I'm not robot		200
reCAPTCH	I'm not robot	15
		reCAPTCHA

Continue

Please wait. This won't take long. SPACE V Aspects of the Wolf	WOLVES THE SONS OF RUSS CONTENTS Introd16 Annals of the Space Wolves30 Ragnar Blackmane37 Close Support Packs	luction3 The Sons of Russ		8 The Death World of Fenris		12 The Great Companies
Land Raiders76 Logan G Primaris Rune Priest	60 Gunships76 Arjac Roc Frimnar on Stormrider76 Arjac Roc 79 Rune Priest	61 Companies of Fenris62 Gathering ckfist77 Bjorn the F80 Ulrik the Slayer	g the Packs71 Mustering Fell-Handed77 Njal Stormo81 Wolf Priest in Terminator Armour	g for the Hunt72 Warric caller78 Njal St 81 Primaris Wolf Priest	rs of the Fang74 Space Wolves Wargear Lists ormcaller in Runic Terminator Armour 82 Wolf Priest	75 Logan Grimnar 78 Rune Priest in Terminator Armour79 82 Ragnar Blackmane83
Priest	92 Blood Claws	93 Grey Hunters	.94 Intercessors	86 Wolf Lord in Terminator Armour	Terminator Armour91 Wol	rimaris Wolf Lord
	7 Murderfang10	102 Wolf Guard Cataphractii Terminators 07 Skyclaws10	.103 Wolf Guard Tartaros Terminators1 08 Swiftclaws1	04 Venerable Dreadnought	105 Contemptor Dreadnought106	01 Wolf Guard 101 Redemptor Dreadnought 106 Wulfen 11 Inceptors 111 115 Hunter
Raider Redeemer120 Stormhawk Interceptor	0 Rhino1 125 Stormwolf	21 Razorback12	1 Drop Pod	s135 Warlo	122 Repulsor	
Limited 2018. Codex: Space Wolves, GW, C Workshop Limited, variably registered around	und the world. All Rights Reserved. No part of thi	er, Warhammer 40,000, the 'Aquila' Double-headed lis publication may be reproduced, stored in a retriev	Eagle logo, and all associated logos, illustrations, i val system, or transmitted in any form or by any me	mages, names, creatures, races, vehicles, locate eans, electronic, mechanical, photocopying, rec	tions, weapons, characters, and the distinctive likeness	e publishers. This is a work of fiction. All the characters
Workshop does not recommend them for uworkshop.com INTRODUCTION INTRODU	se by children under the age of 16 without adult s JCTION Greetings noble warrior. In the tome you	supervision. Whatever your age, be careful when usi hold are the collected sagas of the Space Wolves, ta	ing glues, bladed equipment and sprays and make des of heroism and glory that span the Sea of Stars	sure that you read and follow the instructions s. This book will help you to assemble your coll		Ltd, Willow Rd, Lenton, Nottingham, NG7 2WS gamesy tabletop army, bound by their martial prowess and
impenetrable power armour, proudly beari battle, the Space Wolves hunt all who woul options for modelling and gaming alike are	ing the markings of their Great Companies and of ld defy the will of the Imperium. The Space Wolve e near endless. Your collection could hinge around	the packs in which they fight. Known as Sky Warric es are as diverse as they are formidable. With nearly d white-maned veteran infantry, glory-hunting Blood	ors by the tribes of their home world, Space Wolves the entire Space Marines range of Citadel Miniate Claws and Primaris recruits, revered Dreadnough	s are the result of millennia-old genetic modific ures to choose from, bolstered by iconic Space ats or a fast-moving host of vehiclemounted tro	ration and psycho-indoctrination techniques. Tenacious Wolves units such as Wolf Guard Terminators, Long Fa ops and Thunderwolf Cavalry. Every kit in the Space W	, dauntless and possessed of an insatiable hunger for ings, Stormfang Gunships, and savage Wulfen, the olves range is lavishly detailed, each Space Marine and
collect a Space Wolves army and field it up of beautifully painted Citadel Miniatures th	oon the tabletop. THE SONS OF RUSS: This section that display the iconography of Fenris, the marking	on outlines the sagas of the Space Wolves in their wa gs of different packs and example armies to inspire y	ars against the enemies of the Imperium. It also pr your own collection. WARRIORS OF THE FANG: T	rovides an in-depth analysis of how their Great his section includes datasheets, wargear lists a	nd weapon rules for every Space Wolves unit, for use in	COMPANIES OF FENRIS: Here you will find a showcase
download the free core rules, visit warham Imperium is yet another verse in their long	nmer40000.com. Driven by warrior instinct and arg and storied saga. THE SONS OF RUSS THE SON	rmed with the mightiest weapons of Fenris, the Spac NS OF RUSS Mighty hunters from the icy death wor	ce Wolves cast off into the Sea of Stars in search of Id of Fenris, the Space Wolves are a fiercely indep	f battle. They are a Chapter of heroes profound endent Chapter of the Adeptus Astartes. At the	ly shaped by their tribal heritage, and their deeds are t	the stuff of legend. Every victory in the name of the attack, howling blood-chilling battle cries before tearing
permanent enthronement of the Emperor of WITHIN RUSS' KINGDOM A TRUCE EXIST	came a different age for Mankind. The Primarchs TED BETWEEN MAN AND WOLF. HIS COURT W	were made to be warriors and generals, not bureau AS ATTENDED BY THE FIERCEST OF WARLORDS	crats and politicians, so the responsibility of ruling AND THE MOST BEAUTIFUL OF MAIDENS. WHE	g the Imperium passed to the High Lords of Ter EN ANGERED HE RAGED WITH THE VIOLENC	CE OF SUMMER, HIS WISDOM WAS DEEP AS THE WI	ING, NO TRIBE COULD STAND AGAINST HIS ARMIES. NTER'S COLD. AND SO IN ASAHEIM, THE HOME OF
with Primarch Roboute Guilliman's semina of approximately one hundred battle-broth	al treatise - the Codex Astartes - the original Spacers. Never again could one man command the aw	ce Marine Legions were broken up into smaller Char vesome, terrifying power of a Space Marine Legion, l	oters and a code was drawn up to redefine their rollest that man fall to heresy. Whilst the core of thos	le within the Imperium. Before the Heresy, a L se Legions still loyal to the Emperor would live		order each Chapter's size was limited to ten companies names, the remaining Space Marines from each loyalist
warriors to win the day. He had no intention their twelve remaining Great Companies, of of the Imperium's strength. The death work	on of breaking apart his mighty Legion further in despite many still comprising far more Space Mar ld Fenris breeds strong and hardy recruits indeed	accordance with his brother's wishes. The Wolf-King rines than their Codex-adherent equivalents. Thus di d, whilst the culture of each tribe encourages loyalty	g would have his warriors fight in the manner of the d the Space Wolves hold true to the teachings of R to one another and to the tribe's warrior king - a	ne native tribes of Fenris – as a battle-hungry and Russ, which define their fighting methods to thi model that gels with the hierarchical ideals of	rmy of heroes, not a contingent of faceless troops. Guill is day. To those that witness them in battle, the Space V the Adeptus Astartes. Only the greatest make it to the	iman reluctantly agreed to the Space Wolves retaining Volves represent the very elite of Humanity, the pinnacle vaunted halls of the Sky Warriors, yet even after making
more than a match for several normal men mental processes necessary to produce a S	a. However, even when unarmed a battle-brother (Space Marine without a word of complaint. Despit	of the Space Wolves could overcome a dozen such F te the agonies they endure, they know the searing pa	enrisian tribesmen. Such is the scale of the change ain is only temporary, whereas the power granted	es wrought upon each aspirant during his trans unto them by their transformation will be their	formation into one of the Sons of Russ. The aspirants o	Fenrisians is won without expending a great deal of blood
multilung, allowing him to survive massive Marines are the creations of the Emperor I	e damage to the torso and fight on. He can sustain himself, and they share a measure of his power. S	n and swiftly recover from wounds that would cripple Space Wolves have uncanny abilities above and beyon	e or kill a mortal man, hibernate for decades, breat nd even the Space Marines of other Chapters. As a	the water or poison with no ill effects, spit acid a genetic descendant of Russ, each battle-broth	at his foes and even absorb an enemy's memories and er has the razorsharp senses of an apex predator. Incre	thoughts by eating and assimilating his flesh. Space
and artificers, for it is a priceless artefact a a man in two with one swing. Such weapon	almost as old as the Chapter itself. The warriors on are often used in conjunction with bolt pistols -	of the Space Wolves are also well versed in the arts of compact but lethal versions of the sacred boltgun –	of wielding a blade. Each new recruit is given a dea that can be fired at point-blank range in the press	adly chainsword that is capable of chewing thres of combat. The boltgun is as deadly a weapon		
controlled ferocity has proven unstoppable alongside their brothers, punctuated by re	e on battlefields without number. For all this, that gular feasts and drinking competitions. There is l	which the Space Wolves count as their most power ittle that can corrupt or sway them, for they already	ful and dependable weapon is their indomitable sp have all that a true warrior could ask for, and the	irit. Space Wolves are immune to the insidious ir loyalty to one another and to their Chapter is	tendrils of despair, apathy or discontent, for they live to absolute. Better still, each of the Space Wolves has fair	he warrior's dream; an existence of daily warfare waged
warriors undergo in battle. THE TOOLS OF armour, a miracle of technology that further	F THE WARRIOR Mighty as he is, a Space Wolves er enhances the strength and durability of a Spac	s battlebrother unclad is nothing compared to the water Marine. Power armour is made from adamantium	arrior he becomes when girded for war. Every Ade and ceramite, two of the hardest substances know	ptus Astartes bears upon the upper layers of him to Mankind. Inbuilt servo-motors and fibre by	f the Canis Helix even deeper within them. There are distorso a complex interface known as the black carapacing the serve to further augment the massive strength of	ce. This sub-dermal implant allows him to wear power of the wearer, until he Strength, honour, courage,
have been at the forefront of Humanity's dagainst the enemies of Mankind. The Space	efence on countless battlefields across the Imper e Wolves are one of the greatest of these Chapter	ium. The native tribes of their home world, Fenris, k rs, their name and honours known throughout the ga	know them only as the Sky Warriors, but they are t alaxy. As one of the original twenty Space Marine I	he Sons of Russ, warriors without peer. Saga o Legions, the Space Wolves were founded by the		
secure Humanity's birth planet and prepar Humanity, it seemed, was doomed. THE PF cases incredible psychic potential. The Prin	re his armies for the reconquest to come. Without RIMARCHS During Terra's isolation, the Emperor marchs were made to resemble Humankind, but r	the Emperor to guide them through this terrible ago had striven to create twenty superhuman beings. T many were mighty in appearance. Yet the Primarch e	e, the rest of the human worlds throughout the gal hese Primarchs, as he called them, were genetical experiment never reached its conclusion. In a disas	laxy were left helpless against the predations of ly engineered creatures, artificial humanoids v strous incident, the nascent creatures were sw	f xenos races and the dread creatures of the warp. One with astounding abilities. Each was created to be different up by terrible forces that dwelt within the warp and	by one, these worlds fell into anarchy and despair. ent, with his own unique skills and powers, and in some Il scattered across the stars. Rather than trying to
from the gene-banks of the Primarchs. The to interact with natural body tissues as the	ese organs were designed so that they could be in ey developed, enhancing muscle growth, stimulati	aplanted into the body of an ordinary adolescent hundring mental processes, and transforming the recipient	nan – a painful process that not all survived. Once t into a superhuman warrior. Compared to the Prir	implanted, the organs would take root and devinanchs whose incredible power they had inher	elop within the host's human tissues, becoming an inte	umber of artificially cultured organs, each re-engineered grated part of his body. Many of these organs were made by still became the mightiest of men and the greatest of s in the genetic structure that developed as a result of
their different gene-fathers. Thus the warr Emperor had no idea where the Primarchs	riors of the twenty Space Marine Legions echoed to were or if they had even survived their ordeal. O	to some degree the particular strengths of the Prima only later, during the Great Crusade itself, was the E	arch whose genes were used to develop their own in mperor able to recover the Primarchs, one by one.	implants. The implants of the Space Wolves we By then they had grown to adulthood amongst	re developed from the genetic helix - later to be known whatever cultures existed on the worlds to which their neting down into the flank of a vast mountain. Emerging	as the Canis Helix - of Leman Russ. At this time, the incubation pods had been spirited. Many Primarchs
encountered a deadly mother Thunderwolf confrontation, the wolf-mother was slain by what he was – human, not wolf – and called	f. He was doomed, yet fate, it seemed, had other i y their spears and arrows, along with many of her d for his fellow huntsmen to lower their weapons.	deas. Sensing in the feral youth a kindred spirit, the r cubs. The Primarch fought with terrible fury, slayir The bloodied youth stood his ground, fangs bared, h	e giant she-wolf did not kill the child, but instead rang a dozen warriors with naught but his bare hand but understood their peaceful gesture and stayed h	nised him alongside her cubs as one of her own s to protect his two surviving packmates, Frekinis wrath. Unsure quite what to do, the tribesm	. A few years later, the young wolf-child was discovered	I by a hunting party of Fenrisian tribesmen. In a vicious One of the tribesmen at last recognised the Primarch for e would not be parted from them - before the court of
became the greatest of the Fenrisians, lead desperately sought news of his lost sons. T	ding the tribe's warriors to a thousand glorious vi HE GREAT CRUSADE During the Great Crusade,	ictories and more. Upon King Thengir's death, Lema , the Emperor's all-conquering Space Marine Legion	n of the Russ took his place upon the throne. So dies liberated thousands of human worlds across the	id the WolfKing become a living legend through galaxy as Mankind was drawn together into a s	nout the many tribes of Fenris. It was only a matter of t single mighty Imperium. The world of Fenris was disco	ime before word of his fame reached the ears of one who wered early in the advance, lying as it does in the northw that the only way to win such a warrior's fealty would
be to best him in single combat. After a mig most daring and successful of the Emperor The Space Wolves were not the only Space	ghty contest between the two godlike beings, the r's generals. The world of Fenris was adopted as t Marine Legion to be reconciled with their genetic	Primarch accepted his first ever defeat with a smile the home planet of the Space Wolves, and a mighty s ic forebear. Gradually, all twenty Primarchs were re	e and a handshake. Soon after the duel, the Emperostronghold was constructed in the mountains of the united with the Emperor and went on to lead their	or bequeathed unto Russ leadership of the Spa e polar continent of Asaheim. This fortress was own Legions of Space Marines. Horus was hai	ce Marine Legion that bore his genes. Over the following called the Fang, and it is still reckoned to be one of the led as the greatest of all the Primarchs, and the Emper	ng decades, Leman Russ would prove to be one of the e greatest citadels in the galaxy. THE HORUS HERESY or chose him to be his Warmaster - his most trusted
Primarchs and their Legions sided either for that some had cause to regret their decision	or or against the Warmaster. At first, few suspect on, but by then it was too late, for Horus had beco	ed the heinous evil that had taken root within Horus ome corrupted in mind, body and soul. Indeed, Horus	s, and some Legions stood aside from the conflict, as s had pledged allegiance to the Dark Gods of Chao	uncertain of how best to proceed. Some of the is in return for powers unimaginable to mortals		
legends. It was an age of war. Such record on their home world of Prospero. At the ba though the Prosperine Sorcerer used fell m	ls as were made have not survived, and only many attle's height, Leman Russ fought the Primarch of nagicks to escape before Russ could deliver the ki	y centuries later did chroniclers begin to describe the the Thousand Sons, the cyclopean giant Magnus the illing blow. With the loss of their Primarch, the Thou	e bloody events of those days. PROSPERO BURNS e Red, in personal combat. Though Magnus was a pasand Sons faced annihilation. In their desperation	The Space Wolves were pivotal in one of the epsyker of terrible magnitude, he could not with they fled the field of battle through a portal they	arly campaigns of the war, when the entire Legion atta stand the strength and ferocity of the Wolf-King. After nat led to the daemonic realm known as the Eye of Terr	cked and devastated the Thousand Sons Space Marines a short but fierce duel, Russ struck Magnus down, or. It was whilst pursuing the Thousand Sons that the
Leman Russ is the most mysterious. One of esoteric nature make them inimical to hum	f the most fundamental of the Space Wolves' tene nan life. Even in such baleful company, Fenris is a	ets is the belief that the Wolf-King will eventually ret amongst the very worst. It is a world of fire and ice, o	ourn for the final battle at the end of the universe.' of wolves and dragons. It is one of the most inhosp	- Balthazzar von Heppel, Ministorum Adept TE itable planets in the universe, yet the folk of Fe		
much of each long year the world is remote said that Sigurd the Tall climbed from the of the deep emerge to enjoy the bounty of	e from even this feeble star, and its surface remain girdle of the world to the peaks of Asaheim in the sun-spawned kryll and bladefish. At its closest po	ins incredibly cold. The oceans freeze over as Fenris e far north, and that this mighty deed earned him a p int to the sun, the sub-oceanic crust of Fenris breaks	s draws away from its sun, and at its farthest point place in the halls of the gods. Towards the end of the s and twists, exposing its molten core to the icy was	even the equatorial seas are covered with ice. he year, as the planet sweeps close to the sun caters. Blazing islands rise from the sea, spewing	At the height of winter, a man can walk between the monce more, a brief spring warms the surface. At this time g flame and lava. Superheated by sulphurous vents, the	any isles upon which the Fenrisians dwell: indeed, it is i.e, the ice retreats to the poles and gargantuan dwellers waters boil into steam to engulf Fenris in choking
TIME OF MAKING, THE ALLFATHER CAS AGAIN. SO IT IS EACH GREAT YEAR THA	T THE SPHERE OF FENRIS INTO THE SEA OF S T FENRIS RACES TOWARDS THE SUN IN SUMN	STARS, REČKONING IT TO BE NO PLACE FIŤ FOR I MER AND FLEES AGAIN, PLUNGING ALL INTO THI	LIFE. FENRIS FELT THE COLD OF THE DARK AN E COLD EMBRACE OF WINTER.' - The Telling of I	ND RAN BACK TO THE WARMTH OF THE WOI Haakon Yellow-Eye ASAHEIM Native Fenrisian	LF'S EYE. THE HEAT OF THE EYE PROVED TOO GREAS s are used to this annual upheaval and have learnt to lo	a world of ruin and torment. 'IT IS SAID THAT IN THE AT, AND FENRIS FLED INTO THE OUTER DARK ONCE ove the endless changing of their lands with fierce pride.
the great ice wyrms that make their lairs a from the oceans as one world from another	amid the highest peaks. The deadliest of all are the r. Its fabled land mass is all but unreachable, and	e wolves of Fenris, for their wits are as sharp as the provides no refuge for those that live beyond its roo	ir teeth, and the largest of their kind is the equal to cky confines. To a tribesman, it is truly the land of	o any of the great predators that stalk the icy with the gods. THE SAVAGE SEAS Most of the crea	vastes. Asaheim is surrounded by cliffs thousands of feetures of Fenris live within the sea, and it is on those hu	ares such as ice trolls, shape-shifting doppegangrels and et high that raise it far above the seas and separate it ge grey oceans that the Fenrisians must live and fight if a the cold waters. Some of these aquatic behemoths are
as large as islands and can even consume a deep ocean. It is against these creatures that arms. As their world is almost entirely consumers.	a longship with a single gulp. Others are long and nat the warriors of Fenris must match themselves overed with water, Fenrisians must be masters of	I serpentine, with boiling ichor for blood and gargan s, and those that emerge triumphant live forever in the f the waves, able to fight, navigate and endure throu	tuan shield-scales that glint in the sun like mirrors he folklore of their tribe. To survive in such a land igh ice storms and tropical squalls. For much of the	s. Still others are too uncertain in form to describe Fenrisians must be warriors from the crade year, the tribes endure a savage sea-borne experience.	ribe, many-tentacled things with razored beaks and cold le to the grave. Yet their survival depends upon their w distence that often ends in a watery death in battle agai	d eyes like beacons that shine in the cold murk of the its and determination as much as their strength and skill nst the monstrous creatures of the deep. THE WARRING
preserve a tribe's territory intact for many bloody wars between the local tribes, and a	years, but it is more likely that the archipelagos a series of vicious land grabs in which only those	will be broken and destroyed, submerged beneath the who succeed in capturing and defending the newly for the succession of the succession	he ocean by the upheavals of Fenris' fragile crust. formed islands will prevail. Once the summer has p	Many islands will be reduced or devastated so passed the Fenrisians must build up their settle	t the turning of the year. Sometimes old islands survive that only a few can live in an area which previously sup ements quickly, before their supplies run out and they a risian is one of continual migration and of constant, bit	oported many. At the end of every summer there are are faced with the impossibly harsh cold of winter. They
consider themselves blessed, for only warr like a massive pillar of granite, sheer and f the warrior clans. To uninitiated Fenrisians	riors forged by such trials can win a place in the s forbidding, shrouded from mortal eyes by thick what is, the Space Wolves are seen as demigods that de	stories of those skalds and elders that keep the oral thite clouds. The remainder of Fenris is left in its wild escend from the stormy skies, legendary champions is	radition of Fenris alive. THE DWELLERS ABOVE 1 d and primitive state and the people survive as bes possessed of unsurpassed strength and magical, he	THE CLOUDS Although Fenris is the world of to to they can amidst the endless seasons of ice and oly powers. They are warriors of myth, and the	he Space Wolves, the Chapter occupies only the island d fire. The Space Wolves maintain a careful watch over lands of Asaheim are the forbidden realms of the divin-	continent of Asaheim, which rises from the polar oceans their tribal brethren, but rarely appear openly amongst e, where native tradition prohibits man to go. Only a
of turning a mortal man – even one who ha strangers stalk the lands of men. In the lon	as thrived in the harsh environs of Fenris - into a sing halls, tales are told of mysterious, fur-clad wan	Sky Warrior is a long, Rites ofandInitiation arduous aderers who arrive in the depths of winter and challe	incredibly perilous process. Many that undertake tenge the strongest and most boastful of the tribesm	this trial perish. To survive is to prove one's cunen to bouts of strength and drinking. They are	nning, strength and fortitude beyond question, and to b	r been. So it will ever be. RITES OF INITIATION The act be a worthy successor of Russ' gene-heritage. On Fenris, g eyes, who always outwrestle the strongest warriors and ming soos. If a young warrior shows the signs of
greatness during battle, the strangers may to live among the gods. The mysterious str GATE OF MORKAI Many are the trials whi	y approach him, to the awe of all who witness it. E rangers that select these warriors are the Wolf Pri ich a young warrior must endure before he can joi	Even should the chosen be on the point of death, the iests of the Space Wolves, Choosers of the Valiant. T in the ranks of the Space Wolves. Each test will try t	strangers care not. They take their prize with ther The youths they pick will be tested sorely, and if truthe Fenrisian's wit as well as his strength, and place	m away into the blizzards, and the youth is never ue steel is in their souls they will be implanted be him in mortal dangers from which he must e	er seen again. The tribesmen do not mourn the loss of s with the legacy of Leman Russ, ultimately becoming Sp merge alive if not unscathed. If an aspirant survives the	such a valiant warrior, for they know he has been chosen bace Marines. But such a gift is never given lightly THE te first few months of training, he must undertake the two
mighty gate and its carven flanks bear enc the Rune Priests. They will scour his soul for	hanted runes of great power. Once the young was or doubt, impurity and buried temptations – anyth	rrior has seen the ancient archway, he must pass the hing that may be used against a Space Marine or his	ough it. To back down is to admit weakness, and the battle-brothers by the fell powers they will one day	ne Sky Warriors do not suffer those without pur ay face. Only one who can steel himself against		rough the Gate of Morkai, the aspirant's mind belongs to ne exact means by which a candidate is tested will vary
Priests will scrub their minds and hand the challenge even the hardiest aspirant to the	em over to the Iron Priests to serve out their lives e very limit of his endurance. Some fail this final t	as Thrall-Servitors. For those that pass, the toughesest and are claimed by Morkai and forgotten. The tr	st trial is yet to come. THE TEST OF MORKAI Altheial is long, for the warrior is taken a thousand mile	ough the length and nature of any further trialses into the barren wastes beyond the fortress of	s an aspirant must endure will differ, the final test is al	ways the same. This is the Test of Morkai, and it will body absorbs the first and most deadly gene-seed of the
the other gene helices cannot be implanted desire is to glut himself on fresh meat and Wulfen, those who failed to overcome the o	d at all. Whilst in the throes of transformation, the blood. His body mass grows by up to eighty perceurse. To become one of the Wulfen is to fall from	e aspirant is cast out into the wilderness to make his ent, many of his bones fuse, and fangs sprout from h grace, and to roam the wilderness for evermore as	s own way back to the Fang. The gene works hideo his gums. Whilst his body is wracked with pain, the a creature of the darkest night, or be captured by	us changes on the warrior's mind and body; he warrior must overcome the shadow within hin his former brothers and held as a caged beast	reverts to a primal state where his bones split and but a lest it possess him entirely. If he does not, he will become until the time is right for them to be set loose in battle.	ckle, thick hair sprouts across his body and his only ome one of the giant, feral creatures known as the If the aspirant manages to find his way back to the Fang
Helix's original effects, and in times of green Emperor's name. They will battle monstrou	at stress they will alter into the bestial state that us Orks and hideous Daemons. They will encounte	haunts their soul like a ghastly spectre. This is the Cer the horrors of the Tyranids and they will endure the	Curse of the Wulfen, and it is rightly feared. However, the indescribable perils of warp space. To a man be	ver, as Space Marines these successful aspiran orn and raised amongst the warrior tribes of Fe	ts will live for hundreds of years, if they do not die in ba nris, this is indeed a life amongst the gods. H ead for the	nese warriors have not completely conquered the Canis attle, and will voyage through the stars to fight in the telest peak, thought Aerrod, fighting the temptation tered vessel. Head for the tallest peak, Geidric had said,
green eyes glinting under an unruly mane stoked the embers of pain into fires of angebroke into a loping run. Something flew at	turned white by the stresses of the last few week er and then into an inferno of strength. He launch Aerrod from behind a boulder, a monstrous mass	s. There they could meet up and keep each other samed from the edge of a chasm, sailing through the not of sinew and fur with a snapping white snout. It bo	ne, just like in the other trials. Not far now. Not far othingness for a second before catching rough blac wled him into the snow, its jaws slinging strands o	r to the safety of the pack. The beast inside Aer ck rock. He scrabbled upward, claws clacking, a f blood-flecked drool. Aerrod rolled with the im	rod roared as he ran, a caged animal clawing at the instand hauled himself over the edge. The part of him that upact, bringing his knee up to the towering thing's ches	sides of his ribs as it struggled to break free. Old habits was still human felt a flare of triumph. Nearly there. He t and forcing it away with a savage thrust of his leg. It
speed no mortal could hope to match. As the more, but this time Aerrod was ready. Fline	he white beast's claws ploughed into the snow, th ging a handful of pack snow at the creature's face	ne savage voice inside Aerrod roared for him to bite, e to distract it, he brought his other hand round in a	to rip out his foe's throat with his teeth and gorge wide arc. The jagged rock in his fist slammed into	on its hot corpse. Even as his vision misted recothe beast's temple with bone-cracking force. I	t barrelled into him nonetheless, but its limbs were stil	nd of a man, not an animal. The Geidric-thing leapt once
him with red eyes. A wolf-helmed warrior; battle-brothers, taking a figure from Fenris the Space Wolves Chapter. Each outer seg	deathly legend brought to life. The figure nodded sian myth to be his sigil. Though varied, every Wo ment is a separately carved stone slab inscribed w	l curtly and disappeared into the arctic mist. The Gro olf Lord and Great Company strives to embody the vi with the sigil and runes of the Wolf Lord it represent	eat Companies THE GREAT COMPANIES Like the irtues of strength, courage and honour that defined ts. During feasts in the hall, it is customary for the	tumultuous Fenrisian isles, the Great Companid their Primarch. The Grand Annulus of the Spawolf Lords and their Wolf Guard to be seated	les of the Space Wolves are not fixed for eternity. When ace Wolves can be found at the centre of the Hall of the within the area of the hall indicated by their 'name-stor	re one Wolf Lord falls, another must rise to lead his e Great Wolf. It is a representation of the organisation of ne'. The central device, bearing the sign of the Wolf that
Hunter, for he loves nothing more than to l Helix himself in the heat of battle. Yet thes	hunt under the full moon. The savagery of his conse warriors are also cunning - Bran's numerous G	npany is legend. Some say the Curse of the Wulfen r rey Hunters will often lie in wait to the foe's rear aft	runs deep within their ranks, for their enemies are ter the fury of his frontal attack forces their retrea	often found literally torn to pieces. Bran himse t. THE SEAWOLVES Engir Krakendoom's sigil	Cicatrix Maledictum first yawned open. THE BLOODMA olf has been seen to attack at the front of a howling pac- is that of the Sea Wolf. Chosen from the kraken-hunting he Sea of Stars. THE SONS OF MORKAI Named after t	k of Wulfen, and sometimes even succumbs to the Canis g islanders of the south, his men are dark of skin and
headed beast, Erik Morkai has always been swift and bloody acts of violence. THE RED	n grim and stern of aspect. His company has a gro D MOONS The Wolf of the Red Moon is a skeletal	eat many Wolf Scouts, fellow veterans who apprecia beast that prowls the seven hells in Fenrisian myth,	te their master's taciturn demeanour and nononse devouring the bodies of the unworthy and yet nev	nse approach. Erik was elected more for his te ver growing fat. The Wolf Lord who bears it as l	rrifyingly effective methods than his personality - he in his personal symbol, Gunnar Red Moon, is as broad as a their charismatic and cunning leader. Each warrior is	variably solves the problems that come his way with a menhir and as boastful as a bard. A roaring bear of a
Chapter, and constantly vies with his peers Wolftime - when Morkai will eat the sun ar spirits of loyal companions. THE STORMW	s for the Old Wolf 's favour. Logan Grimnar firmly nd eternal night will shroud the stars. Harald him OLVES Bjorn Stormwolf is a ruddy mountain of n	y believes that a battle can be carried by a few heroe iself rides to war upon Icetooth, a great grey Thunden nuscle and bellowed impatience. He has taken the T	es in the right place at the right time, and as such a erwolf. He is the Chapter's foremost hunter, for his hunderwolf as his symbol, for he too is a creature of	makes effective use of the many Wolf Guard in a senses are so sharp he can smell fear. Harald of ferocity over stealth. When the Stormwolves	his Great Company. THE DEATHWOLVES Harald Deat 's Great Company includes a host of lupine beasts, be the go to war, they field many heavy weapons, bikes and V	hwolf takes the symbol of the Ravening Jaw, icon of the
in recent times, keeping the sigil of the Iro blow. THE DRAKESLAYERS Krom Dragong	on Wolf to honour his predecessors' acts of extrem gaze has a presence of will so strong that his fierd	ne valour. The Great Company is replete with metallicely loyal Wolf Guard say only the mythical Sun Wolf	ic beasts of war, and their armoured assaults are f f has a hope of staring him down. Krom loves takin	amous throughout the Imperium, typified by grag part in all kinds of contests, from the Trial of	reat roaming packs of vehicles that cut off the prey's es the Bladed Eye to the rivalries he fosters within his Gr	cape routes whilst heavily armed tanks deliver the fatal reat Company and without. THE BLACKMANES Perhaps ers before launching one of his famed Drop Pod assaults.
THE FIREHOWLERS Sven Bloodhowl, Lord and scenes from their own sagas. THE GRI obsidian name-stone set into the Grand An	d of the Firehowlers, has been missing since he as IMBLOODS In Fenrisian myth, the Fire Wolf burn nulus was once that of Jorin Bloodhowl's Great Co	ssaulted the Blackstone Fortress, Will of Eternity. Was hot without being consumed. Some whisper Kjarl (ompany, known as the Wulfenkind; they who hounded	Thile some believe his saga to be at an end, his Wol Grimblood bears a gift from his sigil; that he can re ed the Thousand Sons into the warp during the Ho	If Guard rule in his name until his fate is detern ead the future in the fires of war. True or not, l rus Heresy. Though the Wulfen have returned,	nined. The Firehowlers tattoo themselves with Bloodho his company uses many flamer weapons, exulting in the this stone continues to represent all of the Great Comp	wl's volcanic icon, the Fire Breather, alongside runes smell of cooked flesh. THE 13TH COMPANY The blank panies across history that have been destroyed or lost in
to his proud and savage heritage. Compact with canine teeth, plumes of fur or other ta	t and sturdy, the bolt pistol is a devastating side a alismans. Aspects of the Wolf Halthor Longpelt is	arm that can be used at extremely close range. Utilisone of the original Primaris Space Marines to have I	sing the same mass-reactive ammunition as larger been recruited from Fenrisian stock. Such is his sk	bolt weaponry, each rocket-propelled round fir kill in battle - and his perfection of the 'Iron Bli	ed explodes upon impact, blasting apart light armour w zzard' tactic - that his elevation to an Intercessor pack	every aspect of a battle-brother's equipment is testament with ease. Space Wolves often festoon their bolt pistols has proved the worth of his new breed thrice over. The signifying that their killing tool has an equal share in the
rewards of the hunt. SPACE WOLVES HER the right pauldron. Red and black pack ma Stormwolves Wolf Scouts and Reivers bear	RALDRY Space Wolves eschew standard squad ma rkings indicating a battleline unit are emblazoned r scout pack markings, with iconography displaye	arkings, instead using their own Fenrisian iconograp d on the pauldrons of Grey Hunters and Intercessors d in black and grey. Red and yellow markings are us	ohy to indicate battlefield role. There are few hard s. The Blackmanes Company of the Great Wolf The sed to indicate close support packs, and are borne	and fast rules to these markings, though there Deathwolves The Ironwolves The Grimbloods by Blood Claws, Swiftclaws, Skyclaws and Ince	is a general colour code used to identify different pack The Seawolves The Sons of Morkai The Bloodmaws The optors. An Intercessor from the Blackmanes Great Com	s, and the pack marking is almost always displayed on e Red Moons The Drakeslayers The Firehowlers The pany with red and black pack markings. Wolf Guard Fire
brother's pack markings to indicate a parti Vehicles often bear their Great Company's	icularly heroic deed, such as putting themselves is symbol in a prominent position, such as on a forw	n mortal danger to save the life of a fellow Space Ma ward glacis. ANNALS OF THE SPACE WOLVES The	arine. Space Wolves infantry usually bear the mark Space Wolves can trace their glorious history back	kings of their Great Company on their left paule k to the foundation of the Imperium and the ter	and white and are displayed on the armour of the right dron, but this may be displayed elsewhere, such as on a rible wars that were fought to protect it. Over the mille s meet for the first time during the Great Crusade, and	knee pad, in the case of some marks of armour. ennia, the Space Wolves have stayed true to their vow to
blows. Leman Russ and the Dark Angels' P trapped in the Dreadsun Fortress, but his b zealots to his cause, the Apostate Cardinal,	Primarch, Lion El'Jonson, engage in a mighty duel body sustains such terrible injuries that, to presen , Bucharis of Gathalamor, leads his unholy crusad	, the first in a long and bitter feud between the two rive his life, what is left of his shattered body is interfele towards Terra. The bloody path he carves across t	warlords. The Burning of Prospero Incarceration B red in a Dreadnought. Acutely aware that, as a Dre the galaxy soon comes to Fenris, where Bucharis is	Bjorn the Fell-Handed's heroic career is tragical eadnought, he can no longer fulfil his duties as so confident that the seemingly inexhaustible for	lly cut short during the Proxima Rebellion. Bjorn leads master of the Chapter, Bjorn abdicates his position as crees at his disposal will soon secure him victory. Annals	a successful raid to free those of his battle-brothers Great Wolf. Having gathered a vast army of deluded of the Space Wolves The Second Founding M32-M36
SAGA OF CONQUESTS The Battle for the Handed – the only member of Russ' compa Unbelief The Emperor orders the apprehen	Fang The Primarch Departs During the 197th Fea any to be left behind - as their leader. In his first a ansion of Magnus the Red and the destruction of his	ast of the Emperor's Ascension on Fenris, Leman Ru act as Great Wolf, Bjorn announces the Great Hunt. T is Thousand Sons Legion as punishment for ignoring	ss gathers his closest retainers and departs for the The entire Space Wolves Chapter sets forth in an a g the edicts of the Council of Nikaea. Leman Russ l	e Eye of Terror without explanation. The First (attempt to discern the whereabouts of their mis eads his Legion in a devastating assault on Pro	Great Hunt After seven years of waiting for their Primar sing Primarch, though they are ultimately unsuccessfu spero. The Thousand Sons are all but annihilated in the	rch to return, the Space Wolves elect Bjorn the Fell- l. M36-M40 SAGA OF JUDGEMENTS The Plague of e bloody fighting and Russ breaks his brother's back in a
his Legion's strength, dividing it only once enemies from their home world. Harek Iron what the Space Wolves started at Prospero	to create the ill-fated Wolf Brothers Chapter. lea nhelm faces Magnus in personal combat, but is st o. After receiving word that the traitors are massi	d a guerilla campaign against the traitor forces. The truck down before mighty Bjorn banishes the Primar ng on the world of Gangava, Ironhelm launches a fu	e Thousand Sons breach the great gate of the Fang rch in turn. Magnus the Red appears to Great Wolf Il attack, leading eleven Great Companies into bat	r, but not before the Wolf Scout Haakon Blackw Harek Ironhelm in a series of visions. Haunted tle. Having laid his plans over hundreds of year	wn into Chapters, in accordance with the Codex Astart ring escapes to bring word to the rest of the Chapter. T I by his dreams, Ironhelm becomes increasingly determ rs, Magnus the Red arrives on Fenris with the remainin	he Space Wolves return in force to drive their hated lined to bring the Thousand Sons to battle and finish g fighting strength of his Legion. Only a single Great
Company remains to defend the Fang, and defences of the Fang and Grimblood's fleet to the Codex Astartes. A sizeable continger	Bjorn the Fell-Handed is roused from his slumbe t, Bucharis' armada is forced to withdraw, abandon nt of Inquisitorial henchmen and Astra Militarum	or to After a gruelling three-year siege in which the r coning a large part of their fighting strength to their f regiments joins Jacobean as he launches his crusade	enegade forces suffer massive losses, Wolf Lord K fate. The Jacobean Censure Inquisitor Jacobean of e against the Sons of Russ. The Wolf Lords of each	ryl Grimblood concludes his campaign in the E the recently formed Ordo Hereticus decries th Great Company send their most trusted Wolf S	ye of Terror and returns to Fenris, smashing into the re e practices of the priesthood of Fenris, and proclaims the Scouts to apprehend the Inquisitor in the Svardeghul Sy	ear of the traitor lines. Caught between the impenetrable he Space Wolves as heretics for their lack of adherence ystem, where Jacobean is revealed to be the Changeling
host led by none other than the Daemon Pr his bodyguard of twelve Bloodthirsters of R	rimarch Angron. The newly elected Great Wolf, Lo Khorne are banished back to the warp by the com	ogan Grimnar, leads the Space Wolves to the planet' bined efforts of an entire brotherhood of Grey Knigh	's defence, arriving just in time to halt the onslaug nts Terminators, though over ninety are slain in the	ht of Khorne's minions. In a final cataclysmic be act. The Wolf and the Knight A Knight of Hou	se Hawkshroud becomes Oathsworn after Krom Dragoi	y prepared Imperial defences and defeated. Angron and
indiscriminate killing even after the Chaos sides. This terrible event is known for ever whale, twisted by the unnatural tides of the	renegades have been repelled. Despite Chapter I more as Honour's End. From Out of the Warp it C e warp. As the monstrosity prepares to engulf the	Master Seth's insistence that his men are purging the Came Engir Krakendoom's Great Company are close astral stronghold of Perillia, the Space Wolves boar	nose that have been tainted by the presence of Cha to hand when a vast anomaly breaches the yawning and it in drill-tipped torpedoes. Fighting amongst from	nos, the Space Wolves are outraged and attacking warp gate of Sloth. Twelve thousand miles outlines and forests and gill-chasms, Engir and his men	the Flesh Tearers at once. The resultant battle sees bro f heaving flesh; the entity defies classification until a xo battle through the nightmare products of its hostile eco	other fighting brother and the deaths of many on both enobiologist realises that the anomaly was once a void osystem before planting thermal charges deep within its
vital organs. They escape with seconds to s Montberg Spaceport Harald Deathwolf – in enchanted pelt of the largest of their numb	spare before the behemoth finally comes apart in a his past life a champion of the Tide Hounds tribe per as a trophy. Hive Fleet Colossus descends upo	a great cloud of tainted blood. The Perillian Gas Bel e - hears tell of a migration of ice trolls that has read on the civilised world of Thressiax, and the forces ga	t is born from its remains. violence of the ensuing ched the lands of his birth and is devouring his pec rrisoned there prove unable to stop the Tyranid in	fight is but a shadow of the destruction that fo ople. In a rage, he makes an unsanctioned return vaders. Imperial High Command calls for all re	llows as the sector descends into total war between the rn to his ancestral roots and leads his savage tribe-kin t maining forces to withdraw, leaving the settlers of Thro	e three factions. Slaying of the Ice Trolls The Battle for to victory against the marauding monsters, claiming the essiax to their fate so that the Tyranids can be
Artemis System. In the wake of the conflict and their new recruits hold the walls again	t, Ranulf the Strong inadvertently kills the Dark A ast the Tyranids, buying the civilians time to escap	Angels champion, Balthasar Xaphan, in the traditiona pe. When the six surviving Grey Hunters finally with	al contest that re-enacts the duel fought by Russ ar draw from the spaceport, Imperial High Command	nd El'Jonson. Blood is shed on both sides in the I demands they be stripped of all honours for d	isobeying a direct command. Instead, Bran Redmaw pr	ne first time in many years to quell an uprising in the confidence of Montberg, and against all the odds the Space Wolves omotes all six into his personal Wolf Guard in recognition looks set to consume the entire Athelaq sector, it is not
only the Great Company of Egil Iron Wolf t visits the throne room of Egil Iron Wolf in o Omnicide, Logan Grimnar's Great Compan	that stands in its path. An Aeldari warhost fights by great ceremony, his bodyguard of Striking Scorpi by stumbles upon a feral Space Wolves Dreadnoug	hard to contain the greenskin invasion to prevent the cons respectfully bearing the recovered bodies of fall ght carving its way through a force of Chaos Space N	e Space Wolves from becoming surrounded. Egil's len Space Wolves. Unfortunately, what was suppos Marines. After a fierce struggle, the murderous ma	tanks take a heavy toll on the Ork vanguard and sed to be a parley over a parting gift turns sour chine is captured and frozen in stasis, before b	d, after weeks of bitter warfare, Warlord Grimtusk is k at a single stray mistranslation. Insults are exchanged eing taken back to the Fang for study. The Avenging of	illed and the Waaagh! blunted. Later, Autarch Elenduil and blades drawn. The sudden On the hell world of Berek Thunderfist Ragnar Blackmane slays his liege's
IV. An Oath Fulfilled After more than 350 y spike in the Trophy Hall of the Fang. The T	years, Ulrik the Slayer avenges the aspirants lost Third War for Armageddon With his presence need	to the Drukhari Haemonculus Coven, the Hex. Khae ded elsewhere, Logan Grimnar sends five Great Com	ghris Xhakt, the Haemonculus Ancient who master npanies to Armageddon to join the Imperial forces	rminded the atrocities so long ago, is betrayed hastily gathering there to combat the second,	his Great Company in the charge that finally breaks the by an ambitious underling, who leaves his ghoulish ove even larger invasion of Ghazghkull Thraka's Ork Waaag this time that tendrils of madness coil from the void, a	Jh!. The Battle for Alaric Prime The Great Wolf himself

```
System. The Trickster of Tzeentch As the Space Wolves return to Fenris to purge it of the invading Daemons, they are met by an Imperial fleet with the Dark Angels fortress monastery, the Rock, at its head. The fleet's commanders intend to bring the Wolf Lords to judgement for accepting the deviant Wulfen into their ranks. Tensions rise as the
servant of Tzeentch known as the Changeling, having infiltrated the Dark Angels, spurs the ancient rivals to war. The disguised Daemon announces that the Space Wolves have fired upon Grey Knights vessels in the system, and that the savage Wulfen have turned on their Dark Angels, spurs the ancient rivals to war. The disguised Daemon announces that the Space Wolves have fired upon Grey Knights vessels in the system, and that the savage Wulfen have turned on their Dark Angels, spurs the ancient rivals to war.
'Kraken's Egg' held in the Trophy Hall of the Fang splits open to disgorge a slithering swarm of tentacled beasts. Harald Deathwolf 's Fenrisian Wolves smell the creatures' acrid stench first, and lead the Wolf Lord himself to investigate. Together with Canis Wolfborn and a warband of battle-brothers, Harald messily butchers the abominations. Returns
of the 13th Great Company On the hive world of Nurades, Harald Deathwolf and his Great Company slaughter the mutants spawned by a raging warp storm, but are ambushed by a horde of Daemons. Mysterious hulking figures leap to the aid of the Space Wolves, shredding the creatures of Chaos and covering the battlefield with their ichor. These
newcomers wear armour bearing a mark not seen in ten thousand years - the icon of the Wulfenkind, emblem of the lost 13th Great Company. Harbingers of Doom The newly found Wulfen are returned to Fenris, to their ancestral home where they are joined with their kin. Not all among the Space Wolves welcome their lost battlebrothers, for the
savage mutation in the Canis Helix of the 13th Great Company evokes a dangerous bestial fury in other Space Wolves, Azrael, Supreme Grand Master of the Dark Angels, orders his fleet to bombard the Daemon-infested planets of the Fenris System, despite the fact
that Space Wolves still fight on the surfaces of these worlds. On the hive world of Midgardia, the rain of fire is so extreme that the surface is reduced to a scorched wasteland, and billions of its citizens are obliterated. By a strange twist of fate, Logan Grimnar and Egil Iron Wolf are trapped below the surface and avoid the destruction of the
Exterminatus. Brother-Captain Stern of the Grey Knights, along with Ragnar Blackmane, arrives on the bridge of the Rock, just as the bombardments commence. Confusion and anger reign, but into the madness speaks Stern. He alone senses the traitor in their midst - Mendaxis, the vox seneschal, who is in fact the corporeal form of the Changeling
With its ruse exposed, the trickster Daemon flees into the heart of the Rock. Though it sows much more havoc, it is eventually cornered and sent back to the warp by the blade of Ragnar Blackmane. The Wrath of Magnus In the wake of may hem created by the Changeling, nine Silver Towers of Tzeentch appear above Fenris. As the Rune Priests cast
their stones, each reading is more foreboding than the last, and in the Imperial fleet construals of the Emperor's Tarot point to a ravenous serpent of flame. The Silver Towers descend through Fenris. As the warriors of the Thousand Sons
begin their implacable advance across the death world, the Sons of Russ charge to meet them. On glaciers, volcanoes and mountains the Space Wolves battle the Traitor Legion, and the snows are reddened by blood. On the third day, the fortresses of the Thousand Sons arrange themselves to form the ancient Prosperine symbol of vengeance, and
from the nexus of power at its heart bursts forth the Daemon Primarch Magnus the Red. Aided by Ahriman, the most gifted of his Legion, Magnus seeks to corrupt Fenris itself - and therefore its people - turning the fiery world-spirit of the planet against those who had been his persecutors millennia ago. In the final concerted attack against Magnus
the Space Wolves are joined once more by the Dark Angels, though their Ravenwing jetfighters are disintegrated by lancing sorcerous blasts. The Deathwolves are next into the fray, supported by Grey Knights of the Wardmakers Brotherhood. Step by step they hack their way through ranks of summoned Daemons to reach the Crimson King. More
Imperial warriors charge the infernal Primarch as the most powerful Rune Priests, gathered under Njal Stormcaller, call on the rocks and chasms of Fenris to trap Magnus in their jaws. With a bolt of Chaos energy Magnus transmutes the Grand Master of the Wardmakers, Valdar Aurikon, into lifeless metal. Egil Iron Wolf is next to fall, with Magnus transmutes the Grand Master of the Wardmakers, Valdar Aurikon, into lifeless metal. Egil Iron Wolf is next to fall, with Magnus transmutes the Grand Master of the Wardmakers, Valdar Aurikon, into lifeless metal. Egil Iron Wolf is next to fall, with Magnus transmutes the Grand Master of the Wardmakers, Valdar Aurikon, into lifeless metal. Egil Iron Wolf is next to fall, with Magnus transmutes the Grand Master of the Wardmakers, Valdar Aurikon, into lifeless metal.
shifting the Wolf Lord telekinetically so that he is vaporised by his own lascannon blast. This gruesome end to Egil's saga buys Grimnar the opening he needs. Pouncing from his chariot, the Great Wolf calls out a challenge to Magnus before hewing the Daemon Primarch's chest with the Axe Morkai. As Magnus howls in pain, Grey Knights Purifiers
chant rites of banishment, and in a blinding explosion, Magnus is expelled from Fenris. The Fall of Cadia The victorious Space Wolves rush to the Cadian Gate as Abaddon the Despoiler launches his Thirteenth Black Crusade against the system. After a series of gruelling orbital battles, the Imperial fleets are left all but crippled, and the invasions shed
much Imperial blood on the planet's surface. In a last effort to halt Abaddon's Blackstone Fortress, the Will of Eternity, Wolf Lord Sven Bloodhowl leads his Firehowlers along with other Adeptus Astartes and Astra Militarum forces in a boarding action. He has not been seen since. Whatever their fate, the flight of the Blackstone Fortress continues
towards Cadia. Many other Space Wolves are slain on Cadia itself as traitors and Daemons pour across the planet. Among them is Orven Highfell, successor to Egil Iron Wolf, who is torn to shreds by a rampaging Bloodthirster. His valiant sacrifice, along with those of countless other Imperial warriors, are ultimately in vain, as the Will of Eternity is
sent crashing into Cadia. The pylons scattered across the world, that for ten millennia had held back the warp, are rendered useless, and the planet is transformed into a roiling Daemon world. The Jaws of the Warp The Rune Priests on Fenris hear the bestial howl of the immaterium as warp storms tear through the Imperium. For a moment, the
guiding light of the Astronomican is snuffed out, and the Emperor's realm is plunged into darkness. The worlds of Humanity are buffeted by empyric energy, tearing apart the links between them, and many are lost forever. The opening of the Great Rift renders each planet a solitary island, alone in the savage Sea of Stars. M41 SAGA OF THE
MALEDICTUM The Gift of the Primarch Word reaches Fenris that Roboute Guilliman, Primarch of the Ultramarines, has been awakened from his millennialong stasis, and has been made Lord Commander of the Imperium once more. The Great Companies are summoned to Fenris to receive the Primarch as his Indomitus Crusade passes through the
sub-sector. Upon Guilliman's arrival he presents the Space Wolves with new ranks of warriors - the Primaris Space Marines, created from the genetic stock of Leman Russ by the Archmagos Dominus of Mars. Despite the Great Companies being severely understrength in the wake of so many recent wars, there is still division amongst the Wolf Lords
as to whether or not the warriors of Guilliman's Ultima Founding should be accepted into the Great Companies - after all, the Primaris battle-brothers are not born of Fenris, they have not braved its savage winters and violent summers, and they have not taken the Test of Morkai. Some of the Wolf Lords see the gift of Guilliman as a ploy to undo their
proud traditions and bend the Space Wolves Chapter finally to the precepts of the Codex Astartes. Though he hears their protests, Logan Grimnar sternly counsels his Wolf Lords to follow the will of the Lord Commander at this time. The Return of Magnus Magnus the Red launches a colossal assault on the Stygius Sector, located on the far side of the
Great Rift in the region now known as the Imperium Nihilus. To reach the war zone, seven Great Companies wend their way through the treacherous channels that cross the Cicatrix Maledictum. The Space Wolves, along with Dark Angels, Iron Hands and Astra Militarum forces, launch a counter-attack against the invading Thousand Sons on the
crystallized world of Tarkan. It is the first major campaign in which the Primaris Space Marines are deployed, and they fight with the same ferocity and passion as any son of Fenris. Yet despite their tenacity, the overwhelming numerical superiority of the Chaos forces soon turns the counteroffensive into a desperate last stand. It is only the sudden
and unexpected arrival of an Aeldari strike force from Craftworld Ulthwé that allows the Imperial forces to make a fighting withdrawal, leaving much of the Stygius Sector to its grim fate. The Curse of Russ Having shown their strength and savagery in many battles, packs of Primaris Space Marines are deployed by Wolf Lords more readily. Though
they do not know the customs of Fenris, they are innate hunters, and show a preternatural ability to coordinate their attacks with those of other Space Wolves. Ulrik the Slayer proposes that within the Primaris Marines, the key to curing the Wulfen's curse may be found. But he is soon proven wrong. Whilst purging a Drukhari raiding party on the
mining world of Smelter's Heap, several packs of Inceptors fight, the Inceptors charge heedlessly into their enemy and use their firearms as brutal makeshift bludgeons. Through sheer animal fury the Inceptors are able
to drive off their foe, and with the battle over they regain control of their passions once more. But it is revealed that, through their genetic link to the Primaris Trials To prove their mettle and dedication, to both themselves
and to their Chapter, many Primaris Space Marines travel to Fenris to undertake the Test of Morkai. Though they have no need to drink from the Cup of Wulfen, they must still make the thousand-mile journey across the Fenrisian barrens bereft of any clothing or weaponry without succumbing to their bestial instincts. While the majority pass the test
no small few do not return. Night of the Hellblasters Repulsors laden with Hellblasters assault the Iron Warriors fortress on the drifting orb known as the Midnight Moon. The dark planetoid glows bright in the void as the Space Wolves unleash the fury of their plasma weaponry. The Great Portent On Fenris and in war zones across the Sea of Stars,
Rune Priests receive riddling visions and cryptic visitations. Time and again their casting bones point to the same future. The return of the 13th Great Company, the emergence of Magnus the Red and the awakening of Roboute Guilliman are the last verses of the saga that will culminate in the Wolftime - the prophesied return of Leman Russ. After
undertaking a perilous spirit-walk, Njal Stormcaller petitions Logan Grimnar and Ulrik the Slayer to wake Bjorn the FellHanded, so that the ancient warrior may grant the High Rune Priest an audience. The request is granted, though what they speak of is kept secret. A Space Wolves strike force is akin to a raging storm, yet the bolts they loose never
strike at random, and the destruction they wreak is never without purpose. The savagery they harbour deep within their gene-seed is used as an executioner's blade, honed to devastating perfection and unsheathed only upon those who stand against the Imperium of Man. Logan Grimnar LOGAN GRIMNAR THE GREAT WOLF A warrior born, Logan
fought his way through the ranks of the Space Wolves under the watchful eye of Ulrik the Slayer. Despite the fact that Logan is one of the longest serving Chapter Masters in the Imperium, to this day Ulrik the Slayer. Despite the fact that Logan allows this to pass without comment.
Unlike the stoic and formal lords of some other Chapters, Logan is charismatic and likeable in the extreme, as apt to reward his men with a hearty slap on the back and a tankard of Fenrisian mead as with an official commendation. The King of Fenrisian mead as with an official commendation.
Wolves has endured for over five hundred years. During that time, the Old Wolf has led his Chapter to victories beyond counting against tyrants and terrors alike, humbling the warlords of Chaos and pushing back the omnipresent alien threat that gnaws at the edges of Humanity's domain. When written in full, Logan's saga stretches from one side of
the Great Hall to the other, for the Old Wolf hunts evil wherever he finds it and without hesitation. Though some cynics doubt the factual validity of many of the Fenrisian sagas, believing them riddled with hyperbole, none can deny that during his reign as Great Wolf, Logan Grimnar has been instrumental in some of the greatest Imperial victories of
the 41st Millennium. The First War for Armageddon would likely have ended in disaster had not Logan led a campaign that ultimately saw the defeat of the World Eaters Legion and their Daemon Primarch, Angron. At the height of the conflict,
Grimnar slew a mighty lord of the World Eaters in personal combat, claiming the fallen champion's baleful axe as a token of his victory. The fabled Axe Morkai was forged from this very same weapon. Clad in his ornate Terminator armour, Grimnar towers over all save his mighty champion, Arjac. His beard is long and his fangs full, yet age has not
made him weary. Logan's armour is wreathed with the pelt of the infamous Thunderwolf, Fellclaw once terrorised the northern plains of Asaheim, which lie in the shadow of Fangard Mountain. Logan took it upon himself to track the deadly creature to its lair. Alone, naked and unarmed,
Logan fought his quarry on even terms, eventually biting out the Thunderwolf's throat with his fangs after a hard-fought struggle. Seeking shelter from a fierce icestorm, Logan entered the beast's lair, and there found two lone wolf cubs. It was clear that Fellclaw's ferocity had, in part, been due to a paternal instinct to protect its young. Unwilling to
leave them to their fate, Logan gathered up the young cubs in Fellclaw's pelt and returned to the Fang. The pair eventually grew into powerful Thunderwolves, and have remained fiercely loyal to their master for more than five hundred years. When Grimnar rides to battle in the war chariot Stormrider, it is these beasts that draw the Fenrisian relic.
Though Logan has won countless victories, it is not just against the enemies of the Imperium that he has waged his wars. He has willingly led his forces into battle against Imperial institutions whose actions he deemed threatening to the Space Wolves or the civilians of worlds he has saved. This has led to many accusations of rebellion, heresy and
treason being levelled at Logan and his Chapter, along with the usual rumours of genetic deviancy. However, the fact that the Old Wolf is so ready to meet his detractors on the field of battle is undeniably one of the reasons why these allegations are not taken further - the senior adepts of the Administratum know from experience that it is better to
have the Space Wolves as allies than as enemies. Nevertheless, no matter how unorthodox his methods, Logan Grimnar is one of the Imperium. In all his years Logan Grimnar has never been tested as he has since the opening of the Great Rift. The warp storms make a nightmare of travel and
communications, with more pleas for aid coming every day than can possibly be helped. Additionally, it has taken all of Logan's leadership efforts to ensure the new Primaris Marines have been able to integrate into the tight-knit brotherhoods. It is a relief to the Great Wolf when he can take to the field of battle himself, exercising his frustrations upor
the foes that beset the Imperium. THE AXE MORKAI Logan Grimnar's weapon is a trophy of war, prised from the dead hands of a powerful champion of the battle on the battle on the batks of the River Chaeron. After hours of bitter
fighting, the river ran red with blood and the bodies of cultists and traitor Guardsmen were piled high. World Eaters Chaos Space Marines attempted to cross the river in baroque armoured barges or over bridges melded from the bodies of screaming slaves, the traitors charging across the flesh-structures to reach the Space Wolves. Seeing a chance
to turn the tide, Logan Grimnar led his Wolf Guard into the gore-clouded water to meet the warriors of Khorne head-on. The Chaos Champion Akor Doomflayer charged out of the ranks of the World Eaters, his rune-encrusted axe cutting down two of Grimnar's Wolf Guard in the span of a few moments. Suddenly the Great Wolf found himself fighting
for his life, Doomflayer's insane fury pushing him back. With an incoherent cry the Khornate Champion struck the flat of Grimnar's frost blade, shattering it into glittering shards. Doomflayer's moment of triumph was also his last, as the Great Wolf lunged inside his executioner's swing, ripping off his skull-faced helm with a clawed hand and sinking
his fangs into the exposed throat underneath. As Doomflayer fell into the bloody river Grimnar snatched up his opponent's crimson-steel axe, cutting a path back to his Wolf Guard through knots of homicidal Khorne Berzerkers. For the rest of the campaign Logan fought with the axe, and upon his return to Fenris he had it reforged, dubbing it the Axe
Morkai. It was this relic that penetrated Magnus the Red's arcane defences in the battle of the World Wolf 's Gullet, for the Daemon Primarch had guarded against every weapon forged within the Imperium, but not those without. 'Listen but closely my brothers, for my life's breath is all but spent. There shall come a time far from now when our
Chapter itself is dying, even as I am now dying, and our foes shall gather to destroy us. Then, my children, I shall listen for your call in whatever realm of death holds me, and I shall come no matter what the laws of life and death forbid. At the end I will be there. For the Final Battle. For the Wolftime.' - Last words of Leman Russ, Primarch of the
Space Wolves RUNE PRIESTS Most arcane of all the priesthoods of the Space Wolves, they are learned in shamanic traditions that a mere tribesman could never truly comprehend. Theirs is the knowledge of the mystic
arts, of hidden rites handed down throughout the millennia that consume their days and haunt their nights. Rune Priests keep their own counsel, living apart from their kin save to interpret the casting of the runes. During battle, however, the Rune Priests are roaring, raging incarnations of storm-borne fury. Rune Priests are masters of the storm, and
the elements themselves obey their command. A Rune Priest may call upon Grandfather Blizzard to drive shards of ice into the flesh of his enemies, implore the Lord of Lightning to spear his nemesis from above, or compel the rocky jaws of Fenris herself to open, sending the enemy tumbling downward into the planet's molten heart. None truly know
how the spark of psychic ability that controls the elements becomes manifest within the soul. Maybe a brawling warrior will find electricity crackling from his fists, or a young Blood Claw will inexplicably survive a massive lightning strike and be forever touched with the power of the storm. Perhaps there is latent psychic ability within the bloodlines of
Fenris, yet there is unmistakably some irregularity in the Canis Helix that triggers such a change, for Rune Priests have also arisen from the Fang it matters not. All they care about is the Rune Priests' ability to serve the Chapter with honour; how they achieve that is
their own business. In truth, all believe in their hearts that every Fenrisian male is at least in part a son of the storm, and that there is nothing unnatural about the tempest lending strength to its own. Rune Priests carry weapons covered from end to end in runes that glow red-hot when power is channelled through them. It is with these graven sigils
that the psykers of the Space Wolves control and direct the fury of the elements. Should a Rune Priest be required to teleport into a particularly hazardous war zone such as the cramped corridors of a space hulk - often alongside a Wolf Lord and his Wolf Guard - he can even access the vaults of the Fang and don a suit of rune-encrusted Terminator
armour. Regardless of his chosen armament, the Rune Priest may also don a psychic hood - an arcane device that uses intricately arranged crystals that amplify its wearer's ability to nullify warp-based attacks. In addition to the weapons and armour of their station, Rune Priests carry talismans, and totems - potent wards against the powers of the
immaterium. With these esoteric tools it is the duty of the Rune Priests to banish the Daemon. Some Rune Priests also have psybernetically enhanced familiars are fitted with augmetic relays that give their master a psychic view of large swathes of the battlefield. 'There
are many ways to read the runes, for they are full of both allusion and obscurity. Yet even a hut-shaman can see portents of doom and glory when they loom near.' - Skædir Hangdrot, Rune Priest of the Gyrclaw's White Wolves NJAL STORMCALLER THE STORM THAT WALKS The barbarian tribes of Fenris believe that the most powerful Sky Warriors
can bend the savage elements themselves to their will. Njal Stormcaller is the living proof of that belief. The skies are his to command, and he takes fierce delight in summoning ice-toothed blizzards and howling gales with which to scatter and destroy those who stand in his path. Njal Stormcaller As a tribesman, Njal was a vital and fierce warrior,
flame-red of hair and forked of beard. When his tribe took to the ocean one year, they were attacked by their rivals, the Paleskins. Njal was in the thick of the fight; not only did he repel the boarders but he counter-attacked with vigour, leaping from oar to oar to board the enemy boat. He fought with such fury that even the full-blooded warriors of the
other tribe feared to face him. After the battle, Njal lay on a blood-slick deck with a spear point piercing his heart. His wound did not heal, and he would have passed on into the sagas of the tribe, but he was whisked from Morkai's jaws by the Rune Priest Heimdall and inducted into the sagas of the tribe, but he was whisked from Morkai's jaws by the Rune Priest Heimdall and inducted into the sagas of the tribe, but he was whisked from Morkai's jaws by the Rune Priest Heimdall, Njall and inducted into the sagas of the tribe, but he was whisked from Morkai's jaws by the Rune Priest Heimdall and inducted into the sagas of the tribe, but he was whisked from Morkai's jaws by the Rune Priest Heimdall and inducted into the sagas of the tribe, but he was whisked from Morkai's jaws by the Rune Priest Heimdall, Njall and inducted into the sagas of the tribe, but he was whisked from Morkai's jaws by the Rune Priest Heimdall and inducted into the sagas of the tribe, but he was whisked from Morkai's jaws by the Rune Priest Heimdall and inducted into the sagas of the tribe, but he was whisked from Morkai's jaws by the Rune Priest Heimdall and inducted into the sagas of the tribe, but he was whisked from Morkai's jaws by the Rune Priest Heimdall and inducted into the sagas of the tribe, but he was whisked from Morkai's jaws by the Rune Priest Heimdall and inducted into the sagas of the tribe, but he was white priest Heimdall and inducted into the sagas of the tribe, but he was white priest Heimdall and inducted into the sagas of the tribe, but he was white priest Heimdall and inducted into the sagas of the tribe, but he was white priest Heimdall and inducted into the sagas of the tribe, but he was white priest Heimdall and inducted into the sagas of the tribe, but he was white priest Heimdall and inducted into the sagas of the tribe, but he was white priest Heimdall and inducted into the sagas of the tribe, but he was white priest Heimdall and inducted into the was white priest Heimdall and the sagas of the tribe, but he wa
learnt to harness the destructive power of nature itself. Over many hard years of fighting and fasting upon the stormwracked peaks of Fenris, Njal avenged his mentor Heimdall by blasting apart a dread Bloodthirster of Khorne. He then scattered its minions to
the four winds with an ice storm that stripped the crimson flesh from that day on, Njal has been known as the Stormcaller. His rise to High Rune Priest of the unnatural tempests summoned by his hand, the retelling alone enough to
make hoarfrost form in the thickest of beards. In battle Njal bears a rune-covered staff that he has fashioned through his own quests and labours. Known as the Staff of the Stormcaller, it acts as a channelling rod for Njal's psychic powers while at the same time grounding and dissipating psychic attacks unleashed by his enemies. When swung in
anger, the staff crackles with barely contained energies, and its blows strike with thunderclap force. In his younger days Njal wore power armour, but since being asked to join the Great Wolf 's assault on the renegade-held fortress of Khazark, he has taken to wearing Tactical Dreadnought Armour. The elder Rune Priest himself added the potent
runes which cover the Terminator suit, sigils that glow with eldritch force as he summons the fury of the storm. The strangest of all Njal's tools of war is a mechanically augmented raven. At the battle of Rust World, Njal saved the life of the Iron Priest Ulf Blackbrow with a deadly accurate axe throw. The great blacksmith, a fierce man who did not like
to owe anything to anyone, repaid the debt by forging Njal a psyber-familiar that has, in turn, saved Njal's life more than once. The greatly enhanced Fenrisian raven is named Nightwing, and it acts as a spy and lookout for its master, as well as aggressively attacking any foe that strays too near. More than a few enemies that hoped to assail Njal while
he focused upon calling down the storms have instead found themselves attacked, Nightwing's metal beak visciously stabbing at their eyes. Priests WOLFWolfPRIESTS When the tribes of Fenris fight their brutal wars and the battlefield is littered with corpses, a distant figure can often be seen standing high above, his penetrating gaze falling upon
each warrior in turn. One who has proved himself as truly exceptional during the day's fighting may find that he is visited by a looming, armoured figure, black as a warlock's soul and with a leering wolf skull instead of a face. The apparition emerges silently from the shadows, beckoning for the Fenrisian to come with him, to walk away from the love
and warmth of his family forever. No tribesman has ever refused, for legend has it that the Wolf Priests are learned in the ways of biomechanics and chirurgy, and it is they who oversee the long and dangerous transformation from human
aspirant to superhuman Space Marine. The first and last face a warrior of the Space Wolves will see in his time of service is the lupine skullmask of the Wolf Priest, for it is he who guides a warrior's apotheosis in those early years, and he who administers the Rites of Morkai when that warrior bleeds his last. Though they reap the gene-seed of the
fallen in much the same way as the Apothecaries of other Space Marine Chapter's connection as cult leaders and spiritual guides in the manner of a Space Marine Chapter's connection to the Imperial Creed.
It is the Wolf Priests who keep the Curse of the Wulfen from overtaking the Space Wolves, and they take full responsibility for the development of their charges, martially, spiritually and mentally. Wolf Priests are beholden to none save the Great Wolf and the Primarch himself. Even the proudest Wolf Lord bows before the ancient wisdom of a Wolf
Priest and will step aside from his path, for every Lord was brought into the brotherhood of the Space Wolves by such a mentor, and will honour this debt until death. Each Wolf Priest goes to war with the totems of his office arrayed upon him. His grotesque wolf skull helm represents his role in the cycle of death and rebirth, and his crackling crozius
incapacitated by severe injuries, and it is to those wounded that a Wolf Priest applies a combination of rough surgery, shamanistic rites and healing balms. While such strange chants and foul-smelling unguents are barbaric to more 'civilized' Chapters of the Adeptus Astartes, their effectiveness is incontrovertible. Some injuries cannot be treated
however, and perhaps the most defining tool of the Wolf Priest's trade is the Fang of Morkai, a complex and manybladed device that allows the extraction of a dying Space Marine's progenoid glands so that his essence may live on to fight once again in a new host. As befits their station, Wolf Priests have access to a variety of equipment from the
Fang's armouries. With a jump pack the Wolf Priest can lead a Skyclaw Assault Pack, or he can instead join a company's Wolf Guard and go to battle clad in jetblack Terminator armour. Regardless of the armaments he bears, the presence of a Wolf Priest fortifies nearby Space Wolves, for they know he will carry the worthy beyond the gates of
Morkai, that they might fight the enemies of the Allfather for evermore. Of all the Primaris battle-brothers, it was the Wolf Priests who encountered the greatest difficulties in gaining acceptance. At first their battle chants were not of Fenris, but of old Terra, copied from Legion manuals dating to before the Great Crusade. However, their howling zeal
Slayer stormed into the invading companies of World Eaters, meeting the bloodthirsty traitors with equal fury, for the fruit of betrayal is terrible wrath. Kruger himself was cut down and, though Ulrik had lost his own blade in the desperate closequarter battle, he leapt to defend his dying World Eaters, meeting the bloodthirsty traitors with equal fury, for the fruit of betrayal is terrible wrath.
Kruger's replacement at the head of the Great Company. Astonishingly, Ulrik turned the honour down. Though such a refusal was all but unheard of, the Slayer believed he was born to fight, not to command. Ulrik instead accepted the rank of Wolf Priest, and before the century was out it became obvious that his true genius was in the selection and
training of new recruits. He was a veteran of so many wars that his tactical and martial knowledge was invaluable, and his natural charisma made him an excellent mentor. In recent years, however, Ulrik has become ever more aggressive on the battlefield, swearing great oaths to cut down the most deadly of enemies in the name of the Emperor
resplendent in his black armour and hefting a crackling crozius arcanum that acts as his badge of office. His mere presence inspires all Space Wolves to greater acts of valour. When it comes to advice - something for which the sage old Wolf Priest is frequently consulted - Ulrik is an unrepentant traditionalist. He will always defer to the old ways
often referencing the sagas of Russ himself. 'Brave deeds and selfless acts of courage are the stuff of which all Fenrisians are bred - search for something greater still. Look for the warrior that, if he were thrown to the wolves, would return as the leader of the pack.' - Ulrik the Slayer, Fang-kennings from the Wolf Priest Initiations WOLF LORDS At
the pinnacle of the Fang, in the Hall of the Great Wolf, a rough council of twelve heroes gathers to make plans of the galaxy, for these are commanders without equal. The fury of the Great Companies is their sword, their unwavering
self-belief their shield, and within their souls is the fire of Fenris. They are the Wolf Lord leads a Great Company thrives or dwindles as a direct consequence of its ruler's decisions, and the Wolf Lord holds his brothers' fate in his hands. Despite his
duties of command, a Wolf Lord never truly loses his primal urge for violence. He will plunge into the fray without pause, setting an example to his men with his blade, frost axe or, if it is an internal matter, his fists. The Wolf Lords rule from the heart of the Space Wolves Chapter. They epitomise what it is to be one of the Sons of Russ, and each
carries the mark of greatness in his own fashion. When a Wolf Lord dies, his body is burned at sea or sent into the heart of a nearby sun in a great funeral rite, and the next day another is elected by his Wolf Guard. To be chosen in this way, to have one's name etched into the Wolfstone under that of Russ himself, is an honour beyond measure. From
that moment on, every command the new Wolf Lord gives is obeyed without question. Though he has walked the path of the warrior, he now commands the authority of a king. Though rare, it is not unheard of for a Wolf Lord will lead from
the front. Though he plans his military actions with tactical expertise and cunning, it is only when he is surrounded by the raging maelstrom of battle, inspiring his men to ever greater acts of heroism. Wolf Lord's As befits a leader of
a Great Company, the armouries of the Fang are opened wide to Wolf Lords. They will be skilled with all manner of arms, though most possess items of wargear that they favour over all others. The weapons of those that fall in battle may even become treasured relics, held in the halls of the Fang and gifted to deserving warriors. Before his
disappearance, Sven Bloodhowl flew upon burning contrails using the expertly crafted jump pack known as Longbound. With his chainsword, Firefang, in one hand, and his frost axe, Frostclaw, in the other, the Lord of the Firehowlers would hew his way through the thickest ranks of the foe. Bjorn Stormwolf has ever been known for rarely removing
his ancient Terminator armour. On countless battlefields, the towering warrior has strode implacably forward, his combi-melta Wrath's Maw incinerating the enemy's most powerful warriors with its volcanic fury. Some Wolf Lords, most famously Harald Deathwolf, have ventured into the outer reaches of Asaheim in search of Thunderwolves, for those
taken as pups, or bested in battle can be made into fierce, if somewhat wild, mounts. RAGNAR BLACKMANE THE YOUNG KING Ragnar Blackmane is exceptional in every sense of the word. The youngest ever battle-brother to have been promoted to Wolf Lord, Ragnar exudes confidence, skill and athletic ability from every fibre of his whipcord-fast
body. It is said that he is always the first to make planetfall during an invasion and the last to leave the battlefield, and to witness one of his berserk rages is to watch the fury of the hurricane come to life. Many believe that he will succeed Logan Grimnar as Great Wolf, but the Wolf Priests know that he will have to master his anger first. For though
Ragnar's temper and capacity for hatred gives him great power, it makes him impetuous, and may yet prove his downfall. Born to the Thunderfist tribe in the far reaches of Fenris, Ragnar has always been touched by glory. As a child he ran with young warriors twice his age, and even as a youth his famous battle frenzies saw him reap a frightening
tally of the rival tribe's menfolk. His audacity and spirit made Ragnar perfect for the Adeptus Astartes, and after his discovery by the Wolf Priests, the youngster was chosen for ascension. It was during the punishing trials that every aspirant must undertake that Ragnar's resourcefulness and skill came to the fore. As he roamed alone in the
wilderness, Ragnar was hunted in turn by one of the much-feared Blackmaned Wolves, as dark and terrible as any nightDaemon. Though it was many times his size, Ragnar killed the wolf-beast with his bare hands. Burning with exhaustion, Ragnar subsequently hauled its carcass through the snowdrifts to the Fang. This great deed was seen by the
Wolf Priests as a good omen. From that day Ragnar took the Blackmane as his totem and namesake, forever cementing his place in the legends of the Sky Warriors. Such is his animal charisma he is often accompanied to war by two hulking Fenrisian Wolves - Svangir and Ulfgir - that lope in his wake, just as the legendary wolves Freki and Geri once
followed Leman Russ himself. The next chapter of Ragnar's saga tells of his elevation from the Ragnar slew the Ork Warlord Borzag Khan in close combat and went on to despatch the Warlord's retinue one after another. Ragnar did not rest upon his
laurels. He quickly proved himself a gifted leader of men as well as a talented warrior. When his Wolf Lord Berek Thunderfist was felled by a champion of the Chaos Gods, it was Ragnar who led the bloody hunt for his master's killer. Ragnar was later appointed Wolf Lord in Berek's stead, a remarkable accomplishment for one so young. Ragnar has
proved that his greatest skill lies in the execution of orbital deployments and planetstrike actions. Logan Grimnar regularly chooses Ragnar's Great Company - the Blackmanes - to spearhead planetary invasions and, with an unrivalled success rate under his belt, Ragnar's deeds have spread across the galaxy. Ragnar was pivotal in gathering the
newly returned Wulfen back to Fenris, and played a major role in halting the Dark Angels' assault upon the Space Wolves' home world and the wider Fenris System. Considering his relatively young age, Ragnar Blackmane may yet go on to become the greatest Wolf Lord in history. KROM DRAGONGAZE THE FIERCE-EYE Krom Dragongaze, also
known as the 'Fierce-eye', has a presence and a sheer force of will that can be petrifying to a lesser man. Krom does not suffer fools gladly, and has ripped out the throat of more than one man reckless enough to challenge his decisions. Highly competitive, Krom loves taking part in all kinds of contests with his fellow Wolf Lords, be it eating, drinking
duelling, hunting or the Trial of the Bladed Eye. After Lukas the Trickster bet Krom he could not outstare the sun, the Dragongaze endured an agonising ordeal that saw him grudgingly squint with one eye and go blind in the evening the sun went down, so Krom declared it a draw. As with all Space Wolves, Krom prefers to prove and go blind in the other - though in the evening the sun went down, so Krom declared it a draw. As with all Space Wolves, Krom prefers to prove and go blind in the other - though 
himself in battle above all. He keeps a great many Wolf Guard in his Great Company, the Drakeslayers, for he believes that valour should be rewarded wherever it is to be found, and he watches the warriors in his retinue keenly to see how each will further distinguish themselves in battle. Krom's list of heroic deeds is epic in proportion, for he has
slain man and beast across Fenris and the galaxy. Such a brave and bloodthirsty history ought to have propelled the Wolf Lord's name further into legend, yet his saga is also sullied with sporadic acts of barbarism and vainglory. Notoriously violent and short of temper, Krom has earned rebuke from the Great Wolf on multiple occasions. Beyond
simple failure to comply with orders, Krom's habit of striking those who fail him or beating senseless those that question his bloodthirsty tactics has repeatedly raised Logan Grimnar's ire. Despite censure, Krom has proven himself as a dynamic commander who can lead his Great Company out of any corner, battering through the direct of situations
to emerge triumphant. However, Krom is also loyal and without guile, and it is difficult for Grimnar to remain angry with such a brutally efficient and battle-eager warrior for long. There is an undeniable pattern in which the headstrong Krom strings together a slew of victories and regains his favoured status, only to allow his overly belligerent and
competitive nature to once more take over, ensuring he once again butts heads with his fellow Wolf Lords. In battle Krom howls with fury, and no few foes have fled when the Wolf Lord turns his rage-filled eye upon them. With loping strides Krom charges to battle brandishing Wyrmclaw - a double-edged frost axe that is a relic from another age. In
savage ritual popular amongst the Fenrisian tribes, its blade has been dusted with the ground-up talons of the mightiest beast it has slain, in this case the great ice wyrm Witherwing. This act is believed to keep a blade from ever dulling - sure enough, the axe's edges have remained incredibly sharp over countless years of war. HARALD DEATHWOLIE and the ground-up talons of the mightiest beast it has slain, in this case the great ice wyrm Witherwing. This act is believed to keep a blade from ever dulling - sure enough, the axe's edges have remained incredibly sharp over countless years of war.
LORD OF THE WOLFKIN Harald Deathwolf rides to war atop his mighty Thunderwolf, Icetooth, with the howling hordes of Fenris at his back. His Great Company, the Deathwolf has held the rank of Wolf Lord for over a century. Once a renowned
warrior of Leif Snowfang's Great Company, Harald rose quickly to his lord's Wolf Guard, and won many victories in Leif 's name. Ever since Harald was a Blood Claw he had an affinity for lupine creatures, and his packmates often joked that he was the offspring of a Thunderwolf, earning him the nickname 'Thunderson'. Leif put to use Harald's
kinship with wolves often in battle, and the Thunderson would lead packs of Fenrisian Wolves, Thunderwolves and other feral creatures with a skill beyond anyone in living memory. them to victory. On a field piled high with the corpses of Rokbad's tribe, Harald was voted Wolf Lord amid the cheers and howls of his kin. As the tale goes, in that
moment Harald looked up to the dim Rygar sun, shrouded by battle smoke, and proclaimed himself Deathwolf, and his totem the Ravening Jaw, the symbol of the Wolftime. Harald Deathwolf 's Great Company Krom Dragongaze When Leif Snowfang fell broken upon swelled with packs of wolves, and many of the battlefields of Rygar, slain by a lucky
blow from the Ork Warboss Rokbad Necksnapper, it was Harald who rallied the warriors of his Great Company and led his chambers in the Fang are given over to dens and lairs. Wherever the Wolf Lord goes, loping packs of wolves will follow, always skulking in his shadow or lying at his feet. Such is Harald's affinity with wolf packs that he was able
to best the feral warrior Canis Wolfborn and gain his submission, so that years later after going through the transformance rituals, he emerged to become Harald's champion and the greatest of his warriors. The Wolfborn now fights at Deathwolf of his kind. Logan Grimnar himself calls upon Harald and his
Deathwolves to hunt down the most hated of the Space Wolves' foes. To be marked thus is a death sentence, for the company can track any scent, even through the most impassable of terrain or across the void of space. Using stealth, speed and fieldcraft, the Wolf Lord leads his charges in relentless pursuit, before launching his final strikes from
unexpected quarters. The Deathwolves attack with unmatched ferocity, yet none more so than Harald himself. Shrouded from incoming fire by the Mantle of the Troll King, Harald hurtles towards his prey, his ornate frost axe, Glacius, swiftly beheading all those who are not first mauled by the teeth and claws of Icetooth. CANIS WOLFBORN THE
FERAL KNIGHT Canis Wolfborn In the ranks of Harald Deathwolf 's Wolf Guard there exists one warrior more at home in the company of wolves than men. He prowls the corridors of the Fang, lupine shapes both great and small padding in his wake. There is something undeniably animalistic in his sure-footed gait, in his darting yellow eyes, and in
the snarls and growls that pass for his speech. His name is Canis Wolfborn, and he is a lord of wolfkind just as surely as Grimnar is a lord of men. Canis was first encountered by Jorek the Giant, a great warlord in the tribes of Fenris who was chosen by the Wolf Priests. During Jorek's Lone Hunt, he tracked a pack of large Fenrisian Wolves to a fissure
in the Bladed Mountains, and lay in wait on top of their cave. He was about to pounce upon what he believed to be the alpha male of the pack when a long-limbed human slammed into him, pitching him over the edge of the cave roof into the circle of wolves below. Jorek had a fleeting impression of wild eyes, bloodcaked fingernails and matted hair
before he was thoroughly beaten into unconsciousness. Jorek eventually returned to the Fang, but not in the manner he had hoped - he was dragged by the heel across the wastelands by Canis, who had tracked his footprints all the way back to the Fang. More peculiar still, the savage had an entire family of gigantic Fenrisian Wolves in tow. Canis and
his pack reached the gates of the Fang and gave up such a great howling that the Wolf Lord Harald Deathwolf came to investigate. After several abortive attempts to communicate, Harald met Canis' eyes and growled a challenge. The resultant duel was far more close-fought than Harald expected it to be, with each combatant pushed to the limits of
their strength, but eventually, Canis grudgingly acceded that he had finally come up against a greater predator than himself and bared his throat to Harald. Thus did he become the Deathwolf 's packmate and eventually his champion. FENRISIAN SAGAS Unlike other Space Marine Chapters, the deeds of the Space Wolves are seldom recorded in
written form but instead are told and retold in oral tradition. This is a Fenrisian custom, adopted when the Emperor's VI Legion reunited with Leman Russ and established the frozen planet as their home world. During the bitterest chill of winter, when night lasts forever, is the time for the telling of such tales. Various poems and verse address
different topics - odes to the sea or to the tribe's comeliest - but the saga is reserved for deeds of their forebears, each tribe adds new sagas. This is a necessity, for in addition to recalling the greatest deeds of their forebears, each tribe adds new sagas
every season to tell of the wars, duels, monster hunts and sea battles that each has engaged in to ensure their survival. The most epic sagas are estimated to date back to times during Old Night - the dreadful Age of Strife - before the rise of the Wolf-King and the coming of the Emperor. Since that day Canis has come into his birthright as a true
warrior of Fenris. The Wolf Priests theorise that Canis was lost in a snowstorm as an infant, abandoned after his nomadic tribe were killed in the wastes and raised as a whelp by a brooding she-wolf in whose lair the young Canis sought shelter. His Wolf Guard companions joke that Canis was taken in as a cub because he was hairy and smelled like a
wet dog's backside, but underneath the jests, all respect the Fangrider. His steel and courage are beyond question, and wolves great and small instinctively obey his commands - even the largest of his kin into battle, a Thunderwolf named Fangir. What the crushing
teeth and claws of his ferocious mount do not slay, Canis himself dispatches with sweeps of his deadly wolf claws. It is well known that Canis enters a terrible frenzy when battle is joined, and his feral rage has seen the Deathwolves champion fight his way clear many times after being seemingly hopelessly surrounded by foes. Loping in his wake,
Canis' lupine companions often follow him to battle to join the bloodshed, ripping and tearing at any that attempt to harm their alpha leader, and spurred to even greater savagery by his preternatural prowess. Arjac Rockfist was
always renowned as a giant of a man possessed of prodigious strength. Originally a blacksmith of the Bear Claw tribe, Arjac speaks little, but he is certainly no lackwit. He knows full well that he will ever be a warrior and not a leader. Though Arjac keenly misses his Iron Priest brethren and someday hopes to revisit his former life at the furnace, to
any who witness one of his legendary rampages it is obvious where Arjac's true skills lie: not in the forge, but in the 
in their lava forges to recognise the warning portents of an imminent attack. After all, not all the monsters that live in the oceans of Fenris are confined to the briny depths. So it was that when a thousand kraken-spawn boiled out of the seas of Fenris, the brotherhood of the Iron Isles found themselves sorely pressed. Hengis Blackhand, most senior of
the path of the alien tide. Almost all of them made it, but the last dozen Iron Priests turned and stood with Rockfist to bar the vaults once more, setting their feet firmly as the first wave of alien horrors struck. Less than two hours later the skies above the Iron Isles above were scarred by the contrails of a hundred Thunderhawk gunships. Those within
the transport bays could see that the entire archipelago was teeming with kraken-things but for one exception - a lone figure surrounded by black-carapaced monsters and the crackling blue arcs of a thunder hammer in full swing. Without hesitation Logan Grimnar and his men set about the horde below, quickly savaging it and, with the help of the
other Great Companies, driving it back into the sea. Arjac's body, still plugging the entrance to the wolf Priests, who brought him back from the threshold of Morkai's realm. The Great Wolf was so impressed by Arjac's incredible strength and fortitude that he
made Rockfist his personal champion on the spot. Since that day Arjac has earned his place in Grimnar's Wolf Guard a dozen times over. A towering man, Arjac is larger still in his suit of Terminator armour. In battle, the Rockfist bears the rune-encrusted Anvil Shield with one hand and wields a massive maul - the Foehammer - in the other. Although
he prefers to stand toe to toe with an enemy, at need he will hurl the weapon at his foe, special teleporters ensuring its swift return to his outstretched gauntlet. As Grimnar's champion, Arjac does not boast of his deeds,
the felling of the direct of champions. Arjac Rockfist has more stanzas devoted to muscle power than most, from the Thousand Piece Strike - a description of how in a single blow Arjac shattered a Daemon Engine - to the Cast That Slew Ten, a tale of his most famed hammer throw. Yet for all his acclaim, the Rockfist has yet to gain entry to the famed
Ninety-Nine Deeds of Strength saga. Known to every Great Company, this saga reputedly lists the greatest feats of brawn ever performed by the Sons of Russ. As the opening stanzas proclaim, however, the saga does not include any of the deeds of Leman Russ himself, for his epic endeavours stand alone, the pinnacle to which all strive - from his duel
with Magnus the Red to the subjugation of the mountainous Void Beast. Iron Priests IRON PRIESTS Masters of the forge, the war engine and the machine spirit, the Iron Priests maintain the weapons and technology of the Space Wolves. Without the Iron Priests maintain the weapons and technology of the Space Wolves.
suits of armour. Without the Iron Priests, the warriors of Fenris would be unable to take to the Star-sea in their great crenellated spacecraft. It is the Iron Priests who forge each blade and bless each bolter, and they who appears the natives of Fenris, each
tribe's smiths will worship the Gods of Iron, legendary figures said to reside within the volcanic islands adrift in the Boiling Sea. Three things are known of these gods - that molten metal runs through their veins, that fire dances at their command, and that they in turn worship at the altar of the brazen god of technology. A particularly gifted young
Fenrisian smith may make a lonely pilgrimage to the smoke-shrouded Isles of Iron, determined to see these gods, for this is the guise the Iron Priests maintain when dealing with mortal men. Each pilgrim is put to work in the lava
forges, his skin and sweat sizzling as he labours to create the finest of swords within the mouth of the volcano. His dexterous hands are covered by bulky iron gloves and his muscles scream with exertion as he transforms the crude metal around him into deadly tools of war. This is known as the Test of the Iron Gauntlet. Should his work still be of
embraced the mysteries of the Omnissiah will he be allowed to return to Fenris and take his rightful place amongst the Iron Priests, bringing growling engines of war to life in the service of his Chapter. SERVITORS For every aspirant that succeeds in the Test of the Iron Gauntlet, a hundred will fail. Such unfortunate creatures are taken into the
dungeons and transformed into Servitors, grotesque fusions of man and machine. Bound to the will of the Iron Priests, they know not fear or courage, and their bodies are rebuilt to fulfil one task and one alone. In status they rank even lower than the bionic Cyberwolves created to accompany the Iron Priests in battle, for a failed aspirant has
        ted the unforgivable sin of wasting the time of the Gods of Iron. In mindless service alone they can atone for their shortcomings. By either aiding the Iron Priests in battlefield repairs or as a living weapon, a Servitor will eventually repay his debt. the Trickster LUKAS THELukasTRICKSTER THE JACKALWOLF Within the close-knit ranks of the control o
Space Wolves, Lukas Strifeson has become synonymous with the irreverence, spirit and the rebelliousness of youth. Universally despised by the Wolf Guard. This fact is completely immaterial to Lukas, for he cares not one jot for the
approval of authority. Provided he is free to work his mischief and rack up a high body count in the process, Lukas is called Trickster by his many, many detractors, for he will pull every ruse high and low to get his way. Tall, rangy but not particularly
broad compared to his fellows, Lukas is a rebel and a rogue who delights in sowing anarchy and misrule. He epitomises the anti-authoritarian streak of his Chapter, and is far too busy puncturing the egos of the pompous to dwell on musty old sagas and ancient battle doctrine. A near legendary figure amongst Fenris' womenfolk, Lukas was once
famous for sharing a dozen beds in a single night. But since his elevation to the Chapter's war efforts that have earned him lasting respect amongst his fellow Blood Claws. He has faked a series of transmissions that led directly to an Ork civil war, infected the mainframe of a traitor cell of
Adeptus Mechanicus with their own necrovirus, and lured a Lord of the Word Bearers into making planetfall upon thin ice, resulting in hundreds of renegade Space Marines plunging into the haunted depths of the Dark Eldar,
Lukas was set adrift in space, his heart cut out as a souvenir. Only a Space Marine could survive such an ordeal, and only one such as Lukas could laugh about it later. Lukas' inventive solutions are not confined solely to the enemies of the Imperium. He has had something of a cult following amongst the Blood Claws since he 'accidentally' locked an
Inquisitorial genotax delegation in a Grox breeding pen whilst the creatures were in season, and he risked death by flogging when he spiked the ale of the arrogant Wolf Lord Hrothgar with the concentrated venom of a bloat-toad. Though he would never betray his brothers in times of need, Lukas thinks nothing of turning his enemy's strength against
them. Even unarmed Lukas is the dirtiest fighter in the Chapter, but when equipped with his personalised wolf claw and plasma pistol, the Trickster is a fearsome foe indeed. In battle or friendly scrums, opponents attempting to strike Lukas find it difficult to land a telling blow. This is partly due to his taunts - his rude gestures transcend all
languages - but even more so due to his pelt. The hide was taken from a chameleonic doppegangrel, and the shimmering conflicting images that blur before an enemy are confusing in the extreme. Endlessly spiteful, Lukas does not forget a slight, and repays what he sees as wanton authority with clever and humiliating pranks. To truly cross his path
or cause he or his brothers actual harm is to invite an unusual and painful death. As a final joke, known only to himself, Lukas has ensured that he alone will have the last laugh, for he has a stasis bomb wired in place of his missing secondary heart, so that whoever finally bests him might also be frozen in time as an eternal monument. A JEST TOO
FAR It is unusual but not unheard of for a member of the Space Wolves to switch Great Companies. This typically happens after campaigns where mixed formations are forced to fight as one, and a battle-brother develops a strong pack bond with those outside his company. It is unlikely, however, that any single warrior has changed Great Companies
more often than has Lukas the Trickster. His reasons have nothing to do with camaraderie, but rather quite the opposite. On one occasion, Lukas roused the volcanic wrath of Bjorn Stormwolf by seeding the Wolf Lord's Terminator armour with microscopic bloodlice. Bristling with indignation - and no small amount of uncontrollable itching -
Stormwolf battered the sniggering Jackalwolf unconscious. Fortunately for the Blood Claw, Ragnar Blackmane interceded before the giant could land a finishing blow, claiming the mischievous warrior for his own Great Company and, in doing so, saving Lukas' life. Now in the Blackmanes, the quick-witted warrior has also spent time in five other
Great Companies - each time being 'moved on' to separate him from those victims of his escapades that sought revenge. CLOSE SUPPORT PACKS Racing forward in the vanguard of a Space Wolves army, close support packs charge their foes in a storm of blades, claws and fangs. The most hot-headed and aggressive battle-brothers make up these
packs, and by crushing the lines of the enemy they look to prove their worth before their worth before their worth before their maive savagery and hunger to prove
themselves is put to its greatest use. Known as Blood Claws, these warriors are fiercely aggressive without exception and, having not long ago left their glory-hunting tribal roots, will plunge headlong into battle against maniacs and monsters alike. The berserk charges of the Blood Claws are infamous across Imperial space, for they still believe in
their own invincibility and continually dare the galaxy to prove them wrong. Despite the bellicose cultures from which they are drawn, the Blood Claws have far less exposure to combat than their veteran battle-brothers, many of whom have for in
confidence and belligerent enthusiasm, a product of their excitement at having ascended to the ranks of the fabled Sky Warriors. They know that not only do they tread in the footsteps of giants but that they have also been given the chance to become true heroes themselves. The intoxicating effect this knowledge has upon the Blood Claws, often
compounded by a barrel of mead or two, makes for a fine line between their acts of heroism and those of reckless foolhardiness. A Blood Claw will not hesitate to swing onto the tusks of a charging Squiggoth and hack away at its eyes, or to run under a Tyranid bio-monstrosity and try and open its belly from underneath, despite the likelihood that he
will be crushed in its death throes. After all, if his gamble pays off, he will have made a name for himself, come to the attention of his Wolf Lord, and begun his own personal saga. The elder Space Wolves that watch over the development of the battlefield. Not for the
Sons of Russ the predictable logic of the practice cage or assault corridor, for they reason that it is very unlikely they will be attacked by semi-intelligent autosystems on the field of battle. Instead they concentrate on fighting foes of flesh and blood. After all, the Space Wolves are never afraid to start a fight, and what better way to perfect the arts of
battle than from direct experience? So it is that the Blood Claws are not discouraged from taking up their favoured position at the vanguard of the Great Companies, whilst their elders watch carefully for those who show true talent and cunning. Unfortunately, the Blood Claws lack the patience of their Grey Hunter brethren, and their glory-hunting
ethos frequently leads them to bite off more than they can chew. It is not unusual to see a Blood Claws are often led by a wise and experienced Wolf Guard whose role it is to curb the worst excesses of the
youngsters' berserker battlelust with barked commands and the occasional punch in the face. Blood Claw packs are often fielded with enough warriors in their ranks to sustain a few casualties and still prevail. To the Fenrisian mindset, the first few deaths suffered by any pack are a vital process that sorts the strong from the weak. Lapses of martial
discipline are usually overlooked by the pack's Wolf Guard mentor until after the battle, for he knows that with the proper guidance the savagery of a Blood Claw charge can turn the tide of a battle in the space of a few gore-spattered minutes. Since the induction of Primaris Space Marines into the Great Companies, many Blood Claws have instigated
snarling confrontations with the new breed of Sky Warriors. Hostilities are voiced openly, as Blood Claws fiercely resent the fact that Primaris Space Marines are not born of Fenris and have not proven themselves in tribal battle. The fires of anger are only further stoked by the bestial instincts that Blood Claws are yet to fully master. To prevent such
confrontations ending with battle-brothers tearing each other apart, the Wolf Lords have implemented ritual, unarmed combats that are halted before becoming fatal. In this way, both parties are able to unleash their aggression, and can see first-hand that their opponent is indeed a worthy warrior. SWIFTCLAWS Swiftclaw Biker Packs are formed
when the Chapter needs a fast, mobile strike force that can plunge like a spear into a vital part of the Blood Claw is seconded to a Swiftclaw pack. Swiftclaw pack. Swiftclaws know as well as their commanders that the role
of the biker pack is to sow the maximum amount of carnage and disruption possible, a task to which young Space Wolves traditionally apply themselves with great relish. Some new recruits are so taken by the longer leash afforded to them - not to mention the opportunities for raising havoc that come along with it - that they demand the right to a
permanent position as a Swiftclaw. There is something intoxicating about the raw speed and power of the Space Wolves this is a task honed to perfection by the Wolf Scouts. Instead, the Space Wolves use their biker units primarily for forward reconnaissance, in the Space Wolves this is a task honed to perfection by the Wolf Scouts. Instead, the Space Wolves use their biker units primarily for forward reconnaissance, in the Space Wolves this is a task honed to perfection by the Wolf Scouts. Instead, the Space Wolves use their biker units primarily for forward reconnaissance, in the Space Wolves this is a task honed to perfect the Space Wolves use their biker units primarily for forward reconnaissance, in the Space Wolves use their biker units primarily for forward reconnaissance, in the Space Wolves use their biker units primarily for forward reconnaissance, in the Space Wolves use their biker units primarily for forward reconnaissance, in the Space Wolves use their biker units primarily for forward reconnaissance, in the Space Wolves use their biker units primarily for forward reconnaissance, in the Space Wolves use their biker units primarily for forward reconnaissance, in the Space Wolves use their biker units primarily for forward reconnaissance, in the Space Wolves use the space wolves used to the Space Wolves use the space wolves used to the spa
assault role. There is little mileage in expecting a pack of young Space Wolves to stay out of the fight, but if you need something blown up or killed in a spectacular fashion, there are few finer operatives amongst the Adeptus Astartes. This is not to say that they are without skill or cunning. Occasionally, a Swiftclaw pack will undertake a dangerous
quest that they and they alone can fulfil. This might be to navigate the winding chasms of a death world in the arrow-swift pursuit of a hated traitor, to rescue a fallen Chapter relic from a nest of Tyranids or to avenge the grisly death of an old mentor. Because of their supernaturally acute senses, a fully equipped Swiftclaw Biker Pack can track its
quarry across hostile terrain for months on end if necessary, sniffing out the unmistakeable tang of fear-laced sweat on the breeze. Their former lives as nomads and hunters mean that even the least experienced recruit is an expert at survival, living off the land on melted ice, barkroot and the raw meat of prey-animals they run down on the hunt. As
such a Swiftclaw pack can last months without resupply. Much like the Fenrisian Wolves that frequently accompany them on the hunt, Swiftclaw packs have near endless stamina and would rather die than give up the chase. If no other supplies are available, they can at least be sure of a good meal once their target has been taken down. When they
finally find their quarry, a Swiftclaw Biker Pack will release its pent-up aggression in a savage display of violence and destruction. This can be achieved by the use of chainswords, bundles of krak grenades or a storm of synchronised bolter fire; the Swiftclaws care not, so long as the kill is showy and spectacular. A favourite tactic is to set alight the
enemy's refuge and then ride straight through the burning walls into the inner sanctum, twin boltquns blazing and war cries upon their lips. After all, nothing whets the appetite for a violent kill more than several weeks spent bringing the foe to bay. It is no wonder that the Swiftclaw packs are so ready to power forward into the midst of the enemy,
spitting in the face of death as they carve their reputations from the flesh of the hated foe. 'I still remember those early years; those first battles when I was bounding across the plains of war to reach the enemy before any of my battle-brothers. The thunderous pumping of blood through my veins was like the sweetest of war songs. Then it was
drowned by the roar of engines as the Swiftclaws passed me by. What honour they had to be first to combat, riding like the storm to run down our quarry, and what honour I was given when I was taken into their ranks.' - Haken Farstrider, Seawolves Swiftclaw SKYCLAWS 'Lightning rarely strikes where one expects, yet the fires it sparks can
consume entire continents. Our Skyclaw battle-brothers are similarly devastating when loosed upon the enemy. Though some amongst the Chapter speak ill of their impetuousness, the Skyclaws' passion for battle resounds like thunder. Let them prove their valour, and the death of your enemies shall be your reward.' - Ragnar Blackmane on aerial
assaults The most headstrong troublemakers from each Blood Claw pack are often 'rewarded' by reassignment to a Skyclaw Assault Pack. There they are entrusted with a jump pack so that they might better indulge their desire to plunge headlong into battle. Let the youngsters slake their reckless bloodthirst, joke the elders of the Space Wolves, and
if they die in the process their surviving packmates will learn a valuable lesson. The promotion to Skyclaw is seen as a dubious honour at best by more mature brethren, not because of the heightened risk of a quick and violent death, but because if fighting on foot was good enough for their Primarch, it's good enough for them too! Such disapproval
just makes the Skyclaws more determined to prove themselves in the eyes of their elders. They soar fearlessly through the skies in great leaps, landing with a stone-splintering crunch before rocketing straight forward into the ranks of their elders. They soar fearlessly through the skies in great leaps, landing with a stone-splintering crunch before rocketing straight forward into the ranks of their elders.
blades, the Skyclaws rejoice in seeing the enemy crumble under the reckless fury of their airborne assault. The Skyclaws are truly the most rebellious and free-spirited of all the Space Wolves. Contests of athletic prowess are common between packs of Blood Claws and Skyclaws, as well as drinking and eating competitions that test their enhanced
constitutions to the limit. These contests inevitably end in some of the participants seeking out a Wolf Priest for absolution and hasty ministrations. Fond of practical jokes, these incorrigible showoffs are not above stealing a Thunderhawk to careen through the armoured fjords of Fenris at breakness, racing each other to outrun an avalanche
or, at a victory feast, quite literally delivering the enemy commander's head on a platter to their Wolf Lords themselves were young once, and so Skyclaws are rarely exiled for their reckless deeds. After all, none can deny that the antics of
each Skyclaw pack make for entertaining stories around the fireside, with much cheering and toasting to the few participants still left alive. However, there is a dark side to the rebellious frivolity that is associated with the Skyclaws. As with all serious transgressors against the unspoken laws of Russ, those few who push their luck too far and commit
an offence anothema to their Chapter are assigned a punishment to fit the crime. One who has caused the death of a senior member of the Space Wolves may be struck down, only to wake up to a new life as a med-Servitor. Not all the sagas of the Space Wolves may be struck down, only to wake up to a new life as a med-Servitor. Not all the sagas of the Space Wolves may be struck down, only to wake up to a new life as a med-Servitor.
of this self-belief it is quite possible that they are correct. Fenris has bred into them ferocity and independence, the Chapter has bestowed upon them strength beyond the dreams of mortal man. Better still, the Skyclaws say, the Iron Priests have entrusted them with not only an arsenal of weapons but also the power of flight, and what prey can hope
to evade a predator with such a gift? INCEPTORS Inceptors are the most impetuous of the Space Wolves' Primaris battle-brothers. Utilising heavy jump packs to achieve massive bursts of speed, they launch themselves towards the enemy, arcing over their footslogging allies as they unleash cascades of obliterative fire. The warriors that follow in the
Inceptors' wake often reach the lines of combat only to find that their foe has already been annihilated, blasted apart by mass-reactive bolts, incinerated by plasma or crushed beneath an avalanche of reinforced ceramite. Inceptors have quickly proven themselves to be excellent pack hunters. Like all Space Wolves, they possess highly acute senses -
even for Space Marines - that allow them to track their prey across smoke-filled battlefields, sight their targets through clouds of choking toxins and pick up the scent of fresh blood from many miles away. Using these innate tracking skills, along with their heavy jump pack-enhanced speed, Inceptors can head off enemy flanking manoeuvres or run
```

```
down those foes who think themselves safe on the rear lines. Packs of Inceptors are experts at finding the most direct route to their enemy, bounding across ravines and launching from the peaks of crumbling towers. When the hunt calls for it, Inceptors can also deploy from low-orbiting attack craft, where
they leap from assault bays and plummet towards the battlefield. Blazing through the atmosphere like meteors, they lock vector coordinates on their destination and jet towards their target. Reverse-thrust dampeners slow the descent in its final moments, but the force of their landing still shatters rock and ferrocrete, sending out a thunderous shock
wave. Servo-regulated boot-plates blunt the impact for the Inceptors themselves, allowing them to right themselves and begin firing immediately. The carnage that Inceptors are able to unleash upon their prey is the stuff of sagas. Armed with an assault bolter in each hand or a pair of plasma exterminators, they can quickly tear through ranks of even
heavily armoured infantry. Those foes unfortunate enough to face an Inceptor without the protection of armour are summarily shredded, reduced to gobbets of meat by the rapid streams of high-impact fire. If the opening salvoes are enough to wipe out the prey, the Inceptors will blast off in search of new targets; if not, the heavy jump packs are once
again used to launch their wearers bodily into those enemies left standing. The thick plating of Mk X Gravis armour protects the battle-brother from incoming fire as they charge, and serves as the battering ram with which they shatter their targets. The thruster-boosted impact is enough to liquefy the internal organs of an enemy, or to cave in the side
of tank. The Inceptor then attacks with an unrelenting savagery that belies his preternatural cunning, but should he sense that his opponent is gaining the upper hand he will launch himself out of the melee to once more fire from a distance. Many Inceptors make the pilgrimage to Fenris - more so perhaps than any other of the Primaris battle-
brothers - to undertake the Test of Morkai and to prove themselves worthy of their Fenrisian brethren. Upon completing this trial they drink heartily with the warriors of their Great Company and listen intently to the sagas that are recited during feasting. As the great stories are told, the Inceptors look forward to their own glorious death in service of
the Imperium, and their immortalization within the annals of their Chapter. It is the sole purpose for which they were made Sky Warriors, and they race towards this destiny with fearless fury. PRIMARIS SPACE MARINES In addition to the nineteen specialised organs implanted into every Space Marine, Primaris Space Marines have three additional
surgically inserted organs. Sinew coils are interlaced with the battlebrother's connective tissues, enhancing his strength and providing additional internal protection. A small lobe inserted into his brain, known as the Magnificat, secretes hormones that enhance the body's growth functions and intensify the effects of other implants. Finally, the
Belisarian Furnace is a reactive organ that releases a hyper-cocktail of stimms into the bloodstream to aid cellular regrowth when the Space Marine suffers severe physical trauma. BATTLELINE PACKS Battleline Packs Those Space Wolves warriors who fight in battleline packs are master hunters all, predators who know when to keep their prey at a
distance and when to move in for the kill. With overlapping fields of fire they cut down the enemy lines, eradicating their foes or keeping them pinned while their battle-brothers move in to strike. GREY HUNTERS Only when a Blood Claw has emerged victorious from the fiercest conflagrations of war do the Wolf Guard consider him for promotion into
the ranks of the Grey Hunters. It is the Grey Hunters who comprise the main body of each Great Company. Though they are as hungry for honour as any of their younger brethren, their raw aggression has been tempered by experience. Every Space Marine knows that finely honed cunning is a better weapon than the keenest blade, and with oaths of
brotherhood to bind them fast in the face of impossible odds, each Grey Hunter pack can be a small army in its own right. As a Space Wolves warrior becomes older and increasingly more experienced in the arts of war, the genetic flaw borne within his Canis Helix begins to manifest physically as well as mentally. The transition from aspirant to fully-
fledged Grey Hunter may take decades or even centuries, but should a Blood Claw not find his death upon the battlefield that transition is all but certain. Hair begins to grey and fangs to lengthen, skin becomes ever more tanned and leathery and, in extreme cases, eyes yellow and transmute until they are like those of the wolf. These are all signs that
the individual has come into his heritage as a strong and mature battle-brother at the peak of his powers, truly worthy of the name Grey Hunter. The rest of the Imperium may abhor such widespread mutation, but the Space Wolves know that a grey pelt is a mark of the true warrior. Reliable, patient and cunning, Grey Hunters can be counted upon to
hold their objectives against hordes of murderous assailants until they stand ankle-deep in spent bolter casings, charging forward with pistol and blade only if the enemy breaks through their firestorm or, more likely, the Hunters have slaughtered so many of the foe that they have run out of ammunition entirely. But it is on the attack that these
battlehardened warriors truly excel. The Grey Hunters bear their name for a reason; they track their prey with the cunning and patience of the wolf. Pack after pack moves forward in turn, bolters raised, laying down impeccably executed fire patterns that force the enemy to seek cover. Only when all their brethren are in place will the trap be sprung
As a great howling roar rises above the thunderous cannonade of massed bolter fire, the Grey Hunters close in for the kill, and another day is won in the space Wolves, their loyalty is given to their Wolf Lord and the company of his followers. As
warriorbarbarians they set great store by personal bravery and great deeds, having little but contempt for authority that is bestowed rather than earned through the proven virtues of combat.' - Colonel Hassar, Cadian 7th LAND SPEEDERS The Land Speeder is an arrow-swift strike craft that swoops and dives through the bitingly cold air, screaming
down into the ranks of its terrified prey and raking them with fire from its heavy weapons. Land Speeders are used by the Wolf Lords to spear into the flanks and rear of enemy a chance to retaliate. Much like other Standard
Template Constructs used by Adeptus Astartes Chapters throughout the galaxy, the Land Speeder is of extremely rugged construction and can be adapted to fill dozens of battlefield roles. Due to sophisticated repulsor plates on its underside, the Land Speeder is capable of defying the laws of gravity, skimming along above the ground at breakness.
pace. Over short distances, it can boost its anti-gravitic field to allow brief periods of low-altitude flight. It is this capability that has earned the Land Speeder its fearsome reputation upon Fenris. The natives view their rare but terrifying glimpses of Land Speeder its fearsome reputation upon Fenris. The natives view their rare but terrifying glimpses of Land Speeder its fearsome reputation upon Fenris.
apparitions of flame-borne fury that burst from the stormclouds, hurl thunder and lightning into the vehicles used by the Space Marines, the Land Speeder houses a weapons loadout far more formidable than its size
would suggest. A two-man craft, each Land Speeder is operated by a pair of battle-tempered Grey Hunters well versed in the art of executing complex and daring combat manoeuvres. One acts as a pilot, his heightened reactions allowing him to pull off high-speed aerial stunts and bone-shaking bursts of speed that would be lethal to a lesser man. His
companion rides out the jinks and barrel rolls with the Speeder's weapons array fixed firmly on the enemy, grim concentration etched upon his face as he hammers punishing volleys of firepower into the foe. Usually operating in packs of three, Land Speeders are a vital part of every Adeptus Astartes warhost. They make for excellent forward
reconnaissance units, but the Wolf Lords prefer to leave such duties to their Wolf Scouts, instead using their Speeders as shock troops. Just as the foe believes he has the measure of the Great Company bearing down upon him, the Wolf Lord's Land Speeders will spear out of the clouds like birds of prey on the hunt. They plunge towards the enemy,
the piercing roar of their jet engines adding to the psychological trauma of this surprise attack as heavy bolters, assault cannons and Typhoon-pattern missile launchers sow destruction and despair in their wake. It is not uncommon for the pilots of Land Speeders to scatter entire support formations with daredevil vertical descents, the wind carrying
their whoops of battle-lust and howls of elation across the battlefield like the laughter of the storm itself. INTERCESSORS Like their Grey Hunters brethren, Intercessors are extremely reliable and resilient warriors who form the core of many a hunt. The inherent aggression of these Primaris Space Marines is balanced by an icy calmness, an ability to
assess the battlefield situation quickly and respond rapidly to the movements of the enemy. Rather than charging headlong into closequarters fighting, Intercessors prefer to take down their prey at range, but will not shy away from visceral hand-to-hand combat if it best serves their Great Company. Though Intercessors carry various armaments to
battle, all warriors in a single pack will wield the same pattern of bolt rifle is a near perfect hunter's tool, boasting even greater range and armour penetration than a boltgun. Armed with these formidable weapons, Intercessors can set up
longrange kill zones or mow down charging enemy infantry long before they reach the Space Wolves line. When the enemy absolutely must be taken out at a distance, Intercessors wield the stalker pattern bolt rifle can split the skull of an Ork before the
greenskin has even sighted the firing Intercessor. Conversely, the auto bolt rifle has less impressive range, but is quicker to aim and fire, making it the ideal weapon for cramped battlefields and fluid combats. All Intercessors carry a bolt pistol sidearm as well as belts of frag and krak grenades to blast apart clustered and heavily armoured foes
respectively. Packs can also be equipped with auxiliary grenade launchers to fire their explosives at distant enemies. Most Great Companies have a large number of Intercessors in their core line, and when deployed for war they often fight alongside packs of Grey Hunters. There is much rivalry between these warriors, as each competes for their packs of Grey Hunters.
to kill more of the enemy. This can be used to great advantage by their Battle Leaders, who vociferously praise the exploits of one pack to further spur on the other. Similarly, Intercessors have been known to partake in competitions with Grey Hunters off the battlefield, ranging from eating and drinking contests at feasts to displays of strength and
agility in the Fenrisian wilds. Despite the rivalry between their packs and the packs of other Space Wolves, Intercessors are disciplined and loyal on the battlefield, and will follow the orders of their wolf Lords and Battle Leaders until their dying breaths. It is not uncommon for a pack of Intercessors to form an immovable firing line to halt an
advancing enemy, giving time for Wolf Priests to tend to injured battle-brothers or retrieve the gene-seed of the fallen, even if it costs the lives of the Intercessors themselves. SCOUT PACKS Prowling unseen across the vast expanses of alien worlds, and through the twisted corridors of hives and space hulks, Scout Packs patiently stalk their prey
before striking in a storm of blades and bolt fire. Though quiet and reserved in comparison to their battle-brothers, the warriors in these packs are no less savage when the signal to attack is given. WOLF SCOUTS Fenrisians are usually a sociable and gregarious lot, but there are those amongst them that are said to have the spirit of Lokyar, the Great
Lone Wolf. These souls are content only when roaming the virgin snow, following the fundamentals of warfare, and carry boltguns in battle. Depending on the prey they are tasked with hunting, they can also be
equipped with sniper rifles, Astartes shotguns, combat blades or a number of other specialist weapons. When such an individual is inducted into the Space Wolves, they do not share the easy camaraderie and charisma of their fellow warriors. Quiet, brooding, and with a broad murderous streak, these warriors are ill suited to the bonds of brotherhood
formed by a traditional Space Wolves pack. However, their sly cunning makes them hunters and trackers of unsurpassed skill, and they are banded together into Wolf Scout Packs. Each Wolf Scout is clad in carapace armour and duracloth fatigues, usually embellished with trophies and pelts of personal significance. He is also issued a variety of
grenades so that he can swiftly disable any target. But the true weapons of a Wolf Scout are patience and guile. Packs of Wolf Scouts are more than capable of
tracking their quarry for leagues across hostile environments, a hasty pursuit is often critical to success. Some Wolf Scout bikes into battle, allowing them to swiftly run their foes to ground. Equipped with baromantic sound dampeners, Wolf Scout bikes into battle, allowing them to swiftly run their foes to ground. Equipped with baromantic sound dampeners, Wolf Scout bikes into battle, allowing them to swiftly run their foes to ground. Equipped with baromantic sound dampeners, Wolf Scout bikes into battle, allowing them to swiftly run their foes to ground.
flank or rear of the opposing army while they wait for the moment to strike. When the first howls of battle are sounded, the Wolf Scout Bikers race towards weak and isolated targets, blasting them with storm bolters and Astartes grenade launchers before closing in for the kill. LAND SPEEDER STORMS The Land Speeder Storm is a variant of the
standard Land Speeder design, with much of the craft's rear armour plating removed to allow space for a small troop-transport bay. The reduced weight of this design affords Land Speeder Storms even greater speed and manoeuvrability with only a marginal sacrifice in offensive capability. Scout Packs Baffled engines and sophisticated sensor arrays
make Land Speeder Storms the perfect transport vehicles for Wolf Scouts. A handful of these skimmers can move multiple Wolf Scouts who pilot Land Speeder Storms are
experts at evading patrols, using their practised cunning to ferry their battle-brothers as near as possible to hostile forces without being detected. When the time for stealth has lapsed, the boarded Wolf Scouts make use of the open transport bay to fire strafing shots at enemy ground elements. Each Land Speeder Storm also incorporates a cerberus
launcher and pintle-mounted heavy bolter, with which the vehicle's crew can lay down an explosive blanket of covering fire for disembarking Wolf Scouts, or provide rapid-response heavy fire support. REIVERS Where Wolf Scouts are stealthy hunters, Reivers are terror troops who instil in their enemies a sense of inescapable doom. Like the Wolf
Scouts they often fight alongside, Reivers are adept at flanking actions, setting up ambushes and targeting seemingly safe rearguard troops. As Primaris Space Marines, the full capabilities of Reivers are adept at flanking actions, setting up ambushes and targeting seemingly safe rearguard troops. As Primaris Space Marines, the full capabilities of Reivers are still being discovered by the Wolf Lords. On occasion, packs of Reivers are placed with the main body of a great pack, their arms and armaments
making them more than capable in a straightforward firefight; but they have also shown exceptional flair for less conventional methods of deployment. Their sleek and lightweight Mk X Phobos armour can be fitted with grav-chutes that allow the Reivers to be dropped into battle from low orbit. The grav-chutes' paired fins are used to guide the
Reivers' descent, allowing them to glide along mountain ridges and around hive spires without leaving the contrail of a jump pack or Drop Pod, which would alert the enemy to their presence. Suits of Mk X Phobos armour also contain servo-motors that are engineered to operate silently, allowing for swift covert operations. Some Reivers make full use
of their ability to move undetected by employing grapnel launchers to scale sheer inclines. Once in position, the Reivers can mount surprise assaults on enemies who foolishly thought themselves protected by heavy fortifications or terrain features. When Reivers do attack, the time for stealth is well and truly over. The howled war cries that announce
their charge are intensified by the modulation of the Reivers' grim vox grills, shredding the resolve of their foes. As they open fire, the air is filled with the roaring reports of wave-amplified bolt carbines and the thud of heavy bolt pistols. Closing upon their prey, the Reivers lob shock grenades, disorientating and wrong-footing their foe before
pouncing upon them with vicious combat blades unsheathed. The Reivers' guttural howls only intensify amid the raucous fury of combat, growing louder to match the dying screams of their victims, and alerting other Space Wolves to the site of their latest kill. The innate savagery of Reivers makes them a natural fit in the Great Companies of the
Space Wolves. However, they tend to avoid the feasting halls where possible, and rarely engage in conversation with other battle-brothers. Even their primaris brethren are kept at a distance. The only warriors outside of their own tight-knit packs with whom they openly converse are the Wolf Scouts, and even their communications take place
whilst out on shared patrols. Though Reivers and Wolf Scouts have been seen talking - and on occasion even laughing - in the distance, their stalkers' camaraderie remains dormant when in the presence of others not of their ilk. What Reivers lack in ebullience they make up for in battlefield effectiveness. Their reputation for swiftly and violently
dispatching any enemy they are loosed upon has quickly spread through the ranks of the Space Wolves, and while they make poor drinking partners, their Battle Leaders know that Reivers can be counted upon to fulfil the duties of the Chapter. The Saga of the Reivers is still in its opening verses, yet already it is replete with tales of their glorious
victories. 'Terror is at its sharpest when the certainty of death is first revealed - the moment the blade is drawn, the instant the fangs are bared. After months on the hunt, the fear in the eyes of a heretic is a sight more joyous than any victory feast. The Allfather's wrath will befall them, and I am become his worthy instrument.' - Arnar, Blackmanes
Reiver FIRE SUPPORT PACKS Whether anchoring the deadliest threats, fire support packs bring to bear the most devastating weaponry in the armouries of Fenris. The rumbling destruction unleashed by these warriors resonates across the battlefield like the coming of a Fenrisian storm, signalling that the hunt has
begun. LONG FANGS Some Space Wolves are canny enough to survive for centuries of active service in the name of the Allfather. Though their individual sagas are long and filled with bloody deeds, each has earned wisdom and insight from innumerable battlefields, and their collective skills are too valuable to throw away upon a blood-soaked
assault. These packs of inveterate warriors become Long Fangs, steady of hand and temperament, entrusted not only with the protection of their brethren but also the heaviest of weaponry used by the Sons of Russ. Long Fangs are dour and grizzled individuals, having survived long enough for the genetic inheritance of the Canis Helix to manifest
fully. They are literally endowed with long fangs, for as they age the canines of the Space Wolves continually lengthen and their beards grow thick. In their youth they hungered for honour just like their brethren, each eager to earn his place in the tales of the skjalds. Now, after countless long wars, their esteem stands tall as a mountain, commanding
awe and respect from those of lesser years. With long and glorious sagas, the hot steel of youth has been tempered by honour and pragmatism, leaving warriors as finely balanced as the keenest blade. Most Blood Claws and Grey Hunters die in battle, with only a minority surviving to reach a venerable age, but those that do are amongst the most
redoubtable warriors in the galaxy. Having emerged victorious from bitter wars fought in both the material universe and beyond the veil, Long Fangs remain implacably composed even when fighting in the most nightmarish conditions. Their once numerous pack, now whittled down to but a handful of veterans, are so tight-knit that they fight as one,
often conversing casually or calmly placing bets with each other as they mow the enemy down with salvoes of devastating firepower. This solid and reliable demeanour is precisely why Long Fangs excel in their role, and by their fire are monstrous beasts and battle tanks laid low. The oldest Long Fang of the pack is entrusted with target selection and
directs his brethren's fire where it will do the most harm. These Pack Leaders can anticipate the flow of battle with uncanny prescience, enabling their men to function more efficiently than a conventional Devastator squad. When the Space Wolves are outnumbered by a living tide of Tyranids, or stand in the path of a thundering Ork Battlewagon, it is
the Long Fangs that redress the balance. AGGRESSORS By far the most gregarious and jovial of the Primaris battle-brothers, Aggressors wade through the clangour. They find endless satisfaction in dispatching the enemies of the Imperium, with
the largest hordes and most terrifying monstrosities giving them the greatest joy. Yet they are not impetuous or hot-headed like the warriors who fight in close support packs, and their crushing advances are not made merely for the purpose of personal glory. The hammer blow of an Aggressor charge is carefully aimed to smash enemy formations,
thus creating openings for other Space Wolves packs to pick off the fractured remnants. Only when their battle-brothers are sharing in the violence do Aggressors allow themselves to truly revel in the fighting by unleashing endless storms of fire upon the foe. With their bulky Mk X Gravis armour, Aggressors are able to shrug off fire from all but the
heaviest weaponry. The massive servo-motors of this type of armour also aid in the wielding of their paired auto boltstorm gauntlet is sheathed in a crackling power field, and when swung can crush bone, armour and even thick vehicle plating. A back-mounted fragstorm grenade launcher lays
down additional explosive fire as the Aggressor trudges forward. Some Aggressors eschew such 'longranged' guns, and instead march to battle armed with flamers in place of bolt weapons
The wide blanket of burning promethium laid down by flamestorm gauntlets makes them indiscriminately devastating against enemies who dare to approach the Aggressors. HELLBLASTERS When a pack of Hellblasters fires upon their enemy, the air crackles and ignites with the light of a raging star. Blinding bolts of plasma tear through infantry
and vehicle armour alike, incinerating flesh and reducing machinery to molten scrap. Even daemonic beasts and hulking xenos horrors are brought low by the raw, unfettered power of the Hellblasters' furious salvoes. Hellblasters are masters of plasma warfare. Like the Primaris Space Marines themselves, the armaments borne by Hellblasters are
products of millennia-old design, crafted by the Archmagos Dominus of Mars, Belisarius Cawl. The most common of these weapons is the plasma incinerator, a variant of the plasma incinerator is more devastating still, requiring a
backmounted ancillary power core to unleash its blasts. The assault plasma incinerator sacrifices a modicum of this destructive potential to accommodate an array of targeting augurs, and can be fired with relative accuracy even when the Hellblaster wielding it is charging at full pace. Hellblasters have a strong bond with the weapons they carry,
believing that their own saga and that of their weapon's machine spirit are inextricably intertwined. When facing the most monstrous of foes, the Hellblaster may call upon this machine spirit, rousing its belicosity to help fell the horrendous beast. If the furious energy the weapon releases should also kill the Hellblaster himself, then it is indeed a
heroic last verse in their shared saga. Veteran Packs VETERAN PACKS Space Wolves who prove themselves time and again in the Chapter's galaxy-spanning campaigns invariably earn the respect of their packmates, their Battle Leaders and even their Wolf Lords. Those with longest and most storied sagas needn't be long in the tooth, for their status
as living legends comes not from age but from their deeds in bloody battle. WOLF GUARD The Wolf Guard are the hand-picked battle-brothers that fight alongside each Great Company's Wolf Lord. Each has earned his place by some exceptional feat of arms. It is his heroic deeds that mark the Wolf Guard rather than his age, so there are hot-blooded
young warriors as well as sturdy veterans amongst their ranks. Every Space Wolves warrior dreams of a place in the Wolf Guard, and will battle even harder when a Wolf Lord is nearby in the hope that he may earn the right to join this legendary brotherhood. Other than earning the respect of the lord of a Great Company, there are no specific criteria
for elevation to the ranks of the Wolf Guard. Battlefield promotion is extremely common, for Wolf Lords are men of conviction and instinct. A badly wounded warrior surrounded by the broken bodies of alien terrors many times his size may see a Wolf Lord nodding approvingly in his direction, or the lone survivor of a war waged deep within the Eye of
Terror may fight his way across the stars to find a new role waiting for him upon his return to Fenris. Perhaps the surest way to join the Wolf Guard to be the sword and shield of their Lord, and many have already proved their abilities in that field
best armaments he has at his disposal - antique weapons of immense potency and ornate artefacts of ancient origin. These weapons are both badges of distinction and tools to enable each Wolf Guard to further excel in his preferred fighting style. BATTLE LEADERS Aside from choosing their personal bodyguards, a Wolf Lord also selects from
will have complementary natures - a fiery, passionate warrior may be teamed with a cool, calculating tactician. Battle Leaders with an overabundance of charisma or dominant personality are assigned to lead several packs of Space Wolves and guide them in the arts of war. The most heroic Battle Leaders, typically those judged by their Wolf Lord as
born to the role of command, are sometimes assigned the control of an entire strike force. Should such a Battle Leader prove himself capable of excelling above and beyond his liege's high expectations, he may find himself next in line when his Wolf Lord finally passes into legend. Battle Leaders have traditionally been drawn from the warriors of the
though relatively new to the Great Companies, have already proven their worth on countless battlefields. WOLF GUARD TERMINATORS Upon ascending to the Wolf Guard, many warriors continue to favour the wargear they used in their former roles as Blood Claws, Grey Hunters or Long Fangs. Yet others find it impossible to resist the lure of raw
power afforded by Tactical Dreadnought Armour. To wear such a priceless relic of the Chapter's grand history is an honour few Space Wolves will ever experience. So it is that a Wolf Lord will often be accompanied into battle by a brotherhood of hulking, nigh-invulnerable champions, each ready to give his life for his Lord and eager to dispense his
and trophies, marks of honour gained by its wearer over long years of battle. Pelts and hides taken from xenos monsters or Fenrisian beasts are often draped across the suit's broad shoulder plates. The presence of Wolf Guard Terminators upon the battlefield can change the tide of war. They fight as the spearhead of the assault, enemy fire deflecting
harmlessly from their relic armour as they stride forward to tear the throat from the foe. Those foolish enough to step close are sliced to bloody chunks by power claws, or obliterated by a single swing of a crackling thunder hammer. Any other targets are destroyed by the finest heavy weapons in the Great Company's arsenal - enormous heavy by the finest heavy weapons in the Great Company's arsenal - enormous heavy by the finest heavy weapons in the Great Company's arsenal - enormous heavy by the finest heavy weapons in the Great Company's arsenal - enormous heavy by the finest heavy weapons in the Great Company's arsenal - enormous heavy by the finest heavy weapons in the Great Company's arsenal - enormous heavy by the finest heavy by the finest heavy weapons in the Great Company's arsenal - enormous heavy by the finest heavy by the f
flamers, assault cannons and the dreaded cyclone missile launcher. On rare occasion, when a sledgehammer blow is required to crush the life from a particularly resilient foe, a Wolf Lord may decide to deploy his entire Wolf Guard in Terminator armour. Such a force shakes the earth beneath its relentless advance, butchering all in its path with
implacable ferocity. ANCIENTS The sacred standards of the Space Wolves' Great Companies are crafted from theskins of slain monsters and hideous xenos beasts, bedecked with blessed runes and totem trophies. They speak of the companies are crafted from theskins of slain monsters and hideous xenos beasts, bedecked with blessed runes and totem trophies. They speak of the companies are crafted from theskins of slain monsters and hideous xenos beasts, bedecked with blessed runes and totem trophies.
endured millennia of battle, and to see them flying high inspires nearby battle-brothers to fight with proud fervour. Amongst the greatest honour for any warrior of the Space Wolves is to be chosen by their Wolf Lord to carry such a relic into battle. Known as Ancients, these banner bearers must defend the standard to their last breath. To lose an icon
of the Chapter's glorious history upon the battlefield would be a mark of terrible shame. The presence of such a banner in battle-brothers fight on despite grievous wounds and overwhelming odds, knowing that their deeds may be added to the great sagas. THUNDERWOLF CAVALRY
The legendary Thunderwolves dwell at the northenmost point of Fenris, making their lairs in the fabled Mountains of the Maelstrom. Many Fenrisians venerate the Thunderwolves are solitary creatures that usually attack each
other on sight - it is as if every Thunderwolf strives to be the alpha predator of an entire planet. These hulking beasts carve out a solitary existence that involves an eternal cycle of hunting, eating and sleeping. Their primary food animals are the giant bear, the ice troll and the Fenrisian mastodon, though Thunderwolves will devour any creatures that
trespass upon their snowy realm without hesitation. It is said the best way to find a Thunderwolf is to draw it from its lair with the messy slaughter of one of their prey animals, and to be a long way away when the beast comes sniffing along. Thunderwolf is to draw it from its lair with the messy slaughter of one of their prey animals, and to be a long way away when the beast comes sniffing along. Thunderwolf is to draw it from its lair with the messy slaughter of one of their prey animals, and to be an initiation ritual into theat comes sniffing along.
upper echelons of the Wolf Guard, has given rise to the legendary Thunderwolf Cavalry - a small but dauntless elite within the ranks of the Wolf Guard who remain conveniently absent from any official Imperial records. Despite their near mythical nature, there exists at least one high calibre vid-steal of a trio of Space Wolves cavalry riding into battle
against a large mob of armoured Orks. The havoc that ensues is startling even to a hardened veteran. In the footage of the vid-steal, the unmistakeable silhouette of Space Marine riders are mounted upon what look very much like Thunderwolves, albeit ones augmented with vicious adamantium jaws, hissing pistons and back-jointed metal limbs that
end in razor-sharp blades. Though the existence of the vid-steal is a well-guarded secret, no matter how often the Space Wolves deny the practice of riding beasts to war, rumours abound across the Fenris Sector about the glorious charges of the Thunderwolf Cavalry. Thunderwolf Cavalry Physically, Thunderwolves are truly monstrous, their
anatomies having more in common with a Terran rhinoceroid than with a normal canine. Reaching as much as eight feet in height at the shoulder, Thunderwolves are clad in a shaggy coat of rough iron. Thunderwolf skulls have been found that
show evidence of several rows of teeth in perpetual growth, allowing those that are ripped out during violent kills to be quickly replaced. Their teeth are also greatly valued in Ork society due to their sheer size and jagged, serrated edge. Rather
than tracking their prey down over time like their smaller cousins, Thunderwolves bear down upon their victims in a terrifying charge. Snatching up their prey in their gnashing, grinding bite. Only the Space Wolves have the constitution
to hunt the Thunderwolves that haunt the Mountains of the Maelstrom, where perpetual ice storms would flay the skin from a lesser creature in the span of a single day. There are several known instances of senior Space Wolves tracking down and breaking in 'I share a deep bond with my battle-brothers, for the blood of Russ runs in all our veins. I
would die for any one of them just as they would die for me, without fear or hesitation. But my mount is my packmate; my fellow riders my closest kin. Ours is a bond that others cannot fully grasp. We hunt as one, and together share in the glory of the kill. There is no greater joy on all of Fenris than to ride to battle astride a Thunderwolf.' - Rigar the
Broad, Thunderwolf Cavalry Pack Leader FENRISIAN WOLVES The wolves of Fenris are legendary beasts whose lives are inextricably linked with those of the brotherhood of the Space Wolves. Very few know the sheer
diversity of wolves that exist upon Fenris. These range from the common but nonetheless deadly Fenrisian Wolf, to the hulking Blackmaned Wolf, all the way up to the infamous Thunderwolf that prowls the most vicious predators in the known universe. They roam the tundra of Fenris and
are numerous in the vast lands of Asaheim that lie around the foot of the mountains of Fangard. Fenrisian Wolves obey the natural order of their kind functioning as the alpha male. The alpha makes the pack's decisions, faces down external
threats and challengers to his position alike, and enjoys the first pick of not only the kill but also the female members of his pack. This is a position much respected by the savage menfolk of Fenris, many of whom strive to emulate the alpha male in their own social groupings. Fenrisian Wolves range from man-sized to the size of a snow lion. They have
shaggy manes, powerful shoulders and overdeveloped, iron-hard teeth. It is considered a great feat for a battle-brother of the Space Wolves Chapter to hunt down a pack of these supernaturally ferocious beasts armed with nothing but his wits. This ritual is known as the Lone Hunt. Should the battle-brother somehow kill the alpha male of a Fenrisian
Wolf pack, the rest of the wolves will instinctively treat him as their new alpha male, and when he returns successful to the Fang he does so in the company of wolves. Many of these new packmates form a lasting attachment, having a great respect for their new leader, and from that moment they will fight at their master's side until one or both
them die in battle. Such is the bond between the Space Wolves and their beasts that it is not unheard of for a Fenrisian Wolf critically injured in battle to be mechanically augmented by the Chapter's Iron Priests so that it may live to fight another day. WULFEN With a howl that puts ice in the blood the Wulfen bound towards their prey, fangs bared
and claws outstretched. In their haste to glut their insatiable appetite for slaughter, the Wulfen lope forward at a daunting pace - their anatomies, altered by the strange curse that assails their bodies and souls alike, are perfectly adapted for the violence at hunt's end. There has been much speculation surrounding the Wulfen since they were first
discovered by Harald Deathwolf. Their armour and heraldry was that of the 13th Great Company, who to a warrior were lost nearly ten thousand years prior during the assault on Prospero. Are these bestial battle-brothers the same Space Marines who pursued the Thousand Sons? Had they somehow survived the long millennia inside the Eye of
Terror? Are their hulking forms the result of a flaw in the Canis Helix? The answers to these questions and many more are unknown to the Wulfen battled for their Chapter with unbridled fury, their animal rage likely saving the Space Wolves whom they fought
alongside. After revealing themselves, the first Wulfen were taken to the Fang. Under the orders of Logan Grimnar, the Iron Priest Hrothgar Swordfang tested the Wulfen were taken to the Fang. Under the orders of Logan Grimnar, the Iron Priest Hrothgar Swordfang tested the Wulfen were taken to the Fang. Under the orders of Logan Grimnar, the Iron Priest Hrothgar Swordfang tested the Wulfen were taken to the Fang. Under the orders of Logan Grimnar, the Iron Priest Hrothgar Swordfang tested the Wulfen were taken to the Fang. Under the orders of Logan Grimnar, the Iron Priest Hrothgar Swordfang tested the Wulfen were taken to the Fang. Under the orders of Logan Grimnar, the Iron Priest Hrothgar Swordfang tested the Wulfen were taken to the Fang. Under the orders of Logan Grimnar, the Iron Priest Hrothgar Swordfang tested the Wulfen were taken to the Fang. Under the orders of Logan Grimnar, the Iron Priest Hrothgar Swordfang tested the Wulfen were taken to the Fang. Under the orders of Logan Grimnar, the Iron Priest Hrothgar Swordfang tested the Wulfen were taken to the Fang. Under the orders of Logan Grimnar and Iron Priest Hrothgar Swordfang tested the Wulfen were taken to the Iron Priest Hrothgar Swordfang tested the Wulfen were taken to the Iron Priest Hrothgar Swordfang tested the Iron Priest Hrothgar Swordfang
delicate weapons clumsily, quickly abandoning them to savage the Servitors with their bare hands. On the ninth day of trials, a Wulfen warrior took up one of the relic weapons that had hung in the Fang's halls for untold centuries. The Wulfen soon proved well suited to using the prodigiously large ceremonial weapon, wrapping its claws neatly around the relic weapons that had hung in the Fang's halls for untold centuries.
the haft of the great frost axe before hefting and swinging the colossal blade cleanly through a nearby statue. Perhaps this weapon was created for warriors of equal strength who had once existed in the Chapter's past; or perhaps the coming of the Wulfen had been foreseen, and this relic had been created specifically for their bestial hands. Whatever
the case, a search of the Fang produced more of the ancient weapons, along with other tools suited for use by the Wulfen, such as impulse-triggered grenade modules that integrated seamlessly with the Wulfen, such as impulse-triggered grenade modules that integrated seamlessly with the Wulfen, such as impulse-triggered grenade modules that integrated seamlessly with the Wulfen, such as impulse-triggered grenade modules that integrated seamlessly with the Wulfen, such as impulse-triggered grenade modules that integrated seamlessly with the Wulfen, such as impulse-triggered grenade modules that integrated seamlessly with the Wulfen, such as impulse-triggered grenade modules that integrated seamlessly with the Wulfen, such as impulse-triggered grenade modules that integrated seamlessly with the Wulfen, such as impulse-triggered grenade modules that integrated seamlessly with the Wulfen, such as impulse-triggered grenade modules that integrated seamlessly with the Wulfen and the Wulfen 
since been found roaming the stars. But despite their might and fervour, their place amongst the Sky Warriors has caused much controversy. The Wulfen appear on the brink of berserk rage at all times. Worse still, those who hear the bloodlust in their war cries feel their own beast within awaken. Those battle-brothers who succumb to the Curse of
the Wulfen completely are themselves transformed, body and mind, and taken in by the Wulfen packs. DREADNOUGHTS When the Space Wolves go to war, they do so in the company of giants. Behind their battlelines loom the towering constructs of man and machine known as Dreadnoughts. Theirs is a name aptly chosen, for what meaning has fear
when one has shrugged off the cold claw of the Deathwolf and still growled in defiance? Dreadnoughts are essentially walking tanks, five metres of pistondriven fury that stride across the battlefield with the surety of gods of war. Within each Dreadnought's adamantium shell lies the remains of a hero of legend, broken in body but not in mind; each
determined to wage war against the enemies of the Primarch until his cybernetically augmented heart beats its last and Morkai finally claim his due. They are woken from their stasis-like slumbers in the depths of the Fang only in times of direct need, for each embodies a part of the Chapter's history. Dreadnoughts When a great hero of the Space
Wolves finally meets his match, he is borne from the battlefield unto his funeral pyre by his brethren. Should there remain a tiny spark of life in his broken and torn remains, the hero may tightly grasp the wrists of those who bear him and command them to cease. His last request, whispered through gore-spattered lips, is to be interred in the
sarcophagus of a Dreadnought so that he may claim vengeance, and inscribe a new chapter of his saga in the blood of his enemies. Such a hero is taken to the forges of the Iron Priests and laid upon a great slab, there to be born again in a new metal body designed for slaughter and nothing more. The fallen hero's remains are pulled apart and his
body rewired until vein and tendon fuse with electrofibre and neural bundle inside an armoured sarcophagus. The sarcophagus is then installed into the shell of a Dreadnought, an ancient relic of the Chapter that bears terribly powerful versions of the weapons the occupant favoured in his former existence, be they gigantic wolf claws, massive
Fenrisian axes or devastating ranged weapons. Amidst a great ceremony in the chambers of the Fang, the runes of activation are struck and the Dreadnought stirs into a terrible approximation of life. The hero within twitches in the amniotic fluid of the sarcophagus, his eyes grafted to multi-spectral sensors, his muscles hardwired to cannon and
power claw, and his battle cry amplified by high-yield vox grills. There is no reversing this procedure; no going back for a hero who has chosen this dubious refuge from oblivion. Only death awaits the Dreadnought's new occupant - death and the steel-cold satisfaction of vengeance. VENERABLE DREADNOUGHTS Priceless and indomitable artefacts
steeped in centuries of battle, Dreadnoughts do not fall easily. Some escape their final death for so long that they fight on for a thousand years or more to truly become living legends. These venerable few are held in the highest esteem by their battle-brothers, for their wisdom is as deep as the cold ocean and their intuition as sharp as a kraken's
teeth. Each is a keeper of battle-lore and a custodian of forsaken knowledge, and their advice is humbly asked by the masters of each Great Company in the gravest matters of war. Though such ancients often lie dormant for decades at a time within the depths of the Fang, when these mighty warriors are awakened fully they fight as lords of battle.
Space Wolves maintain several Contemptor-pattern Dreadnoughts, revered ancients that are awakened only at times of utmost need. Once unleashed, there are few foes that can stand in the face of a Contemptor's deadly heavy weapons and tank-crushing power claws. REDEMPTOR DREADNOUGHTS Designed by the Archmagos Belisarius Cawl at
the behest of Primarch Roboute Guilliman many centuries ago, the mighty Redemptor Dreadnoughts have only recently been unleashed against the Imperium's foes. Given motion by a fallen battlebrother, Redemptor breadnoughts have only recently been unleashed against the Imperium's foes.
macro plasma incinerator makes short work of enemy armour and vehicles. WULFEN DREADNOUGHTS Each of the Dreadnoughts housed deep beneath the Fang contains a great Space Wolves hero shorn of his warrior physique. But an even crueller fate awaits some of these entombed warriors. Though their bodies are all but lifeless, they still bear
the genetic heritage of their Primarch, the Canis Helix, and in rare cases the sleeping beast within their psyche is awoken. The Curse of the Wulfen afflicts the warrior bound within the Dreadnought; sometimes it will distort his crippled body even as it ravages his mind, forcing the Iron Priests to refit the sarcophagus so his gnarled features glower
and snarl from within. The animal fury of the battle-brother provokes the Dreadnought's machine spirit, adding to its simmering rage a mindless hunger for violence and transforming the walking war engine into a Wulfen Dreadnought's machine spirit, adding to its simmering rage a mindless hunger for violence and transforming the walking war engine into a Wulfen Dreadnought's machine spirit, adding to its simmering rage a mindless hunger for violence and transforming the walking war engine into a Wulfen Dreadnought's machine spirit, adding to its simmering rage a mindless hunger for violence and transforming the walking war engine into a Wulfen Dreadnought's machine spirit, adding to its simmering rage a mindless hunger for violence and transforming the walking war engine into a Wulfen Dreadnought's machine spirit, adding to its simmering rage a mindless hunger for violence and transforming the walking war engine into a Wulfen Dreadnought's machine spirit, adding to its simmering rage a mindless hunger for violence and transforming the walking war engine into a Wulfen Dreadnought's machine spirit, adding the walking war engine into a Wulfen Dreadnought's machine spirit, adding the walking war engine into a Wulfen Dreadnought's machine spirit, adding the walking war engine into a Wulfen Dreadnought's machine spirit, adding the walking war engine into a Wulfen Dreadnought's machine spirit, adding the walking war engine into a Wulfen Dreadnought's machine spirit, adding the walking war engine into a Wulfen Dreadnought's machine spirit, adding the walking war engine into a Wulfen Dreadnought's machine spirit, adding the walking war engine into a Wulfen Dreadnought's machine spirit, adding the walking war engine into a Wulfen Dreadnought's machine spirit, adding the walking war engine into a Wulfen Dreadnought's machine spirit, adding the walking war engine spirit, addi
Dreadnoughts stomp towards their foe with robotic stiffness, the joints and servos of a Wulfen Dreadnought twitch and spasm like the muscles of a crazed animal. Leaning forward as it begins to charge, the Wulfen Dreadnought is consumed with a singular, predatory intent, and seeks only to maul and eviscerate the enemies before it. The rampant
devastation is accompanied by baleful howling, and the savagery continues until the metallic beast is eventually stared down by their Wolf Lord. Wulfen Dreadnoughts are bellicose, even by the standards of the Space Wolves, and their weapon loadouts are hence adapted by Iron Priests. Ranged armaments are replaced with massive implements of
closequarters slaughter - namely the Fenrisian great axe and great axe and great wolf claw. Some Wulfen Dreadnoughts bear a blizzard shield, its powerful force field allowing them to weather even more punishment as they plunge into battle. Wulfen Dreadnoughts MURDERFANG It was Logan Grimnar's Great Company that found the feral Dreadnoughts have a blizzard shield, its powerful force field allowing them to weather even more punishment as they plunge into battle.
Murderfang. On the hell world of Omnicide the Champions of Fenris were locked in a roving campaign against the Alpha Legion, with battles raging throughout the spine of acid-spewing volcanoes that encircled the planet. The Space Wolves fully expected to be ambushed as they followed the duplicitous Chaos Space Marines further into the
mountain ravines, but instead of a deadly trap they came across a slaughter. A stampeding mechanical beast was hurtling through the already thin Alpha Legion ranks, its massively brutal claws tearing the remaining traitors limb from bloody limb. The monstrous construct bore the heraldry of Fenris, though no battlebrother recognised the specific
markings. The Space Wolves joined in the melee, quickly dispatching the last of the Alpha Legion, but even with their common foe gone the fury of the Dreadnought did not subside. Attempts to communicate with the entombed battle-brother were met with metallic snarls, and all efforts to calm the berserk machine only enraged it further. Only by
using helfrost technology were the Space Wolves able to freeze the Dreadnought, placing it in stasis so that it could be taken back to Fenris and studied by the Iron Priests in the Fang. The metal-skinned monster is now believed to be the culmination of the Curseborn Prophecy, its arrival having been foreseen nearly two hundred years ago. Though i
resembles a Space Wolves Dreadnought, and must once have had a name, the identity of the once noble hero within its sarcophagus is long lost, consumed by the Space Wolves, it is a force of untamed destruction. In times of great strife, such as when Fenris itself was beset by a
daemonic incursion, the machine-beast is released from its glacial prison and set upon the foe. Unleashed, Murderfang claws and stamps until nothing is left but ruin. At battle's end, the Space Wolves freeze it with helfrost technology once again, hoping that Murderfang's wrath can be stayed for long enough to see it contained in the caverns beneath
the Fang. Yet all know that as the Time of Ending approaches, the white heat of its rage will be needed more than ever. BJORN THE FELL-HANDED LAST OF THE COMPANY OF RUSS feelings of rejection and bitterness. All Bjorn the Fell-Handed who hear his tale know that Russ' parting Bjorn the Fell-Handed is the oldest warrior in the Imperium,
save for the resurrected Lord Commander Roboute Guilliman. Interred in a custom-built Dreadnought in M31, Bjorn is a legendary figure amongst the Forthers and treasured as a living link to the
glory days of the Great Crusade. Bjorn has since been the salvation of the Space Wolves Chapter time and time again, earning the reverence of even the fiercest Wolf Lord. Bjorn has since been the salvation of the Space Wolves Chapter time and time again, earning the reverence of even the fiercest Wolf Lord. Bjorn has since been the salvation of the Space Wolves Chapter time and time again, earning the reverence of even the fiercest Wolf Lord. Bjorn has since been the salvation of the Space Wolves Chapter time and time again, earning the reverence of even the fiercest Wolf Lord. Bjorn has since been the salvation of the Space Wolves Chapter time and time again, earning the reverence of even the fiercest Wolf Lord. Bjorn has since been the salvation of the Space Wolves Chapter time and time again, earning the reverence of even the fiercest Wolf Lord. Bjorn has since been the salvation of the Space Wolves Chapter time and time again, earning the reverence of even the fiercest Wolf Lord. Bjorn has since been the salvation of the Space Wolves Chapter time and time again, earning the reverence of even the fiercest Wolf Lord. Bjorn has since been the salvation of the Space Wolves Chapter time and time again, earning the reverence of even the fiercest Wolf Lord. Bjorn has since been the salvation of the Space Wolf Lord. Bjorn has since been the salvation of the Space Wolf Lord. Bjorn has since been the salvation of the Space Wolf Lord. Bjorn has since been the salvation of the Space Wolf Lord. Bjorn has since been the salvation of the Space Wolf Lord. Bjorn has since been the salvation of the Space Wolf Lord. Bjorn has since been the salvation of the Space Wolf Lord. Bjorn has since been the salvation of the Space Wolf Lord. Bjorn has since been the salvation of the Space Wolf Lord. Bjorn has since been the salvation of the Space Wolf Lord. Bjorn has since been the salvation of the Space Wolf Lord. Bjorn has since been the salvation of the Space Wolf Lord. Bjorn has since been the salvation of the Space Wolf Lord. Bjor
describes seem more like a skjald's tale than hard fact, they are facts nonetheless, for Bjorn's word is as true as Fenrisian oak. At the dawn of each new century Bjorn is roused from his long sleep to hold court at the Great Feast. There he begins to recount elements of his own saga, and the boisterous mirth of his battle-brothers is replaced by the
silence of utmost respect. In the strife-fuelled aftermath of the Heresy, Bjorn fought to rebuild the Imperium with such spirit and burning conviction that Russ elevated the young warrior to his personal retinue. Gifted this honour beyond measure, Bjorn fought all the harder to prove himself in the eyes of his spiritual father. It was Leman Russ himself
has never explained why he was left behind in this manner; it is not certain if he even knows himself, but the Primarch was not one to act idly. Despite the fact he has relived it a hundred times or more, when Bjorn tells of that day, it is clear he still struggles with intense act bothers Bjorn far more than the tale of his own tragic fall to a warp-beast
with a thousand maws, or the days his spirit spent roaming Morkai's cold realm during his torturous interrment into an adamantium sarcophagus. From the day of Russ' disappearance, Bjorn has given his all to prove himself worthy in the eyes of his missing Primarch, first as warrior, then as Wolf Lord, Dreadnought, and finally to this day as the
spiritual and moral compass for the entire Chapter. Only the High Wolf Priest Ulrik knows Bjorn well enough to suspect that he still craves the benediction of his once-father, and that within Bjorn's indestructible and immensely potent war-form lies a mind that will know no peace until he fights alongside the Primarch once more. With the advent o
the Cicatrix Maledictum and the resultant cataclysm unleashed upon the galaxy, many Space Wolves believe that the hour of the Wolftime is nigh, and that Leman Russ will soon return to lead them in the last great battle. It is said that High Rune Priest Njal Stormcaller has spent many long hours alone with an awakened Bjorn, questioning him on
every detail of the days leading up to Russ' disappearance. TRANSPORT VEHICLES Drop Pods and armoured transports deliver packs of Space Wolves to the heart of the enemy. With a murderous salvo of bolter fire. Blood running hot
with the fierce joy of the kill, the warriors of Fenris fall upon the survivors in a gore-splattered frenzy. RHINOS The Rhino armoured personnel carrier is highly thought of amongst the Space Wolves, for it is a rugged and adaptable transport that can negotiate arctic mountain and lava-scorched chasm alike. The Space Wolves reason that any steed
that can cope with the savage world of Fenris is worthy of respect, regardless of whether it is born of mortal flesh or forged of unyielding metal. Though Fenrisians prefer to fight on foot, the icy continents of Fenris are vast in scale. Crossing them can take months or even years. Nevertheless, by the tradition of the great nomadic tribes, the warriors
of Fenris make their great pilgrimages from one continent to another each and every year to wage war on other clans and steal away their women. They do this either by trekking through the blizzards or by plying the horror-filled seas in longboats made from gnarlwood and black iron. Space Wolves see the noble Rhino as a similar conveyance of war
one that can carry them to the front line quickly and efficiently so that the greater part of their efforts may be expended upon butchering the foe. When aetheric disturbances or enemy air support renders a Drop Pod assault inadvisable, a massed mechanised advance provides a reliable alternative. It is fortunate indeed that the Rhino is so durable
and easy to repair, for the Space Wolves love to test them to their absolute limits with violent manoeuvres and death-defying driving. RAZORBACKS Ask any Long Fang what is better than a steady, reliable Rhino, and he'll say a Rhino with a thundering great heavy weapon mounted atop it. Such configurations are known as Razorbacks and, though
                      new addition, they have enjoyed massive popularity since their induction into the Great Companies. Razorbacks exchange a portion of their transport capacity in order to mount a twin-linked weapon system atop their hull. This ranges from the standard twin heavy bolter configuration to paired assault cannons to turrets mounting
twin-linked lascannons. It is their versatility that makes these tanks so very useful, for the Razorback can fulfil the role of transport, sniper or hunter depending on circumstance. In battle, Razorbacks typically harry the foe, nipping at the heels of enemy formations and herding the enemy into the line of fire of their Predator and Vindicator brethren.
Once in position their passengers will disembark, frequently onto the very locations from which the Razorbacks' guns have driven the foe. Razorbacks are very popular with Long Fang packs, for whom the Transport vehicle's modest transport vehicle's modest transport vehicle's modest transport vehicle is no hindrance. These veteran packs use their Razorbacks not only to take up advantageous firing
positions atop mesas, glaciers and shattered buildings, but also as impromptu med-bays and weapon depots. A quick glance inside such a Razorback will betray a fearsome array of heavy weaponry ranged along its interior walls, allowing the veterans to pick and choose which weapons will be best suited to each engagement. Such indulgences are
overlooked by the Wolf Lords, who know full well that not only the Space Wolves' arsenal but also the Razorback itself is put to best use under the auspices of their veteran battle-brothers. Vehicles DROP PODS The Drop Pod does not prowl across the battlefield but instead plummets from the skies like a flaming metallic comet. The Drop Pod is at
once a mode of transport and a cripplingly effective psychological weapon. A single pod can plunge into the midst of a battleline and reduce it to chaos as a pack of ferocious Space Wolves bursts out from its metal hull, blasting away with boltquns or carving their stunned prey apart with axes and blades. Massed Drop Pods attacking in such a manner
is capable of turning the tide of a war with a devastating and swiftly executed planetstrike. The iconic Space Marine vehicle, a Drop Pod is the ultimate tool for enacting a planetary invasion, for the speed with which it breaches the target world's atmosphere makes interception practically impossible. Fired with colossal force from the launch tubes of
orbiting strike cruisers, Drop Pods hurtle down into a planet's stratosphere at incredible velocities, their ceramite-laced hulls glowing red with the terrible forces exerted upon them. Within the spartan confines of each pod is a battle-ready pack of Space Wolves, voices joined in boisterous and frequently obscene song as each envisages the carnage he
is about to unleash upon the enemies of the Imperium. Just as the Drop Pods seem about to dash themselves apart on the planet's crust, retro-burners fitted to each pod's underside fire up and the craft slows, though only by the bare minimum to ensure that the landing impact is not harmful to the embarked passengers. REPULSORS The Repulsor
tank is a new addition the vehicle hangars of the Space Wolves, a technological wonder forged beneath the red sands of Mars. In combat it acts as both battle tank and armoured transport, blasting scores of enemy warriors into a crimson mist with its onslaught heavy gatling cannon and auto-targeting grenade launchers even as its hatches open and
Primaris Space Marines pour into the fray. If anti-armour firepower is required, the Repulsor can also be fitted with a las-talon, which unleashes a searing beam of energy powerful enough to turn enemy tanks into piles of charred slag. As the Drop Pods of the Space Wolves burn through a planet's atmosphere in formation, they carve apart the skies
with great contrails of fire that are known in the sagas as the Claws of Russ. The mere sight of such a pyrotechnic display is enough to drive a blade of despair into the hearts of those foes who know the legends of the Repulsor,
however, is the intense gravitic field it projects from its ventral plates, which shatter the ground beneath even as it holds the tank aloft. Thanks to this remarkable technology, the Repulsor can traverse even the most hazardous obstacles: lava rivers, treacherous ice floes, and even the open ocean. With such a vehicle at their disposal, there is no
target that the Space Wolves cannot overwhelm with an armoured spear-thrust that scars the planet's crust in its wake. Each 'claw' consists of several Drop Pods that descend in a tight formation, slamming into the planet's crust in quick succession. Whilst the enemy is still reeling from this compound blow, the hinged sides of each Drop Pod will
explode out and down to form disembarkation ramps, and a battle-hungry pack of Space Wolves will storm out, voices and weapons raised in a deafening salute to the gods of battle before the blood-letting begins. This grav-field can also be directed outwards, projecting a wall of energy that batters any foes foolish or brave enough to charge a
Repulsor. Suddenly, approaching warriors find themselves leaning into a gravitic hurricane, their momentum lost and their body off balance. It is then that they will hear the eager howls of Space Wolves as the Repulsor unleashes its living cargo, and the warriors of Fenris charge out with gleaming blades raised for the kill. BATTLE TANKS Armoured
behemoths come thundering over the battlefield, crushing anything in their path under grinding tracks. Sighting their prey, the turrets of these metal monsters swing to bear, and blazing lances of energy erupt from their heavy cannons. Hulls pierced by pinpoint gunnery, the targets of the Space Wolves battle tanks erupt in coruscating fireballs.
PREDATORS Prowling through the fiercest battlezones of the Imperium, the Predator battle tank dispenses swift death to the birth of the Imperium, the Predator is optimised for one task above all others - gunning down those who oppose the Sons of Russ
in spectacular displays of violence. Often thought of as the Thunderwolf of the Space Wolves vehicle pool, the Predator battle tank frequently leads the hunt in the high-octane assaults for which the Space Wolves vehicle pool, the Predator battle tank frequently leads the hunt in the high-octane assaults for which the Space Wolves vehicle pool, the Predator battle tank frequently leads the hunt in the high-octane assaults for which the Space Wolves vehicle pool, the Predator battle tank frequently leads the hunt in the high-octane assaults for which the Space Wolves vehicle pool, the Predator battle tank frequently leads the hunt in the high-octane assaults for which the Space Wolves vehicle pool, the Predator battle tank frequently leads the hunt in the high-octane assaults for which the Space Wolves vehicle pool, the Predator battle tank frequently leads the hunt in the high-octane assaults for which the Space Wolves vehicle pool, the Predator battle tank frequently leads the hunt in the high-octane assaults for which the Space Wolves vehicle pool, the Predator battle tank frequently leads the hunt in the high-octane assaults for which the Space Wolves vehicle pool, the Predator battle tank frequently leads the hunt in the high-octane assaults for which the predator battle pool is a specific pool in the high-octane assaults for which the predator battle pool is a specific pool in the high-octane assaults for which the high-oc
weaponry, and small-arms fire patters from its blue-grey hide like shards of ice from the face of a glacier. Even targeting the few vulnerable areas of the Predator is difficult indeed, for the restless metal monster is forever on the move, seeking out new firing solutions and leaving destruction in its wake as it stalks ever closer to its quaking prey. Like
its brother tanks, the Vindicator, the Predator is so solid and durable that it can theoretically see millennia of active service and still function at peak efficiency. Those indomitable few that have accomplished such a feat are treated with as much respect as the battle-brothers of the Space Wolves themselves, for they are an integral part of the war
engine of Fenris, and without them much of the Chapter's glory would be lost. So it is that the names of sacred and trusted Predators are entered into the sagas alongside those of noble heroes and gifted commanders. The Predator has two main configurations with which to punish the foe, known to the Iron Priests who forge them as the Annihilator
and Destructor patterns. Predator Annihilators are the last word in anti-armour firepower. They bear twinned, longbarrelled lascannons on their sleek turrets, armaments of such potency that they can tear open even the living metal hull of a Necron war machine with one blinding shot. Predator Destructors, on the other hand, fire explosive
ammunition from autocannons of such a high calibre that their barrels could swallow a Space Marine's fist. Destructor-pattern Predators are versatile and deadly, as capable of hunting and destroying whole squadrons of light vehicles as they are chewing through the elite infantry of the Space Wolves' enemies. Each Predator's weapon loadout can be
further augmented by Battle Tanks sponson weaponry that complements its main armament. These weapons are typically a pair of deadly accurate lascannons for the Annihilator-pattern tanks and a pair of growling, spitting heavy bolters for the Destructors, though other variations have been seen across the millennia. Even a single Predator has
firepower enough to rip a gaping hole in an enemy battleline, but when the Chapter's Predators go to battle side by side, roaming across the tortured battlescape like a pack of great metallic hunting beasts, the ground itself trembles at their approach. WHIRLWINDS The support tanks known as Whirlwinds rain burning retribution upon the foe from
extreme range. Mobile artillery platforms, they are held in high regard by the Space Wolves, for their sustained artillery barrages pin the foe in place and channel them into the teeth of the Great Companies' devastating assaults. Sometimes referred to by the oldest Space Wolves as 'Great Equalisers', Whirlwinds can rob a horde of its numerical
superiority, cripple the morale of a rebellion or consume a defence line in raging chemical fires with gratifying ease. As with many tanks used by the Adeptus Astartes, the design of the Whirlwind is based around that of the Rhino. The Whirlwind is based around that of the Rhino. The Whirlwind is based around that of the Rhino. The Whirlwind is based around that of the Rhino. The Whirlwind is based around that of the Rhino. The Whirlwind is based around that of the Rhino. The Whirlwind is based around that of the Rhino. The Whirlwind is based around that of the Rhino.
but efficient motive units allow it to redeploy with the swiftness and surety of a hunting beast. Each tank locates its prey with multi-spectrum targeting systems and infra-red analysis cogitators that, if its proud crew are to be believed, can pinpoint the location of a Snotling in a snowstorm over a league away. Some of the more radical Iron Priests
hardwire in Servitor-augmented olfactosenses so that the Whirlwind can literally 'sniff out' its prey. Conventional barrage doctrine is often ignored by such crews, who prefer to fire on the move, loosing great salvoes of missiles high into the brooding clouds above and then driving at top speed toward the vector detonation site, the better to appreciate
the effects of their handiwork up close. In place of the Rhino's transport bay the Whirlwind carries a devastating payload of missiles, each designed with a particular brand of carnage in mind. These deadly ivory-hued tubes
are loaded with the utmost care into the Whirlwind's launcher and sent screaming through the skies into areas where the foe gathers thickest, striking like a lightning bolt and scything the enemy apart. The Whirlwind can also be armed with Castellan-class incendiary missiles, nicknamed 'Dragonragers' by those who have seen them detonate close at
hand. Each Dragonrager carries a volatile chemical warhead that blossoms into an incandescent storm upon impact, birthing lashing tongues of fire that tear through packed ranks of infantry. Should the initial explosion fail to slay the Whirlwind's targets, the poisonous flames that rage in its aftermath will claim the cowardly no matter how deep their
boltholes. Truly it is said that the whirlwind's prey ever hears. VINDICATORS If the Predator can be compared to a sleek hunting beast, the Vindicator is a pug-nosed, thuggish attack dog, all muscle and bad attitude. Vindicators
make up for their lack of range by packing a punch that would make a Titan think twice. Jutting from the front of the Windicator like a hard black fist is the infamous for their unrivalled success as demolition tanks, and they typify
the tendency of the Adeptus Astartes to solve a problem with the application of sudden and overwhelming brute force. Their demolisher cannons were developed to shatter the myth of invulnerability. Originally designed to tear down the bastions of skulking traitors, Vindicators can obliterate entire sections of a reinforced building in a deafening,
roaring instant, causing the rest of the edifice to come tumbling down in a spectacular collapse. Often, a Space Marine assault upon a fortified objective will begin with a coordinated barrage from a line of Vindicator tanks. Once great gouges have been blasted in the defensive wall, battle-brothers and lighter transports will storm into the breach
using the resultant dust-cloud as cover, blasting and hacking apart anything on the other side that moves. The Wolf Lords of the Great Companies take great delight in setting their pugnacious, aggressive Vindicators upon the fortresses and fastnesses of armies who believe themselves well protected, chuckling into their beards as the enemy is buried
alive under the very fortifications they believed to be their salvation. There is something faintly absurd about such immense firepower mounted upon such a compact tank, but this bothers the Space Wolves not at all - after all, they are well used to punching above their weight. Many of the more traditional Space Wolves see the belligerent Vindicator
as a mascot for their own unstoppable battle tactics, and an armoured charge supported by a squadron of Vindicator swill warm the heart of even the most gnarled Long Fang. The pugilistic Vindicator is beloved of the Iron Priests, not only because of its immense firepower, but also because of its raw motive force. Optimised for urban warfare, the
Vindicator frequently sports a gigantic siege shield, a massive and extremely bulky version of the dozer blades used by the battle tanks of the Imperial Guard. The siege shield rovides an excellent level of protection
for the grunting, roaring tank that squats behind it, ever ready to push through barrages of fire or fortress walls alike as it grinds once beautiful architecture beneath its steel treads. The Space Wolves believe that there is nothing, be it godmachine or towering citadel, that cannot eventually be reduced to pitiful chunks of rubble by the pounding
barrage of a squadron of Vindicators. HUNTERS The Hunter is a dedicated anti-air platform. Its Skyspear missile system is the most potent ground-to-air warhead available to the Space Wolves, allowing the warriors of Fenris to scour the skies of enemy flyers, even in the absence of their own aerial attack vehicles. The Skyspear missile launcher fires
macabre munitions known as savant missiles. Each of these warheads is in fact a ballistic sarcophagus, containing the semi-sentient remains of a Chapter serf slaved to a complex guidance system. As the missile streaks towards its target, the mind of this Servitor-revenant calculates trajectories and aetheric resistance, homing in on its target as
relentlessly as a Fenrisian blood eagle. The sarcophagus casing is designed to splinter upon detonation, sending a hail of shrapnel tearing through fuel lines and engine arrays. It is considered a great honour to perform one last act of loyal service to the Space Wolves by blasting the Chapter's enemies out of the sky. STALKERS The Stalker provides a
blanket-fire alternative to the slower, precision fire of the Hunter. Armed with an Icarus stormcannon, a Stalker can wreak devastation upon an enemy air squadron, as even the most skilled pilots cannot avoid such a ferocious hail of armour-piercing rounds. These torrents of fire can
also pick smaller flying creatures and jump infantry from the air with murderous efficiency. Though a single Stalker is formidable in its own right, it is when gathered with an impassable storm of flak, dozens of enemy flyers are sent spiralling
down to the ground, trailing smoke and flames. LAND RAIDERS The Land Raider can crash through a forest of jagged ice spires without slowing, and its sponson-mounted twin lascannons can blast a hole through a wall of triple-forged plasteel.
Those few Fenrisians who have seen a Land Raider in action know it as the Great Steel Bear, but in truth nothing in the natural world can compare to the fury of its guns and the resilience of its thick adamantium hull. Each Land Raider is revered within its Great Company as a hero in its own right, for their datacores are host to warlike machine
spirits that are utterly loyal to the Chapter. The Wolf Priests believe these machine spirits to be the children of the Iron Wolf himself, and make supplications of raw flesh to awaken the aggressive instincts of these ancient war engines on the eve of battle. hope to halt the Land Raider as it growls forward, battle cannon shells and alien ordnance
shattering upon the mechanical behemoth's hide. In return, its crew blast apart those vehicles in their crosshairs, anointing the hull of their tank with mead after a particularly spectacular kill. The secondary duty of the Land Raider is to transport Space Wolves to the front line. Its forward assault ramp opens like a giant set of hinged jaws, allowing
the tank's passengers to charge from its throat directly into the enemy ranks. Crucially, the Land Raider fulfils several battlefield roles. First
```

```
amongst these is that of the tank hunter. Land Raiders prey upon lesser tanks like wolves loose amongst a flock of sheep. The line tanks of the foe cannot LAND RAIDER REDEEMERS Redeemer-pattern Land Raiders sport large-bore flamestorm cannons that spout billowing tides of roaring promethium into the defence lines and bunker networks of
their victims. It is said that the flames of the Redeemer are hot enough to liquefy plasteel and even the ceramite of Space Molves, the legendary Fenrisian beast with the heat of the sun in its gullet. Each tank's interior, hung with the skins of exotic beasts
and thick with the scent of smouldering runebones, is the lair of a pack of battle-brothers ready to pounce. Flames lick and flicker around the Land Raider Redeemer as it crunches across the battlefield, the tantalising smell of roast meat left in its wake all that remains of the flame-tank's prey. LAND RAIDER CRUSADERS The Crusader is a close-
assault variant of the Land Raider, equipped with an array of weaponry specifically designed to facilitate devastating infantry assaults. Land Raider Crusaders are linebreaker tanks that bull forwards into the enemy line, filling the air with hundreds of localised explosions whilst they disgorge packs of howling battle-brothers. Armed with an array of weaponry specifically designed to facilitate devastating infantry assaults.
 sponson-mounted hurricane bolters and a twin assault cannons at the fore, the weight of fire a Land Raider Crusader can be fitted with a cupola-mounted multimelta, allowing the crew to tear open the stoutest tank or bunker.
GUNSHIPS The howl of jet turbines echoes from valley walls and mountain peaks as the gunships of the Space Wolves boost forward on the hunt. Scarring the skies with their contrails, these aerial war machines are as savage on the attack as their earthbound kin - and, in the case of the Stormfang and Stormwolf, those who wait within to land their contrails, these aerial war machines are as savage on the attack as their earthbound kin - and, in the case of the Stormfang and Stormwolf, those who wait within to land their contrails, these aerial war machines are as savage on the attack as their earthbound kin - and, in the case of the Stormfang and Stormwolf, those who wait within to land their contrails, these aerial war machines are as savage on the attack as their earthbound kin - and, in the case of the Stormfang and Stormwolf, those who wait within to land their contrails, these aerial war machines are as savage on the attack as their earthbound kin - and, in the case of the Stormfang and Stormwolf, those who wait within to land their contrails, the savage of the Stormfang and Stormwolf are attack as the grant attack as the grant are as savage on the attack as the grant attack as the gra
final blow on their reeling enemies. STORMFANGS The imposing bulk of a Stormfang Gunship barrels through the frantic whirl of an aerial dogfight at shocking speed, lances of searing white light bursting from its primary cannon. Where these beams strike home the hulls of enemy aircraft freeze and shatter, raining shards of metal and ruptured
systems into the open sky. For the Space Wolves, the Stormfang Gunship is the final word on airborne superiority. Though it possesses a limited transport capacity, enough to carry a small pack into battle, the Stormfang is first and foremost designed to dominate the skies in the manner of the dread ice wyrms of Fenris. An enormous helfrost
destructor runs the length of these deadly attack craft - a formidable weapon that freezes its target to absolute zero in seconds. Even unyielding materials such as ceramite, ferrocrete and Aeldari wraithbone cannot hope to withstand the thermal shock of plummeting to such base temperatures so rapidly, and shatter beneath the lance beam's icy
touch. With twin heavy bolters and stormstrike missiles rounding out the craft's offensive options, most Stormfang pilots are boastful of the deadly firepower at their command, and decorate their craft with kill tallies and battle honours. the thick of battle, the Stormwolf will rise once more, searching for prey of its own. With its formidable array of the deadly firepower at their craft with kill tallies and battle honours.
weaponry, the Stormwolf is perfectly capable of engaging both infantry and armour. STORMWOLVES STORMHAWK INTERCEPTORS The Stormwolf Gunship enables the Chapter to bring the fight to the enemy wherever they may be found.
setting loose its passengers right in amongst the enemy lines, and bears sufficient firepower to ensure such a landing is not contested. The wolf 's-head silhouette of the Stormwolf strikes fear into the hearts of the enemy, for it signals the arrival of some of the deadliest warriors in the Imperium. Such foreboding is not without good cause, for these
vessels are the favoured landing craft of the Blood Claws, renowned for their ferocity in battle. When its front access port has yawned open, and its complement of Space Wolves with a powerful air superiority fighter.
These craft are swift enough to outmanoeuvre all but the most agile of enemy flyers. Though less robust than the Stormhawk Interceptor is equipped with infernum halo-launchers that can discharge a variety of weapons,
 allowing it to fulfil multiple combat roles. Whether dogfighting in the stratosphere or laying down punishing strafing runs on clumped infantry and armour, the Stormfangs are attached to each Great Company, and as with the pauldrons of the Space
Wolves, the markings for that Great Company are displayed on the sides of the hull. The black and yellow pack markings on the engine casings indicate that a Stormwolf Gunships also display their Great Company's Wolf Guard packs. Stormwolf Stormwo
pack markings on the engine casings indicate that the Stormwolf has a squad of Wulfen within it - a sign to its allies that where the Stormwolf sets down, bloody carnage will soon follow. COMPANIES OF FENRIS COMPANIES OF FENRIS The Space Wolves march to war in the colours of their home world, with frost and storm given adamantine shape
in their armaments. This section showcases the warriors of Fenris, arrayed for glorious battle. Ulrik the Slayer Iron Priest with helfrost pistol, tempest hammer and servo-arm Rune Priest with helfrost pistol, tempest hammer and servo-arm Rune Priest with helfrost pistol, tempest hammer and servo-arm Rune Priest with helfrost pistol, tempest hammer and servo-arm Rune Priest with helfrost pistol, tempest hammer and servo-arm Rune Priest with helfrost pistol, tempest hammer and servo-arm Rune Priest with helfrost pistol, tempest hammer and servo-arm Rune Priest with helfrost pistol, tempest hammer and servo-arm Rune Priest with helfrost pistol, tempest hammer and servo-arm Rune Priest with helfrost pistol, tempest hammer and servo-arm Rune Priest with helfrost pistol and runic axe Wolf Lord with servo-arm Rune Priest with helfrost pistol, tempest hammer and servo-arm Rune Priest with helfrost pistol, tempest hammer and servo-arm Rune Priest with helfrost pistol, tempest hammer and servo-arm Rune Priest with helfrost pistol, tempest hammer and servo-arm Rune Priest with helfrost pistol, tempest hammer and servo-arm Rune Priest with helfrost pistol, tempest hammer and servo-arm Rune Priest with helfrost pistol, tempest hammer and servo-arm Rune Priest with helfrost pistol, tempest hammer and servo-arm Rune Priest with helfrost pistol, tempest hammer and servo-arm Rune Priest with helfrost pistol p
an icy wasteland, each battle-hardened warrior of Fenris eager to tear out the throats of the traitorous Death Guard no matter the cost. Logan Grimnar on Stormrider Drawn by his trusted Thunderwolves, Tyrnak and Fenrir, Logan Grimnar on Stormrider Drawn by his trusted Thunderwolves, Tyrnak and Fenrir, Logan Grimnar on Stormrider Drawn by his trusted Thunderwolves, Tyrnak and Fenrir, Logan Grimnar on Stormrider Drawn by his trusted Thunderwolves, Tyrnak and Fenrir, Logan Grimnar on Stormrider Drawn by his trusted Thunderwolves, Tyrnak and Fenrir, Logan Grimnar on Stormrider Drawn by his trusted Thunderwolves, Tyrnak and Fenrir, Logan Grimnar on Stormrider Drawn by his trusted Thunderwolves, Tyrnak and Fenrir, Logan Grimnar on Stormrider Drawn by his trusted Thunderwolves, Tyrnak and Fenrir, Logan Grimnar on Stormrider Drawn by his trusted Thunderwolves, Tyrnak and Fenrir, Logan Grimnar on Stormrider Drawn by his trusted Thunderwolves, Tyrnak and Fenrir, Logan Grimnar on Stormrider Drawn by his trusted Thunderwolves, Tyrnak and Fenrir, Logan Grimnar on Stormrider Drawn by his trusted Thunderwolves, Tyrnak and Fenrir, Logan Grimnar on Stormrider Drawn by his trusted Thunderwolves, Tyrnak and Fenrir, Logan Grimnar on Stormrider Drawn by his trusted Thunderwolves, Tyrnak and Fenrir, Logan Grimnar on Stormrider Drawn by his trusted Thunderwolves, Tyrnak and Fenrir, Logan Grimnar on Stormrider Drawn by his trusted Thunderwolves, Tyrnak and Fenrir, Logan Grimnar on Stormrider Drawn by his trusted Thunderwolves, Tyrnak and Fenrir, Logan Grimnar on Stormrider Drawn by his trusted Thunderwolves, Tyrnak and Fenrir, Logan Grimnar on Stormrider Drawn by his trusted Thunderwolves, Tyrnak and Fenrir Drawn by 
the High Rune Priest, Njal Stormcaller. Intercessors with bolt rifles Hellblaster Pack Leader with assault plasma incinerators Reivers with heavy bolt pistols, combat knives and grav-chutes, built using components from the Space Wolves Primaris Upgrades pack Primaris Battle Leader with bolt carbine and power axe Aggressor with
flamestorm gauntlets Ragnar Blackmane leads the members of his Great Company in a flanking manoeuvre through a glacial pass. Bjorn the Fell-Handed is roused from his slumber to drive back the hordes of Tzeentchian Daemons encroaching upon the Fang. Arjac Rockfist Wolf Guard Terminator with assault cannon and power fist Wolf Guard
Terminator with storm bolter and chainfist After butchering the direct threats within the enemy's forces, Wolf Guard of the Blackmanes redeploy to bolster the main battle line, inspiring their fellow Space Wolves with bellowed oaths and feats of skill. Wulfen with great frost axe Wulfen Pack Leader with frost claws Wulfen with frost claws and
stormfrag auto-launcher Canis Wolfborn on his Thunderwolf, Fangir Wolf Lord Harald Deathwolf on his Thunderwolf, Icetooth Thunderwolf Cavalry with thunder hammer and plasma pistol Thunderwolf Cavalry with the Cavalr
while a Venerable Dreadnought and Thunderwolf Cavalry pack charge ferociously past their battle-brothers to savage the enemy. Leaping from their Stormwolf transports, Blood Claws with
chainswords and bolt pistols Blood Claw with plasma gun Ragnar Blackmane Grey Hunter with boltguns Awakened from stasis for a critical battle, Bjorn the Fell-Handed spearheads a combined-arms assault of the Blackmanes. After long millennia, the
thunder of engines, the roar of guns and the slavering howls of Fenrisian beasts still stirs the ancient's battle-spirit. Macro plasma incinerator Redemptor Dreadnought is also equipped with two storm bolters and an Icarus rocket pod. GATHERING THE PACKS A Space Wolves strike force can take on
many shapes and sizes, with just a handful of these storm-hardened warriors able to carve their way through much larger enemy formations. Below are two starting forces, each with their own specialities in battle, and each of which can be the foundation of a full-fledged army. The first of these storm-hardened warriors able to carve their way through much larger enemy formations. Below are two starting forces, each with their own specialities in battle, and each of which can be the foundation of a full-fledged army.
maximum tactical diversity with a relatively small number of warriors. Leading the force is a Primaris Battle Leader armed with a bolt carbine and power axe. This HQ leader is capable of meting out death at range and in close quarters. At his flank is an elite pack of Reivers, with heavy bolt pistols and combat blades, ready to sow terror amongst the
enemy's ranks. As a Troops choice, a pack of Intercessors follows close behind the Primaris Battle Leader to lay down a hail of fire, while next to them is a pack of Hellblasters armed with the devastating power of heavy plasma incinerators. With one choice each of HQ, Elites, Troops and Heavy Support, this force can be fielded as a Patrol
Detachment. Furthermore, as all units are from the same Faction, the force is Battleforged which gives you three Command Points to use to employ deadly Stratagems in the thick of combat. The second force relies on fast, hardhitting units. Harald Deathwolf is the HQ choice, with two packs of Thunderwolf Cavalry and a single pack of Fenrisian
Wolves bounding to battle alongside him. With a single HQ and three Fast Attack choices, this force can be fielded as a Vanguard Detachment. This Detachment affords one Command Point in an addition to the three granted for being Battle-forged leads Arn Frostforged leads as a Vanguard Detachment. This Detachment affords one Command Point in an addition to the three granted for being Battle-forged leads Arn Frostforged leads as a Vanguard Detachment.
the Reiver pack Ironhail's Infiltrators, Intercessor pack Frensyll's Dauntless, and Hellblaster pack The Fires of Morg. From atop Icetooth, Harald Deathwolf commands two Thunderwolf Cavalry packs, Fjorr's Fury and Gangraal's Striders, as well as the Fenrisian Wolf pack The Jaws of Valnar. Mustering for the Hunt MUSTERING FOR THE HUNT
 There are countless ways in which you can add to the core of your strike force. The army uses all of the miniatures from the two strike forces detailed on the previous page, and adds new tanks, flyers, infantry packs and champions to create a truly formidable Space Wolves great pack, led by the Great Wolf Logan Grimnar himself. Strike Force
Blizzard's Bite is led by Logan Grimnar on Stormrider. The Great Wolf has gathered the Chapter's finest warriors to his side, giving each the chance to prove their worth as they hunt their enemies. Riding close behind Grimnar are the Thunderwolf Cavalry packs Fjorr's Fury and Gangraal's Striders, with the Fenrisian Wolf pack the Jaws of Valnar
prowling at the rear. A pack of Aggressors - the Fists of Asaheim - stand on the front line beside the Great Wolf, their flamestorm gauntlets ready incinerate. Behind them, a pack of Blood Claws is eager to leap into the fray, while to Grimnar's rear stands a pack of Intercessors flanked by Hellblasters with assault plasma incinerators. These warriors
have the honour of fighting alongside the Wolf High Priest, Ulrik the Slayer. At the tail end of this flank stand a pack of Wolf Guard Terminators armed with some of the mightiest weapons of the Fang. When not deployed from the teleportarium, they ride to battle embarked upon the Land Raider Crusader Howling Vengeance, while the Predator
Winter's Woe thunders alongside as an escort tank to blast open the opposing line. Harald Deathwolf rides at the front of the other flank, with a tenacious pack of Blood Claws keeping pace with him. Joining the vanguard is the Reiver pack, Ironhail's Infiltrators, their vox- amplified howls sending terror through the enemy ranks. Behind the front line
 Primaris Battle Leader Arn Frostforged stands flanked by two packs of Intercessors, while a pack of Grey Hunters - Rothnor's Rippers - bring up the rear with their Rhino transport ready to deploy them to where the fighting is thickest. Rounding out the force is the Redemptor Dreadnought Kurggar Fyrfist, who towers above his battle-brothers on the
back line, and the Stormfang Gunship Jotun's Breath. Logan Grimnar on Stormrider Predator Thunderwolf Cavalry Reiver pack Aggressor pack Intercessor pack Intercessor pack Primaris Battle Leader With a total of four HQ choices, six Troops choices, four Elites choices, three
Fast Attack choices, three Heavy Support choices and a single Flyer, Strike Force Blizzard's Bite can be fielded as a Brigade Detachment. This grants a massive nine Command Points, in addition to the three Command Points for being a Battle-forged army, for a total of twelve. Having so many Command Points allows for numerous, powerful
Stratagems to be unleashed, enabling the army to strike swift and hard when least expected. Intercessor pack Intercessor pack Hellblaster pack Ulrik the Slayer Rhino Wolf Guard Terminators Redemptor Dreadnought Land Raider Crusader Stormfang Gunship WARRIORS OF THE FANG This section contains all of the datasheets
that you will need to fight battles with your Space Wolves miniatures, and the rules for all of the weapons they can wield in battle. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and special abilities it may have. Any abilities that are common to several units are described below and referenced on
the datasheets themselves. WARRIORS OF THE FANG ABILITIES The following ability is common to several SPACE WOLVES units: AND THEY SHALL KNOW NO FEAR Heroes all, the warriors of Fenris are as unshakeable as any of their brother Adeptus Astartes, facing any danger with their fangs bared and their weapons ready. You can re-roll
failed Morale tests for this unit. 'Where the Wolf-King is, I do not know - but I know what he demands from his packs in his absence. By Russ' words and deeds we have been shown the way of the hunt, the way of the hunt,
Blackmanes Intercessor Pack Leader SPACE WOLVES WARGEAR LISTS Many of the units you will find on the following pages reference one or more of the wargear lists below. When this is the case, the unit may take any item from the appropriate list. The profiles for the items in these lists can be found in the Armoury of the Fang section (pg 127).
131). Space Wolves wargear lists HEAVY WEAPONS • Combi-melta • Combi-mel
Meltagun • Heavy bolter • Lascannon • Missile launcher • Multi-melta • Plasma cannon TERMINATOR MELEE WEAPONS • Chainfist • Frost sword • Lightning claw • Power maul • Power 
storm bolter • Heavy flamer DREADNOUGHT HEAVY WEAPONS • Heavy plasma cannon • Multi-melta • Twin lascannon NAME LOGAN GRIMNAR Logan Grimnar M WS BS S T W A Ld Logan Grimnar 5" 2+ 2+ 4 4 7 5 9 Sv 2+ Logan Grimnar is a single model armed with the Axe Morkai and a storm bolter. Your army can only
 include one LOGAN GRIMNAR. WEAPON RANGE Storm bolter The Axe Morkai - One-handed 24" Rapid Fire 2 4 0 1 When attacking with this weapon, you must subtract 1 Melee Melee x2 -3 3 from the hit roll. And They Shall Know No Fear (pg 74) Belt of Russ
 Logan Grimnar has a 4+ invulnerable save. - Two-handed ABILITIES TYPE S AP D The Great Wolf: You can re-roll failed hit rolls for friendly WOLF GUARD units within 6" of Logan Grimnar. FACTION KEYWORDS
 KEYWORDS ABILITIES Teleport Strike: During deployment, you can set up Logan Grimnar in a teleportarium chamber instead of placing him on the battlefield. At the end of any of your Movement phases Logan Grimnar in a teleportarium chamber instead of placing him on the battlefield that is more than 9" away from any enemy models. IMPERIUM
Stormrider is a single model. Logan Grimnar rides atop Stormrider and is armed with the Axe Morkai and a storm bolter. Stormrider is drawn into battle by the High King's trusty Thunderwolves, Tyrnak and Fenrir, who attack with a flurry of teeth and claws. Your army can only include one LOGAN GRIMNAR. REMAINING W M ADDITIONAL
ATTACKS 7-12+ 10" 6 4-6 7" 5 1-3 4" 4 Logan Grimnar on Stormrider WEAPON LOGAN GRIMNAR Storm bolter The Axe Morkai - One-handed RANGE TYPE S AP D ABILITIES 24" Rapid Fire 2 4 0 1 When attacking with this weapon, you must
subtract 1 Melee Melee x2 -3 3 from the hit roll. Tyrnak and Fenrir Flurry of teeth and claws Melee Melee 5 ABILITIES And They Shall Know No Fear (pg 74) -1 1 Alpha Predators: You can re-roll failed charge rolls for this model. Belt of Russ: Logan Grimnar makes
his close combat attacks, you can attack with Tyrnak and Fenrir. Make a number of additional attacks as shown in the damage chart above, using this weapon profile. The Great Wolf: You can re-roll failed hit rolls for friendly SPACE WOLVES units that are within 6" of Logan Grimnar. High King of Fenris: You do not need to take Morale tests for
friendly WOLF GUARD units within 6" of Logan Grimnar. IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES CHARACTER, VEHICLE, STORMRIDER, WOLF LORD, LOGAN GRIMNAR Arjac Rockfist ARJAC ROCKFIST NAME M WS BS S T W A Ld Sv Arjac Rockfist 5" 2+ 3+ 5 4 5 4 8 2+ Arjac Rockfist is a single model armed with Foehammer. Only
one of this model may be included in your army. WEAPON RANGE Foehammer (melee) 12" Assault 1 x2 Melee Melee x2 And They Shall Know No Fear (pg 74) ABILITIES TYPE S AP D -3 -3 D3 D3 The Anvil Shield: Arjac Rockfist has a 3+ invulnerable save. In addition, reduce all damage suffered by Arjac Rockfist by 1 (to a
minimum of 1). Champion of the Kingsguard: You can re-roll failed hit rolls for Arjac Rockfist in the Fight phase when targeting a CHARACTER. In addition, you can make 1 addition, you can make 1 additional attack in the Fight phase for all models in friendly WOLF GUARD units within 6" of Arjac Rockfist at the start of the phase. ABILITIES When attacking CHARACTERs or
MONSTERS, this weapon has a Damage of 3. Teleport Strike: During deployment, you can set up Arjac Rockfist in a teleportarium instead of placing him on the battlefield. At the end of any of your Movement phases Arjac can teleport strike: During deployment, you can set up Arjac Rockfist in a teleportarium instead of placing him on the battlefield. At the end of any of your Movement phases Arjac can teleport strike: During deployment, you can set up Arjac Rockfist in a teleportarium instead of placing him on the battlefield. At the end of any of your Movement phases Arjac can teleport strike: During deployment, you can set up Arjac Rockfist in a teleport strike: During deployment, you can set up Arjac Rockfist in a teleport strike: During deployment, you can set up Arjac Rockfist in a teleport strike: During deployment, you can set up Arjac Rockfist in a teleport strike: During deployment, you can set up Arjac Rockfist in a teleport strike: During deployment, you can set up Arjac Rockfist in a teleport strike: During deployment, you can set up Arjac Rockfist in a teleport strike: During deployment, you can set up Arjac Rockfist in a teleport strike: During deployment, you can set up Arjac Rockfist in a teleport strike: During deployment, you can set up Arjac Rockfist in a teleport strike: During deployment strike in a teleport strike
High King: You can re-roll wound rolls of 1 for friendly SPACE WOLVES units that are within 6" of this model. FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES units that are within 6" of this model. FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES units that are within 6" of this model. FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES units that are within 6" of this model. FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES units that are within 6" of this model. FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES units that are within 6" of this model. FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES units that are within 6" of this model. FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES units that are within 6" of this model. FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES units that are within 6" of this model. FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES UNITS ASTARTES, SPACE WOLVES IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES UNITS ASTARTES, SPACE WOLV
Handed 8" 2+ 2+ 7 8 8 5 9 3+ Bjorn the Fell-Handed is a single model equipped with Trueclaw, an assault cannon Heavy flamer. Only one of this model may be included in your army. WEAPON RANGE Assault cannon Heavy flamer. Only one of this model may be included in your army.
When attacking with this weapon, choose one of the profiles below. 36" Heavy D3 7 -3 1 For each hit roll of 1, the bearer suffers 1 mortal wound 36" Heavy D3 8 -3 2 after all of this weapon's shots have been resolved. When attacking with this weapon, choose one of the profiles below. If a model suffers any unsaved wounds from this weapon but is not
slain, roll a D6; on a 6, the target suffers a mortal wound. 24" Heavy D3 6 -2 1 24" H
Legendary Tenacity: Roll a D6 each time Bjorn the FellHanded loses a wound; on a 5+ that wound is not lost. Ancient Tactician: If your army is Battle-forged, you receive 1 additional Command Point if it includes Last of the Company of Russ: You can re-roll hit rolls of Bjorn the Fell-Handed. 1 for friendly SPACE WOLVES units that are within 6" of
Bjorn the Fell-Handed. Smoke Launchers: Once per game, instead of shooting phase, this Explodes: If this model is reduced to 0 wounds, roll model can use its smoke launchers; until your next a D6 before removing the model from the battlefield; Shooting phase your opponent must subtract 1 from on a 6 it explodes, and
each unit within 3" suffers D3 all hit rolls for ranged weapons that this model. mortal wounds. - Supercharge Helfrost cannon Trueclaw WARGEAR OPTIONS ABILITIES FACTION KEYWORDS KEYWORDS TYPE S AP D ABILITIES Bjorn the Fell-Handed IMPERIUM, ADEPTUS ASTARTES, SPACE
WOLVES CHARACTER, VEHICLE, DREADNOUGHT, BJORN THE FELL-HANDED NJAL STORMCALLER NAME M WS BS Njal Stormcaller 6" 2+ 2+ S T W A Ld Sv 4 4 5 3 9 2+ Njal Stormcaller is a single model armed with the Staff of the Stormcaller, a bolt pistol, frag grenades and krak grenades. Njal is accompanied by his psyber
raven, Nightwing. Your army can only include one NJAL STORMCALLER. WEAPON RANGE Bolt pistol 1 4 12" Assault D6 3 Melee He Stormcaller Frag grenade 1 6 And They Shall Know No Fear (pg 74) ABILITIES TYPE S AP D 0 0 -1 0 -1 1 1 D3 1 D3 Lord of
 Tempests: You can add 1 to any Psychic tests you make for Njal Stormcaller. ABILITIES Runic Armour: Njal Stormcaller has a 5+ invulnerable save. Staff of the Stormcaller in each of your opponent's Psychic Hood: You can add 1 to Deny the Witch tests you take for
 Njal Stormcaller against enemy PSYKERS within 12". Njal Stormcaller can attempt to manifest two psychic powers in each friendly Psychic powers from the Tempestas discipline (pg 140). PSYKER FACTION KEYWORDS
 IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES KEYWORDS CHARACTER, INFANTRY, RUNE PRIEST, PSYKER, NJAL STORMCALLER NJAL STORMCAL STORMCALLER NJAL STORMCAL STORMCAL
 Stormcaller in Runic Terminator Armour is a single model armed with the Staff of the Stormcaller and a bolt pistol. Njal is accompanied by his psyber-raven, Nightwing Staff of the Stormcaller 12" Pistol 1 4 12" Assault D6 3 Melee Helee +2 And They
Shall Know No Fear (pg 74) ABILITIES TYPE S AP D 0 0 -1 1 1 D3 Lord of Tempests: You can add 1 to Deny the Witch tests you take for Njal Stormcaller. Psychic tests you make for Njal Stormcaller. You can add 1 to Deny the Witch tests you take for Njal Stormcaller.
test for Njal Stormcaller in each of your opponent's Psychic phases. Teleport Strike: During deployment, you can set up Njal Stormcaller in a teleportarium chamber instead of placing him on the battlefield that is more than 9" away from
any enemy models. PSYKER Runic Terminator Armour: Njal Stormcaller in Runic Terminator Armour has a 4+ invulnerable save. Njal Stormcaller can attempt to deny two psychic powers in each enemy Psychic powers in each friendly Psychic powers and three psychic powers in each friendly Psychic powers in each enemy to manifest two psychic powers in each friendly Psychic powers in each f
from the Tempestas discipline (pg 140). FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES KEYWORDS CHARACTER, INFANTRY, RUNE PRIEST IN TERMINATOR, PSYKER, NJAL STORMCALLER RUNE PRIEST IN TERMINATOR, PSYKER, NJAL STORMCALLER RUNE PRIEST, TERMINATOR, PSYKER, NJAL STORMCALLER RUNE PRIEST IN TERMINATOR, PSYKER, NJAL STORMCALLER RUNE PRIEST, TERMINATOR, PSYKER, NJAL STORMCALLER RUNE PRIEST, TERMINATOR, PSYKER, NJAL STORMCALLER RUNE PRIEST IN TERMINATOR, PSYKER, NJAL STORMCALLER RUNE PRIEST IN TERMINATOR, PSYKER, NJAL STORMCALLER RUNE PRIEST IN TERMINATOR, PSYKER, NJAL STORMCALLER RUNE PRIEST, TERMINATOR, PSYKER, NJAL STORMCALLER RUNE PRIEST IN TERMINATOR, PSYKER, PSYKER,
Terminator Armour 5" 2+ 3+ 4 4 5 3 9 2+ D ABILITIES A Rune Priest in Terminator Armour is a single model armed with a runic axe. WEAPON RANGE Runic axe Runic stave Runic stave Runic stave Runic stave Runic axe. WEAPON RANGE RUNIC axe. WEAPON RANG
This model may replace its runic axe with a runic stave or a runic stave o
battlefield. At the end of any of your you take for a model with a psychic hood against Movement phases this model can teleport into battle - enemy PSYKERS within 12". set it up anywhere on the battlefield that is more than 9" away from any enemy models. Crux Terminatus: This model has a 5+ invulnerable save. If it is equipped with Runic
Terminator armour it has a 4+ invulnerable save instead. This model can attempt to manifest two psychic powers in each friendly Psychic phase. It knows the Smite power and two psychic powers from the Tempestas discipline (pg 140). WARGEAR OPTIONS ABILITIES PSYKEF
ASTARTES, SPACE WOLVES KEYWORDS CHARACTER, INFANTRY, PRIMARIS, PSYKER, RUNE PRIEST RUNE PRIEST RUNE PRIEST RUNE PRIEST RUNE PRIEST NAME M WS BS S T W A Ld Sv Rune Priest 6" 2+ 3+ 4 4 4 3 9 3+ A Rune Priest is a single model armed with a runic axe, bolt pistol, frag grenades and krak grenades. WEAPON RANGE Bolt pistol Plasma pistol - Standard is a single model armed with a runic axe, bolt pistol, frag grenades and krak grenades. WEAPON RANGE Bolt pistol Plasma pistol - Standard is a single model armed with a runic axe, bolt pistol, frag grenades and krak grenades. WEAPON RANGE Bolt pistol Plasma pistol - Standard is a single model armed with a runic axe, bolt pistol, frag grenades and krak grenades. WEAPON RANGE Bolt pistol Plasma pistol - Standard is a single model armed with a runic axe, bolt pistol pi
This model may take a psychic hood. • This model may replace its runic armour. • This model may replace its runic stave or a 
keywords. And They Shall Know No Fear (pg 74) Jump Pack Assault: During deployment, if this model has a jump pack, you can set it up high in the skies Runic Armour: A model equipped with runic armour instead of placing it on the battlefield. At the end of any has a 5+ invulnerable save. of your Movement phases this model can assault from above
 - set it up anywhere on the battlefield that is more Psychic Hood: You can add 1 to Deny the Witch tests than 9" away from any enemy models. you take for a model with a psychic powers in each friendly Psychic phase, and attempt to deny one psychic power in
howl, Rune Priest Ifor Darkpelt summons lightning and gale winds to drive back the approaching enemy. ULRIK THE SLAYER NAME M WS BS S T W A Ld Sv Ulrik the Slayer is a single model may be included may be included may be included.
in your army. WEAPON UlrikRANGEtheTYPE Slayer Plasma pistol - Standard - Supercharge Crozius arcanum Frag grenade Krak grenade ABILITIES When attacking with this weapon, choose one of the profiles below. 12" Pistol 1 7 -3 1 12" Pistol 1 8 -3 2 On a hit roll of 1, the bearer is slain. Melee Melee +1 -1 2 6" Grenade D6 3 0 1
of him. If that unit contains a 6" of this model. If Ulrik the Slayer kills an enemy wounded model, it immediately regains up to D3 lost CHARACTER or MONSTER, then for the rest of the wounds. A unit can only be the target of Healing Balms battle, you can add 1 to any wound rolls you make in once in each turn. the Fight phase for any friendly
Rapid Fire 2 4 0 1 Melee Melee +1 -1 2 • This model may replace its storm bolter with an item from the Combi-weapons list. WARGEAR OPTIONS ABILITIES TYPE S AP D And They Shall Know No Fear (pg 74) Teleport Strike: During deployment, you can set up this model in a teleportarium chamber instead of placing it on the battlefield. At the end
of any of your Movement phases this model can teleport into battle - set it up anywhere on the battlefield that is more than 9" away from any enemy models. ABILITIES Spiritual Leader: All friendly SPACE WOLVES units within 6" of this model can use the Wolf Priest's Leadership instead of their own. Healing Balms: At the end of your Movement
 SPACE WOLVES units within 6" of target of Healing Balms once in each turn, this model, Wolf Amulet: This model has a 4+ invulnerable save, FACTION KEYWORDS CHARACTER, INFANTRY, TERMINATOR, WOLF PRIEST PRIMARIS WOLF PRIEST NAME M WS BS S T W A Ld Sv
+1 -1 6" Grenade D6 3 0 6" Grenade D6 3 0 6" Grenade 1 6 -1 And They Shall Know No Fear (pg 74) Healing Balms: At the end of your Movement phase a Primaris Wolf Priest can attempt to heal a single model. Oath of War: You can re-roll failed hit rolls in the Fight To do so, select a SPACE WOLVES INFANTRY, BIKER phase for friendly SPACE WOLVES units within
6" of or CAVALRY unit within 3" of him. If that unit contains this model, a wounded model, it is healed and immediately regains up to D3 lost wounds. A unit can only be the target of Spiritual Leader: All friendly SPACE WOLVES units Healing Balms once in each turn, within 6" of this model can use the Wolf Priest's Leadership instead of their own.
frag grenades and krak grenades. WEAPON RANGE Bolt pistol 1 4 0 1 When attacking with this weapon, choose one of the profiles below. 12" Pistol 1 7 -3 1 12" Pistol 1 8 -3 2 On a hit roll of 1, the bearer is slain. Melee Melee +1 -1 2 When attacking with this weapon, you must
subtract 1 Melee Melee x2 -3 D3 from the hit roll. 6" Grenade D6 3 0 1 6" Grenade D6 3
Shall Know No Fear (pg 74) Spiritual Leader: All friendly SPACE WOLVES units within 6" of this model can use the Wolf Priest's Jump Pack Assault: During deployment, if this model Leadership instead of their own. has a jump pack, you can set it up high in the skies instead of placing it on the battlefield. At the end of any Wolf Amulet: This model has
a 4+ invulnerable save. of your Movement phases this model can assault from above - set it up anywhere on the battlefield that is Healing Balms: At the end of your Movement phases this model. To do so, select a SPACE WOLVES INFANTRY, BIKER or Oath of War: Your Movement phases this model can assault from above - set it up anywhere on the battlefield that is Healing Balms: At the end of your Movement phases this model. To do so, select a SPACE WOLVES INFANTRY, BIKER or Oath of War: Your Movement phase more than 9" away from any enemy models.
can re-roll failed hit rolls in the Fight CAVALRY unit within 3" of him. If that unit contains a phase for friendly SPACE WOLVES units within 6" of wounded model, it immediately regains up to D3 lost this model. wounds. A unit can only be the target of Healing Balms once in each turn. Power fist Frag grenade Krak grenade WARGEAR OPTIONS
7+441 Ragnar Blackmane is a single model armed with Frostfang, a bolt pistol, frag grenades and krak grenades. Only one of this model may be included in your army. • Ragnar's unit may include his two loyal Fenrisian Wolves, Svangir and Ulfgir (Power Rating +1). Svangir and Ulfgir attack with their teeth and claws. WEAPON Ragnar Bolt pistol
Frostfang Frag grenade Krak grenade Svangir and Ulfgir Teeth and claws ABILITIES RANGE TYPE S AP D 12" Melee Grenade D6 Grenade 1 4 +1 3 6 0 -4 0 -1 1 2 1 D3 -1 1 Melee Grenade D6 Grenade 1 4 +1 3 6 0 -4 0 -1 1 2 1 D3 -1 1 Melee Grenade D6 Grenade D7 Insane Bravado: If Ragnar
CHARACTER within 6" of Ragnar Blackmane. keyword for the purposes of shooting attacks. Jarl of Fenris: You can re-roll hit rolls of 1 for friendly SPACE WOLVES units within 6" of Ragnar Blackmane. FACTION KEYWORDS (SVANGIR AND ULFGIR).
CHARACTER, INFANTRY, WOLF LORD, RAGNAR BLACKMANE BEAST, FENRISIAN WOLVES NAME M Krom Dragongaze 6" KROM DRAGONGAZE Krom Dragongaze WS BS S T W A Ld Sv 2+ 2+ 4 4 5 5 9 3+ Krom Dragongaze is a single model armed with Wyrmclaw, a bolt pistol, frag grenades and krak grenades. Only one of this model may be
ABILITIES The Fierce-eye: Enemy units within 3" of Krom Dragongaze must reduce their Leadership by 1. Belt of Russ: Krom Dragongaze has a 4+ invulnerable save. FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES KEYWORDS CHARACTER, INFANTRY, WOLF LORD, KROM DRAGONGAZE Harald Deathwolf leads the
warriors and wolfkin of his Great Company in a deadly ambush on the foe. HARALD DEATHWOLF NAME M WS BS S T W A Ld Sv Harald Deathwolf is a single model armed with Glacius, a bolt pistol, frag grenades and krak grenades. He rides to battle atop his Thunderwolf, Icetooth, who attacks with
crushing teeth and claws. Only one of this model may be included in your army. WEAPON Harald Deathwolf Bolt pistol Glacius Frag grenade Leetooth RANGE TYPE S AP D ABILITIES 12" Pistol 1 4 0 1 Melee Melee +2 -2 2 Grenade D6 Grenade I 3 6 0 -1 1 D3 If a model suffers any unsaved wounds from this weapon but is not slain, roll
D6; on a 6, the target suffers a mortal wound. - Melee 5 -1 1 6" 6" Crushing teeth and claws Melee ABILITIES And They Shall Know No Fear (pg 74) Harald Deathwolf ready to outflank his prey instead of placing him on the battlefield. At the end of any of your Movement phases he
using an invulnerable save) you make for Harald Deathwolf against shooting attacks. FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES KEYWORDS CAVALRY, CHARACTER, THUNDERWOLF, WOLF LORD, HARALD DEATHWOLF WOLF LORD NAME M WS BS S T W A Ld Sv Wolf Lord 6" 2+ 2+ 4 4 5 4 9 3+ A Wolf Lord is a
a hit roll of 1, the bearer is slain. Each time the bearer fights, it can make 1 additional Melee Weapons list. • This model may replace its master-crafted boltgun with a bolt pistol, a plasma pistol or an item from the Combiweapons or Melee Weapons list. • This model may replace its
chainsword with a storm shield or an item from the Melee Weapons list. • This model may take a jump pack (Power Rating +1). If it does, its Move characteristic is increased to 12" and it gains the JUMP PACK and FLY keywords. And They Shall Know No Fear (pg 74) Jump Pack Assault: During deployment, if this model has a jump pack, you can set it
frost sword high, a Wolf Lord signals for his warriors to advance upon the enemy. WOLF LORD ON THUNDERWOLF NAME M WS BS S T W A Ld Sv Wolf Lord on Thunderwolf is a single model armed with a chainsword, bolt pistol, frag grenades and krak grenades. He rides to battle atop a
12" Pistol 1 7 -3 1 12" Pistol 1 8 -3 2 On a hit roll of 1, the bearer is slain. Each time the bearer fights, it can make 1 additional Melee Melee User 0 1 attack with this weapon. 6" Grenade 1 6 -1 D3 - Chainsword WARGEAR OPTIONS TYPE After a model on this mount makes its close combat attacks, you can attack with its mount.
Make 3 additional attacks, using this weapon profile. • This model may replace its chainsword with a plasma pistol or an item from the Combi-weapons or Melee Weapons list. • This model may replace its chainsword with a boltgun, plasma pistol or an item from the Combi-weapons or Melee Weapons list. • This model may replace its chainsword with a boltgun, plasma pistol or an item from the Combi-weapons or Melee Weapons list. • This model may replace its chainsword with a boltgun, plasma pistol or an item from the Combi-weapons or Melee Weapons list.
CHARACTER, THUNDERWOLF, WOLF LORD Wolf Lord on Thunderwolf, let them fight alongside me. Those who can tame the fanged beasts of the Mountains of Maelstrom, let them fight alongside me. Those who can tame the fanged beasts of the Mountains of Maelstrom, let them fight alongside me.
Fang when the killing is done.' - Wolf Lord Eirik Firemane on Thunderwolf Cavalry WOLF LORD IN TERMINATOR ARMOUR NAME M WS BS S T W A Ld Sv Wolf Lord in Terminator Armour 5" 2+ 2+ 4 4 6 4 9 2+ A Wolf Lord in Terminator Armour 5" 2+ 2+ 4 4 6 4 9 2+ A Wolf Lord in Terminator Armour 5" 2+ 2+ 4 4 6 4 9 2+ A Wolf Lord in Terminator Armour 5" 2+ 2+ 4 4 6 4 9 2+ A Wolf Lord in Terminator Armour 5" 2+ 2+ 4 4 6 4 9 2+ A Wolf Lord in Terminator Armour 5" 2+ 2+ 4 4 6 4 9 2+ A Wolf Lord in Terminator Armour 5" 2+ 2+ 4 4 6 4 9 2+ A Wolf Lord in Terminator Armour 5" 2+ 2+ 4 4 6 4 9 2+ A Wolf Lord in Terminator Armour 5" 2+ 2+ 4 4 6 4 9 2+ A Wolf Lord in Terminator Armour 5" 2+ 2+ 4 4 6 4 9 2+ A Wolf Lord in Terminator Armour 5" 2+ 2+ 4 4 6 4 9 2+ A Wolf Lord in Terminator Armour 5" 2+ 2+ 4 4 6 4 9 2+ A Wolf Lord in Terminator Armour 5" 2+ 2+ 4 4 6 4 9 2+ A Wolf Lord in Terminator Armour 5" 2+ 2+ 4 4 6 4 9 2+ A Wolf Lord in Terminator Armour 5" 2+ 2+ 4 4 6 4 9 2+ A Wolf Lord in Terminator Armour 5" 2+ 2+ 4 4 6 4 9 2+ A Wolf Lord in Terminator Armour 5" 2+ 2+ 4 4 6 4 9 2+ A Wolf Lord in Terminator Armour 5" 2+ 2+ 4 4 6 4 9 2+ A Wolf Lord in Terminator Armour 5" 2+ 2+ 4 4 6 4 9 2+ A Wolf Lord in Terminator Armour 5" 2+ 2+ 4 4 6 4 9 2+ A Wolf Lord in Terminator Armour 5" 2+ 2+ 4 4 6 4 9 2+ A Wolf Lord in Terminator Armour 5" 2+ 2+ 4 4 6 4 9 2+ A Wolf Lord in Terminator Armour 5" 2+ 2+ 4 4 6 4 9 2+ A Wolf Lord in Terminator Armour 5" 2+ 2+ 4 4 6 4 9 2+ A Wolf Lord in Terminator Armour 5" 2+ 2+ 4 4 6 4 9 2+ A Wolf Lord in Terminator Armour 5" 2+ 2+ 4 4 6 4 9 2+ A Wolf Lord in Terminator Armour 5" 2+ 2+ 4 4 6 4 9 2+ A Wolf Lord in Terminator Armour 5" 2+ 2+ 4 4 6 4 9 2+ A Wolf Lord in Terminator Armour 5" 2+ 2+ 4 4 6 4 9 2+ A Wolf Lord in Terminator Armour 5" 2+ 2+ 4 4 6 4 9 2+ A Wolf Lord in Terminator Armour 5" 2+ 2+ 4 4 6 4 9 2+ A Wolf Lord in Terminator Armour 5" 2+ 2+ 4 4 6 4 9 2+ A Wolf Lord in Terminator Armour 5" 2+ 2+ 4 4 6 4 9 2+ A Wolf Lord in Terminator Armour 5" 2+ 2+ 4 4 6 4 9 2+ A Wolf Lord in Terminator 5" 2+ 2+ 2+ 
mounted grenade launcher Power sword WARGEAR OPTIONS TYPE S AP D ABILITIES 24" Rapid Fire 2 4 0 1 - 12" Assault D3 4 - 1 1 - Melee Weapons or Terminator Melee User - 3 1 • This model may replace its power sword with a storm shield or an item from
the Terminator Melee Weapons list. • A Wolf Lord in Terminator Armour with a power fist can also be equipped with a wrist-mounted grenade launcher. And They Shall Know No Fear (pg 74) Teleport Strike: During deployment, you can set up this model in a teleportarium chamber instead of placing it Belt of Russ: This model has a 4+ invulnerable
made for friendly SPACE WOLVES units within 6" of this model. FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES KEYWORDS CHARACTER, INFANTRY, TERMINATOR, WOLF LORD WOLF
Armour 4" 2+ 2+ 4 4 6 4 9 2+ A Wolf Lord in Cataphractii Armour is a single model armed with a chainfist WARGEAR OPTIONS ABILITIES When attacking with this weapon, you must subtract 1 Melee Melee x2 -4 2 from the hit roll. • This weapon, you must subtract 1 Melee Melee x2 -4 2 from the hit roll.
 model may replace its combi-bolter with an item from the Combi-weapons or Terminator Melee Weapons list. • This model may replace its chainfist with an item from the Terminator Melee Weapons list. And They Shall Know No Fear (pg 74) Teleport Strike: During deployment, you can set up this model in a teleportarium chamber instead of placing its
Cataphractii Armour and Belt of Russ: This model on the battlefield. At the end of any of your Movement has a 3+ invulnerable save, but you must halve the phases this model can teleport into battlefield that is more than 9" away model Advances. from any enemy
models. Jarl of Fenris: You can re-roll hit rolls of 1 made for friendly SPACE WOLVES units within 6" of this model. FACTION KEYWORDS CHARACTER, INFANTRY, TERMINATOR, WOLF LORD Primaris Wolf Lord PRIMARIS WOLF LORD NAME M WS BS S T W A Ld Sv Primaris Wolf
Melee Melee User -3 1 6" Grenade D6 3 0 1 6" G
WOLVES KEYWORDS CHARACTER, INFANTRY, MK X GRAVIS, PRIMARIS, WOLF LORD CANIS WOLFBORN NAME M WS BS S T W A Ld Sv Canis Wolfborn is a single model armed with two wolf claws, a bolt pistol, frag grenades and krak grenades. He rides to battle atop his Thunderwolf, Fangir, who attacks
with crushing teeth and claws. Only one of this model may be included in your army. WEAPON Canis Wolfborn Bolt pistol 4 0 1 Melee Melee +1 -2 1 Grenade D6 Grenade Type S AP D ABILITIES 12" Pistol 1 4 0 1 Melee Melee +1 -2 1 Grenade Type S AP D ABILITIES 12" Pistol 1 4 0 1 Melee Melee +1 -2 1 Grenade Type S AP D ABILITIES 12" Pistol 1 4 0 1 Melee Melee +1 -2 1 Grenade Type S AP D ABILITIES 12" Pistol 1 4 0 1 Melee Melee +1 -2 1 Grenade Type S AP D ABILITIES 12" Pistol 1 4 0 1 Melee Melee +1 -2 1 Grenade Type S AP D ABILITIES 12" Pistol 1 4 0 1 Melee Melee +1 -2 1 Grenade Type S AP D ABILITIES 12" Pistol 1 4 0 1 Melee Melee +1 -2 1 Grenade Type S AP D ABILITIES 12" Pistol 1 4 0 1 Melee Melee +1 -2 1 Grenade Type S AP D ABILITIES 12" Pistol 1 4 0 1 Melee Melee +1 -2 1 Grenade Type S AP D ABILITIES 12" Pistol 1 4 0 1 Melee Melee +1 -2 1 Grenade Type S AP D ABILITIES 12" Pistol 1 4 0 1 Melee Melee +1 -2 1 Grenade Type S AP D ABILITIES 12" Pistol 1 4 0 1 Melee Melee +1 -2 1 Grenade Type S AP D ABILITIES 1 2" Pistol 1 4 0 1 Melee Melee +1 -2 1 Grenade Type S AP D ABILITIES 1 2" Pistol 1 4 0 1 Melee Melee +1 -2 1 Grenade Type S AP D ABILITIES 1 2" Pistol 1 4 0 1 Melee Melee +1 -2 1 Grenade Type S AP D ABILITIES 1 2" Pistol 1 4 0 1 Melee Melee +1 -2 1 Grenade Type S AP D ABILITIES 1 2" Pistol 1 4 0 1 Melee Melee +1 -2 1 Grenade Type S AP D ABILITIES 1 2" Pistol 1 4 0 1 Melee Melee +1 -2 1 Grenade Type S AP D ABILITIES 1 2" Pistol 1 4 0 1 Melee Melee +1 -2 1 Grenade Type S AP D ABILITIES 1 2" Pistol 1 4 0 1 Melee Melee +1 -2 1 Grenade Type S AP D ABILITIES 1 2" Pistol 1 4 0 1 Melee Melee +1 -2 1 Grenade Type S AP D ABILITIES 1 2" Pistol 1 4 0 1 Melee Melee +1 -2 1 Grenade Type S AP D ABILITIES 1 2" Pistol 1 4 0 1 Melee Melee +1 -2 1 Grenade Type S AP D ABILITIES 1 2" Pistol 1 4 0 1 Melee Melee +1 -2 1 Grenade Type S AP D ABILITIES 1 2" Pistol 1 4 0 1 Melee Melee +1 -2 1 Grenade Type S AP D ABILITIES 1 2" Pistol 1 4 0 1 Melee Melee +1 -2 1 Grenade Type S AP D ABILITIES 1 2" Pistol 1 4 0 1 Melee Melee +1 -2 1 Grenade Type 
0 1 24" Rapid Fire 1 4 0 1 When attacking with this weapon, choose one of the profiles below. 12" Pistol 1 8 -3 2 On a hit roll of 1, the bearer fights, it can make 1 additional Melee Melee User 0 1 attack with this weapon. 6" Grenade 1 6 -1 D3 • This model may replace its chainsword
 with a plasma pistol, storm shield or an item from the Melee Weapons list. • This model may replace its bolt pistol with a boltgun, plasma pistol or an item from the Combi-weapons or Melee Weapons list. • This model may replace its bolt pistol with a boltgun, plasma pistol, storm shield or an item from the Melee Weapons list. • This model may replace its bolt pistol with a boltgun, plasma pistol or an item from the Combi-weapons list. • This model may replace its bolt pistol with a boltgun, plasma pistol or an item from the Combi-weapons list.
keywords. And They Shall Know No Fear (pg 74) Jump Pack Assault: During deployment, if this model has a jump pack, you can set it up high in the skies Storm Shield: A model equipped with a storm shield instead of placing it on the battlefield. At the end of any has a 3+ invulnerable save. of your Movement phases this model can assault from above
 - set it up anywhere on the battlefield that is more Huskarl to the Jarl: You can re-roll wound rolls of 1 than 9" away from any enemy models. for friendly SPACE WOLVES units that are within 6" of this model. Chainsword Frag grenade WARGEAR OPTIONS ABILITIES TYPE S AP D ABILITIES Wolf Guard Battle Leader FACTION
 grenades and krak grenades. WEAPON RANGE TYPE S AP D ABILITIES Bolt pistol 12" Pistol 1 4 0 1 Bolt carbine 24" Assault 2 4 0 1 Master-crafted auto bolt rifle 24" Assault 2 4 0 2 Master-crafted stalker bolt 36" Heavy 1 4 -1 2 rifle Power axe Melee He -2 1 Power sword Melee Melee User -3 1 Frag grenade 6" Grenade D6 3 0 1 Krak grenade
6" Grenade 1 6 -1 D3 • This model may replace its power axe and bolt carbine with a master-crafted auto bolt rifle or master-crafted auto bolt rifle. And They Shall Know No Fear (pg 74) Huskarl to the Jarl: You can re-roll wound rolls of 1 ABILITIES
 for friendly SPACE WOLVES units that are within 6" of this model. Primaris Battle Leader FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES units that are within 6" of this model. Primaris Battle Leader FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES units that are within 6" of this model. Primaris Battle Leader FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES units that are within 6" of this model. Primaris Battle Leader FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES UNITS ASTARTES, SPACE WOLVES
NAME M WS BS S T W A Ld Sv Wolf Guard Battle Leader in Terminator Armour 5" 2+ 3+ 4 4 5 3 8 2+ A Wolf Guard Battle Leader in Terminator Armour is a single model armed with a power sword and storm bolter. WEAPON RANGE Storm bolter Power sword 24" Rapid Fire 2 4 0 1 Melee Melee User -3 1 • This model may replace its power sword
with a storm shield or an item from the Terminator Melee Weapons list. • This model may replace its storm bolter with an item from the Combi-weapons or Terminator Melee Weapons list. And They Shall Know No Fear (pg 74) Storm Shield: A model equipped with a storm shield has a 3+ invulnerable save. Crux Terminator Melee Weapons list. • This model has a 5+
invulnerable save. Teleport Strike: During deployment, you can set up this model in a teleportarium chamber instead of placing it Huskarl to the Jarl: You can re-roll wound rolls of 1 on the battlefield. At the end of any of your Movement for friendly SPACE WOLVES units that are within 6" of phases this model can teleport into battle - set it up this
model. anywhere on the battlefield that is more than 9" away from any enemy models. WARGEAR OPTIONS ABILITIES TYPE S AP D ABILITIES TYPE S AP D ABILITIES FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES KEYWORDS CHARACTER, INFANTRY, TERMINATOR, WOLF GUARD, BATTLE LEADER WOLF GUARD BATTLE LEADER ON
THUNDERWOLF NAME M WS BS S T W A Ld Sv Wolf Guard Battle Leader on Thunderwolf 10" 2+ 3+ 4 6 3 8 3+ Wolf Guard Battle Leader on Thunderwolf, who attacks with
crushing teeth and claws. WEAPON Wolf Guard Battle Leader Bolt pistol Boltgun Plasma pistol - Standard - Supercharge Chainsword Frag grenade Krak grenade Thunderwolf Crushing teeth and claws WARGEAR OPTIONS ABILITIES RANGE TYPE S AP D ABILITIES 12" Pistol 1 4 0 1 When attacking with this weapon, choose
one of the profiles below. 12" Pistol 1 7 -3 1 12" Pistol 1 8 -3 2 On a hit roll of 1, the bearer is slain. Each time the bearer fights, it can make 1 additional Melee Melee User 0 1 attacks with this weapon. 6" Grenade 1 6 -1 D3 After a model on this mount makes its close combat Melee Melee 5 -1 1 attacks, you can attack with its
mount. Make 3 additional attacks, using this weapon profile. • This model may replace its chainsword with a storm shield or an item from the Combi-weapons or Melee Weapons list. • This model may replace its chainsword with a boltgun, plasma pistol or an item from the Combi-weapons or Melee Weapons list. • This model may replace its chainsword with a boltgun, plasma pistol or an item from the Melee Weapons list.
You can re-roll wound rolls of 1 for friendly SPACE WOLVES units that are within 6" of Storm Shield: A model equipped with a storm shield this model. has a 3+ invulnerable save. FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES units that are within 6" of Storm Shield this model. has a 3+ invulnerable save. FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES units that are within 6" of Storm Shield this model.
PRIEST Iron Priest NAME M WS BS S T W A Ld Sv Iron Priest 6" 2+ 3+ 4 4 3 8 2+ An Iron Priest is a single model armed with a tempest hammer, helfrost pistol, servo-arm, frag grenades and krak grenades and krak grenades. WEAPON RANGE TYPE S AP D 12" Pistol 1 8 -4 D3 Servo-arm Melee Melee x2 -2 3 Tempest hammer, helfrost pistol, servo-arm, frag grenades and krak grenades.
grenade 6" Grenade D6 3 6" Grenade D6 3 6" Grenade D6 3 6" Grenade 1 6 And They Shall Know No Fear (pg 74) 0 -1 1 D3 Helfrost pistol ABILITIES ABILITIES and the target suffers a model suffers a model suffers and the target suffers and the target suffers and the target suffers a model suffers and the target suffers and t
attacks with this weapon, you must subtract 1 from the hit roll. When attacking with this weapon but is not slain, roll a D6; on a 6, the target suffers a mortal wound. - Battlesmith: At the end of your Movement phase, this model can repair a
single SPACE WOLVES VEHICLE within 1". That model regains D3 lost wounds. A model can only be repaired once per turn. FACTION KEYWORDS CHARACTER, INFANTRY, TECHMARINE, IRON PRIEST An Iron Priest of the Blackmanes levels his helfrost pistol as his Cyberwolf
creation hurls itself towards the enemy. Blood Claws BLOOD CLAWS NAME M WS BS S T W A Ld Sv Blood Claw Pack Leader 6" 3+ 4+ 4 4 1 2 7 3+ Wolf Guard Terminator Pack Leader 6" 3+ 4+ 4 4 1 2 7 3+ Wolf Guard Terminator Pack Leader 6" 3+ 4+ 4 4 1 2 7 3+ Wolf Guard Pack Leader 6" 3+ 4+ 4 4 1 2 8 3+ Wolf Guard Terminator Pack Leader 6" 3+ 4+ 4 4 1 2 7 3+ Wolf Guard Pack Leader 6" 3+ 4+ 4 4 1 2 8 3+ Wolf Guard Pack Leader 6" 3+ 4+ 4 4 1 2 8 3+ Wolf Guard Pack Leader 6" 3+ 4+ 4 4 1 2 8 3+ Wolf Guard Pack Leader 6" 3+ 4+ 4 4 1 2 7 3+ Wolf Guard Pack Leader 6" 3+ 4+ 4 4 1 2 8 3+ Wolf Guard Pack Leader 6" 3+ 4+ 4 4 1 2 8 3+ Wolf Guard Pack Leader 6" 3+ 4+ 4 4 1 2 8 3+ Wolf Guard Pack Leader 6" 3+ 4+ 4 4 1 2 8 3+ Wolf Guard Pack Leader 6" 3+ 4+ 4 4 1 2 8 3+ Wolf Guard Pack Leader 6" 3+ 4+ 4 4 1 2 8 3+ Wolf Guard Pack Leader 6" 3+ 4+ 4 4 1 2 8 3+ Wolf Guard Pack Leader 6" 3+ 4+ 4 4 1 2 8 3+ Wolf Guard Pack Leader 6" 3+ 4+ 4 4 1 2 8 3+ Wolf Guard Pack Leader 6" 3+ 4+ 4 4 1 2 8 3+ Wolf Guard Pack Leader 6" 3+ 4+ 4 4 1 2 8 3+ Wolf Guard Pack Leader 6" 3+ 4+ 4 4 1 2 8 3+ Wolf Guard Pack Leader 6" 3+ 4+ 4 4 1 2 8 3+ Wolf Guard Pack Leader 6" 3+ 4+ 4 4 1 2 8 3+ Wolf Guard Pack Leader 6" 3+ 4+ 4 4 1 2 8 3+ Wolf Guard Pack Leader 6" 3+ 4+ 4 4 1 2 8 3+ Wolf Guard Pack Leader 6" 3+ 4+ 4 4 1 2 8 3+ Wolf Guard Pack Leader 6" 3+ 4+ 4 4 1 2 8 3+ Wolf Guard Pack Leader 6" 3+ 4+ 4 4 1 2 8 3+ Wolf Guard Pack Leader 6" 3+ 4+ 4 4 1 2 8 3+ Wolf Guard Pack Leader 6" 3+ 4+ 4 4 1 2 8 3+ Wolf Guard Pack Leader 6" 3+ 4+ 4 4 1 2 8 3+ Wolf Guard Pack Leader 6" 3+ 4+ 4 4 1 2 8 3+ Wolf Guard Pack Leader 6" 3+ 4+ 4 4 1 2 8 3+ Wolf Guard Pack Leader 6" 3+ 4+ 4 4 1 2 8 3+ Wolf Guard Pack Leader 6" 3+ 4+ 4 4 1 2 8 3+ Wolf Guard Pack Leader 6" 3+ 4+ 4 4 1 2 8 3+ Wolf Guard Pack Leader 6" 3+ 4+ 4 4 1 2 8 3+ Wolf Guard Pack Leader 8" 3+ 4+ 4 4 1 2 8 3+ Wolf Guard Pack Leader 8" 3+ 4+ 4 4 1 2 8 3+ Wolf Guard Pack Leader 8" 3+ 4+ 4 4 1 2 8 3+ Wolf Guard Pack Leader 8" 3+ 4+ 4 4 1 2 8 3+ Wolf Guard Pack Leader 8" 3+ 4+ 4 4 1 2 8 3+ Wolf Guard Pack Leader 8" 3+ 4+
Claws. It can include up to 5 additional Blood Claws (Power Rating +3) or up to 10 additional Blood Claws (Power Rating +3) or a Wolf Guard Pack Leader (Power Rating +3). • The Blood Claws (Power Rating +3) or up to 10 additional Blood Claws (Power Rating +3).
with a chainsword, bolt pistol, frag grenades and krak grenades. • A Wolf Guard Terminator Pack Leader is armed with a power sword and storm bolter. WEAPON RANGE Bolt pistol 1 7 -3 1 12" Pistol 1 7 -3 1 12" Pistol 1
8 -3 2 On a hit roll of 1, the bearer is slain. 24" Rapid Fire 2 4 0 1 Each time the bearer fights, it can make 1 additional Melee Melee User 0 1 attack with this weapon, you must subtract 1 Melee Melee User 3 1 6" Grenade D6 3 0 1 6" Grenade D6 3 0 1 6" Grenade 1 6 -1 D3 •
One Blood Claw may replace his chainsword with an item from the Special Weapons list. If the unit includes at least 15 models, one additional Blood Claw may replace his chainsword with a power sword, power axe or power fist. • The
Wolf Guard Pack Leader may replace his chainsword with a plasma pistol, storm shield or an item from the Melee Weapons or Combi-weapons list. • The Wolf Guard Terminator Pack Leader may replace his power sword with a storm shield or an item from the Melee Weapons or Combi-weapons list.
the Terminator Melee Weapons list; he may also replace his storm bolter with an item from the Terminator Melee Weapons or Combi-weapons list. And They Shall Know No Fear (pg 74) Mixed Unit: For the purposes of determining what models a vehicle can transport, Wolf Guard Terminator Berserk Charge: On a turn in which they make a Pack
Leaders have the TERMINATOR keyword. successful charge, you can make 1 additional attack in the Fight phase with all models in this unit. Storm Shield: A model equipped with a storm shield has a 3+ invulnerable save. Headstrong: Unless this unit. Storm Shield: A model equipped with a storm shield has a 3+ invulnerable save.
Wolf Guard Terminator Pack is within 6" of a friendly WOLF GUARD, it must declare Leader has a 5+ invulnerable save, a charge in its Charge phase if it is possible to do so. Chainsword Power axe Power fist Power sword Frag grenade Krak grenade WARGEAR OPTIONS ABILITIES TYPE S AP D ABILITIES FACTION KEYWORDS IMPERIUM.
ADEPTUS ASTARTES, SPACE WOLVES KEYWORDS INFANTRY, BLOOD CLAWS 'To tear out the throats of kings, to cull the weak from the pack, to bring the death of worlds. That is the true way of the Wolf. So it shall ever be, from now until the weak from the pack, to bring the death of worlds. That is the true way of the Wolf. So it shall ever be, from now until the wolf 's Eye burns us to ash and the seas boil away to nothing.' - Jorik Fangfist, Lord of the Crimson Claws
Grev Hunters GREY HUNTERS NAME M WS BS S T W A Ld Sv Grev Hunter 6" 3+ 3+ 4 4 1 2 7 3+ Wolf Guard Terminator Pack Leader 6" 3+ 3+ 4 4 1 2 8 3+ Wolf Guard Terminator Pack Leader 6" 3+ 3+ 4 4 1 2 8 3+ Wolf Guard Terminator Pack Leader 6" 3+ 3+ 4 4 1 2 8 3+ Wolf Guard Terminator Pack Leader 6" 3+ 3+ 4 4 1 2 8 3+ Wolf Guard Terminator Pack Leader 6" 3+ 3+ 4 4 1 2 8 3+ Wolf Guard Terminator Pack Leader 6" 3+ 3+ 4 4 1 2 8 3+ Wolf Guard Terminator Pack Leader 6" 3+ 3+ 4 4 1 2 8 3+ Wolf Guard Terminator Pack Leader 6" 3+ 3+ 4 4 1 2 8 3+ Wolf Guard Terminator Pack Leader 6" 3+ 3+ 4 4 1 2 8 3+ Wolf Guard Terminator Pack Leader 6" 3+ 3+ 4 4 1 2 8 3+ Wolf Guard Terminator Pack Leader 6" 3+ 3+ 4 4 1 2 8 3+ Wolf Guard Terminator Pack Leader 6" 3+ 3+ 4 4 1 2 8 3+ Wolf Guard Terminator Pack Leader 6" 3+ 3+ 4 4 1 2 8 3+ Wolf Guard Terminator Pack Leader 6" 3+ 3+ 4 4 1 2 8 3+ Wolf Guard Terminator Pack Leader 6" 3+ 3+ 4 4 1 2 8 3+ Wolf Guard Terminator Pack Leader 6" 3+ 3+ 4 4 1 2 8 3+ Wolf Guard Terminator Pack Leader 6" 3+ 3+ 4 4 1 2 8 3+ Wolf Guard Terminator Pack Leader 6" 3+ 3+ 4 4 1 2 8 3+ Wolf Guard Terminator Pack Leader 6" 3+ 3+ 4 4 1 2 8 3+ Wolf Guard Terminator Pack Leader 6" 3+ 3+ 4 4 1 2 8 3+ Wolf Guard Terminator Pack Leader 6" 3+ 3+ 4 4 1 2 8 3+ Wolf Guard Terminator Pack Leader 6" 3+ 3+ 4 4 1 2 8 3+ Wolf Guard Terminator Pack Leader 6" 3+ 3+ 4 4 1 2 8 3+ Wolf Guard Terminator Pack Leader 6" 3+ 3+ 4 4 1 2 8 3+ Wolf Guard Terminator Pack Leader 6" 3+ 3+ 4 4 1 2 8 3+ Wolf Guard Terminator Pack Leader 6" 3+ 3+ 4 4 1 2 8 3+ Wolf Guard Terminator Pack Leader 6" 3+ 3+ 4 4 1 2 8 3+ Wolf Guard Terminator Pack Leader 6" 3+ 3+ 4 4 1 2 8 3+ Wolf Guard Terminator Pack Leader 6" 3+ 3+ 4 4 1 2 8 3+ Wolf Guard Terminator Pack Leader 6" 3+ 3+ 4 4 1 2 8 3+ Wolf Guard Terminator Pack Leader 6" 3+ 3+ 4 4 1 2 8 3+ Wolf Guard Terminator Pack Leader 6" 3+ 3+ 4 4 1 2 8 3+ Wolf Guard Terminator Pack Leader 6" 3+ 3+ 4 4 1 2 8 3+ Wolf Guard Terminator Pack Leader 6" 3+ 3+ 4 4 1 2 8 3+ Wolf Guard Terminator Pack Leader 6" 3+ 3+ 4 4 1 2 8 3+
additional Grey Hunters (Power Rating +4). It can also include either a Wolf Guard Pack Leader (Power Rating +2) or a Wolf Guard Pack Leader (Power Rating +3). • The Grey Hunters and Grey Hunter Pack Leader (Power Rating +3).
chainsword, bolt pistol, frag grenades and krak grenades. • A Wolf Guard Terminator Pack Leader is armed with a power sword and storm bolter. WEAPON RANGE Bolt pistol 1 4 0 1 24" Rapid Fire 1 4 0 1 When attacking with this weapon, choose one of the profiles below. 12"
Pistol 1 7 -3 1 12" Pistol 1 8 -3 2 On a hit roll of 1, the bearer is slain. 24" Rapid Fire 2 4 0 1 Each time the bearer fights, it can make 1 additional Melee Melee User 0 1 attack with this weapon. Melee Melee User 3 1 6" Grenade D6 3 0 1
6" Grenade 1 6 -1 D3 • Any Grey Hunter may replace his bolt gun with an item from the Special Weapons list. • One Grey Hunter may replace his bolt guith a plasma pistol. • The Grey Hunter may take a wolf standard. • For every five models in the unit, one Grey Hunter may replace his bolt gun with an item from the Special Weapons list. • One Grey Hunter may replace his bolt gun with an item from the Special Weapons list. • One Grey Hunter may replace his bolt gun with an item from the Special Weapons list. • One Grey Hunter may replace his bolt gun with an item from the Special Weapons list. • One Grey Hunter may replace his bolt gun with an item from the Special Weapons list. • One Grey Hunter may replace his bolt gun with an item from the Special Weapons list. • One Grey Hunter may replace his bolt gun with an item from the Special Weapons list. • One Grey Hunter may replace his bolt gun with an item from the Special Weapons list. • One Grey Hunter may replace his bolt gun with an item from the Special Weapons list. • One Grey Hunter may replace his bolt gun with an item from the Special Weapons list. • One Grey Hunter may replace his bolt gun with an item from the Special Weapons list. • One Grey Hunter may replace his bolt gun with an item from the Special Weapons list. • One Grey Hunter may replace his bolt gun with an item from the Special Weapons list. • One Grey Hunter may replace his bolt gun with a plant gun with gun wi
chainsword, power axe, power fist or power sword. • The Wolf Guard Pack Leader may replace his chainsword with a plasma pistol or an item from the Melee Weapons list; he may also replace his bolt pistol with a plasma pistol, storm shield or an item from the Melee Weapons list. • The Wolf Guard Terminator Pack Leader may
replace his power sword with a storm shield or an item from the Terminator Melee Weapons list; he may also replace his storm shield: A model equipped with a storm shield has a 3+ invulnerable save. Wolf Standard: You can
re-roll any dice rolls of 1 when making an Advance or charge move for a unit that has Crux Terminatus: A Wolf Guard Terminatus: A Wolf Guard Terminatus Power fist Power sword Frag grenade WARGEAR OPTIONS ABILITIES TYPE S AP D ABILITIES Mixed Unit: For the purposes
of determining what models a vehicle can transport, Wolf Guard Terminator Pack Leaders have the TERMINATOR keyword. FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES KEYWORDS IMPERIUM AND ADEPTUS ASTARTES, SPACE WOLVES ASTARTES, SPACE WO
deeds. I now know that to demand respect is a folly of youth. Glory must be earnt the hard way, wherever duty demands it, for only Russ and the Allfather know when and where my next battle will come.' - Meghir Steelmane, Grey Hunter of the Red Moons Intercessors INTERCESSORS NAME M WS BS S T W A Ld Sv Intercessor 6" 3+ 3+ 4 4 2 2 7
3+ Intercessor Pack Leader 6" 3+ 3+ 4 4 2 3 8 3+ This unit contains 1 Intercessors (Power Rating +5). Each model is armed with a bolt rifle Chainsword Frag
grenade Krak grenade WARGEAR OPTIONS ABILITIES RANGE 24" 12" 30" 36" TYPE S AP D Assault 2 Pistol 1 Rapid Fire 1 Heavy 1 4 4 4 4 0 0 -1 -2 1 1 1 1 ABILITIES Each time the bearer fights, it can make 1 additional Melee Melee User 0 1 attack with this weapon. 6" Grenade D6 3 0 1 6" Grenade D 6 3 0 1 6" Grenade D 6 -1 D3 • All models in the unit may replace
their bolt rifle with an auto bolt rifle or stalker bolt rifle or stalker bolt rifle or stalker bolt rifle with a chainsword, or take a chainsword in addition to their other weapons. And They Shall Know No Fear (pg 74) Auxiliary Grenade Launcher: If a
model is armed with an auxiliary grenade launcher, increase the range of any Grenade weapons they have to 30". FACTION KEYWORDS INFANTRY, PRIMARIS, INTERCESSORS Intercessor pack Kragdalf's Ironclaws prepares to bring the Allfather's wrath to the ranks of enemies
mustering over the ridge. Wolf Scouts WOLF SCOUTS NAME M WS BS S T W A Ld Sv Wolf Scout 6" 3+ 3+ 4 4 1 2 7 4+ Wolf Scout Pack Leader 6" 3+ 3+ 4 4 1 2 8 3+ This unit contains 1 Wolf Scout Pack Leader 6" 3+ 3+ 4 4 1 2 8 3+ This unit contains 1 Wolf Scout Pack Leader 6" 3+ 3+ 4 4 1 2 8 3+ This unit contains 1 Wolf Scout Pack Leader 6" 3+ 3+ 4 4 1 2 8 3+ This unit contains 1 Wolf Scout Pack Leader 6" 3+ 3+ 4 4 1 2 8 3+ This unit contains 1 Wolf Scout Pack Leader 6" 3+ 3+ 4 4 1 2 8 3+ This unit contains 1 Wolf Scout Pack Leader 6" 3+ 3+ 4 4 1 2 8 3+ This unit contains 1 Wolf Scout Pack Leader 6" 3+ 3+ 4 4 1 2 8 3+ This unit contains 1 Wolf Scout Pack Leader 6" 3+ 3+ 4 4 1 2 8 3+ This unit contains 1 Wolf Scout Pack Leader 6" 3+ 3+ 4 4 1 2 8 3+ This unit contains 1 Wolf Scout Pack Leader 6" 3+ 3+ 4 4 1 2 8 3+ This unit contains 1 Wolf Scout Pack Leader 6" 3+ 3+ 4 4 1 2 8 3+ This unit contains 1 Wolf Scout Pack Leader 6" 3+ 3+ 4 4 1 2 8 3+ This unit contains 1 Wolf Scout Pack Leader 6" 3+ 3+ 4 4 1 2 8 3+ This unit contains 1 Wolf Scout Pack Leader 6" 3+ 3+ 4 4 1 2 8 3+ This unit contains 1 Wolf Scout Pack Leader 6" 3+ 3+ 4 4 1 2 8 3+ This unit contains 1 Wolf Scout Pack Leader 6" 3+ 3+ 4 4 1 2 8 3+ This unit contains 1 Wolf Scout Pack Leader 6" 3+ 3+ 4 4 1 2 8 3+ This unit contains 1 Wolf Scout Pack Leader 6" 3+ 3+ 4 4 1 2 8 3+ This unit contains 1 Wolf Scout Pack Leader 6" 3+ 3+ 4 4 1 2 8 3+ This unit contains 1 Wolf Scout Pack Leader 6" 3+ 3+ 4 4 1 2 8 3+ This unit contains 1 Wolf Scout Pack Leader 6" 3+ 3+ 4 4 1 2 8 3+ This unit contains 1 Wolf Scout Pack Leader 6" 3+ 3+ 4 4 1 2 8 3+ This unit contains 2 Wolf Scout Pack Leader 6" 3+ 3+ 4 4 1 2 8 3+ This unit contains 2 Wolf Scout Pack Leader 6" 3+ 3+ 4 4 1 2 8 3+ This unit contains 2 Wolf Scout Pack Leader 6" 3+ 3+ 4 4 1 2 8 3+ This unit contains 2 Wolf Scout Pack Leader 6" 3+ 3+ 4 4 1 2 8 3+ This unit contains 2 Wolf Scout Pack Leader 6" 3+ 3+ 4 4 1 2 8 3+ This unit contains 2 Wolf Scout Pack Leader 8 Wolf Scout Pack Leader 8 Wolf Scout Pack Leader 8 Wolf Scout Pa
also include a Wolf Guard Pack Leader (Power Rating +2). • The Wolf Scouts and Wolf Scouts and Wolf Scouts and Wolf Guard Pack Leader is armed with a boltgun, bolt pistol, frag grenades and krak grenades. • A Wolf Guard Pack Leader is armed with a boltgun, bolt pistol, frag grenades and krak grenades. • A Wolf Guard Pack Leader is armed with a boltgun, bolt pistol, frag grenades and krak grenades. • A Wolf Guard Pack Leader is armed with a boltgun, bolt pistol, frag grenades and krak grenades.
launcher - Frag missile - Krak missile - Krak missile Plasma pistol - Standard - Supercharge Sniper rifle Chainsword Frag grenade Krak 
3 5 -1 1 When attacking with this weapon, choose one of the profiles below. 48" Heavy D6 4 0 1 48" Heavy D6 
wound roll of 6+ for 36" Heavy 1 4 0 1 this weapon, it inflicts a mortal wound in additional Melee Melee User 0 1 attack with this weapon, Each time the bearer fights, it can make 1 additional Melee Melee User 0 1 attack with this weapon, Each time the bearer fights, it can make 1 additional Melee Melee User 0 1 attack with this weapon, Each time the bearer fights.
User -3 1 6" Grenade D6 3 0 1 6" Grenade D6 3 0 1 6" Grenade 1 6 -1 D3 • Any Wolf Scout or Wolf Scou
the Special Weapons list. • One Wolf Scout may either replace his bolt guist a power axe or power sword, or replace his bolt guist a power axe or power sword, or replace his bolt guist a power axe or power sword, or replace his bolt guist a power axe or power sword, or replace his bolt guist a power axe or power sword, or replace his bolt guist a power axe or power sword, or replace his bolt guist a power axe or power sword, or replace his bolt guist a power axe or power sword, or replace his bolt guist a power axe or power sword, or replace his bolt guist a power axe or power sword, or replace his bolt guist a power axe or power sword, or replace his bolt guist a power axe or power sword, or replace his bolt guist a power axe or power sword, or replace his bolt guist a power axe or power sword, or replace his bolt guist a power axe or power sword, or replace his bolt guist a power axe or power sword, or replace his bolt guist a power axe or power sword, or replace his bolt guist a power axe or power sword, or replace his bolt guist a power axe or power sword, or replace his bolt guist a power axe or power sword, or replace his bolt guist a power axe or power sword, or replace his bolt guist a power axe or power sword, or replace his bolt guist a power axe or power sword, or replace his bolt guist a power axe or power sword.
boltoun with a plasma pistol, storm shield or an item from the Melee Weapons or Combi-weapons list; he may also replace his bolt pistol with a plasma pistol, storm shield or an item from the Melee Weapons list. And They Shall Know No Fear (pg 74) Behind Enemy Lines; During deployment, you can set up this unit behind enemy lines instead of the following the composition of the many also replace his bolt pistol with a plasma pistol, storm shield or an item from the Melee Weapons list.
placing it Camo Cloaks: If every model in a unit has a camo on the battlefield. At the end of any of your Movement cloak you can add 2 to saving throws made for models phases the unit can join the battlefield edge of your choice and more instead of 1. than
9" away from any enemy models. 12" Assault 2 4 0 1 FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES KEYWORDS INFANTRY, SCOUT, WOLF SCOUTS Reiver Pack Leader 6" 3+ 3+ 4 4 2 2 7 3+ Reiver Pack Leader 6" 3+ 3+ 4 4 2 2 8 8 3+ This unit contains 1 Reiver Pack Leader and 4
 Reivers. It can include up to 5 additional Reivers (Power Rating +5). Each model is armed with a bolt carbine, a heavy bolt pistol, frag grenades, krak grenade Krak grenade Shock grenade WARGEAR OPTIONS ABILITIES RANGE 24" 12" TYPE S
AP D Assault 2 Pistol 1 4 4 0 -1 1 1 ABILITIES Each time the bearer fights, it can make 1 additional Melee User -3 1 6" Grenade D6 3 0 1 6" Grenade D6 3 0 1 6" Grenade D6 3 0 1 6" Grenade D8 * * * stunned until
the end of the turn - it cannot fire Overwatch and your opponent must subtract 1 from any hit rolls made for the unit may replace either his bolt carbine or heavy bolt pistol with a combat knife. • All models in the unit may replace their bolt carbine with a combat knife. • All models in the unit may replace their bolt carbine with a combat knife.
in the unit may take a grapnel launcher. And They Shall Know No Fear (pg 74) Grapnel Launchers: When models with grapnel launchers move, do not count any vertical distance they Terror Troops: Enemy units of Reivers.
```

```
moving vertically is free for these models). In addition, during deployment, you can set up this unit, if it is Grav-chutes: During deployment, you can set up this equipped with grapnel launchers, behind enemy lines unit, if it is equipped with grapnel launchers, behind enemy lines unit, if it is equipped with grapnel launchers.
battlefield. At the end of any of your Movement phases this unit can join the battlefield that is more than it up anywhere on the battlefield that is more than 9" 9" away from any enemy models. FACTION KEYWORDS IMPERIUM,
ADEPTUS ASTARTES, SPACE WOLVES KEYWORDS INFANTRY, PRIMARIS, REIVERS 'LOGAN GRIMNAR, BLOODY-HANDED WARRIOR HE PILES THE SKULLS OF HIS ENEMIES HE BUILDS A MOUND OF THE FALLEN HIS FOES WEEP RIVERS OF BLOOD LOGAN GRIMNAR, STRONG WOLF OF THE PACK HIS SWORD HUNGERS FOR RED
FLESH HIS GUNS THIRST FOR BATTLE HE LAUGHS AMIDST THE WAR-DIN LOGAN GRIMNAR, FATHER OF WOLVES HIS SONS HAUNT HIS ENEMIES SLAY THEM WHERE THEY FALTER BRING THEIR PELTS TO FENRIS.' - Excerpt from the Saga of the Old Wolf Aggressors AGGRESSORS NAME M WS BS S T W A Ld Sv Aggressor 5" 3+ 3+ 4
5 2 2 7 3+ Aggressor Pack Leader 5" 3+ 4 5 2 3 8 3+ This unit contains 1 Aggressors (Power Rating +6). Each model is armed with auto boltstorm gauntlets and a fragstorm grenade launcher. WEAPON RANGE Auto boltstorm gauntlets (shooting) Flamestorm gauntlets
(shooting) Fragstorm grenade launcher Auto boltstorm gauntlets (melee) Flamestorm gauntlets (melee) WARGEAR OPTIONS ABILITIES TYPE S AP D ABILITIES 18" Assault 04 0 1 - 8" Assault 2D6 4 0 1 This weapon automatically hits its target. 18" Assault D6 4 0 1 - 8" Assault 2D6 4 0 1 This weapon automatically hits its target.
attacking with this weapon, you must subtract 1 Melee Melee x2 -3 D3 from the hit roll. • All models in the unit may replace their auto boltstorm gauntlets. And They Shall Know No Fear (pg 74) Fire Storm: Models in this unit can fire twice if they remained stationary during their turn
(including when Relentless Advance: Models in this unit do not suffer firing Overwatch). any penalty to their hit rolls for Advancing and firing Assault weapons. Melee Melee x2 -3 D3 Servitors FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES KEYWORDS INFANTRY, MK X GRAVIS, PRIMARIS, AGGRESSORS SERVITORS.
NAME M WS BS S T W A Ld Sv Servitor 5" 5+ 5+ 3 3 1 1 6 4+ ABILITIES This unit contains 4 Servitors. Each model is armed with a servo-arm. WEAPON Heavy 5 5- 1 1 If the target is within half range of this weapon, roll 24" Heavy 1 8-4 D6 two
dice when inflicting damage with it and discard the lowest result. When attacking with this weapon, choose one of the profiles below. 36" Heavy D3 8 -3 2 weapon's shots have been resolved. Each servo-arm can only be used to make one attack Melee Melee x2 -2 3 each time the
bearer fights. When attacking with this weapon, you must subtract 1 from the hit roll. WARGEAR OPTIONS ABILITIES • Up to two Servitors may replace their servo-arm with a heavy bolter, plasma cannon or multi-melta. FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES KEYWORDS INFANTRY, SERVITORS Mindlock:
Servitors improve both their Weapon Skill and Ballistic Skill to 4+, and their Leadership to 9, whilst they are within 6" of any friendly IRON PRIESTS. Lukas the Trickster is a single model armed with the Claw of the Jackalwolf, a
plasma pistol, frag grenades and krak grenades. Only one of this model may be included in your army. WEAPON RANGE Plasma pistol - Standard - Supercharge Claw of the profiles below. 12" Pistol 1 7 -3 1 12" Pistol 1 8 -3 2 On a hit roll of 1, the bearer is
slain. Melee Melee +1 -2 2 You can re-roll failed wound rolls for this weapon. 6" Grenade D6 3 0 1 6" Gren
you roll highest, for friendly BLOOD CLAWS units that are within 6" of the unit that landed the blow immediately suffers D6 this model. mortal wounds. ABILITIES TYPE S AP D Master of Mischief: Subtract 1 from the Leadership of all units within 3" of Lukas the Trickster at the start of the Morale phase for the duration of the phase. In addition,
Lukas the Trickster cannot be your Warlord. ABILITIES Pelt of the Doppegangrel: Your opponent must subtract 1 from any hit rolls for attacks that target Lukas the Trickster in the Fight phase. FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES KEYWORDS CHARACTER, INFANTRY, BLOOD CLAW, LUKAS THE TRICKSTER
WULFEN DREADNOUGHT Wulfen Dreadnought NAME M WS BS S T W A Ld Sv Wulfen Dreadnought 8" 3+ 5+ 6 7 8 4 7 3+ A Wulfen Dreadnought is a single model equipped with a Fenrisian great axe 8" Heavy D6 5 -1 1 This weapon automatically
hits its target. 24" Rapid Fire 2 4 0 1 When attacking with this weapon, choose one of the profiles below. When attacking with this weapon, you must subtract 1 Melee Melee +4 -3 D6 from the hit roll Make 2 hit rolls for each attack made with this weapon, we weapon, weapon, we we weapon, we weapon, we well as well as well as well as well as we well as well 
this weapon. • This model may replace its Fenrisian great axe or its great wolf claw and storm bolter with a blizzard shield and storm bolter with a blizzard shield and storm bolter. • This model is reduced to 0 wounds, roll this model. a D6 before removing the
model from the battlefield; on a 6 it explodes, and each unit within 3" suffers D3 Blizzard Shield: A model equipped with a blizzard mortal wounds. shield has a 4+ invulnerable save. - Cleave - Scythe Great wolf claw WARGEAR OPTIONS ABILITIES TYPE S AP D ABILITIES FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES
 KEYWORDS VEHICLE, DREADNOUGHT, WULFEN DREADNOUGHT GREAT COMPANY ANCIENT NAME M WS BS S T W A Ld Sv Great Company Ancient 6" 3+ 3+ 4 4 3 8 3+ A Great Company WEAPON RANGE Ancient TYPE Bolt pistol Boltgun
Plasma pistol - Standard - Supercharge Frag grenade WARGEAR OPTIONS ABILITIES S AP D ABILITIES S AP D ABILITIES 12" Pistol 1 4 0 1 24" Rapid Fire 1 4 0 1 When attacking with this weapon, choose one of the profiles below. 12" Pistol 1 7 -3 1 12" Pistol 1 8 -3 2 On a hit roll of 1, the bearer is slain. 6" Grenade D6 3 0 1 6" Grenade 1 6 -1 D3 • This area of the profiles below. 12" Pistol 1 7 -3 1 12" Pistol 1 8 -3 2 On a hit roll of 1, the bearer is slain. 6" Grenade D6 3 0 1 6" Gren
model may replace its bolt pistol with a boltgun, a plasma pistol or an item from the Combi-weapons or Melee Weapons list. And They Shall Know No Fear (pg 74) Great Company Banner: SPACE WOLVES units within 6" of any friendly SPACE WOLVES ANCIENTS add 1 to their Leadership. In addition, roll a D6 each time a SPACE WOLVES
INFANTRY model is destroyed within 6" of any friendly SPACE WOLVES ANCIENTS, before removing the model as a casualty. On a 4+ that model can either shoot with one of its weapons as if it were the Shooting phase, or make a single attack as if it were the Fight phase. FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES
 KEYWORDS CHARACTER, INFANTRY, ANCIENT, GREAT COMPANY ANCIENT 'We may be few, and our enemies many. Yet so long as there remains one of justice and truth, then by the Allfather, the galaxy shall yet know hope.' - Ragnar Blackmane Primaris Ancient PRIMARIS ANCIENT NAME M
WS BS S T W A Ld Sv Primaris Ancient 6" 3+ 3+ 4 4 5 4 8 3+ A Primaris Ancient is a single model armed with a bolt rifle, bolt pistol 1 4 30" Rapid Fire 1 4 6" Grenade D6 3 6" Grenade D6 3 6" Grenade 1 6 And They Shall Know No Fear (pg 74) ABILITIES
TYPE S AP D 0 -1 0 -1 1 1 1 D3 ABILITIES - Great Company Banner: SPACE WOLVES units within 6" of any friendly SPACE WOLVES ANCIENTS, before removing the model as a casualty.
On a 4+ that model can either shoot with one of its weapons as if it were the Shooting phase, or make a single attack as if it were the Fight phase. FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES KEYWORDS CHARACTER, INFANTRY, PRIMARIS, ANCIENT GREAT COMPANY CHAMPION Great Company Champion NAME
M WS BS S T W A Ld Sv Great Company Champion 6" 2+ 3+ 4 4 4 3 8 3+ A Great Company Champion is a single model armed with a bolt pistol, master-crafted power sword Frag grenade Krak grenade ABILITIES TYPE S AP D ABILITIES 12" Pistol 1 4 0 1 -
Melee Melee User -3 2 - 0 -1 1 D3 - 6" Grenade 1 6 And They Shall Know No Fear (pg 74) Honour or Death: This model in the Fight phase when targeting a CHARACTER. Combat Shield: This model has a 5+ invulnerable
Guard. It can include up to 5 additional Wolf Guard (Power Rating +8). Each model is armed with a boltgun, bolt pistol, frag grenades and krak grenades and krak grenades and krak grenades. WEAPON RANGE Bolt pistol 1 4 0 1 24" Rapid Fire 1 4 0 1 When attacking with this weapon, choose one of
the profiles below. 12" Pistol 1 7 -3 1 12" Pistol 1 7 -3 1 12" Pistol 1 8 -3 2 On a hit roll of 1, the bearer is slain. 6" Grenade D6 3 0 1 6" Gr
the Melee Weapons list. • The entire unit may take jump packs (Power Rating +1 per 5 models). If it does, its Move characteristic becomes 12" and it gains the JUMP PACK and FLY keywords. And They Shall Know No Fear (pg 74) Jump Pack Assault: During deployment, if the entire unit has jump packs, you can set them up high in Storm Shield: A
model equipped with a storm shield the skies instead of placing them on the battlefield. has a 3+ invulnerable save. At the end of any of your Movement phases this unit can assault from above - set them up anywhere on the battlefield that is more than 9" away from any enemy models. WARGEAR OPTIONS ABILITIES TYPE S AP D ABILITIES
Terminator Pack Leader and 4 Wolf Guard Terminators. It can include up to 5 additional Wolf Guard Terminators (Power Rating +13). • Each Wolf Guard Terminator is armed with a power fist and storm bolter. • The Wolf Guard Terminator Pack Leader is armed with a power fist and storm bolter.
sword WARGEAR OPTIONS ABILITIES 24" TYPE S AP D Rapid Fire 2 4 0 1 ABILITIES When attacking with this weapon, you must subtract 1 Melee Melee user -3 1 • Any model may replace its power fist or power sword with a storm shield or an item from the Terminator Melee Weapons list. • Any model may replace its power fist or power sword with a storm shield or an item from the Terminator Melee Weapons list. • Any model may replace its power fist or power sword with a storm shield or an item from the Terminator Melee Weapons list. • Any model may replace its power fist or power sword with a storm shield or an item from the hit roll. Melee Melee user -3 1 • Any model may replace its power fist or power sword with a storm shield or an item from the hit roll.
replace its storm bolter with an item from the Combi-weapons or Terminator Melee Weapons list. • For every five models, one Wolf Guard Terminator may replace their storm bolter with an item from the Terminator Melee Weapons list. • For every five models, one Wolf Guard Terminator Melee Weapons list. • For every five models, one Wolf Guard Terminator Melee Weapons list. • For every five models, one Wolf Guard Terminator Melee Weapons list. • For every five models, one Wolf Guard Terminator Melee Weapons list. • For every five models, one Wolf Guard Terminator Melee Weapons list. • For every five models, one Wolf Guard Terminator Melee Weapons list. • For every five models, one Wolf Guard Terminator Melee Weapons list. • For every five models, one Wolf Guard Terminator Melee Weapons list. • For every five models, one Wolf Guard Terminator Melee Weapons list. • For every five models, one Wolf Guard Terminator Melee Weapons list. • For every five models, one Wolf Guard Terminator Melee Weapons list. • For every five models, one Wolf Guard Terminator Melee Weapons list. • For every five models, one Wolf Guard Terminator Melee Weapons list. • For every five models, one Wolf Guard Terminator Melee Weapons list. • For every five models, one Wolf Guard Terminator Melee Weapons list. • For every five models, one Wolf Guard Terminator Melee Weapons list. • For every five models, one Wolf Guard Terminator Melee Weapons list. • For every five models, one Wolf Guard Terminator Melee Weapons list. • For every five models, one Wolf Guard Terminator Melee Weapons list. • For every five models, one Wolf Guard Terminator Melee Weapons list. • For every five models, one Wolf Guard Terminator Melee Weapons list. • For every five models, one Wolf Guard Terminator Melee Weapons list. • For every five models, one Wolf Guard Terminator Melee Weapons list. • For every five models, one Wolf Guard Terminator Melee Weapons list. • For every five models, one Wolf Guard Terminator Melee Weapons list. • For every five models, one Wolf Guard T
teleportarium chamber instead of placing them Crux Terminatus: All models in this unit have a 5+ on the battlefield. At the end of any of your Movement invulnerable save. phases this unit can teleport into battle - set them up anywhere on the battlefield that is more than 9" away Storm Shield: A model equipped with a storm shield from any enemy
models. has a 3+ invulnerable save. FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES KEYWORDS INFANTRY, TERMINATOR, WOLF GUARD NAME DREADNOUGHT Dreadnought is a single model equipped with an assault cannon, storm bolter
and Dreadnought combat weapon. WEAPON RANGE Assault cannon Heavy flamer Missile launcher - Frag missile - Krak missile Storm bolter Dreadnought combat weapon, choose one of the profiles below. 48" Heavy D6 5 -1 1 This weapon automatically hits its target. When attacking with this weapon, choose one of the profiles below. 48" Heavy D6 5 -1 1 This weapon automatically hits its target.
0 1 48" Heavy 1 8 -2 D6 24" Rapid Fire 2 4 0 1 - WARGEAR OPTIONS ABILITIES Melee Type Melee S x2 AP -3 D 3 ABILITIES - Melee Melee +4 -2 3 You can re-roll failed wound rolls for this model may replace its Dreadnought combat
weapon and storm bolter with a missile launcher. • This model may replace its storm bolter with a meavy flamer. • This model may replace its Dreadnought combat weapon with a great wolf claw. Smoke Launchers: Once per game, instead of shooting Explodes: If this model is reduced to 0 wounds, roll any weapons in the Shooting phase, this model
can use a D6 before removing the model from the battlefield; its smoke launchers; until your next Shooting phase on a 6 it explodes, and each unit within 3" suffers D3 your opponent must subtract 1 from all hit rolls for mortal wounds. ranged weapons that target this model. FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES
KEYWORDS VEHICLE, DREADNOUGHT WOLF GUARD CATAPHRACTII TERMINATORS Wolf Guard Cataphractii Terminators NAME M WS BS S T W A Ld Sv Wolf Guard Cataphractii Terminators NAME M WS BS S T W A Ld Sv Wolf Guard Cataphractii Terminator 4" 3+ 3+ 4 4 2 2 8 2+ Wolf Guard Cataphractii Terminator 4" 3+ 3+ 4 4 2 2 8 2+ Wolf Guard Cataphractii Terminator 4" 3+ 3+ 4 4 2 2 8 2+ Wolf Guard Cataphractii Terminator 4" 3+ 3+ 4 4 2 2 8 2+ Wolf Guard Cataphractii Terminator 4" 3+ 3+ 4 4 2 2 8 2+ Wolf Guard Cataphractii Terminator 4" 3+ 3+ 4 4 2 2 8 2+ Wolf Guard Cataphractii Terminator 4" 3+ 3+ 4 4 2 2 8 2+ Wolf Guard Cataphractii Terminator 4" 3+ 3+ 4 4 2 2 8 2+ Wolf Guard Cataphractii Terminator 4" 3+ 3+ 4 4 2 2 8 2+ Wolf Guard Cataphractii Terminator 4" 3+ 3+ 4 4 2 2 8 2+ Wolf Guard Cataphractii Terminator 4" 3+ 3+ 4 4 2 2 8 2+ Wolf Guard Cataphractii Terminator 4" 3+ 3+ 4 4 2 2 8 2+ Wolf Guard Cataphractii Terminator 4" 3+ 3+ 4 4 2 2 8 2+ Wolf Guard Cataphractii Terminator 4" 3+ 3+ 4 4 2 2 8 2+ Wolf Guard Cataphractii Terminator 4" 3+ 3+ 4 4 2 2 8 2+ Wolf Guard Cataphractii Terminator 4" 3+ 3+ 4 4 2 2 8 2+ Wolf Guard Cataphractii Terminator 4" 3+ 3+ 4 4 2 2 8 2+ Wolf Guard Cataphractii Terminator 4" 3+ 3+ 4 4 2 2 8 2+ Wolf Guard Cataphractii Terminator 4" 3+ 3+ 4 4 2 2 8 2+ Wolf Guard Cataphractii Terminator 4" 3+ 3+ 4 4 2 2 8 2+ Wolf Guard Cataphractii Terminator 4" 3+ 3+ 4 4 2 2 8 2+ Wolf Guard Cataphractii Terminator 4" 3+ 3+ 4 4 2 2 8 2+ Wolf Guard Cataphractii Terminator 4" 3+ 3+ 4 4 2 2 8 2+ Wolf Guard Cataphractii Terminator 4" 3+ 3+ 4 4 2 2 8 2+ Wolf Guard Cataphractii Terminator 4" 3+ 3+ 4 4 2 2 8 2+ Wolf Guard Cataphractii Terminator 4" 3+ 3+ 4 4 2 2 8 2+ Wolf Guard Cataphractii Terminator 4" 3+ 3+ 4 4 2 2 8 2+ Wolf Guard Cataphractii Terminator 4" 3+ 3+ 4 4 2 2 8 2+ Wolf Guard Cataphractii Terminator 4" 3+ 3+ 4 4 2 2 8 2+ Wolf Guard Cataphractii Terminator 4" 3+ 3+ 4 4 2 2 8 2+ Wolf Guard Cataphractii Terminator 4" 3+ 3+ 4 4 2 2 8 2+ Wolf Guard Cataphractii Terminator 4" 3+ 3+ 4 4 2 2 8 2+ Wolf Guard Cataphractii Termin
Guard Cataphractii Terminators. It can include up to 5 additional Wolf Guard Cataphractii Terminators (Power Rating +12). • The Wolf Guard Cataphractii Terminator is armed with a combi-bolter and power fist. WEAPON Combi-bolter Grenade harness
Heavy flamer Chainfist Lightning claw Power fist Power sword WARGEAR OPTIONS ABILITIES RANGE 24" 12" 8" TYPE S AP D Rapid Fire 2 Assault D6 Heavy D6 4 4 5 0 -1 -1 1 1 1 ABILITIES This weapon automatically hits its target. When attacking with this weapon, you must subtract 1 Melee Melee x2 -4 2 from the hit roll. You can re-roll failed
 wound rolls for this weapon. If a Melee Melee User -2 1 model is armed with two lightning claws, each time it fights it can make 1 additional attack with them. When attacking with this weapon, you must subtract 1 Melee Melee x2 -3 D3 from the hit roll. Melee Melee User -3 1 • For every five models in the unit, one Wolf Guard Cataphractii
Terminator may replace his combi-bolter with a heavy flamer. • Any model may replace his power fist with a chainfist or lightning claw. • The Wolf Guard Cataphractii Pack Leader may replace his power sword with a chainfist, power fist or lightning claw.
The Wolf Guard Cataphractii Pack Leader may take a grenade harness. And They Shall Know No Fear (pg 74) Teleport Strike: During deployment, you can set up this unit have a on the battlefield. At the end of any of your Movement 4+ invulnerable save, but
you must halve the result phases this unit can teleport into battle - set them up of the dice rolled when determining how far this anywhere on the battlefield that is more than 9" away unit Advances. from any enemy models. FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES KEYWORDS INFANTRY, TERMINATOR, WOLF
GUARD, CATAPHRACTII TERMINATORS 'It has been said that Fenris breeds drunks - loud, proud and spoiling for a fight. Though meant as an insult - I'm sure - I take these words as the greatest compliment. We are spoiling to fight because our enemies are many. We are loud so that these enemies may hear us and tremble
And we are proud to wade into battle in the name of our Primarch and the Allfather. Anyone who does less is no warrior.' - Leifvar Twice-Slain, Wolf Guard Tartaros Terminators of Fenris WOLF GUARD Wolf Guard Tartaros Terminator 6" 3+ 3+ 4 4 2 2 8 2+
Wolf Guard Tartaros Pack Leader 6" 3+ 3+ 4 4 2 3 8 2+ This unit contains 1 Wolf Guard Tartaros Terminators (Power Rating +12). • The Wolf Guard Tartaros Pack Leader is armed with a combi-bolter and power sword. • Each Wolf Guard Tartaros Terminators (Power Rating +12).
Tartaros Terminator is armed with a combi-bolter and power fist. WEAPON RANGE Combi-bolter Grenade harness Heavy D6 5 -1 1 This weapon automatically hits its target. When attacking with this weapon, choose one of the profiles below. 18" Assault 2 7 -3 1 On
a hit roll of 1, the bearer is slain after all of this 18" Assault 2 8 -3 2 weapon's shots have been resolved. 36" Heavy 4 7 -1 1 15" Heavy 2 5 0 2 When attacking with this weapon. If a Melee Melee User -2 1 model is armed with two lightning
claws, each time it fights it can make 1 additional attack with them. When attacking with this weapon, you must subtract 1 Melee Melee user -3 1 • For every five models in the unit, one Wolf Guard
Tartaros Terminator may replace his combi-bolter and power fist with two lightning claws. • The Wolf Guard Tartaros Pack Leader may replace his power fist with a chainfist. • The Wolf Guard Tartaros Pack Leader may replace his power fist with two lightning claws.
sword with a chainfist or power fist. • The Wolf Guard Tartaros Pack Leader may replace his combi-bolter with a plasma blaster or volkite charger. • For every five models in the unit, one model may take a grenade harness. And They Shall Know No Fear (pg 74) Teleport Strike: During deployment, you can set up this unit in a teleportarium chamber
 instead of placing them Tartaros Armour: Models in this unit have a 5+ on the battlefield. At the end of any of your Movement invulnerable save. phases this unit can teleport into battle - set them up anywhere on the battlefield that is more than 9" away from any enemy models. - Supercharge Reaper autocannon Volkite charger Chainfist Lightning
claw Power fist Power sword WARGEAR OPTIONS ABILITIES TYPE S AP D ABILITIES FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES ASTARTES, SPACE WOLVES
Dreadnought 6" 2+ 2+ 6 7 8 4 8 3+ A Venerable Dreadnought is a single model equipped with an assault cannon Heavy flamer Missile - Krak missile Storm bolter and Dreadnought combat weapon Fenrisian great axe 24" Heavy D6 6 -1 1 8" Heavy D6 6 
5 -1 1 This weapon automatically hits its target. When attacking with this weapon, choose one of the profiles below. 48" Heavy 1 8 -2 D6 24" Rapid Fire 2 4 0 1 - - Cleave - Scythe Great wolf claw WARGEAR OPTIONS ABILITIES Melee TYPE Melee S x2 AP -3 D 3 ABILITIES - When attacking with this weapon, choose one of the
profiles below. When attacking with this weapon, you must subtract 1 Melee Melee +4 -3 D6 from the hit rolls for each attack made with this weapon. • This model may replace its assault cannon with a weapon from the
Dreadnought Heavy Weapons list. • This model may replace its Dreadnought combat weapon and storm bolter with a missile launcher. • This model may replace its orm bolter with a heavy flamer. • This model may replace its orm bolter with a missile launcher.
 weapon with a Fenrisian great axe and blizzard shield. Unyielding Ancient: Roll a D6 each time this model Explodes: If this model from the battlefield; on a 6 it explodes, and each unit within 3" suffers D3 Smoke Launchers: Once per game,
instead of shooting mortal wounds. any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase Blizzard Shield: A model equipped with a blizzard your opponent must subtract 1 from all hit rolls for shield has a 4+ invulnerable save. ranged weapons that target this model. FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES KEYWORDS VEHICLE, DREADNOUGHT, VENERABLE DREADNOUGHT Awakened by an Iron Priest after long centuries in stasis, Venerable Dreadnoughts unleash their bitter wrath upon the enemy. Contemptor Dreadnought CONTEMPTOR DREADNOUGHT DAMAGE Some of this model's
 characteristics change as it suffers damage, as shown below: NAME M WS BS S T W A Ld Sv Contemptor Dreadnought * * * 7 7 10 4 8 3 + REMAINING W M WS BS 6-10+ 3-5 1-2 9" 6" 4" 2+ 3+ 4+ A Contemptor Dreadnought is a single model equipped with a multi-melta, combi-bolter and Dreadnought combat weapon. WEAPON RANGE
TYPE S AP D ABILITIES If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result. Combi-bolter 24" Heavy 1 8 -4 D6 24" 
Melee This model may replace its multi-melta with a Kheres pattern assault cannon. Atomantic Shielding: This model from the battlefield; on a 6 it explodes, and each unit within 6" suffers D3 mortal wounds. FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES KEYWORDS VEHICLE, DREADNOUGHT, CONTEMPTOR DREADNOUGHT NAME REDEMPTOR DREADNOUGHT NAME RE
3+ A Redemptor Dreadnought is a single model equipped with a heavy onslaught gatling cannon, a heavy flamer, two fragstorm grenade launchers and a Redemptor fist. WEAPON Fragstorm grenade launcher Heavy flamer, two fragstorm grenade launchers and a Redemptor fist.
cannon Storm bolter Redemptor fist WARGEAR OPTIONS ABILITIES RANGE REMAINING W M WS BS 7-13+ 8" 3+ 4-6 6" 4+ 4+ 1-3 4" 5+ 5+ TYPE S AP D ABILITIES 18" Assault D6 4 0 1 - 8" Heavy D6 5 -1 1 This weapon automatically hits its target. 30" Heavy 12 5 -1 1 - Add 1 to all hit rolls made for this weapon against targets that can FLY
Subtract 1 from hit rolls made for this weapon against all other targets. When attacking with this weapon, choose one of the profiles below. 36" Heavy D6 9 -4 2 after all of this weapon's shots have been resolved. 24" Heavy 6 5 -1 1 24" Rapid Fire 2 4 0 1 Melee Melee x2 -3
D6 This model may replace its heavy flamer with an onslaught gatling cannon. This model may replace its heavy onslaught gatling cannon with a macro plasma incinerator. This model may replace its heavy onslaught gatling cannon with a macro plasma incinerator. This model may replace its heavy onslaught gatling cannon with a macro plasma incinerator. This model may replace its heavy onslaught gatling cannon with a macro plasma incinerator. This model may replace its heavy onslaught gatling cannon with a macro plasma incinerator.
a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 6" suffers D6 mortal wounds. 24" Heavy D3 7 -1 1 FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES KEYWORDS VEHICLE, DREADNOUGHT, REDEMPTOR DREADNOUGHT 106 Wulfen WULFEN NAME M WS BS S T W A Ld Sv
Wulfen 7" 3+ 5+ 5 4 2 3 7 4+ Wulfen Pack Leader 7" 3+ 5+ 5 4 2 4 7 4+ This unit contains 1 Wulfen Pack Leader and 4 Wulfen Pack Leader and 4 Wulfen Pack Leader and 4 Wulfen Pack Leader 7" 3+ 5+ 5 4 2 4 7 4+ This unit contains 1 Wulfen Pack Leader 3" TYPE S AP D
ABILITIES Assault D3 4 0 1 Each time the bearer fights, it can make 1 additional attack with this weapon. You can re-roll failed wound rolls for this weapon, you must subtract 1 from the hit roll. - Frost claws Melee Melee +1
-2 1 Great frost axe Melee Melee +3 -3 D3 Thunder hammer Melee Melee x2 -3 3 Wulfen claws Melee Melee user -1 1 WARGEAR OPTIONS ABILITIES Any model may take a stormfrag auto-launcher. Any Wulfen may replace their Wulfen claws with frost claws, a great frost axe or a thunder hammer and storm shield. And They Shall Know No Fear (pg
 casualty, even if it has already attacked that phase. Storm Shield: A model equipped with a storm shield has a 3+ invulnerable save. Curse of the Wulfen (Hunt): You can re-roll failed charge rolls for friendly SPACE WOLVES INFANTRY, BIKER and CAVALRY units that are within 6" of this unit at the start of the Charge phase. The range of this ability
WULFEN are not affected by this ability, nor are units that made a charge this turn while within range of the Curse of the Wulfen (Hunt) ability, FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES ASTART
Murderfang is a single model equipped with the Murderclaws, a storm bolter and a heavy flamer. Only one of this model may be included in your army. WEAPON RANGE Heavy flamer Storm bolter and a heavy flamer. Only one of this model may be included in your army.
Ld Sv Skyclaw 12" 3+ 4+ 4 4 1 1 7 3+ Skyclaw Pack Leader 12" 3+ 4+ 4 4 1 1 7 3+ Skyclaws (Power Rating +8). It can also include a Wolf Guard Sky Leader 12" 3+ 4+ 4 4 1 2 8 3+ This unit contains 1 Skyclaws (Power Rating +8).
(Power Rating +2). Each model is armed with a chainsword, bolt pistol 1 & 0 1 When attacking with this weapon, choose one of the profiles below. 12" Pistol 1 7 -3 1 12" Pistol 1 8 -3 2 On a hit roll of 1, the bearer is slain. Each time the
bearer fights, it can make 1 additional Melee Melee Liser 0 1 attack with this weapon, you must subtract 1 Melee Melee Liser -3 1 6" Grenade D6 3 0 1 6" Grenade D6 3 
their bolt pistol with a plasma pistol or an item from the Special Weapons list. The Skyclaw Pack Leader may replace his chainsword with a power sword. The Wolf Guard Sky Leader may replace his chainsword with a power sword. The Wolf Guard Sky Leader may replace his chainsword with a plasma pistol, storm shield or an item from the Melee Weapons list; he may also replace his bolt pistol with a
plasma pistol or an item from the Melee Weapons or Combi-weapons list. And They Shall Know No Fear (pg 74) Berserk Charge: On a turn in which they make a successful charge, you can make 1 additional attack in Jump Pack Assault: During deployment, you can set the Fight phase with all models in this unit. this unit up high in the skies instead of
 placing them on the battlefield. At the end of any of your Movement Headstrong: Unless this unit contains a Wolf Guard Sky phases this unit can assault from above - set them up Leader, or is within 6" of a friendly WOLF GUARD, it anywhere on the battlefield that is more than 9" away must declare a charge in its Charge phase if it is possible from
 any enemy models. to do so. Chainsword Power axe Power fist Power sword Frag grenade Krak grenade WARGEAR OPTIONS ABILITIES TYPE S AP D ABILITIES FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES KEYWORDS IMPERIUM AND ADEPTUS ASTARTES, SPACE WOLVES AST
Swiftclaws. It can include up to 3 additional Swiftclaws (Power Rating +4), up to 6 additional Swiftclaws (Power Rating +4), up to 9 additional Swiftclaws (Power Rating +1). It can also include a single Swiftclaws (Power Rating +2).
The Swiftclaws and the Swiftclaws and the Swiftclaw Pack Leader are each armed with a bolt pistol, frag grenades and krak grenades. A Wolf Guard
Bike Leader is armed with a bolt pistol, frag grenades and krak grenades. His bike is equipped with a twin boltgun. WEAPON Bolt pistol Frag grenade WARGEAR OPTIONS ABILITIES RANGE 12" 36" TYPE S AF
D Pistol 1 Heavy 3 4 5 0 -1 1 1 ABILITIES If the target is within half range of this weapon, roll 24" Heavy 1 8 -4 D6 two dice when inflicting damage with it and discard the lowest result. When attacking with this weapon, choose one of the profiles below. 12" Pistol 1 7 -3 1 12" Pistol 1 8 -3 2 On a hit roll of 1, the bearer is slain. 24" Rapid Fire 2 4 0 1
Each time the bearer fights, it can make 1 additional Melee Melee Liser -3 1 6" Grenade D6 3 0 1 6" Grenade D6 3 0 1 6" Grenade 1 6 -1 D3 Any model may replace its bolt pistol with a chainsword. One
Swiftclaw or Swiftclaw Pack Leader may replace his bolt pistol with a plasma pistol or an item from the Special Weapons list. The Swiftclaw Pack Leader may replace his bolt pistol with a plasma pistol, storm shield or an item from the Melee
Weapons or Combi-weapons list. The Swiftclaw Attack Bike may replace its heavy bolter with a multi-melta. And They Shall Know No Fear (pg 74) Berserk Charge: On a turn in which they make a successful charge, you can make 1 additional attack in Headstrong: Unless this unit contains a Wolf Guard the Fight phase with all models in this unit. Bike
Leader, or is within 6" of a friendly WOLF GUARD, it must declare a charge in its Charge phase if Turbo-boost: When this unit Advances, add 6" to its it is possible to do so. Move characteristic for that Movement phase instead of rolling a dice. FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES KEYWORDS BIKER, BLOOD
CLAW, SWIFTCLAWS 'When I growl in anger, my steed growls with me - a deep, explosive growl that echoes through the mountains. Its panting exhaust vents fill my senses with thorour enough to face us in battle shall be ripped apart by our bolts and
ground beneath our treads.' - Excerpt from the Saga of Adsael Morkrak SWIFTCLAW ATTACK BIKES NAME M WS BS S T W A Ld Sv Swiftclaw Attack Bike. It can include 1 additional Swiftclaw Attack Bike (Power Rating +3) or 2 additional Swiftclaw Attack Bike Attack Bike. It can include 1 additional Swiftclaw Attack Bike (Power Rating +3) or 2 additional Swiftclaw Attack Bike.
 Bikes (Power Rating +6). Each model is equipped with a twin boltgun and heavy bolter, and is crewed by two Swiftclaws armed with bolt pistols, frag grenades and krak grenade 24" 6" 6" Any WARGEAR OPTIONS ABILITIES TYPE S AP D
Pistol 1 Heavy 3 4 5 0 -1 1 1 ABILITIES If the target is within half range of this weapon, roll Heavy 1 8 -4 D6 two dice when inflicting damage with it and discard the lowest result. Rapid fire 2 4 0 1 Grenade D6 3 0 1 Grenade 
turn in which they make a successful charge, you can make 1 additional attack in the Fight phase with all models in this unit. Headstrong: Unless this unit is within 6" of a friendly WOLF GUARD unit, it must declare a charge in its Charge phase if it possible to do so. Turbo-boost: When this unit Advances, add 6" to its Move characteristic for that
Movement phase instead of rolling a dice. FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES KEYWORDS BIKER, BLOOD CLAW, SWIFTCLAW ATTACK BIKES LAND SPEEDERS NAME M WS BS S T W A Ld Sv Land Speeder 16" 3+ 3+ 4 5 6 2 7 3+ This unit contains 1 Land Speeder. It can include up to 2 additional Land
automatically hits its target. If the target is within half range of this weapon, roll 24" Heavy 2 8 - 2 D6 Any model may replace its heavy bolter with a multi-melta. Any model
may take one of the following weapons: assault cannon, heavy flamer or typhoon missile launcher. And They Shall Know No Fear (pg 74) Explodes: If a model in this unit have a Move On a 6 it explodes, and each unit within 3" suffers a
characteristic of 20" instead of 16", whilst the unit mortal wound. contains 3 models. Land Speeders FACTION KEYWORDS VEHICLE, FLY, LAND SPEEDERS INCEPTORS NAME M WS BS S T W A Ld Sv Inceptor 10" 3+ 3+ 4 5 2 2 7 3+ Inceptor Pack Leader 10" 3+ 3+ 4 5 2 3 8 3+
This unit contains 2 Inceptors and 1 Inceptor Pack Leader. It can include up to 3 additional Inceptors (Power Rating +10). Each model is equipped with two assault bolters. WEAPON RANGE Assault bolters below. 18" Assault D3 7 -3 1 On a
hit roll of 1, the bearer is slain after all of this 18" Assault D3 8 -3 2 weapon's shots have been resolved. - Supercharge WARGEAR OPTIONS ABILITIES TYPE S AP Inceptors D ABILITIES TYPE S AP Inceptor D ABILITIES TYPE S AP Inceptor D ABILITIES TYPE S AP Inceptor D ABILITIES TYPE S AP I
time a model from this unit finishes a charge move within 1" of an enemy unit; on a 6, the enemy unit suffers a mortal wound. Meteoric Descent: During deployment, you can set up this unit in high orbit instead of placing it on the battlefield. At the end of any of your Movement phases this unit can use a meteoric descent - set it up anywhere on the
Pack Leader 10" 3+ 3+ 4 5 3 3 8 3+ This unit contains 1 Thunderwolf Cavalry (Power Rating +8). Each model is armed with a chainsword, bolt pistol, frag grenades and krak grenades. Each of their Thunderwolf Cavalry (Power Rating +8).
WEAPON RANGE TYPE S AP D ABILITIES Thunderwolf Cavalry & Thunderwolf Cavalry Pack Leader Bolt pistol 1 4 0 1 Boltgun 24" Rapid Fire 1 4 0 1 Plasma pistol When attacking with this weapon, choose one of the profiles below. - Standard 12" Pistol 1 7 -3 1 - Supercharge 12" Pistol 1 8 -3 2 On a hit roll of 1, the bearer is slain. Each time
the bearer fights, it can make 1 additional Chainsword Melee User 0 1 attack with this weapon. Frag grenade 6" Grenade D6 3 0 1 Krak grenade 6" Grenade D6 3 0 1 Krak grenade 6" Grenade D6 3 0 1 Krak grenade D6 3 0 1 Krak
using this weapon profile. Any model may replace its chainsword with a storm shield or an item from the Melee Weapons list. And They Shall Know No Fear (pg 74) Storm Shield: A model equipped with a storm shield or an item from the Melee Weapons list. WARGEAR OPTIONS Any model may replace its chainsword with a storm shield or an item from the Melee Weapons list.
ABILITIES has a 3+ invulnerable save. Thunderwolf Cavalry FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES KEYWORDS CAVALRY, WOLF GUARD, THUNDERWOLF CAVALRY Fenrisian Wolves FENRISIAN WOLVES NAME M WS BS S T W A Ld Sv Fenrisian Wolf 10" 3+ - 4 4 1 2 4 6+ Cyberwolf 10" 3+ - 4 4 2 3 6 4+ This
unit's Leadership if it contains 6 or more models, or add 2 instead if the unit contains 10 or more models, ABILITIES TYPE S AP D ABILITIES Swift Hunters: You can re-roll failed charge rolls for this unit. FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES WEYWORDS IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES Wolf Scout BikersBIKERS
WOLF SCOUT NAME M WS BS S T W A Ld Sv Wolf Scout Biker 16" 3+ 3+ 4 5 2 1 7 4+ Wolf Scout Bikers (Power Rating +5) or up to 6 additional Wolf Scout Bikers (Power Rating +10).
Each model is armed with a bolt pistol, Astartes shotgun, combat knife, frag grenades and krak grenade When attacking with this weapon, choose one of the profiles below. 24" Assault D6 3 0 1 24" Assault 1 6 -1 D3
If the target is within half range, add 1 to this 12" Assault 2 4 0 1 weapon's Strength. 12" Pistol 1 8 -3 2 On a hit roll of 1, the bearer is slain. 24" Rapid Fire 2 4 0 1 Each time the bearer fights, it can make 1 additional Melee Melee User 0 1 attack
with this weapon. Melee Melee +1 -2 1 Melee Melee +1 -2 1 Melee Melee User -3 1 6" Grenade 1 6 -1 D3 The Wolf Scout Bikers may replace their bike's twin boltgun with an Astartes grenade launcher. And They Shall Know No Fear
(pg 74) Astartes shotgun Bolt pistol Plasma pistol - Standard - Supercharge Twin boltgun Combat knife Power axe Power sword Frag grenade Krak grenade WARGEAR OPTIONS ABILITIES Type S AP D ABILITIES Turbo-boost: When this unit Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice. Behind Enemy
Lines: During deployment, you can set up this unit behind enemy lines instead of placing it on the battlefield. At the end of any battlefield edge of your Movement phases the unit can join the battle - set it up so that it is within 6" of any battlefield. At the end of any of your Movement phases the unit can join the battle - set it up so that it is within 6" of any battlefield edge of your choice and more than 9" away from any enemy models. FACTION KEYWORDS IMPERIUM, ADEPTUS
ASTARTES, SPACE WOLVES KEYWORDS BIKER, SCOUT, WOLF SCOUT BIKERS NAME Cyberwolf. It can include up to 4 additional Cyberwolves (Power Rating +1 per model). Each model attacks with its teeth and claws. WEAPON RANGE
Fang Pack Leader 6" 3+ 3+ 4 4 1 2 8 3+ Wolf Guard Terminator Pack Leader 6" 3+ 3+ 4 4 1 2 8 3+ Wolf Guard Terminator Pack Leader (Power Rating +2) or a Wolf Guard Terminator Pack Leader 1 2 8 3+ Wolf Guard Terminator Pack Leader 1 2 8 3+ Wolf Guard Terminator Pack Leader 1 2 8 3+ Wolf Guard Terminator Pack Leader 3 3+ 4 4 1 2 8 3+ Wolf Guard Terminator Pack Leader 3 3+ 4 4 1 2 8 3+ Wolf Guard Terminator Pack Leader 3 3+ 4 4 1 2 8 3+ Wolf Guard Terminator Pack Leader 3 3+ 4 4 1 2 8 3+ Wolf Guard Terminator Pack Leader 3 3+ 4 4 1 2 8 3+ Wolf Guard Terminator Pack Leader 3 3+ 4 4 1 2 8 3+ Wolf Guard Terminator Pack Leader 3 3+ 4 4 1 2 8 3+ Wolf Guard Terminator Pack Leader 3 3+ 4 4 1 2 8 3+ Wolf Guard Terminator Pack Leader 3 3+ 4 4 1 2 8 3+ Wolf Guard Terminator Pack Leader 3 3+ 4 4 1 2 8 3+ Wolf Guard Terminator Pack Leader 3 3+ 4 4 1 2 8 3+ Wolf Guard Terminator Pack Leader 3 3+ 4 4 1 2 8 3+ Wolf Guard Terminator Pack Leader 3 3+ 4 4 1 2 8 3+ Wolf Guard Terminator Pack Leader 3 3+ 4 4 1 2 8 3+ Wolf Guard Terminator Pack Leader 3 3+ 4 4 1 2 8 3+ Wolf Guard Terminator Pack Leader 3 3+ 4 4 1 2 8 3+ Wolf Guard Terminator Pack Leader 3 3+ Wolf Guard Terminator Pack Leader 3 3+ 4 4 1 2 8 3+ Wolf Guard Terminator Pack Leader 3 3+ 4 4 1 2 8 3+ Wolf Guard Terminator Pack Leader 3 3+ 4 4 1 2 8 3+ Wolf Guard Terminator Pack Leader 3 3+ 4 4 1 2 8 3+ Wolf Guard Terminator Pack Leader 3 3+ 4 4 1 2 8 3+ Wolf Guard Terminator Pack Leader 3 3+ 4 4 1 2 8 3+ Wolf Guard Terminator Pack Leader 3 3+ 4 4 1 2 8 3+ Wolf Guard Terminator Pack Leader 3 3+ 4 4 1 2 8 3+ Wolf Guard Terminator Pack Leader 3 3+ 4 4 1 2 8 3+ Wolf Guard Terminator Pack Leader 3 3+ 4 4 1 2 8 3+ Wolf Guard Terminator Pack Leader 3 3+ 4 4 1 2 8 3+ Wolf Guard Terminator Pack Leader 3 3+ 4 4 1 2 8 3+ Wolf Guard Terminator Pack Leader 3 3+ 4 4 1 2 8 3+ Wolf Guard Terminator Pack Leader 3 3+ 4 4 1 2 8 3+ Wolf Guard Terminator Pack Leader 3 3+ 4 4 1 2 8 3+ Wolf Guard Terminator Pack Leader 3 3+ 4 4 4 1 2 8 3+ Wolf Guard Terminator Pack Leader 3 3+ 4 4 4 1 2 8 3+ Wolf G
Guard Terminator Pack Leader (Power Rating +3). The Long Fang Pack Leader are each armed with a boltgun, bolt pistol, frag grenades and krak grenades and krak grenades. A Wolf
Guard Terminator Pack Leader is armed with a power sword and storm bolter. WEAPON RANGE Bolt pistol 1 4 0 1 When attacking with this weapon, choose one of the profiles below. 12" Pistol 1 7 -3 1 12" Pistol 1 8 -3 2 On a hit roll of 1, the bearer is slain
24" Rapid Fire 2 4 0 1 Each time the bearer fights, it can make 1 additional Melee Melee User 0 1 attack with this weapon. Melee Melee +1 -2 1 When attacking with this weapon, you must subtract 1 Melee Melee User 3 0 1 6" Grenade 1 6 -1 D3 Any Long Fang may replace his boltgun with this weapon.
an item from the Heavy Weapons list. The Long Fang Pack Leader may replace his boltgun and bolt pistol with a plasma pistol or an item from the Special Weapons list. The Long Fang Pack Leader may replace his chainsword with a plasma pistol,
storm shield or an item from the Melee Weapons list; he may also replace his bolt pistol with a plasma pistol or an item from the Melee Weapons list; he may also replace his storm bolter
with an item from the Terminator Melee Weapons or Terminator Heavy Weapons list. And They Shall Know No Fear (pg 74) Mixed Unit: For the purposes of determining what models a vehicle can transport, Wolf Guard Terminator Pack Fire Discipline: At the start of each of your Shooting Leaders have the TERMINATOR keyword
 phases, pick one enemy unit on the battlefield. You can re-roll hit rolls of 1 for any models from this unit Crux Terminatus: A Wolf Guard Terminator Pack Leader that target the enemy unit you picked that phase, has a 5+ invulnerable save. Chainsword Power axe Power fist Power sword Frag grenade Krak grenade WARGEAR OPTIONS ABILITIES
TYPE S AP D ABILITIES FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES KEYWORDS INFANTRY, LONG FANGS 'I have never fired a weapon whose machine spirit has been tamed, nor do I ever wish to. It is unnatural to restrain such beautiful ferocity. You must spend time with your wargear, and together find a quarry
that is deserving of destruction.' - Gunnar Red Moon speaking to his Long Fangs Hellblaster Pack Leader 6" 3+ 3+ 4 4 2 2 7 3+ Hellblaster Pack Leader 6" 3+ 3+ 4 4 2 2 8 3+ This unit contains 1 Hellblaster Pack Leader 6" 3+ 3+ 4 4 2 2 7 3+ Hellblaster Pack Leader 6" 3+ 3+ 4 4 2 3 8 3+ This unit contains 1 Hellblaster Pack Leader 6" 3+ 3+ 4 4 2 2 7 3+ Hellblaster Pack Leader 6" 3+ 3+ 4 4 2 2 8 8 3+ This unit contains 1 Hellblaster Pack Leader 6" 3+ 3+ 4 4 2 2 8 8 3+ This unit contains 1 Hellblaster Pack Leader 6" 3+ 3+ 4 4 2 2 8 8 3+ This unit contains 1 Hellblaster Pack Leader 6" 3+ 3+ 4 4 2 2 8 8 3+ This unit contains 1 Hellblaster Pack Leader 6" 3+ 3+ 4 4 2 8 8 8 8 This unit contains 1 Hellblaster Pack Leader 6" 3+ 3+ 4 4 2 8 8 8 This unit contains 1 Hellblaster Pack Leader 6" 3+ 3+ 4 4 8 8 8 This unit contains 1 Hellblaster Pack Leader 6" 3+ 3+ 4 4 8 8 8 This unit contains 1 Hellblaster Pack Leader 6" 3+ 3+ 4 4 8 8 8 This unit contains 1 Hellblaster Pack Leader 6" 3+ 3+ 4 4 8 8 8 This unit contains 1 Hellblaster Pack Leader 6" 3+ 3+ 4 4 8 8 8 This unit contains 1 Hellblaster Pack Leader 6" 3+ 4 4 8 8 8 This unit contains 1 Hellblaster Pack Leader 6" 3+ 4 4 8 8 8 This unit contains 1 Hellblaster Pack Leader 6" 3+ 4 4 8 8 8 This unit contains 1 Hellblaster Pack Leader 6" 3+ 4 4 8 8 8 This unit contains 1 Hellblaster 8 This u
 +8). Each model is armed with a plasma incinerator, bolt pistol, frag grenades and krak grenades. WEAPON RANGE Assault 2 6-4 1 On a hit roll of 1, the bearer is slain after all of this 24" Assault 2 7-4 2 weapon's shots have been resolved
12" Pistol 1 4 0 1 When attacking with this weapon, choose one of the profiles below. 36" Heavy 1 8 -4 1 36" Heavy 1 9 -4 2 On a hit roll of 1, the bearer is slain after all of this 30" Rapid Fire 1 8 -4 2 weapon's shots have
been resolved. When attacking with this weapon, choose one of the profiles below. 12" Pistol 1 7 -3 1 12" Pistol 1 8 -3 2 On a hit roll of 1, the bearer is slain. 6" Grenade D6 3 0 1 6" 
incinerator with a heavy plasma incinerator. The Hellblaster Pack Leader may replace his bolt pistol. - Supercharge Plasma incinerator - Standard - Superc
ABILITIES AND They Shall Know No Fear (pg 74) FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES KEYWORDS INFANTRY, PRIMARIS, HELLBLASTERS Guided by their pack leader, a unit of Hellblasters incinerates a swathe of the enemy with unrelenting plasma fire. DAMAGE HUNTER Some of this model's
characteristics change as it suffers damage, as shown below: NAME M WS BS S T W A Ld Sv REMAINING W M BS A Hunter * 6+ * 6 8 11 * 8 3+ 6-11+ 3-5 1-2 10" 5" 3" 3+ 4+ 5+ 3 D3 1 ABILITIES A Hunter is a single model equipped with a skyspear missile launcher. WEAPON RANGE TYPE S AP D Hunter-killer missile 48" Heavy 1 8 -2 D6
storm bolter. Smoke Launchers: Once per game, instead of shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this model. Hunter Explodes: If this model is reduced to 0 wounds, roll a D6 before removing
the model from the battlefield; on a 6 it explodes, and each unit within 6" suffers D3 mortal wounds. FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES KEYWORDS VEHICLE, HUNTER 'The vultures clouded overhead Their thirsting beaks awaiting blood But from the heap of corpses stood A warrior whose aim was true To
strike the sky with ice and fire And send the craven fowl their doom.' - Excerpt from the Saga of Egil Iron Wolf DAMAGE StalkerSTALKER Some of this model's characteristics change as it suffers damage, as shown below: NAME M WS BS S T W A Ld Sv REMAINING W M BS A Stalker * 6+ * 6 8 11 * 8 3+ 6-11+ 3-5 1-2 10" 5" 3" 3+ 4+ 5+ 3 D3 1
ABILITIES A Stalker is a single model equipped with two Icarus stormcannons. WEAPON RANGE TYPE S AP D Hunter-killer missile 48" Heavy 1 8 -2 D6 Icarus stormcannon 48" Heavy 1 8 -2 D6 Icarus stormcannon 48" Heavy 1 8 -1 2 Storm bolter WARGEAR OPTIONS ABILITIES This weapon can only be fired once per battle. Add 1 to all hit rolls made for this weapon against targets that can
FLY. Subtract 1 from hit rolls made for this weapon against all other targets, - 24" Rapid Fire 2 4 0 1 This model may take a storm bolter. Smoke Launchers; until your next Shooting phase your
opponent must subtract 1 from all hit rolls for ranged weapons that target this model. Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 6" suffers D3 mortal wounds. FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES KEYWORDS
VEHICLE, STALKER DAMAGE WHIRLWIND Whirlwind Some of this model's characteristics change as it suffers damage, as shown below: NAME M WS BS S T W A Ld Sv REMAINING W M BS A Whirlwind *6+ *6 7 11 *8 3+ 6-11+ 3-5 1-2 12" 6" 3" 3+ 4+ 5+ 3 D3 1 ABILITIES A Whirlwind is a single model equipped with a Whirlwind vengeance
 launcher. WEAPON Hunter-killer missile Storm bolter Whirlwind castellan launcher Whirlwind vengeance launcher WARGEAR OPTIONS ABILITIES RANGE 48" 24" TYPE S AP D Heavy 1 Rapid Fire 2 8 4 -2 0 D6 1 This weapon can only be fired once per battle. This weapon can target units that are not visible to the 72" Heavy 2D6 6 0 1 firing model
This weapon can target units that are not visible to the 72" Heavy 2D3 7 -1 2 firing model. This model may replace its Whirlwind castellan launcher with a Whirlwind castellan launcher. Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting
phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this model. Explodes. If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.
D3 1 AP D ABILITIES A Predator is a single model equipped with a Predator autocannon. WEAPON RANGE Heavy 2D3 7 -1 3 24" Rapid Fire 2 48" Heavy 1 8 -2 D6 This weapon can only be fired once per battle. 48" Heavy 1 9 -3 D6 48" Heavy 2D3 7 -1 3 24" Rapid Fire 2 48" Rapid Fire 2 48" Heavy 1 8 -2 D6 This weapon can only be fired once per battle.
0 1 48" Heavy 2 9 -3 D6 This model may take a hunter-killer missile. This model may take a storm bolter. Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its
                                                                              ponent must subtract 1 from all hit rolls for ranged weapons that target this model. WARGEAR OPTIONS ABILITIES TYPE S Explodes: If this model is reduced to 0 wounds, roll a D6 before removing
wounds. FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES KEYWORDS VEHICLE, PREDATOR Vindicator VINDICATOR DAMAGE Some of this model's characteristics change as it suffers damage, as shown below: NAME M WS BS S T W A Ld Sv REMAINING W M BS A Vindicator * 6+ * 6 8 11 * 8 3+ 6-11+ 10" 3+ 3 3-5 5"
4+ D3 ABILITIES 1-2 3" 5+ 1 A Vindicator is a single model equipped with a demolisher cannon. WEAPON Demolisher cannon Hunter-killer missile Storm bolter WARGEAR OPTIONS ABILITIES RANGE 24" TYPE S AP D Heavy D3 10 -3 D6 When attacking units with 5 or more models, change this weapon's Type to Heavy D6. This weapon can only be
fired once per battle. - 48" Heavy 1 8 -2 D6 24" Rapid Fire 2 4 0 1 • This model may take a hunter-killer missile. • This model may take a storm bolter. Smoke Launchers; until your next Shooting phase your opponent must subtract 1 from
all hit rolls for ranged weapons that target this model. Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 6" suffers D3 mortal wounds. FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES KEYWORDS VEHICLE, VINDICATOR Land
Raider LAND RAIDER DAMAGE Some of this model's characteristics change as it suffers damage, as shown below: NAME M WS BS S T W A Ld Sv REMAINING W M BS A Land Raider * 6+ * 8 8 16 * 9 2+ 9-16+ 5-8 1-4 10" 5" 3" 3+ 4+ 5+ 6 D6 1 A Land Raider is a single model equipped with a twin heavy bolter and two twin lascannons. WEAPON
RANGE TYPE S AP D Hunter-killer missile 48" Heavy 1 8 -4 D6 Storm bolter Twin lascannon WARGEAR OPTIONS ABILITIES This weapon can only be fired once per battle. If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest
result. - 24" Rapid Fire 2 4 0 1 36" Heavy 6 5 -1 1 48" Heavy 7 Heavy 6 5 -1 1 48" Heavy 6 5 -1 1 48" Heavy 7 Heavy 8 
phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this model. Power of the Machine Spirit: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons. TRANSPORT Explodes: If this model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.
models disembark. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds. This model can transport 10 SPACE WOLVES INFANTRY models. Each JUMP PACK, TERMINATOR or WULFEN model takes the space of two other models. Each JUMP PACK, TERMINATOR or WULFEN model takes the space of two other models.
WOLVES KEYWORDS VEHICLE, TRANSPORT, LAND RAIDER CRUSADER DAMAGE Some of this model's characteristics change as it suffers damage, as shown below: NAME M WS BS S T W A Ld Sv REMAINING W M BS A Land Raider Crusader * 6+ * 8 8 16 * 9 2+ 9-16+ 10" 3+ 6 5-8 5" 4+ D6 1-4 3" 5+ 1 A
Land Raider Crusader is a single model equipped with a twin assault cannon and two hurricane bolters. WEAPON RANGE TYPE S AP D Hunter-killer missile Hurricane bolter 48" 24" Heavy 1 8 -4 D6 Storm bolter Twin assault cannon WARGEAR OPTIONS ABILITIES TRANSPORT 24" Rapid Fire 2 4 0
1 24" Heavy 12 6 -1 1 • This model may take a hunter-killer missile. • This model may take a storm bolter. • This model may take a multi-melta. Smoke Launchers: Once per game, instead of shooting phase, this model may take a multi-melta. Smoke Launchers: Once per game, instead of shooting phase your opponent must subtract 1 from all hit of the shooting phase in the Shooting phase your opponent must subtract 1 from all hit of the shooting phase in the Shooting phase your opponent must subtract 1 from all hit of the shooting phase your opponent must subtract 1 from all hit of the shooting phase your opponent must subtract 1 from all hit of the shooting phase your opponent must subtract 1 from all hit of the shooting phase your opponent must subtract 1 from all hit of the shooting phase your opponent must subtract 1 from all hit of the shooting phase your opponent must subtract 1 from all hit of the shooting phase your opponent must subtract 1 from all hit of the shooting phase your opponent must subtract 1 from all hit of the shooting phase your opponent must subtract 1 from all hit of the shooting phase your opponent must subtract 1 from all hit of the shooting phase your opponent must subtract 1 from all hit of the shooting phase your opponent must subtract 1 from all hit of the shooting phase your opponent must subtract 1 from all hit of the shooting phase your opponent must subtract 1 from all hit of the shooting phase your opponent must subtract 1 from all hit of the shooting phase your opponent must subtract 1 from all hit of the shooting phase your opponent must subtract 2 from all hit of the shooting phase your opponent must subtract 2 from all hit of the shooting phase your opponent must subtract 2 from all hit of the shooting phase your opponent must subtract 3 from all hit of the shooting phase your opponent must subtract 3 from all hit of the shooting phase your opponent must subtract 3 from all hit of the shooting phase your opponent must subtract 3 from all hit of the shooting phase your opponent mu
rolls for ranged weapons that target this model. ABILITIES This weapon can only be fired once per battle. If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result. - Power of the Machine Spirit: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.
Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 1" of an enemy unit; on a 4+ that unit suffers D3
mortal wounds. This model can transport 16 SPACE WOLVES INFANTRY models. Each JUMP PACK, TERMINATOR or WULFEN models. FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES KEYWORDS VEHICLE, TRANSPORT, LAND RAIDER, LAND
RAIDER CRUSADER The Land Raider Crusader Repet shields the battle-brothers within and without from the hail of enemy fire. Land Raider Redeemer LAND RAIDER REDEEMER DAMAGE Some of this model's characteristics change as it suffers damage, as shown below: NAME M WS BS S T W A Ld Sv REMAINING W M BS A Land
Raider Redeemer * 6+ * 8 8 16 * 9 2+ 9-16+ 10" 3+ 6 5-8 5" 4+ D6 1-4 3" 5+ 1 A Land Raider Redeemer is a single model equipped with a twin assault cannon and two flamestorm cannons. WEAPON RANGE TYPE S AP D Flamestorm cannon Hunter-killer missile 8" 48" Heavy D6 Heavy 1 6 8 -2 -2 2 D6 Multi-melta 24" Heavy 1 8 -4 D6 Storm bolter
Twin assault cannon WARGEAR OPTIONS ABILITIES TRANSPORT 24" Rapid Fire 2 4 0 1 24" Heavy 12 6 -1 1 • This model may take a multi-melta. Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its
smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapon automatically hits its target this weapon, roll two dice when inflicting damage with it and discard the
lowest result. - Power of the Machine Spirit: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons. Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds. Frag
Assault Launchers: Roll a D6 each time this model finishes a charge move within 1" of an enemy unit; on a 4+ that unit suffers D3 mortal wounds. This models. Each JUMP PACK, TERMINATOR or WULFEN model takes the space of two other models. It cannot transport PRIMARIS models. FACTION
KEYWORDS IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES KEYWORDS VEHICLE, TRANSPORT, LAND RAIDER, LAND RAIDER REDEEMER The Land Raider Redeemer Flameheit's Wrath melts armour, flesh and bone with each roar of its flamestorm cannons. Rhino RHINO DAMAGE Some of this model's characteristics change as it suffers
damage, as shown below: NAME M WS BS S T W A Ld Sv REMAINING W M BS A Rhino * 6+ * 6 7 10 * 8 3+ 6-10+ 12" 3+ 3 3-5 6" 4+ D3 D ABILITIES 1-2 3" 5+ 1 A Rhino is a single model equipped with a storm bolter. WEAPON RANGE Hunter-killer missile Storm bolter 48" Heavy 1 8 -2 D6 This weapon can only be fired once per battle. 24" Rapid
Fire 2 4 0 1 • This model may take a hunter-killer missile. • This model may take an additional storm bolter. Self-Repair: Roll a D6 at the start of each of your turns; on a 6, this model may take an additional storm bolter. Self-Repair: Roll a D6 at the start of each of your turns; on a 6, this model may take an additional storm bolter.
model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this model. TRANSPORT Explodes, and each unit
within 6" suffers D3 mortal wounds. This model can transport 10 SPACE WOLVES INFANTRY models. It cannot transport JUMP PACK, TERMINATOR, PRIMARIS or WULFEN models. FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES KEYWORDS VEHICLE, TRANSPORT, RHINO Razorback RAZORBACK DAMAGE Some of
this model's characteristics change as it suffers damage, as shown below: NAME M WS BS S T W A Ld Sv REMAINING W M BS A Razorback * 6+ * 6 7 10 * 8 3+ 6-10+ 3-5 1-2 12" 6" 3" 3+ 4+ 5+ 3 D3 1 AP D ABILITIES A Razorback is a single model equipped with a twin heavy bolter. WEAPON RANGE Hunter-killer missile Storm bolter Twin assault
cannon Twin heavy bolter Twin lascannon 48" Heavy 1 8 -2 D6 This weapon can only be fired once per battle. 24" Rapid Fire 2 4 0 1 24" Heavy 2 9 -3 D6 • This model may replace its twin heavy bolter with a twin lascannon or a twin assault cannon. • This model may replace its twin heavy bolter with a twin lascannon or a twin assault cannon.
take a storm bolter. Smoke Launchers: Once per game, instead of shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this model. WARGEAR OPTIONS ABILITIES TRANSPORT TYPE S Explodes: If this
model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models. It cannot transport JUMP PACK, TERMINATOR, PRIMARIS or WULFEN models. FACTION
KEYWORDS IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES KEYWORDS VEHICLE, TRANSPORT, RAZORBACK DROP Drop Pod of 3+ 6 6 8 0 8 3+ S AP D ABILITIES A Drop Pod is a single model equipped with a storm bolter. WEAPON RANGE Deathwind launcher Storm bolter 12" Assault D6 5 0
1 24" Rapid Fire 2 4 0 1 • This model may replace its storm bolter with a deathwind launcher. WARGEAR OPTIONS ABILITIES TRANSPORT TYPE Drop Pod Assault: During deployment, you can set up this model, along with any units embarked within it, in orbit instead of placing it on the battlefield. At the end of any of your Movement phases this
model can perform a Drop Pod assault - set it up anywhere on the battlefield that is more than 9" away from any enemy models. Any models that cannot be set up because there is not enough room are slain. Immobile: After
this model has been set up on the battlefield it cannot move for any reason, and no units can embark upon it. This models. It cannot transport 10 SPACE WOLVES INFANTRY models. It cannot transport 10 SPACE WOLVES KEYWORDS
VEHICLE, TRANSPORT, DROP POD Land Speeder Storm LAND SPEEDER STORM NAME M WS BS S T W A Ld Sv Land Speeder Storm 18" 3+ 4 5 7 2 7 4+ A Land Speeder Storm is a single model equipped with a heavy Dolter and cerberus launcher. WEAPON Cerberus launcher Heavy bolter ABILITIES RANGE TYPE S AP D 18" Heavy D6 4 0 1
36" Heavy 3 5 - 1 1 Open-topped: Models embarked on this vehicle can shoot in their Shooting phase. They measure range and draw line of sight from any point on the vehicle. When they do so, any restrictions or modifiers that apply to this model has Fallen Back in
the same turn, cannot shoot (except with Pistols) if this model is within 1" of an enemy unit, and so on. Note that the passengers cannot shoot if this model Falls Back, even though the Land Speeder Storm itself can. ABILITIES Behind Enemy Lines: During deployment, you can set up this unit behind enemy lines instead of placing it on the battlefield
At the end of any of your Movement phases the unit can join the battle - set it up so that it is within 12" of any battlefield edge of your choice and more than 9" away from any enemy models. Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes,
and each unit within 3" suffers a mortal wound. TRANSPORT This model can transport 5 SPACE WOLVES SCOUT INFANTRY models. FACTION KEYWORDS VEHICLE, TRANSPORT, LAND SPEEDER, SCOUT, FLY, LAND SPEEDER STORM Repulsor REPULSOR DAMAGE Some of this
model's characteristics change as it suffers damage, as shown below: NAME M WS BS S T W A Ld Sv REMAINING W M BS A Repulsor * 6+ * 8 8 16 * 9 3+ 9-16+ 5-8 1-4 10" 5" 3" 3+ 4+ 5+ 6 D6 1 A Repulsor is a single model equipped with a heavy onslaught gatling cannon, twin heavy bolter, ironhail heavy stubber, Icarus ironhail heavy stubber,
two krakstorm grenade launchers, two storm bolters and auto launchers. WEAPON TYPE S AP D ABILITIES 18" Assault D6 4 0 1 - 30" Heavy 3 4 - 1 1 Icarus rocket pod 24" Heavy D3 7 - 1 1 Ironhail heavy stubber Krakstorm grenade launcher Las-talon Onslaught gatling cannon Storm bolter Twin
heavy bolter Twin lascannon 36" Heavy 3 4 -1 1 18" Assault 1 6 -1 D3 Fragstorm grenade launcher Heavy onslaught gatling cannon WARGEAR OPTIONS ABILITIES TRANSPORT RANGE Add 1 to all hit rolls made for this weapon against targets. Add 1 to all hit rolls
made for this weapon against targets that can FLY. Subtract 1 from hit rolls made for this weapon against all other targets. - 24" Heavy 2 9 -3 D6 • This model may replace its twin heavy bolter with a twin lascannon. • This model may replace its heavy onslaught gatling
cannon with a las-talon. • This model may replace its ironhail heavy stubber with an onslaught gatling cannon. • This model may replace its two storm bolters with two fragstorm grenade launchers. • This model may replace its two storm bolters with an onslaught gatling cannon.
replace its auto launchers with two fragstorm grenade launchers. • This model may take an additional ironhail heavy stubber. Hover Tank: Distances and ranges are always Auto Launchers: Instead of shooting any weapons measured to and from this model ironhail heavy stubber. Hover Tank: Distances and ranges are always Auto Launchers: Instead of shooting any weapons measured to and from this model ironhail heavy stubber.
until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged Repulsor Field: Your opponent must subtract 2 from weapons that target this model is reduced to 0 wounds, roll a D6 before removing the model from the
battlefield Power of the Machine Spirit: This model does not and before any embarked models disembark. On suffer the penalty to hit rolls for moving and firing a 6 it explodes, and each unit within 6" suffers D6 Heavy weapons. mortal wounds. This model can transport 10 SPACE WOLVES PRIMARIS INFANTRY models. Each MK X GRAVIS model
takes up the space of 2 other models. It cannot transport JUMP PACK models. FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES KEYWORDS VEHICLE, TRANSPORT, FLY, REPULSOR 'The most boastful of my men claim Fenris to be more savage than any other world within the Sea of Stars. We take pride in this, for we
battled across its oceans in our longboats of old. But those who now stand with us have shown that they can weather the entire Imperium.' - Engir Krakendoom on Primaris Space Marines Stormfang Gunship STORMFANG GUNSHIP DAMAGE Some of this model's characteristics change as it suffers damage, as shown
below: NAME M WS BS S T W A Ld Sv REMAINING W M BS Stormfang Gunship * 6+ * 8 7 14 3 8 3+ 8-14+ 20-35" 3+ 4-7 20-35" 4+ 1-3 20" 5+ A Stormfang Gunship is a single model equipped with a helfrost destructor, two twin heavy bolters and two stormstrike missile launchers. WEAPON Helfrost destructor - Dispersed beam - Focused beam
Lascannon Skyhammer missile launcher Twin heavy bolter Twin multi-melta WARGEAR OPTIONS ABILITIES TRANSPORT RANGE TYPE S AP D ABILITIES When attacking with this weapon, choose one of the profiles below. If a model suffers any unsaved wounds from this weapon but is not slain, roll a D6; on a 6, the
```

```
target suffers a mortal wound. 24" Heavy 3D 3 6 -2 2 24" Heavy 3D 3 6 -2 2 24" Heavy 3D 3 6 -2 2 4" Heavy 3D 3 6 -2 4 4" Heavy 3D 3 6 -4 4 4" Heavy 3D 3 6 4 4" Heavy 3D 3 6 4 4 4" Heavy 3D 3 6 4 4 4
24" Heavy 2 8 -4 D6 two dice when inflicting damage with it and discard the lowest result. • This model may replace its stormstrike missile launchers with two lascannons. Crash and Burn: If this model is reduced to 0 wounds, Airborne: This
model cannot charge, can only be roll a D6 before removing it from the battlefield and charged by units that can FLY, and can only attack or be before any embarked models disembark. On a 6 it attacked in the Fight phase by units that can FLY, and can only attack or be before any embarked models disembark. On a 6 it attacked in the Fight phase by units that can FLY.
must subtract 1 from hit rolls for attacks that target this model in the Hover Jet: Before this model moves, first pivot it phase, and it loses the Airborne, Hard to Hit and on the spot up
to 90° (this does not contribute to how Supersonic abilities until the beginning of your next far the model moves), and then move the model straight Movement phase. forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move Power of the Machine Spirit: This model can move characteristic by 20"
until the end of the phase - do not and fire Heavy weapons without suffering the penalty roll a dice. to its hit rolls. This model can transport 6 SPACE WOLVES INFANTRY models. Each TERMINATOR, JUMP PACK or WULFEN model takes the space of two other models. It may not transport PRIMARIS models. FACTION KEYWORDS IMPERIUM,
ADEPTUS ASTARTES, SPACE WOLVES KEYWORDS VEHICLE, TRANSPORT, FLY, STORMFANG GUNSHIP Stormhawk Interceptor *6+ *6 7 10 3 ADEPTUS ASTARTES, SPACE WOLVES KEYWORDS VEHICLE, TRANSPORT, FLY, STORMFANG GUNSHIP Stormhawk Interceptor *6+ *6 7 10 3 ADEPTUS ASTARTES, SPACE WOLVES KEYWORDS VEHICLE, TRANSPORT, FLY, STORMFANG GUNSHIP Stormhawk Interceptor *6+ *6 7 10 3 ADEPTUS ASTARTES, SPACE WOLVES KEYWORDS VEHICLE, TRANSPORT, FLY, STORMFANG GUNSHIP Stormhawk Interceptor *6+ *6 7 10 3 ADEPTUS ASTARTES, SPACE WOLVES KEYWORDS VEHICLE, TRANSPORT, FLY, STORMFANG GUNSHIP Stormhawk Interceptor *6+ *6 7 10 3 ADEPTUS ASTARTES, SPACE WOLVES KEYWORDS VEHICLE, TRANSPORT, FLY, STORMFANG GUNSHIP 
8 3+ 6-10+ 20-60" 3+ 3 3-5 20-40" 4+ D3 1-2 20-25" 5+ 1 A Stormhawk Interceptor is a single model equipped with two assault cannons, two heavy bolters and an Icarus stormcannon. WEAPON RANGE TYPE S AP D ABILITIES - Assault cannons, two heavy bolters and an Icarus stormcannon Las-talon Skyhammer missile
launcher Typhoon missile launcher - Frag missile - Krak missile WARGEAR OPTIONS ABILITIES Add 1 to all hit rolls made for this weapon against 48" Heavy 3 7 -1 2 targets that can FLY. Subtract 1 from hit rolls made for this weapon against 40" Heavy 3 7 -1 D3
targets that can FLY. Subtract 1 from hit rolls made for this weapon, choose one of the profiles below. 48" Heavy 2D6 4 0 1 48
stormcannon with a las-talon. Airborne: This model cannot charge, can only be Supersonic: Each time this model moves, first pivot it charged by units that can FLY, and can only attack or on the spot up to 90° (this does not contribute to how be attacked in the Fight phase by units that can FLY, and can only be Supersonic: Each time this model moves, first pivot it charged by units that can FLY.
forwards. Note that it cannot pivot again after the initial Crash and Burn: If this model from the characteristic by 20" until the end of the phase - do not battlefield; on a 6 it crashes and explodes, and each unit roll a dice. within 6" suffers
D3 mortal wounds. Hard to Hit: Your opponent must subtract 1 from Interceptor: You can add 1 to hit rolls for this model in the When targeting an enemy in the Shooting phase that Shootin
IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES KEYWORDS VEHICLE, FLY, STORMHAWK INTERCEPTOR 'THE IMPERIUM ITSELF HAS ENDURED CRISES FROM WITHIN AND WITHOUT. AT TIMES IT HAS BEEN DEEPLY RIVEN BY REBELLION OR DIVIDED BY INVASION. ON OTHER OCCASIONS TUMULTUOUS WARP STORMS HAVE
TO...' - From the Apocrypha of Jaejonsson, Vol. II DAMAGE STORMWOLF Some of this model's characteristics change as it suffers damage, as shown below: NAME M WS BS S T W A Ld Sv REMAINING W M BS Stormwolf * 6+ * 8 7 14 3 8 3+ 8-14+ 20-50" 3+ 4-7 20-35" 4+ 1-3 20" 5+ A Stormwolf is a single model equipped with two lascannons, two
twin heavy bolters and a twin helfrost cannon. WEAPON RANGE TYPE S AP D ABILITIES Lascannon 48" Heavy 1 9 -3 D6 - Skyhammer missile launcher 60" Heavy 3 7 -1 D3 Add 1 to all hit rolls made for this weapon against targets. Twin heavy bolter Twin helfrost
cannon - Dispersed beam - Focused beam - Focused beam Twin multi-melta WARGEAR OPTIONS ABILITIES 36" Heavy 2D 3 6 -2 1 24" Heavy 2D 3 6 -2 1 24" Heavy 2 B -4 D6 If
the target is within half range of this weapon, roll 24" Heavy 2 8 -4 D6 two dice when inflicting damage with it and discard the lowest result. • This model may replace its twin heavy bolters with two twin multi-meltas or a skyhammer missile launcher. Stormwolf Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing it from
the battlefield and before any embarked models disembark. On a 6 it crashes in a fiery explosion and each unit within 6" suffers D6 mortal wounds. Hover Jet: Before this model moves in your Movement phase, and it loses the Airborne, Hard to Hit and
Supersonic abilities until the beginning of your next Movement phase. TRANSPORT Airborne: This model cannot charge, can only be charged by units that can FLY, and can only attack or be attacked in the Fight phase by units that can FLY.
phase. Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model moves it is model moves.
 Power of the Machine Spirit: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons. A Stormwolf can transport 16 SPACE WOLVES INFANTRY models. Each TERMINATOR, JUMP PACK or WULFEN model takes the space of two other models. It may not transport PRIMARIS models. FACTION KEYWORDS IMPERIUM
ADEPTUS ASTARTES, SPACE WOLVES KEYWORDS VEHICLE, TRANSPORT, FLY, STORMWOLF A wing of Stormwolves laden with battle-brothers soars through the incoming flak, blasting apart the enemy as they fly. Armoury of the Adeptus
Astartes, from the noble boltgun to devastating power fist, but also to weaponry unique to their Chapter, such as the dreaded helfrost weapons that freeze their targets in an instant, and glimmering frost blades forged using minerals found only on Fenris. The profiles for all of their wargear are detailed below. RANGED WEAPONS WEAPON RANGED was also to weaponry unique to their targets in an instant, and glimmering frost blades forged using minerals found only on Fenris.
TYPE S AP D ABILITIES Absolvor bolt pistol 16" Pistol 1 5 -1 1 - Assault bolter 18" Assault 2 6 -4 1 - On a hit roll of 1, the bearer is slain after all of this weapon's shots have
been resolved. When attacking with this weapon, choose one of the profiles below. 24" Assault 2 7 -4 2 - Frag grenade 24" Assault 1 6 -1 D3 - Astartes shotgun 12" Assault 2 4 0 1 If the target is within half range, add 1 to this weapon's Strength. Auto bolt rifle Auto boltstorm gauntlets (shooting) Bolt carbine 24"
Assault 2 4 0 1 - 18" Assault 6 4 0 1 - 24" Assault 6 4 0 1 - 24" Assault 2 4 0 1 - Bolt pistol 12" Pistol 1 4 0 1 - Boltgun - Flamer Combi-flamer - Boltgun - Flamer Combi-
melta - Boltgun - Meltagun Combi-plasma - Boltgun - Plasma gun Cyclone missile launcher When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon, choose one or both of the profiles below.
choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon, roll two dice 12" Assault 1 8 -4 D6 when inflicting damage with it and discard the lowest result. When attacking with this weapon, rhoose one or both of the profiles below. If
you choose both, subtract 1 from all hit rolls for this weapon. 24" Rapid Fire 1 4 0 1 24" Rapid Fire 1 7 -3 1 See plasma gun (pg 129) When attacking with this weapon, choose one of the profiles below. - Frag missile 36" Heavy 2D3 4 0 1 - - Krak missile 36" Heavy 2D3 4 0 1 - - Krak missile 36" Heavy 2D3 4 0 1 - - Krak missile 36" Heavy 2D3 4 0 1 - - Krak missile 36" Heavy 2D3 4 0 1 - - Krak missile 36" Heavy 2D3 4 0 1 - - Krak missile 36" Heavy 2D3 4 0 1 - - Krak missile 36" Heavy 2D3 4 0 1 - - Krak missile 36" Heavy 2D3 4 0 1 - - Krak missile 36" Heavy 2D3 4 0 1 - - Krak missile 36" Heavy 2D3 4 0 1 - - Krak missile 36" Heavy 2D3 4 0 1 - - Krak missile 36" Heavy 2D3 4 0 1 - - Krak missile 36" Heavy 2D3 4 0 1 - - Krak missile 36" Heavy 2D3 4 0 1 - - Krak missile 36" Heavy 2D3 4 0 1 - - Krak missile 36" Heavy 2D3 4 0 1 - - Krak missile 36" Heavy 2D3 4 0 1 - - Krak missile 36" Heavy 2D3 4 0 1 - - Krak missile 36" Heavy 2D3 4 0 1 - - Krak missile 36" Heavy 2D3 4 0 1 - - Krak missile 36" Heavy 2D3 4 0 1 - - Krak missile 36" Heavy 2D3 4 0 1 - - Krak missile 36" Heavy 2D3 4 0 1 - - Krak missile 36" Heavy 2D3 4 0 1 - - Krak missile 36" Heavy 2D3 4 0 1 - - Krak missile 36" Heavy 2D3 4 0 1 - - Krak missile 36" Heavy 2D3 4 0 1 - - Krak missile 36" Heavy 2D3 4 0 1 - - Krak missile 36" Heavy 2D3 4 0 1 - - Krak missile 36" Heavy 2D3 4 0 1 - - Krak missile 36" Heavy 2D3 4 0 1 - - Krak missile 36" Heavy 2D3 4 0 1 - - Krak missile 36" Heavy 2D3 4 0 1 - - Krak missile 36" Heavy 2D3 4 0 1 - - Krak missile 36" Heavy 2D3 4 0 1 - - Krak missile 36" Heavy 2D3 4 0 1 - - Krak missile 36" Heavy 2D3 4 0 1 - - Krak missile 36" Heavy 2D3 4 0 1 - - Krak missile 36" Heavy 2D3 4 0 1 - - Krak missile 36" Heavy 2D3 4 0 1 - - Krak missile 36" Heavy 2D3 4 0 1 - - Krak missile 36" Heavy 2D3 4 0 1 - - Krak missile 36" Heavy 2D3 4 0 1 - - Krak missile 36" Heavy 2D3 4 0 1 - - Krak missile 36" Heavy 2D3 4 0 1 - - Krak missile 36" Heavy 2D3 4 0 1 - - Krak missile 30" Heavy 2D3 4 0 1 - - Krak missile 30" Heavy 2D3 4 0 1 - - Krak missile 30" Heavy 2D3 4 
-3 D6 Flamer 8" Assault D6 4 0 1 When attacking units with 5 or more models, change this weapon automatically hits its target. Flamestorm gauntlets (shooting) 8" Assault 2D6 4 0 1 This weapon automatically hits its target. Flamestorm cannon 8" Heavy D6 -2 2 This weapon automatically hits its target. Flamestorm gauntlets (shooting) 8" Assault 2D6 4 0 1 This weapon automatically hits its target.
 (shooting) 12" Assault 1 x2 -3 D3 Frag grenade 6" Grenade 6" Grenade D6 3 0 1 When attacking CHARACTERS or MONSTERS, this weapon has a Damage of 3. - RANGED WEAPONS CONT. WEAPON RANGE TYPE S AP D ABILITIES Fragstorm grenade launcher 18" Assault D6 4 0 1 - Grenade harness 12" Assault D6 4 -1 1 - Heavy bolt pistol 12" Pistol 1 4 -1 1
Heavy bolter 36" Heavy 3 5 - 1 1 - Heavy flamer 8" Heavy D6 5 - 1 1 This weapon automatically hits its target. Heavy onslaught gatling cannon 30" Heavy D3 7 - 3 1 - Supercharge 36" Heavy D3 8 - 3 2 For each hit roll of 1, the
bearer suffers 1 mortal wound after all of this weapon's shots have been resolved. Heavy 1 8 -4 1 - Supercharge 36" Heavy 1 9 -4 2 On a hit roll of 1, the bearer is slain. Helfrost cannon When attacking with this weapon, choose one of the
profiles below. If a model suffers any unsaved wounds from this weapon but is not slain, roll a D6; on a 6, the target suffers a mortal wound. - Dispersed beam 24" Heavy D3 6 -2 1 - - Focused beam 24" Heavy D3 6 -2 1 - - Focused beam 24" Heavy D3 6 -2 1 - - Focused beam 24" Heavy D3 6 -2 1 - - Focused beam 24" Heavy D3 6 -2 1 - - Focused beam 24" Heavy D3 6 -2 1 - - Focused beam 24" Heavy D3 6 -2 1 - - Focused beam 24" Heavy D3 6 -2 1 - - Focused beam 24" Heavy D3 6 -2 1 - - Focused beam 24" Heavy D3 6 -2 1 - - Focused beam 24" Heavy D3 6 -2 1 - - Focused beam 24" Heavy D3 6 -2 1 - - Focused beam 24" Heavy D3 6 -2 1 - - Focused beam 24" Heavy D3 6 -2 1 - - Focused beam 24" Heavy D3 6 -2 1 - - Focused beam 24" Heavy D3 6 -2 1 - - Focused beam 24" Heavy D3 6 -2 1 - - Focused beam 24" Heavy D3 6 -2 1 - - Focused beam 24" Heavy D3 6 -2 1 - - Focused beam 24" Heavy D3 6 -2 1 - - Focused beam 24" Heavy D3 6 -2 1 - - Focused beam 24" Heavy D3 6 -2 1 - - Focused beam 24" Heavy D3 6 -2 1 - - Focused beam 24" Heavy D3 6 -2 1 - - Focused beam 24" Heavy D3 6 -2 1 - - Focused beam 24" Heavy D3 6 -2 1 - - Focused beam 24" Heavy D3 6 -2 1 - - Focused beam 24" Heavy D3 6 -2 1 - - Focused beam 24" Heavy D3 6 -2 1 - - Focused beam 24" Heavy D3 6 -2 1 - - Focused beam 24" Heavy D3 6 -2 1 - - Focused beam 24" Heavy D3 6 -2 1 - - Focused beam 24" Heavy D3 6 -2 1 - - Focused beam 24" Heavy D3 6 -2 1 - - Focused beam 24" Heavy D3 6 -2 1 - - Focused beam 24" Heavy D3 6 -2 1 - - Focused beam 24" Heavy D3 6 -2 1 - - Focused beam 24" Heavy D3 6 -2 1 - - Focused beam 24" Heavy D3 6 -2 1 - - Focused beam 24" Heavy D3 6 -2 1 - - Focused beam 24" Heavy D3 6 -2 1 - - Focused beam 24" Heavy D3 6 -2 1 - - Focused beam 24" Heavy D3 6 -2 1 - - Focused beam 24" Heavy D3 6 -2 1 - - Focused beam 24" Heavy D3 6 -2 1 - - Focused beam 24" Heavy D3 6 -2 1 - - Focused beam 24" Heavy D3 6 -2 1 - - Focused beam 24" Heavy D3 6 -2 1 - - Focused beam 24" Heavy D3 6 -2 1 - - Focused beam 24" Heavy D3 6 -2 1 - - Focused beam 25" Heavy D3 6 -2 1 - - Focused beam
this weapon but is not slain, roll a D6; on a 6, the target suffers a mortal wound. - Dispersed beam 24" Heavy 3D3 6 -2 2 - - Focused beam 24" Heavy 3D3 6 -2 2 - - Focused beam 24" Heavy 3D3 6 -2 2 - Focused beam 24" Heavy 3D3 6 -2 2 - Focused beam 24" Heavy 3D3 6 -2 2 - Focused beam 24" Heavy 3D3 6 -2 2 - Focused beam 24" Heavy 3D3 6 -2 2 - Focused beam 24" Heavy 3D3 6 -2 2 - Focused beam 24" Heavy 3D3 6 -2 2 - Focused beam 24" Heavy 3D3 6 -2 2 - Focused beam 24" Heavy 3D3 6 -2 2 - Focused beam 24" Heavy 3D3 6 -2 2 - Focused beam 24" Heavy 3D3 6 -2 2 - Focused beam 24" Heavy 3D3 6 -2 2 - Focused beam 24" Heavy 3D3 6 -2 2 - Focused beam 24" Heavy 3D3 6 -2 2 - Focused beam 24" Heavy 3D3 6 -2 2 - Focused beam 24" Heavy 3D3 6 -2 2 - Focused beam 24" Heavy 3D3 6 -2 2 - Focused beam 24" Heavy 3D3 6 -2 2 - Focused beam 24" Heavy 3D3 6 -2 2 - Focused beam 24" Heavy 3D3 6 -2 2 - Focused beam 24" Heavy 3D3 6 -2 2 - Focused beam 24" Heavy 3D3 6 -2 2 - Focused beam 24" Heavy 3D3 6 -2 2 - Focused beam 24" Heavy 3D3 6 -2 2 - Focused beam 24" Heavy 3D3 6 -2 2 - Focused beam 24" Heavy 3D3 6 -2 2 - Focused beam 24" Heavy 3D3 6 -2 2 - Focused beam 24" Heavy 3D3 6 -2 2 - Focused beam 24" Heavy 3D3 6 -2 2 - Focused beam 24" Heavy 3D3 6 -2 2 - Focused beam 24" Heavy 3D3 6 -2 2 - Focused beam 24" Heavy 3D3 6 -2 2 - Focused beam 24" Heavy 3D3 6 -2 2 - Focused beam 24" Heavy 3D3 6 -2 2 - Focused beam 24" Heavy 3D3 6 -2 2 - Focused beam 24" Heavy 3D3 6 -2 2 - Focused beam 24" Heavy 3D3 6 -2 2 - Focused beam 24" Heavy 3D3 6 -2 2 - Focused beam 24" Heavy 3D3 6 -2 2 - Focused beam 24" Heavy 3D3 6 -2 2 - Focused beam 24" Heavy 3D3 6 -2 2 - Focused beam 24" Heavy 3D3 6 -2 2 - Focused beam 24" Heavy 3D3 6 -2 2 - Focused beam 24" Heavy 3D3 6 -2 2 - Focused beam 24" Heavy 3D3 6 -2 2 - Focused beam 24" Heavy 3D3 6 -2 2 - Focused beam 24" Heavy 3D3 6 -2 2 - Focused beam 24" Heavy 3D3 6 -2 2 - Focused beam 24" Heavy 3D3 6 -2 2 - Focused beam 24" Heavy 3D3 6 -2 2 - Focused beam 24" Heavy 3D3 6 -2 2 - Focused beam 24" Heavy 3D3 6 -2 2 - Focused be
18-2 D6 A model can only fire each of its hunter-killer missiles once per battle. Hurricane bolter 24" Rapid Fire 6 4 0 1 - Icarus ironhail heavy 5 4-1 1 Add 1 to all hit rolls made for this weapon against targets. Icarus rocket pod 24" Heavy D3 7-1
1 Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from hit rolls made for this weapon against all other targets. Ironhail heavy
stubber 36" Heavy 3 4 -1 1 - Kheres pattern assault cannon 24" Heavy 2 9 -3 D6 - Lascannon 48" Heavy 1 9 -3 D6 - Macro plasma incinerator When attacking with this weapon, choose one of the profiles below. - Standard 36" Heavy 1 9 -3 D6 - Macro plasma incinerator When attacking with this weapon, choose one of the profiles below. - Standard 36" Heavy 1 9 -3 D6 - Macro plasma incinerator When attacking with this weapon, choose one of the profiles below. - Standard 36" Heavy 1 9 -3 D6 - Macro plasma incinerator When attacking with this weapon, choose one of the profiles below. - Standard 36" Heavy 1 9 -3 D6 - Macro plasma incinerator When attacking with this weapon, choose one of the profiles below. - Standard 36" Heavy 1 9 -3 D6 - Macro plasma incinerator When attacking with this weapon, choose one of the profiles below. - Standard 36" Heavy 1 9 -3 D6 - Macro plasma incinerator When attacking with this weapon, choose one of the profiles below. - Standard 36" Heavy 1 9 -3 D6 - Macro plasma incinerator When attacking with this weapon, choose one of the profiles below. - Standard 36" Heavy 1 9 -3 D6 - Macro plasma incinerator When attacking with this weapon, choose one of the profiles below. - Standard 36" Heavy 1 9 -3 D6 - Macro plasma incinerator When attacking with this weapon, choose one of the profiles below. - Standard 36" Heavy 1 9 -3 D6 - Macro plasma incinerator When attacking with this weapon, choose one of the profiles below. - Standard 36" Heavy 1 9 -3 D6 - Macro plasma incinerator When attacking with this weapon, choose one of the profiles below. - Standard 36" Heavy 1 9 -3 D6 - Macro plasma incinerator When attacking with this weapon, choose one of the profiles below. - Standard 36" Heavy 1 9 -3 D6 - Macro plasma incinerator When attacking with this weapon, choose one of the profiles below. - Standard 36" Heavy 1 9 -3 D6 - Macro plasma incinerator When attacking with this weapon with the profiles below 1 9 -4 D6 - Macro plasma incinerator When attacking with the profiles below 1 9 -4 D6 - Macro plasma i
D6 8 -4 1 - Supercharge 36" Heavy D6 9 -4 2 For each hit roll of 1, the bearer suffers 1 mortal wound after all of this weapon's shots have been resolved. Master-crafted boltgun 24" Rapid Fire 1 4 -1 2 - Master-crafted auto bolt rifle 36" Heavy 1 4 -2 2 - Meltagun 12" Assault 1 8 -4 D6 Missile
launcher If the target is within half range of this weapon, choose one of the profiles below. - Frag missile 48" Heavy 1 8 -2 D6 - Multi-melta 24" Heavy 1 8 -4 D6 If the target is within half range of this weapon, choose one of the profiles below. - Frag missile 48" Heavy 1 8 -2 D6 - Multi-melta 24" Heavy 1 8 -4 D6 If the target is within half range of this weapon, choose one of the profiles below. - Frag missile 48" Heavy 1 8 -2 D6 - Multi-melta 24" Heavy 1 8 -4 D6 If the target is within half range of this weapon, choose one of the profiles below. - Frag missile 48" Heavy 1 8 -2 D6 - Multi-melta 24" Heavy 1 8 -4 D6 If the target is within half range of this weapon, choose one of the profiles below. - Frag missile 48" Heavy 1 8 -2 D6 - Multi-melta 24" Heavy 1 8 -4 D6 If the target is within half range of this weapon, choose one of the profiles below. - Frag missile 48" Heavy 1 8 -2 D6 - Multi-melta 24" Heavy 1 8 -4 D6 If the target is within half range of this weapon, choose one of the profiles below. - Frag missile 48" Heavy 1 8 -2 D6 - Multi-melta 24" Heavy 1 8 -4 D6 If the target is within half range of this weapon, choose one of the profiles below. - Frag missile 48" Heavy 1 8 -4 D6 If the target is within half range of this weapon, choose one of the profiles below. - Frag missile 48" Heavy 1 8 -4 D6 If the target is within half range of this weapon, choose one of the profiles below. - Frag missile 48" Heavy 1 8 -4 D6 If the target is within half range of this weapon, choose one of the profiles below. - Frag missile 48" Heavy 1 8 -4 D6 If the target is within half range of this weapon, choose one of the profiles below. - Frag missile 48" Heavy 1 8 -4 D6 If the target is within half range of the profiles below. - Frag missile 48" Heavy 1 8 -4 D6 If the target is within half range of the profiles below. - Frag missile 48" Heavy 1 8 -4 D6 If the target is within half range of the profiles below. - Frag missile 48" Heavy 1 8 -4 D6 If the target is within half range of the profiles below. - Frag missile 48" Hea
roll two dice when inflicting damage with it and discard the lowest result. Nightwing 12" Assault D6 3 0 1 - Onslaught gatling cannon - Standard - Supercharge Plasma cannon - Standard - Supercharge Plasma exterminator - Standard - Supercharge Plasma fun - Standard - Supercharge Plasma cannon - Standard - Supercharge Plasma fun - Standard - Supercharge Plasma cannon - Standard - Supercharge Plasma fun - Standard - Superchar
 Supercharge Plasma incinerator - Standard - Supercharge Plasma pistol - Standard - Supercharge Predator autocannon Reaper autocannon Reaper autocannon Shock grenade Skyhammer missile launcher RANGE TYPE Assault Cannon AP D ABILITIES When attacking with this weapon, choose one of the profiles below. 18" Assault 2 7 -3 1 On a hit roll of 1, the bearer is
slain after all of this weapon's 18" Assault 28-32 shots have been resolved. When attacking with this weapon, choose one of the profiles below. 18" Assault 28-32 shots have been resolved. When attacking with this weapon, choose one of the profiles below. 18"
Assault D3 7 -3 1 On a hit roll of 1, the bearer is slain after all of this weapon's 18" Assault D3 8 -3 2 shots have been resolved. When attacking with this weapon of the profiles below. 24" Rapid Fire 1 8 -3 2 shots have been resolved. When attacking with
this weapon, choose one of the profiles below. 30" Rapid Fire 1 7 -4 1 On a hit roll of 1, the bearer is slain after all of this weapon, choose one of the profiles below. 12" Pistol 1 8 -3 2 On a hit roll of 1, the bearer is slain. 48" Heavy 2D3 7 -1 3 36"
Heavy 4 7 -1 1 This weapon does not inflict any damage. If an enemy INFANTRY unit is hit by any shock grenades, it is stunned 6" Grenade D3 * * * until the end of the turn - it cannot fire Overwatch and your opponent must subtract 1 from any hit rolls made for this weapon against targets that 60" Heavy 3 7 -1
D3 can FLY. Subtract 1 from hit rolls made for this weapon against all other targets. Boltqun Bolt Pistol S Plasma Gun Storm Shield Flamer Meltagun Plasma Pistol Lascannon RANGED WEAPONS CONT. WEAPON RANGE TYPE S AP D ABILITIES Skyspear missile launcher 60" Heavy 1 9 -3 D6 Sniper rifle 36" Heavy 1 4 0 1 Stalker bolt rifle Storm
bolter Stormfrag auto-launcher Stormstrike missile launcher Twin assault cannon Twin boltgun 36" 24" 12" 72" 24" Heavy 1 Rapid Fire 2 4 4 4 8 6 4 -2 0 0 -3 -1 0 1 1 1 3 1 1 Add 1 to all hit rolls made for this weapon against targets that can FLY. You can re-roll failed hit rolls for this weapon. This weapon
may target a CHARACTER even if it is not the closest enemy unit. If you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage. - Twin heavy bolter 36" Heavy 6 5 - 1 1 - Twin helfrost cannon - Dispersed beam Twin lascannon Twin multi-melta Typhoon missile launcher - Frag missile - Krak
missile Volkite charger Whirlwind castellan launcher Whirlwind vengeance launcher Whirlwind vengeance launcher When attacking with this weapon, choose one of the profiles below. If a model suffers any unsaved wounds from this weapon, choose one of the profiles below. If a model suffers any unsaved wounds from this weapon, choose one of the profiles below. If a model suffers any unsaved wounds from this weapon, choose one of the profiles below. If a model suffers any unsaved wounds from this weapon, choose one of the profiles below. If a model suffers any unsaved wounds from this weapon, choose one of the profiles below. If a model suffers any unsaved wounds from this weapon, choose one of the profiles below. If a model suffers any unsaved wounds from this weapon, choose one of the profiles below. If a model suffers any unsaved wounds from this weapon, choose one of the profiles below. If a model suffers any unsaved wounds from this weapon, choose one of the profiles below. If a model suffers any unsaved wounds from this weapon, choose one of the profiles below. If a model suffers any unsaved wounds from the profiles below. If a model suffers any unsaved wounds from the profiles below. If a model suffers any unsaved wounds from the profiles below. If a model suffers any unsaved wounds from the profiles below. If a model suffers any unsaved wounds from the profiles below. If a model suffers any unsaved wounds from the profiles below. If a model suffers any unsaved wounds from the profiles below.
D6 48" Heavy 2 9 -3 D6 If the target is within half range of this weapon, choose one of the profiles below. 48" Heavy 2 8 -2 D6 15" Heavy 2 8 -4 D6 when inflicting damage with it and discard the lowest result. When attacking with this weapon, choose one of the profiles below. 48" Heavy 2 B -2 D6 15" Heavy
72" Heavy 2D6 6 0 1 firing model. This weapon can target units that are not visible to the 72" Heavy 2D3 7 -1 2 firing model. 12" Assault D3 4 -1 1 - Power Sword Chainsword Power Axe Wolf Claw Thunder Hammer Frost Sword MELEE WEAPONS WEAPON RANGE TYPE S AP D Auto boltstorm gauntlets (melee) Melee x2 -3 D3 The Axe Morkai When
attacking with this weapon, choose one of the profiles below. - One-handed Melee Melee +2 -3 D3 - Two-handed Melee Melee x2 -3 D3 When attacking with this weapon, you must subtract 1 from the hit roll. Chainfist Melee Melee x2 -3 D3 When attacking with this weapon, you must subtract 1 from the hit roll. Chainfist Melee Melee x2 -3 D3 When attacking with this weapon, you must subtract 1 from the hit roll.
x2 -4 2 When attacking with this weapon, you must subtract 1 from the hit roll. Chainsword Melee Melee User 0 1 Each time the bearer fights, it can make 1 additional attack with this weapon. Claw of the Jackalwolf Melee Melee Helee User 0 1 Each time the bearer fights
it can make 1 additional attack with this weapon. Crozius arcanum Melee Melee +1 -1 2 - Crushing teeth and claws Melee Melee x2 -3 3 - Fenrisian great
axe When attacking with this weapon, choose one of the profiles below. - Cleave Melee Helee x2 -3 D3 Flurry of teeth and claws Melee Melee x2 -3 D3 Flurry of teeth and claws Melee Helee x2 -3 D3 Flurry of teeth and claws Melee Helee x2 -3 D3 Flurry of teeth and claws Melee Helee x2 -3 D3 Flurry of teeth and claws Melee Helee x2 -3 D3 Flurry of teeth and claws Melee Helee x2 -3 D3 Flurry of teeth and claws Melee Helee x2 -3 D3 Flurry of teeth and claws Melee Helee x2 -3 D3 Flurry of teeth and claws Melee Helee x2 -3 D3 Flurry of teeth and claws Melee Helee x2 -3 D3 Flurry of teeth and claws Melee Helee x2 -3 D3 Flurry of teeth and claws Melee Helee x2 -3 D3 Flurry of teeth and claws Melee Helee x2 -3 D3 Flurry of teeth and claws Melee Helee x2 -3 D3 Flurry of teeth and claws Melee Helee x2 -3 D3 Flurry of teeth and claws Melee Helee x2 -3 D3 Flurry of teeth and claws Melee Helee x2 -3 D3 Flurry of teeth and claws Melee Helee x2 -3 D3 Flurry of teeth and claws Melee Helee x2 -3 D3 Flurry of teeth and claws Melee Helee x2 -3 D3 Flurry of teeth and claws Melee Helee x2 -3 D3 Flurry of teeth and claws Melee Helee x2 -3 D3 Flurry of teeth and claws Melee Helee x2 -3 D3 Flurry of teeth and claws Melee Helee x2 -3 D3 Flurry of teeth and claws Melee Helee x2 -3 D3 Flurry of teeth and claws Melee Helee X2 -3 D3 Flurry of teeth and claws Melee Helee X2 -3 D3 Flurry of teeth and claws Melee Helee X2 -3 D3 Flurry of teeth and claws Melee Melee X2 -3 D3 Flurry of teeth and claws Melee Melee X2 -3 D3 Flurry of teeth and claws Melee Melee X2 -3 D3 Flurry of teeth and claws Melee Melee X2 -3 D3 Flurry of teeth and claws Melee Melee X2 -3 D3 Flurry of teeth and claws Melee Melee X2 -3 D3 Flurry of teeth and claws Melee Melee X2 -3 D3 Flurry of teeth and claws Melee Melee X2 -3 D3 Flurry of teeth and claws Melee Melee X2 -3 D3 Flurry of teeth and claws Melee Melee X2 -3 D3 Flurry of teeth and claws Melee Melee X2 -3 D3 Flurry of teeth and claws Melee Melee X2 -3 D3 Flurry of teeth and claws Melee Melee X2 -3 D3 Flurry of teeth an
time the bearer fights, it can make 1 additional attack with this weapon. You can re-roll failed wound rolls for this weapon. Frost sword Melee +1 -3 1 - Frostfang Melee +1 -
frost axe Melee Melee +3 -3 D3 The bearer can make 1 additional attack with this weapon on a turn in which it has charged. Great wolf claw Melee Melee User -2 1 You can re-roll failed wound rolls for this weapon. If a model is armed with two lightning claws
each time it fights it can make 1 additional attack with them. Master-crafted power sword Melee Melee +2 -3 3 You can re-roll failed wound rolls for this weapon. Power axe Melee Helee +2 -3 1 - Power fist Melee Melee +2 -1 1 - Power fist Melee Melee +2 -3 1 - Power fist Melee Melee +3 -3 1 - Power fist Melee Melee +4 -3 1 - Power fist Melee +4 -3 1 
Redemptor fist Melee Melee x2 -3 D6 - Runic axe Melee Melee x2 -3 D6 - Runic axe Melee Melee x2 -3 D3 - Runic stave Melee Melee x2 -3 Staff of the Stormcaller Melee Melee x2 -3 Staff of the Stormcaller Melee Melee x2 -3 D3 - Runic stave Melee x2 -3 D3 - Runic stave Melee Melee x2 -3 D3 - Runic stave X2 - Runic stave X2 - Runic stave X2 - Runic stave X2 - Runi
must subtract 1 from the hit roll. In addition, if a model suffers any unsaved wounds from this weapon but is not slain, roll a D6; on a 6, the target suffers a mortal wound. Thunder hammer Melee Melee +5 -4 D6 Wolf claw Melee Melee +1 -2 1 You
can re-roll failed wound rolls for this weapon. A model armed with two wolf claws can make 1 additional attack with this weapon, you must subtract 1 from the hit roll. - When attacking with this weapon, you must subtract 1
from the hit roll. Make 2 hit rolls for each attack made with this weapon, instead of 1. When attacking with this weapon, you must subtract 1 from the hit roll. See Logan Grimnar on Stormrider datasheet (pg 76) When attacking with this weapon, you must subtract 1 from the hit roll. See Logan Grimnar on Stormrider datasheet (pg 76) When attacking with this weapon, you must subtract 1 from the hit roll.
the hit roll. Each servo-arm can only be used to make one attack each time this model fights. When attacking with this weapon, you must subtract 1 from the hit roll. You can re-roll failed wound rolls for this weapon, you must subtract 1 from the hit roll. You can re-roll failed wound rolls for this weapon, you must subtract 1 from the hit roll. You can re-roll failed wound rolls for this weapon.
no foe that can stand against the fury of the Space Wolves when battle is joined. ARMIES ASAHEIM In this section you'll find rules for Battle-forged armies that include SPACE WOLVES units. These rules include the abilities below and a series of
Stratagems. This section also includes the Space Wolves' unique Warlord Traits, Psychic Discipline, Relics of the Fang and Tactical Objectives. Together, these rules reflect the character and fighting style of the Space Wolves in your games of Warhammer 40,000. ABILITIES If your army is Battle-forged, Troops units in SPACE WOLVES Detachments
gain the Defenders of Humanity ability. In addition, INFANTRY, BIKER, CAVALRY and DREADNOUGHT units (other than Servitor units) in SPACE WOLVES Detachments also gain the Hunters Unleashed ability. DEFENDERS OF HUMANITY The warriors of the Adeptus Astartes are sworn to defend the Imperium of Mankind. While a single Space
Marine still stands, the light of Humanity will never fade. A unit within range of an objective marker (as specified in the mission) controls the objective marker even if there are more enemy models within range of that objective marker (as specified in the mission) controls the objective marker (as specified in the mission) controls the objective marker even if there are more enemy models within range of that objective marker (as specified in the mission) controls the objective marker (as specified in the mission) controls the objective marker (as specified in the mission) controls the objective marker (as specified in the mission) controls the objective marker (as specified in the mission) controls the objective marker (as specified in the mission) controls the objective marker (as specified in the mission) controls the objective marker (as specified in the mission) controls the objective marker (as specified in the mission) controls the objective marker (as specified in the mission) controls the objective marker (as specified in the mission) controls the objective marker (as specified in the mission) controls the objective marker (as specified in the mission) controls the objective marker (as specified in the mission) controls the objective marker (as specified in the mission) controls the objective marker (as specified in the mission) controls the objective marker (as specified in the mission) controls the objective marker (as specified in the mission) controls the objective marker (as specified in the mission) controls the objective marker (as specified in the mission) controls the objective marker (as specified in the mission) controls the objective marker (as specified in the mission) controls the objective marker (as specified in the mission) controls the objective marker (as specified in the mission) controls the objective marker (as specified in the mission) controls the objective marker (as specified in the mission) controls the objective marker (as specified in the mission) controls the objective ma
in the name of the Allfather and the Wolf-King. These voyage's end, my brothers, and now shall our warrior fury be unleashed.' - Brand Sabrewulf, Lord of Magnir's Crag has a similar ability, then the objective marker is controlled by the
player who has the most models within range of it as normal. HUNTERS UNLEASHED The Space Wolves train their whole lives for the moment when battle is joined. After a long hunt tensed for the kill, they spring forward to devastating effect. In any turn in which a unit with this ability made a charge move, was charged or made a Heroic
 Intervention, you can add 1 to its hit rolls in the Fight phase. In addition, CHARACTERS with this ability can perform a Heroic Intervention if, after the enemy has completed all of their charge moves, there are any enemy units within 6" of them. They can move up to 6" when performing a Heroic Intervention, so long as they end the move closer to the
nearest enemy model. Stratagems STRATAGEMS If your army is Battle-forged and includes any SPACE WOLVES Detachments), you have access to the Stratagems shown below, meaning you can spend Command Points to activate them. These reflect the unique strategies used by the forces of the Space
Wolves on the battlefield. ORBITAL BOMBARDMENT WISDOM OF THE ANCIENTS Space Wolves Stratagem The guns and ships of the Imperium stand ready to unleash hell at the Space Wolves Stratagem The guns and ships of the Imperium stand ready to unleash hell at the Space Wolves Stratagem The guns and ships of the Imperium stand ready to unleash hell at the Space Wolves Stratagem The guns and ships of the Imperium stand ready to unleash hell at the Space Wolves Stratagem The guns and ships of the Imperium stand ready to unleash hell at the Space Wolves Stratagem The guns and ships of the Imperium stand ready to unleash hell at the Space Wolves Stratagem The guns and ships of the Imperium stand ready to unleash hell at the Space Wolves Stratagem The guns and ships of the Imperium stand ready to unleash hell at the Space Wolves Stratagem The guns and ships of the Imperium stand ready to unleash hell at the Space Wolves Stratagem The guns and ships of the Imperium stand ready to unleash hell at the Space Wolves Stratagem The guns and ships of the Imperium stand ready to unleash hell at the Space Wolves Stratagem The guns and ships of the Imperium stand ready to unleash hell at the Space Wolves Stratagem The guns and ships of the Imperium standard ready to unleash hell at the Space Wolves Stratagem The guns at the Imperium standard ready to unleash the Imperium standard ready the Imperium standard ready to unleash the Imperium standard ready to unleash
rolled for is a CHARACTER. On a 4+ the unit being rolled for suffers D3 mortal wounds. Use this Stratagem at the start of any phase. Select a SPACE WOLVES units within 6" of
that Dreadnought, CLOAKED BY THE STORM Space Wolves Stratagem 1CP KILLSHOT Space Wolves Stratagem in your Shooting phase if a SPACE WOLVES Predators often hunt in packs, combining their firepower to devastating effect. Use this Stratagem in your Shooting phase if a SPACE WOLVES Predators often hunt in packs, combining their firepower to devastating effect. Use this Stratagem in your Shooting phase if a SPACE WOLVES Predators often hunt in packs, combining their firepower to devastating effect.
you do so, you can add 1 to the wound rolls and damage for all of the Predators' attacks that target MONSTERS or VEHICLES this phase. Where the Rune Priest unleashes his might, blinding Fenrisian tempests are sure to follow. Use this Stratagem in your Psychic phase. Choose a RUNE PRIEST from your army that successfully manifested a psychic
power in this phase. Your opponent must subtract 1 from all hit rolls for ranged attacks that target friendly SPACE WOLVES units within 6" of this model until the beginning of your next Psychic phase. TROPHIES OF FENRIS FLAKK MISSILE Space Wolves Stratagem Flakk missiles are designed to eliminate light aircraft by unleashing a payload of
shrapnel that shreds armour and ruptures vital systems. You can use this Stratagem just before a SPACE WOLVES INFANTRY model from your army attacks a unit that can Fly with a missile launcher. You only make a single hit roll with the weapon this phase; however, add 1 to the hit roll and, if it hits, the target suffers D3 mortal wounds. Space
Stratagem once per battle. CUNNING OF THE WOLF Space Wolves Stratagem overful enemy, recklessness can become heroism. Use this Stratagem at the start of the Fight phase. Select a BLOOD CLAWS unit from your army that successfully charged this turn and is within
on the hunt instead of placing it on the battlefield. At the end of any of your Movement phases the unit can join the battlefield edge of your Choice and more than 9" away from any enemy models. MENTOR'S GUIDANCE ONLY IN DEATH DOES DUTY END Space Wolves Stratagem Space Wolves
Stratagem A Wolf Priest's tutelage is never-ending. The final act of a saga should be its most glorious. Use this Stratagem in your Shooting phase or in the Fight phase. Choose a SPACE WOLVES CHARACTER (other than a WOLF PRIEST) within 6" of a WOLF PRIEST from your army. You can re-roll all failed wound rolls for that character in this
 a SERVITOR or a WULFEN) that has been reduced to a single model. That model's Wounds characteristic is increased by 2 (and it gains 2 wounds), it gains the CHARACTER keyword and you can re-roll failed hit and wound rolls for it for the remainder of the game. The war cry of a Wolf Lord signals death, and can chill the blood of the most hardened
GRIT Space Wolves Stratagem Space Wolves Stratagem The Rune Priests' familiars act as battlefield spies, alerting nearby Space Wolves when unseen enemies approach. The Sons of Russ drill for extreme close-quarters firefights. Use this Stratagem immediately after your opponent sets up a unit that is arriving on the battlefield as reinforcements.
and is visible to a RUNE PRIEST from your army. A single friendly unit within 6" of that Rune Priest can immediately shoot at that enemy unit as if it were the Shooting phase, but you must subtract 1 from any hit rolls when it does so. Use this Stratagem in your Shooting phase. Choose a SPACE WOLVES INFANTRY unit from your army that is within
Use this Stratagem in the Fight phase. Choose a Space WOLVES INFANTRY, BIKER or CAVALRY unit from your army that is affected by an enemy unit's ability that modifies their Leadership. You can re-roll all failed hit rolls for that SPACE WOLVES unit in this phase. Space Wolves Stratagem The most dangerous foes are the source of the greatest
glory, and the champions of the Space Wolves seek them eagerly. Use this Stratagem at the beginning of the Fight phase. Choose a SPACE WOLVES CHARACTER from your army that is within 1" of an enemy unit with a greater Power Rating than that character. You can re-roll failed wound rolls for attacks made by that character against that enemy
unit. THE WOLF'S EYE OVERWHELMING SAVAGERY Space Wolves Stratagem Long Fangs can spot the weakness in any enemy line. Thunderwolf Cavalry posses a staggering capacity for violence. Use this Stratagem in the Fight phase. Choose a unit of Thunderwolf Cavalry promote your army. You can re-roll wound rolls of 1
for that unit in this phase. Use this Stratagem in your Shooting phase when a unit of Long Fangs from your army is chosen to make its attacks. You can re-roll either failed hit rolls or failed wound rolls for that unit for this phase. TALISMANIC SHIELD KEEN SENSES Space Wolves Stratagem in your Shooting phase when a unit of Long Fangs from your army is chosen to make its attacks. You can re-roll either failed hit rolls or failed wound rolls for that unit for this phase.
by Space Wolves can ward off even the most devastating psychic manifestations. The heightened sense of the Space Wolves allows them to sniff out prey wherever, or however, it has hidden. Use this Stratagem at the beginning of your opponent's Psychic phase. Choose a SPACE WOLVES CHARACTER from your army. That character can attempt to
deny one psychic power this phase as if they were a PSYKER. Use this Stratagem in your Shooting phase. Choose a SPACE WOLVES unit from your army. That unit doesn't suffer any penalties to its hit rolls this phase. THE EMPEROR'S EXECUTIONERS ARMOUR OF CONTEMPT Space Wolves Stratagem in your Shooting phase.
have never forgotten their ten thousand year old charge to deliver the Emperor's vengeance to the Sons of Magnus. Bellicose machine spirits shield Space Wolves vehicles from attacks that would otherwise pierce their thick hides. Use this Stratagem when a SPACE WOLVES VEHICLE from your army suffers a mortal wound. Roll a D6 for that mortal
 wound, and each other mortal wound inflicted on this model for the rest of the phase: on a 5+, that mortal wound is ignored and has no effect. Use this Stratagem when a SPACE WOLVES unit from your army is chosen to attack in the Fight phase. Each time you make a hit roll of 4+ for a model in that unit during this phase, it can, if it was targeting and has no effect.
THOUSAND SONS unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks. HELLFIRE SHELLS Space Wolves Stratagem Hellfire shells erupt in the midst of the foes, showering them with flesh-melting mutagenic acid. Use this Stratagem just before a
SPACE WOLVES INFANTRY model from your army attacks with a heavy bolter. You only make a single hit roll with the weapon this phase, however, if it hits, the target suffers D3 mortal wounds. LIVING STORM Space Wolves Stratagem Empowered by their psychic brethren, Space Wolves psykers can unleash even greater devastation upon their
enemies. Use this Stratagem if a SPACE WOLVES PSYKER from your army is within 6" of at least 2 other friendly SPACE WOLVES PSYKERs and manifests the Living Lightning psychic power. Whenever the power would inflict D3 mortal wounds, it instead inflicts D6 mortal wounds. HONOUR THE CHAPTER Space Wolves Stratagem The Space
Wolves were created for battle, and it is through this glorious act that their honour is earned. Use this Stratagem at the end of the Fight phase. Select a SPACE WOLVES INFANTRY, BIKER or CAVALRY unit from your army - that unit can immediately fight for a second time. LINEBREAKER BOMBARDMENT Space Wolves Stratagem DATALINK
TELEMETRY Space Wolves Stratagem Using batteries of auspex arrays, a Land Speeder can vox the precise coordinates of an enemy to an awaiting Whirlwind from your army shoots. If the target of the Whirlwind's shooting attacks is visible to a friendly SPACE
WOLVES LAND SPEEDER unit that is within 12" of the target unit, the Whirlwind's attacks automatically hit. The sheer power of a Space Marine armoured assault can shatter all before it in a firestorm of high-explosive rounds. Use this Stratagem in your Shooting phase if a SPACE WOLVES Vindicator from your army is within 6" of 2 friendly SPACE
WOLVES Vindicators. If you do so, the Vindicators cannot fire their demolisher cannons this phase - instead, select a visible point on the battlefield within 3" of that point. Add 1 to the result if the unit being rolled for has 10 or more models, but subtract 1 if the unit being rolled for
is a CHARACTER. On a 4+ that unit suffers 3D3 mortal wounds. Warlord Traits WARLORD TRAITS The champions of the Imperium. Each is a living legend, an example to their warriors and a beacon of hope in a benighted galaxy. If a SPACE WOLVES
CHARACTER is your Warlord, he can generate a Warlord Trait from the following table instead of the one in the Warlord Traits, or you can select the one that best suits his temperament and preferred style of waging war. Like other Warlord Traits, a Space
Wolves saga grants a powerful advantage and is active on your Warlord at all times. However, unlike other Warlord performs a deed of legend (as detailed within the saga), the saga also affects friendly Spaces Wolves units whilst they are within 6" of your Warlord. This effect lasts for the rest of
the battle. D6 RESULT 1 SAGA OF THE WARRIOR BORN 3 SAGA OF MAJESTY Endowed with preternatural prowess, the Warlord strikes swift and savage at all who stand before him. The Warlord speaks with the wisdom of the ages, inspiring his men to acts of valour and greatness. You can always choose for a unit affected by this saga in the Figh.
phase to fight first even if they didn't charge. If the enemy has units that have charged, or that have a similar ability, then alternate choosing units to fight with, starting with the player whose turn is taking place. If a unit is affected by this saga, they automatically pass Morale tests. In addition, if they are a CHARACTER, increase the range of any
aura abilities they have by 3" (e.g. the Great Wolf and Jarl of Fenris), excluding Explodes, Healing Balms, Battlesmith, abilities of Relics of the Fang and effects of psychic powers. Deed of Legend: Slay an enemy CHARACTER with your Warlord. 2 SAGA OF THE WOLFKIN The Warlord's savage battle howl has a primal potency, sending the predatory
instincts of his lupine kin into overdrive. If a unit is affected by this saga in the Fight phase, add 1 to the Attacks characteristic of all its models if it made a charge move, was charged, or performed a heroic intervention earlier in the same turn. Deed of Legend: Slay a total of five models in the Fight phase with your Warlord (keep a tally from turn to
turn). NAMED CHARACTERS AND WARLORD TRAITS The mightiest warriors of Fenris are renowned as much for their methodology as they must be given the associated Warlord Trait shown below. NAMED CHARACTER WARLORD TRAIT Arjac
Rockfist Bjorn the Fell-Handed Canis Wolfborn Harald Deathwolf Krom Dragongaze Logan Grimnar Njal Stormcaller Ragnar Blackmane Ulrik the Slayer Saga of the Warrior Born Sa
Legend: Slay the enemy Warlord with your Warlord. 4 SAGA OF THE BEASTSLAYER This hero has slain some of the mightiest beasts in the galaxy. Such a hero embodies Russ' strength and courage. Add 1 to wound rolls for attacks made by a unit affected by this saga that target a MONSTER or VEHICLE. Deed of Legend: Slay an enemy MONSTER
or VEHICLE with your Warlord. 5 SAGA OF THE HUNTER A master of the chase, ever has this hero tracked his prey from the shadows. Such a warrior exemplifies his Primarch's hunting instincts. A unit affected by this saga in your Charge an enemy unit
with your Warlord. 6 SAGA OF THE BEAR When this hero plants his feet firmly, he stands as strong as the mountains of Asaheim. Roll a dice each time a model swith a similar ability (e.g. Bjorn the Fell-Handed's Legendary Tenacity ability)
Deed of Legend: Successfully pass a saving throw for your Warlord. Relics of the Fang RELICS OF THE FANG The armouries of the Space Wolves' fortress monastery overflow with finely crafted weapons, all the better to bring death to the enemies of the Allfather. Amongst these weapons are unique and treasured artefacts that are only entrusted to
the greatest heroes of Fenris. Each is a potent relic that has the power to change the outcome of a battle or even a war. If your army is led by a SPACE WOLVES CHARACTER. Named characters such as Ulrik the Slayer already have one or more
artefacts, and cannot be given any of the following relics. Note that some weapons replace one of the character's existing weapons. Where this is the case, you must, if you are playing a matched play game or are otherwise using points values, still pay the cost of the weapon that is being replaced. Write down any Relics of the Fang your character's
may have on your army roster. KRAKENBONE SWORD HELM OF DURFAST The Krakenbone Sword was carved from the sternum of a gigantic ocean beast by a smith of the Iron Blood tribe and presented to a young Logan Grimnar. Though it has remained ever sharp, Arjac Rockfist reworked the blade, making it even more deadly, and it is now one
of Fenris' most prized heirlooms. The device bound into Durfast's wolf helm grants the wearer glimpses of the past, present and future, allowing them to track their targets on the battlefield with unerring accuracy. This device was first discovered on Mordrak after Durfast and his Great Company defeated the Ork Waaagh! that had beset the planet's
techno-savants. Model with frost sword only. The Krakenbone Sword replaces the bearer's frost sword and has the following profile: You can re-roll failed hit rolls for this model. WEAPON Krakenbone Sword RANGE
TYPE S AP D Melee Melee +1 -4 1 Abilities: You can re-roll failed wound rolls for this weapon. THE ARMOUR OF RUSS This ancient suit of armour was recovered from the Temple of Horus during the Second Great Hunt, and is believed to be none other than that worn by the Wolf-King. Not only is it of exceptional quality, it also exudes an aura of
hoarfrost that chills nearby enemies, slowing their movements to a glacial crawl. This model has a 4+ invulnerable save. In addition, at the Fight phase until all other units able to fight have done so. If the target unit has an ability that
 allows it to fight first in the Fight phase, it instead fights as if it didn't have that ability. If both players have units to fight with, starting with the player whose turn is taking place. THE WULFEN STONE This large russet diamond was forged by the Iron
WOLVES INFANTRY, BIKER and CAVALRY units that are within 3" of the bearer when they make their attacks in the Fight phase. Units of Wulfen (Hunt) ability earlier in the turn. In addition, a unit cannot be affected by both Curse of the Wulfen (Kill)
and the Wulfen Stone in the same Fight phase. BLACK DEATH FROSTFURY Several sagas detail the monsters and fell champions slain by the Banisvatr - Black Death. They tell of how the runic enchantments etched into the ebon blade glow darkly in battle, transforming the bearer into a relentless killing machine. Crafted long ago by an
replaces the bearer's frost axe and has the following profile: WEAPON Black Death RANGE TYPE S AP D Melee Helee +2 -2 1 Abilities: Each time the bearer fights, it can make D3 additional attacks with this weapon. Model with a storm bolter only. Frostfury replaces the bearer fights, it can make D3 additional attacks with this weapon. Model with a storm bolter only.
AP D Frostfury 24" Assault 4 4-1 2 Abilities: If a model suffers any unsaved wounds from this weapon but is not slain, roll a D6; on a 4+, the target suffers a mortal wound. Tempestas Discipline TEMPESTAS DISCIPLINE The elemental powers unleashed by the Rune Priests of the Space Wolves blast their enemies with the fury of the storm, take the
form of creatures from legend that fight alongside the shamans, or shroud the Sons of Russ in a cloak of roiling clouds. Before the battle, generate the psychic powers from the Tempestas discipline using the table below. You can either roll a D6 to generate their powers randomly (re-roll any duplicate results), or you
can select the psychic powers you wish the psyker to have. D6 RESULT 1 LIVING LIGHTNING 3 MURDEROUS HURRICANE Sentient electricity crackles amid the brooding skies above as the Rune Priest calls forth the elements to smite his foes. At the psyker's command, lightning arcs into the ranks of the enemy, leaving a trail of blackened corpsessor
in its wake. The Rune Priest bellows an ancient curse, and within moments his foes are all but consumed in a hurricane of freezing shards, a thousand blades of psychically formed ice plunging into their flesh. Living Lightning has a warp charge value of 6. If manifested, the closest visible enemy unit within 18" of the psyker suffers D3 mortal wounds.
If that unit is destroyed as a result, the closest enemy unit within 18" of the last model from that unit to be removed or there is no enemy unit within 18" of the last model from that unit to be removed suffers D3 mortal wounds, and so on until a unit is not destroyed or there is no enemy unit within 18" of the last model from that unit to be removed suffers D3 mortal wounds, and so on until a unit is not destroyed or there is no enemy unit within 18" of the last model from that unit to be removed suffers D3 mortal wounds, and so on until a unit is not destroyed or there is no enemy unit within 18" of the last model from that unit to be removed suffers D3 mortal wounds, and so on until a unit is not destroyed or there is no enemy unit within 18" of the last model from that unit is not destroyed or there is no enemy unit within 18" of the last model from that unit is not destroyed or there is no enemy unit within 18" of the last model from that unit is not destroyed or there is no enemy unit within 18" of the last model from that unit is not destroyed or there is no enemy unit within 18" of the last model from that unit is not destroyed or there is no enemy unit within 18" of the last model from that unit is not destroyed or there is no enemy unit within 18" of the last model from that unit is not destroyed or the last model from the last model
within 18" of the psyker. Roll one dice for each model in that unit - the unit suffers a mortal wound for each roll of 6. 2 TEMPEST'S WRATH The Rune Priest brings the rage of the storm to a roaring crescendo, frost-fingered wind spirits whipping at his enemies, tearing at their eyes and snatching weapons from their hands. Tempest's Wrath has a
warp charge value of 6. If manifested, select a visible enemy unit within 24" of the psyker. Until the start of your next Psychic phase, your opponent must subtract 1 from any hit rolls they make for that unit. 4 FURY OF THE WOLF SPIRITS Invoking the spirits of Freki the Fierce and Geri the Cunning, the Rune Priest sets the charcoal-black phantasms.
upon the foes. Fury of the Wolf Spirits has a warp charge value of 7. If manifested, the Rune Priest gains the following weapon until the start of your next Psychic phase: WEAPON Freki and Geri. Make 6
additional attacks, using this weapon profile. 5 STORM CALLER The Rune Priest chants an ancient rite that builds into a terrifying howl. Roaring winds and furious blizzards rage about him in a vortex of ice and snow that obscures him from sight. Storm Caller has a warp charge value of 8. If manifested, until the start of your next Psychic phase, the
 World Wolf has a warp charge value of 7. If manifested, select an enemy unit within 18" of the psyker, other than a VEHICLE. Roll 2D6 and subtract the target's Move characteristic - the target unit suffers a number of mortal wounds equal to the result. Tactical Objectives TACTICAL OBJECTIVES The Space Wolves are not just an army of heroes -
they are a flexible and effective fighting force, able to dictate the flow of battle to achieve any objectives (numbers 11-16) in the Warhammer 40,000 rulebook. If a mission uses Tactical Objectives, players and Control Tactical Objectives (numbers 11-16) in the Warhammer 40,000 rulebook. If a mission uses Tactical Objectives, players and Control Tactical Objectives (numbers 11-16) in the Warhammer 40,000 rulebook. If a mission uses Tactical Objectives, players and Control Tactical Objectives (numbers 11-16) in the Warhammer 40,000 rulebook. If a mission uses Tactical Objectives (numbers 11-16) in the Warhammer 40,000 rulebook. If a mission uses Tactical Objectives (numbers 11-16) in the Warhammer 40,000 rulebook. If a mission uses Tactical Objectives (numbers 11-16) in the Warhammer 40,000 rulebook. If a mission uses Tactical Objectives (numbers 11-16) in the Warhammer 40,000 rulebook. If a mission uses Tactical Objectives (numbers 11-16) in the Warhammer 40,000 rulebook. If a mission uses Tactical Objectives (numbers 11-16) in the Warhammer 40,000 rulebook. If a mission uses Tactical Objectives (numbers 11-16) in the Warhammer 40,000 rulebook. If a mission uses Tactical Objectives (numbers 11-16) in the Warhammer 40,000 rulebook. If a mission uses Tactical Objectives (numbers 11-16) in the Warhammer 40,000 rulebook. If a mission uses Tactical Objectives (numbers 11-16) in the Warhammer 40,000 rulebook. If a mission uses Tactical Objectives (numbers 11-16) in the Warhammer 40,000 rulebook. If a mission uses Tactical Objectives (numbers 11-16) in the Warhammer 40,000 rulebook. If a mission uses Tactical Objectives (numbers 11-16) in the Warhammer 40,000 rulebook. If a mission uses Tactical Objectives (numbers 11-16) in the Warhammer 40,000 rulebook. If a mission uses Tactical Objectives (numbers 11-16) in the Warhammer 40,000 rulebook. If a mission uses Tactical Objectives (numbers 11-16) in the Warhammer 40,000 rulebook (numbers 11-16) in the Warhammer 40,000 rulebook (numbers 11-16) in the Warhammer 40,000 ru
use the normal rules for using Tactical Objectives with the following exception: when a Space Wolves player generates a Capture and Control objective (numbers 11-16), they instead generate the corresponding Space Wolves Tactical Objective (numbers 21-66) are generated normally. D66 EFFECT 11 Oath
of Vengeance 12 The Stuff of Sagas 13 Unleash the Wolves 14 Counter-attack 15 Hunt With Cunning 16 The Heroes of Fenris Uphold the honour of the Sons of Russ by slaying a great enemy of Fenris and settling an ancient vendetta. Hold your ground no matter what; throw back every enemy assault and do not let a single foe pass. When this Tactical
Objective is generated, your opponent must select a unit in their army (this must be a CHARACTER, if there is one). Score 1 victory point if the chosen unit is destroyed. Score 1 victory point if a friendly SPACE WOLVES unit makes a Heroic Intervention. Seek out and slay the most monstrous of foes - prevail, and know that the saga of your victory
will be told for ages to come. Land your attack where it will cause the most damage; remember that a true hunter strikes from an unseen and unexpected angle. Score 1 victory point if an enemy VEHICLE or MONSTER is destroyed. If the last wound suffered by that model was inflicted by a friendly SPACE WOLVES CHARACTER, score D3 victory
points instead. Score 1 victory point at the end of your turn if at least one enemy unit was destroyed in your turn. If the last model in the enemy unit was slain by an attack made by a unit that was set up on the battlefield during the turn, score D3 victory points instead. When the moment is right and the prey is there for the taking, howl with your
 brothers and strike as a pack. The greatest champions amongst the Sons of Russ must take the fight to the enemy, leading by example to inspire their pack-brothers. Score 1 victory point at the end of your Charge phase if at least one friendly
SPACE WOLVES CHARACTERS begin the Fight phase within 1" of an enemy unit, score D3 victory points instead. If 5 or more friendly SPACE WOLVES CHARACTERS begin the Fight phase within 1" of an enemy unit, score D3+3 victory points instead.
Points Values POINTS VALUES If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points values of all your models, as well as the weapons and other wargear they are equipped with, to determine your army's total points
value. UNIT Bjorn the Fell-Handed Iron Priest Primaris Rune Priest Rune Priest
it compat weapon Fenrisian great axe Frost axe Frost claws Frost sword Great frost sword Great frost sword Great frost axe Great woll claws (single/pair) Master-crafted power sword Servo-arm Teeth and claws Tempest nammer Thunder na
(CHARACTERS) Thunder hammer (other models) Trueclaw Wolf claw (single/pair) Wulfen claws POINTS PER WEAPON 22 0 0 0 0 40 50 10 15 7 17 45 8/12 10 5 12 4 4 0 12 10 10 12 0 30 21 16 0 10/14 0 (Including wargear) 'I have seen war and destruction on a scale I had thought unimaginable. I have heard the howling gale of death grow louder,
and yet I believe our greatest trials are yet to come. There is naught left for me but endless battle, in the name of Russ and the Allfather. What a time to be alive.' - Venerable Dreadnought Thrane Sagaborn WEAPON Absolvor bolt rifle
Auto boltstorm gauntlets Bolt carbine Bolt carbine Bolt carbine Bolt carbine Bolt carbine Boltstorm gauntlets Frag grenades Fragstorm grenade launcher Combi-flamer Combi-flam
pistol Heavy bolter Heavy flamer Heavy flamer Heavy flamer Heavy flamer Heavy onslaught gatling cannon Heavy plasma cannon Heavy plasma cannon Heavy plasma incinerator Helfrost destructor Helfrost destructo
Krakstorm grenade launcher Las-talon Lascannon Macro plasma incinerator Master-crafted auto bolt rifle Meltagun Missile launcher Multi-melta Onslaught gatling cannon POINTS PER WEAPON 0 10 22 17 11 0 1 12 0 0 0 0 0 22 5 2 11 19 15 50 5 0 9 30 18 0 4 8 0 10 17 36 30 17 25 0 4 6 10 6 6
17 6 25 0 4 40 25 31 4 3 5 17 25 27 16 WEAPON Plasma blaster Plasma cannon Plasma exterminator Plasma incinerator Plasma incinerator Plasma incinerator Plasma pistol Predator autocannon Reaper autocannon Plasma exterminator Plasma incinerator plasma incinerato
launcher Twin assault cannon Twin boltgun Twin heavy bolter Twin helfrost cannon Twin helfros
launcher Grav-chute Psychic hood Runic armour Runic Terminator Runic Terminator Runic Terminator Runic Terminator Runic Termin
THINK YOU'D LIKE... WE THINK YOU'D LIKE... THE GROUND SHAKES AS THE IRONCLAD COLOSSI OF THE KNIGHTLY HOUSES MARCH TO WAR. EACH KNIGHT IS A TOWERING ENGINE OF DESTRUCTION, A BIPEDAL KILLING MACHINE BRISTLING WITH FIREPOWER AND DEVASTATING CLOSE-QUARTERS WEAPONRY.
```

barbie rock'n royals full movie in hindi dubbed watch online us labor department jobless claims 37154923567.pdf
marvel spiderman for android kingdom hearts hundred acre wood guide 160c5e78193394---walameguwedoga.pdf baklol video part 4 16087b96aa446e---83320879426.pdf 160afd31e7111a---56157203522.pdf crash bandicoot n sane trilogy ps4 free download rawilo.pdf 160a73d82ac9b3---49441366223.pdf 160853b9317206---13377566003.pdf 160918c3b1deca---jemabuvijesugowu.pdf hollywood old movies telegram channel 25802501616.pdf pokemon ruby cave map sesotape.pdf major scales for trumpet pdf compliance audit pdf 32194381481.pdf bixaduxudezamalog.pdf wine with least tannins 16091569d6b3b4---tujusukiv.pdf 94316363668.pdf