elevated to the ranks of the Sky Warriors, Arjac Rockfist was always renowned as a giant of a man possessed of prodigious strength. Originally a blacksmith of the Bear Claw tribe, Arjac speaks little, but he is certainly no lackwit. He knows full well that he will ever be a warrior and not a leader. Though Arjac keenly misses his Iron Priest brethren and someday hopes to revisit his former life at the furnace, to any who witness one of his legendary rampages it is obvious where Arjac's true skills lie: not in the forge, but in the crucible of battle.

It was a particularly hot year when Rockfist first displayed his true colours. Algae covered the shores of the Iron Isles and around each volcano vegetation grew to surreal proportions, but the Iron Priests were too busy in their lava forges to recognise the warning portents of an imminent attack. After all, not all the monsters that live in the oceans of Fenris are confined to the briny depths.

So it was that when a thousand kraken-spawn boiled out of the seas of Fenris, the brotherhood of the Iron Isles found themselves sorely pressed. Hengis Blackhand, most senior of the Iron Priests, was left with no choice but to order the vaults sealed against the tide of warrior-beasts, trapping hundreds of good men outside on the volcano slopes.

Rockfist did not agree with Hengis' decision. Wasting no time on words, Arjac smashed his way out of the vaults with his hammer and forced open an escape route for those caught in the path of the alien tide. Almost all of them made it, but the last dozen Iron Priests turned and stood with Rockfist to bar the vaults once more, setting their feet firmly as the first wave of alien horrors struck.

Less than two hours later the skies above the Iron Isles above were scarred by the contrails of a hundred Thunderhawk gunships. Those within the transport bays could see that the entire archipelago was teeming with kraken-things but for one exception – a lone figure surrounded by black-carapaced monsters and the crackling blue arcs of a thunder hammer in full swing. Without hesitation Logan Grimnar and his men set about the horde below, quickly savaging it and, with the help of the other Great Companies, driving it back into the sea. Arjac's body, still plugging the entrance to the vaults, was dug out from under a mountain of chitin and scythed limbs and given to the Wolf Priests, who brought him back from the threshold of Morkai's realm. The Great Wolf was so impressed by Arjac's incredible strength and fortitude that he made Rockfist his personal champion on the spot. Since that day Arjac has earned his place in Grimnar's Wolf Guard a dozen times over.

A towering man, Arjac is larger still in his suit of Terminator armour. In battle, the Rockfist bears the rune-encrusted Anvil Shield with one hand and wields a massive maul – the Foehammer – in the other. Although he prefers to stand toe to toe with an enemy, at need he will hurl the weapon at his foe, special teleporters ensuring its swift return to his outstretched gauntlet. As Grimnar's champion, Arjac has brought low Wraithknights, Ork Warlords, slaving Chaos abominations and more, but unlike most of his brethren Arjac does not boast of his deeds, preferring to let his actions speak for him.



LEGENDARY FEATS OF STRENGTH

As befits the heroic ideal, deeds of physical might feature prominently in the sagas of the Space Wolves. Some include trials of strength, like the lifting of runestones or the Irongrip contest, but the majority are undertaken through battle – the besting of monstrous foes or the felling of the direst of champions. Arjac Rockfist has more stanzas devoted to muscle power than most, from the Thousand Piece Strike – a description of how in a single blow Arjac shattered a Daemon Engine – to the Cast That Slew Ten, a tale of his most famed hammer throw. Yet for all his acclaim, the Rockfist has yet to gain entry to the famed Ninety-Nine Deeds of Strength saga. Known to every Great Company, this saga reputedly lists the greatest feats of brawn ever performed by the Sons of Russ. As the opening stanzas proclaim, however, the saga does not include any of the deeds of Leman Russ himself, for his epic endeavours stand alone, the pinnacle to which all strive – from his duel with Magnus the Red to the subjugation of the mountainous Void Beast.

IRON PRIESTS

Masters of the forge, the war engine and the machine spirit, the Iron Priests maintain the weapons and technology of the Space Wolves. Without the Iron Priests, the Sons of Russ would eventually be reduced to wearing plated mail instead of powered suits of armour. Without the Iron Priests, the warriors of Fenris would be unable to take to the Star-sea in their great crenellated spacecraft. It is the Iron Priests who forge each blade and bless each bolter, and they who appease the spirits of plasma

and flame. Theirs is a brotherhood older than the Chapter itself.

Amongst the natives of Fenris, each tribe's smiths will worship the Gods of Iron, legendary figures said to reside within the volcanic islands adrift in the Boiling Sea. Three things are known of these gods – that molten metal runs through their veins, that fire dances at their command, and that they in turn worship at the altar of the brazen god of technology. A particularly

gifted young Fenrisian smith may make a lonely pilgrimage to the smoke-shrouded Isles of Iron, determined to see these gods with his own eyes. Those with the wit and strength to complete the arduous journey do indeed meet with living gods, for this is the guise the Iron Priests maintain when dealing with mortal men.

Each pilgrim is put to work in the lava forges, his skin and sweat sizzling as he labours to create the finest of swords within the mouth of the volcano. His dexterous hands are covered by bulky iron gloves and his muscles scream with exertion as he transforms the crude metal around him into deadly tools of war. This is known as the Test of the Iron Gauntlet. Should his work still be of masterful standard, and should he manage to pass the arduous trials laid before him, then he may be taken on as an apprentice and initiated into the Space Wolves. Later he will journey to Mars, the Red Planet, where he will learn the ways of the machine under the tutelage of the arcane and insular Adeptus Mechanicus. Only once he has fully embraced the mysteries of the Omnissiah will he be allowed to return to Fenris and take his rightful place amongst the Iron Priests, bringing growling engines of war to life in the service of his Chapter.



SERVITORS

For every aspirant that succeeds in the Test of the Iron Gauntlet, a hundred will fail. Such unfortunate creatures are taken into the dungeons and transformed into Servitors, grotesque fusions of man and machine. Bound to the will of the Iron Priests, they know not fear or courage, and their bodies are rebuilt to fulfil one task and one alone. In status they rank even lower than the bionic Cyberwolves created to accompany the Iron Priests in battle, for a failed aspirant has committed the unforgivable sin of wasting the time of the Gods of Iron. In mindless service alone they can atone for their shortcomings. By either aiding the Iron Priests in battlefield repairs or as a living weapon, a Servitor will eventually repay his debt.

LUKAS THE TRICKSTER

THE JACKALWOLF

Within the close-knit ranks of the Space Wolves, Lukas Strifeson has become synonymous with the irreverence, spirit and the rebelliousness of youth. Universally despised by the Wolf Lords, Lukas has never made it out of the Blood Claws despite his abilities being far in advance of many a Wolf Guard. This fact is completely immaterial to Lukas, for he cares not one jot for the approval of authority. Provided he is free to work his mischief and rack up a high body count in the process, Lukas is content.

Though he is undisputedly one of the most cunning individuals in the Chapter, Lukas is called Trickster by his many, many detractors, for he will pull every ruse high and low to get his way. Tall, rangy but not particularly broad compared to his fellows, Lukas is a rebel and a rogue who delights in sowing anarchy and misrule. He epitomises the anti-authoritarian streak of his Chapter, and is far too busy puncturing the egos of the pompous to dwell on musty old sagas and ancient battle doctrine.

A near legendary figure amongst Fenris' womenfolk, Lukas was once famous for sharing a dozen beds in a single night. But since his elevation to the ranks of the Space Wolves it is Lukas' contributions to the Chapter's war efforts that have earned him lasting respect amongst his fellow Blood Claws. He has faked a series of transmissions that led directly to an Ork civil war, infected the mainframe of a traitor cell of Adeptus Mechanicus with their own necrovirus, and lured a Lord of the Word Bearers into making planetfall upon thin ice, resulting in hundreds of renegade Space Marines plunging into the haunted depths of the Sea of Lost Souls. Only once has Lukas been bested – after an abortive attempt to cripple the flagship of Prince Sliscus of the Dark Eldar, Lukas was set adrift in space, his heart cut out as a souvenir. Only a Space Marine could survive such an ordeal, and only one such as Lukas could laugh about it later.

Lukas' inventive solutions are not confined solely to the enemies of the Imperium. He has had something of a cult following amongst the Blood Claws since he 'accidentally' locked an Inquisitorial genotax delegation in a Grox breeding pen whilst the creatures were in season, and he risked death by flogging when he spiked the ale of the arrogant Wolf Lord Hrothgar with the concentrated venom of a bloat-toad. Though he would never betray his brothers in times of need, Lukas thinks nothing of turning his enemy's strength against them. Even unarmed Lukas is the dirtiest fighter in the Chapter, but when equipped with his personalised wolf claw and plasma pistol, the Trickster is a fearsome foe indeed. In battle or friendly scrums, opponents attempting to strike Lukas find it difficult to land a telling blow. This is partly due to his taunts – his rude gestures transcend all languages – but even more so due to his pelt. The hide was taken from a chameleonic doppegangrel, and the shimmering conflicting images that blur before an enemy are confusing in the extreme. Endlessly spiteful, Lukas does not forget a slight, and repays what he sees as wanton authority with clever and humiliating pranks. To truly cross his path or cause he or his brothers actual harm is to invite an unusual and painful death. As a final joke, known only to himself, Lukas has ensured that he alone will have the last laugh, for he has a stasis bomb wired in place of his missing secondary heart, so that whoever finally bests him might also be frozen in time as an eternal monument.

A JEST TOO FAR

It is unusual but not unheard of for a member of the Space Wolves to switch Great Companies. This typically happens after campaigns where mixed formations are forced to fight as one, and a battle-brother develops a strong pack bond with those outside his company. It is unlikely, however, that any single warrior has changed Great Companies more often than has Lukas the Trickster. His reasons have nothing to do with camaraderie, but rather quite the opposite. On one occasion, Lukas roused the volcanic wrath of Bjorn Stormwolf by seeding the Wolf Lord's Terminator armour with microscopic bloodlice. Bristling with indignation – and no small amount of uncontrollable itching – Stormwolf battered the sniggering Jackalwolf unconscious. Fortunately for the Blood Claw, Ragnar Blackmane interceded before the giant could land a finishing blow, claiming the mischievous warrior for his own Great Company and, in doing so, saving Lukas' life. Now in the Blackmanes, the quick-witted warrior has also spent time in five other Great Companies – each time being 'moved on' to separate him from those victims of his escapades that sought revenge.



CLOSE SUPPORT PACKS

Racing forward in the vanguard of a Space Wolves army, close support packs charge their foes in a storm of blades, claws and fangs. The most hot-headed and aggressive battle-brothers make up these packs, and by crushing the lines of the enemy they look to prove their worth before their Wolf Lord.

BLOOD CLAWS

After enduring the physical transformations and psycho-indoctrination that turns the tribesmen of Fenris into Space Wolves, new recruits are placed into packs where their naive savagery and hunger to prove themselves is put to its greatest use. Known as Blood Claws, these warriors are fiercely aggressive without exception and, having not long ago left their glory-hunting tribal roots, will plunge headlong into battle against maniacs and monsters alike. The berserk charges of the Blood Claws are infamous across Imperial space, for they still believe in their own invincibility and continually dare the galaxy to prove them wrong.

Despite the bellicose cultures from which they are drawn, the Blood Claws have far less exposure to combat than their veteran battle-brothers, many of whom have fought the galaxy's greatest horrors for centuries. But what Blood Claws lack in experience they make up for in confidence and belligerent enthusiasm, a product of their excitement at having ascended to the ranks of the fabled Sky Warriors. They know that not only do they tread in the footsteps of giants but that they have also been given the

chance to become true heroes themselves. The intoxicating effect this knowledge has upon the Blood Claws, often compounded by a barrel of mead or two, makes for a fine line between their acts of heroism and those of reckless foolhardiness. A Blood Claw will not hesitate to swing onto the tusks of a charging Squiggoth and hack away at its eyes, or to run under a Tyranid bio-monstrosity and try and open its belly from underneath, despite the likelihood that he will be crushed in its death throes. After all, if his gamble pays off, he will have made a name for himself, come to the attention of his Wolf Lord, and begun his own personal saga.

The elder Space Wolves that watch over the development of the Blood Claws believe that the best training ground of all is the white-hot fury of the battlefield. Not for the Sons of Russ the predictable logic of the practice cage or assault corridor, for they reason that it is very unlikely they will be attacked by semi-intelligent autosystems on the field of battle. Instead they concentrate on fighting foes of flesh and blood. After all, the Space Wolves are never afraid to start a fight, and what better way to perfect the arts of battle than from direct experience? So it is that the Blood Claws are not discouraged from taking up their favoured position at the vanguard of the Great Companies, whilst their elders watch carefully for those who show true talent and cunning.

Unfortunately, the Blood Claws lack the patience of their Grey Hunter brethren, and their glory-hunting ethos frequently leads them to bite off more than they can chew. It is not unusual to see a Blood Claw pack race forward to engage the commanders or champions of the enemy army, sometimes with disastrous results. For this reason Blood Claws are often led by a wise and experienced Wolf Guard whose role it is to curb the worst excesses of the youngsters' berserker battlelust with barked commands and the occasional punch in the face.

Blood Claw packs are often fielded with enough warriors in their ranks to sustain a few casualties and still prevail. To the Fenrisian mindset, the first few deaths suffered by any pack are a vital process that sorts the strong from the weak. Lapses of martial discipline are usually overlooked by the pack's Wolf Guard mentor until after the battle, for he knows that with the proper guidance the savagery of a Blood Claw charge can turn the tide of a battle in the space of a few gore-spattered minutes.

Since the induction of Primaris Space Marines into the Great Companies, many Blood Claws have instigated snarling confrontations with the new breed of Sky Warriors. Hostilities are voiced openly, as Blood Claws fiercely resent the fact that Primaris Space Marines are not born of Fenris and have not proven themselves in tribal battle. The fires of anger are only further stoked by the bestial instincts that Blood Claws are yet to fully master. To prevent such confrontations ending with battle-brothers tearing each other apart, the Wolf Lords have implemented ritual, unarmed combats that are halted before becoming fatal. In this way, both parties are able to unleash their aggression, and can see first-hand that their opponent is indeed a worthy warrior.



SWIFTCLAWS

Swiftclaw Biker Packs are formed when the Chapter needs a fast, mobile strike force that can plunge like a spear into a vital part of the enemy army, and the battle-hungry temperament of the Blood Claw is perfectly suited to the role. As such, there are rarely any objections when a Blood Claw is seconded to a Swiftclaw pack.

Swiftclaws know as well as their commanders that the role of the biker pack is to sow the maximum amount of carnage and disruption possible, a task to which young Space Wolves traditionally apply themselves with great relish. Some new recruits are so taken by the longer leash afforded to them – not to mention the opportunities for raising havoc that come along with it – that they demand the right to a permanent position as a Swiftclaw. There is something intoxicating about the raw speed and power of the Space Marine bike.

Though other Chapters use their biker units primarily for forward reconnaissance, in the Space Wolves this is a task honed to perfection by the Wolf Scouts. Instead, the Space Wolves use their bikers in a demolitions and close assault role. There is little mileage in expecting a pack of young Space Wolves to stay out of the fight, but if you need something blown up or killed in a spectacular fashion, there are few finer operatives amongst the Adeptus Astartes. This is not to say that they are without skill or cunning. Occasionally, a Swiftclaw pack will undertake a dangerous quest that they and they alone can fulfil. This might be to navigate the winding chasms of a death world in the arrow-swift pursuit of a hated traitor, to rescue a fallen Chapter relic from a nest of Tyranids or to avenge the grisly death of an old mentor.



Because of their supernaturally acute senses, a fully equipped Swiftclaw Biker Pack can track its quarry across hostile terrain for months on end if necessary, sniffing out the unmistakable tang of fear-laced sweat on the breeze. Their former lives as nomads and hunters mean that even the least experienced recruit is an expert at survival, living off the land on melted ice, barkroot and the raw meat of prey-animals they run down on the hunt. As such a Swiftclaw pack can last months without resupply. Much like the Fenrisian Wolves that frequently accompany them on

the hunt, Swiftclaw packs have near endless stamina and would rather die than give up the chase. If no other supplies are available, they can at least be sure of a good meal once their target has been taken down.

When they finally find their quarry, a Swiftclaw Biker Pack will release its pent-up aggression in a savage display of violence and destruction. This can be achieved by the use of chainswords, bundles of krak grenades or a storm of synchronised bolter fire; the Swiftclaws care not, so long as the kill is showy and spectacular. A favourite tactic is to set alight the enemy's refuge and then ride straight through the burning walls into the inner sanctum, twin boltguns blazing and war cries upon their lips. After all, nothing whets the appetite for a violent kill more than several weeks spent bringing the foe to bay. It is no wonder that the Swiftclaw packs are so ready to power forward into the midst of the enemy, spitting in the face of death as they carve their reputations from the flesh of the hated foe.

'I still remember those early years; those first battles when I was bounding across the plains of war to reach the enemy before any of my battle-brothers. The thunderous pumping of blood through my veins was like the sweetest of war songs. Then it was drowned by the roar of engines as the Swiftclaws passed me by. What honour they had to be first to combat, riding like the storm to run down our quarry, and what honour I was given when I was taken into their ranks.'

*- Haken Farstrider,
Seawolves Swiftclaw*



'Lightning rarely strikes where one expects, yet the fires it sparks can consume entire continents. Our Skyclaw battle-brothers are similarly devastating when loosed upon the enemy. Though some amongst the Chapter speak ill of their impetuosity, the Skyclaws' passion for battle resounds like thunder. Let them prove their valour, and the death of your enemies shall be your reward.'

- Ragnar Blackmane on aerial assaults

SKYCLAWS

The most headstrong troublemakers from each Blood Claw pack are often 'rewarded' by reassignment to a Skyclaw Assault Pack. There they are entrusted with a jump pack so that they might better indulge their desire to plunge headlong into battle. Let the youngsters slake their reckless bloodthirst, joke the elders of the Space Wolves, and if they die in the process their surviving packmates will learn a valuable lesson.

The promotion to Skyclaw is seen as a dubious honour at best by more mature brethren, not because of the heightened risk of a quick and violent death, but because if fighting on foot was good enough for their Primarch, it's good enough for them too! Such disapproval just makes the Skyclaws more determined to prove themselves in the eyes of their elders. They soar fearlessly through the skies in great leaps, landing with a stone-splintering crunch before rocketing straight forward into the ranks of the foe. With their fangs gnashing, chainswords roaring and their bolt pistols slaying those beyond the reach of their blades, the Skyclaws rejoice in seeing the enemy crumble under the reckless fury of their airborne assault.

The Skyclaws are truly the most rebellious and free-spirited of all the Space Wolves. Contests of athletic prowess are common between packs of Blood Claws and Skyclaws, as well as drinking and eating competitions that test their enhanced constitutions to the limit. These contests inevitably end in some of the participants seeking out a Wolf Priest for absolution and hasty ministrations. Fond of practical jokes, these incorrigible show-offs are not above stealing a Thunderhawk to careen through the armoured fjords of Fenris at breakneck speeds, racing each other to outrun an avalanche or, at a victory feast, quite literally delivering the enemy commander's head on a platter to their Wolf Lord.



Although transgressions that cost the lives of their fellows are punished severely, even the grizzled Wolf Lords themselves were young once, and so Skyclaws are rarely exiled for their reckless deeds. After all, none can deny that the antics of each Skyclaw pack make for entertaining stories around the fireside, with much cheering and toasting to the few participants still left alive.

However, there is a dark side to the rebellious frivolity that is associated with the Skyclaws. As with all serious transgressors against the unspoken laws of Russ, those few who push their luck too far and commit an offence anathema to their Chapter are assigned a punishment to fit the crime. One who has caused the death of a senior member of the Space Wolves may be struck down, only to wake up to a new life as a med-Servitor. Not all the sagas of the Sons of Russ end in glory.

Skyclaws hold that they can defeat any foe in the known galaxy, and because of this self-belief it is quite possible that they are correct. Fenris has bred into them ferocity and independence, the Chapter has bestowed upon them strength beyond the dreams of mortal man. Better still, the Skyclaws say, the Iron Priests have entrusted them with not only an arsenal of weapons but also the power of flight, and what prey can hope to evade a predator with such a gift?

INCEPTORS

Inceptors are the most impetuous of the Space Wolves' Primaris battle-brothers. Utilising heavy jump packs to achieve massive bursts of speed, they launch themselves towards the enemy, arcing over their footslogging allies as they unleash cascades of oblitative fire. The warriors that follow in the Inceptors' wake often reach the lines of combat only to find that their foe has already been annihilated, blasted apart by mass-reactive bolts, incinerated by plasma or crushed beneath an avalanche of reinforced ceramite.

Inceptors have quickly proven themselves to be excellent pack hunters. Like all Space Wolves, they possess highly acute senses – even for Space Marines – that allow them to track their prey across smoke-filled battlefields, sight their targets through clouds of choking toxins and pick up the scent of fresh blood from many miles away. Using these innate tracking skills, along with their heavy jump pack-enhanced speed, Inceptors can head off enemy flanking manoeuvres or run down those foes who think themselves safe on the rear lines. Packs of Inceptors are experts at finding the most direct route to their enemy, bounding across ravines and rough terrain, landing on rocky outcrops and launching from the peaks of crumbling towers.

When the hunt calls for it, Inceptors can also deploy from low-orbiting attack craft, where they leap from assault bays and plummet towards the battlefield. Blazing through the atmosphere like meteors, they lock vector coordinates on their destination and jet towards their target. Reverse-thrust dampeners slow the descent in its final moments, but the force of their landing still shatters rock and ferrocrete, sending out a thunderous shock wave. Servo-regulated boot-plates blunt the impact for the Inceptors themselves, allowing them to right themselves and begin firing immediately.

The carnage that Inceptors are able to unleash upon their prey is the stuff of sagas. Armed with an assault bolter in each hand or a pair of plasma exterminators, they can quickly tear through ranks of even heavily armoured infantry. Those foes unfortunate enough to face an Inceptor without the protection of armour are summarily shredded, reduced to gobbets of meat by the rapid streams of high-impact fire.

If the opening salvos are enough to wipe out the prey, the Inceptors will blast off in search of new targets; if not, the heavy jump packs are once again used to launch their wearers bodily into those enemies left standing. The

thick plating of Mk X Gravis armour protects the battle-brother from incoming fire as they charge, and serves as the battering ram with which they shatter their targets. The thruster-boosted impact is enough to liquefy the internal organs of an enemy, or to cave in the side of a tank. The Inceptor then attacks with an unrelenting savagery that belies his preternatural cunning, but should he sense that his opponent is gaining the upper hand he will launch himself out of the melee to once more fire from a distance.

Many Inceptors make the pilgrimage to Fenris – more so perhaps than any other of the Primaris battle-brothers – to undertake the Test of Morkai and to prove themselves worthy of their Fenrisian brethren. Upon completing this trial they drink heartily with the warriors of their Great Company and listen intently to the sagas that are recited during feasting. As the great stories are told, the Inceptors look forward to their own glorious death in service of the Imperium, and their immortalization within the annals of their Chapter. It is the sole purpose for which they were made Sky Warriors, and they race towards this destiny with fearless fury.

PRIMARIS SPACE MARINES

In addition to the nineteen specialised organs implanted into every Space Marine, Primaris Space Marines have three additional surgically inserted organs. Sinew coils are interlaced with the battle-brother's connective tissues, enhancing his strength and providing additional internal protection. A small lobe inserted into his brain, known as the Magnificat, secretes hormones that enhance the body's growth functions and intensify the effects of other implants. Finally, the Belisarian Furnace is a reactive organ that releases a hyper-cocktail of stimulants into the bloodstream to aid cellular regrowth when the Space Marine suffers severe physical trauma.





BATTLELINE PACKS

Those Space Wolves warriors who fight in battleline packs are master hunters all, predators who know when to keep their prey at a distance and when to move in for the kill. With overlapping fields of fire they cut down the enemy lines, eradicating their foes or keeping them pinned while their battle-brothers move in to strike.

GREY HUNTERS

Only when a Blood Claw has emerged victorious from the fiercest conflagrations of war do the Wolf Guard consider him for promotion into the ranks of the Grey Hunters. It is the Grey Hunters who comprise the main body of each Great Company. Though they are as hungry for honour as any of their younger brethren, their raw aggression has been tempered by experience. Every Space Marine knows that finely honed cunning is a better weapon than the keenest blade, and with oaths of brotherhood to bind them fast in the face of impossible odds, each Grey Hunter pack can be a small army in its own right.

As a Space Wolves warrior becomes older and increasingly more experienced in the arts of war, the genetic flaw borne within his Canis Helix begins to manifest physically as well as mentally. The transition from aspirant to fully-fledged Grey Hunter may take decades or even centuries, but should a Blood Claw not find his death upon the battlefield that transition is all but certain. Hair begins to grey and fangs to lengthen, skin becomes ever more tanned and leathery and, in extreme cases, eyes yellow and transmute until they are like those of the wolf. These are all signs that the individual has come into his heritage as a strong and mature battle-brother at the peak of his powers, truly worthy of the name Grey Hunter. The rest of the Imperium may abhor such widespread mutation, but the Space Wolves know that a grey pelt is a mark of the true warrior.

Reliable, patient and cunning, Grey Hunters can be counted upon to hold their objectives against hordes of murderous assailants until they stand ankle-deep in spent bolter casings, charging forward with pistol and blade only if the enemy breaks through their firestorm or, more likely, the Hunters have slaughtered so many of the foe that they have run out of ammunition entirely.

But it is on the attack that these battle-hardened warriors truly excel. The Grey Hunters bear their name for a reason; they track their prey with the cunning and

patience of the wolf. Pack after pack moves forward in turn, bolters raised, laying down impeccably executed fire patterns that force the enemy to seek cover. Only when all their brethren are in place will the trap be sprung. As a great howling roar rises above the thunderous cannonade of massed bolter fire, the Grey Hunters close in for the kill, and another day is won in the name of Russ.

'Fenrisians are taught to value comradeship and loyalty to their tribes from birth. 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 that is bestowed rather than earned through the proven virtues of combat.'

- Colonel Hassar,
Cadian 7th

LAND SPEEDERS

The Land Speeder is an arrow-swift strike craft that swoops and dives through the biting cold air, screaming down into the ranks of its terrified prey and raking them with fire from its heavy weapons. Land Speeders are used by the Wolf Lords to spear into the flanks and rear of enemy formations, for each craft can tear apart its foe with lethal precision, its speed and manoeuvrability denying the enemy a chance to retaliate.

Much like other Standard Template Constructs used by Adeptus Astartes Chapters throughout the galaxy, the Land Speeder is of extremely rugged construction and can be adapted to fill dozens of battlefield roles. Due to sophisticated repulsor plates on its underside, the Land Speeder is capable of defying the laws of gravity, skimming along above the ground at breakneck pace. Over short distances, it can boost its anti-gravitic field to allow brief periods of low-altitude flight.

It is this capability that has earned the Land Speeder its fearsome reputation upon Fenris. The natives view their rare but terrifying glimpses of Land Speeders in action as visitations from vengeful spirits of the storm; roaring, screaming apparitions of flame-borne fury that burst from the stormclouds, hurl thunder and lightning into the ranks of those below, and disappear in a heartbeat.

Compact and nimble but without sacrificing any of the bullish strength typical of the vehicles used by the Space Marines, the Land Speeder houses a weapons loadout far more formidable than its size would suggest. A two-man craft, each Land Speeder is operated by a pair of battle-tempered Grey Hunters well versed in the art of executing complex and daring combat manoeuvres. One acts as a pilot, his heightened reactions allowing him to pull off high-speed aerial stunts and bone-shaking bursts of speed that would be lethal to a lesser man. His companion rides out the jinks and barrel rolls with the Speeder's weapons array fixed firmly on the enemy, grim concentration etched upon his face as he hammers punishing volleys of firepower into the foe.

Usually operating in packs of three, Land Speeders are a vital part of every Adeptus Astartes warhost. They make for excellent forward reconnaissance units, but the Wolf Lords prefer to leave such duties to their Wolf Scouts, instead using their Speeders as shock troops. Just as the foe believes he has the measure of the Great Company bearing down upon him, the Wolf Lord's Land Speeders will spear out of the clouds like birds of prey on the hunt. They plunge towards the enemy, the piercing roar of their jet engines adding to the psychological trauma of this surprise attack as heavy bolters, assault cannons and Typhoon-pattern missile launchers sow destruction and despair in their wake. It is not uncommon for the pilots of Land Speeders to scatter entire support formations with daredevil vertical descents, the wind carrying their whoops of battle-lust and howls of elation across the battlefield like the laughter of the storm itself.

INTERCESSORS

Like their Grey Hunters brethren, Intercessors are extremely reliable and resilient warriors who form the core of many a hunt. The inherent aggression of these Primaris Space Marines is balanced by an icy calmness, an ability to assess the battlefield situation quickly and respond rapidly to the movements of the enemy. Rather than charging headlong into close-quarters fighting, Intercessors prefer to take down their prey at range, but will not shy away from visceral hand-to-hand combat if it best serves their Great Company.

Though Intercessors carry various armaments to battle, all warriors in a single pack will wield the same pattern of bolt rifle, allowing their salvos to strike the enemy simultaneously like a row of snapping fangs. The standard bolt rifle is a near perfect hunter's tool, boasting even greater range and armour penetration than a boltgun. Armed with these formidable weapons, Intercessors can set up long-range kill zones or mow down charging enemy infantry long before they reach the Space Wolves line. When the enemy

absolutely must be taken out at a distance, Intercessors wield the stalker pattern bolt rifle. Though less effective at close ranges, a single mass-reactive shot from a stalker bolt rifle can split the skull of an Ork before the greenskin has even sighted the firing Intercessor. Conversely, the auto bolt rifle has less impressive range, but is quicker to aim and fire, making it the ideal weapon for cramped battlefields and fluid combats.



All Intercessors carry a bolt pistol sidearm as well as belts of frag and krak grenades to blast apart clustered and heavily armoured foes, respectively. Packs can also be equipped with auxiliary grenade launchers to fire their explosives at distant enemies.

Most Great Companies have a large number of Intercessors in their core line, and when deployed for war they often fight alongside packs of Grey Hunters. There is much rivalry between these warriors, as each competes for their pack to kill more of the enemy. This can be used to great advantage by their Battle Leaders, who vociferously praise the exploits of one pack to further spur on the other. Similarly, Intercessors have been known to partake in competitions with Grey Hunters off the battlefield, ranging from eating and drinking contests at feasts to displays of strength and agility in the Fenrisian wilds.

Despite the rivalry between their packs and the packs of other Space Wolves, Intercessors are disciplined and loyal on the battlefield, and will follow the orders of their Wolf Lords and Battle Leaders until their dying breaths. It is not uncommon for a pack of Intercessors to form an immovable firing line to halt an advancing enemy, giving time for Wolf Priests to tend to injured battle-brothers or retrieve the gene-seed of the fallen, even if it costs the lives of the Intercessors themselves.



SCOUT PACKS

Prowling unseen across the vast expanses of alien worlds, and through the twisted corridors of hives and space hulks, Scout Packs patiently stalk their prey before striking in a storm of blades and bolt fire. Though quiet and reserved in comparison to their battle-brothers, the warriors in these packs are no less savage when the signal to attack is given.

WOLF SCOUTS

Fenrisians are usually a sociable and gregarious lot, but there are those amongst them that are said to have the spirit of Lokyar, the Great Lone Wolf. These souls are content only when roaming the virgin snow, following the scent of prey and chasing the promise of bloodshed.

When such an individual is inducted into the Space Wolves, they do not share the easy camaraderie and charisma of their fellow warriors. Quiet, brooding, and with a broad murderous streak, these warriors are ill suited to the bonds of brotherhood formed by a traditional Space Wolves pack. However, their sly cunning makes them hunters and trackers of unsurpassed skill, and they are banded together into Wolf Scout Packs.

Wolf Scouts are usually drawn from the ranks of the Grey Hunters after learning the fundamentals of warfare, and carry boltguns in battle. Depending on the prey they are tasked with hunting, they can also be equipped with sniper rifles, Astartes shotguns, combat blades or a number of other specialist weapons.

Each Wolf Scout is clad in carapace armour and duracloth fatigues, usually embellished with trophies and pelts of personal significance. He is also issued a variety of grenades so that he can swiftly disable any target. But the true weapons of a Wolf Scout are patience and guile. Packs of Wolf Scouts operate far in advance of their fellows, sniffing out the forces of the foe, infiltrating fortified positions and stalking and killing isolated targets.

WOLF SCOUT BIKERS

Though Wolf Scouts are more than capable of tracking their quarry for leagues across hostile environments, a hasty pursuit is often critical to success. Some Wolf Scouts therefore train to ride Scout bikes into battle, allowing them to swiftly run their foes to ground. Equipped with baromantic sound dampeners, Wolf Scout Bikers can circle an enemy force undetected, positioning themselves at the flank or rear of the opposing army while they wait for the moment to strike. When the first howls of battle are sounded, the Wolf Scout Bikers race towards weak and isolated targets, blasting them with storm bolters and Astartes grenade launchers before closing in for the kill.

LAND SPEEDER STORMS

The Land Speeder Storm is a variant of the standard Land Speeder design, with much of the craft's rear armour plating removed to allow space for a small troop-transport bay. The reduced weight of this design affords Land Speeder Storms even greater speed and manoeuvrability with only a marginal sacrifice in offensive capability.

Baffled engines and sophisticated sensor arrays make Land Speeder Storms the perfect transport vehicles for Wolf Scouts. A handful of these skimmers can move multiple Wolf Scout Packs rapidly and quietly from one firefight to another, or can be used to seed its passengers in tactically advantageous positions around an enemy formation.

The Wolf Scouts who pilot Land Speeder Storms are experts at evading patrols, using their practised cunning to ferry their battle-brothers as near as possible to hostile forces without being detected. When the time for stealth has lapsed, the boarded Wolf Scouts make use of the open transport bay to fire strafing shots at enemy ground elements. Each Land Speeder Storm also incorporates a cerberus launcher and pintle-mounted heavy bolter, with which the vehicle's crew can lay down an explosive blanket of covering fire for disembarking Wolf Scouts, or provide rapid-response heavy fire support.



REIVERS

Where Wolf Scouts are stealthy hunters, Reivers are terror troops who instil in their enemies a sense of inescapable doom. Like the Wolf Scouts they often fight alongside, Reivers are adept at flanking actions, setting up ambushes and targeting seemingly safe rearguard troops.

As Primaris Space Marines, the full capabilities of Reivers are still being discovered by the Wolf Lords. On occasion, packs of Reivers are placed with the main body of a great pack, their arms and armaments making them more than capable in a straightforward firefight; but they have also shown exceptional flair for less conventional methods of deployment. Their sleek and lightweight Mk X Phobos armour can be fitted with grav-chutes that allow the Reivers to be dropped into battle from low orbit. The grav-chutes' paired fins are used to guide the Reivers' descent, allowing them to glide along mountain ridges and around hive spires without leaving the contrail of a jump pack or Drop Pod, which would alert the enemy to their presence.

Suits of Mk X Phobos armour also contain servo-motors that are engineered to operate silently, allowing for swift covert operations. Some Reivers make full use of their ability to move undetected by employing grapnel launchers to scale sheer inclines. Once in position, the Reivers can mount surprise assaults on enemies who foolishly thought themselves protected by heavy fortifications or terrain features.

When Reivers do attack, the time for stealth is well and truly over. The howled war cries that announce their charge are intensified by the modulation of the Reivers' grim vox grills, shredding the resolve of their foes. As they open fire, the air is filled with the roaring reports of wave-amplified bolt carbines and the thud of heavy bolt pistols. Closing upon their prey, the Reivers lob shock grenades, disorientating and wrong-footing their foe before pouncing upon them with vicious combat blades unsheathed. The Reivers' guttural howls only intensify amid the raucous fury of combat, growing louder to match the dying screams of their victims, and alerting other Space Wolves to the site of their latest kill.

The innate savagery of Reivers makes them a natural fit in the Great Companies of the Space Wolves. However, they tend to avoid the feasting halls where possible,

and rarely engage in conversation with other battle-brothers. Even their Primaris brethren are kept at a distance. The only warriors outside of their own tight-knit packs with whom they openly converse are the Wolf Scouts, and even then their communications take place whilst out on shared patrols. Though Reivers and Wolf Scouts have been seen talking – and on occasion even laughing – in the distance, their stalkers' camaraderie remains dormant when in the presence of others not of their ilk.

What Reivers lack in ebullience they make up for in battlefield effectiveness. Their reputation for swiftly and violently dispatching any enemy they are loosed upon has quickly spread through the ranks of the Space Wolves, and while they make poor drinking partners, their Battle Leaders know that Reivers can be counted upon to fulfil the duties of the Chapter. The Saga of the Reivers is still in its opening verses, yet already it is replete with tales of their glorious victories.

'Terror is at its sharpest when the certainty of death is first revealed – the moment the blade is drawn, the instant the fangs are bared. After months on the hunt, the fear in the eyes of a heretic is a sight more joyous than any victory feast. The Allfather's wrath will befall them, and I am become his worthy instrument.'

- Arnar, Blackmanes Reiver



FIRE SUPPORT PACKS

Whether anchoring the Space Wolves line or targeting the deadliest threats, fire support packs bring to bear the most devastating weaponry in the armouries of Fenris. The rumbling destruction unleashed by these warriors resonates across the battlefield like the coming of a Fenrisian storm, signalling that the hunt has begun.

LONG FANGS

Some Space Wolves are canny enough to survive for centuries of active service in the name of the Allfather. Though their individual sagas are long and filled with bloody deeds, each has earned wisdom and insight from innumerable battlefields, and their collective skills are too valuable to throw away upon a blood-soaked assault. These packs of inveterate warriors become Long Fangs, steady of hand and temperament, entrusted not only with the protection of their brethren but also the heaviest of weaponry used by the Sons of Russ.

Long Fangs are dour and grizzled individuals, having survived long enough for the genetic inheritance of the Canis Helix to manifest fully. They are literally endowed with long fangs, for as they age the canines of the Space Wolves continually

lengthen and their beards grow thick. In their youth they hungered for honour just like their brethren, each eager to earn his place in the tales of the skjalds. Now, after countless long wars, their esteem stands tall as a mountain, commanding awe and respect from those of lesser years. With long and glorious sagas, the hot steel of youth has been tempered by honour and pragmatism, leaving warriors as finely balanced as the keenest blade.

Most Blood Claws and Grey Hunters die in battle, with only a minority surviving to reach a venerable age, but those that do are amongst the most redoubtable warriors in the galaxy. Having emerged victorious from bitter wars fought in both the material universe and beyond the veil, Long Fangs remain implacably composed even when fighting in the most nightmarish conditions. Their once

numerous pack, now whittled down to but a handful of veterans, are so tight-knit that they fight as one, often conversing casually or calmly placing bets with each other as they mow the enemy down with salvos of devastating firepower.

This solid and reliable demeanour is precisely why Long Fangs excel in their role, and by their fire are monstrous beasts and battle tanks laid low. The oldest Long Fang of the pack is entrusted with target selection and directs his brethren's fire where it will do the most harm. These Pack Leaders can anticipate the flow of battle with uncanny prescience, enabling their men to function more efficiently than a conventional Devastator squad. When the Space Wolves are outnumbered by a living tide of Tyranids, or stand in the path of a thundering Ork Battlewagon, it is the Long Fangs that redress the balance.





AGGRESSORS

By far the most gregarious and jovial of the Primaris battle-brothers, Aggressors wade through the battlefield in search of the thickest fighting, their war cries and gruff laughter ringing loud through the clangour. They find endless satisfaction in dispatching the enemies of the Imperium, with the largest hordes and most terrifying monstrosities giving them the greatest joy. Yet they are not impetuous or hot-headed like the warriors who fight in close support packs, and their crushing advances are not made merely for the purpose of personal glory. The hammer blow of an Aggressor charge is carefully aimed to smash enemy formations, thus creating openings for other Space Wolves packs to pick off the fractured remnants. Only when their battle-brothers are sharing in the violence do Aggressors allow themselves to truly revel in the fighting by unleashing endless storms of fire upon the foe.

With their bulky Mk X Gravis armour, Aggressors are able to shrug off fire from all but the heaviest weaponry. The massive servo-motors of this type of armour also aid in the wielding of their paired auto boltstorm gauntlets. Aside from firing bolts at a terrifying rate, each gauntlet is

sheathed in a crackling power field, and when swung can crush bone, armour and even thick vehicle plating. A back-mounted fragstorm grenade launcher lays down additional explosive fire as the Aggressor trudges forward.

Some Aggressors eschew such 'long-ranged' guns, and instead march to battle armed with flamestorm gauntlets. Equipped with the same power-field generators, these variant gauntlets are equally deadly at extreme close quarters, but are mounted with flamers in place of bolt weapons. The wide blanket of burning promethium laid down by flamestorm gauntlets makes them indiscriminately devastating against enemies who dare to approach the Aggressors.

HELLBLASTERS

When a pack of Hellblasters fires upon their enemy, the air crackles and ignites with the light of a raging star. Blinding bolts of plasma tear through infantry and vehicle armour alike, incinerating flesh and reducing machinery to molten scrap. Even daemonic beasts and hulking xenos horrors are brought low by the raw, unfettered power of the Hellblasters' furious salvos.

Hellblasters are masters of plasma warfare. Like the Primaris Space Marines themselves, the armaments borne by Hellblasters are products of millennia-old design, crafted by the Archmagos Dominus of Mars, Belisarius Cawl. The most common of these weapons is the plasma incinerator, a variant of the plasma guns used by other Sky Warriors with an even greater range and ability to melt through armour. The heavy plasma incinerator is more devastating still, requiring a back-mounted ancillary power core to unleash its blasts. The assault plasma incinerator sacrifices a modicum of this destructive potential to accommodate an array of targeting augurs, and can be fired with relative accuracy even when the Hellblaster wielding it is charging at full pace.

Hellblasters have a strong bond with the weapons they carry, believing that their own saga and that of their weapon's machine spirit are inextricably intertwined. When facing the most monstrous of foes, the Hellblaster may call upon this machine spirit, rousing its bellicosity to help fell the horrendous beast. If the furious energy the weapon releases should also kill the Hellblaster himself, then it is indeed a heroic last verse in their shared saga.

VETERAN PACKS

Space Wolves who prove themselves time and again in the Chapter's galaxy-spanning campaigns invariably earn the respect of their packmates, their Battle Leaders and even their Wolf Lords. Those with longest and most storied sagas needn't be long in the tooth, for their status as living legends comes not from age but from their deeds in bloody battle.

WOLF GUARD

The Wolf Guard are the hand-picked battle-brothers that fight alongside each Great Company's Wolf Lord. Each has earned his place by some exceptional feat of arms. It is his heroic deeds that mark the Wolf Guard rather than his age, so there are hot-blooded young warriors as well as sturdy veterans amongst their ranks. Every Space Wolves warrior dreams of a place in the Wolf Guard, and will battle even harder when a Wolf Lord is nearby in the hope that he may earn the right to join this legendary brotherhood.

Other than earning the respect of the lord of a Great Company, there are no specific criteria for elevation to the ranks of the Wolf Guard. Battlefield promotion is extremely common, for Wolf Lords are

men of conviction and instinct. A badly wounded warrior surrounded by the broken bodies of alien terrors many times his size may see a Wolf Lord nodding approvingly in his direction, or the lone survivor of a war waged deep within the Eye of Terror may fight his way across the stars to find a new role waiting for him upon his return to Fenris. Perhaps the surest way to join the Wolf Guard is to save the life of a Wolf Lord in the heat of battle. After all, it is the sacred duty of the Wolf Guard to be the sword and shield of their Lord, and many have already proved their abilities in that field beyond doubt.

When they are not cutting through scores of enemy warriors alongside their Wolf Lord, battle-brothers of the Wolf Guard act as his war council. They will advise their

Lord on matters of strategy, contributing their cumulative centuries of battlefield experience. Such sage wisdom is priceless, for even the most brilliant battlefield commanders are not immune to rash decisions. Many times the caution of a wise old white-beard has tempered a Wolf Lord's kill-lust at a delicate stage of battle, preventing a deadly enemy ambush.

The non-codified structure of a Wolf Guard stretches to the equipment that each warrior carries. Every Wolf Lord favours his chosen brethren with the best armaments he has at his disposal – antique weapons of immense potency and ornate artefacts of ancient origin. These weapons are both badges of distinction and tools to enable each Wolf Guard to further excel in his preferred fighting style.



BATTLE LEADERS

Aside from choosing their personal bodyguards, a Wolf Lord also selects from amongst their Great Company a pair of veteran warriors; champions of renown to act as mentors for the younger and less experienced Space Wolves. Possessed of battlefield experience, tactical acumen, preternatural talent or some combination of these attributes, they make excellent role models. Often, the two Battle Leaders in a Great Company will have complementary natures – a fiery, passionate warrior may be teamed with a cool, calculating tactician.

Battle Leaders with an overabundance of charisma or dominant personality are assigned to lead several packs of Space Wolves and guide them in the arts of war. The most heroic Battle Leaders, typically those judged by their Wolf Lord as born to the role of command, are sometimes assigned the control of an entire strike force. Should such a Battle Leader prove himself capable of excelling above and beyond his liege's high expectations, he may find himself next in line when his Wolf Lord finally passes into legend.

Battle Leaders have traditionally been drawn from the warriors of the Wolf Guard. Upon gaining this honour, some Wolf Guard Battle Leaders adopt new equipment better suited to their position as the alpha of several packs. Some even take a Thunderwolf as a mount, particularly those in the Deathwolves. In recent times Battle Leaders have also been drawn from packs of Primaris Space Marines. These warriors, though relatively new to the Great Companies, have already proven their worth on countless battlefields.



WOLF GUARD TERMINATORS

Upon ascending to the Wolf Guard, many warriors continue to favour the wargear they used in their former roles as Blood Claws, Grey Hunters or Long Fangs. Yet others find it impossible to resist the lure of raw power afforded by Tactical Dreadnought Armour. To wear such a priceless relic of the Chapter's grand history is an honour few Space Wolves will ever experience. So it is that a Wolf Lord will often be accompanied into battle by a brotherhood of hulking, nigh-invulnerable champions, each ready to give his life for his Lord and eager to dispense his own particular brand of death.

Each suit of Terminator armour is a priceless relic from the Imperium's glorious past, able to shrug off anti-armour weaponry and small-arms fire alike with contemptuous ease. The Space Wolves maintain a number of these artefacts, reserved only for the Wolf Lord and his Guard. Each is bedecked with runes, totems and trophies, marks of honour gained by its wearer over long

years of battle. Pelts and hides taken from xenos monsters or Fenrisian beasts are often draped across the suit's broad shoulder plates.

The presence of Wolf Guard Terminators upon the battlefield can change the tide of war. They fight as the spearhead of the assault, enemy fire deflecting harmlessly from their relic armour as they stride forward to tear the throat from the foe. Those foolish enough to step close are sliced to bloody chunks by power claws, or obliterated by a single swing of a crackling thunder hammer. Any other targets are destroyed by the finest heavy weapons in the Great Company's arsenal – enormous heavy flamers, assault cannons and the dreaded cyclone missile launcher.

On rare occasion, when a sledgehammer blow is required to crush the life from a particularly resilient foe, a Wolf Lord may decide to deploy his entire Wolf Guard in Terminator armour. Such a force shakes the earth beneath its relentless advance, butchering all in its path with implacable ferocity.

ANCIENTS

The sacred standards of the Space Wolves' Great Companies are crafted from the skins of slain monsters and hideous xenos beasts, bedecked with blessed runes and totem trophies. They speak of the ancient sagas of the companies, legendary tales of bravery, cunning and strength of arms. Each of these heirlooms has endured millennia of battle, and to see them flying high inspires nearby battle-brothers to fight with proud fervour.

Amongst the greatest honour for any warrior of the Space Wolves is to be chosen by their Wolf Lord to carry such a relic into battle. Known as Ancients, these banner bearers must defend the standard to their last breath. To lose an icon of the Chapter's glorious history upon the battlefield would be a mark of terrible shame.

The presence of such a banner in battle drives nearby Space Wolves to even greater acts of heroism. Battle-brothers fight on despite grievous wounds and overwhelming odds, knowing that their deeds may be added to the great sagas.

THUNDERWOLF CAVALRY

The legendary Thunderwolves dwell at the northernmost point of Fenris, making their lairs in the fabled Mountains of the Maelstrom. Many Fenrisians venerate the Thunderwolf as a spirit totem, for the beast is undoubtedly the apex predator in the frozen realms at the top of the world.

Thunderwolves are solitary creatures that usually attack each other on sight – it is as if every Thunderwolf strives to be the alpha predator of an entire planet. These hulking beasts carve out a solitary existence that involves an eternal cycle of hunting, eating and sleeping. Their primary food animals are the giant bear, the ice troll and the Fenrisian mastodon, though Thunderwolves will devour any creatures that trespass upon their snowy realm without hesitation. It is said the best way to find a Thunderwolf is to draw it from its lair with the messy slaughter of one of their prey animals, and to be a long way away when the beast comes sniffing along.

Physically, Thunderwolves are truly monstrous, their anatomies having more in common with a Terran rhinoceroid than with a normal canine. Reaching as much as eight feet in height at the shoulder, Thunderwolves are clad in a shaggy coat of rough fur as tough as matted steel wire, and their jutting jaws are so strong that they are able to chew through iron. Thunderwolf skulls have been found that show evidence of several rows of teeth in perpetual growth, allowing those that are ripped out during violent kills to be quickly replaced. Their teeth are highly prized as warrior totems in Fenrisian culture. If rumour is to be believed, Thunderwolf teeth are also greatly valued in Ork society due to their sheer size and jagged, serrated edge.

Rather than tracking their prey down over time like their smaller cousins, Thunderwolves bear down upon their victims in a terrifying charge. Snatching up their prey in their stinking, blood-caked maw, they tear the unfortunate creature's head off with violent thrashing motions and their gnashing, grinding bite.

Only the Space Wolves have the constitution to hunt the Thunderwolves that haunt the Mountains of the Maelstrom, where perpetual ice storms would flay the skin from a lesser creature in the span of a single day. There are several known instances of senior Space Wolves tracking down and breaking in

Thunderwolves in an extreme version of the Lone Hunt. This practice, thought to be an initiation ritual into the upper echelons of the Wolf Guard, has given rise to the legendary Thunderwolf Cavalry – a small but dauntless elite within the ranks of the Wolf Guard who remain conveniently absent from any official Imperial records.

Despite their near mythical nature, there exists at least one high calibre vid-steal of a trio of Space Wolves cavalry riding into battle against a large mob of armoured Orks. The havoc that ensues is startling even to a hardened veteran. In the footage of the vid-steal, the unmistakable silhouette of Space Marine riders are mounted upon what look very much like Thunderwolves, albeit ones augmented with vicious adamantium jaws, hissing pistons and back-jointed metal limbs that end in razor-sharp blades. Though the existence of the vid-steal is a well-guarded secret, no matter how often the Space Wolves deny the practice of riding beasts to war, rumours abound across the Fenris Sector about the glorious charges of the Thunderwolf Cavalry.

'I share a deep bond with my battle-brothers, for the blood of Russ runs in all our veins. I would die for any one of them just as they would die for me, without fear or hesitation. But my mount is my packmate; my fellow riders my closest kin. Ours is a bond that others cannot fully grasp. We hunt as one, and together share in the glory of the kill. There is no greater joy on all of Fenris than to ride to battle astride a Thunderwolf.'

*- Rigar the Broad,
Thunderwolf Cavalry
Pack Leader*



FENRISIAN WOLVES

The wolves of Fenris are legendary beasts whose lives are inextricably linked with those of the human tribes that share their ice-bound planet. Over the millennia these gigantic lupines have become an integral part of the brotherhood of the Space Wolves.

Very few know the sheer diversity of wolves that exist upon Fenris. These range from the common but nonetheless deadly Fenrisian Wolf, to the hulking Blackmaned Wolf, all the way up to the infamous Thunderwolf that prowls the northernmost ice caps.

The wolves of Fenris are amongst the most vicious predators in the known universe. They roam the tundra of Fenris and are numerous in the vast lands of Asaheim that lie around the foot of the mountains of Fangard. Fenrisian Wolves obey the natural order of their kind, hunting in groups and instinctively obeying pack dynamics, with

the largest and most ferocious of their kind functioning as the alpha male. The alpha makes the pack's decisions, faces down external threats and challengers to his position alike, and enjoys the first pick of not only the kill but also the female members of his pack. This is a position much respected by the savage menfolk of Fenris, many of whom strive to emulate the alpha male in their own social groupings.

Fenrisian Wolves range from man-sized to the size of a snow lion. They have shaggy manes, powerful shoulders and overdeveloped, iron-hard teeth. It is considered a great feat for a battle-brother of the Space Wolves Chapter to hunt down a pack of these supernaturally ferocious beasts armed with nothing but his wits. This ritual is known as the Lone Hunt. Should the battle-brother somehow kill the alpha male of a Fenrisian Wolf pack, the rest of the wolves will instinctively treat him as their new alpha male, and

when he returns successful to the Fang he does so in the company of wolves. Many of these new packmates form a lasting attachment, having a great respect for their new leader, and from that moment they will fight at their master's side until one or both of them die in battle. Such is the bond between the Space Wolves and their beasts that it is not unheard of for a Fenrisian Wolf critically injured in battle to be mechanically augmented by the Chapter's Iron Priests so that it may live to fight another day.



WULFEN

With a howl that puts ice in the blood the Wulfen bound towards their prey, fangs bared and claws outstretched. In their haste to glut their insatiable appetite for slaughter, the Wulfen lope forward at a daunting pace – their anatomies, altered by the strange curse that assails their bodies and souls alike, are perfectly adapted for the violence at hunt's end.

There has been much speculation surrounding the Wulfen since they were first discovered by Harald Deathwolf. Their armour and heraldry was that of the 13th Great Company, who to a warrior were lost nearly ten thousand years prior during the assault on Prospero. Are these bestial battle-brothers the same Space Marines who pursued the Thousand Sons? Had they somehow survived the long millennia inside the Eye of Terror? Are their hulking forms the result of a flaw in the Canis Helix? The answers to these questions and many more are unknown to the Wolf Lords and the Fenrisian priesthoods. But from the moment they appeared the Wulfen battled for their Chapter with unbridled fury, their animal rage likely saving the Space Wolves whom they fought alongside.

After revealing themselves, the first Wulfen were taken to the Fang. Under

the orders of Logan Grimnar, the Iron Priest Hrothgar Swordfang tested the Wulfen's capabilities, arming them with chainswords and axes and pitting them against practice Servitors. To Swordfang's surprise, the hulking Wulfen handled these comparatively delicate weapons clumsily, quickly abandoning them to savage the Servitors with their bare hands. On the ninth day of trials, a Wulfen warrior took up one of the relic weapons that had hung in the Fang's halls for untold centuries. The Wulfen soon proved well suited to using the prodigiously large ceremonial weapon, wrapping its claws neatly around the haft of the great frost axe before hefting and swinging the colossal blade cleanly through a nearby statue. Perhaps this weapon was created for warriors of equal strength who had once existed in the Chapter's past; or perhaps the coming of the Wulfen had been foreseen, and this relic had been created specifically for their bestial hands.

Whatever the case, a search of the Fang produced more of the ancient weapons, along with other tools suited for use by the Wulfen, such as impulse-triggered grenade modules that integrated seamlessly with the Wulfen's pattern of neural activity.

Girded for war, the Wulfen have been returned to the fold of the Space Wolves, and others of their number have since been found roaming the stars. But despite their might and fervour, their place amongst the Sky Warriors has caused much controversy. The Wulfen appear on the brink of berserk rage at all times. Worse still, those who hear the bloodlust in their war cries feel their own beast within awaken. Those

battle-brothers who succumb to the Curse of the Wulfen completely are themselves transformed, body and mind, and taken in by the Wulfen packs.



DREADNOUGHTS

When the Space Wolves go to war, they do so in the company of giants. Behind their battlelines loom the towering constructs of man and machine known as Dreadnoughts. Theirs is a name aptly chosen, for what meaning has fear when one has shrugged off the cold claw of the Deathwolf and still growled in defiance?

Dreadnoughts are essentially walking tanks, five metres of piston-driven fury that stride across the battlefield with the surety of gods of war. Within each Dreadnought's adamantium shell lies the remains of a hero of legend, broken in body but not in mind; each determined to wage war against the enemies of the Primarch until his cybernetically augmented heart beats its last and Morkai finally claim his due. They are woken from their stasis-like slumbers in the depths of the Fang only in times of direst need, for each embodies a part of the Chapter's history.

When a great hero of the Space Wolves finally meets his match, he is borne from the battlefield unto his funeral pyre by his brethren. Should there remain a tiny spark of life in his broken and torn remains, the hero may tightly grasp the wrists of those who bear him and command them to cease. His last request, whispered through gore-spattered lips, is to be interred in the sarcophagus of a Dreadnought so that he may claim vengeance, and inscribe a new chapter of his saga in the blood of his enemies.

Such a hero is taken to the forges of the Iron Priests and laid upon a great slab, there to be born again in a new metal body designed for slaughter and nothing more. The fallen hero's remains are pulled apart and his body rewired until vein and tendon fuse with electrofibre and neural bundle inside an armoured sarcophagus. The sarcophagus is then installed into the shell of a Dreadnought, an ancient relic of the Chapter that bears terribly powerful versions of the weapons the occupant favoured in his former existence, be they gigantic wolf claws, massive Fenrisian axes or devastating ranged weapons.

Amidst a great ceremony in the chambers of the Fang, the runes of activation are struck and the Dreadnought stirs into a terrible approximation of life. The hero within twitches in the amniotic fluid of the sarcophagus, his eyes grafted to multi-spectral sensors, his muscles hardwired to cannon and power claw, and his battle cry amplified by high-yield vox grills. There is no reversing this procedure; no going back for a hero who has chosen this dubious refuge from oblivion. Only death awaits the Dreadnought's new occupant – death and the steel-cold satisfaction of vengeance.

VENERABLE DREADNOUGHTS

Priceless and indomitable artefacts steeped in centuries of battle, Dreadnoughts do not fall easily. Some escape their final death for so long that they fight on for a thousand years or more to truly become living legends. These venerable few are held in the highest esteem by their battle-brothers, for their wisdom is as deep as the cold ocean and their intuition as sharp as a kraken's teeth. Each is a keeper of battle-lore and a custodian of forsaken knowledge, and their advice is humbly asked by the masters of each Great Company in the gravest matters of war. Though such ancients often lie dormant for decades at a time within the depths of the Fang, when these mighty warriors are awakened fully they fight as lords of battle, stepping from the sagas once more to hunt and kill in the name of Russ.

CONTEMPTOR DREADNOUGHTS

Contemptor Dreadnoughts are relics from the Imperium's glorious past. More agile than newer-pattern Dreadnoughts, they also boast atomantic shielding technology, allowing them to deflect all but the most devastating energy blasts. The Space Wolves maintain several Contemptor-pattern Dreadnoughts, revered ancients that are awakened only at times of utmost need. Once unleashed, there are few foes that can stand in the face of a Contemptor's deadly heavy weapons and tank-crushing power claws.

REDEMPTOR DREADNOUGHTS

Designed by the Archmagos Belisarius Cawl at the behest of Primarch Roboute Guilliman many centuries ago, the mighty Redeptor Dreadnoughts have only recently been unleashed against the Imperium's foes. Given motion by a fallen battle-brother, Redeptors are swift and utterly lethal. Adversaries are shredded apart by a monstrous heavy gatling cannon, while the starburst power of a macro plasma incinerator makes short work of enemy armour and vehicles.



WULFEN DREADNOUGHTS

Each of the Dreadnoughts housed deep beneath the Fang contains a great Space Wolves hero shorn of his warrior physique. But an even crueller fate awaits some of these entombed warriors. Though their bodies are all but lifeless, they still bear the genetic heritage of their Primarch, the Canis Helix, and in rare cases the sleeping beast within their psyche is awoken. The Curse of the Wulfen afflicts the warrior bound within the Dreadnought; sometimes it will distort his crippled body even as it ravages his mind, forcing the Iron Priests to refit the sarcophagus so his gnarled features glower and snarl from within. The animal fury of the battle-brother provokes the Dreadnought's machine spirit, adding to its simmering rage a mindless hunger for violence and transforming the walking war engine into a Wulfen Dreadnought.

Like all Dreadnoughts, a Wulfen Dreadnought is a veritable mountain of iron and adamantium. But where other

Dreadnoughts stomp towards their foe with robotic stiffness, the joints and servos of a Wulfen Dreadnought twitch and spasm like the muscles of a crazed animal. Leaning forward as it begins to charge, the Wulfen Dreadnought is consumed with a singular, predatory intent, and seeks only to maul and eviscerate the enemies before it. The rampant devastation is accompanied by baleful howling, and the savagery continues until the metallic beast is eventually stared down by their Wolf Lord.

Wulfen Dreadnoughts are bellicose, even by the standards of the Space Wolves, and their weapon loadouts are hence adapted by Iron Priests. Ranged armaments are replaced with massive implements of close-quarters slaughter – namely the Fenrisian great axe and great wolf claw. Some Wulfen Dreadnoughts bear a blizzard shield, its powerful force field allowing them to weather even more punishment as they plunge into battle.



MURDERFANG

It was Logan Grimnar's Great Company that found the feral Dreadnought known as Murderfang. On the hell world of Omnicide the Champions of Fenris were locked in a roving campaign against the Alpha Legion, with battles raging throughout the spine of acid-spewing volcanoes that encircled the planet. The Space Wolves fully expected to be ambushed as they followed the duplicitous Chaos Space Marines further into the mountain ravines, but instead of a deadly trap they came across a slaughter. A stampeding mechanical beast was hurtling through the already thin Alpha Legion ranks, its massively brutal claws tearing the remaining traitors limb from bloody limb. The monstrous construct bore the heraldry of Fenris, though no battle-brother recognised the specific markings. The Space Wolves joined in the melee, quickly dispatching the last of the Alpha Legion, but even with their common foe gone the fury of the Dreadnought did not subside. Attempts to communicate with the entombed battle-brother were met with metallic snarls, and all efforts to calm the berserk machine only enraged it further. Only by using helfrost technology were the Space Wolves able to freeze the Dreadnought, placing it in stasis so that it could be taken back to Fenris and studied by the Iron Priests in the Fang.

The metal-skinned monster is now believed to be the culmination of the Curseborn Prophecy, its arrival having been foreseen nearly two hundred years ago. Though it resembles a Space Wolves Dreadnought, and must once have had a name, the identity of the once noble hero within its sarcophagus is long lost, consumed by the bestial thing that now leers from its facade. Named Murderfang by the Space Wolves, it is a force of untamed destruction. In times of great strife, such as when Fenris itself was beset by a daemonic incursion, the machine-beast is released from its glacial prison and set upon the foe. Unleashed, Murderfang claws and stamps until nothing is left but ruin. At battle's end, the Space Wolves freeze it with helfrost technology once again, hoping that Murderfang's wrath can be stayed for long enough to see it contained in the caverns beneath the Fang. Yet all know that as the Time of Ending approaches, the white heat of its rage will be needed more than ever.

BJORN THE FELL-HANDED

LAST OF THE COMPANY OF RUSS

Bjorn the Fell-Handed is the oldest warrior in the Imperium, save for the resurrected Lord Commander Roboute Guilliman. Interred in a custom-built Dreadnought in M31, Bjorn is a legendary figure amongst the Space Wolves, for he fought in the Horus Heresy amongst the retinue of Leman Russ himself. For this reason alone Bjorn would be held in awe by his battle-brothers and treasured as a living link to the glory days of the Great Crusade. Bjorn has since been the salvation of the Space Wolves Chapter time and time again, earning the reverence of even the fiercest Wolf Lord.

Bjorn had barely become a Grey Hunter when he fought at the side of the Primarch. To hear Bjorn speak of these days is to hear an echo of history itself. Though the epic events he describes seem more like a *skjald's* tale than hard fact, they are facts nonetheless, for Bjorn's word is as true as Fenrisian oak. At the dawn of each new century Bjorn is roused from his long sleep to hold court at the Great Feast. There he begins to recount elements of his own saga, and the boisterous mirth of his battle-brothers is replaced by the silence of utmost respect.

In the strife-fuelled aftermath of the Heresy, Bjorn fought to rebuild the Imperium with such spirit and burning conviction that Russ elevated the young warrior to his personal retinue. Gifted this honour beyond measure, Bjorn fought all the harder to prove himself in the eyes of his spiritual father. It was Leman Russ himself who gave Bjorn the epithet that he bears to this day. Then, one unforgettable and tragic day, the Primarch stepped atop the vast banqueting table in the Great Hall and, after a long and uncomfortable silence, announced his intention to leave for the Eye of Terror. He took his retinue with him, leaving only Bjorn behind to watch over his Chapter. Bjorn has never explained why he was left behind in this manner; it is not certain if he even knows himself, but the Primarch was not one to act idly.

Despite the fact he has relived it a hundred times or more, when Bjorn tells of that day, it is clear he still struggles with intense

feelings of rejection and bitterness. All who hear his tale know that Russ' parting act bothers Bjorn far more than the tale of his own tragic fall to a warp-beast with a thousand maws, or the days his spirit spent roaming Morkai's cold realm during his torturous interment into an adamantium sarcophagus.

From the day of Russ' disappearance, Bjorn has given his all to prove himself worthy in the eyes of his missing Primarch, first as warrior, then as Wolf Lord, Dreadnought, and finally to this day as the spiritual and moral compass for the entire Chapter. Only the High Wolf Priest Ulrik knows Bjorn well enough to suspect that he still craves the benediction of his once-father,

and that within Bjorn's indestructible and immensely potent war-form lies a mind that will know no peace until he fights alongside the Primarch once more.

With the advent of the Cicatrix Maledictum and the resultant cataclysm unleashed upon the galaxy, many Space Wolves believe that the hour of the Wolftime is nigh, and that Leman Russ will soon return to lead them in the last great battle. It is said that High Rune Priest Njal Stormcaller has spent many long hours alone with an awakened Bjorn, questioning him on every detail of the days leading up to Russ' disappearance.



TRANSPORT VEHICLES

Drop Pods and armoured transports deliver packs of Space Wolves to the heart of the enemy. With a chorus of blood-chilling howls, the Wolves leap from their mounts, blasting scores of enemy warriors apart with a murderous salvo of bolter fire. Blood running hot with the fierce joy of the kill, the warriors of Fenris fall upon the survivors in a gore-splattered frenzy.

RHINOS

The Rhino armoured personnel carrier is highly thought of amongst the Space Wolves, for it is a rugged and adaptable transport that can negotiate arctic mountain and lava-scorched chasm alike. The Space Wolves reason that any steed that can cope with the savage world of Fenris is worthy of respect, regardless of whether it is born of mortal flesh or forged of unyielding metal.

Though Fenrisians prefer to fight on foot, the icy continents of Fenris are vast in scale. Crossing them can take months or even years. Nevertheless, by the tradition of the great nomadic tribes, the warriors of Fenris make their great pilgrimages from one continent to another each and every year to wage war on other clans and steal away their women. They do this either by trekking through the blizzards or by plying the horror-filled seas in longboats made from gnarlwood and black iron.

Space Wolves see the noble Rhino as a similar conveyance of war, one that can carry them to the front line quickly and efficiently so that the greater part of their efforts may be expended upon

butchering the foe. When aetheric disturbances or enemy air support renders a Drop Pod assault inadvisable, a massed mechanised advance provides a reliable alternative. It is fortunate indeed that the Rhino is so durable and easy to repair, for the Space Wolves love to test them to their absolute limits with violent manoeuvres and death-defying driving.

RAZORBACKS

Ask any Long Fang what is better than a steady, reliable Rhino, and he'll say a Rhino with a thundering great heavy weapon mounted atop it. Such configurations are known as Razorbacks and, though they are a relatively new addition, they have enjoyed massive popularity since their induction into the Great Companies.

Razorbacks exchange a portion of their transport capacity in order to mount a twin-linked weapon system atop their hull. This ranges from the standard twin heavy bolter configuration to paired assault cannons to turrets mounting twin-linked lascannons. It is their versatility that makes these tanks so very useful, for the Razorback can fulfil the role of transport, sniper or hunter depending on circumstance. In battle, Razorbacks typically harry the foe, nipping at the heels of enemy formations and herding the enemy into the line of fire of their Predator and Vindicator brethren. Once in position their passengers will disembark, frequently onto the very locations from which the Razorbacks' guns have driven the foe.

Razorbacks are very popular with Long Fang packs, for whom the vehicle's modest transport capacity is no hindrance. These veteran packs use their Razorbacks not only to take up advantageous firing positions atop mesas, glaciers and shattered buildings, but also as impromptu med-bays and weapon depots. A quick glance inside such a Razorback will betray a fearsome array of heavy weaponry ranged along its interior walls, allowing the veterans to pick and choose which weapons will be best suited to each engagement. Such indulgences are overlooked by the Wolf Lords, who know full well that not only the Space Wolves' arsenal but also the Razorback itself is put to best use under the auspices of their veteran battle-brothers.

DROP PODS

The Drop Pod does not prowl across the battlefield but instead plummets from the skies like a flaming metallic comet. The Drop Pod is at once a mode of transport and a crippling psychological weapon. A single pod can plunge into the midst of a battleline and reduce it to chaos as a pack of ferocious Space Wolves bursts out from its metal hull, blasting away with boltguns or carving their stunned prey apart with axes and blades. Massed Drop Pods attacking in such a manner is capable of turning the tide of a war with a devastating and swiftly executed planetstrike.

The iconic Space Marine vehicle, a Drop Pod is the ultimate tool for enacting a planetary invasion, for the speed with which it breaches the target world's atmosphere makes interception



practically impossible. Fired with colossal force from the launch tubes of orbiting strike cruisers, Drop Pods hurtle down into a planet's stratosphere at incredible velocities, their ceramite-laced hulls glowing red with the terrible forces exerted upon them. Within the spartan confines of each pod is a battle-ready pack of Space Wolves, voices joined in boisterous and frequently obscene song as each envisages the carnage he is about to unleash upon the enemies of the Imperium. Just as the Drop Pods seem about to dash themselves apart on the planet's crust, retro-burners fitted to each pod's underside fire up and the craft slows, though only by the bare minimum to ensure that the landing impact is not harmful to the embarked passengers.

As the Drop Pods of the Space Wolves burn through a planet's atmosphere in formation, they carve apart the skies with great contrails of fire that are known in the sagas as the Claws of Russ. The mere sight of such a pyrotechnic display is enough to drive a blade of despair into the hearts of those foes who know the legends of the Space Marines, for it is a sure sign that the Angels of Death are on the attack.

Each 'claw' consists of several Drop Pods that descend in a tight formation, slamming into the planet's crust in quick succession. Whilst the enemy is still reeling from this compound blow, the hinged sides of each Drop Pod will explode out and down to form disembarkation ramps, and a battle-hungry pack of Space Wolves will storm out, voices and weapons raised in a deafening salute to the gods of battle before the blood-letting begins.

REPULSORS

The Repulsor tank is a new addition the vehicle hangars of the Space Wolves, a technological wonder forged beneath the red sands of Mars. In combat it acts as both battle tank and armoured transport, blasting scores of enemy warriors into a crimson mist with its onslaught heavy gatling cannon and auto-targeting grenade launchers even as its hatches open and Primaris Space Marines pour into the fray. If anti-armour firepower is required, the Repulsor can also be fitted with a las-talon, which unleashes a searing beam of energy powerful enough to turn enemy tanks into piles of charred slag.

Perhaps the most astonishing trait of the Repulsor, however, is the intense gravitic field it projects from its ventral plates, which shatter the ground beneath even as it holds the tank aloft. Thanks to this remarkable technology, the Repulsor can traverse even the most hazardous obstacles: lava rivers, treacherous ice floes, and even the open ocean. With such a vehicle at their disposal, there is no target that the Space Wolves cannot overwhelm with an armoured spear-thrust that scars the planet's crust in its wake.

This grav-field can also be directed outwards, projecting a wall of energy that batters any foes foolish or brave enough to charge a Repulsor. Suddenly, approaching warriors find themselves leaning into a gravitic hurricane, their momentum lost and their body off balance. It is then that they will hear the eager howls of Space Wolves as the Repulsor unleashes its living cargo, and the warriors of Fenris charge out with gleaming blades raised for the kill.



BATTLE TANKS

Armoured behemoths come thundering over the battlefield, crushing anything in their path under grinding tracks. Sighting their prey, the turrets of these metal monsters swing to bear, and blazing lances of energy erupt from their heavy cannons. Hulls pierced by pinpoint gunnery, the targets of the Space Wolves battle tanks erupt in coruscating fireballs.

PREDATORS

Prowling through the fiercest battlezones of the Imperium, the Predator battle tank dispenses swift death to the alien and the witch. An armoured killing machine with a proud history that stretches back to the birth of the Imperium, the Predator is optimised for one task above all others – gunning down those who oppose the Sons of Russ in spectacular displays of violence.

Often thought of as the Thunderwolf of the Space Wolves vehicle pool, the Predator battle tank frequently leads the hunt in the high-octane assaults for which the Space Marines are so feared. Its armoured hull, a heavier adaptation of the ever faithful Rhino APC, is proof against all but the most powerful anti-tank weaponry, and small-arms fire patters from its blue-grey hide like shards of ice from the face of a glacier. Even targeting the few vulnerable areas of the Predator is difficult indeed, for the restless metal monster is forever on the move, seeking out new firing solutions and leaving destruction in its wake as it stalks ever closer to its quaking prey.

Like its brother tanks, the Vindicator, the Predator is so solid and durable that it can theoretically see millennia of active service and still function at peak efficiency. Those indomitable few that have accomplished such a feat are treated with as much respect as the battle-brothers of the Space Wolves themselves, for they are an integral part of the war engine of Fenris, and without them much of the Chapter's glory would be lost. So it is that the names of sacred and trusted Predators are entered into the sagas alongside those of noble heroes and gifted commanders.

The Predator has two main configurations with which to punish the foe, known to the Iron Priests who forge them as the Annihilator and Destructor patterns. Predator Annihilators are the last word in anti-armour firepower. They bear twinned, long-barrelled lascannons on their sleek turrets, armaments of such potency that they can tear open even the living metal hull of a Necron war machine with one blinding shot.

Predator Destructors, on the other hand, fire explosive ammunition from autocannons of such a high calibre that their barrels could swallow a Space Marine's fist. Destructor-pattern Predators are versatile and deadly, as capable of hunting and destroying whole squadrons of light vehicles as they are chewing through the elite infantry of the Space Wolves' enemies.

Each Predator's weapon loadout can be further augmented by sponson weaponry that complements its main armament. These weapons are typically a pair of deadly accurate lascannons for the Annihilator-pattern tanks and a pair of growling, spitting heavy bolters for the Destructors, though other variations have been seen across the millennia. Even a single Predator has firepower enough to rip a gaping hole in an enemy battleline, but when the Chapter's Predators go to battle side by side, roaming across the tortured battlescape like a pack of great metallic hunting beasts, the ground itself trembles at their approach.

WHIRLWINDS

The support tanks known as Whirlwinds rain burning retribution upon the foe from extreme range. Mobile artillery platforms, they are held in high regard by the Space Wolves, for their sustained artillery barrages pin the foe in place and channel them into the teeth of the Great Companies' devastating assaults. Sometimes referred to by the oldest Space Wolves as 'Great Equalisers', Whirlwinds can rob a horde of its numerical superiority, cripple the morale of a rebellion or consume a defence line in raging chemical fires with gratifying ease.

As with many tanks used by the Adeptus Astartes, the design of the Whirlwind is based around that of the Rhino. The Whirlwind's compact but indomitable chassis strikes a perfect balance between stamina and speed, and its simple but efficient motive units allow it to redeploy with the swiftness and surety of a hunting beast. Each tank locates its prey with multi-spectrum targeting systems and infra-red analysis cogitators that, if its proud crew are to be

believed, can pinpoint the location of a Snotling in a snowstorm over a league away. Some of the more radical Iron Priests hardwire in Servitor-augmented olfactosenses so that the Whirlwind can literally 'sniff out' its prey. Conventional barrage doctrine is often ignored by such crews, who prefer to fire on the move, loosing great salvoes of missiles high into the brooding clouds above and then driving at top speed toward the vector detonation site, the better to appreciate the effects of their handiwork up close.

In place of the Rhino's transport bay the Whirlwind carries a devastating payload of missiles, each designed with a particular brand of carnage in mind. These include formidable fragmentation missiles each taller than a Space Marine, known colloquially as the Whirlwind's 'teeth'. These deadly ivory-hued tubes are loaded with the utmost care into the Whirlwind's launcher and sent screaming through the skies into areas where the foe gathers thickest, striking like a lightning bolt and scything the enemy apart.

The Whirlwind can also be armed with Castellan-class incendiary missiles, nicknamed 'Dragonragers' by those who have seen them detonate close at hand. Each Dragonrager carries a volatile chemical warhead that blossoms into an incandescent storm upon impact, birthing lashing tongues of fire that tear through packed ranks of infantry. Should the initial explosion fail to slay the Whirlwind's targets, the poisonous flames that rage in its aftermath will claim the cowardly no matter how deep their boltholes. Truly it is said that the screeching roar emitted by an incoming payload is like the howl of the Deathwolf himself, for it is the last sound that the Whirlwind's prey ever hears.

VINDICATORS

If the Predator can be compared to a sleek hunting beast, the Vindicator is a pug-nosed, thuggish attack dog, all muscle and bad attitude. Vindicators make up for their lack of range by packing a punch that would make a Titan think twice. Jutting from the front of the Vindicator like a hard black fist is the infamous demolisher cannon, one of the most devastating of all the weapons in the Space Wolves' arsenal.

Vindicators are famous for their unrivalled success as demolition tanks, and they typify the tendency of the Adeptus Astartes to solve a problem with the application of sudden and overwhelming brute force. Their demolisher cannons were developed to shatter the myth of invulnerability. Originally designed to tear down the bastions of skulking traitors, Vindicators can obliterate entire sections of a reinforced building in a deafening, roaring instant, causing the rest of the edifice to come tumbling down in a spectacular collapse. Often, a Space Marine assault upon a fortified objective will begin with a coordinated barrage from a line of Vindicator tanks. Once great gouges have been blasted in the defensive wall, battle-brothers and lighter transports will storm into the breach using the resultant dust-cloud as cover, blasting and hacking apart anything on the other side that moves.

The Wolf Lords of the Great Companies take great delight in setting their pugnacious, aggressive Vindicators upon the fortresses and fastnesses of armies who believe themselves well protected, chuckling into their beards as the enemy is buried alive under the very fortifications they believed to be their salvation. There is something faintly absurd about such immense firepower mounted upon such a compact tank, but this bothers the Space Wolves not at all – after all, they are well used to punching above their weight.

Many of the more traditional Space Wolves see the belligerent Vindicator as a mascot for their own unstoppable battle tactics, and an armoured charge supported by a squadron of Vindicators will warm the heart of even the most gnarled Long Fang.

The pugilistic Vindicator is beloved of the Iron Priests, not only because of its immense firepower, but also because of its raw motive force. Optimised for urban warfare, the Vindicator frequently sports a gigantic siege shield, a massive and extremely bulky version of the dozer blades used by the battle tanks of the Imperial Guard. The siege shield's robust construction allows it to plough through the rubble of a fallen city as if it were a mere snowdrift. Not only that, but the shield provides an excellent level of protection for the grunting, roaring tank that squats behind it, ever ready to push through barrages of fire or fortress walls alike as it grinds once beautiful architecture beneath its steel treads. The Space Wolves believe that there is nothing, be it god-machine or towering citadel, that cannot eventually be reduced to pitiful chunks of rubble by the pounding barrage of a squadron of Vindicators.



HUNTERS

The Hunter is a dedicated anti-air platform. Its Skyspear missile system is the most potent ground-to-air warhead available to the Space Wolves, allowing the warriors of Fenris to scour the skies of enemy flyers, even in the absence of their own aerial attack vehicles.

The Skyspear missile launcher fires macabre munitions known as savant missiles. Each of these warheads is in fact a ballistic sarcophagus, containing the semi-sentient remains of a Chapter serf slaved to a complex guidance system. As the missile streaks towards its target, the mind of this Servitor-revenant calculates trajectories and aetheric resistance, homing in on its target as relentlessly as a Fenrisian blood eagle. The sarcophagus casing is designed to splinter upon detonation, sending a hail of shrapnel tearing through fuel lines and engine arrays. It is considered a great honour to perform one last act of loyal service to the Space Wolves by blasting the Chapter's enemies out of the sky.

STALKERS

The Stalker provides a blanket-fire alternative to the slower, precision fire of the Hunter. Armed with an Icarus stormcannon, a Stalker can fill the skies with lines of shredding rounds. A single Stalker can wreak devastation upon an enemy air squadron, as even the most skilled pilots cannot avoid such a ferocious hail of armour-piercing rounds. These torrents of fire can also pick smaller flying creatures and jump infantry from the air with murderous efficiency.

Though a single Stalker is formidable in its own right, it is when gathered with other tanks of their kind in anti-air formations that these vehicles truly excel. As they blanket the skies with an impassable storm of flak, dozens of enemy flyers are sent spiralling down to the ground, trailing smoke and flames.

LAND RAIDERS

The Land Raider is the heaviest and most formidable of all Space Marine tanks. Its titanic bulk is such that a Land Raider can crash through a forest of jagged ice spires without slowing, and its sponson-mounted twin lascannons can blast a hole through a wall of triple-forged plasteel. Those few Fenrisians who have seen a Land Raider in action know it as the Great Steel Bear, but in truth nothing in the natural world can compare to the fury of its guns and the resilience of its thick adamantium hull.

Each Land Raider is revered within its Great Company as a hero in its own right, for their datacores are host to warlike machine spirits that are utterly loyal to the Chapter. The Wolf Priests believe these machine spirits to be the children of the Iron Wolf himself, and make supplications of raw flesh to awaken the aggressive instincts of these ancient war engines on the eve of battle.

Perhaps the most adaptable of all the vehicles that the Space Wolves ride to war, the Land Raider fulfils several battlefield roles. First amongst these is that of the tank hunter. Land Raiders prey upon lesser tanks like wolves loose amongst a flock of sheep. The line tanks of the foe cannot

hope to halt the Land Raider as it growls forward, battle cannon shells and alien ordnance shattering upon the mechanical behemoth's hide. In return, its crew blast apart those vehicles in their crosshairs, anointing the hull of their tank with mead after a particularly spectacular kill.

The secondary duty of the Land Raider is to transport Space Wolves to the front line. Its forward assault ramp opens like a giant set of hinged jaws, allowing the tank's passengers to charge from its throat directly into the enemy ranks. Crucially, the Land Raider's sheer size means that it is the prime mode of ground transport for Terminator-armoured troops.

LAND RAIDER REDEEMERS

Redeemer-pattern Land Raiders sport large-bore flamestorm cannons that spout billowing tides of roaring promethium into the defence lines and bunker networks of their victims. It is said that the flames of the Redeemer are hot enough to liquefy plasteel and even the ceramite of Space Marine power armour. For this reason the Redeemer is known as the 'Fireworm' by the Space Wolves, the legendary Fenrisian beast with the heat of the sun in its gullet.

Each tank's interior, hung with the skins of exotic beasts and thick with the scent of smouldering runebones, is the lair of a pack of battle-brothers ready to pounce. Flames lick and flicker around the Land Raider Redeemer as it crunches across the battlefield, the tantalising smell of roast meat left in its wake all that remains of the flame-tank's prey.

LAND RAIDER CRUSADERS

The Crusader is a close-assault variant of the Land Raider, equipped with an array of weaponry specifically designed to facilitate devastating infantry assaults. Land Raider Crusaders are linebreaker tanks that bull forwards into the thick of the enemy line, filling the air with hundreds of localised explosions whilst they disgorge packs of howling battle-brothers.

Armed with sponson-mounted hurricane bolters and a twin assault cannons at the fore, the weight of fire a Land Raider Crusader can churn out is enough to chew out the heart of an enemy battleline. When facing armoured targets, the Crusader can be fitted with a cupola-mounted multi-melta, allowing the crew to tear open the stoutest tank or bunker.



GUNSHIPS

The howl of jet turbines echoes from valley walls and mountain peaks as the gunships of the Space Wolves boost forward on the hunt. Scarring the skies with their contrails, these aerial war machines are as savage on the attack as their earthbound kin – and, in the case of the Stormfang and Stormwolf, those who wait within to land the final blow on their reeling enemies.

STORMFANGS

The imposing bulk of a Stormfang Gunship barrels through the frantic whirl of an aerial dogfight at shocking speed, lances of searing white light bursting from its primary cannon. Where these beams strike home the hulls of enemy aircraft freeze and shatter, raining shards of metal and ruptured systems into the open sky.

For the Space Wolves, the Stormfang Gunship is the final word on airborne superiority. Though it possesses a limited transport capacity, enough to carry a small pack into battle, the Stormfang is first and foremost designed to dominate the skies in the manner of the dread ice wyrms of Fenris. An enormous helfrost destructor runs the length of these deadly attack craft – a formidable weapon that freezes its target to absolute zero in seconds. Even unyielding materials such as ceramite, ferrocrete and Aeldari wraithbone cannot hope to withstand the thermal shock of plummeting to such base temperatures so rapidly, and shatter beneath the lance beam's icy touch. With twin heavy bolters

and stormstrike missiles rounding out the craft's offensive options, most Stormfang pilots are boastful of the deadly firepower at their command, and decorate their craft with kill tallies and battle honours.

STORMWOLVES

The Stormwolf Gunship enables the Chapter to bring the fight to the enemy wherever they may be found. Combining breathtaking speed with freedom of altitude, a Stormwolf can quickly close in on its prey before setting loose its passengers right in amongst the enemy lines, and bears sufficient firepower to ensure such a landing is not contested. The wolf's-head silhouette of the Stormwolf strikes fear into the hearts of the enemy, for it signals the arrival of some of the deadliest warriors in the Imperium. Such foreboding is not without good cause, for these vessels are the favoured landing craft of the Blood Claws, renowned for their ferocity in battle. When its front access port has yawned open, and its complement of Space Wolves have bounded out into

the thick of battle, the Stormwolf will rise once more, searching for prey of its own. With its formidable array of weaponry, the Stormwolf is perfectly capable of engaging both infantry and armour.

STORMHAWK INTERCEPTORS

Tearing through the sky like an enraged bird of prey, the Stormhawk Interceptor provides the Space Wolves with a powerful air superiority fighter. These craft are swift enough to outmanoeuvre all but the most agile of enemy flyers. Though less robust than the Stormfang and Stormwolf, the Stormhawk Interceptor is equipped with infernum halo-launchers that can discharge a variety of flares and countermeasures to mitigate incoming fire. The craft can be outfitted with a variety of weapons, allowing it to fulfil multiple combat roles. Whether dogfighting in the stratosphere or laying down punishing strafing runs on clumped infantry and armour, the Stormhawk Interceptor is a truly fearsome asset of the Sky Warriors.



Stormfang

Several Stormfangs are attached to each Great Company, and as with the pauldrons of the Space Wolves, the markings for that Great Company are displayed on the sides of the hull. The black and yellow pack markings on the engine casings indicate that a Stormfang has within it one of the Great Company's Wolf Guard packs.

Stormwolf

Stormwolf Gunships also display their Great Company markings prominently on their hull. The red and white pack markings on the engine casings indicate that the Stormwolf has a squad of Wulfen within it – a sign to its allies that where the Stormwolf sets down, bloody carnage will soon follow.



COMPANIES OF FENRIS

The Space Wolves march to war in the colours of their home world, with frost and storm given adamantine shape in their armaments. This section showcases the warriors of Fenris, arrayed for glorious battle.



Ulrik the Slayer



Iron Priest with helfrost pistol,
tempest hammer and servo-arm



Rune Priest with plasma pistol
and runic axe



Wolf Lord with storm bolter
and frost sword



Blood-curdling howls mingle with the roar of gunfire as the Sons of Russ charge across an icy wasteland, each battle-hardened warrior of Fenris eager to tear out the throats of the traitorous Death Guard no matter the cost.





Logan Grimnar on Stormrider

Drawn by his trusted Thunderwolves, Tyrnak and Fenrir, Logan Grimnar leads his Great Company to battle. Beside the Great Wolf is his personal champion, Arjac Rockfist, as well as the High Rune Priest, Njal Stormcaller.





Intercessors with bolt rifles



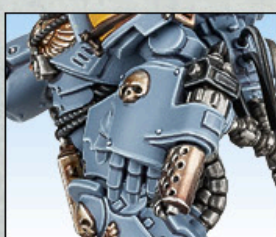
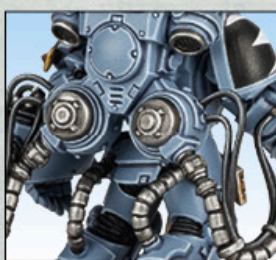
Hellblasters and Hellblaster Pack Leader with assault plasma incinerators



Reivers with heavy bolt pistols, combat knives and grav-chutes, built using components from the Space Wolves Primaris Upgrades pack



Primaris Battle Leader with bolt carbine and power axe



Aggressor with flamethrower gauntlets



Ragnar Blackmane leads the members of his Great Company in a flanking manoeuvre through a glacial pass.



Bjorn the Fell-Handed is roused from his slumber to drive back the hordes of Tzeentchian Daemons encroaching upon the Fang.



Arjac Rockfist



Wolf Guard Terminator with assault cannon and power fist



Wolf Guard Terminator with storm bolter and chainfist

After butchering the direst threats within the enemy's forces, Wolf Guard of the Blackmanes redeploy to bolster the main battle line, inspiring their fellow Space Wolves with bellowed oaths and feats of skill.



Wulfen with great frost axe



Wulfen Pack Leader
with frost claws



Wulfen with frost claws and
stormfrag auto-launcher



Canis Wolfborn on his Thunderwolf, Fangir



Wolf Lord Harald Deathwolf on his Thunderwolf, Ictetooth



Thunderwolf Cavalry with thunder hammer and plasma pistol



Thunderwolf Cavalry with chainsword and bolt pistol



Wolf Guard and Wolf Scouts hack through the living metal bodies of those Necrons that stand in their path, while a Venerable Dreadnought and Thunderwolf Cavalrypack charge ferociously past their battle-brothers to savage the enemy.



Leaping from their Stormwolf transports, Blood Claws follow Ragnar Blackmane into the heart of the oncoming greenskin tide, eager to prove themselves before their legendary Wolf Lord in battle.



Ragnar Blackmane



Blood Claws with chainswords and bolt pistols

Blood Claw with plasma gun



Grey Hunter with boltgun and chainsword



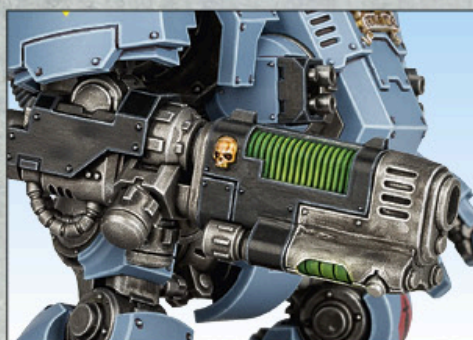
Grey Hunter Pack Leader with power fist and bolt pistol



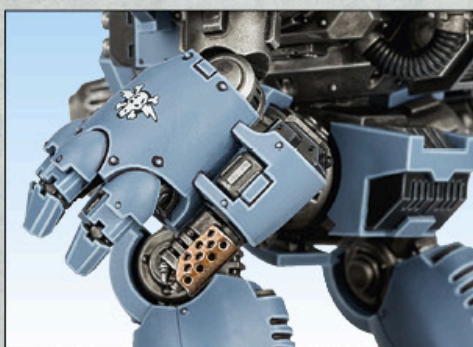
Grey Hunters with boltguns



Awakened from stasis for a critical battle, Bjorn the Fell-Handed spearheads a combined-arms assault of the Blackmanes. After long millennia, the thunder of engines, the roar of guns and the slaving howls of Fenrisian beasts still stirs the ancient's battle-spirit.



Macro plasma incinerator



Redemptor fist with underslung heavy flamer



This Redemptor Dreadnought is also equipped with two storm bolters and an Icarus rocket pod.

GATHERING THE PACKS

A Space Wolves strike force can take on many shapes and sizes, with just a handful of these storm-hardened warriors able to carve their way through much larger enemy formations. Below are two starting forces, each with their own specialities in battle, and each of which can be the foundation of a full-fledged army.

The first of these forces comprises a mix of infantry packs to achieve maximum tactical diversity with a relatively small number of warriors. Leading the force is a Primaris Battle Leader armed with a bolt carbine and power axe. This HQ leader is capable of meting out death at range and in close quarters. At his flank is an elite pack of Reivers, with heavy bolt pistols and combat blades, ready to sow terror amongst the enemy's ranks. As a Troops choice, a pack of Intercessors follows

close behind the Primaris Battle Leader to lay down a hail of fire, while next to them is a pack of Hellblasters armed with the devastating power of heavy plasma incinerators. With one choice each of HQ, Elites, Troops and Heavy Support, this force can be fielded as a Patrol Detachment. Furthermore, as all units are from the same Faction, the force is Battle-forged which gives you three Command Points to use to employ deadly Stratagems in the thick of combat.

The second force relies on fast, hard-hitting units. Harald Deathwolf is the HQ choice, with two packs of Thunderwolf Cavalry and a single pack of Fenrisian Wolves bounding to battle alongside him. With a single HQ and three Fast Attack choices, this force can be fielded as a Vanguard Detachment. This Detachment affords one Command Point in an addition to the three granted for being Battle-forged, for a total of four Command Points.



Primaris Battle Leader Arn Frostforged leads the Reiver pack Ironhail's Infiltrators, Intercessor pack Frensyll's Dauntless, and Hellblaster pack The Fires of Morg.



From atop Icetooth, Harald Deathwolf commands two Thunderwolf Cavalry packs, Fjorr's Fury and Gangraal's Striders, as well as the Fenrisian Wolf pack The Jaws of Valnar.



MUSTERING FOR THE HUNT

There are countless ways in which you can add to the core of your strike force. The army uses all of the miniatures from the two strike forces detailed on the previous page, and adds new tanks, flyers, infantry packs and champions to create a truly formidable Space Wolves great pack, led by the Great Wolf Logan Grimnar himself.

Strike Force Blizzard's Bite is led by Logan Grimnar on Stormrider. The Great Wolf has gathered the Chapter's finest warriors to his side, giving each the chance to prove their worth as they hunt their enemies. Riding close behind Grimnar are the Thunderwolf Cavalry packs Fjorr's Fury and Gangraal's Striders, with the Fenrisian Wolf pack the Jaws of Valnar prowling at the rear. A pack of Aggressors – the Fists of Asaheim – stand on the front line beside the Great Wolf, their flamestorm gauntlets ready incinerate. Behind them, a pack of Blood Claws is eager to leap into the fray, while to Grimnar's rear stands a pack of Intercessors flanked by Hellblasters with assault plasma incinerators. These warriors

have the honour of fighting alongside the Wolf High Priest, Ulrik the Slayer. At the tail end of this flank stand a pack of Wolf Guard Terminators armed with some of the mightiest weapons of the Fang. When not deployed from the teleportarium, they ride to battle embarked upon the Land Raider Crusader *Howling Vengeance*, while the Predator *Winter's Woe* thunders alongside as an escort tank to blast open the opposing line.

Harald Deathwolf rides at the front of the other flank, with a tenacious pack of Blood Claws keeping pace with him. Joining the vanguard is the Reiver pack, Ironhail's Infiltrators, their vox-



amplified howls sending terror through the enemy ranks. Behind the front line, Primaris Battle Leader Arn Frostforged stands flanked by two packs of Intercessors, while a pack of Grey Hunters – Rothnor’s Rippers – bring up the rear with their Rhino transport ready to deploy them to where the fighting is thickest. Rounding out the force is the Redeptor Dreadnought Kurggar Fyrfist, who towers above his battle-brothers on the back line, and the Stormfang Gunship *Jotun’s Breath*.

With a total of four HQ choices, six Troops choices, four Elites choices, three Fast Attack choices, three Heavy Support choices and a single Flyer, Strike Force Blizzard’s Bite can be fielded as a Brigade Detachment. This grants a massive nine Command Points, in addition to the three Command Points for being a Battle-forged army, for a total of twelve. Having so many Command Points allows for numerous, powerful Stratagems to be unleashed, enabling the army to strike swift and hard when least expected.

- | | |
|--------------------------------|----------------------------|
| 1. Logan Grimnar on Stormrider | 12. Predator |
| 2. Thunderwolf Cavalry | 13. Harald Deathwolf |
| 3. Fenrisian Wolves | 14. Bloodclaw pack |
| 4. Thunderwolf Cavalry | 15. Reiver pack |
| 5. Aggressor pack | 16. Intercessor pack |
| 6. Blood Claw pack | 17. Primaris Battle Leader |
| 7. Intercessor pack | 18. Intercessor pack |
| 8. Hellblaster pack | 19. Grey Hunter pack |
| 9. Ulrik the Slayer | 20. Rhino |
| 10. Wolf Guard Terminators | 21. Redeptor Dreadnought |
| 11. Land Raider Crusader | 22. Stormfang Gunship |



WARRIORS OF THE FANG

This section contains all of the datasheets that you will need to fight battles with your Space Wolves miniatures, and the rules for all of the weapons they can wield in battle. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and special abilities it may have. Any abilities that are common to several units are described below and referenced on the datasheets themselves.

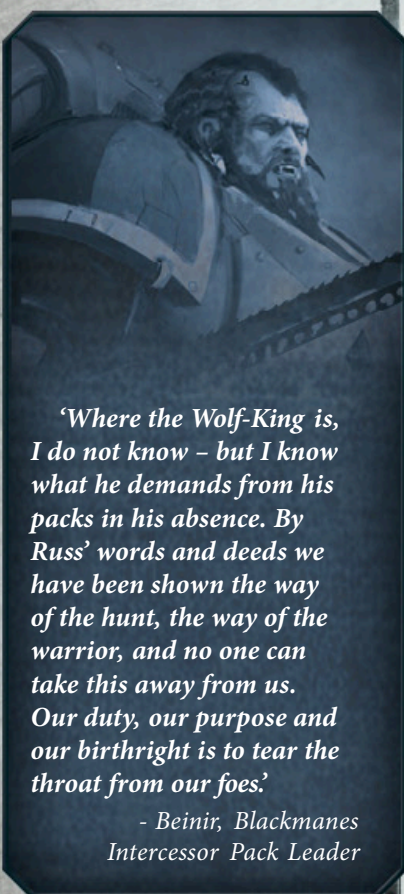
ABILITIES

The following ability is common to several SPACE WOLVES units:

AND THEY SHALL KNOW NO FEAR

Heroes all, the warriors of Fenris are as unshakeable as any of their brother Adeptus Astartes, facing any danger with their fangs bared and their weapons ready.

You can re-roll failed Morale tests for this unit.



'Where the Wolf-King is, I do not know – but I know what he demands from his packs in his absence. By Russ' words and deeds we have been shown the way of the hunt, the way of the warrior, and no one can take this away from us. Our duty, our purpose and our birthright is to tear the throat from our foes.'

*- Beinir, Blackmanes
Intercessor Pack Leader*



SPACE WOLVES WARGEAR LISTS

Many of the units you will find on the following pages reference one or more of the wargear lists below. When this is the case, the unit may take any item from the appropriate list. The profiles for the items in these lists can be found in the Armoury of the Fang section (pg 127-131).

COMBI-WEAPONS

- Combi-flamer
- Combi-melta
- Combi-plasma
- Storm bolter

MELEE WEAPONS

- Chainsword
- Frost axe
- Frost sword
- Lightning claw
- Power axe
- Power fist
- Power maul
- Power sword
- Thunder hammer
- Wolf claw

SPECIAL WEAPONS

- Flamer
- Plasma gun
- Meltagun

HEAVY WEAPONS

- Heavy bolter
- Lascannon
- Missile launcher
- Multi-melta
- Plasma cannon

TERMINATOR MELEE WEAPONS

- Chainfist
- Frost axe
- Frost sword
- Lightning claw
- Power axe
- Power fist
- Power maul
- Power sword
- Thunder hammer
- Wolf claw

TERMINATOR HEAVY WEAPONS

- Assault cannon
- Cyclone missile launcher and storm bolter
- Heavy flamer

DREADNOUGHT HEAVY WEAPONS

- Heavy plasma cannon
- Helfrost cannon
- Multi-melta
- Twin lascannon





LOGAN GRIMNAR



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Logan Grimnar	5"	2+	2+	4	4	7	5	9	2+
Logan Grimnar is a single model armed with the Axe Morkai and a storm bolter. Your army can only include one LOGAN GRIMNAR .									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Storm bolter	24"	Rapid Fire 2		4	0	1	-		
The Axe Morkai	When attacking with this weapon, choose one of the profiles below.								
- One-handed	Melee	Melee		+2	-3	D3	-		
- Two-handed	Melee	Melee		x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.		
 ABILITIES	And They Shall Know No Fear (pg 74)						Belt of Russ: Logan Grimnar has a 4+ invulnerable save.		
	The Great Wolf: You can re-roll failed hit rolls for friendly SPACE WOLVES units that are within 6" of Logan Grimnar.						Teleport Strike: During deployment, you can set up Logan Grimnar in a teleportarium chamber instead of placing him on the battlefield. At the end of any of your Movement phases Logan Grimnar can teleport into battle – set him up anywhere on the battlefield that is more than 9" away from any enemy models.		
	High King of Fenris: You do not need to take Morale tests for friendly WOLF GUARD units within 6" of Logan Grimnar.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	CHARACTER, INFANTRY, TERMINATOR, WOLF LORD, LOGAN GRIMNAR								



LOGAN GRIMNAR ON STORMRIDER

DAMAGE
Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	ADDITIONAL ATTACKS
Logan Grimnar on Stormrider	★	2+	2+	4	6	12	5	9	2+	7-12+	10"	6
Logan Grimnar on <i>Stormrider</i> is a single model. Logan Grimnar rides atop <i>Stormrider</i> and is armed with the Axe Morkai and a storm bolter. <i>Stormrider</i> is drawn into battle by the High King's trusty Thunderwolves, Tyrnak and Fenrir, who attack with a flurry of teeth and claws. Your army can only include one LOGAN GRIMNAR .										4-6	7"	5
										1-3	4"	4
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES					
LOGAN GRIMNAR												
Storm bolter	24"	Rapid Fire 2		4	0	1	-					
The Axe Morkai	When attacking with this weapon, choose one of the profiles below.											
- One-handed	Melee	Melee		+2	-3	D3	-					
- Two-handed	Melee	Melee		x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.					
Tyrnak and Fenrir												
Flurry of teeth and claws	Melee	Melee		5	-1	1	After Logan Grimnar makes his close combat attacks, you can attack with Tyrnak and Fenrir. Make a number of additional attacks as shown in the damage chart above, using this weapon profile.					
	And They Shall Know No Fear (pg 74)											
	Alpha Predators: You can re-roll failed charge rolls for this model.											
	Belt of Russ: Logan Grimnar has a 4+ invulnerable save.											
The Great Wolf: You can re-roll failed hit rolls for friendly SPACE WOLVES units that are within 6" of Logan Grimnar.												
High King of Fenris: You do not need to take Morale tests for friendly WOLF GUARD units within 6" of Logan Grimnar.												
FACTION KEYWORDS		IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES										
KEYWORDS		CHARACTER, VEHICLE, STORMRIDER, WOLF LORD, LOGAN GRIMNAR										



ARJAC ROCKFIST



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Arjac Rockfist	5"	2+	3+	5	4	5	4	8	2+
Arjac Rockfist is a single model armed with Foehammer. Only one of this model may be included in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Foehammer (shooting)	12"	Assault 1		x2	-3	D3	When attacking CHARACTERS or MONSTERS , this weapon has a Damage of 3.		
Foehammer (melee)	Melee	Melee		x2	-3	D3			
ABILITIES 	And They Shall Know No Fear (pg 74)						Teleport Strike: During deployment, you can set up Arjac Rockfist in a teleportarium instead of placing him on the battlefield. At the end of any of your Movement phases Arjac can teleport into battle – set him up anywhere on the battlefield that is more than 9" away from any enemy models.		
	The Anvil Shield: Arjac Rockfist has a 3+ invulnerable save. In addition, reduce all damage suffered by Arjac Rockfist by 1 (to a minimum of 1).								
	Champion of the Kingsguard: You can re-roll failed hit rolls for Arjac Rockfist in the Fight phase when targeting a CHARACTER . In addition, you can make 1 additional attack in the Fight phase for all models in friendly WOLF GUARD units within 6" of Arjac Rockfist at the start of the phase.						Thane to the High King: You can re-roll wound rolls of 1 for friendly SPACE WOLVES units that are within 6" of this model.		
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	CHARACTER, INFANTRY, TERMINATOR, WOLF GUARD, ARJAC ROCKFIST								



BJORN THE FELL-HANDED



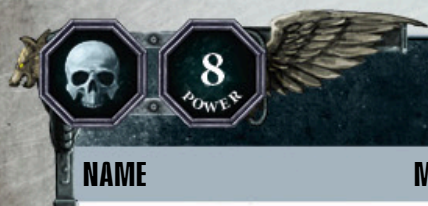
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Bjorn the Fell-Handed	8"	2+	2+	7	8	8	5	9	3+	
Bjorn the Fell-Handed is a single model equipped with Trueclaw, an assault cannon and a heavy flamer. Only one of this model may be included in your army.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Assault cannon	24"	Heavy 6		6	-1	1	-			
Heavy flamer	8"	Heavy D6		5	-1	1	This weapon automatically hits its target.			
Heavy plasma cannon	When attacking with this weapon, choose one of the profiles below.									
- Standard	36"	Heavy D3		7	-3	1	-			
- Supercharge	36"	Heavy D3		8	-3	2	For each hit roll of 1, the bearer suffers 1 mortal wound after all of this weapon's shots have been resolved.			
Helfrost cannon	When attacking with this weapon, choose one of the profiles below. If a model suffers any unsaved wounds from this weapon but is not slain, roll a D6; on a 6, the target suffers a mortal wound.									
- Dispersed beam	24"	Heavy D3		6	-2	1	-			
- Focused beam	24"	Heavy 1		8	-4	D6	-			
Twin lascannon	48"	Heavy 2		9	-3	D6	-			
Trueclaw	Melee	Melee		+5	-4	D6	You can re-roll failed wound rolls for this weapon.			
WARGEAR OPTIONS	• Bjorn the Fell-Handed may replace his assault cannon with a helfrost cannon, heavy plasma cannon or twin lascannon.									
ABILITIES	And They Shall Know No Fear (pg 74)					Legendary Tenacity: Roll a D6 each time Bjorn the Fell-Handed loses a wound; on a 5+ that wound is not lost.				
	Ancient Tactician: If your army is Battle-forged, you receive 1 additional Command Point if it includes Bjorn the Fell-Handed.					Last of the Company of Russ: You can re-roll hit rolls of 1 for friendly SPACE WOLVES units that are within 6" of Bjorn the Fell-Handed.				
	Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that this model.					Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 3" suffers D3 mortal wounds.				
	FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	CHARACTER, VEHICLE, DREADNOUGHT, BJORN THE FELL-HANDED									



NJAL STORMCALLER



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Njal Stormcaller	6"	2+	2+	4	4	5	3	9	2+
Njal Stormcaller is a single model armed with the Staff of the Stormcaller, a bolt pistol, frag grenades and krak grenades. Njal is accompanied by his psyber-raven, Nightwing. Your army can only include one NJAL STORMCALLER .									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Nightwing	12"	Assault D6		3	0	1	-		
Staff of the Stormcaller	Melee	Melee		+2	-1	D3	-		
Frag grenade	6"	Grenade D6		3	0	1	-		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
ABILITIES 	And They Shall Know No Fear (pg 74)						Runic Armour: Njal Stormcaller has a 5+ invulnerable save.		
	Lord of Tempests: You can add 1 to any Psychic tests you make for Njal Stormcaller.						Staff of the Stormcaller: You can re-roll one failed Deny the Witch test for Njal Stormcaller in each of your opponent's Psychic phases.		
	Psychic Hood: You can add 1 to Deny the Witch tests you take for Njal Stormcaller against enemy PSYKERS within 12".								
PSYKER	Njal Stormcaller can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny two psychic powers in each enemy Psychic phase. He knows the <i>Smite</i> power and three psychic powers from the Tempestas discipline (pg 140).								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	CHARACTER, INFANTRY, RUNE PRIEST, PSYKER, NJAL STORMCALLER								



NJAL STORMCALLER IN RUNIC TERMINATOR ARMOUR



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Njal Stormcaller in Runic Terminator Armour	5"	2+	2+	4	4	6	3	9	2+
Njal Stormcaller in Runic Terminator Armour is a single model armed with the Staff of the Stormcaller and a bolt pistol. Njal is accompanied by his psyber-raven, Nightwing. Your army can only include one NJAL STORMCALLER .									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Nightwing	12"	Assault D6		3	0	1	-		
Staff of the Stormcaller	Melee	Melee		+2	-1	D3	-		
ABILITIES	And They Shall Know No Fear (pg 74)						Staff of the Stormcaller: You can re-roll one failed Deny the Witch test for Njal Stormcaller in each of your opponent's Psychic phases.		
	Lord of Tempests: You can add 1 to any Psychic tests you make for Njal Stormcaller.								
	Psychic Hood: You can add 1 to Deny the Witch tests you take for Njal Stormcaller against enemy PSYKERS within 12".						Teleport Strike: During deployment, you can set up Njal Stormcaller in a teleportarium chamber instead of placing him on the battlefield. At the end of any of your Movement phases Njal can teleport into battle – set him up anywhere on the battlefield that is more than 9" away from any enemy models.		
	Runic Terminator Armour: Njal Stormcaller in Runic Terminator Armour has a 4+ invulnerable save.								
PSYKER	Njal Stormcaller can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny two psychic powers in each enemy Psychic phase. He knows the <i>Smite</i> power and three psychic powers from the Tempestas discipline (pg 140).								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	CHARACTER, INFANTRY, RUNE PRIEST, TERMINATOR, PSYKER, NJAL STORMCALLER								



RUNE PRIEST IN TERMINATOR ARMOUR



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Rune Priest in Terminator Armour	5"	2+	3+	4	4	5	3	9	2+
A Rune Priest in Terminator Armour is a single model armed with a runic axe.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Runic axe	Melee	Melee		+1	-2	D3	-		
Runic stave	Melee	Melee		+2	-1	D3	-		
Runic sword	Melee	Melee		User	-3	D3	-		
WARGEAR OPTIONS	- This model may take a psychic hood. - This model may take Runic Terminator armour. - This model may replace its runic axe with a runic stave or a runic sword. - This model may take an item from the <i>Combi-weapons</i> list.								
ABILITIES	And They Shall Know No Fear (pg 74) Psychic Hood: You can add 1 to Deny the Witch tests you take for a model with a psychic hood against enemy PSYKERS within 12". Crux Terminatus: This model has a 5+ invulnerable save. If it is equipped with Runic Terminator armour it has a 4+ invulnerable save instead. Teleport Strike: During deployment, you can set up this model in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this model can teleport into battle – set it up anywhere on the battlefield that is more than 9" away from any enemy models.								
PSYKER	This model can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the <i>Smite</i> power and two psychic powers from the Tempestas discipline (pg 140).								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	CHARACTER, INFANTRY, TERMINATOR, PSYKER, RUNE PRIEST								



PRIMARIS RUNE PRIEST



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Primaris Rune Priest	6"	2+	3+	4	4	5	4	9	3+
A Primaris Rune Priest is a single model armed with a runic sword, bolt pistol, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Runic sword	Melee	Melee		User	-3	D3	-		
Frag grenade	6"	Grenade D6		3	0	1	-		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
ABILITIES	And They Shall Know No Fear (pg 74) Psychic Hood: You can add 1 to Deny the Witch tests you take for this model against enemy PSYKERS within 12".								
PSYKER	This model can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the <i>Smite</i> power and two psychic powers from the Tempestas discipline (pg 140).								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	CHARACTER, INFANTRY, PRIMARIS, PSYKER, RUNE PRIEST								



RUNE PRIEST



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Rune Priest	6"	2+	3+	4	4	4	3	9	3+
A Rune Priest is a single model armed with a runic axe, bolt pistol, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Plasma pistol	When attacking with this weapon, choose one of the profiles below.								
- Standard	12"	Pistol 1		7	-3	1	-		
- Supercharge	12"	Pistol 1		8	-3	2	On a hit roll of 1, the bearer is slain.		
Runic axe	Melee	Melee		+1	-2	D3	-		
Runic stave	Melee	Melee		+2	-1	D3	-		
Runic sword	Melee	Melee		User	-3	D3	-		
Frag grenade	6"	Grenade D6		3	0	1	-		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
WARGEAR OPTIONS	• This model may take a psychic hood. • This model may take runic armour. • This model may replace its runic axe with a runic stave or a runic sword. • This model may replace its bolt pistol with a plasma pistol. • This model may take a jump pack (Power Rating +1). If it does, its Move characteristic becomes 12" and it gains the JUMP PACK and FLY keywords.								
ABILITIES	And They Shall Know No Fear (pg 74) Runic Armour: A model equipped with runic armour has a 5+ invulnerable save. Psychic Hood: You can add 1 to Deny the Witch tests you take for a model with a psychic hood against enemy PSYKERS within 12". Jump Pack Assault: During deployment, if this model has a jump pack, you can set it up high in the skies instead of placing it on the battlefield. At the end of any of your Movement phases this model can assault from above – set it up anywhere on the battlefield that is more than 9" away from any enemy models.								
PSYKER	This model can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the <i>Smite</i> power and two psychic powers from the Tempestas discipline (pg 140).								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	CHARACTER, INFANTRY, PSYKER, RUNE PRIEST								



With a savage howl, Rune Priest Ifor Darkpelt summons lightning and gale winds to drive back the approaching enemy.



ULRIK THE SLAYER



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ulrik the Slayer	6"	2+	2+	4	4	5	4	9	3+
Ulrik the Slayer is a single model armed with a crozius arcanum, plasma pistol, frag grenades and krak grenades. Only one of this model may be included in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Plasma pistol	When attacking with this weapon, choose one of the profiles below.								
- Standard	12"	Pistol 1		7	-3	1	-		
- Supercharge	12"	Pistol 1		8	-3	2	On a hit roll of 1, the bearer is slain.		
Crozius arcanum	Melee	Melee		+1	-1	2	-		
Frag grenade	6"	Grenade D6		3	0	1	-		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
ABILITIES	And They Shall Know No Fear (pg 74)						Healing Balms: At the end of your Movement phase, Ulrik the Slayer can attempt to heal a single model. To do so, select a SPACE WOLVES INFANTRY , BIKER or CAVALRY unit within 3" of him. If that unit contains a wounded model, it immediately regains up to D3 lost wounds. A unit can only be the target of Healing Balms once in each turn.		
	Slayer's Oath: You can re-roll failed hit rolls in the Fight phase for friendly SPACE WOLVES units within 6" of this model. If Ulrik the Slayer kills an enemy CHARACTER or MONSTER , then for the rest of the battle, you can add 1 to any wound rolls you make in the Fight phase for any friendly SPACE WOLVES units within 6" of him.						Wolf Helm of Russ: All friendly SPACE WOLVES units within 9" of Ulrik the Slayer can use his Leadership instead of their own.		
	Wolf Amulet: Ulrik the Slayer has a 4+ invulnerable save.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	CHARACTER, INFANTRY, WOLF PRIEST, ULRIK THE SLAYER								



WOLF PRIEST IN TERMINATOR ARMOUR



NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Wolf Priest in Terminator Armour	5"	2+	3+	4	4	5	3	9	2+	
A Wolf Priest in Terminator Armour is a single model armed with a crozius arcanum and storm bolter.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Storm bolter	24"	Rapid Fire 2		4	0	1	-			
Crozius arcanum	Melee	Melee		+1	-1	2	-			
WARGEAR OPTIONS	• This model may replace its storm bolter with an item from the <i>Combi-weapons</i> list.									
	ABILITIES						And They Shall Know No Fear (pg 74)			Spiritual Leader: All friendly SPACE WOLVES units within 6" of this model can use the Wolf Priest's Leadership instead of their own.
	Teleport Strike: During deployment, you can set up this model in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this model can teleport into battle – set it up anywhere on the battlefield that is more than 9" away from any enemy models.						Healing Balms: At the end of your Movement phase a Wolf Priest in Terminator Armour can attempt to heal a single model. To do so, select a SPACE WOLVES INFANTRY, BIKER or CAVALRY unit within 3" of him. If that unit contains a wounded model, it immediately regains up to D3 lost wounds. A unit can only be the target of Healing Balms once in each turn.			
	Oath of War: You can re-roll failed hit rolls in the Fight phase for friendly SPACE WOLVES units within 6" of this model.						Wolf Amulet: This model has a 4+ invulnerable save.			
FACTION KEYWORDS										IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES
KEYWORDS										CHARACTER, INFANTRY, TERMINATOR, WOLF PRIEST



PRIMARIS WOLF PRIEST



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Primaris Wolf Priest	6"	2+	3+	4	4	5	4	9	3+
A Primaris Wolf Priest is a single model armed with a crozius arcanum, absolver bolt pistol, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Absolver bolt pistol	16"	Pistol 1			5	-1	1	-	
Crozius arcanum	Melee	Melee			+1	-1	2	-	
Frag grenade	6"	Grenade D6			3	0	1	-	
Krak grenade	6"	Grenade 1			6	-1	D3	-	
 ABILITIES	And They Shall Know No Fear (pg 74)						Healing Balms: At the end of your Movement phase a Primaris Wolf Priest can attempt to heal a single model.		
	Oath of War: You can re-roll failed hit rolls in the Fight phase for friendly SPACE WOLVES units within 6" of this model.						To do so, select a SPACE WOLVES INFANTRY , BIKER or CAVALRY unit within 3" of him. If that unit contains a wounded model, it is healed and immediately regains up to D3 lost wounds. A unit can only be the target of Healing Balms once in each turn.		
	Spiritual Leader: All friendly SPACE WOLVES units within 6" of this model can use the Wolf Priest's Leadership instead of their own.						Wolf Amulet: This model has a 4+ invulnerable save.		
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	CHARACTER, INFANTRY, PRIMARIS, WOLF PRIEST								



WOLF PRIEST



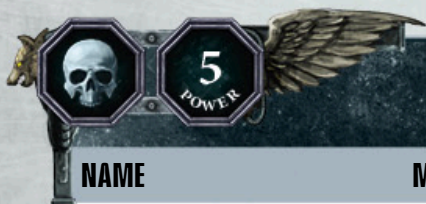
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Wolf Priest	6"	2+	3+	4	4	4	3	9	3+
A Wolf Priest is a single model armed with a crozius arcanum, bolt pistol, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Plasma pistol	When attacking with this weapon, choose one of the profiles below.								
- Standard	12"	Pistol 1		7	-3	1	-		
- Supercharge	12"	Pistol 1		8	-3	2	On a hit roll of 1, the bearer is slain.		
Crozius arcanum	Melee	Melee		+1	-1	2	-		
Power fist	Melee	Melee		x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.		
Frag grenade	6"	Grenade D6		3	0	1	-		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
WARGEAR OPTIONS	• This model may replace its bolt pistol with a plasma pistol. • This model may take a power fist. • This model may take a jump pack (Power Rating +1). If it does, its Move characteristic becomes 12" and it gains the JUMP PACK and FLY keywords.								
ABILITIES	And They Shall Know No Fear (pg 74) Jump Pack Assault: During deployment, if this model has a jump pack, you can set it up high in the skies instead of placing it on the battlefield. At the end of any of your Movement phases this model can assault from above – set it up anywhere on the battlefield that is more than 9" away from any enemy models. Oath of War: You can re-roll failed hit rolls in the Fight phase for friendly SPACE WOLVES units within 6" of this model. Spiritual Leader: All friendly SPACE WOLVES units within 6" of this model can use the Wolf Priest's Leadership instead of their own. Wolf Amulet: This model has a 4+ invulnerable save. Healing Balms: At the end of your Movement phase a Wolf Priest can attempt to heal a single model. To do so, select a SPACE WOLVES INFANTRY, BIKER or CAVALRY unit within 3" of him. If that unit contains a wounded model, it immediately regains up to D3 lost wounds. A unit can only be the target of Healing Balms once in each turn.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	CHARACTER, INFANTRY, WOLF PRIEST								



RAGNAR BLACKMANE



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ragnar Blackmane	6"	2+	2+	4	4	5	5	9	3+
Svangir	12"	3+	7+	4	4	1	3	4	6+
Ulfgir	12"	3+	7+	4	4	1	3	4	6+
Ragnar Blackmane is a single model armed with Frostfang, a bolt pistol, frag grenades and krak grenades. Only one of this model may be included in your army.									
• Ragnar’s unit may include his two loyal Fenrisian Wolves, Svangir and Ulfgir (Power Rating +1). Svangir and Ulfgir attack with their teeth and claws.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Ragnar									
Bolt pistol	12"	Pistol 1			4	0	1	-	
Frostfang	Melee	Melee			+1	-4	2	-	
Frag grenade	6"	Grenade D6			3	0	1	-	
Krak grenade	6"	Grenade 1			6	-1	D3	-	
Svangir and Ulfgir									
Teeth and claws	Melee	Melee			User	-1	1	-	
ABILITIES	And They Shall Know No Fear (pg 74)						Insane Bravado: If Ragnar Blackmane performs a Heroic Intervention, increase his Attacks characteristic by D3 until the end of the turn.		
	Belt of Russ: Ragnar Blackmane has a 4+ invulnerable save.						Loyal Companions: The death of Svangir or Ulfgir is ignored for the purposes of morale. Svangir and Ulfgir are considered to have the CHARACTER keyword for the purposes of shooting attacks.		
	War Howl: You can re-roll failed charge rolls for friendly SPACE WOLVES units (other than VEHICLES) within 6" of Ragnar Blackmane.								
	Jarl of Fenris: You can re-roll hit rolls of 1 for friendly SPACE WOLVES units within 6" of Ragnar Blackmane.								
FACTION KEYWORDS									
IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES									
KEYWORDS (RAGNAR)									
CHARACTER, INFANTRY, WOLF LORD, RAGNAR BLACKMANE									
KEYWORDS (SVANGIR AND ULFGIR)									
BEAST, FENRISIAN WOLVES									



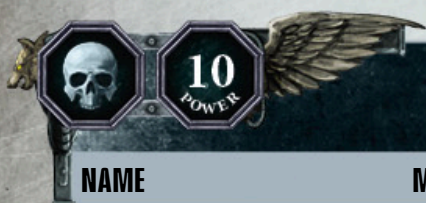
KROM DRAGONGAZE



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Krom Dragongaze	6"	2+	2+	4	4	5	5	9	3+
Krom Dragongaze is a single model armed with Wyrmlaw, a bolt pistol, frag grenades and krak grenades. Only one of this model may be included in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Wyrmlaw	Melee	Melee		+2	-2	D3	-		
Frag grenade	6"	Grenade D6		3	0	1	-		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
 ABILITIES	And They Shall Know No Fear (pg 74)						The Fierce-eye: Enemy units within 3" of Krom Dragongaze must reduce their Leadership by 1.		
	Jarl of Fenris: You can re-roll hit rolls of 1 for friendly SPACE WOLVES units within 6" of Krom Dragongaze.						Belt of Russ: Krom Dragongaze has a 4+ invulnerable save.		
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	CHARACTER, INFANTRY, WOLF LORD, KROM DRAGONGAZE								



Harald Deathwolf leads the warriors and wolfkin of his Great Company in a deadly ambush on the foe.



HARALD DEATHWOLF



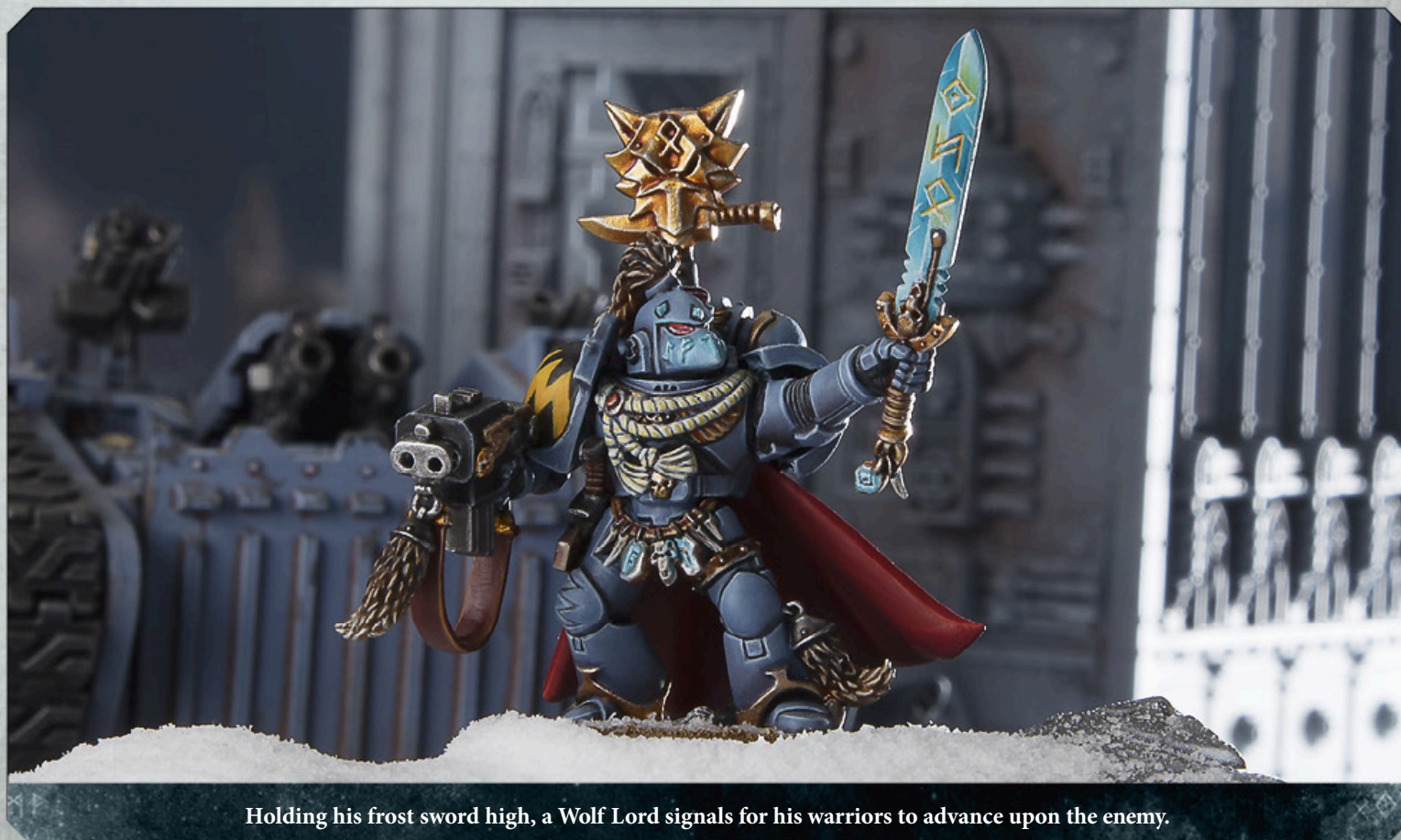
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Harald Deathwolf	10"	2+	2+	4	5	7	5	9	3+
Harald Deathwolf is a single model armed with Gladius, a bolt pistol, frag grenades and krak grenades. He rides to battle atop his Thunderwolf, Icetooth, who attacks with crushing teeth and claws. Only one of this model may be included in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Harald Deathwolf									
Bolt pistol	12"	Pistol 1		4	0	1	-		
Gladius	Melee	Melee		+2	-2	2		If a model suffers any unsaved wounds from this weapon but is not slain, roll a D6; on a 6, the target suffers a mortal wound.	
Frag grenade	6"	Grenade D6		3	0	1	-		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
Icetooth									
Crushing teeth and claws	Melee	Melee		5	-1	1		After a model on this mount makes its close combat attacks, you can attack with its mount. Make 3 additional attacks, using this weapon profile.	
ABILITIES	And They Shall Know No Fear (pg 74)						Jarl of Fenris: You can re-roll hit rolls of 1 for friendly SPACE WOLVES units within 6" of Harald Deathwolf.		
	Expert Hunter: During deployment, you can set up Harald Deathwolf ready to outflank his prey instead of placing him on the battlefield. At the end of any of your Movement phases he can join the battle – set him up so that he is within 12" of any battlefield edge and more than 9" away from any enemy models.						Lord of the Wolfkin: All friendly THUNDERWOLF units and friendly units of Fenrisian Wolves and Cyberwolves within 6" of Harald Deathwolf can use his Leadership instead of their own.		
	Storm Shield: Harald Deathwolf has a 3+ invulnerable save.						Mantle of the Troll King: Add 1 to any saving throws (except saving throws using an invulnerable save) you make for Harald Deathwolf against shooting attacks.		
FACTION KEYWORDS									
IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES									
KEYWORDS									
CAVALRY, CHARACTER, THUNDERWOLF, WOLF LORD, HARALD DEATHWOLF									



WOLF LORD



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Wolf Lord	6"	2+	2+	4	4	5	4	9	3+
A Wolf Lord is a single model armed with a chainsword, master-crafted boltgun, bolt pistol, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Master-crafted boltgun	24"	Rapid Fire 1		4	-1	2	-		
Plasma pistol	When attacking with this weapon, choose one of the profiles below.								
- Standard	12"	Pistol 1		7	-3	1	-		
- Supercharge	12"	Pistol 1		8	-3	2	On a hit roll of 1, the bearer is slain.		
Chainsword	Melee	Melee		User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.		
Frag grenade	6"	Grenade D6		3	0	1	-		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
WARGEAR OPTIONS	• This model may replace its master-crafted boltgun with a bolt pistol, a plasma pistol or an item from the <i>Combi-weapons</i> or <i>Melee Weapons</i> list. • This model may replace its chainsword with a storm shield or an item from the <i>Melee Weapons</i> list. • This model may take a jump pack (Power Rating +1). If it does, its Move characteristic is increased to 12" and it gains the JUMP PACK and FLY keywords.								
ABILITIES	 And They Shall Know No Fear (pg 74) Jarl of Fenris: You can re-roll hit rolls of 1 for friendly SPACE WOLVES units within 6" of this model. Belt of Russ: This model has a 4+ invulnerable save. Storm Shield: A model with a storm shield has a 3+ invulnerable save. Jump Pack Assault: During deployment, if this model has a jump pack, you can set it up high in the skies instead of placing it on the battlefield. At the end of any of your Movement phases this model can assault from above – set it up anywhere on the battlefield that is more than 9" away from any enemy models.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	CHARACTER, INFANTRY, WOLF LORD								





WOLF LORD ON THUNDERWOLF



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Wolf Lord on Thunderwolf	10"	2+	2+	4	5	7	4	9	3+
A Wolf Lord on Thunderwolf is a single model armed with a chainsword, bolt pistol, frag grenades and krak grenades. He rides to battle atop a Thunderwolf, who attacks with crushing teeth and claws.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Wolf Lord									
Bolt pistol	12"	Pistol 1		4	0	1	-		
Boltgun	24"	Rapid Fire 1		4	0	1	-		
Plasma pistol	When attacking with this weapon, choose one of the profiles below.								
- Standard	12"	Pistol 1		7	-3	1	-		
- Supercharge	12"	Pistol 1		8	-3	2	On a hit roll of 1, the bearer is slain.		
Chainsword	Melee	Melee		User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.		
Frag grenade	6"	Grenade D6		3	0	1	-		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
Thunderwolf									
Crushing teeth and claws	Melee	Melee		5	-1	1	After a model on this mount makes its close combat attacks, you can attack with its mount. Make 3 additional attacks, using this weapon profile.		
WARGEAR OPTIONS	- This model may replace its chainsword with a plasma pistol, storm shield or an item from the <i>Melee Weapons</i> list. - This model may replace its bolt pistol with a boltgun, plasma pistol or an item from the <i>Combi-weapons</i> or <i>Melee Weapons</i> list.								
ABILITIES	And They Shall Know No Fear (pg 74)						Belt of Russ: This model has a 4+ invulnerable save.		
	Jarl of Fenris: You can re-roll hit rolls of 1 for friendly SPACE WOLVES units within 6" of this model.						Storm Shield: A model equipped with a storm shield has a 3+ invulnerable save.		
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	CAVALRY, CHARACTER, THUNDERWOLF, WOLF LORD								



'Those brothers who can keep pace in battle, let them fight alongside me. Those who can tame the fanged beasts of the Mountains of Maelstrom, let them ride with me. And those who can eat and drink with the hunger of a Thunderwolf, let them feast with me in the halls of the Fang when the killing is done.'

*- Wolf Lord Eirik Firemane
on Thunderwolf Cavalry*



WOLF LORD IN TERMINATOR ARMOUR



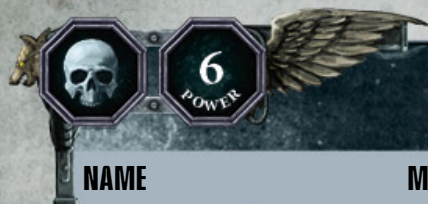
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Wolf Lord in Terminator Armour	5"	2+	2+	4	4	6	4	9	2+	
A Wolf Lord in Terminator Armour is a single model armed with a power sword and storm bolter.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Storm bolter	24"	Rapid Fire 2		4	0	1	-			
Wrist-mounted grenade launcher	12"	Assault D3		4	-1	1	-			
Power sword	Melee	Melee		User	-3	1	-			
WARGEAR OPTIONS	• This model may replace its storm bolter with an item from the <i>Combi-weapons</i> or <i>Terminator Melee Weapons</i> list. • This model may replace its power sword with a storm shield or an item from the <i>Terminator Melee Weapons</i> list. • A Wolf Lord in Terminator Armour with a power fist can also be equipped with a wrist-mounted grenade launcher.									
ABILITIES	And They Shall Know No Fear (pg 74) Belt of Russ: This model has a 4+ invulnerable save. Storm Shield: A model with a storm shield has a 3+ invulnerable save. Jarl of Fenris: You can re-roll hit rolls of 1 made for friendly SPACE WOLVES units within 6" of this model.					Teleport Strike: During deployment, you can set up this model in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this model can teleport into battle – set it up anywhere on the battlefield that is more than 9" away from any enemy models.				
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES									
KEYWORDS	CHARACTER, INFANTRY, TERMINATOR, WOLF LORD									



WOLF LORD IN CATAPHRACTII ARMOUR



NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Wolf Lord in Cataphractii Armour	4"	2+	2+	4	4	6	4	9	2+	
A Wolf Lord in Cataphractii Armour is a single model armed with a chainfist and combi-bolter.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Combi-bolter	24"	Rapid Fire 2			4	0	1	-		
Chainfist	Melee	Melee			x2	-4	2	When attacking with this weapon, you must subtract 1 from the hit roll.		
WARGEAR OPTIONS		• This model may replace its combi-bolter with an item from the <i>Combi-weapons</i> or <i>Terminator Melee Weapons</i> list. • This model may replace its chainfist with an item from the <i>Terminator Melee Weapons</i> list.								
ABILITIES		And They Shall Know No Fear (pg 74)					Teleport Strike: During deployment, you can set up this model in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this model can teleport into battle – set it up anywhere on the battlefield that is more than 9" away from any enemy models.			
		Cataphractii Armour and Belt of Russ: This model has a 3+ invulnerable save, but you must halve the result of the dice rolled when determining how far this model Advances.								
		Jarl of Fenris: You can re-roll hit rolls of 1 made for friendly SPACE WOLVES units within 6" of this model.								
FACTION KEYWORDS		IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS		CHARACTER, INFANTRY, TERMINATOR, WOLF LORD								



PRIMARIS WOLF LORD



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Primaris Wolf Lord	6"	2+	2+	4	4	6	5	9	3+
A Primaris Wolf Lord is a single model armed with a master-crafted auto bolt rifle, a bolt pistol, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Master-crafted auto bolt rifle	24"	Assault 2		4	0	2	-		
Master-crafted stalker bolt rifle	36"	Heavy 1		4	-2	3	-		
Plasma pistol	When attacking with this weapon, choose one of the profiles below.								
- Standard	12"	Pistol 1		7	-3	1	-		
- Supercharge	12"	Pistol 1		8	-3	2	On a hit roll of 1, the bearer is slain.		
Power fist	Melee	Melee		x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.		
Power sword	Melee	Melee		User	-3	1	-		
Frag grenade	6"	Grenade D6		3	0	1	-		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
WARGEAR OPTIONS	• This model may replace its master-crafted auto bolt rifle with a master-crafted stalker bolt rifle. • This model may either take a power sword, or replace its master-crafted auto bolt rifle and bolt pistol with a power fist and plasma pistol.								
ABILITIES	And They Shall Know No Fear (pg 74) Jarl of Fenris: You can re-roll hit rolls of 1 made for friendly SPACE WOLVES units within 6" of this model. Belt of Russ: This model has a 4+ invulnerable save.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	CHARACTER, INFANTRY, PRIMARIS, WOLF LORD								

‘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. WHEN SPACE WOLVES CALL UPON RUSS OR THE EMPEROR IN BATTLE, IT IS TO WITNESS THE DEEDS OF MEN AND TO JUDGE THE FALLEN.’

- Meditations Upon the Fang



WOLF LORD IN GRAVIS ARMOUR



NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Wolf Lord in Gravis Armour	5"	2+	2+	4	5	6	5	9	3+	
A Wolf Lord in Gravis Armour is a single model armed with a master-crafted power sword and a boltstorm gauntlet.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Boltstorm gauntlet (shooting)	12"	Pistol 3			4	0	1	-		
Boltstorm gauntlet (melee)	Melee	Melee			x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.		
Master-crafted power sword	Melee	Melee			User	-3	2	-		
	ABILITIES							And They Shall Know No Fear (pg 74)		
								Jarl of Fenris: You can re-roll hit rolls of 1 made for friendly SPACE WOLVES units within 6" of this model.		
Belt of Russ: This model has a 4+ invulnerable save.										
FACTION KEYWORDS										
IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES										
KEYWORDS										
CHARACTER, INFANTRY, MK X GRAVIS, PRIMARIS, WOLF LORD										



CANIS WOLFBORN



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Canis Wolfborn	10"	2+	5+	4	5	6	4	8	3+
Canis Wolfborn is a single model armed with two wolf claws, a bolt pistol, frag grenades and krak grenades. He rides to battle atop his Thunderwolf, Fangir, who attacks with crushing teeth and claws. Only one of this model may be included in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Canis Wolfborn									
Bolt pistol	12"	Pistol 1		4	0	1	-		
Wolf claw	Melee	Melee		+1	-2	1		You can re-roll failed wound rolls for this weapon. A model armed with two wolf claws can make 1 additional attack with this weapon.	
Frag grenade	6"	Grenade D6		3	0	1	-		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
Fangir									
Crushing teeth and claws	Melee	Melee		5	-1	1		After a model on this mount makes its close combat attacks, you can attack with its mount. Make 3 additional attacks, using this weapon profile.	
ABILITIES 	And They Shall Know No Fear (pg 74)						Alpha Predator: You can re-roll failed charge rolls for Canis Wolfborn.		
	Born of Wolves: You can make 1 additional teeth and claws or crushing teeth and claws attack in the Fight phase for all friendly models in THUNDERWOLF, Fenrisian Wolves or Cyberwolves units that are within 6" of Canis Wolfborn at the start of the phase.						Champion of the Deathwolves: You can re-roll wound rolls of 1 for friendly SPACE WOLVES units that are within 6" of Canis Wolfborn.		
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	CAVALRY, CHARACTER, THUNDERWOLF, WOLF GUARD, CANIS WOLFBORN								



Canis Wolfborn and his Thunderwolf-mounted brethren follow the scent of their prey through the ruins of an Imperial outpost.



WOLF GUARD BATTLE LEADER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Wolf Guard Battle Leader	6"	2+	3+	4	4	4	3	8	3+
A Wolf Guard Battle Leader is a single model armed with a chainsword, bolt pistol, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Bolt pistol	12"	Pistol 1			4	0	1	-	
Boltgun	24"	Rapid Fire 1			4	0	1	-	
Plasma pistol	When attacking with this weapon, choose one of the profiles below.								
- Standard	12"	Pistol 1			7	-3	1	-	
- Supercharge	12"	Pistol 1			8	-3	2	On a hit roll of 1, the bearer is slain.	
Chainsword	Melee	Melee			User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
Frag grenade	6"	Grenade D6			3	0	1	-	
Krak grenade	6"	Grenade 1			6	-1	D3	-	
WARGEAR OPTIONS	• This model may replace its chainsword with a plasma pistol, storm shield or an item from the <i>Melee Weapons</i> list. • This model may replace its bolt pistol with a boltgun, plasma pistol or an item from the <i>Combi-weapons</i> or <i>Melee Weapons</i> list. • This model may take a jump pack (Power Rating +1). If it does, its Move characteristic becomes 12" and it gains the JUMP PACK and FLY keywords.								
ABILITIES	And They Shall Know No Fear (pg 74)  Storm Shield: A model equipped with a storm shield has a 3+ invulnerable save. Huskarl to the Jarl: You can re-roll wound rolls of 1 for friendly SPACE WOLVES units that are within 6" of this model. Jump Pack Assault: During deployment, if this model has a jump pack, you can set it up high in the skies instead of placing it on the battlefield. At the end of any of your Movement phases this model can assault from above – set it up anywhere on the battlefield that is more than 9" away from any enemy models.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	CHARACTER, INFANTRY, WOLF GUARD, BATTLE LEADER								



PRIMARIS BATTLE LEADER

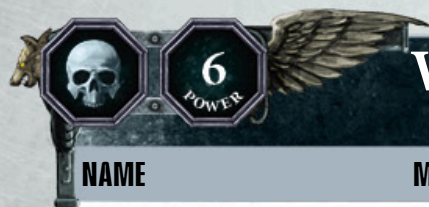
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Primaris Battle Leader	6"	2+	3+	4	4	5	4	8	3+
A Primaris Battle Leader is a single model armed with a power axe, a bolt carbine, a bolt pistol, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
Bolt pistol	12"	Pistol 1	4	0	1	-			
Bolt carbine	24"	Assault 2	4	0	1	-			
Master-crafted auto bolt rifle	24"	Assault 2	4	0	2	-			
Master-crafted stalker bolt rifle	36"	Heavy 1	4	-1	2	-			
Power axe	Melee	Melee	+1	-2	1	-			
Power sword	Melee	Melee	User	-3	1	-			
Frag grenade	6"	Grenade D6	3	0	1	-			
Krak grenade	6"	Grenade 1	6	-1	D3	-			
WARGEAR OPTIONS	• This model may replace its power axe and bolt carbine with a power sword. • This model may replace its power axe and bolt carbine with a master-crafted auto bolt rifle or master-crafted stalker bolt rifle.								
ABILITIES	And They Shall Know No Fear (pg 74)					Huskarl to the Jarl: You can re-roll wound rolls of 1 for friendly SPACE WOLVES units that are within 6" of this model.			
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	CHARACTER, INFANTRY, PRIMARIS, BATTLE LEADER								



WOLF GUARD BATTLE LEADER IN TERMINATOR ARMOUR



NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Wolf Guard Battle Leader in Terminator Armour	5"	2+	3+	4	4	5	3	8	2+	
A Wolf Guard Battle Leader in Terminator Armour is a single model armed with a power sword and storm bolter.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Storm bolter	24"	Rapid Fire 2		4	0	1	-			
Power sword	Melee	Melee		User	-3	1	-			
WARGEAR OPTIONS	• This model may replace its power sword with a storm shield or an item from the <i>Terminator Melee Weapons</i> list. • This model may replace its storm bolter with an item from the <i>Combi-weapons</i> or <i>Terminator Melee Weapons</i> list.									
ABILITIES	And They Shall Know No Fear (pg 74)						Storm Shield: A model equipped with a storm shield has a 3+ invulnerable save.			
	Crux Terminatus: This model has a 5+ invulnerable save.						Teleport Strike: During deployment, you can set up this model in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this model can teleport into battle – set it up anywhere on the battlefield that is more than 9" away from any enemy models.			
	Huskarl to the Jarl: You can re-roll wound rolls of 1 for friendly SPACE WOLVES units that are within 6" of this model.									
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES									
KEYWORDS	CHARACTER, INFANTRY, TERMINATOR, WOLF GUARD, BATTLE LEADER									



WOLF GUARD BATTLE LEADER ON THUNDERWOLF



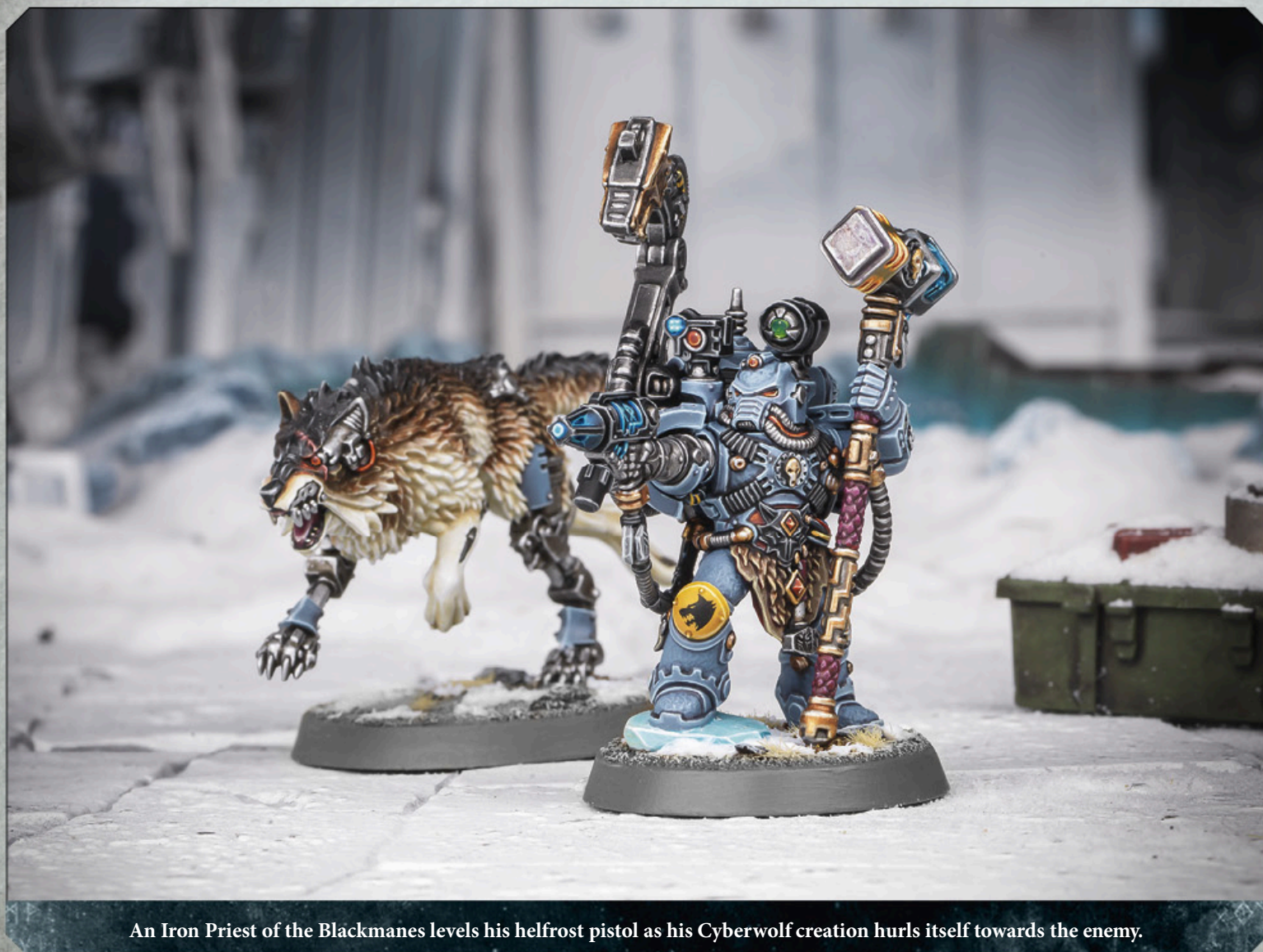
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Wolf Guard Battle Leader on Thunderwolf	10"	2+	3+	4	5	6	3	8	3+	
A Wolf Guard Battle Leader on Thunderwolf is a single model armed with a chainsword, bolt pistol, frag grenades and krak grenades. He rides to battle atop a Thunderwolf, who attacks with crushing teeth and claws.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Wolf Guard Battle Leader										
Bolt pistol	12"	Pistol 1		4	0	1	-			
Boltgun	24"	Rapid Fire 1		4	0	1	-			
Plasma pistol	When attacking with this weapon, choose one of the profiles below.									
- Standard	12"	Pistol 1		7	-3	1	-			
- Supercharge	12"	Pistol 1		8	-3	2	On a hit roll of 1, the bearer is slain.			
Chainsword	Melee	Melee		User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.			
Frag grenade	6"	Grenade D6		3	0	1	-			
Krak grenade	6"	Grenade 1		6	-1	D3	-			
Thunderwolf										
Crushing teeth and claws	Melee	Melee		5	-1	1	After a model on this mount makes its close combat attacks, you can attack with its mount. Make 3 additional attacks, using this weapon profile.			
WARGEAR OPTIONS										
- This model may replace its chainsword with a storm shield or an item from the <i>Melee Weapons</i> list. - This model may replace its bolt pistol with a boltgun, plasma pistol or an item from the <i>Combi-weapons</i> or <i>Melee Weapons</i> list.										
ABILITIES										
	And They Shall Know No Fear (pg 74)						Huskarl to the Jarl: You can re-roll wound rolls of 1 for friendly SPACE WOLVES units that are within 6" of this model.			
	Storm Shield: A model equipped with a storm shield has a 3+ invulnerable save.									
FACTION KEYWORDS										
IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES										
KEYWORDS										
CAVALRY, CHARACTER, THUNDERWOLF, WOLF GUARD, BATTLE LEADER										



IRON PRIEST



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Iron Priest	6"	2+	3+	4	4	4	3	8	2+
An Iron Priest is a single model armed with a tempest hammer, helfrost pistol, servo-arm, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Helfrost pistol	12"	Pistol 1		8	-4	D3	If a model suffers any unsaved wounds from this weapon but is not slain, roll a D6; on a 6, the target suffers a mortal wound.		
Servo-arm	Melee	Melee		x2	-2	3	Each servo-arm can only be used to make one attack each time this model fights. When a model attacks with this weapon, you must subtract 1 from the hit roll.		
Tempest hammer	Melee	Melee		x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll. In addition, if a model suffers any unsaved wounds from this weapon but is not slain, roll a D6; on a 6, the target suffers a mortal wound.		
Frag grenade	6"	Grenade D6		3	0	1	-		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
ABILITIES	And They Shall Know No Fear (pg 74)								
	Battlesmith: At the end of your Movement phase, this model can repair a single SPACE WOLVES VEHICLE within 1". That model regains D3 lost wounds. A model can only be repaired once per turn.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	CHARACTER, INFANTRY, TECHMARINE, IRON PRIEST								



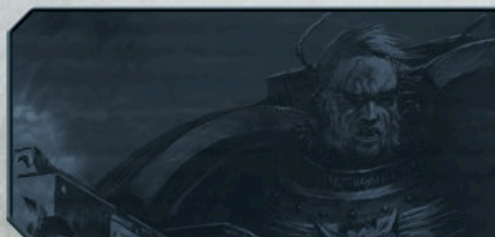
An Iron Priest of the Blackmanes levels his helfrost pistol as his Cyberwolf creation hurls itself towards the enemy.



BLOOD CLAWS



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Blood Claw	6"	3+	4+	4	4	1	1	7	3+
Blood Claw Pack Leader	6"	3+	4+	4	4	1	2	7	3+
Wolf Guard Pack Leader	6"	3+	3+	4	4	1	2	8	3+
Wolf Guard Terminator Pack Leader	5"	3+	3+	4	4	2	2	8	2+
This unit contains 1 Blood Claw Pack Leader and 4 Blood Claws. It can include up to 5 additional Blood Claws (Power Rating +3) or up to 10 additional Blood Claws (Power Rating +6). It can also include either a Wolf Guard Pack Leader (Power Rating +2) or a Wolf Guard Terminator Pack Leader (Power Rating +3). • The Blood Claws, Blood Claw Pack Leader and Wolf Guard Pack Leader are each armed with a chainsword, bolt pistol, frag grenades and krak grenades. • A Wolf Guard Terminator Pack Leader is armed with a power sword and storm bolter.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Plasma pistol	When attacking with this weapon, choose one of the profiles below.								
- Standard	12"	Pistol 1		7	-3	1	-		
- Supercharge	12"	Pistol 1		8	-3	2	On a hit roll of 1, the bearer is slain.		
Storm bolter	24"	Rapid Fire 2		4	0	1	-		
Chainsword	Melee	Melee		User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.		
Power axe	Melee	Melee		+1	-2	1	-		
Power fist	Melee	Melee		x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.		
Power sword	Melee	Melee		User	-3	1	-		
Frag grenade	6"	Grenade D6		3	0	1	-		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
WARGEAR OPTIONS	• One Blood Claw may replace his chainsword with an item from the <i>Special Weapons</i> list. If the unit includes at least 15 models, one additional Blood Claw may also do this. • One Blood Claw may replace his bolt pistol with a plasma pistol. • The Blood Claw Pack Leader may replace his chainsword with a power sword, power axe or power fist. • The Wolf Guard Pack Leader may replace his chainsword with a plasma pistol, storm shield or an item from the <i>Melee Weapons</i> list; he may also replace his bolt pistol with a plasma pistol or an item from the <i>Melee Weapons</i> or <i>Combi-weapons</i> list. • The Wolf Guard Terminator Pack Leader may replace his power sword with a storm shield or an item from the <i>Terminator Melee Weapons</i> list; he may also replace his storm bolter with an item from the <i>Terminator Melee Weapons</i> or <i>Combi-weapons</i> list.								
ABILITIES	And They Shall Know No Fear (pg 74) Berserk Charge: On a turn in which they make a successful charge, you can make 1 additional attack in the Fight phase with all models in this unit. Headstrong: Unless this unit contains a Wolf Guard Pack Leader or Wolf Guard Terminator Pack Leader, or is within 6" of a friendly WOLF GUARD, it must declare a charge in its Charge phase if it is possible to do so.						Mixed Unit: For the purposes of determining what models a vehicle can transport, Wolf Guard Terminator Pack Leaders have the TERMINATOR keyword. Storm Shield: A model equipped with a storm shield has a 3+ invulnerable save. Crux Terminatus: A Wolf Guard Terminator Pack Leader has a 5+ invulnerable save.		
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	INFANTRY, BLOOD CLAWS								



'To tear out the throats of kings, to cull the weak from the pack, to bring the death of worlds. That is the true way of the Wolf. So it shall ever be, from now until the Wolf's Eye burns us to ash and the seas boil away to nothing.'

- Jorik Fangfist, Lord of the Crimson Claws



GREY HUNTERS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Grey Hunter	6"	3+	3+	4	4	1	1	7	3+
Grey Hunter Pack Leader	6"	3+	3+	4	4	1	2	7	3+
Wolf Guard Pack Leader	6"	3+	3+	4	4	1	2	8	3+
Wolf Guard Terminator Pack Leader	5"	3+	3+	4	4	2	2	8	2+

This unit contains 1 Grey Hunter Pack Leader and 4 Grey Hunters. It can include up to 5 additional Grey Hunters (**Power Rating +4**). It can also include either a Wolf Guard Pack Leader (**Power Rating +2**) or a Wolf Guard Terminator Pack Leader (**Power Rating +3**).

- The Grey Hunters and Grey Hunter Pack Leader are each armed with a boltgun, bolt pistol, frag grenades and krak grenades.
- A Wolf Guard Pack Leader is armed with a chainsword, bolt pistol, frag grenades and krak grenades.
- A Wolf Guard Terminator Pack Leader is armed with a power sword and storm bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Power axe	Melee	Melee	1	-2	1	-
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power sword	Melee	Melee	User	-3	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- Any Grey Hunter may take a chainsword.
- One Grey Hunter may take a wolf standard.
- For every five models in the unit, one Grey Hunter may replace his boltgun with an item from the *Special Weapons* list.
- One Grey Hunter may replace his bolt pistol with a plasma pistol.
- The Grey Hunter Pack Leader may take a chainsword, power axe, power fist or power sword.
- The Wolf Guard Pack Leader may replace his chainsword with a plasma pistol, storm shield or an item from the *Melee Weapons* list; he may also replace his bolt pistol with a plasma pistol or an item from the *Melee Weapons* or *Combi-weapons* list.
- The Wolf Guard Terminator Pack Leader may replace his power sword with a storm shield or an item from the *Terminator Melee Weapons* list; he may also replace his storm bolter with an item from the *Terminator Melee Weapons* or *Combi-weapons* list.

ABILITIES



And They Shall Know No Fear (pg 74)

Wolf Standard: You can re-roll any dice rolls of 1 when making an Advance or charge move for a unit that has a wolf standard.

Mixed Unit: ~~For the purposes of determining what models a vehicle can transport, Wolf Guard Terminator Pack Leaders have the TERMINATOR keyword.~~

Storm Shield: A model equipped with a storm shield has a 3+ invulnerable save.

Crux Terminatus: A Wolf Guard Terminator Pack Leader has a 5+ invulnerable save.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

KEYWORDS

INFANTRY, GREY HUNTERS

'As a Blood Claw, I imagined the enemies I would slay and dreamed of the sagas that would be written of my deeds. I now know that to demand respect is a folly of youth. Glory must be earned the hard way, wherever duty demands it, for only Russ and the Allfather know when and where my next battle will come.'

- Meghir Steelmane, Grey Hunter of the Red Moons

INTERCESSORS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Intercessor	6"	3+	3+	4	4	2	2	7	3+
Intercessor Pack Leader	6"	3+	3+	4	4	2	3	8	3+

This unit contains 1 Intercessor Pack Leader and 4 Intercessors. It can include up to 5 additional Intercessors (**Power Rating +5**). Each model is armed with a bolt rifle, bolt pistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Auto bolt rifle	24"	Assault 2	4	0	1	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Bolt rifle	30"	Rapid Fire 1	4	-1	1	-
Stalker bolt rifle	36"	Heavy 1	4	-2	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- All models in the unit may replace their bolt rifle with an auto bolt rifle or stalker bolt rifle.
- For every five models in the unit, one may take an auxiliary grenade launcher.
- The Intercessor Pack Leader may either replace their bolt rifle with a chainsword, a power sword or a power fist, or take a chainsword, a power sword or a power fist in addition to their other weapons.

ABILITIES

And They Shall Know No Fear (pg 74)

Auxiliary Grenade Launcher: If a model is armed with an auxiliary grenade launcher, increase the range of any Grenade weapons they have to 30".

FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

KEYWORDS INFANTRY, PRIMARIS, INTERCESSORS



Intercessor pack Kragdalf's Ironclaws prepares to bring the Allfather's wrath to the ranks of enemies mustering over the ridge.



WOLF SCOUTS



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Wolf Scout	6"	3+	3+	4	4	1	1	7	4+
Wolf Scout Pack Leader	6"	3+	3+	4	4	1	2	7	4+
Wolf Guard Pack Leader	6"	3+	3+	4	4	1	2	8	3+
This unit contains 1 Wolf Scout Pack Leader and 4 Wolf Scouts. It can include up to 5 additional Wolf Scouts (Power Rating +4). It can also include a Wolf Guard Pack Leader (Power Rating +2). • The Wolf Scouts and Wolf Scout Pack Leader are each armed with a boltgun, bolt pistol, frag grenades and krak grenades. • A Wolf Guard Pack Leader is armed with a boltgun, bolt pistol, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Astartes shotgun	12"	Assault 2		4	0	1	If the target is within half range, add 1 to this weapon's Strength.		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Boltgun	24"	Rapid Fire 1		4	0	1	-		
Heavy bolter	36"	Heavy 3		5	-1	1	-		
Missile launcher	When attacking with this weapon, choose one of the profiles below.								
- Frag missile	48"	Heavy D6		4	0	1	-		
- Krak missile	48"	Heavy 1		8	-2	D6	-		
Plasma pistol	When attacking with this weapon, choose one of the profiles below.								
- Standard	12"	Pistol 1		7	-3	1	-		
- Supercharge	12"	Pistol 1		8	-3	2	On a hit roll of 1, the bearer is slain.		
Sniper rifle	36"	Heavy 1		4	0	1	This weapon may target a CHARACTER even if it is not the closest enemy unit. If you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage.		
Chainsword	Melee	Melee		User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.		
Combat knife	Melee	Melee		User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.		
Power axe	Melee	Melee		+1	-2	1	-		
Power sword	Melee	Melee		User	-3	1	-		
Frag grenade	6"	Grenade D6		3	0	1	-		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
WARGEAR OPTIONS	• Any Wolf Scout or Wolf Scout Pack Leader may take a camo cloak. • Any Wolf Scout or Wolf Scout Pack Leader may replace its boltgun with a chainsword, combat knife, sniper rifle or Astartes shotgun. • One Wolf Scout may replace his boltgun with a heavy bolter, missile launcher or an item from the <i>Special Weapons</i> list. • One Wolf Scout may either replace his boltgun with a power axe or power sword, or replace his bolt pistol with a plasma pistol. • The Wolf Scout Pack Leader may either replace his boltgun with a power axe or power sword, or replace his bolt pistol with a plasma pistol. • The Wolf Guard Pack Leader may replace his boltgun with a plasma pistol, storm shield or an item from the <i>Melee Weapons</i> or <i>Combi-weapons</i> list; he may also replace his bolt pistol with a plasma pistol, storm shield or an item from the <i>Melee Weapons</i> list.								
ABILITIES	And They Shall Know No Fear (pg 74)						Behind Enemy Lines: During deployment, you can set up this unit behind enemy lines instead of placing it on the battlefield. At the end of any of your Movement phases the unit can join the battle – set it up so that it is within 6" of any battlefield edge of your choice and more than 9" away from any enemy models.		
	Camo Cloaks: If every model in a unit has a camo cloak you can add 2 to saving throws made for models in the unit when they receive the benefit of cover, instead of 1.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	INFANTRY, SCOUT, WOLF SCOUTS								



REIVERS



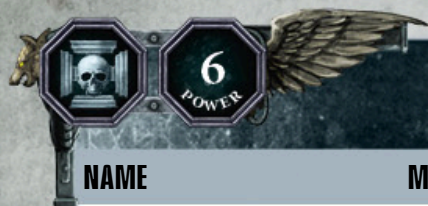
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Reiver	6"	3+	3+	4	4	2	2	7	3+
Reiver Pack Leader	6"	3+	3+	4	4	2	3	8	3+
This unit contains 1 Reiver Pack Leader and 4 Reivers. It can include up to 5 additional Reivers (Power Rating +5). Each model is armed with a bolt carbine, a heavy bolt pistol, frag grenades, krak grenades and shock grenades.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt carbine	24"	Assault 2		4	0	1	-		
Heavy bolt pistol	12"	Pistol 1		4	-1	1	-		
Combat knife	Melee	Melee		User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.		
Power sword	Melee	Melee		User	-3	1	-		
Frag grenade	6"	Grenade D6		3	0	1	-		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
Shock grenade	6"	Grenade D3		*	*	*	This weapon does not inflict any damage. If an enemy INFANTRY unit is hit by any shock grenades, it is stunned until the end of the turn – it cannot fire Overwatch and your opponent must subtract 1 from any hit rolls made for the unit.		
WARGEAR OPTIONS		• All Reivers in the unit may replace their bolt carbine with a combat knife. • The Reiver Sergeant may replace either his bolt carbine or heavy bolt pistol with a combat knife. • All models in the unit may take grav-chutes. • All models in the unit may take a grapnel launcher.							
ABILITIES		 And They Shall Know No Fear (pg 74) Terror Troops: Enemy units must subtract 1 from their Leadership if they are within 3" of any units of Reivers. Grav-chutes: During deployment, you can set up this unit, if it is equipped with grav-chutes, in high orbit instead of placing it on the battlefield. At the end of any of your Movement phases this unit can descend – set it up anywhere on the battlefield that is more than 9" away from any enemy models. Grapnel Launchers: When models with grapnel launchers move, do not count any vertical distance they move against the total they can move that turn (i.e. moving vertically is free for these models). In addition, during deployment, you can set up this unit, if it is equipped with grapnel launchers, behind enemy lines instead of placing it on the battlefield. At the end of any of your Movement phases this unit can join the battle – set it up within 6" of any battlefield edge and more than 9" away from any enemy models.							
FACTION KEYWORDS		IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES							
KEYWORDS		INFANTRY, PRIMARIS, REIVERS							





**'LOGAN GRIMNAR, BLOODY-HANDED WARRIOR
HE PILES THE SKULLS OF HIS ENEMIES
HE BUILDS A MOUND OF THE FALLEN
HIS FOES WEEP RIVERS OF BLOOD
LOGAN GRIMNAR, STRONG WOLF OF THE PACK
HIS SWORD HUNGERS FOR RED FLESH
HIS GUNS THIRST FOR BATTLE
HE LAUGHS AMIDST THE WAR-DIN
LOGAN GRIMNAR, FATHER OF WOLVES
HIS SONS HAUNT HIS ENEMIES
SLAY THEM WHERE THEY FALTER
BRING THEIR PELTS TO FENRIS'**

- Excerpt from the Saga of the Old Wolf



AGGRESSORS



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Aggressor	5"	3+	3+	4	5	2	2	7	3+
Aggressor Pack Leader	5"	3+	3+	4	5	2	3	8	3+
This unit contains 1 Aggressor Pack Leader and 2 Aggressors. It can include up to 3 additional Aggressors (Power Rating +6). Each model is armed with auto boltstorm gauntlets and a fragstorm grenade launcher.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Auto boltstorm gauntlets (shooting)	18"	Assault 6			4	0	1	-	
Flamestorm gauntlets (shooting)	8"	Assault 2D6			4	0	1	This weapon automatically hits its target.	
Fragstorm grenade launcher	18"	Assault D6			4	0	1	-	
Auto boltstorm gauntlets (melee)	Melee	Melee			x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.	
Flamestorm gauntlets (melee)	Melee	Melee			x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.	
WARGEAR OPTIONS	• All models in the unit may replace their auto boltstorm gauntlets and fragstorm grenade launcher with flamestorm gauntlets.								
ABILITIES	And They Shall Know No Fear (pg 74)							Fire Storm: Models in this unit can fire twice if they remained stationary during their turn (including when firing Overwatch).	
	Relentless Advance: Models in this unit do not suffer any penalty to their hit rolls for Advancing and firing Assault weapons.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	INFANTRY, MK X GRAVIS, PRIMARIS, AGGRESSORS								



SERVITORS



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Servitor	5"	5+	5+	3	3	1	1	6	4+
This unit contains 4 Servitors. Each model is armed with a servo-arm.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Heavy bolter	36"	Heavy 3			5	-1	1	-	
Multi-melta	24"	Heavy 1			8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.	
Plasma cannon	When attacking with this weapon, choose one of the profiles below.								
- Standard	36"	Heavy D3			7	-3	1	-	
- Supercharge	36"	Heavy D3			8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.	
Servo-arm	Melee	Melee			x2	-2	3	Each servo-arm can only be used to make one attack each time the bearer fights. When attacking with this weapon, you must subtract 1 from the hit roll.	
WARGEAR OPTIONS	• Up to two Servitors may replace their servo-arm with a heavy bolter, plasma cannon or multi-melta.								
ABILITIES	Mindlock: Servitors improve both their Weapon Skill and Ballistic Skill to 4+, and their Leadership to 9, whilst they are within 6" of any friendly IRON PRIESTS .								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	INFANTRY, SERVITORS								



LUKAS THE TRICKSTER



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Lukas the Trickster	6"	2+	3+	4	4	4	4	8	3+
Lukas the Trickster is a single model armed with the Claw of the Jackalwolf, a plasma pistol, frag grenades and krak grenades. Only one of this model may be included in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Plasma pistol	When attacking with this weapon, choose one of the profiles below.								
- Standard	12"	Pistol 1		7	-3	1	-		
- Supercharge	12"	Pistol 1		8	-3	2	On a hit roll of 1, the bearer is slain.		
Claw of the Jackalwolf	Melee	Melee		+1	-2	2	You can re-roll failed wound rolls for this weapon.		
Frag grenade	6"	Grenade D6		3	0	1	-		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
 ABILITIES	And They Shall Know No Fear (pg 74)						The Last Laugh: If Lukas the Trickster is slain in the Fight phase, both players roll a dice, re-rolling ties: if you roll lowest, nothing happens; if you roll highest, the unit that landed the blow immediately suffers D6 mortal wounds.		
	Blood Claws Hero: You can re-roll wound rolls of 1 for friendly BLOOD CLAWS units that are within 6" of this model.								
	Master of Mischief: Subtract 1 from the Leadership of all units within 3" of Lukas the Trickster at the start of the Morale phase for the duration of the phase. In addition, Lukas the Trickster cannot be your Warlord.						Pelt of the Doppegangrel: Your opponent must subtract 1 from any hit rolls for attacks that target Lukas the Trickster in the Fight phase.		
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	CHARACTER, INFANTRY, BLOOD CLAW, LUKAS THE TRICKSTER								



WULFEN DREADNOUGHT



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Wulfen Dreadnought	8"	3+	5+	6	7	8	4	7	3+
A Wulfen Dreadnought is a single model equipped with a Fenrisian great axe, great wolf claw and storm bolter.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Heavy flamer	8"	Heavy D6		5	-1	1	This weapon automatically hits its target.		
Storm bolter	24"	Rapid Fire 2		4	0	1	-		
Fenrisian great axe	When attacking with this weapon, choose one of the profiles below.								
- Cleave	Melee	Melee		+4	-3	D6	When attacking with this weapon, you must subtract 1 from the hit roll		
- Scythe	Melee	Melee		User	-3	1	Make 2 hit rolls for each attack made with this weapon, instead of 1.		
Great wolf claw	Melee	Melee		+4	-2	3	You can re-roll failed wound rolls for this weapon.		
WARGEAR OPTIONS	• This model may replace its Fenrisian great axe or its great wolf claw and storm bolter with a blizzard shield and storm bolter. • This model may replace any storm bolter with a heavy flamer.								
ABILITIES	Murderlust: You can re-roll any failed charge rolls for this model.						Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 3" suffers D3 mortal wounds.		
	Blizzard Shield: A model equipped with a blizzard shield has a 4+ invulnerable save.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	VEHICLE, DREADNOUGHT, WULFEN DREADNOUGHT								



GREAT COMPANY ANCIENT



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Great Company Ancient	6"	3+	3+	4	4	4	3	8	3+
A Great Company Ancient is a single model armed with a bolt pistol, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Boltgun	24"	Rapid Fire 1		4	0	1	-		
Plasma pistol	When attacking with this weapon, choose one of the profiles below.								
- Standard	12"	Pistol 1		7	-3	1	-		
- Supercharge	12"	Pistol 1		8	-3	2	On a hit roll of 1, the bearer is slain.		
Frag grenade	6"	Grenade D6		3	0	1	-		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
WARGEAR OPTIONS	• This model may replace its bolt pistol with a boltgun, a plasma pistol or an item from the <i>Combi-weapons</i> or <i>Melee Weapons</i> list.								
ABILITIES	And They Shall Know No Fear (pg 74)								
	Great Company Banner: SPACE WOLVES units within 6" of any friendly SPACE WOLVES ANCIENTS add 1 to their Leadership. In addition, roll a D6 each time a SPACE WOLVES INFANTRY model is destroyed within 6" of any friendly SPACE WOLVES ANCIENTS, before removing the model as a casualty. On a 4+ that model can either shoot with one of its weapons as if it were the Shooting phase, or make a single attack as if it were the Fight phase.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	CHARACTER, INFANTRY, ANCIENT, GREAT COMPANY ANCIENT								

'We may be few, and our enemies many. Yet so long as there remains one of us still fighting, one who still rages in the name of justice and truth, then by the Allfather, the galaxy shall yet know hope.'

- Ragnar Blackmane



PRIMARIS ANCIENT



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Primaris Ancient	6"	3+	3+	4	4	5	4	8	3+
A Primaris Ancient is a single model armed with a bolt rifle, bolt pistol, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Bolt pistol	12"	Pistol 1			4	0	1	-	
Bolt rifle	30"	Rapid Fire 1			4	-1	1	-	
Frag grenade	6"	Grenade D6			3	0	1	-	
Krak grenade	6"	Grenade 1			6	-1	D3	-	
ABILITIES	And They Shall Know No Fear (pg 74)								
	Great Company Banner: SPACE WOLVES units within 6" of any friendly SPACE WOLVES ANCIENTS add 1 to their Leadership. In addition, roll a D6 each time a SPACE WOLVES INFANTRY model is destroyed within 6" of any friendly SPACE WOLVES ANCIENTS, before removing the model as a casualty. On a 4+ that model can either shoot with one of its weapons as if it were the Shooting phase, or make a single attack as if it were the Fight phase.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	CHARACTER, INFANTRY, PRIMARIS, ANCIENT								



GREAT COMPANY CHAMPION



NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Great Company Champion	6"	2+	3+	4	4	4	3	8	3+	
A Great Company Champion is a single model armed with a bolt pistol, master-crafted power sword, frag grenades and krak grenades.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1			4	0	1	-		
Master-crafted power sword	Melee	Melee			User	-3	2	-		
Frag grenade	6"	Grenade D6			3	0	1	-		
Krak grenade	6"	Grenade 1			6	-1	D3	-		
ABILITIES	And They Shall Know No Fear (pg 74)									
	Honour or Death: This model must make a Heroic Intervention if it is able to do so. In addition, you can re-roll failed hit rolls for this model in the Fight phase when targeting a CHARACTER .									
	Combat Shield: This model has a 5+ invulnerable save.									
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES									
KEYWORDS	CHARACTER, INFANTRY, GREAT COMPANY CHAMPION									



WOLF GUARD



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Wolf Guard	6"	3+	3+	4	4	1	2	8	3+
Wolf Guard Pack Leader	6"	3+	3+	4	4	1	3	8	3+
This unit contains 1 Wolf Guard Pack Leader and 4 Wolf Guard. It can include up to 5 additional Wolf Guard (Power Rating +8). Each model is armed with a boltgun, bolt pistol, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Bolt pistol	12"	Pistol 1			4	0	1	-	
Boltgun	24"	Rapid Fire 1			4	0	1	-	
Plasma pistol	When attacking with this weapon, choose one of the profiles below.								
- Standard	12"	Pistol 1			7	-3	1	-	
- Supercharge	12"	Pistol 1			8	-3	2	On a hit roll of 1, the bearer is slain.	
Frag grenade	6"	Grenade D6			3	0	1	-	
Krak grenade	6"	Grenade 1			6	-1	D3	-	
WARGEAR OPTIONS	- Any model may replace its boltgun with a plasma pistol, storm shield or an item from the <i>Melee Weapons</i> or <i>Combi-weapons</i> list; it may also replace its bolt pistol with a plasma pistol, storm shield or an item from the <i>Melee Weapons</i> list. - The entire unit may take jump packs (Power Rating +1 per 5 models). If it does, its Move characteristic becomes 12" and it gains the JUMP PACK and FLY keywords.								
ABILITIES	And They Shall Know No Fear (pg 74)						Jump Pack Assault: During deployment, if the entire unit has jump packs, you can set them up high in the skies instead of placing them on the battlefield. At the end of any of your Movement phases this unit can assault from above – set them up anywhere on the battlefield that is more than 9" away from any enemy models.		
	Storm Shield: A model equipped with a storm shield has a 3+ invulnerable save.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	INFANTRY, WOLF GUARD								



WOLF GUARD TERMINATORS



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Wolf Guard Terminator	5"	3+	3+	4	4	2	2	8	2+
Wolf Guard Terminator Pack Leader	5"	3+	3+	4	4	2	3	8	2+
This unit contains 1 Wolf Guard Terminator Pack Leader and 4 Wolf Guard Terminators. It can include up to 5 additional Wolf Guard Terminators (Power Rating +13).									
• Each Wolf Guard Terminator is armed with a power fist and storm bolter. • The Wolf Guard Terminator Pack Leader is armed with a power sword and storm bolter.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Storm bolter	24"	Rapid Fire 2		4	0	1	-		
Power fist	Melee	Melee		x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.		
Power sword	Melee	Melee		User	-3	1	-		
WARGEAR OPTIONS	• Any model may replace its power fist or power sword with a storm shield or an item from the <i>Terminator Melee Weapons</i> list. • Any model may replace its storm bolter with an item from the <i>Combi-weapons</i> or <i>Terminator Melee Weapons</i> list. • For every five models, one Wolf Guard Terminator may replace their storm bolter with an item from the <i>Terminator Heavy Weapons</i> list.								
ABILITIES	And They Shall Know No Fear (pg 74)						Teleport Strike: During deployment, you can set up this unit in a teleportarium chamber instead of placing them on the battlefield. At the end of any of your Movement phases this unit can teleport into battle – set them up anywhere on the battlefield that is more than 9" away from any enemy models.		
	Crux Terminatus: All models in this unit have a 5+ invulnerable save.								
	Storm Shield: A model equipped with a storm shield has a 3+ invulnerable save.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	INFANTRY, TERMINATOR, WOLF GUARD								



DREADNOUGHT



NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Dreadnought	6"	3+	3+	6	7	8	4	8	3+	
A Dreadnought is a single model equipped with an assault cannon, storm bolter and Dreadnought combat weapon.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Assault cannon	24"	Heavy 6			6	-1	1	-		
Heavy flamer	8"	Heavy D6			5	-1	1	This weapon automatically hits its target.		
Missile launcher	When attacking with this weapon, choose one of the profiles below.									
- Frag missile	48"	Heavy D6			4	0	1	-		
- Krak missile	48"	Heavy 1			8	-2	D6	-		
Storm bolter	24"	Rapid Fire 2			4	0	1	-		
Dreadnought combat weapon	Melee	Melee			x2	-3	3	-		
Great wolf claw	Melee	Melee			+4	-2	3	You can re-roll failed wound rolls for this weapon.		
WARGEAR OPTIONS	• This model may replace its assault cannon with an item from the <i>Dreadnought Heavy Weapons</i> list. • This model may replace its Dreadnought combat weapon and storm bolter with a missile launcher. • This model may replace its storm bolter with a heavy flamer. • This model may replace its Dreadnought combat weapon with a great wolf claw.									
ABILITIES	 Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this model.					Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 3" suffers D3 mortal wounds.				
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES									
KEYWORDS	VEHICLE, DREADNOUGHT									



WOLF GUARD CATAPHRACTII TERMINATORS



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Wolf Guard Cataphractii Terminator	4"	3+	3+	4	4	2	2	8	2+
Wolf Guard Cataphractii Pack Leader	4"	3+	3+	4	4	2	3	8	2+
This unit contains 1 Wolf Guard Cataphractii Pack Leader and 4 Wolf Guard Cataphractii Terminators. It can include up to 5 additional Wolf Guard Cataphractii Terminators (Power Rating +12).									
• The Wolf Guard Cataphractii Pack Leader is armed with a combi-bolter and power sword. • Each Wolf Guard Cataphractii Terminator is armed with a combi-bolter and power fist.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Combi-bolter	24"	Rapid Fire 2		4	0	1	-		
Grenade harness	12"	Assault D6		4	-1	1	-		
Heavy flamer	8"	Heavy D6		5	-1	1	This weapon automatically hits its target.		
Chainfist	Melee	Melee		x2	-4	2	When attacking with this weapon, you must subtract 1 from the hit roll.		
Lightning claw	Melee	Melee		User	-2	1	You can re-roll failed wound rolls for this weapon. If a model is armed with two lightning claws, each time it fights it can make 1 additional attack with them.		
Power fist	Melee	Melee		x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.		
Power sword	Melee	Melee		User	-3	1	-		
WARGEAR OPTIONS	• For every five models in the unit, one Wolf Guard Cataphractii Terminator may replace his combi-bolter with a heavy flamer. • Any model may replace his combi-bolter with a lightning claw. • Any Wolf Guard Cataphractii Terminator may replace his power fist with a chainfist or lightning claw. • The Wolf Guard Cataphractii Pack Leader may replace his power sword with a chainfist, power fist or lightning claw. • The Wolf Guard Cataphractii Pack Leader may take a grenade harness.								
ABILITIES	And They Shall Know No Fear (pg 74)						Teleport Strike: During deployment, you can set up this unit in a teleportarium chamber instead of placing them on the battlefield. At the end of any of your Movement phases this unit can teleport into battle – set them up anywhere on the battlefield that is more than 9" away from any enemy models.		
	Cataphractii Armour: Models in this unit have a 4+ invulnerable save, but you must halve the result of the dice rolled when determining how far this unit Advances.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	INFANTRY, TERMINATOR, WOLF GUARD, CATAPHRACTII TERMINATORS								



'It has been said that Fenris breeds heroes like a bar breeds drunks – loud, proud and spoiling for a fight. Though meant as an insult – I'm sure – I take these words as the greatest compliment. We are spoiling to fight because our enemies are many. We are loud so that these enemies may hear us and tremble. And we are proud to wade into battle in the name of our Primarch and the Allfather. Anyone who does less is no warrior.'

*- Leifvar Twice-Slain,
Wolf Guard of the Champions of Fenris*

12
POWER

WOLF GUARD TARTAROS TERMINATORS

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Wolf Guard Tartaros Terminator	6"	3+	3+	4	4	2	2	8	2+	
Wolf Guard Tartaros Pack Leader	6"	3+	3+	4	4	2	3	8	2+	
This unit contains 1 Wolf Guard Tartaros Pack Leader and 4 Wolf Guard Tartaros Terminators. It can include up to 5 additional Wolf Guard Tartaros Terminators (Power Rating +12). • The Wolf Guard Tartaros Pack Leader is armed with a combi-bolter and power sword. • Each Wolf Guard Tartaros Terminator is armed with a combi-bolter and power fist.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Combi-bolter	24"	Rapid Fire 2		4	0	1	-			
Grenade harness	12"	Assault D6		4	-1	1	-			
Heavy flamer	8"	Heavy D6		5	-1	1	This weapon automatically hits its target.			
Plasma blaster	When attacking with this weapon, choose one of the profiles below.									
- Standard	18"	Assault 2		7	-3	1	-			
- Supercharge	18"	Assault 2		8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.			
Reaper autocannon	36"	Heavy 4		7	-1	1	-			
Volkite charger	15"	Heavy 2		5	0	2	-			
Chainfist	Melee	Melee		x2	-4	2	When attacking with this weapon, you must subtract 1 from the hit roll.			
Lightning claw	Melee	Melee		User	-2	1	You can re-roll failed wound rolls for this weapon. If a model is armed with two lightning claws, each time it fights it can make 1 additional attack with them.			
Power fist	Melee	Melee		x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.			
Power sword	Melee	Melee		User	-3	1	-			
WARGEAR OPTIONS	• For every five models in the unit, one Wolf Guard Tartaros Terminator may replace his combi-bolter with a heavy flamer or reaper autocannon. • Any Wolf Guard Tartaros Terminator may replace his combi-bolter and power fist with two lightning claws. • The Wolf Guard Tartaros Pack Leader may replace his combi-bolter and power sword with two lightning claws. • Any Wolf Guard Tartaros Terminator may replace his power fist with a chainfist. • The Wolf Guard Tartaros Pack Leader may replace his power sword with a chainfist or power fist. • The Wolf Guard Tartaros Pack Leader may replace his combi-bolter with a plasma blaster or volkite charger. • For every five models in the unit, one model may take a grenade harness.									
ABILITIES	And They Shall Know No Fear (pg 74)  Tartaros Armour: Models in this unit have a 5+ invulnerable save.						Teleport Strike: During deployment, you can set up this unit in a teleportarium chamber instead of placing them on the battlefield. At the end of any of your Movement phases this unit can teleport into battle – set them up anywhere on the battlefield that is more than 9" away from any enemy models.			
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES									
KEYWORDS	INFANTRY, TERMINATOR, WOLF GUARD, TARTAROS TERMINATORS									

VENERABLE DREADNOUGHT

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Venerable Dreadnought	6"	2+	2+	6	7	8	4	8	3+
A Venerable Dreadnought is a single model equipped with an assault cannon, storm bolter and Dreadnought combat weapon.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Assault cannon	24"	Heavy 6		6	-1	1	-		
Heavy flamer	8"	Heavy D6		5	-1	1	This weapon automatically hits its target.		
Missile launcher	When attacking with this weapon, choose one of the profiles below.								
- Frag missile	48"	Heavy D6		4	0	1	-		
- Krak missile	48"	Heavy 1		8	-2	D6	-		
Storm bolter	24"	Rapid Fire 2		4	0	1	-		
Dreadnought combat weapon	Melee	Melee		x2	-3	3	-		
Fenrisian great axe	When attacking with this weapon, choose one of the profiles below.								
- Cleave	Melee	Melee		+4	-3	D6	When attacking with this weapon, you must subtract 1 from the hit roll		
- Scythe	Melee	Melee		User	-3	1	Make 2 hit rolls for each attack made with this weapon instead of 1.		
Great wolf claw	Melee	Melee		+4	-2	3	You can re-roll failed wound rolls for this weapon.		
WARGEAR OPTIONS	• This model may replace its assault cannon with a weapon from the <i>Dreadnought Heavy Weapons</i> list. • This model may replace its Dreadnought combat weapon and storm bolter with a missile launcher. • This model may replace its storm bolter with a heavy flamer. • This model may replace its Dreadnought combat weapon with a great wolf claw. • This model may replace its assault cannon and Dreadnought combat weapon with a Fenrisian great axe and blizzard shield.								
ABILITIES	Unyielding Ancient: Roll a D6 each time this model loses a wound; on a 6 that wound is not lost. Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this model.						Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 3" suffers D3 mortal wounds. Blizzard Shield: A model equipped with a blizzard shield has a 4+ invulnerable save.		
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	VEHICLE, DREADNOUGHT, VENERABLE DREADNOUGHT								



Awakened by an Iron Priest after long centuries in stasis, Venerable Dreadnoughts unleash their bitter wrath upon the enemy.



CONTEMPTOR DREADNOUGHT

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Contemptor Dreadnought	*	*	*	7	7	10	4	8	3+

REMAINING W	M	WS	BS
6-10+	9"	2+	2+
3-5	6"	3+	3+
1-2	4"	4+	4+

A Contemptor Dreadnought is a single model equipped with a multi-melta, combi-bolter and Dreadnought combat weapon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Kheres pattern assault cannon	24"	Heavy 6	7	-1	1	-
Dreadnought combat weapon	Melee	Melee	x2	-3	3	-

WARGEAR OPTIONS • This model may replace its multi-melta with a Kheres pattern assault cannon.

ABILITIES **Atomantic Shielding:** This model has a 5+ invulnerable save.



Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

KEYWORDS VEHICLE, DREADNOUGHT, CONTEMPTOR DREADNOUGHT



REDEPTOR DREADNOUGHT

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Redemptor Dreadnought	*	*	*	7	7	13	4	8	3+

REMAINING W	M	WS	BS
7-13+	8"	3+	3+
4-6	6"	4+	4+
1-3	4"	5+	5+

A Redeptor Dreadnought is a single model equipped with a heavy onslaught gatling cannon, a heavy flamer, two fragstorm grenade launchers and a Redeptor fist.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Fragstorm grenade launcher	18"	Assault D6	4	0	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy onslaught gatling cannon	30"	Heavy 12	5	-1	1	-
Icarus rocket pod	24"	Heavy D3	7	-1	1	Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from hit rolls made for this weapon against all other targets.
Macro plasma incinerator	When attacking with this weapon, choose one of the profiles below.					
- Standard	36"	Heavy D6	8	-4	1	-
- Supercharge	36"	Heavy D6	9	-4	2	For each hit roll of 1, the bearer suffers 1 mortal wound after all of this weapon's shots have been resolved.
Onslaught gatling cannon	24"	Heavy 6	5	-1	1	-
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Redemptor fist	Melee	Melee	x2	-3	D6	-

WARGEAR OPTIONS • This model may replace its heavy flamer with an onslaught gatling cannon.
• This model may replace its heavy onslaught gatling cannon with a macro plasma incinerator.
• This model may replace its two fragstorm grenade launchers with two storm bolters.
• This model may take an Icarus rocket pod.

ABILITIES **Explodes:** If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

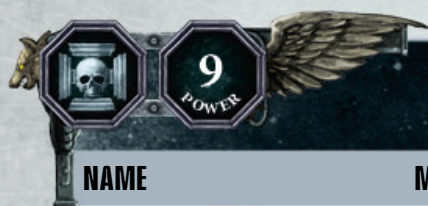
KEYWORDS VEHICLE, DREADNOUGHT, REDEPTOR DREADNOUGHT



WULFEN



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Wulfen	7"	3+	5+	5	4	2	3	7	4+
Wulfen Pack Leader	7"	3+	5+	5	4	2	4	7	4+
This unit contains 1 Wulfen Pack Leader and 4 Wulfen. It can include up to 5 additional Wulfen (Power Rating +11). - Each Wulfen fights with its Wulfen claws. - The Wulfen Pack Leader is armed with frost claws.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Stormfrag auto-launcher	12"	Assault D3		4	0	1	-		
Frost claws	Melee	Melee		+1	-2	1	Each time the bearer fights, it can make 1 additional attack with this weapon. You can re-roll failed wound rolls for this weapon.		
Great frost axe	Melee	Melee		+3	-3	D3	The bearer can make 1 additional attack with this weapon on a turn in which it has charged.		
Thunder hammer	Melee	Melee		x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.		
Wulfen claws	Melee	Melee		User	-1	1	-		
WARGEAR OPTIONS	- Any model may take a stormfrag auto-launcher. - Any Wulfen may replace their Wulfen claws with frost claws, a great frost axe or a thunder hammer and storm shield.								
ABILITIES	And They Shall Know No Fear (pg 74) Bounding Lope: Models in this unit can Advance and charge in the same turn. Death Frenzy: Roll a D6 each time a model in this unit loses a wound; on a roll of 5+ that wound is not lost. If a model in this unit is slain in the Fight phase, then once the enemy unit has finished making its attacks you can attack with that model before removing it as a casualty, even if it has already attacked that phase. Storm Shield: A model equipped with a storm shield has a 3+ invulnerable save.						Curse of the Wulfen (Hunt): You can re-roll failed charge rolls for friendly SPACE WOLVES INFANTRY, BIKER and CAVALRY units that are within 6" of this unit at the start of the Charge phase. The range of this ability is doubled to 12" for friendly BLOOD CLAW units. Curse of the Wulfen (Kill): You can make 1 additional attack for models in friendly SPACE WOLVES INFANTRY, BIKER and CAVALRY units that are within 6" of any unit with this ability when they make their attacks in the Fight phase. The range of this ability is 12" for friendly BLOOD CLAW units. WULFEN are not affected by this ability, nor are units that made a charge this turn while within range of the Curse of the Wulfen (Hunt) ability.		
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	INFANTRY, WULFEN								



MURDERFANG



NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Murderfang	8"	2+	3+	6	7	8	5	8	3+	
Murderfang is a single model equipped with the Murderclaws, a storm bolter and a heavy flamer. Only one of this model may be included in your army.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Heavy flamer	8"	Heavy D6			5	-1	1	This weapon automatically hits its target.		
Storm bolter	24"	Rapid Fire 2			4	0	1	-		
The Murderclaws	Melee	Melee			x2	-3	3	You can re-roll failed wound rolls for this weapon.		
ABILITIES 	Murderlust: You can re-roll failed charge rolls for Murderfang. In addition, in a turn in which Murderfang makes a successful charge, increase his Attacks characteristic by 2 until the end of the turn. Force of Untamed Destruction: Murderfang cannot be your Warlord.						Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 3" suffers D3 mortal wounds.			
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES									
KEYWORDS	CHARACTER, VEHICLE, DREADNOUGHT, MURDERFANG									

SKYCLAWS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Skyclaw	12"	3+	4+	4	4	1	1	7	3+
Skyclaw Pack Leader	12"	3+	4+	4	4	1	2	7	3+
Wolf Guard Sky Leader	12"	3+	3+	4	4	1	2	8	3+

This unit contains 1 Skyclaw Pack Leader and 4 Skyclaws. It can include up to 5 additional Skyclaws (**Power Rating +4**), or up to 10 additional Skyclaws (**Power Rating +8**). It can also include a Wolf Guard Sky Leader (**Power Rating +2**). Each model is armed with a chainsword, bolt pistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Power axe	Melee	Melee	+1	-2	1	-
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power sword	Melee	Melee	User	-3	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- Up to two Skyclaws or up to one Skyclaw and the Skyclaw Pack Leader may replace their bolt pistol with a plasma pistol or an item from the *Special Weapons* list.
- The Skyclaw Pack Leader may replace his chainsword with a power axe, power fist or power sword.
- The Wolf Guard Sky Leader may replace his chainsword with a plasma pistol, storm shield or an item from the *Melee Weapons* list; he may also replace his bolt pistol with a plasma pistol or an item from the *Melee Weapons* or *Combi-weapons* list.

ABILITIES

And They Shall Know No Fear (pg 74)

Jump Pack Assault: During deployment, you can set this unit up high in the skies instead of placing them on the battlefield. At the end of any of your Movement phases this unit can assault from above – set them up anywhere on the battlefield that is more than 9" away from any enemy models.

Berserk Charge: On a turn in which they make a successful charge, you can make 1 additional attack in the Fight phase with all models in this unit.

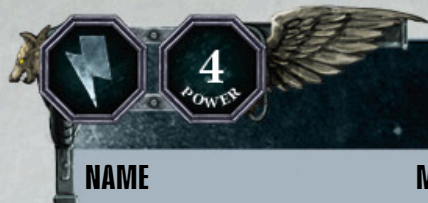
Headstrong: Unless this unit contains a Wolf Guard Sky Leader, or is within 6" of a friendly **WOLF GUARD**, it must declare a charge in its Charge phase if it is possible to do so.

FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

KEYWORDS INFANTRY, BLOOD CLAW, JUMP PACK, FLY, SKYCLAWS



Streaking from the clouds like lightning, Skyclaws take the high ground and open fire upon the foe's flank.



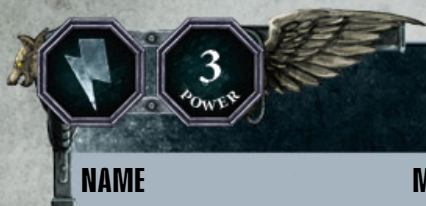
SWIFTCLAWS



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Swiftclaw	14"	3+	4+	4	5	2	1	7	3+
Swiftclaw Pack Leader	14"	3+	4+	4	5	2	2	7	3+
Swiftclaw Attack Bike	14"	3+	4+	4	5	4	2	7	3+
Wolf Guard Bike Leader	14"	3+	3+	4	5	2	2	8	3+
This unit contains 1 Swiftclaw Pack Leader and 2 Swiftclaws. It can include up to 3 additional Swiftclaws (Power Rating +4), up to 6 additional Swiftclaws (Power Rating +8), up to 9 additional Swiftclaws (Power Rating +12) or up to 12 additional Swiftclaws (Power Rating +16). It can also include a single Swiftclaw Attack Bike (Power Rating +3) and/or Wolf Guard Bike Leader (Power Rating +2). • The Swiftclaws and the Swiftclaw Pack Leader are each armed with a bolt pistol, frag grenades and krak grenades. Each of their bikes is equipped with a twin boltgun. • The Swiftclaw Attack Bike is equipped with a twin boltgun and heavy bolter, and is crewed by two Swiftclaws armed with bolt pistols, frag grenades and krak grenades. • A Wolf Guard Bike Leader is armed with a bolt pistol, frag grenades and krak grenades. His bike is equipped with a twin boltgun.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Heavy bolter	36"	Heavy 3		5	-1	1	-		
Multi-melta	24"	Heavy 1		8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.		
Plasma pistol	When attacking with this weapon, choose one of the profiles below.								
- Standard	12"	Pistol 1		7	-3	1	-		
- Supercharge	12"	Pistol 1		8	-3	2	On a hit roll of 1, the bearer is slain.		
Twin boltgun	24"	Rapid Fire 2		4	0	1	-		
Chainsword	Melee	Melee		User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.		
Power axe	Melee	Melee		+1	-2	1	-		
Power fist	Melee	Melee		x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.		
Power sword	Melee	Melee		User	-3	1	-		
Frag grenade	6"	Grenade D6		3	0	1	-		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
WARGEAR OPTIONS	• Any model may replace its bolt pistol with a chainsword. • One Swiftclaw or Swiftclaw Pack Leader may replace their bolt pistol with a plasma pistol or an item from the <i>Special Weapons</i> list. • The Swiftclaw Pack Leader may replace his bolt pistol with a power axe, power fist or power sword. • The Wolf Guard Bike Leader may replace his bolt pistol with a plasma pistol, storm shield or an item from the <i>Melee Weapons</i> or <i>Combi-weapons</i> list. • The Swiftclaw Attack Bike may replace its heavy bolter with a multi-melta.								
ABILITIES	And They Shall Know No Fear (pg 74)						Berserk Charge: On a turn in which they make a successful charge, you can make 1 additional attack in the Fight phase with all models in this unit.		
	Headstrong: Unless this unit contains a Wolf Guard Bike Leader, or is within 6" of a friendly WOLF GUARD , it must declare a charge in its Charge phase if it is possible to do so.						Turbo-boost: When this unit Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.		
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	BIKER, BLOOD CLAW, SWIFTCLAWS								

'WHEN I GROWL IN ANGER, MY STEED GROWLS WITH ME – A DEEP, EXPLOSIVE GROWL THAT ECHOES THROUGH THE MOUNTAINS. ITS PANTING EXHAUST VENTS FILL MY SENSES WITH THEIR BURNING FUME, AND MY HEARTS RACE IN ANTICIPATION OF THE HUNT'S GLORIOUS END. THOSE WITH HONOUR ENOUGH TO FACE US IN BATTLE SHALL BE RIPPED APART BY OUR BOLTS AND GROUND BENEATH OUR TREADS.'

- Excerpt from the Saga of Adsaal Morkrak



SWIFTCLAW ATTACK BIKES

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Swiftclaw Attack Bike	14"	3+	4+	4	5	4	2	7	3+
This unit contains 1 Swiftclaw Attack Bike. It can include 1 additional Swiftclaw Attack Bike (Power Rating +3) or 2 additional Swiftclaw Attack Bikes (Power Rating +6). Each model is equipped with a twin boltgun and heavy bolter, and is crewed by two Swiftclaws armed with bolt pistols, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Heavy bolter	36"	Heavy 3		5	-1	1	-		
Multi-melta	24"	Heavy 1		8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.		
Twin boltgun	24"	Rapid fire 2		4	0	1	-		
Frag grenade	6"	Grenade D6		3	0	1	-		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
WARGEAR OPTIONS	• Any model may replace its heavy bolter with a multi-melta.								
ABILITIES	And They Shall Know No Fear (pg 74)						Headstrong: Unless this unit is within 6" of a friendly WOLF GUARD unit, it must declare a charge in its Charge phase if it possible to do so.		
	Berserk Charge: On a turn in which they make a successful charge, you can make 1 additional attack in the Fight phase with all models in this unit.						Turbo-boost: When this unit Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.		
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	BIKER, BLOOD CLAW, SWIFTCLAW ATTACK BIKES								



LAND SPEEDERS



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Land Speeder	16"	3+	3+	4	5	6	2	7	3+
This unit contains 1 Land Speeder. It can include up to 2 additional Land Speeders (Power Rating +6 per model). Each model is equipped with a heavy bolter.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Assault cannon	24"	Heavy 6		6	-1	1	-		
Heavy bolter	36"	Heavy 3		5	-1	1	-		
Heavy flamer	8"	Heavy D6		5	-1	1	This weapon automatically hits its target.		
Multi-melta	24"	Heavy 1		8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.		
Typhoon missile launcher	When attacking with this weapon, choose one of the profiles below.								
- Frag missile	48"	Heavy 2D6		4	0	1	-		
- Krak missile	48"	Heavy 2		8	-2	D6	-		
WARGEAR OPTIONS	- Any model may replace its heavy bolter with a multi-melta. - Any model may take one of the following weapons: assault cannon, heavy flamer or typhoon missile launcher.								
ABILITIES	And They Shall Know No Fear (pg 74)						Explodes: If a model in this unit is reduced to 0 wounds, roll a D6 before removing it from the battlefield.		
	Anti-grav Upwash: Models in this unit have a Move characteristic of 20" instead of 16", whilst the unit contains 3 models.						On a 6 it explodes, and each unit within 3" suffers a mortal wound.		
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	VEHICLE, FLY, LAND SPEEDERS								



INCEPTORS



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Inceptor	10"	3+	3+	4	5	2	2	7	3+
Inceptor Pack Leader	10"	3+	3+	4	5	2	3	8	3+
This unit contains 2 Inceptors and 1 Inceptor Pack Leader. It can include up to 3 additional Inceptors (Power Rating +10). Each model is equipped with two assault bolters.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Assault bolter	18"	Assault 3			5	-1	1	-	
Plasma exterminator	When attacking with this weapon, choose one of the profiles below.								
- Standard	18"	Assault D3			7	-3	1	-	
- Supercharge	18"	Assault D3			8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.	
WARGEAR OPTIONS	• All models in the unit may replace their two assault bolters with two plasma exterminators.								
ABILITIES	And They Shall Know No Fear (pg 74)							Meteoric Descent: During deployment, you can set up this unit in high orbit instead of placing it on the battlefield. At the end of any of your Movement phases this unit can use a meteoric descent – set it up anywhere on the battlefield that is more than 9" away from any enemy models.	
	Crushing Charge: Roll a D6 each time a model from this unit finishes a charge move within 1" of an enemy unit; on a 6, the enemy unit suffers a mortal wound.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	INFANTRY, JUMP PACK, MK X GRAVIS, PRIMARIS, FLY, INCEPTORS								



THUNDERWOLF CAVALRY

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Thunderwolf Cavalry	10"	3+	3+	4	5	3	2	8	3+
Thunderwolf Cavalry Pack Leader	10"	3+	3+	4	5	3	3	8	3+
This unit contains 1 Thunderwolf Cavalry Pack Leader and 2 Thunderwolf Cavalry. It can include up to 3 additional Thunderwolf Cavalry (Power Rating +8). Each model is armed with a chainsword, bolt pistol, frag grenades and krak grenades. Each of their Thunderwolves attacks with crushing teeth and claws.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Thunderwolf Cavalry & Thunderwolf Cavalry Pack Leader									
Bolt pistol	12"	Pistol 1		4	0	1	-		
Boltgun	24"	Rapid Fire 1		4	0	1	-		
Plasma pistol	When attacking with this weapon, choose one of the profiles below.								
- Standard	12"	Pistol 1		7	-3	1	-		
- Supercharge	12"	Pistol 1		8	-3	2	On a hit roll of 1, the bearer is slain.		
Chainsword	Melee	Melee		User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.		
Frag grenade	6"	Grenade D6		3	0	1	-		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
Thunderwolf									
Crushing teeth and claws	Melee	Melee		5	-1	1	After a model on this mount makes its close combat attacks, you can attack with its mount. Make 3 additional attacks, using this weapon profile.		
WARGEAR OPTIONS - Any model may replace its chainsword with a storm shield or an item from the <i>Melee Weapons</i> list. - Any model may replace its bolt pistol with a boltgun, plasma pistol or an item from the <i>Melee Weapons</i> list.									
ABILITIES ☰ And They Shall Know No Fear (pg 74) Storm Shield: A model equipped with a storm shield has a 3+ invulnerable save.									
FACTION KEYWORDSIMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES									
KEYWORDSCAVALRY, WOLF GUARD, THUNDERWOLF CAVALRY									



FENRISIAN WOLVES

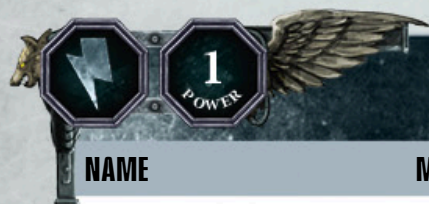
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Fenrisian Wolf	10"	3+	-	4	4	1	2	4	6+	
Cyberwolf	10"	3+	-	4	4	2	3	6	4+	
This unit contains 5 Fenrisian Wolves. It can include up to 5 additional Fenrisian Wolves (Power Rating +2) or up to 10 additional Fenrisian Wolves (Power Rating +4). It can also include 1 Cyberwolf (Power Rating +1). Each model attacks with its teeth and claws.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Teeth and claws	Melee	Melee		User	-1	1	-			
ABILITIES	Pack Mentality: Add 1 to this unit's Leadership if it contains 6 or more models, or add 2 instead if the unit contains 10 or more models.						Swift Hunters: You can re-roll failed charge rolls for this unit.			
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES									
KEYWORDS	BEAST, FENRISIAN WOLVES									



WOLF SCOUT BIKERS



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Wolf Scout Biker	16"	3+	3+	4	5	2	1	7	4+
Wolf Scout Biker Pack Leader	16"	3+	3+	4	5	2	2	8	4+
This unit contains 1 Wolf Scout Biker Pack Leader and 2 Wolf Scout Bikers. It can include up to 3 additional Wolf Scout Bikers (Power Rating +5) or up to 6 additional Wolf Scout Bikers (Power Rating +10). Each model is armed with a bolt pistol, Astartes shotgun, combat knife, frag grenades and krak grenades. Each of their Scout bikes is equipped with a twin boltgun.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Astartes grenade launcher	When attacking with this weapon, choose one of the profiles below.								
- Frag grenade	24"	Assault D6		3	0	1	-		
- Krak grenade	24"	Assault 1		6	-1	D3	-		
Astartes shotgun	12"	Assault 2		4	0	1	If the target is within half range, add 1 to this weapon's Strength.		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Plasma pistol	When attacking with this weapon, choose one of the profiles below.								
- Standard	12"	Pistol 1		7	-3	1	-		
- Supercharge	12"	Pistol 1		8	-3	2	On a hit roll of 1, the bearer is slain.		
Twin boltgun	24"	Rapid Fire 2		4	0	1	-		
Combat knife	Melee	Melee		User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.		
Power axe	Melee	Melee		+1	-2	1	-		
Power sword	Melee	Melee		User	-3	1	-		
Frag grenade	6"	Grenade D6		3	0	1	-		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
WARGEAR OPTIONS	- The Wolf Scout Biker Pack Leader may replace his bolt pistol with a plasma pistol, power axe or power sword. - Up to three Wolf Scout Bikers may replace their bike's twin boltgun with an Astartes grenade launcher.								
ABILITIES	And They Shall Know No Fear (pg 74) Turbo-boost: When this unit Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice. Behind Enemy Lines: During deployment, you can set up this unit behind enemy lines instead of placing it on the battlefield. At the end of any of your Movement phases the unit can join the battle – set it up so that it is within 6" of any battlefield edge of your choice and more than 9" away from any enemy models.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	BIKER, SCOUT, WOLF SCOUT BIKERS								



CYBERWOLVES



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Cyberwolf	10"	3+	-	4	4	2	3	6	4+
This unit contains 1 Cyberwolf. It can include up to 4 additional Cyberwolves (Power Rating +1 per model). Each model attacks with its teeth and claws.									
WEAPON	RANGE	TYPE	S		AP	D	ABILITIES		
Teeth and claws	Melee	Melee	User		-1	1	-		
ABILITIES	Swift Hunters: You can re-roll failed charge rolls for this unit.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	BEAST, CYBERWOLVES								



LONG FANGS



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Long Fang	6"	3+	3+	4	4	1	1	8	3+
Long Fang Pack Leader	6"	3+	3+	4	4	1	2	8	3+
Wolf Guard Pack Leader	6"	3+	3+	4	4	1	2	8	3+
Wolf Guard Terminator Pack Leader	5"	3+	3+	4	4	2	2	8	2+

This unit contains 1 Long Fang Pack Leader and 4 Long Fangs. It can include 1 additional Long Fang (**Power Rating +1**). It can also include either a Wolf Guard Pack Leader (**Power Rating +2**) or a Wolf Guard Terminator Pack Leader (**Power Rating +3**).

- The Long Fangs and the Long Fang Pack Leader are each armed with a boltgun, bolt pistol, frag grenades and krak grenades. The Long Fang Pack Leader is also armed with a chainsword.
- A Wolf Guard Pack Leader is armed with a chainsword, bolt pistol, frag grenades and krak grenades.
- A Wolf Guard Terminator Pack Leader is armed with a power sword and storm bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Power axe	Melee	Melee	+1	-2	1	-
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power sword	Melee	Melee	User	-3	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

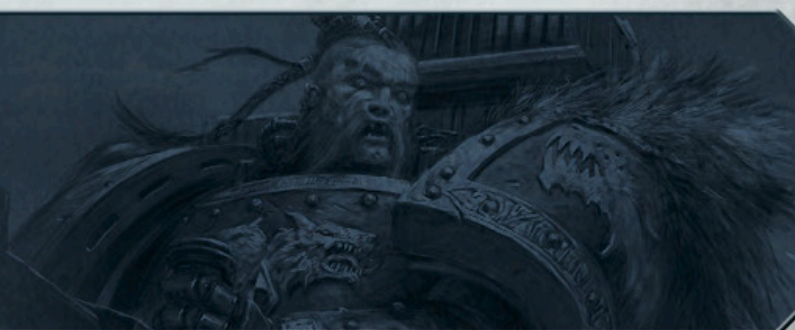
WARGEAR OPTIONS	• Any Long Fang may replace his boltgun with an item from the <i>Heavy Weapons</i> list. • The Long Fang Pack Leader may replace his boltgun and bolt pistol with a plasma pistol or an item from the <i>Special Weapons</i> list. • The Long Fang Pack Leader may replace his chainsword with a power axe, power fist or power sword. • The Wolf Guard Pack Leader may replace his chainsword with a plasma pistol, storm shield or an item from the <i>Melee Weapons</i> list; he may also replace his bolt pistol with a plasma pistol or an item from the <i>Melee Weapons</i> or <i>Combi-weapons</i> list. • The Wolf Guard Terminator Pack Leader may replace his power sword with a storm shield or an item from the <i>Terminator Melee Weapons</i> list; he may also replace his storm bolter with an item from the <i>Terminator Melee Weapons</i>, <i>Combi-weapons</i> or <i>Terminator Heavy Weapons</i> list.
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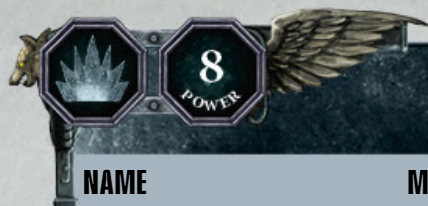
ABILITIES	And They Shall Know No Fear (pg 74)	Mixed Unit: For the purposes of determining what models a vehicle can transport, Wolf Guard Terminator Pack Leaders have the TERMINATOR keyword.
	Fire Discipline: At the start of each of your Shooting phases, pick one enemy unit on the battlefield. You can re-roll hit rolls of 1 for any models from this unit that target the enemy unit you picked that phase.	Crux Terminatus: A Wolf Guard Terminator Pack Leader has a 5+ invulnerable save.

FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES
KEYWORDS	INFANTRY, LONG FANGS

'I have never fired a weapon whose machine spirit has been tamed, nor do I ever wish to. It is unnatural to restrain such beautiful ferocity. You must spend time with your wargear, and together find a quarry that is deserving of destruction.'

- Gunnar Red Moon
speaking to his Long Fangs





HELLBLASTERS



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Hellblaster	6"	3+	3+	4	4	2	2	7	3+
Hellblaster Pack Leader	6"	3+	3+	4	4	2	3	8	3+
This unit contains 1 Hellblaster Pack Leader and 4 Hellblasters. It can include up to 5 additional Hellblasters (Power Rating +8). Each model is armed with a plasma incinerator, bolt pistol, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Assault plasma incinerator	When attacking with this weapon, choose one of the profiles below.								
- Standard	24"	Assault 2		6	-4	1	-		
- Supercharge	24"	Assault 2		7	-4	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Heavy plasma incinerator	When attacking with this weapon, choose one of the profiles below.								
- Standard	36"	Heavy 1		8	-4	1	-		
- Supercharge	36"	Heavy 1		9	-4	2	On a hit roll of 1, the bearer is slain.		
Plasma incinerator	When attacking with this weapon, choose one of the profiles below.								
- Standard	30"	Rapid Fire 1		7	-4	1	-		
- Supercharge	30"	Rapid Fire 1		8	-4	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.		
Plasma pistol	When attacking with this weapon, choose one of the profiles below.								
- Standard	12"	Pistol 1		7	-3	1	-		
- Supercharge	12"	Pistol 1		8	-3	2	On a hit roll of 1, the bearer is slain.		
Frag grenade	6"	Grenade D6		3	0	1	-		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
WARGEAR OPTIONS	• All models in the unit may replace their plasma incinerator with an assault plasma incinerator. • All models in the unit may replace their plasma incinerator with a heavy plasma incinerator. • The Hellblaster Pack Leader may replace his bolt pistol with a plasma pistol.								
ABILITIES	And They Shall Know No Fear (pg 74)								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	INFANTRY, PRIMARIS, HELLBLASTERS								



Guided by their pack leader, a unit of Hellblasters incinerates a swathe of the enemy with unrelenting plasma fire.

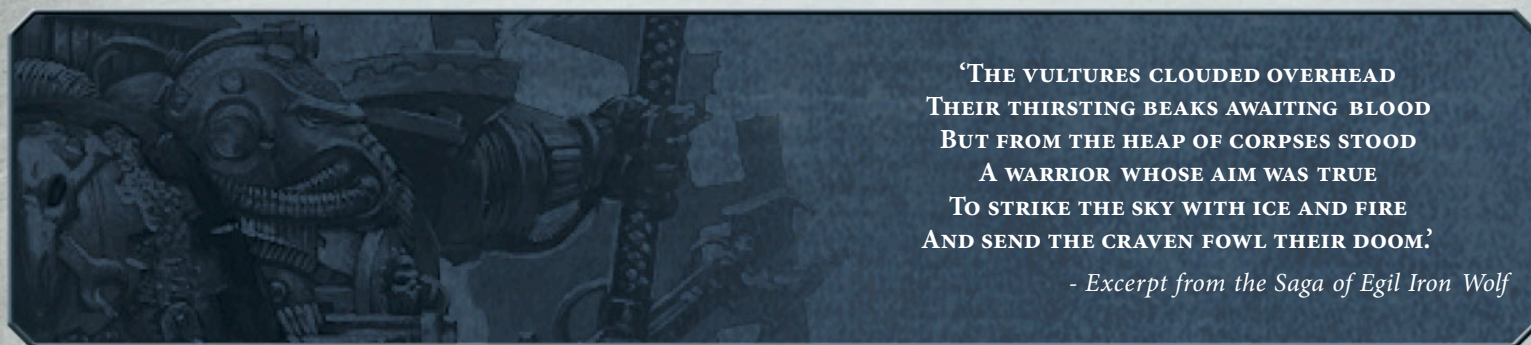


HUNTER

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
Hunter	★	6+	★	6	8	11	★	8	3+	6-11+	10"	3+	3
A Hunter is a single model equipped with a skyspear missile launcher.										3-5	5"	4+	D3
										1-2	3"	5+	1
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES					
Hunter-killer missile	48"	Heavy 1			8	-2	D6	This weapon can only be fired once per battle.					
Skyspear missile launcher	60"	Heavy 1			9	-3	D6	Add 1 to all hit rolls made for this weapon against targets that can FLY. You can re-roll failed hit rolls for this weapon.					
Storm bolter	24"	Rapid Fire 2			4	0	1	-					
WARGEAR OPTIONS	- This model may take a hunter-killer missile. - This model may take a storm bolter.												
ABILITIES	 Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this model. Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.												
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES												
KEYWORDS	VEHICLE, HUNTER												



"THE VULTURES CLOUDED OVERHEAD
THEIR THIRSTING BEAKS AWAITING BLOOD
BUT FROM THE HEAP OF CORPSES STOOD
A WARRIOR WHOSE AIM WAS TRUE
TO STRIKE THE SKY WITH ICE AND FIRE
AND SEND THE CRAVEN FOWL THEIR DOOM."

- Excerpt from the Saga of Egil Iron Wolf

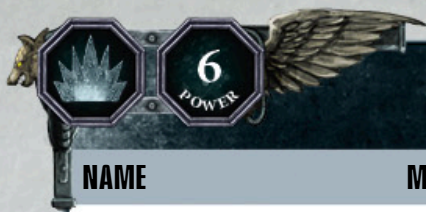


STALKER

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
Stalker	✱	6+	✱	6	8	11	✱	8	3+	6-11+	10"	3+	3
A Stalker is a single model equipped with two Icarus stormcannons.										3-5	5"	4+	D3
										1-2	3"	5+	1
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES					
Hunter-killer missile	48"	Heavy 1			8	-2	D6	This weapon can only be fired once per battle.					
Icarus stormcannon	48"	Heavy 3			7	-1	2	Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from hit rolls made for this weapon against all other targets.					
Storm bolter	24"	Rapid Fire 2			4	0	1	-					
WARGEAR OPTIONS	- This model may take a hunter-killer missile. - This model may take a storm bolter.												
ABILITIES	 Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this model. Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.												
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES												
KEYWORDS	VEHICLE, STALKER												



WHIRLWIND

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Whirlwind	*	6+	*	6	7	11	*	8	3+

REMAINING W	M	BS	A
6-11+	12"	3+	3
3-5	6"	4+	D3
1-2	3"	5+	1

A Whirlwind is a single model equipped with a Whirlwind vengeance launcher.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon can only be fired once per battle.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Whirlwind castellan launcher	72"	Heavy 2D6	6	0	1	This weapon can target units that are not visible to the firing model.
Whirlwind vengeance launcher	72"	Heavy 2D3	7	-1	2	This weapon can target units that are not visible to the firing model.

WARGEAR OPTIONS

- This model may replace its Whirlwind vengeance launcher with a Whirlwind castellan launcher.
- This model may take a hunter-killer missile.
- This model may take a storm bolter.

ABILITIES



Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this model.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

KEYWORDS

VEHICLE, WHIRLWIND



PREDATOR

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Predator	*	6+	*	6	7	11	*	8	3+

REMAINING W	M	BS	A
6-11+	12"	3+	3
3-5	6"	4+	D3
1-2	3"	5+	1

A Predator is a single model equipped with a Predator autocannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolter	36"	Heavy 3	5	-1	1	-
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon can only be fired once per battle.
Lascannon	48"	Heavy 1	9	-3	D6	-
Predator autocannon	48"	Heavy 2D3	7	-1	3	-
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-

WARGEAR OPTIONS

- This model may replace its Predator autocannon with a twin lascannon.
- This model may take two heavy bolters or two lascannons.
- This model may take a hunter-killer missile.
- This model may take a storm bolter.

ABILITIES



Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this model.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

KEYWORDS

VEHICLE, PREDATOR



VINDICATOR

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Vindicator	*	6+	*	6	8	11	*	8	3+

REMAINING W	M	BS	A
6-11+	10"	3+	3
3-5	5"	4+	D3
1-2	3"	5+	1

A Vindicator is a single model equipped with a demolisher cannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Demolisher cannon	24"	Heavy D3	10	-3	D6	When attacking units with 5 or more models, change this weapon's Type to Heavy D6.
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon can only be fired once per battle.
Storm bolter	24"	Rapid Fire 2	4	0	1	-

WARGEAR OPTIONS

- This model may take a hunter-killer missile.
- This model may take a storm bolter.

ABILITIES



Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this model.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

KEYWORDS VEHICLE, VINDICATOR



LAND RAIDER

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Land Raider	*	6+	*	8	8	16	*	9	2+

REMAINING W	M	BS	A
9-16+	10"	3+	6
5-8	5"	4+	D6
1-4	3"	5+	1

A Land Raider is a single model equipped with a twin heavy bolter and two twin lascannons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon can only be fired once per battle.
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-

WARGEAR OPTIONS

- This model may take a hunter-killer missile.
- This model may take a storm bolter.
- This model may take a multi-melta.

ABILITIES



Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this model.

Power of the Machine Spirit: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

TRANSPORT This model can transport 10 SPACE WOLVES INFANTRY models. Each JUMP PACK, TERMINATOR or WULFEN model takes the space of two other models. It cannot transport PRIMARIS models.

FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

KEYWORDS VEHICLE, TRANSPORT, LAND RAIDER



LAND RAIDER CRUSADER

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Land Raider Crusader	*	6+	*	8	8	16	*	9	2+

REMAINING W	M	BS	A
9-16+	10"	3+	6
5-8	5"	4+	D6
1-4	3"	5+	1

A Land Raider Crusader is a single model equipped with a twin assault cannon and two hurricane bolters.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon can only be fired once per battle.
Hurricane bolter	24"	Rapid Fire 6	4	0	1	-
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Twin assault cannon	24"	Heavy 12	6	-1	1	-
WARGEAR OPTIONS	- This model may take a hunter-killer missile. - This model may take a storm bolter. - This model may take a multi-melta.					
ABILITIES	Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this model. Frag Assault Launchers: Roll a D6 each time this model finishes a charge move within 1" of an enemy unit; on a 4+ that unit suffers D3 mortal wounds. Power of the Machine Spirit: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons. Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.					
TRANSPORT	This model can transport 16 SPACE WOLVES INFANTRY models. Each JUMP PACK , TERMINATOR or WULFEN model takes the space of two other models. It cannot transport PRIMARIS models.					
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES					
KEYWORDS	VEHICLE, TRANSPORT, LAND RAIDER, LAND RAIDER CRUSADER					



The Land Raider Crusader Ragnar's Tempest shields the battle-brothers within and without from the hail of enemy fire.

LAND RAIDER REDEEMER

DAMAGE
Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Land Raider Redeemer	★	6+	★	8	8	16	★	9	2+

A Land Raider Redeemer is a single model equipped with a twin assault cannon and two flamestorm cannons.

REMAINING W	M	BS	A
9-16+	10"	3+	6
5-8	5"	4+	D6
1-4	3"	5+	1

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Flamestorm cannon	8"	Heavy D6	6	-2	2	This weapon automatically hits its target.
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon can only be fired once per battle.
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Twin assault cannon	24"	Heavy 12	6	-1	1	-

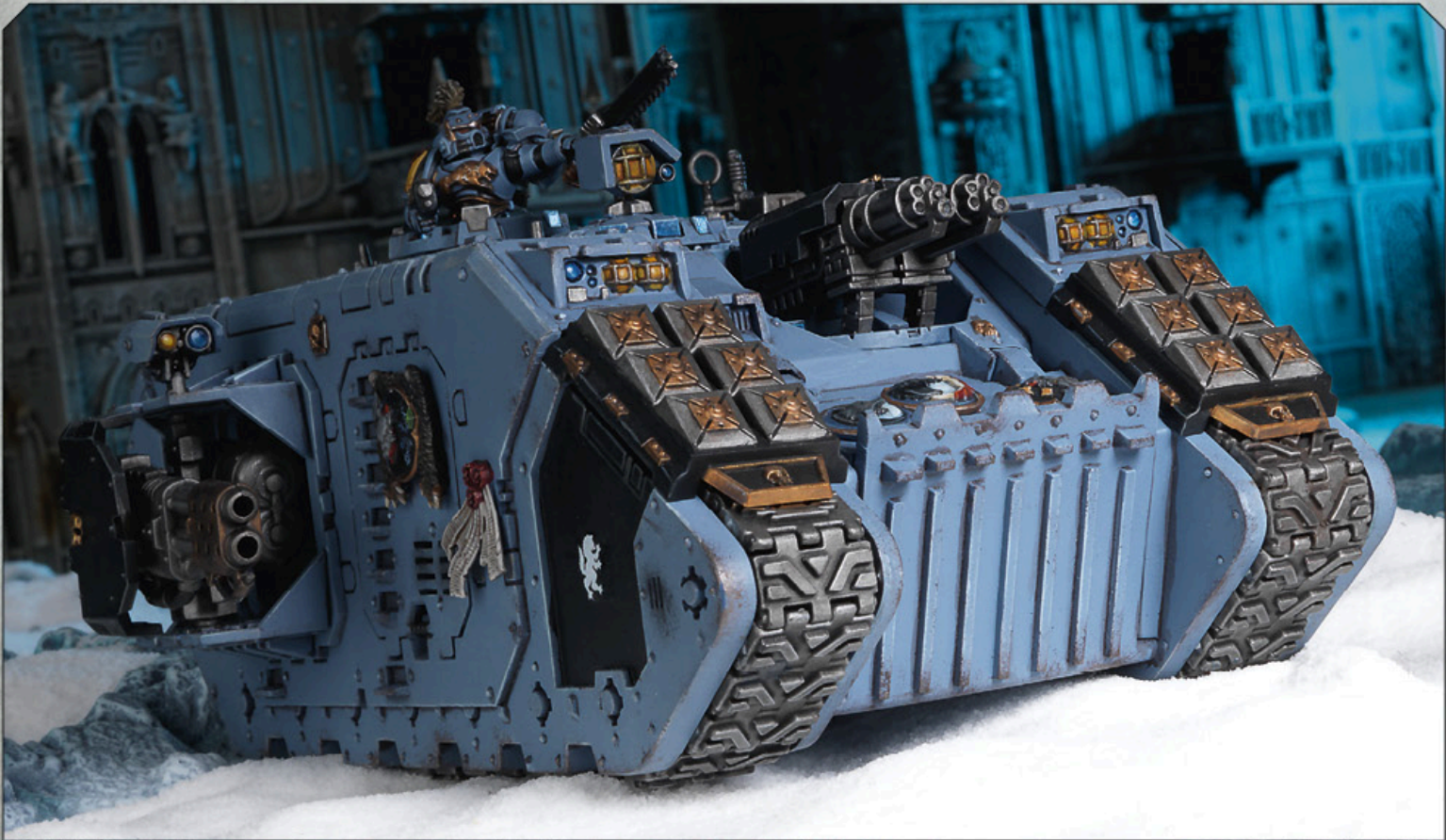
- WARGEAR OPTIONS**
- This model may take a hunter-killer missile.
 - This model may take a storm bolter.
 - This model may take a multi-melta.

ABILITIES 	Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this model.	Power of the Machine Spirit: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.
	Frag Assault Launchers: Roll a D6 each time this model finishes a charge move within 1" of an enemy unit; on a 4+ that unit suffers D3 mortal wounds.	Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

TRANSPORT	This model can transport 12 SPACE WOLVES INFANTRY models. Each JUMP PACK, TERMINATOR or WULFEN model takes the space of two other models. It cannot transport PRIMARIS models.
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FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES
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KEYWORDS	VEHICLE, TRANSPORT, LAND RAIDER, LAND RAIDER REDEEMER
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The Land Raider Redeemer *Flameheit's Wrath* melts armour, flesh and bone with each roar of its flamestorm cannons.



RHINO

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Rhino	*	6+	*	6	7	10	*	8	3+

REMAINING W	M	BS	A
6-10+	12"	3+	3
3-5	6"	4+	D3
1-2	3"	5+	1

A Rhino is a single model equipped with a storm bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon can only be fired once per battle.
Storm bolter	24"	Rapid Fire 2	4	0	1	-

WARGEAR OPTIONS

- This model may take a hunter-killer missile.
- This model may take an additional storm bolter.

ABILITIES  **Self-Repair:** Roll a D6 at the start of each of your turns; on a 6, this model regains one lost wound.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this model.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

TRANSPORT This model can transport 10 **SPACE WOLVES INFANTRY** models. It cannot transport **JUMP PACK**, **TERMINATOR**, **PRIMARIS** or **WULFEN** models.

FACTION KEYWORDS **IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES**

KEYWORDS **VEHICLE, TRANSPORT, RHINO**



RAZORBACK

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Razorback	*	6+	*	6	7	10	*	8	3+

REMAINING W	M	BS	A
6-10+	12"	3+	3
3-5	6"	4+	D3
1-2	3"	5+	1

A Razorback is a single model equipped with a twin heavy bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon can only be fired once per battle.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Twin assault cannon	24"	Heavy 12	6	-1	1	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-

WARGEAR OPTIONS

- This model may replace its twin heavy bolter with a twin lascannon or a twin assault cannon.
- This model may take a hunter-killer missile.
- This model may take a storm bolter.

ABILITIES  **Smoke Launchers:** Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this model.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

TRANSPORT This model can transport 6 **SPACE WOLVES INFANTRY** models. It cannot transport **JUMP PACK**, **TERMINATOR**, **PRIMARIS** or **WULFEN** models.

FACTION KEYWORDS **IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES**

KEYWORDS **VEHICLE, TRANSPORT, RAZORBACK**



DROP POD



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Drop Pod	0"	-	3+	6	6	8	0	8	3+
A Drop Pod is a single model equipped with a storm bolter.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Deathwind launcher	12"	Assault D6			5	0	1	-	
Storm bolter	24"	Rapid Fire 2			4	0	1	-	
WARGEAR OPTIONS	• This model may replace its storm bolter with a deathwind launcher.								
ABILITIES	Drop Pod Assault: During deployment, you can set up this model, along with any units embarked within it, in orbit instead of placing it on the battlefield. At the end of any of your Movement phases this model can perform a Drop Pod assault – set it up anywhere on the battlefield that is more than 9" away from any enemy models. Any models embarked inside must immediately disembark, but they must be set up more than 9" away from any enemy models. Any models that cannot be set up because there is not enough room are slain. Immobile: After this model has been set up on the battlefield it cannot move for any reason, and no units can embark upon it.								
TRANSPORT	This model can transport 10 SPACE WOLVES INFANTRY models. It cannot transport JUMP PACK, TERMINATOR, PRIMARIS or WULFEN models.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	VEHICLE, TRANSPORT, DROP POD								



LAND SPEEDER STORM



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Land Speeder Storm	18"	3+	3+	4	5	7	2	7	4+
A Land Speeder Storm is a single model equipped with a heavy bolter and cerberus launcher.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Cerberus launcher	18"	Heavy D6			4	0	1	-	
Heavy bolter	36"	Heavy 3			5	-1	1	-	
 ABILITIES	Open-topped: Models embarked on this vehicle can shoot in their Shooting phase. They measure range and draw line of sight from any point on the vehicle. When they do so, any restrictions or modifiers that apply to this model also apply to its passengers; for example, the passengers cannot shoot if this model has Fallen Back in the same turn, cannot shoot (except with Pistols) if this model is within 1" of an enemy unit, and so on. Note that the passengers cannot shoot if this model Falls Back, even though the Land Speeder Storm itself can.						Behind Enemy Lines: During deployment, you can set up this unit behind enemy lines instead of placing it on the battlefield. At the end of any of your Movement phases the unit can join the battle – set it up so that it is within 12" of any battlefield edge of your choice and more than 9" away from any enemy models.		
							Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 3" suffers a mortal wound.		
TRANSPORT	This model can transport 5 SPACE WOLVES SCOUT INFANTRY models.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	VEHICLE, TRANSPORT, LAND SPEEDER, SCOUT, FLY, LAND SPEEDER STORM								



REPULSOR

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Repulsor	*	6+	*	8	8	16	*	9	3+

REMAINING W	M	BS	A
9-16+	10"	3+	6
5-8	5"	4+	D6
1-4	3"	5+	1

A Repulsor is a single model equipped with a heavy onslaught gatling cannon, twin heavy bolter, ironhail heavy stubber, Icarus ironhail heavy stubber, two krakstorm grenade launchers, two storm bolters and auto launchers.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Fragstorm grenade launcher	18"	Assault D6	4	0	1	-
Heavy onslaught gatling cannon	30"	Heavy 12	5	-1	1	-
Icarus ironhail heavy stubber	36"	Heavy 3	4	-1	1	Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from hit rolls made for this weapon against all other targets.
Icarus rocket pod	24"	Heavy D3	7	-1	1	Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from hit rolls made for this weapon against all other targets.
Ironhail heavy stubber	36"	Heavy 3	4	-1	1	-
Krakstorm grenade launcher	18"	Assault 1	6	-1	D3	-
Las-talon	24"	Heavy 2	9	-3	D6	-
Onslaught gatling cannon	24"	Heavy 6	5	-1	1	-
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-

WARGEAR OPTIONS

- This model may replace its twin heavy bolter with a twin lascannon.
- This model may replace its heavy onslaught gatling cannon with a las-talon.
- This model may replace its ironhail heavy stubber with an onslaught gatling cannon.
- This model may replace its two storm bolters with two fragstorm grenade launchers.
- This model may replace its Icarus ironhail heavy stubber with an Icarus rocket pod, storm bolter or fragstorm grenade launcher.
- This model may replace its auto launchers with two fragstorm grenade launchers.
- This model may take an additional ironhail heavy stubber.

ABILITIES



Hover Tank: Distances and ranges are always measured to and from this model's hull, even though it has a base.

Repulsor Field: Your opponent must subtract 2 from any charge rolls made for units that declare a charge against a Repulsor.

Power of the Machine Spirit: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.

Auto Launchers: Instead of shooting any weapons in the Shooting phase, this model can use its auto launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this model.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

TRANSPORT

This model can transport 10 SPACE WOLVES PRIMARIS INFANTRY models. Each MK X GRAVIS model takes up the space of 2 other models. It cannot transport JUMP PACK models.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

KEYWORDS

VEHICLE, TRANSPORT, FLY, REPULSOR

"The most boastful of my men claim Fenris to be more savage than any other world within the Sea of Stars. We take pride in this, for we battled across its oceans in our longboats of old. But those who now stand with us have shown that they can weather the storms that are ravaging the entire Imperium."

- Engir Krakendoom
on Primaris Space Marines

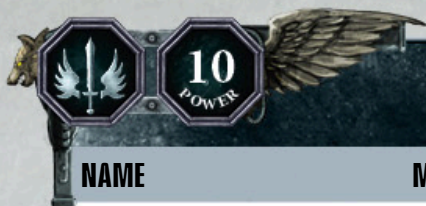


STORMFANG GUNSHIP

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS
Stormfang Gunship	★	6+	★	8	7	14	3	8	3+	8-14+	20-50"	3+
A Stormfang Gunship is a single model equipped with a helfrost destructor, two twin heavy bolters and two stormstrike missile launchers.										4-7	20-35"	4+
										1-3	20"	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES					
Helfrost destructor	When attacking with this weapon, choose one of the profiles below. If a model suffers any unsaved wounds from this weapon but is not slain, roll a D6; on a 6, the target suffers a mortal wound.											
- Dispersed beam	24"	Heavy 3D3		6	-2	2	-					
- Focused beam	24"	Heavy 3		8	-4	D6	-					
Lascannon	48"	Heavy 1		9	-3	D6	-					
Skyhammer missile launcher	60"	Heavy 3		7	-1	D3	Add 1 to all hit rolls made for this weapon against targets that can FLY . Subtract 1 from hit rolls made for this weapon against all other targets.					
Stormstrike missile launcher	72"	Heavy 1		8	-3	3	-					
Twin heavy bolter	36"	Heavy 6		5	-1	1	-					
Twin multi-melta	24"	Heavy 2		8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.					
WARGEAR OPTIONS	• This model may replace its twin heavy bolters with two twin multi-meltas or a skyhammer missile launcher. • This model may replace its stormstrike missile launchers with two lascannons.											
ABILITIES	 Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it crashes in a fiery explosion and each unit within 6" suffers D6 mortal wounds. Hover Jet: Before this model moves in your Movement phase, you can declare it will hover. Its Move characteristic becomes 20" until the end of the phase, and it loses the Airborne, Hard to Hit and Supersonic abilities until the beginning of your next Movement phase. Power of the Machine Spirit: This model can move and fire Heavy weapons without suffering the penalty to its hit rolls. Airborne: This model cannot charge, can only be charged by units that can FLY, and can only attack or be attacked in the Fight phase by units that can FLY. Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase – do not roll a dice.											
TRANSPORT	This model can transport 6 SPACE WOLVES INFANTRY models. Each TERMINATOR , JUMP PACK or WULFEN model takes the space of two other models. It may not transport PRIMARIS models.											
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES											
KEYWORDS	VEHICLE, TRANSPORT, FLY, STORMFANG GUNSHIP											



STORMHAWK INTERCEPTOR

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Stormhawk Interceptor	*	6+	*	6	7	10	*	8	3+

A Stormhawk Interceptor is a single model equipped with two assault cannons, two heavy bolters and an Icarus stormcannon.

REMAINING W	M	BS	A
6-10+	20-60"	3+	3
3-5	20-40"	4+	D3
1-2	20-25"	5+	1

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Assault cannon	24"	Heavy 6	6	-1	1	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Icarus stormcannon	48"	Heavy 3	7	-1	2	Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from hit rolls made for this weapon against all other targets.
Las-talon	24"	Heavy 2	9	-3	D6	-
Skyhammer missile launcher	60"	Heavy 3	7	-1	D3	Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from hit rolls made for this weapon against all other targets.
Typhoon missile launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag missile	48"	Heavy 2D6	4	0	1	-
- Krak missile	48"	Heavy 2	8	-2	D6	-

- WARGEAR OPTIONS**
- This model may replace its two heavy bolters with a skyhammer missile launcher or typhoon missile launcher.
 - This model may replace its Icarus stormcannon with a las-talon.

ABILITIES



Airborne: This model cannot charge, can only be charged by units that can FLY, and can only attack or be attacked in the Fight phase by units that can FLY.

Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it crashes and explodes, and each unit within 6" suffers D3 mortal wounds.

Interceptor: You can add 1 to hit rolls for this model when targeting an enemy in the Shooting phase that can FLY.

Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase – do not roll a dice.

Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

Infernum Halo-launcher: You can re-roll save rolls of 1 for this model.

FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

KEYWORDS VEHICLE, FLY, STORMHAWK INTERCEPTOR



‘THE IMPERIUM ITSELF HAS ENDURED CRISES FROM WITHIN AND WITHOUT. 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 THEY HAVE NOT ALWAYS SERVED IN THE WAY THAT THE HIGH LORDS OF TERRA MIGHT HAVE LIKED THEM TO...’

- From the Apocrypha of Jaejonsson, Vol. II



STORMWOLF

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Stormwolf	*	6+	*	8	7	14	3	8	3+

A Stormwolf is a single model equipped with two lascannons, two twin heavy bolters and a twin helfrost cannon.

REMAINING W	M	BS
8-14+	20-50"	3+
4-7	20-35"	4+
1-3	20"	5+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Lascannon	48"	Heavy 1	9	-3	D6	-
Skyhammer missile launcher	60"	Heavy 3	7	-1	D3	Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from hit rolls made for this weapon against all other targets.
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin helfrost cannon	When attacking with this weapon, choose one of the profiles below. If a model suffers any unsaved wounds from this weapon but is not slain, roll a D6; on a 6, the target suffers a mortal wound.					
- Dispersed beam	24"	Heavy 2D3	6	-2	1	-
- Focused beam	24"	Heavy 2	8	-4	D6	-
Twin multi-melta	24"	Heavy 2	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.

WARGEAR OPTIONS

- This model may replace its twin heavy bolters with two twin multi-meltas or a skyhammer missile launcher.

ABILITIES



Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it crashes in a fiery explosion and each unit within 6" suffers D6 mortal wounds.

Hover Jet: Before this model moves in your Movement phase, you can declare it will hover. Its Move characteristic becomes 20" until the end of the phase, and it loses the Airborne, Hard to Hit and Supersonic abilities until the beginning of your next Movement phase.

Power of the Machine Spirit: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.

Airborne: This model cannot charge, can only be charged by units that can FLY, and can only attack or be attacked in the Fight phase by units that can FLY.

Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase – do not roll a dice.

TRANSPORT

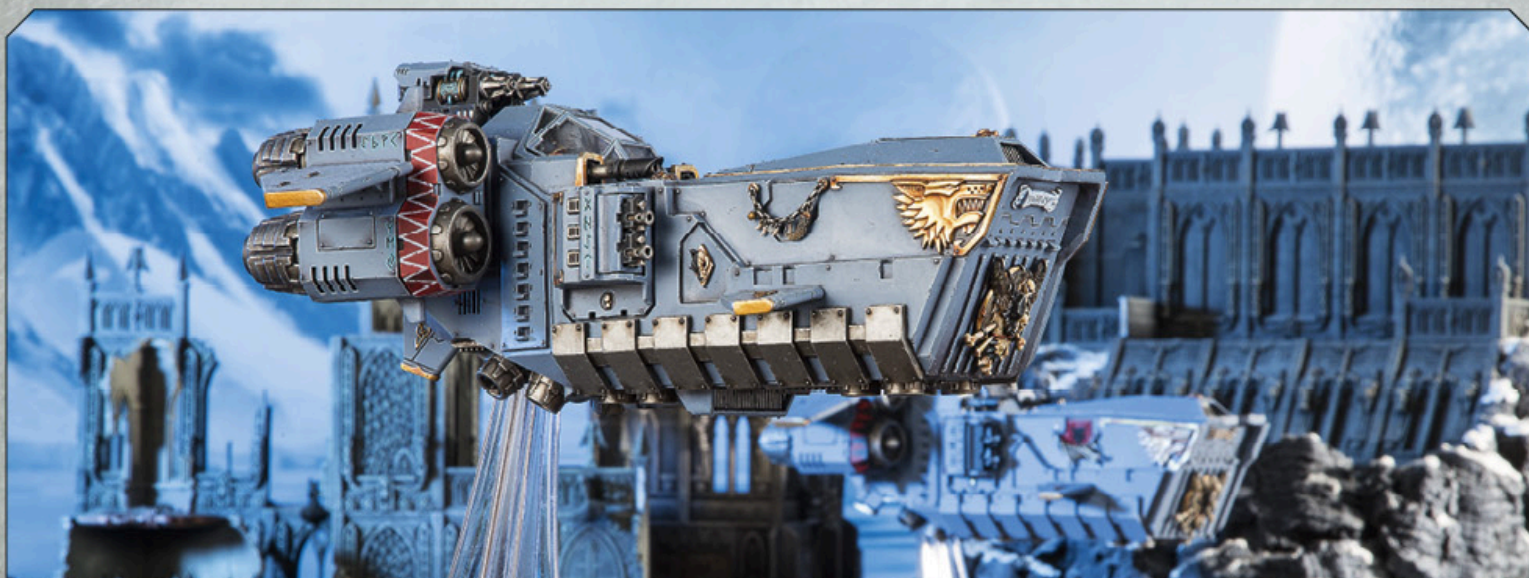
A Stormwolf can transport 16 SPACE WOLVES INFANTRY models. Each TERMINATOR, JUMP PACK or WULFEN model takes the space of two other models. It may not transport PRIMARIS models.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

KEYWORDS

VEHICLE, TRANSPORT, FLY, STORMWOLF



A wing of Stormwolves laden with battle-brothers soars through the incoming flak, blasting apart the enemy as they fly.

ARMOURY OF THE FANG

The Space Wolves have access not only to the signature weaponry of the Adeptus Astartes, from the noble boltgun to devastating power fist, but also to weaponry unique to their Chapter, such as the dreaded helfrost weapons that freeze their targets in an instant, and glimmering frost blades forged using minerals found only on Fenris. The profiles for all of their wargear are detailed below.

RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Absolver bolt pistol	16"	Pistol 1	5	-1	1	-
Assault bolter	18"	Assault 3	5	-1	1	-
Assault cannon	24"	Heavy 6	6	-1	1	-
Assault plasma incinerator	When attacking with this weapon, choose one of the profiles below.					
- Standard	24"	Assault 2	6	-4	1	-
- Supercharge	24"	Assault 2	7	-4	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Astartes grenade launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag grenade	24"	Assault D6	3	0	1	-
- Krak grenade	24"	Assault 1	6	-1	D3	-
Astartes shotgun	12"	Assault 2	4	0	1	If the target is within half range, add 1 to this weapon's Strength.
Auto bolt rifle	24"	Assault 2	4	0	1	-
Auto boltstorm gauntlets (shooting)	18"	Assault 6	4	0	1	-
Bolt carbine	24"	Assault 2	4	0	1	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Bolt rifle	30"	Rapid Fire 1	4	-1	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Boltstorm gauntlet (shooting)	12"	Pistol 3	4	0	1	-
Cerberus launcher	18"	Heavy D6	4	0	1	-
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Combi-flamer	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Combi-melta	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Combi-plasma	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Plasma gun	24"	Rapid Fire 1	7	-3	1	See plasma gun (pg 129)
Cyclone missile launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag missile	36"	Heavy 2D3	4	0	1	-
- Krak missile	36"	Heavy 2	8	-2	D6	-
Deathwind launcher	12"	Assault D6	5	0	1	-
Demolisher cannon	24"	Heavy D3	10	-3	D6	When attacking units with 5 or more models, change this weapon's Type to Heavy D6.
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Flamestorm cannon	8"	Heavy D6	6	-2	2	This weapon automatically hits its target.
Flamestorm gauntlets (shooting)	8"	Assault 2D6	4	0	1	This weapon automatically hits its target.
Foehammer (shooting)	12"	Assault 1	x2	-3	D3	When attacking CHARACTERS or MONSTERS , this weapon has a Damage of 3.
Frag grenade	6"	Grenade D6	3	0	1	-



RANGED WEAPONS CONT.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Fragstorm grenade launcher	18"	Assault D6	4	0	1	-
Grenade harness	12"	Assault D6	4	-1	1	-
Heavy bolt pistol	12"	Pistol 1	4	-1	1	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy onslaught gatling cannon	30"	Heavy 12	5	-1	1	-
Heavy plasma cannon	When attacking with this weapon, choose one of the profiles below.					
- Standard	36"	Heavy D3	7	-3	1	-
- Supercharge	36"	Heavy D3	8	-3	2	For each hit roll of 1, the bearer suffers 1 mortal wound after all of this weapon's shots have been resolved.
Heavy plasma incinerator	When attacking with this weapon, choose one of the profiles below.					
- Standard	36"	Heavy 1	8	-4	1	-
- Supercharge	36"	Heavy 1	9	-4	2	On a hit roll of 1, the bearer is slain.
Helfrost cannon	When attacking with this weapon, choose one of the profiles below. If a model suffers any unsaved wounds from this weapon but is not slain, roll a D6; on a 6, the target suffers a mortal wound.					
- Dispersed beam	24"	Heavy D3	6	-2	1	-
- Focused beam	24"	Heavy 1	8	-4	D6	-
Helfrost destructor	When attacking with this weapon, choose one of the profiles below. If a model suffers any unsaved wounds from this weapon but is not slain, roll a D6; on a 6, the target suffers a mortal wound.					
- Dispersed beam	24"	Heavy 3D3	6	-2	2	-
- Focused beam	24"	Heavy 3	8	-4	D6	-
Helfrost pistol	12"	Pistol 1	8	-4	D3	If a model suffers any unsaved wounds from this weapon but is not slain, roll a D6; on a 6, the target suffers a mortal wound.
Hunter-killer missile	48"	Heavy 1	8	-2	D6	A model can only fire each of its hunter-killer missiles once per battle.
Hurricane bolter	24"	Rapid Fire 6	4	0	1	-
Icarus ironhail heavy stubber	36"	Heavy 3	4	-1	1	Add 1 to all hit rolls made for this weapon against targets that can FLY . Subtract 1 from hit rolls made for this weapon against all other targets.
Icarus rocket pod	24"	Heavy D3	7	-1	1	Add 1 to all hit rolls made for this weapon against targets that can FLY . Subtract 1 from hit rolls made for this weapon against all other targets.
Icarus stormcannon	48"	Heavy 3	7	-1	2	Add 1 to all hit rolls made for this weapon against targets that can FLY . Subtract 1 from hit rolls made for this weapon against all other targets.
Ironhail heavy stubber	36"	Heavy 3	4	-1	1	-
Kheres pattern assault cannon	24"	Heavy 6	7	-1	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Krakstorm grenade launcher	18"	Assault 1	6	-1	D3	-
Las-talon	24"	Heavy 2	9	-3	D6	-
Lascannon	48"	Heavy 1	9	-3	D6	-
Macro plasma incinerator	When attacking with this weapon, choose one of the profiles below.					
- Standard	36"	Heavy D6	8	-4	1	-
- Supercharge	36"	Heavy D6	9	-4	2	For each hit roll of 1, the bearer suffers 1 mortal wound after all of this weapon's shots have been resolved.
Master-crafted auto bolt rifle	24"	Assault 2	4	0	2	-
Master-crafted boltgun	24"	Rapid Fire 1	4	-1	2	-
Master-crafted stalker bolt rifle	36"	Heavy 1	4	-2	2	-
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Missile launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag missile	48"	Heavy D6	4	0	1	-
- Krak missile	48"	Heavy 1	8	-2	D6	-
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Nightwing	12"	Assault D6	3	0	1	-
Onslaught gatling cannon	24"	Heavy 6	5	-1	1	-

RANGED WEAPONS CONT.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Plasma blaster	When attacking with this weapon, choose one of the profiles below.					
- Standard	18"	Assault 2	7	-3	1	-
- Supercharge	18"	Assault 2	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Plasma cannon	When attacking with this weapon, choose one of the profiles below.					
- Standard	36"	Heavy D3	7	-3	1	-
- Supercharge	36"	Heavy D3	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Plasma exterminator	When attacking with this weapon, choose one of the profiles below.					
- Standard	18"	Assault D3	7	-3	1	-
- Supercharge	18"	Assault D3	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Plasma gun	When attacking with this weapon, choose one of the profiles below.					
- Standard	24"	Rapid Fire 1	7	-3	1	-
- Supercharge	24"	Rapid Fire 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Plasma incinerator	When attacking with this weapon, choose one of the profiles below.					
- Standard	30"	Rapid Fire 1	7	-4	1	-
- Supercharge	30"	Rapid Fire 1	8	-4	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Predator autocannon	48"	Heavy 2D3	7	-1	3	-
Reaper autocannon	36"	Heavy 4	7	-1	1	-
Shock grenade	6"	Grenade D3	*	*	*	This weapon does not inflict any damage. If an enemy INFANTRY unit is hit by any shock grenades, it is stunned until the end of the turn – it cannot fire Overwatch and your opponent must subtract 1 from any hit rolls made for the unit.
Skyhammer missile launcher	60"	Heavy 3	7	-1	D3	Add 1 to all hit rolls made for this weapon against targets that can FLY . Subtract 1 from hit rolls made for this weapon against all other targets.

Boltgun



Storm Shield



Flamer



Bolt Pistol



Plasma Gun



Meltagun



Plasma Pistol



Assault Cannon



Lascannon

RANGED WEAPONS CONT.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Skyspear missile launcher	60"	Heavy 1	9	-3	D6	Add 1 to all hit rolls made for this weapon against targets that can FLY . You can re-roll failed hit rolls for this weapon.
Sniper rifle	36"	Heavy 1	4	0	1	This weapon may target a CHARACTER even if it is not the closest enemy unit. If you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage.
Stalker bolt rifle	36"	Heavy 1	4	-2	1	-
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Stormfrag auto-launcher	12"	Assault D3	4	0	1	-
Stormstrike missile launcher	72"	Heavy 1	8	-3	3	-
Twin assault cannon	24"	Heavy 12	6	-1	1	-
Twin boltgun	24"	Rapid Fire 2	4	0	1	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin helfrost cannon	When attacking with this weapon, choose one of the profiles below. If a model suffers any unsaved wounds from this weapon but is not slain, roll a D6; on a 6, the target suffers a mortal wound.					
- Dispersed beam	24"	Heavy 2D3	6	-2	1	-
- Focused beam	24"	Heavy 2	8	-4	D6	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-
Twin multi-melta	24"	Heavy 2	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Typhoon missile launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag missile	48"	Heavy 2D6	4	0	1	-
- Krak missile	48"	Heavy 2	8	-2	D6	-
Volkite charger	15"	Heavy 2	5	0	2	-
Whirlwind castellan launcher	72"	Heavy 2D6	6	0	1	This weapon can target units that are not visible to the firing model.
Whirlwind vengeance launcher	72"	Heavy 2D3	7	-1	2	This weapon can target units that are not visible to the firing model.
Wrist-mounted grenade launcher	12"	Assault D3	4	-1	1	-



Power Sword



Chainsword



Power Axe



Thunder Hammer



Frost Sword



Wolf Claw

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Auto boltstorm gauntlets (melee)	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
The Axe Morkai	When attacking with this weapon, choose one of the profiles below.					
- One-handed	Melee	Melee	+2	-3	D3	-
- Two-handed	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.
Boltstorm gauntlet (melee)	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Chainfist	Melee	Melee	x2	-4	2	When attacking with this weapon, you must subtract 1 from the hit roll.
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Claw of the Jackalwolf	Melee	Melee	+1	-2	2	You can re-roll failed wound rolls for this weapon.
Combat knife	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Crozius arcanum	Melee	Melee	+1	-1	2	-
Crushing teeth and claws	Melee	Melee	5	-1	1	After a model on this mount makes its close combat attacks, you can attack with its mount. Make 3 additional attacks, using this weapon profile.
Dreadnought combat weapon	Melee	Melee	x2	-3	3	-
Fenrisian great axe	When attacking with this weapon, choose one of the profiles below.					
- Cleave	Melee	Melee	+4	-3	D6	When attacking with this weapon, you must subtract 1 from the hit roll.
- Scythe	Melee	Melee	User	-3	1	Make 2 hit rolls for each attack made with this weapon, instead of 1.
Flamestorm gauntlets (melee)	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Flurry of teeth and claws	Melee	Melee	5	-1	1	See Logan Grimnar on Stormrider datasheet (pg 76)
Foehammer (melee)	Melee	Melee	x2	-3	D3	When attacking CHARACTERS or MONSTERS , this weapon has a Damage of 3.
Frost axe	Melee	Melee	+2	-2	1	-
Frost claws	Melee	Melee	+1	-2	1	Each time the bearer fights, it can make 1 additional attack with this weapon. You can re-roll failed wound rolls for this weapon.
Frost sword	Melee	Melee	+1	-3	1	-
Frostfang	Melee	Melee	+1	-4	2	-
Gladius	Melee	Melee	+2	-2	2	If a model suffers any unsaved wounds from this weapon but is not slain, roll a D6; on a 6, the target suffers a mortal wound.
Great frost axe	Melee	Melee	+3	-3	D3	The bearer can make 1 additional attack with this weapon on a turn in which it has charged.
Great wolf claw	Melee	Melee	+4	-2	D6	You can re-roll failed wound rolls for this weapon.
Lightning claw	Melee	Melee	User	-2	1	You can re-roll failed wound rolls for this weapon. If a model is armed with two lightning claws, each time it fights it can make 1 additional attack with them.
Master-crafted power sword	Melee	Melee	User	-3	2	-
The Murderclaws	Melee	Melee	x2	-3	3	You can re-roll failed wound rolls for this weapon.
Power axe	Melee	Melee	+1	-2	1	-
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power maul	Melee	Melee	+2	-1	1	-
Power sword	Melee	Melee	User	-3	1	-
Redemptor fist	Melee	Melee	x2	-3	D6	-
Runic axe	Melee	Melee	+1	-2	D3	-
Runic stave	Melee	Melee	+2	-1	D3	-
Runic sword	Melee	Melee	User	-3	D3	-
Servo-arm	Melee	Melee	x2	-2	3	Each servo-arm can only be used to make one attack each time this model fights. When attacking with this weapon, you must subtract 1 from the hit roll.
Staff of the Stormcaller	Melee	Melee	+2	-1	D3	-
Teeth and claws	Melee	Melee	User	-1	1	-
Tempest hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll. In addition, if a model suffers any unsaved wounds from this weapon but is not slain, roll a D6; on a 6, the target suffers a mortal wound.
Thunder hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.
Trueclaw	Melee	Melee	+5	-4	D6	You can re-roll failed wound rolls for this weapon.
Wolf claw	Melee	Melee	+1	-2	1	You can re-roll failed wound rolls for this weapon. A model armed with two wolf claws can make 1 additional attack with this weapon.
Wulfen claws	Melee	Melee	User	-1	1	-
Wyrmlaw	Melee	Melee	+2	-2	D3	-



Equipped with the most devastating weaponry available to warriors of the Imperium and possessed of a ferocious warrior spirit, there is no foe that can stand against the fury of the Space Wolves when battle is joined.





ARMIES OF ASAHEIM

In this section you'll find rules for Battle-forged armies that include SPACE WOLVES Detachments – that is, any Detachment which only includes SPACE WOLVES units. These rules include the abilities below and a series of Stratagems. This section also includes the Space Wolves' unique Warlord Traits, Psychic Discipline, Relics of the Fang and Tactical Objectives. Together, these rules reflect the character and fighting style of the Space Wolves in your games of Warhammer 40,000.

ABILITIES

If your army is Battle-forged, Troops units in SPACE WOLVES Detachments gain the Defenders of Humanity ability. In addition, INFANTRY, BIKER, CAVALRY and DREADNOUGHT units (other than Servitor units) in SPACE WOLVES Detachments also gain the Hunters Unleashed ability.

DEFENDERS OF HUMANITY

The warriors of the Adeptus Astartes are sworn to defend the Imperium of Mankind. While a single Space Marine still stands, the light of Humanity will never fade.

A unit with this ability that is within range of an objective marker (as specified in the mission) controls the objective marker even if there are more enemy models within range of that objective marker. If an enemy unit within range of the same objective marker

has a similar ability, then the objective marker is controlled by the player who has the most models within range of it as normal.

HUNTERS UNLEASHED

The Space Wolves train their whole lives for the moment when battle is joined. After a long hunt tensed for the kill, they spring forward to devastating effect.

In any turn in which a unit with this ability made a charge move, was charged or made a Heroic Intervention, you can add 1 to its hit rolls in the Fight phase. In addition, CHARACTERS with this ability can perform a Heroic Intervention if, after the enemy has completed all of their charge moves, there are any enemy units within 6" of them. They can move up to 6" when performing a Heroic Intervention, so long as they end the move closer to the nearest enemy model.

'We have crossed the Sea of Stars in the name of the Allfather and the Wolf-King. These voyages were a time for camaraderie, a time for meditation, a time to prepare for glories to come. But we are at voyage's end, my brothers, and now shall our warrior fury be unleashed.'

- Brand Sabrewulf,
Lord of Magnir's Crag



STRATAGEMS

If your army is Battle-forged and includes any SPACE WOLVES Detachments (excluding Auxiliary Support Detachments), you have access to the Stratagems shown below, meaning you can spend Command Points to activate them. These reflect the unique strategies used by the forces of the Space Wolves on the battlefield.

3CP

ORBITAL BOMBARDMENT

Space Wolves Stratagem

The guns and ships of the Imperium stand ready to unleash hell at the Space Marines' command.

This Stratagem can be used once per battle, in the Shooting phase, if you have a SPACE WOLVES Warlord that did not move during your Movement phase. Instead of shooting with your Warlord's ranged weapons, select a visible point on the battlefield and roll a D6 for every unit within D6" of that point. Subtract 1 from the result if the unit being rolled for is a CHARACTER. On a 4+ the unit being rolled for suffers D3 mortal wounds.

1CP

KILLSHOT

Space Wolves Stratagem

Space Marine Predators often hunt in packs, combining their firepower to devastating effect.

Use this Stratagem in your Shooting phase if a SPACE WOLVES Predator from your army is within 6" of 2 friendly SPACE WOLVES Predators. If you do so, you can add 1 to the wound rolls and damage for all of the Predators' attacks that target MONSTERS or VEHICLES this phase.

1CP

FLAKK MISSILE

Space Wolves Stratagem

Flakk missiles are designed to eliminate light aircraft by unleashing a payload of shrapnel that shreds armour and ruptures vital systems.

You can use this Stratagem just before a SPACE WOLVES INFANTRY model from your army attacks a unit that can Fly with a missile launcher. You only make a single hit roll with the weapon this phase; however, add 1 to the hit roll and, if it hits, the target suffers D3 mortal wounds.

1CP

OVERWHELMING IMPETUOSITY

Space Wolves Stratagem

Faced with a powerful enemy, recklessness can become heroism.

Use this Stratagem at the start of the Fight phase. Select a BLOOD CLAWS unit from your army that successfully charged this turn and is within 1" of an enemy unit with a higher Power Rating. You can re-roll failed hit rolls for the BLOOD CLAWS unit's attacks that target that enemy unit.

1CP

WISDOM OF THE ANCIENTS

Space Wolves Stratagem

Warriors entombed within Dreadnoughts have seen countless battles, and their knowledge of war is a prized weapon.

Use this Stratagem at the start of any phase. Select a SPACE WOLVES DREADNOUGHT from your army, other than Murderfang or a Wulfen Dreadnought. Until the end of the phase, you can re-roll all hit rolls of 1 for friendly SPACE WOLVES units within 6" of that Dreadnought.

3CP

CLOAKED BY THE STORM

Space Wolves Stratagem

Where the Rune Priest unleashes his might, blinding Fenrisian tempests are sure to follow.

Use this Stratagem in your Psychic phase. Choose a RUNE PRIEST from your army that successfully manifested a psychic power in this phase. Your opponent must subtract 1 from all hit rolls for ranged attacks that target friendly SPACE WOLVES units within 6" of this model until the beginning of your next Psychic phase.

1CP/3CP

TROPHIES OF FENRIS

Space Wolves Stratagem

To the mightiest warriors go the greatest gifts.

Use this Stratagem before the battle. Your army can have one extra Relic of the Fang for 1 CP, or two extra Relics of the Fang for 3 CPs. All of the Relics of the Fang that you include must be different and be given to different SPACE WOLVES CHARACTERS. You can only use this Stratagem once per battle.

1CP

CUNNING OF THE WOLF

Space Wolves Stratagem

The most successful hunts are those where the prey doesn't know they are being hunted.

Use this Stratagem during deployment, when setting up a SPACE WOLVES INFANTRY unit. You can set up this unit on the hunt instead of placing it on the battlefield. At the end of any of your Movement phases the unit can join the battle – set it up so that it is wholly within 6" of any battlefield edge of your choice and more than 9" away from any enemy models.

1CP

MENTOR'S GUIDANCE*Space Wolves Stratagem**A Wolf Priest's tutelage is never-ending.*

Use this Stratagem in your Shooting phase or in the Fight phase. Choose a **SPACE WOLVES CHARACTER** (other than a **WOLF PRIEST**) within 6" of a **WOLF PRIEST** from your army. You can re-roll all failed wound rolls for that character in this phase.

1CP

LONE WOLF*Space Wolves Stratagem**A Space Marine whose packmates have all been slain fights with even greater tenacity to avenge his fallen battle-brothers.*

Use this Stratagem at the end of any phase if there is a **SPACE WOLVES INFANTRY** unit from your army (other than a **CHARACTER**, a **SERVITOR** or a **WULFEN**) that has been reduced to a single model. That model's Wounds characteristic is increased by 2 (and it gains 2 wounds), it gains the **CHARACTER** keyword and you can re-roll failed hit and wound rolls for it for the remainder of the game.

2CP

CHOOSE OF THE SLAIN*Space Wolves Stratagem**The Rune Priests' familiars act as battlefield spies, alerting nearby Space Wolves when unseen enemies approach.*

Use this Stratagem immediately after your opponent sets up a unit that is arriving on the battlefield as reinforcements and is visible to a **RUNE PRIEST** from your army. ~~A single friendly unit within 6" of that Rune Priest can immediately shoot at that enemy unit as if it were the Shooting phase, but you must subtract 1 from any hit rolls when it does so.~~

1CP

LAUGH IN THE FACE OF DEATH*Space Wolves Stratagem**The joy of battle is more powerful than the greatest fear.*

Use this Stratagem in the Fight phase. Choose a **Space WOLVES INFANTRY**, **BIKER** or **CAVALRY** unit from your army that is affected by an enemy unit's ability that modifies their Leadership. You can re-roll all failed hit rolls for that **SPACE WOLVES** unit in this phase.

1CP

OVERWHELMING SAVAGERY*Space Wolves Stratagem**Thunderwolf Cavalry posses a staggering capacity for violence.*

Use this Stratagem in the Fight phase. Choose a unit of Thunderwolf Cavalry from your army. You can re-roll wound rolls of 1 for that unit in this phase.

2CP

ONLY IN DEATH DOES DUTY END*Space Wolves Stratagem**The final act of a saga should be its most glorious.*

Use this Stratagem when a **SPACE WOLVES CHARACTER** from your army is slain; that model can immediately either shoot as if it were your Shooting phase, or fight as if it were your Fight phase before it is removed from the battlefield (this Stratagem is not cumulative with the Great Company Banner ability – the Stratagem takes priority).

2CP

HOWL OF THE GREAT PACK*Space Wolves Stratagem**The war cry of a Wolf Lord signals death, and can chill the blood of the most hardened foes.*

Use this Stratagem at the beginning of the Morale phase. Choose a **WOLF LORD** from your army. Friendly **SPACE WOLVES** units within 12" of that model automatically pass Morale tests in this phase, and your opponent must add 1 to Morale tests taken by enemy units within 12" of that model in this phase.

1CP

TRUE GRIT*Space Wolves Stratagem**The Sons of Russ drill for extreme close-quarters firefights.*

Use this Stratagem in your Shooting phase. Choose a **SPACE WOLVES INFANTRY** unit from your army that is within 1" of an enemy unit. In this phase, models in that unit can fire their auto bolt rifles, boltguns, bolt rifles and bolt carbines as if they had the Pistol 2 Type. Models that do so cannot fire any other Pistols in this phase.

1CP

SEEKING A SAGA*Space Wolves Stratagem**The most dangerous foes are the source of the greatest glory, and the champions of the Space Wolves seek them eagerly.*

Use this Stratagem at the beginning of the Fight phase. Choose a **SPACE WOLVES CHARACTER** from your army that is within 1" of an enemy unit with a greater Power Rating than that character. You can re-roll failed wound rolls for attacks made by that character against that enemy unit.

1CP

THE WOLF'S EYE*Space Wolves Stratagem**Long Fangs can spot the weakness in any enemy line.*

Use this Stratagem in your Shooting phase when a unit of Long Fangs from your army is chosen to make its attacks. ~~You can re-roll either failed hit rolls or failed wound rolls for that unit for this phase.~~

1CP

TALISMANIC SHIELD*Space Wolves Stratagem*

The talismans borne into battle by Space Wolves can ward off even the most devastating psychic manifestations.

Use this Stratagem at the beginning of your opponent's Psychic phase. Choose a **SPACE WOLVES CHARACTER** from your army. That character can attempt to deny one psychic power this phase as if they were a **PSYKER**.

1CP

ARMOUR OF CONTEMPT*Space Wolves Stratagem*

Bellicose machine spirits shield Space Wolves vehicles from attacks that would otherwise pierce their thick hides.

Use this Stratagem when a **SPACE WOLVES VEHICLE** from your army suffers a mortal wound. Roll a D6 for that mortal wound, and each other mortal wound inflicted on this model for the rest of the phase: on a 5+, that mortal wound is ignored and has no effect.

1CP

HELLFIRE SHELLS*Space Wolves Stratagem*

Hellfire shells erupt in the midst of the foes, showering them with flesh-melting mutagenic acid.

Use this Stratagem just before a **SPACE WOLVES INFANTRY** model from your army attacks with a heavy bolter. You only make a single hit roll with the weapon this phase, however, if it hits, the target suffers D3 mortal wounds.

1CP

LIVING STORM*Space Wolves Stratagem*

Empowered by their psychic brethren, Space Wolves psykers can unleash even greater devastation upon their enemies.

Use this Stratagem if a **SPACE WOLVES PSYKER** from your army is within 6" of at least 2 other friendly **SPACE WOLVES PSYKERS** and manifests the *Living Lightning* psychic power. Whenever the power would inflict D3 mortal wounds, it instead inflicts D6 mortal wounds.

1CP

DATALINK TELEMETRY*Space Wolves Stratagem*

Using batteries of auspex arrays, a Land Speeder can vox the precise coordinates of an enemy to an awaiting Whirlwind.

Use this Stratagem in the Shooting phase just before a **SPACE WOLVES Whirlwind** from your army shoots. If the target of the Whirlwind's shooting attacks is visible to a friendly **SPACE WOLVES LAND SPEEDER** unit that is within 12" of the target unit, the Whirlwind's attacks automatically hit.

1CP

KEEN SENSES*Space Wolves Stratagem*

The heightened sense of the Space Wolves allows them to sniff out prey wherever, or however, it has hidden.

Use this Stratagem in your Shooting phase. Choose a **SPACE WOLVES** unit from your army. That unit doesn't suffer any penalties to its hit rolls this phase.

1CP

THE EMPEROR'S EXECUTIONERS*Space Wolves Stratagem*

The Space Wolves have never forgotten their ten thousand year old charge to deliver the Emperor's vengeance to the Sons of Magnus.

Use this Stratagem when a **SPACE WOLVES** unit from your army is chosen to attack in the Fight phase. Each time you make a hit roll of 4+ for a model in that unit during this phase, it can, if it was targeting a **THOUSAND SONS** unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.



3CP

HONOUR THE CHAPTER*Space Wolves Stratagem*

The Space Wolves were created for battle, and it is through this glorious act that their honour is earned.

Use this Stratagem at the end of the Fight phase. Select a **SPACE WOLVES INFANTRY**, **BIKER** or **CAVALRY** unit from your army – that unit can immediately fight for a second time.

1CP

LINEBREAKER BOMBARDMENT*Space Wolves Stratagem*

The sheer power of a Space Marine armoured assault can shatter all before it in a firestorm of high-explosive rounds.

Use this Stratagem in your Shooting phase if a **SPACE WOLVES Vindicator** from your army is within 6" of 2 friendly **SPACE WOLVES Vindicators**. If you do so, the Vindicators cannot fire their demolisher cannons this phase – instead, select a visible point on the battlefield within 24" of all three vehicles. Roll a dice for each unit (friend or foe) within 3" of that point. Add 1 to the result if the unit being rolled for has 10 or more models, but subtract 1 if the unit being rolled for is a **CHARACTER**. On a 4+ that unit suffers 3D3 mortal wounds.

WARLORD TRAITS

The champions of the Space Wolves have crafted their sagas over centuries of war against the enemies of the Imperium. Each is a living legend, an example to their warriors and a beacon of hope in a benighted galaxy.

If a SPACE WOLVES CHARACTER is your Warlord, he can generate a Warlord Trait from the following table instead of the one in the *Warhammer 40,000* rulebook. You can either roll on the table below to randomly generate a Warlord Trait, or you can select the one that best suits his temperament and preferred style of waging war.

Like other Warlord Traits, a Space Wolves saga grants a powerful advantage and is active on your Warlord at all times. However, unlike other Warlord Traits, from the end of a phase in which your Warlord performs a deed of legend (as detailed within the saga), the saga also affects friendly Spaces Wolves units whilst they are within 6" of your Warlord. This effect lasts for the rest of the battle.

D6 RESULT

1 SAGA OF THE WARRIOR BORN

Endowed with preternatural prowess, the Warlord strikes swift and savage at all who stand before him.

You can always choose for a unit affected by this saga in the Fight phase to fight first even if they didn't charge. If the enemy has units that have charged, or that have a similar ability, then alternate choosing units to fight with, starting with the player whose turn is taking place.

Deed of Legend: Slay an enemy CHARACTER with your Warlord.

2 SAGA OF THE WOLFEN

The Warlord's savage battle howl has a primal potency, sending the predatory instincts of his lupine kin into overdrive.

If a unit is affected by this saga in the Fight phase, add 1 to the Attacks characteristic of all its models if it made a charge move, was charged, or performed a heroic intervention earlier in the same turn.

Deed of Legend: Slay a total of five models in the Fight phase with your Warlord (keep a tally from turn to turn).

3 SAGA OF MAJESTY

The Warlord speaks with the wisdom of the ages, inspiring his men to acts of valour and greatness.

If a unit is affected by this saga, they automatically pass Morale tests. In addition, if they are a CHARACTER, increase the range of any aura abilities they have by 3" (e.g. the Great Wolf and Jarl of Fenris), excluding Explodes, Healing Balms, Battlesmith, abilities of Relics of the Fang and effects of psychic powers.

Deed of Legend: Slay the enemy Warlord with your Warlord.

4 SAGA OF THE BEASTSLAYER

This hero has slain some of the mightiest beasts in the galaxy. Such a hero embodies Russ' strength and courage.

Add 1 to wound rolls for attacks made by a unit affected by this saga that target a MONSTER or VEHICLE.

Deed of Legend: Slay an enemy MONSTER or VEHICLE with your Warlord.

5 SAGA OF THE HUNTER

A master of the chase, ever has this hero tracked his prey from the shadows. Such a warrior exemplifies his Primarch's hunting instincts.

A unit affected by this saga in your Charge phase can charge even if it Advanced earlier in the turn.

Deed of Legend: Successfully charge an enemy unit with your Warlord.

6 SAGA OF THE BEAR

When this hero plants his feet firmly, he stands as strong as the mountains of Asaheim.

Roll a dice each time a model affected by this saga loses a wound; on a 6, that model does not lose a wound. This saga has no effect on models with a similar ability (e.g. Bjorn the Fell-Handed's Legendary Tenacity ability).

Deed of Legend: Successfully pass a saving throw for your Warlord.

NAMED CHARACTERS AND WARLORD TRAITS

The mightiest warriors of Fenris are renowned as much for their methodology as they are for their deeds on the battlefield. If one of the following named characters is your Warlord, they must be given the associated Warlord Trait shown below.

NAMED CHARACTER	WARLORD TRAIT
Arjac Rockfist	Saga of the Bear
Bjorn the Fell-Handed	Saga of Majesty
Canis Wolfborn	Saga of the Wolfen
Harald Deathwolf	Saga of the Wolfen
Krom Dragongaze	Saga of the Warrior Born
Logan Grimnar	Saga of Majesty
Njal Stormcaller	Saga of Majesty
Ragnar Blackmane	Saga of the Warrior Born
Ulrik the Slayer	Saga of the Beastslayer

RELICS OF THE FANG

The armouries of the Space Wolves' fortress monastery overflow with finely crafted weapons, all the better to bring death to the enemies of the Allfather. Amongst these weapons are unique and treasured artefacts that are only entrusted to the greatest heroes of Fenris. Each is a potent relic that has the power to change the outcome of a battle or even a war.

If your army is led by a **SPACE WOLVES** Warlord, then before the battle you may give one of the following Relics of the Fang to a **SPACE WOLVES CHARACTER**. Named characters such as Ulrik the Slayer already have one or more artefacts, and cannot be given any of the following relics.

Note that some weapons replace one of the character's existing weapons. Where this is the case, you must, if you are playing a matched play game or are otherwise using points values, still pay the cost of the weapon that is being replaced. Write down any Relics of the Fang your characters may have on your army roster.

KRAKENBONE SWORD

The Krakenbone Sword was carved from the sternum of a gigantic ocean beast by a smith of the Iron Blood tribe and presented to a young Logan Grimnar. Though it has remained ever sharp, Arjac Rockfist reworked the blade, making it even more deadly, and it is now one of Fenris' most prized heirlooms.

Model with frost sword only. The Krakenbone Sword replaces the bearer's frost sword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Krakenbone Sword	Melee	Melee	+1	-4	1
Abilities: You can re-roll failed wound rolls for this weapon.					

THE ARMOUR OF RUSS

This ancient suit of armour was recovered from the Temple of Horus during the Second Great Hunt, and is believed to be none other than that worn by the Wolf-King. Not only is it of exceptional quality, it also exudes an aura of hoarfrost that chills nearby enemies, slowing their movements to a glacial crawl.

This model has a 4+ invulnerable save. In addition, at the start of the Fight phase, choose an enemy unit within 1" of this model. That unit cannot be chosen to fight in the Fight phase until all other units able to fight have done so. If the target unit has an ability that allows it to fight first in the Fight phase, it instead fights as if it didn't have that ability. If both players have units that cannot fight until all other units have done so, then alternate choosing which of those units to fight with, starting with the player whose turn is taking place.

BLACK DEATH

Several sagas detail the monsters and fell champions slain by the Banisvatr – Black Death. They tell of how the runic enchantments etched into the ebon blade glow darkly in battle, transforming the bearer into a relentless killing machine.

Model with frost axe only. Black Death replaces the bearer's frost axe and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Black Death	Melee	Melee	+2	-2	1
Abilities: Each time the bearer fights, it can make D3 additional attacks with this weapon.					

HELM OF DURFAST

The device bound into Durfast's wolf helm grants the wearer glimpses of the past, present and future, allowing them to track their targets on the battlefield with unerring accuracy. This device was first discovered on Mordrak after Durfast and his Great Company defeated the Ork Waaagh! that had beset the planet's techno-savants.

You can re-roll failed hit rolls for this model's ranged attacks. In addition, enemy units never gain any bonus to their saving throws for being in cover for attacks made by this model.



THE WULFEN STONE

This large russet diamond was forged by the Iron Priest Fengri, the greatest artificer of his time, to house the raging spirit of the Wulfen. It is carried to battle only in the most extreme circumstances, and in its presence the caged, bestial nature deep within the Sons of Russ is set free, filling them with violent and uncontrollable rage.

You can make 1 additional attack for models in friendly **SPACE WOLVES INFANTRY**, **BIKER** and **CAVALRY** units that are within 3" of the bearer when they make their attacks in the Fight phase. Units of Wulfen are not affected, nor are units that made a charge while within range of the Curse of the Wulfen (Hunt) ability earlier in the turn. In addition, a unit cannot be affected by both Curse of the Wulfen (Kill) and the Wulfen Stone in the same Fight phase.

FROSTFURY

Crafted long ago by an unremembered Tech-Adept, Frostfury has the appearance of an elaborately decorated storm bolter, but its chambers are fitted to fire bolt rounds tipped with helfrost warheads. Upon impact these rounds release an explosive blast of glimmerfrost crystals, which can freeze and shatter the target in an instant.

Model with a storm bolter only. Frostfury replaces the bearer's storm bolter and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Frostfury	24"	Assault 4	4	-1	2
Abilities: If a model suffers any unsaved wounds from this weapon but is not slain, roll a D6; on a 4+, the target suffers a mortal wound.					

TEMPESTAS DISCIPLINE

The elemental powers unleashed by the Rune Priests of the Space Wolves blast their enemies with the fury of the storm, take the form of creatures from legend that fight alongside the shamans, or shroud the Sons of Russ in a cloak of roiling clouds.

Before the battle, generate the psychic powers for PSYKERS that can use powers from the Tempestas discipline using the table below. You can either roll a D6 to generate their powers randomly (re-roll any duplicate results), or you can select the psychic powers you wish the psyker to have.

D6 RESULT

1 LIVING LIGHTNING

Sentient electricity crackles amid the brooding skies above as the Rune Priest calls forth the elements to smite his foes. At the psyker's command, lightning arcs into the ranks of the enemy, leaving a trail of blackened corpses in its wake.

Living Lightning has a warp charge value of 6. If manifested, the closest visible enemy unit within 18" of the psyker suffers D3 mortal wounds. If that unit is destroyed as a result, the closest enemy unit within 18" of the last model from that unit to be removed suffers D3 mortal wounds, and so on until a unit is not destroyed or there is no enemy unit within 18" of the last model in the destroyed unit.

2 TEMPEST'S WRATH

The Rune Priest brings the rage of the storm to a roaring crescendo, frost-fingered wind spirits whipping at his enemies, tearing at their eyes and snatching weapons from their hands.

Tempest's Wrath has a warp charge value of 6. If manifested, select a visible enemy unit within 24" of the psyker. Until the start of your next Psychic phase, your opponent must subtract 1 from any hit rolls they make for that unit.



3 MURDEROUS HURRICANE

The Rune Priest bellows an ancient curse, and within moments his foes are all but consumed in a hurricane of freezing shards, a thousand blades of psychically formed ice plunging into their flesh.

Murderous Hurricane has a warp charge value of 5. If manifested, select a visible enemy unit within 18" of the psyker. Roll one dice for each model in that unit – the unit suffers a mortal wound for each roll of 6.

4 FURY OF THE WOLF SPIRITS

Invoking the spirits of Freki the Fierce and Geri the Cunning, the Rune Priest sets the charcoal-black phantasms upon the foes.

Fury of the Wolf Spirits has a warp charge value of 7. If manifested, the Rune Priest gains the following weapon until the start of your next Psychic phase:

WEAPON	RANGE	TYPE	S	AP	D
Freki and Geri	Melee	Melee	5	-3	1
Abilities: After the Rune Priest makes his close combat attacks, you can attack with Freki and Geri. Make 6 additional attacks, using this weapon profile.					

5 STORM CALLER

The Rune Priest chants an ancient rite that builds into a terrifying howl. Roaring winds and furious blizzards rage about him in a vortex of ice and snow that obscures him from sight.

Storm Caller has a warp charge value of 8. If manifested, until the start of your next Psychic phase, the psyker and any friendly SPACE WOLVES units within 6" of him gain the benefit of being in cover.

6 JAWS OF THE WORLD WOLF

The Rune Priest implores the spirit of the world upon which he walks to open its rock-fanged maw, and a chasm cracks open under the feet of his chosen enemy, sending them tumbling to their death below.

Jaws of the World Wolf has a warp charge value of 7. If manifested, select an enemy unit within 18" of the psyker, other than a VEHICLE. Roll 2D6 and subtract the target's Move characteristic – the target unit suffers a number of mortal wounds equal to the result.

TACTICAL OBJECTIVES

The **Space Wolves** are not just an army of heroes – they are a flexible and effective fighting force, able to dictate the flow of battle to achieve any objective, no matter the odds.

If your army is led by a **SPACE WOLVES** Warlord, these Tactical Objectives replace the Capture and Control Tactical Objectives (numbers 11-16) in the *Warhammer 40,000* rulebook. If a mission uses Tactical Objectives, players use the normal rules for using Tactical Objectives with the following exception: when a **Space Wolves** player generates a Capture and Control objective (numbers 11-16), they instead generate the corresponding **Space Wolves** Tactical Objective, as shown below. Other Tactical Objectives (numbers 21-66) are generated normally.

DGG EFFECT

11	Oath of Vengeance
12	The Stuff of Sagas
13	Unleash the Wolves
14	Counter-attack
15	Hunt With Cunning
16	The Heroes of Fenris

11

OATH OF VENGEANCE

Space Wolves

Uphold the honour of the Sons of Russ by slaying a great enemy of Fenris and settling an ancient vendetta.

When this Tactical Objective is generated, your opponent must select a unit in their army (this must be a **CHARACTER**, if there is one). Score 1 victory point if the chosen unit is destroyed.

14

COUNTER-ATTACK

Space Wolves

Hold your ground no matter what; throw back every enemy assault and do not let a single foe pass.

Score 1 victory point if a friendly **SPACE WOLVES** unit makes a Heroic Intervention.

12

THE STUFF OF SAGAS

Space Wolves

Seek out and slay the most monstrous of foes – prevail, and know that the saga of your victory will be told for ages to come.

Score 1 victory point if an enemy **VEHICLE** or **MONSTER** is destroyed. If the last wound suffered by that model was inflicted by a friendly **SPACE WOLVES CHARACTER**, score D3 victory points instead.

15

HUNT WITH CUNNING

Space Wolves

Land your attack where it will cause the most damage; remember that a true hunter strikes from an unseen and unexpected angle.

Score 1 victory point at the end of your turn if at least one enemy unit was destroyed in your turn. If the last model in the enemy unit was slain by an attack made by a unit that was set up on the battlefield during the turn, score D3 victory points instead.

13

UNLEASH THE WOLVES

Space Wolves

When the moment is right and the prey is there for the taking, howl with your brothers and strike as a pack.

Score 1 victory point at the end of your Charge phase if at least two friendly **SPACE WOLVES** units made a successful charge in that phase.

16

THE HEROES OF FENRIS

Space Wolves

The greatest champions amongst the Sons of Russ must take the fight to the enemy, leading by example to inspire their pack-brothers.

Score 1 victory point if at least one friendly **SPACE WOLVES CHARACTER** begins the Fight phase within 1" of an enemy unit. If 2 to 4 friendly **SPACE WOLVES CHARACTERS** begin the Fight phase within 1" of an enemy unit, score D3 victory points instead. If 5 or more friendly **SPACE WOLVES CHARACTERS** begin the Fight phase within 1" of an enemy unit, score D3+3 victory points instead.



POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the points costs to determine the total points cost of your army. To do so, simply add together the points costs of all your models and their wargear.

The points values in this book have not been included as they are out of date; for current points values, please refer to the most recent Munitorum Field Manual and/or any relevant supplements which released afterward for this army (e.g. Psychic Awakening).



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WE THINK YOU'D LIKE...

THE GROUND SHAKES AS THE IRONCLAD COLOSSI OF THE KNIGHTLY HOUSES MARCH TO WAR. EACH KNIGHT IS A TOWERING ENGINE OF DESTRUCTION, A BIPEDAL KILLING MACHINE BRISTLING WITH FIREPOWER AND DEVASTATING CLOSE-QUARTERS WEAPONRY.

