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The Wolf Guard lead the charge against the Eldar and the living demigod in their midst.



Great Wolf Logan Grimnar takes the fight to the monstrous aliens at the heart of the Tyrannid horde.

SPACE WOLVES



By Phil Kelly

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Written by: Phil Kelly

Art: John Blanche, Alex Boyd, Rob Carey, Paul Dainton, Dave Gallagher, Neil Hodgson, Nuala Kinrade, Adrian Smith. **Book Design:** Carl Dafforn, Emma Parrington, Mark Raynor. **Photography:** Christian Byrne, Glenn More, Jim Sowter. **'Eavy Metal:** Fil Dunn, Neil Green, Kornel Kozak, Darren Latham, Keith Robertson, Joe Tomaszewski, Anja Wettergren, Kirsten Williams, Tom Winstone. **Games Development:** Alessio Cavatore, Robin Cruddace, Graham Davey, Andy Hoare, Jervis Johnson, Phil Kelly, Andrew Kenrick, Jeremy Vetock, Matthew Ward. **Hobby Team:** Dave Andrews, Nick Bayton, Mark Jones, Chad Mierzwa, Chris Peach. **Miniature Design:** Mike Anderson, Giorgio Bassani, Trish Carden, Juan Diaz, Martin Footitt, Jes Goodwin, Colin Grayson, Mark Harrison, Alex Hedström, Matt Holland, Neil Langdown, Aly Morrison, Brian Nelson, Seb Perbet, Alan Perry, Michael Perry, Dale Stringer, Dave Thomas, Tom Walton. **Production & Reprographics:** Simon Burton, Chris Eggar, Marc Elliott, Zaff Haydn-Davies, Kris Jagers, John Michelbach, Melissa Roberts, Rachel Ryan, James Shardlow, Kris Shields, Ian Strickland, Madeleine Tighe. **Special Thanks to:** Rick Priestley, Alan Merrett, Jervis Johnson, Andy Chambers, Gavin Thorpe, Peter Gosling, Bob 'the Machine' Mair, Paul Gayner, Jon Twemlow, Jimmy Murphy, Matt Plonski, Dominic Murray, and Adam Troke.

Produced by Games Workshop

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British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library. Pictures used for illustrative purposes only.

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UK
Games Workshop Ltd.,
Willow Rd, Lenton,
Nottingham,
NG7 2WS

NORTHERN EUROPE
Games Workshop Ltd.,
Willow Rd, Lenton,
Nottingham,
NG7 2WS, UK

NORTH AMERICA
Games Workshop Inc,
6711 Baymeadow Drive,
Suite A, Glen Burnie,
Maryland, 21060-6401

AUSTRALIA
Games Workshop,
23 Liverpool Street,
Ingleburn,
NSW 2565

INTRODUCTION

Welcome to the brotherhood of Fenris! The Space Wolves are the perfect fusion of raw might and technological supremacy, fighting with blade, claw and boltgun against the horrific armies that threaten to consume mankind.

THE WARHAMMER 40,000 GAME

The Warhammer 40,000 rulebook contains the rules you need to fight futuristic battles with your Citadel miniatures in the battle-ravaged universe of the 41st Millennium. As you probably know, every army has its own Codex book that works with these rules, allowing you to turn your collection of miniatures into a well-honed fighting force ready for your games of Warhammer 40,000. This Codex details everything you need to know about the heroic Space Wolves.

WHY COLLECT A SPACE WOLVES ARMY?

Space Marines are the finest of all the Imperium's champions. Noble, proud and strong beyond comprehension, they have given up their mortal lives in order to become the ultimate warriors. Without the Space Marines to defend them, the disparate realms of Mankind would soon fall.

Just like their legendary progenitor, the Primarch Leman Russ, Space Wolves are fierce and aggressive warriors. Though they are not berserkers or madmen (well, OK, maybe some of them are a little crazy) their headstrong personalities and inherent sense of justice means that the Space Wolves are forever waging war against the evils of the galaxy, fighting with the cunning of a hunting pack rather than the frenzy of a rabid dog. Space Wolves like red meat, strong ale, bawdy songs and good old-fashioned brawls, but most of all, they like to hunt glory upon the battlefield. They see death in battle as a fitting end for a true warrior, and if they leave a long and exciting saga of heroic deeds as their legacy, so much the better.



The Space Wolves are a truly different and unique Space Marine army built around a core of charismatic champions. Each of the Space Wolves is a hero in his own right, and though this means that Space Wolves armies are typically few in number, their individual prowess more than makes up for it. Space Wolves are masters of the ferocious assault and their bombastic leaders are amongst the most feared and respected warriors in the 41st Millennium.

HOW THIS CODEX WORKS

Codex: Space Wolves contains the following sections:

The Space Wolves: The first section of this book introduces the Space Wolves, their origins, and their place in the Warhammer 40,000 universe. It unravels the stories of their ice-bound and deadly home world of Fenris, their beloved Primarch, the arduous transformation of man into superhuman Space Marine, and the Great Companies of the Wolf Lords. Better yet, it contains more war stories than you can shake a rune-forged axe at.

The Warriors of the Fang: A grand muster of all the different troop types, vehicles and heroes that fight for the warlords of Fenris. Each page features a full description of the unit, from the young and ferocious Blood Claw packs to the Old Wolf, Logan Grimnar himself. This is also where you will find complete rules for each unit and any unique wargear or special rules it may have.

The section culminates with a breakdown of the weapons, companion beasts and wargear that the Space Wolves use to slaughter their foes.

A Company of Wolves: This section is bursting with colour photos of the extensive range of Space Wolves miniatures available for your collection. Brought to life by our world-famous 'Eavy Metal painters, these models have to be seen to be believed. Space Wolves iconography and pack markings are also provided to help you collect and paint your own Great Company.

Space Wolves Army List: The army list takes all of the units and heroes presented in the 'Warriors of the Fang' section and arranges them so you can choose an army for your own games. Each unit type also has a points value attached to help you pit your force against an opponent's army in a fair fight – just how the Space Wolves like it.

FIND OUT MORE

This Codex offers you everything you need to collect and use a force of Fenris' finest, but there's always more to learn. The monthly magazine White Dwarf contains articles about all aspects of the Warhammer 40,000 hobby, and you can find articles specific to the Space Wolves on our website:

www.games-workshop.com



THE SKY WARRIORS

ON THE DARKEST NIGHTS THEY COME
THE SKY WARRIORS OF FENRIS
RIDING UPON STEEDS OF STARFIRE AND FLAME
STRIKING LIKE STORM-WRATH ABOVE

AS TALL AND BROAD AS THE BEAR, EACH ONE
THEIR FANGS ARE KNIVES OF BONE
IN THEIR ARMS THE STRENGTH OF THE KRAKEN
IN THEIR VEINS THE BLOOD OF THE GODS

CLAD IN LIVING AND BREATHING STEEL
THE BROTHERHOOD KNOWS NOT FEAR
PELT OF WOLF AND SKULL OF FIEND
RUNE AND TOOTH AND BLADE

HELL-FORGED WEAPONS, A HUNDRED DEATHS
THE STEEL THAT SEEKS THE HEART
THE DRAGON-BREATH TURNS MEN TO ASH
THE BLADE THAT SINGS A DIRGE

RAVEN AND CROW DINE WELL IN THEIR WAKE
WYRM FEARS THEIR HOWL. TROLL SLINKS AWAY
GREAT-WOLF KINDRED LOPE AT THEIR SIDE
THUNDERWOLF BARES HIS THROAT

THE FELL BREATH OF WINTER IS NOTHING TO THEM
THE FLAMETIDES OF SUMMER NO WORSE
THEY FEAST AS THEY FIGHT, HEARTY AND WELL
DEATH'S TOUCH GIVES THEM NOT PAUSE

FROM ICE-BOUND ASAHEIM, HIGH IN THE CLOUDS
THEY COME ON WINGS OF FLAME
THE LORDS OF IRON FORGE BEASTS OF WAR
ICE STORMS PROWL IN THEIR WAKE

THEY SMITE OUR ENEMIES, TAKE THEIR PELTS
THEY SLAY THE BEASTS OF THE VOID.
THOSE THEY CHOOSE TO FIGHT AT THEIR SIDE
REBORN IN THE REALM OF THE GODS.

- THE LEGEND OF THE SKY WARRIORS.

AS RECOUNTED BY HAGAR ONE-HAND, SKJALD OF THE WOLFTOOTH TRIBE



THE DEATH WORLD OF FENRIS

The home world of the Space Wolves is Fenris. It is situated in the galactic north of the Segmentum Solar, at the edge of the region known as the Eye of Terror, from which come the raiders and despoilers of the foul Chaos Gods. Fenris is thus at the forefront of the Imperium's defence against Chaos. The Space Wolves maintain the vigil that began many thousands of years ago at the close of the Horus Heresy, and watch over a hundred worlds besides. Their domain stretches far and wide across the scattered stars that girdle the Fenrisian system, but it is the bitter death world at its heart that the Space Wolves call home.

Fenris is a world of ice and fire, dominated by extremes of climate. It is listed in the Apocrypha of Skaros as one of the three most deadly and turbulent worlds inhabited by man. For the most part its surface is covered by water, and its tiny land masses are no more than islands scattered sparsely upon the mighty sea. The one and only sizeable continent, Asaheim, lies at the north 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. The grinding mountains that punctuate the waters are stilled so that at the height of winter a man can walk between the

many isles upon which the Fenrisians dwell. It is said that Sigurd the Tall climbed from the girdle of the world to the peaks of Asaheim in the north, and his mighty deeds 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, the Wolf's Eye swells in the sky and a brief spring warms the surface. During this period the ice retreats to the poles and gargantuan dwellers of the deep waters emerge to enjoy the bounty of sun-spawned plankton, bladfisch and other short-lived oceanic life forms.

As Fenris reaches the point at which it is closest to the sun, the passage of the planet breaks and twists the sub-oceanic crust, exposing the molten core to the icy waters. It is then that the time of fire and water is at hand. With explosive violence the world is torn asunder. Blazing islands rise from the sea spewing flame and lava pouring down their slopes. Below the surface the waters boil into steam that engulfs Fenris with its sulphurous fumes. Great tidal waves scour the coasts of Asaheim. Islands created in the upheaval of preceding years are cast into turmoil by this global metamorphosis. Some endure, but many are broken apart or swallowed by the sea, engulfed in the churning oceans and 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.

ASAHEIM

Native Fenrisians are used to the annual pattern of destruction and have learnt to love the endless changing of their lands with a fierce warrior pride. Only on the 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 ice bears, gigantic elk and shaggy mastodon, as well as stranger creatures such as snow trolls, shape-shifting doppegangrels and the great white wyrms that burrow through the glaciers and fjords. The deadliest of all are the wolves of Fenris themselves, for their wits are as sharp as their teeth, and the largest of their number is the equal to any of the great predators that slither and stalk through the icy wastes.

Yet Asaheim is remote, surrounded by cliffs thousands of feet high that raise it above the seas and separate it from the oceans as one world from another. Its fabled land mass 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. Some of these aquatic behemoths are as large as islands and can consume a longship with a single swallow. Others are long and serpentine, with boiling red steam for blood and shield-scales that glint in the sun like mirrors. These sea-beasts will sometimes pluck a sailor from the deck



of a ship and drag him to his death in the cold waters. Still others are too uncertain in form to describe, many-tentacled things with razored beaks and cold eyes like beacons that shine deep below. It is against these creatures that the warriors of Fenris 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. This is why the child-gift is always the axe, and why those that will not grasp it are cast outside to die quickly in the freezing seas. Their survival depends upon their wits and determination as much as their skill with sword and spear.

Because 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 a great part of the year the tribes endure a savage sea-borne existence which often ends in a watery death or in battle against the monstrous creatures of the deep. The competition for food is great, and the tribes are often drawn into conflict over the planet's precious resources.



THE WARRING TRIBES

Of these resources the most valuable of all is land. No man knows how much the land will change at the turning of the year. Sometimes old islands survive the changing of the seasons, and good fortune may preserve a tribe's territory intact for many years, but it is more likely that 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 where before there were many. When this happens there will be bloody war between the tribes, and only those who succeed in finding new land and establishing themselves will prevail.

Once the time of fire and water has passed the Fenrisians must settle the newly formed lands quickly, for soon their supplies will run out. If they can find no new land they must resume their wars for the territories of other tribes. So it is that the life of the Fenrisian is one of continual migration, and of constant, bitter warfare.

"IT IS SAID THAT IN THE TIME OF MAKING, THE ALMIGHTY CAST THE SPHERE OF FENRIS INTO THE SEA OF STARS, RECKONING IT TO BE NO PLACE FIT FOR LIFE, BUT THAT FENRIS FELT THE COLD OF THE DARK AND RAN BACK TO THE WARMTH OF THE SUN, CALLED THE EYE OF THE WOLF. THE HEAT OF THE EYE PROVED TOO GREAT, AND FENRIS FLED INTO THE OUTER DARK 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

THE DWELLERS ABOVE THE CLOUDS

Despite their hardships, the Fenrisians consider themselves blessed, for it is only warriors forged by such a life that can become the greatest of the Emperor's defenders. It is from these redoubtable and stubborn tribes that the Space Wolves recruit their kind.

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, 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 never appear openly amongst the warrior clans. To uninitiated Fenrisians the Space Wolves are known only as the Sky Warriors, glimpsed only occasionally from afar, possessing powers magical and holy. To them, the Sky Warriors are the warriors of myth, the companions of Russ who will fight alongside the Primarch in the final battle at the end of the universe. To them, the lands of Asaheim are the forbidden realms of the divine, where native tradition forbids man to go. Only a warrior chosen by the gods can enter the fortress of Russ at Asaheim's peak. Thus the Fenrisians have become accustomed to the bravest of their young warriors earning a place beside the gods, vanishing from the everyday world and going to live in the high realm of Asaheim. So it has ever been. So it will ever be.





THE HISTORY OF THE SPACE WOLVES

There are over a thousand Chapters of Space Marines that maintain the age-long vigil against the enemies of Mankind. The Space Wolves are one of the most famous of all Chapters, and their name and honours are known throughout the galaxy. One of the original twenty Space Marine Legions, the Space Wolves were founded by the Emperor over ten thousand years ago.

The Space Marine Legions were created to take part in the Great Crusade, the Emperor's reconquest of the galaxy which established the Imperium as it is today. Before the Great Crusade, Terra had endured thousands of years of isolation whilst impenetrable Warpstorms seethed and howled throughout the western part of the galaxy. The Emperor was trapped upon Terra by these Warpstorms, and was therefore unable to do anything but prepare his armies and make plans for the reconquest to come.

THE PRIMARCHS

The Emperor's first efforts were directed towards the creation of a number of superhumans that he called the Primarchs. The Primarchs were genetically engineered creatures, artificial humanoids with astounding abilities. Each was created differently, with his own unique powers. Some were made so as to resemble humankind, but many were of titanic proportions and strange appearance. The Primarch experiment never reached its conclusion, as the nascent

creatures were scattered throughout the galaxy by a terrible force. The Emperor was able to use his psychic powers to save the infant Primarchs, but he was unable to return them to Earth. The Primarchs were caught up by the winds of Warp-space and lost.

The Emperor was unable to duplicate the long and arduous work through which he had created the Primarchs. Instead, the raw material developed during the Primarch project was used to create the Space Marines. A number of artificially cultured organs were 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. 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 designed to interact with ordinary human body tissues as they became functional, enhancing muscle growth, stimulating mental processes, and subtly altering the recipient into a super-human warrior. Compared to the Primarchs whose genetically engineered powers they inherited, the Space Marines are but pale shadows, but they are still the most mighty of men and the greatest of the Emperor's loyal warriors.

THE GREAT CRUSADE

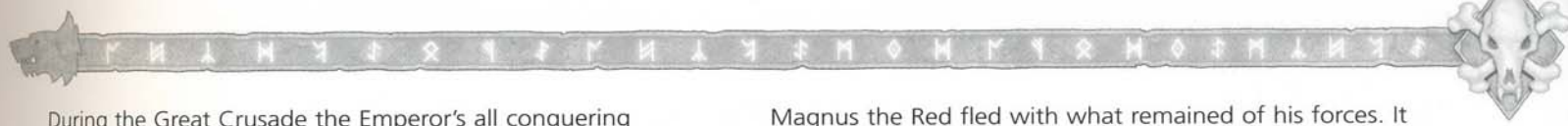
From the residue genetic helices of the Primarchs the Emperor created twenty Space Marine Legions, each utilising the genetic material derived from one of the Primarchs. Most of the implants were common in type and function to all twenty Legions, but there were subtle variances in the genetic structure due to their different origins. Thus the warriors of the twenty Space Marine Legions echoed to some degree the particular strengths and powers of the Primarch whose genes were used to develop their own implants. The implants of the Space Wolves were developed from the genetic helix of the Primarch Leman Russ.

At this time the Emperor only knew that his Primarchs had been spirited away by Chaotic forces – he had no idea where they were or even whether they had survived at all. Only later, during the Great Crusade itself, was the Emperor able to recover the Primarchs. By then, of course, they had grown to adulthood amongst whatever civilisations existed on the planets where they happened to be. Not all of the Primarchs found themselves on advanced worlds, and many had been found upon deadly or inhospitable planets. Leman Russ was found and raised by the tribesmen of Fenris. He was taken in by the court of King Thengir, and as he grew to maturity, won a thousand victories and eventually took the throne, the Wolf-King became a living legend.



**“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.”**

– The Saga of The Wolf-King



During the Great Crusade the Emperor's all conquering Space Marine Legions liberated thousands of human worlds. Across the galaxy, humanity was drawn into a single mighty Imperium. The world of Fenris was discovered early on, lying as it does in the north-western part of the galaxy. The Fenrisian legend of the Wolf-King was identified as that of the youthful Leman Russ, and the Emperor descended to the planet to meet him. Russ was a giant of a man, as ready to laugh or to feast as he was to fight, but when he took up his sword it was as if time stood still to watch his prowess. Legend has it that it was the Emperor himself who finally confronted the barbaric Primarch and won his fealty by defeating him in single combat. The Primarch accepted his first ever defeat with a smile and a handshake, and 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 led the Space Wolves in many wars throughout the galaxy, proving 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 fortress 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 of 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 Legion of Space Marines. One of these Primarchs was the Warmaster Horus. Horus was the most powerful of all the Primarchs and also the closest to the Emperor. He became the Emperor's most trusted commander and greatest friend, 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 Legions sided both for and against Horus. At first, few suspected the heinous evil that had swayed Horus, and some Legions stood aside from the conflict, unsure of what to do. 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 it was Horus himself who had become corrupted in spirit. It was he who had pledged allegiance to the Chaos Gods in return for powers unimaginable to mortals, even such mortals as the Primarchs.

The Space Wolves remained loyal to the Emperor throughout the Heresy and took part in some of its most renowned actions. From these times, 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 later chroniclers of the Administratum describe the bloody events of those days. According to their own lore, the Space Wolves were pivotal in one of the early campaigns in the war, when the entire Legion attacked and devastated the Thousand Sons Space Marines on their home world of Prospero. The Primarch of the Thousand Sons, the cyclopean giant Magnus the Red, is said to have fought Leman Russ whilst all around loyalist and traitor Space Marines battled for supremacy. Eventually the Thousand Sons gave way, and

Magnus the Red fled with what remained of his forces. It was whilst pursuing the Thousand Sons that the Space Wolves lost the Thirteenth Company, known as the Wulfen-kind. Since then the Space Wolves have never had a thirteenth company nor has any Wolf Lord borne the badge of the Wulfen.

THE CODEx ASTARTES

The Space Wolves were not present during the final battle for Earth which ended the Heresy and doomed the Emperor to a living death in the stasis field of his Golden Throne. Afterwards Leman Russ was to rage against events that kept him from his beloved Emperor. He led the Space Wolves deep inside the Eye of Terror in pursuit of the renegade Space Marine Legions. Eventually Russ disappeared altogether, taking only his retinue with him. Though the Wolf Lords have led many of the crusades they call Great Hunts in the hope that they can finally be rejoined with their lost Primarch, the fate of Russ remains uncertain to this day.

"OF ALL THE PRIMARCHS, THE END OF LEMAN RUSS IS THE MOST MYSTERIOUS, FOR HE IS ACCOUNTED TO HAVE VANISHED TEN THOUSAND YEARS AGO. ONE OF THE MOST FUNDAMENTAL OF THE SPACE WOLVES' TENETS IS THE BELIEF THAT THEIR PRIMARCH WILL EVENTUALLY RETURN FOR THE FINAL BATTLE AT THE END OF THE UNIVERSE."

– Balthazar von Heppel, Ministorum Adept

With the permanent enthronement of the Emperor came a different age, and the rule of 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. Throughout the galaxy, the tainted were sought out and destroyed. Never again could the Imperium tolerate the possibility of Space Marine armies falling under the influence of an enemy. The original Space Marine Legions were broken up into smaller Chapters and a code was drawn up to redefine their role and jurisdiction within the Imperium. This code was called the Codex Astartes. Whereas before the Heresy, a Space Marine Legion might number ten thousand or more warriors, under the new order each Chapter's size was limited to about a thousand. The original Legion survived as a smaller Chapter and continued to keep its old name, but the remaining Space Marine warriors were reorganised into new Chapters.

The new Chapters became known as the Second Founding. These Second Founding Chapters all claim a genetic brotherhood with the original Space Marines and the Primarchs. The Space Wolves were divided only once, creating the ill-fated Wolfbrothers Chapter. Perhaps the High Lords recognised the problems of genetic instability that would plague the legacy of Leman Russ, giving rise in later times to the terrible curse of the Wulfen. Perhaps Leman Russ had no intention of breaking apart his mighty Legion so that they could be divided and conquered if necessary. What is known, however, is that the Space Wolves had and still have little regard for the dictates and military tradition of the Codex Astartes, instead holding sacred the teachings of Russ that are handed down from Wolf Priest to Blood Claw whelp even to this day.



ITES OF INITIATION

On Fenris, strangers stalk the lands of men. In the long halls, tales are told of mysterious 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, cloaked in the pelts of the Wolves of Fenris. The strangers 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.

Sometimes, when the longships come ashore and blood stains the snow all around, these same strangers will be watching. If a warrior shows the signs of greatness during battle the strangers may descend from on high and approach him, to the awe of all who witness it. Often the chosen one is on the point of death, but the strangers care not. They take their prize with them away into the blizzards, and the youth is never seen again. Some say that they vanish into the lightning, others that a great flying ship comes down to collect them, but none know for sure.

These mysterious strangers are the Wolf Priests of the Space Wolves: the Choosers of the Valiant. The youths they pick will be tested sorely. If they have true steel in their souls, the legacy of Leman Russ will be implanted in their bodies, and they will ultimately become Space Marines.



THE TEST OF MORKAI

Many are the trials which a young Fenrisian warrior must endure before he can join the ranks of the Space Wolves. The many tests will try the warrior's wit as well as his strength, and place him in mortal dangers from which he must emerge alive if not unscathed. Although the nature of these trials is varied, the final test is always the same. This is the Test of Morkai, named after the legendary two-headed wolf that guards the gates of death.

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 gene 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 a slaving monster. 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 from across his body and his only desire is to gorge on fresh meat and glut himself on blood. His body mass grows by up to eighty percent, many of his bones fuse, and fangs sprout from his gums as he undergoes the transformation. 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, 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.

If the aspirant manages to find his way back to the Fang through the predator-haunted blizzards of Asaheim, he is implanted with the remainder of the Space Wolves' gene-seed, stabilising the Canis Helix and completing his apotheosis. A minority of these warriors do not completely conquer the gene-seed's original effects, however, and in times of great stress, they revert to the hulking, bloodthirsty state that haunts their soul like a ghastly shadow. This is the Curse of the Wulfen, and it is rightly feared.

Yet some succeed, despite the ravages wrought upon them, the multitude of wild beasts and the natural perils that lie between them and their goal. These aspirants are welcomed to the Chapter and take their place amongst the Space Wolves. As Space Marines they will live for hundreds of years, if they do not die in battle, and they will voyage through the stars to fight in the Emperor's name. They will fight monstrous Orks and heinous Daemons of Chaos. They will encounter the mind-numbing horrors of the Tyranids and they will endure the indescribable perils of Warpspace. To a man born and raised amidst the ice and fire of Fenris, this is indeed a life amongst the gods.





THE SONS OF RUSS

To those that witness them in battle, the Space Wolves represent the very elite of humanity, the pinnacle of the Imperium's artifice. The harsh conditions of Fenris breed the very strongest and most resilient of men, excellent raw material for new Space Marine recruits. The culture of each tribe encourages assiduous loyalty to fellow tribesmen and above all to the tribe's warrior king – a model that gels perfectly with the hierarchical ideals of the Adeptus Astartes. Only the very best Fenrisian warriors make it to the vaunted halls of the Sky Warriors, yet despite the fact these noble barbarians have spent their whole lives fighting to reach that sacred ascent, their journey has barely begun.

THE FORGING OF A LEGEND

Just as a single Fenrisian warrior would be more than a match for several normal men, a single Space Marine could overcome a dozen Fenrisian tribesmen even when unarmed. Such is the scale of the changes wrought upon each aspirant during his transformation into one of the Sons of Russ.

The aspirants undergo the complex physical and mental processes necessary to produce a Space Marine without so much as a word of complaint. They know that no matter the agonies they endure, the searing pain is only temporary, whereas the power granted unto them by their transformation will be theirs for eternity. After all, Fenrisians know that nothing worth having is won without a good deal of blood and sweat being expended in the process.



Once the augmentative surgery is complete, where once stood a heavily muscled but still-human warrior now stands a huge, genetically altered killer, halfway to becoming the perfect tool of war. The gene-seed implanted into his body comprise a series of extraordinary organs that grant 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 regardless. He can sustain and swiftly heal 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 their flesh. Space Marines are the creations of the Emperor himself, and they share a measure of his power.

As incredible as it may sound, Space Wolves have uncanny abilities above and beyond even the superhuman Space Marines of the other Chapters. Due to the peculiarities of Russ' heritage, each of the Space Wolves has incredibly acute senses that can detect the scent of his prey in a snowstorm or pick out his quarry's breathing pattern in the midst of a raging battle. Over the course of 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. Some carry the genetic heritage of the Canis Helix even deeper within them, and there are many dark tales of the horrific transformations that these warriors undergo when the battle-rage is upon them.

THE TOOLS OF THE WARRIOR

Mighty as he is, a Space Marine unclad is nothing compared to the warrior he becomes when he is girded for war. Every Space Marine bears upon the upper layers of his torso a complex interface known as a black carapace. This allows him to wear power armour, a miracle of the Imperium's technology that gives the distinctive silhouette of the Space Marine. Power armour is made from adamantium and ceramite, two of the hardest substances in the galaxy, and its inbuilt systems increase the strength of the wearer until he can crush skulls with a single punch and tear throats out with the swipe of a hooked hand. Clad in power armour, a Space Marine can run headlong through a storm of enemy firepower, 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 an artefact almost as old as the Chapter itself.

But this is far from the only weapon entrusted to the warriors of the Space Wolves. Well versed in the bloody arts of swordsmanship, 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 enough to cut a man in two with one swing. Such blades are often used in conjunction with bolt pistols, compact but lethal versions of the holy boltgun. The boltgun is as deadly a weapon as a warrior could wish for – able to visit a storm of explosive bolts upon the foe with a single squeeze of the trigger – and hence it 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 naturally ferocious and aggressive warriors in the Imperium. Such a perfect collusion of science and natural ability has proven unstoppable on a million battlefields.

But 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 complete. 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 valourous death in battle. It is for this reason above all that the Space Wolves are such indefatigable warriors, for they know not fear or doubt, holding their heads high as they fight on towards their destiny.



THE FANG

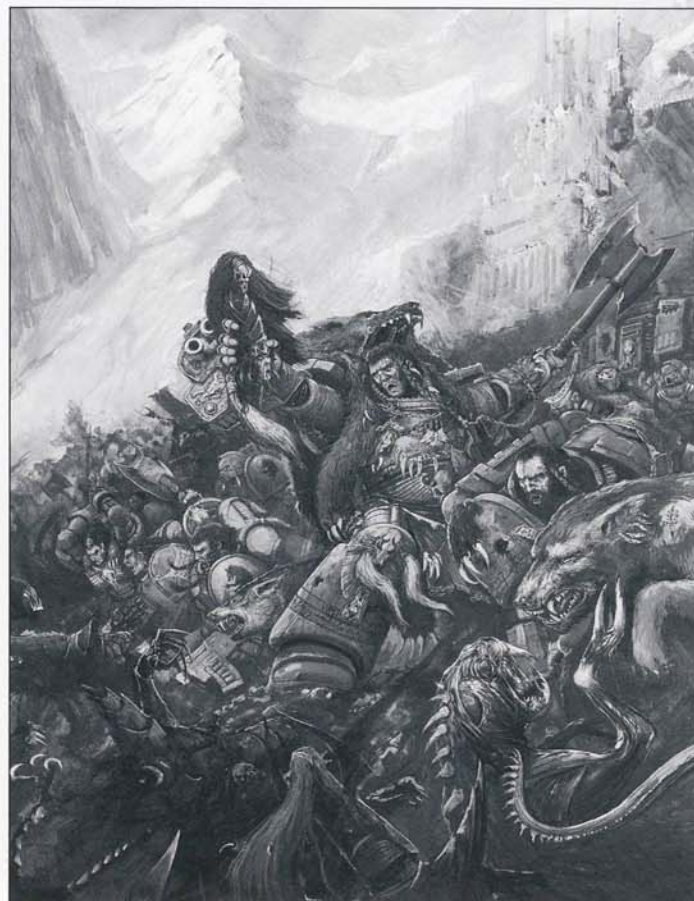
Towards the centre of the vast plateau of Asaheim there is a range of mountains whose peaks are said to scrape the firmament above. The tallest of all lies in the very middle of the range, dwarfing its fellows and rising like a single gnarled tooth above those that surround it. This peak, and the Chapter Fortress that is built upon and within it, is called the Fang. Like a dagger driven into the belly of the sky, the Fang pierces the atmosphere of Fenris.

The fortress-citadel of the Space Wolves is one of the greatest bastions of the Imperium, still reckoned the greatest outside of Terra. Many times during its long history it has stood inviolable whilst the forces of disorder dashed themselves against it. The Fang is clad in armour of immense thickness and strength and is cloaked by void shields more powerful than those found on even the most mighty of the Emperor's warships. Dark shafts cut miles into the mountainside conceal defence lasers that are capable of blasting apart even the most heavily armoured spacecraft. These huge weapons are as ancient as the Chapter itself, the thermal reactors that power them testament to the precious technology from the distant past.

The dark tunnels that twist and wind through the mountain's heart are prowled by numberless thralls and allies of the Space Wolves. These thralls may be man, wolf, machine, or an horrible fusion of all three, but even though many are terrible to behold they are each noble of purpose. It is said that the tunnels of the Fang are more numerous than the hairs on a troll's back, and that they extend for thousands of leagues across Fenris much as the roots of the world tree extend throughout space and time.

Deep within the heart of the Fang is a series of vaulted chambers. These ancient chambers are labyrinthine in construction, sprawling many miles underground. Here there is no light and few of the living Space Wolves ever venture into the darkness, for this is the resting place of fallen warriors. This is where the Chapter's Dreadnoughts slumber, awaiting the call to arms from the Great Wolf. The Space Wolf Dreadnoughts spend most of their time in sleep beneath the Fang, and are only awakened when they are needed in battle. As the process of achieving full consciousness is very demanding, it is only possible to awaken a Dreadnought maybe once every ten years or so. The older a Dreadnought is, the harder it is to awaken, and the longer it takes to recover before it is ready for another battle. Although there are as many as a hundred or more Dreadnoughts beneath the Fang, the Great Wolf must be careful how he uses them. To commit more than a handful at once would be a rare and momentous event indeed.

Upon the very tip of the Fang is the Space Wolves' fleet dock, where hundreds of spacecraft are maintained in armoured hangars inside the mountain. Each ship is able to carry enough Space Wolves to alter the course of a war within a single day or to cripple a city with a bombardment from above. Were a traveller to somehow penetrate the thick stormclouds that girdle the Fang and shroud it from mortal sight, he would at the very limits of his sight see these starships arrayed around the tip of the Fang, seeming to him by sheer distance no larger than ravens coming in to roost. It is from here that the Space Wolves journey to distant battlefields throughout the galaxy.





THE GREAT COMPANIES

The organisation of the Space Wolves owes more to the personality of their Primarch and the warrior-customs of the Fenrisian tribes than to the formal dictates of the Codex Astartes. As a result the Space Wolves Chapter is divided into twelve 'Great Companies', each comparable to a tribe ruled over by a warrior-king and advised by a council of elders.

A Great Company's commander is known as a Wolf Lord, a warrior whose only master is the Great Wolf himself. Each Great Company has its own headquarters and territory within the Space Wolves' massive Chapter-fortress, and has its own spacecraft, armoury, forges and other facilities. In almost all respects, it is a separate, self-sufficient brotherhood of warriors. The Great Companies each have their own ancient customs, renowned heroes and warrior traditions that they honour to this day.

Each Great Company is usually named after its Wolf Lord – Bjorn Stormwolf's Great Company, for example, which is famous for its thunderous approach to planetary invasion. When a Wolf Lord is slain, a successor is elected by the old Lord's retinue of Wolf Guard, and the Great Company takes on his name instead. This is an honour beyond measure, and each Wolf Lord strives harder than ever to live up to the heroic example set by his predecessors. Thus the Great Companies are not fixed in the manner of other Space Marine Chapters, but change throughout the ages as one leader succeeds another.



When elevated to the ranks of Wolf Lord, each new commander chooses a symbol or badge from the ancient legends of Fenris as his emblem. This symbol appears on the Great Company's banner and is commonly repeated on the armour of members of the company. It is not unheard of for a Wolf Lord to change his name to echo the symbol he has taken for his own; for instance, Egil Silverhand took the name Egil Iron Wolf when he chose the mythical beast that lies beneath the mountains as his totem.



Though there have been thousands of Wolf Lords over the Space Wolves' long history, many have chosen to repeat badges or legendary figures used by famous precursors. For example, amongst the most favoured emblems is that of Drekan the Thunderwolf, which in Fenrisian legend was defeated by Leman Russ. Currently, Bjorn Stormwolf's Great Company carries this device, though it will no doubt recur long after Bjorn has passed into legend.

THE COMPANY OF THE GREAT WOLF

In addition to the eleven Great Companies there is also the Company of the Great Wolf. When the Great Wolf dies, the entire Chapter selects his successor from amongst the twelve Wolf Lords currently leading the Great Companies. This process is done by the casting of stones into the Dragon's Skull in the heart of the Fang. Each stone is enscribed with a name-rune; whichever Lord has the most runestones at the stroke of midnight is elected as the new Great Wolf. Though these votes are usually carried by a great margin in favour of one Wolf Lord or another, on the extremely rare occasions that two Lords accrue the same amount of stones, a duel is fought between the two candidates upon the feasting table of the Great Hall, much in the manner of the duel between Leman Russ and the Emperor all those millennia ago. The victor, helping his opponent back to his feet with a smile, is roundly hailed as the new Great Wolf.

The Company of the Great Wolf is effectively another company in itself but it differs from the Great Companies in some important respects. This company is host to the Chapter's priesthood – its Wolf Priests, Iron Priests and Rune Priests. It is also where the Chapter's Dreadnoughts are kept in stasis to extend their already prolonged lifespans. These auxiliary elements, advisors and figures of legend are added to those of the other Great Companies as and when the Great Wolf deems it necessary.

Unlike the emblems of the Great Companies, the Great Wolf's emblem is always the same. This is the Wolf That Stalks Between Stars; the ancient badge of Leman Russ himself and the symbol proudly emblazoned on the Chapter's banner.

THE GRAND ANNULUS

The Grand Annulus of the Space Wolves can be found at the centre of the Hall of the Great Wolf at the top of the Fang. 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 thus 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.



Each of the stone slabs is wide as a battle tank, and it takes a dozen of the strongest Space Wolves to lift just one. Utmost care is taken in their construction and installation into the Grand Annulus, for it is said that to shatter a name-stone is to condemn its Great Company to an ignominious end.

As Wolf Lords die their name-stones are removed from the Hall of the Great Wolf and taken to the Grove of Heroes, where they circle the oldest name-stone of all, that of Russ himself. Here they lie for eternity in huge concentric rings, a reminder of the heroic leaders of the Space Wolves across the ages.



WARLORDS OF THE FANG



Bran Redmaw's Company

Bran Redmaw, whose personal icon is the Bloodied Hunter, likes nothing more than to hunt under the full moon. Bran is instinctively cunning, able to second-guess his enemies and ensure that his Grey

Hunters lie in wait for the enemy after the fury of his front line forces them to retreat. The savagery of his company is legend – an enemy force trapped by Bran's Great Company will quite literally be torn to pieces.

The sign of the Bloodied Hunter is associated with those with the Mark of the Wulfen, and indeed there are many in Bran's Great Company who bear that peculiar curse – some even whisper that Bran has been seen to take on a different form when caught up in the hunt.



Engir Krakendoom

Coming from a proud line of warlords who rule over the southernmost isles of Fenris, Engir Krakendoom is born of hardy stock indeed. The people of the south, dark of skin and temperament, are expert explorers

and oarsmen. They ply the infested oceans of Fenris in search of sea monsters; harpoons and long-axes at the ready. It is said that Engir was given the name Krakendoom after he was borne under the waves by a giant, many-limbed sea devil. When man and monster eventually surfaced it was Engir alone who roared in triumph, later claiming to have throttled the beast with its own tentacles.

Krakendoom's sigil is that of the Sea Wolf. Krakendoom's company prefers to go to war in armoured transports, and boasts many Swiftclaws that act as outriders for the main force. Engir's men excel in ship-to-ship conflicts and boarding actions; when the Space Wolves ply the Sea of Stars it is usually Engir Krakendoom's Company that leads the way.



Erik Morkai

If the other Wolf Lords still knew fear, they would fear Erik Morkai. Named after the Deathwolf long before he took the sign of the two-headed beast, Erik has always been grim and stern of aspect. His

company boasts a great many Wolf Scouts, fellow veterans who appreciate their master's taciturn demeanour and no-nonsense approach. Erik usually solves the problems that come his way with swift and bloody acts of violence – he was elected because of his terrifyingly effective methods rather than his personality. His more stable twin, Irnist the Wise, left Erik's side to serve as Rune Priest to the Great Wolf; an act for which Erik has never truly forgiven him.

"THEY BELIEVE THEY ARE TOO GOOD FOR THE CODIX ASTARTES. THESE... THESE WOLF-MEN? TOO GOOD FOR TEN MILLENNIA OF TESTED AND REFINED BATTLE WISDOM? THEN LET THEM FIGHT AS SAVAGES, I SAY. LET THEM FIGHT AND DIE."

– Captain Nico Trevellias of the White Consuls



Gunnar Red Moon

The Wolf of the Red Moon is a terrible god of vengeance in Fenrisian society; a great skeletal beast that prowls the seven hells, eternally devouring the bodies of the unworthy and yet never growing fat. The

Wolf Lord who bears it as his personal symbol, on the other hand, is as broad as a menhir. A roaring, laughing, bear of a man, Gunnar favours his Long Fangs more than most, for he reasons that veterans make the best companions in the feast hall as well as upon the battlefield. A great teller of tall stories, Gunnar took the Red Moon as his symbol after the invasion of Bal'yth's Orb, where he claims to have killed so many Eldar that their blood stained the planet crimson.



Logan Grimnar

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 hence competition for a place in his Wolf Guard is extremely tough. After all, what son of Russ would not give his life for the glory of fighting alongside the Great Wolf?



Harald Deathwolf

Harald Deathwolf has taken the symbol of the Ravening Jaw. The Ravening Jaw symbolises the Wofltime, the end of all things, when Morkai will eat the sun and eternal night will shroud the stars.

Harald himself rides to battle upon the great grey wolf, Icetooth. It is said that Harald's senses are so sharp he can smell the fear of his prey from several leagues distance. His Great Company goes to war accompanied by a host of lupine beasts, be they flesh and blood, cybernetic construct or even the spirits of loyal companions.



Bjorn Stormwolf

The military actions of Bjorn Stormwolf's Great Company are typified by noise, intimidation, and splendour. Bjorn is a hairy, red-faced mountain of muscle to whom calm and introspection are foreign

concepts. He has taken the Thunderwolf as his symbol, for he too is a creature of might and ferocity over stealth.

Bjorn fills a silence with his booming voice just as completely as he fills his ornate suit of Terminator armour. He has been known to interrupt Imperial dignitaries with a loud belch (or worse) if they begin to bore him. Bjorn's spectacular assaults reflect his impatient and aggressive nature, and invariably include lots of heavy weapons, bikes and Vindicators – essentially anything that makes a great deal of noise. The Great Wolf employs Bjorn for frontal assaults rather than stealth missions favoured by Erik Morkai, which the Stormwolf dismissively refers to as 'whelp-work'.



Egil Iron Wolf

In Fenrisian mythology, the Iron Wolf lies dormant beneath Asaheim, a beast so vast that the mountains are the fur on his back and the seams of metal within them are his veins. If that were so, then Egil Iron Wolf

would owe his totem a great debt, for his Great Company is replete with metallic beasts of war. The armoured assaults of Egil's Company are famous across the Fenris system, typified by great roaming packs of transport vehicles that cut off the prey's escape routes whilst Egil's heavy tanks tear bloody chunks out of the enemy army. Egil himself, an ugly and cog-toothed brute made of more metal than flesh, rides at the head of each armoured assault in a personalised Land Raider that still bears the shields of his original household.

"YOU CALL YOURSELVES TRUE WARRIORS, WITH YOUR PALACES AND FOUNTAINS, YOUR MEDALS AND PARADES? I GRASPED MY FIRST AXE WHEN I WAS STILL IN MY BIRTH-CAUL. I EARNED MY FIRST WOLFSKIN WHEN I WAS STILL A WHELP. I'VE BEEN FIGHTING EVERY SINGLE DAY OF MY LIFE, SON. PERHAPS YOU'RE TODAY'S CHALLENGE, EH?"

– Vorek Gnarlhist of the Iron Wolves



Krom Dragongaze

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 foolish enough to challenge his decisions. Highly competitive, Krom loves taking part in all kinds of contests with his fellow Wolf Lords, be they eating, drinking, duelling, hunting, or the Trail of the Bladed Eye, at which Krom excels. As with all Space Wolves, however, Krom prefers to prove himself in battle above all. He keeps a great many Wolf Guard in his Company, for the Fierce-eye believes that valour should be rewarded wherever it is to be found.

Krom's sigil is that of the Sun Wolf, who makes the belly of the sun his lair, and attacks Fenris anew with every dawn.



Ragnar Blackmane

The Great Company of Ragnar Blackmane is second only to Logan Grimnar's, boasting almost two hundred battle-hardened warriors and led by perhaps the most talented Wolf Lord of all. Though

Blackmane is slight in comparison to the enormity that is Bjorn Stormwolf and though he has yet to earn the wisdom of Grimnar, his sheer ferocity is legend. It is usually Ragnar who wins the yearly duelling contests that are fought between the Wolf Lords atop the highest point of the Fang. Ragnar Blackmane's Great Company frequently has the honour of leading the Space Wolves' planetary invasions, and rightly so, for it is a role at which Ragnar and his warriors excel – his packs are the undisputed masters of the Drop Pod assaults known as the Claws of Russ.



Sven Bloodhowl

The warriors of Sven Bloodhowl's Great Company tattoo themselves with runes, interlacing designs and scenes from their own sagas. Sven's own saga is so extensive that every inch of his body is tattooed, and yet still he has run out of room. In fact he has taken to using the skins of his victims as a canvas with which to chronicle his latest deeds!

Sven has embraced the sign of the Fire Breather, a volcano that lies a hundred leagues north of the Fang. At least Sven and his men practice ever more dangerous acts of fire-breathing and the infamous walking conflagrations, which Bloodhowl likes to say 'warms his men up nicely'. Afterwards they like nothing more than washing heavily spiced meat down with flaming liquor. Bloodhowl goes to war amidst a great horde of close combat specialists, and legend has it that his vanguard will breathe flame into the ranks of their foe, laughing evilly as they close in for the kill.



Kjarl Grimblood

A fierce rival of Sven Bloodhowl, Kjarl Grimblood and his Great Company bear the sigil of the Fire Wolf. In Fenrisian myth the Fire Wolf burns without being consumed, and it is his voice of flame that

melts the snows and thaws the glaciers before each season of fire. Kjarl Grimblood's foresight is so supernaturally acute that it is said that he has the Gift, and that he is able to see the future in the flames, though none say it in his presence. His Great Company favours a great many flame weapons, boasting no fewer than twelve Land Raider Redeemers. So it is that his Grey Hunters have a special rite of passage – once a Grey Hunter has killed his prey with flame, he has earned the right to paint his face with blood before each battle, the crimson flames upon his countenance marking him as a Red Hunter for all to see.

"GUARD YOUR TONGUE, WHELP, LEST I CUT IT OUT. I CARE NOT FOR YOUR MOON-TOUCHED RAMBLINGS, NOR FOR THE TALES OF YOUR GRANDMOTHER. MARK THIS WELL – OF THE 13TH COMPANY WE DO NOT SPEAK."

– Ulfric Hoodclaw



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 Magnus the Red into the Warp at the time of the

Heresy. It has come to represent all of the Great Companies in the history of the Space Wolves who have been destroyed in battle, lost on campaign or recounted their oaths of fealty, and hence is the subject of many veiled comments and superstitions. Only a handful of outsiders have ever seen the stone or heard of its existence, and to suggest a company 'walks to the 13th Stone' is a grave accusation indeed.



WAR IN THE SEA OF STARS

During the latter days of the 41st Millennium, the Space Wolves are embroiled in war after war without pause or respite. Some amongst the Priesthoods of the Chapter believe that the Wolftime is approaching fast. They have seen dark omens and signs of the End of Days, where the Deathwolf Morkai will swallow Fenris' sun, and every living thing will fight until death and darkness rule the stars. If this is true, then one thing is sure – the Space Wolves will blaze brightly in defiance before the lights of the galaxy go out forever.

The Purging of the Starkrusha 739.M41

The titanic flagship of Waaagh! Godstompa bursts from the depths of the Warp in a localised nebula of green ectoplasm. Wolf Lord Finn Goresson, famously stubborn and ferocious, immediately diverts his meagre fleet's course to engage the hulk. Finn is victorious in his early engagements, at one point driving the armoured prow of his Strike Cruiser straight into the weak point of the Ork superkrooza *Longtoof* and out the other side, breaking it in two. His ships are dwarfed by the *Starkrusha*, however, and sustain serious losses from its firepower. Finn ploughs on through the ectoplasmic cloud until the side of the *Starkrusha* looms up ahead. He slams his Strike Cruiser into the maw-like launch bays of the hulk and leads his Great Company in a sustained boarding action against the Ork horde inside. The resultant war in the bowels of the *Starkrusha* lasts for the best part of six months, but nonetheless Finn eventually emerges triumphant, Godstompa's severed head hanging from his belt.

The Trammelling of the Sagas 741.M41

Inquisitor Bastalek Grim attends the Great Feast of Gerrod Redbeard, committing the sagas recounted there to his eidetic implants and later entering them into Imperial records in the now-infamous treatise 'the War of the Giants'.

The Battle of the Maelstrom's Maw 781.M41

The Great Hunt of the famously ugly Wolf Lord Osric Three-Fists comes to an end when, as he circles the Maelstrom, his strike force is ambushed by a much larger Chaos fleet. The massive Chaos flagship, *Storm of Hate*, cripples Osric's own craft, the *Voidfang*, with a single devastating broadside. Left with only a few minutes in which to act, Osric and his men don their helmets and boost out of the airlocks pack by pack. They float through space towards the *Hate*, shockwaves from their dying vessel driving them through the void. Though only thirty of Osric's men make it through the flagship's firestorm, they clump onto the Chaos flagship with their magnetised boots and breach its hull with repeated blows from their power fists and thunder hammers. Working their way inside and battling their way to the bridge, Osric and his Wolf Guard turn the firepower of the *Storm of Hate* upon its allies, carrying the day.

The Death of Ur-Bolg 818.M41

Ur-Bolg, father of giants, causes havoc in the armoured fjords of Aesheim. The mountainous Ur-Bolg is finally defeated when Throth Half-Head blinds the giant with a plasma blade and sends him stumbling into the ocean.



The Hunters Hunted

822.M41

The piratical Kabal of the Shattered Hand flies unhindered over the defence networks of the Luetin Necropolis. They have barely begun their bloody work when they are ambushed in turn, the Great Company of Erik Morkai hurling themselves from the windows above and boarding the jagged transports of the xenos raiders.

Honour's End

837.M41

During the Eclipse Wars, the Space Wolves fight alongside the Angels Vindicant and Flesh Tearers Chapters upon the shrine world Lucid Prime. Largely due to a ferocious Flesh Tearers counter-attack, 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 driven away. 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, with the death of many hundreds on either side. This terrible event is known forever more as Honour's End.

The Daemonbane War

853.M41

The radical Inquisitor Lord Querrian turns Chaos against itself upon the Daemon-infested world of Yaogeddon. Sven Bloodhowl's Great Company, themselves battling the daemoniac hordes at Yaogeddon's molten core, are astonished when the legions of Khorne and Slaanesh turn on each other to the exclusion of all else. The astonished Sven orders his men to hold off, and when the dust settles Sven and Querrian join forces to mop up the remainder of the daemoniac horde with ease.

Days later, puritan Inquisitors of the Ordo Malleus arrive to execute Querrian for his heretical and unorthodox methods. Sven Bloodhowl intervenes, bristling with indignation at what he perceives as a gross injustice. The Ordo Malleus do not back down, and war is declared under a full moon. Though the Space Wolves eventually desist, it is not until Sven's actions have bought Querrian enough time to escape.

From out of the Warp it Came

877.M41

The Space Wolves of Engir Krakendoom's Great Company are close to hand when a vast USM-class anomaly breaches the yawning Warpgate of Sloth. Twelve thousand miles of heaving, twisted flesh, the entity defies classification until a female xenobiologist realises that the anomaly was once a void whale. Since swimming the unnatural tides of the Warp it had become something even more terrifying. As the monstrosity prepares to engulf the astral stronghold of Perillia, the Space Wolves launch towards it in drill-tipped boarding torpedoes. They bargain without the fact that the planet-sized predator has its own ecosystem, and a hostile one at that – Engir and his men are soon beset by the piscine Remora, a vampiric race of Warp-slicked bipeds with sucker-like mouths and needle teeth. After a gruesome and desperate war amongst the frond-forests and gill-chasms of the mutated void whale, Engir and his men cut their way into the beast's circulatory system and plant thermal charges deep within the behemoth's vital organs. They escape with seconds to spare before the beast finally comes apart in a great cloud of tainted blood. The Perillian Gas Belt is borne from its remains.

The Ecclesiarchy Comes to Fenris

886.M41

A quorum of Ecclesiarchy officials approach Fenris, intending to inspect and assess the Space Wolves after hearing rumours of the worship of pagan gods. Amazingly, the Space Wolves open fire upon the Ecclesiarchy as soon as they come in range of the Fang's guns. Almost a year later, the Ecclesiarchy and three orders of the Adepta Sororitas attempt to enter Fenrisian space in force. The resultant war lasts for three weeks before the Ecclesiarchy decides to let sleeping dogs lie and withdraws its forces.

An Alliance Broken

895.M41

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. A warhost of Aspect Warriors fights hard to contain the greenskin invasion in the north-west quadrant of the warzone, ultimately preventing 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

897.M41

When Hive Fleet Colossus descends in force upon the civilised world of Thressiax, the Imperial forces garrisoned there prove unable to stop the constant influx of Tyranid invaders. Imperial Command issues a high ruling for all Imperial forces to withdraw and leave 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 fiercely to this dictat. Though he himself cannot leave the front lines, he sends two full squads of Grey Hunters to reinforce the vital spaceport of Montberg so that the people of Thressiax can evacuate. With scant days before the aliens attack, the Grey Hunters intensively train the menfolk of Montberg in anti-Tyranid drill, putting the fear of Fenris into those who considered fleeing. Against all the odds, the Grey Hunters and their new recruits hold the walls of the spaceport against the screeching swarms of alien invaders, buying the settler families enough time to escape. When the six surviving Grey Hunters finally leave the spaceport themselves, Imperial High Command orders them to 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 valourous deeds.



The Lost Company of Svengar the Red

912.M41

Sailing through a wormhole in search of his lost Primarch, Svengar the Red finds himself and his men transported far beyond the rim of the galaxy, past even the Ghost Stars. The void is empty as a heretic's soul. Svengar's men begin to talk of whispered voices in the night, promising them safe haven. Unsure of his coordinates, Svengar presses on. Days pass into months. On the cusp of turning back, a dark planet is glimpsed in the distance. The Space Wolves head towards the distant orb, expecting trouble. Instead they find a civilisation of tall, fair people who live in opulent luxury of their own making, far from the war and confusion of the galactic core. Relieved to have found a base of operations, Svengar and his men begin to relax and enjoy themselves, feasting and recounting tales of their deeds to the fair people of the far-flung world. It is only when Svengar makes a casual pass at one of their women that the Space Wolves realise their hosts are not people at all. Though they fight bravely, Svengar and his men are never seen again.

The Abomination of Cyriax

954.M41

Legends come to life in the underhive as, deep in the night-shrouded bowels of Hive Necros, something huge and terrible stirs. Though it kills hundreds of underhive dwellers over several nightmarish months, the call for help is only issued when a member of the hive's aristocracy is messily devoured. Logan Grimnar bids his elite Thunderwolf Cavalry to mount up and hunt the much-feared Abomination of Cyriax until death. The myth of giant warriors riding metal-skinned wolf-Daemons spreads across the entire planet.

"LOOK AFTER YOURSELF TODAY – YOU STILL OWE ME TWO FLAGONS FROM OUR LAST ARM WRESTLING MATCH. IT WOULD BE JUST LIKE YOU TO GET YOURSELF KILLED TO AVOID PAYING YOUR DEBTS"

– A typical exchange between the Wolf Guard of Ragnar Blackmane's company

Thorgir and the Bladed Dragon

963.M41

When the Thunderhawk *Wyrmbane* detects a distress call from the high magister of the feudal planet Isoulde, the Space Wolves quickly track down a bio-monstrosity that is terrorising the castles and keeps of Isoulde's people. The Space Wolves do not count upon its deadly breath, however. A great gout of flaming acid blinds the Thunderhawk's sensorium, causing it to crash spectacularly.

Thorgir Redhand alone climbs from the wreckage, his Terminator armour having absorbed the worst of the damage. Tracking the beast down, Thorgir enrages the monstrosity with hammer blows to its slimy underside, and leads it raging to the great stone cathedral of Loftspire. The beast's rampage caves in the walls of the cathedral, but it is Thorgir who causes the building to collapse, landing a mighty blow upon its central pillar with his hammer. Slowly, the spire of the towering cathedral topples and falls to earth, piercing the neck of the great beast and killing it outright. Thorgir too is buried under hundreds of tonnes of rock, but when the grateful people of Isoulde eventually dig him out, the fire of defiance burns in him still.

The War under the Ocean

966.M41

The Tau Empire, encroaching ever further into Imperial space, mines the bed of the ocean world of Kvariam Alpha. Hidden from the eye of the Imperium, it takes a full decade for the domes and corridors that stretch along the ocean floor to be discovered by a far-scanning augur probe. With the Imperial Guard unable to engage the Tau forces so many leagues below the sea, the Space Wolves are called in.

THE BEAST-HUNT

During particularly fierce Allwinters, a Wolf Lord may lead his men in a beast-hunt, unarmed and with only their wits with which to survive. The tradition goes that a warrior is not allowed back into the Fang without the corpse of a great beast that he has slain.

The first to return, usually the Wolf Lord himself, takes a seat at the head of the table for the ensuing feast of red meat and blood-laced ale. The last to return is known as the Tail, and he is forced to serve food to his battle-brothers instead of eating it. This generally ensures that the feast descends into a brawl before too long, which is just how the Space Wolves like it.

Gunnar Red Moon's Great Company makes planetfall upon Kvariam's meagre land mass and takes the fight to the Fire Warriors stationed there. Having established a beachhead, Gunnar and his men split off from the main invasion force and launch a massed Land Raider assault into the depths. They drive deep into the ocean along the sea bed, the adamantium hulls of the Land Raiders proof against the terrible pressures of the ocean.

As the tanks near the alien domes and spires of the Tau cities to disgorge their Terminator-armoured passengers, circular portals in each section fan open and teams of graceful, propeller-tailed battlesuits move to intercept the slowly approaching armoured column. A desperate, silent undersea battle erupts, but despite the bewildering array of sleek torpedo-armed craft brought to war against them the Space Wolves still manage to shatter the domes of the Tau mining operations. The sea is choked with corpses before the Tau finally flee.

The Battle of Parenxes

981.M41

During the Badab War, pirates of the Red Corsairs lure the Space Wolves Strike Cruiser *Wolf of Fenris* into an ambush around Parenxes. After breaching the steel-grey vessel's hull, the Red Corsairs board the ship and take the fight to the sons of Russ. On the bridge, Gnyrl Bluetooth duels Huron Blackheart in single combat but is ripped apart by the Tyrant of Badab's power claw. The *Wolf of Fenris* is eventually captured. It is Huron's greatest prize to date.

The Avenging of Lord Thunderfist

983.M41

Ragnar Blackmane slays his liege's killer, Ghorox Bloodfist, in single combat. The vengeful Blackmane and his hand-picked strike force later defeat Bloodfist's Word Bearer allies during the Gravespite Massacre. Ragnar is elected Berek Thunderfist's successor in recognition of his great deeds.

The Great Devourer comes to Shadrac

998.M41

A Tyranid splinter fleet falls upon the isolated, bitterly cold world of Shadrac. The frostbitten Imperial Guard stationed there need a miracle to survive, but when a pack of Space Wolves appears out of nowhere, it appears that a miracle has arrived. Led by Skold Greypelt, the Space Wolves join the remaining Guardsmen in a last-ditch defence that consumes an entire swarm in a devastating explosion. Only a handful of warriors escape, and Shadrac is still claimed by the innumerable Tyranids, but the Hive Mind learns to be wary of the Sons of Russ.

The Wulfen Unleashed

999.M41

When the Cadian battlegroup 'Creed's Blade' volunteers for a controversial counter-invasion into the Eye of Terror to destabilise the daemonic armies massing upon the hell-world of Voidsoul, many high-ranking strategos consider the Cadians damned to a futile and horrific death. Sadly, their calculations prove correct. Thousands of Imperial Guardsmen die in terror and pain over the first few hours of the invasion. Just as the Daemon warhost begin to surround the Cadian invaders, however, something incredible happens. Long-limbed silhouettes appear amongst the greenish fires of Voidsoul for a moment, and out of nowhere come pack after pack of ravenous wolf-things, jaws snapping and claws caked with blood. Bipedal only in the loosest sense, with pieces of broken power armour clinging to their overly muscled frames, the slavering, hair-covered beasts fall upon the Daemon legions with a savage fury. Even the upright, proud figures that stalk amongst them are hideous to behold. The few Guardsmen that escape the resultant carnage and make it back to the Cadian Gate alive speak of their feral rescuers in hushed tones, for if they were indeed the lost brothers of the 13th Company, they were every bit as terrifying as the Daemon-things of Voidsoul.

The Wolves of Winter 999.M41

Lukas the Trickster's finest hour is arguably when he and his Blood Claws are banished to the Elixir system by the unforgiving Wolf Lord Dvorjac. A verdant agri-world, Elixir was once rich in iron, but the greenskins that infest it have mined it to exhaustion. Worse still, the self-proclaimed genius that rules them, Megamek, has not been idle. Iron-hulled Dreadnoughts, Stompas and Gargants of all shapes and sizes stalk the landscape the world over. Waaagh! Megamek is poised to boil out into the galaxy at large.

Calling up all available data on Elixir, Lukas finds that at the top of the world there lies a Climatrope, an ancient STC construct that maintains the planet's climate at more-or-less temperate levels. Marshalling his Blood Claws, Lukas risks a death-or-glory jump pack assault into the Ork-infested complex that houses the STC construct. The young warriors carve their way to the control room of the Climatrope and blow it apart with bundles of krak grenades before boosting through the glass ceiling to the safety of their Thunderhawk.

**"FENRIS BREEDS HEROES LIKE A BAR BREEDS DRUNKS –
LOUD, PROUD AND SPOILING FOR A FIGHT."**
– Grand Master Belial of the Dark Angels

Over the next few weeks, Elixir's temperature steadily lowers. It is not long before the entire world is consumed by blizzards of snow and freezing rain. Megamek's metal monsters begin to corrode and fall apart, thousands grinding to a halt or freezing solid before a single shot is fired. When Lord Dvorjac and his Great Company arrive to deal the death blow to the last of Megamek's forces, they find the arctic conditions very much to their liking – more than can be said for the cold, crippled forces of the Orks.

THE DISAPPEARANCE OF RUSS

No one knows what happened to Leman Russ. Some say he disappeared in the Eye of Terror whilst searching for his old friend and rival, the Primarch Lion El'Jonson. Some say that he was on a secret mission from the Emperor when he was slain in battle with a Daemon King, and that his spirit is lost in the Warp. Others say that, to this day, he walks disguised among Mankind, watching over the people of his Emperor and guarding them from the powers of Chaos.

All that is known for sure is that Leman Russ vanished on the Feast of the Emperor's Ascension in the year 197 after the Emperor was entombed within the Golden Throne. It is said that his eyes glazed over and that he had the look of a man who was overcome with a vision. He rose from the great table, put down his drinking horn, and summoned his most favoured retainers. Of these, only Bjorn Fell-Handed, the youngest, was left behind when he departed.

No one knew where Russ had gone. The Space Wolves waited for his return, but the years slunk past and still he did not come.

After seven years the surviving Wolf Lords gathered and elected Bjorn their leader, awarding him the title Great Wolf. Bjorn gathered all his warriors together in the Hall of the Fang, and announced the first Great Hunt. Russ' people would seek out their master if it took the rest of time to do it.

The tale of their deeds is too long to recount in full save on Allwinter's Eve, when the Rune Priests gather to chant the sagas. Essentially, the companies took to their ships and sailed in separate directions across the Sea of Stars. They fought intense battles against aliens and overcame voidspawn and raging Daemon alike. The Space Wolves hunted in this dimension and the next, but of Russ they found no sign, till eventually they were recalled to Fenris bearing nought but the tale of their adventures. Thus the first Great Hunt ended in failure and sadness.

Since that day there have been many other Great Hunts. Sometimes Russ appears to a Great Wolf or Rune Priest in a vision and tells him it is time. There always follow days of mighty deeds and high adventure, and though none have been truly successful, each has achieved some great good.



THE FIRST ARMAGEDDON WAR

Over the last few centuries, the Space Wolves have plunged into more conflicts than in any other period in their history. Yet perhaps their most titanic campaign remains the First War for Armageddon, a struggle that consumed one of the principal worlds of the Imperium and yet remains expunged from all official records to this day.

A factory world of incredible size and output, Armageddon was and still is the keystone of an entire Imperial sector. As with all industrialised worlds, it teems with billions of souls that scrape a torrid living from the infected grease and rotting steel of the hives, each man, woman and child fighting to breathe the same toxic air. Unrest is common upon such a world. Demagogues rail against the status quo and mutants and heretics make their webs of deceit in the shadows. During the third century of the 41st Millennium, the seeds of rebellion had taken root so firmly upon Armageddon that the whole planet was as ripe as a bloodfruit ready to be devoured by the dread forces of Chaos. If Armageddon's citizens knew the hell that was to come, they would have cherished every fume-choked hour of their miserable existences.

CHAOS ASCENDANT

From the Eye of Terror it came; the war-fleet of Angron, Daemon Primarch of the World Eaters and first amongst the favoured of the Blood God. At the head of Angron's fleet came the *Devourer of Stars*, a space hulk of such colossal size that by comparison even Angron's Strike Cruisers seemed little more than piranhas trailing in the wake of a leviathan. Every fissure and crevasse of the immense hulk crawled with mutants, renegade Space Marines and the blood-crazed, daemonic vassals of Khorne.

Despite the best efforts of the Imperial fleets, this unstoppable juggernaut bore down upon Armageddon with a terrible inevitability. Angron began his massed landings, and wave after wave of twisted drop-ships plunged to the planet's crust as if the sky itself was falling. To compound the mayhem, treachery reared its ugly head – a full half of the Imperial Guard upon Armageddon turned on their fellows, their ranks swelled by heretics and cultists. Within a week, all-out war raged in and around every hive upon the continent of Armageddon Prime. Daemons shrieked as they decimated the terrified populace, traitor Titans shook the earth with their wrath. The loyalist forces' only hope was to fall back through the equatorial jungles to Armageddon Secundus and send for help. They left behind them a landscape of the daemonic and the insane, a vista paved with bones irrigated by gushing rivers of poisonous blood.

THE JAWS OF THE GREAT WOLF

Angron's frenzied warriors carved their way across Armageddon Prime with horrifying ease, stopping the slaughter only to raise great monuments to the glory of the Blood God. Often the piled corpses of their victims reached as high as the hive-spires themselves. This small but vital delay in Angron's conquest was not wasted by the forces of the Imperium. When the Chaos invaders surged from the jungles toward Armageddon Secundus, they got far more than they bargained for. The Space Wolves had answered

Armageddon's distress call. Better still, Great Wolf Logan Grimnar's commanding presence and stirring oratory had rallied the men of Armageddon and steeled them against the horrors that assailed them. Unbeknownst to Angron's horde, the far bank of the mile-wide River Chaeron bristled with millions of reinvigorated Imperial troops, lying in wait for the Chaos forces to press home their attack.

Outnumbered nearly a thousand to one, the Space Wolves took the fight to the Chaos horde. Grimnar led an armoured assault straight across the river at its lowest point and onward towards the World Eaters Chaos Space Marines charging from the jungle, engaging them briefly and taking a heavy toll before falling back in good order. With a great roar that shook the jungle trees behind them, the frenzied Chaos horde raced after the armoured assault, pitching into the River Chaeron in headlong pursuit. As soon as Grimnar's men had reached the far bank and disembarked from their transports, the Old Wolf gave a great howl that cut through the cacophonous screaming of the Chaos armies.

The slaughter that followed was spectacular. The river came alive with devastating explosions as the tanks of the Imperial Guard rumbled into view and roared their displeasure. Massed lasfire hissed into the Chaos scum that floundered in the poisonous waters of the Chaeron as disciplined ranks of Guardsmen took up firing positions. Upon the banks, a hundred Grey Hunters stood grim-faced as they blew apart those renegades that made it to the other side with interlacing volleys of bolter fire. Where the Chaos lines were thickest, where the monstrous offspring of Chaos loomed largest, the Space Wolves waded into the river itself and set about them with frost axe and thunder hammer. An hour of frantic killing passed, then another, then another, until the river was choked with the corpses of the invaders. The tattered remnants of the blood-crazed horde hesitated, foundered, and broke.

FAITH VERSUS FURY

But the celebrations of the Armageddon soldiery were premature. To the west, Angron himself led an attack against Helsreach and Infernus hives. Entire companies of World Eaters Berzerkers butchered their way through the defence lines, and alongside Angron stalked twelve towering, gore-clad Bloodthirsters, most terrible of all Khorne's servants save the Daemon Primarch himself. Nothing could stop their rampage for, despite their determination and skill, the Space Wolves were too few. They could not hope to triumph alone against the Chosen of Khorne.

The cunning Old Wolf Grimnar, well versed in the eternal war against Chaos, had one last card to play. Days ago, upon hearing of the scale of the daemonic forces abroad upon Armageddon, Grimnar had requested the aid of the Chamber Militant of the Daemon-hunting Ordo Malleus. So it was that just as the Space Wolves launched their main assault, a full company of a hundred Terminator-armoured Grey Knights teleported into the heart of the Chaos army.

The battle that followed was truly epic. On one hand stood the physical manifestations of Mankind's rage and hate, and

against them were ranged the vessels of the Emperor's Grace. The eternal struggle within the soul of man was being played out upon the battlefields of Armageddon, just as it had been at the gates of the Emperor's Palace all those millennia ago. The only survivors to emerge from the dust of this legendary conflict were a handful of Grey Knights, faith still burning bright in their eyes despite the pall of death that hung over them. They gave little more than a warrior's handshake to Grimnar and his Wolf Guard before departing in a storm of light.



AFTERMATH

With Angron and his lieutenants banished into the Warp, the Chaos armies fell into disorder. The anarchic horde proved easy prey for the Great Companies of the Space Wolves, who hunted the body of the horde through the wastes with relentless ferocity until the entire planet seemed no more than a gigantic corpse-field.

The glory of victory was denied to the Space Wolves' allies, however. The Administratum and Inquisition were both

adamant that the taint of the daemoninc incursion be thoroughly quarantined, for it would be a greater disaster if Mankind's faith in the Imperium was shaken. For once, Exterminatus was not their proposed solution, for Armageddon was too important a world to lose. Instead, the Adept Lords decreed that all records of the invasion should be purged, and that every citizen who had so much as heard about the daemoninc taint upon Armageddon would be rounded up, sterilised and sent to enormous forced-labour camps in the far south. Millions of those who had fought alongside the Space Wolves were forced to live out the rest of their lives in slavery. With the hives empty of all save the most wealthy and influential, the Administratum imported a new workforce to replace those who had gazed upon the face of Chaos and lived. Those who even mentioned the great war were swiftly taken away to an ignominious end by the hive authorities, and within a month the planet's productivity was back to optimum levels.

Such callous expediency is not the way of the Space Wolves. When Logan Grimnar heard of the treatment of his human allies upon Armageddon he flew into a great rage, and the insults and vows he rained upon the Lord Adepts of the Administratum would have made an Ork blush. The incident fell short of actual violence by the smallest of margins; only the counsel of Ulrik the Slayer stayed Grimnar's hand, lest civil war consume the rest of the tortured planet below. Still, since that day Grimnar has held an abiding hatred for the Adepts of the Administratum, and his vows of vengeance for the heroes of Armageddon will one day be fulfilled.





THE WARRIORS OF THE FANG

This section of the book details the heroes and packs that make up the Space Wolves – their weapons, their units, and some famous characters you can use, such as Wolf Lord Ragnar Blackmane and Arjac Rockfist, the Champion of Fenris. Each entry describes the unit and gives the specific rules that they use in your games. The army list at the back of the book refers to the page numbers of each of these entries, so you can easily check back when you are picking your force or playing a game.

The Warriors of the Fang section is sub-divided into two parts. The first part describes all of the troops and vehicles fielded by the Space Wolves, including the special characters, while the second section, known as the wargear, details their weapons and equipment.

EQUIPMENT

The army list at the back of the book shows all the standard and optional wargear available to a particular model. You will find that some items of equipment are unique to particular characters or units, while others are used by more than one unit. When an item is unique, it is detailed in the following entry for its owner, and where it is not unique, it is detailed in the wargear section. A good example is the Axe Morkai, a legendary close combat weapon wielded by Logan Grimnar himself. As such, its rules are detailed in Logan Grimnar's entry. Grimnar also carries a storm bolter. This is a common Space Wolves weapon, and so its rules are to be found in the wargear section.



SAGAS

Many Space Wolves characters will have the option to take a saga. Sagas represent the long and distinguished history of a true hero, often one who has become famous for a particular style of war. Characters can purchase sagas as a special type of wargear, described in detail on page 64.

SPACE WOLVES SPECIAL RULES

Counter-attack

The ferocity of the natives of Fenris is legendary. Should a foe close with them they will leap forward with a snarl, meeting the charge of the foe head-on. To represent this, all Space Wolves have the Counter-attack special rule.

Acute Senses

The natural acuity of a Fenrisian's sensorium is enhanced a dozen times over by the implantation of the Canis Helix. All Space Wolves have the Acute Senses special rule.

'And They Shall Know No Fear'

Space Wolves may be an anarchic lot in comparison to the more traditionalist chapters, but they are still Adeptus Astartes through and through. Space Wolves automatically pass tests to regroup, and can take such tests even if the squad has been reduced to less than half strength by casualties, though all other criteria apply. Usually troops that regroup cannot move normally and always count as moving whether they do or not, but these restrictions do not apply to Space Wolves. If Space Wolves are caught by a sweeping advance, they are not destroyed and instead will fight normally. If this happens then the unit is subject to the No Retreat! rule in this round of combat and might therefore suffer additional casualties.

Units which include Thrall-Servitors, Fenrisian Wolves and Cyberwolves are still subject to this rule, providing that the unit contains at least one Space Marine.

"HIS WORD WAS THE ROAR OF THUNDER,
HIS GLANCE WAS THE LOOK OF THE EAGLE,
HIS MIGHT WAS THE STRENGTH OF THE KRAKEN,
HIS GUILF WAS THE CUNNING OF THE WULFEN,
HIS TEMPER WAS THE DEATH OF MEN."

– From the saga of the Wolf Priest Voltar the Bloody



Designer's Note: As discussed on page 81, because Space Wolves are highly individualistic, their characters will not bear the same combination of wargear into battle. In fact, Space Wolves players are encouraged to make their character models as unique as possible!

BLOOD CLAWS

The Blood Claws are the youngest and most inexperienced of all the Space Wolves, and hence they are the most eager to prove themselves. They are savage and 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.

Confident and fresh, the Blood Claws buzz with the belligerent enthusiasm of youth and the excitement of 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 insane 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 into the bargain.

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 that they will be attacked by semi-intelligent autosegments. 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 learn 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 skill and 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 usually 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 always large enough 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 men from the boys. 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.



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

SPECIAL RULES

Acute Senses, And They Shall Know No Fear, Counter-attack.

Berserk Charge: Blood Claws are famed for delivering headlong charges. They receive a bonus +2 Attacks when they charge rather than the normal +1. Note that this does not apply to other models that may have joined the pack. This bonus may not be claimed when launching a counter-attack – even Blood Claws aren't that fast!

Headstrong: Blood Claws will take insane risks in their quest for personal glory. If a pack of Blood Claws is within 6" of an enemy model at the beginning of the Shooting phase, that pack will forgo its Shooting phase altogether as it prepares for a devastating charge (they are too carried away to take careful aim!). The pack must attempt to launch an assault in the ensuing Assault phase if at all possible, which will of course benefit from the Berserk Charge rule detailed above. If a Wolf Guard model or Independent Character accompanies the Blood Claws, then the Headstrong rule does not apply – the presence of their mentor means they act with a little more common sense.

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.

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

SPECIAL RULES

Acute Senses, And They Shall Know No Fear, Counter-attack.

THE SACRED BOLTGUN OF THE ADEPTUS ASTARTES

Unencumbered by the burdens of leadership borne by the most senior of Space Wolves, Grey Hunters are free to concentrate on the destruction of the foe. To better enact this role they specialise in the use of that most sacred of all the weapons of the Adeptus Astartes, the boltgun. Also known as the bolter, the boltgun is a weapon with great reach and surety, able to slay the most hideous of monsters with the detonation of a single explosive volley.

It is common for Grey Hunters to personalise their boltguns with talismans, runes and skulls so that he may join his spirit with the weapon's own. For the same reason Space Wolves sometimes anoint their guns with the blood of those they have slain with that weapon. Despite this superstitious practice, each warrior treats his bolter as the masterwork of a gifted smith, for he knows full well that his chosen instrument of vengeance will go on to serve the Chapter long after he himself has passed into legend.



WOLF SCOUTS

Fenrisians are usually a sociable and gregarious lot, but there are those amongst them that are said to be touched by Lokyar, the Great Lone Wolf. These warriors are generally taciturn, fierce and unforgiving, and they find it difficult to abide the trappings of civilisation, even the rough and ready form epitomised by the Space Wolves. They are never truly happy unless they are roaming under the crystal blues of the open sky, virgin snow crunching underfoot, the scent of the prey in their nostrils and the promise of bloodshed hanging heavy in the air.

When such an individual is inducted into the brotherhood of the Space Wolves, they do not share the easy camaraderie and charisma of their fellow warriors. Within their cold hearts the Canis Helix breeds a silent, brooding demeanour and a murderous streak wider than a battle tank. Though these warriors are ill suited to the bonds of brotherhood formed by a traditional Space Wolves pack, they are invaluable in their own way, for their sly cunning makes them hunters and trackers of unsurpassed skill. Such individuals are banded together into loose groups called Wolf Scouts.



In most Chapters, new Space Marines are initiated into the Scout Company and only once they have proven themselves do they become fully-fledged Astartes. Not so the Wolf Scouts, who are usually taken from the ranks of the Grey Hunters. In truth, an astute Wolf Priest will spot a likely candidate for the ranks of the Wolf Scouts long before they cut their teeth in the ranks of the Great Companies, but they must learn the lessons of warfare just like their contemporaries before they are rewarded with the independence of the Scout.

Numbered amongst the weapons of the Wolf Scout are ice-cold combat knives and modified bolt pistols with which to slay foes who cannot be dispatched with a stealthy blade. It is also common for a Wolf Scout pack to be equipped with rare and priceless plasma pistols, the better to destroy armoured targets. Each Wolf Scout is clad in the carapace armour and duracloth of the lightly armed skirmisher, usually embellished with trophies and pelts of personal importance. He is also issued a variety of grenades so that he can strike hard at almost any target.

But the true weapons of a Wolf Scout pack are patience, stamina, cunning and, above all, stealth. Packs of Wolf Scouts are expected to operate far in advance of their fellows, sniffing out the forces of the foe, slinking into fortified positions and stalking and killing isolated elements of the enemy army. Many a foe has underestimated the Space Wolves, expecting a frontal assault when all the while their escape routes and supply lines are being cut off by the silent blades of the Wolf Scouts.



	WS	BS	S	T	W	I	A	Ld	Sv
Wolf Scout	4	4	4	4	1	4	1	8	4+

SPECIAL RULES

Acute Senses, And They Shall Know No Fear, Counter-attack, Infiltrate, Move Through Cover, Scout.

Behind Enemy Lines: If a Wolf Scout unit makes use of its ability to outflank, roll a dice when it enters play to see where it may be deployed. On the roll of a 1 the Wolf Scout unit enters play from the short table edge to the owning player's left, on a 2 they enter play from the short table edge to the owning player's right, and on a 3-6 they enter play from any table edge the Space Wolves player wishes. This may even be his opponent's table edge.

"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



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 or a desperate quest for vengeance. These packs of veteran Space Wolves 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 hair and beard grows thick and grey. In their youth they hungered for honour just like their younger brethren, each eager to earn his place in the sagas. Now, after countless long wars, their esteem stands tall as a mountain, commanding awe and respect from those of lesser years. Their saga is long and glorious. 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, and only a minority survive 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, know each other so well 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 as a support unit. Were it not for the Long Fangs, the monstrous beasts and battle tanks of the foe would tear bloody gouges from the packs of their younger brethren, but these veteran gunners would rather die than let that happen. The oldest Long Fang of the pack is entrusted with target selection and directs his brethren's fire where it will do the most good. These Squad 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 a bellowing Ork horde, it is the Long Fangs that redress the balance. When the enemy commanders send in their battle tanks it is these veterans that silence them. The Long Fangs say that they know the soul of every weapon in the armouries of the Iron Priests, and will take every opportunity to prove it.



	WS	BS	S	T	W	I	A	Ld	Sv
Long Fang	4	4	4	4	1	4	1	9	3+
Squad Leader	4	4	4	4	1	4	2	9	3+

SPECIAL RULES

Acute Senses, And They Shall Know No Fear, Counter-attack.

Fire Control: The leaders of Long Fang packs have trained and fought with the other members of his pack for decades or even centuries of active service. This allows him to direct his squad's firepower quickly and efficiently. As long as the Squad Leader is still alive and does not shoot in the Shooting phase the unit may split its fire and fire at two different targets instead of one. Simply declare which models will fire at each target and then carry on using the normal rules.

“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 COME I SHALL NO MATTER WHAT THE LAWS OF LIFE AND DEATH FORBID. AT THE END I WILL BE THERE. FOR THE FINAL BATTLE. FOR THE WOLFTIME.”

— Last words of Leman Russ,
Primarch of the Space Wolves

LONE WOLVES

Despite all of their skill, despite all of their valour, the Space Wolves do not always emerge victorious. It is not uncommon for each pack to lose a few more good men with every new campaign, and even the greenest recruit understands that this is the natural order of things; a process that sorts the exceptional from those who are merely strong. Over the centuries most packs, reduced to a handful of warriors, will continue to fight at reduced capacity as Grey Hunters and Long Fangs. Sometimes, though, a pack will suffer so terribly that it is reduced to a single survivor; one who has lost his brothers to a man and yet has not earned a place in the vaunted Wolf Guard. One who has no pack. One who has no rank. One with nothing left to him but bitter revenge.

These Lone Wolves, as they are known, are Space Wolves on a quest to avenge the honour of their fallen packmates. Over the bodies of his fallen pack, a Lone Wolf will swear a great oath of vengeance, painstakingly etching the names of his kin upon his blade or even into his flesh. As his oath nears completion, he vows to hunt down the most monstrous foe he can find. This he will slay in the name of his brethren or die in the attempt. In this way the Lone Wolf will win back his lost pack's honour and rejoin them in the afterlife with a fine tale with which to greet his kin. So it is that the Space Wolves' advance is often preceded by lone figures stalking through the mists, each hunting a glorious death in battle.

Once a Lone Wolf has taken his oath, he shuns the company of his fellows. Not for him the joyous fellowship of the feast or the cleansing purity of the open skies – from that moment forth he spends every waking moment physically and mentally preparing for the final battle. Even the Great Wolf himself would not obstruct or countermand the destiny a Lone Wolf has chosen for himself, for the Space Wolves take matters of honour and of kin very seriously indeed. Alone in his cell before battle, the last survivor of such a lost pack will take up his axe and shield, preparing to meet his death with a snarl on his lips and a weapon in his hand.

All too often the sagas of the Lone Wolves end in the bone-strewn lair of some vile monstrosity or under the heel of an alien warlord. Occasionally, though, the Lone Wolf will emerge bloodied but triumphant, carrying the head of his quarry back to his Great Company with a grim smile fixed upon his lips. Such individuals are almost always inducted into the Wolf Guard, their new comrades at the feasting table welcoming them with great jubilation, an enormous platter of roasted elk and enough ale to kill a mammoth.

“DARK IT WAS, AND DIRE OF FORM
THE BEAST THAT LAID THEM LOW
HROTHGAR SHARPENED FROST-FORGED BLADE
TO DEAL A FATAL BLOW
HE STALKED AND HUNTED DAY AND NIGHT
AND CAME UPON ITS LAIR
WITH SWORD AND SHIELD HROTHGAR FOUGHT
AND EARNED THE NAME OF SLAYER”

– The Saga of Hrothgar the Beastslayer,
as told by Jacgar Brittletooth



	WS	BS	S	T	W	I	A	Ld	Sv
Lone Wolf	5	4	4	4	2	4	2	8	3+

SPECIAL RULES

Acute Senses, Fearless, Counter-attack.

A Glorious Death: Lone Wolves have sworn solemn vows to die in battle and they concentrate every ounce of their being into fulfilling their oath. They simply do not allow themselves to die until they have brought the fight to the enemy! A Lone Wolf has the Eternal Warrior and Feel No Pain rules. Furthermore, in missions that use kill points, a Lone Wolf does not concede a kill point if he dies in battle. Instead, to represent his failure to meet a spectacular end, a Lone Wolf will concede a kill point if he survives till the end of the game!

Pack of One: Other Space Wolves recognise the right of their brothers to seek a glorious end to their saga upon the battlefield. Each Lone Wolf is a one-man unit that can never join or be joined by other models.

Beastslayer: Lone Wolves typically search out the largest and most hideous enemies they can find in order to win their lost pack's honour. A Lone Wolf may re-roll failed To Hit rolls against walkers, monstrous creatures, and models with a Toughness of 5 or more.



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.

Every Wolf Lord favours his chosen brethren with the best weapons he has at his disposal – antique weapons of

immense potency and ornate artefacts of ancient origin. Nonetheless, each Wolf Guard is expected to fight in the style at which he excels, for the Wolf Lords care little for protocol. Some will favour the wargear they used in their former roles as Blood Claws, Grey Hunters and Long Fangs, but there are few who can turn down the lure of raw power afforded by Tactical Dreadnought Armour. So it is that a Wolf Lord will often be accompanied into battle by a brotherhood of hulking, high-invulnerable champions, each ready to give his life for his Lord and eager to dispense his own particular brand of death.

WOLF GUARD BATTLE LEADERS

It is not only as bodyguards for the lords of the Great Companies that the Wolf Guard excel, but also as mentors for the younger Space Wolves. Their battlefield experience twinned with the raw talent that earned them their elevation makes them excellent role models. As such, Wolf Guard with an overabundance of charisma or highly dominant personalities are assigned to lead packs of battle-brothers, the better to guide them in the arts of war. The most heroic Wolf Guard, typically those judged by their Lord as born to the role of command, are sometimes assigned the control of an entire strike force as a Wolf Guard Battle Leader. Should such a 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.



	WS	BS	S	T	W	I	A	Ld	Sv
Wolf Guard	4	4	4	4	1	4	2	9	3+
Battle Leader	5	5	4	4	2	5	3	9	3+

SPECIAL RULES

Acute Senses, And They Shall Know No Fear, Counter-attack, Independent Character (Wolf Guard Battle Leader only).

WARGEAR

Cyclone Missile Launcher: Essentially a rack of missiles fitted onto the shoulders of a Terminator, the cyclone missile launcher enables the Terminator to engage both heavily armoured vehicles and enemy infantry. A Terminator can fire his cyclone missile launcher in addition to his storm bolter. Each time a cyclone missile launcher fires, the controlling player can choose which type of missile is being used.

	Range	Strength	AP	Type
Krak	48"	8	3	Heavy 2
Frag	48"	4	6	Heavy 2, Blast

"THE SPACE WOLVES HAVE ALREADY PROVEN THEIR ABILITY TO STAVE OFF THE MOST DETERMINED ATTACKS ON THEIR REALM, SO OVERT ACTION IS OUT OF THE QUESTION. HOWEVER, I BELIEVE THAT IT IS IMPERATIVE THAT THEY ARE CLOSELY MONITORED FOR SIGNS OF ABOMINATION..."

– Balthazar von Heppel

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 and are normally dappled grey or white in colouration. 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 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.

	WS	BS	S	T	W	I	A	Ld	Sv
Fenrisian Wolf	4	0	4	4	1	4	2	5	6+
Cyberwolf	4	0	4	5	1	4	3	6	4+

SPECIAL RULES

Counter-attack: Fenrisian Wolves are dauntless predators whose natural response to aggression is to go for the throat. They have the Counter-attack rule.

Loyal Companions: Fenrisian Wolves that are chosen as part of a character's wargear must always stay within 2" of their master. Fenrisian Wolves bought as part of a character's wargear allowance may enter vehicles with a transport capacity, though they will count as two models.

BLACKMANED WOLVES

The Blackmaned Fenrisian Wolf is as tall and muscular as a warhorse. Blackmanes have a similar anatomy to that of the common Fenrisian Wolf, although their heads are proportionally larger and their teeth even more pronounced. Their perpetually drooling jaws can exert as much pressure as those of an ice shark, and they are capable of hunting the largest prey through the thickest blizzard. Blackmaned Wolves are usually only seen in the dead of winter when packs descend from the mountains into the lands of the Fenrisians to feed, leaving little more than scraps of bloody bone in their wake. The most celebrated Wolf Lords of the Space Wolves have been known to go to battle alongside these noble beasts, though they are famously intractable – the Fenrisians refer to the act of attempting an impossible task as 'taming the Blackmane'. Leman Russ himself went to war with a pair of gigantic Blackmanes at his side, fierce monsters of near-human intelligence known as Freki and Geri, meaning 'Fierce' and 'Cunning' in the Fenrisian tongue.

In the myths of the Fenrisian tribes, the Blackmanes serve in the afterlife as the minions of the wolf Morkai, two-headed guardian of the Gates of Death. Legend has it that one who crosses into the afterlife with a Blackmane at his side will never truly die.





SKYCLAW ASSAULT PACKS



Skyclaw

WS	BS	S	T	W	I	A	Ld	Sv
3	3	4	4	1	4	1	8	3+

SPECIAL RULES

Acute Senses, And They Shall Know No Fear, Counter-attack.

Berserk Charge: See the Blood Claws entry on page 25.

Headstrong: See the Blood Claws entry on page 25.



"If they are so eager to die, and they will not heed the advice of their superiors, then let them rush headlong into the jaws of the lion. We can only hope some of them get caught in its throat."

— Lord Solar Macharius

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 then they 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 emergency surgery. 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?

SWIFTCLAW BIKER PACKS

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's 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.

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. Besides, they can always be sure of a good meal once their quest is complete.

When they finally find their quarry, a Swiftclaw Biker Pack will release its pent-up aggression in a pyrotechnic display of violence and destruction. This can be achieved by the use of melta-bombs, 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, boltguns blazing and warcries upon their lips. After all, nothing whets the appetite for a violent kill 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.



	WS	BS	S	T	W	I	A	Ld	Sv
Swiftclaw Biker	3	3	4	4(5)	1	4	1	8	3+
Swiftclaw Attack Bike	3	3	4	4(5)	2	4	2	8	3+

SPECIAL RULES

Acute Senses, And They Shall Know No Fear, Counter-attack.

Berserk Charge: See the Blood Claws entry on page 25.

Headstrong: See the Blood Claws entry on page 25.

“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 of the Cadian 7th



THUNDERWOLF CAVALRY

The legendary Thunderwolves dwell at the very northmost 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 male 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 rhinoceroïd 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 steel. 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 highly prized 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 space 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.

	WS	BS	S	T	W	I	A	Ld	Sv
Thunderwolf Cavalry	4	4	5	5	2	4	4	8	3+

SPECIAL RULES

Acute Senses, And They Shall Know No Fear, Counter-attack, Rending (close combat only).

Wolfkin: Thunderwolf Cavalry have joined with their steed on a spiritual and sometimes even mental level. By force of will or mutual respect, lesser wolfkin will obey their snarled commands. Any unit of Fenrisian Wolves may re-roll any failed Morale tests if they are within 12" of a Thunderwolf Cavalry model.

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 single 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 bio-mechanics and chirurgy, 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 will see in his career as a Space Wolf 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 upon the field of battle.

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, be it 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.

Wolf Priests go to war with the totems of their office arrayed upon them. Their grotesque wolf skull helm represents their connection with death and the cycle of rebirth, and their crackling Crozius Arcanum smites the unbeliever and the traitor wherever they may be found. Perhaps the 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 Wolf's progenoid glands so that his essence may live on to fight once again in a new host. In battle the presence of a Wolf Priest will fortify those nearby as he leads them forth to slay his chosen foes, for the Space Wolves know that their black-armoured priests will carry the worthy beyond the gates of Morkai, that they might fight the enemies of the Allfather forever more.

	WS	BS	S	T	W	I	A	Ld	Sv
Wolf Priest	5	4	4	4	2	4	2	10	3+

SPECIAL RULES

Acute Senses, Counter-attack, Fearless, Independent Character.

Oath of War: Wolf Priests lead their charges in a solemn oath to slay their chosen foe. The Wolf Priest may nominate one unit type at the beginning of the game – 'infantry' or 'monstrous creatures', for example. He and any squad he joins have the Preferred Enemy rule against that unit type.

WARGEAR

Fang of Morkai: Those that fight with a Wolf Priest know well that their destiny is in safe hands. All models in the same squad as a Wolf Priest are counted as Fearless.

Wolf Amulet: The Wolf Priests bear potent amulets that protect body and soul from mortal blows and baleful energies alike. A Wolf Priest has a 4+ invulnerable save.

"HUGE, HE WAS, WITH EYES THAT BURNED BENEATH A WOLF-SKULLED HELM. HE TOOK ASAL AND HAAKON, THOUGH THEY WERE WOUNDED UNTIL DEATH. THEN IT WAS AS IF HE TURNED INTO A FLASH OF LIGHTNING, AND HE WAS GONE."

– Koloth, Headman of the Bear Claws





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 maybe 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, or some irregularity in the Canis Helix that triggers such a change.

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 graven weapons covered from end to end in ancient runes that glow red-hot when power is channelled through them. It is with these runes that the psykers of the Space Wolves control and direct the fury of the elements. Rune Priests also carry talismans and totems with them, potent weapons against the eldritch powers of the Warp. With these tools it is the duty of the Rune Priest to banish the most terrifying of Daemons, those whose hide is proof against the steel of lesser men. This and more the Rune Priests perform without hesitation or complaint. Such is their legend that many Space Wolves believe to fight alongside a Rune Priest is to witness the ancient sagas come to life.



	WS	BS	S	T	W	I	A	Ld	Sv
Rune Priest	5	4	4	4	2	4	2	10	3+

SPECIAL RULES

Acute Senses, And They Shall Know No Fear, Counter-attack, Independent Character.

Psyker: Rune Priests are Psykers, as detailed in the Warhammer 40,000 rulebook, and they have access to the Space Wolves psychic powers listed on the opposite page.

WARGEAR

Chooser of the Slain: Often taking the form of a psyber-raven, the Chooser of the Slain is a fusion of flesh and steel that acts as familiar and spy for the Rune Priests. An army that includes a Chooser of the Slain may place a Chooser marker anywhere upon the battlefield before the enemy has deployed. This marker must be smaller than the Rune Priest model and cannot be destroyed. Enemy units may not use their Infiltrate rule to deploy within 18" of a Chooser marker. Should the Rune Priest make a shooting attack at a target that has line of sight to the Chooser marker, he may treat his BS as one higher than normal.

Runic Weapon: Runic weapons are the signature tools of the Rune Priests, often taking the form of staffs or wickedly bladed axes. Carved with protective sigils and canticles of banishment, the weapon affords excellent protection against the powers of the Warp. A runic weapon is a force weapon. Furthermore, whenever an enemy model succeeds on a Psychic test within 24" of the bearer, roll a dice – on the roll of a 4+ that power is nullified. A runic weapon always wounds Daemon models on the roll of a 2+. This special ability has no effect on vehicle models.

RUNE PRIESTS PSYCHIC POWERS

A Rune Priest has two psychic powers from the list below, chosen when the army is picked. He can only use one power each player turn unless he has been upgraded to a Master of the Runes, in which case he can use up to two powers. All Rune Priest psychic powers are used following the rules given in the main Warhammer 40,000 rulebook.

Thunderclap

The Rune Priest slams his armoured gauntlets together whilst shouting a word of power, and the noise is magnified a hundredfold. The resultant thunderclap is loud enough to shatter stone and even liquefy the brains of those nearby.

A Rune Priest may use Thunderclap as a psychic shooting attack. Place the large blast marker so that it is touching the Rune Priest. Any enemy model touched by the marker takes a S3 hit with an AP of 5.

Living Lightning

Sentient electricity crackles from the brooding skies, arcing into the ranks of the enemy and grounding on foe after foe until a trail of blackened corpses is left in its wake.

Living Lightning is a psychic shooting attack with the profile shown below:

	Range	Strength	AP	Type
Living Lightning	Unlimited	7	5	Assault D6

Storm Caller

The Rune Priest chants an ancient rite that builds into a terrifying crescendo. In the space of a few moments, howling winds and furious blizzards rage about him in a vortex of ice and snow that crackles blue with destructive psychic energy.

At the beginning of his turn, the Rune Priest may summon a storm of psychic power that is centred around himself. Until the beginning of the Rune Priest's next turn, he and all friendly squads within 6" benefit from a 5+ cover save.

Tempest's Wrath

The Rune Priest brings the rage of the storm to a roaring climax, frost-fingered wind spirits whipping those who intrude upon their domain out of the skies and smashing them upon the stony ground.

Used at the beginning of the Rune Priest's turn. Until the beginning of the Rune Priest's next turn, all enemy skimmers, jetbikes, jump infantry and units deploying by Deep Strike that finish their move within 24" of the Rune Priest treat all terrain, even clear terrain, as both difficult and dangerous.



Fury of the Wolf Spirits

Invoking Freki and Geri from the netherworld, the Rune Priest sets the charcoal-black spirits of the two most exalted of Thunderwolves upon the foe, their eerie howls sending men mad with fear.

The Rune Priest may unleash Freki the Fierce and Geri the Cunning upon the foe as a psychic shooting attack. They are treated like a single psychic shooting attack but they use both the profiles below and both target the same unit.

	Range	Strength	AP	Type
Freki	12"	5	-	Assault 3
Geri	12"	4	2	Assault 2

If either Freki or Geri cause one or more casualties, the enemy unit must take a Morale check.



Murderous Hurricane

The Rune Priest bellows an ancient curse and his frosted breath coalesces and grows into a deadly blizzard. Within moments, the Rune Priest's foes are all but consumed in a hurricane of freezing shards, a thousand blades of psychic ice plunging into their flesh.

This power is a psychic shooting attack with a range of 18". The target unit takes 3D6 Strength 3 hits with AP -. Place a marker next to the affected unit - next turn that unit treats all terrain, even clear terrain, as both difficult and dangerous.

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 enemies, sending them tumbling to their deaths.

As a psychic shooting attack, the Rune Priest may trace a straight line along the board, starting from the Rune Priest and ending 24" away. This line may pass through terrain. Monstrous creatures, beasts, cavalry, bikes and infantry models that are touched by this line must take an Initiative test (see Characteristic Tests in the Warhammer 40,000 rulebook). If the model fails the test, it is removed from play. Monstrous creatures may subtract one from their dice roll due to their tremendous size and strength, though remember that the roll of a 6 is always a failure.



IRON PRIESTS



	WS	BS	S	T	W	I	A	Ld	Sv
Iron Priest	4	4	4	4	1	4	2	8	2+
Cyberwolf	4	0	4	5	1	4	3	6	4+
Thrall-Servitor	3	3	3	3	1	3	1	8	4+

SPECIAL RULES

Acute Senses, And They Shall Know No Fear, Counter-attack.

Battlesmith: If an Iron Priest is in base contact with a damaged vehicle during the Shooting phase, he can attempt to repair it instead of firing. Roll a D6 and add +1 for each Thrall-Servitor with a servo-arm in the unit. If the result is 5 or more, then either a weapon destroyed result or immobilised result (owning player's choice) will be repaired. If a weapon destroyed result is repaired, that weapon can be fired in the following Shooting phase. The Iron Priest cannot repair if he has gone to ground or is falling back.

WARGEAR

Servo-arm: Servo-arms can be used for battlefield repairs or even to crush the skulls of those that come too close. A servo-arm grants the model a single extra close combat attack, made separately at Initiative 1 and Strength 8. Attacks from a servo-arm ignore armour saves. Only one attack can be made by a servo-arm per Assault phase.

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 dextrous 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 tests 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.

THRALL-SERVITORS

For every aspirant that succeeds in the Test of the Iron Gauntlet, a hundred will fail. Such unfortunate creatures will be taken into the dungeons and transformed into a creature known as a Thrall-Servitor, a grotesque fusion of man and machine. Bound to the will of the Iron Priests, they know not fear or courage, and their bodies are cut open and rebuilt to fulfil one task and one alone. In status they reside even lower than the bionic Cyberwolves that the Iron Priests create to accompany them to battle, for a failed aspirant has committed the unforgivable sin of wasting the time of the Gods of Iron. In efficacy alone they can atone for their failures. Rebuilt either to aid the Iron Priests in battlefield repairs or to serve as living weapons, a Thrall-Servitor will eventually repay his debt to the Iron Priest he has failed, perhaps even earning himself a glorious death in the process.

WOLF LORDS

In the Hall of the Great Wolf at the pinnacle of the Fang, a rough council of twelve heroes gathers to make plans of conquest and swear oaths of battle upon the ancient stone slabs of the Grand Annulus. They are oaths that will change the fate of the galaxy, for these are warriors and commanders without equal. The fury of the Great Companies is their sword, their unwavering self-belief their shield, and within their souls is the steel 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 elected in this way, to have one's name etched into the Wolfstone under that of Leman 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 of the most lethal men Fenris can breed. 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.

It is not unheard of for a Wolf Lord to undertake a solo mission when the Chapter requires finesse and skill instead of the god-like force of a full invasion. Sven Bloodhowl cemented his position as Wolf Lord when he dropped from a Thunderhawk onto the unreachable fastness of Hive Gharillian, smashing his way into its interior with his thunder hammer and hunting down and messily executing the rogue psyker-lord Thyrox. Krom Dragongaze's saga details the Tale of the Dread Eye, when the Wolf Lord stared down a mob of Ork Dreadnoughts causing havoc in the decadent city of Ossoleia. More impressive still, the latest of Ragnar Blackmane's many exploits saw him delve into the tunnel-city of the technophagic Mantise and emerge months later, bloodied but victorious.

Most commonly, though, a Wolf Lord will lead from the front. Though he plans his military actions with meticulous cunning, it is only when he is surrounded by the raging maelstrom of full-scale battle that a Wolf Lord's true glory becomes manifest. Sprinting forward with axe in hand, he howls with the joy of battle, inspiring his men to ever-greater displays of heroism.

	WS	BS	S	T	W	I	A	Ld	Sv
Wolf Lord	6	5	4	4	3	5	4	10	3+

SPECIAL RULES

And They Shall Know No Fear, Acute Senses, Counter-attack, Independent Character.

THE MYTHOLOGY OF FENRIS

The warriors of Fenris are brought up on tales of monsters and heroes, sky-straddling wolves and world spanning sea-beasts. They have a proud tradition of storytelling, and value a good tale almost as much as a good fight. The mythology of Fenris is crowded with the deeds of heroes, and many of their legends stem from the Fenrisian Wolves that prowl Asaheim.

These pagan beliefs are looked upon with scorn by the Ecclesiarchy, but the Sons of Russ refuse to give up their beliefs even when their fangs are long and their skin wrinkled. Superstition is rife, and the Space Wolves enter battle festooned with totems and talismans to bring luck and ward off evil spirits. Central to their belief system is the Emperor, known to the Fenrisians as the Allfather, and his Primarch son Leman Russ. They look upon Russ as more than just a man, and attribute to him the deeds of a god. Heroes are held in the highest esteem, and none more so than the Primarch, who they believe will return to fight with them at the end of the world.



RHINO & RAZORBACK



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 mountains and lava-scorched chasms alike. The Space Wolves reason that any steed that can cope with the savage world of Fenris is worthy of their 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. 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.

RAZORBACK

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 who 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.

	Armour				Type
	BS	F	S	R	
Rhino	4	11	11	10	Tank
Razorback	4	11	11	10	Tank

TRANSPORT

The Rhino has a transport capacity of ten models.
The Razorback has a transport capacity of six models.

FIRE POINTS

Up to two models can fire from the Rhino's top hatch.
The Razorback has no fire points.

ACCESS POINTS

Both Rhinos and Razorbacks have one access point on each side of the hull, and one at the rear.

SPECIAL RULES (Rhino)

Repair: Rhinos are exceptionally resilient vehicles and can often be repaired in the heat of battle. If a Rhino is immobilised for any reason, then in subsequent turns the crew can attempt a temporary repair instead of the vehicle shooting. Roll a D6 in the Shooting phase; on the roll of a 6 the vehicle is no longer Immobilised.

PREDATOR

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 ice-shards 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 Whirlwind and the Razorback, 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 twin-linked long-barrelled lascannons in their sleek turrets, an armament of such potency that it can tear open even the living metal hull of a Necron war machine with one blinding salvo.

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 is further augmented by sponson weaponry that complements its main armament. These weapons are typically a pair of deadly accurate lascannon 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.



	[Armour]				Type
	BS	F	S	R	
Predator	4	13	11	10	Tank

“FOR TEN THOUSAND YEARS SINCE THE END OF THE HORUS HERESY THE SPACE WOLVES HAVE CONTINUED TO SERVE THE EMPEROR FAITHFULLY AND WITH HONOUR. THE CHAPTER HAS ENDURED AGES OF CONSTANT BATTLE. IT HAS SURVIVED TIMES OF ANARCHY WITHIN THE IMPERIUM, AND PERIODS OF OCCASIONAL ISOLATION FROM EARTH. THE IMPERIUM ITSELF HAS WEATHERED CRISES FROM WITHIN AND WITHOUT. 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 Jacjonsson, Vol II

WHIRLWIND



The support tanks known as Whirlwinds rain burning retribution upon the foe from extreme range. Highly mobile artillery platforms, they are held in high regard by the Space Wolves, because 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 salvos 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.



	Armour				Type
	BS	F	S	R	
Whirlwind	4	11	11	10	Tank

WARGEAR

Whirlwind Multiple Missile Launcher: Each Whirlwind is equipped with the standard vengeance missiles and the incendiary Castellan or 'dragonrager' missiles. Declare which type of missile you wish to use before the Whirlwind fires.

Vengeance Missiles

Range	Strength	AP	Type
12-48"	5	4	Ordnance 1, Barrage, Large Blast

Incendiary Castellan Missiles

Range	Strength	AP	Type
12-48"	4	5	Ordnance 1, Barrage, Large Blast, Ignores Cover*

***Ignores Cover:** Cover saves cannot be taken against wounds caused by incendiary Castellan missiles.

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 in a storm of shrapnel and twisted metal.

The Whirlwind is also 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 from which even reinforced bunkers offer no protection. Should the initial explosion fail to slay the Whirlwind's target, 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.

VINDICATOR

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, 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.



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.



	[Armour]				Type
	BS	F	S	R	
Vindicator	4	13	11	10	Tank

WARGEAR

Demolisher Cannon: The demolisher cannon is the weapon of choice when the Great Companies are involved in a protracted siege or cityfight. It has the following profile:

Range	Strength	AP	Type
24"	10	2	Ordnance 1, Large Blast

Siege Shield: Vindicators are equipped with an enormous bulldozer blade, allowing them to shoulder aside rubble and other battlefield debris without risk. A Vindicator with a siege shield automatically passes dangerous terrain tests.

"TO TEAR OUT THE THROAT OF KINGS. TO CULL THE WEAK FROM THE PACK. TO BRING THE DEATH OF WORLDS. THAT IS THE TRUE WAY OF THE WOLF."

– Jorik Fanglist, Lord of the Crimson Claws

LAND RAIDER

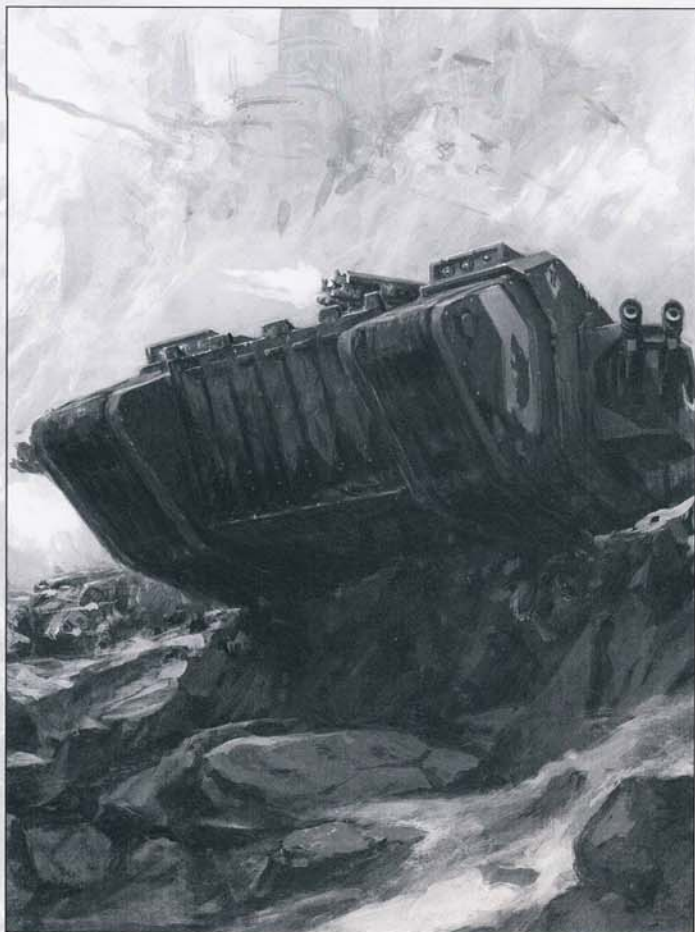
The Land Raider is the heaviest and most formidable of all Space Marine tanks. Its titanic bulk is such that a Land Raider can crash through a forest of jagged ice spires without slowing, and its four godhammer-pattern lascannons can blast a hole through a wall of triple-forged plasteel. Those few Fenrisians 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.

Those tribal shamans who believe the Land Raider possessed by totem spirits are not entirely wrong. Each tank is revered within its Great Company as a hero in its own right, for the datacores of each Land Raider are host to a powerful machine spirit. This spectral consciousness was bound within the Land Raider's steel-grey shell long before the memory of living men, hammered into the warrior-tank's mortal form by the ancient ancestors of the Iron Priests. Each spirit is warlike and utterly loyal to the Chapter, able to flow into every weapons system and engine block of its host. The Wolf Priests believe the machine spirits to be the spirit-children of the Iron Wolf himself, and make supplications of raw, steaming flesh to awaken the aggressive instincts of these ancient war engines on the eve of each 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. Engines snarling as their aquila-stamped tracks crunch across the battlefield, Land Raiders prey upon lesser tanks like a wolf loose amongst a fold 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, the Space Wolves crew blasts apart those vehicles in their crosshairs, sometimes making two kills at once as the blood-hungry machine spirit of the Land Raider claims its own tally. It is not unheard of for the crew to anoint the hull of their tank with mead when its machine spirit scores a particularly spectacular kill.

The secondary role of the Land Raider is to transport the Space Wolves to the front line so that they can begin the slaughter in earnest. So thick is its hide that it can transport its passengers through the most punishing firestorm and even smash its way through the rockcrete walls of a fortress without sustaining major damage. The tank's assault ramp, a giant set of hinged jaws lined with sharp metal teeth, can gape open in an instant, allowing the Space Wolves inside to charge from its throat into the enemy ranks, or slam closed upon any foe foolish enough to come close. So it is that the Land Raider represents a triple threat to the enemy; gun-tank, heavy transport and adamantium battering ram all rolled into one growling, indomitable hulk.



	Armour				Type
	BS	F	S	R	
Land Raider	4	14	14	14	Tank

TRANSPORT

A Land Raider has a transport capacity of ten models.

Fire Points: None.

Access Points: Land Raiders have one access point on each side of the hull and one at the front.

SPECIAL RULES

Power of the Machine Spirit: The interface between a Land Raider's machine spirit and its fire control mechanisms allow the crew to target with incredible accuracy.

A Land Raider can fire one more weapon than would normally be permitted. In addition, this weapon can be fired at a different target unit to any other weapons, subject to the normal rules for shooting.

Therefore, a Land Raider that has moved at combat speed can fire two weapons, and a Land Raider that has either moved at cruising speed, or has suffered a crew stunned or crew shaken result can fire a single weapon.

Assault Vehicle: Models disembarking from any access point on a Land Raider can launch an assault on the turn they do so.

LAND RAIDER REDEEMER

Redeemer-pattern Land Raiders perform a similar role to the Crusader, but in place of hurricane bolters, Redeemers 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 plaststeel and even the ceramite of Space Marine power armour. For this reason the Redeemer is known as the Firewyrn by the brethren of the Space Wolves, referring to an ancient beast of Fenrisian legend that harboured the fires of the sun in its gullet.

Redeemers are employed by the Space Wolves when the enemy is burrowed deep into bunker networks and bastions. 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 is left of the flame-tank's prey.

A favoured tactic of Redeemer crews is to smash through the front line of an enemy fortification at top speed and slew sideways in a controlled skid, flamestorm cannons drawing level with the vision slits of the enemy's boltholes before each cannon's trigger is depressed. The ensuing firestorm is often so fierce that it melts the rockcrete of the victims' bunker, leaving molten slag where there was once a proud edifice. The fate of those inside at the time is best left to the imagination.

	Armour				Type
	BS	F	S	R	
Land Raider Redeemer	4	14	14	14	Tank

TRANSPORT

A Land Raider Redeemer has a transport capacity of twelve models.

Fire Points: None.

Access Points: A Land Raider Redeemer has one access point on each side of the hull and one at its front.

SPECIAL RULES

Assault Vehicle, Power of the Machine Spirit: See previous page.

WARGEAR

Frag Assault Launchers: See opposite.

Flamestorm Cannon: The flamestorm cannon is a gigantic version of the flamers used by Space Marine line infantry. It fires roiling jets of ignited promethium that are so fierce they can melt through metal and rock with a sustained burst. The flamestorm cannon has the following profile:

Range	Strength	AP	Type
Template	6	3	Heavy 1

LAND RAIDER CRUSADER

The Crusader, a close assault variant of the Land Raider, is 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 into the ranks of the prey.

The Crusader is very popular amongst packs of Space Wolves who have lost battle-brothers to incoming fire at range. Within its cavernous interior are assault bays, shrines to Russ and the Allfather and the remains of the honoured dead, and yet there is room for even the largest squad within. A pack taken into the heart of battle within the belly of a Crusader can be sure of reaching the front lines intact, full of adrenaline and hungry for the real fight to begin.

Crusaders are armed with the infamous hurricane bolters, each sponson boasting no fewer than six of the Space Marines' foremost tool of war. When combined with the twin-linked assault cannon at the forefront, the amount of firepower that can be churned out by a Crusader is enough to chew out the heart of an enemy battleline. Once the Crusader is in position it will fire its frag launchers, forcing the enemy into cover whilst its passengers charge out from its assault ramp. Neither is the Crusader powerless against enemy armour – a cupola-mounted multimelta allows the crew to tear open the stoutest tank or bunker so that the Space Wolves can take the fight to those inside.

	Armour				Type
	BS	F	S	R	
Land Raider Crusader	4	14	14	14	Tank

TRANSPORT

A Land Raider Crusader has a transport capacity of sixteen models.

Fire Points: None.

Access Points: A Land Raider Crusader has one access point on each side of the hull and one at its front.

SPECIAL RULES

Assault Vehicle, Power of the Machine Spirit: See opposite.

WARGEAR

Hurricane Bolters: Each hurricane bolter consists of three twin-linked bolters, fired as a single weapon.

Frag Assault Launchers: The hulls of Land Raider Crusaders and Land Raider Redeemers are studded with explosive charges designed to hurl shrapnel at the enemy as the troops inside charge out. Any unit charging into close combat on the same turn as it disembarks from a Crusader or Redeemer counts as having frag grenades.



LAND SPEEDER



	BS	Armour			Type
		F	S	R	
Land Speeder	4	10	10	10	Fast, Skimmer

SPECIAL RULES

Deep Strike.

WARGEAR

Typhoon Missile Launcher: The typhoon missile launcher is a popular choice for Land Speeder crews that wish to make a dramatic entrance to the battlefield. Typhoon launchers are always equipped with frag and krak missiles. Declare which type of missile you wish to use each time the typhoon missile launcher fires.

Frag Missiles

Range	Strength	AP	Type
48"	4	6	Heavy 2, Blast

Krak Missiles

Range	Strength	AP	Type
48"	8	3	Heavy 2

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 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.

"FEAR US, FOR WE ARE THE STORM."

— Lukan Thunderhand, of the *Stormfang*

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.

DROP POD

The Drop Pod does not prowl across the battlefield but instead plummets from the skies like a flaming metallic comet. At once a squad transport and a cripplingly effective psychological weapon, a Drop Pod can plunge into the midst of a battleline and reduce it to chaos as a squad of ferocious Space Wolves bursts out from its metal hull. An entire company of Drop Pods attacking in such a manner is capable of turning the tide of a war with a devastating and swiftly executed planetstrike.

The quintessential 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 squad of Space Wolves, voices joined in boisterous and frequently obscene song as each envisages the carnage he is about to unleash. 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 just enough to see its passengers safely into the designated drop zone.

When the Drop Pods of the Space Wolves burn through the 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 the foe, for all who behold it know that the Space Marines 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 bloodletting begins.

	BS	Armour			Type
		F	S	R	
Drop Pod	4	12	12	12	Open-topped

TRANSPORT

The Drop Pod has a transport capacity of 10 models. It can transport up to ten infantry or a single Dreadnought. Fenrisian Wolves and Thunderwolves may not use Drop Pods. Once the Drop Pod has landed, all passengers must immediately disembark. Once the passengers have disembarked, no models can embark on the Drop Pod for the rest of the game.

Fire Points and Access Points: Once deployed, the Drop Pod is no longer a sealed environment and is therefore counted as being open-topped.



SPECIAL RULES

Drop Pod Assault: Drop Pods always enter play using the Deep Strike rules from the Mission Special Rules section of the Warhammer 40,000 rulebook. At the beginning of your first turn, you must choose half of your Drop Pods (rounding up) to make a Drop Pod Assault. Units making a Drop Pod Assault arrive on the player's first turn. The arrival of the remaining Drop Pods is rolled for as normal. A unit that Deep Strikes via Drop Pod may not assault in the turn it arrives.

Inertial Guidance System: Should a Drop Pod scatter on top of impassable terrain or another model (friend or foe!) then reduce the scatter distance by the minimum required in order to avoid the obstacle.

Immobile: A Drop Pod cannot move once it has entered the battle, and counts in all respects as a vehicle that has suffered an immobilised damage result (which cannot be repaired in any way).

WARGEAR

Deathwind Launcher: Some Drop Pods are upgraded to carry a deathwind launcher in place of a storm bolter:

Range	Strength	AP	Type
12"	5	-	Heavy 1, Large Blast



DREADNOUGHT

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 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 battlecry amplified by high-yield vox grilles. 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.

	[Armour]							
	WS	BS	S	F	S	R	I	A
Dreadnought	4	4	6	12	12	10	4	2
Venerable Dreadnought	5	5	6	12	12	10	4	2

SPECIAL RULES

Venerable: Venerable Dreadnoughts have cheated death on countless occasions. If a Venerable Dreadnought suffers a glancing or penetrating hit, you may ask your opponent to re-roll the result rolled on the Vehicle Damage chart. You must accept the result of the second roll, even if it is worse than the first.

WARGEAR

Dreadnought Close Combat Weapon: See the Warhammer 40,000 rulebook for details.

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.

BJORN THE FELL-HANDED

Eldest, Trueclaw, Revered One, Last of the Company of Russ

Bjorn the Fell-handed is the oldest warrior in the Imperium. 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.

			[Armour]				
WS	BS	S	F	S	R	I	A
6	6	7	13	12	10	3	4

SPECIAL RULES

Venerable: See the Dreadnought entry opposite.

Ancient Tactician: Bjorn has seen ten millennia of war. An army that includes Bjorn can re-roll the dice to see who picks their deployment zone first.

Ward of the Primarch: The Wolf Priests believe that Bjorn has lived for so long for a reason, and that he cannot die until he has fulfilled whatever destiny awaits him. Famously resilient, Bjorn has a 5+ invulnerable saving throw against any glancing or penetrating hit inflicted upon him.

Living Relic: Bjorn fought alongside Leman Russ when he was alive and is revered above all other warriors. Should he by some evil chance fall in battle, his brothers will stop at nothing to retrieve him.

If Bjorn suffers any Destroyed result, leave the model in place. From that point on, all Space Wolves become Fearless for the rest of the game. If the mission uses objectives, Bjorn's remains are counted as an additional objective. If the mission uses kill points, the Space Wolves player forfeits an extra D3 kill points unless he has a model in contact with Bjorn at the end of the game. Such is the price of failure!





ULRIK THE SLAYER

Wolf High Priest, Grandfather Lupus, Guardian of the Sons of Russ

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 great mane 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 Eater 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 the Primarch of the Space Marines himself. 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, the Wolf Helm and the crackling Crozius Arcanum that acts as his badge of office.

	WS	BS	S	T	W	I	A	Ld	Sv
Ulrik the Slayer	6	5	4	4	2	5	3	10	3+

SPECIAL RULES

Acute Senses, Counter-attack, Fearless, Independent Character.

Slayer's Oath: Ulrik embodies the sacred duty of the Space Wolves to protect the innocent from the monstrous enemies of the Imperium. The indomitable Wolf Priest leads his charges in a great solemn oath to hunt and kill fearsome monsters and mighty warlords wherever he finds them. When Ulrik and any model in the squad he has joined allocate their attacks against a model with a Toughness of 5 or more, they may re-roll all failed rolls To Hit and To Wound.

Mentor: It is the sacred duty of the Wolf Priests to recruit and train new Space Marines for the Space Wolves Chapter. In his time, Ulrik has chosen and trained a great many of the Chapter's luminaries and heroes. To represent this, you may pick one other model in the army as having being personally trained by Ulrik (this may not be a Unique model). This model gains +1 Weapon Skill, to a maximum of 6.

WARGEAR

Wolf Helm of Russ: Legend has it that this ancient helm was fashioned by the Emperor's own artificers and given to Leman Russ at the time of the Space Wolves' founding. Any Space Wolves unit that can trace line of sight to Ulrik may re-roll any failed Morale tests they are called upon to make. In addition, any enemy with the Independent Character special rule who wants to allocate any close combat attacks toward Ulrik must first pass a Leadership test. If they fail they may not attack at all that turn as they quail before Ulrik's terrifying gaze.

Fang of Morkai, Wolf Amulet: See the Wolf Priest entry on page 35.

ARJAC ROCKFIST

The Man-Mountain, Grimnar's Champion, 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, for his hammer never rests for long.

	WS	BS	S	T	W	I	A	Ld	Sv
Arjac Rockfist	5	5	5	4	2	4	3	9	2+

SPECIAL RULES

Acute Senses, And They Shall Know No Fear, Counter-attack, Stubborn.

Grimnar's Champion: Despite his modesty, not even Arjac can deny that he has a rare gift for crushing the mightiest of foes. Arjac must allocate his attacks towards an Independent Character if possible.

Such is his skill at duelling that Arjac may re-roll all failed rolls To Hit against an enemy with the Independent Character or Monstrous Creature rule.

WARGEAR

Foehammer: When the rune-etched weapon known as the Foehammer leaves Arjac's massive fist, its inbuilt teleport device ensures it will quickly return to his gauntlet ready to be used again. The Foehammer is a thunder hammer that can be used as a ranged weapon with the following profile:

Range	Strength	AP	Type
6"	10	1	Assault 1

Anvil Shield: The Anvil Shield is a powered slab of adamantium-laced obinitite with which Arjac has crushed the skulls of a score of charging enemy warlords. It is a storm shield that grants Arjac an additional attack in the first round of any assault.





LUKAS THE TRICKSTER

The Strifeson, the Laughing One, 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 trick 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 an Adeptus Astartes 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 him. Even unarmed Lukas is the dirtiest fighter in the Chapter, but when armed with his personalised wolf claw and plasma pistol the Trickster is a fearsome foe indeed. To cross his path is to invite an unusual and painful death.

	WS	BS	S	T	W	I	A	Ld	Sv
Lukas the Trickster	5	5	4	4	2	5	3	8	3+

SPECIAL RULES

Acute Senses, And They Shall Know No Fear, Counter-attack.

Rebellious: Lukas has absolutely no respect for authority. His Leadership can never be increased by any means, and such is his undermining presence that any unit he has joined can only ever have a maximum Leadership of 8.

The Last Laugh: Lukas has a stasis bomb wired in place of his secondary heart so that, when his primary heart finally stops beating, he and the one who finally bested him can be frozen in time as a gruesome and eternal monument to his own glory. Should Lukas ever be removed from play, both players roll a dice – if the Space Wolves player rolls equal to or higher than his opponent, all models in base contact with him are also removed from play as casualties, locked in a temporal prison with nothing but Lukas' last howls of laughter to keep them company for eternity.

WARGEAR

Pelt of the Doppegangrel: Lukas is the only man to have tracked and killed a chameleonic Doppegangrel, and he wears its skin to this day. Lukas is always accompanied by shimmering and conflicting images, making it virtually impossible to land a telling blow. All successful To Hit rolls specifically allocated against Lukas (not against the squad he is with) must be re-rolled.

NJAL STORMCALLER

Njal Stormsson, the Tempest 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 laid on the blood-slick decks 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 flayed the skin from their wretched bodies. From that day on, Njal has been known as the Stormcaller.

	WS	BS	S	T	W	I	A	Ld	Sv
Njal Stormcaller	5	4	4	4	2	4	3	10	2+

SPECIAL RULES

Acute Senses, And They Shall Know No Fear, Counter-attack, Independent Character.

Master Psyker: Njal knows all of the psychic powers listed on page 37 and may use up to two per turn.

Lord of Tempests: When Njal is roused, the elements themselves wage war upon the foe. At the beginning of Njal's turn, roll a D3 and add the turn number to the result (for example, add one to the D3 result on Turn 1, add two on Turn 2, etc.). Refer to the table opposite for the tempest's effects that game turn. Only enemy models in Njal's line of sight can be affected by the tempest's effects.

WARGEAR

Staff of the Stormcaller: Njal's staff acts as a runic weapon that nullifies enemy psychic powers on the roll of a 3+ (see page 36).

Runic Terminator Armour: Njal alone has the skill to ensorcel suits of Terminator armour. He has a 2+ armour save and a 4+ invulnerable save.



Nightwing: 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 saved Njal's life more than once. Nightwing follows all the rules for a Chooser of the Slain. In the assault phase a single model in base contact with Njal (chosen by the owning player) suffers D3 S3 hits at an Initiative of 5 as Nightwing flies down to peck at their eyes.

Result	LORD OF TEMPESTS GAME EFFECT
2	The Calm Before the Storm The pelting rain and hail intensifies but has no in-game effect.
3	Driving Gale: Enemy models within 24" are at -1 BS this turn.
4	Living Hurricane: Enemy infantry within 24" move as if they were in difficult terrain.
5	Howling Cyclone: At the end of Njal's Assault phase, all unengaged enemy units within 18" must pass a Morale test or fall back.
6	Vengeful Tornado: At the end of Njal's Shooting phase, a model within 18" is ravaged by a tornado, taking D3 S9 hits. Vehicles are hit on their side armour.
7+	Chain Lightning: At the end of Njal's Shooting phase, unengaged enemy units within 12" of Njal take D6 S8 hits with an AP of 5.



CANIS WOLFBORN

Growththroat, The Feral Knight, Fangrider

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 laid 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, 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. It is well known that Canis has a terrifying battle frenzy, and to this day he rides the largest of his kin into battle, his old pack-mates howling in his wake.



	WS	BS	S	T	W	I	A	Ld	Sv
Canis Wolfborn	5	2	5	5	3	5	5	8	3+

SPECIAL RULES

Acute Senses, And They Shall Know No Fear, Counter-attack, Independent Character, Rendering.

Lord of the Wolfkin: Canis was brought up by a pack of Fenrisian Wolves and can bark commands in their guttural language as well as any true lupine. Any unit of Fenrisian Wolves within 12" of Canis may use his Leadership value instead of their own.

Wrath of the Savage: When Canis is surrounded he and his Thunderwolf Fangir fly into an animalistic rage, slashing at the throats of all those around them in a blur of crackling blows and snapping, rending jaws. Canis may choose to use the number of enemy models in base contact with him as his Attacks characteristic. For instance, Canis charges into combat and is then quickly surrounded by six Orks. He will hence have a mighty eight attacks that close combat phase (6 for the number of Orks in base contact, +1 for charging, and +1 for his two wolf claws). For those considering mounting Canis on a really large base to take advantage of this – don't even think about it!

WARGEAR

Fangir: Fangir is a monstrous Thunderwolf, as strong as a mastodon and as tall at the shoulder as an Ice Troll. Canis has an improved profile as a result of riding Fangir to battle. The characteristics bonuses are included in his profile above.

RAGNAR BLACKMANE

The Young King, Gifted One, the Allslayer

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 eldest of the Wolf Priests know that he will have to master his anger first. For though Ragnar's temper and capacity for raw hatred gives him great power and strength, it makes him impetuous indeed, 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 fierce spirit made Ragnar perfect for the ranks of 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. Though naked and 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.

The next chapter of Ragnar's saga tells of Blackmane's 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 subsequently dispatched 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 met his end at the Daemon-tainted axe of 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.

Though he excels as the lord of his own Great Company, Ragnar has proved that his greatest skill lies in the execution of space drops and planetstrikes. Grimnar regularly chooses Ragnar's Great Company to spearhead planetary invasions and, with an unrivalled success rate under his belt, Ragnar's deeds have spread across the galaxy. Considering his young age, the Blackmane may yet go on to become the greatest Wolf Lord in history.



	WS	BS	S	T	W	I	A	Ld	Sv
Ragnar Blackmane	6	5	4	4	3	5	4	10	3+

SPECIAL RULES

Acute Senses, And They Shall Know No Fear, Counter-attack, Independent Character.

Insane Bravado: Ragnar is as glory-hungry as the most ferocious Blood Claw and is famous for his acts of insane heroism against the odds. He and any squad he joins must launch an assault if it is possible to do so. However, Ragnar's reckless assaults are the stuff of legend – he and any unit he joins gain +D3 bonus attacks when they launch an assault instead of the usual +1.

War Howl: Ragnar and any models in the squad he leads have the Furious Charge rule. Furthermore, once per game at the beginning of his Assault phase Ragnar can give voice to a terrifying war howl that galvanises all nearby into a killing frenzy. For the duration of the Assault phase all units of Space Wolves that were within 12" of Ragnar at the beginning of the phase have the Furious Charge rule.

Incredible Reflexes: Ragnar has reflexes faster than those of any wolf. To represent his uncanny ability to dart out of the way of harm, Ragnar has a 4+ invulnerable save.



LOGAN GRIMNAR, THE GREAT WOLF

Old Wolf, Fangfather, High King of Fenris

Logan Grimnar epitomises the noble fury of his people. He is a figure of awe, not just upon Fenris but across the breadth of humanity's domain. To say Logan is popular is to say the stars in the night sky are plentiful. He is the warrior king of the Space Wolves, a wise and cunning leader of men whose adulation borders upon worship on many Imperial worlds. The Old Wolf inspires such unshakeable loyalty that he has led the Sons of Russ into unimaginable terrors and emerged with victory grasped firmly in his claws. Under Grimnar's command, men become heroes and heroes become legends.

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 has seen seven hundred years of warfare, to this day Ulrik calls Logan 'young Grimnar', and it is a sign of his friendly demeanour that Logan allows this to pass without comment. Unlike the aloof and insular lords of other Astartes 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 strong 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 monsters and madmen, 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, no matter its provenance.

It is not just against the enemies of the Imperium that Grimnar has waged his war. He has willingly, some would say joyfully, led his forces into battle against Imperial institutions whose agendas and actions he deemed threatening to those within his sprawling domain. 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. 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, none can deny that Logan Grimnar is one of the most successful of all humanity's commanders, a true champion of the Imperium and an inspiration to man and Adeptus Astartes alike.



	WS	BS	S	T	W	I	A	Ld	Sv
Logan Grimnar	6	5	4	4	3	5	5	10	2+

SPECIAL RULES

Acute Senses, And They Shall Know No Fear, Counter-attack, Eternal Warrior, Independent Character, Stubborn.

Living Legend: Logan Grimnar is one of the most highly respected and best-loved warriors in the entire galaxy. Once per game, Logan can call on his men to redouble their efforts and attack with all their might. For the rest of the player turn, all friendly models within 18" get +1 Attack.

The High King: Logan Grimnar is a consummately powerful warrior whose greatness inspires those that he leads. Such is his skill at command that you may choose one of the following special rules at the beginning of each turn:

Fearless, Tank Hunters, Relentless, Preferred Enemy. Logan and any unit he is with have that rule for the duration of that player turn.

WARGEAR

The Axe Morkai: The Axe Morkai is an ancient artefact, thrumming with the power of the Warp and reforged into the likeness of the twin-headed wolf-god Morkai. The Axe Morkai may be used as a frost blade or, if Logan wields it with both hands, a power fist. Logan may allocate his Attacks as he sees fit between these two modes; for example, taking two of his Attacks as power fist attacks and the rest as frost blade attacks.

SPACE WOLVES WARGEAR

This section of **Codex: Space Wolves** lists the weapons and equipment used by the Space Wolves, along with the rules for using them in your games of **Warhammer 40,000**.

Weapons and equipment that can be used by more than one type of model or unit are detailed here, while equipment that is unique to a single model or unit (including wargear carried by named special characters) is detailed in the appropriate entry in the Forces section.

For example, bolters are ubiquitous and carried by many models, and so are detailed in this section. The Fang of Morkai, however, is unique to Wolf Priests. While you will find a page reference here, the rules are detailed in the Wolf Priests entry. Rules for sagas are also included in this section.

WEAPONS

Assault Cannon

The rapidly rotating, multiple barrels of an assault cannon unleash a storm of shells in a relentless fusillade. The assault cannon is lethal against infantry and vehicles alike.

Range	Strength	AP	Type
24"	6	4	Heavy 4 Rending

Boltgun

The boltgun fires small self-propelled missiles, or 'bolts'. Each bolt explodes with devastating effect once it has penetrated its target, blowing it apart from the inside.

Range	Strength	AP	Type
24"	4	5	Rapid Fire

Bolt Pistol

Bolt pistols are smaller versions of bolters, perfect side arms for the battle-hungry Space Wolves, who prefer to see the look on the prey's face when they make their kill.

Range	Strength	AP	Type
12"	4	5	Pistol



Chainfist

Chainfists are long, saw-toothed chainblades energised and driven by the immensely powerful motors of a power fist. Originally designed for boarding actions, chainfists are capable of chewing through the hull of a battle tank with surprising ease. A chainfist is exactly like a power fist, though it rolls 2D6 for its armour penetration value.

Chainsword or Combat Blade

Space Wolves utilise an array of close combat weapons, from the ice-cold blades wielded by Wolf Scouts to the roaring chainswords used by the bombastic Skyclaw Assault Packs. Both chainswords and combat blades are close combat weapons, as described in the Assault Phase chapter of the Warhammer 40,000 rulebook.

Combi-Weapons

Combi-weapons are bolters that have been specially modified by the most skilled Iron Priests in the Chapter. Each has been expertly converted to house another weapon, either a meltagun, plasma gun or flamer. This extra weapon carries only a limited charge, allowing the bearer a single shot, but one that often makes all the difference.

A Space Marine armed with a combi-weapon (combi-meltagun, combi-plasma gun or combi-flamer) can choose to fire either the bolter, or the secondary weapon, each with the profile listed elsewhere in this section. The bolter can be fired every turn, but the secondary weapon can only be fired once per battle (a combi-plasma gun can, of course, rapid fire). You cannot fire both weapons in the same turn.

Cyclone Missile Launcher

See the Wolf Guard entry on page 30.

Flamer

Flamers spew a highly volatile cloud of liquid chemicals that ignite upon firing. Sometimes called Dragonblades by the Space Wolves, flamers are primarily used to scour the enemy from defended positions, their torrents of superheated vapour consuming the defenders in a fiery conflagration.

Range	Strength	AP	Type
Template	4	5	Assault 1

Force Weapon

See the Warhammer 40,000 rulebook.

Frag Grenade

Frag grenades are explosive devices that are hurled at the enemy prior to an assault. The storm of shrapnel from the exploding fragmentation grenades drives the foe further into cover for a few precious moments while the Space Wolves close in. Frag grenades are assault grenades, as described in the Warhammer 40,000 rulebook.

Frost Blade or Frost Axe

Amongst the most prized weapons of the entire Chapter, each frost blade and frost axe is crafted by a master Iron Priest. Many frost blades use the diamond-sharp fangs of the Ice Kraken for their chainsaw blades. Frost axes are sometimes made from energised diamond, giving them the appearance of blades forged from purest ice. Regardless of what they look like, all frost blades or frost axes are power weapons that add +1 to the user's Strength.

Heavy Bolter

An enormous version of the boltgun, the heavy bolter fires fist-sized bolts at the enemy at a staggering rate of fire.

Range	Strength	AP	Type
36"	5	4	Heavy 3

Heavy Flamer

The heavy flamer carries a large tank of promethium that jets forth from its twin barrels in a cloud of intense flames, making it the ultimate weapon for sweeping fortifications clear and purging the ranks of the enemy at close quarters.

Range	Strength	AP	Type
Template	5	4	Assault 1

“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
AND BRING THEIR PELTS TO FENRIS.”

Excerpted from the Saga of the Old Wolf

Krak Grenade

Krak grenades are armour piercing bombs, designed to crack open sealed doors and the armoured hulls of enemy vehicles. Though they lack the explosive force of melta bombs, they are small and easy to carry, making them ideal weapons of opportunity in the hands of the resourceful Space Wolves.

See the Vehicles chapter of the Warhammer 40,000 rulebook for details of using krak grenades.

Lascannon

There are few finer weapons for tank hunting than the lascannon. Within the gun is a laser chamber that charges an energy blast so highly it becomes capable of blowing a smoking hole in practically anything. The lascannons used by Space Wolves forces vary from the man-portable variants carried by Long Fang squads, to the godhammer-pattern lascannons borne by the redoubtable Land Raider.

Range	Strength	AP	Type
48"	9	2	Heavy 1



Melta Bomb

Melta bombs are subatomic charge-powered demolition munitions, their detonation capable of melting through metre-thick bulwarks in an instant. They are much bulkier than krak grenades, with a more sophisticated detonation mechanism. Swiftclaw bike squads and senior Space Wolves often carry melta bombs with which to destroy enemy tanks and bunkers.

See the Vehicles chapter of the Warhammer 40,000 rulebook for details of using melta bombs.

Meltagun

Meltaguns are lethal anti-armour weapons, primarily used when undertaking operations against heavily fortified defence lines and bunkers. Most effective at very short range, the meltagun works by means of sub-molecular thermal agitation, literally cooking, melting and eventually vapourising the target. A meltagun can melt plasteel, and its effect on living tissue is horrible indeed.

Range	Strength	AP	Type
12"	8	1	Assault 1, Melta



Missile Launcher

The most versatile of all weapons used by the Long Fangs, missile launchers can fire either krak or frag missiles. Frag missiles are designed to scythe down lightly armoured infantry, while krak missiles can challenge the most heavily armoured targets.

Each time a missile launcher fires, the controlling player can choose which type of missile is being used.

Krak Missile

Range	Strength	AP	Type
48"	8	3	Heavy 1

Frag Missile

Range	Strength	AP	Type
48"	4	6	Heavy 1, Blast

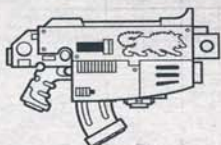
Multi-melta

A larger, more destructive version of the meltagun, the multi-melta is the perfect tool for destroying bunkers and tanks. Though it makes no noise when fired, the passage of the beam heats the air to searing temperatures, causing a distinctive hiss that becomes a roaring blast as solids are utterly destroyed and moisture vapourises explosively.

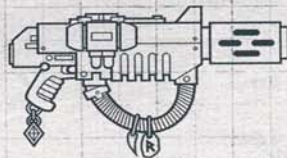
Range	Strength	AP	Type
24"	8	1	Heavy 1, Melta



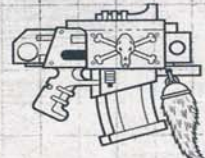
Boltgun
+++Asaheim pattern+++
Fear the storm.



MK III Combi-plasma
+++Morkai pattern+++



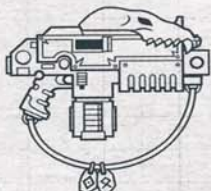
++Meltagun pattern "Forgebite"++
The volcano's wrath, in the hands of the vengeful, is terrible indeed.



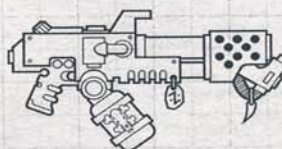
Storm Bolter
A murderous hail like unto the fury of gods.



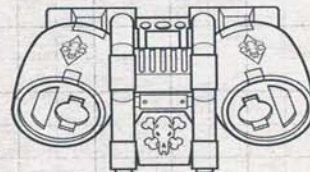
Plasma Gun
+++MK VI 'Sunwolf' type+++
Fear not to use the vorpal blade, nor the bite of the Sunwolf.



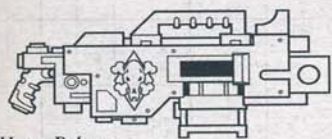
Boltgun
+++Fenris pattern MK IV+++
Superstition is a shield.



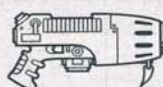
Flamer
The breath of the Flamewolf, hungry to consume the heretic and the alien alike.



Jump Pack
+++Valkyris pattern+++
Strike like the lightning.



Heavy Bolter
+++Asgal pattern MK VI+++
The roar of our wrath will drown out the thunder of the fiercest storm.



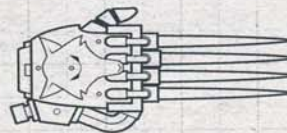
Plasma Pistol
++Sunwolf's Fang++



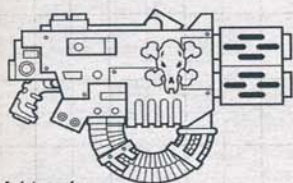
Bolt Pistol
++Icetooth++



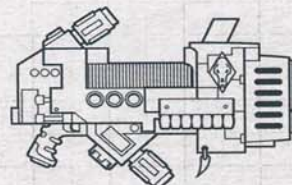
Power Fist
+++Fist of Fenris+++
The power fist smites all.



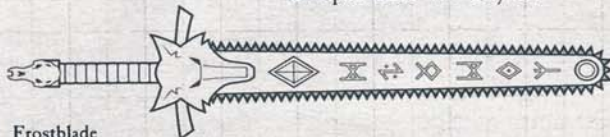
Wolf Claw
+++Slashing Fury+++
The vengeance of the wolf will fall upon those who defy us.



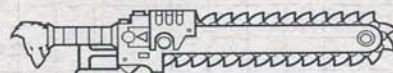
Multi-melta
+++Deathwolf pattern+++
Never fail to use extreme measures.



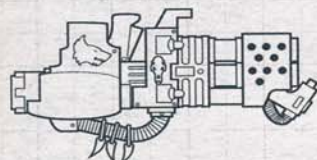
Plasma Cannon
+++MK XIII+++
Woe betide those under the Sunwolf's gaze.



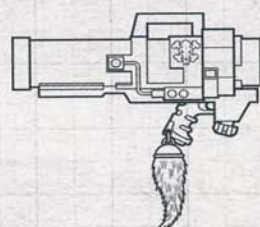
Frostblade
+++Krakentooth pattern+++
Let the white blade become red with the blood of the coward.



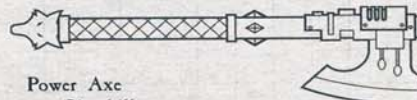
Chainsword
+++MK V 'Fangmaw' designation+++
It is well to see a foe die first hand.



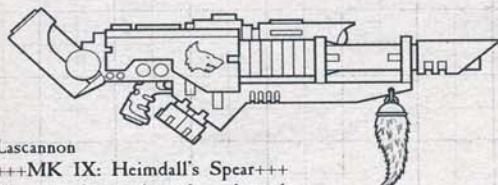
Heavy Flamer
+++MK VI: Enlarged Promethium tank+++
The conflagration leaves nought but ash.



Missile Launcher
+++Thunderbolt pattern+++

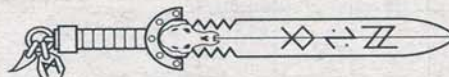


Power Axe
+++Giantkiller pattern+++
With but a single blow a battle can be won.

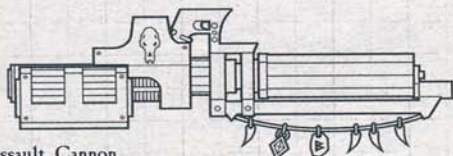


Lascannon
+++MK IX: Heimdall's Spear+++
The wise know the value of reach.

Storm Shield
+++Master issue+++
'Sigilite' pattern.

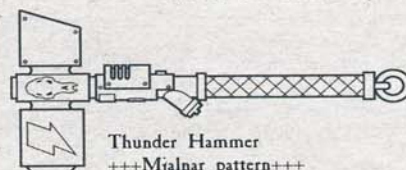


Power Sword
Watch for thy blade
And it will watch for you.



Assault Cannon
+++Astartes MK VIII: Absolo pattern+++
Without wrath we are nothing.

Storm Shield
+++Variant issue+++
'Dragonscale' pattern.



Thunder Hammer
+++Mjalar pattern+++
In our hearts, we hold honour
In our hands, we hold thunder.

Plasma Cannon

Plasma cannons fire energy 'bolts' of brightly glowing plasma – matter in a super-heated energised state – each appearing a little like a miniature sun. When a plasma 'bolt' strikes a target, energy is released and the target blows apart in an almighty explosion.

Though plasma weapons are extremely effective they are very dangerous weapons, prone to overheating and even badly damaging the operator. Such considerations are of little import to the Space Wolves, who relish the destruction that can be meted out by these ancient and potent weapons.

Range	Strength	AP	Type
36"	7	2	Heavy 1 Blast, Gets Hot!

Plasma Gun

Smaller than the plasma cannon, the plasma gun fires several compact 'pulses' of plasma energy. Though shorter ranged, its pulses are just as potent as those fired by its larger equivalent. Plasma guns and the blazing bolts of energy they fire are very popular with the Space Wolves, who as mortals revered the sun just as much as the moon, and take any excuse to grant the foe the searing kiss of the Wolf's Eye.

Range	Strength	AP	Type
24"	7	2	Rapid Fire Gets Hot!



Plasma Pistol

Plasma pistols are the smallest variant of the plasma weapon and are very popular in all echelons of the Space Wolves. The destructive fury is equal to that of the plasma gun, although the range and rate of fire are diminished because they are designed to be wielded with a single hand.

Range	Strength	AP	Type
12"	7	2	Pistol, Gets Hot!

Power Fist

A power fist is an armoured gauntlet surrounded by a disruptive energy field. It is used to deliver crushing blows, capable of squeezing the life from the most formidable of foes or smashing the thickest armour asunder. Woe betide those that are caught in the merciless grip of a power fist.

See the Assault Phase chapter of the Warhammer 40,000 rulebook for details of using power fists.

Power Weapon

A power weapon, typically a sword or axe, is sheathed in the lethal azure haze of a disruptive energy field, allowing the blade to shear through metal and ceramite as easily as it can carve open flesh.

See the Assault Phase chapter of the Warhammer 40,000 rulebook for details of using power weapons.

Sniper Rifle

See the Sniper rules in the Warhammer 40,000 Rulebook.

Storm Bolter

A storm bolter resembles two boltguns attached side by side. The storm bolter is capable of spitting a hail of bolts without hindering manoeuvrability, enabling the bearer to advance steadily into combat, firing on his enemy all the while.

Range	Strength	AP	Type
24"	4	5	Assault 2

Thunder Hammer

Thunder hammers release a terrific burst of energy when they strike an opponent, their impact as loud as a thunderclap. In the unlikely event that a thunder hammer does not dispatch its target with the first blow, this tremendous discharge of energy will often stun an opponent long enough for a second blow to finish them off. See the Assault Phase chapter of the Warhammer 40,000 rulebook for the rules that apply to thunder hammers.

Wolf Claws

A variant of the lightning claws used by other Space Marine Chapters, wolf claws are heavily armoured gauntlets with curved, razor-edged talons sheathed in a rippling power field. Used most effectively in pairs, wolf claws are angled to echo the talons of the wolf. They allow the wielder to cut four times instead of once with each strike, either slashing to maximise his chance of hitting the foe or stabbing deep to ensure a swift kill. A Wolf Claw is a lightning claw that allows the wielder to either re-roll his To Hit rolls or re-roll his To Wound rolls – the owner must choose at the beginning of each Close Combat phase.

ARMOUR

Scout Armour

Scout armour is formed of thick plates of carapace armour, easily capable of stopping a bullet. Less cumbersome and noisy than power armour, Scout armour is ideal for the subtle infiltration work that its Wolf Scout wearers embark upon, because it allows a greater freedom of motion.

Models with Scout armour receive a 4+ armour save.

Power Armour

Power armour is the standard protection for Space Marine warriors and its distinctive outline casts fear into the enemies of Mankind. Made from thick ceramite plates and electrically motivated fibre bundles that replicate and enhance the movements of the wearer, power armour offers some of the best protection the Imperium can provide.

Models equipped with power armour receive an armour save of 3+.

Runic Armour

The order of the Iron Priests is highly skilled at keeping the ancient battlesuits of the first Space Wolves intact and battle-ready. These suits of power armour, ancient beyond reckoning, are further enhanced with runes of protection that bear the blessing of the Rune Priests.

A model wearing runic armour has a 2+ armour save. Furthermore the wearer of runic armour has a 5+ invulnerable save against all wounds caused by psychic attacks due to his protective runes.

Terminator Armour

Also known as Tactical Dreadnought Armour, Terminator armour is the best protective equipment in the arsenal of the Space Marines. Designed for close-quarters fighting aboard space hulks and other confined areas, Terminator armour is capable of withstanding almost any attack. The ceramite plates can deflect conventional assaults, whilst the Crux Terminatus on every Terminator's shoulder plate serves as a ward capable of turning aside attacks from power weapons, melta fire and even the baleful energies of the Warp.

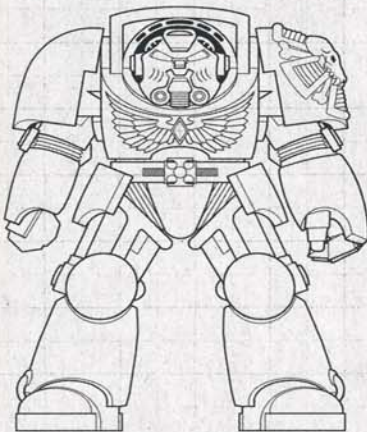
Due to the powerful exoskeleton and power sources built into their armour, models in Terminator armour have the Relentless universal special rule. Conversely, because their armour is somewhat cumbersome, models clad in Terminator armour (or squads that includes a model in Terminator armour) are not able to pursue a more lightly armoured foe when they flee. Models in Terminator armour cannot perform a sweeping advance.

A model wearing Terminator armour has a 2+ armour save and a 5+ invulnerable save.

Models in Terminator armour count as two models for the purposes of transport capacity, and cannot embark Rhinos or Razorbacks.

NB: Though the Terminators of other Space Marines Chapters often teleport straight into battle, Space Wolves have a deep mistrust of such arcane tactics and prefer to fight with their feet on solid ground, just as Russ intended.

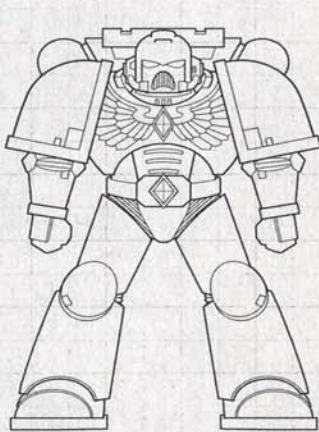
Tactical Dreadnought Armour
+++Indomitus pattern+++
None can deny the raw power of Terminator armour.



TERMINATOR ARMOUR

Only the true sons of Russ earn the right to go to war in the sacred suits of Tactical Dreadnought Armour. To don its ancient plate and helmet is to become a god of war.

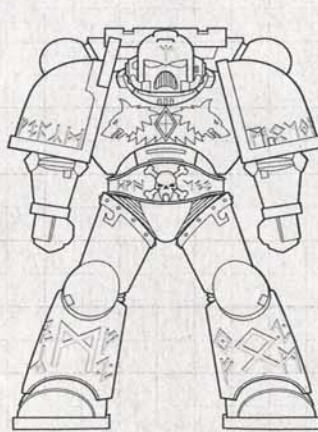
Power Armour
+++Aquila pattern MK VII+++
The blighted and the cruel fear the very sight of our armour.



POWER ARMOUR

Only those who have passed the ultimate test have the right to wear the armour of the Adeptus Astartes. It is weapon, shield, hearth and healer to the righteous.

Runic Armour
+++Lupio pattern MK XII+++
Faith and ritual can be as great a protection as the strongest shield.



RUNIC ARMOUR

Those valiant enough to be gifted runic armour are doubly blessed, for their shield is not only the pinnacle of the Iron Priest's art, but also the work of the mystic Rune Priests.

Scout Armour
+++Quietus pattern MK I+++
Fear the silent wolf, for not all packs howl as they hunt.



SCOUT ARMOUR

The hunter's allies are cunning, stamina and patience. Be not hasty to gather the tools of destruction. Often silence is the deadliest weapon of all.

UPGRADES AND OTHER EQUIPMENT

Belt of Russ

Each Great Company has in its reliquary a Belt of Russ, a great gem-studded band worn around the waist. Each belt incorporates a powerful conversion field generator. The bearer of a Belt of Russ has a 4+ invulnerable save.

Chooser of the Slain

See the Iron Priest entry on page 38.

Fang of Morkai

See the Wolf Priest entry on page 35.

Fenrisian Wolf/Cyberwolf

Some Space Wolves earn the respect and loyalty of Fenrisian Wolves, beasts who will go on to fight by the side of their master on Fenris and beyond. Some of these Fenrisian Wolves are extensively modified due to battle damage or even forged entirely from steel by the Iron Priests. These metallic terrors are called Cyberwolves. Cyberwolves use all the same rules as Fenrisian Wolves. Fenrisian Wolves bought as wargear are separate models with their own profile (see below) and the unit type 'beasts'. If a character with Fenrisian Wolves is slain, the wolves are removed too – they are assumed to drag their master's body to a place of safety.

	WS	BS	S	T	W	I	A	Ld	Sv
Fenrisian Wolf	4	0	4	4	1	4	2	5	6+
Cyberwolf	4	0	4	5	1	4	3	6	4+

Jump Pack

A jump pack enables the wearer to make great bounding leaps across the battlefield. Models equipped with jump packs are jump infantry. In addition, Skyclaw Assault Packs wearing jump packs can be dropped from low-flying Thunderhawk Gunships, using their jump packs to swoop down on to the battlefield. To represent this they can be kept in reserve and arrive using the Deep Strike rules (see the Warhammer 40,000 rulebook for details).



Mark of the Wulfen

The Mark of the Wulfen is a corruption of the Canis Helix that can cause the bearer to devolve into a killing machine when the battle frenzy is upon him. A model bearing the Mark of the Wulfen has the Rending special rule in close combat. Furthermore he replaces his usual Attacks characteristic with D6+1, rolled immediately prior to when the model makes his attacks. These attacks are made using the marked models' claws and teeth, and hence are not affected by wargear, additional hand weapons and so on, though they may be bolstered by other factors (the bonus for charging, Logan Grimnar's Living Legend ability, etc).

Runic Staff

See the Rune Priest entry on page 36.

Servo-arm

See the Iron Priest entry on page 38.

Space Marine Bike

Each Space Marine bike is a versatile fighting platform capable of firing its bolters on the move and launching devastating high-speed charges into combat. Models equipped with Space Marine bikes follow all of the rules for bikes as described in the Warhammer 40,000 rulebook. Space Marine bikes are fitted with a twin-linked bolter.

Storm Shield

A storm shield is a solid shield that has an energy field generator built into it. The energy field is capable of deflecting almost any attack. A model with a storm shield has a 3+ invulnerable save. However, he cannot claim the +1 Attack bonus for being armed with two close combat weapons in an assault.

Thunderwolf Mount

Only the bravest and most skilled have what it takes to break in one of the legendary Thunderwolves. One who has done rides to war upon a growling, hissing mountain of muscle, hatred and cybernetics eager to slaughter all before it. A character with a Thunderwolf Mount has the unit type of cavalry, adds +1 Strength, +1 Toughness, and +1 Attack to his profile, and has the Rending special rule in close combat with any attack that does not use a special close combat weapon. However, he may only join Thunderwolf Cavalry or Fenrisian Wolves units – anything else is asking for trouble!

Wolf Priest Amulet

See the Wolf Priest entry on page 35.

Wolf Tail Talisman

Though it is not inherently imbued with the power of the Warp, a wolf tail talisman is still valuable, for the faith that the Fenrisians have in these items is powerful in itself. If a model with a Wolf Tail Talisman or the unit he is with is affected by an enemy psychic power, roll a D6. On the roll of a 5+ that power is nullified.

Wolftooth Necklace

One who has triumphed in one of the contests of might held at the Fang may be awarded a wolftooth necklace in recognition of his martial excellence and athletic prowess. In close combat, a model with a wolftooth necklace always hits on the roll of a 3+ regardless of comparative Weapon Skills.

Wolf Standard

The sacred wolf standards of the Space Wolves Great Companies are priceless Chapter relics and the sons of Fenris will fight all the harder in their presence. Though they take many forms, from a framework of skins and furs to fully illustrated banners, each is a symbol of strength. Once per game, a unit that includes a wolf standard may call upon the power of the wolf. For the duration of the next Assault Phase, all models in that unit may re-roll any dice rolls of a 1.

VEHICLE ARMOURY

Autocannon

Autocannons fire large calibre, high velocity shells. They are employed in the turret mounts of Predator Destructors, and are sometimes carried upon Dreadnoughts.

Range	Strength	AP	Type
48"	7	4	Heavy 2

Deathwind Launcher

See the Drop Pod entry on page 47.

Demolisher Cannon

See the Vindicator entry on page 43.

Dozer Blade

Dozer blades are heavy ploughs, rams, or scoops, used to clear obstacles from the vehicle's path. Vehicles equipped with dozer blades can re-roll a failed difficult terrain test.

Extra Armour

Some Space Wolves vehicle crews add additional armour plating to their vehicles to provide extra protection. Vehicles equipped with extra armour count crew stunned results on the Vehicle Damage tables as a crew shaken result instead.

Frag Assault Launcher

See the Land Raider Crusader entry on page 45.

Flamestorm Cannon

See the Land Raider Redeemer entry on page 45.

Hunter-killer Missile

Hunter-killer missiles are commonly fitted to Imperial vehicles. These single-use weapon systems allow vehicles such as Rhinos to engage enemy armour that would otherwise outmatch them. A hunter-killer missile is a krak missile with unlimited range that can only be used once per battle. They are fired at Ballistic Skill 4. They are treated as an additional weapon.

Hurricane Bolters

See the Land Raider Crusader entry on page 45.

Storm Bolter

Pintle-mounted storm bolters are weapons fitted to Space Marine vehicles to provide additional fire support. Pintle-mounted storm bolters are treated as an additional defensive weapon, with the profile of a normal storm bolter.

Range	Strength	AP	Type
24"	4	5	Assault 2

Searchlight

Searchlights are often fitted to Space Marine vehicles, so that the foe may not use darkness as an ally. Searchlights are used where the Night Fighting rule is in effect. If a vehicle has a searchlight it must still use the night fighting rules to pick a target but, having acquired a target, will illuminate it with the searchlight. For the rest of the owning player's Shooting phase, any other unit that fires at the illuminated unit does not use the night fighting special rule. However, a vehicle that uses a searchlight can be targeted during the following enemy turn as if the Night Fighting rules were not in effect, because the enemy can see the searchlight.

Siege Shield

See the Vindicator entry on page 43.

Smoke Launchers

Smoke launchers are used to temporarily obscure the vehicle behind concealing clouds of smoke, allowing it to cross open areas in greater safety. See the Vehicles section of the Warhammer 40,000 rulebook for details.

Whirlwind Missile Launcher

See the Whirlwind entry on page 42.

Typhoon Missile Launcher

See the Land Speeder entry on page 46.

THE KRAKEN'S EGG

Fenris' weather is infamous: the winters are icy cold, and the brief summers are intolerably hot. However, every few years or so comes the season known as the Helwinter. The planet's long orbit takes it far from the sun, and it becomes deathly cold for many standard years. At the same time the planet passes through a swarm of meteors that bombard its surface like a rain of bombs. The contrails of the descending meteorites fill the night skies, and the impacts cause the earth to shake like a frightened beast. During this period the tribes of Fenris take to their longships and search the icy seas for places of relative safety. Some navigate their way through the labyrinth of icebergs to make their homes on mountains of ice, others are lost to freezing tidal waves caused by meteorite impact. Many more will die when attacked by ice whales and the hideous monsters known as kraken.

Kraken are the most terrifying monsters of the deep. A full grown Kraken can measure as much as five miles long with tentacles that drag four times as far. Some have speculated Kraken are the remains of a Tyranid bio-weapon from an ancient Hive Fleet invasion. Others say that the monsters are as old as Fenris, and that they gnaw at the roots of the world. One of the most ancient tales of Russ tells of how he went fishing one day and caught the Father of Kraken, the legendary monster whose tentacles encircle the world. Russ pulled the creature from the sea, but declared it too small, and that he would return later when the tiddler was full grown. As with many Fenrisian legends this may be apocryphal, though it would explain the source of the so-called Kraken's Egg, a giant leathery piece of flesh over fifty foot in length that lies within the Trophy Halls of the Fang.



SAGAS

The heroes of the Space Wolves become renowned for particular feats of battle or fighting styles that they call their own. A warrior who has such a preferred fighting style will often use equipment that accentuates his role, fight in a manner that accentuates his natural talent, or even change his name to reflect it. Such specialism can confer superhuman abilities upon the field of battle. This is reflected in the events of his saga, which is named accordingly – for example, Canis Wolfborn bears the Saga of the Wolfkin because he rides to war with packs of Fenrisian Wolves, and he enjoys greater control over them as a result.



Many Space Wolves HQ choices have the option to choose a saga and the oath that goes along with it. Because the Space Wolves are a diverse and proud bunch, no two characters may bear the same saga. The exception to this rule is special characters, who have their own stories and abilities above and beyond the sagas. For instance, you could take a character of your own invention and purchase him the Saga of Majesty, despite the fact you intend him to accompany Logan Grimnar, who bears the same saga.

Such power comes with a cost (and not only the points you pay to take the sagas in the first place). To ensure the fates smile upon the Chapter, the Rune Priests will charge its mightiest heroes with a great sacred duty or oath. Bearing such a battle oath is a great privilege, and a hero should not contravene it, lest he lose his honour or be proved false. Each saga has an oath listed below it, and your characters should endeavour to live up to the appropriate oath. Breaking an oath has no game effect, it's purely a matter of honour. That said, honour is something the Space Wolves prize highly. If you win a game and have broken none of your oaths, then Russ himself would be proud – you have fought and won in style, and have earned a few new tales to tell to your fellow Wolf Lords. Raise a tankard to the glory of Fenris and the Emperor! If some of your characters have failed to fulfil their oaths, that's not so good. You'll have to reclaim your honour next time round...

**“AS THE MOUNTAIN IS ARJAC, A SNOW-CAPPED PEAK
HIS RAGE OVERSHADOWS THE WOUNDED BEAR.
THE ROCKFIST ENDURES WHEN ALL SEEMS LOST.”**
– The Saga of Arjac Rockfist

Designer's Note: Sagas are intended to encourage players to develop some seriously cool names and stories for their Space Wolves characters. You'll find that after a few games your heroes become a lot more interesting as they accrue personal histories of victory and (dare we say it?) defeat. In effect, your characters will be adding to their own sagas with every new game, which can be great fun.

Saga of the Wolfkin

The fiercest Fenrisian wolves lope and prowl around the hero, for in him they see an even more savage spirit than their own. Fenrisian Wolves and Cyberwolves in the same army as the character have Initiative 5 and Leadership 7.

Oath: Honour the wolfkin. The character treats his lupine allies as brothers. At least one Fenrisian Wolf or Thunderwolf should survive the battle for the character to keep his oath.

Saga of the Bear

The hero wears the skin of the bear and has a temperament to match. When he plants his feet firmly even a thunderbolt cannot fell him. The character has the Eternal Warrior rule.

Oath: Visit fury upon the evil ones. The character can prove the might of the sons of Russ by dealing the death blow to an enemy character before the end of the game.

Saga of Majesty

The character has the stature of kings and in his voice is an ageless authority. Any unit within 6", including the character and his unit, may re-roll failed Morale tests.

Oath: Lead by example. A hero that falls back or goes to ground is unworthy of the name; avoid this at all costs.

Saga of the Hunter

Infantry only. Some heroes are famed for their ability to hunt across an entire continent without a single night of rest. The character has the ability to outflank and the Stealth rule.

Oath: Attack unseen. A true hunter always attacks from an unexpected angle and hence this character should be held in reserve at the beginning of the game.

Saga of the Warrior Born

The character is not truly alive unless plunging forward into battle, his blade dripping red with the blood of his enemies as his rage grows ever greater. During the Assault phase, the character gets a bonus to his Attacks equal to the number of models he killed during the previous Assault phase.

Oath: Reap a great tally. Keep the models killed by this character to one side – if he kills ten or more models he's upheld his reputation as a champion of Fenris. You might like to keep a record of particularly impressive tallies.

Saga of the Beastlayer

By the light of the fire, many a Fenrisian hero has basked in the glory of prevailing against a monstrous foe, and will deliberately seek such confrontations. The character may re-roll failed To Hit rolls against walkers, monstrous creatures, and models with a Toughness of 5 or more.

Oath: Fear not the beast. To show that he is not afraid of the mightiest evils, the character should have slain a model of one of the types listed above before the end of the game.

Saga of the Iron Wolf

The hero can stir the machine spirits that growl within the engines and guns of his tanks into a battle-frenzy. Any vehicle containing the character may move an extra D3", and the character adds one to any Repair roll he makes.

Oath: Take the fight to the enemy. The character can prove the effectiveness of his armoured assaults by ending the battle within the enemy deployment zone.



A COMPANY OF WOLVES

So, where to start? There are so many excellent unit types and characters available to Space Wolves players that the sheer choice can be a little bewildering. A good approach, as always, is to collect the models that you think look the coolest. In fact, the Space Wolves army list is very flexible and truly rewards this approach. You might like to start by buying a few plastic sets and assembling some basic warriors. An eclectic look is just fine – you can assign your warriors to their various packs at a later stage, and use the best ones as Wolf Guard to lead your squads.

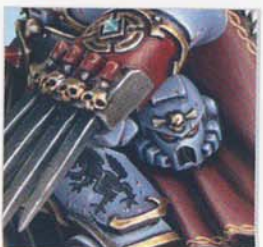
We find a great basis for an army is to collect at least one pack of each of the main types of Space Wolves – the young and battle-hungry Blood Claws, the cunning and

experienced Grey Hunters, and the veteran heavy weapon specialists known as Long Fangs. This will give you a squad of assault specialists, some all-rounders who can excel in all theatres of war, and some serious firepower. Once you've got these bases covered, you can collect whatever catches your eye and still be assured of a tactically balanced core.

The Space Wolves have some truly exceptional characters to lead them. You might like to lead your army with one of the named characters from this book, or invent your own characters with their personal sagas, wargear and heraldry. A lot of Space Wolves players like to name their characters, perhaps drawing inspiration from old Viking names, and designing their iconography can be a lot of fun too.



The Space Wolves army crashes into the heart of a Daemon horde.



CANIS WOLFBORN

The savage Canis rides to war upon Fangir – a monstrous, cybernetically enhanced Thunderwolf.



NJAL STORMCALLER

Njal is the most powerful Rune Priest in the Space Wolves Chapter, able to command the very elements. Armed with the Staff of the Stormcaller, he conjures howling blizzards and arcing lightning to strike down the foe.



Battle Leader with the mark of the Wulfen.



Wolf Lord with plasma pistol and chainsword.



Battle Leader with twin wolf claws.



Ulrik the Slayer, Wolf High Priest.



Rune Priest with plasma pistol and runic axe.



Wolf Priest with crozius arcantum and bolt pistol.



RAGNAR BLACKMANE

Ragnar is a young, impetuous Wolf Lord, armed with a deadly frost blade.



Ragnar Blackmane's Great Company Banner.



The Space Wolves Chapter Banner.



Dreadnought with twin-linked lascannons and close combat weapon.



Dreadnought with assault cannon and close combat weapon.



Blood Claws charge headlong at the enemy, armed with bolt pistol and chainsword.



Blood Claw with power sword and plasma pistol.



Blood Claw with bolt pistol and chainsword.



LUKAS THE TRICKSTER

The rebellious Lukas can join packs of Blood Claws. His chameleonic cloak makes it nigh impossible to land a telling blow upon him.



Blood Claw with bolt pistol and chainsword.



Blood Claws have red and yellow pack markings.



Geometric patterns are used as well as heraldic symbols.



Like all Space Wolves, Blood Claws adorn their armour with wolf pelts, teeth, runestones and other talismans.



Blood Claws equipped with bolt pistol and chainsword.

Blood Claw armed with plasma gun.



Warriors that have excelled themselves may replace their pack marking with an honour marking.

Skyclaw Assault Packs are equipped with jump packs, enabling them to close swiftly with the foe.



Skyclaw with bolt pistol and power fist.

Skyclaw with meltagun.



Individual packs may display their own banners, often borne on a backpack. Shown above, from left to right, are a Blood Claw, Grey Hunter and Long Fang banner.



Grey Hunters are experienced warriors, able to fight the enemy at close quarters or unleash a hail of deadly bolter fire.



Grey Hunter with bolt pistol and power fist.



Grey Hunter with plasma gun.



Grey Hunter with flamer.



Grey Hunter with plasma pistol and power weapon.



Examples of Wolf Standards: the Great Company banners of Egil Iron Wolf and Harald Deathwolf.



A Grey Hunter of exceptional valour may carry a Wolf Standard.



Grey Hunter with boltgun and chainsword.

Grey Hunter with boltgun.

Grey Hunter with boltgun and chainsword.

Grey Hunters bear red and black pack markings, and red honour markings.



Grey Hunter with boltgun.

Wolf Guard often accompany Grey Hunters to war.



Ragnar Blackmane leads the charge straight into the heart of the enemy lines.

Wolf Guard are exceptional warriors, hand-picked by their Wolf Lord. They can be formed into packs, or assigned as the leaders of other squads who benefit from their great wisdom, skill and heroism on the battlefield.



Wolf Guard in Terminator armour, with heavy flamer and chainfist.



LOGAN GRIMNAR

High King of the entire Space Wolves Chapter, Logan Grimnar charges into battle armed with the fearsome Axe Morkai.



Wolf Guard Terminator with storm bolter and chainfist.



Wolf Guard in Terminator armour, with storm bolter and power fist.



Wolf Guard Terminator with storm bolter and frost axe.



Wolf Guard Terminator with thunder hammer and storm shield.



Wolf Guard in Terminator armour, with twin wolf claws.



Wolf Guard Terminator with assault cannon and power fist.



Wolf Guard in Terminator armour, with storm bolter, power fist and cyclone missile launcher.



Wolf Guard Terminator with frost blade and storm bolter.



Wolf Guard equipped with Terminator armour bear their Great Company marking on the right shoulder pad, while the pack marking may be displayed on a knee pad.



The Land Raider Crusader replaces the standard lascannons with hurricane bolters.

This vehicle has been adorned with Space Wolves iconography, pelts and shields.



Wolf Guard with boltgun and chainsword.



Wolf Guard with power weapon.



Wolf Guard equipped with twin wolf claws sacrifice ranged firepower for greater close combat prowess.



Wolf Guard with thunder hammer and storm shield.



Wolf Guard with storm bolter and chainsword.



Wolf Guard with power weapon and plasma pistol.



The pack markings of Wolf Guard are black and yellow, while honour markings are black.



Wolf Guard with frost axe.



Wolf Guard with plasma pistol and chainsword.



Wolf Guard with thunder hammer and bolt pistol.



The veteran Long Fangs provide ranged fire support. Equipped with heavy bolters, they excel at gunning down enemy infantry.



The multi-melta (left) and lascannon (right) are ideal weapons for tank hunting.



The plasma cannon can be dangerous for both target and firer.



Missile launchers can fire frag or krak missiles.



The Squad Leader directs the fire of the unit.



Squad Leader armed with plasma gun.



Razorbacks are most commonly armed with either twin heavy bolters (above) or twin lascannons (right).





Wolf Scouts with bolt pistol and close combat weapon.



Plasma pistols allow Wolf Scouts to engage more heavily armoured targets.



Wolf Scout with storm bolter.



Wolf Scout equipped with boltgun.



Wolf Scout with bolt pistol and power weapon.



Wolf Scout armed with sniper rifle.



The stealthy Wolf Scouts use black pack markings on their grey shoulder pads.



At short range, a meltagun is deadly to tanks.



Wolf Scout with bolt pistol and close combat weapon.



LONE WOLVES

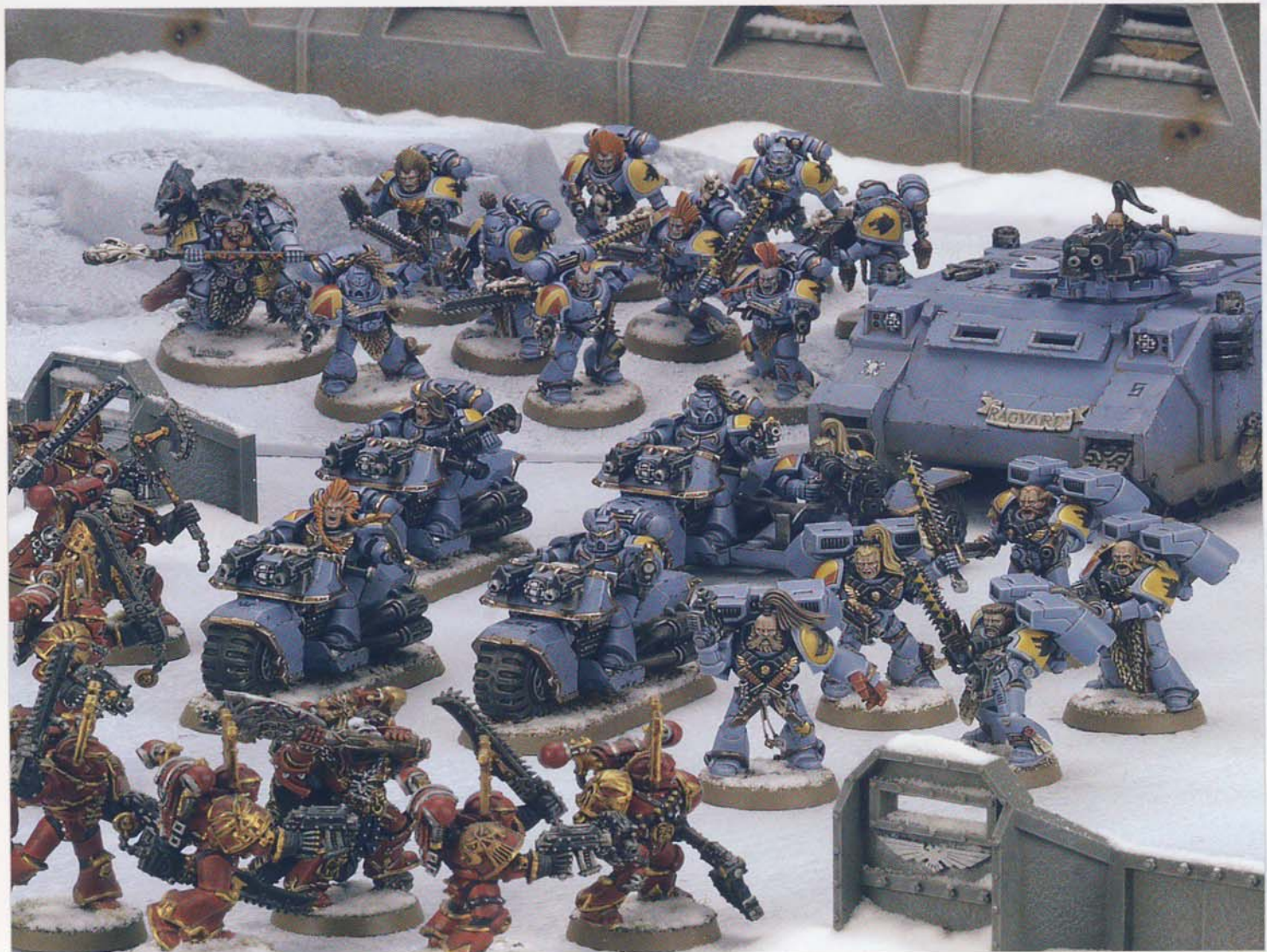
Lone Wolves are the last survivors of their packs. Each individual still bears his pack markings to honour his fallen brethren.



Pack identification mark.



The reliable Space Marine Rhino deploys Space Wolf packs swiftly into the battlezone.



Under the guidance of Njal Stormcaller, the Blood Claws and their glory-hungry brethren charge headlong into battle.



Drop Pod – employed for planetstrike deployment.



Land Raider – the most heavily armoured Space Marine battle tank.



Predator Destructors carry heavy bolter sponsons, for anti-infantry fire.



Tank-hunting Predator Annihilators are equipped with multiple lascannons.



The Vindicator's demolisher cannon fires huge siege shells.



The Whirlwind provides long-range artillery support.

SPACE WOLVES MARKINGS

As you might expect from a Chapter with such disregard for authority and the dictates of the Codex Astartes, the iconography used by the Space Wolves is an eclectic mix with few hard and fast rules. There is a general colour code, and warriors usually bear their pack marking on their right shoulder pad and their Great Company marking on the left. However, within these guidelines there is much variety – a range of examples are shown below.

Pack markings

Pack markings may be repeated on the knee pad or the squad's transport vehicle. Individual honour makings are displayed on a grey background field.



The left shoulder pad shows a warrior's Great Company.



When a Wolf Lord becomes the Great Wolf, his Company adopts this symbol.



Logan Grimnar
(prior to becoming
Great Wolf)



Ragnar
Blackmane's
Great Company



Sven Bloodhowl's
Great Company



Harald
Deathwolf's
Great Company



Bjorn Stormwolf's
Great Company



Engir
Krakendoom's
Great Company



Bran Redmaw's
Great Company



Kjarl Grimblood's
Great Company



Krom
Dragongaze's
Great Company



Erik Morkai's
Great Company



Gunnar Red
Moon's Great
Company



Egil Iron Wolf's
Great Company

In some cases, Warriors render their Great Company marking in colours matching their pack markings.



SPACE WOLVES ARMY LIST

The following army list enables you to field a Space Wolves army and fight battles using the scenarios included in the Warhammer 40,000 rulebook.

USING THE ARMY LIST

The Space Wolves army list is split into five sections: HQ, Elites, Troops, Fast Attack and Heavy Support. All of the squads, vehicles and characters in the army are placed into one of these sections depending upon their role on the battlefield. Each model is also given a points value, which varies depending on how effective that model is in battle.

Before you choose an army, you will need to agree with your opponent upon the type of game you are going to play and the maximum total number of points each of you will spend. Then you can proceed to pick your army.

USING A FORCE ORGANISATION CHART

The army list is used in conjunction with the force organisation chart from a scenario. Each chart is split into five categories that correspond to the sections in the army list, and each category has one or more boxes. Each grey-toned box indicates that you may make one choice from that section of the army list, while a dark-toned box indicates a compulsory selection.

This army list is primarily designed for use with the Standard Missions from the Warhammer 40,000 rulebook. We have included the chart used for Standard Missions below. This army list may of course be used in conjunction with other missions and scenarios that use the force organisation charts, allowing you access to different types of army for a different gaming experience.

ARMY LIST ENTRIES

Each entry in the army list represents a different unit. More information about the background and rules for the Space Wolves and their options can be found in the Warriors of the Fang section, while information and examples of the Citadel miniatures you will need to represent them can be found in the Company of Wolves section.

Each unit entry in the Space Wolves army list is split into several sections:

Unit Name: At the start of each army list entry you will find the name of the unit alongside the points cost of the unit without any upgrades.

Profile: This section will show the profile of any models the unit can include.

Composition: Where applicable, this section will show the number and type of models that make up the basic unit, before any upgrades are taken.

Unit Type: This section refers to the Warhammer 40,000 Unit Type Rules chapter. For example, a unit may be classed as infantry, vehicle or cavalry, which will subject it to a number of rules regarding, movement, shooting, assault etc. If the Unit Type box includes the word 'Unique' you may only include one of this unit in your army.

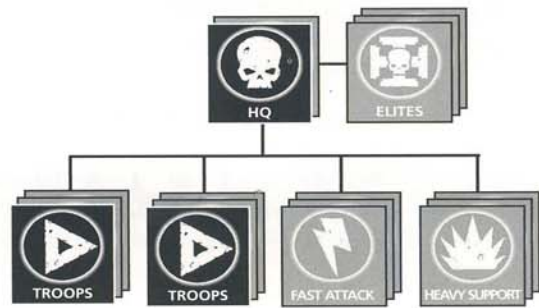
Wargear: This section details the weapons and equipment the models in the unit are armed with. The cost for all these models and their equipment is included in the points cost listed next to the unit name.

Special Rules: Any special rules that apply to the models in the unit are listed here. These special rules are explained in further detail in either the Warriors of the Fang section or the Universal Special Rules section of the Warhammer 40,000 rulebook.

Dedicated Transport: Where applicable, this section refers to any transport vehicles the unit may take. These have their own army list entry on page 94. The Transport Vehicles section of the Warhammer 40,000 rulebook explains how these dedicated transport vehicles work.

Options: This section lists all of the upgrades you may add to the unit if you wish to do so alongside the associated points cost for each. Where an option states that you may exchange one weapon 'and/or' another, you may replace either, neither or both provided you pay the points cost.

STANDARD MISSIONS



COMPULSORY	OPTIONAL	OPTIONAL
1 HQ*	1 HQ*	3 Fast Attack
2 Troops	4 Troops	3 Heavy Support
	3 Elites	

*The Leaders of the Pack

In a Space Wolves army, each HQ 'slot' allows you to take up to two HQ choices. This means that in a standard mission a Space Wolves army may take one, two, three or even four HQ choices. This represents the constant presence of heroes determined to burn their name into legend.

However, packs of Space Wolves work best when led by a single dominant personality, each hero respected for his own abilities. To represent this, no two characters may bear the same saga, nor may they bear the same psychic powers or wargear combination. Space Wolves are far too individual and proud for such unimaginative tactics!



HQ*

LOGAN GRIMNAR, THE GREAT WOLF 275 points

Page 56

	WS	BS	S	T	W	I	A	Ld	Sv
Logan Grimnar	6	5	4	4	3	5	5	10	2+

Composition:

- 1 (Unique)

Unit Type:

- Infantry

Wargear:

- Terminator armour
- The Axe Morkai
- Wolftooth necklace
- Wolf tail talisman
- Storm bolter
- The Belt of Russ
- Saga of Majesty

Special Rules:

- And They Shall Know No Fear
- Acute Senses
- Counter-attack
- Eternal Warrior
- Independent Character
- Stubborn
- Living Legend
- The High King

THE GREAT WOLF

Wolf Guard units count as Troops in any army that includes Logan Grimnar.

NJAL STORMCALLER, LORD OF TEMPESTS 245 points

Page 53

	WS	BS	S	T	W	I	A	Ld	Sv
Njal Stormcaller	5	4	4	4	2	4	3	10	2+

Composition:

- 1 (Unique)

Unit Type:

- Infantry

Wargear:

- Runic armour
- Wolftooth necklace
- Staff of the Stormcaller
- Nightwing
- Bolt pistol
- Frag and krak grenades
- Saga of Majesty

Options:

- May replace his runic armour and frag and krak grenades with runic Terminator armour for an additional +25 points.

Special Rules:

- And They Shall Know No Fear
- Acute Senses
- Counter-attack
- Independent Character
- Master Psyker
- Lord of Tempests

Psychic Powers:

Njal knows all of the Psychic Powers on page 37.

WOLF LORD RAGNAR BLACKMANE 240 points

Page 55

	WS	BS	S	T	W	I	A	Ld	Sv
Ragnar Blackmane	6	5	4	4	3	5	4	10	3+
Svangir/Ulfgir	4	0	4	4	1	4	2	6	5+

Composition:

- 1 (Unique)

Unit Type:

- Infantry

Wargear:

- Power armour
- Bolt pistol
- Wolftooth necklace
- Wolf tail talisman
- Frost blade
- Melta bombs
- Frag and krak grenades
- Saga of the Warrior Born

Options:

- Ragnar Blackmane may be accompanied by up to two Fenrisian wolves, Svagrir and Ulfgir10 points per model.

Special Rules:

- And They Shall Know No Fear
- Independent Character
- Acute Senses
- Counter-attack
- Insane Bravado
- War Howl
- Incredible Reflexes





ULRIK THE SLAYER180 points

Page 50

	WS	BS	S	T	W	I	A	Ld	Sv
Ulrik the Slayer	6	5	4	4	2	5	3	10	3+

Composition:

- 1 (Unique)

Unit Type:

- Infantry

Wargear:

- Power armour
- Plasma pistol
- Frag and krak Grenades
- Power weapon
- Fang of Morkai
- Wolftooth necklace
- Wolf amulet
- Wolf Helm of Russ

Special Rules:

- Independent Character
- Acute Senses
- Counter-attack
- Fearless
- Slayer's Oath
- Mentor

CANIS WOLFBORN185 points

Page 54

	WS	BS	S	T	W	I	A	Ld	Sv
Canis Wolfborn	5	2	5	5	3	5	5	8	3+

Composition:

- 1 (Unique)

Unit Type:

- Cavalry

Wargear:

- Power armour
- Wolftooth necklace
- Wolf tail talisman
- Two wolf claws
- Frag and krak grenades
- Fangir
- Saga of the Wolfkin

Options:

- Canis Wolfborn may be accompanied by up to two
- Fenrisian wolves10 pts per model.

Special Rules:

- And They Shall Know No Fear
- Independent Character
- Acute Senses
- Counter-attack
- Rending
- Wrath of the Savage
- Lord of the Wolfkin

THE WOLF KING

Fenrisian wolves count as Troops in any army that includes Canis Wolfborn.

BJORN THE FELL-HANDED270 points

Page 49

	WS	BS	S	Armour			I	A
				F	S	R		
Bjorn the Fell-Handed	6	6	7	13	12	10	3	4

Composition:

- 1 Venerable Dreadnought (Unique)

Unit Type:

- Vehicle (Walker)

Wargear:

- Assault cannon
- Dreadnought close combat weapon (with built-in heavy flamer)
- Wolf tail talisman
- Smoke launchers
- Saga of Majesty

Options:

- Replace assault cannon with:
- Plasma cannonfree
- Twin-linked lascannon20 pts

Special Rules:

- Venerable
- Ancient Tactician
- Ward of the Primarch
- Living Relic





HQ*

WOLF LORD100 points

Page 39

	WS	BS	S	T	W	I	A	Ld	Sv
Wolf Lord	6	5	4	4	3	5	4	10	3+

Composition:

- 1 Wolf Lord

Unit Type:

- Infantry

Wargear:

- Power armour
- Close combat weapon
- Bolt pistol
- Frag and krak grenades

Options:

- Replace bolt pistol and/or close combat weapon with:
 - Boltgun free
 - Storm bolter 3 points
 - Combi-flamer, combi-melta or combi-plasma 10 points
 - Power weapon or plasma pistol 15 points
 - Wolf claw 20 points
 - Power fist, frost blade or frost axe 25 points
 - Thunder hammer or storm shield 30 points
- Replace power armour with runic armour 20 points
- Replace power armour, close combat weapon, bolt pistol, frag and krak grenades with Terminator armour, including storm bolter and power weapon 40 points

Special Rules:

- And They Shall Know No Fear
- Independent Character
- Acute Senses
- Counter-attack

Options: (Continued)

- Replace Terminator armour's storm bolter with:
 - Combi-flamer, combi-melta or combi-plasma 5 points
 - Wolf claw 15 points
 - Power fist 20 points
 - Thunder hammer, storm shield or chainfist 25 points
- Replace Terminator armour's power weapon with:
 - Wolf claw 5 points
 - Power fist 10 points
 - Thunder hammer, storm shield, or chainfist 15 points
- If Terminator armour is not chosen, may have one of the following:
 - Jump pack 25 points
 - Space Marine bike 35 points
 - Thunderwolf mount 45 points
- May choose any of the following:
 - Melta bombs 5 points
 - Wolftooth necklace 10 points
 - Wolf tail talisman 5 points
 - Up to two Fenrisian Wolves 10 points each
 - Mark of the Wulfen 15 points
 - Belt of Russ 25 points
- May choose one saga from the following list:
 - Saga of the Beastslayer 10 points
 - Saga of Majesty 15 points
 - Saga of the Wolfkin 15 points
 - Saga of the Warrior Born 35 points
 - Saga of the Bear 35 points

RUNE PRIEST100 points

Page 36

	WS	BS	S	T	W	I	A	Ld	Sv
Rune Priest	5	4	4	4	2	4	2	10	3+

Composition:

- 1 Rune Priest

Unit Type:

- Infantry

Wargear:

- Power armour
- Runic weapon
- Bolt pistol
- Frag and krak grenades

Special Rules:

- And They Shall Know No Fear
- Acute Senses
- Independent Character
- Counter-attack
- Psyker

Psychic Powers:

- A Rune Priest has any two of the following powers:
- Thunderclap
 - Living Lightning
 - Storm Caller
 - Tempest's Wrath
 - Fury of the Wolf Spirits
 - Murderous Hurricane
 - Jaws of the World Wolf

Options:

- Upgrade to a Master of Runes 50 points
- Replace bolt pistol with:
 - Boltgun free
 - Plasma pistol 15 points
 - Storm bolter 3 points
- Replace power armour with runic armour 20 points
- Replace power armour, bolt pistol, frag and krak grenades with Terminator armour, including storm bolter 20 points
- Replace Terminator armour's storm bolter with:
 - combi-flamer, combi-melta or combi-plasma 5 points
- If Terminator armour is not chosen, may have one of the following:
 - Jump pack 25 points
 - Space Marine bike 35 points
- May choose any of the following:
 - Melta bombs 5 points
 - Wolftooth necklace 10 points
 - Wolf tail talisman 5 points
 - Chooser of the Slain 10 points
- May choose one saga from the following list:
 - Saga of the Beastslayer 10 points
 - Saga of the Warrior Born 35 points

WOLF PRIEST100 points

Page 35

	WS	BS	S	T	W	I	A	Ld	Sv
Wolf Priest	5	4	4	4	2	4	2	10	3+

Composition:

- 1 Wolf Priest

Unit Type:

- Infantry

Wargear:

- Power armour
- Bolt pistol
- Frag and krak grenades
- Wolf Amulet
- Crozius Arcanum (Power weapon)
- Fang of Morkai

Special Rules:

- Acute Senses
- Counter-attack
- Independent Character
- Fearless
- Oath of War



Options:

- Replace bolt pistol with:
 - Boltgunfree
 - Storm bolter3 points
 - Plasma pistol15 points
 - Combi-flamer, combi-melta or combi-plasma10 points
- Replace power armour with runic armour20 points
- Replace power armour, bolt pistol, frag and krak grenades with Terminator armour, including storm bolter20 points
- Replace Terminator armour's storm bolter with combi-flamer, combi-melta or combi-plasma5 points
- If Terminator armour is not chosen, may have one of the following:
 - Jump pack25 points
 - Space Marine bike35 points
- May choose any of the following:
 - Melta bombs5 points
 - Wolftooth necklace10 points
 - Wolf tail talisman5 points
- May choose one saga from the following list:
 - Saga of the Beastslayer10 points
 - Saga of the Hunter*10 points
 - Saga of the Wolfkin15 points
 - Saga of the Warrior Born35 points

* May only be taken by a model in power armour that does not have a jump pack or Space Marine bike

WOLF GUARD BATTLE LEADER70 points

Page 30

	WS	BS	S	T	W	I	A	Ld	Sv
Battle Leader	5	5	4	4	2	5	3	9	3+

Composition:

- 1 Wolf Guard Battle Leader

Unit Type:

- Infantry

Wargear:

- Power armour
- Close combat weapon
- Bolt pistol
- Frag and krak grenades

Options:

- Replace bolt pistol and/or close combat weapon with:
 - Boltgunfree
 - Storm bolter3 points
 - Combi-flamer, combi-melta or combi-plasma10 points
 - Power weapon or plasma pistol15 points
 - Wolf claw20 points
 - Power fist, frost blade or frost axe25 points
 - Thunder hammer or storm shield30 points
- Replace power armour with runic armour20 points
- Replace power armour, close combat weapon, bolt pistol, frag and krak grenades with Terminator armour, including storm bolter and power weapon40 points

Special Rules:

- And They Shall Know No Fear
- Independent Character
- Acute Senses
- Counter-attack

Options: (Continued)

- Replace Terminator armour's storm bolter with:
 - Combi-flamer, combi-melta or combi-plasma5 points
 - Wolf claw15 points
 - Power fist20 points
 - Thunder hammer, storm shield or chainfist25 points
- Replace Terminator armour's power weapon with:
 - Wolf claw5 points
 - Power fist10 points
 - Thunder hammer, storm shield, or chainfist15 points
- If Terminator armour is not chosen, may have one of the following:
 - Jump pack25 points
 - Space Marine bike35 points
 - Thunderwolf mount45 points
- May choose any of the following:
 - Melta bombs5 points
 - Wolftooth necklace10 points
 - Wolf tail talisman5 points
 - Up to two Fenrisian Wolves10 points each
 - Mark of the Wulfen15 points
- May choose one saga from the following list:
 - Saga of the Beastslayer10 points
 - Saga of the Hunter*10 points
 - Saga of the Wolfkin15 points
 - Saga of the Warrior Born35 points

* May only be taken by a model in power armour that does not have a jump pack or Space Marine bike



ELITES

WOLF GUARD PACK

18 points per model

Page 30

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

Composition:

- 3-10 Wolf Guard

Unit Type:

- Infantry

Wargear:

- Power armour
- Close combat weapon
- Bolt pistol
- Frag and krak grenades

Special Rules:

- And They Shall Know No Fear
- Acute Senses
- Counter-attack

Dedicated Transport:

- May select a Drop Pod, Rhino or a Razorback (see page 94 for points costs).
- One Wolf Guard pack in the army may select a Land Raider of any type as a dedicated transport. (See Heavy Support for points costs)



Pack Leaders: The Wolf Guard act not only as bodyguards for the lords of Fenris but also as leaders to those with less battlefield experience. Before the battle, each Wolf Guard has the option of being split off from his pack and assigned to lead a different pack from the following list: **Blood Claws, Swiftclaw Bike Packs, Grey Hunters, Wolf Scouts, Long Fangs.** Only one Wolf Guard may join each pack in this manner. Wolf Guard in Terminator armour, with jump packs or mounted on Space Marine Bikes may not join Wolf Scouts units.

Options:

- Any Wolf Guard model may replace bolt pistol and/or close combat weapon with:
 - Boltgunfree
 - Storm bolter3 points per model
 - Combi-flamer, Combi-melta or Combi-plasma5 points per model
 - Power weapon or plasma pistol10 points per model
 - Wolf claw15 points per model
 - Power fist, frost blade or frost axe20 points per model
 - Thunder hammer or storm shield25 points per model
- Any Wolf Guard may replace power armour, close combat weapon, bolt pistol, frag and krak grenades with Terminator armour, storm bolter and power weapon15 points per model
- Replace his Terminator armour's storm bolter with:
 - Combi-flamer, combi-melta or combi-plasma5 points per model
 - Wolf claw or power fist10 points per model
 - Thunder hammer, storm shield or chainfist15 points per model
- Replace Terminator armour's power weapon with:
 - Wolf claw5 points
 - Frost blade, frost axe or power fist10 points
 - Thunder hammer, storm shield or chainfist15 points per model
- For every five models in the squad, one Wolf Guard model in Terminator armour may choose one of the following:
 - replace his storm bolter with a heavy flamer5 points
 - replace his storm bolter with an assault cannon30 points
 - take a cyclone missile launcher30 points
- If Terminator armour is not chosen, any model may have one of the following:
 - Jump pack25 points per model
 - Space Marine bike35 points per model
- Any Wolf Guard model may choose any of the following:
 - Melta bombs5 points per model
- One Wolf Guard may take
 - The Mark of the Wulfen15 points
- One Wolf Guard model may be upgraded to **Arjac Rockfist, The Anvil of Fenris**170 points

ARJAC ROCKFIST, THE ANVIL OF FENRIS

+170 points

Page 51

	WS	BS	S	T	W	I	A	Ld	Sv
Arjac Rockfist	5	5	5	4	2	4	3	9	2+

Composition:

- 1 (Unique)

Unit Type:

- Infantry

Wargear:

- Wolftooth necklace
- Foehammer
- Anvil Shield
- Terminator armour
- Saga of the Bear

Special Rules:

- And They Shall Know No Fear
- Acute Senses
- Counter-attack
- Grimnar's Champion
- Stubborn

ELITES

DREADNOUGHT105 points

Page 48

	Armour							
	WS	BS	S	F	S	R	I	A
Dreadnought	4	4	6	12	12	10	4	2

Composition:

- 1 Dreadnought

Dedicated Transport:

- May select a Drop Pod (see page 94 for points costs).

Unit Type:

- Vehicle (Walker)

Wargear:

- Assault cannon
- Dreadnought close combat weapon (with built in storm bolter)
- Smoke launchers
- Searchlight

Options:

- Replace storm bolter with:
 - heavy flamer10 points
- Replace assault cannon with:
 - Twin-linked heavy flamer or multi-meltafree
 - Twin-linked heavy bolter5 points
 - Twin-linked autocannon10 points
 - Plasma cannon10 points
 - Twin-linked lascannon30 points
- Replace Dreadnought close combat weapon with:
 - twin-linked autocannon or missile launcher10 points
- May choose any of the following:
 - Extra armour15 points
 - Wolftooth necklace10 points
 - Wolf tail talisman5 points

VENERABLE DREADNOUGHT165 points

Page 48

	Armour							
	WS	BS	S	F	S	R	I	A
Ven. Dreadnought	5	5	6	12	12	10	4	2

Composition:

- 1 Venerable Dreadnought

Special Rules:

- Venerable

Unit Type:

- Vehicle (Walker)

Dedicated Transport:

- May select a Drop Pod (see page 94 for points costs).

Wargear:

- Assault cannon
- Dreadnought close combat weapon (with built in storm bolter)
- Smoke launchers
- Searchlight

Options:

- Replace storm bolter with:
 - heavy flamer10 points
- Replace assault cannon with:
 - Twin-linked heavy flamer or multi-meltafree
 - Twin-linked heavy bolter5 points
 - Twin-linked autocannon10 points
 - Plasma cannon10 points
 - Twin-linked lascannon30 points
- Replace Dreadnought close combat weapon with:
 - twin-linked autocannon or missile launcher10 points
- May choose any of the following:
 - Extra armour15 points
 - Wolftooth necklace10 points
 - Wolf tail talisman5 points
 - Saga of Majesty15 points

IRON PRIEST50 points

Page 38

	WS	BS	S	T	W	I	A	Ld	Sv
Iron Priest	4	4	4	4	1	4	2	8	2+
Cyberwolf	4	0	4	5	1	4	3	6	4+
Thrall-servitor	3	3	3	3	1	3	1	8	4+

Composition:

- 1 Iron Priest
- 0-4 Cyberwolves
- 0-3 Thrall-servitors

Wargear:

- (Thrall-Servitors)
- Servo-arm

Unit Type:

- Infantry

Special Rules:

- And They Shall Know No Fear
- Acute Senses
- Counter-attack
- Battlesmith

Wargear: (Iron Priest)

- Runic armour
- Servo-arm
- Bolt pistol or bolter
- Thunder hammer
- Frag and Krak grenades

Options:

- The Iron Priest may be accompanied by:
 - Up to four Cyberwolves15 points per model
 - Up to three Thrall-Servitors10 points per model
- The Iron Priest may ride:
 - Space Marine bike35 points
 - Thunderwolf Mount45 points
- Up to two Servitors may replace their servo-arm with:
 - a heavy bolter5 points per model
 - a multi-melta10 points per model
 - a plasma cannon20 points per model
- The Iron Priest may choose any of the following:
 - Wolftooth necklace10 points
 - Wolf tail talisman5 points
 - Saga of the Iron Wolf15 points



ELITES

WOLF SCOUTS PACK.....15 points per model

Page 27

	WS	BS	S	T	W	I	A	Ld	Sv
Wolf Scout	4	4	4	4	1	4	1	8	4+

Composition:

- 5-10 Wolf Scouts

Unit Type:

- Infantry

Wargear:

- Scout armour
- Close combat weapon
- Bolt pistol
- Frag and krak grenades

Special Rules:

- And They Shall Know No Fear
- Acute Senses
- Counter-attack
- Infiltrate
- Move Through Cover
- Scout
- Behind Enemy Lines

Options:

- Any model may replace his bolt pistol and/or close combat weapon with:
 - Boltgun *free*
 - Sniper rifle *3 points per model*
- The entire squad may take:
 - Melta bombs *5 points per model*
- One Wolf Scout may take:
 - the Mark of the Wulfen *15 points*
- One Wolf Scout may replace his bolt pistol with:
 - Flamer or heavy bolter *5 points*
 - Meltagun or missile launcher *10 points*
 - Plasma gun *15 points*
- Up to two Wolf Scouts may replace their bolt pistols with:
 - plasma pistol or power weapon *15 points per model*

LONE WOLF.....20 points per model

Page 29

	WS	BS	S	T	W	I	A	Ld	Sv
Lone Wolf	5	4	4	4	2	4	2	8	3+

Composition:

- 1 Lone Wolf

Unit Type:

- Infantry

Wargear:

- Power armour
- Close combat weapon
- Bolt pistol
- Frag and krak grenades

Special Rules:

- Acute Senses
- Counter-attack
- Fearless
- Pack of One
- A Glorious Death
- Beastslayer

Options:

- May replace bolt pistol and/or close combat weapon with:
 - Power sword or plasma pistol *15 points*
 - Wolf claw *20 points*
 - Power fist, frost blade or frost axe *25 points*
 - Thunder hammer or storm shield *30 points*
- Replace power armour, close combat weapon, bolt pistol, frag and krak grenades with Terminator armour, including storm bolter and power weapon *25 points*
- Replace his Terminator armour's storm bolter with:
 - Combi-flamer, combi-melta or combi-plasma *5 points*
 - Wolf claw *15 points*
 - Thunder hammer, storm shield or chainfist *25 points*
- Replace Terminator armour's power weapon with:
 - Wolf claw *5 points*
 - Power fist, frost blade or frost axe *10 points*
 - Thunder hammer, storm shield or chainfist *15 points*
- May choose any of the following:
 - Melta bombs *5 points*
 - Up to two Fenrisian Wolves *10 points each*
 - Mark of the Wulfen *15 points*

According to the legends of Fenris, Leman Russ fought and tamed the great wolf packs of Asahcim. He cast down the two-headed wolf Morkai, and made him the guardian of the gates of death, a task which Morkai has endured ever since. There are many stories of how Russ fought Morkai's lieutenants, and banished each in turn.

The Thunderwolf was one of the ancient wolves that Russ fought and vanquished. So vast was the Thunderwolf that its growl was the thunder and the glint of its fangs the lightning, but Russ was louder and more fearsome still. The Thunderwolf ran from Russ and continues to run to this day, forever circling Fenris. It can still be seen as a constellation in the night sky, fleeing across the heavens.

The most terrible of all was Blackmane, a terrifying giant with midnight-black fur also known as the Howler of the Night, whose long keening calls the dead from their graves. Russ fought the Blackmane and slew him, making his pelt into a magic cloak that allowed him to pass beyond the gates of death.



TROOPS

GREY HUNTERS PACK15 points per model

Page 26

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

Composition:

- 5-10 Grey Hunters

Unit Type:

- Infantry

Wargear:

- Power armour
- Close combat weapon
- Bolt pistol
- Bolter
- Frag and krak grenades

Special Rules:

- And They Shall Know No Fear
- Acute Senses
- Counter-attack

Dedicated Transport:

- May select a Drop Pod, Rhino or a Razorback (see page 94 for points costs).

Options:

- One Grey Hunter may replace his bolter with one of the following:
 - Flamerfree
 - Meltagun5 points
 - Plasma gun10 points
- If the squad numbers ten models, a second Grey Hunter may replace his bolter with a weapon from the above list at no additional cost.
- One Grey Hunter may replace his bolt pistol with:
 - plasma pistol15 points
- One Grey Hunter may replace his close combat weapon with one of the following:
 - Power weapon15 points
 - Power fist25 points
- One Grey Hunter may have the honour of carrying
 - Wolf Standard10 points
- One Grey Hunter may take:
 - Mark of the Wulfen15 points

BLOOD CLAWS PACK15 points per model

Page 25

	WS	BS	S	T	W	I	A	Ld	Sv
Blood Claws	3	3	4	4	1	4	1	8	3+

Composition:

- 5-15 Blood Claws

Unit Type:

- Infantry

Wargear:

- Power armour
- Close combat weapon
- Bolt pistol
- Frag and krak grenades

Special Rules:

- And They Shall Know No Fear
- Acute Senses
- Counter-attack
- Berserk Charge
- Headstrong

Dedicated Transport:

- May select a Drop Pod, Rhino or a Razorback (see page 94 for points costs).

Options:

- One Blood Claw may replace his bolt pistol with one of the following:
 - Flamerfree
 - Meltagun5 points
 - Plasma gun10 points
- If the squad numbers fifteen models, a second Blood Claw may replace his bolt pistol with a weapon from the above list at no additional cost.
- One Blood Claw may replace his bolt pistol with:
 - plasma pistol15 points
- One Blood Claw may replace his close combat weapon with one of the following:
 - Power weapon15 points
 - Power fist25 points
- One Blood Claw may be upgraded to
 - Lukas the Trickster**140 points

LUKAS THE TRICKSTER+140 points

Page 52

	WS	BS	S	T	W	I	A	Ld	Sv
Lukas the Trickster	5	5	4	4	2	5	3	8	3+

Composition:

- 1 (Unique)

Unit Type:

- Infantry

Wargear:

- Power armour
- Wolftooth Necklace
- Wolf tail talisman
- Wolf Claw
- Plasma pistol
- Pelt of the Doppegangrel

Special Rules:

- And They Shall Know No Fear
- Acute Senses
- Counter-attack
- Rebellious
- The Last Laugh



FAST ATTACK

THUNDERWOLF CAVALRY50 points per model

Page 34

	WS	BS	S	T	W	I	A	Ld	Sv
Thunderwolf Cavalry	4	4	5	5	2	4	4	8	3+

Composition:

- 1-5 Thunderwolf Cavalry

Unit Type:

- Cavalry

Wargear:

- Power armour
- Bolt pistol
- Close combat weapon
- Frag and krak grenades

Special Rules:

- And They Shall Know No Fear
- Acute Senses
- Counter-attack
- Rendering (close combat only)
- Wolfkin

Options:

- Any Thunderwolf Rider may replace his bolt pistol with:
 - Boltgunfree
 - Plasma pistol15 points per model
 - Storm shield30 points per model
- Any Thunderwolf Rider may be equipped with:
 - Melta bombs5 points per model
- One Thunderwolf Rider may replace his close combat weapon with one of the following:
 - Power weapon15 points
 - Wolf claw20 points
 - Frost blade, frost axe or power fist25 points
 - Thunder hammer or storm shield30 points
- One Thunderwolf Rider may take:
 - Mark of the Wulfen5 points

SWIFTCLAW BIKER PACK25 points per model

Page 33

	WS	BS	S	T	W	I	A	Ld	Sv
Swiftclaw Biker	3	3	4	4(5)	1	4	1	8	3+
Swiftclaw Attack Bike	3	3	4	4(5)	2	4	2	8	3+

Composition:

- 3-10 Swiftclaw Bikers

Unit Type:

- Bikes

Wargear:

- Power armour
- Close combat weapon
- Bolt pistol
- Frag and krak grenades
- Space Marine Bike

Special Rules:

- And They Shall Know No Fear
- Acute Senses
- Counter-attack
- Headstrong
- Berserk Charge

Options:

- One Swiftclaw biker may replace his bolt pistol with one of the following:
 - Flamer5 points
 - Meltagun10 points
 - Plasma gun15 points
 - Plasma pistol15 points
- One Swiftclaw biker may replace his close combat weapon with one of the following:
 - Power weapon15 points
 - Power fist25 points
- Add a single heavy bolter-armed Swiftclaw Attack Bike30 points
- A Swiftclaw Attack Bike may upgrade its heavy bolter to a:
 - Multi-melta10 points
- The entire pack may take:
 - Melta bombs5 points per model

SKYCLAW ASSAULT PACK18 points per model

Page 32

	WS	BS	S	T	W	I	A	Ld	Sv
Skyclaw	3	3	4	4	1	4	1	8	3+

Composition:

- 5-10 Skyclaws

Unit Type:

- Jump Infantry

Wargear:

- Power armour
- Close combat weapon
- Bolt pistol
- Frag and krak grenades
- Jump pack

Special Rules:

- And They Shall Know No Fear
- Acute Senses
- Counter-attack
- Headstrong
- Berserk Charge

Options:

- One Skyclaw may replace his bolt pistol with one of the following:
 - Flamer5 points
 - Meltagun10 points
 - Plasma gun15 points
 - Plasma pistol15 points
- One Skyclaw may replace his close combat weapon with one of the following:
 - Power weapon15 points
 - Power fist25 points
- One Skyclaw may take:
 - Mark of the Wulfen15 points

FAST ATTACK

LAND SPEEDER SQUADRON50 points per model

Page 46

	[Armour]			
	BS	F	S	R
Land Speeder	4	10	10	10

Composition:

- 1-3 Land Speeders

Special Rules:

- Deep Strike

Unit Type:

- Vehicle
(Fast, Skimmer)

Wargear:

- Heavy Bolter

Options:

- Any Land Speeder may replace its heavy bolter with:
 - Heavy flamerfree
 - Multi-melta10 points per model
- Any Land Speeder may be upgraded to a Land Speeder Tornado armed with one of the following:
 - Heavy flamer10 points per model
 - Heavy bolter10 points per model
 - Multi melta20 points per model
 - Assault cannon40 points per model
- Alternatively a Land Speeder may be upgraded to a Land Speeder Typhoon armed with:
 - Typhoon missile launcher40 points per model

FENRISIAN WOLF PACK8 points per model

Page 31

	WS	BS	S	T	W	I	A	Ld	Sv
Fenrisian Wolf	4	0	4	4	1	4	2	5	6+
Cyberwolf	4	0	4	5	1	4	3	6	4+

Composition:

- 5-15 Fenrisian Wolves

Special Rules:

- Counter-attack

Unit Type:

- Beasts

Wargear:

- Vicious claws and fangs (close combat weapon)

Options:

- One Fenrisian Wolf may be upgraded to:
 - Cyberwolf8 points

SUPERNUMERARY

Fenrisian Wolves, though fierce and possessed of a hunter's cunning, do not understand the finer points of military strategy. Fenrisian Wolves may not claim objectives under any circumstances.

THE WOLF AND THE LION

The relationships between the many Space Marine Chapters have not always been cordial despite their common loyalties to the Emperor and the Imperium. Ancient rivalries, territorial conflicts, and all manner of circumstances exist to create discord amongst them. Few rivalries are as deep-rooted or as well known as that between the Space Wolves and the Dark Angels.

According to legend, it was during the Horus Heresy that the two Chapters met for the first time. The Space Wolves maintain that it was Lion El'Jonson, Primarch of the Dark Angels, who began the feud with the Space Wolves. It was upon the world of Dulan where the two Chapters came to blows. It is said that the Space Wolves and Dark Angels were fighting alongside each other to depose the Tyrant Durath when, suddenly and without warning, El'Jonson broke ranks and led his Dark Angels into the attack against the Tyrant's fortress. The Space Wolves found their flank unprotected, and many warriors were slain when the enemy counter-attacked. More galling to the prideful Leman Russ was the fact that the Dark Angels swept all before them and easily won the battle.

After the conflict, hot-tempered and fearless, Russ stormed after El'Jonson and launched into the Dark

Angels Primarch, fists flying and curses upon his lips. The two titanic warriors battled for a day and a night, each unable to overcome the other.

At last the pair broke apart, and Russ, seeing the humour in the situation, began to laugh – quietly at first, but soon with a fulsome roar of mirth. The Dark Angels Primarch looked upon Russ with disgust. He saw the Fenrisian King's first blow as treacherous, so he raised his fist and dealt the laughing Russ such a blow that he was rendered unconscious. Considering his honour to be satisfied, El'Jonson left the fortress and set off into space. Thus began the long and bitter feud between the two Primarchs, which never really ended and continues to this day, after a fashion. It is claimed that the Primarchs eventually became accustomed to these personal battles, growing to respect each other and becoming great friends.

Since the passing of these two mighty Primarchs the Space Wolves and Dark Angels have grown ever further apart. Though they have fought together since, the ancient rivalry remains. So it is that every time the two Chapters meet, a champion from each Chapter is called upon to refight the ancient duel between the two Primarchs in order that honour and tradition be satisfied.



HEAVY SUPPORT

LONG FANGS PACK15 points per model

Page 28

	WS	BS	S	T	W	I	A	Ld	Sv
Long Fang	4	4	4	4	1	4	1	9	3+
Squad Leader	4	4	4	4	1	4	2	9	3+

Composition:

- 1-5 Long Fangs
- 1 Squad Leader

Unit Type:

- Infantry

Wargear:

- Power armour
- Close combat weapon
- Bolt pistol
- Frag and Krak grenades

Special Rules:

- And They Shall Know No Fear
- Acute Senses
- Counter-attack
- Fire Control

Dedicated Transport:

- May select a Drop Pod, Rhino or a Razorback (see page 94 for points costs).

Options:

- The Long Fang Squad Leader may replace his close combat weapon and/or bolt pistol with one of the following:
 - Flamer5 points
 - Meltagun10 points
 - Plasma pistol, plasma gun or power weapon15 points
 - Power fist25 points
- The Long Fang Squad Leader may take:
 - Melta bombs5 points
- Each Long Fang apart from the Squad Leader **must** replace his bolt pistol with one of the following:
 - Heavy bolter5 points per model
 - Missile launcher or multi-melta10 points per model
 - Plasma cannon20 points per model
 - Lascannon25 points per model

PREDATOR60 points

Page 41

	BS	Armour			
		F	S	R	
Predator	4	13	11	10	

Composition:

- 1 Predator

Unit Type:

- Vehicle (Tank)

Wargear:

- Autocannon
- Smoke launchers
- Searchlight

Options:

- Replace autocannon with:
 - twin-linked lascannon45 points
- May take side sponsons with heavy bolters25 points or with lascannons60 points
- May take any of the following:
 - Dozer blade5 points
 - Storm bolter10 points
 - Hunter-killer missile10 points
 - Extra armour15 points

WHIRLWIND85 points

Page 42

	BS	Armour			
		F	S	R	
Whirlwind	4	11	11	10	

Composition:

- 1 Whirlwind

Unit Type:

- Vehicle (Tank)

Wargear:

- Whirlwind multiple missile launcher
- Smoke launchers
- Searchlight

Options:

- May take any of the following:
 - Dozer blade5 points
 - Storm bolter10 points
 - Hunter-killer missile10 points
 - Extra armour15 points

VINDICATOR115 points

Page 43

	BS	Armour			
		F	S	R	
Vindicator	4	13	11	10	

Composition:

- 1 Vindicator

Unit Type:

- Vehicle (Tank)

Wargear:

- Demolisher cannon
- Storm bolter
- Smoke launchers
- Searchlight

Options:

- May take any of the following:
 - Dozer blade5 points
 - Storm bolter10 points
 - Hunter-killer missile10 points
 - Siege shield10 points
 - Extra armour15 points

HEAVY SUPPORT

LAND RAIDER250 points

Page 44

	Armour			
	BS	F	S	R
Land Raider	4	14	14	14

Composition:

- 1 Land Raider

Transport Capacity

- Ten models

Unit Type:

- Vehicle (Tank)

Special Rules:

- Power of the Machine Spirit
- Assault Vehicle

Wargear:

- Twin-linked heavy bolter
- Two twin-linked lascannons
- Smoke launchers
- Searchlight

Options:

- May take any of the following:
 - Storm bolter10 points
 - Hunter-killer missile10 points
 - Multi-melta10 points
 - Extra armour15 points

LAND RAIDER CRUSADER250 points

Page 45

	Armour			
	BS	F	S	R
Land Raider Crusader	4	14	14	14

Composition:

- 1 Land Raider

Transport Capacity

- Sixteen models

Unit Type:

- Vehicle (Tank)

Special Rules:

- Power of the Machine Spirit
- Assault Vehicle

Wargear:

- Twin-linked assault cannon
- Two hurricane bolters
- Frag assault launcher
- Smoke launchers
- Searchlight

Options:

- May take any of the following:
 - Storm bolter10 points
 - Hunter-killer missile10 points
 - Multi-melta10 points
 - Extra armour15 points

LAND RAIDER REDEEMER240 points

Page 45

	Armour			
	BS	F	S	R
Land Raider Redeemer	4	14	14	14

Composition:

- 1 Land Raider

Transport Capacity

- Twelve models

Unit Type:

- Vehicle (Tank)

Special Rules:

- Power of the Machine Spirit
- Assault Vehicle

Wargear:

- Twin-linked assault cannon
- Two flamestorm cannons
- Frag assault launcher
- Smoke launchers
- Searchlight

Options:

- May take any of the following:
 - Storm bolter10 points
 - Hunter-killer missile10 points
 - Multi-melta10 points
 - Extra armour15 points



DEDICATED TRANSPORTS

RHINO35 points

Page 40

	BS	Armour			
		F	S	R	
Rhino	4	11	11	10	

Composition:

- 1 Rhino

Transport Capacity:

- Ten models

Unit Type:

- Vehicle (Tank)

Special Rules:

- Repair

Wargear:

- Storm bolter
- Smoke launchers
- Searchlight

Options:

- May take any of the following:
 - Dozer blade5 points
 - Additional storm bolter10 points
 - Hunter-killer missile10 points
 - Extra armour15 points

RAZORBACK40 points

Page 40

	BS	Armour			
		F	S	R	
Razorback	4	11	11	10	

Composition:

- 1 Razorback

Transport Capacity:

- Six models

Unit Type:

- Vehicle (Tank)

Wargear:

- Twin-linked heavy bolter
- Smoke launchers
- Searchlight

Options:

- Replace twin-linked heavy bolters with:
 - Twin-linked heavy flamer25 points
 - Twin-linked assault cannon35 points
 - Twin-linked lascannon35 points
 - Lascannon and twin-linked plasma gun35 points
- May take any of the following:
 - Dozer blade5 points
 - Storm bolter10 points
 - Hunter-killer missile10 points
 - Extra armour15 points

DROP POD35 points

Page 47

	BS	Armour			
		F	S	R	
Drop Pod	4	12	12	12	

Composition:

- 1 Drop Pod

Transport Capacity:

- Ten models or one Dreadnought

Unit Type:

- Vehicle (Open-topped)

Special Rules:

- Inertial Guidance System
- Immobile
- Drop Pod Assault

Wargear:

- Storm bolter

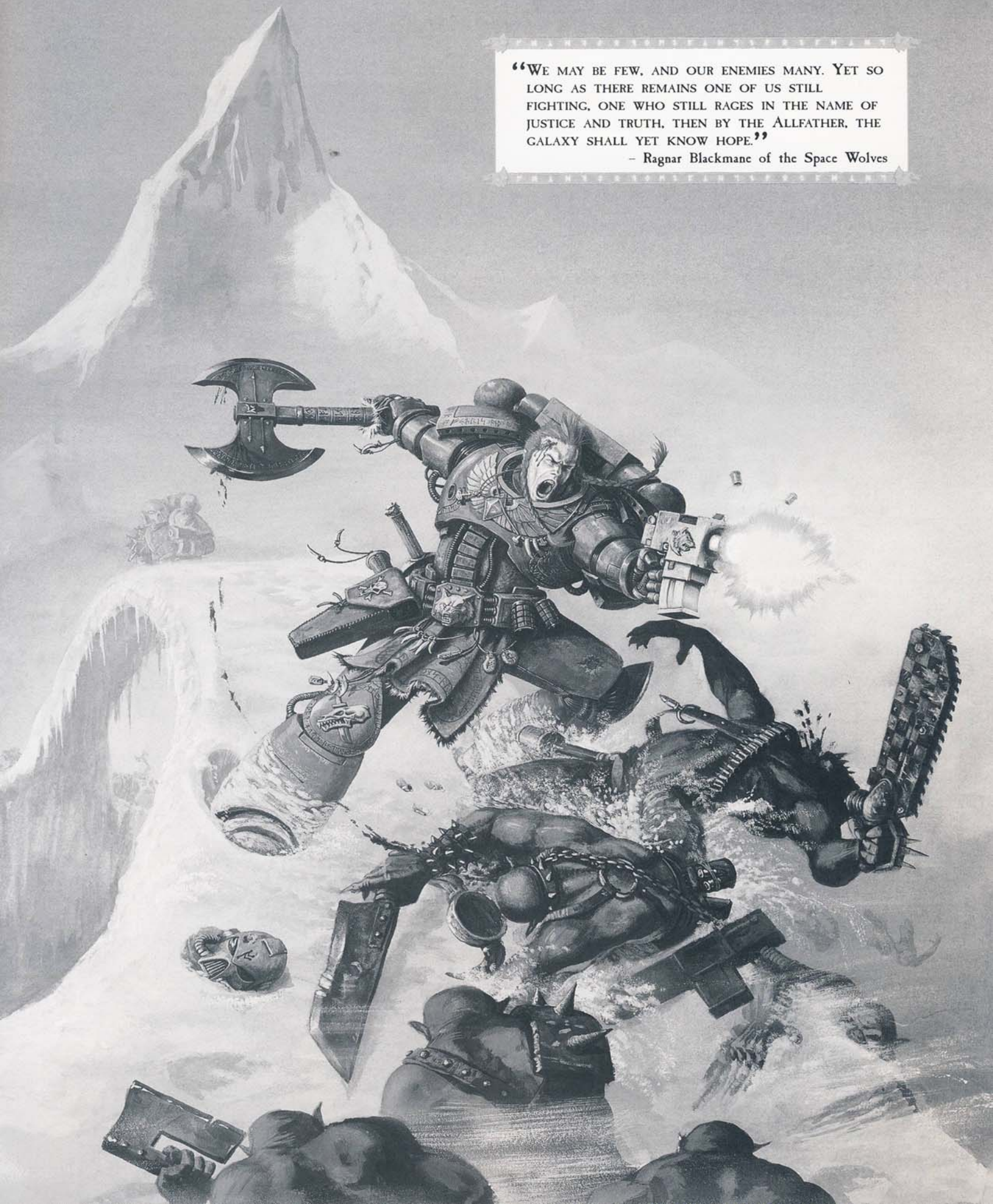
Options:

- Replace storm bolter with:
 - Deathwind missile launcher20 points



"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 of the Space Wolves





SUMMARY

TROOP TYPES

	WS	BS	S	T	W	I	A	Ld	Sv	Page
Arjac Rockfist	5	5	5	4	2	4	3	9	2+	51
Battle Leader	5	5	4	4	2	5	3	9	3+	30
Blood Claw	3	3	4	4	1	4	1	8	3+	25
Canis Wolfborn	5	2	5	5	3	5	5	8	3+	54
Cyberwolf	4	0	4	5	1	4	3	6	4+	31
Fenrisian Wolf	4	0	4	4	1	4	2	5	6+	31
Grey Hunter	4	4	4	4	1	4	1	8	3+	26
Iron Priest	4	4	4	4	1	4	2	8	2+	38
Logan Grimnar	6	5	4	4	3	5	5	10	2+	56
Lone Wolf	5	4	4	4	2	4	2	8	3+	29
Long Fang	4	4	4	4	1	4	1	9	3+	28
Lukas the Trickster	5	5	4	4	2	5	3	8	3+	52
Njal Stormcaller	5	4	4	4	2	4	3	10	2+	53
Ragnar Blackmane	6	5	4	4	3	5	4	10	3+	55
Rune Priest	5	4	4	4	2	4	2	10	3+	36
Skyclaw	3	3	4	4	1	4	1	8	3+	32
Squad Leader	4	4	4	4	1	4	2	9	3+	28
Swiftclaw Biker	3	3	4	4(5)	1	4	1	8	3+	33
Swiftclaw Attack Bike	3	3	4	4(5)	2	4	2	8	3+	33
Thrall-Servitor	3	3	3	3	1	3	1	8	4+	38
Thunderwolf Cavalry	4	4	5	5	2	4	4	8	3+	34
Ulrik the Slayer	6	5	4	4	2	5	3	10	3+	50
Wolf Guard	4	4	4	4	1	4	2	9	3+	30
Wolf Lord	6	5	4	4	3	5	4	10	3+	39
Wolf Priest	5	4	4	4	2	4	2	10	3+	35
Wolf Scout	4	4	4	4	1	4	1	8	4+	27

VEHICLES

	BS	Armour			Page
		Front	Side	Rear	
Drop Pod	4	12	12	12	47
Land Raider	4	14	14	14	44
Land Raider Crusader	4	14	14	14	45
Land Raider Redeemer	4	14	14	14	45
Land Speeder	4	10	10	10	46
Predator	4	13	11	10	41
Razorback	4	11	11	10	40
Rhino	4	11	11	10	40
Vindicator	4	13	11	10	43
Whirlwind	4	11	11	10	42

	WS	BS	S	Armour			I	A	Page
				Front	Side	Rear			
Dreadnought	4	4	6	12	12	10	4	2	48
Venerable	5	5	6	12	12	10	4	2	48
Dreadnought									
Bjorn the Fell-Handed	6	6	7	13	12	10	3	4	49

ORDNANCE

Weapon	Range	Str.	AP	Type	Page
Demolisher	24"	10	2	Ord. 1, Large Blast	43
Whirlwind multiple missile launcher*					42
Vengeance Missile	12-48"	5	4	Ord. 1, Barrage, Large Blast	42
Incendiary Castellan Missile	12-48"	4	5	Ord. 1, Barrage, Large Blast Ignores Cover	42

WEAPON TYPES

Weapon	Range	Str.	AP	Type	Page
Assault cannon	24"	6	4	Heavy 4, Rending	57
Autocannon	48"	7	4	Heavy 2	63
Bolt pistol	12"	4	5	Pistol	57
Boltgun	24"	4	5	Rapid Fire	57
Cyclone missile launcher*					30
(Frag)	48"	4	6	Heavy 2, Blast	
(Krak)	48"	8	3	Heavy 2	
Deathwind launcher	12"	5	-	Heavy 1, Large Blast	47
Flamer	Template	4	5	Assault 1	57
Flamestorm	Template	6	3	Heavy 1	45
Heavy bolter	36"	5	4	Heavy 3	58
Heavy flamer	Template	5	4	Assault 1	58
Lascannon	48"	9	2	Heavy 1	58
Meltagun	12"	8	1	Assault 1, Melta	58
Missile launcher*					58
(Frag)	48"	4	6	Heavy 1, Blast	
(Krak)	48"	8	3	Heavy 1	
Multi-melta	24"	8	1	Heavy 1, Melta	58
Plasma cannon	36"	7	2	Heavy 1, Blast, Gets Hot!	60
Plasma gun	24"	7	2	Rapid Fire, Gets Hot!	60
Plasma pistol	12"	7	2	Pistol, Gets Hot!	60
Sniper rifle	36"	X	6	Heavy 1, Sniper	60
Storm bolter	24"	4	5	Assault 2	60
Typhoon Missile launcher*					46
(Frag)	48"	4	6	Heavy 2, Blast	
(Krak)	48"	8	3	Heavy 2	

RUNE PRIEST PSYCHIC POWERS

Thunderclap: Psychic shooting attack. Place the large blast marker so that it is touching the Rune Priest. Any enemy model touched by the marker takes a S3 hit with an AP of 5.

Living Lightning: Psychic shooting attack with the profile below:

	Range	Strength	AP	Type
Living Lightning	Unlimited	7	5	Assault D6

Storm Caller: Used at the beginning of the turn. Until the beginning of the Rune Priest's next turn, he and all friendly squads within 6" of him benefit from a 5+ cover save.

Tempest's Wrath: Used at the beginning of the turn. Until the beginning of the Rune Priest's next turn, all enemy Skimmers, jetbikes, jump infantry and units deploying by Deep Strike that end their move within 24" of the Rune Priest treat all terrain as difficult and dangerous.

Fury of the Wolf Spirits: Psychic shooting attack with the profiles below. If one or more casualties are caused, the enemy unit must take a Morale check.

	Range	Strength	AP	Type
Freki	12"	5	-	Assault 3
Geri	12"	4	2	Assault 2

Murderous Hurricane: Psychic shooting attack. An enemy unit within 18" of the Rune Priest takes 3D6 Strength 3 hits with AP -. Next turn that unit treats all terrain as both difficult and dangerous.

Jaws of the World Wolf: Psychic shooting attack. Trace a straight line along the board, starting from the Rune Priest and ending 24" away. Monstrous creatures, beasts, cavalry, bikes or infantry models touched by this line must pass an Initiative test or be removed from play. Monstrous Creatures may subtract one from their dice roll.

* These weapons can fire in two or more different modes. See the relevant page for details.



Ulrik the Slayer and his Wolf Guard burst from their Drop Pod, bringing the wrath of Fenris to the Ork invaders.



The trap is sprung – Lukas the Trickster and his Blood Claws send their daemonic foes to an icy death.

WARHAMMER 40,000

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ISBN 978-1841549392



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