

# 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.

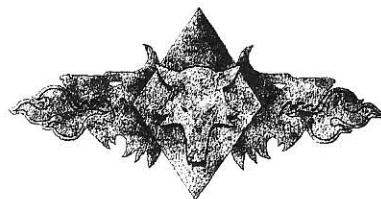
### 'And They Shall Know No Fear'

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 GUILE 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!

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# BLOOD CLAWS

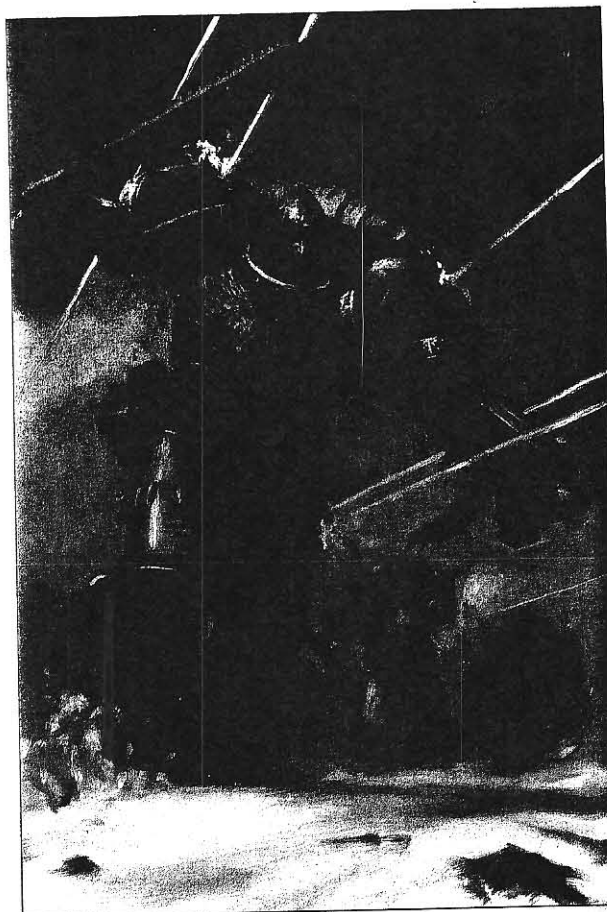
The Blood Claws are the youngest and most inexperienced of all the Space Wolves, and hence they are the most eager to prove themselves. They are savage and fiercely aggressive without exception and, having not long ago left their glory-hunting tribal roots, will plunge headlong into battle against maniacs 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 autosystems. 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.



Blood Claw

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.**

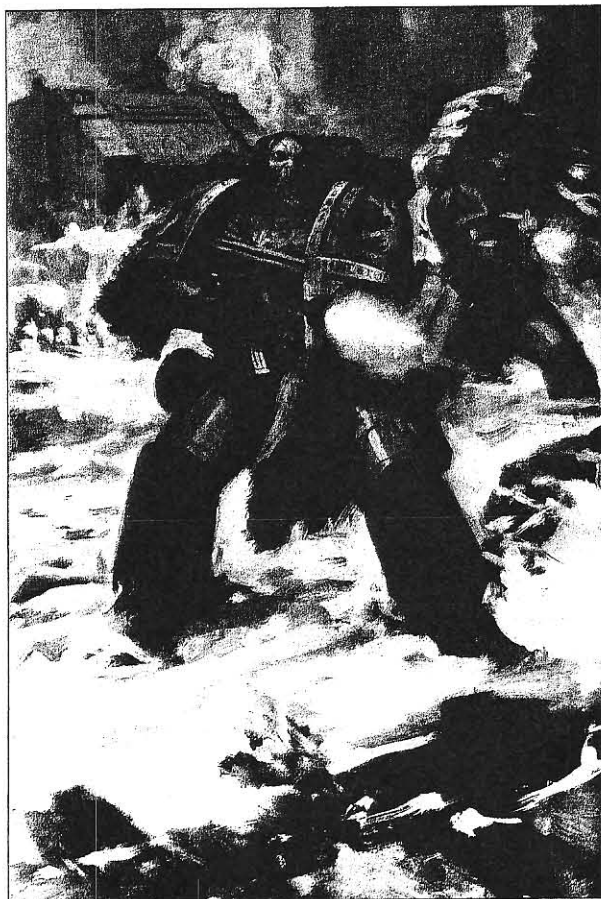
**Berserk Charge:** Blood Claws are famed for delivering headlong charges. They receive a bonus +2 Attacks when they charge rather than the normal +1. Note that this does not apply to other models that may have joined the pack. This bonus may not be claimed when launching a counter-attack – even Blood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

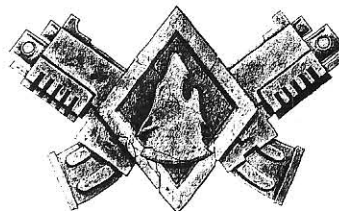
## SPECIAL RULES

**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 bolter. Also known as the bolter, the bolter 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.



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# 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



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# 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 Jaegar Brittletooth*



Lone Wolf	WS	BS	S	T	W	I	A	Ld	Sv
	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, nigh-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	SP
Wolf Guard	4	4	4	4	1	4	2	9	4
Battle Leader	5	5	4	4	2	5	3	9	5

## 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 use 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
Frag	48"	4	6	Heavy
				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 Hoff

# FENRI

The wolves of Fenris are inextricably linked to the ice-bound planet. Their very nature has become the Space Wolves.

Very few know their secrets. These range from the Fenrisian Wolf's way up to the most common of the most ice ca

The wolves of Fenris are the known universe are numerous in the foot of the mountain. The natural order of the universe is obeying the most ferocious of the alpha makes the threat and challenge and pick of not only the pack. This is a prominent of Fenris, the alpha male in their

Fenrisian Wolves rarely are and are normally have shaggy fur. They are developed, iron for a battle-brother. A pack of the with nothing but his. Should the be a pack, the rest of their new-alpha male and he does so in a new packmates form respect for their new right at their master's. Such is the benefit that it is not in battle to be. The Iron Priest

Fenrisian Wolf  
Cerberus

## SPECIAL RULES

**Counter-attack:** Fenrisian natural response. They have the Count

**Loyal Companions:** part of a character's. Their master, Fenrisian wargear allowance. They are, though the



# 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



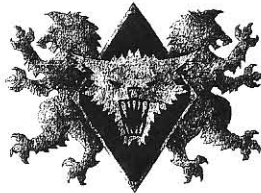
	WS	BS	S	T	W	I	A	Ld	Sv
Skyclaw	3	3	4	4	1	4	1	8	3+

## 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.

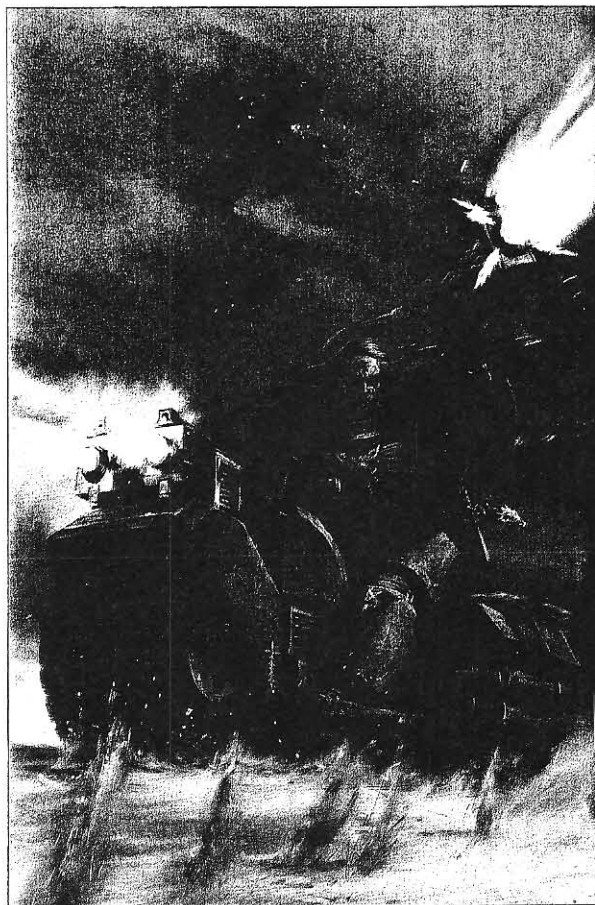
Swiftclaws know as well as their commanders that the role of the biker pack is to sow the maximum amount of carnage and disruption possible, a task to which young Space Wolves traditionally apply themselves with great relish. Some new recruits are so taken by the longer leash afforded to them – not to 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 rhinoceros 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.

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# 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 surgery, and it is they who oversee the long and dangerous transformation from human aspirant to superhuman Space Marine. The first and last face a warrior 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.

<sup>66</sup>“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.

# RUN

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## Thunderclap

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A Rune Priest r attack. Place th Rune Priest. An a S3 hit with ar

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## Storm Caller

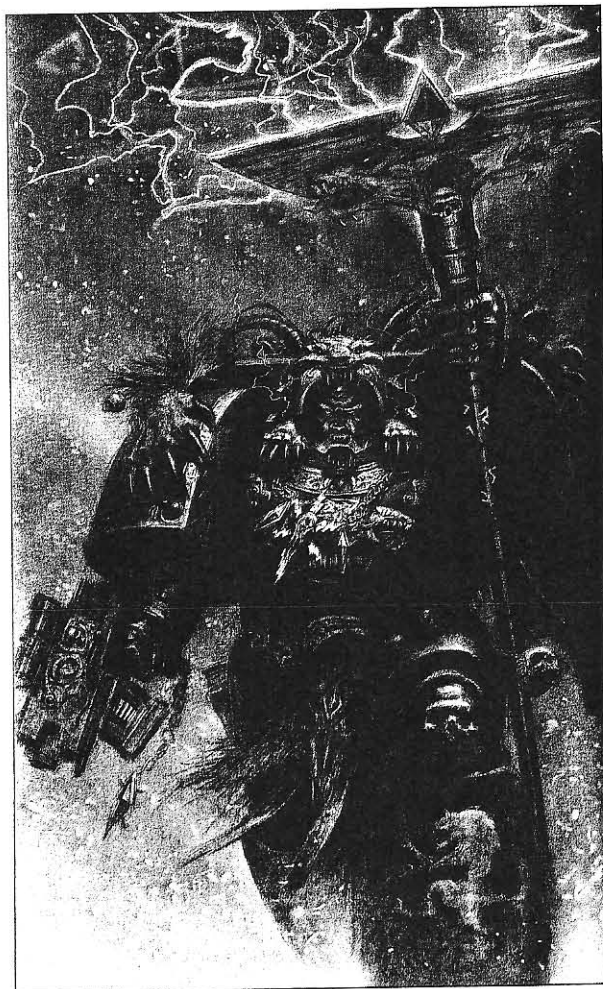
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Used at the beg beginning of th jetbikes, jump ir that finish their terrain, even cle





# 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

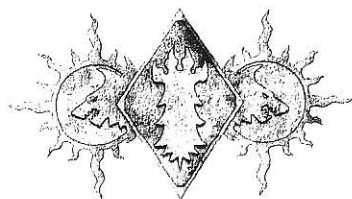
The Rune Priest chants an ancient rite that builds into a terrifying crescendo. In the space of a few moments, howling winds and furious blizzards rage about him in a vortex of ice and snow that crackles blue with destructive psychic energy.

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.



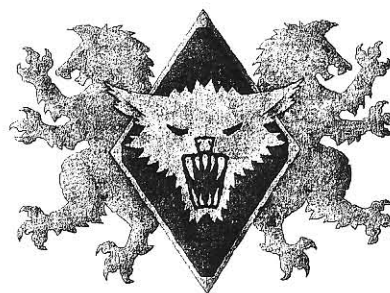
## Fury of the Wolf Spirits

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.

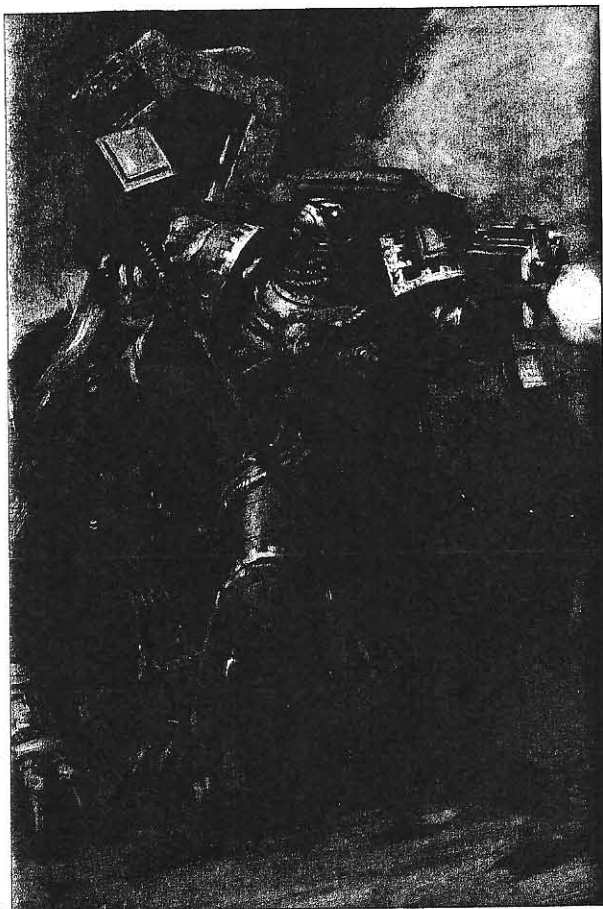
This power is a psychic shooting attack with a range of 18". The target unit takes 3D6 Strength 3 hits with AP -. Place a marker next to the affected unit - next turn that unit treats all terrain, even clear terrain, as both difficult and dangerous.

## 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.

# WOI

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# 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+

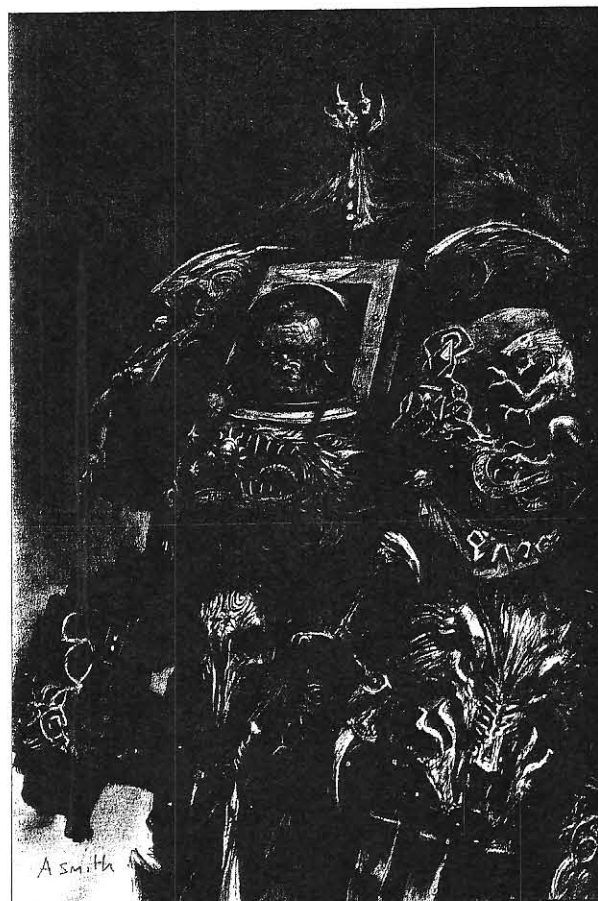
## SPECIAL RULES

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

## THE MYTHOLOGY OF FENRIS

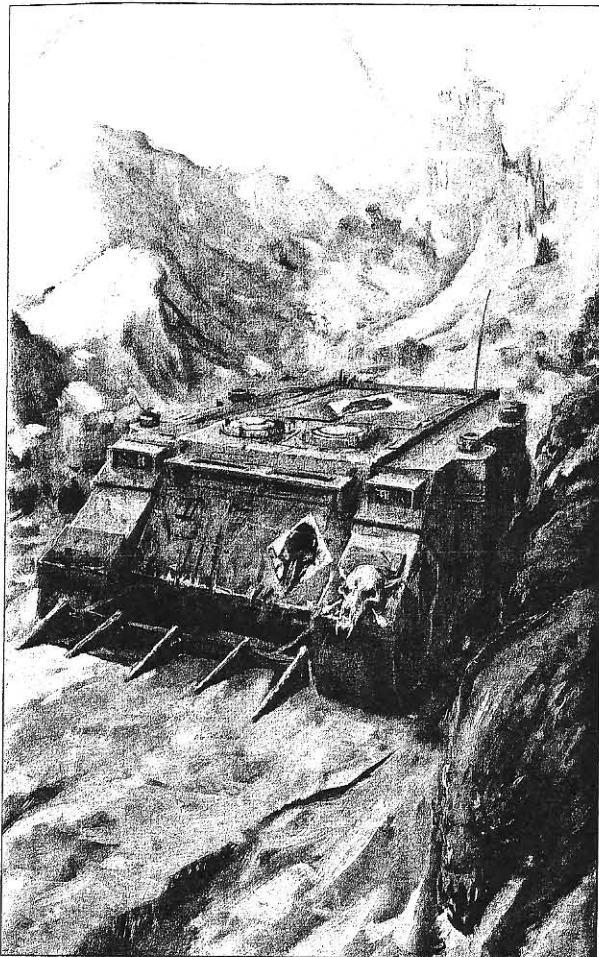
The warriors of Fenris are brought up on tales of monsters and heroes, sky-straddling wolves and world spanning sea-beasts. They have a proud tradition of storytelling, and value a good tale almost as much as a good fight. The mythology of Fenris is crowded with the deeds of heroes, and many of their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



	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.

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.

# 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.

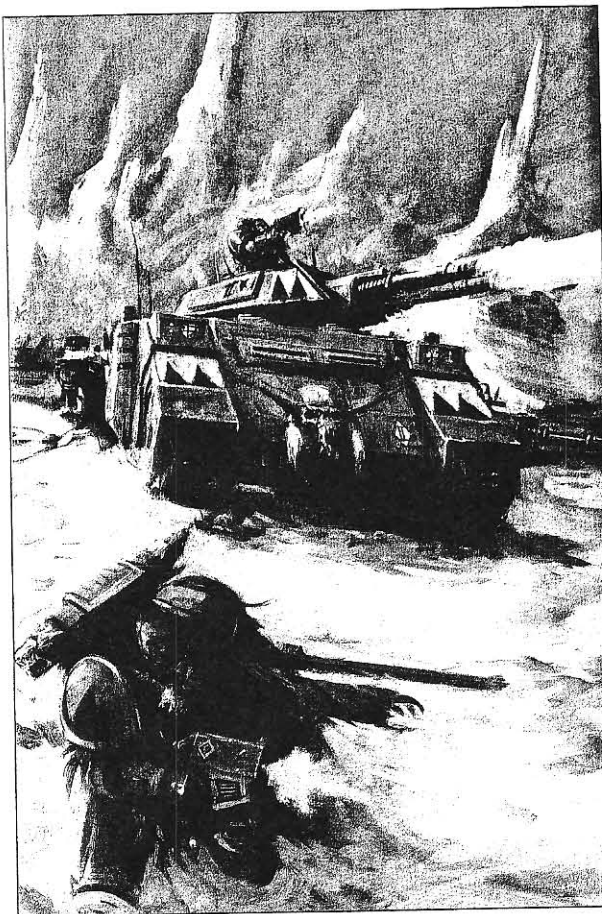
Often thought of as the Thunderwolf of the Space Wolves vehicle pool, the Predator battle tank frequently leads the hunt in the high-octane assaults for which the Space Marines are so feared. Its armoured hull, a heavier adaptation of the ever-faithful Rhino APC, is proof against all but the most powerful 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 Jaenonsson, Vol II

# 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
Bjorn the Fell-Handed	6	6	7	13	12	10	3 4

## SPECIAL RULES

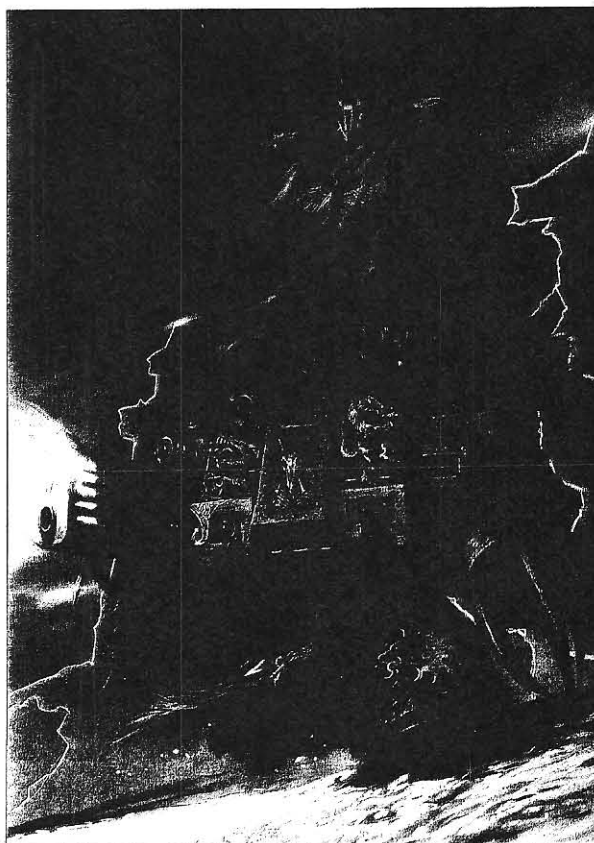
**Venerable:** See the Dreadnought entry opposite.

**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.

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# 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 obstinite 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.

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# 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	<b>The Calm Before the Storm</b> The pelting rain and hail intensifies but has no in-game effect.
3	<b>Driving Gale:</b> Enemy models within 24" are at -1 BS this turn.
4	<b>Living Hurricane:</b> Enemy infantry within 24" move as if they were in difficult terrain.
5	<b>Howling Cyclone:</b> At the end of Njal's Assault phase, all unengaged enemy units within 18" must pass a Morale test or fall back.
6	<b>Vengeful Tornado:</b> 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+	<b>Chain Lightning:</b> 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, Rending.**

**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.

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# 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

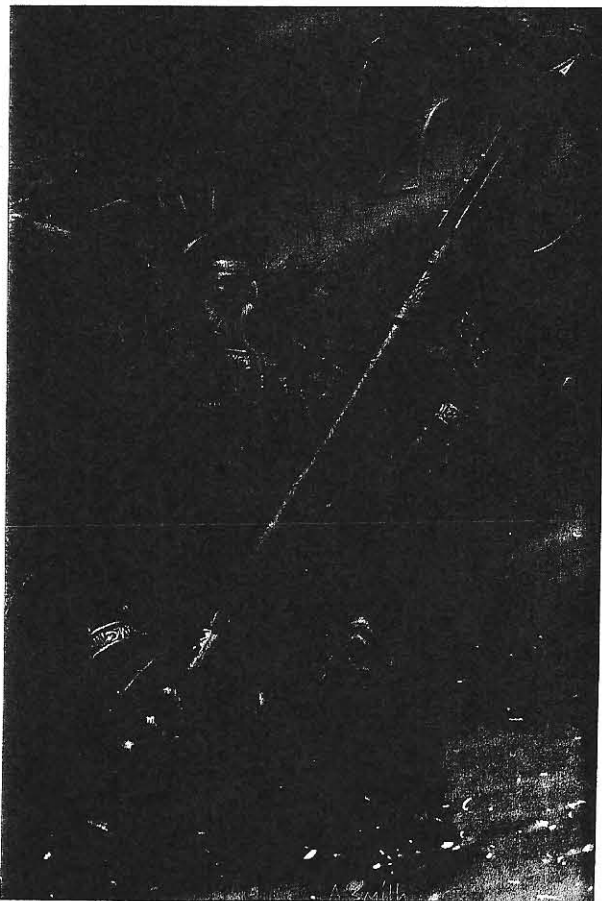
Logan Grimnar epitomises the noble fury of his people. He is a figure of awe, not just upon Fenris but across the breadth of humanity's domain. To say Logan is popular is to say the stars in the night sky are plentiful. He is the warrior king of the Space Wolves, a wise and cunning leader of men whose 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.

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# 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

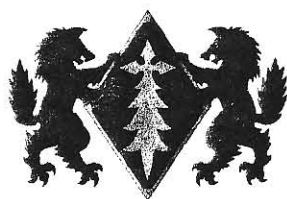
The boltgun fires small self-propelled missiles, or 'bolts'. Each bolt explodes with devastating effect once it has penetrated its target, blowing it apart from the inside.

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

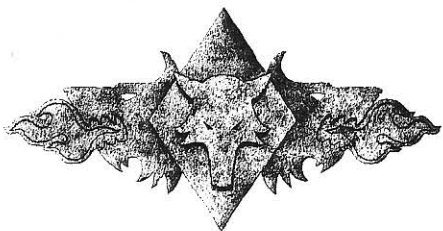
Krak grenades are armour piercing bombs, designed to crack open sealed doors and the armoured hulls of enemy vehicles. Though they lack the explosive force of melta bombs, they are small and easy to carry, making them ideal weapons of opportunity in the hands of the resourceful Space Wolves.

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



## 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.

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# 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.

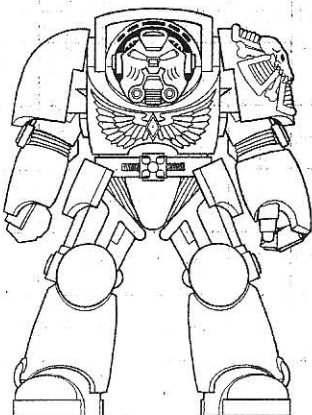
Due to the powerful exoskeleton and power sources built into their armour, models in Terminator armour have the Relentless universal special rule. Conversely, because their armour is somewhat cumbersome, models clad in Terminator armour (or squads that includes a model in Terminator armour) are not able 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.

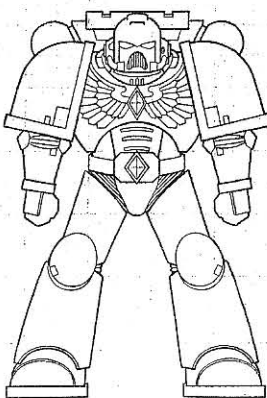
Tactical Dreadnought Armour  
+++Indomitus pattern+++  
None can deny the raw power  
of Terminator armour.



### 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.

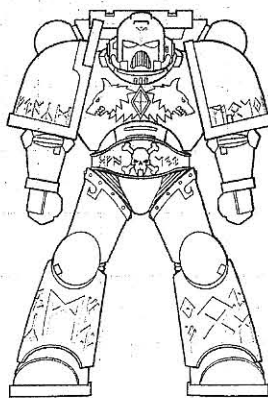
Power Armour  
+++Aquila pattern MK VII+++  
The blighted and the cruel fear  
the very sight of our armour.



### 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.

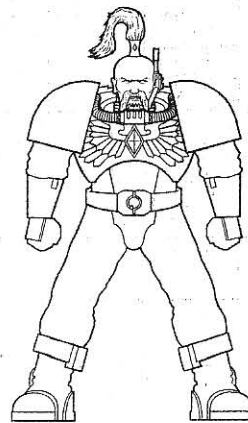
Runic Armour  
+++Lupio pattern MK XII+++  
Faith and ritual can be as great a  
protection as the strongest shield.



### 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  
+++Quictus 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.

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## 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 Beastslayer

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.

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# 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.

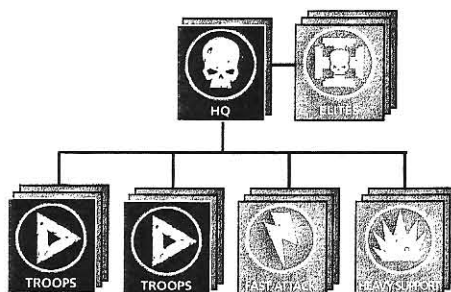
**Wargear:** This section details the weapons and equipment the models in the unit are armed with. The cost for all these models and their equipment is included in the points cost listed next to the unit name.

**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

1 HQ\*  
2 Troops

### OPTIONAL

1 HQ\*  
4 Troops  
3 Elites

### OPTIONAL

3 Fast Attack  
3 Heavy Support

## \*The Leaders of the Pack

In a Space Wolves army, each HQ 'slot' allows you to take up 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:

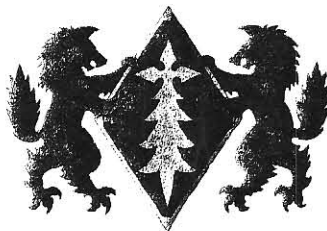
- Power armour
- Bolt pistol
- Wolftooth necklace
- Wolf tail talisman
- Frost blade
- Melta bombs
- Frag and krak grenades
- Saga of the Warrior Born

### Options:

- Ragnar Blackmane may be accompanied by up to two Fenrisian wolves, Svagrir and Ulfgir ....10 points per model.

### Special Rules:

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



# HQ\*



## ULRIK THE SLAYER .....180 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 WOLFBORN .....185 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

### 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-HANDED .....270 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:

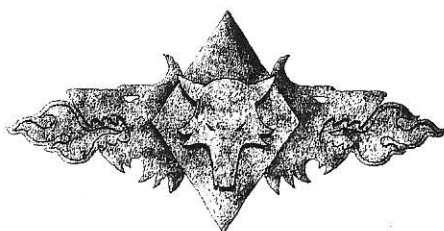
- Assault cannon
- Dreadnought close combat weapon (with built-in heavy flamer)
- Wolf tail talisman
- Smoke launchers
- Saga of Majesty

### Options:

- Replace assault cannon with:
  - Plasma cannon ..... free
  - Twin-linked lascannon ..... 20 pts

### Special Rules:

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





# HQ\*

## WOLF LORD .....100 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 PRIEST .....100 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 PRIEST .....100 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:

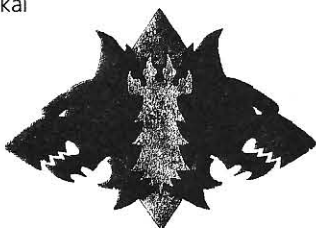
- Infantry

### 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:
  - Boltgun .....free
  - Storm bolter .....3 points
  - Plasma pistol .....15 points
  - Combi-flamer, combi-melta or combi-plasma .....10 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
- May choose one saga from the following list:
  - Saga of the Beastslayer .....10 points
  - Saga of the Hunter\* .....10 points
  - Saga of the Wolfkin .....15 points
  - Saga of the Warrior Born .....35 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 LEADER .....70 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

### 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
- May choose one saga from the following list:
  - Saga of the Beastslayer .....10 points
  - Saga of the Hunter\* .....10 points
  - Saga of the Wolfkin .....15 points
  - Saga of the Warrior Born .....35 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:

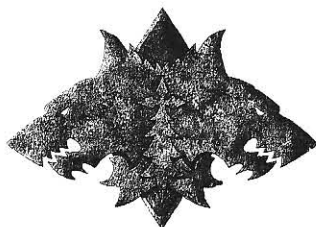
- Power armour
- Close combat weapon
- Bolt pistol
- Frag and krak grenades

### 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:
  - Boltgun ..... *free*
  - Storm bolter ..... *3 points per model*
  - Combi-flamer, Combi-melta or Combi-plasma ..... *5 points per model*
  - Power weapon or plasma pistol ..... *10 points per model*
  - Wolf claw ..... *15 points per model*
  - Power fist, frost blade or frost axe ..... *20 points per model*
  - Thunder hammer or storm shield ..... *25 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 weapon ..... *15 points per model*
- Replace his Terminator armour's storm bolter with:
  - Combi-flamer, combi-melta or combi-plasma ..... *5 points per model*
  - Wolf claw or power fist ..... *10 points per model*
  - Thunder hammer, storm shield or chainfist ..... *15 points per model*
- Replace Terminator armour's power weapon with:
  - Wolf claw ..... *5 points*
  - Frost blade, frost axe or power fist ..... *10 points*
  - Thunder hammer, storm shield or chainfist ..... *15 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 flamer ..... *5 points*
  - replace his storm bolter with an assault cannon ..... *30 points*
  - take a cyclone missile launcher ..... *30 points*
- If Terminator armour is not chosen, any model may have one of the following:
  - Jump pack ..... *25 points per model*
  - Space Marine bike ..... *35 points per model*
- Any Wolf Guard model may choose any of the following:
  - Melta bombs ..... *5 points per model*
- One Wolf Guard may take
  - The Mark of the Wulfen ..... *15 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

## DREADNOUGHT .....105 points

Page 48

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

### Composition:

- 1 Dreadnought

### Unit Type:

- Vehicle (Walker)

### Wargear:

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

### Dedicated Transport:

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

### Options:

- Replace storm bolter with:
  - heavy flamer .....10 points
- Replace assault cannon with:
  - Twin-linked heavy flamer or multi-melta .....free
  - Twin-linked heavy bolter .....5 points
  - Twin-linked autocannon .....10 points
  - Plasma cannon .....10 points
  - Twin-linked lascannon .....30 points
- Replace Dreadnought close combat weapon with:
  - twin-linked autocannon or missile launcher .....10 points
- May choose any of the following:
  - Extra armour .....15 points
  - Wolftooth necklace .....10 points
  - Wolf tail talisman .....5 points

## VENERABLE DREADNOUGHT .....165 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

### Unit Type:

- Vehicle (Walker)

### Wargear:

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

### Special Rules:

- Venerable

### Dedicated Transport:

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

### Options:

- Replace storm bolter with:
  - heavy flamer .....10 points
- Replace assault cannon with:
  - Twin-linked heavy flamer or multi-melta .....free
  - Twin-linked heavy bolter .....5 points
  - Twin-linked autocannon .....10 points
  - Plasma cannon .....10 points
  - Twin-linked lascannon .....30 points
- Replace Dreadnought close combat weapon with:
  - twin-linked autocannon or missile launcher .....10 points
- May choose any of the following:
  - Extra armour .....15 points
  - Wolftooth necklace .....10 points
  - Wolf tail talisman .....5 points
  - Saga of Majesty .....15 points

## IRON PRIEST .....50 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

### Unit Type:

- Infantry

### Wargear: (Iron Priest)

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

### Wargear: (Thrall-Servitors)

- Servo-arm

### Special Rules:

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

### Options:

- The Iron Priest may be accompanied by:
  - Up to four Cyberwolves .....15 points per model
  - Up to three Thrall-Servitors .....10 points per model
- The Iron Priest may ride:
  - Space Marine bike .....35 points
  - Thunderwolf Mount .....45 points
- Up to two Servitors may replace their servo-arm with
  - a heavy bolter .....5 points per model
  - a multi-melta .....10 points per model
  - a plasma cannon .....20 points per model
- The Iron Priest may choose any of the following:
  - Wolftooth necklace .....10 points
  - Wolf tail talisman .....5 points
  - Saga of the Iron Wolf .....15 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

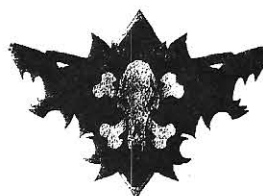
### Options:

- 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 Asaheim. 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 PACK .....15 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:
  - Flamer .....free
  - Meltagun .....5 points
  - Plasma gun .....10 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 pistol .....15 points
- One Grey Hunter may replace his close combat weapon with one of the following:
  - Power weapon .....15 points
  - Power fist .....25 points
- One Grey Hunter may have the honour of carrying
  - Wolf Standard .....10 points
- One Grey Hunter may take:
  - Mark of the Wulfen .....15 points

## BLOOD CLAWS PACK .....15 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:
  - Flamer .....free
  - Meltagun .....5 points
  - Plasma gun .....10 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 pistol .....15 points
- One Blood Claw may replace his close combat weapon with one of the following:
  - Power weapon .....15 points
  - Power fist .....25 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 CAVALRY

50 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
- Rending (close combat only)
- Wolfkin

### Options:

- Any Thunderwolf Rider may replace his bolt pistol with:
  - Boltgun ..... free
  - Plasma pistol ..... 15 points per model
  - Storm shield ..... 30 points per model
- Any Thunderwolf Rider may be equipped with:
  - Melta bombs ..... 5 points per model
- One Thunderwolf Rider may replace his close combat weapon with one of the following:
  - Power weapon ..... 15 points
  - Wolf claw ..... 20 points
  - Frost blade, frost axe or power fist ..... 25 points
  - Thunder hammer or storm shield ..... 30 points
- One Thunderwolf Rider may take:
  - Mark of the Wulfen ..... 5 points

## SWIFTCLAW BIKER PACK

25 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:
  - Flamer ..... 5 points
  - Meltagun ..... 10 points
  - Plasma gun ..... 15 points
  - Plasma pistol ..... 15 points
- One Swiftclaw biker may replace his close combat weapon with one of the following:
  - Power weapon ..... 15 points
  - Power fist ..... 25 points
- Add a single heavy bolter-armed Swiftclaw Attack Bike ..... 30 points
- A Swiftclaw Attack Bike may upgrade its heavy bolter to a:
  - Multi-melta ..... 10 points
- The entire pack may take:
  - Melta bombs ..... 5 points per model

## SKYCLAW ASSAULT PACK

18 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:
  - Flamer ..... 5 points
  - Meltagun ..... 10 points
  - Plasma gun ..... 15 points
  - Plasma pistol ..... 15 points
- One Skyclaw may replace his close combat weapon with one of the following:
  - Power weapon ..... 15 points
  - Power fist ..... 25 points
- One Skyclaw may take:
  - Mark of the Wulfen ..... 15 points



# FAST ATTACK

## LAND SPEEDER SQUADRON ..... 50 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 flamer ..... free
  - Multi-melta ..... 10 points per model
- Any Land Speeder may be upgraded to a Land Speeder Tornado armed with one of the following:
  - Heavy flamer ..... 10 points per model
  - Heavy bolter ..... 10 points per model
  - Multi melta ..... 20 points per model
  - Assault cannon ..... 40 points per model
- Alternatively a Land Speeder may be upgraded to a Land Speeder Typhoon armed with:
  - Typhoon missile launcher ..... 40 points per model

## FENRISIAN WOLF PACK ..... 8 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:
  - Cyberwolf ..... 8 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 PACK .....15 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:
  - Flamer .....5 points
  - Meltagun .....10 points
  - Plasma pistol, plasma gun or power weapon .....15 points
  - Power fist .....25 points
- The Long Fang Squad Leader may take:
  - Melta bombs .....5 points
- Each Long Fang apart from the Squad Leader **must** replace his bolt pistol with one of the following:
  - Heavy bolter .....5 points per model
  - Missile launcher or multi-melta .....10 points per model
  - Plasma cannon .....20 points per model
  - Lascannon .....25 points per model

## PREDATOR .....60 points

Page 41

	BS	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 lascannon .....45 points
- May take side sponsons with heavy bolters .....25 points or with lascannons .....60 points
- May take any of the following:
  - Dozer blade .....5 points
  - Storm bolter .....10 points
  - Hunter-killer missile .....10 points
  - Extra armour .....15 points

## WHIRLWIND .....85 points

Page 42

	BS	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 blade .....5 points
  - Storm bolter .....10 points
  - Hunter-killer missile .....10 points
  - Extra armour .....15 points

## VINDICATOR .....115 points

Page 43

	BS	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 blade .....5 points
  - Storm bolter .....10 points
  - Hunter-killer missile .....10 points
  - Siege shield .....10 points
  - Extra armour .....15 points

# HEAVY SUPPORT

## LAND RAIDER .....250 points

Page 44

	BS	Armour			
		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 bolter .....10 points
  - Hunter-killer missile .....10 points
  - Multi-melta .....10 points
  - Extra armour .....15 points

## LAND RAIDER CRUSADER .....250 points

Page 45

	BS	Armour			
		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 bolter .....10 points
  - Hunter-killer missile .....10 points
  - Multi-melta .....10 points
  - Extra armour .....15 points

## LAND RAIDER REDEEMER .....240 points

Page 45

	BS	Armour			
		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 flamethrower cannons
- Frag assault launcher
- Smoke launchers
- Searchlight

### Options:

- May take any of the following:
  - Storm bolter .....10 points
  - Hunter-killer missile .....10 points
  - Multi-melta .....10 points
  - Extra armour .....15 points



# DEDICATED TRANSPORTS

## RHINO .....35 points

Page 40

	[Armour]			
	BS	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 blade .....5 points
  - Additional storm bolter .....10 points
  - Hunter-killer missile .....10 points
  - Extra armour .....15 points

## RAZORBACK .....40 points

Page 40

	[Armour]			
	BS	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 flamer .....25 points
  - Twin-linked assault cannon .....35 points
  - Twin-linked lascannon .....35 points
  - Lascannon and twin-linked plasma gun .....35 points
- May take any of the following:
  - Dozer blade .....5 points
  - Storm bolter .....10 points
  - Hunter-killer missile .....10 points
  - Extra armour .....15 points

## DROP POD .....35 points

Page 47

	[Armour]			
	BS	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:

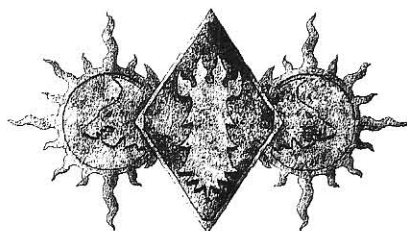
- Inertial Guidance System
- Immobile
- Drop Pod Assault

### Wargear:

- Storm bolter

### Options:

- Replace storm bolter with:
  - Deathwind missile launcher .....20 points



# SUMMARY

## TROOP TYPES

	WS	BS	S	T	W	I	A	Ld	Sv	Page
Ariac 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* (Frag)	48"	4	6	Heavy 2, Blast	30
(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* (Frag)	48"	4	6	Heavy 1, Blast	58
(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* (Frag)	48"	4	6	Heavy 2, Blast	46
(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.