WARHAMMER 40,000



CODEX SUPPLEMENT

SPACE WOLVES



Space Wolves

THE SONS OF RUSS

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

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Nottingham, NG7 2WS, UK

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Warriors of Fenris

WE ARE THE SONS OF RUSS, THE INHERITORS OF HIS SAVAGE LEGACY. WE ARE THE FURY OF THE STORM AND THE PITILESS WRATH OF ENDLESS WINTER. WE ARE THE KEEPERS OF OATHS UNBROKEN, THE SKY WARRIORS OF FENRIS. WE ARE THE HOWL IN THE DARK. WE ARE THE SPACE WOLVES.

OURS IS A SAGA SUNG ACROSS THE STARS. IT IS A TALE THAT ENCOMPASSES THE DEEDS OF HEROES BEYOND COUNT. IT IS ONE THAT NOW DRAWS TOWARDS ITS INEVITABLE CONCLUSION.

FROM THE GREAT RIFT SPILL TERRORS UNTOLD. BORNE UPON THE TIDES OF THE WARP PROWL THE TRAITOR AND THE ALIEN. THE SEA OF STARS SEETHES WITH THE CRAVEN AND CRUEL. IN THE BELLY OF THE ALLFATHER'S REALM FESTERS BITTER HERESY. DOOM APPROACHES FROM ALL SIDES.

STILL, WE STAND IN DEFENCE OF HUMANITY'S REALMS. WE WHO ARE BATTLE-FORGED AND RIME-HARDENED, WE WHO CLEAVE TO OATHS SWORN TEN THOUSAND YEARS AGO. WE TO WHOM LOYALTY AND DUTY ARE ALL. WE WHO ARE SWORN TO DO BATTLE UNTIL THE BITTER END, UNTIL THE WOLFTIME DAWNS.

THEN, PERHAPS, THE PRIMARCH WILL WALK ONCE MORE AMONG US, AND WE SHALL MAKE WAR AT HIS SIDE. UNTIL THEN, WE HUNT.

FOR THE ALLFATHER.

FOR FENRIS.

FOR RUSS.



THE WOLVES OF FENRIS

The Space Wolves are a feral and bestial breed. Hailing from the death world Fenris, they are a Chapter of the Emperor's Space Marines like no other. Headstrong and savage, they go to war bearing thick pelts, tribal talismans and totems, howling like the wolves of their frigid home.

To the people of Fenris, the Space Wolves are the Sky Warriors, demigods from the realm of Asaheim who sail the Sea of Stars in search of war and adventure. In the depths of fiercest winter, as the native Fenrisians gather around their blazing hearth fires, skjalds sing tales of the Sky Warriors' wondrous deeds, the battles they have fought and the monstrous beings they have slain. All Space Wolves call Fenris their home, having been born and raised amongst the nomadic tribes of the volatile world. They are steeped in the culture of that wild place, bearing shamanistic totems and cladding themselves in the hides of monstrous beasts.

Products of the First Founding, the Space Wolves trace their history back to the birth of the Imperium and to the golden days of the Emperor's Great Crusade. They were born as the Emperor's VI Legion, and the legends tell that they were as feared and honoured then as they are now. Ruthless warriors, unquestioning of their Emperor's orders and devoid of doubt, they were led by their fearsome Primarch Leman Russ, the Wolf King. More than ten thousand years have passed since that glorious era, yet the Space Wolves remain steadfast defenders of the Imperium, still as devoted to the Emperor – known to them as the Allfather – as they ever were.

From Leman Russ, the Space Wolves have inherited a formidable yet volatile genetic legacy. They possess the keen senses and hunting instincts of predatory beasts, canine teeth that continue to grow in length as a warrior ages and the feral aggression of natural-born hunters. So powerful is the effect of Russ' gene-seed upon prospective warriors' minds and bodies that they must pass brutal trials designed to tame the inner beast that rages within each of them before they are permitted to join the Chapter's ranks. Yet even those who pass these trials are not entirely safe, for within their souls simmers a bestial anger that threatens to break free at any moment. In the heaviest of fighting, or when confronted by a particularly hated enemy, the fortunate may experience the manifestation of this fury as a berserk battle rage. Yet tales persist of rampant bestial transformation. Some even believe Russ' legacy to be irredeemably cursed.

This genetic deviancy, coupled with the headstrong and often insubordinate nature of the Space Wolves, leads some supposed allies to view the sons of Russ with suspicion. Yet those who have fought at their side are rarely left with any doubt as to the Space Wolves' loyalty. They witness the ferocity with which they hunt down the alien, cast down the witch and fight the endless war against the looming threat of Chaos.

The Space Wolves care not for the thoughts of outsiders, however. They only live for battle, seeing each journey out into the void as an opportunity for glorious adventure. Every Space Wolf seeks to forge his legend in a saga – an oral account of his battle record that is accorded only to the worthiest of warriors. This motivation, coupled with the Chapter's oaths of loyalty to the Allfather's realm, ensures that the Space Wolves remain amongst the most loyal and effective defenders of the Imperium.

'Brave deeds and selfless acts of courage are the stuff of which all Fenrisians are bred. Yet we of the Wolf Priesthood still search for something greater. We seek warriors that, if they were to be cast to the wolves, would return to us as leaders of their packs.'

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

WOLVES AT WAR

The Space Wolves make war with all the bestial savagery of Fenrisian wolves. Yet allied to this rage is a predator's cunning. Despite their feral aspect, the sons of Russ are Space Marines, as intelligent and tactically gifted as any of their fellow Chapters.

In the vanguard of most Space Wolves assaults are their youngest and rawest warriors, youthful risk-takers lacking discipline or restraint. Mounted on bikes, bearing jump packs or simply charging into close quarters with chainswords held aloft, these battle-hungry packs press the foe backwards with the savagery of their assault, hacking their way through rank upon rank of enemy combatants. More experienced warriors, who have learned to temper their battle-hunger with restraint, form most of the Chapter's strength. They shift fluidly between attack and defence, exploiting weaknesses in the enemy line and repelling counterattacks with accurate bolt fire. It falls to them to seize and hold key objectives.

LEMAN RUSS

The long-lost Primarch of the Space Wolves, Leman Russ, was renowned as a ferocious warrior doggedly loyal to his Emperor. Under his leadership, the Space Wolves gained a reputation as the Emperor's executioners. They were often tasked with punishing the treacherous and purging traitors. Indeed, during the Horus Heresy, those of his brothers who were swayed to Horus' cause thought of him with derision as little more than the Emperor's attack dog.

To his sons, however, Russ was a heroic figure whose saga remains unmatched and incomplete. In the years following the Horus Heresy, much of the vigour was drained from the Primarch's spirit. Eventually, having gathered his sons in the Hall of the Great Wolf, he announced his imminent departure, promising to return in the final apocalyptic battle, the Wolftime, prophesied by the Chapter's Rune Priests.



As the enemy reels, small packs of stealth specialists strike from ambush, sabotaging supply routes, cutting off reinforcements and securing key objectives behind enemy lines. With each knife thrust, sniper's bullet and explosive krak missile, they weaken their enemy, bleeding the prey's strength and enabling the pack's mightiest warriors to close in and finish off their wounded victims. The Chapter's eldest warriors, long of fang and grey of beard, are trusted with its most potent ranged weapons. They provide fire support, obliterating enemy tanks with melta beams and lascannons and destroying infantry formations with deadly heavy bolter fire. Ancient Dreadnought walkers, possessed of centuries of battlefield experience and armed with an array of potent weapons, lumber forward to hew apart their foes with razor-edged claws and colossal power axes.

Then, as the foe reels from a hundred bleeding wounds, the final blow is landed. Into the disordered and overwhelmed foe charge the Chapter's elite. The Wolf Lords and their Wolf Guard, clad in ancient Terminator armour and bearing crackling power axes and storm shields, shatter shield walls, cut down rank upon rank of infantry and slaughter enemy champions, rampaging monsters and commanders with brutal efficiency. At their side bound the snarling wolves of Fenris, their fangs slick with blood, pursuing those who flee with savage determination and boundless endurance.

Some who fight at the side of the Space Wolves look upon them as brutal savages, insubordinate and deviant to the point of heresy. However, many who have fought at their side speak well of their Fenrisian allies, noting their bravery and effectiveness in battle. Even Roboute Guilliman, Primarch of the Ultramarines and Lord Commander of the Imperium, knows Fenris' value to the Imperium and doubts not their loyalty to the Emperor and Imperium. And so he permits the sons of Russ their strange ways, knowing that the Space Wolves' ferocity will be required in the battles to come.



FENRIS

The home world of the Space Wolves Chapter, Fenris is amongst the most forbidding planets in the Imperium. Subject to punishing seasons of fire and ice, it hosts a hardy population that thrives despite the ferocious wildlife and adverse conditions they must contend with.

Prior to the Emperor's Great Crusade, when the nascent Primarchs were scattered upon the tides of the Warp, Leman Russ – later to become Primarch of the Space Wolves – came to rest upon the ice world of Fenris. There, he would be raised by the planet's tribal inhabitants and immersed in their cultures.

Fenris is a wild planet whose elliptical orbit around its system's star results in temperature extremes, punishingly long seasons and constant geothermic upheaval. The huge and frigid oceans encircling its mass are storm-ridden and foreboding to the extreme. Emerging from their churning depths are many landmasses, ranging in size from small islands to large continents. Fenris' orbital passage takes it far from the system's star, causing its oceans to freeze almost completely solid and ushering in long and lethally cold winters. The planet's passage, however, occasionally brings it into proximity with the Wolf's Eye, as the blazing star at the heart of the system is known. At this time, Fenris' sub-oceanic crust cracks and heaves. The seas simmer and boil as island chains are dragged beneath the waves, and new spurs of land are thrust up from the depths by rampant volcanic and tectonic activity. Only the inviolable rock known as Asaheim is spared these upheavals. It is there, atop soaring peaks, that the Space Wolves' fortress monastery is located.

A death world in the truest sense, Fenris is utterly inimical to Human life. Multitudinous horrors lurk beneath the surfaces of its seas. Monstrous predators stalk its lands. Yet, somehow, Humanity persists, with hardy tribal societies eking out a fragile existence against the odds. Such is the competition for food and fertile ground that conflict between tribes is



common. None can foresee how the seasons will shape the terrain around them. Some may be fortunate to see their territories survive a summer of upheaval. Few are as lucky. It is far more likely that hard-won territories will be dragged beneath the waves by tectonic upheaval. Thus, at the end of every summer, an age of adventure and warfare dawns as nomadic tribes are forced to undertake epic journeys and engage in struggles to gather and secure the resources that will allow them to establish defensible settlements and survive the brutal winter to come.

Finding newly birthed landmasses and establishing new domains often requires nautical exploration, for Fenris is a world dominated by its oceans. Most of the planet's creatures dwell within its endless seas, and across these storm-torn expanses the Fenrisians must journey to locate potential homes and survive the winter. Storms claim the lives of many intrepid sailors, and the monstrous beasts that haunt the briny depths account for many more. Colossal kraken lurk in the lightless fathoms and can pluck the unwary from the decks of their longships and tear their vessels apart with grasping tentacles. Whale-like leviathans hunt near the surface, many large enough to swallow entire longships, crew and all, in a single gulp. Having braved such dangers, the few travellers who survive and locate the new and fertile domains they require must swiftly establish their dominance by fighting off rivals with designs upon these newly claimed lands. Even then, their travails continue. Those desperate stragglers who fail to establish winter holds have no option but to launch raids on the freshly founded settlements to plunder what they need. These attacks will continue so long as the assailants retain their strength and stave off starvation and cold. Thus, even as summer draws to a close and winter's first blizzards fall, the fighting continues unabated.

Fenrisians bear these hardships with good cheer, for only warriors forged and tempered by such punishing trials can hope to win a place in the stories of the elders and skjalds who keep Fenris' oral traditions alive. No glory is won without danger, and wars – whether fought on the tundra of Fenris or distant worlds – are seen as an opportunity to forge one's legend. All Fenrisians, Human or Space Marine, seek to immortalise their deeds in a saga to be performed at great feasts and gatherings of import, an honour accorded only to the worthiest of warriors.

It was amidst these societies that Leman Russ was raised, rising to rule as a king. Thus, by the time he was united with the Emperor and took control of the VI Legion, this way of life was deeply ingrained within his psyche and came to be reflected in the attitude, beliefs and heraldry of the Space Wolves, taking hold even amongst those warriors of Terran birth. The Legion's habit of recruiting almost exclusively from Fenrisian stock has continued throughout the millennia, further cementing the prominence of Fenrisian myth, legend and ritual. In battle, the Space Wolves fight in the same manner as Fenris' battle-hardened people: as a ferocious and close-knit brotherhood of fearless champions.

ASAHEIM

Fenris may be the Chapter planet of the Space Wolves, but the Space Marines inhabit only a small region of its vastness, the island continent of Asaheim, which rises from the polar regions like a sheer rock. Its steep slopes are obscured from mortal eyes by an impenetrable layer of thick white clouds. In addition to the Space Marines who dwell upon its peaks, Asaheim hosts various creatures, including massive and ferocious bears, gigantic elk-like ungulates, shaggy elephantine beasts, and stranger creatures such as ice trolls. Some legends even tell of serpentine ice wyrms that make their lairs amidst the highest peaks. Amongst the most deadly of all are Asaheim's Fenrisian wolves. The wits of these lupine predators are as razor sharp as their teeth, and the largest of their kind are the equal of any of the great predatory beasts that stalk Fenris' tundra. There are many subspecies of Fenrisian wolves, yet all display a savagery and cunning that Fenrisian warriors strive to emulate.

Asaheim aside, Fenris remains as primitive as when Leman Russ first stepped foot upon its icy surface. Its people are preoccupied with surviving endless seasons of ice and fire. Whilst the Space Wolves keep a close watch over the planet's population, they maintain their distance, appearing amongst the Fenrisians so rarely that they are believed by most to be mythical figures known only as the Sky Warriors. They are viewed as heroic figures akin to demigods, legendary champions, possessed of unmatched strength and magical or divine power.

Most avoid the lands of Asaheim, for they are seen as the realms of divine beings, where no mortal has the right to tread. Only a fighter the Sky Warriors have chosen may journey to Asaheim and attempt to ascend its treacherous slopes. These blessed few are never seen again, and their ultimate fate is a mystery to their tribes. The Fenrisians have become well accustomed to the strongest and bravest of their young warriors disappearing from the lands of the living, having been chosen to win glory in the high realm where the Sky Warriors dwell.

THE LAST FEAST OF LEMAN RUSS

One of the most pivotal events in the history of the Space Wolves Chapter occurred in the days following the Scouring. On this rare occasion, all twelve Wolf Lords had gathered at the Fang to feast. Yet, as the mjod flowed and the skjalds sang their tales, Leman Russ sat silent and dour at the Wolf King's table. Only at the height of the festivities did he break his silence, and all fell hushed to hear his words. It was then that Russ announced to his gathered warriors that he was dying and that the time had come for him to depart. To his stunned warriors, he promised that he would return in their most desperate hour of need to stand at their side for the final battle against the Space Wolves' foes, an event referred to in Chapter legend as the Wolftime. Russ departed that very eve with all of his Wolf Guard, save for Bjorn the Fell-handed. Neither he nor his Wolf Guard have been seen since.





THE BATTLE OF THE FANG

Occurring at some point in M32, the Battle of the Fang saw a force of Thousand Sons invade the Space Wolves fortress monastery. His machinations having lured the majority of the sons of Russ away from their bastion, Magnus the Red descended upon Asaheim at the head of a force of over five hundred legionaries, war machines and masses of cultists. The attackers breached the Fang and inflicted terrible casualties upon its defenders. The Daemon Primarch was eventually banished thanks to the heroic sacrifice of the Great Wolf Harek Ironhelm.

THE FANG

Situated atop the highest of Asaheim's soaring peaks, the fortress monastery of the Space Wolves is a formidable bastion, second only in scale and might to the continent-spanning mass of the Imperial Palace on Holy Terra.

Known as *Aett* in the native tongue of Fenris, the Fang rises so high as to pierce the planet's very atmosphere. Its every slope, crag and outcropping is layered in armour and protected by ancient void shields that are even more powerful than those within the Imperium's warships. The Fang is a nigh-impenetrable holdfast. Despite the best efforts of the Space Wolves' foes, it has scarcely been assailed, let alone breached, during its ten-thousand-year history. Only one attempt to violate the caverns of the Fang has met with any degree of success. Even this assault, led by Magnus the Red – the Daemon Primarch of the traitorous Thousand Sons – was repulsed, albeit at the cost of many lives.

THE UNDERFANG AND THE HAMMERHOLD

The lowest levels of the Fang are known as the Underfang. These subterranean sections of the fortress contain colossal geothermic reactors that channel the heat of Fenris' molten core to give power to the Fang's myriad systems. The Halls of the Revered Fallen are also located here, the underground stasis chambers in which the Space Wolves' ancient Dreadnoughts slumber until called to war. Further within these depths is the Space Wolves Apothecarion, where the Chapter's precious gene-seed is contained. The Halls of the Revered Fallen are overseen by the Wolf Priests, who perform the duties undertaken by the Chaplains and Apothecaries of other Chapters.

Directly above the Underfang are the levels known collectively as the Hammerhold. There, the Iron Priests toil to forge and maintain the Chapter's vehicles and technology. Also located on these levels are the Fang's two primary entrances, the Bloodfire and Sunrising Gates. Wrought into the western and eastern slopes of the fortress, these yawning ice maws are connected to the surrounding highlands of Asaheim by winding mountainside transit routes and are large enough to permit the passage of entire armies. These places constantly bustle with activity as Human serfs and armed kaerl militia labour to unload cargo vessels and haul equipment, always under the watchful eye of their Space Marine lords.

THE HOULD

The Hould is the beating heart of the Fang. It is here that the thousands of Human craftspeople, soldiers, technicians and labourers live out the majority of their lives. All are of Fenrisian stock, descended from those first taken into the halls of the Fang when its chambers were hewn from Asaheim's rock. Of these, only kaerls are always armed, but all are trained in the arts of war. Within the Hould are drill yards, practice chambers, kaerl barracks, domiciles, infirmaries, manufactorums, storage caverns, beast pens, arsenals and the other facilities required to fuel, feed and arm the fortress' defenders. Layered defences protect these chambers, including servo-turret batteries, false passageways, stone-wrought bunkers and continual kaerl patrols.

At the top of the Hould is the Fangthane. This cavernous room is large enough to hold hundreds of thousands of serfs. It is an awe-inspiring chamber hundreds of feet in depth, featuring a giant statue of Leman Russ and his faithful wolves, Freki and Geri, at its centre. The Fangthane also separates the Hould and its Human populace from the upper fortress, where only the Sky Warriors can tread.

JARLHEIM AND THE VALGARD

The section of the Fang where the Space Wolves dwell on the rare occasion they are not off-world, known as Jarlheim, is a monument to fallen heroes. The walls of these levels are engraved with the runic sagas of the Chapter's greatest heroes. Its halls and chambers are bedecked with the banners of the Great Companies, and trophies hewn from Fenrisian beasts and xenos foes hang from pillars and trophy racks. Here, the hearth fires burn, illuminating and heating chambers that are often near-empty, given the Space Wolves' constant campaigning.

The Hall of the Great Wolf, also known as the Hall of King Leman Russ, is positioned at the centre of Jarlheim. Here, the Space Wolves utilise this feasting hall as a central meeting point where the Great Companies may gather to honour Russ, the Allfather – as they refer to the Emperor – and the champions of Fenris who came before.

The Chapter Armoury consumes several cavernous chambers at the outer edges of Jarlheim. It is here that the Chapter's Iron Priests tend to the Space Wolves vehicles, weapons and wargear, ensuring all can be prepared for deployment at a moment's notice. The Armoury is served by a series of colossal grav-lifts connected to the forges in the Underfang depths and the uppermost levels of the Fang, known as the Valgard.

The Valgard is the only section of the Fang to emerge from the mountain's surface. It is located at the very pinnacle and is ringed by defence batteries, hangar bays and landing pads. The top of the Valgard breaches Fenris' atmosphere. It serves as a starport, enabling the Space Wolves' cruisers and battle barges to load personnel, munitions and other equipment. From deep shafts wrought into the fabric of the mountain protrude colossal laser batteries and Icarus arrays. It is said that the majority of these weapons date to the glory days of the Emperor's Great Crusade. If this is true, it is wondrous indeed that they remain functional despite the passage of millennia.

Perhaps the most important location in the Valgard is the Chamber of Annulus, which acts as the Fang's command centre and is where Chapter councils are held. On the rare occasion that Logan Grimnar, the Great Wolf and most senior of the Space Wolves, is present, it is from the Valgard that he presides over his Chapter, aided closely and given invaluable counsel by the Wolf Lords of the Great Companies.

THE GREAT COMPANIES

The Space Wolves organise their forces into twelve distinct Great Companies. Each is a loosely organised brotherhood led by a charismatic commander whose deeds of heroism are celebrated in feast halls and sung aloud by the Chapter's skjalds.

The number of warriors serving at any time in each of the Great Companies may vary considerably. However, each is generally similar in size to the Battle Companies fielded by Codex-compliant Chapters. The Great Companies of the Space Wolves are far more independent than their counterparts in other Chapters. Each acts as a force led by a Wolf Lord – roughly equivalent to a Captain – in a semi-feudal system. One of the Great Companies is elected to lead, and is commanded by the Great Wolf, whose role is similar to that of a Chapter Master.

COMPANY STRUCTURE

Unlike the companies of other Chapters, the Great Companies are not permanently fixed in their names and structures. Upon being elected leader, a Wolf Lord chooses a fitting sigil and name for his Great Company. Sigils are drawn from myth, each representing a wolf spirit of Fenris. Wolf Lords rule their Great Companies in a near-feudal fashion, choosing their preferred tactics and methods of warfare and training their warriors accordingly. Each Wolf Lord is aided in their duties by a band of hand-picked champions known as his Wolf Guard. Should a Wolf Lord die in battle, it will fall to his Wolf Guard to elect a new leader from their own. Usually, the newly appointed Wolf Lord will then select a sigil of his own, and a new Great Company will rise to forge its own saga on the galaxy's battlefields. Each Wolf Lord, and by extension, their Great Company, strives to embody the bravery, honour and martial might for which the Primarch Leman Russ was renowned.

At the centre of the Hall of the Great Wolf stands the Grand Annulus. This stone device is a physical representation of the organisation of the Space Wolves Chapter. It is circular, featuring carefully arranged segments, each marked with the sigil and runes of the Wolf Lord it represents. On the rare occasion where multiple Wolf Lords gather in the Fang to feast, it is customary for them and their loyal Wolf Guard to be seated within the area of the hall indicated by their name stone. The circular stone in the centre of the Annulus bears the sign of the Wolf that Stalks Between Stars; this symbol indicates the position of Great Wolf and can be rotated to indicate which of the current Wolf Lords holds that honoured position. The thirteenth stone upon the Annulus remains blank in honour of the lost 13th Great Company.

COMPANY SIGILS

The sigils chosen by the Wolf Lords hold great significance. Most trace their origin to the spirits revered and worshipped by the native Fenrisians. The spiritual significance of the wolf in Fenrisian culture ensures that this noble yet savage beast figures prominently, and the sigils of wolf spirits are seen more commonly than any other. Each spirit sigil may represent a region, natural phenomenon or personality trait. When a Wolf Lord chooses a sigil, it is emblazoned upon the armour of the Great Company's warriors and the vehicles in which they go to war. Should a Wolf Lord ascend to the position of Great Wolf, they and their company traditionally adopt the badge of the Great Grey Wolf – the Wolf that Stalks Between Stars – and abandon their previous sigil; Logan Grimnar's Company of Champions wore the sigil of the Night Runner before his ascension.

1 THE WOLF THAT STALKS BETWEEN STARS

This icon is traditionally adopted by the Great Wolf and their Great Company, replacing their earlier sigil. It is currently borne by the warriors of Logan Grimnar's own Great Company.

2 THE BLOODIED HUNTER

This sigil and its blood-drenched maw represent the most savage aspect of the wolf. Its current bearer is Bran Redmaw, whose Bloodmaws are renowned for their bestial fury.

3 THE SEA WOLF

The sea wolf sigil is the badge of the Seawolves, Great Company of Engir Krakendoom. Many are master voidsmen specialised in fleet actions, boarding assaults and using armoured transports.

4 THE TWO-HEADED WOLF

This sigil represents Morkai, guardian of the realm of the dead. It currently serves as the symbol of Erik Morkai's Sons of Morkai, famed for their ruthlessness and expertise in stealth. This Great Company is renowned for the large number of Wolf Scouts in its ranks, devising strategies that rely upon cunning and misdirection over outright savagery.

5 WOLF OF THE RED MOON

Depicting a mythological wolf-like beast that stalks the seven hells and devours the corpses of the damned, this sigil is currently claimed by Gunnar Red Moon and his Red Moons. This Great Company is famed for the combat experience and martial prowess of its Long Fangs and Wolf Guard.



6 THE NIGHT RUNNER

The sigil of Logan Grimnar's Great Company before his ascension, the Night Runner represents the relentless nature of the wolf pack and its refusal to admit defeat until the prey has been dragged down and torn to bloody shreds. Whilst most of the Great Company now bear the traditional sigil of the Great Wolf, a few elder veterans still opt to display the symbol of the Night Runner upon their pauldrons.

7 THE RAVENING JAW

Emblazoned upon the armour of Harald Deathwolf's Deathwolves, this sigil symbolises the Wolftime, when Morkai will devour the stars, shrouding Fenris in eternal night. The Deathwolves are notable for their use of Thunderwolf Cavalry and go to war alongside a great number of Fenrisian wolves.

8 DREKAN THE THUNDERWOLF

This is the spirit sigil of a mythic wolf said to have been bested by Russ. It serves as the badge of the Stormwolves, led by Bjorn Stormwolf, who enjoy nothing more than the din of battle, fielding many bikes and tanks in their assaults.

9 THE SPIRIT WOLF

The spirit wolf is believed to guard the souls of the dead, yet its sigil has since come to be seen as an ill omen. It now serves as the sigil of Torval Wyrdbane, successor to Vorek Gnarlfist.

10 THE SUN WOLF

The Sun Wolf is said to dwell within Fenris' star, waking to attack every dawn. It suits Krom Dragongaze well, for he and his Drakeslayers are relentless and utterly reckless in their pursuit of battle.

11 THE HOWLER IN THE NIGHT

Having fought and slain one of Fenris' legendary black-maned wolves as a mere aspirant, Ragnar Blackmane was granted his deed-name in honour of his achievement. Upon rising to lead a Great Company, he took this sigil for his own.

12 THE RUNE WOLF

The Rune Wolf represents foresight and fortune. Hrothvyr Runescar, Wolf Lord of the Runemarked and successor to Sven Bloodhowl, took this sigil as his own.

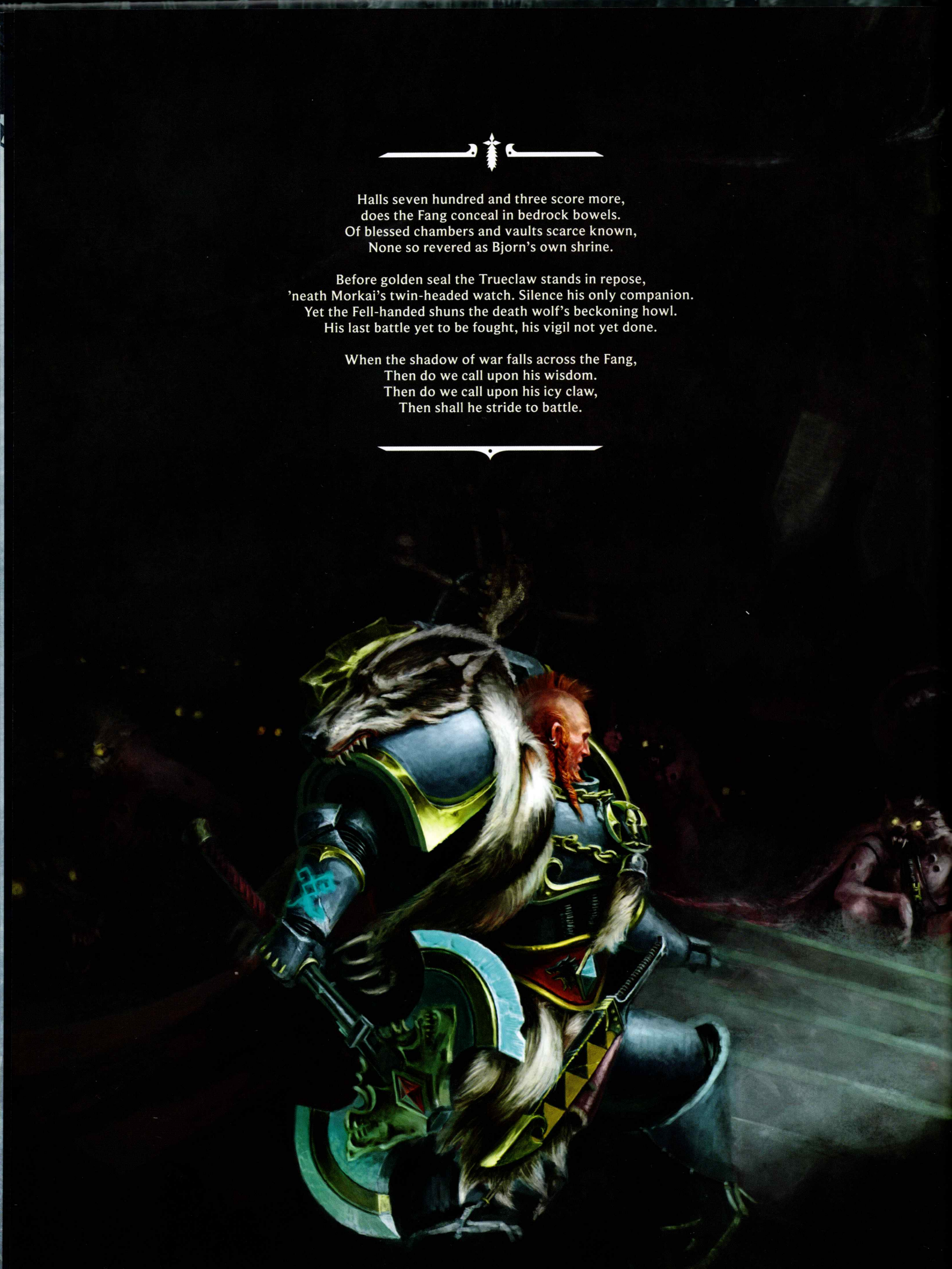
13 THE FIRE WOLF

In Fenrisian myth, the Fire Wolf burns without being consumed by flames, and its roar melts snow before each new season. This sigil is the badge of the Grimbloods, led by Kjarl Grimblood.

Halls seven hundred and three score more,
does the Fang conceal in bedrock bowels.
Of blessed chambers and vaults scarce known,
None so revered as Bjorn's own shrine.

Before golden seal the Trueclaw stands in repose,
'neath Morkai's twin-headed watch. Silence his only companion.
Yet the Fell-handed shuns the death wolf's beckoning howl.
His last battle yet to be fought, his vigil not yet done.

When the shadow of war falls across the Fang,
Then do we call upon his wisdom.
Then do we call upon his icy claw,
Then shall he stride to battle.





SAGAS OF THE SPACE WOLVES

It is the wish of all Fenrisians to live a life worthy of sagas. Those who ascend into the ranks of the Space Wolves are no different. They view the many dangers they face as opportunities to demonstrate courage and daring. There is no danger they will not brave and no fiery hell into which they will not delve in their determination to live the warrior's life to its fullest and ensure their deeds are remembered.

Whether aspirant, initiate or grizzled veteran, all Space Wolves look to the sagas of their heroes – fallen and living – for guidance and inspiration. Whether gathered around the hearth fires of Jarlheim or aboard voidships hundreds of light years distant from Fenris, these sagas are always recited and never written. They have been passed down from battle-brother to battle-brother throughout countless generations, a tradition adopted when the Emperor's VI Legion reunited with Leman Russ and continued ever since.

Many of these oral histories tell of days far beyond the memory of any, even the eldest of the Chapter's Dreadnoughts. The sagas of the Space Wolves recount the battle records of the Chapter's greatest warriors and its Great Companies. They recount conflicts of the distant past and those more recent, including both glorious victories and terrible defeats and charting the rise of mighty champions and the manner of their deaths. When the Space Wolves gather to feast in the trophy-hung halls of the Fang, such epics are recounted at great volume, every warrior present listening with rapt attention. They tell of heroic action, failures turned to victory, gigantic enemies brought low by blade and bolter, and traitors slain with righteous fury. As such tales are told, the Space Wolves quaff large quantities of mjod, a brew capable of overcoming the constitution of a Space Marine, and often lethal to mere mortals.

The Saga of Breki Fjordborn details the protagonist's heroism during the Galaos Intervention and rise to Wolf Guard Pack Leader over the course of dozens more bloody campaigns. It culminates with Fjordborn's final assault on a Drukhari fleet, his single-handed butchery of its flagship's bridge crew, and his use of low cunning to distract the vessel's Archon and allow his warriors to set melta charges against the engine core. By contrast, the Saga of the Wolf Lord Villi Icetooth charts only a single campaign against the Orks of Waaagh! Krushfist beginning with his ascension to command before continuing in a sombre tone and rhythm as it recounts the terrible losses suffered by his Great Company. Its bellowed conclusion builds to a stirring crescendo as the reciting skjald sings of Icetooth and his loyal wolves pursuing the beast-foe across the Sea of Stars and culminates in the Wolf Lord striking the xenos warlord down with the frigid blade of his frost axe, Lyndwurm's Bite.

However, not every such tale is one of noble heroism and glorious victory. Some serve as dire warnings against pride and vainglory. That of Jorghun Vor, for instance, is a funeral dirge, its verses telling the bitter tale of that damned Wolf Lord's treacherous fall to Chaos. So powerful is the Saga of Jorghun Vor, and so lasting its impact upon the Chapter, that since his betrayal no Wolf Lord has opted to bear his Hunger Skull sigil as their own. All Space Wolves strive to ensure that the tale of their own Great Company continues in glory rather than abject shame. Since the opening of the Great Rift, the sagas of their heroes have only become more dramatic.

THE BURNING OF PROSPERO

The first sagas of the Space Wolves tell of the Chapter's earliest days and their reunification with their Primarch, Leman Russ. Lying little more than ten thousand light years from Terra, the world of Fenris was one of the first to be rediscovered by forward elements of the Emperor's Great Crusade. The sagas have it that Russ, by that time the Wolf King of Fenris, engaged his gene-father in an epic duel across the tundra of his icy home. The fight is said to have lasted for hours, the two godlike combatants landing blow after blow upon one another, yet the Emperor's superior might eventually told. In the spirit of his people, the bloodied Russ acknowledged his defeat with cheer and grace, accepting his father's hand and command of the VI Legion with it.

Many are the stories of Russ' bravery and his sons' ferocity during the Great Crusade's earliest days and the subsequent Horus Heresy. Most, however, have been so corrupted and embellished by the passage of millennia as to be little more than myth and conjecture. Yet, their telling remains vital to the Space Wolves, as is any link to their lost Primarch. One saga considered exceptionally important is that of the Burning of Prospero, for the long-standing enmity between Leman Russ' Space Wolves and Magnus the Red's Thousand Sons was born here. The events leading to this conflict have long since been forgotten, yet the sagas speak of an epic battle between the two Legions upon the Thousand Sons home world of Prospero. The fighting is said to have culminated in a titanic duel between Leman Russ and the cyclopean giant Magnus the Red. Though the Primarch of the Thousand Sons was a potent

THE WOLF BROTHERS

After the events of the Scouring, the Imperium initiated, as part of sweeping changes to Imperial armed forces, the Second Founding; this saw the remnants of the loyalist Space Marine Legions broken up, with their warriors divided into new Chapters. Leman Russ, resistant to any such changes, largely ignored the diktat. His Legion was divided only once, retaining much of its strength. The sole successor Chapter formed of the Space Wolves gene-seed was the ill-fated Wolf Brothers.

The fate of the Wolf Brothers is shrouded in mystery, yet within a decade they had disappeared entirely from the Space Wolves' records. Since their disappearance from the galaxy, many Space Wolves have sought to find their lost brothers. Some claim they turned renegade, disappearing into the Eye of Terror, where they eventually dispersed amongst the warbands who haunted that fallen place. Regardless of their fate, it would be thousands of years before the Imperium again attempted to create a successor to the Space Wolves.

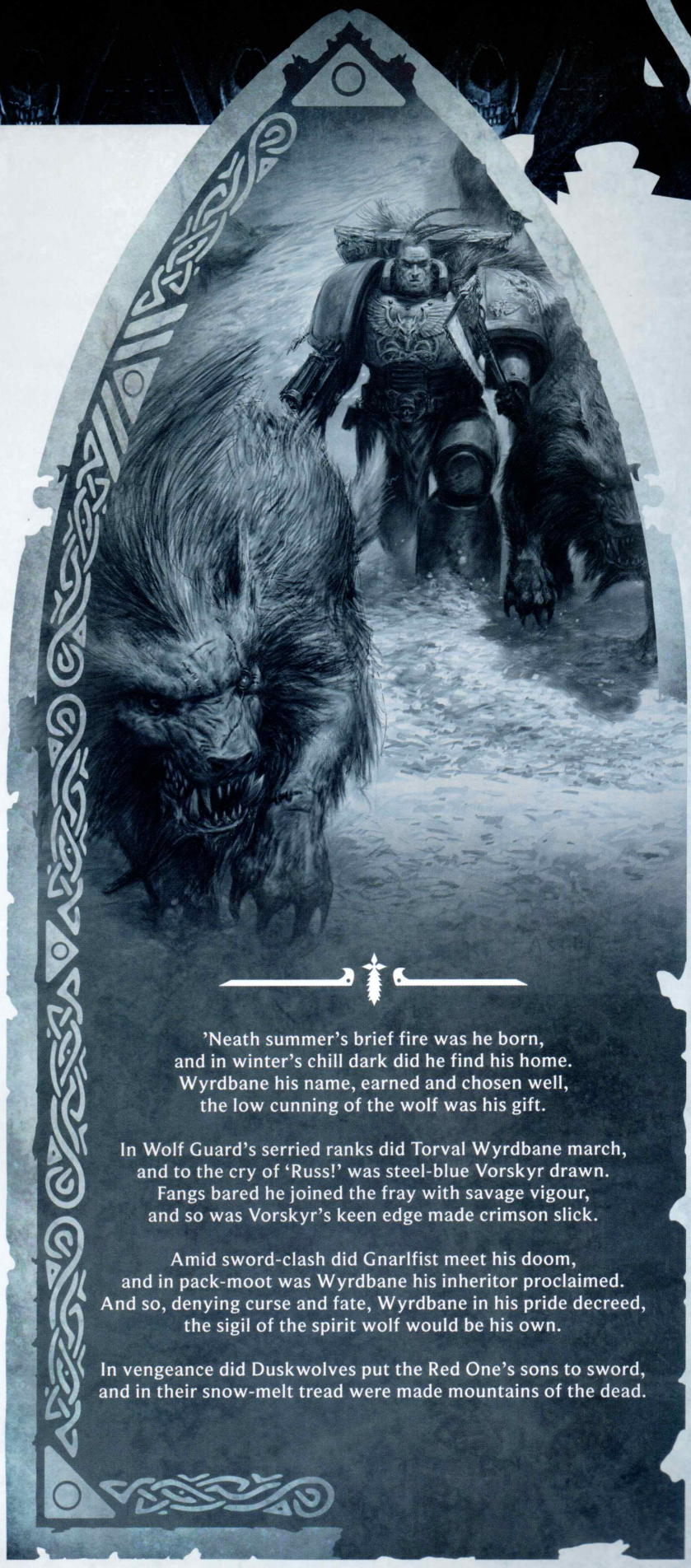
psyker, he could not withstand the Wolf King's furious onslaught and was struck down, escaping with his life only through forbidden sorcery. The Thousand Sons took refuge in the Eye of Terror, believing themselves safe there from the wrath of the Emperor. Yet the Space Wolves, specifically their 13th Great Company, had no intention of allowing the traitors to escape justice.

THE SAGA OF THE LOST

So began one of the most fateful sagas of the Sky Warriors, that of the Lost. The 13th Great Company, known as the Wulfenkind, already possessed a reputation as the most feral and savage of their Legion. They were so committed to the foe's destruction that they pursued the Thousand Sons through a scintillating portal, intent on completing their bloody duty. Some claim they did so on the direct order of their Primarch. Others believe them to have been overcome by madness and that the Wolf King's words of warning fell upon deaf ears. What is known is that they chased their prey into the Warp and disappeared. Upon the enormous stones of the Grand Annulus, a blank name stone would remain forever as a testament to the Wulfenkind and all of the Great Companies to have fallen in battle.

The 13th Great Company would eventually resurface during the latter days of the 41st Millennium. However, when the Wolf Lord Harald Deathwolf encountered elements of the Wulfenkind amidst the warp storms on Nurades, they proved to be much changed by their exile. The Canis Helix – the unique and potent strand within all Space Wolves gene-seed – had awoken within them all, devolving them into the bestial lupine creatures known as Wulfen. What followed was a desperate campaign to recover the Wulfen and return them to Fenris before the suspicions of the Inquisition – amongst other Imperial factions – could be drawn by their appearance. These attempts were in vain, for the Dark Angels – rivals almost since the day of their Primarchs' first meeting – had already caught the scent of the Wulfen and suspected heresy.

The machinations of the Changeling, a daemonic servant of the Chaos God Tzeentch, saw the Dark Angels descend upon Fenris only to find the entire system in the grip of a daemonic invasion. Convinced of the Space Wolves' heresy, the Dark Angels intended to bring the Wolf Lords to justice for accepting the mutant Wulfen back into their ranks. Only the intervention of Brother-Captain Stern of the Grey Knights prevented the hostility between the two factions from erupting into outright warfare. With Ragnar Blackmane's aid, Stern revealed the Changeling's presence.



'Neath summer's brief fire was he born,
and in winter's chill dark did he find his home.
Wyrdbane his name, earned and chosen well,
the low cunning of the wolf was his gift.

In Wolf Guard's serried ranks did Torval Wyrdbane march,
and to the cry of 'Russ!' was steel-blue Vorskyr drawn.
Fangs bared he joined the fray with savage vigour,
and so was Vorskyr's keen edge made crimson slick.

Amid sword-clash did Gnarlfist meet his doom,
and in pack-moot was Wyrdbane his inheritor proclaimed.
And so, denying curse and fate, Wyrdbane in his pride decreed,
the sigil of the spirit wolf would be his own.

In vengeance did Duskwolves put the Red One's sons to sword,
and in their snow-melt tread were made mountains of the dead.



On tides of madness the warp-spawn came,
their lurid magicks setting skies aflame.
Down they swept with malice in their blackened hearts,
and on the lives of the innocent slaked their cruel thirsts.

Unto the cries of the meek Wyrdbane did hasten,
blade in white-knuckle grip, the battle-lust upon him.
The Wolf Lord to the blade-moot stalked,
through storm-swept gloom with amber eyes narrowed.

Silent shadow was he and steeped in spirit wolf's cunning,
Blood Claw thrust and Long Fang fire masked his approach.
Whilst whispering daemon sent forth feathered spawn,
with Vorskyr he struck and blood ran like summer thaw.

No son of Russ quailed that day,
no daemon left that corpse-strewn field.

With Space Wolves and Dark Angels distracted by their confrontation, the true architect of the disaster was revealed. Magnus the Red, intent once more on wreaking vengeance upon the sons of Russ, descended at the head of a huge army of Rubricae and daemons of Tzeentch. The fighting that followed saw Space Wolves and Dark Angels fight side-by-side, each earning the grudging respect of the other. The Wolf Lord Egil Iron Wolf fell to Magnus' sorcery, yet the conflict ended in triumph as the Daemon Primarch was once more defeated, this time cut down by Logan Grimnar and banished by a chorus of Grey Knights psykers. The loss of Egil Iron Wolf was mourned by many, none more than his own Great Company. His successor, Vorek Gnarlfist, retained Egil's sigil as a mark of respect.

THE ERA INDOMITUS

The blood upon the slopes of the Fang had barely dried when Abaddon the Despoiler's 13th Black Crusade descended upon Cadia. The Space Wolves, most notably Sven Bloodhowl's Firehowlers, played a vital role in the ensuing conflict. Leading his Great Company in an assault upon the Blackstone Fortress *Will of Eternity*, the Wolf Lord disabled the vessel's shields, allowing the Imperial Fists' star fortress, *Phalanx*, to land the killing blow. Despite Bloodhowl's apparent sacrifice, the Despoiler eventually achieved his objective, sealing Cadia's fate by crashing *Will of Eternity* into the fortress world's surface. Unable to confirm the fate of their Wolf Lord, the Wolf Guard of the battered Firehowlers ruled in his stead for a time, eventually settling upon Hrothvyr Runescar as his successor and becoming the Runemarked.

The destruction of Cadia was swiftly followed by the manifestation of the Great Rift. As this event unfolded, the Space Wolves' Rune Priests heard through the Warp the bestial howl of expanding empyric storms and, for a moment, experienced sheer horror as the Astronomican's light guttered across half the Imperium. The Space Wolves had been much depleted by their punishing defence of the Fenris System and were already engaged on dozens of fronts at the moment of this disaster. Elements of the Traitor Legions, tides of daemons and other thralls of the Ruinous Powers surged out of the Rift. Aggressive xenos species were awakened by the tumult or sought to exploit the weakened state of the Imperium. The Great Companies fought on regardless, suffering further casualties in bloody assault after furious rearguard action.

Reinforcement came in the form of an unexpected visitor, the Primarch of the Ultramarines, Roboute Guilliman. He brought with him fresh recruits wrought from the gene-seed of Leman Russ alongside new

technologies and genetic enhancements. Whilst these recruits, none of whom were of Fenrisian stock, were initially treated with suspicion, the Great Wolf authorised their induction into the Great Companies. These new warriors soon proved true sons of Russ, distinguishing themselves in battle and demonstrating the savage ferocity typical of all Space Wolves. In an attempt to prove their worth, many of these new warriors opted to undergo the Test of Morkai. The majority passed, but no small number failed to return from the Fenrisian wilds.

Rearmed and reinforced, the Space Wolves set out on campaign once more. The initial battles of this new and bloody era included a lengthy campaign against Magnus the Red's Thousand Sons, resulting in a costly defeat and the traitors' seizing much of the Stygius Sector, thereby establishing a domain of vile sorcery within the bounds of reality. Victories were won, too, though all were costly. Meanwhile, the Rune Priests' attempts to divine the correct course of action resulted only in cryptic visions and grim revelation. The return of the 13th Great Company, the emergence once more of Magnus the Red and the awakening of Roboute Guilliman, all these events were believed by the Space Wolves' psykers to be the last verses of the fateful saga known as the Wolftime.

SAGAS YET TOLD

As the reaving forces of Chaos cut a bloody wound into the heart of the Imperium, other foes roused to life. The Ork Warlord Ghazghkull Thraka, scourge of Armageddon, rallied immense hordes to his banner. Learning of the threat, Logan Grimnar recalled as many of his Wolf Lords as possible and set about forging a plan to combat the growing horde. Monitoring the movement of the Orks, the sons of Russ sought to intercept roving Orkoid war leaders before they could ally their forces with those of Ghazghkull. The Great Wolf hoped this strategy would deny Ghazghkull the required warriors and slow the Orks' grinding advance.

In the Jhalheid System, Bran Redmaw's Great Company encountered the drifting hulk *Krakamorg*. Infested with Orks, the huge twisted mass of derelict vessels had been vomited from the Warp onto a collision course with Jhalheid Secundus. Boarding the space hulk's infested mass, the hunter packs of the Bloodmaws cut their way to its heart. They held off wave after wave of Orks, buying time for the Iron Priests to set their melta charges against the warp engines of several derelict vessels trapped within the amalgam's twisted mass. This action would prove to be merely the first engagement of a burgeoning war, for even as the first charges detonated, Redmaw's Rune Priests divined more xenos foes surging towards Jhalheid.

Meanwhile, hundreds of light years distant from their battle-brothers, the Blackmanes and Sons of Morkai descended upon the Skarskell Sub-sector. There, they fought and defeated an Ork invasion force on Ceibhal, though the world's production facilities were almost destroyed in the name of victory. The Ironwolves, Seawolves and Deathwolves were ordered to undertake a tri-pronged assault on the Ork-held world of Leckides. There, amidst constant lightning storms, the Space Wolves' Thunderwolf Cavalry, armoured vehicles and bike squadrons fought high-speed skirmishes with ramshackle Ork vehicle formations. This intervention met with little success, the wild psychic power of the Ork Waaagh! causing the entire horde to disappear in a conflagration of rampant empyric power before it could be culled. As these conflicts unfolded, the Drakeslayers and Firehowlers turned their attention to purging Orks from the promethium refineries of Gaivos, and the Grimbloods set to work disrupting Ork fleets in the Gnarion Reef. Logan Grimnar's Champions of Fenris led the defence during the Siege of Gottgard, drawing as many Orks as possible into a series of delaying actions. Ragnar Blackmane, impatient for glorious victory, began his quest to hunt down Ghazghkull. With characteristic confidence, he believed that he could end the threat once and for all. His hubris would almost result in his demise. On Krongar he attempted to put an end to Ghazghkull, suffering terrible wounds in the process, yet managing to lop the head from his opponent. Yet even this fatal blow could not stop the Ork's rampage, for Ghazghkull was soon restored to life by bizarre Ork science, and has risen bigger, angrier and more aggressive than ever before, with his eyes on further conquest.

Yet Ghazghkull's Orks were but one of the innumerable threats to the Segmentum Solar. Distress calls from Armageddon spoke of unfolding violence in the planet's polar regions. Logan Grimnar diverted his forces to that world, aiding a small force of Grey Knights in confronting the ever-increasing numbers of World Eaters and daemons of Khorne that have surged through the Red Angel's Gate since the opening of the Great Rift. In the fighting that followed, Logan Grimnar's ancient chariot, Stormrider, was sundered by a daemon of the Blood God. The Great Wolf was pulled from the flaming wreckage by his Wolf Guard, rallying to slay the rampaging daemon and lead an ordered retreat in the face of overwhelming numbers of malefic foes. He has since focused his attention on rallying Armageddon's beleaguered Imperial forces as they struggle to repel the continuing Khornate invasion, as well as to hold off the resurgent Orks striking from the planet's equatorial jungles.

THE GREAT HUNT

In the centuries following the Siege of Terra and the disappearance of Leman Russ, a new era of endless warfare dawned for the Space Wolves. After seven full years of waiting for their Primarch to return, the Chapter elected the first Great Wolf to rule in Russ' stead, Bjorn the Fell-handed. His first act was to initiate the Great Hunt. So did the entire Space Wolves Chapter embark upon a quest to discern the location of their absent Primarch. Though the attempt was unsuccessful, the Great Hunt became a tradition repeated many times during the following millennia. Though no hunt has achieved its objective, each has resulted in the Space Wolves achieving some great good, whether that be the destruction of a foe, the recovery of lost archeotech or the liberation of long-lost Imperial worlds.





Warriors of the Great Companies

PACK MARKINGS AND HERALDRY

The Space Wolves have never paid much heed to the Codex Astartes. This indifference towards Roboute Guilliman's magnum opus is reflected in the heraldry of the Great Companies and the myriad tribal markings borne upon the armour of the sons of Russ.

The majority of Chapters utilise a variety of colours, scripts, numerals and icons to signify battlefield role, allegiance and seniority. Whilst the Codex Astartes itself does afford some flexibility as to the placement and nature of such heraldry, it generally remains broadly similar between Chapters. However, there are outlier Chapters that eschew these guidelines in favour of their unique identification markings. The Space Wolves are such a Chapter.

The first difference between the Space Wolves and other Chapters is the lack of a unifying Chapter icon. Instead, the Wolf Lord of each Great Company chooses a sigil of his own, and the warriors who owe him allegiance bear this icon on the left pauldron of their power armour. Squad markings, meanwhile, take the form of abstract tribal patterns, usually geometric, though also taking the form of Fenrisian symbols such as wolf tails, heads and fangs. These icons remain the same throughout the pack's lifespan. However, the colours in which they are daubed signify the seniority of the warrior and change hue as the pack gains experience and ascends through the hierarchy of their Great Company.

The youngest and rawest recruits display pack markings in red and yellow, denoting their position as impetuous Blood Claws. The flexible Grey Hunters, who form the main fighting strength of most Great Companies, daub their pack symbols in red and black, whilst the elder, patient hunters, who bear the Chapter's heaviest weapons and fight as Long Fangs, can be recognised by their black and white markings. Those who fight amongst the Wolf Scouts utilise black markings upon grey fields. Those Wulfen returned to the Chapter's ranks have their ceramite plate marked in blood red and bone white, which signifies their lethality.

A Great Company's mightiest champions, those of the Wolf Lord's own Wolf Guard, utilise markings of yellow and black. A Great Company's Wolf Guard ordinarily bears the same symbol, regardless of how they are divided between the Wolf Lord's forces. However, a Wolf Lord and his Wolf Guard are permitted a degree of freedom. Some still bear the mark of the pack to which they belonged before their promotion into the Great Company's upper echelons. By retaining such markings, a Wolf Lord demonstrates the depth of the bond he shares with his Wolf Guard, and it acts as a reminder that even the mightiest warrior is far more formidable as part of a pack than as a lone combatant.

As much a part of their Great Company as any pack, armoured transports and war machines are marked with their Wolf Lord's sigil and are decorated with identification numbers stylised to resemble Fenrisian runes. Some transports are even painted with the pack markings of the squads they transport to battle.

Beyond pack markings and identifying heraldry, the Space Wolves are given to the display of totems, fetishes and trophies. Some of these are protective charms provided by the Wolf Priesthood, serving a function similar to the purity seals borne by more conventional Imperial forces. Others are relics taken from fallen brothers, prized Fenrisian wolf companions, or even hewn from the bodies of beasts and mighty foes slain by the bearer. Runic dedications and blessings are common, too, usually engraved into axe blades, bolt rifle casings or the ceramite surface of power armour by the Chapter's Iron Priests. Whether by design or accident, these adornments only make the bearer – already a towering behemoth compared to any mortal Human – appear even larger, more feral and terrifying to their prey.

'They are deviants all, these Space Wolves. Uncouth and lacking in honour, informal and without discipline, they respond with contempt to direct orders, scoff at Lord Guilliman's Codex Astartes and treat the orders of Imperial commanders with contempt. By rights, I should report their crimes. By the laws of the Imperium, they should be censured. And yet I am faced by armies beyond count. My front lines creak under the onslaughts of traitors and aliens. And, if there is one good thing to be said about the Wolves of Fenris, it is that they kill Orks. In times such as these, the savagery they possess is invaluable. And so I must bear their snarls, growls and challenges with patience and grace. To do otherwise would doom this sector to destruction.'

- Lord-General Skorvek, Armageddon Sector Command

THE SHADOW WOLF

The Stygius Sector lies on the far side of the Great Rift from Fenris. This region of the Imperium has fallen under the malign influence of the Thousand Sons, bitter foes of the sons of Russ. Cut off from reinforcement, Imperial forces in this sector find themselves outgunned and overwhelmed by traitor forces. Command structures and planetary governments are continually undermined and infiltrated by the nefarious plotting of their sorcerous foes. At the fringes of this madness stalk the Wolf Lord Torval Wyrdbane and his Duskwolves. The Shadow Wolf and his hunter packs provide hope to the Imperium's besieged citizens amidst an ever-swelling tide of misery. Wyrdbane himself has taken the heads of no fewer than four of the Thousand Sons' Sorcerers, most notably Kayesh Vrall, the Whispering Despot of Kalimvar, the final victim of the Duskwolves' purge of that corrupted world.



SPACE WOLVES ICONOGRAPHY

Despite deviating significantly from the Codex Astartes in their heraldry and iconography, there is still a certain amount of rigidity and order to Fenrisian iconography. Upon being formed, Blood Claw packs are assigned a unique pack marking, which they retain as their numbers are whittled down and they progress through the ranks. With each promotion, however, these pack markings change in colour to denote the squad's position within the Chapter. The only exceptions are the Wolf Scouts, who are formed into packs of fellow outsiders and choose or are assigned a new pack marking upon their induction.



Blood Claws bear red-and-yellow pack markings. Most take the form of simple geometric patterns, although variations upon the wolf claw icon are commonly adopted by Blood Claw packs.



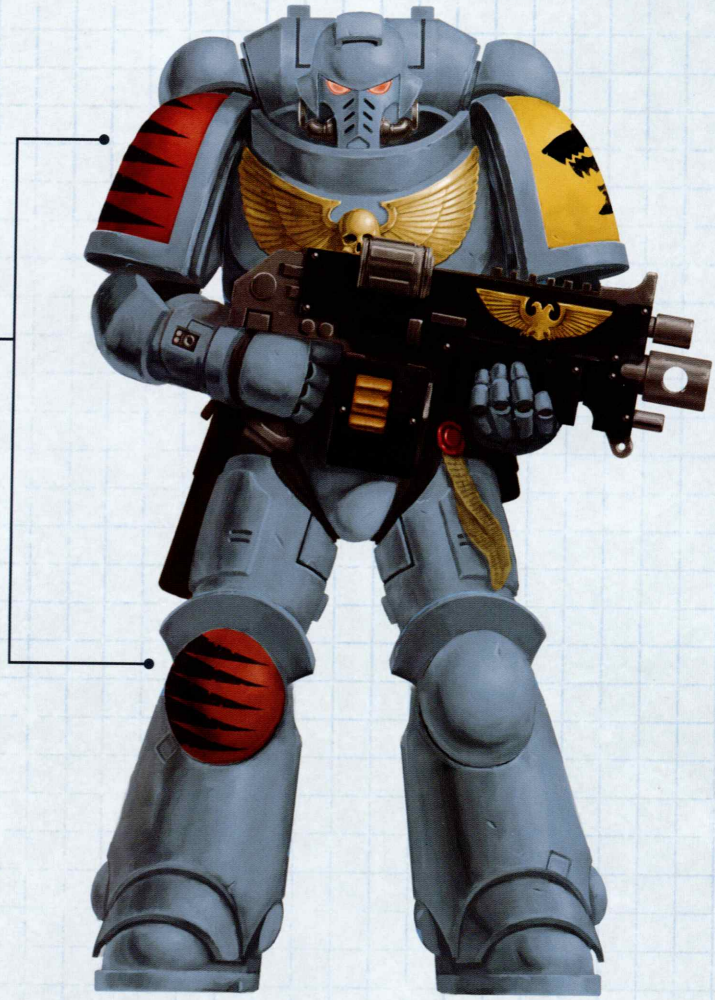
Grey Hunters bear red-and-black pack markings. Wolf tails and wolf heads are often incorporated into the markings of Grey Hunter packs.



Long Fang pack markings are displayed in white and black. Macabre wolf skulls and bones sigils are often used.



Wolf Scouts bear grey-and-black pack markings. In addition to geometric patterns, it is common for Wolf Scout markings to incorporate runes or wolf paws.



An Intercessor from the Blackmanes Great Company with Grey Hunter pack markings

WOLF GUARD



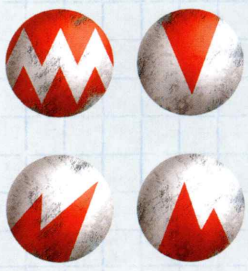
Wolf Guard pack markings are black and yellow. Those who serve as Battle Leaders or are promoted to Wolf Lord often retain these markings.



Those who have undertaken acts of great heroism may bear honour markings upon their armour. These markings can vary greatly, but most are angular or lupine, featuring stylised wolf skulls, teeth and tails.



An Assault Intercessor from the Blackmanes Great Company with Blood Claw pack markings



WULFEN

The Wulfen bear red and white pack markings. Given that their armour is often incomplete, these are frequently daubed on knee guards rather than pauldrons.



The Blackmanes



The Champions of Fenris



The Deathwolves



The Duskwolves



The Grimbloods



The Seawolves



The Sons of Morkai



The Bloodmaws



The Red Moons



The Drakeslayers



The Runemarked



The Stormwolves

Rather than a Chapter icon, all Space Wolves bear the wolf sigil of their Great Company on the left pauldron of their power armour. Each time a new Wolf Lord rises, they choose a wolf sigil of their own, and their Great Company alter their power armour to match.

BLOOD CLAWS

Blood Claws are the youngest and most impetuous of the Space Wolves. They are formed into packs where their raw savagery, hunger for battle and desire to prove themselves the equal of their elders may be put to best use.

Unlike most Chapters, the Space Wolves do not operate a distinct Scout Company to train recruits. Instead, freshly recruited Space Wolves serve in close-support units known as Blood Claws. Having not long left their tribes, these warriors are aggressive and bold without exception and gleefully hurl themselves into battle. Their confidence is yet to be tempered by experience, and the Blood Claws often appear to believe themselves invincible. With each headlong charge into overwhelming firepower or insane risk taken, they seem to be daring their foes to prove them wrong.



While all Space Wolves undergo extensive combat drills before deployment, the Chapter's elders believe training is a poor substitute for battlefield experience. To them, semi-intelligent auto-systems and preprogrammed battle scenarios bear little comparison to the ever-shifting flow of actual battle, and it is of far more value to blood recruits against living, breathing and thinking enemies. Blood Claws are rarely discouraged from taking up positions in the vanguard of the Space Wolves' Great Companies; this allows the Chapter's elders to keep a close watch and identify those who show particular combat prowess or cunning.

Such is their belligerence and self-confidence, Blood Claw packs frequently find themselves out of their depth. It is far from rare to see a pack of Blood Claws, pumped up on mjod and the self-confidence of youth, charging headlong into the enemy elite or roaring torrents of fire with predictably disastrous results. In Fenrisian culture, the resulting deaths are seen as necessary, for they ensure that the survivors learn from the errors of their kin, as well as sifting the weak from the strong. Only when a pack has been whittled down and learned to temper their natural savagery with wisdom and restraint will they be judged worthy of ascending into the Great Company's ranks and becoming Grey Hunters.

SWIFTCLAWS AND SKYCLAWS

Swiftclaw biker packs are often formed when the Chapter requires a fast-moving and manoeuvrable strike force that can hunt down a swift foe or plunge into the heart of an enemy formation. Bold as they are, Blood Claws are well suited to this role. Mounted on Raider-pattern combat bikes, Swiftclaw packs revel in the wanton violence, confusion and fear they inflict upon their foes.

Those Blood Claws who, even by the standards of their packmates, are seen to be aggressive troublemakers, may find themselves rewarded with reassignment into a Skyclaw pack. There, they are outfitted with a jump pack, enabling them to indulge their aggressive compulsions by propelling themselves headlong into combat in long, jet-assisted leaps and bounds. Fangs bared, chainswords roaring and bolt pistols booming, Skyclaws descend upon their victims with savage glee, howling as the enemy crumbles under the unadulterated fury of their airborne assaults.

GREY HUNTERS

Those who survive the rigours of the Blood Claw packs may eventually learn to rein in their reckless natures and demonstrate the restraint required for advancement. These warriors are inducted into the Grey Hunters, the infantry that form the main body of each Great Company.

Though they remain as hungry for battle and victory as any of their Blood Claw battle-brothers, Grey Hunters have learned to master their aggression, unleashing it only when ordered or when the situation warrants it. Just as the wolves of Fenris, only those Space Wolves who develop a cunning to match their fury become masters of the hunt.

The Canis Helix has many prominent side effects, most becoming more apparent as the Space Wolves age. By the time most Blood Claws are promoted to Grey Hunter, they have begun to display the first of these mutations. Hair begins to grey, fangs grow in length, and skin becomes harder and more leathery in texture. Those most greatly afflicted find their eyes starting to yellow, their pupils taking on a canine shape. Whilst outsiders may look upon these signs as evidence of genetic deviancy, the Space Wolves accept them as an indication of maturity, of a warrior at the peak of his physical prowess.

Grey Hunter packs are closely bonded and given to swearing unbreakable oaths of brotherhood. These oaths bind them together, even in the face of overwhelming odds. Packs are perfectly capable of operating independently for extended periods. Their superiors trust them to hold the line against great numbers of foes, standing their ground with bolt carbines roaring even as the corpses pile around them. Should the enemy breach their defence, they may turn to their chainswords, demonstrating once more the ferocious savagery of their Blood Claw heritage.

Whilst they are reliable in defence, it is on the attack that the Grey Hunters truly come into their own. As their name suggests, they are relentless predators, tracking their prey with the dogged determination and endurance of the wolf. Multiple packs converge upon the enemy with instinctive precision and speed, laying down overlapping fields of fire and pressing the foe into the ever-closing jaws of their trap. The killing strike is heralded by a chorus of howling roars that echo across the battlefield, proclaiming another bloody victory won in the name of Russ.

It is while serving as Grey Hunters that the Space Wolves learn to use the majority of their Chapter's arms and equipment. Dependent on the battlefield situation at hand, a Wolf Lord may opt to field his Grey Hunters in a variety of different ways. Most Grey Hunters are expected to operate in offensive and defensive roles so are commonly armed with bolt carbines and chainswords, weapons that provide them with prodigious firepower and the ability to hold their own in combat. Grey Hunters may also be fielded as Intercessors, wielding bolt rifles that grant them a greater range and more stopping power. In addition, Grey Hunter packs assist the Iron Priests by piloting and crewing most of their Great Company's vehicles, including transports, storm speeders and other attack vehicles.



WOLF GUARD

The hand-picked household champions of the Wolf Lords, every member of the Wolf Guard is a warrior of renown who has proven their prowess on the battlefield and been marked for greatness by their commander.

Advancement within the Space Wolves is earned through bravery and the worth of one's deeds. Whether Blood Claw or hard-bitten Wolf Scout, any warrior of a Great Company may gain the trust or respect of their Wolf Lord and be advanced into their personal Wolf Guard. Rarely numbering more than a score or two, these hand-picked champions can be chosen from any level of the Chapter's hierarchy. Some may be experienced warriors who have served long enough that the impetuosity of their youth has been tempered by decades, if not centuries, of battlefield experience. Others may even be youthful Blood Claws whose deeds, words or sheer bravery have impressed their commander well enough to warrant their premature advancement. Serving in the Wolf Guard and feasting at the side of a Wolf Lord is viewed as a great honour and provides a path to command for the most gifted warriors. Rare indeed is the newly elevated Wolf Lord who has not served in the Wolf Guard of his predecessor.

Depending upon the preference of their commander, the battlefield in question or the enemy with which they expect to clash, the warriors of the Wolf Guard may go to war armed and equipped for various roles. These may include forming a personal retinue for a commander, serving as line-breaking elites or even doing battle as head-taking berserkers. In addition to serving as elite troops, it is common for members of the Wolf Guard to take on a leadership role. On occasion, they may be chosen to perform the duties of a Battle Leader, deputising for their Wolf Lord in a similar manner to the Lieutenants of other Space Marine Chapters. The Wolf Lord may even distribute his Wolf Guard through his battle lines. In such situations, Blood Claw or Grey Hunter Pack Leaders may cede command to such an experienced warrior, especially when tasked with holding or seizing a particularly crucial objective or completing a pivotal mission.

Just as it is rare for a Great Company to be deployed en masse, it is unusual for the entire Wolf Guard to fight together, save for in the most dire circumstances. Ordinarily, elements of a Wolf Lord's household guard are distributed throughout the Great Company's fighting forces, which ensures that even the farthest-flung elements benefit from the combat prowess and inspirational presence of the Wolf Lord's most trusted and skilled warriors.

WOLF GUARD BATTLE LEADERS

When a Great Company is forced to fight across multiple fronts, even a Wolf Lord as experienced and strategically adept as Logan Grimnar cannot hope to oversee the entirety of his command. When opponents are many, and war fronts span multiple star systems, the Wolf Lords may appoint members of their Wolf Guard to serve as Battle Leaders to marshal their forces. There is no hierarchy amongst the Wolf Guard, and such appointments are rarely permanent. A Wolf Lord selects the Wolf Guard most suited to the task at hand, elevates him into a temporary position of command and assigns the appropriate forces to his charge.

Serving as Battle Leader is a considerable honour, and those appointed to such a role can wield the most ancient and powerful relic weapons from their Great Company's armouries. Thunder hammers, power swords, plasma pistols, storm shields: all are precious artefacts borne down the ages by the Great Company's mightiest warriors. A Battle Leader's exceptional lethality is greatly enhanced when equipped with arms such as these.

As representatives of their Great Company, Battle Leaders are expected to demonstrate the same tactical acumen and leadership qualities as their Wolf Lord. Such appointments are crucial, for should a Wolf Lord fall in battle, it is from his Wolf Guard that a replacement is elected.

WOLF GUARD TERMINATORS

A place in the Wolf Guard grants a warrior the opportunity to don the most ancient and scarce of their Great Company's relic armour. Of these, there are none more precious than their Terminator plate. The Crux Terminatus upon the shoulder of each is an honour awarded only to the greatest champions and is believed to convey the Emperor's protection upon the wearer. Not that much extra protection is required. Those Wolf Guard who go to battle in Terminator armour are protected by several inches of hardened and reinforced ceramite, transforming them into walking tanks immune to all but the heaviest weapons.

Such armour is adorned with runic script, tokens and trophies ripped from victims, protective charms blessed by the Space Wolves' Priesthood and other marks of honour. The Wolf Guard are given the freedom to choose their weapons from their Wolf Lord's armoury, and those clad in Terminator armour bear to battle a variety of melee weapons, including power axes and lightning claws, alongside versatile storm bolters, fast-firing assault cannons and destructive cyclone missile launchers. These weapons they wield with surprising speed and incredible power, engaging the enemy elite in single combat, crushing lesser foes beneath their bulk and serving as inspirational mentors for the Blood Claws and Grey Hunters at whose side they fight.

On rare occasions, a Wolf Lord may deploy his entire Wolf Guard in Terminator armour. When such a formidable force marches to battle, the ground shakes beneath their combined tread, and any enemy foolish enough to stand in their path is sure to be torn to shreds by these ruthless and savage warriors. Daemon, sorcerer, armoured behemoth or xenos monstrosity: no foe is safe from the wrath of the Wolf Guard.

WOLF GUARD HEADTAKERS

Often, in war, the key to victory lies in destroying the opponent's command structure and eliminating key targets. Whilst Long Fangs and Wolf Scouts may be capable of picking off some of these foes, the slaying of the mightiest of opposing champions is often delegated to the Wolf Lord's Wolf Guard, specifically his Headtakers.

Headtakers are often drawn from those Wolf Guard who still retain a sliver of youthful recklessness. These warriors eschew bulkier Terminator plate, favouring lighter Tacticus-pattern power armour. It is the task of Wolf Guard Headtakers to hunt down opposing warlords, champions and rampaging beasts, tracking down and slaying the most potent enemies. To this end, they are aided by packs of Fenrisian wolves, each closely bonded to their Wolf Guard handlers.

The bond between Headtakers and their lupine companions is exceptionally strong. Space Marine and wolf can read each other's movements and signal intent through gestures, whistles, barks and howls. Together, they close in on their prey like the wolf packs of Fenris, albeit singling out the strong rather than the weak. As their wolves slink and bound past to encircle the chosen target, the Headtakers cut a bloody path through massed enemies, their gaze never leaving the objects of their ire. Fenrisian wolf and transhuman champion converge upon their prey with instinctive coordination.



ARJAC ROCKFIST

ANVIL OF FENRIS

Even before his ascension into the ranks of the Sky Warriors, Arjac was renowned amongst the people of his tribe for his exceptional strength and towering stature. Prior to being recruited and inducted into Logan Grimnar's Great Company, Arjac had been a trainee blacksmith of the Bear Claw Tribe; these skills and his prodigious strength marked him for the Iron Priesthood. Yet it transpired that his skill with the hammer was more suited to the battlefield than the forges of the Iron Priests' domain, the volcanic mountains known as the Iron Islands.

Arjac Rockfist's true calling was revealed during a long and particularly hot summer when, from the churning depths of Fenris' seas, a tide of kraken spawn emerged from the depths to assault the Iron Islands. The Iron Priests and their serfs and thralls battled to drive back the sea beasts but were outmatched. Hengis Blackhand, the most senior Iron Priest present, ordered the forge vaults beneath the mountainous islands sealed. This act trapped many Space Wolves outside on the kraken-infested slopes. Arjac, never one to waste time on words, demonstrated his disagreement with Blackhand's orders by taking up his thunder hammer and smashing his way out of the vaults, creating a single passage through which most of his battle-brothers could retreat. However, the last dozen Iron Priests turned and stood at Arjac's side, barring the passage Arjac had opened and resolved to turn back the seething tide of monsters long enough for reinforcements to arrive.

By the time Logan Grimnar and his warriors arrived, Arjac stood alone against the beasts. When the fighting ended, his battered form was discovered beneath a mountain of broken carapaces – crackling thunder hammer still in hand – blocking the entrance to the vaults with his body. The Wolf Priests laboured long to drag Arjac back from the threshold of Morkai's realm, and when at last he awoke, Logan Grimnar was at his side. The Great Wolf was so impressed by Arjac's strength, fortitude and bravery that he made the Iron Priest his champion on the spot. Since that day, Arjac Rockfist has earned his place amongst Logan Grimnar's Wolf Guard a hundred times.

Even amongst Space Marines, Arjac Rockfist is a giant of a man. Clad in Terminator armour, he is still taller. In battle, he wields the rune-encrusted Anvil Shield in one hand and the colossal maul Foehammer in the other. Though he prefers to meet his foes face-to-face, Arjac long ago found that the ability to hurl his weapon was valuable indeed. Miniaturised teleporters within the maul enable him to throw it with skull-crushing force before summoning it back to his outstretched gauntlet with a thought. Whilst serving as Grimnar's champion, Arjac Rockfist has toppled many a mighty foe, including monstrous Ork Warlords, rampaging Tyranid bio-titans and slavering Chaos abominations, but unlike many of his battle-brothers, refuses to boast of his deeds. This humility, however, has not stopped others singing of his heroic deeds.



WOLF SCOUTS

Unusually quiet and reserved in comparison to their fellow Space Wolves, Wolf Scouts stalk their prey with the patience and cunning of true ambush predators. When they strike, they do so in a shocking flurry of blade strikes and firepower, leaving ruin in their wake.

Most Fenrisians are naturally sociable, living, hunting and fighting together in tightly knit tribal societies. There are those in every tribe, however, who are said to possess the spirit of Lokyar, the Great Lone Wolf. These few are only truly happy when roaming the frigid tundra alone, following the track marks and scent of prey, spurred on by the promise of bloodshed.

Should an aspiring Space Wolves warrior possess such traits, they are often revealed early in their service. Such youngsters show little of the camaraderie of their battle-brothers. Instead, they are silent and brooding, with a vicious streak. The sly cunning and ruthless nature of these warriors often makes them expert trackers, hunters and killers. Though they usually still serve their time in the Blood Claw and Grey Hunter packs to develop their combat skills, these loners are eventually separated from their battle-brothers and inducted into the Wolf Scouts. Whilst others in their Great Company often feel uneasy in their presence, Wolf Scouts are highly prized by many Wolf Lords for the unique talents they bring to the battlefield.

Upon their induction into the ranks of the Wolf Scouts, these warriors are formed into small packs, ordinarily lacking the close friendship that binds other Space Wolves squads but more than capable of functioning as a unit. These Wolf Scout packs are trusted to operate far beyond the front line, a long way from the oversight of their Battle Leaders and Wolf Lords. Their primary role is to provide reconnaissance for the Great Companies, survey battlefields, mark targets for artillery, orbital bombardment or gunship assault and locate landing sites for ground troops. However, Wolf Scout packs are flexible units capable of holding their own if caught in the thick of the fighting. Wolf Scouts are given free rein to sniff out the location of the enemy, infiltrate heavily fortified positions and stalk and eliminate the most elusive targets as they see fit. For this reason, they are equipped with a wide range of wargear designed to render them self-sufficient and able to adapt to ever-changing battlefield conditions.

Most Wolf Scouts go to war clad in lighter armour than their Grey Hunter battle-brothers, eschewing Tacticus-pattern armour in favour of its Phobos-pattern variant. The lighter weight and silenced servo-motors of this form of armour, when allied to a hunter's guile, enable the Wolf Scouts to stalk their prey from the shadows and strike before the target can respond in kind. Most packs carry a range of explosive devices, whether simple krak and frag grenades or larger mines enabling them to disrupt supply routes, set booby traps for unwary warriors or disable targets of opportunity.

'Have I sung to you, brothers, the tale of Haakon Blackwing? Ah, now there was a brother to be proud of. As miserable as an ice-troll's summer was he. Foul of temper and fouler of breath. Yet without him, the Fang would be gone, its halls filled with the bones of your brothers. So fill your cups, sons of Russ, and raise a toast to the Wolf Scouts, for this battle's eve, I recount the saga of Haakon Blackwing, and a bloody tale it is!'

- Breki Fyrescar,
Ragnar Blackmane's Wolf Guard

The weapons and equipment utilised by Wolf Scout packs are many and varied. Some hunt as Eliminators, arming themselves with bolt sniper rifles and finding vantage points to assassinate enemy champions and commanders or utilising high-powered las fusils to destroy light armour and pick off supply convoys. Those expecting to encounter foes at closer range may instead do battle as Infiltrators, wielding marksman bolt carbines that enable them to swiftly dispatch enemy infantry in disciplined bursts and use their omni-scramblers to disrupt enemy communications. As scions of Leman Russ, however, most Wolf Scouts prefer to kill their foes up close, relying upon stealth and cunning to close within killing range of their prey before cutting the chosen victims down with close-range volleys and vicious blade thrusts. Thus, many Wolf Scouts serve as Reivers. Wolf Scout Reivers are spectacularly effective shock troops armed with precision bolt carbines or special issue bolt pistols and razor-edged combat knives, and are often tasked with stalking and eliminating enemy commanders and their retinues. The vox-amplifiers mounted within their death's head masks render their feral screams and growls utterly terrifying and put many foes to flight before a blow is landed.

THE HOUNDS OF MORKAI

There are those amongst the Space Wolves whose hatred for the witch inspires them to action. These warriors are formed into packs and outfitted by the Rune Priests with protective totems crafted to shield them from malefic magicks. Upon their flesh are daubed further warding and abjuration runes to counter the Empyrean's influence. Dubbed the Hounds of Morkai, these hunters often paint their armour dark blue in honour of the wolf god of death. It is the sworn duty of the Hounds of Morkai to stalk the battlefield in search of enemy psykers, slaying them before they can turn their powers against the sons of Russ. Many of their number can be found in the Great Company of the Wolf Lord Erik Morkai. The Hounds of Morkai draw warriors from every element of the Space Wolves but count many Wolf Scouts amongst their ranks.

LONG FANGS

Amongst the eldest and most experienced of the Space Wolves, Long Fangs are entrusted with the Chapter's heaviest weapons. Having survived countless battles, these veteran warriors support the furious assaults and reckless fury of their more youthful battle-brothers with volleys of explosive shells, missiles and plasma energy.

The effects of the Canis Helix become more pronounced with age. The fangs of older warriors grow long, and their hair turns snow white. Whilst strength and resilience remain undimmed by the passage of centuries, the reckless fury within most Space Wolves' souls is tempered by age and experience. The elder warriors known as Long Fangs have served as Blood Claws and seen many battle-brothers fall in ill-advised assaults or whilst engaging superior foes. They have served as Grey Hunters, too, learning the discipline and restraint required to channel their impulsive fury effectively. Over long years, each Long Fang will have learned countless lessons from their own battlefield experiences and fallen packmates' errors and misfortunes. By the time a pack's warriors have amassed the battle record required to be elevated to Long Fangs, their numbers are likely to have been depleted to no more than a handful of grizzled hunters. These elder Space Wolves are the most disciplined, tactically savvy and trusted of their Wolf Lord's warriors.

Such long-lived combatants are scarce, and Long Fangs are far too important to risk in melee combat. The wisdom and guidance these elders provide are considered invaluable by their Wolf Lords, and they are deployed with a different role in mind. The temperament of Long Fangs makes them ideally suited to bearing their Great Company's heavy weapons. Thus, whilst Blood Claws hurl themselves upon their enemies and Grey Hunters seek to seize ground, the Long Fangs take up firing positions, remaining composed and disciplined despite nightmarish battlefield conditions. Bonded by centuries of brotherhood and bloodshed, Long Fang packs fight with uncanny unity. The roar of their guns and energy weapons is broken only by bellowed battle cries, the swearing of wagers and booming laughter as they obliterate their enemies with repeated salvoes of explosive fire.

Having experienced combat in all its forms, Long Fangs are exceptionally versatile warriors and have long since learned to operate any weapons and armour contained within their Great Company's armoury. When faced with overwhelming hordes of enemy infantry or skittering swarms of xenos beasts, they may don the Gravis armour and gauntlet-mounted weapons of Aggressors. Protected by heavy yet ponderous Mk X armour and armed with either flamestorm or fragstorm gauntlets, a pack of Aggressors may repel enemies many times their number. Should the foe hurl heavier assets at an Aggressor pack, the Long Fangs may bring to bear their gauntlets' paired power fists. Wreathed in crackling energy fields, these weapons can easily tear open reinforced armour plates.

If faced with heavily armoured infantry or slavering behemoths, Long Fangs may instead take on the role of Hellblasters or Desolation squads. These packs use their plasma incinerators or castellan launchers to fell particularly deadly enemies from a distance, sowing destruction through the enemy line for the Blood Claws and Grey Hunters to exploit. When required to counter formations of heavily armoured vehicles, dense fortifications or titanic monstrosities, the Long Fangs may fight as Eradicators. Eradicator packs follow their battle-brothers closely as they cut a route through enemy infantry and then bring their heavy melta weapons to bear and reduce their targets to molten slag.

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

- Gunnar Red Moon to his Long Fangs

Outside of battle, many Long Fangs mentor the Chapter's younger warriors, dispensing their wisdom – at least to those wise enough to listen – amongst the Blood Claws and Grey Hunters. The lessons dispensed by the Long Fangs are invaluable to the Great Companies, helping to instil within the Chapter's youth a discipline and caution that is often lacking. Even the Wolf Lords and their Wolf Guard know to respect the wisdom of the Long Fangs, and to seek counsel from these elder veterans. Indeed, it is not uncommon for a Wolf Lord to call upon their shared experience on the eve of battle, drawing upon their knowledge to shape strategies and inform tactical decisions.



THE RED MOONS

Of all the Wolf Lords, none appreciates the heavy firepower of the Long Fangs so much as Gunnar Red Moon. The Red Moons are fortunate enough to count many hoary veterans amongst their number, and these fang packs have made their mark in several infamous battles.

During the Siege of Fenris, the Long Fangs and Predator battle tanks of the Red Moons took a terrible toll upon the daemonic invaders. At the height of the battle, the Red Moons were forced to battle with a colossal skeletal wolf creature the colour of dried blood. This daemonic entity, its form a perversion of the Great Company's sigil, inflicted horrific casualties upon the Space Wolves. The Red Moons' Long Fangs stood defiant, keeping level heads as they poured fire into the malefic entity and banished its essence back into the depths of the Warp.



LOGAN GRIMNAR

THE GREAT WOLF

First of the Wolf Lords, Logan Grimnar rules as High King of Fenris and has commanded his Chapter for over five hundred years. If any living son of Russ can be said to embody the martial prowess and towering charisma of their departed Primarch, it is he.

Despite the crags and lines that crease his weather-beaten face and the greying of his long beard and flowing hair, Logan Grimnar betrays few signs of his venerable age. He remains as vital as when he first ascended to lead the Space Wolves. In stark contrast to the commanders of many other Chapters, he is a charismatic and likeable figure, just as likely to reward the bravery of his men with a clap upon the back and a flagon of mjod as to hand them an official commendation for their service; the High King of Fenris respects and honours all who do battle at his side, and those who feast and drink in his halls.

In the long centuries he has led his Chapter, Logan Grimnar has guided his warriors to victory countless times. His armies have scoured tyrants and traitors from Imperial worlds, pushed the followers of Chaos back into the screaming realms of madness from which they came and ended the empire-building ambitions of xenos warlords. Should it ever be committed to text, Logan Grimnar's saga would stretch from one side of the Fang's Great Hall to the other, and in each verse, the destruction of his enemies would be recounted.

Even those cynics who doubt the veracity of the Fenrisian sagas would be hard-pressed to deny the glory of the Great Wolf's reign. The First War for Armageddon would likely have resulted in abject disaster for the Imperium were it not for Logan Grimnar's intervention. Under his leadership, Angron and the World Eaters were repulsed from the planet's surface. The Great Wolf duelled the Chaos Lord Akor Doomflayer at the height of the conflict, the fighting so intense that Grimnar's frost blade shattered, forcing the Great Wolf to resort to claws and teeth to rip out his opponent's throat. Grimnar took up the fallen warrior's cursed axe and cut a bloody swathe through the remaining World Eaters to reunite with his Wolf Guard. He fought the remainder of the campaign armed with that traitor's weapon and, upon returning to Fenris, had it reforged, dubbing it the Axe Morkai. It was this very weapon that pierced the breast of Magnus the Red during the Battle of the World Wolf's Gullet, casting the Daemon Primarch back into the Warp.

Clad in relic Terminator armour adorned with the runes and sigils of his Great Company, Logan Grimnar towers over all his warriors save for his champion, Arjac Rockfist. Over his armour, he wears the pelt of a gigantic wolf. This trophy was long ago harvested from the infamous thunderwolf, Fellclaw. This beast once haunted the northernmost plains of Asaheim, preying upon those who set foot in its territory. Grimnar took it upon himself to end the threat, tracking the beast to its lair over several days. Opting to fight the creature on an even footing, the Great Wolf removed his armour, laid down his weapons and engaged Fellclaw in battle, eventually ripping out the wolf's throat with his own fangs. He discovered, however, that the beast's hunger had been partially inspired by instinct, for within Fellclaw's lair, he found a pair of wolf cubs. Gathering them up in Fellclaw's pelt, he returned them to the Fang. The pair grew into powerful thunderwolves and have remained fiercely loyal to their master for more than five hundred years. Named Tyrnak and Fenrir, they battle at Grimnar's side, forming a snarling wall of teeth and claws through which his foes must first wade if they are to land a blow upon him.

In addition to winning great victories against the enemies of the Imperium, Logan Grimnar has been forced to defend his Chapter against supposed allies. Ever honourable, he often laments the cruelty of other Imperial institutions and has led his forces into battle against those he deems a threat to his Chapter or to those civilian populations of worlds he has saved from daemonic or alien foes; this, coupled with the Chapter's deviation from established Adeptus Astartes norms, has invited the suspicion of the Inquisition. Allegations of treachery, rebellion, heresy and genetic deviancy have been levelled at the Space Wolves, yet the Fang stands inviolate. Whether this is due to Logan Grimnar's willingness to meet his detractors on the battlefield or simply because the Administratum knows from experience that it is better to have the Space Wolves as allies than enemies remains unclear. Whatever concerns the wider Imperium may have about the Space Wolves, the returned Primarch of the Ultramarines, Roboute Guilliman, seems convinced of the Space Wolves' loyalty. He has provided Logan Grimnar with reinforcements and bade him distribute forces from Great Companies throughout the Indomitus Crusade fleets. Thus, as has been the case since the Chapter's inception, the Space Wolves now form a crucial element of the Imperium's desperate battle against the ever-encroaching darkness that threatens to devour the Emperor's realm.

RUNE PRIESTS

Distant and mysterious figures, the Rune Priests are the keepers of their Chapter's shamanistic traditions. Their domain is that of the mystic arts, of hidden rites and forbidden knowledge accumulated and passed down by the members of their psychic order over ten millennia.

The Rune Priests maintain a distance from their non-psychic battle-brothers, save for the rare occasion when they are called upon to cast their bone-carved runes and read upcoming events. When the Chapter is roused to war, however, they take their place amidst the packs of the Great Companies, summoning the raging power of the storm to smite all who dare stand against the armies of Fenris.

Rune Priests wield psychic power in a manner unlike the Librarians of other Chapters. They specialise in summoning storms and bending the elements to their will. Drawing upon their powers, the Rune Priests call to the spirits of Fenris: petitioning Grandfather Blizzard to consume their enemies in tempests of biting ice, imploring the Lord of Lightning to incinerate their chosen targets, or compelling the jaws of the World Wolf to yawn wide and send their foes tumbling into the molten core of the planet.

The exact trigger that awakens latent psychic talent remains a mystery to the Rune Priesthood. Whilst this spark is most commonly identified during an aspirant's training or noted during a warrior's service amongst the Blood Claws, it has occasionally revealed itself in elder battle-brothers. Some claim that it manifests in those touched by the storm, whether struck by lightning or caught in one of Fenris' lethal snow storms. Others believe it to be a purely genetic phenomenon, a curse or gift carried through the bloodlines of Fenris' tribes.

Regardless of the cause, all who show psychic ability must be trained to wield it before they are permitted to summon the storm. It falls to the Rune Priesthood, as it does the Librarius of other Chapters, to train these adepts to master their gifts. Such training is punishing indeed, testing the mind of the prospective Rune Priest and their body. Practice is often conducted in the wildest regions of Fenris, where the winter storm fronts are at their strongest and most violent. Here, they learn discipline and fortitude and grow attuned to the storm spirits they must draw upon to wield their power.

The Wolf Lords and warriors of the Great Companies are content to leave the Priesthood to its mysteries so long as the Rune Priests serve the Chapter with honour. Neither do they show any fear or concern at the powers their psychic brothers wield, for every child of Fenris has braved that world's furious weather fronts, and there is undoubtedly nothing to fear from a storm wielded by one of their own.

The weapons borne by Rune Priests are graven from end to end with runes that glow fiery red when the bearer channels their powers. It is with the aid of these runes that the bearer manipulates and directs the storm energies that are their primary weapon. With these powers at their command, the Rune Priests may banish daemons, split open armoured vehicles and sweep aside advancing ranks of enemy infantry. Such are the legends of the Chapter's greatest Rune Priests that many Space Wolves believe fighting at their side to be akin to stepping into the sagas of the Chapter's distant past.

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

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

In addition to simply obliterating their foes with raw empyric energy, Rune Priests are capable of using their psychic abilities to conceal, protect or empower the battle-brothers at whose side they fight. Some may summon freezing mist to sap the strength of their foes and obscure the movements of their allies. Others may summon warding shields capable of deflecting sorcery, or bolster the speed of their battle-brothers with howling gusts of wind.

Rune Priests are also responsible for recording the history of the Chapter, memorizing the deeds of heroes in great sagas. Whilst all members of the Rune Priesthood – as well as the Iron Priesthood and Wolf Priesthood – belong to the Great Wolf's own company, they are often rotated through the Great Companies, both to aid them in battle, and to ensure that the oral history of the Chapter is never lost.

THE GATES OF MORKAI

Aspiring Space Wolves face an array of punishing tests designed to whittle away the weak. Each such trial is designed to challenge the wits of the aspiring warrior as well as their physical strength. Provided the aspirant survives the first few months of brutal training, they must undergo the twin Trials of Morkai. The first of these is overseen by the Rune Priests and prepares prospective members of the Chapter for the psychological trauma they are sure to experience as Space Marines.

Before the trial begins, the aspirant is brought before a council of Rune Priests. These stern elders are tasked with rigorously testing the subject's mind as the Wolf Priests have his body. In the deepest quarters of the Fang lies the Gate of Morkai, a colossal portal surrounded by fiery rivers of lava and obscured by a shimmering heat haze. A snarling image of the twin-headed wolf god crowns the gate, and its stone-carved flanks bear enchanted runes that glow with empyric power. To begin their trials, a young warrior must pass through the gate. To refuse is to admit weakness, and the Sky Warriors do not suffer the craven and impure of heart to live.

As soon as the warrior strides through the fiery portal, his mind belongs to the Rune Priests. Together, they will delve into his psyche in search of doubt, impurity, concealed temptations or any other spiritual weakness that may be used against a Space Marine and his battle-brothers by the malefic powers he will one day face. The exact means by which the Rune Priests test their subjects can vary, but most see the aspiring warrior faced with impossible odds in several conjured scenarios. Under the influence of the Rune Priests, the young warrior believes each one of these hallucinatory challenges to be completely real and reacts according to his instincts. Only one who can resist is deemed worthy to progress to the next and final Test of Morkai. Those who fail never awake from their dreamlike state. Instead, their minds are scrubbed by the Rune Priests, and their bodies are turned over to the Iron Priesthood for transformation into thrall-servitors.

Those who succeed are deemed to possess the spiritual fortitude demanded of a Space Wolves battle-brother. Having stared terror in the face and retained their sanity, those who emerge from the Gates of Morkai unharmed can be truly said to know no fear. Successful aspirants are still not considered to be Space Marines, however, for their final test is yet to come. With their spiritual worth proven beyond all doubt, these aspirants are transferred into the hands of the Wolf Priesthood, to face the final and most deadly trial of all.



NJAL STORMCALLER

THE STORM THAT WALKS

Njal Stormcaller is the Space Wolves' greatest living psyker. In battle, he commands the skies as his own, conjuring forth howling gales and icy blizzards to scatter and destroy his foes.

Njal has known conflict since his earliest years. As a tribesperson of Fenris, he was a mighty young warrior renowned for his shock of flame-red hair and sheer ferocity. It was during one of his tribe's late-summer migrations across the Fenrisian seas that Njal would come to the attention of the Sky Warriors. When the longships of his tribe were assailed by those of their rivals, Njal took up arms to repel the boarders. Driving the attackers back, he pursued them into their own vessels, wounding and slaying until the hulls of their longships were ankle-deep in blood and brine. When the battle drew to a close, Njal lay on the crimson-smeared deck with the point of a spear lodged deep in his breast. Fortunately for the stricken tribesman, the conflict had been observed by the Rune Priest Heimdall, and Njal was plucked from the jaws of Morkai to be inducted into the ranks of the Space Wolves.

Njal became Heimdall's pupil, learning to harness the raw power of nature. Over many long years of battle, study and meditation, Njal manifested a psychic might on a par with any who served the Imperium. When Heimdall was cut down by a dread Bloodthirster of Khorne, Njal avenged his former master. He summoned a raging blizzard that consumed the empyric entity before scattering its howling minions in a storm of biting ice. Ever since that day, Njal has been known as the Stormcaller, and the saga charting his rise to High Rune Priest is one of heroism, daring and ice-cold fury. To listen to it sung aloud is to feel the biting chill of those unnatural tempests summoned by the Stormcaller's hand.

Njal bears with him at all times a rune-covered staff, which he crafted for himself. Known as the Staff of the Stormcaller, this weapon acts as a channelling rod for his psychic powers and can nullify those of his foes. By projecting his psychic will into the seemingly lightweight weapon, he can impart the crackling force of a lightning strike into its head. Njal's engraved power armour, too, is warded against sorcery, ensuring that none save for the most potent psykers can match the Stormcaller in a psychic duel.

Perhaps the strangest piece of wargear Njal possesses is his mechanically augmented Fenrisian raven, Nightwing. Gifted to him by the Iron Priest Ulf Blackbrow – whose life he had saved during the Battle of Rust World – this winged companion acts as a spy and lookout for its master. Yet Nightwing is also a potent threat to those who stray too close. More than a few enemies that hoped to strike Njal down as he focused upon calling forth the wrath of the heavens have found themselves attacked, Nightwing swooping from above to tear at their flesh and stab at their eyes with its metallic beak.

WOLF PRIESTS

Garbed in black power armour adorned with shamanistic totems, the Wolf Priests are unique to the Space Wolves. Part Apothecary and part Chaplain, Wolf Priests are fearsome warriors, wading in to fight alongside their battle-brothers whilst bellowing praise to the Allfather.

To the tribes of Fenris, the Sky Warriors are godlike beings from a realm beyond the living. Rarely do the Space Wolves walk among them. Yet, at times of war, when the ice and snow are stained with blood and corpses lay strewn around, the Wolf Priests observe. From windswept bluffs and jagged cliffs, they watch battles unfold, identifying those youthful fighters in the tribes who demonstrate the ferocity and strength to warrant evaluation as aspirants. Only when they are sure of their choice do they make their presence known, beckoning the young warriors to leave hearth and home and go instead to Asaheim, where their strength will be tested. It is said that no warrior has ever refused, such is their reverence for the Sky Warriors and their desire to take to the stars.

The Wolf Priests guard the secrets of gene manipulation, biotechnology and chirurgy required to transform aspirants from Human to Space Marine. Upon the battlefield, they provide medical aid to the wounded. The genetically enhanced bodies of Space Marines are highly resilient to damage and capable of self-repair, but even these mighty warriors can be severely injured. The Wolf Priests use their skills to tend to the stricken, utilising a strange combination of pungent oils, herbal tinctures and shamanistic healing rituals that may appear barbaric to the Apothecaries of other Chapters but are no less effective for it. Wolf Priests are also responsible for harvesting the gene-seed of the fallen and preserving the genetic heritage of their brethren in much the same way as the Apothecaries of other Space Marine Chapters. Often, the first and last face a Space Wolves warrior will see is that of a Wolf Priest, for it is they who guide the aspirants through their induction into the Chapter's ranks and they who will be there to administer the Rites of Morkai when death claims them.

The Wolf Priests also function as cult leaders and spiritual advisors in the same capacity as Chaplains. These duties are essential, for the Canis Helix lies dormant within every son of Russ, and the Wolf Priests must ensure the Curse of the Wulfen is kept at bay. Wolf Priests spend many long hours preparing their battle-brothers for the mental and spiritual trials they will undoubtedly face. So crucial are they to their Chapter's future that the Wolf Priests bow to none save the Great Wolf and the Primarch himself, were he ever to return. Even the most prideful and headstrong of Wolf Lords shows deference, for every one of them owes their position in the Chapter to such a mentor.

The wolf-skull helmets worn by Wolf Priests symbolise their connection with death, and the crozius arcanum their dedication to Chapter and Allfather. Mighty champions all, Wolf Priests accompany the Great Companies to war, their martial prowess and charismatic oration inspiring their warriors to fight every battle as if it were their last.

THE TEST OF MORKAI

Named for the wolf god who guards the gates of death in Fenrisian myth, the Test of Morkai is the final trial in an aspirant's journey into the Chapter. The trial, the most lethal of all the tests an aspiring Sky Warrior must endure, sees him taken far into the wilderness of Asaheim. There, he must sup from the Cup of the Wulfen, and his body must absorb the first and most lethal element of the Space Wolves' gene-seed, the Canis Helix. The Canis Helix is an essential component of Leman Russ' heritage; without it, the remainder of his genetic gifts cannot be implanted.

Once imbibed, the Canis Helix begins its work, wreaking terrible changes upon the aspirant's mind and body. Bones shatter and buckle before fusing into new and monstrous forms. Thick hair sprouts across the warrior's body, and he is filled with an insatiable need to hunt, slaughter and feast upon fresh meat. The afflicted must overcome the hunger within, suppress the bestial power of the Canis Helix and make the perilous journey back to the Fang. Fail, and he will devolve permanently, becoming one of the feral creatures known as Wulfen.



ULRIK THE SLAYER

WOLF HIGH PRIEST

Save for the ancient Dreadnoughts that dwell in stasis tombs far beneath the Fang, Ulrik the Slayer is the eldest of all Space Wolves. Even Logan Grimnar, who has served the Chapter for seven centuries, is a mere youth in the eyes of the Wolf High Priest.

Ulrik was already an experienced warrior when he rose to prominence during the First War for Armageddon. There, he fought amongst the Wolf Guard of Lord Kruger's Great Company, slaying World Eaters with a savage fury. In the bloody fighting, Kruger fell to the chainaxes of Khorne Berzerkers, and it was Ulrik who stepped in to fill the void, slaying the trio of World Eaters who had cut his superior down and inspiring the sons of Fenris to a glorious victory. In the days after the battle, Ulrik was honoured with the deed name Slayer and elected by the Wolf Guard to take Kruger's position as commander of the Great Company. To the shock of all present, however, Ulrik refused. Whilst such a decision was unheard of in the sagas of the Chapter, the Slayer stayed firm, reasoning that it was his duty to fight and not to command.

Ulrik instead accepted the position of Wolf Priest, demonstrating that he had a gift for the training of new Space Wolves. Drawing upon centuries of experience, he used his accumulated tactical and martial knowledge in drill yards and training chambers. With reassuring presence and natural charisma, he became a mentor for generations of Space Wolves recruits. Older even than Logan Grimnar, Ulrik has known the Great Wolf since he was a youthful Blood Claw and still refers to him as young Grimnar. It is a sign of the Great Wolf's respect that he allows this to pass without so much as a comment.

Having risen through the ranks to become High Priest of his order, Ulrik now possesses the Wolf Helm of Russ, a relic said to have been worn to battle by the Primarch himself. Wrought in the image of a giant wolf's skull, this fearsome piece of armour is an arcane artefact that instils a terrible fear in all those caught by its gaze. When garbed for battle, Ulrik is indeed an imposing figure. His black power armour is adorned with wolf sigils, gilt skulls and shining jewels. He bears the crackling crozius arcanum in his hands, which is both his badge of office and a potent, armour-shattering weapon. So great is his renown that his mere presence can inspire the sons of Russ to acts of courage, exceptional even amongst their brave and aggressive kind.

In this age of apocalyptic violence, the Wolf Lords greatly seek Ulrik's wisdom. If anyone can plot the correct path to victory and ensure the Chapter's survival, it is he. When it comes to dispensing advice to his youngers, the sage old Wolf Priest counsels adherence to tradition, referencing the sagas of Russ and clinging to the belief that, when the end seems inevitable and Morkai's jaws open wide, the Primarch will return to his sons once more.

However, as Ulrik enters what must surely be his twilight, he has become ever more restless and aggressive. He has sworn many great oaths to hunt and strike down the Emperor's enemies, regardless of the threat to his life. Some speculate that he knows his end is nigh and seeks to leave his mark upon the galaxy before he passes through the gates to Morkai's realm.

'Ferocity, endurance, stoicism, these are attributes that all Fenrisians must possess. We of the Wolf Priesthood must look deeper and find something greater still. We must witness the deeds of Fenris' mortal folk. We must watch their battles and witness their struggles against winter's beasts. We must search endlessly for tribesfolk that, if they were thrown to the wolves, would return as leaders of the pack. Of these youths, the best and bravest of Fenris, a handful may ascend to Asaheim.'

- Ulrik the Slayer



RAGNAR BLACKMANE

ALLSLAYER

The youngest warrior ever to have been elevated to the rank of Wolf Lord, Ragnar Blackmane embodies better than any other the fearlessness and savagery of the sons of Russ.

Ragnar's deed name was earned during the Test of Morkai when, after being set upon by one of the giant black-maned wolves, he slew the beast with his bare hands. The Wolf Priests took this deed as a good omen and have paid close attention to Ragnar's progress ever since. Many believe that he is destined for greatness.

Ragnar Blackmane was a mere Blood Claw of Berek Thunderfist's Great Company when he was promoted into the Wolf Guard. This honour, unprecedented for one so young, was earned when Ragnar slew the Ork Warlord Borzag Khan and his retinue. When Berek Thunderfist eventually fell to the blade of the Chaos champion Ghorox Bloodfist, it was Ragnar who led the hunt for his killer and avenged his Wolf Lord during the Gravespite Massacre. Chapter tradition saw Thunderfist's Wolf Guard elect his successor from amongst their own, and, to the surprise of many, it was Ragnar who was confirmed. The new Wolf Lord's youth earned him the moniker Young King. Upon taking command, Ragnar renamed his Great Company the Blackmanes, taking the sigil of the black-maned wolf to match. With Ragnar at their head, the Blackmanes have won glorious victories and undertaken epic deeds that will be told in sagas for millennia.

In the earliest days of his command, Ragnar established a reputation as a bold – and often reckless – commander. Long seasons of war have somewhat tempered his hubris and lent him a modicum of restraint. Insane bravado has been replaced by refined aggression. Yet the Blackmanes are still renowned for lightning-fast assaults, particularly planetstrike attacks. Utilising large numbers of Drop Pods and swift transport vessels, these orbital descents often catch enemies by surprise with their speed and savagery. Ragnar is always the first of his warriors to set foot upon a world, and when the fighting draws to a close, he is the last to leave its blood-soaked surface.

Ragnar's skill at arms is such that his legend within the Chapter continues to grow with each passing battle. His recent campaigns against the Ork hordes of Ghazghkull Thraka make for epic additions to his saga. On the Ork-held planet Krongar, Ragnar met the Ork Warlord in single combat. Having been drawn there by prophecy – against the advice of many elder warriors – Ragnar Blackmane found himself engaged in a fight that would almost cost him his life. The Wolf Lord claims the duel lasted more than ten days and nights, with Orks and Space Marines dying in their hundreds around the combatants. As Blackmane tells it, his strength had all but ebbed when, with a howl of lupine rage, he struck Ghazghkull's head clean off before collapsing, mortally wounded.

Ragnar's broken form was borne away by his allies. The Wolf Priests, having detected a flicker of life within his mutilated body, turned to arcane surgery to save the Wolf Lord. Utilising techniques first pioneered by the Martian Archmagos Belisarius Cawl, the priests made Ragnar anew, pulling him back from the brink of oblivion. Upon awakening, the Young King returned to Krognar. There, his forces discovered that Ghazghkull, too, had been restored to life through profane xenos technology and the depths of his enduring rage. Knowing his available forces to be outmatched and learning from his previous error, Ragnar suppressed his instinct to confront the Ork Warlord again. Instead, he focused on sabotaging the Orks' preparations for war, thereby buying the Imperium time to prepare for the coming onslaught.

Hard-pressed by ongoing conflicts, the Imperium can spare few forces to aid the Wolf Lord. Thus, the Blackmanes, with the willing aid of Krom Dragongaze's Drakeslayers, have resorted to a continuing campaign of lightning strikes, ambushes and sabotage, hoping to stem the tide until greater might can be brought to bear. However, with the Ork hordes grinding through system after system on a collision course with Armageddon, Ghazghkull's advance appears inexorable.

'Ah, young Ragnar. A bold one is he, and filled with the fire of youth. Perhaps one day, he shall learn the patience required of a Great Wolf. If he survives long enough to do so, then perhaps, when Logan Grimnar's reign comes to its end, the Young King shall lead the Chapter.'

- Ulrik the Slayer

IRON PRIESTS

In the volcanic Iron Islands' forge foundries, the Iron Priests of the Space Wolves Chapter craft and maintain the weapons and wargear of the Great Companies. They are as steeped in the cult of the Omnissiah as they are in Fenrisian tradition.

Like the Techmarines of other Space Marine Chapters, Iron Priests are drawn from aspirants who are apt for the forge. The blacksmiths of Fenris' tribes are known to worship those they call the Gods of Iron. These legendary figures are said to dwell within the isolated volcanic islands of the Boiling Sea. Most Fenrisians believe that molten metal runs in the veins of these divine beings and that they, in turn, worship at the altar of an even more powerful god of technology. Some of the most gifted young Fenrisian smiths resolve to journey to the smoke-shrouded Iron Islands, hoping to gaze upon these gods with their own eyes. Those who possess the strength and willpower to complete the punishing journey may well see their wish granted, for it is in the guise of these living gods that the Iron Priests meet and deal with mortals.

Pilgrims judged worthy may be put to work in the lava forges buried beneath the islands' rocky surfaces. There, in the sweltering heat of the volcanoes, they toil endlessly to craft the finest of weapons. The aspirants' dexterous hands are covered with bulky iron gloves that cause muscles to burn with exertion as they beat crude metal into deadly tools of war; this act is known as the Test of the Iron Gauntlet. Should their works meet the punishing standards set by the Iron Priesthood, aspiring smiths may be taken on as apprentices and inducted into the Space Wolves Chapter. These aspirants must face the same punishing training as their battle-brothers and be blooded in combat before returning to the forge again.



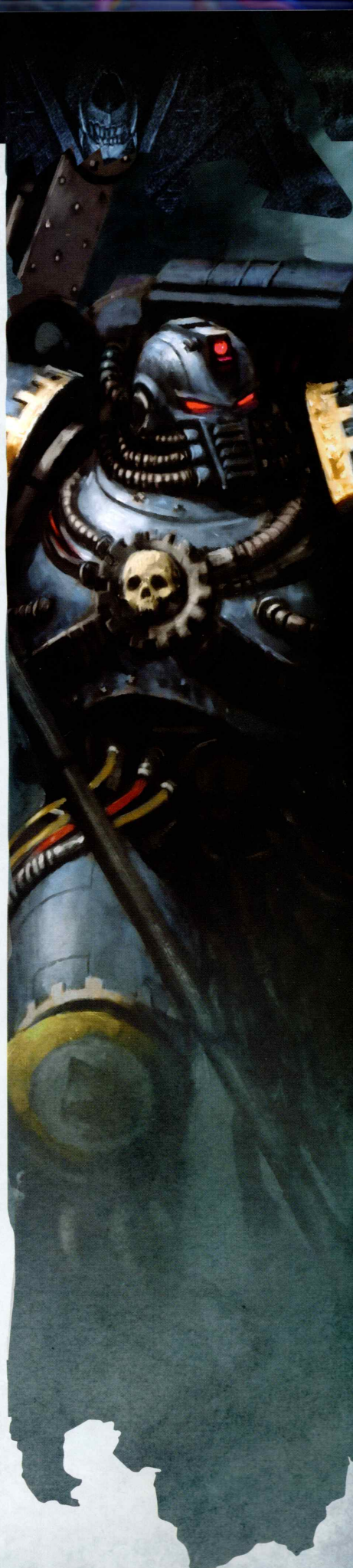
For each aspirant that passes the Test of the Iron Gauntlet, a hundred more fail. These unfortunates are deemed to have committed the ultimate sin, wasting the time of the Gods of Iron. As punishment for their shortcomings, they are transformed into wretched creatures known as thrall-servitors. Macabre fusions of flesh and technology, they are enslaved to the will of the Iron Priests, their lobotomised and surgically altered bodies reformed so that they may aid in battlefield repairs or operate as half-living weapon platforms.

To truly master their talents, prospective Iron Priests must journey to Mars. There, in the sprawling forge shrines of the Red Planet, they undertake years of training and indoctrination into the mysteries of the Machine Cult. Yet prospective Iron Priests always remember their Fenrisian roots, remaining as steeped in the ritual and mythology of their home world as they are in the arcane secrets of the Omnissian creed. Only when the Martian priesthood deems their training complete are they permitted to return to Fenris and take their rightful place amongst the Iron Priests.

CYBERWOLVES

The sons of Russ possess a great respect for and affinity with the lupine predators of their home world. It is typical for the Space Wolves to field these beasts in battle, unleashing them upon their foes or using the largest of them as steeds. Just as the Space Wolves at whose side they hunt and fight, these beasts often suffer catastrophic wounds in the course of their duties.

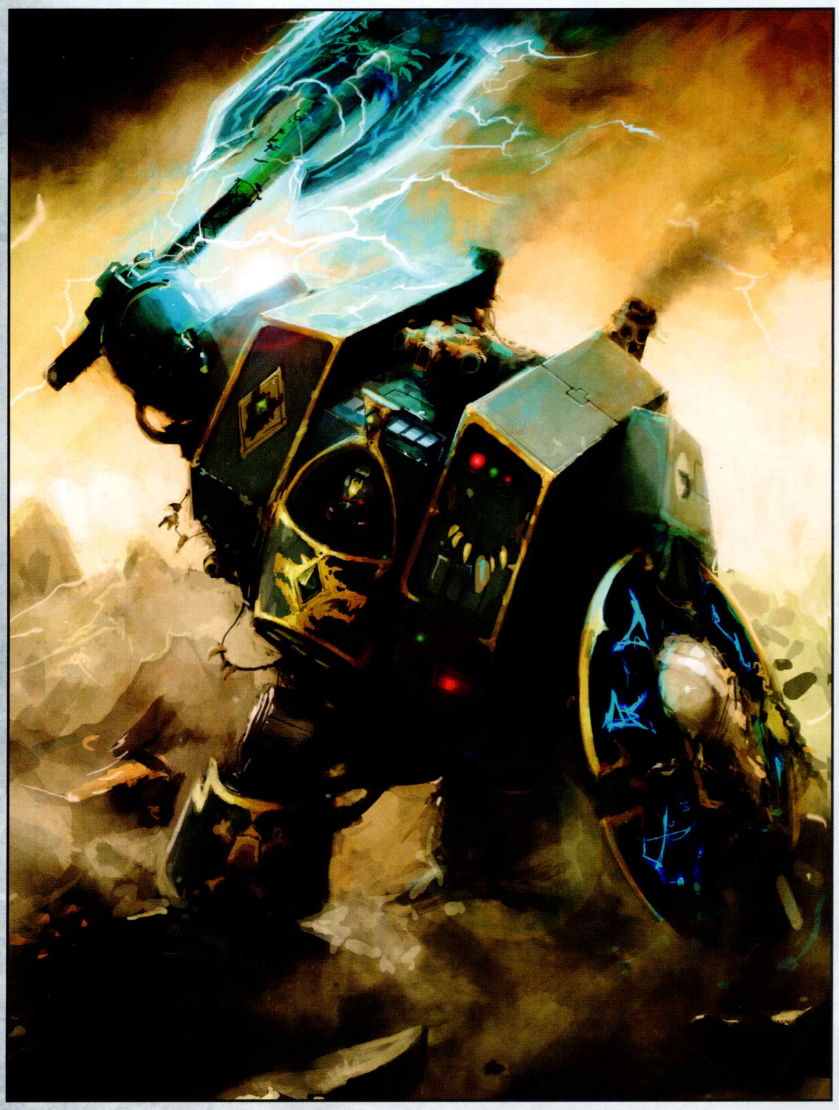
The bond the Space Wolves share with their lupine companions is strong. These bonds, along with the Iron Priesthood's abhorrence of waste of any kind, often leads Iron Priests to recover many of these injured predators from the field. Wounded Fenrisian wolves are returned to the forges, where their mangled bodies are restored. Ruined limbs are replaced with augmetics, and brains and central nervous systems are rewired and enhanced. The end product is a fusion of metal, fur and flesh known as a cyberwolf. These creatures can often be seen accompanying members of the Iron Priesthood to war, serving as personal guards to fend off any who may interrupt their works. Cybernetically enhanced thunderwolves are usually returned to their units, where they continue serving as loyal steeds, rendered even more lethal by the upgrades with which they have been fitted.



DREADNOUGHTS

Deep in the bowels of the Fang, far beneath the hearth fires and feasting halls, dwell the Chapter's Dreadnoughts. These giant machines are akin to walking tanks, several metres of mechanical fury that thunder across the battlefield like titanic monsters from Fenrisian myth. Entombed within the adamantine shell of each is the withered and broken form of a heroic warrior, one who has been struck down in combat and yet refused to cross into Morkai's realm.

Such a hero is borne to the Iron Priests' forges, where their body is laid upon a stone slab. Then, the surgery begins, and they are born again in a machine form of ceramite and steel designed for warfare alone. The body of the fallen is rent asunder, vein and tendon fused with electro-fibre and neural bundles connected to an armoured sarcophagus. This sarcophagus is then wired into the towering body of one of several forms of Dreadnought. These include ancient relic machines from the Chapter's distant past and the Redemptor, Ballistus and Brutalis Dreadnoughts introduced into the armouries of most Space Marine Chapters during the Era Indomitus.



VENERABLE DREADNOUGHTS

Dreadnoughts are forged with resilience and longevity in mind. Their mechanisms are protected by layers of hardened alloy and ceramite plate, rendering them exceptionally difficult to fell. Thus, the warriors bound within may fight on for thousands of years before meeting their final death, becoming living legends with heroic sagas to match. The eldest Dreadnoughts are honoured for the depths of their wisdom and the astonishing breadth of their experience. It is not uncommon for such warriors to be awakened from their slumber at times of war simply for the insight they can provide. Each is a keeper of battle lore and a custodian of scarce knowledge, and the Wolf Lords highly prize their counsel.

The older a Dreadnought becomes, the more the passage of centuries erodes the psyche and corrupts the circuitry of the pilot's machine coffin. Oftentimes, the very process of being awoken out of time has the effect of clouding the memory of the warrior within, and they are prone to hallucinating past events or mistaking living Space Wolves for those who died a thousand years ago. Yet in battle, they fight like mythic champions from sagas past, returning to once more hunt and kill in the name of the Primarch.

WULFEN DREADNOUGHTS

Though they are shorn of their physical might, the bodies of those interred within Dreadnoughts still bear the genetic heritage of Russ and are far from immune to the effects of the Canis Helix. In rare cases, its dormant mutagenic effects are awoken within such a broken warrior, and their minds and withered bodies are subjected to the Curse of the Wulfen.

When such transformations are noted by the Iron Priests, the warrior's sarcophagus is removed and modified to better contain the altered form and animal fury of the battle-brother within. The bestial rage of the interred is believed by the Iron Priesthood to provoke the Dreadnought's machine spirit, adding to its already potent rage a

mindless hunger for bloody violence and transforming the machine into a Wulfen Dreadnought.

When unleashed upon the foe, Wulfen Dreadnoughts thunder into the fray, their pilots letting out baleful howls as they use their mechanical prison's giant axe or great wolf claws to dismember and eviscerate their enemies. Some bear blizzard shields, large bulwarks fitted with powerful force fields that allow them to weather even more punishment as they cleave their enemies asunder.

MURDERFANG

This feral Dreadnought was located by elements of Logan Grimnar's Great Company during the fighting on the hellish world of Omnicide, where the Great Wolf's warriors campaigned against the Alpha Legion amidst the acid volcanoes that ringed the planet's landmasses. Pursuing the traitors deeper into the mountains, the Space Wolves readied themselves for an ambush. Instead, they were confronted by a slaughter.

The massive bulk of an ancient Dreadnought was butchering its way through the surviving Traitors, tearing warrior after warrior apart with its bladed claws. The monstrous construct bore the heraldry of Fenris, though none amongst the Space Wolves could recognise the specific markings. The Space Wolves joined the battle, eliminating the last of the Alpha Legion and coming face-to-face with their lost brother. Yet even upon the death of its enemies, the battle-hunger of the rogue Dreadnought would not subside. Only by freezing the monster in place with helfrost cannons – energy weapons unique to the Space Wolves that project focused beams of sub-zero energy capable of freezing their targets solid – were they able to subdue it and place it in stasis, to be returned to the Fang and studied by the Iron Priests.

Most Space Wolves now believe this metal-skinned monster to be the culmination of the Curseborn Prophecy, its arrival in the Chapter's midst predicted by the Rune Priests centuries ago. Though its appearance is of a Space Marine Dreadnought, and it must have had a name once, it is now known only by the appellation it has earned for its bloodthirst, Murderfang, and is unleashed from its glacial prison only in times of great strife.



BJORN THE FELL-HANDED

LAST OF THE COMPANY OF RUSS

Save for the returned Primarchs, Bjorn the Fell-handed may well be the oldest warrior in the entire Imperium. He alone amongst his battle-brothers knew Leman Russ personally, fighting in his Wolf Guard during the tragedy and bloodshed of the Horus Heresy. Indeed, it was Russ who bestowed upon him the epithet he bears to this day. When the Primarch departed the Fang for parts unknown, it was to Bjorn that leadership of the Chapter fell.

Bjorn's reign as Great Wolf came to an end during the Proxima Rebellion, in the latter days of M31, when he was wounded so severely that even the Iron Priests could not mend his body. So it was that he was interred within the frame of a Dreadnought. Since that day, he has been awoken to fight only rarely, usually at times of great portent, when Fenris – or the Imperium itself – faces an apocalyptic threat.

Of all those to have interacted with Bjorn over the centuries, none know him better than Ulrik the Slayer. The Wolf High Priest has often roused the Fell-handed to benefit from his wisdom. These occurrences have only become more frequent since the eruption into being of the Great Rift. Ulrik alone knows Bjorn's inner thoughts and his absolute belief that Russ will return. Bjorn will not go easily into Morkai's domain until he has fought again at the Primarch's side.

The Dreadnought body in which Bjorn's physical remains reside is a masterwork relic that dates back to the days of the Great Crusade and perhaps even beyond. Its adamantine frame is adorned with gilt iconography depicting the symbol of the Great Wolf and the pelts of monstrous lupine creatures, though Bjorn himself bears no love for such finery. On the rare occasions he is deployed to battle, the Iron Priests may outfit Bjorn with a variety of potent ranged weapons, including rapid-firing autocannons, heavy flamers, and plasma or lascannons. Occasionally, he may even march forth from the Fang armed with a helfrost cannon. Bjorn's signature weapon, however, is Trueclaw, a gigantic customised lightning claw that harks back to the weapon Bjorn wielded as a flesh warrior.

Bjorn has fought in more battles than his failing memory banks can recall, amassing a kill tally greater than many Space Marine Chapters. He has lost none of the combat prowess he displayed when fighting at the side of Leman Russ and has slain rampaging Greater Daemons, ended the ambitions of sneering Drukhari Archons and brought ruin to traitors beyond count. Yet he believes his greatest battles are still to come, and steadfastly refuses to abandon his duty. He is determined that, should the Wolftime come to pass, he will stand beside his brothers and face his final battle without fear.

FENRISIAN WOLVES

Fenrisian wolves are canid predators that are as cunning as they are deadly. The sons of Russ have long trained these creatures for war, striding to battle with entire packs at their side or riding the largest into battle.

The wolf holds a special place in Fenrisian culture. Of all the beasts native to that feral world, few are as deadly and none as cunning as the Fenrisian wolf. There are many subspecies of wolf, all varying greatly in size, build and colouration of coat. All are deadly predators, most of which live and hunt in tight-knit packs. The Space Wolves are known to capture and tame these creatures en masse, housing them within kennels in the Fang and aboard voidships, to be fielded as beasts of war in their galaxy-spanning campaigns.

Even the common Fenrisian wolf, the smallest subspecies that thrives on the death world's open tundra, is an intimidating creature and an ever-present threat to the unwary. Larger subspecies include the legendary black-maned wolf, which grows to the size of a horse and is feared for its skull-crushing bite and intelligence. Though this subspecies is considered nigh-untameable, a pair of black-maned wolves – Freki and Geri – were Leman Russ' companions for many decades; that the Primarch proved capable of dominating such wilful beasts speaks to his strength and charisma.

THUNDERWOLF CAVALRY

The largest subspecies of wolf on Fenris is the thunderwolf. Dwelling in Fenris' northernmost peaks, the fabled Mountains of the Maelstrom, these colossal beasts are unusual in that they are primarily solitary by nature. They are territorial in the extreme, often attacking one another on sight. The eldest thunderwolves can grow to become truly colossal, approaching Rhino transports in size. To withstand the sub-zero temperatures of their mountain home, thunderwolves are covered in thick coats of matted fur with a wire-like texture that insulates their bodies and makes them appear even larger and more intimidating. The bite of a thunderwolf is said to be strong enough to break through solid steel, and the Fenrisian tribes greatly prize their teeth as protective charms.

Thunderwolves are not pursuit hunters in the same manner as their smaller cousins. They instead rely upon ambush and high-speed charges to reach their prey before snatching it up in their fanged maws and dismembering and devouring it in a burst of frenzied violence.

Of Fenris' inhabitants, only the Space Wolves possess the constitution to brave the mountainous homes of the thunderwolves. Several known instances of Sky Warriors tracking down and breaking in thunderwolves exist. This practice is performed in many of the Great Companies but is prevalent in that of Harald Deathwolf, where it often forms a vital part of a warrior's initiation into the Wolf Guard. The Space Wolves are known to field wolves and riders in hard-hitting cavalry units capable of shattering shield walls, leaping defensive structures and chasing fleeing foes.

When the tip of a Thunderwolf Cavalry charge crashes into the enemy, it does so with incredible force. Sharp-fanged steeds tear through armour, scattering ragged corpses to the wind. As their claws and teeth crush, their Space Marine riders swing power weapons and chainblades, shattering skulls, severing limbs and putting their terrified enemies to flight.

So valued are thunderwolves that despite how difficult they are to tame, these beasts are afforded great care. It is fortunate, therefore, that they are incredibly long-lived. The Space Wolves go to great lengths to expand their long lifespans. Those that are badly wounded in battle are tended to by the Iron Priests, who often take the opportunity to augmetically enhance these giant beasts and render them even more lethal than they were in their natural form. Some possess steel-toothed jaws, cybernetically enhanced vision or replacement limbs that increase their already formidable speed and endurance.

The Deathwolves, the Great Company of the Wolf Lord Harald Deathwolf, operate large numbers of Thunderwolf Cavalry. Harald Deathwolf himself goes to war atop the largest and fiercest of the Chapter's thunderwolves, the colossal beast known as Icetooth.

COMPANION BEASTS

It has long been the established practice of the Space Wolves to keep packs of Fenrisian wolves. Even when campaigning far from Fenris, the Great Companies often bear large numbers with them. On some of the Space Wolves' voidships, entire decks are given over to kennels. Prior to battle, the Fenrisian wolf packs are often denied food for a day or more, ensuring that, when they are unleashed upon the enemy, their savage fury is at its zenith.

Some Space Wolves, particularly those who serve in the Wolf Guard, forge strong bonds with a particular beast or pack, always going to war with one such predator at their side. Together, Space Marine and lupine hunter form an effective fighting duo capable of tracking down and slaying almost any foe whose path they cross.



WULFEN

Mutated beyond recognition, the Wulfen are Space Wolves who have devolved into a feral state. Driven only by their desire to slaughter the Chapter's enemies, these savage berserkers are shepherded into battle, where they may earn redemption in honourable death.



Even those who have passed the Test of Morkai and completed their ascent into the ranks of the Sky Warriors are not immune to the lingering threat posed by the Canis Helix. In moments of raw fury, at the peak of a warrior's battle frenzy, the Curse of the Wulfen may rear its head. It is an ever-present threat that haunts the soul of every son of Russ.

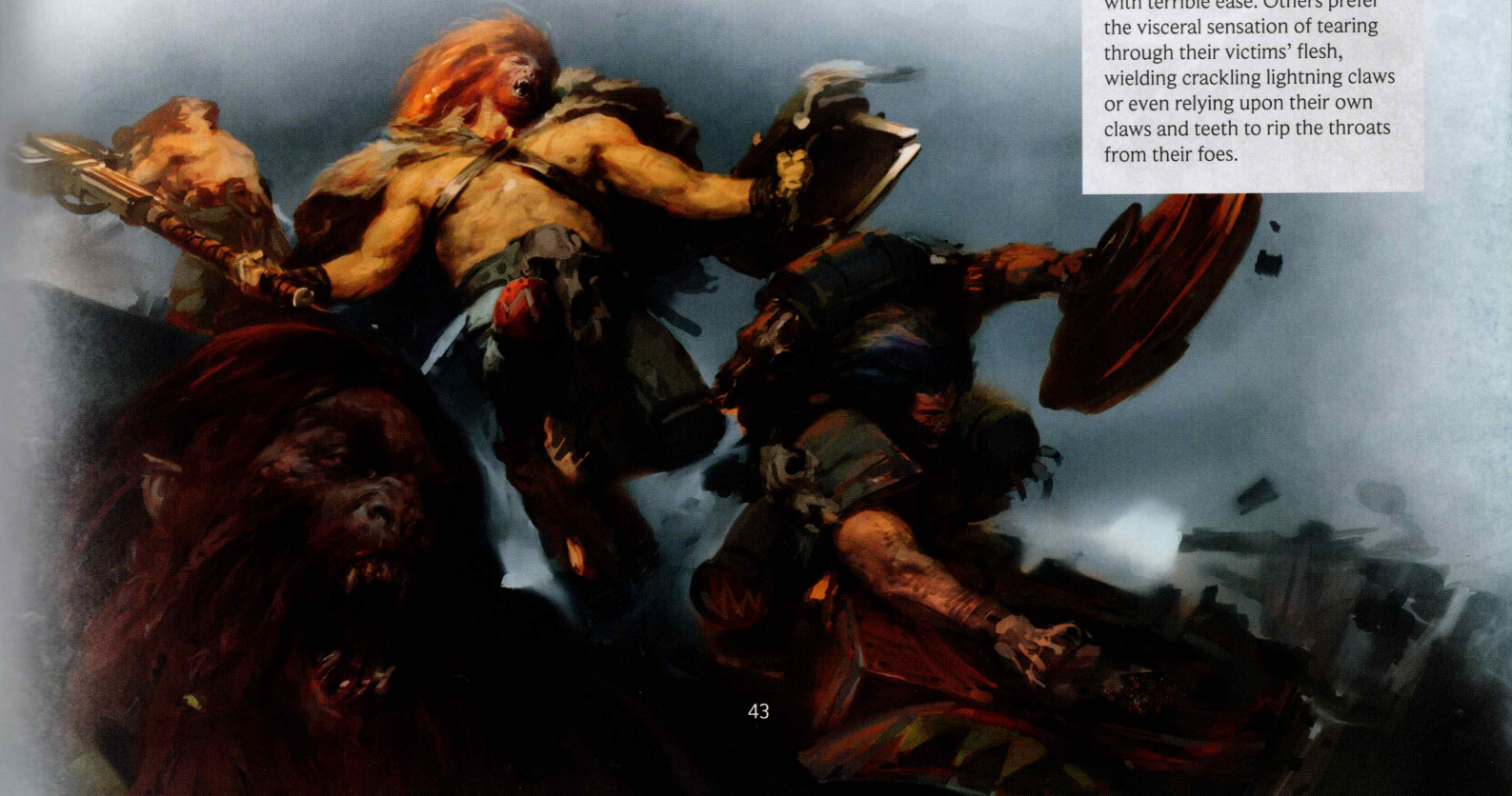
Most of those who allow their inner beast to take over in the heat of battle can reassert control once their foes lie dead and the stench of their victims' blood has faded away. Others are less fortunate. These wretched beings become locked in a never-ending cycle of savage brutality, becoming cursed reminders of the fate that may await any son of Russ. As battle rages, the wild howls of the Wulfen reverberate through the souls of the Wolf King's progeny, inflaming the passions of even the most stoic and reserved warrior.

There are many Wulfen among the Space Wolves. These include those long-lost warriors discovered by Harald Deathwolf, who bear the remnants of power armour marked with the heraldry of the lost 13th Great Company. The origins of others are uncertain even to the eldest and wisest of Rune Priests and Wolf Priests, their armour covered in sigils and runes, the meaning of which has been lost to time. Amongst the Wolf Lords, skjalds and elders, the dilemma posed by the appearance of Wulfen was much debated. Some feared that the curse would spread further, and advocated for the imprisonment or elimination of the Wulfen. Such concerns were not without merit, for warriors of every Great Company continue to fall victim. Yet the bonds that tie the Space Wolves are close indeed, and most have come to recognise these mutant warriors as battle-brothers, affording them the respect they are accordingly due.

Most of the Great Companies show no compunctions about fielding the Wulfen against their enemies, ushering packs of these berserk warriors aboard their gunships and transports and deploying them directly into the heart of the battle. Others are utilised as skirmishers and shock troops, given the freedom to lope ahead of their allies and hunt their prey without restraint. Most go to battle wearing little more than fragments of their cracked and broken power armour, roughly shaped and beaten to fit their inhuman anatomies. Some of these armour fragments are still pack-marked with the white of bared fangs and the bright red of freshly spilt blood. With razor-sharp talons and teeth or oversized melee weapons, the Wulfen launch into the foe with furious aggression, tearing apart anyone who stands in their path.

WULFEN WEAPONS

Despite their savage appearance and bestial natures, the Wulfen are effective warriors. They bear to battle a wide range of weapons and wargear, much of which is of an ancient vintage. Most no longer bear more than a few scraps of power armour, their lupine forms having burst through ceramite plates to reveal mutant musculature, clawed hands and snarling maws. The weapons and equipment wielded by the Wulfen in battle are chosen to best suit their savage natures, and are thus exclusively melee in nature. Some Wulfen clutch battered storm shields and rune-scribed thunder hammers that enhance the monstrous strength of their bearers further, enabling them to shatter skulls and smash through the armoured plates of vehicles with terrible ease. Others prefer the visceral sensation of tearing through their victims' flesh, wielding crackling lightning claws or even relying upon their own claws and teeth to rip the throats from their foes.





Showcase

COLOURS OF FENRIS

THE SPACE WOLVES ARE AMONGST THE MOST SAVAGE AND BESTIAL OF SPACE MARINE CHAPTERS. THEY BEAR UPON THEIR COLD GREY PLATE ICONS, SIGILS AND TOTEMS OF SPIRITUAL SIGNIFICANCE. THESE TOKENS ARE WORN ALONGSIDE THE SIGILS AND HERALDRY OF THEIR WOLF LORD AND THE GREAT COMPANY TO WHICH THEY BELONG. WITH PELTS, TROPHIES AND RUNIC TATTOOS, THE SPACE WOLVES DISPLAY THEIR MARTIAL PROWESS AND UNDYING LOYALTY TO RUSS, FENRIS AND THE ALLFATHER.









1



2

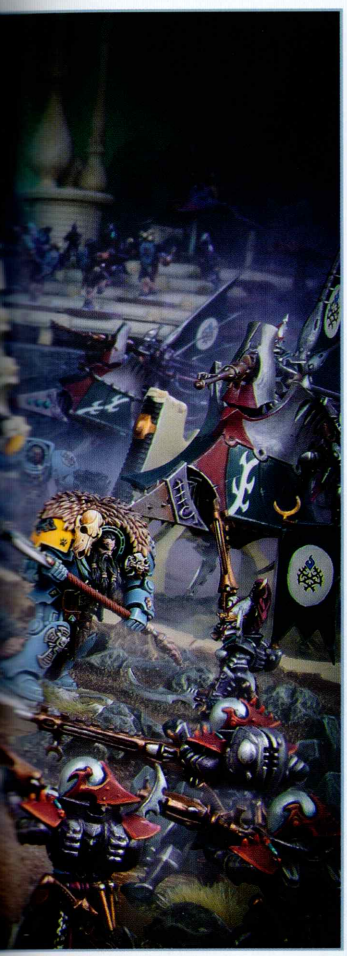




The Great Companies hunt down traitors with ruthless efficiency. Each element of a Space Wolves pack undertakes its assigned role with relentless determination, individual units working together to tear apart and bring down much larger and more formidable prey.

1 The Space Wolves were once the Emperor's executioners and their hatred for traitors knows no bounds. In the shadow of towering manufactorums, a Space Wolves hunting pack engage Chaos Cultists and their Chaos Space Marine overlords in furious combat. Blood Claws charge recklessly into the midst of the foe, carving into the enemy lines whilst their Wolf Lord's Wolf Guard emerges from their transports to press home the assault.

2 In the warp-scarred remnants of an abandoned Aeldari cityscape, the Space Wolves come face-to-face with a Drukhari raiding party. Closing ranks, the sons of Russ combine the heavy firepower of Long Fangs and armoured vehicles with the hard-hitting melee power of Blood Claws and their Wolf Guard to swat their xenos foes aside.











Wolf Priest



Njal Stormcaller

The Space Wolves are a bold and savage brotherhood, hardened by the frigid environs of their home world. Each of their battle-brothers seeks to earn glory by slaying the Allfather's foes and to forge a saga that will echo through the halls of the Fang long after they have met their end in battle.

3 Amidst the crumbling ruins of Brinjolf's Cradle, Logan Grimnar leads his Wolf Guard in a targeted assault upon the Tyranid menace. As his Headtakers and Terminators cleave and blast their way through seething ranks of lesser creatures, the High Wolf King meets a Norn Emissary in single combat. Should the Axe Morkai bring the beast low, another verse shall surely be added to Grimnar's epic saga.

4 The blood-flecked citadels of Tormox ring with the clangour of battle as frenzied Khorne Berzerkers surge forth to meet the Space Wolves in battle. Not to be outdone by their opponents' savagery, the Space Wolves hurl themselves into the fray. Eager Blood Claws lead the charge, keen to test their mettle against Angron's bloodthirsty sons.

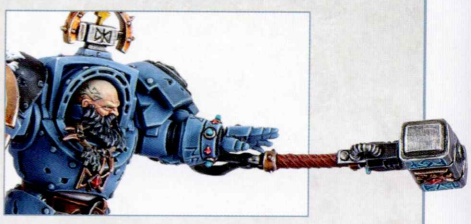




Tyrnak



Fenrir



Arjac throwing Foehammer



Logan Grimnar



Arjac Rockfist



3



4

5



6







The sagas are replete with tales of monstrous foes brought low by Fenris' greatest heroes. To bring low such powerful foes, the Space Wolves oft do battle alongside the fierce wolves of their icy home world, as well as their mutant brothers, the cursed Wulfen.

5 Across the frozen expanses of a frontier planet, the Space Wolves and their lupine companions follow the trail of alien interlopers. With their keen senses, Fenrisian wolves lead their Space Marine handlers through ruin and snowdrift, baying and howling as they close in upon the target of their hunt.

6 The Space Wolves launch a surprise assault upon the traitorous scions of House Khymere. Mutant Wulfen scramble down hillsides and over hab-bunkers, snarling in fury as they hack and slash at their lumbering opponents with berserk rage. Meanwhile, Thunderwolf Cavalry charge into the War Dogs' flank, inflicting terrible damage upon their prey. As the renegades reel, struggling to bring their heavy weapons to bear, Wolf Guard Terminators and Grey Hunters follow in the wake of the cavalry, hoping to fell their towering foes and, in doing so, win glory.



Wolf Guard Headtakers



Sigil of the Company of the Great Wolf



Sigil of the Blackmanes



Wolf Guard Terminator of Logan Grimnar's Great Company



Wolf Guard Terminator of Ragnar Blackmane's Great Company



Sigil of the Bloodmaws



Sigil of the Duskwolves



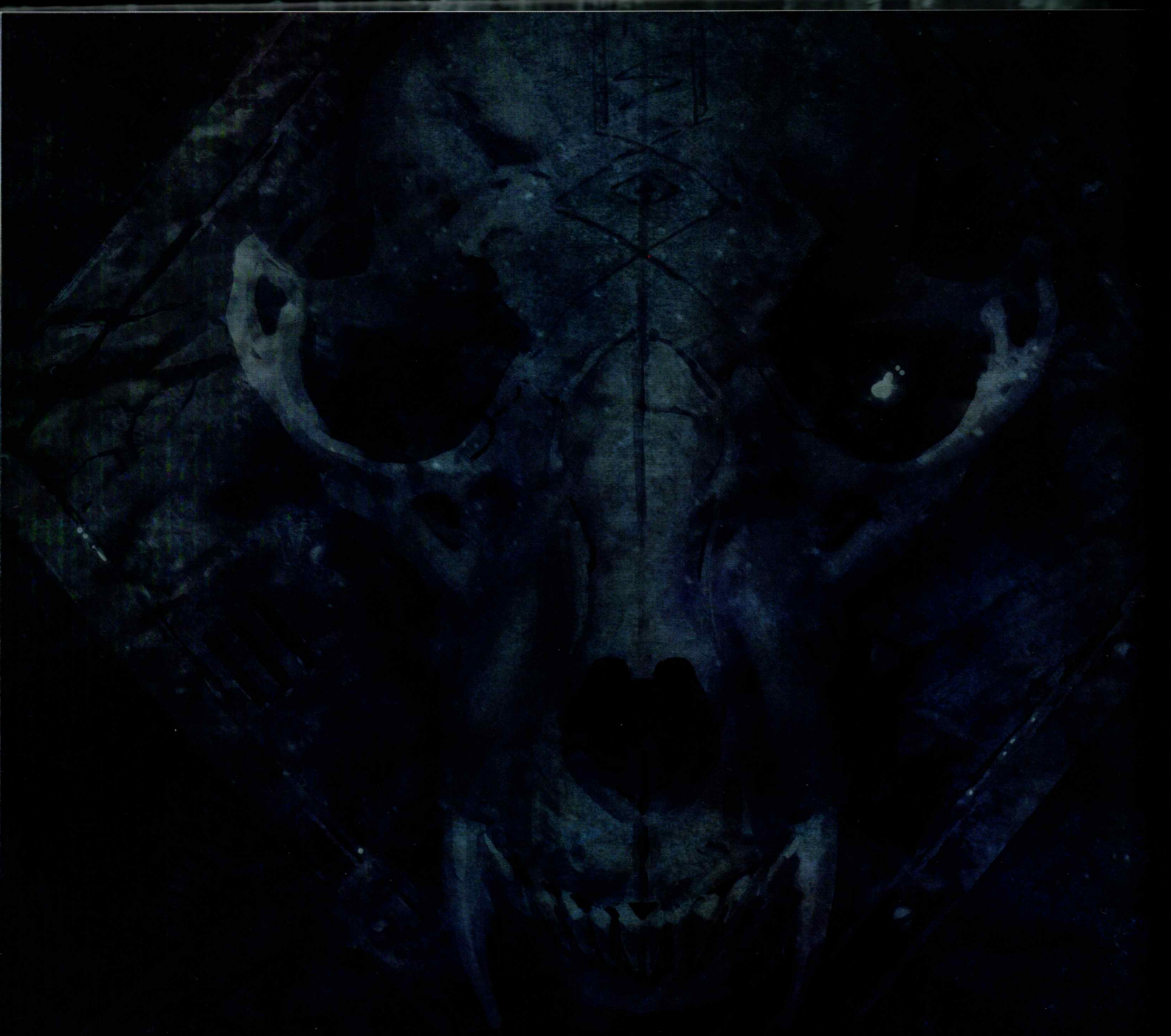
Blood Claw Pack Leader of Bran Redmaw's Great Company



Grey Hunter Pack Leader of Torval Wyrdbane's Great Company







Combat Patrol

In this section you will find all the essentials for using Askar's Wolfpack in games of Combat Patrol, from a tactical commentary and a guide to painting your miniatures to bespoke faction rules and datasheets.



ASKAR'S WOLFPACK

FYRRI ASKAR (1 MODEL)

- **This model is equipped with:** master-crafted power weapon; storm shield.

If equipped with the Lone Wolf Enhancement, your Warlord can prowl the battlefield alone, evading enemy fire while seizing objective markers or closing with his chosen target. Once in combat, his Heroic Last Stand ability makes it very likely that he will claim some kills even if he is slain in return. Alternatively, the Eager Combatant Enhancement can turn Fyrri Askar and his accompanying Blood Claws into a highly agile melee threat, pairing with their already high Move characteristic to help them leap hungrily into the fray.

BLOOD CLAWS (10 MODELS)

- **The Blood Claw Pack Leader model is equipped with:** plasma pistol; power weapon.
- **Every Blood Claw model is equipped with:** bolt pistol; Astartes chainsword.

Thanks to the high number of melee attacks each Blood Claw delivers, the Savage Decapitation Stratagem can enable this unit to pick out enemy **CHARACTER** models single-handedly. In addition, consider using the Hunter's Instinct Stratagem to position your Blood Claws onto critical objective markers, or to hide a few behind terrain in order to gain the Benefit of Cover against enemy ranged attacks.



WOLF GUARD TERMINATORS (5 MODELS)

- **The Wolf Guard Terminator Pack Leader model is equipped with:** relic greataxe.
- **3 Wolf Guard Terminator models are equipped with:** storm bolter; master-crafted power weapon.
- **1 Wolf Guard Terminator model is equipped with:** assault cannon; power fist.

Wolf Guard Terminators are one of your two primary units for controlling objective markers. Thanks to their Rugged Resilience ability, they are able to hold their ground even in the face of high-powered enemy weaponry. Their ability to Deep Strike also enables them to arrive directly into enemy territory, threatening objectives close to your opponent's battlefield edge.

WULFEN (5 MODELS)

- **3 Wulfen models are equipped with:** Wulfen weapons.
- **2 Wulfen models are equipped with:** Wulfen weapons; stormfrag auto-launcher.

While the Wulfen have an Objective Control characteristic of 0 and, as such, cannot control objective markers, they are a fast, hard-hitting melee unit. This leaves you free to use them very aggressively; throwing them forward and locking enemy units in combat is an excellent way to disrupt your opponent's ability to claim objective markers as quickly as they would like.



PAINTING YOUR COMBAT PATROL

On the following pages, you will find a painting guide to help you to bring your Space Wolves Combat Patrol to life. By following the steps set out here you will be able to paint your models in the colours of Ragnar Blackmane's Great Company to a Battle Ready standard, and also learn useful techniques that you can apply to your collection as it grows.



You Will Need

To make the most of this painting guide, we recommend you use a Citadel brush and the Citadel Colour paints shown here. We also recommend using multiple thin coats where needed to achieve good coverage.

- WRAITHBONE
- ASTROGRANITE
- RUSS GREY
- MECHANICUS STANDARD GREY
- MEPHISTON RED
- ABADDON BLACK
- AVERLAND SUNSET
- RHINOX HIDE
- NULN OIL
- REIKLAND FLESHSHADE
- LEADBELCHER
- RETRIBUTOR ARMOUR



Top Tip

Before you follow any other steps, we suggest priming your models with an even coat of Grey Seer Spray paint. You can use multiple thin coats of Wraithbone Base paint instead.

Basing







1 Apply a neat layer of Astrogranite, being careful near the edges. **2** Once the Astrogranite is completely dry, apply a shade of Nuln Oil to the entire base. **3** Drybrush the base gently with Wraithbone then apply multiple thin coats of Abaddon Black to the base edge to finish.

Power Armour





1 Basecoat the power armour with multiple thinned layers of Russ Grey. **2** Recess shade the power armour with Nuln Oil. You can neaten up any mistakes using thinned Russ Grey.

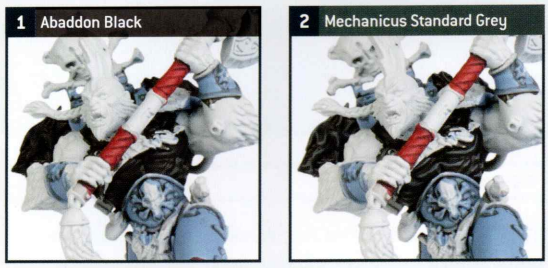
Cloaks, Knee Pads, Gems and Weapon Grips





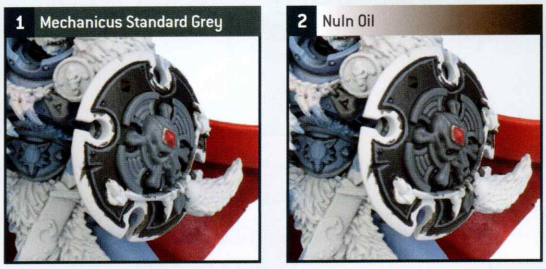
1 Neatly basecoat the cloak, knee pads, gems, weapon grips and any other details you'd like to be red with Mephiston Red. **2** When the Mephiston Red has dried, apply a shade of Nuln Oil, being careful not to let it pool.

Shields and Undersuit



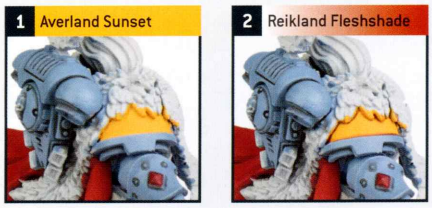
1 Basecoat the shields and undersuit with multiple thinned coats of Abaddon Black. 2 Highlight these areas with thinned Mechanicus Standard Grey and a smaller brush.

Crux Terminatus and Stones



1 Neatly paint the Crux Terminatus on any shields and Terminators, as well as any rocks on the bases. 2 Wash these areas with Nuln Oil, being careful not to let it pool.

Pauldrons



1 Basecoat the recessed areas of the pauldrons with Averland Sunset. 2 Recess shade these areas with Reikland Fleshshade, being careful not to let it pool. Tidy up any mistakes with Averland Sunset.

Fur, Bones, Heads and Skin



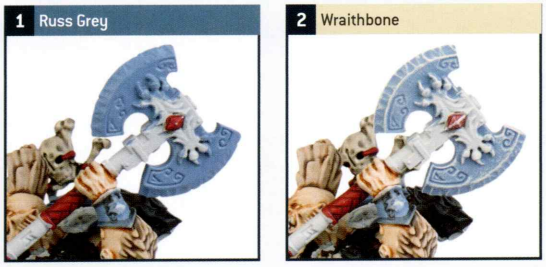
1 Paint the skin, faces, hair, pelts and bones with Wraithbone. You do not need to do this if you prepared your models with Wraithbone. 2 Shade the fur and skin with Reikland Fleshshade. 3 Wash the bones, pelts and hair with Nuln Oil. To vary the colour, you can apply a second coat of Reikland Fleshshade instead.

Leather Straps, Belts and Sheaths



1 Paint all leather straps, belts and sheaths with thinned Rhinox Hide. 2 Shade the Rhinox Hide with Nuln Oil.

Frost Weapons



1 Basecoat the head of the Wulfen's frost axes with thinned Russ Grey. 2 Carefully drybrush the heads of the axes with Wraithbone.

Icons, Filigree and Armour Trim



1 Paint all icons, filigree and armour trim with Retributor Armour. Remember to replace your water pot after using a metallic paint. 2 Shade these areas with Reikland Fleshshade.

Weapons, Sockets and Chains



1 Paint any weapon blades, metal areas, sockets and chains with multiple layers of thinned Leadbelcher. 2 Use Nuln Oil to shade these areas.

Pack Markings



1 Using thinned paint and a smaller brush, freehand squad markings on the knee pads.

COMBAT PATROL
ASKAR'S WOLFPACK



ABILITIES

The datasheets required to use Askar's Wolfpack can be found on the following pages, and are designed exclusively for Combat Patrol games. A unit's datasheet will list all the abilities it has. This will include a Faction ability – Oath of Moment – which is described below.

OATH OF MOMENT

In battle, Space Marines swear mighty oaths to destroy the enemies of the Emperor and uphold the honour of their Chapter, and such vows are sacrosanct. When the Angels of Death strike, they do so with the precision of a surgeon and the force of a thunderbolt. Experience and strategic expertise help them to read the shifting shape of the battle with transhuman speed and clarity, directing their wrath towards one priority target after another. Command assets are annihilated, leaving the enemy reeling leaderless. Heavy armour, potent artillery and the vaunted elites of the foe's forces are laid waste with horrifying speed, until the Emperor's Angels of Death stand victorious over a field of smouldering wreckage and bolt-riddled corpses, and honour is finally satisfied.

At the start of your Command phase, select one unit from your opponent's army. Until the start of your next Command phase, that enemy unit is your Oath of Moment target. Each time a model with this ability makes an attack that targets your Oath of Moment target, you can re-roll the Hit roll.

ENHANCEMENTS

Your **WOLF GUARD BATTLE LEADER** model is your **WARLORD** and has the Lone Wolf Enhancement. You can replace this with Eager Combatant.

DEFAULT ENHANCEMENT

LONE WOLF

This warrior possesses the spirit of Lokyar. A solitary hunter, the shadows are their ally.

The bearer has the Lone Operative and Stealth abilities.

OR

OPTIONAL ENHANCEMENT

EAGER COMBATANT

The greatest glory is earned in the press of melee combat, at the point of a sword or by the edge of an axe. So does this warrior seek to join the fray.

Add 1 to Charge rolls made for the bearer's unit.



SECONDARY OBJECTIVES

You will use the Assault and Overrun secondary objective. You can replace this with Stand Firm.

DEFAULT SECONDARY OBJECTIVE

ASSAULT AND OVERRUN

The Space Wolves favour speed and aggression, overwhelming their enemies with savage ferocity and relying upon the momentum of their assault to seize objectives and put their foes to flight.

From the second battle round onwards, at the end of your Command phase, if there is an objective marker not within your deployment zone that you control, you score 1VP. If there are two or more such objective markers, you score 2VP instead.

OR

OPTIONAL SECONDARY OBJECTIVE

STAND FIRM

In the face of withering firepower and overwhelming numbers of foes, the Space Wolves hold their ground with grim determination.

At the end of the battle, you score 3VP for each **TERMINATOR** model from your army that is within 3" of the centre of the battlefield.

You cannot score more than 12VP from this secondary objective.

STRATAGEMS

You can use the following Stratagems:

SAVAGE DECAPITATION

ASKAR'S WOLFPACK – BATTLE TACTIC STRATAGEM

1CP

Savage, reckless and eager to win glory, Blood Claws seek out enemy champions, cutting through their target's honour guards to hew the head from the snake.

WHEN: Fight phase.

TARGET: One **BLOOD CLAWS** unit from your army that has not been selected to fight this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack, on a Critical Hit, that attack has the **[PRECISION]** ability.

DEFIANT RESISTANCE

ASKAR'S WOLFPACK – EPIC DEED STRATAGEM

1CP

Driven by contempt for the foe, this champion braves enemy fire and attacks with rigid determination.

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

TARGET: One **WOLF GUARD BATTLE LEADER** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, the **WOLF GUARD BATTLE LEADER** model in your unit has the Feel No Pain 5+ ability.

HUNTER'S INSTINCT

ASKAR'S WOLFPACK – STRATEGIC PLOY STRATAGEM

1CP

The Space Wolves pursue their prey like feral predators, reacting to their every move with lightning speed.

WHEN: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.

TARGET: One **SPACE WOLVES** unit from your army (excluding **TERMINATOR** units) that is within 9" of that enemy unit.

EFFECT: Your unit can make a Normal move of up to D3".

FYRRI ASKAR



Combat Patrol Datasheet

M	T	SV	W	LD	OC
7"	4	3+	5	6+	1

4+ INVULNERABLE SAVE

As a veteran of his Great Company's Wolf Guard, Fyrri Askar has participated in countless battles, winning honour and glory with blade and boltgun. Now, he serves as Battle Leader for his task force, utilising his hard-earned battlefield experience to guide his warriors and lead by example.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Master-crafted power weapon	Melee	7	2+	5	-2	2

ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

Heroic Last Stand: If this model is destroyed by a melee attack, if it has not fought this phase, roll one D6: on a 2+, do not remove it from play. The destroyed model can fight after the attacking unit has finished making its attacks, and is then removed from play.

WARGEAR ABILITIES

Storm Shield: The bearer has a Wounds characteristic of 6.

LEADER

This model can be attached to the following unit:
Blood Claws

KEYWORDS: **Infantry, Character, Imperium, Tacticus, Wolf Guard, Battle Leader, Fyrri Askar**

FACTION KEYWORDS: **Adeptus Astartes, Space Wolves**

WOLF GUARD TERMINATORS



Combat Patrol Datasheet

M	T	SV	W	LD	OC
6"	5	2+	3	6+	1

4+ INVULNERABLE SAVE

Wolf Guard bedeck their Terminator armour with totems and marks of honour gained over years of battle. They fight at the spearhead of assaults, eagerly seeking glory as enemy fire deflects harmlessly from their relic armour, the earth shaking beneath their heavy tread as they slay with stunning skill.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Assault cannon [DEVASTATING WOUNDS]	24"	6	2+	6	0	1
Storm bolter [RAPID FIRE 2]	24"	2	2+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Master-crafted power weapon	Melee	4	3+	5	-2	2
Power fist	Melee	3	3+	8	-2	2
Relic greataxe [DEVASTATING WOUNDS]	Melee	3	3+	7	-2	3

ABILITIES

CORE: **Deep Strike**

FACTION: **Oath of Moment**

Rugged Resilience: Each time an attack targets this unit, if the Strength characteristic of that attack is greater than the Toughness characteristic of this unit, subtract 1 from the Wound roll.

KEYWORDS: **Infantry, Imperium, Terminator, Wolf Guard, Wolf Guard Terminators**

FACTION KEYWORDS: **Adeptus Astartes, Space Wolves**

BLOOD CLAWS

M	T	SV	W	LD	OC
7"	4	3+	2	6+	2



Combat Patrol Datasheet

Young and fiery warriors full of belligerent enthusiasm, Blood Claws hunger to prove themselves in savage battle. They plunge headlong into the foe with relentless exuberance, straddling the line between sheer heroism and recklessness. Many great sagas start with the Blood Claws' glory hunts.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	4	3+	4	-1	1
Power weapon	Melee	4	3+	5	-2	1

ABILITIES

FACTION: **Oath of Moment**

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: **Infantry, Imperium, Tacticus, Blood Claws**

FACTION KEYWORDS: **Adeptus Astartes, Space Wolves**

WULFEN

M	T	SV	W	LD	OC
9"	6	4+	2	7+	0



Combat Patrol Datasheet

Wulfen exist on the brink of constant berserk rages, and their chilling howls unleash the inner beast in the sons of Russ nearby. They are bestial warriors, altered by the curse lying in the blood of all scions of the Wolf King. They are hunters, bounding forward with fangs bared and claws outstretched.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Stormfrag auto-launcher [ASSAULT, BLAST]	12"	D3	4+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Wulfen weapons [SUSTAINED HITS 1]	Melee	3	3+	5	-2	2

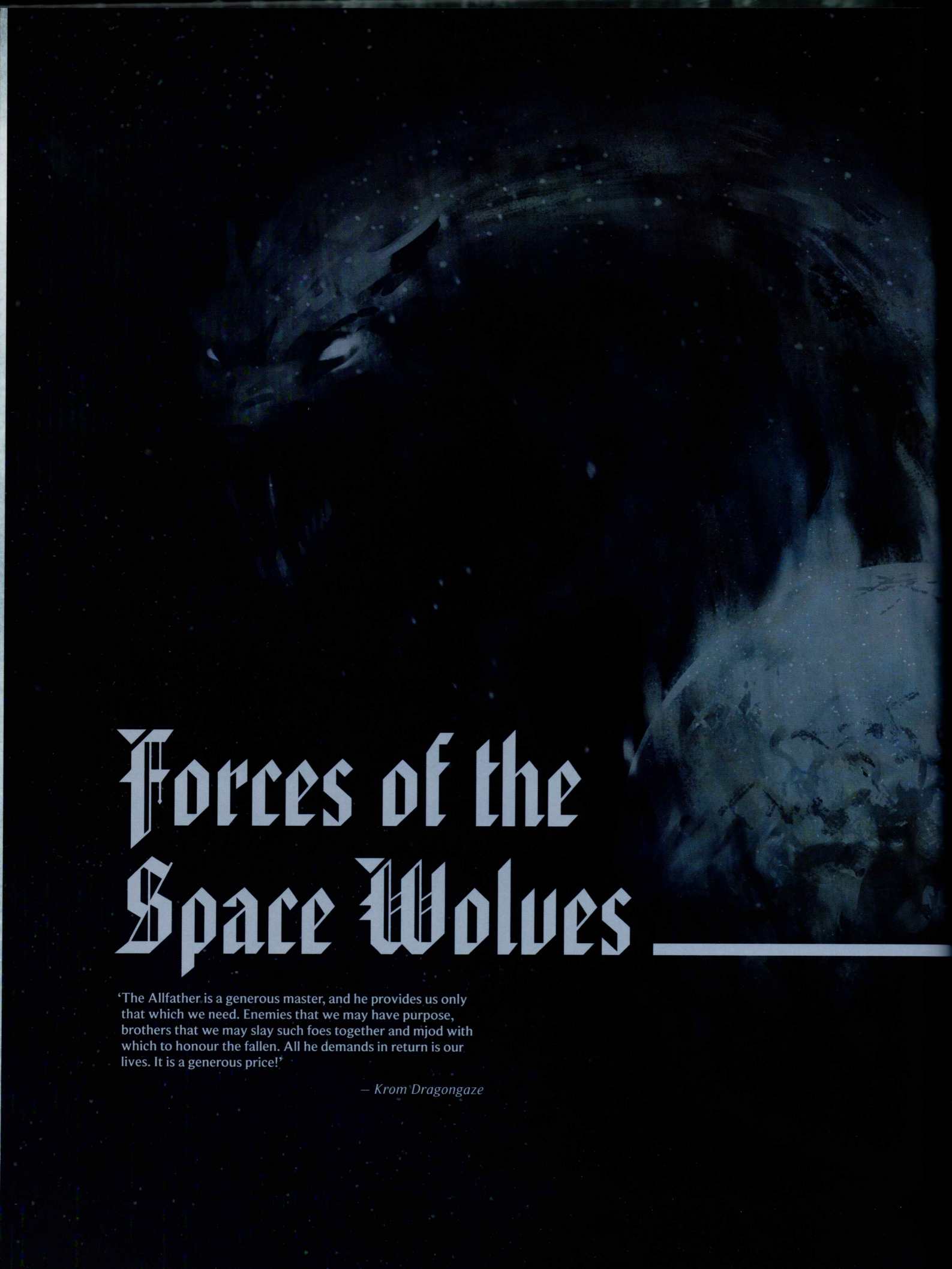
ABILITIES

FACTION: **Oath of Moment**

Savage Frenzy: Each time an enemy unit (excluding **Monsters** and **Vehicles**) within Engagement Range of this unit Falls Back, all models in that enemy unit must take a Desperate Escape test. When doing so, if that enemy unit is Battle-shocked, subtract 1 from each of those tests.

KEYWORDS: **Infantry, Imperium, Wulfen**

FACTION KEYWORDS: **Adeptus Astartes, Space Wolves**



Forces of the Space Wolves

'The Allfather is a generous master, and he provides us only that which we need. Enemies that we may have purpose, brothers that we may slay such foes together and mjod with which to honour the fallen. All he demands in return is our lives. It is a generous price!'

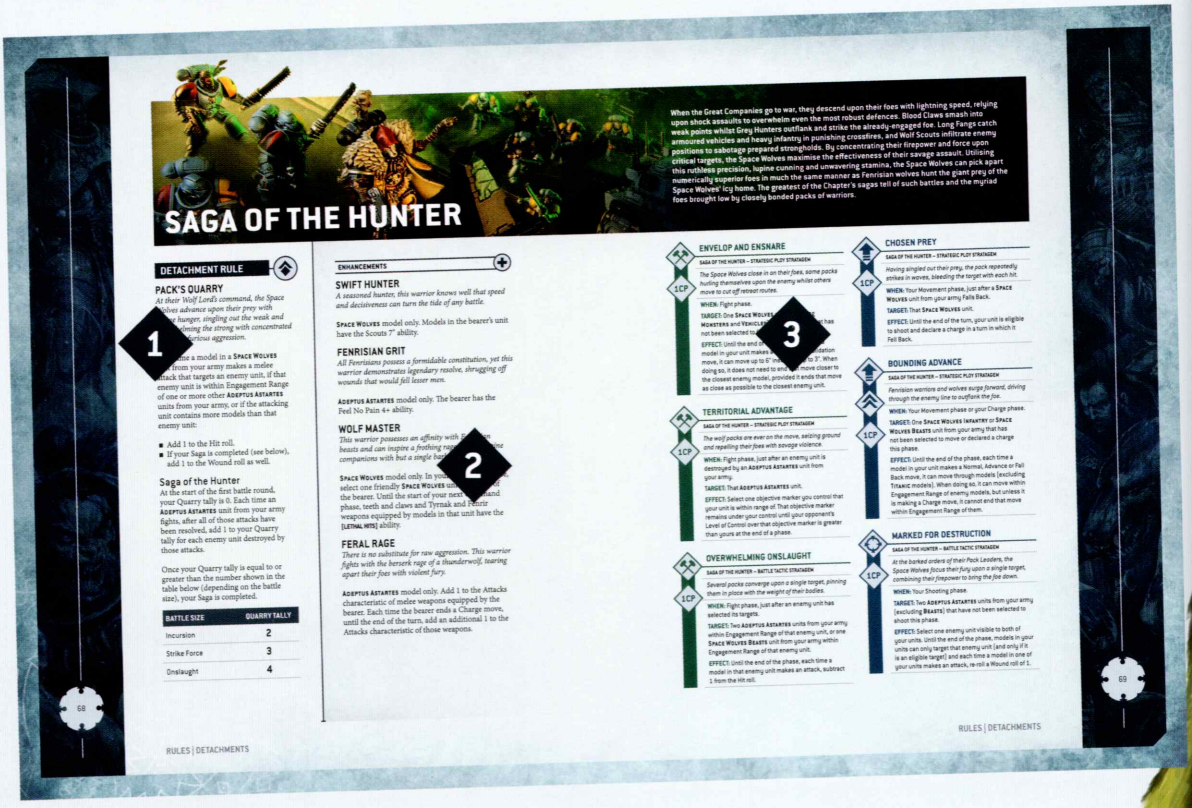
– Krom Dragongaze



INTRODUCTION

Welcome to the rules section of *Codex Supplement: Space Wolves*. Whether forging your own tales of glory and infamy with narrative play or pitting yourself against your opponents in nail-biting matched play contests, the following pages present all the rules you will need to bring your Space Wolves collection to life on the tabletop.

These include Detachment rules that Space Marines and Space Wolves armies can use, along with the Space Marines army rule – Oath of Moment – which is common to many of your units. This section also includes datasheets for Space Wolves units; you can find out more about how to use datasheets on pages 37-38 of the Core Rules.



On the following pages you will find several **SPACE WOLVES** Detachments you can select from, as described in the Core Rules (see the Select Detachment rules step, page 56). If you are playing a Crusade battle, see the equivalent step in the Mustering a Crusade army section of the main Crusade rules. Each Detachment is a themed fighting force that focuses on one particular combat style employed by the Space Wolves – the rules they include are as follows:

1 DETACHMENT RULE

The Detachment rule listed here will apply to either your whole army or to particular units within it.

2 ENHANCEMENTS

When mustering your army, your chosen Detachment enables you to upgrade **CHARACTERS** using the Enhancements listed here, as described in the Core Rules (see the Select Units step, page 56). If you are playing a Crusade battle, you can instead use the Renowned Heroes Requisition to give your **CHARACTERS** Enhancements, as described in the main Crusade rules.

3 STRATAGEMS

Your chosen Detachment gives you access to the Stratagems listed here in addition to the Core Stratagems listed in the Core Rules. During the battle, you can spend Command points (CP) to use these Stratagems. You can find out more about how to use Stratagems on pages 41-42 of the Core Rules.

ARMY RULES

OATH OF MOMENT

In battle, Space Marines swear mighty oaths to destroy the enemies of the Emperor and uphold the honour of their Chapter, and such vows are sacrosanct.

This ability is described in full on the Army Rules page of *Codex: Space Marines*.

CURSE OF THE WULFEN

Only while fighting at the side of their battle-brothers can the feral Wulfen control their frenzied aggression.

While this unit is within 6" of one or more friendly **SPACE WOLVES CHARACTER** models (excluding **WULFEN** models) or within 12" of one or more friendly **WOLF PRIEST** models, if it is not Battle-shocked, add 1 to the Objective Control characteristic of **INFANTRY** models in it and add 3 to the Objective Control characteristic of **VEHICLE** models in it.

SAGAS

The battles fought and glorious victories won by the Great Companies of Fenris are retold in mighty sagas.

Each Detachment rule in this book includes a Saga you can complete, with additional effects that apply once you have done so.

SONS OF RUSS

The Great Companies of the Space Wolves are renowned for their ferocity and steadfast loyalty to the Imperium.

- If an **ADEPTUS ASTARTES** unit has a second Faction keyword on its datasheet, that Faction keyword is the name of that unit's Chapter. For example, Ragnar Blackmane has both the **ADEPTUS ASTARTES** and **SPACE WOLVES** Faction keywords, and is therefore from the Space Wolves Chapter.
- You cannot include units from more than one Chapter in your army.
- If your army uses any of the Detachments from this book, it can include **SPACE WOLVES** units, but it cannot include any **ADEPTUS ASTARTES** units drawn from any other Chapter.

Designer's Note: *The rules presented in this section assume that the* **ADEPTUS ASTARTES** *units in your army are from the Space Wolves Chapter, but they can also be used to represent any Space Wolves successor Chapter, such as one described in the background section of this book, or even one of your own invention. However, players who wish to faithfully recreate the Space Wolves Chapter on the tabletop should only include* **SPACE WOLVES EPIC HEROES** *if their collection is intended to represent the First Founding Chapter itself; Logan Grimnar is the Great Wolf of the Space Wolves, for example, and not of any of their successors.*



SAGA OF THE HUNTER

DETACHMENT RULE

PACK'S QUARRY

At their Wolf Lord's command, the Space Wolves advance upon their prey with lupine hunger, singling out the weak and overwhelming the strong with concentrated force and furious aggression.

Each time a model in a **SPACE WOLVES** unit from your army makes a melee attack that targets an enemy unit, if that enemy unit is within Engagement Range of one or more other **ADEPTUS ASTARTES** units from your army, or if the attacking unit contains more models than that enemy unit:

- Add 1 to the Hit roll.
- If your Saga is completed (see below), add 1 to the Wound roll as well.

Saga of the Hunter

At the start of the first battle round, your Quarry tally is 0. Each time an **ADEPTUS ASTARTES** unit from your army fights, after all of those attacks have been resolved, add 1 to your Quarry tally for each enemy unit destroyed by those attacks.

Once your Quarry tally is equal to or greater than the number shown in the table below (depending on the battle size), your Saga is completed.

BATTLE SIZE	QUARRY TALLY
Incursion	2
Strike Force	3
Onslaught	4

ENHANCEMENTS

SWIFT HUNTER

A seasoned hunter, this warrior knows well that speed and decisiveness can turn the tide of any battle.

SPACE WOLVES model only. Models in the bearer's unit have the Scouts 7" ability.

FENRISIAN GRIT

All Fenrisians possess a formidable constitution, yet this warrior demonstrates legendary resolve, shrugging off wounds that would fell lesser men.

ADEPTUS ASTARTES model only. The bearer has the Feel No Pain 4+ ability.

WOLF MASTER

This warrior possesses an affinity with Fenrisian beasts and can inspire a frothing rage in their lupine companions with but a single barked command.

SPACE WOLVES model only. In your Command phase, select one friendly **SPACE WOLVES** unit within 9" of the bearer. Until the start of your next Command phase, teeth and claws and Tyrnak and Fenrir weapons equipped by models in that unit have the **[LETHAL HITS]** ability.

FERAL RAGE

There is no substitute for raw aggression. This warrior fights with the berserk rage of a thunderwolf, tearing apart their foes with violent fury.

ADEPTUS ASTARTES model only. Add 1 to the Attacks characteristic of melee weapons equipped by the bearer. Each time the bearer ends a Charge move, until the end of the turn, add an additional 1 to the Attacks characteristic of those weapons.



When the Great Companies go to war, they descend upon their foes with lightning speed, relying upon shock assaults to overwhelm even the most robust defences. Blood Claws smash into weak points whilst Grey Hunters outflank and strike the already-engaged foe. Long Fangs catch armoured vehicles and heavy infantry in punishing crossfires, and Wolf Scouts infiltrate enemy positions to sabotage prepared strongholds. By concentrating their firepower and force upon critical targets, the Space Wolves maximise the effectiveness of their savage assault. Utilising this ruthless precision, lupine cunning and unwavering stamina, the Space Wolves can pick apart numerically superior foes in much the same manner as Fenrisian wolves hunt the giant prey of the Space Wolves' icy home. The greatest of the Chapter's sagas tell of such battles and the myriad foes brought low by closely bonded packs of warriors.

ENVELOP AND ENSNARE

SAGA OF THE HUNTER – STRATEGIC PLOY STRATAGEM

1CP

The Space Wolves close in on their foes, some packs hurling themselves upon the enemy whilst others move to cut off retreat routes.

WHEN: Fight phase.

TARGET: One **SPACE WOLVES** unit (excluding **MONSTERS** and **VEHICLES**) from your army that has not been selected to fight this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes a Pile-in or Consolidation move, it can move up to 6" instead of up to 3". When doing so, it does not need to end that move closer to the closest enemy model, provided it ends that move as close as possible to the closest enemy unit.

TERRITORIAL ADVANTAGE

SAGA OF THE HUNTER – STRATEGIC PLOY STRATAGEM

1CP

The wolf packs are ever on the move, seizing ground and repelling their foes with savage violence.

WHEN: Fight phase, just after an enemy unit is destroyed by an **ADEPTUS ASTARTES** unit from your army.

TARGET: That **ADEPTUS ASTARTES** unit.

EFFECT: Select one objective marker you control that your unit is within range of. That objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.

OVERWHELMING ONSLAUGHT

SAGA OF THE HUNTER – BATTLE TACTIC STRATAGEM

1CP

Several packs converge upon a single target, pinning them in place with the weight of their bodies.

WHEN: Fight phase, just after an enemy unit has selected its targets.

TARGET: Two **ADEPTUS ASTARTES** units from your army within Engagement Range of that enemy unit, or one **SPACE WOLVES BEASTS** unit from your army within Engagement Range of that enemy unit.

EFFECT: Until the end of the phase, each time a model in that enemy unit makes an attack, subtract 1 from the Hit roll.

CHOSEN PREY

SAGA OF THE HUNTER – STRATEGIC PLOY STRATAGEM

1CP

Having singled out their prey, the pack repeatedly strikes in waves, bleeding the target with each hit.

WHEN: Your Movement phase, just after a **SPACE WOLVES** unit from your army Falls Back.

TARGET: That **SPACE WOLVES** unit.

EFFECT: Until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

BOUNDING ADVANCE

SAGA OF THE HUNTER – STRATEGIC PLOY STRATAGEM

1CP

Fenrisian warriors and wolves surge forward, driving through the enemy line to outflank the foe.

WHEN: Your Movement phase or your Charge phase.

TARGET: One **SPACE WOLVES INFANTRY** or **SPACE WOLVES BEASTS** unit from your army that has not been selected to move or declared a charge this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes a Normal, Advance, Fall Back or Charge move, it can move through models (excluding **TITANIC** models). When doing so, it can move within Engagement Range of enemy models, but unless it is making a Charge move, it cannot end that move within Engagement Range of them.

MARKED FOR DESTRUCTION

SAGA OF THE HUNTER – BATTLE TACTIC STRATAGEM

1CP

At the barked orders of their Pack Leaders, the Space Wolves focus their fury upon a single target, combining their firepower to bring the foe down.

WHEN: Your Shooting phase.

TARGET: Two **ADEPTUS ASTARTES** units from your army (excluding **BEASTS**) that have not been selected to shoot this phase.

EFFECT: Select one enemy unit visible to both of your units. Until the end of the phase, models in your units can only target that enemy unit (and only if it is an eligible target) and each time a model in one of your units makes an attack, re-roll a Wound roll of 1.



SAGA OF THE BOLD

DETACHMENT RULE

HEROES ALL

Every Space Wolves warrior seeks to forge a saga worthy of retelling.

Each time an **ADEPTUS ASTARTES** unit from your army is selected to shoot or fight, apply one of the following when resolving those attacks:

- If your Saga is completed (see below), you can re-roll one Hit roll, one Wound roll and one Damage roll.
- Otherwise, if that unit is a **SPACE WOLVES CHARACTER** unit, you can re-roll one Hit roll, one Wound roll or one Damage roll.

Saga of the Bold

Each time a **SPACE WOLVES CHARACTER** unit from your army does one of the following, that unit achieves that Boast. Once three or more different Boasts have been achieved by units from your army, your Saga is completed.

- **Your Hide as a Trophy:** That unit destroys your Oath of Moment target.
- **Slay Them All:** That unit destroys your Oath of Moment target, and that is the second Oath of Moment target destroyed by that unit in this battle.
- **Overrun Their Position:** At the end of either player's turn, that unit is wholly within your opponent's deployment zone.
- **Hold the Line:** From the second battle round onwards, at the end of your Command phase, that unit is within range of an objective marker you control that is not within your deployment zone.

ENHANCEMENTS

BRAGGART'S STEEL

This weapon has graced the hand of many a champion and inspires in its bearers a brazen self-confidence.

SPACE WOLVES model only. Add 2 to the Strength characteristic of melee weapons equipped by the bearer. If the bearer's unit has achieved one or more Boasts, add 1 to the Damage characteristic of those weapons as well.

SKJALD

This warrior is well-versed in the Chapter's saga, drawing inspiration and invaluable teachings from their retelling.

ADEPTUS ASTARTES model only. Each time a **SPACE WOLVES CHARACTER** unit from your army achieves a Boast, if the bearer is on the battlefield, you gain 1CP.

HORDESLAYER

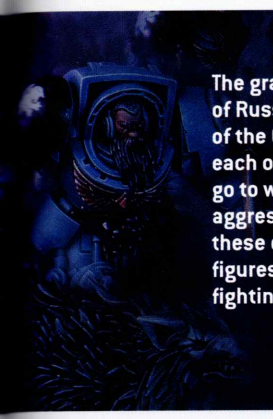
Seeking to take a terrible tally of lives, this warrior hurls himself into the heart of the fight, heedless of the numbers arrayed against him.

SPACE WOLVES model only. At the start of the Fight phase, if there are more enemy models than friendly models wholly within 6" of the bearer, until the end of the phase, add 2 to the Attacks characteristic of melee weapons equipped by the bearer. If the bearer's unit has achieved one or more Boasts, add 3 to the Attacks characteristic instead.

THUNDERWOLF'S FORTITUDE

Possessed of indomitable fortitude, this champion of Fenris refuses the call of Morkai, fighting beyond the limits of even a Space Marine's endurance.

ADEPTUS ASTARTES model only. The first time the bearer is destroyed, remove it from play, then, at the end of the phase, roll one D6: on a 2+, set the bearer back up on the battlefield as close as possible to where it was destroyed and not within Engagement Range of one or more enemy units, with 3 wounds remaining.



The grand feasting halls of Fenris echo with the sagas of the Chapter's greatest heroes. Every son of Russ hopes one day to forge his own tale of heroism and glory and take his place in the annals of the Great Companies. Thus, the Space Wolves armies are replete with many great champions, each of whom has felled foes beyond count and earned a deed name to match. When such heroes go to war, they lead their battle-brothers by example, hurling themselves into combat with furious aggression and inspirational acts of savagery. Bellowing oaths and making outlandish boasts, these champions seek to outdo one another. Encouraged forward in the wake of such heroic figures, Blood Claws and Grey Hunters battle alongside their Wolf Lord's mighty Wolf Guard, fighting with resilience and vigour regardless of the odds arrayed against them.

INSPIRING PRESENCE

SAGA OF THE BOLD – EPIC DEED STRATAGEM

1CP

The inspiring presence of a champion lends their pack's strikes lethal impetus.

WHEN: Fight phase.

TARGET: One **ADEPTUS ASTARTES CHARACTER** unit from your army that has not been selected to fight this phase.

EFFECT: Until the end of the phase, melee weapons equipped by models in your unit have the **[LETHAL HITS]** ability.

CHAMPION'S GUIDANCE

SAGA OF THE BOLD – EPIC DEED STRATAGEM

1CP

A paragon of Fenrisian savagery, this champion guides his warriors with confidence and precision.

WHEN: Your Shooting phase or the Fight phase.

TARGET: One **SPACE WOLVES CHARACTER** unit from your army that has not been selected to shoot or fight this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack, you can re-roll the Hit roll.

BIRTH OF A SAGA

SAGA OF THE BOLD – EPIC DEED STRATAGEM

1CP

Heroes are forged in the heat of battle, rising from obscurity to become the warriors of epic sagas.

WHEN: Your Command phase.

TARGET: One Wolf Guard Headtaker or Wolf Guard Terminator Pack Leader model from your army.

EFFECT: Until the start of your next Command phase, your model has the **CHARACTER** keyword.

Designer's Note: *While in effect, your model's unit is therefore a* **CHARACTER** *unit, meaning it can interact with the Heroes All rule (see opposite), in addition to other rules that interact with* **CHARACTER** *units.*

ALPHA STRIKE

SAGA OF THE BOLD – EPIC DEED STRATAGEM

1CP

A true alpha wolf leads by example, and is always first into the fray.

WHEN: Your Charge phase.

TARGET: One **ADEPTUS ASTARTES CHARACTER** unit from your army.

EFFECT: Until the end of the phase, your unit is eligible to declare a charge in a turn in which it Advanced.

HEROIC RESOLVE

SAGA OF THE BOLD – EPIC DEED STRATAGEM

2CP

This warrior's indomitable fortitude is the stuff of legend, galvanizing his pack to remain standing before an avalanche of incoming attacks.

WHEN: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

TARGET: One **SPACE WOLVES CHARACTER** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack is allocated to a model in your unit, subtract 1 from the Damage characteristic of that attack.

COUNTERCHARGE

SAGA OF THE BOLD – EPIC DEED STRATAGEM

2CP

Bellowing encouragement, this warrior rallies his pack and leads a furious counterstrike, intercepting the enemy advance before it can fall upon his allies.

WHEN: End of your opponent's Charge phase.

TARGET: One **ADEPTUS ASTARTES CHARACTER** unit from your army that is within 6" of one or more enemy units and would be eligible to declare a charge against one or more of those enemy units if it were your Charge phase.

EFFECT: Your unit now declares a charge that targets only one or more of those enemy units, and you resolve that charge as if it were your Charge phase. Note that even if this charge is successful, your unit does not receive any Charge bonus this turn.



SAGA OF THE BEASTSLAYER

DETACHMENT RULE

LEGENDARY SLAYERS

Some Space Wolves seek only to bring down the most monstrous and deadly foes. With hunting packs of Fenrisian wolves, Thunderwolf Cavalry and rampaging bands of Wulfen, they seek to hunt down and slay mighty champions, towering monstrosities and rumbling war machines, demoralising the foe and earning glorious victories.

Each time an **ADEPTUS ASTARTES** model from your army makes an attack, if that attack targets a **CHARACTER**, **MONSTER** or **VEHICLE** unit or if your Saga is completed (see below), that attack has the **[LETHAL HITS]** ability.

Saga of the Beastslayer

At the start of the first battle round, your Beastslayer tally is 0, and you determine your Beastslayer target by halving the number of units from your opponent's army that have one or more of the following keywords (rounding up): **CHARACTER**, **MONSTER**, **VEHICLE**.

Each time an **ADEPTUS ASTARTES** unit from your army shoots or fights, after all of those attacks have been resolved, add 1 to your Beastslayer tally for each enemy unit with one or more of the following keywords destroyed by those attacks: **CHARACTER**, **MONSTER**, **VEHICLE**.

Once your Beastslayer tally is equal to or greater than your Beastslayer target, your Saga is completed.

ENHANCEMENTS

WOLF-TOUCHED

Whilst the Canis Helix has yet to overcome this champion fully, it is stirred to life by the thrill of battle and the scent of blood.

SPACE WOLVES model only. Add 2" to the Move characteristic of the bearer. In the Declare Battle Formations step, the bearer can be attached to a **WULFEN** or **WULFEN WITH STORM SHIELDS** unit.

HUNTER'S GUILE

This warrior embodies the cunning of the wolf, utilising deception and misdirection to confound his foes.

ADEPTUS ASTARTES model only. After both players have deployed their armies, select up to three **THUNDERWOLF CAVALRY**, **WULFEN** and/or **BLOOD CLAWS** units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves if you wish, regardless of how many units are already in Strategic Reserves.

ELDER'S GUIDANCE

Wily and long of fang, this warrior brings centuries of battlefield experience to the fight, lending focus to the reckless fury of his youthful battle-brothers.

SPACE WOLVES model only. Once per battle, at the start of the Fight phase, if the bearer is leading a **BLOOD CLAWS** unit, the bearer can use this Enhancement. If it does, until the end of the phase, improve the Armour Penetration characteristic of melee weapons equipped by models in that unit by 1.

HELM OF THE BEASTSLAYER

Wrought from the carapace of a nameless xenos monstrosity, this helm offers unparalleled protection.

ADEPTUS ASTARTES model only. Each time an attack made by a **CHARACTER**, **MONSTER** or **VEHICLE** model targets the bearer's unit, reduce the Armour Penetration characteristic of that attack by 1.



Many terrible beasts stalk Fenris' tundra or dwell within the depths of its frothing seas, and its people possess many tales of the slaying of such terrors. Some who ascend to the ranks of the Space Wolves continue this tradition of monster slaying, seeking out the largest, strongest and most lethal foes and pitting their strength against them. Bellowing battle cries, Thunderwolf Cavalry form wedges and charge, cutting through enemy infantry to reach such worthy prey. Wolves bound forward at their side, falling upon the wounded with feral hunger. Frenzied Wulfen, their bodies afflicted by the ravages of the Canis Helix, crash into armoured formations to swing thunder hammers and bring to bear crackling lightning claws. Then come the Wolf Guard, clad in Terminator armour or equipped as Headtakers, exploiting breaches in the enemy line to close upon their chosen prey. With each mighty warrior slain or titanic behemoth felled, the cohesion of the foe erodes and victory is brought closer to fruition.

UNBRIDLED FEROCITY

SAGA OF THE BEASTSLAYER – BATTLE TACTIC STRATAGEM

1CP

The Space Wolves fight with a savage fury that enables them to overcome even the most resilient targets.

WHEN: Fight phase.

TARGET: One **SPACE WOLVES** unit from your army that has not been selected to fight this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack, add 1 to the Wound roll.

SHOCK CAVALRY

SAGA OF THE BEASTSLAYER – STRATEGIC PLOY STRATAGEM

1CP

Thunderwolf Cavalry bound through friend and foe, leaping over obstacles in pursuit of their foes.

WHEN: Your Movement phase or your Charge phase.

TARGET: One **THUNDERWOLF CAVALRY** unit from your army that has not been selected to move or declared a charge this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes a Normal, Advance, Fall Back or Charge move, it can move through models (excluding **TITANIC** models) and sections of terrain features that are 4" or less in height. When doing so, it can move within Engagement Range of enemy models, but unless it is making a Charge move, it cannot end that move within Engagement Range of them.

PINNING FIRE

SAGA OF THE BEASTSLAYER – STRATEGIC PLOY STRATAGEM

1CP

Unleashing a storm of firepower, the Space Wolves pin their targets down and halt their advance.

WHEN: Your Shooting phase.

TARGET: One **ADEPTUS ASTARTES** unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, after your unit has shot, select one enemy **CHARACTER**, **MONSTER**, or **VEHICLE** unit hit by one or more of those attacks. Until the start of your next Shooting phase, that unit is pinned. While a unit is pinned, subtract 2" from its Move characteristic and subtract 2 from Charge rolls made for it.

THUNDEROUS PURSUIT

SAGA OF THE BEASTSLAYER – STRATEGIC PLOY STRATAGEM

1CP

The relentless endurance of thunderwolf steeds enables the Space Wolves to run down fleeing foes.

WHEN: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.

TARGET: One **ADEPTUS ASTARTES** unit from your army that is within 9" of that enemy unit and not within Engagement Range of one or more enemy units.

EFFECT: Your unit can make a Normal move of up to D6". If your unit has the **SPACE WOLVES INFANTRY** or **THUNDERWOLF CAVALRY** keywords, it can make a Normal move of up to 6" instead.

IMPETUOSITY

SAGA OF THE BEASTSLAYER – STRATEGIC PLOY STRATAGEM

1CP

Severe losses only drive Blood Claws and Wulfen forward into the midst of the foe.

WHEN: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

TARGET: One **WULFEN INFANTRY** or **BLOOD CLAWS** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, after that enemy unit has shot, if one or more models in your unit were destroyed as a result of those attacks, your unit can make an Impetuous move. To do so, roll one D6: your unit can be moved a number of inches up to the result, but your unit must end that move as close as possible to the closest enemy unit (excluding **AIRCRAFT**). When doing so, those models can be moved within Engagement Range of that enemy unit.

COORDINATED STRIKE

SAGA OF THE BEASTSLAYER – STRATEGIC PLOY STRATAGEM

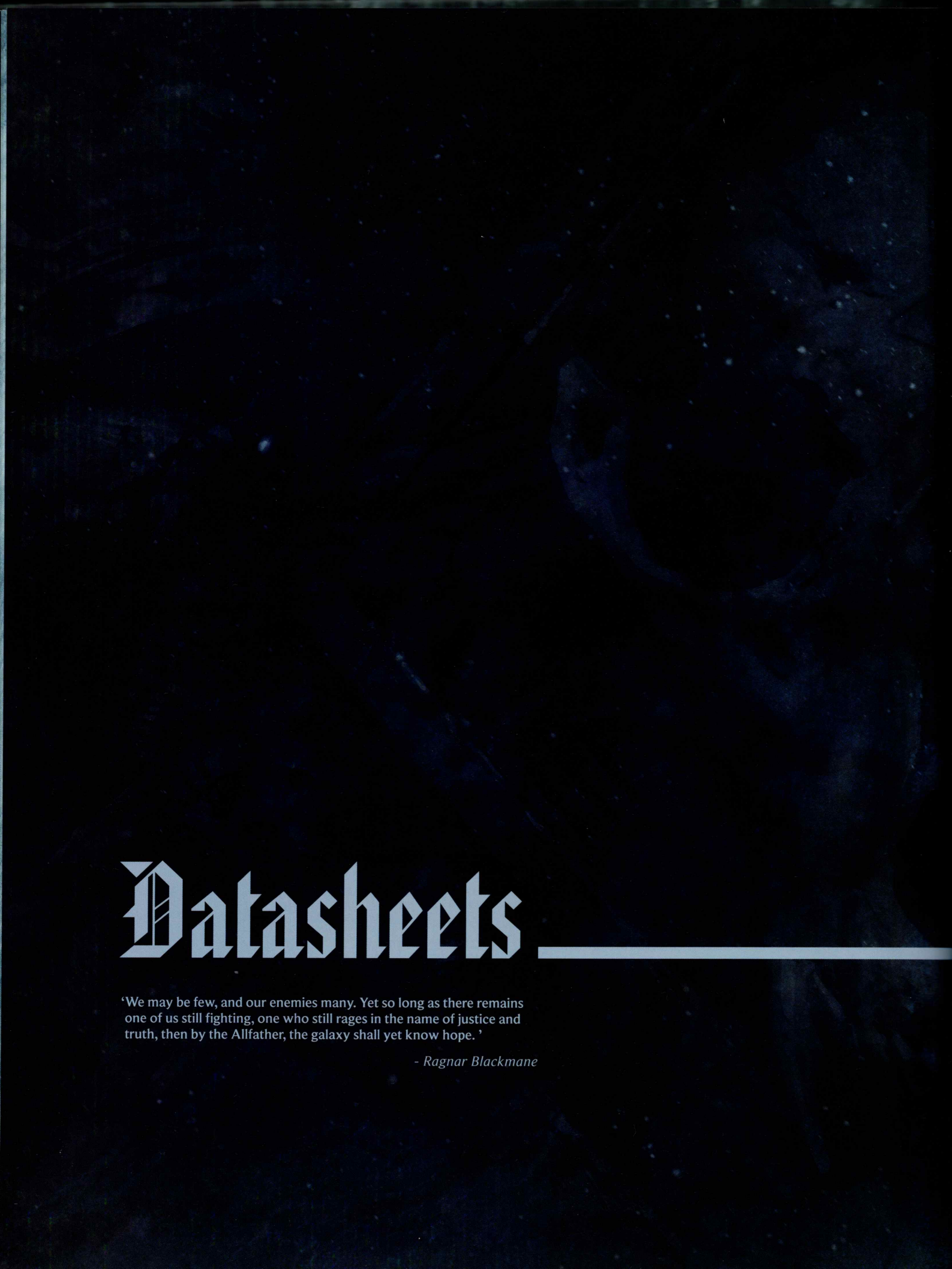
1CP

Space Wolves officers rein in their warriors' impulsive fury, repositioning them to strike exposed flanks.

WHEN: End of your opponent's Fight phase.

TARGET: One **SPACE WOLVES** unit from your army that is wholly within 9" of one or more battlefield edges and not within Engagement Range of one or more enemy units.

EFFECT: Remove your unit from the battlefield and place it into Strategic Reserves.



Datasheets

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

- Ragnar Blackmane



LOGAN GRIMNAR

M	T	SV	W	LD	OC
6"	5	2+	8	6+	1

4+ INVULNERABLE SAVE



Logan Grimnar – Great Wolf and High King of Fenris – is one of the longest-serving Chapter Masters. Waging war against any who threaten the Space Wolves or the Imperium, Grimnar's charisma and centuries of heroic victories have immortalised him as one of the most lauded warriors in the galaxy.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Storm bolter [RAPID FIRE 2]	24"	2	2+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Axe Morkai – strike	Melee	6	2+	8	-2	3
Axe Morkai – sweep	Melee	10	2+	6	-2	1
Tyrnak and Fenrir [EXTRA ATTACKS]	Melee	6	2+	5	-1	1

LEADER

This model can be attached to the following unit: **WOLF GUARD TERMINATORS**

UNIT COMPOSITION

- **Logan Grimnar – EPIC HERO**

This model is equipped with: storm bolter; Axe Morkai; Tyrnak and Fenrir.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: **Deep Strike, Leader**

FACTION: **Oath of Moment**

High King of Fenris: Once per battle round, in your Movement phase, you can select one friendly **SPACE WOLVES** unit that is in Strategic Reserves. If you do, until the end of the phase, for the purpose of setting up that unit on the battlefield, treat the current battle round number as being one higher than it actually is.

Guile of the Wolf (Aura): Each time your opponent targets a unit from their army with a Stratagem, if that unit is within 12" of this model, increase the cost of that usage of that Stratagem by 1CP.

EMBARKING WITHIN TRANSPORTS

This model can embark within friendly **ADEPTUS ASTARTES TRANSPORT** models that can transport **TERMINATOR** models. When doing so, it takes up the space of 4 **INFANTRY** models.

KEYWORDS: **INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, TERMINATOR, CHAPTER MASTER, LOGAN GRIMNAR**

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



NJAL STORMCALLER

M	T	SV	W	LD	OC
7"	4	3+	4	6+	1

4+ INVULNERABLE SAVE



Summoning ice-toothed blizzards to scatter his foes, Njal Stormcaller is an elemental focus of psychic fury. He is High Rune Priest of the Space Wolves and wields a crackling staff by which he nullifies enemy sorceries.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Living Lightning – witchfire [PSYCHIC, SUSTAINED HITS 2]	24"	D6	3+	7	-1	1
Living Lightning – focused witchfire [HAZARDOUS, PSYCHIC, SUSTAINED HITS 2]	24"	2D6	3+	7	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Staff of the Stormcaller [PSYCHIC, SUSTAINED HITS 2]	Melee	4	3+	7	-1	D3

LEADER

This model can be attached to the following units: **Blood Claws, Grey Hunters, Wolf Guard Headtakers**

UNIT COMPOSITION

- **1 Njal Stormcaller – Epic Hero**

This model is equipped with: bolt pistol; Living Lightning; Staff of the Stormcaller.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

Wind Walker (Psychic): While this model is leading a unit, ranged weapons equipped by models in that unit have the **[ASSAULT]** ability and each time that unit Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of models in this unit.

Tempest's Wrath (Psychic): In your Shooting phase, after this model's unit has shot, select one enemy unit (excluding **Monsters** and **Vehicles**) hit by one or more of those attacks made with this model's Living Lightning weapon. Until the start of your next turn, that enemy unit is stormwracked. While a unit is stormwracked, subtract 6" from the Range characteristic of ranged weapons equipped by models in that unit (to a minimum of 12").

KEYWORDS: **Infantry, Character, Epic Hero, Psyker, Imperium, Tacticus, Njal Stormcaller**

FACTION KEYWORDS: **Adeptus Astartes, Space Wolves**

ULRIK THE SLAYER

M	T	SV	W	LD	OC
7"	4	3+	4	5+	1

4+ INVULNERABLE SAVE



A paragon of wisdom and experience, Ulrik the Slayer has mentored many of the Space Wolves' greatest champions. He is the High Wolf Priest, inspiring all who fight alongside him with his aggression and martial prowess. Turning his fearsome gaze upon mighty foes, Ulrik swears weighty oaths to cut them down.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Plasma pistol – standard [PISTOL]	12"	1	2+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	2+	8	-3	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Artificer crozius arcanum [ANTI-MONSTER 4+, ANTI-VEHICLE 4+]	Melee	5	2+	6	-2	2

LEADER

This model can be attached to the following units: **Blood Claws, Grey Hunters, Wolf Guard Headtakers**

UNIT COMPOSITION

- **1 Ulrik the Slayer – Epic Hero**

This model is equipped with: plasma pistol; artificer crozius arcanum.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: **Feel No Pain 6+, Leader**

FACTION: **Oath of Moment**

Slayer's Oath: At the start of the battle, select one of the following keywords to be this model's Slayer's Oath: **Character**; **Monster**; **Vehicle**. The first time this model's unit destroys a unit with this model's Slayer's Oath keyword, if your Detachment rule has a Saga, until the end of the battle, this model's unit receives the benefits of that Detachment rule as if that Saga had been completed.

Oathbound: While this model is leading a unit, each time a model in that unit makes a melee attack, add 1 to the Hit roll. If that attack targets a unit that has this model's Slayer's Oath keyword (see above), add 1 to the Wound roll as well.

KEYWORDS: **Infantry, Character, Epic Hero, Grenades, Imperium, Wolf Priest, Ulrik the Slayer**

FACTION KEYWORDS: **Adeptus Astartes, Space Wolves**

BJORN THE FELL-HANDED

M	T	SV	W	LD	OC
9"	9	2+	8	6+	3

5+ INVULNERABLE SAVE



Most ancient of all Space Marines and the last of the Company of Russ, Bjorn the Fell-handed has fought within a Dreadnought's sarcophagus for millennia. The Space Wolves revere Bjorn as a living link to their deepest past, waking him only in times of dire need, and he still fights as furiously as he did at Russ' side.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Assault cannon [DEVASTATING WOUNDS]	24"	6	2+	6	0	1
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Helfrost cannon – dispersed [TORRENT]	12"	D6	N/A	6	-1	2
Helfrost cannon – focused	36"	1	2+	10	-3	5
Multi-melta [MELTA 2]	18"	2	2+	9	-4	D6

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Trueclaw [LETHAL HITS]	Melee	6	2+	12	-2	3

WARGEAR OPTIONS

- This model's assault cannon can be replaced with one of the following:
  - Helfrost cannon
  - Multi-melta

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: **Deadly Demise 1, Feel No Pain 5+**

FACTION: **Oath of Moment**

Legendary Tenacity: Each time an attack targets this model, if the Strength characteristic of that attack is greater than this model's Toughness characteristic, subtract 1 from the Wound roll.

Ancient Tactician: At the start of your Command phase, if this model is on the battlefield, you gain 1CP.

UNIT COMPOSITION

- **1 Bjorn the Fell-handed – Epic Hero**

This model is equipped with: assault cannon; heavy flamer; Trueclaw.

KEYWORDS: **Vehicle, Walker, Character, Epic Hero, Smoke, Imperium, Dreadnought, Bjorn the Fell-handed**

FACTION KEYWORDS: **Adeptus Astartes, Space Wolves**

RAGNAR BLACKMANE

M	T	SV	W	LD	OC
7"	4	3+	5	6+	1

4+ INVULNERABLE SAVE



Supremely confident and eager always to be first into the fray, Wolf Lord Ragnar Blackmane regularly leads his Great Company in devastating planetary invasions. No longer as headstrong as in his youth, Ragnar's berserk rages are still furious hurricanes of violence, and his terrifying howls freeze the blood of his foes.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Frostfang [SUSTAINED HITS 1]	Melee	8	2+	6	-3	2

LEADER

This model can be attached to the following units: **Blood Claws, Wolf Guard Headtakers**

ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

War Howl: While this model is leading a **Blood Claws** unit, each time a model in that unit makes a melee attack, you can re-roll the Wound roll. While this model is leading a **Wolf Guard Headtakers** unit, that unit is eligible to declare a charge in a turn in which it Advanced.

Battle-lust: Each time this model ends a Charge move, until the end of the turn, add 2 to the Attacks characteristic of this model's Frostfang weapon.

UNIT COMPOSITION

- **1 Ragnar Blackmane – Epic Hero**

This model is equipped with: bolt pistol; Frostfang.

KEYWORDS: **Infantry, Character, Epic Hero, Imperium, Grenades, Tacticus, Captain, Ragnar Blackmane**

FACTION KEYWORDS: **Adeptus Astartes, Space Wolves**

ARJAC ROCKFIST

M	T	SV	W	LD	OC
6"	5	2+	6	6+	1

4+ INVULNERABLE SAVE



Arjac Rockfist is a towering mass of muscle and a taciturn anvil of endurance. Wielding the enormous Foehammer – recalling his former role as an Iron Priest of the forge – Arjac crushes his foes with pulverising strength. As the personal champion of the Great Wolf, Arjac upholds the honour of the Chapter.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Foehammer [ANTI-MONSTER 3+, ANTI-VEHICLE 3+, ASSAULT]	6"	1	2+	8	-2	3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Foehammer [ANTI-MONSTER 3+, ANTI-VEHICLE 3+, PRECISION]	Melee	5	2+	8	-2	3

LEADER

This model can be attached to the following unit: **Wolf Guard Terminators**

ABILITIES

CORE: **Deep Strike, Leader**

FACTION: **Oath of Moment**

Anvil of Endurance: While this model is leading a unit, each time a model in that unit is destroyed by a melee attack, if that model has not fought this phase, roll one D6: on a 4+, do not remove the destroyed model from play. The destroyed model can fight after the attacking unit has finished making its attacks, and is then removed from play.

Champion of the Kingsguard: Each time this model makes a melee attack that targets a **Character** unit, you can re-roll the Hit roll and you can re-roll the Wound roll.

UNIT COMPOSITION

- **1 Arjac Rockfist – Epic Hero**

This model is equipped with: Foehammer.

KEYWORDS: **Infantry, Character, Epic Hero, Imperium, Terminator, Arjac Rockfist**

FACTION KEYWORDS: **Adeptus Astartes, Space Wolves**

WOLF PRIEST

M	T	SV	W	LD	OC
7"	4	3+	4	6+	1

4+ INVULNERABLE SAVE



Wolf Priests are elder sages who tend to their battle-brothers' spiritual and physical well-being. In battle, they inspire by bellowing litanies and extracts from epic sagas. Clad in black, bedecked with shamanistic totems and wearing macabre wolf-skull helms, they are terrifying to behold.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Absolvor bolt pistol [PISTOL]	18"	1	3+	5	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Crozius arcanum	Melee	5	2+	6	-1	2

LEADER

This model can be attached to the following units: **Blood Claws, Grey Hunters, Wolf Guard Headtakers**

ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

Healing Balms: While this model is leading a unit, in your Command phase, you can return 1 destroyed model (excluding **Character** models) to that unit.

Litany of Hate: While this model is leading a unit, each time a model in that unit makes a melee attack, add 1 to the Wound roll.

UNIT COMPOSITION

- **1 Wolf Priest**

This model is equipped with: absolvor bolt pistol; crozius arcanum.

KEYWORDS: **Infantry, Character, Imperium, Tacticus, Wolf Priest**

FACTION KEYWORDS: **Adeptus Astartes, Space Wolves**

IRON PRIEST

M	T	SV	W	LD	OC
7"	4	2+	4	6+	1



Space Wolves Techmarines – the Iron Priests – are holders of arcane tecÜological lore that they use to repair the Chapter's damaged war engines and soothe their affronted machine spirits. Warriors of Fenris, first and foremost, Iron Priests will not hesitate to bring their esoteric weapons to bear on the foe if needed.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Helfrost pistol – dispersed [PISTOL, TORRENT]	12"	D6	N/A	4	-1	1
Helfrost pistol – focused [PISTOL]	12"	1	2+	6	-3	3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Tempest hammer and servo-arm	Melee	4	4+	8	-2	3

LEADER

This model can be attached to the following units: **Blood Claws, Grey Hunters, Wolf Guard Headtakers**

ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

Iron Priest: While this model is within 3" of one or more friendly **Adeptus Astartes Vehicle** units, this model has the Lone Operative ability

Gift of the Iron Wolf: In your Command phase, you can select one friendly **Adeptus Astartes Vehicle** model within 3" of this model. That model regains up to D3 lost wounds and, until the start of your next Command phase, ranged weapons equipped by that model have the **[RAPID FIRE 1]** ability. Each model can only be selected for this ability or the Blessing of the Omnissiah ability once per turn.

Judgement of the Omnissiah: Each time this model makes an attack that targets an enemy unit within Engagement Range of one or more friendly **Adeptus Astartes Vehicle** units, you can re-roll the Wound roll.

UNIT COMPOSITION

- **1 Iron Priest**

This model is equipped with: helfrost pistol; tempest hammer and servo-arm.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: **Infantry, Character, Imperium, Techmarine, Iron Priest**

FACTION KEYWORDS: **Adeptus Astartes, Space Wolves**



WOLF GUARD BATTLE LEADER



M	T	SV	W	LD	OC
7"	4	3+	5	6+	1

4+ INVULNERABLE SAVE

Mighty champions all, these warriors are entrusted by their Wolf Lords with the responsibility of leadership and demonstrate an exceptional gift for strategic command. As members of the Wolf Guard, Battle Leaders have access to a range of relic weapons, enabling them to lead their warriors into the fray, as Fenrisian tradition demands.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Master-crafted bolt carbine	24"	2	3+	4	0	2
Master-crafted heavy bolt pistol [PISTOL]	18"	1	3+	4	-1	2
Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Master-crafted power weapon	Melee	7	2+	5	-2	2
Thunder hammer [DEVASTATING WOUNDS]	Melee	5	3+	8	-2	2

WARGEAR OPTIONS

- This model's master-crafted power weapon can be replaced with 1 thunder hammer.
- This model's storm shield can be replaced with one of the following:
  - 1 master-crafted bolt carbine
  - 1 master-crafted heavy bolt pistol
  - 1 plasma pistol

LEADER

This model can be attached to the following units: **Blood Claws, Grey Hunters, Wolf Guard Headtakers**

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

Tempered Ferocity: While this model is leading a unit, weapons equipped by models in that unit have the **[SUSTAINED HITS 1]** ability and, each time a model in that unit makes an attack that targets an enemy unit within 6", re-roll a Hit roll of 1.

Heroic Last Stand: If this model is destroyed by a melee attack, if it has not fought this phase, roll one D6: on a 2+, do not remove it from play. The destroyed model can fight after the attacking unit has finished making its attacks, and is then removed from play.

WARGEAR ABILITIES

Storm Shield: The bearer has a Wounds characteristic of 6.

UNIT COMPOSITION

- **1 Wolf Guard Battle Leader**

This model is equipped with: master-crafted power weapon; storm shield.

KEYWORDS: **Infantry, Character, Imperium, Tacticus, Wolf Guard, Battle Leader**

FACTION KEYWORDS: **Adeptus Astartes, Space Wolves**



BLOOD CLAWS

M	T	SV	W	LD	OC
7"	4	3+	2	6+	2



Young and fiery warriors full of belligerent enthusiasm, Blood Claws hunger to prove themselves in savage battle. They plunge headlong into the foe with relentless exuberance, straddling the line between sheer heroism and recklessness. Many great sagas start with the Blood Claws' glory hunts.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	4	3+	4	-1	1
Power weapon	Melee	4	3+	5	-2	1

WARGEAR OPTIONS

- The Blood Claw Pack Leader's bolt pistol can be replaced with 1 plasma pistol.
- The Blood Claw Pack Leader's Astartes chainsword can be replaced with 1 power weapon.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

FACTION: **Oath of Moment**

Berserk Charge: This unit is eligible to declare a charge in a turn in which it Advanced.

UNIT COMPOSITION

- **1 Blood Claw Pack Leader**
- **9-19 Blood Claws**

Every model is equipped with: bolt pistol; Astartes chainsword.

KEYWORDS: **INFANTRY, BATTLELINE, GRENADES, IMPERIUM, TACTICUS, BLOOD CLAWS**

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

GREY HUNTERS

M	T	SV	W	LD	OC
7"	4	3+	2	6+	3



With their instinctive raw aggression tempered – but never quashed – by countless battlefield victories, Grey Hunters are patient, cunning and adaptable. Some packs take and hold ground, unleashing volleys of disciplined firepower, while others stalk the flanks. When the trap is set, Grey Hunters leap in for the kill.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt carbine [RAPID FIRE 1]	24"	2	3+	4	0	1
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	4	3+	4	-1	1
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1

WARGEAR OPTIONS

- The Grey Hunter Pack Leader's bolt carbine can be replaced with 1 plasma pistol.
- The Grey Hunter Pack Leader's Astartes chainsword can be replaced with one of the following:
  - 1 power fist
  - 1 power weapon

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

FACTION: **Oath of Moment**

Cunning Hunters: Each time a model in this unit makes an attack, re-roll a Wound roll of 1. If the target is within range of an objective marker, you can re-roll the Wound roll instead.

UNIT COMPOSITION

- **1 Grey Hunter Pack Leader**
- **9 Grey Hunters**

Every model is equipped with: bolt carbine; bolt pistol; Astartes chainsword.

KEYWORDS: **INFANTRY, BATTLELINE, GRENADES, IMPERIUM, TACTICUS, GREY HUNTERS**

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

WOLF GUARD HEADTAKERS

	M	T	SV	W	LD	OC
WOLF GUARD HEADTAKERS	7"	4	3+	3	6+	1
HUNTING WOLVES	10"	4	6+	1	8+	0

It is the duty of Wolf Guard Headtakers to break through the enemy line and hunt down commanders and champions. In this task, they are aided by packs of Fenrisian hunting wolves. These cunning beasts scatter enemy formations and harry the Headtakers' prey, enabling their handlers to close in and dispense the Allfather's justice with their master-crafted weapons.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy bolt pistol [PISTOL]	18"	1	3+	4	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Master-crafted power weapon	Melee	4	3+	5	-2	2
Paired master-crafted power weapons	Melee	6	3+	5	-2	2
Teeth and claws	Melee	3	4+	4	0	1

WARGEAR OPTIONS

- All of the models in this unit can each have their master-crafted power weapon and storm shield replaced with 1 paired master-crafted power weapons.

ABILITIES

FACTION: **Oath of Moment**

Let Loose the Wolves: At the start of the Declare Battle Formations step, split this unit into two units, one containing all of its **HEADTAKERS** models and one containing all of its **HUNTING WOLVES** models, with new Starting Strengths accordingly.

Headhunters: At the start of the battle, select one unit from your opponent's army to be this unit's quarry. Weapons equipped by **HEADTAKERS** models in this unit have the **[DEVASTATING WOUNDS]** and **[PRECISION]** abilities while targeting its quarry. Each time this unit's quarry is destroyed, select one new enemy unit to be this unit's quarry.

Hunting Hounds: While this unit is within 6" of one or more friendly **SPACE WOLVES CHARACTER** models (excluding **WULFEN** models), if this unit is not Battle-shocked, **HUNTING WOLVES** models in it have an Objective Control characteristic of 1.

WARGEAR ABILITIES

Storm Shield: The bearer has a 4+ invulnerable save.

UNIT COMPOSITION

- **3-6 Wolf Guard Headtakers**
- **0-6 Hunting Wolves**

Every Wolf Guard Headtaker is equipped with: heavy bolt pistol; master-crafted power weapon; storm shield.

Every Hunting Wolf is equipped with: teeth and claws.

KEYWORDS – WOLF GUARD HEADTAKERS: **INFANTRY, IMPERIUM, TACTICUS, WOLF GUARD, HEADTAKERS** | HUNTING WOLVES: **BEASTS, IMPERIUM, HUNTING WOLVES**

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



Storm shield



Master-crafted power weapon



Hunting Wolf



Wolf Guard Headtaker with paired master-crafted power weapons



Hunting Wolf

THUNDERWOLF CAVALRY



M	T	SV	W	LD	OC
12"	6	3+	4	6+	2

Thunderwolves are monstrous and solitary alpha predators, and only the most dauntless elite within the Wolf Guard have the dominance to ride them to war. When they charge, crushing jaws tear through armoured plates, flesh and bone with feral butchery, while the thunderwolves' riders hack down the foe with heroic ferocity.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Boltgun	24"	2	3+	4	0	1
Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Teeth and claws [EXTRA ATTACKS]	Melee	3	4+	5	-1	1
Wolf Guard weapon	Melee	4	3+	5	-2	2

WARGEAR OPTIONS

- Any number of models can each have their bolt pistol replaced with one of the following:
  - 1 boltgun
  - 1 storm shield
- For every 3 models in this unit, one model's bolt pistol can be replaced with 1 plasma pistol.

ABILITIES

FACTION: **Oath of Moment**

Thunderous Charge: Each time a model in this unit makes a melee attack with its Wolf Guard weapon, if it made a Charge move this turn, add 1 to the Damage characteristic of that attack.

WARGEAR ABILITIES

Storm Shield: The bearer has a 4+ invulnerable save.

UNIT COMPOSITION

- **1 Thunderwolf Cavalry Pack Leader**
- **2-5 Thunderwolf Cavalry**

Every model is equipped with: bolt pistol; teeth and claws; Wolf Guard weapon.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: **MOUNTED, GRENADES, IMPERIUM, THUNDERWOLF CAVALRY**

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



Thunderwolf Cavalry with bolt pistol and Wolf Guard weapon



Teeth and claws



Storm shield



Thunderwolf Cavalry with plasma pistol and Wolf Guard weapon

WOLF GUARD TERMINATORS

M	T	SV	W	LD	OC
6"	5	2+	3	6+	1

4+ INVULNERABLE SAVE



Wolf Guard bedeck their Terminator armour with totems and marks of honour gained over years of battle. They fight at the spearhead of assaults, eagerly seeking glory as enemy fire deflects harmlessly from their relic armour, the earth shaking beneath their heavy tread as they slay with stunning skill.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Assault cannon [DEVASTATING WOUNDS]	24"	6	2+	6	0	1
Storm bolter [RAPID FIRE 2]	24"	2	2+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Master-crafted power weapon	Melee	4	3+	5	-2	2
Power fist	Melee	3	3+	8	-2	2
Relic greataxe [DEVASTATING WOUNDS]	Melee	3	3+	7	-2	3
Twin lightning claws [TWIN-LINKED]	Melee	6	3+	5	-2	1

WARGEAR OPTIONS

- Any number of models can each have their storm bolter replaced with 1 storm shield.
- For every 5 models in this unit, 1 Wolf Guard Terminator can replace its storm bolter and master-crafted power weapon with 1 assault cannon and 1 power fist.
- The Wolf Guard Terminator Pack Leader's storm bolter and master-crafted power weapon can be replaced with 1 of the following:
  - 1 relic greataxe
  - 1 twin lightning claws

ABILITIES

CORE: **Deep Strike**

FACTION: **Oath of Moment**

Rugged Resilience: Each time an attack targets this unit, if the Strength characteristic of that attack is greater than the Toughness characteristic of this unit, subtract 1 from the Wound roll.

WARGEAR ABILITIES

Storm Shield: The bearer has a Wounds characteristic of 4.

UNIT COMPOSITION

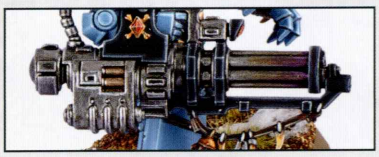
- **1 Wolf Guard Terminator Pack Leader**
- **4-9 Wolf Guard Terminators**

The Wolf Guard Terminator Pack Leader is equipped with: storm bolter; master-crafted power weapon.

Every Wolf Guard Terminator is equipped with: storm bolter; master-crafted power weapon.

KEYWORDS: **INFANTRY, IMPERIUM, TERMINATOR, WOLF GUARD, WOLF GUARD TERMINATORS**

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



Assault cannon



Master-crafted power weapon



Relic greataxe



Wolf Guard Terminator with storm bolter and master-crafted power weapon



Wolf Guard Terminator with master-crafted power weapon and storm shield



Wolf Guard Terminator Pack Leader with twin lightning claws

FENRISIAN WOLVES

M	T	SV	W	LD	OC
10"	4	6+	1	8+	0



Amongst the most vicious and intelligent predators in the galaxy, Fenrisian wolves accompany the sons of Russ to battle, following them as the pack follows the alpha. Even the sleekest are as big as a Human, yet they prowl silently before pouncing in a swift and coordinated blizzard of razor-sharp teeth and claws.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Teeth and claws	Melee	3	4+	4	0	1

ABILITIES

FACTION: **Oath of Moment**

Predatory Instinct: Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this unit, it can make a Normal move of up to D6".

Hunting Hounds: While this unit is within 6" of one or more friendly **SPACE WOLVES CHARACTER** models (excluding **WULFEN** models), if this unit is not Battle-shocked, models in it have an Objective Control characteristic of 1.

UNIT COMPOSITION

- **5-10 Fenrisian Wolves**

Every model is equipped with: teeth and claws.

KEYWORDS: **BEASTS, IMPERIUM, FENRISIAN WOLVES**

FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES



WULFEN

M	T	SV	W	LD	OC
9"	6	4+	2	7+	0



Wulfen exist on the brink of constant berserk rages, and their chilling howls unleash the inner beast in the sons of Russ nearby. They are bestial warriors, altered by the curse lying in the blood of all scions of the Wolf King. They are hunters, bounding forward with fangs bared and claws outstretched.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Stormfrag auto-launcher [ASSAULT, BLAST]	12"	D3	4+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Wulfen weapons [SUSTAINED HITS 1]	Melee	3	3+	5	-2	2

WARGEAR OPTIONS

- Any number of models can each have their death totem replaced with 1 stormfrag auto-launcher.

ABILITIES

FACTION: **Curse of the Wulfen, Oath of Moment**

Savage Frenzy: Each time an enemy unit (excluding **MONSTERS** and **VEHICLES**) within Engagement Range of this unit Falls Back, all models in that enemy unit must take a Desperate Escape test. When doing so, if that enemy unit is Battle-shocked, subtract 1 from each of those tests.

WARGEAR ABILITIES

Death Totem: Each time the bearer makes a melee attack, re-roll a Hit roll of 1.

UNIT COMPOSITION

- **5-10 Wulfen**

Every model is equipped with: Wulfen weapons; death totem.

KEYWORDS: **INFANTRY, IMPERIUM, WULFEN**

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

WULFEN *WITH STORM SHIELDS*

M	T	SV	W	LD	OC
9"	6	4+	2	7+	0

4+ **INVULNERABLE SAVE**



When faced with armoured formations or monstrous xenos foes, the Space Wolves may equip their Wulfen warriors with thunder hammers and storm shields. Armed thus, Wulfen warriors can deflect even the heaviest barrage of fire and close with their prey, bringing their thunder hammers to bear and cracking open reinforced armour with ease.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Stormfrag auto-launcher [ASSAULT, BLAST]	12"	D3	4+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Thunder hammer [ANTI-MONSTER 3+, ANTI-VEHICLE 3+]	Melee	2	3+	5	-2	3

WARGEAR OPTIONS

- Any number of models can each have their death totem replaced with 1 stormfrag auto-launcher.

ABILITIES

FACTION: **Curse of the Wulfen, Oath of Moment**

Hammer Blow: In the Fight phase, after this unit has fought, select one enemy **MONSTER** or **VEHICLE** unit hit by one or more of those attacks. Until the end of the next turn, that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

WARGEAR ABILITIES

Death Totem: Each time the bearer makes a melee attack, re-roll a Hit roll of 1.

UNIT COMPOSITION

- **5-10 Wulfen**

Every model is equipped with: thunder hammer; death totem.

KEYWORDS: **INFANTRY, IMPERIUM, WULFEN, WULFEN WITH STORM SHIELDS**

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

MURDERFANG



M	T	SV	W	LD	OC
9"	9	2+	8	6+	0

A stampeding mechanical beast unleashed from beneath the Fang in times of need, its massively brutal claws tearing its foes limb from bloody limb. The Chapter named it Murderfang. Its true identity is unknown, for its insensate snarling rages are bereft of speech; it is known now only as a force of untamed destruction.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Murderclaws [SUSTAINED HITS 1, TWIN-LINKED]	Melee	8	3+	14	-2	3

UNIT COMPOSITION

- **Murderfang – Epic Hero**

This model is equipped with: heavy flamer; storm bolter; Murderclaws.

ABILITIES

CORE: **Deadly Demise 1, Feel No Pain 6+**

FACTION: **Curse of the Wulfen, Oath of Moment**

Murder-maker (Aura): In the Fight phase, each time an attack targets a friendly **Wulfen** unit within 6" of this model, if a model in that unit is destroyed as a result of that attack, if that model has not fought this phase, roll one D6: on a 4+, do not remove the destroyed model from play; it can fight after the attacking unit has finished making its attacks, and is then removed from play.

Bestial Fury: You can re-roll Advance and Charge rolls made for this model.

FORCE OF UNTAMED DESTRUCTION

This model cannot be your **Warlord**.

KEYWORDS: **Vehicle, Walker, Character, Epic Hero, Imperium, Dreadnought, Wulfen, Murderfang**

FACTION KEYWORDS: **Adeptus Astartes, Space Wolves**

WULFEN DREADNOUGHT



M	T	SV	W	LD	OC
9"	9	2+	8	6+	0

Even near death and interred in a Dreadnought sarcophagus, a warrior may yet succumb to the Curse of the Wulfen. Joints and servos twitch and spasm like a crazed animal's muscles as a Wulfen Dreadnought seeks to maul and eviscerate. From emitters, baleful howls blare its mindless hunger for violence.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Fenrisian greataxe – strike	Melee	6	3+	10	-2	D6+1
Fenrisian greataxe – sweep	Melee	12	3+	6	-2	1
Great wolf claw	Melee	6	3+	10	-3	3

WARGEAR OPTIONS

- This model's Fenrisian greataxe or great wolf claw and storm bolter can be replaced with 1 blizzard shield and 1 heavy flamer.
- If this model is not equipped with a storm bolter, its heavy flamer can be replaced with 1 storm bolter.

UNIT COMPOSITION

- **1 Wulfen Dreadnought**

This model is equipped with: storm bolter; Fenrisian greataxe; great wolf claw.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: **Deadly Demise 1, Feel No Pain 6+**

FACTION: **Curse of the Wulfen, Oath of Moment**

Bestial Rage: Each time an enemy unit is selected to shoot, after that unit has shot, if this model lost one or more wounds as a result of those attacks, this model can make a Bestial Rage move. To do so, roll one D6, adding 2 to the result: this model can be moved a number of inches up to the result, but must finish that move as close as possible to the closest enemy unit (excluding **Aircraft**). When doing so, this model can be moved within Engagement Range of that enemy unit. Each model can only make one Bestial Rage move per phase.

Violent Fury: If this model is equipped with two melee weapons, those weapon profiles have the **[TWIN-LINKED]** ability.

WARGEAR ABILITIES

Blizzard Shield: The bearer has a 4+ invulnerable save.

KEYWORDS: **Vehicle, Walker, Imperium, Wulfen, Dreadnought**

FACTION KEYWORDS: **Adeptus Astartes, Space Wolves**

VENERABLE DREADNOUGHT

M	T	SV	W	LD	OC
8"	9	2+	8	6+	3



Venerable Dreadnoughts are priceless relics steeped in centuries of battle. The ancient warriors at the heart of each are living legends of the Space Wolves, with wisdom as deep as the ocean and intuition as sharp as kraken's teeth. Awoken from dormancy, they fight as lords of battle, seemingly stepping from the sagas to kill in the name of Russ.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Assault cannon [DEVASTATING WOUNDS]	24"	6	3+	6	0	1
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	3+	5	-1	1
Helfrost cannon – dispersed [TORRENT]	12"	D6	N/A	6	-1	2
Helfrost cannon – focused	36"	1	3+	10	-3	5
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Dreadnought combat weapon	Melee	5	3+	12	-2	3
Fenrisian greataxe – strike	Melee	6	3+	10	-2	D6+1
Fenrisian greataxe – sweep	Melee	12	3+	6	-2	1

WARGEAR OPTIONS

- This model's assault cannon can be replaced with one of the following:
  - 1 helfrost cannon
  - 1 multi-melta
- This model's storm bolter can be replaced with 1 heavy flamer.
- This model's assault cannon, storm bolter and Dreadnought combat weapon can be replaced with one of the following:
  - 1 Fenrisian greataxe, 1 blizzard shield and 1 storm bolter
  - 1 Fenrisian greataxe, 1 blizzard shield and 1 heavy flamer

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Oath of Moment**

Fervour of the Ancients (Aura): While a friendly **SPACE WOLVES** unit is within 6" of this model, add 1 to Advance and Charge rolls made for that unit.

WARGEAR ABILITIES

Blizzard Shield: The bearer has a 4+ invulnerable save.

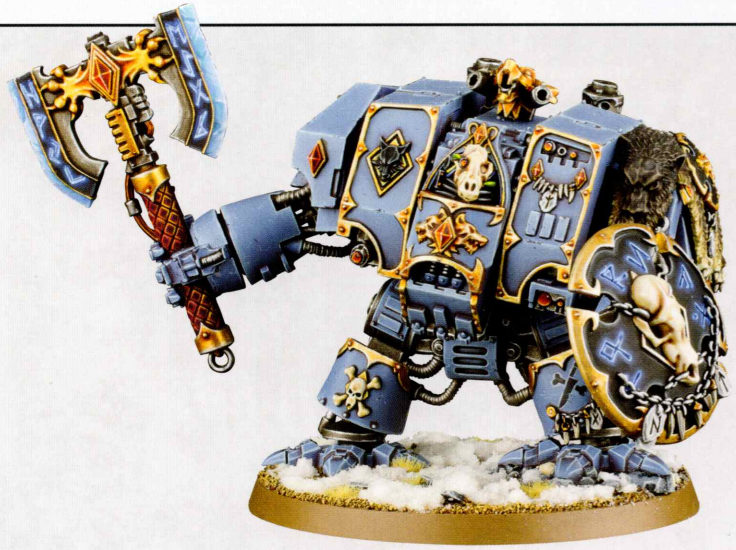
UNIT COMPOSITION

- **1 Venerable Dreadnought**

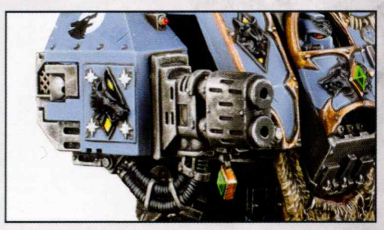
This model is equipped with: assault cannon; storm bolter; Dreadnought combat weapon.

KEYWORDS: **VEHICLE, WALKER, SMOKE, IMPERIUM, DREADNOUGHT, VENERABLE DREADNOUGHT**

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



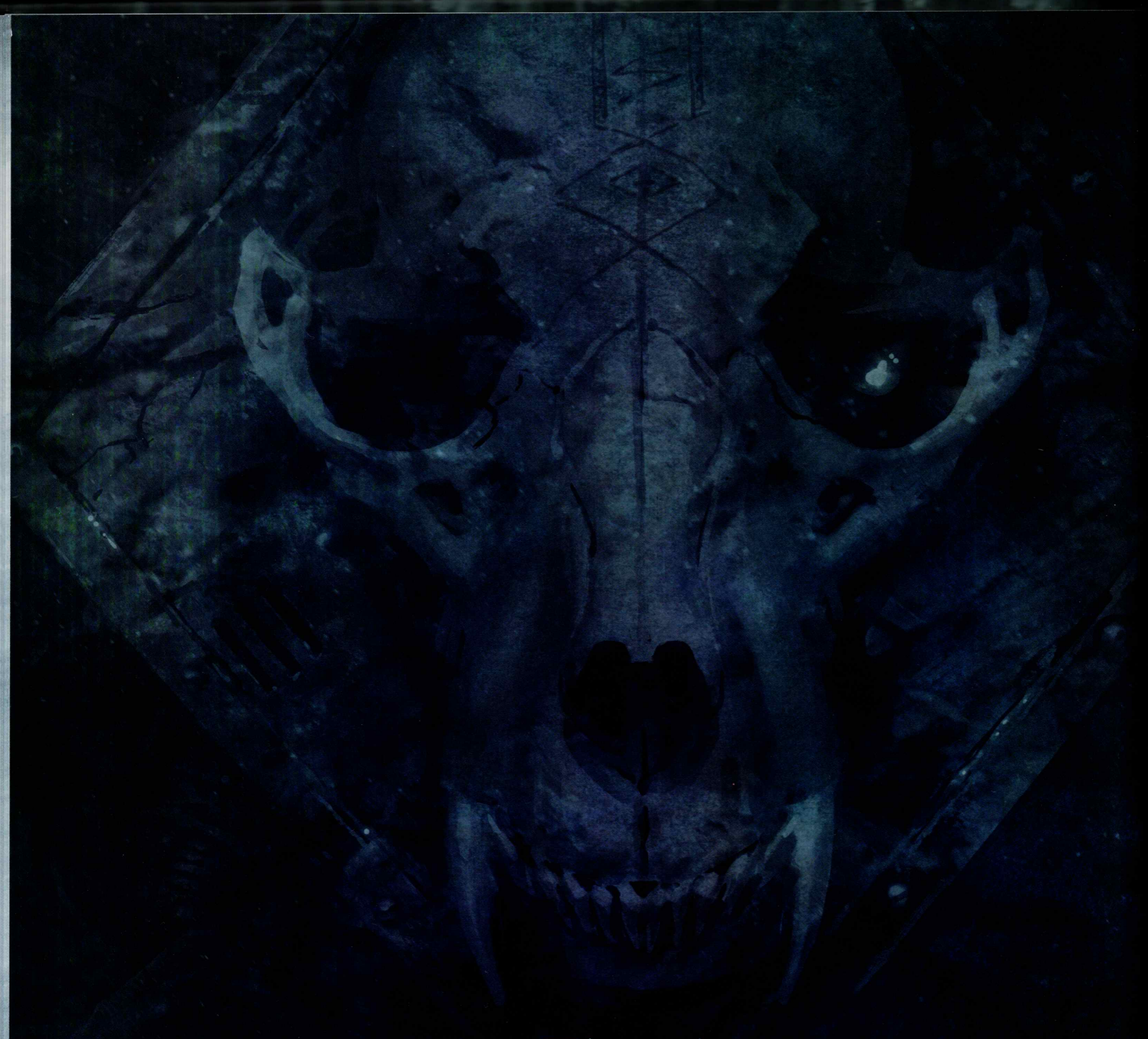
Venerable Dreadnought with Fenrisian greataxe and blizzard shield



Multi-melta



Helfrost cannon



Crusade Rules

'Once more, we are outnumbered and outgunned, brothers. Yet if the foe believes us outmatched, then their hubris will surely spell their doom. Our wrath is the blazing fire of summer, our merciless vengeance as pitiless as winter's biting cold. We are wolves of Fenris all, and the blood of Russ runs through our veins. The Allfather expects. Let us not disappoint him!'

- Kjarl Grimblood



INTRODUCTION

In this section you'll find additional rules for playing Crusade battles that are bespoke to SPACE WOLVES units. If your Crusade army includes any ADEPTUS ASTARTES units from the Space Wolves Chapter (or one of its successors), you can use any of the following Crusade rules.

If you are using an **ADEPTUS ASTARTES** Crusade force, you may choose for it to represent the Space Wolves or one of their successor Chapters. If you do, you cannot use any other Chapter's Crusade rules, but you can use the **ADEPTUS ASTARTES** Crusade rules found in *Codex: Space Marines* and any other publications to embark on campaigns and gain XP and Honour points. In addition, you'll have access to a series of unique campaigns for Space Wolves Crusade forces, unique ranks and honorifics you can bestow upon your mightiest warriors, and rules to represent how the last surviving members of a Space Wolves pack can become Lone Wolves and swear mighty oaths to avenge the deaths of their battle-brothers. You can also use Space Wolves Battle Traits and Crusade Relics to customise your units, in addition to those presented in *Codex: Space Marines*.

OATHSWORN CAMPAIGNS

Building on the Crusade rules found in *Codex: Space Marines*, these unique Oathsworn Campaigns allow your Space Wolves to hunt their foes, seek out glories on the battlefield and earn honours for both themselves and their Chapter worthy of a mighty saga.

DEEDS OF MAKING

In this section you will find rules allowing the assignment of unique Space Wolves titles and honorifics to **CHARACTERS** from your Crusade force.

LONE WOLVES

When a Space Wolves warrior becomes the last surviving member of his pack, he can undertake a quest to become a Lone Wolf and seek either death or glory to avenge his fallen comrades. The rules in this section describe how to add these heroic individuals to your Order of Battle and how they progress in your Crusade force before meeting a glorious death on the battlefield.

BATTLE TRAITS

As they gain experience and prowess, **ADEPTUS ASTARTES** units in your Crusade force can be given one of the Battle Traits in this section instead of one presented elsewhere.

AGENDAS

Space Wolves armies can attempt to achieve unique Agendas in addition to those found in other publications. These represent the faction's unique goals and their particular methods of waging war.

REQUISITIONS

Space Wolves armies have access to a number of bespoke Requisitions in addition to those found in other publications.

CRUSADE RELICS

In addition to the Crusade Relics presented in other publications, **SPACE WOLVES CHARACTER** models can claim one of the Crusade Relics found here.

CRUSADE BADGES

Here you will find three Crusade Badges representing goals you can set yourself when campaigning with your Crusade force. Once one is achieved, you could set yourself a new goal, or take the opportunity to start a new Crusade force.

WOLF GUARD HEADTAKERS

WOLF GUARD HEADTAKERS units split before battle into two separate units – one of veteran Space Wolves warriors and one of their loyal Hunting Wolf companions. Each time you add a **WOLF GUARD HEADTAKERS** unit to your Order of Battle, add two Crusade cards for that unit – one for the Space Marines themselves, and one for their Hunting Wolves – and make a note on each that they are bonded to each other (the points value for both of these units is recorded on the Space Marines card; mark the Hunting Wolves as having a points value of 0). When mustering a Crusade army, you must always field these two Crusade cards together – they cannot be taken individually (so, if you include one of these units in your Crusade army, you must include its bonded partner, otherwise you cannot include either).

If one of these units is removed from your Order of Battle for any reason, its bonded partner is also removed. If one of these units is placed into Reserves before a battle, its bonded partner must also be placed into Reserves. Otherwise, treat these two units separately – they gain their own XP, Battle Honours and Battle Scars (remembering that when selecting upgrades such as Battle Traits, one of the units will have the **INFANTRY** keyword, and one the **BEASTS** keyword).

OATHSWORN CAMPAIGNS

Your Crusade force can use the Oathsworn Campaigns rules featured in *Codex: Space Marines* to embark on Oathsworn Campaigns unique to the Space Wolves and their successors. Each Oathsworn Campaign offers Bonus Agendas to gain Honour points, allowing your CHARACTERS to become members of Chapter Command and – unique to this publication – gain grand epithets by earning Deeds of Making.

OATHSWORN CAMPAIGN

WORTHY OF A SAGA

A brotherhood of champions, the Space Wolves fight with the unity and aggression of a Fenrisian wolf pack and are directed by leaders with exceptional tactical and strategic acumen.

REQUISITION

PROSPECTIVE WOLF GUARD — 1RP

To ascend into the ranks of the Wolf Guard is a great honour; a Wolf Lord and his Battle Leaders watch their warriors closely, ever searching for those who warrant a place in their household.

Purchase this Requisition after a battle. Select one **SPACE WOLVES** unit from your Crusade army. That unit is Marked for Greatness in addition to any other units from your Crusade army Marked for Greatness in this battle. You can only purchase this Requisition once per Oathsworn Campaign.



BONUS AGENDAS — D6

HEROIC CHALLENGE

The greatest champions among the sons of Russ must take the fight to the enemy, leading by example to inspire their warriors by slaying powerful foes and upholding the honour of their Chapter.

Each time a **CHARACTER** unit from your opponent's Crusade army is destroyed by a melee attack made by an **ADEPTUS ASTARTES** unit from your Crusade army, you gain 1 Honour point (to a maximum of 3 Honour points).

MIGHTY TROPHIES

The Space Wolves seek to hunt down and destroy key foes, both to prove their martial prowess to their fellows and earn a great tale to tell.

During the Declare Battle Formations step, your opponent must select five units from their Crusade army. At the end of the battle, if **ADEPTUS ASTARTES** units from your Crusade army have destroyed three or more of the selected units, you gain 3 Honour points.

OATHKEEPER

At their Wolf Lord's command, the Space Wolves round upon designated targets, seeking to ensure their destruction and, by doing so, earn the respect of their battle-brothers.

Each time a **SPACE WOLVES** unit from your Crusade army destroys your Oath of Moment target, that unit gains 1XP. At the end of the battle, if units from your Crusade army gained a combined total of 2 or more XP from this Agenda, you gain 3 Honour points.

OATHSWORN CAMPAIGN

GLORY SEEKERS

There are those amongst the Space Wolves who seek to forge for themselves an epic. Bold to the point of recklessness, these warriors are known to swear oaths and make outlandish boasts.

REQUISITION

DEEDS BEYOND COUNTING — 1RP

This hoary old warrior has seen many lifetimes of war. His saga is long and full of glory.

Purchase this Requisition before a battle. When you select Agendas for the upcoming battle, select one additional Agenda; this additional Agenda can only be achieved by an **ADEPTUS ASTARTES WARLORD** unit from your Crusade army. If achieved, you gain 3 Honour points in addition to rewards (such as XP) listed in that Agenda itself, but if it has not been achieved, you lose D3 Honour points (to a minimum of 0). You can only purchase this Requisition once per Oathsworn Campaign.

BONUS AGENDA

AUDACIOUS BOASTS

The boldest of the Space Wolves may spend the hours before battle swearing mighty oaths to outdo their fellow warriors on the battlefield.

When you select this Agenda, select one **SPACE WOLVES CHARACTER** unit from your Crusade army, then select one or more Boasts from the Audacious Boasts section below (make a note of each Boast you select).

At the end of the battle, if the selected **CHARACTER** unit has achieved all of the selected Boasts, that unit gains a number of XP equal to the number of Boasts selected. If that unit fails to achieve any of the selected Boasts, it does not gain any XP from this Agenda. If that unit gains 4 or more XP from this Agenda, you gain 4 Honour points.

AUDACIOUS BOASTS

Go for the Throat: In each of your Charge phases in which that **CHARACTER** unit is eligible to declare a charge, that **CHARACTER** unit will declare a charge before any other unit from your Crusade army.

Never Back Down from a Fight: That **CHARACTER** unit will not Fall Back during the battle.

Tear Through Their Armour: That **CHARACTER** unit will destroy one or more **VEHICLE** units* during the battle.

Slay the Beast: That **CHARACTER** unit will destroy one or more **MONSTER** units* during the battle.

Bring Back Their Heads: That **CHARACTER** unit will destroy one or more **CHARACTER** units* during the battle.

Cut Down the Tyrant: That **CHARACTER** unit will destroy one or more **WARLORD*** or **EPIC HERO*** units during the battle.

Leave Behind a Trail of Corpses: That **CHARACTER** unit will destroy 20 or more enemy models during the battle (keep a tally if you select this Boast).

Break Through Their Lines: At the end of the battle, that **CHARACTER** unit will be wholly within your opponent's deployment zone.

Claim the Prize: At the end of the battle, that **CHARACTER** unit will be within range of an objective marker you control that is not within your deployment zone.

Without a Scratch: At the end of the battle, that **CHARACTER** unit will not be destroyed and will not be Below Half-strength.

If an enemy unit has several keywords that would cause more than one Boast to be achieved (e.g.* **CHARACTER *and* **WARLORD***), its destruction only counts towards achieving one Boast of your choice.*

OATHSWORN CAMPAIGN

HUNTERS UNLEASHED

Few victories are won by heroes alone. Like the wolves of their frigid home, the Space Wolves hunt in packs, pursuing, weakening and bringing their foes down with aggressive teamwork.

REQUISITION

PACK RIVALRY — 1RP

Healthy competition between the Space Wolves packs is encouraged. Fierce Fenrisian pride ensures that these rival warriors swear boastful oaths and make outlandish wagers on the eve of battle.

Purchase this Requisition before a battle. Select two **SPACE WOLVES** units from your Crusade army. At the end of the battle, if both of those units gained 3 or more XP from that battle and both are on the battlefield, the one that gained the most XP from that battle gains an additional 3XP, and the other unit gains 3 fewer XP from that battle than it otherwise would have (in a tie, if both units gained 3 or more XP, both retain those XP and you instead gain 3 Honour points). You can only purchase this Requisition once per Oathsworn Campaign.

'The wolf is a mighty beast, strong and savage, yet it is the pack that elevates him to the top of the food chain. Alone, he may be a formidable predator, but only with his pack at his side does he truly rise above his competition. Remember this always. Brotherhood is our true strength.'

- Tal Thaldir of the Duskwolves



BONUS AGENDAS — D6

CIRCLING WOLVES

Like the flesh-hungry predators of their home world, the warriors of Fenris encircle their prey, cutting off the escape before moving in for the kill.

At the end of the battle, select three **ADEPTUS ASTARTES** units from your Crusade army that are on the battlefield (if you have fewer than three units on the battlefield, you cannot achieve this Agenda). Draw imaginary straight lines between one model in each of those three units to form a triangle; if one or more enemy units are wholly within that triangle, the selected units each gain 2XP and you gain 4 Honour points.

WARRIOR PRIDE

Witnessing a champion of Asaheim strike down the largest and most powerful of the enemy inspires warriors to feats of extraordinary strength.

At the end of the battle, select up to three **ADEPTUS ASTARTES CHARACTER** models from your Crusade army. Each of those models gains 1XP for each of the following conditions they satisfy:

- That model destroyed one or more enemy **CHARACTER** models during the battle.
- That model destroyed one or more enemy **MONSTER** models during the battle.
- That model is within range of an objective marker you control.

For each of your **CHARACTERS** that satisfies all three of these conditions, you gain 1 Honour point.

FIRST INTO THE FRAY

The Space Wolves push their transhuman bodies to their limits to be the first to land a killing blow upon their foes.

In your Charge phase, the first **ADEPTUS ASTARTES** unit from your Crusade army to make a successful Charge move that phase gains 1XP (each unit can only gain 1XP per battle from this Agenda). At the end of the battle, if four or more units from your Crusade army gained XP from this Agenda, you gain 3 Honour points.

DEEDS OF MAKING

After an Oathsworn Campaign ends, if you have enough Honour points to do so, you can promote one or more of your **ADEPTUS ASTARTES CHARACTERS**. To do so, select a unit you wish to promote, then subtract that promotion's Honour points cost from your total and select one of that promotion's Battle Honours for that **CHARACTER** to gain. Each **CHARACTER** can only have one of these Battle Honours, even if you gain enough Honour points to promote them again. Each of these Battle Honours is unique – you can only have one instance of each in your Order of Battle. When gaining one of these Battle Honours, if that **CHARACTER** already has the maximum number of Battle Honours, you can choose to replace one with a Chapter Command Battle Honour (see *Codex: Space Marines*).

CUNNING TRICKSTER

20

With guile and misdirection did Hrothvyr set Ork against Ork, and 'midst the confusion fell their leaders with snarl-toothed chainsword.

Cunning Trickster (Aura): Each time your opponent targets a unit from their Crusade army with a Stratagem, if that unit is within 12" of this model, increase the cost of that usage of that Stratagem by 1CP.

ELDER'S WISDOM

20

Grey of beard and long of fang was Jarko, yet his eyes were sharp. With eagle-eye, he saw the foe's movements, and so did his Wolf Lord deploy his forces with precision. Thanks to the keen-eyed Wolf Scout, that battle was won well.

If your Crusade army includes this model, after both players have deployed their armies, you can select this model's unit and/or one other **SPACE WOLVES** unit from your Crusade army and redeploy them. When doing so, you can set those units up in Strategic Reserves if you wish, regardless of how many units are already in Strategic Reserves.

VOID SAILOR

10

Jaegar was a far traveller; he had crossed and recrossed the Sea of Stars and the Sea of Souls to reach battlefields beyond count, earning glory on them all.

At the end of the battle, in the Determine Victor step, if this model is wholly within your opponent's deployment zone, roll one D6, adding 2 to the result if you won the battle: on a 4+, you gain 1RP.

RED AXE

5

Never did his Great Company forget the day on Alaric Prime when Haegr's axe wept great sheets of blood in frenzied attacks.

Each time this model would gain 1XP as a result of Dealers of Death (see the main Crusade rules), it gains 2XP instead.

BEAST SLAYER

15

In his headstrong youth, Targal had once launched himself from an airborne Thunderhawk to catch a giant leathery-winged xenos beast. Intercepting it mid-flight, he crunched into its carapace like a comet before plunging his blade through its foul heart.

Each time this model makes a melee attack that targets a **MONSTER** or **BEASTS** unit, you can re-roll the Wound roll.

MURK STALKER

15

Jenes stalked like a spirit that day, moving as a silent ghost through the thickening gloom before taking his prey unaware.

While this model is leading a unit, you can ignore any or all modifiers to that unit's Move characteristic, and you can ignore any or all modifiers to Advance and Charge rolls made for it.

FIRE EYE

10

At the Feast of a Thousand Blades, Narvun silently stared into the firepit. What he saw in its embers he would never tell, but on the eve of battle, his uncanny advice averted disastrous defeat.

In the Select Crusade Blessings step, if your Crusade army includes this model and you are the Underdog, you can select one additional Crusade Blessing.

BLACK HOWL

10

Darvi's chilling howl seemed drawn from the gullet of Morkai himself, a deep resonance that caused his foes' blood to turn to ice and set his brothers' bestial urges racing.

At the start of the Fight phase, each enemy unit within 6" of this model must take a Battle-shock test, subtracting 1 from that test.

SCAR STRUCK

5

Like a cratered nest of vipers were the ugly scars to Karulf's front, and many brothers had he lost; yet mere scars were all they were, for even overwhelming odds could not pierce his powerful frame.

Model with one or more Battle Scars only. This model automatically passes Out of Action tests. If this model loses all of its Battle Scars, this Battle Honour is also lost.

SAVAGE ORATOR

10

With the Allfather's praise upon his lips, Wolf Priest Kaylen led the charge on Kasparia, inspiring in his battle-brothers a furious rage. This fury they unleashed upon the foe with bone-crushing force.

WOLF PRIEST model only. While this model is leading a unit, each time a model in that unit makes a melee attack, add 1 to the Hit roll.

DEATH CHEAT

10

The inferno that engulfed the Wolf Priest Snorri seemed sure to end his saga, yet from its embers, he strode forth, blackened but unbowed. By the grace of totem and ritual, he had been spared Morkai's embrace.

WOLF PRIEST model only. At the end of the battle, if your Crusade army included this model and it was not destroyed during the battle, you can re-roll up to two failed Out of Action tests taken for **ADEPTUS ASTARTES INFANTRY** or **ADEPTUS ASTARTES MOUNTED** units from your Crusade army.

STORM SPEAKER

15

With staff in hand, Eirik turned his face to the storm and bellowed for its aid. Channelling its ice-cold fury, he smote his foes and left their corpses for the vultures.

PSYKER model only. Psychic weapons equipped by this model have the **[SUSTAINED HITS 2]** ability.

LONE WOLVES

Space Wolves warriors who survive the deaths of their packmates will often fight on as Lone Wolves, seeking death or glory to avenge the fallen.

When a **SPACE WOLVES INFANTRY** or **SPACE WOLVES MOUNTED** unit (excluding **CHARACTERS**) with the Blooded rank or higher suffers a Devastating Blow, instead of applying that result you can choose to remove that unit from your Order of Battle and replace it with one **WOLF GUARD BATTLE LEADER** model. That model gains the **LONE WOLF** keyword.

- A **LONE WOLF** starts with the same XP as the unit it replaced.
- A **LONE WOLF** must select one Battle Honour for each Battle Honour the unit it replaced had.
- A **LONE WOLF** replaces its Leader ability with the Lone Operative ability.
- A **LONE WOLF** replaces its Tempered Ferocity ability with the Oath of Vengeance ability (see below).

Oath of Vengeance: Each time this model makes a melee attack, you can re-roll the Hit roll. If the target of that attack is a **MONSTER** or **VEHICLE** unit, you can re-roll the Wound roll as well.

- A **LONE WOLF** must gain one Lone Wolf Battle Scar (see right) for each Battle Scar the unit it replaced had.
- Each time a **LONE WOLF** takes an Out of Action test, subtract 1 from the result. Each time a **LONE WOLF** fails an Out of Action test, it must gain one Lone Wolf Battle Scar (see right) – you cannot choose for that unit to suffer a Devastating Blow (any rule that inflicts a Devastating Blow upon a **LONE WOLF** will instead cause it to gain one Lone Wolf Battle Scar). These can never be removed from a **LONE WOLF** by any means. A **LONE WOLF** cannot have more than 3 Lone Wolf Battle Scars; if a **LONE WOLF** would ever gain a fourth Lone Wolf Battle Scar, that unit is removed from your Order of Battle – it has met a glorious death.

LONE WOLF BATTLE SCARS D6

PACK OF ONE

This warrior stalks his prey relentlessly, paying no heed to the broader battle.

- This model has the Infiltrators and Scouts 6" abilities.
- This model has an Objective Control characteristic of 0.

AN HONOURABLE END

All Lone Wolves seek a glorious death in battle, resolving to take as many foes with them to the grave as possible.

- This model is eligible to shoot and declare a charge in a turn in which it Advanced.
- Each time this model fails an Out of Action test, subtract an additional 1 from the result.

VENGEANCE BEFORE DEATH

The Lone Wolf refuses to allow death to claim him until he has avenged his fallen battle-brothers.

- This model has the Feel No Pain 5+ ability.
- This model can never Fall Back.



BATTLE TRAITS

When an ADEPTUS ASTARTES unit gains a Battle Trait, you can use one of the tables presented here to determine which Battle Trait that unit has gained.

CHARACTER UNITS — D6

THREAD-CUTTER

This champion's growing saga is thronged with the names of slain warlords and filled with descriptions detailing the manner of their deaths by his bloodied weapon.

The bearer's melee weapons have the **[PRECISION]** ability and each time the bearer makes a melee attack that targets a **CHARACTER** unit, you can re-roll the Hit roll.

RUNIC TATTOOS

As protection against ill omens and evil sorcery, some champions and their warriors have their leathery skin inscribed with warding runes.

The bearer has the Feel No Pain 4+ ability against mortal wounds and Psychic Attacks. While the bearer is leading a unit, Bodyguard models in that unit have the Feel No Pain 6+ ability against mortal wounds and Psychic Attacks.

MARK OF THE WULFEN

Lurking deep within each Space Wolf is the dark spectre of the Curse of the Wulfen. It waits to consume the warriors and transform them into frenzied beasts.

Each time the bearer's unit makes a Charge move, until the end of the turn, add 1 to the Attacks characteristic and add 2 to the Strength characteristic of melee weapons equipped by the bearer.

WOLF PACKS

Some **SPACE WOLVES** units can also gain Battle Traits from *Codex: Space Marines*, as follows:

- **WOLF GUARD HEADTAKERS** units can gain any Battle Traits that **BLADEGUARD VETERAN SQUAD** units can gain.
- **WOLF GUARD TERMINATORS** units can gain any Battle Traits that **TERMINATOR SQUAD** units can gain.

WULFEN, BEASTS AND THUNDERWOLF CAVALRY UNITS — D6

DEADLY PREDATORS

The claws and teeth of these beasts are capable of ripping most warriors to shreds.

Add 2 to the Strength characteristic of melee weapons equipped by models in this unit.

CUNNING HUNTERS

Slinking through cover, these savage predators outflank their prey before striking at exposed flanks with tooth and claw.

Each time this unit declares a charge, if it was set up on the battlefield from Strategic Reserves this turn, you can re-roll the Charge roll.

LOPING STRIDE

Driven by hunger or a need to slaughter, these predators surge forward at speed.

Add 1" to the Move characteristic of models in this unit and add 1 to Advance and Charge rolls made for this unit.

ADEPTUS ASTARTES INFANTRY AND THUNDERWOLF CAVALRY UNITS — D6

Excluding **WULFEN** units

FATED HEROES

This pack's deeds in battle are surely worthy of a saga.

Each time this unit is Marked for Greatness, it gains 5XP instead of 3XP.

COUNTERASSAULT

Patient predators all, the warriors of this pack rush to intercept unsuspecting foes.

You can target this unit with the Heroic Intervention Stratagem for 0CP, and can do so even if you have already targeted a different unit with that Stratagem this phase.

ACUTE SENSES

The natural acuity of the Fenrisians is enhanced a dozen times over by the implantation of the Canis Helix, and is wielded by these warriors as a weapon.

Each time a model in this unit makes an attack, you can ignore any or all modifiers to the Weapon Skill, Ballistic Skill and/or Hit roll.

AGENDAS

If your Crusade army is using the Space Wolves Crusade rules, you can select Agendas from those presented here.

SHOW THEM HOW WE FIGHT

The hand-picked elite of each Great Company are not only expected to uphold the martial honour of their Wolf Lord but also to provide an inspirational example to the company's youngest members.

Each time an enemy unit is destroyed by a **WOLF GUARD** unit from your Crusade army, select one friendly **BLOOD CLAWS** unit within 6" of that **WOLF GUARD** unit; that **BLOOD CLAWS** unit gains 1XP. For each **BLOOD CLAWS** unit from your Crusade army that gained 2 or more XP from this Agenda, you gain 2 Honour points.

SAVAGE FURY

In the maelstrom of battle, the Space Wolves crash head-first into enemy lines, their blades rising and falling in red arcs. All those who would oppose them are left bloodied and broken in their wake.

Each time an enemy unit is destroyed by a melee attack made by a **SPACE WOLVES** unit from your Crusade army, that **SPACE WOLVES** unit gains 1XP. A unit cannot gain more than 3XP from this Agenda during the battle.

HOWLS OF VENGEANCE

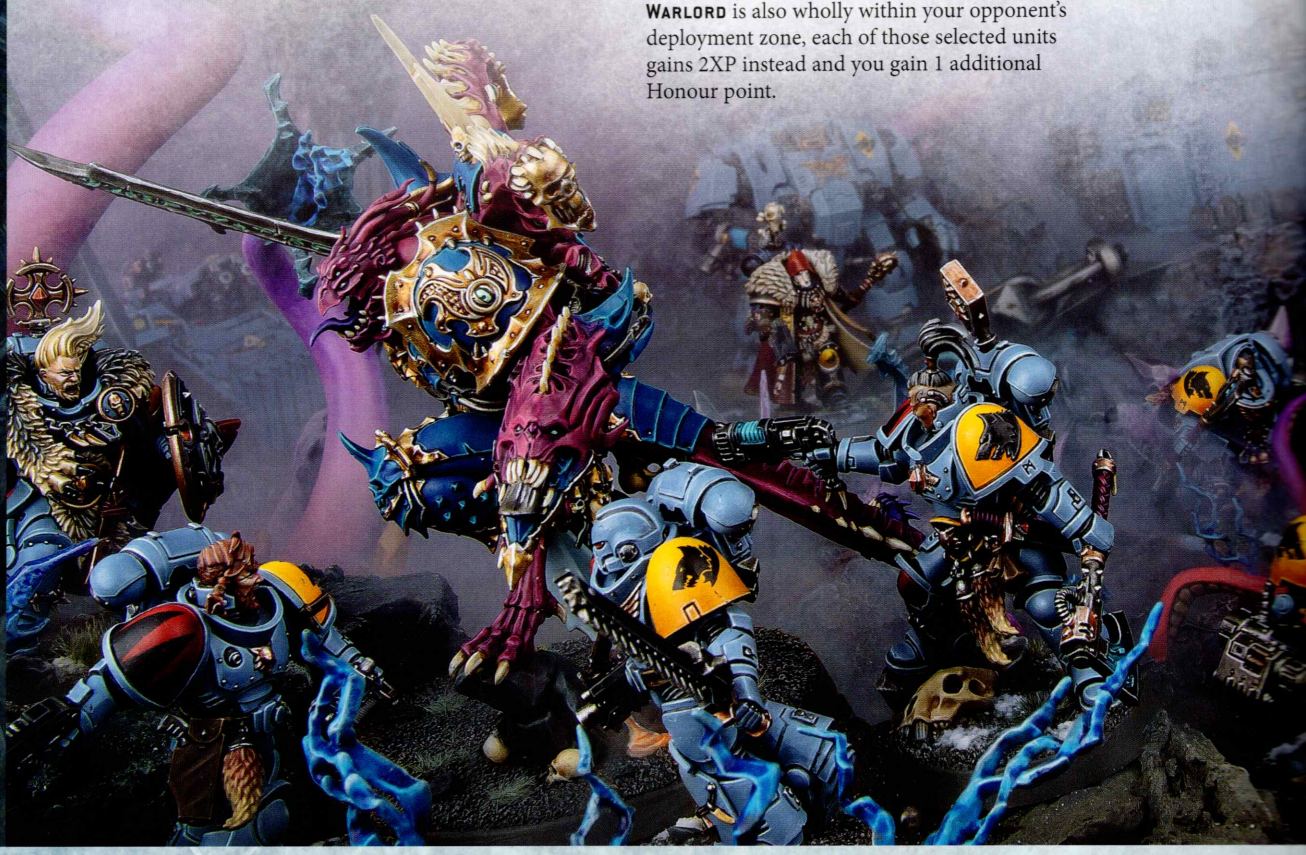
The loss of even a single warrior is keenly felt in a tightly knit brotherhood such as the Space Wolves Chapter. Those foes responsible must be hunted down and slain if the Great Company's honour is to be restored.

Each time an enemy unit that has destroyed one or more units from your Crusade army during the battle is destroyed by an attack made by a **SPACE WOLVES** unit from your Crusade army, that **SPACE WOLVES** unit gains 2XP. At the end of the battle, if three or more such enemy units were destroyed, you gain 4 Honour points.

LEAD BY EXAMPLE

No self-respecting son of Fenris shirks from battle. The Space Wolves warrior lords fight shoulder-to-shoulder at the fore with their battle-brothers, leading by bloody example, as was the will of Leman Russ.

At the end of the battle, select up to three **ADEPTUS ASTARTES** units from your Crusade army that are wholly within your opponent's deployment zone. Each unit selected gains 1XP and you gain 1 Honour point for each of those units. If your **WARLORD** is also wholly within your opponent's deployment zone, each of those selected units gains 2XP instead and you gain 1 additional Honour point.



REQUISITIONS

If your Crusade army is using the Space Wolves Crusade rules, you can spend Requisition points (RP) on any of the following Requisitions.

WARRIOR OF LEGEND 1RP

The greatest champions of Fenris have hunted near-mythical monsters, bested dark champions and waded through fire and blood, all the while howling with joy in the face of death.

Purchase this Requisition at the end of an Oathsworn Campaign. Select one **ADEPTUS ASTARTES CHARACTER** unit from your Order of Battle with the Legendary rank that has already been promoted using the Chapter Command or Deeds of Making rules. The selected unit can be given a Deed of Making (assuming you have enough Honour points); this does not count towards the maximum number of Battle Honours a unit can have. Each unit can only be selected for this Requisition once.

A GLORIOUS DEATH 1RP

Those who have witnessed a Lone Wolf meet their glorious end with a snarl on their lips and a weapon in their hand regale each other with tales of honour regained.

Purchase this Requisition when a **LONE WOLF** from your Crusade force that has 2 or more Battle Honours and 3 or more Lone Wolf Battle Scars is removed from your Order of Battle. Each **SPACE WOLVES** unit on your Order of Battle gains 2XP and you gain 5 Honour points.

TEMPERED BY THE GREY BEARDS 1RP

The youth amongst the Space Wolves are prone to recklessness. It falls to the elders to temper their fury and provide the guidance such impetuous warriors require.

Purchase this Requisition before a battle. Select one **BLOOD CLAWS** or **GREY HUNTERS** unit from your Order of Battle, then select one Battle Honour that unit has. Replace that Battle Honour with a new Space Wolves Battle Honour of your choice (this must be a Battle Honour the unit can have).

PACK BONDED 1RP

In war, death is inevitable. As a pack's strength is whittled away, the survivors gain experience, rising through the ranks of the Great Company as their fangs lengthen and their beards turn grey.

Purchase this Requisition after a battle. Select one of the following:

- Select one **BLOOD CLAWS** unit from your Crusade army with the Blooded rank or higher. Remove that unit from your Order of Battle and spend 5 Honour points to add one **GREY HUNTERS** unit to your Order of Battle.
- Select one **GREY HUNTERS** unit from your Crusade army with the Battle-hardened rank or higher. Remove that unit from your Order of Battle and spend 5 Honour points to add one of the following units to your Order of Battle: **WOLF GUARD HEADTAKERS**; **WOLF GUARD TERMINATORS**.

When a unit is replaced in this way, the new unit starts with the same XP, Battle Honours and Battle Scars as the one it replaced and, until it is removed from your Order of Battle, each time it would gain 1XP as a result of Dealers of Death (see the main Crusade rules), it gains 2XP instead. You cannot purchase this Requisition if doing so would cause your Crusade force to exceed its current Supply Limit.



CRUSADE RELICS

When an ADEPTUS ASTARTES CHARACTER model gains a Crusade Relic, you can select one of the Crusade Relics presented here.

ARTIFICER RELICS

WOLF-TAIL TALISMAN

Although seen by the sons of Russ as tokens of luck and protection against evil, wolf-tail talismans are regarded by most outside the Chapters of Russ' genetic legacy as trinkets of mere superstition. Yet whether through the power of the bearer's belief, some attribute inherent in the creatures they are taken from or some stranger reason, these talismans appear to bestow the warrior with a measure of protection against malicious attacks.

Each time an attack is allocated to the bearer, subtract 1 from the Damage characteristic of that attack.

WYRDMAKER'S HELM

This snarling wolf helm contains lenses crafted from slivers of endothermic ice-diamond, mined miles beneath the Fang fortress and etched with far-seeing runes. Many of its wearers have carefully discarded it, claiming it is cursed, but those who persevere gain glimpses of a future which flicker as brief visions, warning of danger to come.

Once per battle round, instead of making a Hit roll, a Wound roll or a saving throw for the bearer, the bearer can use this Crusade Relic: if it does, that dice roll is automatically an unmodified 6.

FROST WEAPON

Amongst the most prized weapons of the sons of Russ – himself the Lord of Winter and War – these blisteringly cold weapons are specially crafted by a master Iron Priest. Some are wrought from the razor-sharp fangs of the ice kraken, while others are shards of energised diamond, giving them the appearance of blades forged from purest ice.

The bearer's melee weapons have the **[LETHAL HITS]** ability, and improve the Strength and Armour Penetration characteristics of those weapons by 1.

ANTIQUITY RELICS

BELT OF RUSS

Each Great Company has a Belt of Russ in its armoury, a grand gem-studded band worn around the waist that incorporates a powerful conversion field generator. Those girded with such devices may call upon these relics to shield them from harm when faced with overwhelming firepower.

The bearer has a 4+ invulnerable save. Once per battle, at the start of any phase, the bearer can use this Crusade Relic: if it does, until the end of the phase, the bearer has a 2+ invulnerable save.

WYRMSPLITTER

At the start of the Season of Fire, Fenrisian tradition dictates that warriors hunt the great sea dragons that inhabit the world's oceans. The warrior who can slay the largest creature will be granted the honour of bearing this brutal blade, which can split the skull of even the most gargantuan beast with a single blow.

Each time the bearer makes an attack that targets a **MONSTER** or **VEHICLE** unit, add 1 to the Wound roll and add 1 to the Damage characteristic of that attack.

LEGENDARY RELIC

WULFEN STONE

This large russet diamond was crafted by the Iron Priest Fengri, the greatest artificer of his time, to house the raging spirit of the Wulfen. It is carried to battle only in the most extreme circumstances, and in its presence, the caged, bestial nature deep within the sons of Russ is set free, filling them with violent and uncontrollable rage.

Add 2 to the Attacks and Strength characteristics of the bearer's melee weapons. While the bearer is leading a unit, melee weapons equipped by models in that unit have the **[SUSTAINED HITS 1]** ability. If the bearer is a **WOLF GUARD BATTLE LEADER**, while the bearer is leading a unit, melee weapons equipped by models in that unit have the **[SUSTAINED HITS 2]** ability instead.

CRUSADE BADGES

When your Crusade force accomplishes specific long-term goals, you can earn the Crusade badges shown below, representing your warriors' successes over many battles.



RESTLESS GREATPACK

You and your chosen warriors have crossed the Sea of Stars, eager to test themselves in battle and to mete out the fury of Fenris upon the Allfather's foes. With blade, bolter and reckless savagery, your warriors confronted the enemy upon the battlefield and served Fenris with bold determination. As your tally of victories grows, the opening verses of your great saga are formed.

- You have completed one Oathsworn Campaign and promoted one or more **CHARACTERS** using the Chapter Command or Deeds of Making rules.
- You have won three or more battles.



SAVAGE SLAYERS

Your warriors bear the scars and trophies of many conflicts. The reckless fury of their youth has been tempered by experience. You have toppled alien despots, shattered heretical uprisings and slain monsters. You have earned your Wolf Lord's praise for these efforts, yet your thirst for adventure and glory remains undimmed.

- You have completed three Oathsworn Campaigns and promoted two or more **CHARACTERS** using the Chapter Command or Deeds of Making rules.
- Your Order of Battle contains one or more **LONE WOLF** models.
- You have won six or more battles.
- You have completed one or more Bonus Agendas from any of the following Oathsworn Campaigns: Glory Seekers; Worthy of a Saga; Hunters Unleashed.



SAGABOUND COMPANIONS

You have journeyed to the farthest reaches of the Imperium, visiting vengeance upon those who defy the Allfather. The bonds of brotherhood that run through your forces have been strengthened by victory and sacrifice, and your saga is sung with pride.

- You have completed five Oathsworn Campaigns and promoted five or more **CHARACTERS** using the Chapter Command or Deeds of Making rules.
- Your Order of Battle contained one or more **LONE WOLF** models that met a glorious death.
- You have won ten or more battles.
- You have completed all three Bonus Agendas from all of the following Oathsworn Campaigns: Glory Seekers; Worthy of a Saga; Hunters Unleashed.

POINTS VALUES

You can use this section to determine the points (pts) value of each unit from your army. Each entry lists the unit's size (which may include a lower and upper limit) and the associated points value for that size. You can learn more about using points to muster your army on pages 55-56 of the Core Rules.

In addition to the points values printed here – which you can always use in agreement with your opponent – this Codex is supported with live online points values and rules updates so that you can enjoy the most balanced and exciting games of Warhammer 40,000. To access these resources, scan this QR code or check the Warhammer 40,000 app.



Arjac Rockfist
1 model ..... 95 pts

Bjorn the Fell-handed
1 model ..... 180 pts

Blood Claws
10 models ..... 135 pts
20 models ..... 270 pts

Fenrisian Wolves
5 models ..... 40 pts
10 models ..... 80 pts

Grey Hunters
10 models ..... 190 pts

Iron Priest
1 model ..... 60 pts

Logan Grimnar
1 model ..... 110 pts

Murderfang
1 model ..... 170 pts

Njal Stormcaller
1 model ..... 85 pts

Ragnar Blackmane
1 model ..... 90 pts

Thunderwolf Cavalry
3 models ..... 100 pts
6 models ..... 200 pts

Ulrik the Slayer
1 model ..... 70 pts

Venerable Dreadnought
1 model ..... 140 pts

Wolf Guard Battle Leader
1 model ..... 65 pts

Wolf Guard Headtakers
3 Wolf Guard Headtakers and 0 Hunting Wolves ..... 90 pts
3 Wolf Guard Headtakers and 3 Hunting Wolves ..... 110 pts
6 Wolf Guard Headtakers and 0 Hunting Wolves ..... 180 pts
6 Wolf Guard Headtakers and 6 Hunting Wolves ..... 220 pts

Wolf Guard Terminators
5 models ..... 180 pts
10 models ..... 360 pts

Wolf Priest
1 model ..... 70 pts

Wulfen
5 models ..... 80 pts
10 models ..... 160 pts

Wulfen Dreadnought
1 model ..... 145 pts

Wulfen with Storm Shields
5 models ..... 90 pts
10 models ..... 180 pts

DETACHMENT ENHANCEMENTS

Saga of the Beastslayer
Elder's Guidance ..... 20 pts
Helm of the Beastslayer ..... 15 pts
Hunter's Guile ..... 20 pts
Wolf-touched ..... 15 pts

Saga of the Bold
Braggart's Steel ..... 20 pts
Hordeslayer ..... 15 pts
Skjald ..... 15 pts
Thunderwolf's Fortitude ..... 30 pts

Saga of the Hunter
Fenrisian Grit ..... 15 pts
Feral Rage ..... 15 pts
Swift Hunter ..... 20 pts
Wolf Master ..... 5 pts



The Space Wolves are Space Marines like no other. Hailing from the frozen death world of Fenris, they hold to the tribal traditions of their home, going to battle adorned in shamanic totems and runic script. The Space Wolves are the sons of Leman Russ, inheritors of his noble legacy. The Great Companies of Fenris journey tirelessly across the Sea of Stars, seeking adventure and glory and hoping to honour their oaths to defend the Imperium. Savage by nature, the Space Wolves fight with a bestial fury matched by their lupine cunning. Warrior packs and wolf-mounted cavalry outflank and ambush their foes. The enemy line is subjected to repeated savage assaults, and fortifications and heavy armour are reduced to ruin by battle tanks and heavy weapons. Those foolish enough to flee are hunted down relentlessly. Few can withstand the wrathful fury of the Space Wolves.

INSIDE YOU WILL FIND:

- The epic sagas of the Space Wolves, detailing the origins of their savage heroes, the heraldry of their Great Companies and the battles that have shaped the Chapter's history.
- All the rules you will need to assemble your collection of Space Wolves Citadel miniatures into a shockingly effective tabletop army ready to engage in Combat Patrol, Crusade or matched play games of Warhammer 40,000.
- An impressive showcase of expertly painted Citadel miniatures that displays the Space Wolves in all their tribalistic finery, as well as a step-by-step painting guide to get your own collection Battle Ready and into action on the tabletop battlefield.

ISBN 978-1-80457-591-8

9 781804 575918

DESIGNED IN THE UK

PRINTED IN CHINA

60 03 01 01 064

WARHAMMER.COM

GAMES WORKSHOP

Manufactured by:
Games Workshop Limited. Willow Road, Nottingham, NG7 2WS, UK

European address:
Games Workshop Limited - Irish Branch
Unit 3, Lower Liffey Street,
Dublin 1, D01 K199, Ireland



Этот файл существует благодаря меценатам фонда /GnomeCone.