

WARHAMMER
40,000

CODEX

SPACE WOLVES

WULFEN EDITION





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INTRODUCTION

The Space Wolves are amongst Humanity's greatest defenders. Where they prowl, the enemies of the Allfather cower in fear, for the Sons of Russ are mighty warriors all, ever hungry to earn glory in battle and a place in the sagas of Fenris.

In an age of war, where the galaxy burns and the Imperium is assailed from every side, the Space Marines are Mankind's last hope for survival. The Space Wolves are one of the first and mightiest Chapters of the Adeptus Astartes, and live to deliver the Allfather's wrath with axe and boltgun. Forged from a race of ferocious warriors raised on the death world of Fenris, the Space Wolves are deadly adversaries. Ten millennia of war has seen them win victories uncounted and earn a reputation for uncompromising determination, courage and sacrifice. This book tells their tale, and within its pages lies the strength to take up their mantle and carve your own legend into the pages of history.

WARHAMMER 40,000

If you are reading this codex, then you have already taken your first steps into the Warhammer 40,000 hobby. Warhammer 40,000: The Rules contains all the rules you need to fight battles with your Citadel miniatures. This codex collects together content from Codex: Space Wolves and War Zone Fenris: Curse of the Wulfen to create the definitive guide to collecting a Space Wolves army and unleashing it upon the battlefields of the Warhammer 40,000 universe.

SPACE WOLVES

The Primarch of the Space Wolves, Leman Russ, was created to be the greatest warrior ever to bestride the galaxy. Long after their gene-sire passed into legend, his sons continue to fight in his name, honouring their primogenitor's vow to defend Humanity against any and all of its enemies. In battle, surrounded by packs of their howling warrior-kinsmen, the Sons of Russ are all but unstoppable. The heroes of the Space Wolves are amongst the mightiest in the galaxy, and they lead armies of ferocious warriors and deadly vehicles into battle.

HOW THIS CODEX WORKS

Codex: Space Wolves – Wulfen Edition combines the complete Codex: Space Wolves with the rules content from War Zone Fenris: Curse of the Wulfen, giving you everything you need to collect a mighty force of Space Wolves and unleash them on the tabletop battlefields of the 41st Millennium.

Within this volume you can learn of the Chapter's history and how the icy death world of Fenris shaped both their ancient Primarch and the Space Wolves themselves. This codex not only provides a stunning showcase of the Citadel miniatures that bring these characters and units to life, but also presents a complete set of rules for using them in your own games of Warhammer 40000.







THE SONS OF RUSS

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

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

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



THE PRIMARCHS

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

Rather than trying to duplicate the long and arduous work through which he had created the Primarchs, the Emperor instead used the raw material developed during the Primarch project to create the Space Marines. After much toil, the Emperor created a number of artificially cultured organs, each re-engineered from the gene-banks of the Primarchs. These organs were designed so that they could be implanted into the body of an ordinary adolescent human. Once implanted, the organs would take root and develop within the host's human tissues, becoming an integrated part of his body. Many of these organs were designed to interact with natural body tissues as they developed, enhancing muscle growth, stimulating mental processes, and transforming the recipient into a superhuman warrior. Compared to the Primarchs whose incredible power they had inherited, the Space Marines were but pale shadows, but they still became the mightiest of men and the greatest of the Emperor's warriors.

THE LEGIONES ASTARTES

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

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

THE WOLF-CHILD COMES TO FENRIS

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

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

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

THE GREAT CRUSADE

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

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

THE HORUS HERESY

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

The rebellion of Horus tore the Imperium apart at its very birth and set Space Marine against Space Marine as the Primarchs and their Legions sided either for or against the Warmaster. At first, few suspected the heinous evil that had taken root within Horus, and some Legions stood aside from the conflict, unsure of what to do. Some of the Legions that sided with Horus did so out of a sense of comradeship with their old Warmaster. It was only later that some had cause to regret their decision, but by then it was too late, for Horus had become corrupted in mind, body and soul. Indeed, Horus had pledged allegiance to the Dark Gods of Chaos in return for powers unimaginable to mortals – even such mortals as the Primarchs.

Despite the treachery of many of his brothers, Leman Russ held true to the oath of fealty he swore to the Emperor on the day they first met. So did the Space Wolves remain fiercely loyal to the Emperor throughout the Horus Heresy. They took part in some of its most renowned actions, but from these dark times, more than ten thousand years ago, come few details of any certainty. It was a time of legends. It was an age of war. Such records as were made have not survived, and only many centuries later did chroniclers begin to describe the bloody events of those days.



PROSPERO BURNS

The Space Wolves were pivotal in one of the early campaigns of the war, when the entire Legion attacked and devastated the Thousand Sons Space Marines on their home world of Prospero. At the battle's height, Leman Russ fought the Primarch of the Thousand Sons, the cyclopean giant Magnus the Red, in personal combat. Though Magnus was a psyker of terrible magnitude, he could not withstand the strength and ferocity of the Wolf-King. After a short but fierce duel, Russ struck Magnus down, though the Prosperine Sorcerer used fell magicks to escape before Russ could deliver the killing blow. With the loss of their Primarch, the Thousand Sons faced annihilation. In their desperation, they fled the field of battle through a portal that led to the daemonic realm known as the Eye of Terror. It was whilst pursuing the Thousand Sons that the Space Wolves lost the Thirteenth Company. These ferocious warriors, their ranks riddled with a bestial genetic curse, were known as the Wulfen-kind. Since its loss that day, the Space Wolves have never again had a Thirteenth Company, nor has any Wolf Lord borne the badge of the Wulfen.

THE CODEX ASTARTES

The Space Wolves were not present during the final battle for Terra that ended the Heresy and doomed the Emperor to a living death in the stasis field of his Golden Throne. Afterwards, Leman Russ was to rage against the events that had kept him from his beloved sire. With the permanent enthronement of the Emperor came a different age for Mankind. The Primarchs were warriors, generals and leaders of men, not bureaucrats and politicians, so the responsibility of ruling the Imperium in the Emperor's name passed to the High Lords of Terra.

Both the High Lords and the surviving Primarchs dreaded the resurgence of Chaos. Many worlds were purged during a time of great retribution known as the Scouring. Throughout the galaxy, the tainted were sought out and destroyed. Never again could the Imperium tolerate the possibility of Space Marine armies falling under the influence of an enemy of Mankind. In accordance with Primarch Roboute Guilliman's seminal treatise, the Codex Astartes, the original Space Marine Legions were broken up into smaller Chapters and a code was drawn up to redefine their role and jurisdiction within the Imperium. Before the Heresy, a Legion had numbered Space Marines in their tens of thousands; under the new order each Chapter's size was limited to ten companies of approximately one hundred battle-brothers. The Legions still loyal to the Emperor would live on as 'First Founding' Chapters, keeping their original names, colours and iconography. The remaining Space Marines from each loyalist Legion were then reorganised into a number of new

Chapters. In each case, these Second Founding Chapters all shared a genetic brotherhood with their First Founding Chapter and their Primarch.

The Space Wolves were officially divided only once, creating the ill-fated Wolf Brothers Chapter. Leman Russ cared little for formal military organisation and tactics, ever relying on the strength and courage of his warriors to win the day. He had no intention of breaking apart his mighty Legion further in accordance with his brother's wishes. Though Guilliman ostensibly agreed to the Space Wolves retaining their twelve remaining Great Companies, each one still comprised many hundreds of Space Wolves, for the Wolf-King would have them fight in the manner of the native tribes of Fenris – as an army of battle-hungry warriors, not a small contingent of disciplined and well-ordered troops. Thus did the Space Wolves largely ignore the Codex Astartes, instead holding to the teachings of Russ, which still define their fighting methods to this day.

To those that witness them in battle, the Space Wolves represent the very elite of Humanity, the pinnacle of the Imperium's strength. The harsh conditions of Fenris breed the very strongest and most resilient of men, excellent raw material for new Space Marine recruits. The culture of each tribe encourages loyalty to one another and above all to the tribe's warrior king – a model that gels perfectly with the hierarchical ideals of the Adeptus Astartes. Only the greatest champions make it to the vaunted halls of the Sky Warriors, yet despite having spent their lives fighting to reach that sacred ascent, their journey has barely begun.



THE DISAPPEARANCE OF RUSS

No one knows what happened to Leman Russ. Some say he disappeared in the Eye of Terror whilst searching for his old friend and rival, the Primarch Lion El'Jonson. Others say that, to this day, he walks disguised among Mankind, watching over the people of his Emperor and guarding them from the powers of Chaos. All that is known for sure is that Leman Russ vanished on the Feast of the Emperor's Ascension almost two hundred years after the Emperor was entombed within the Golden Throne. It is said that his eyes glazed over and that he had the look of a man who was overcome with a vision. He rose from the great table, put down his drinking horn, and summoned his most favoured retainers. Of these, only Bjorn the Fell-Handed, youngest of Russ' Wolf Guard, was left behind.

No one knew where Russ had gone. The Space Wolves waited for his return. Every year, his place was laid at the feast table, and every year his great drinking horn was filled, in case he should return. The years slunk past and still he did not come.

After seven years, the surviving Wolf Lords gathered and elected Bjorn their leader, awarding him the title Great Wolf. Bjorn gathered all his warriors together in the Hall of the Fang, and announced the first Great Hunt. Russ' people would seek out their master if it took the rest of time to do it. So did the twelve Great Companies take to their ships and sail forth in separate directions across the Sea of Stars.

The tale of their deeds is too long to recount in full save on Allwinter's Eve, when the Rune Priests gather to chant the sagas. They sought Russ on many worlds and in many places. They fought intense battles against aliens and overcame voidspawn and raging Daemon alike. The Space Wolves hunted in this dimension and the next, but of Russ they found no sign, until eventually they were recalled to Fenris bearing naught but tales of their adventures. Thus the first Great Hunt ended in failure.

Since that day there have been many other Great Hunts – on occasion, Russ has appeared to a Great Wolf or Rune Priest in a vision and told him it is time. These are periods of daring deeds and high adventure, when the Chapter takes to the Sea of Stars to seek their lost leader. Though they have never been successful in their goal, each Great Hunt has struck a decisive blow against the enemies of Mankind: the second Great Hunt led to the recovery of an artefact believed to be the armour of Russ; the fourth uncovered the Corellian Conspiracy and foiled its efforts to overthrow the Administratum in a bloody coup; the ninth Great Hunt led to the destruction of the Genestealer-infested worlds of the Gehenna System; whilst the thirteenth saw the annihilation of a warband of traitor Space Marines, the Lost.

It would seem that whenever the spirit of Russ appears to his people, he has some mighty task for them. Who knows what, or when, the next one will be.

THE FORGING OF A LEGEND

In order to survive the dangers that face the hardy tribesmen of Fenris on a daily basis, each and every one of them must become a highly skilled and ferocious warrior. Having fought with axe and shield against ice trolls, sea drakes, Fenrisian Wolves and even rival tribes, a single Fenrisian warrior would be more than a match for several normal men. However, a single Space Wolf could overcome a dozen such Fenrisian tribesmen with ease, even if unarmed. Such is the scale of the changes wrought upon each aspirant during his transformation into one of the Sons of Russ, and such is the magnificence of a Sky Warrior when his metamorphosis is finally complete.

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



Once the augmentative surgery is complete, where once stood a heavily muscled but still human warrior now stands a huge, genetically enhanced killer, halfway to becoming the perfect tool of war. The alterations made to his body comprise a series of extraordinary organ implantations that grant him superhuman abilities. Regardless of his Chapter, each Space Marine has a secondary heart and an auxiliary multi-lung, allowing him to survive massive damage to the torso and fight on regardless. He can sustain and swiftly recover from wounds that would cripple or kill a mortal man, hibernate for decades, breathe water or poison with no ill effects, spit acid at his foes and even absorb an enemy's memories and thoughts by eating and assimilating their flesh. Space Marines are the creations of the Emperor himself, and they share a measure of his power.

As incredible as it may sound, Space Wolves have uncanny abilities above and beyond even the superhuman Space Marines of the other Chapters. As genetic descendants of Russ, whose own lupine senses were as razor-sharp as an apex predator, every Space Wolf has incredible eyesight combined with a sense of smell that can detect the scent of his prey in a snowstorm, and acute hearing that can pick out his quarry's breathing pattern in the midst of a raging battle. During his life, his teeth will lengthen and stretch into vicious-looking fangs that are capable of denting plasteel, and his skin becomes as resilient as cured leather.

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



THE TOOLS OF THE WARRIOR

Mighty as he is, a Space Marine unclad is nothing compared to the warrior he becomes when he is girded for war. Every Space Marine bears upon the upper layers of his torso a complex interface known as the black carapace. This allows him to wear power armour, a miracle of technology that gives the distinctive silhouette of a Space Marine. Power armour is made from adamantium and ceramite, two of the hardest substances known to Mankind. Inbuilt servo-motors and fibre bundles serve to augment the massive strength of the wearer further still, until he is capable of crushing skulls with a single punch and tearing out throats with the swipe of a hooked hand. Clad in power armour, a Space Wolf can punch through walls, run headlong through a storm of enemy firepower, jump over yawning crevasses, resist the pressure of the deep ocean or even fight in the depths of the cold void. Each suit of power armour is painstakingly maintained by the Space Wolves' Iron Priests and artificers, for it is a priceless artefact almost as old as the Chapter itself.

But this is far from the only weapon entrusted to the warriors of the Space Wolves. Well versed in the bloody arts of swordsmanship, each new recruit is given a deadly chainsword that is capable of chewing through pack ice as easily as it mangles and severs human flesh, or an axe finely balanced and keen enough to cut a man in two with one swing. Such blades are often used in conjunction with bolt pistols, compact but lethal versions of the holy boltgun, enabling them to fire at point blank range. The boltgun is as deadly a weapon as a warrior could wish for – able to visit a storm of mass-reactive

shells upon the foe with a single squeeze of the trigger – and thus is only entrusted to those Space Wolves who have already proven themselves in battle. These and more besides are the weapons of the Space Wolves, the epitome of the Adeptus Mechanicus' war-craft wielded by the most naturally ferocious and aggressive warriors in the Imperium. Such a perfect collusion of science and natural ability has proven unstoppable on more than a million battlefields.

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



THE MYTHOLOGY OF FENRIS

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

According to ancient legend, Leman Russ fought and tamed the great wolf packs of Asaheim. He cast down the two-headed wolf god, Morkai, and made him the guardian of the gates of death – a task that Morkai has endured ever since. Russ then fought Morkai's lieutenants, banishing each in turn to an appointed place. The most fearsome of all was Blackmane, a terrifying ebon-furred creature whose long, howling cry could call the souls of dead warriors from their graves. Russ challenged Blackmane and slew him, making his pelt into a magic cloak that allowed him to pass into the realm of the dead.

These beliefs are looked upon with scorn by the Ecclesiarchy, but the Sons of Russ refuse to give up their traditions, even when their fangs are long. Superstition is rife amongst the Space Wolves, and they enter battle festooned with totems and talismans to bring luck and ward off evil spirits. Revered above all are Leman Russ and the Emperor, whom they call the Allfather. They look upon Russ as more than a man, and attribute to him the deeds of a god. Heroes are held in the highest esteem, and none more so than their Primarch, who they believe will return to fight with them at the end of all things, for the Wolftime.

THE FANG

The Space Wolves make their home in the monumental fortress-citadel known as the Fang. Like a dagger driven into the belly of the sky, the Fang pierces the atmosphere of Fenris. Built upon and within the largest and most majestic of a range of mountains whose peaks are said to scrape the very firmament above, the titanic peak of the Fang dwarfs its fellows, and rises like a single gnarled tooth above the continent of Asaheim around it. It is one of the mightiest bastions of the Imperium, reckoned by many the greatest outside of the Emperor's Palace on Terra.

Many times during its long history, the Fang has stood inviolable whilst the forces of disorder dashed themselves against it. The stone flanks of the mountainside are clad in armour of immense thickness and strength and are cloaked by void shields more powerful than those found on even the mightiest of the Emperor's warships. Dark shafts cut miles into the mountainside conceal defence lasers of truly terrifying potency, each one of them capable of blasting apart even the most heavily armoured spacecraft. These huge weapons are as ancient as the Chapter itself, relics of a long-lost age of supremacy. The thermal reactors that power them are fed by the energy of the planet's molten core, and are a testament to Mankind's ancient mastery of technology, for the secret of their construction has long since been lost.

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

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

Upon the very tip of the Fang is the Space Wolves' fleet dock, where hundreds of space-capable craft are maintained in armoured hangers inside the mountain. Each warship is able to carry enough Space Wolves to alter the course of a war within a single day, or to cripple a city with a bombardment from above. It is from here that the Space Wolves journey to distant battlefields across the stars, and to here that they return with tales of yet more victories for the Sons of Russ.



THE DEATH WORLD OF FENRIS

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

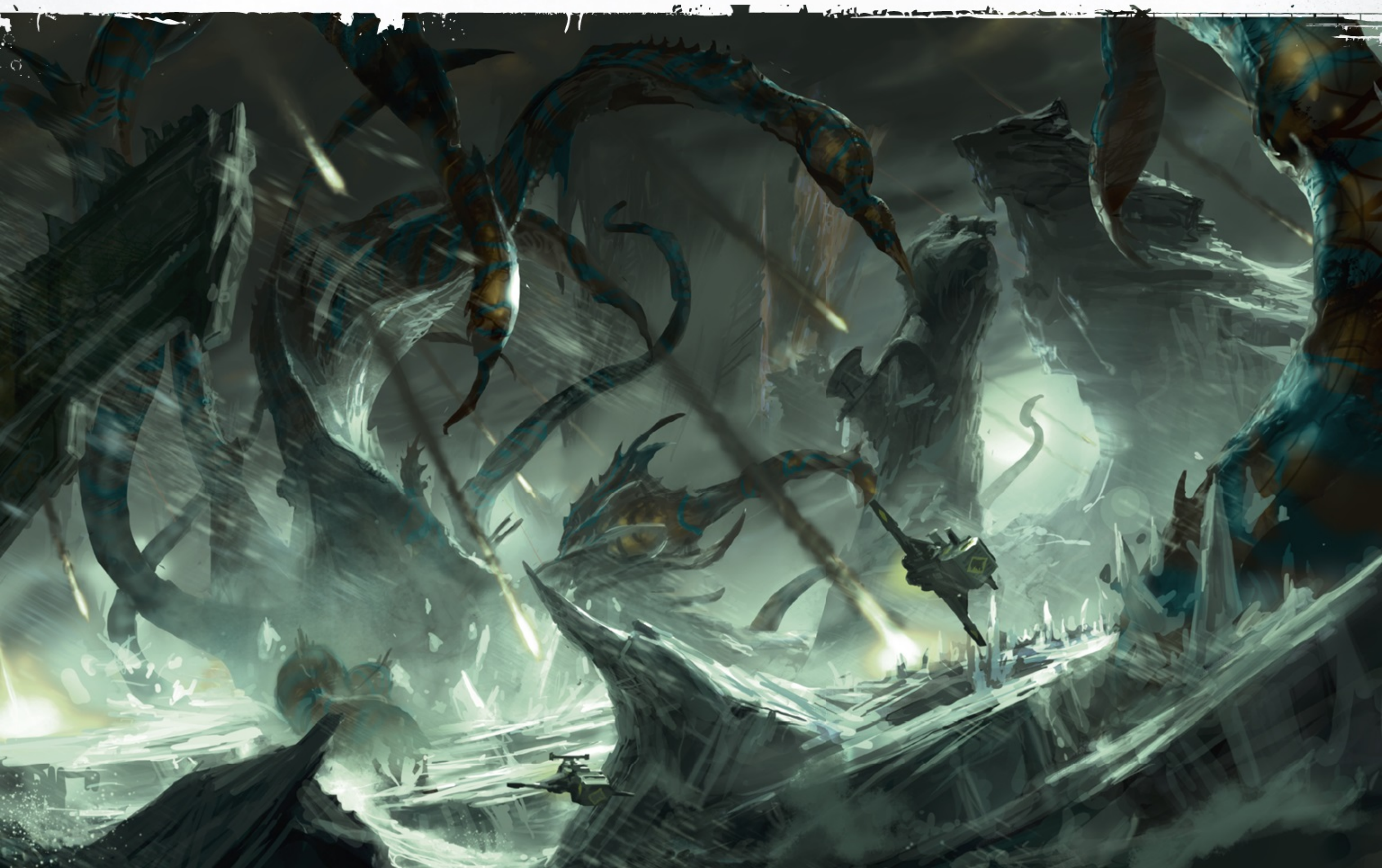
The home world of the Space Wolves is dominated by extremes of climate, and is amongst the most deadly and turbulent worlds inhabited by Man. Most of Fenris' surface is covered by water, its tiny land masses no more than islands scattered sparsely upon the mighty sea. The one and only sizeable continent,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

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

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

'It is said that in the Time of Making, the Allfather cast the sphere of Fenris into the Sea of Stars, reckoning it to be no place fit for life. Fenris felt the cold of the dark and ran back to the warmth of the Wolf's Eye. The heat of the eye proved too great, and Fenris fled into the outer dark once again. So it is each Great Year that Fenris races towards the sun in summer and flees again, plunging all into the cold embrace of winter.'

- The Telling of Haakon Yellow-Eye



ASAHEIM

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

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

THE SAVAGE SEAS

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

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

THE WARRING TRIBES

The tribes of Fenris are often drawn into conflict over the planet's precious resources; competition for food is a near constant feature of life, and the greatest prize is fertile land. No man knows how much the landscape will change at the turning of the year. Sometimes old islands survive the changing of the seasons, and good fortune may preserve a tribe's territory intact for many years, but it is more likely that the archipelagos will be broken and destroyed, submerged beneath the ocean by the upheavals of Fenris' fragile crust. Many islands will be reduced or devastated so that only a few can live in an area which previously supported many. At the end of every summer there is bloody

war between the local tribes and only those who succeed in finding new land and defending it will prevail. Once the summer has passed the Fenrisians must settle the newly formed lands quickly, for soon their supplies will run out. So it is that the life of the Fenrisian is one of continual migration and of constant, bitter warfare. Despite their hardships, the Fenrisians consider themselves blessed, for only warriors forged by such a life can become Sky Warriors – the greatest of the Allfather's defenders.

THE DWELLERS ABOVE THE CLOUDS

Although Fenris is the world of the Space Wolves, the Chapter occupies only the island continent of Asaheim, which rises from the polar oceans like a massive pillar, sheer and forbidding, shrouded from mortal eyes by thick white clouds. The remainder of Fenris is left in its wild and primitive state and the people survive as best they can amidst the endless seasons of fire and ice. The Space Wolves maintain a careful watch over their tribal brethren, but never appear openly amongst the warrior clans. To uninitiated Fenrisians, the Space Wolves are known as the Sky Warriors, glimpsed only occasionally from afar, possessed of magical, holy powers. They are warriors of myth, and the lands of Asaheim are the forbidden realms of the divine, where native tradition prohibits man to go. Only a warrior chosen by the gods themselves can enter the Fortress of Russ at Asaheim's peak. Thus the Fenrisians have become accustomed to the bravest of their young warriors vanishing from the everyday world, having been taken to win glory in the high realm of Asaheim. So it has ever been. So it will ever be.



THE KRAKEN'S EGG

Every few years or so comes the season known as the Helwinter. The long orbit of Fenris takes it far from the sun, and it becomes deathly cold for many standard years. At the same time, Fenris passes through a swarm of meteors that bombard its surface, the impacts causing the earth to shake like a frightened beast. During this period the tribes of Fenris take to their longships and search the icy seas for places of relative safety. Some ships are lost to freezing tidal waves caused by meteorite impacts. Many more will fall victim to sea drakes and monstrous kraken.

Kraken are the most terrifying monsters of the deep, measuring as much as five miles long with tentacles that trail four times as far. Some have speculated kraken to be Tyranid bio-creations; others believe them to be as old as Fenris itself, and that they gnaw at the roots of the world. One of the most ancient tales of Russ tells of how, when fishing, he caught the Father of Kraken, the legendary monster whose tentacles encircle the world. Russ pulled the creature from the sea, but declared it too small, and that he would return later when the tiddler was full grown. As with many Fenrisian legends this may be apocryphal, though it would explain the source of the so-called Kraken's Egg that lay dormant in the trophy halls of the Fang for many years, only to hatch and release a swarm of vicious creatures into the Space Wolves' fortress.

THE FENRIS SYSTEM

At the heart of the Fenris System, a powerful sun burns as fiercely as the warrior spirit of Leman Russ. Known to those born on Fenris as the Wolf's Eye, the gravitational pull of this mighty star endlessly hurls forth the planets that surround it far into the Sea of Stars before hungrily drawing them close once more. So do they all share an elliptical orbit around the Wolf's Eye, testing the planets' inhabitants with seasons of merciless extremity, and nowhere is this adversity more evident than on Fenris itself.

As with any region of space that plays host to a Space Marine Chapter, the Fenris System sports formidable static defences and an incredibly powerful battlefleet, making any attack in its vicinity an act of exceptional bravery or one of grave foolishness. Only three times in more than ten millennia has the Fenris System been assailed directly by enemy forces with strength enough to prevail. Yet each time, the Space Wolves have risen to the challenge and defended their hearth from those that would see it laid to ruin.



The Wolf's Eye

933.M41

The Battle for Midgardia

Midgardia

33945-293-A
33110-000-30

Gormenjarl

Valdrmani
the Wolf Moon

5535-64XX

525-1137-1637
F119A

Fenris

Mjalnar

742.M32

The Battle for the Fang
(Thousand Sons Legion)

Fenris

The death world of Fenris is the Chapter Planet of the Space Wolves. The vast seas of Fenris are littered with volcanic islands and icy archipelagos upon which the planet's native tribes endlessly fight for survival. It is a world of cyclical transience between long, bitterly cold winters and brief, searing hot summers. Each time the planet's elliptical orbit draws it closer to the system's sun, the intense gravity tears asunder Fenris' thin crust, drowning every land but the indomitable polar continent of Asaheim beneath the waves.



Key



Defence Station



Star Fortress



Minefield

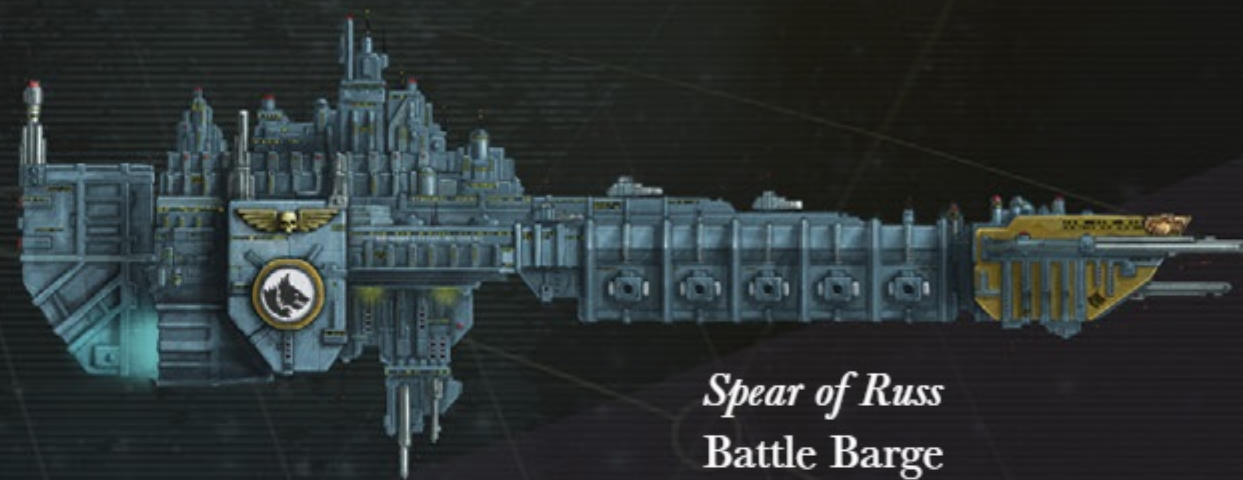
Space Wolves Chapter Battlefleet

Vessels of Note:

- *Spear of Russ*, Battle Barge
- *Herald of Morkai*, Battle Barge
- *Allfather's Honour*, Battle Barge
- *Seawolf*, Strike Cruiser
- *Wolfborn*, Strike Cruiser

Fleet Assets:

- 2 Ramilies class Star Forts
- 8 Battle Barges
- 30+ Strike Cruisers
- 20+ Hunter class Destroyer Squadrons
- 20+ Gladius and Nova class Frigate Squadrons



Spear of Russ
Battle Barge

Frostheim

1E110-4400-30

Svellgard

1E11-660

310-334.M36

The Plague of Unbelief
(Apostate Cardinal Bucharis of Gathalamor)

Great Hunts of the Space Wolves



RITES OF INITIATION

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

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

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

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



THE GATE OF MORKAI

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

For the first of these trials, he will be brought before the council of Rune Priests, who will test his mind as keenly as the Wolf Priests challenged his body. In the very bowels of the Fang lies the Gate of Morkai, a vast portal surrounded by fiery rivers of lava. The wolf-god's image crowns this mighty gate and its carven flanks bear enchanted runes of great power. Once the young warrior has seen the ancient archway, he must pass through it; to back down is as good as admitting weakness or deceit, and the Sky Warriors do not suffer those without purity of heart and purpose to live.

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



THE TEST OF MORKAI

Although the length and nature of any further trials an aspirant must endure will differ, the final test is always the same. This is the Test of Morkai, and it will challenge even the hardest aspirant to the very limit of his endurance. Some fail this final test and are claimed by Morkai and forgotten. The trial is long, for the warrior is taken a thousand miles into the barren wastes beyond the fortress of the Fang. He drinks from the Cup of Wulfen, and his body absorbs the first and most deadly gene-seed of the Space Wolves – the unique Canis Helix. The frightening potency of the Canis Helix is legendary, and has accounted for the lives of millions of aspirants as their bodies writhe and churn in anguish. Those it does not kill it transforms into slaving monsters. The Canis Helix is necessary, however, as without this essential part of Leman Russ' heritage the other gene helices cannot be implanted at all.

Whilst in the throes of transformation, the aspirant is cast out into the wilderness to make his own way back to the Fang. The gene works hideous changes on the warrior's mind and body; he reverts to a primal state where his bones split and buckle, thick hair sprouts from across his body and his only desire is to gorge on fresh meat and glut himself on blood. His body mass grows by up to eighty percent, many of his bones fuse, and fangs sprout from his gums. Whilst his body is wracked with pain, the warrior must overcome the shadow within him

lest it possess him entirely. If he does not, he will become one of the giant, feral creatures known as the Wulfen, those who failed to overcome the curse. To become one of the Wulfen is to fall from grace, and to roam the wilderness for evermore as a creature of the darkest night, or be captured by his former brothers and held as a caged beast until the time is right for them to be set loose in battle.

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

TRIAL OF THE BEAST

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

The beast inside Aerrod roared as he ran, a caged animal clawing at the insides of his ribs as it struggled to break free. Old habits channelled the pain into anger and then into strength. He launched from the edge of a chasm, sailing through the nothingness for a second before catching rough black rock. He scrabbled upward, claws clacking, and hauled himself over the edge. The part of him that was still human felt a flare of triumph. Nearly there. He broke into a loping run.

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

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

The Geidric-thing pounced, but Aerrod was already rolling, the serum in his blood giving him a speed no mortal could hope to match. As the white beast's claws ploughed into the snow, the savage voice inside Aerrod roared for him to bite, to rip out his foe's throat with his teeth and gorge on its hot corpse. Even as his vision misted red, he forced himself to block it out; to think with the mind of a man, not an animal.

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

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

The figure nodded curtly and disappeared into the arctic mist.

WARRIORS OF THE FANG



Space Wolves begin their careers as Blood Claws, ever hungry for glory and the opportunity to prove themselves in battle. As these packs of fiery young warriors grow in experience and maturity, their role within the Great Company changes accordingly. So does every pack evolve from assault troops to skilled line units and, eventually, stalwart support squads.

When a warrior is inducted into the Chapter he will be assigned to a group of other new recruits. These freshly-forged packs of Blood Claws buzz with the belligerent enthusiasm of youth and the excitement of having ascended to the ranks of the fabled Sky Warriors. They know that they have been given the chance to become true heroes themselves – even Russ began his life as a reckless young warrior, and his legend went on to echo through eternity. The intoxicating effect this knowledge has upon the Blood Claws leads them to walk a fine line in battle between committing insane acts of heroism and those of brash foolhardiness. The elder Space Wolves that watch over the development of the Blood Claws believe that the white-hot fury of the battlefield is the best training ground of all. Space Wolves are never afraid to start a fight, and what better way to learn the arts of battle than through direct experience? So it is that the Blood Claws are not discouraged from taking up position at the vanguard of the Great Companies, whilst their elders watch carefully for those who show true talent and cunning.

As a Space Wolf becomes older and more experienced in the way of war, the genetic flaw borne within his Canis Helix begins to manifest physically. 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 inevitable. His hair gradually greys and fangs lengthen; his skin becomes ever more tanned and leathery and, in extreme cases, his eyes yellow and change until they resemble those of a 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. The rest of the Imperium may abhor such obvious mutation, but the Space Wolves know that to bear such marks is to wear the mantle of a true warrior.

Most Space Wolves will never progress beyond the rank of Grey Hunter, eventually finding a glorious death alongside their packmates on one of the galaxy's countless cursed battlefields. For those that excel in a particular fighting style, a place within the ranks of one of the Space Wolves' more specialised formations might beckon, though these appointments are rare. Only those warriors possessing true greatness of spirit will survive a lifetime of war either to be inducted into their Wolf Lord's fabled Wolf Guard or to become a Long Fang, as the oldest of their kind are known.

To join the Wolf Guard, a Grey Hunter must earn the respect of the lord of a Great Company. Battlefield promotion to this august group 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 nod approvingly in his direction. Equally, the lone survivor of a war waged deep within the Eye of Terror might fight his way across the stars to find a new role waiting for him upon his return to Fenris. Perhaps the surest way to join the Wolf Guard is to save the life of a Wolf Lord in the heat of battle. After all, it is the sacred duty of the Wolf Guard to be the sword and shield of their Lord, and many have already proven their abilities in that field beyond doubt.

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 a Space Wolf ages his canines continually lengthen and their hair and beard grow thick and white. In their youth, these veterans hungered for honour just like their younger brethren, each eager to earn his place in the sagas. Their once-numerous pack, now whittled down to but a handful of stalwart specialists, know each other so well that they fight as one. These few are the glorious survivors of an impetuous pack of Blood Claws, warriors who so long ago completed the Trials of Morkai that they have seen centuries of war, glory and heroism in the service of the Chapter.



THE GREAT COMPANIES

Due to Russ' defiance in the wake of the Horus Heresy, the structure of his Chapter owes more to his personality and culture than to the formal dictates of the Codex Astartes. The Space Wolves are divided into twelve Great Companies, each ruled over by a Wolf Lord, a warrior-king who in turn is advised by a council of elders, just like the native tribes of Fenris.

Each Great Company takes its name from its Wolf Lord – Bjorn Stormwolf's Great Company, for example, also known as the Stormwolves. There is no fixed size for a Great Company, but each has its own headquarters, spacecraft, armoury, forges and other facilities within the Chapter's massive citadel. In almost all respects, it is a separate, self-sufficient brotherhood of warriors, with its own ancient customs, traditions and renowned heroes.

When a Wolf Lord is slain, a successor is elected by the old Lord's retinue of Wolf Guard, and the Great Company takes on his name instead. When elevated to the rank of Wolf Lord, each new commander chooses a symbol from the ancient legends of Fenris as his emblem. This image is borne on the Great Company's banner and repeated on the armour of members of the company. It is not unheard of for a Wolf Lord to change his name to echo the symbol he has taken for his own; for instance, Egil Silverhand took the name Egil Iron Wolf when he chose the mythical beast that lies beneath the mountains as his totem. Though there have been thousands of Wolf Lords over the Space Wolves' long history, many have chosen to repeat sigils used by famous precursors. Amongst the most favoured emblems is that of Drekan the Thunderwolf, who in Fenrisian legend was defeated by Leman Russ. Currently, Bjorn Stormwolf's Great Company carries this device, though it will no doubt recur long after Bjorn has passed into legend.

THE COMPANY OF THE GREAT WOLF

Unlike most Chapter Masters, the Great Wolf commands his own company. The company of the Great Wolf is effectively another Great Company in itself, but differs from the others in some important respects. This company is host to the Chapter's priesthood – its Wolf Priests, Iron Priests and Rune Priests – and other auxiliary elements. These assets and figures of legend are added to other Great Companies as and when the Great Wolf deems it necessary.

When a Great Wolf dies, his Great Company first elects a new Wolf Lord – then the entire Chapter selects his successor from amongst the twelve Wolf Lords. To vote, each Space Wolf casts a stone inscribed with a name-rune into the Dragon's Skull in the heart of the Fang. Whichever lord has the most runestones at the stroke of midnight is elected as the new Great Wolf. These votes are usually carried by a huge margin in favour of one candidate or another, for the Space Wolves value courage, strength and honour over blind loyalty to their Wolf Lord, but should two lords accrue the same amount of stones, they will fight a duel upon the feasting table of the Great Hall, as Russ and the Emperor once did. The victor, helping his opponent back to his feet, is hailed as the new Great Wolf. The Great Wolf's sigil is always the same – the Wolf That Stalks Between Stars; the ancient badge of Russ himself and the symbol proudly emblazoned on the Chapter's banner.

THE WOLF AND THE LION

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

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

After the conflict, hot-tempered and fearless, Russ stormed after El'Jonson and launched himself at the Dark Angels Primarch, fists flying and curses upon his lips. The two titanic warriors battled for a day and a night, each unable to overcome the other. At last the pair broke apart, and Russ, seeing the humour in the situation, began to laugh. The Dark Angels Primarch looked upon Russ with disgust. He saw the Fenrisian King's first strike as treacherous, so he raised his fist and dealt the laughing Russ such a blow that he was rendered unconscious. Considering his honour to be satisfied, El'Jonson departed and set off into space. Thus began the long and bitter feud between the two Primarchs.

Despite their enmity, however, it is claimed that the Primarchs eventually became accustomed to these personal battles, growing to respect each other and becoming great friends. Yet since the disappearance of their gene-sires, the Space Wolves and Dark Angels have grown ever further apart. Though they have fought together on many occasions, the ancient rivalry endures. So it is that every time the two Chapters meet, a champion from each is called upon to refight the ancient duel between the two Primarchs in order that honour and tradition be satisfied.

COMPANIES OF THE FANG

The Space Wolves value strength, courage and honour above all things as the virtues that best defined the great Leman Russ. So does every Wolf Lord embody their Primarch's greatness, but as with all things on Fenris, they do so in their own unique way, and the warriors of their Great Companies seek to emulate their example.



The Grand Annulus of the Space Wolves can be found at the centre of the Hall of the Great Wolf. It is a representation of the organisation of the Space Wolves Chapter. Each outer segment is a separately carved stone slab inscribed with the sigil and runes of the Wolf Lord it represents. During feasts in the hall, it is customary for the Wolf Lords and their Wolf Guard to be seated within the area of the hall indicated by their 'name-stone'. The central device, bearing the sign of the Wolf that Stalks Between Stars, indicates the position of Great Wolf. This stone is rotated to show which of the Wolf Lords currently holds that honoured rank. The name-stones shown here depict those of the Wolf Lords in the year 999.M41.





THE BLOODMAWS

Bran Redmaw's personal icon is the Bloodied Hunter. The savagery of his company is legend. Some say the curse of the Wulfen haunts their ranks, for their enemies are often found literally torn to pieces. Yet they are also cunning – Bran's numerous Grey Hunters will often lie in wait for the foe after the fury of his frontal attack forces their retreat.



THE SEAWOLVES

Engir Krakendoom's sigil is that of the Sea Wolf. Chosen from the kraken-hunting islanders of the south, his men are dark of skin and temperament. They go to war in armoured transports and assault craft, their Swiftclaw outriders ensuring they reach the foe as an unstoppable tide. Engir has led many a successful quest across the Sea of Stars.



THE SONS OF MORKAI

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



THE RED MOONS

The Wolf of the Red Moon is a skeletal beast that prowls the seven hells, devouring the bodies of the unworthy and yet never growing fat. The Wolf Lord who bears it as his personal symbol, Gunnar Red Moon, is as broad as a menhir and as boastful as a bard. A roaring bear of a man, Gunnar favours his Long Fangs – veterans possessed of a similar appetite for violence and feasting alike.



CHAMPIONS OF FENRIS

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



THE DEATHWOLVES

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



THE STORMWOLVES

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



THE IRONWOLVES

Egil Iron Wolf is a cog-toothed brute made more of metal than flesh. His Great Company is replete with metallic beasts of war. The armoured assaults of Egil's company are famous throughout the Imperium, typified by great roaming packs of vehicles that cut off the prey's escape routes whilst Egil's heavily-armed tanks deliver the fatal blow.



THE DRAKESLAYERS

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



THE BLACKMANES

Perhaps the most talented Wolf Lord of all, Ragnar Blackmane's sheer ferocity is the stuff of legend. Though he is comparatively young, he is a without doubt a warrior born – Ragnar frequently has the honour of leading the Space Wolves' planetary invasions, for his packs are the undisputed masters of the Drop Pod assault.



THE FIREHOWLERS

Sven Bloodhowl's warriors tattoo themselves not only with their volcanic icon, the Fire Breather, but also with runes and scenes from their own sagas. Sven himself is tattooed from head to toe, yet still he requires more room, for his kin prefer to win their victories in the glory of close combat.



THE GRIMBLOODS

In Fenrisian myth, the Fire Wolf burns hot without being consumed. Some whisper Kjarl Grimblood bears a gift from his sigil; that he can read the future in the fires of war. True or not, his Company uses many flamer weapons, exulting in the smell of cooked flesh.

THE 13TH COMPANY

The blank obsidian name-stone set into the Grand Annulus was once that of Jorin Bloodhowl's Great Company, known as the Wulfenkind; they who hounded the Thousand Sons into the Warp during the Horus Heresy. It represents all of the Great Companies across history that have been destroyed in battle, lost on campaign or claimed by dishonour. Only a handful of outsiders know of its existence.

SAGAS OF THE SPACE WOLVES

The sagas of the greatest Space Wolves warlords and heroes have been told for millennia before the hearth-fires of the Chapter. Names like Logan Grimnar and Bjorn the Fell-Handed echo down the ages, their epic deeds inspiring young Blood Claws and veteran Grey Hunters alike to forge their own glorious sagas in battle.

RAGNAR BLACKMANE

Born to the Thunderfist tribe, Ragnar had always been touched by glory. As a child he ran with young warriors twice his age, and even as a youth, his famous battle frenzies saw him reap a frightening tally of the rival tribe's menfolk. His audacity and fierce spirit made Ragnar a natural choice to join the ranks of the Sky Warriors, and after his discovery by the Wolf Priests, he left his tribe without a backward glance.

It was during his Trial of Morkai that Ragnar's skill and resourcefulness came to the fore. As he roamed alone in the wilderness, Ragnar was hunted by one of the much-feared Blackmaned wolves, as dark and terrible as any night-Daemon. Though it was many times his size, after a great struggle Ragnar managed to kill the wolf-beast with his bare hands. Though burning with exhaustion, Ragnar hauled its carcass through the snowdrifts to the Fang. This great deed was seen by the Wolf Priests as a good omen and, from that day forth, Ragnar wore the Blackmane's pelt and took it as his namesake. Ragnar's saga later tells of his elevation from the ranks of the Blood Claws directly to the Wolf Guard, earning this rare

promotion after butchering the Ork Warlord Borzag Khan and his entire retinue in a frenzied rampage. Ragnar quickly proved himself a gifted leader of men as well as a talented warrior. When his Wolf Lord, Berek Thunderfist, met his end by the Daemon-tainted axe of a champion of Khorne, Ragnar led the hunt for his master's killer and took bloody vengeance. Ragnar was later appointed Wolf Lord in Berek's stead – a remarkable accomplishment for one so young. Ragnar has led his Great Company with all the fiery courage of youth ever since, his warriors proudly bearing the symbol of a Blackmaned wolf's head in honour of his title.

BJORN THE FELL-HANDED

Bjorn the Fell-Handed is the oldest living warrior in the Imperium. Bjorn is a legendary figure amongst the Space Wolves, for he fought in the Horus Heresy alongside the Primarch Leman Russ himself. Though the epic events he describes seem more like a skald's tale, Bjorn's words are 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 and recount the sagas of old. When he speaks, the boisterous mirth of his battle-brothers is replaced by the hushed silence of utmost respect. Entire generations of Space Wolves can fight and die without ever witnessing Bjorn in person, so to be in the majestic presence of this revered hero is a rare privilege.

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 immeasurable honour, Bjorn fought all the harder to prove himself in the eyes of his spiritual father. It was Leman Russ himself who first called Bjorn 'the Fell-Handed' – an epithet that he still bears as a badge of honour for earning the Primarch's praise. When Russ left Fenris for the last time to begin his fateful journey into the Eye of Terror, he took his retinue with him, leaving only the youngest, Bjorn, to watch over his Chapter. Bjorn has never explained why he was left behind in this manner; it is not certain if he even knows himself, but the Primarch was never one to act idly. So it was that, when it became clear that Russ was not to return, Bjorn reluctantly took his Primarch's place as master of the Chapter, becoming the first Great Wolf.

From the day of Russ' disappearance, Bjorn has given his all to prove himself worthy in his missing Primarch's stead, first as Great Wolf, then as a Dreadnought, and finally to this day as the spiritual and moral compass for the entire Chapter. Only the ancient Wolf Priest Ulrik knows Bjorn well enough to suspect that he still craves the benediction of Russ, and that Bjorn will know no peace until he fights alongside his Primarch once more.



LOGAN GRIMNAR

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

Logan's leadership of the Space Wolves has endured for over five hundred years. During that time, the Old Wolf has led his Chapter to victories beyond counting against tyrants and terrors alike, humbling the warlords of Chaos and pushing back the omnipresent alien threat that gnaws at the edges of Humanity's domain. When written in full, Logan's saga stretches from one side of the Great Hall to the other, for the Old Wolf hunts evil wherever he finds it and without hesitation, no matter its provenance.

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

Clad in his ornate Terminator armour, Grimnar towers over all save his mighty champion, Arjac. His beard is long and his fangs full, yet age has not made him weary. Logan's armour is wreathed with the pelt of the infamous Thunderwolf, Fellclaw, its gilded skull acting as a crown above his head. Fellclaw once terrorised the northern plains of Asaheim, which dwell in the shadow of Fangard mountain. Logan took it upon himself to hunt the deadly creature and tracked it 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 came upon 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, fiercely loyal to their master, and have remained at his side for more than five hundred years.

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, some would say joyfully, led his forces



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

ULRIK THE SLAYER

The saga of this legendary Wolf Priest dates back to the earliest days of the 41st Millennium, for Ulrik is truly ancient, having fought for the Chapter for almost a thousand years. A Space Marine can live almost indefinitely if he is not slain in battle – a cruel irony given that the Adeptus Astartes wage an endless war – yet in all his years, Ulrik has never found a foe capable of besting him. He came closest to earning his place at Russ' eternal feasting table during the First War for Armageddon. Ulrik displayed such skill in cutting his way through a trio of ferocious World Eaters that he earned the unusual accolade of a grudging salute from the Daemon Primarch, Angron. The intervention of an entire brotherhood of Grey Knights ultimately led to Angron's defeat, and denied Ulrik the opportunity to earn a glorious death. His deeds in that terrible battle nonetheless earned Ulrik the title of 'the Slayer', which he has borne ever since.

HUNTERS OF FENRIS

Harald Deathwolf rides to war atop his mighty Thunderwolf, Icetooth, with the howling hordes of Fenris at his back. His Great Company, the Deathwolves, is host to huge packs of beasts, from Fenrisian Wolves to hulking Thunderwolves. At Deathwolf's side, the feral knight Canis Wolfborn fights atop Fangir, the largest Thunderwolf of his kind.

THE DEATHWOLVES

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

When Leif Snowfang fell broken upon the battlefields of Rygar, slain by a lucky blow from the Ork Warboss Rokbad Necksnapper, it was Harald who rallied the warriors of his Great Company and led them to victory. On a field piled high with the corpses of Rokbad's tribe, Harald was voted Wolf Lord amid the cheers and howls of his kin. As the tale goes, at that moment Harald looked up to the dim Rygar sun, shrouded by battle smoke, and proclaimed himself Deathwolf, and his totem the Ravening Jaw, the symbol of the Wolftime.

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



One frozen Fenrisian night, the Deathwolves gained a powerful new warrior. On this night, Canis Wolfborn came to the Fang with his wolf pack, following the snow-covered tracks of the Space Wolves initiate Jorek the Giant, who had come to hunt Canis' kin and failed. Raised by wolves and completely feral, Canis howled out to the cold stone edifice, a haunting challenge to those that would try to kill his wolf-family. It was Harald Deathwolf who answered this call and met with the young warrior by the light of a cold moon. Unable to communicate with Canis, Harald stared into his eyes and growled a challenge, before both warriors hurled themselves at the other with bared teeth. Even though Canis was but a man, Harald was impressed with the strength and skill with which he fought. When Canis finally bared his neck in submission to Harald, the Wolf Lord led him into the Fang. In time, Canis would become Harald's champion and the greatest of his warriors.

SAGA OF THE ICETOOTH

Skjalds sing Harald's praises in the feasting halls of the Fang, spinning tales of his unbreakable courage and ferocity, telling stories like the Battle of the Screaming Hive or the Slaying of the Ice Trolls. In every one Deathwolf's lupine senses play a key part, the skjalds usually attributing his victories to his feral cunning and kinship with his animalistic companions. When Harald hears such tales he bellows with laughter and bangs his tankard on the table until silence falls. As the Wolf Lord reflects on these glories, his battle-brothers merely add to the tales of heroism and war.

One such story, the Tale of the Icetooth, recounts Harald's hunt for the renegade, Svane Vulfbad. Having turned to Chaos along with a portion of his Great Company, Vulfbad was condemned to death by Logan Grimnar, a sentence that it fell to Deathwolf to carry out. For a Fenrisian year, Harald followed the trail of Vulfbad, scouring the Sea of Stars to find the traitor. Relentlessly, Harald followed Vulfbad's vessel through clouds of radiation and gravitational riptides to the moon of Gallimius, deep within the cursed Clieves System.

Harald descended to the moon with a small strike force, the Space Wolves quickly lost from sight in the roiling red clouds of its atmosphere. Choked in a constant storm of ferrite dust, visibility on the surface of Gallimius was limited to a few metres, and so Deathwolf used his legendary sense of smell to track his prey, following the rancid stink of Chaos that hung about Vulfbad. Numerous times the Chaos Lord threw foes in Harald's path – Traitor Space Marines, Warp-tainted beasts and gibbering mutants appeared howling from the dust storms to assail them. Each time the Space Wolves defeated them in furious combats, but often at the cost of battle-brothers' lives and precious hours between them and their quarry.

After many weeks, the hunting party cornered Vulfbad in the ruins of an ancient Imperial outpost, high atop a storm-washed mountain range. Vulfbad was summoning aid from the Dark Gods when Harald and his Deathwolves charged into the midst of the ritual. As the two great warriors battled, the young Wolf Lord and the Renegade Space Wolf, a yawning portal began to open above their heads, and Harald could see the leering faces of Daemons hungry to push their way into reality. Though Vulfbad fought in a frenzy, he was outmatched by the skill and determination of his opponent. However, when Harald brought his frost axe around for a killing blow, Vulfbad released his spell – the portal collapsed, and the two warriors were flung apart by a blast of energy. When Harald rose, all that remained of Vulfbad was his own broken frost axe, a shard of which Harald fashioned into a tooth for his Thunderwolf, which has been named Icetooth ever since.

THE SORCERER'S SNARE

In the final years of the 41st Millennium, one of Harald's old enemies rose up once again from the Sea of Stars. The Thousand Sons Sorcerer Lord, Mordant Hex, had appeared after years in hiding. Ever since Harald had prevented Hex's schemes within the cathedrals of Ak-Hirbat, the sorcerer had been haunting the Wolf Lord for years. Hex had appeared to oppose Harald's missions, or to aid the Space Wolves' enemies, only to vanish before Deathwolf could kill him in battle.

Mordant Hex had boarded a vast space station above Issajur, a planet ravaged by incessant ice storms. The sorcerer and his cadre of Thousand Sons Space Marines slaughtered the crew on board and made sacrifices of many hundreds of people. Hex proceeded to conduct a spell upon the severed heads of several crewmembers until, in death, they began to incant a message of his devising. These heads Hex then placed aboard a vacant vessel, which he sent into the star system surrounding Fenris. Upon discovery by Wolf Scouts, the corpse-heads repeated his sinister message to the Space Wolves, causing a stir within the Fang. Realising this was a trap, Harald Deathwolf relished the chance to kill Hex once and for all, and the Wolf Lord mustered his Great Company. From their battle barge, Harald's great packs of Thunderwolves and Fenrisian Wolves piled into the space station and began to hunt the Traitor Marines. However, most of these Rubricae proved to be illusory tricks, and the true Thousand Sons began to vacate the superstructure.

A series of sorcerous explosions saw the space station break up above the atmosphere of Issajur – with the Deathwolves on board. Harald's battle-brothers retreated back to their Battle Barge with moments to spare. The space station shattered entirely, showering Issajur with its burning debris. As the Battle Barge peeled away from the explosion, it launched a strike at the Thousand Sons attack craft, and the two ships corkscrewed down to Issajur. From the ruins of the space station came a colossal, ghostly gateway to the Warp, which fell onto the planet and coalesced. Thousands of daemons of Tzeentch surged across the ice and among them was a Lord of Change. Harald took his loyal Thunderwolf Cavalry to chase down Mordant Hex, whose forces began to flee towards the daemon gate, while Canis Wolfborn led the attack against the Daemons.

The firepower of the Thousand Sons allowed Mordant Hex to escape back into the Warp. After slaughtering the remaining traitors in fury, Harald and his hunt-brothers returned to their fallen spacecraft, where the Lord of Change was wreaking havoc upon the rest of the Deathwolves. In this glorious charge Harald Deathwolf banished the Greater Daemon.

The Wolf Lord's last act was to bid the Rune Priest Hallfrid to draw upon his otherworldly powers. The psyker stirred the elements into a violent storm – one so powerful that it lifted the wrecked Thousand Sons attack craft and hurled it into the Warp gate. The resulting explosion rocked the planet, and stemmed the tide of Daemons on Issajur.



THE YOUNG KING

Ragnar Blackmane fought alongside the Great Wolf Logan Grimnar during the Battle for Alaric Prime, the young Wolf Lord leading his Great Company against the Orks of the Red Waaagh!.

FROSTFANG

Ragnar's frost blade was crafted centuries ago by the Master Iron Priest Fergus Forgrim, its chainsaw teeth fashioned from a rare metal whose secret died with its maker.

WOLF CLOAK

Ragnar took his name from the Blackmaned wolf he slew as part of his Trial of Morkai. This deed won him great honour and promised future success.

BELT OF RUSS

Each Great Company possesses a single Belt of Russ. These were crafted by the Master Iron Priest Stef Blacksoul following Russ's disappearance and are said to have been based on the mighty belt the Primarch himself wore.

WOLF TAIL TALISMAN

Space Wolves are highly superstitious and carry a collection of talismans which they feel will somehow protect them in battle.

Ragnar has taken the Blackmane as the symbol of his Great Company. Blackmaned wolves are usually only seen in the dead of winter when packs descend from the mountains into the lands of the Fenrisians to feed, leaving little more than scraps of bloody bones in their wake. They are famously intractable – the Fenrisians refer to the act of attempting an impossible task as 'taming the Blackmane'. In the myths of the Fenrisian tribes, the Blackmanes serve in the afterlife as the minions of the Deathwolf Morkai, two-headed guardian of the Gates of Death. Legend has it that one who crosses into the afterlife with a Blackmane at his side will never truly die.

COMPANY OF THE BLACKMANE

Though the warriors of Ragnar Blackmane show as much disregard for the Codex Astartes as any other Great Company, they still adhere to the general heraldic code adopted by the Space Wolves. As is typical of their kin, they bear their pack marking on the right shoulder pad and the Great Company marking of their Wolf Lord upon the left.

THE CLAWS OF RUSS, THE BATTLE FOR ALARIC PRIME, 998.M41

Wolf Lord Ragnar Blackmane



Olvec the Wise
Wolf Guard Battle Leader



The Blackpelts, Ragnar's Wolf Guard
Tor Wolfheart, Alrydd the Bard,
Uller Greylock, Hrolf Longspear
and Svengril the Younger



Asgeir's Allslayers
10 Blood Claws



Einar's Glorywolves
10 Blood Claws



Merec's Bane
10 Blood Claws



Hostor's Spear
10 Blood Claws



Maegar's Pack
10 Blood Claws



The Thunderfists
10 Skyclaws



Dreskor's Skybolts
10 Skyclaws



The Twice-Proven
10 Skyclaws



Ornolf's Giantslayers
5 Swiftclaws



Graegor's Battleborn
10 Grey Hunters



Thierulf Bloodhanded's Pack
10 Grey Hunters



Soergar's Swordkin
10 Grey Hunters



Dolfen Wyrdbane's Pack
9 Grey Hunters



Graehar Slyaxe's Pack
9 Grey Hunters



Raegrec's Blades
8 Grey Hunters



Drekka's Nightblades
10 Wolf Scouts



Olovec's Deadeyes
10 Wolf Scouts



Wyvald's Wyrmlblades
6 Long Fangs



Sunprowler's Whitebeards
6 Long Fangs



Ashenbeard's Wise Few
5 Long Fangs



Thorfinn Doomseeker
Lone Wolf



Skolgrim of the Black Brow
Lone Wolf



Korvok of the Red Mist
Lone Wolf





ANNALS OF THE SPACE WOLVES

The Space Wolves can trace their glorious history back to the foundation of the Imperium and the terrible wars that were fought to protect it. Over the millennia, the Space Wolves have stayed true to their vow to fight in the name of their Primarch and the Allfather. They have defeated the enemies of Mankind on countless battlefields in honour of that oath. The Administratum often finds the Sons of Russ to be frustrating allies, but they know that when the galaxy burns in the fires of war, there are few better warriors to have at their side.

c.800.M30 The Great Crusade

005.M31 The Horus Heresy

c. M31 The Burning of Prospero

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

c. M31 The Scouring

021.M31 The Second Founding

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

211.M31 The Primarch Departs

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

218.M31 The First Great Hunt

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

576.M31 The War of Wolves and Angels

934.M31 Incarceration

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

742.M32 The Battle for the Fang

Magnus the Red appears to Great Wolf Harek Ironhelm in a series of visions. Haunted by his dreams, Ironhelm becomes increasingly determined to bring the Thousand Sons to battle and finish what the Space Wolves started at Prospero more than a thousand years ago. After receiving word that the traitors are massing on the world of Gangava, Ironhelm launches a full attack without hesitation, leading eleven entire Great Companies into battle.

Having laid his plans over hundreds of years, Magnus the Red arrives on Fenris with the remaining fighting strength of his Legion. Only a single Great Company remains to defend the Fang, and Bjorn the Fell-Handed is roused from his slumber to lead a guerilla campaign against the traitor forces. The Thousand Sons breach the great gate of the Fang, but not before the Wolf Scout Haakon Blackwing escapes the siege to bring word to the rest of the Chapter. The Space Wolves return in force to drive their hated enemies from their home world. Harek Ironhelm faces Magnus in personal combat, but is struck down before mighty Bjorn banishes the Primarch in turn.

671.M34 The Ninth Great Hunt



310-334.M36 The Plague of Unbelief

Having gathered a vast army of deluded zealots to his cause, the Apostate Cardinal, Bucharis of Gathalamor, leads his unholy crusade towards Terra. After spending many years carving a path across the galaxy, Bucharis lays siege to the Space Wolves' home world in order to secure a safe route towards the heart of the Imperium. Bucharis is confident that the seemingly inexhaustible forces at his disposal will soon secure him victory. He is mistaken.

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

COMETH THE WOLFTIME

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

392-399.M41 The Macharian Crusade

444.M41 The First War for Armageddon

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

444-451.M41 The Months of Shame

Not for the first time, the Space Wolves and the Inquisition come to blows. Logan Grimnar demands that the Inquisitorial forces put an immediate stop to the systematic purging of the Imperial Guard survivors that fought so bravely in defence of Armageddon. Only when Bjorn the Fell-Handed intervenes do the internecine hostilities cease.

739.M41 The Purging of The Starkrusha

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

777.M41 The Long Vigil

Gunnar Red Moon's Company suffers grievous losses against the Orks of Waaagh! 'Eadbusta. Only the tenacity of the Long Fangs saves their kinsmen after they hold Moonfang Pass for three days until reinforcements arrive.

780.M41 the prophecy of the curseborn

822.M41 The Hunters Hunted

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

833.M41 The Wolf and the Knight

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

837.M41 Honour's End

During the Eclipse Wars, the Space Wolves fight alongside the Angels Vindictant and Flesh Tearers Chapters upon the



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

848.M41 The Ambush of Hel's Ridge

A vast Tyranid swarm surrounds Bran Redmaw's Great Company after their Imperial Guard allies are waylaid and slaughtered to a man. The timely arrival of a dozen Stormfang Gunships helps to clear the skies before a savage counter-attack led by Redmaw and his Blood Claw packs turns the tide against the Tyranid ground forces.



877.M41 From Out of the Warp it Came

Engir Krakendoom's Great Company are close to hand when a vast anomaly breaches the yawning Warp gate of Sloth. Twelve thousand miles of heaving flesh; the entity defies classification until a xenobiologist realises that the anomaly was once a void whale, twisted by the unnatural tides of the Warp. As the monstrosity prepares to engulf the astral stronghold of Perillia, the Space Wolves board it in drill-tipped torpedoes. Fighting amongst frond-forests and gill-chasms, Engir and his men battle through the nightmare products of its hostile ecosystem before planting thermal charges deep within its vital organs. They escape with seconds to spare before the behemoth finally comes apart in a great cloud of tainted blood. The Perillian Gas Belt is born from its remains.

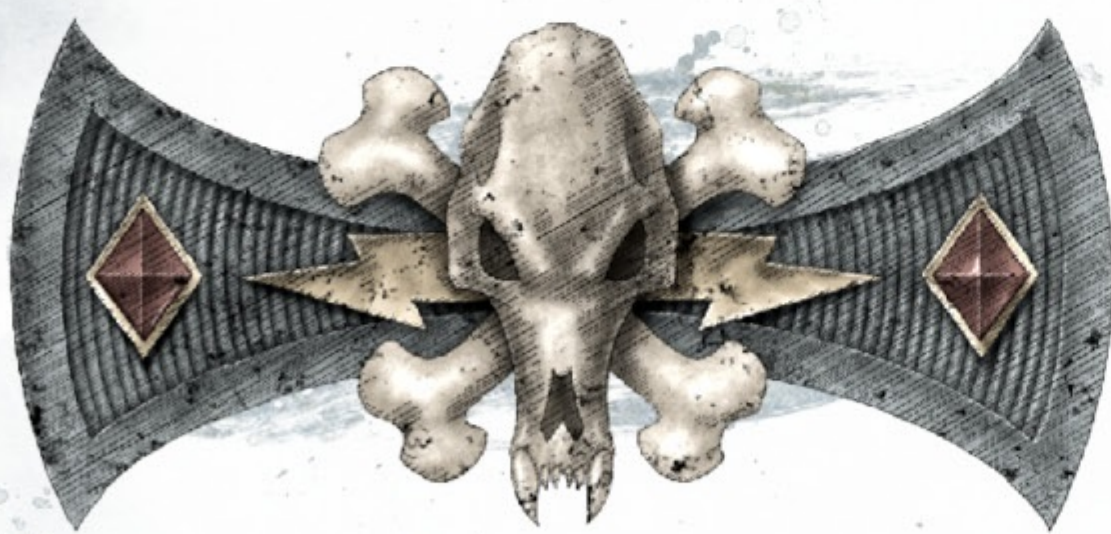
880.M41 The Murdermake Crusade

886.M41 The Ecclesiarchy Comes to Fenris

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

892.M41 Slaying of the Ice Trolls

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



894.M41 Bad Blood is Spilled

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

895.M41 An Alliance Broken

When the Ork Waaagh! of Grimtusk Bloodboila looks set to consume the entire Athelaq sector, it is not only the Great Company of Egil Iron Wolf that stands in its path. An Eldar warhost fights hard to contain the greenskin invasion to prevent the Space Wolves from becoming surrounded. Egil's tanks take a heavy toll on the Ork vanguard and, after weeks of bitter warfare, Warlord Grimtusk is killed and the Waaagh! blunted. Later, Autarch Elenduil visits the throne room of Egil Iron Wolf in great ceremony, his bodyguard of Striking Scorpions respectfully bearing the recovered bodies of fallen Space Wolves. Unfortunately, what was supposed to be a parley over a parting gift turns sour at a single stray mistranslation. Insults are exchanged and blades drawn. The sudden violence of the ensuing fight is but a shadow of the destruction that follows as the sector descends into total war between the three factions.

897.M41 The Battle for Montberg Spaceport

Hive Fleet Colossus descends in force upon the civilised world of Thressiax, and the forces garrisoned there prove unable to stop the Tyranid invaders. Imperial High Command calls for all remaining forces to withdraw and leave the settlers of Thressiax to their fate so that the Tyranids can be exterminated from space. Bran Redmaw, resupplying upon Thressiax at the time, objects fiercely to this dictate. He sends two full squads of Grey Hunters to reinforce the vital spaceport of Montberg so that the people of Thressiax can evacuate. Scant days before the aliens' impending attack, the Grey Hunters intensively train the menfolk of Montberg, putting the fear of Fenris into any considering desertion. Against all the odds, the Grey Hunters and their new recruits hold the walls of the spaceport against the Tyranid swarms, buying the civilians enough time to escape. When the six surviving Grey Hunters finally withdraw from the spaceport, Imperial High Command demands that they be stripped of all honours for disobeying a direct command. Instead Bran Redmaw promotes all six into his personal Wolf Guard in recognition of their valourous deeds.

900.M41 The 30th Great Hunt

954.M41 The Abomination of Cyriax

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

959.M41 The Wolf's Eye Blinks

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

960.M41 Murderfang's Rampage

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

966.M41 The War under the Ocean

The Tau Empire, encroaching ever further into Imperial space, mines the bed of the ocean world of Kvariam Alpha. It takes a full decade for the domes and corridors that stretch along the ocean floor to be discovered by an augur probe. With the Imperial Guard unable to engage the Tau forces so far below the sea, the Space Wolves are called in. Gunnar Red Moon's Great Company makes planetfall upon Kvariam's meagre land mass and takes the fight to the Fire Warriors stationed there. Having established a beachhead, Gunnar and his men split off from the main invasion force and launch a massed armoured assault into the depths. They drive deep into the ocean along the sea bed, the adamantium hulls of their Land Raiders proof against the terrible pressures of the ocean. As the tanks near the alien domes and spires of the Tau cities to disgorge their Terminator-armoured passengers, circular portals in each section fan open and teams of graceful, propeller-tailed battlesuits move to intercept the slowly approaching armoured column. A desperate, silent undersea battle erupts, but despite the bewildering array of sleek torpedo-armed craft brought to war against them the Space Wolves still manage to shatter the domes of the Tau mining operations. The sea around them is choked with corpses before the Tau finally flee.

983.M41 The Avenging of Berek Thunderfist

Ragnar Blackmane slays his liege's killer, Chaos Champion Ghorox Bloodfist, in single combat. The vengeful Blackmane and his hand-picked strike force later hunt down and defeat Bloodfist's Word Bearers allies during the Gravespite Massacre. The young Ragnar is subsequently elected as the fallen Wolf Lord's successor in recognition of his heroic deeds.

988.M41 Riders of the Storm

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

989.M41 An Oath Fulfilled

After more than 350 years, Ulrik the Slayer avenges the aspirants lost to the Dark Eldar Haemonculi coven, the Hex, after Erik Morkai's Wolf Scouts track the elusive coven to their latest 'living art' gallery. Khaeghris Xhakt, the Haemonculus Ancient who masterminded the atrocities so long ago, is betrayed by an ambitious underling, who leaves his ghoulish overseer to face Ulrik alone. Xhakt's head soon adorns a spike in the Trophy Hall of the Fang.

990.M41 A Jest Too Far

Lukas the Trickster rouses the volcanic wrath of Bjorn Stormwolf by soiling the Wolf Lord's Terminator armour with a swarm of microscopic bloodlice. Bristling with indignation – and no small amount of uncontrollable itching – Stormwolf batters the sniggering Jackalwolf unconscious. Fortunately for the Blood Claw, Ragnar Blackmane intercedes before the giant can land a finishing blow, claiming the mischievous warrior for his own Great Company and, in doing so, saving Lukas' life.



998.M41 The Great Devourer comes to Shadrac

A Tyranid splinter fleet falls upon the isolated ice world of Shadrac. The frostbitten Imperial Guard stationed there need a miracle to survive, but when a pack of Space Wolves appears out of nowhere, there remains a glimmer of hope. Led by Skold Greypelt, the Space Wolves join the remaining Guardsmen in a desperate fight. Only a handful of warriors escape, leaving much of the swarm to be annihilated in a devastating explosion. Shadrac still falls to the Tyranids, though the Hive Mind learns to be wary of the Sons of Russ.

998.M41 The Third War for Armageddon

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

998.M41 The Battle for Alaric Prime

After the destruction of the *Magnir's Revenge*, the Great Wolf himself leads the Sons of Russ to the Sanctus Reach, only to dive headlong into battle on the beleaguered Alaric Prime against the Red Waaagh!

999.M41 The Kraken Awakes

The fifty-foot long, leather-skinned 'Kraken's Egg' held in the Trophy Hall of the Fang splits open to disgorge a slithering swarm of tentacled beasts. Harald Deathwolf's Fenrisian Wolves smell their 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 in a series of devastating charges. It is a hard-fought victory, however, and none of the combatants escape without the circular scars of the kraken-spawns' tentacles somewhere upon their body.

999.M41 The 13th Black Crusade

Abaddon the Despoiler launches his 13th, and Imperial strategists fear his greatest, Black Crusade. The Cadian Gate is attacked on a system-wide front. Sensing a great and terrible destiny, Logan Grimnar musters the entire fighting strength of his Chapter and sets forth without delay. Upon his arrival, the Old Wolf assumes the mantle of supreme commander of the Imperium's forces and prepares for what threatens to be deadliest war since the Horus Heresy.



THE LOST BROTHERS RETURN

Ten millennia ago, the Space Wolves brought devastation to the traitors of the Thousand Sons. Yet through foul sorcery, the scions of Magnus escaped into the warp. But they were pursued. An entire Great Company – the Thirteenth, the Wulfen-kind – vowed to follow the traitors unto death. They have not been seen since... until now.

Upon the hive world of Nurades, Harald Deathwolf and his Great Company fought against a great horde of Daemons spawned by an infernal warp rift. In their final battle against the creatures of Chaos in the planet's northern regions, the Deathwolves were outmatched. Standing back to back, fighting to their last breaths, they prepared to embrace death, bolter and chainsword in hand. Then salvation arrived.

As Harald prepared his Thunderwolf Riders for one last, glorious charge, the hackles rose on the back of his neck. He looked around to see massive figures tearing into the Daemonic horde. Bloodletters, Plaguebearers, Daemonettes and Horrors alike could not stand against the savagery of these warriors. The Deathwolves raised a howling battle cry as they prepared to aid their mysterious saviours... and to their amazement, it was answered. As battle raged, the true visage of the Space Wolves' allies became clear. They were huge, bestial terrors, soaked in blood and monstrous to behold. But there was no mistaking their battered grey power armour and the distinctive marks of the Canis Helix. These warriors were Space Wolves.

When the battle was over, Harald ordered the newcomers taken under guard and returned to the Fang. There, it became clear that, for good or ill, the Thirteenth Company had returned...







COMPANIES OF FENRIS

Each Great Company of Space Wolves bears the heraldry of their Wolf Lord as well as the iconic colours of the Chapter. Each pack and vehicle is further identified by their own series of distinctive markings, examples of which can be found in this section.





Ingvarr Thunderbrow, Wolf Guard Terminator with storm bolter and chainfist



Jekren Skald, Wolf Guard with two wolf claws





Drekkan Greypelt, Wolf Guard with thunder hammer and storm shield



Ranulf Ironfang, Wolf Guard Terminator with storm bolter and power sword





Kraeger Firebreath, Wolf Guard Terminator with heavy flamer and chainfist



Godroc, Wolf Guard Terminator with frost axe and storm bolter





Raegir Bloodknife, Wolf Guard Terminator with two wolf claws



Logan Grimnar, the Great Wolf, High King of Fenris



Jorn the Tall, Wolf Guard with storm bolter and power fist





Grey Hunters scan the ruins ahead for more prey.



Wolf Scouts are veterans all, each an expert in the art of stealth.





The Deathwolves boast a great many Thunderwolf Cavalry.



Harald Deathwolf, mounted upon Icetooth





The headstrong Blood Claws excel at close quarters.



Fenrisian Wolves





Long Fangs are armed with a profusion of heavy weapons.



Vegel Shard, Dreadnought armed with helfrost cannon and great wolf claw







Grey Hunters are experienced in the use of a wide variety of combat gear.



Thunderwolf Cavalry are amongst the most hard-hitting shock troops in the galaxy.







FORCES OF THE SPACE WOLVES

The following section includes background and rules information that describe the forces used by the Space Wolves – their warriors, their vehicles and the characters that lead them to battle. The datasheets will enable you to forge your collection of Space Wolves miniatures into an army ready to fight battles in your games of Warhammer 40,000.

DATASHEETS

Each Space Wolves unit in this book has a datasheet. Each datasheet contains a detailed description of the unit along with all the rules information that you will need to use that unit in your games of Warhammer 40,000.

Army List Entries

Each Army List Entry contains the following information:

- Faction:** The unit's Faction will be shown here by a symbol. All of the units described in this book have the Space Wolves Faction.
- Battlefield Role:** The unit's Battlefield Role is shown here by a symbol. Units in this book have one of the following Battlefield Roles: HQ, Troops, Elites, Fast Attack, Heavy Support and Lords of War. The symbols for these battlefield roles are defined in Warhammer 40,000: The Rules.
- Unit Name:** Here you will find the name of the unit.
- Unit Description:** This section provides a description of the unit, detailing their particular strengths along with the tactics and methods they employ to wage war in the grim darkness of the 41st Millennium.
- Points Cost:** This is the points cost of the unit without any upgrades, used if you are choosing an army to a points value.
- Unit Profile:** This section will show the profile of any models the unit can include.
- Unit Type:** This refers to the unit type rules in Warhammer 40,000: The Rules. For example, a unit may be classed as Infantry, Cavalry, Beasts or Vehicle, which will subject it to a number of rules regarding movement, shooting, assaults, etc.
- Unit Composition:** This section will show the number and type of models that make up the basic unit, before any upgrades have been taken.
- Wargear:** This section details the weapons and equipment the models in the unit are armed with, many of which are described in more detail in the Wargear of the Fang section of this book. The cost for all the unit's basic equipment is included in its points cost.
- Special Rules:** Any special rules that apply to models in the unit are listed here. Special rules that are unique to models in that unit are described in full here, whilst others are detailed either in the Appendix section of this book (pg 94) or in the Special Rules section of Warhammer 40,000: The Rules.
- Options:** This section lists all of the upgrades you may add to the unit if you wish to do so, alongside the associated points cost for each. Where an option states that you may exchange one weapon 'and/or'



another, you may replace either or both, provided you pay the points cost for each. The abbreviation 'pts' stands for 'points' and 'pts/model' stands for 'points per model'. Where applicable, this section also refers to any Transports the unit may take. These have their own Datasheets. Dedicated Transports do not use up any slots on a Force Organisation Chart, but otherwise function as separate units. The Detachments section of Warhammer 40,000: The Rules explains how Dedicated Transports work.

- Warlord Traits:** Sometimes a character's datasheet will have a specific Warlord Trait, in which case it will be listed here.
- Relics of the Fang:** Some entries have unique items of wargear, the description and rules for which will be listed here.



Formations

Formation datasheets are identified by this symbol. The rules for Formations can be found in Warhammer 40,000: The Rules. A Formation datasheet will list the Army List Entries which make up the Formation, any restrictions upon what it may include, and any special rules the Formation's units gain.

SONS OF RUSS

This section details background and rules that describe the forces used by the Space Wolves. It enables you to forge your collection of Space Wolves miniatures into an army ready to hunt down and tear apart the enemies of the Imperium in your games of Warhammer 40,000.

CHOOSING AN ARMY

When choosing an army to play a game of Warhammer 40,000, there are two main ways of organising your collection. These are the Unbound method, which means taking whichever units you like, and the Battle-forged method, which is more rigid but has extra benefits. Both are described fully in *Warhammer 40,000: The Rules*.

If you are using the Unbound method, simply use the datasheets that correspond to the models in your collection. If you are using the Battle-forged method, you will instead need to organise the models in your collection into Detachments. This is a fun process in its own right. The most common of these are the Combined Arms and Allied Detachments. Note that you can also include any of the Formations presented in this section as part of a Battle-forged army.

The Wolf Claw Strike Force is a special type of Detachment that can be included in any Battle-forged army. Unlike the Detachments shown in *Warhammer 40,000: The Rules*, it has a Force Organisation Chart whose slots are a combination of specific Formations and Army List Entries instead of Battlefield Roles. However, it still has compulsory and optional elements, as well as Restrictions and Command Benefits, just like any other Detachment.

Although units cannot normally belong to more than one Detachment, units from a Formation that is part of a Wolf Claw Strike Force are an exception. They count as part of both their Formation and the Detachment, and have all associated Command Benefits and special rules. If your Warlord is part of a Formation or an Army List Entry that makes up part of a Wolf Claw Strike Force, that entire Wolf Claw Strike Force is your Primary Detachment.

RESTRICTIONS:

This Detachment must include at least one Core choice and one Auxiliary choice. It may include up to five Command choices and any number of additional Core or Auxiliary choices, in any combination. Only the datasheets listed here can be included in this Detachment and all units in the Detachment must have the Space Wolves Faction.

COMMAND BENEFITS:

Counter-charge: At the end of your opponent's Charge sub-phase, you can declare a charge with any unengaged units from this Detachment, so long as each enemy unit that you attempt to charge is locked in combat with another unit from this Detachment. Any units that do so count as charging for all rules purposes.

The Howl of Wolves: If a Wolf Claw Strike Force includes two or more Greatpacks, or two or more of the same Legendary Greatpack, one including a Wolf Lord 1 and the others including a Wolf Guard Battle Leader, then together they form a Great Company. As long as a Great Company's Wolf Lord 1 is still alive, all units in that model's Great Company have the Fear and Furious Charge special rules.



Command
0-5



Auxiliary
1+



Core 1+



GREATPACK

- 1 Wolf Lord ¹ or Wolf Guard Battle Leader
- 0-1 unit chosen from the following list:
 - Wolf Guard
 - Wolf Guard Terminators
 - Thunderwolf Cavalry
- 1-3 units chosen from the following list:
 - Blood Claws
 - Skyclaws
 - Swiftclaws
- 0-1 Lukas the Trickster
- 3-5 units chosen from the following list:
 - Grey Hunters
 - Land Speeders
- 1-2 units of Long Fangs
- 0-1 unit of Wolf Scouts
- 0-2 Lone Wolves



LEGENDARY GREATPACK

- 1 Formation chosen from the following list
 - The Firehowlers
 - The Ironwolves
 - The Drakeslayers
 - The Deathwolves
 - The Blackmanes
 - The Champions of Fenris

WOLF CLAW STRIKE FORCE

The Wolf Claw Strike Force allows you to represent the typical structure of a Space Wolves army on the Warhammer 40,000 battlefield. Whether you wish to deploy the full might of a Great Company with support elements, or a force assembled to tackle a specific threat, the choices below offer a great way to pick your army.

For example, Kevin's Space Wolves collection consists of Ulrik the Slayer, a Wolf Lord, two Rune Priests, a Wolf Priest, an Iron Priest, a unit of Wolf Guard, two units of Blood Claws, one unit of Skyclaws, three units of Grey Hunters, a unit of Long Fangs, one unit of Wolf Scouts, two Dreadnoughts, two units of Fenrisian Wolves, a Predator and a Land Raider Crusader.

If Kevin wishes to organise his collection using the Battle-forged method – as described in Warhammer 40,000: The Rules – all of his units need to be part of a Detachment or a Formation. Kevin achieves this by choosing one Wolf Claw Strike Force Detachment and one Combined Arms Detachment from Warhammer 40,000: The Rules.

The Wolf Claw Strike Force in Kevin's army consists of one Core choice, two Command choices and two Auxiliary choices. Specifically,

it consists of a Greatpack (the Wolf Lord and all of the units of Wolf Guard, Skyclaws, Grey Hunters, Long Fangs and Wolf Scouts), a Lord of the Fang (Ulrik the Slayer), a Wyrdstorm Brotherhood (both Rune Priests), an Ancients of the Fang Formation (the Iron Priest and both Dreadnoughts), and a Wolfkin Formation (all of the Fenrisian Wolves). Kevin's two units of Blood Claws (Troops), his Wolf Priest (HQ) and his Predator and Land Raider Crusader (both Heavy Support) form a Combined Arms Detachment.

As all of his units belong to a Detachment or a Formation, Kevin's army is a Battle-forged army. The units that are part of the Wolf Claw Strike Force therefore have the Counter-charge Command Benefit, whilst those that are part of the Combined Arms Detachment have the Objective Secured Command Benefit. Finally, Kevin chooses his Wolf Lord to be his Warlord – the Wolf Claw Strike Force is therefore his Primary Detachment.



LORD OF THE FANG

- 1 of the following:
 - Logan Grimnar
 - Wolf Priest²
 - Njal Stormcaller
 - Bjorn the Fell-Handed
 - Arjac Rockfist
 - Canis Wolfborn



SPEAR OF RUSS

- 1-3 Iron Priests
- 1-3 units chosen from the following list:
 - Predators
 - Whirlwinds
 - Vindicators
- 1-3 units chosen from the following list:
 - Land Raider
 - Land Raider Crusader
 - Land Raider Redeemer



THE CURSEBORN

- Murderfang



WULFEN MURDERPACK

- 2-5 units of Wulfen



WOLFKIN

- 2-5 units of Fenrisian Wolves



HERALDS OF THE GREAT WOLF

- 1 Wolf Priest²
- 1 Rune Priest³
- 1 Iron Priest



FANGS OF THE TEMPEST

- 1 Stormfang Gunship or 1 Stormwolf

¹ Logan Grimnar, Ragnar Blackmane, Harald Deathwolf or Wolf Lord Krom may be taken in place of a Wolf Lord.

² Ulrik the Slayer may be taken in place of a Wolf Priest.

³ Njal Stormcaller may be taken in place of a Rune Priest.



WYRDSTORM BROTHERHOOD

- 2-5 Rune Priests³



ANCIENTS OF THE FANG

- 1 Iron Priest
- 2-5 Dreadnoughts

SPACE WOLVES WARGEAR LIST

These lists detail the points values of various items of wargear available to units in your army. Many unit entries in the army list that follows may include wargear options from one or more of these lists – in each instance, the unit's datasheet will tell you (in bold text) exactly which of these lists you may use.

Ranged Weapons

A model may replace his bolt pistol and/or Melee weapon with one of the following:

- Storm bolter 5 pts
- Combi-flamer, -melta or -plasma 10 pts
- Plasma pistol 15 pts

Melee Weapons

A model may replace his bolt pistol and/or Melee weapon with one of the following:

- Power weapon 15 pts
- Storm shield 15 pts
- Frost sword 20 pts
- Frost axe 20 pts
- Wolf claw 20 pts
- Power fist 25 pts
- Thunder hammer 30 pts
- Two wolf claws ¹ 30 pts

Terminator Weapons

A model wearing Terminator armour may replace his storm bolter with one of the following:

- Combi-flamer, -melta or -plasma 5 pts
- Wolf claw 15 pts
- Thunder hammer 25 pts

A model wearing Terminator armour may replace his power weapon with one of the following:

- Storm shield free
- Frost axe 5 pts
- Frost sword 5 pts
- Wolf claw 10 pts
- Power fist 10 pts
- Chainfist 15 pts
- Thunder hammer 15 pts

Heavy Weapons

A model may replace his boltgun and/or bolt pistol with one of the following:

- Heavy bolter..... 10 pts
- Multi-melta ²..... 10 pts
- Missile launcher (with frag and krak missiles) 15 pts
- May also take flakk missiles 10 pts
- Plasma cannon ² 15 pts
- Lascannon ² 20 pts

Special Weapons

A model may replace his Melee weapon or boltgun with one of the following:

- Flamer 5 pts
- Meltagun 10 pts
- Plasma gun 15 pts

Dreadnought Weapons

A model may replace its multi-melta with one of the following:

- Twin-linked autocannon 5 pts
- Twin-linked heavy bolter 5 pts
- Twin-linked heavy flamer 5 pts
- Plasma cannon 10 pts
- Assault cannon 20 pts
- Helfrost cannon 20 pts
- Twin-linked lascannon 25 pts

Special Issue Wargear

A model may take up to one of each of the following:

- Melta bombs 5 pts
- Digital weapons 10 pts
- Jump pack ^{3, 4, 5} 15 pts
- Space Marine bike ^{3, 4} 20 pts



Relics of the Fang

Only one of each Relic of the Fang may be taken per army.

A model can replace one weapon with one of the following:

- The Bite of Fenris 10 pts
- Helm of Durfast ⁶ 20 pts
- Black Death 25 pts
- Fangsword of the Ice Wolf 25 pts
- The Armour of Russ ⁶ 35 pts
- The Wulfen Stone ⁶ 40 pts

Space Wolves Vehicle Equipment

A model may take up to one of each of the following:

- Dozer blade ⁷ 5 pts
- Storm bolter 5 pts
- Hunter-killer missile 10 pts
- Extra armour 10 pts

¹ Replaces bolt pistol and Melee weapon. Can only be taken by models that can replace both weapons.

² May not be taken by Wolf Scouts.

³ May not be taken by models wearing Terminator armour or models who have a Thunderwolf mount.

⁴ Note that these pieces of wargear are mutually exclusive. For example, a model riding a Space Marine bike may not also take a jump pack.

⁵ May not be taken by Iron Priests.

⁶ Does not replace one of the character's weapons.

⁷ May not be taken by a Land Raider of any type.



WOLF LORD

105
POINTS



The Wolf Lords rule from the heart of the Space Wolves Chapter, each leading a Great Company comprising a mighty host of the most lethal warriors Fenris can breed. 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 his successor is elected by his Wolf Guard. To be selected in this way, to have one's name etched into the Wolfstone under that of Leman Russ himself, is an honour beyond measure. Every command a Wolf Lord gives is obeyed without question; though he has walked the path of the warrior, he commands with the authority of a king. A Great Company will thrive or dwindle as a direct consequence of its Wolf Lord's decisions, so the fate of his brothers now lies in his hands. Wolf Lords are more than just commanders – they are the alpha wolves, the mightiest of warriors, and where they lead, the Space Wolves follow.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Wolf Lord	6	5	4	4	3	5	4	10	3+	Infantry (Character)	1 Wolf Lord
Fenrisian Wolf	4	0	4	4	1	4	2	5	6+	Beast	

WARGEAR:

- Power armour
- Bolt pistol
- Chainsword
- Frag grenades
- Krak grenades
- Belt of Russ

SPECIAL RULES:

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

OPTIONS:

- May take up to two Fenrisian Wolves 8 pts/model
- May replace power armour with runic armour 20 pts
- May take items from the **Melee Weapons**, **Ranged Weapons**, **Special Issue Wargear** and/or **Relics of the Fang** lists.
- May replace his power armour, bolt pistol, chainsword and frag and krak grenades with Terminator armour, storm bolter and power weapon 40 pts
- A Wolf Lord in Terminator armour may only take items from the **Terminator Weapons**, **Special Issue Wargear** and/or **Relics of the Fang** lists.
- May replace one ranged or Melee weapon with a storm shield 15 pts
- If Terminator armour is not taken, a Wolf Lord may take a Thunderwolf mount 50 pts/model



RAGNAR BLACKMANE

THE YOUNG KING

195
POINTS



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 to witness one of his berserk rages is to watch the murderous fury of the hurricane come to life. Ragnar's is a rage matched equally by skill, and even in his furious assaults upon his foes every blade cut or hack displays a brutal precision unequalled by any other warrior. Indeed, Ragnar's ferocity in battle is as infectious as it is legendary, his primal fury inspiring his packmates to fight all the harder in his presence. Many believe that Ragnar will eventually succeed Logan Grimnar as Great Wolf, but many Wolf Priests hold that he must first master his anger; though the Blackmane's temper and capacity for unrestrained fury gives him great power and strength, it makes him impetuous, and may one day prove his downfall. Only time will tell the eventual fate of the renowned Young King.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Ragnar Blackmane	6	5	4	4	3	5	4	10	3+	Infantry (Character)	1 (Unique)
Fenrisian Wolf	4	0	4	4	1	4	2	5	6+	Beast	

WARGEAR:

- Power armour
- Bolt pistol
- Frag grenades
- Krak grenades

- Melta bombs
- Belt of Russ

WARLORD TRAIT:

- Saga of the Warrior Born

SPECIAL RULES:

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

Incredible Reflexes: Ragnar can re-roll a single failed saving throw in each Assault phase.

Insane Bravado: Ragnar must issue and accept a challenge whenever possible.

War Howl: Ragnar and all models with the Space Wolves Faction in his unit have the Furious Charge special rule.

OPTIONS:

- May take up to two Fenrisian Wolves 8 pts/model

RELIC OF THE FANG

Frostfang: The diamond-hard kraken teeth of this legendary frost sword can chew through even the heaviest armour with consummate ease to leave only ruin in their wake.

Range	S	AP	Type
-	+1	3	Melee, Rending, Master-crafted



WOLF LORD KROM

THE FIERCE-EYE

150
POINTS



The Wolf Lord Krom is a roaring tyrant who smashes those who cross him into the dirt. He loves nothing more than proving the supremacy of the Space Wolves over their foes, and considers himself the most formidable of them all. Intensely competitive, Krom will take any chance he can to challenge his peers to trials of combat, though all know that it is the spilling of the foe's blood that pleases him most of all. His epithet of 'Fierce-eye' is justly deserved, for the intensity of his stare is unnerving; with a single penetrating glare, he discerns the weaknesses of the enemy and the misgivings of allies alike. It is then that Krom begins his gory work. In his quest to add to his own saga, the Fierce-eye has been known to plunge into battle at the slightest provocation, warlords and monstrous foes alike falling with every sweep of his axe. Since the disastrous events of Alaric Prime, however, the Wolf Lord's belligerence has been tempered by humility – the tale of Krom and his Drakeslayers has become one of duty and skill over glory-hunting aggression.

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

Unit Type
Infantry (Character)

Unit Composition
1 (Unique)

WARGEAR:

- Bolt pistol
- Frag grenades
- Krak grenades
- Belt of Russ

WARLORD TRAIT:

- Saga of the Warrior Born

SPECIAL RULES:

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

Duty or Death: Krom can re-roll all failed saving throws when he is within 3" of an Objective Marker.

The Fierce-eye: Krom can re-roll failed To Wound rolls in close combat.

RELIC OF THE FANG

Wyrmlaw: Krom's masterwork frost axe is a perfectly balanced weapon made doubly deadly by the skill of its heroic wielder. Its blade was dusted with bonemeal made from the ground-down talons of the great ice wyrm Witherwing, lending it a razor-sharp cutting edge that can never be dulled. In the hands of Krom Dragongaze, Wyrmlaw becomes a glittering arc of destruction, its every blow perfectly placed and impossible to stay.

Range	S	AP	Type
-	+2	2	Melee, Master-crafted, Unwieldy



HARALD DEATHWOLF

LORD OF THE WOLFKIN

195
POINTS



Harald Deathwolf has led his Great Company for many years and is accounted amongst the finest warriors of the Fang. He is the ultimate sanction for the enemies of the Chapter, and the Great Wolf will often call upon the Deathwolf to execute a particularly hated foe of the Space Wolves, for he is dogged in the pursuit of his prey and a huntsman without peer. Mounted upon his trusty Thunderwolf, Icefang, Harald Deathwolf leads his Great Company in the hunt with the dominant authority of an alpha wolf and the deadly purpose of an apex predator. Once he has his prey's scent, the target is as good as dead. Harald displays an unusual affinity for wolfkind, and his presence alone is often enough to bring even the most unruly to heel. His Great Company boasts the largest number of Thunderwolf Cavalry and his warriors ever ride to war accompanied by howling packs of Fenrisian Wolves. Those that do not ride alongside their Wolf Lord on wolfback do so aboard swift transports in order to keep up with the hunt.

	WS	BS	S	T	W	I	A	Ld	Sv
Harald Deathwolf	6	5	5	5	4	5	5	10	3+
Fenrisian Wolf	4	0	4	4	1	4	2	5	6+

Unit Type
Cavalry (Character)
Beast

Unit Composition
1 (Unique)

WARGEAR:

- Power armour
- Bolt pistol
- Frost axe
- Frag grenades
- Krak grenades
- Storm shield
- Thunderwolf mount

SPECIAL RULES:

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

Lord of the Wolfkin: *All friendly Space Wolves Cavalry and Beasts models that are within 12" of Harald Deathwolf use his Leadership value, unless their own is higher.*

WARLORD TRAIT:

- Saga of the Wolfkin

OPTIONS:

- May take up to two Fenrisian Wolves

8 pts/model



RELIC OF THE FANG

Mantle of the Ice Troll King: *This enchanted cloak shields Harald from fire and flame.*

Harald Deathwolf is unaffected by all Pyromancy psychic powers and all flamer weapons as defined in *Warhammer 40,000: The Rules*.



CANIS WOLFBORN

THE FERAL KNIGHT

185
POINTS



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 – wolf-brother to mighty Fangir, the largest and most powerful of the Thunderwolves. Canis was raised by a pack of Fenrisian wolves, and was more wolf than man when he was first taken in by Harald Deathwolf. It was Deathwolf's raw, animalistic strength that first won the feral youth's respect, and Canis now fights as the Wolf Lord's champion, his steel and courage beyond question. In battle he is a whirlwind of claws and fangs, and he still rides into battle alongside his old packmates. Howling in his wake, Wolfborn's lupine brothers tear their foes apart with terrible ferocity to protect him.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Canis Wolfborn	5	2	5	5	3	5	5	9	3+	Cavalry (Character)	1 (Unique)
Fenrisian Wolf	4	0	4	4	1	4	2	5	6+	Beast	

WARGEAR:

- Power armour
- Bolt pistol
- Frag grenades
- Krak grenades
- Two wolf claws
- Thunderwolf mount

WARLORD TRAIT:

- Saga of the Wolfkin

SPECIAL RULES:

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

Born of Wolves: *Canis Wolfborn, and all Fenrisian Wolves and Cyberwolves in his unit, re-roll failed To Hit rolls in close combat during an Assault phase in which they charged into combat.*

OPTIONS:

- May take up to two Fenrisian Wolves

8 pts/model





IRON PRIEST

75
POINTS



As the alpha of the wolf pack brings his fellows together under his rule, so does the Iron Priest marshal and direct the power of the Fang's war machines. His ministrations bring wounded engines back to life, coax the maximum yield from the gunspirits of heavy weapons, and see the titanic spaceships that roost within the Fang sent upon their endless crusades. By learning punishingly hard lessons under the forgemasters of Fenris' sweltering volcanoes and later the Techadepts of Mars, these priests of the machine prove their dominion over the tank, the fortress and the gunship. To glimpse these implacable souls in full battle array is not only to witness the arcane power of the artisan-crafted pistol and hammer brought to bear, but also a spectacular showcase of armoured might. For it is the tank squadrons that fight under the Iron Priest's dominion that are his true weapon – the enemy are caught amongst an eruption of earth and fire as the mechanical pack of the Iron Priest goes about its brutal work.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Iron Priest	5	4	4	4	2	4	2	9	2+	Infantry (Character)	1 Iron Priest
Cyberwolf	4	0	4	5	1	4	3	6	4+	Beast (Character)	

WARGEAR:

- Runic armour
- Boltgun
- Servo-arm
- Thunder hammer
- Frag grenades
- Krak grenades

SPECIAL RULES:

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

Battlesmith: In each of your Shooting phases, instead of firing his weapons, an Iron Priest can choose to repair a single friendly vehicle that he is in base contact with or embarked upon. To repair a vehicle, roll a D6 and add +1 for each Servitor with a servo-arm in his unit. If the result is a 5 or more, you may either restore a Hull Point lost earlier in the battle, or repair a Weapon Destroyed or Immobilised result suffered earlier in the battle; this is effective immediately.

OPTIONS:

- May replace boltgun with one of the following:
 - Bolt pistol.....free
 - Helfrost pistol.....20 pts
- May replace thunder hammer with a tempest hammer5 pts
- May take up to four Cyberwolves15 pts/model
- May take items from the **Special Issue Wargear** list.
- May take a Thunderwolf mount50 pts



RUNE PRIEST

60
POINTS



Rune Priests are masters of the storm: by their command, howling gales and fearsome ice blizzards beset and confound the Allfather's foes. Meanwhile, the Rune Priests channel the native spirits of their home world to assail their foes with spectral manifestations of fiendish horrors and beasts torn straight from Fenrisian myth. Such is the awesome power wielded by the Rune Priests that many Space Wolves claim that to fight alongside one is to witness the ancient sagas come to life. None truly know how the spark of elemental psychic ability becomes manifest within the soul. A brawling warrior may find electricity suddenly crackling from his fingertips, or a young Blood Claw may survive a massive lightning strike and be forever touched with the power of the storm. Perhaps there is latent psychic ability within the bloodlines of Fenris, or some irregularity in the Canis Helix that triggers such a change. However, the Rune Priests assert such a change is the will of Morkai and accept it willingly.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Rune Priest	5	4	4	4	2	4	2	10	3+	Infantry (Character)	1 Rune Priest

WARGEAR:

- Power armour
- Bolt pistol
- Runic axe
- Frag grenades
- Krak grenades

SPECIAL RULES:

- Acute Senses
- Counter-attack
- And They Shall Know No Fear
- Independent Character
- Psyker (Mastery Level 1)

PSYKER:

*A Rune Priest generates his powers from the **Biomancy, Daemonology, Divination, Telekinesis** and **Tempestas** disciplines.*

OPTIONS:

- May be upgraded to Psyker (Mastery Level 2) *25 pts*
- May take a psychic hood *10 pts*
- May replace power armour with runic armour *25 pts*
- May replace runic axe with a runic sword or runic stave *free*
- May take items from the Ranged Weapons, Special Issue Wargear and/or Relics of the Fang lists.
- A Rune Priest may replace his power armour, bolt pistol, and frag and krak grenades with Terminator armour *25 pts*
- A Rune Priest in Terminator armour may take one of the following:
 - Storm bolter *5 pts*
 - Combi-flamer, combi-melta or combi-plasma *10 pts*
- A Rune Priest in Terminator armour may only take items from the Special Issue Wargear and/or Relics of the Fang lists.





NJAL STORMCALLER

THE TEMPEST THAT WALKS

180
POINTS



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 in his path. Njal has manifested a psychic talent to rival any in the Imperium. At the battle of Goreswirl, Njal showed his true might by blasting apart the dread Bloodthirster that had slain so many of his brothers. He then scattered the Greater Daemon's minions with an ice storm so fierce that it drove them back into the Warp. From that day on, Njal has been known as the Stormcaller. He now holds the revered position of Lord of Runes, the Chapter's High Rune Priest.

Njal Stormcaller

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

Unit Type
Infantry (Character)

Unit Composition
1 (Unique)

WARGEAR:

- Runic armour
- Bolt pistol
- Frag grenades
- Krak grenades
- Psychic hood

WARLORD TRAIT:

Saga of Majesty

SPECIAL RULES:

- And They Shall Know No Fear
- Acute Senses
- Counter-attack
- Independent Character
- Psyker (Mastery Level 3)

Lord of Tempests: Njal Stormcaller can re-roll a single failed Psychic test each turn when attempting to manifest psychic powers from the **Tempestas** discipline.

PSYKER:

Njal Stormcaller generates his powers from the **Biomancy**, **Daemonology**, **Divination**, **Telekinesis** and **Tempestas** disciplines.

OPTIONS:

- May replace his runic armour, frag and krak grenades with Terminator armour

free

RELICS OF THE FANG

Nightwing: At the battle of Rust World, Njal saved the life of the Iron Priest Ulf Blackbrow. Unwilling to remain beholden to any man, Blackbrow forged for Njal the psyber-familiar, Nightwing.

Njal Stormcaller can unleash Nightwing as a shooting attack with the following profile:

Range	S	AP	Type
24"	3	-	Assault D6

Staff of the Stormcaller: This ancient staff is adorned with potent symbols of might, and has absorbed so much power that it has developed a wyrd of its own.

Range	S	AP	Type
-	+2	4	Melee, Concussive, Force, Wyrdbane

Wyrdbane: The Staff of the Stormcaller grants the wielder the Adamantium Will special rule. In addition, the wielder can re-roll a single failed Deny the Witch attempt each turn.



WOLF PRIEST

110
POINTS



Most revered of the Space Wolves' triumvir of priesthoods is the order of Wolf Priests. This is with good reason, for one of their many tasks is supervising the Chapter's recruitment. Even the proudest Wolf Lord bows before the wisdom of a Wolf Priest, for every master of a Great Company was once brought into the brotherhood of the Space Wolves by such a mentor, and will honour this debt until death. Each goes to war with the totems of his office arrayed upon him: his crozius arcanum smites traitors and heretics with each crackling blow, but the defining tool of the Wolf Priest's trade is the Fang of Morkai, which enables him to extract a dying Space Wolf's progenoid glands so that the warrior's essence may live on to fight once again in a new host. In battle, a Wolf Priest's presence fortifies those nearby as he leads them forth to slay his chosen foes, for the Space Wolves know that, should they fall, the black-armoured priests will carry the worthy beyond the gates of Morkai, that they might fight the enemies of the Allfather forever more.

Wolf Priest

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

Unit Type
Infantry (Character)

Unit Composition
1 Wolf Priest

WARGEAR:

- Power armour
- Bolt pistol
- Crozius arcanum
- Frag grenades
- Krak grenades
- Healing balms
- Wolf amulet

SPECIAL RULES:

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

Oath of War: *The Wolf Priest can nominate one unit type at the beginning of the game – for example, Infantry or Monstrous Creature. If he does so, the Wolf Priest has the Preferred Enemy special rule against models with that unit type.*

OPTIONS:

- May replace power armour with runic armour 20 pts
- May take items from the **Ranged Weapons**, **Special Issue Wargear** and/or **Relics of the Fang** lists.
- May replace power armour, bolt pistol, and frag and krak grenades with Terminator armour and storm bolter 30 pts
- A Wolf Priest in Terminator armour may replace storm bolter with a combi-flamer, combi-melta or combi-plasma 5 pts
- A Wolf Priest in Terminator armour may only take items from the **Special Issue Wargear** and/or **Relics of the Fang** lists.





ULRIK THE SLAYER

WOLF HIGH PRIEST

145
POINTS



Ulrik the Slayer is wise beyond measure. He has fought on a hundred worlds and more, acting as mentor to a dozen Wolf Lords and smiting myriad foes. Older than any Space Wolf, barring those who live the twilight existence of the Dreadnought, the Slayer has become a living totem to the Space Wolves and figure of legend to many of the Chapter's warriors. By his word have crusades been raised and rebellions put down, armadas launched into space and xenos invasions ground to a halt. He is a formidable sight as he strides through the blizzard of battle, for the fabled Wolf Helm of Russ strikes fear into the hearts of cowards even as it inspires the brave, and he smites those in his path with a crozius arcanum so massive it takes three weapon-serfs to lift. Those privileged enough to fight at his side reap the benefit of centuries of battle ken, for the old priest's invective is as incisive as it is rousing – under the Slayer's eye, guileful assaults lay open the foe's weaknesses before Ulrik himself dives into the fray to strike the killing blow.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Ulrik the Slayer	6	5	4	4	3	5	3	10	3+	Infantry (Character)	1 (Unique)

WARGEAR:

- Plasma pistol
- Crozius arcanum
- Frag grenades
- Krak grenades
- Healing balms
- Wolf amulet

WARLORD TRAIT:

- Saga of the Beastslayer

SPECIAL RULES:

- Acute Senses
- Counter-attack
- Fear
- Fearless
- Independent Character

Slayer's Oath:

Ulrik the Slayer, and all friendly units with the Space Wolves Faction within 6" of him, have the Preferred Enemy special rule.

RELIC OF THE FANG

Wolf Helm of Russ: Legend has it that this ancient helm was fashioned by the Emperor's own artificers and given to Leman Russ at the time of the Space Wolves' founding.

All friendly units with the Space Wolves Faction within 12" of Ulrik the Slayer have the Stubborn special rule.



WOLF GUARD BATTLE LEADER

50
POINTS



The most heroic member of the Wolf Guard, typically the warrior judged by their lord to be a natural born leader, will be granted command of the Great Company's Wolf Guard. Known as a Battle Leader, this Wolf Guard is the champion of his company, trusted with its overall stewardship in the absence of his liege-lord. To be named Battle Leader is a rare honour that few Space Wolves will ever ascend to, though those that achieve such a position are truly heroes within a company of heroes. On the battlefield, the Battle Leader acts either as the Wolf Lord's personal bodyguard, tasked with his protection at all times, or as his herald should he fight elsewhere; at such times, the Battle Leader will lead elements of the Great Company in his lord's stead. With every swing of his axe or deft order issued to those around him, a Battle Leader is responsible for upholding the honour of his lord. If a Battle Leader sufficiently proves himself, and earns the respect of both his fellow Wolf Guard and his Great Company, he may well find himself next in line when his Wolf Lord finally passes into legend.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Battle Leader	5	5	4	4	2	5	3	9	3+	Infantry (Character)
Fenrisian Wolf	4	0	4	4	1	4	2	5	6+	Beast

Unit Composition
1 Battle Leader

WARGEAR:

- Power armour
- Bolt pistol
- Chainsword
- Frag grenades
- Krak grenades

SPECIAL RULES:

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

OPTIONS:

- May take up to two Fenrisian Wolves 8 pts/model
- May replace power armour with runic armour 25 pts
- May replace bolt pistol with boltgun free
- May take items from the **Melee Weapons**, **Ranged Weapons**, **Special Issue Wargear** and/or **Relics of the Fang** lists.
- A Wolf Guard Battle Leader may replace his power armour, bolt pistol, chainsword and frag and krak grenades with Terminator armour, storm bolter and power weapon 40 pts
- A Wolf Guard Battle Leader in Terminator armour may only take items from the **Terminator Weapons**, **Special Issue Wargear** and/or **Relics of the Fang** lists.
- May replace one ranged or Melee weapon with a storm shield 25 pts
- If Terminator armour is not taken, a Wolf Guard Battle Leader may take a Thunderwolf mount 50 pts



BJORN THE FELL-HANDED

LAST OF THE COMPANY OF RUSS

220
POINTS



Bjorn the Fell-Handed is an ancient in every sense of the word. So old is he that, in his mortal life, he fought beside Leman Russ himself during the bitter wars of the Horus Heresy. More than ten thousand years have passed since that age of legends, yet Bjorn remains a living link to the Chapter's distant past – it is little wonder that his counsel is sought by many within the Space Wolves when they gird for war. Despite his extreme age, Bjorn is a steadfast warrior and lumbers into battle entombed within the sacred sarcophagus of his Dreadnought. A venerable hero of immense power, Bjorn has masterminded many of the Space Wolves' greatest victories, and by his hand have some of the Imperium's most heinous adversaries been slain. Always eager to crush the foes of the Allfather, Bjorn continues to fight amongst his Chapter's ranks as he has done for millennia. Legend claims that the spirit of Russ ever watches over Bjorn, and that no harm will come to him until the Primarch returns to fight alongside his friend once more in the battle to end all things – for the Woldtime.

	[Armour]									Unit Type	Unit Composition
	WS	BS	S	F	S	R	I	A	HP		
Bjorn the Fell-Handed	6	6	7	13	12	10	3	4	3	Vehicle (Walker, Character)	1 (Unique)

WARGEAR:

- Assault cannon
- Searchlight
- Smoke launchers

SPECIAL RULES:

- Venerable

Ancient Tactician: *An army that includes Bjorn the Fell-Handed adds +1 to any Seize the Initiative rolls it makes.*

Ward of the Primarch: *Bjorn the Fell-Handed has a 5+ invulnerable save.*

OPTIONS:

- May replace assault cannon with one of the following:
 - Plasma cannon.....free
 - Helfrost cannonfree
 - Twin-linked lascannon. 5 pts
- May take a Drop Pod as a Dedicated Transport.

WARLORD TRAIT:

- Saga of Majesty

RELIC OF THE FANG

Trueclaw: Shortly after Bjorn's interment, the Iron Priests fashioned a lightning-wreathed claw in honour of his favoured weapon in his former life. Bjorn wields this mighty weapon as deftly as ever, ensuring that he continues to live up to his name.

In addition to the profile below, Trueclaw has a built-in heavy flamer.

Range	S	AP	Type
-	10	2	Melee, Master-crafted, Shred



BLOOD CLAWS

60
POINTS



The Blood Claws are the youngest and most inexperienced of all the Space Wolves, and the most eager to prove themselves. They are savage and fiercely aggressive without exception and will plunge headlong into battle against maniacs and monsters alike, for they still believe in their own invincibility and continually dare the galaxy to prove them wrong. They lack the tempered skill and patience of their Grey Hunter brethren and they frequently bite off more than they can chew. Blood Claws are usually led by an experienced Wolf Guard, whose role it is to curb the worst excesses of the youngsters' berserker battlelust with barked commands and, sometimes, his fists.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Blood Claw	3	3	4	4	1	4	1	8	3+	Infantry	5 Blood Claws
Wolf Guard Pack Leader	4	4	4	4	1	4	2	9	3+	Infantry (Character)	

WARGEAR:

- Power armour
- Bolt pistol
- Chainsword
- Frag grenades
- Krak grenades

SPECIAL RULES:

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

OPTIONS:

- May include up to ten additional Blood Claws 12 pts/model
- One Blood Claw may replace his bolt pistol with a plasma pistol 15 pts
- One Blood Claw may replace his chainsword with one of the following:
 - Power weapon 15 pts
 - Power fist 25 pts
- One Blood Claw may take one item from the **Special Weapons** list. If the squad numbers fifteen models, one additional Blood Claw may take one item from the Special Weapons list.
- May upgrade one Blood Claw to a Wolf Guard Pack Leader 10 pts
- Wolf Guard Pack Leader may take items from the **Melee Weapons** and/or **Ranged Weapons** lists.
- Wolf Guard Pack Leader may take melta bombs 5 pts
- Wolf Guard Pack Leader may replace his power armour, bolt pistol, chainsword, frag and krak grenades with Terminator armour, storm bolter and power weapon 15 pts
 - If Terminator armour is chosen, may only take items from the **Terminator Weapons** list.
- The unit can select a Rhino, Razorback, Drop Pod or Stormwolf as a Dedicated Transport.





LUKAS THE TRICKSTER

THE JACKALWOLF

80
POINTS



Within the ranks of the Space Wolves, Lukas Strifeson has become synonymous with the irreverence and rebelliousness of youth. Held in universal scorn by the Wolf Lords, Lukas has never left the Blood Claws despite his abilities far exceeding many a Wolf Guard, for he scorns the approval of authority. Lukas has been passed between different Great Companies countless times, no Wolf Lord wanting to be responsible for such a liability, but he is undeniably one of Chapter's most resourceful and cunning individuals, and so is always welcomed amongst the ranks of the Blood Claws of his adoptive company. So effective is he in battle that Lukas has only been bested once – after an abortive attempt to cripple the flagship of Duke Sliscus of the Dark Eldar, he was set adrift in space, his heart taken as a souvenir. Surviving the ordeal as only a Space Marine could, Lukas had a stasis bomb wired in place of his secondary heart so that, when his primary heart finally stops beating, he and the one who bested him would be frozen in time as an eternal monument to his own glory.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Lukas the Trickster	5	5	4	4	2	5	3	8	3+	Infantry (Character)	1 (Unique)

WARGEAR:

- Power armour
- Plasma pistol
- Krak grenades
- Wolf claw
- Frag grenades

SPECIAL RULES:

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

RELIC OF THE FANG

Pelt of the Doppegangrel: *Lukas is the only warrior to have killed a doppegangrel. He wears its chameleonic skin, making it virtually impossible for foes to land a telling blow.*

When fighting in a challenge, Lukas the Trickster's opponent suffers a -3 penalty to their Weapon Skill (to a minimum of 1).

Blood Claws Hero: Lukas the Trickster can only join a unit of Blood Claws. If Lukas the Trickster is included in a Detachment that includes at least one unit of Blood Claws, he does not use up a Force Organisation slot.

The Last Laugh: If Lukas the Trickster is removed as a casualty whilst fighting a challenge, both players roll-off immediately – if the Space Wolves player wins, Lukas the Trickster's opponent is also removed as a casualty.

Rebellious: Lukas the Trickster and his unit may never use a Leadership value higher than 8 for any tests they make.



GREY HUNTERS

70
POINTS



The Grey Hunters form the fighting heart of each Great Company, and it is from amongst their number that future heroes will rise. Though they are as hungry for honour as their younger brethren, their raw aggression has been tempered by hard-won experience. Every Space Wolf knows that finely honed cunning is a better weapon than the keenest blade, and the Grey Hunters exemplify this trait. Only when a Blood Claw pack has emerged victorious from the fiercest of battles do the company's Wolf Guard consider them worthy. Even then, each warrior must prove himself as a fully-fledged Grey Hunter by tracking one of the grey wolves of Fenris and killing it with his bare hands.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Grey Hunter	4	4	4	4	1	4	1	8	3+	Infantry	5 Grey Hunters
Wolf Guard Pack Leader	4	4	4	4	1	4	2	9	3+	Infantry (Character)	

WARGEAR:

- **Power armour**
- **Boltgun (Grey Hunter only)**
- **Bolt pistol**
- **Chainsword (Wolf Guard Pack Leader only)**
- **Frag grenades**
- **Krak grenades**

SPECIAL RULES:

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

OPTIONS:

- May include up to five additional Grey Hunters 14 pts/model
- Any model may take a close combat weapon 2 pts/model
- One Grey Hunter may replace his boltgun and/or bolt pistol with one of the following:
 - Power weapon 15 pts
 - Power fist 25 pts
- One Grey Hunter may replace his boltgun and/or bolt pistol with a plasma pistol 15 pts
- For every five models in the unit, one Grey Hunter may take one item from the **Special Weapons** list.
- One Grey Hunter per Detachment may take a wolf standard 25 pts
- May upgrade one Grey Hunter to a Wolf Guard Pack Leader 10 pts
- Wolf Guard Pack Leader may take items from the **Melee Weapons** and/or **Ranged Weapons** lists.
- Wolf Guard Pack Leader may take melta bombs 5 pts
- Wolf Guard Pack Leader may replace his power armour, bolt pistol, chainsword, frag and krak grenades with Terminator armour, storm bolter and power weapon 15 pts
 - If Terminator armour is chosen, may only take items from the **Terminator Weapons** list.
- The unit can select a Rhino, Razorback, Drop Pod or Stormwolf as a Dedicated Transport.





SERVITORS

10
POINTS



For every aspirant that passes the Test of the Iron Gauntlet, many others will fail. These unfortunates are doomed to be transformed into creatures known as Thrall-servitors – grotesque fusions of man and machine. Bound to the will of the Iron Priests, their bodies are cut open and rebuilt so that they can better serve their masters and atone for their failure. Thralls commonly become repair servitors, festooned with tools to aid the Iron Priests in battlefield ministrations. Should it be required, they will be mounted with heavy guns to serve as living weapons to allow the Iron Priests to devote their full attention to repairing the vehicles of the Space Wolves. In this way a Thrall-servitor will eventually repay his debt to the cruel Gods of Iron.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Servitor	3	3	3	3	1	3	1	8	4+	Infantry	1 Servitor

WARGEAR:

- Servo-arm

SPECIAL RULES:

Mindlock: Unless it also contains an Iron Priest, an unengaged unit that contains at least one model with this special rule must roll a D6 at the start of its turn. On a 4+, this special rule has no effect this turn. On a roll of a 1, 2 or 3, the unit is mindlocked until the start of its following turn. A mindlocked unit may not voluntarily move, shoot or charge, but must still complete compulsory moves, such as Pile In and Fall Back moves.

Thralls: If Servitors are included in a Detachment that includes at least one Iron Priest, the Servitors do not use up a Force Organisation slot.

OPTIONS:

- May include up to four additional Servitors *10 pts/model*
- Up to two Servitors may replace their servo-arm with one of the following:
 - Heavy bolter *10 pts/model*
 - Multi-melta *10 pts/model*
 - Plasma cannon *20 pts/model*





WULFEN

150
POINTS



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. Girded for war by Iron Priests, the Wulfen bear potent artefacts; stormfrag launchers hurl explosives into the midst of the foe, sowing panic and disorder, as these bestial creatures lash out with crackling claws, axes and hammers. Their return to the fold has caused much controversy, for 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...

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Wulfen	4	2	5	4	2	5	3	8	4+	Infantry	5 Wulfen
Wulfen Pack Leader	4	2	5	4	2	5	4	9	4+	Infantry (Character)	

WARGEAR:

- Close combat weapon

SPECIAL RULES:

- Acute Senses
- And They Shall Know No Fear
- Bulky
- Counter-attack
- Curse of the Wulfen
- Feel No Pain
- Rage

Bounding Lope: This unit can Run and charge in the same turn, and can re-roll failed charge rolls.

Death Frenzy: If a model in this unit is slain in the Fight sub-phase, it can, at the end of the current Initiative step, pile in and fight before being removed as a casualty. The model can do this even if it has already fought this phase.

OPTIONS:

- May include up to five additional Wulfen30 pts/model
- Any model may take a stormfrag auto-launcher2 pts/model
- Any model may be equipped with one of the following options:
 - Great frost axe8 pts/model
 - Two frost claws12 pts/model
 - Thunder hammer and storm shield20 pts/model
- May upgrade one Wulfen to a Wulfen Pack Leader armed with two frost claws20 pts
- The unit can select a Stormwolf as a Dedicated Transport.



WOLF SCOUTS

70
POINTS



In most Chapters, new Space Marines are initiated into the Scout Company and only once they have proven themselves do they become fully-fledged Astartes. Not so the Wolf Scouts, who are usually taken from the seasoned ranks of the Grey Hunters. Packs of Wolf Scouts are expected to operate far in advance of their fellows, sniffing out the forces of the foe, slinking into fortified positions and picking off isolated elements of the enemy army. Such covert operations suit the Wolf Scouts perfectly, for they revel in the freedom to wage war their way – namely that of the silent hunter. Many a foe has underestimated the Space Wolves, expecting a frontal assault when all the while their escape routes and supply lines are being cut off by the silent blades of the Wolf Scouts.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Wolf Scout	4	4	4	4	1	4	1	8	4+	Infantry	5 Wolf Scouts
Wolf Guard Pack Leader	4	4	4	4	1	4	2	9	3+	Infantry (Character)	

WARGEAR:

- **Scout armour** (Wolf Scouts only)
- **Power armour** (Wolf Guard Pack Leader only)
- **Boltgun**
- **Bolt pistol**
- **Frag grenades**
- **Krak grenades**

SPECIAL RULES:

- **And They Shall Know No Fear**
- **Acute Senses**
- **Counter-attack**
- **Infiltrate** (Wolf Scouts only)
- **Move Through Cover** (Wolf Scouts only)
- **Scout** (Wolf Scouts only)

OPTIONS:

- May include up to five additional Wolf Scouts *14 pts/model*
- All Wolf Scouts in the unit may take camo cloaks *2 pts/model*
- May upgrade one Wolf Scout to Wolf Guard Pack Leader *10 pts*
- Wolf Guard Pack Leader may take items from the Melee Weapons and/or Ranged Weapons lists.
- Wolf Guard Pack Leader may take melta bombs *5 pts*
- Any Wolf Scout may replace his boltgun with a:
 - Space Marine shotgun or close combat weapon *free*
 - Sniper rifle *1 pt/model*
- Up to two Wolf Scouts may replace their boltguns with a:
 - Plasma pistol *15 pts/model*
 - Power weapon *15 pts/model*
- One Wolf Scout may take one item from either the **Heavy Weapons** or **Special Weapons** list.



LONE WOLF

20
POINTS



Despite all of their skill and valour, the Space Wolves do not always emerge victorious. It is not uncommon for packs to suffer losses with every new campaign, and even the most inexperienced youth understands that this is the natural order of things; a process that sorts the truly exceptional from those who are merely strong. Every pack slowly diminishes in size as the centuries of war take their inevitable toll on their fighting strength, though they continue to fight as Grey Hunters and later Long Fangs in their reduced capacity. Sometimes, though, a pack suffers such terrible losses that it is reduced to a single survivor; one who has lost his brothers to a man. One who has no pack. One with nothing left to him but to seek bloody vengeance on those who claimed the lives of his kinsmen – a Lone Wolf. Over the bodies of his fallen packmates, should they remain, a Lone Wolf will swear a great oath of vengeance, painstakingly etching the names of his kin upon his blade, or even into his flesh. Thus does he honour their memory and keep his hatred for the enemy burning bright.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Lone Wolf	5	4	4	4	2	4	2	8	3+	Infantry (Character)	1 Lone Wolf
Fenrisian Wolf	4	0	4	4	1	4	2	5	6+	Beast	

You can take one Lone Wolf for each Troops choice or unit of Wolf Guard or Wolf Guard Terminators in your army. This selection does not use up a Force Organisation slot.

WARGEAR:

- Power armour
- Bolt pistol
- Chainsword
- Frag grenades
- Krak grenades

SPECIAL RULES:

- Acute Senses
- Counter-attack
- Eternal Warrior
- Fearless
- Feel No Pain
- Monster Hunter

A Glorious Death: Lone Wolf units are never scoring units.

Pack of One: Lone Wolf units cannot be joined by units with the Independent Character special rule.

OPTIONS:

- May take up to two Fenrisian Wolves 8 pts/model
- May take items from the **Melee Weapons** and/or **Ranged Weapons** lists.
- May take melta bombs5 pts
- May replace power armour, bolt pistol, chainsword and frag and krak grenades with Terminator armour, storm bolter and power weapon 30 pts
- If Terminator armour is chosen, may only take items from the **Terminator Weapons** list.



DREADNOUGHT

95
POINTS



When the Space Wolves go to war, they do so in the company of giants. Amongst their battle lines loom the towering constructs of man and machine known as Dreadnoughts, the Allfather's vengeance made manifest. Within each Dreadnought's adamantium shell lie the remains of an honoured hero of the Chapter, broken in body but not in mind. Many of the Space Wolves' Dreadnoughts contain venerable heroes of legend, warriors who have taken to the field of battle in Russ' name for thousands of years, their wisdom as deep as the ocean and their intuition as sharp as a kraken's teeth. Regardless of his history, each warrior entombed in a Dreadnought is determined to wage war against the enemies of the Primarch until Morkai finally claims his due.

	[Armour]									Unit Type	Unit Composition
	WS	BS	S	F	S	R	I	A	HP		
Dreadnought	4	4	6	12	12	10	4	2	3	Vehicle (Walker)	1 Dreadnought
Venerable Dreadnought	5	5	6	12	12	10	4	2	3	Vehicle (Walker)	

WARGEAR:

- Multi-melta
- Power fist with built-in storm bolter
- Searchlight

SPECIAL RULES:

Venerable (Venerable Dreadnought only): If a Venerable Dreadnought suffers a penetrating hit, you can make your opponent re-roll the result on the Vehicle Damage table. You must accept the second roll, even if it is worse than the first.

OPTIONS:

- May take items from the **Dreadnought Weapons** list.
- May replace power fist and built-in storm bolter with one of the following:
 - Great wolf claw with built-in storm bolter 5 pts
 - Missile launcher 10 pts
 - Twin-linked autocannon 15 pts
- May replace built-in storm bolter with a built-in heavy flamer 10 pts
- May take extra armour 10 pts
- May take smoke launchers 5 pts
- May be upgraded to be a Venerable Dreadnought 25 pts
- A Venerable Dreadnought may replace multi-melta and power fist with built-in storm bolter with a Fenrisian great axe and blizzard shield 25 pts
- May select a Drop Pod as a Dedicated Transport.





MURDERFANG

THE CURSEBORN

135
POINTS



The metal-skinned monster of the Curseborn Prophecy must once have had a name, for it resembles a Space Wolf Dreadnought. Yet the identity of the once-noble hero within its sarcophagus is long lost, consumed by the bestial thing that now leers from its facade. Named Murderfang by the Space Wolves, it is a force of untamed destruction. In times of great strife, the machine-beast is released from its glacial prison and set upon the foe, and it will claw and stamp and bite until nothing is left but ruin. At battle's end, the Space Wolves will freeze it with helfrost technology, hoping that Murderfang's wrath can be stayed for long enough to see it contained once more 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.

	[Armour]									Unit Type	Unit Composition
	WS	BS	S	F	S	R	I	A	HP		
Murderfang	5	3	6	12	12	10	4	4	3	Vehicle (Walker, Character)	1 (Unique)

WARGEAR:

- Searchlight

SPECIAL RULES:

- Furious Charge
- It Will Not Die
- Rage
- Rampage

Murderlust: Murderfang ignores the effects of Crew Shaken or Crew Stunned (but still loses a Hull Point).

OPTIONS:

- May select a Drop Pod as a Dedicated Transport.

RELICS OF THE FANG

The Murderclaws: *These fearsome claws of enchanted alien ice can carve through flesh and armour with equal ease.*

Each Murderclaw is a Melee weapon with the following profile. One incorporates a built-in storm bolter, the other a built-in heavy flamer.

Range	S	AP	Type
-	7	2	Melee, Master-crafted, Shred, Specialist Weapon



WOLF GUARD

90
POINTS



The Wolf Guard are an elite band of seasoned warriors comprising the mightiest champions of each Great Company. Heroes all, every member of the Wolf Guard is personally hand-picked by their Wolf Lord to be one of his trusted huscarls. It is his deeds that mark a Wolf Guard rather than his age, so there are hot-blooded young warriors as well as sturdy veterans amongst their ranks. Each has fought hard to earn his place, for only those that consistently prove their heroism through acts of valour and skill are deemed worthy to join such hallowed company. In battle, they form their Wolf Lord's sharpest blade; bearing their choice of specialist wargear, they lead the Great Company's battle line or seizing vital targets in strength.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Wolf Guard	4	4	4	4	1	4	2	9	3+	Infantry	4 Wolf Guard
Wolf Guard Pack Leader	4	4	4	4	1	4	2	9	3+	Infantry (Character)	1 Wolf Guard Pack Leader

WARGEAR:

- Power armour
- Bolt pistol
- Chainsword
- Frag grenades
- Krak grenades

SPECIAL RULES:

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

OPTIONS:

- May include up to five additional Wolf Guard 18 pts/model free
- Any model may replace their bolt pistol and/or chainsword with a boltgun
- Any model may take items from the **Melee Weapons** and/or **Ranged Weapons** lists.
- Any model may take melta bombs 5 pts/model
- The whole unit may take one of the following:
 - Jump packs 3 pts/model
 - Space Marine bikes 7 pts/model
- The unit may select a Rhino, Razorback, Drop Pod, Stormwolf, Land Raider, Land Raider Crusader or a Land Raider Redeemer as a Dedicated Transport.



WOLF GUARD TERMINATORS

99
POINTS



Every Space Wolves warrior dreams of a place in the Wolf Guard. To be a member of this select company is to wield the very deadliest weapons of war, for a Great Company's armoury is always open to the personal guard of its Wolf Lord. So do many Wolf Guard choose to don suits of sacred Terminator armour, the most formidable personal plate available to the Chapter's warriors. The actions of these mighty warriors can turn the tide of any war; packs of Wolf Guard Terminators form the spearhead of many a Space Wolves attack, where they can scorn the foe's defensive firepower as they advance to tear the throat out of the enemy battle line. On rare occasion, a Great Company will armour all of its Wolf Guard so and commit them to a single war zone, deploying them as a hammer blow to crush all resistance.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Wolf Guard Terminator	4	4	4	4	1	4	2	9	2+	Infantry	2 Wolf Guard Terminators
Wolf Guard Terminator Leader	4	4	4	4	1	4	2	9	2+	Infantry (Character)	1 Wolf Guard Terminator Leader

WARGEAR:

- Terminator armour
- Storm bolter
- Power weapon

SPECIAL RULES:

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

OPTIONS:

- May include up to seven additional Wolf Guard Terminators 33 pts/model
- Any model may replace their storm bolter and power weapon with one of the following:
 - Thunder hammer and storm shield 15 pts/model
 - Two wolf claws 15 pts/model
- Any model may take items from the **Terminator Weapons** list.
- For every five models in the unit, one model may choose one of the following options:
 - Replace their storm bolter with an assault cannon 20 pts/model
 - Take a cyclone missile launcher 25 pts/model
- The unit may select a Stormwolf, Land Raider, Land Raider Crusader or a Land Raider Redeemer as a Dedicated Transport.



ARJAC ROCKFIST

GRIMNAR'S CHAMPION

115
POINTS



Even before he was blessed with the superhuman physique of the Sky Warriors, Arjac Rockfist was a giant of a man possessed of prodigious strength. Originally a blacksmith of the Bear Claw tribe, Arjac speaks little, for his hammer always does the talking for him. Though he keenly misses his former life at the furnace, to any who witness one of his unstoppable rampages it is obvious where Arjac's true skills lie – not at the forge, but in the crucible of battle. He first proved his might fighting kraken on the Iron Isle, gaining the Great Wolf's favour. Since that day, Arjac has earned his honoured place as Logan Grimnar's champion more than a dozen times over, though he seeks not to lead – he walks the path of the warrior. In the vicious fighting on Acheron's Fall, Arjac saved Grimnar's life as they battled against a towering Eldar Wraithknight. Catching a blow aimed at the Great Wolf with his shield, Arjac struck down the mighty construct with a titanic blow from his trusty weapon, Foehammer.

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

Unit Type
Infantry (Character)

Unit Composition
1 (Unique)

WARGEAR:

- Terminator armour

SPECIAL RULES:

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

The Anvil of Fenris: Arjac Rockfist can only join a unit of Wolf Guard or Wolf Guard Terminators. If Arjac Rockfist is included in a Detachment that includes at least one unit of either Wolf Guard or Wolf Guard Terminators, he does not take up a slot on the Force Organisation Chart.

Grimnar's Champion: Arjac Rockfist must issue and/or accept a challenge whenever possible. In addition, he re-rolls all failed To Hit rolls when taking part in a challenge.

RELICS OF THE FANG

Anvil Shield: *The Anvil Shield is a powered slab of obstinite with which Arjac has crushed the skulls of countless foes.*

The Anvil Shield confers a 3+ invulnerable save, the Eternal Warrior and Hammer of Wrath special rules.

Foehammer: *When Arjac hurls this weapon, its in-built teleporter ensures it swiftly returns to his outstretched gauntlet.*

Range	S	AP	Type
6"	x2	2	Assault 1, Concussive
-	x2	2	Melee, Concussive, Unwieldy



SKYCLAWS

	WS	BS	S	T	W	I	A	Ld	Sv
Skyclaw	3	3	4	4	1	4	1	8	3+
Wolf Guard Sky Leader	4	4	4	4	1	4	2	9	3+

UNIT TYPE:

Jump Infantry. Wolf Guard Sky Leader is **Jump Infantry (Character)**.

UNIT COMPOSITION:

5 Skyclaws

WARGEAR:

- Power armour
- Bolt pistol
- Chainsword
- Frag grenades
- Krak grenades
- Jump pack

SPECIAL RULES:

- And They Shall Know No Fear
- Acute Senses
- Counter-attack
- Rage (Skyclaws only)

OPTIONS:

- May include up to five additional Skyclaws...*15 pts/model*
- Up to two Skyclaws may replace their bolt pistol with a:
 - Flamer...*5 pts/model*
 - Meltagun...*10 pts/model*
 - Plasma gun...*15 pts/model*
 - Plasma pistol...*15 pts/model*

- One Skyclaw may replace his chainsword with a:
 - Power weapon...15 pts/model
 - Power fist...25 pts/model
- May upgrade one Skyclaw to a Wolf Guard Sky Leader...10 pts
- Wolf Guard Sky Leader may take items from the **Melee Weapons** and/or **Ranged Weapons** lists.
- Wolf Guard Sky Leader may take melta bombs...5 pts



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. The promotion to Skyclaw is seen as a dubious honour at best by more mature brethren, yet such disapproval only serves to make the Skyclaws more determined to prove themselves in the eyes of their elders. The Skyclaws soar fearlessly through the skies in great leaps, landing with stone-splintering force in the foe's midst. With their fangs gnashing, chainswords roaring and their bolt pistols slaying those beyond the reach of their blades, the Skyclaws rejoice in seeing the enemy crumble under the reckless fury of their assault.



SWIFTCLAWS

60
POINTS



Swiftclaw Biker Packs are formed when the Chapter needs a fast, mobile strike force that can plunge like a spear into a vital part of the enemy army, and the battle-hungry temperament of the Blood Claws is perfectly suited to the role. Because of their acute senses, a fully equipped Swiftclaw Biker Pack can track its quarry across hostile terrain for months on end if necessary, sniffing out the foes' fear-laced sweat on the breeze. Like the Fenrisian Wolves that accompany the hunt, Swiftclaw packs have near endless stamina and would rather die than give up the chase. When they finally find their quarry, a Swiftclaw Biker Pack will release its pent-up aggression in an especially brutal display of destruction. After all, nothing whets the appetite for a violent kill better than several weeks spent bringing the foe to bay.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Swiftclaw Biker	3	3	4	5	1	4	1	8	3+	Bike	3 Swiftclaw Bikers
Wolf Guard Bike Leader	4	4	4	5	1	4	2	9	3+	Bike (Character)	
Swiftclaw Attack Bike	3	3	4	5	2	4	2	8	3+	Bike	

WARGEAR:

- Power armour
- Bolt pistol
- Heavy bolter (Attack Bike only)
- Frag grenades
- Krak grenades
- Space Marine bike

SPECIAL RULES:

- Acute Senses
- And They Shall Know No Fear
- Counter-attack
- Rage (Swiftclaws only)

OPTIONS:

- May include up to seven additional Swiftclaw Bikers 20 pts/model
- Any model may replace their bolt pistol with a chainsword free
- One Swiftclaw Biker may replace their bolt pistol with a:
 - Flamer 5 pts
 - Meltagun 10 pts
 - Plasma gun or plasma pistol 15 pts
- One Swiftclaw Biker may take one item from the **Melee Weapons** list.
- May include a Swiftclaw Attack Bike 35 pts
 - May replace heavy bolter with a multi-melta 10 pts
- May upgrade one Swiftclaw Biker to a Wolf Guard Bike Leader 10 pts
- Wolf Guard Bike Leader may take items from the **Melee Weapons** and/or **Ranged Weapons** lists.
- Wolf Guard Bike Leader may take melta bombs 5 pts



RHINO

35
POINTS



The Rhino is held in high regard by the Space Wolves, for it is a rugged and adaptable transport equally at home negotiating the icy mountain passes of Fenris as it is the planet's lava-scorched chasms. The Space Wolves reason that anything that can cope with their savage home world is worthy of respect, be it born of mortal flesh or unyielding metal. Though Fenrisians prefer to fight on foot, even the most stringent traditionalist can find no fault in using a reliable vehicle to get to the front line quickly so they may set to butchering the foe. It is fortunate that the Rhino is so durable and easy to repair, for the Space Wolves test them to their limits with violent manoeuvres and death-defying driving. As soon as the driver skids to a halt, hatches burst open and a battle-hungry pack emerges to do their bloody work.

⌈Armour⌋

	BS	F	S	R	HP
Rhino	4	11	11	10	3

Unit Type
Vehicle (Tank, Transport)

Composition
1 Rhino

WARGEAR:

- Storm bolter
- Searchlight
- Smoke launchers

SPECIAL RULES:

Repair: If a Rhino is Immobilised, then in subsequent turns, it may attempt to repair itself instead of shooting. To make the attempt, roll a D6 in the Shooting phase; on the roll of a 6, the vehicle is no longer Immobilised. Note that a successful Repair does not restore a Hull Point.

TRANSPORT:

- **Transport Capacity:** Ten models. It cannot carry models with the Bulky, Very Bulky or Extremely Bulky special rules.
- **Fire Points:** Two models can fire from the Rhino's top hatch.
- **Access Points:** The Rhino has one Access Point on each side of the hull and one at the rear.

OPTIONS:

- May take items from the **Space Wolves Vehicle Equipment** list.



RAZORBACK

55
POINTS



Ask any Long Fang what is better than a steady, reliable Rhino, and he'll say a Rhino with a thundering heavy weapon fitted atop it. These configurations are known as Razorbacks, and they exchange a portion of the Rhino chassis' transport capacity in order to mount a powerful, twin-linked weapon system atop their hull. It is their versatility that makes these tanks so incredibly useful, for the Razorback can fulfil a transport role whilst engaging the enemy battleline with firepower heavy enough to tear bloody chunks out of the enemy lines. The Space Wolves frequently utilise these adaptable vehicles to storm enemy-held positions – the passengers will disembark and engage the foe whilst their Razorback helps to secure their foothold with covering fire.

┌ Armour ┐

Razorback

BS F S R HP
4 11 11 10 3

Unit Type
Vehicle (Tank, Transport)

Composition
1 Razorback

WARGEAR:

- Twin-linked heavy bolter
- Searchlight
- Smoke launchers

TRANSPORT:

- **Transport Capacity:** Six models. It cannot carry models with the Bulky, Very Bulky or Extremely Bulky special rules.
- **Fire Points:** None.
- **Access Points:** The Razorback has one Access Point on each side of the hull and one at the rear.

OPTIONS:

- May take items from the **Space Wolves Vehicle Equipment** list.
- May replace its twin-linked heavy bolter with one of the following:
 - Twin-linked heavy flamer
 - Twin-linked assault cannon
 - Twin-linked lascannon
 - Lascannon and twin-linked plasma gun

free
20 pts
20 pts
20 pts



DROP POD

35
POINTS



Fired with colossal force from the launch tubes of orbiting Strike Cruisers or Battle Barges, Drop Pods plummet from the skies like falling stars – both a herald of woe to the enemies of Mankind and a sign of hope to the Emperor’s people that his Space Marines have come to destroy their foes. At once a squad transport and a mercilessly effective psychological weapon, a Drop Pod can plunge from orbit into the midst of an enemy battle line and reduce it to chaos as ferocious Space Wolves burst out of its metal hull to begin the systematic slaughter of their enemies. Should an entire Great Company deploy via Drop Pod in this manner – an attack pattern known as the Claws of Russ – it is capable of turning the tide of a war with a single, devastating and lightning-fast blow.

⌈Armour⌋

Drop Pod

BS F S R HP
4 12 12 12 3

Unit Type

Vehicle (Open-topped, Transport)

Composition

1 Drop Pod

WARGEAR:

- Storm bolter

SPECIAL RULES

Drop Pod Assault: Drop Pods and units embarked upon them must be held in Deep Strike Reserves. At the beginning of your first turn, half your Drop Pods (rounding up) automatically arrive from Reserve. The arrival of remaining Drop Pods is rolled for normally.

Immobile: A Drop Pod cannot move once it has entered play, and counts in all respects as a vehicle that has suffered an Immobilised result that cannot be repaired in any way. This does not cause it to lose a Hull Point.

Inertial Guidance System: If a Drop Pod scatters on top of impassable terrain or another model (friend or foe), reduce the scatter distance by the minimum required in order to avoid the obstacle. If a Drop Pod scatters off the edge of the board, it suffers a Deep Strike Mishap.

TRANSPORT:

Transport Capacity: Ten models or one Dreadnought. Once a Drop Pod lands, all passengers must disembark and no models can embark for the rest of the game.

OPTIONS:

- May replace storm bolter with a deathwind launcher 15 pts
- May take a locator beacon 10 pts



STORMWOLF

215
POINTS



The Stormwolf is the Chapter's foremost assault craft, enabling the Space Wolves to bring the fight to the enemy wherever they may be found. Combining breathtaking speed with the freedom of altitude, a Stormwolf can swiftly close on its prey before setting loose its deadly cargo right in amongst the enemy lines, and bears sufficient firepower to ensure their landing is uncontested. The wolf's head silhouette of the Stormwolf strikes fear into the hearts of any who face the Sons of Russ, for their presence signals the imminent arrival of some of the deadliest warriors in the Imperium. Such foreboding is not without good cause, for the Stormwolf is the favoured transport of packs of battle-hungry Blood Claws, who are renowned for not holding back once committed to battle.

Armour

	BS	F	S	R	HP
Stormwolf	4	12	12	12	3

Unit Type
Vehicle (Flyer, Hover,
Transport)

Composition
1 Stormwolf

WARGEAR:

- Twin-linked helfrost cannon
- Twin-linked lascannon
- Two twin-linked heavy bolters
- Ceramite plating

SPECIAL RULES:

- Assault Vehicle
- Power of the Machine Spirit

TRANSPORT:

- **Transport Capacity:** Sixteen models.
- **Fire Points:** None.
- **Access Points:** A Stormwolf has one Access Point at the front of its hull.

OPTIONS:

- May replace both twin-linked heavy bolters with one of the following:
 - Skyhammer missile launcher
 - Two twin-linked multi-meltas

free
20 pts



THUNDERWOLF CAVALRY

120
POINTS



The legendary Thunderwolves dwell among the remote polar crags of northern Asaheim, making their lairs within the fabled Mountains of the Maelstrom. Many Fenrisians venerate the Thunderwolf as a spirit totem, for the mighty beast is undoubtedly the apex predator in its domain, but only the Space Wolves have the constitution to hunt them in this frozen realm – the perpetual ice storms would flay the skin from a lesser creature in hours. There are several known instances of senior Space Wolves tracking down and ‘breaking in’ Thunderwolves, and this practice, thought to be an initiation ritual into the upper echelons of the Wolf Guard, has given rise to the legendary Thunderwolf Cavalry – a small but dauntless elite within the ranks of the Wolf Guard who remain absent from any official Imperial records.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Thunderwolf Cavalry	4	4	5	5	2	4	4	9	3+	Cavalry	2 Thunderwolf Cavalry
Thunderwolf Cavalry	4	4	5	5	2	4	4	9	3+	Cavalry (Character)	1 Thunderwolf Cavalry
Pack Leader											Pack Leader

WARGEAR:

- Power armour
- Chainsword
- Bolt pistol
- Frag grenades
- Krak grenades
- Thunderwolf mount

SPECIAL RULES:

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

OPTIONS:

- May include up to three additional Thunderwolf Cavalry 40 pts/model
- Any model may replace their bolt pistol with one of the following:
 - Boltgun free
 - Plasma pistol 15 pts/model
- Any model may take items from the Melee Weapons list.
- Any model may take melta bombs 5 pts/model





FENRISIAN WOLVES



The wolves of Fenris are legendary beasts whose lives are inextricably linked with those of the human tribes that share their ice-bound planet. Over the millennia, these gigantic lupines have become an integral part of the brotherhood of the Space Wolves. Very few know of the sheer diversity of wolves that exist upon Fenris. These vary from the common but nonetheless deadly Fenrisian Wolf, to the hulking Blackmaned Wolf, all the way up to the infamous Thunderwolf that prowls the northernmost ice caps. 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 to hunt down a pack of these ferocious beasts armed with nothing but his wits.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Fenrisian Wolf	4	0	4	4	1	4	2	5	6+	Beast	5 Fenrisian Wolves
Cyberwolf	4	0	4	4	1	4	3	6	4+	Beast (Character)	

SPECIAL RULES:

- Acute Senses
- Counter-attack

OPTIONS:

- May include up to 10 additional Fenrisian Wolves
- One Fenrisian Wolf may be upgraded to a Cyberwolf

8 pts/model

10 pts





SWIFTCLAWS

60
POINTS



Swiftclaw Biker Packs are formed when the Chapter needs a fast, mobile strike force that can plunge like a spear into a vital part of the enemy army, and the battle-hungry temperament of the Blood Claws is perfectly suited to the role. Because of their acute senses, a fully equipped Swiftclaw Biker Pack can track its quarry across hostile terrain for months on end if necessary, sniffing out the foes' fear-laced sweat on the breeze. Like the Fenrisian Wolves that accompany the hunt, Swiftclaw packs have near endless stamina and would rather die than give up the chase. When they finally find their quarry, a Swiftclaw Biker Pack will release its pent-up aggression in an especially brutal display of destruction. After all, nothing whets the appetite for a violent kill better than several weeks spent bringing the foe to bay.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Swiftclaw Biker	3	3	4	5	1	4	1	8	3+	Bike	3 Swiftclaw Bikers
Wolf Guard Bike Leader	4	4	4	5	1	4	2	9	3+	Bike (Character)	
Swiftclaw Attack Bike	3	3	4	5	2	4	2	8	3+	Bike	

WARGEAR:

- Power armour
- Bolt pistol
- Heavy bolter (Attack Bike only)
- Frag grenades
- Krak grenades
- Space Marine bike

SPECIAL RULES:

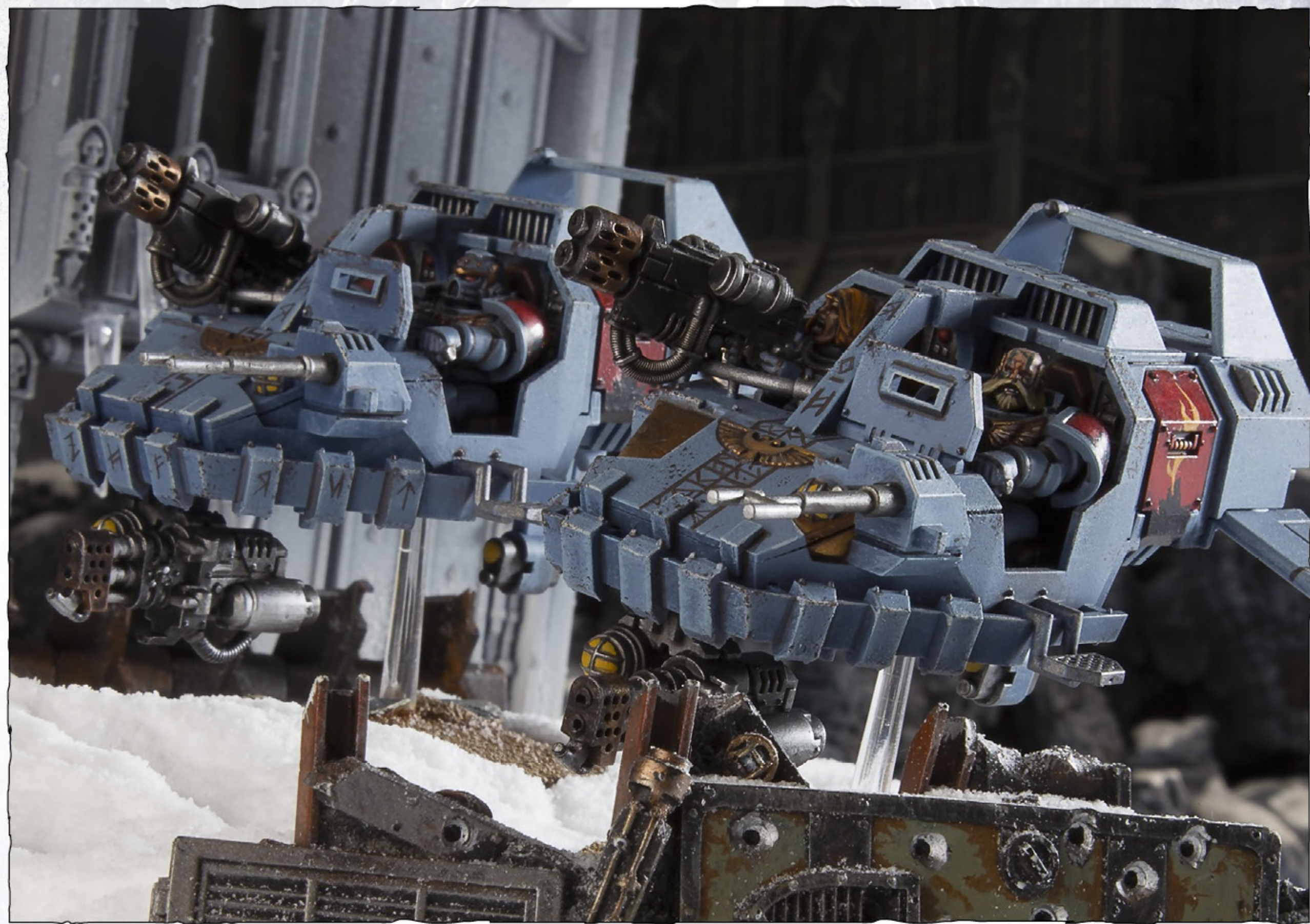
- Acute Senses
- And They Shall Know No Fear
- Counter-attack
- Rage (Swiftclaws only)

OPTIONS:

- May include up to seven additional Swiftclaw Bikers 20 pts/model
- Any model may replace their bolt pistol with a chainsword free
- One Swiftclaw Biker may replace their bolt pistol with a:
 - Flamer 5 pts
 - Meltagun 10 pts
 - Plasma gun or plasma pistol 15 pts
- One Swiftclaw Biker may take one item from the **Melee Weapons** list.
- May include a Swiftclaw Attack Bike 35 pts
 - May replace heavy bolter with a multi-melta 10 pts
- May upgrade one Swiftclaw Biker to a Wolf Guard Bike Leader 10 pts
- Wolf Guard Bike Leader may take items from the **Melee Weapons** and/or **Ranged Weapons** lists.
- Wolf Guard Bike Leader may take melta bombs 5 pts



LAND SPEEDERS



Land Speeders are arrow-swift strike craft used by skilled pilots to spear into the flanks and rear of enemy formations. They bear powerful heavy weapons capable of scything down infantry or obliterating armour, their speed and manoeuvrability denying the foe a chance to offer effective retaliation. Usually operating in packs of three, Land Speeders are a vital part of every Space Wolves warhost. They make for excellent forward reconnaissance units, but the Wolf Lords prefer to leave such duties to packs of Wolf Scouts, instead using their Land Speeders as shock units. 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.

[Armour]						Unit Type	Composition
BS	F	S	R	HP			
Land Speeder	4	10	10	10	2	Vehicle (Fast, Skimmer)	1 Land Speeder

WARGEAR:

- Heavy bolter

SPECIAL RULES:

- **Deep Strike**
- **Anti-grav Upwash:** Whilst this unit includes three Land Speeders, it can move an additional 6" when moving Flat Out.

OPTIONS:

- The squadron may include up to two additional Land Speeders 50 pts/model
- Any Land Speeder may replace its heavy bolter with one of the following:
 - Heavy flamer free
 - Multi-melta 10 pts/model
- Any Land Speeder may take one of the following:
 - Heavy bolter 10 pts/model
 - Heavy flamer 10 pts/model
 - Multi-melta 20 pts/model
 - Typhoon missile launcher 25 pts/model
 - Assault cannon 30 pts/model





LONG FANGS

30
POINTS



Some Space Wolves are indomitable enough to endure centuries of active service in the name of the Allfather. Their individual sagas are long and filled with bloody deeds, and each has earned wisdom and insight from innumerable battlefields. These packs of veteran Space Wolves are known as Long Fangs. Their temperament is unyielding, their aim unshakable. The discipline and determination of these venerable warriors is legend, and they are entrusted with supporting their brethren in battle by utilising the heaviest weaponry found within the armouries of the Fang. The Long Fangs say that they know the soul of every weapon in the armouries of the Iron Priests, and will take every opportunity to prove it in battle.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Long Fang	4	4	4	4	1	4	1	9	3+	Infantry	1 Long Fang
Long Fang Ancient	4	4	4	4	1	4	2	9	3+	Infantry (Character)	1 Long Fang Ancient
Wolf Guard Pack Leader	4	4	4	4	1	4	2	9	3+	Infantry (Character)	

WARGEAR:

- Power armour
- Bolt pistol
- Chainsword
- Frag grenades
- Krak grenades

SPECIAL RULES:

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

OPTIONS:

- May include up to four additional Long Fangs 15 pts/model
- Long Fang Ancient may replace bolt pistol and/or chainsword with one of the following:
 - Plasma pistol or power weapon 15 pts
 - Power fist 25 pts
- Long Fang Ancient may take melta bombs 5 pts

- Any Long Fang may take one item from the Heavy Weapons list. The Long Fang Ancient may take one item from the Special Weapons list.
- May upgrade one model to a Wolf Guard Pack Leader 10 pts
- Wolf Guard Pack Leader may take items from the Melee Weapons and/or Ranged Weapons lists.
- Wolf Guard Pack Leader may take melta bombs.....5 pts
- Wolf Guard Pack Leader may replace his power armour, bolt pistol, chainsword, frag and krak grenades with Terminator armour, storm bolter and power weapon 15 pts
 - If Terminator armour is chosen, may only take items from the Terminator Weapons list.
- The unit may select a Rhino, Razorback or Drop Pod as a Dedicated Transport.





STORMFANG GUNSHIP

220
POINTS



For the Space Wolves, the Stormfang Gunship is the final word in aerial superiority. Designed to dominate the skies in the manner of the dread ice wyrms of Fenris, a Stormfang's ferocious armament mirrors the fighting qualities of the Space Wolves themselves. A helfrost destructor runs along the length of each of these deadly attack craft – a formidable weapon designed to freeze the target area to absolute zero in an instant. Even notoriously unyielding materials such as ceramite, ferrocrete or the wraithbone of the Eldar cannot hope to withstand the thermal shock of plummeting to such base temperatures, and shatter beneath the lance beam's icy touch. Most Stormfang pilots are boastful of the deadly firepower at their command, and mark their craft with tallies of their fallen foes.

「Armour」

Stormfang Gunship

BS F S R HP
4 12 12 12 3

Unit Type
Vehicle (Flyer,
Hover, Transport)

Composition
1 Stormfang Gunship

WARGEAR:

- Helfrost destructor
- Two twin-linked heavy bolters
- Two stormstrike missiles
- Ceramite plating

SPECIAL RULES:

- Power of the Machine Spirit

TRANSPORT:

- Transport Capacity: Six models.
- Fire Points: None.
- Access Points: A Stormfang has one Access Point at the rear of its hull.

OPTIONS:

- May replace both twin-linked heavy bolters with one of the following:
 - Skyhammer missile launcher
 - Two twin-linked multi-meltas
- May replace its two stormstrike missiles with the following:
 - Twin-linked lascannon

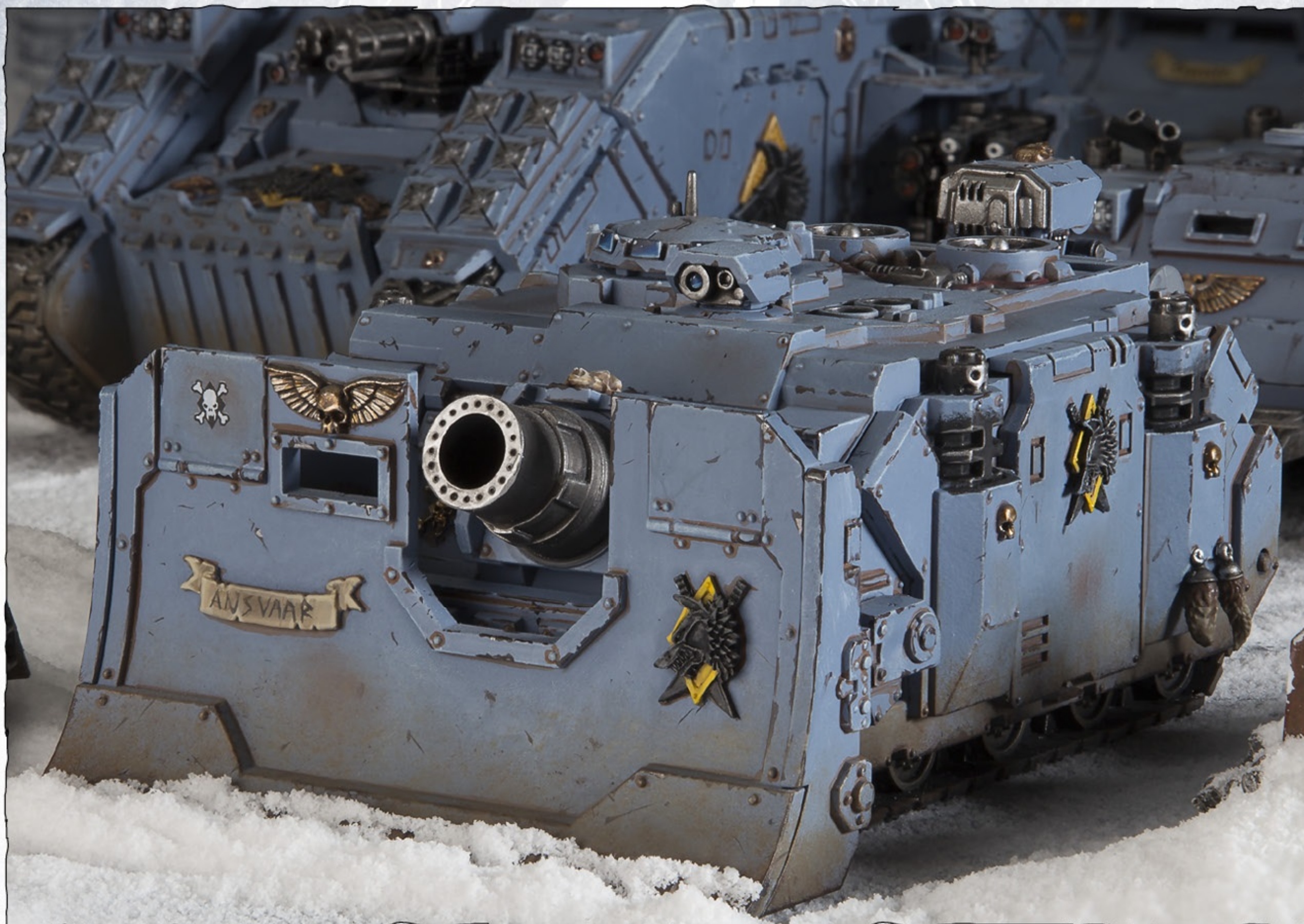
free
20 pts

15 pts



VINDICATOR

120
POINTS



Even the most proud and battle-hardened Wolf Guard will grudgingly admit that not every battle can be won with a good axe and a hefty dose of heroism. So it is that the howls of the Space Wolves will often be accompanied by the thunderous roar of their mighty armoured tanks. One of the heaviest tanks in the Chapter's arsenal is the Vindicator, a thickly armoured siege vehicle designed to drive right up to fortifications and blast them to pieces. The tank's huge siege shield allows it to push its way down rubble-choked streets or through crumbling ruins, and in place of precision firepower, the Vindicator employs the infamous demolisher cannon. The cannon's massive shells can be used to shatter ferrocrete and pulverise flesh and bone, blasting a hole through which vengeful Space Wolves can assail the foe.

「Armour」

	BS	F	S	R	HP
Vindicator	4	13	11	10	3

Unit Type
Vehicle (Tank)

Composition
1 Vindicator

SPECIAL RULES:

Linebreaker Bombardment: If this unit contains three Vindicators that can all fire their demolisher cannons, the squadron can fire a single Linebreaker Bombardment instead of firing normally. To do so, nominate one model in the squadron as the firer; the firer's demolisher cannon changes its type from Large Blast to Apocalyptic Blast and gains the Ignores Cover special rule.

WARGEAR:

- Demolisher cannon
- Searchlight
- Smoke launchers

OPTIONS:

- May take items from the **Space Wolves Vehicle Equipment** list.
- May take a siege shield 10 pts
- May include up to two additional Vindicators 120 pts/model
- Any Vindicator may take a siege shield 10 pts/model
- Any Vindicator may take items from the **Space Wolves Vehicle Equipment** list.



WHIRLWIND

65
POINTS



The support tanks known as Whirlwinds rain burning retribution upon the foe from extreme range. Highly mobile artillery platforms, 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. As with many tanks used by the Adeptus Astartes, the design of the Whirlwind is based around that of the Rhino. It strikes a perfect balance between stamina and speed, and each tank locates its prey with a multi-spectrum targeting system that can pinpoint the location of a Snotling in a snowstorm. Conventional barrage doctrine is often ignored by Space Wolves, who loose great salvoes of missiles and then drive at top speed toward the detonation site, the better to appreciate the results.

「Armour」

Whirlwind

BS F S R HP
4 11 11 10 3

Unit Type
Vehicle (Tank)

Composition
1 Whirlwind

SPECIAL RULES:

Suppressive Bombardment: Whilst this unit includes three Whirlwinds, each model's Whirlwind multiple missile launcher has the Pinning and Shred special rules (regardless of which missile type it fires).



WARGEAR:

- Whirlwind multiple missile launcher
- Searchlight
- Smoke launchers

OPTIONS:

- May take items from the Space Wolves **Vehicle Equipment** list.
- May include up to two additional Whirlwinds
- Any Whirlwind may take items from the **Space Wolves Vehicle Equipment** list.

65 pts/model



PREDATOR

75
POINTS



Each battle tank utilised by the Adeptus Astartes is a finely crafted engine of destruction, designed not only for annihilation of the foe, but for mobility, and the Predator is no exception. Often thought of as the Thunderwolf of the Space Wolves vehicle pool, the Predator is optimised for one task above all others – gunning down those who oppose the Sons of Russ with lethal efficiency. Predators can bear a number of different weapon fits, which lends them great flexibility. The Predator Destructor's autocannon is the bane of infantry and light vehicles, whilst the Predator Annihilator's formidable lascannons can destroy even the most heavily armoured targets. Even a single Predator can rip a gaping hole in an enemy line, but when the Chapter's Predators go to the war side by side, the ground itself trembles.

「Armour」

Predator

BS F S R HP
4 13 11 10 3

Unit Type
Vehicle (Tank)

Composition
1 Predator

SPECIAL RULES:

Killshot: Whilst this unit includes three Predators, all Predators in the unit have the Monster Hunter and Tank Hunters special rules.

WARGEAR:

- Autocannon
- Searchlight
- Smoke launchers

OPTIONS:

- May replace autocannon with a twin-linked lascannon 25 pts
- May take two side sponsons which are both armed with one of the following:
 - Heavy bolters 20 pts
 - Lascannons 40 pts
- May take items from the **Space Wolves Vehicle Equipment** list.
- May include up to two additional Predators 75 pts/model
- Any Predator may replace its autocannon with a twin-linked lascannon 25 pts/model
- Any Predator may take two side sponsons which are both armed with one of the following:
 - Heavy bolters 20 pts/model
 - Lascannons 40 pts/model
- Any Predator may take items from the **Space Wolves Vehicle Equipment** list.





LAND RAIDER

250
POINTS



The Land Raider is the heaviest and most formidable of all the Space Marine tanks. Its titanic bulk is such that it can crash through a forest of jagged ice spires without slowing, and its godhammer-pattern lascannons can blast a hole through a wall of triple-forged plasteel in a single, devastating salvo. 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 tank is revered within its Great Company as a hero in its own right, for the datacores of each Land Raider are host to a powerful machine spirit, a spectral consciousness bound within the Land Raider's steel-grey shell by the ancient ancestors of the Iron Priests.

「Armour」

	BS	F	S	R	HP
Land Raider	4	14	14	14	4

Unit Type

Vehicle (Tank, Transport)

Composition

1 Land Raider

WARGEAR:

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

SPECIAL RULES:

- Assault Vehicle
- Power of the Machine Spirit

TRANSPORT:

Transport Capacity: Ten models.

Fire Points: None.

Access Points: A Land Raider has one Access Point on each side of the hull and one at the front.

OPTIONS:

- May take items from the **Space Wolves Vehicle Equipment** list.
- May take a multi-melta

10 pts





LAND RAIDER CRUSADER

250
POINTS



Land Raider Crusaders are linebreaker tanks designed to facilitate devastating infantry assaults. They bull forwards into the thick of the enemy, filling the air with hundreds of localised explosions whilst disgorging packs of battle-brothers into the ranks of the prey. Crusaders are armed with the fearsome hurricane bolters and a twin-linked assault cannon, and the weight of fire they unleash can chew out the heart of an enemy battleline. Lightly armoured foes are especially vulnerable to its bolt rounds, and whole platoons of infantry can be shredded in moments. Once the Crusader is in position, it will fire its frag assault launchers, forcing the enemy to take cover whilst its ferocious and battle-hungry passengers storm out from its assault ramp to charge into the fray.

⌈Armour⌋

Land Raider Crusader

BS F S R HP
4 14 14 14 4

Unit Type
Vehicle (Tank, Transport)

Composition
1 Land Raider Crusader

WARGEAR:

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

SPECIAL RULES:

- Assault Vehicle
- Power of the Machine Spirit

TRANSPORT:

- **Transport Capacity:** Sixteen models.
- **Fire Points:** None.
- **Access Points:** A Land Raider Crusader has one Access Point on each side of the hull and one at the front.

OPTIONS:

- May take items from the **Space Wolves Vehicle Equipment** list.
- May take a multi-melta

10 pts



LAND RAIDER REDEEMER

240
POINTS



Redeemer-pattern Land Raiders perform a similar role to the Crusader, but in place of hurricane bolters, sport large-bore flamestorm cannons that spout billowing tides of promethium onto their victims. It is said that the flames of the Redeemer are hot enough to liquefy plaststeel and even the ceramite of Space Marine power armour, and for this reason the Redeemer is known to the Space Wolves as the Firewurm, referring to an ancient beast of Fenrisian legend that harboured the fires of the sun in its gullet. Redeemers are employed by the Space Wolves when the foe is hidden in bunkers and bastions, for their flamestorm cannons' fire can be directed through the vision slits and fire points of such fortifications. The fate of those troops inside at the time is best left to the imagination.

「Armour」

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

Unit Type
Vehicle (Tank, Transport)

Composition
1 Land Raider Redeemer

WARGEAR:

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

SPECIAL RULES:

- Assault Vehicle
- Power of the Machine Spirit

TRANSPORT:

- **Transport Capacity:** Twelve models.
- **Fire Points:** None.
- **Access Points:** A Land Raider Redeemer has one Access Point on each side of the hull and one at the front.

OPTIONS:

- May take items from the **Space Wolves Vehicle Equipment** list.
- May take a multi-melta

10 pts



LOGAN GRIMNAR

HIGH KING OF FENRIS

250
POINTS



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

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Logan Grimnar	6	5	4	4	4	5	5	10	2+	Infantry (Character)	1 (Unique)
<hr/>											
	[Armour]										
	BS	F	S	R	HP						
Stormrider	3	12	12	12	3						
											Unit Type Vehicle (Chariot, Open-topped)

WARGEAR:

- Terminator armour
- Storm bolter
- Belt of Russ

WARLORD TRAIT:

- Saga of Majesty

SPECIAL RULES:

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

OPTIONS:

- Can ride Stormrider 70 pts



'Follow me Sons of Russ, this night our enemies shall feel the fangs of the Wolf!'

- Logan Grimnar



RELICS OF THE FANG

The Axe Morkai: A mighty weapon that thrums with the power of the Warp, Grimnar claimed this axe from a slain champion of Khorne on the blood-soaked battlefields of Armageddon and had it reforged in the image of the wolfgod Morkai.

The Axe Morkai can be used in one or two hands. Logan Grimnar may split his Attacks between the two modes, making some single-handed and some two-handed (this can grant an extra Pile-In move). Declare how many Attacks will be made in each mode at the start of the Fight sub-phase. The attacks have the following profiles:

	Range	S	AP	Type
One-handed	-	+2	3	Melee
Two-handed	-	x2	2	Melee, Two-handed, Unwieldy

Stormrider: Stormrider is an ornate war chariot held aloft by anti-grav gyrostabilisers. It has no means of self-propulsion, for it has ever been drawn forth by a pair of giant Thunderwolves since the time of Russ. Power fields and runes of enchantment are wrought within the chariot's framework to protect both man and beast from incoming fire, enabling Stormrider to bear the Old Wolf into the heart of the enemy lines unscathed. Grimnar is amongst the Imperium's deadliest warriors, but when pulled by his Thunderwolves, Tyrnak and Fenrir, he is nigh unstoppable. Stormrider has a 4+ invulnerable save and can move up to 12" in the Movement phase. All penetrating hits against Stormrider count as glancing hits instead. When riding Stormrider, Logan Grimnar loses the Deep Strike special rule (which is conferred from his Terminator armour), can no longer join other units, or be joined by any other Independent Character. If riding Stormrider, Logan Grimnar makes 4 additional Strength 5 AP- Attacks in each Assault phase. These Attacks are made at the Initiative 5 step (this can grant an extra Pile-in move) and have the Rending special rule.



GREAT COMPANY



When a Space Wolves Great Company gathers its full strength and takes to the Sea of Stars to do battle, there are few forces in the galaxy that can oppose them. Most war zones require the attention of only a handful of Space Marines to ensure victory for the Imperium, but the largest Great Companies comprise many packs of Space Wolves – enough to conquer entire star systems or drive the enemies of Mankind from their mightiest strongholds. When loosed to war, a Great Company fights as a single and determined body of warriors, each pack supporting the others with disciplined covering fire or aggressive counter-charges. As the foe struggles to form a battle line or bring their heavier weapons to bear, advance units of outflanking Space Wolves reveal themselves in bursts of bolter fire. When the fighting reaches its bloody climax, the Wolf Lord will give voice to a blood-curdling wolf howl – the traditional warcry of the Space Wolves, which dates back to the time of Russ himself. Each warrior in the Great Company adds his voice to the cacophony until all are howling as one, chilling the souls of their enemies and inspiring the Space Wolves to set loose their feral nature as they hurl themselves into the foe with terrible ferocity.

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

Ragnar Blackmane



FORMATION:

- 1 Wolf Lord
- 1 Wolf Guard Battle Leader
- 1 unit of Wolf Guard
- 5 units of Grey Hunters
- 1 unit of Wolf Scouts
- 3 units chosen from the following:
 - Blood Claws
 - wiftclaws
 - Skyclaws
- 2 units of Long Fangs

RESTRICTIONS:

One unit of Grey Hunters must include a wolf standard.

SPECIAL RULES:

Jarl of Russ: If this Formation is chosen as your Primary Detachment, you can re-roll the result when rolling on the Warlord Traits table in *Codex: Space Wolves*.

Cunning of the Wolf: Before Deployment, roll a D6 for each unit in this Formation, adding +2 to the result if the unit's Battlefield Role is Troops and it has been joined by an Independent Character from this Formation (before rolling, inform your opponent which Independent Characters, if any, will start the game joined to which Troops units). On a 6+, that unit has the Outflank special rule. In addition, at the start of each of your turns after the first, you may select one unit from this Formation that is in Reserves. That unit automatically passes its Reserve Roll to arrive this turn (no dice roll is necessary).

The Howl of Wolves: As long as this Formation's Wolf Lord is alive, all units in this Formation have the Fear and Furious Charge special rules.



THE FIREHOWLERS



The Firehowlers' battle tactics have all the subtlety of a mailed fist to the jaw. Covered head to toe in warrior tattoos and howling like rabid beasts, the Firehowlers hurl themselves headlong into battle as fast as they can. Jump packs and Swiftclaw bikes are much in evidence as this Great Company surge towards their enemy, engines glowing like the volcano from which the Firehowlers take their name. The sheer momentum of the Firehowlers' charge is enough to throw their enemies' aim, all but the most disciplined panicking and firing wild at the onrushing Space Wolves. Once in the press of battle, Sven Bloodhowl's warriors are in their element; each seeks to win new lines for his saga by defeating the greatest foes, jostling for position and bellowing out challenges as he hacks down his screaming opponents.

FORMATION:

- 1 Wolf Lord or Wolf Guard Battle Leader
- 1 unit of Wolf Guard
- 2-4 units chosen in any combination from the following list:
 - Skyclaws
 - Swiftclaws
 - 2-4 units chosen in any combination from the following list:
 - Grey Hunters
 - Land Speeders
 - 0-1 unit of Long Fangs
 - 0-1 unit of Wolf Scouts
 - 0-2 Lone Wolves

RESTRICTIONS:

This Formation's Wolf Lord, Wolf Guard Battle Leader and Wolf Guard must be equipped with jump packs or ride Space Marine Bikes.

SPECIAL RULES:

Bloodcurdling Charge: Enemy units attempting to fire Overwatch at a charging Firehowlers unit must first pass a Leadership test or be unable to fire Overwatch for the duration of that Assault phase. In addition, units from this Formation cause Fear on the turn they charge. Enemy units with the And They Shall Know No Fear or Fearless special rules are immune to the effects of Bloodcurdling Charge.

Eager for Combat: All Firehowlers units can re-roll failed charge rolls.

Rising Fury: If you roll a 10 or more when determining the charge distance of a Firehowlers unit, all models in that unit have the Furious Charge special rule that turn.



THE IRONWOLVES



The throaty roar of engines heralds the attack of the Ironwolves. More machine than man, their master Egil Iron Wolf believes in the calculated application of overwhelming force to utterly crush his enemies. His favoured way of war is the deployment of massed armoured transports, gathered into formations that grind over the enemy's flanks or smash straight through their centre. Each Rhino or Razorback bears a pack of ferocious Space Wolves into battle, shielding them from fire as they thunder into the foe's midst. Egil's ironclad warriors burst from their transports and charge into the fray, gunning their enemies down or running them through. Meanwhile, their transports combine their fire to cut apart those who flee from the Great Company's fury.

FORMATION:

- 1 Wolf Lord or Wolf Guard Battle Leader
- 0-1 unit of Wolf Guard or Wolf Guard Terminators
- 2-3 units of Blood Claws
- 2-4 units chosen in any combination from the following list:
 - Grey Hunters
 - Land Speeders
 - 1-2 units of Long Fangs
 - 0-1 unit of Wolf Scouts
 - 0-2 Lone Wolves

RESTRICTIONS:

You must include enough Dedicated Transports with sufficient Transport Capacity to carry all non-vehicle models from this Formation.

SPECIAL RULES:

Armoured Onslaught: All Ironwolves vehicles can move an additional 6" when moving Flat Out. In addition, when taking Morale checks caused by Tank Shock from an Ironwolves vehicle, enemy units suffer a -2 penalty to their Leadership characteristic.

Mobile Assault: Ironwolves units can disembark from their Transports even if the vehicle has moved up to 12" in the Movement phase.

Overwhelming Firepower: All weapon and wargear options taken by Ironwolves vehicles are free.

THE DRAKESLAYERS



Like a longship anchored fast in storm-tossed seas, the Drakeslayers are held resolute by the unbending will of their Wolf Lord, Krom Dragongaze. Krom is fiercely competitive and has no time for weakness, especially not from his own. This uncompromising attitude affects every level of the Drakeslayers, ensuring that – while the packmates of this Great Company would die for each other – every warrior is in competition with his peers to win glory in their lord's eyes. From the most grizzled Long Fang to the youngest Blood Claw, the Drakeslayers seek to vanquish the biggest monsters, defeat the most enemies, quaff the most ale and generally be the most Fenrisian. Though occasionally this intensity leads Krom and his warriors to overreach themselves, it makes them formidable opponents on the battlefield.

FORMATION:

- Wolf Lord Krom or Wolf Guard Battle Leader
- 1-2 units chosen in any combination from the following list:
 - Grey Hunters
 - Land Speeders
- 1-2 units of Long Fangs
- 0-1 unit of Wolf Scouts
- 0-2 Lone Wolves
- 2-3 units of Blood Claws
- 2-4 units chosen in any combination from the following list:
 - Wolf Guard
 - Wolf Guard Terminators

RESTRICTIONS:

None.

SPECIAL RULES:

- **Monster Hunter**
- **Stubborn**

Furious Determination: Whilst Wolf Lord Krom is on the battlefield, all Drakeslayer models have the Furious Charge special rule.

Glory Seekers: Characters from this Formation have the Preferred Enemy (Characters) special rule. In addition, if one friendly unit from this Formation makes a successful charge, all other Drakeslayer units can re-roll failed charge rolls for the rest of the phase.



THE DEATHWOLVES



More than any other Great Company, the Deathwolves are the masters of the hunt. It is said that they can follow a trail in a screaming blizzard, through the blazing hell of battle, or even across the cold void of space itself. Once the Deathwolves have their victims' scent, it is only a matter of time until they run them to ground. Through stealth, speed and fieldcraft do Harald Deathwolf's warriors encircle their victims, Fenrisian Wolves and stalking Wolf Scouts moving into position to ambush their prey and cut off any possible retreat. Only then do the Deathwolves strike, their warriors surging from all directions at once in a cacophony of bloodthirsty howls. The enemy can do little against this sudden onslaught, caught like hapless gamebeasts before their onrushing predators, to be swiftly dragged down and torn apart.

FORMATION:

- Harald Deathwolf or Wolf Guard Battle Leader
- 0-1 Canis Wolfborn
- 1 unit of Thunderwolf Cavalry
- 2-3 units chosen in any combination from the following list:
 - Blood Claws
 - Skyclaws
 - Swiftclaws
- 2-4 units chosen in any combination from the following list:
 - Grey Hunters
 - Land Speeders
 - 1-2 units of Long Fangs
 - 1 unit of Wolf Scouts
 - 0-2 Lone Wolves
 - 0-1 unit of Fenrisian Wolves

RESTRICTIONS:

None.

SPECIAL RULES:

• Outflank

Peerless Hunters: When making Reserve Rolls, make a single roll for all Outflanking Deathwolves units, which you can choose to re-roll. On a successful Reserves Roll, all of the Outflanking Deathwolves units arrive from Reserve and have the Stealth special rule until the beginning of your following turn.

Run to Ground: When making Sweeping Advance rolls for a Deathwolves unit, roll 2 dice and pick the highest.



THE BLACKMANES



Undisputed masters of the Drop Pod assault, Ragnar Blackmane's Great Company howl with fierce joy as they plunge from the cold darkness of space into the fiery madness of battle. The Wolf Lord himself is a prodigy, by far the youngest warrior ever to hold so high a rank. His Great Company attracts a significant proportion of the Chapter's newly-minted Blood Claws. These hotheaded youths hope to win acclaim by impressing Ragnar with their heroic deeds, and are naturally drawn to his charisma and bravado. This makes for a volatile but extremely effective fighting force, the Blackmanes capitalising upon the element of surprise to tear the heart from their enemy's forces before their victims realise they are under attack.

FORMATION:

- Ragnar Blackmane or Wolf Guard Battle Leader
- 1 unit of Wolf Guard, Wolf Guard Terminators or Thunderwolf Cavalry
- 3-5 units chosen in any combination from the following list:
 - Blood Claws
 - Skyclaws
 - Swiftclaws
 - 0-1 Lukas the Trickster
 - 4-6 units chosen in any combination from the following list:
 - Grey Hunters
 - Land Speeders
 - 1-2 units of Long Fangs
 - 1 unit of Wolf Scouts
 - 0-2 Lone Wolves

RESTRICTIONS:

None.

SPECIAL RULES:

The Claws of Russ: Any Blackmanes unit that has the option to take Drop Pod as a Dedicated Transport may take one at no points cost (though they must pay for any additional upgrades and options as normal). All Drop Pods in this Formation arrive from Deep Strike Reserve at the start of the controlling player's first turn. Drop Pods in this Formation do not count towards the number of models that arrive in the first turn as part of the Drop Pod Assault special rule.

Inspirational Example: Whilst Ragnar Blackmane is on the battlefield, he and all units of Blood Claws, Skyclaws and Swiftclaws from this Formation re-roll all failed To Hit rolls in close combat.

The Joy of Battle: Blackmanes units that disembark from a Drop Pod have the Fearless and Feel No Pain (6+) special rules until the start of their next turn.



THE CHAMPIONS OF FENRIS



Charging into battle beneath the banner of the Great Wolf himself, the Champions of Fenris are a gathering of heroes like no other. They are the largest of the Great Companies, counting amongst their ranks many of the wisest and most powerful warriors in their Chapter. Of particular note is Logan Grimnar's handpicked Wolf Guard retinue, an unusually numerous band of the Chapter's finest known as the Kingsguard. An inspiration to their brothers and a terror to their foes, this host of exceptional warriors write whole new sagas with every battle they fight. The rest of the Great Company fight with just as much ferocious determination; every warrior amongst them knows that their next heroic deed may be the one that sees them elevated to the Kingsguard, and they fight all the harder for that honour.

FORMATION:

- Logan Grimnar or Wolf Guard Battle Leader
- 0-1 Arjac Rockfist
- 2-3 units chosen in any combination from the following list:
 - Wolf Guard
 - Wolf Guard Terminators
 - Thunderwolf Cavalry
- 3-6 units chosen in any combination from the following list:
 - Blood Claws
 - Skyclaws
 - Swiftclaws
 - 4-8 units chosen in any combination from the following list:
 - Grey Hunters
 - Land Speeders
 - 2-3 units of Long Fangs
 - 1-2 units of Wolf Scouts
 - 0-3 Lone Wolves

RESTRICTIONS:

None.

SPECIAL RULES:

- Fearless

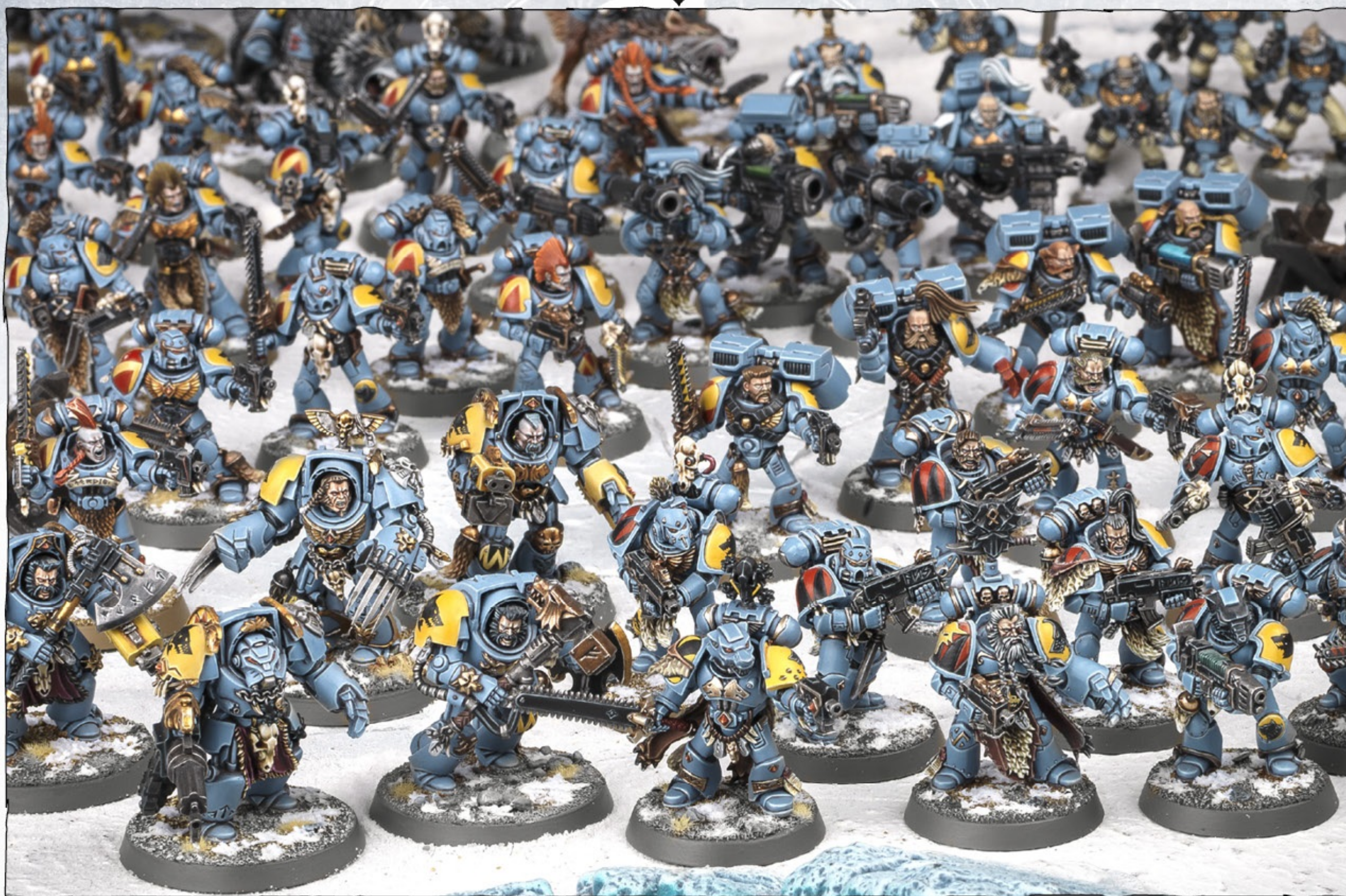
The High King: At the start of each of your turns, choose one special rule from the following list: Furious Charge, Monster Hunter, Preferred Enemy, Relentless, Tank Hunters. All Champions of Fenris units within 12" of Logan Grimnar gain that special rule until the start of your next turn.

Kingsguard: The following Champions of Fenris models have +1 WS on their profile:

- Wolf Guard
- Wolf Guard Pack Leader
- Wolf Guard Terminator
- Wolf Guard Terminator Leader
- Thunderwolf Cavalry
- Thunderwolf Cavalry Pack Leader



GREATPACK



Though the warriors of the Fang leave fields of corpses burning in the wake of their every attack, the Space Wolves are few, and their enemies beyond counting. A Wolf Lord will often divide his Great Company into smaller forces under the command of trusted members of their household. Known as Greatpacks, these autonomous forces are still mighty enough to change the face of a war with the sheer fury of their assault. It is common for the Greatpack to surround the foe before the slaughter begins, coordinating the doom they bring with vox-hovels and carefully prepared ambush tactics. To command such a body of heroes is an honour indeed, and the Wolf Guard Battle Leaders that lead them to war will do everything possible to secure victory – and in the process, bring yet more glory to their Great Company.

FORMATION:

- 1 Wolf Lord¹ or Wolf Guard Battle Leader
- 0-1 units chosen from the following list:
 - Wolf Guard
 - Wolf Guard Terminators
 - Thunderwolf Cavalry
- 1-3 units chosen in any combination from the following list:
 - Blood Claws
 - Skyclaws
 - Swiftclaws
- 0-1 Lukas the Trickster
- 3-5 units chosen in any combination from the following list:
 - Grey Hunters
 - Land Speeders
- 1-2 units of Long Fangs
- 0-1 units of Wolf Scouts
- 0-2 Lone Wolves

¹ Logan Grimnar, Ragnar Blackmane, Harald Deathwolf or Wolf Lord Krom may be taken in place of a Wolf Lord.

RESTRICTIONS:

None.

SPECIAL RULES:

Cunning of the Wolf: Before deployment, roll a D6 for each unit in a Greatpack, adding 2 to the result if the unit's Battlefield Role is Troops and it has been joined by an Independent Character from this Formation (before rolling, inform your opponent which Independent Characters, if any, will start the game joined to which Troops units). On a 6+, that unit has the Outflank special rule. In addition, if a Greatpack is led by a Wolf Lord, at the start of each of your turns after the first, you may select one unit from this Formation that is in Reserves. That unit automatically passes its Reserve Roll to arrive this turn (no dice roll is necessary).

Jarl of Russ: If this Formation is your Primary Detachment, or is part of your Primary Detachment, you can re-roll the result when rolling on the Warlord Traits table in *Codex: Space Wolves*.



WULFEN MURDERPACK



The air fills with howls of bloodlust as the Wulfen Murderpack sprints into battle. No caution can be seen here – only an insatiable need to rend and tear, to hack and impale, to rip heads from necks and plunge iron-hard claws into hot flesh. When the Wulfen attack in great number, the sliver of still-noble spirit that dwells within each Wulfen's breast recedes even further; only each pack's leader can hope to guide the ravenous battle-hunger of his fellows with any degree of cunning. The strange curse they bear affects those Space Wolves who fight alongside them, coursing through mind and body alike to consume once-rational warriors with the red mist of the beast unchained. It is also amplified amongst the Wulfen themselves, driving them into a hyperactive killing fury that leaves devastation in its wake.

FORMATION:

- 2-5 units of Wulfen

RESTRICTIONS:

None.

SPECIAL RULES:

Infectious Ferocity: Add 1 to any rolls on the Hunt and/or Kill tables for each unit from a Wulfen Murderpack on the battlefield after the first. If this results in a total of 7 or more, consult the table below instead of the one on pg 164.

Orgy of Slaughter: Each time a model from a Wulfen Murderpack rolls a 6 To Hit in close combat, it can immediately make one additional Attack.

HUNT

D6 EFFECT

- 7+ **Alpha Hunters:** *With peerless predatory instinct, the Space Wolves dart around their prey, swiftly encircling them in readiness of the kill to come.*
Affected units can immediately make a free move as if it were the Movement phase.

KILL

D6 EFFECT

- 7+ **Frenzied Murder-make:** *With all control lost to the beast within, the fury of the Sons of Russ is incandescent in its mindless purity.*
Models in affected units add 1 to their Attacks characteristic.



SPEAR OF RUSS



The ground trembles as the Spear of Russ pushes on towards the front line, heavy weapons levelled for the kill. Spears of Russ drive home around the mightiest of their number – invariably Land Raiders, or variants thereof – and yet these adamantine goliaths are not the only alphas amongst the steel pack. In the shadows of these war machines march the Iron Priests, these battlesmiths constantly coaxing the best from their deadly charges; it is these priests that hand-pick each Spear in a lengthy pre-war autoseance. Each tank has been chosen for the tenacity and ferocity of its machine spirit; the combination of eagle-eyed hunter and battle-hungry animus is potent indeed. Like its legendary namesake, the Spear of Russ strikes with unstoppable force, each target slain before it can raise a weapon in defence.

FORMATION:

- 1-3 Iron Priests
- 1-3 units chosen in any combination from the following list:
 - Predators
 - Whirlwinds
 - Vindicators
- 1-3 units chosen in any combination from the following list:
 - Land Raider
 - Land Raider Crusader
 - Land Raider Redeemer

RESTRICTIONS:

None.

SPECIAL RULES:

Alpha Machine Spirits: Vehicles from a Spear of Russ have the Power of the Machine Spirit special rule whilst they are within 12" of any Land Raiders, Land Raider Crusaders or Land Raider Redeemers from the same Formation.

Lord of Iron: At the start of each of your Shooting phases, nominate one vehicle from a Spear of Russ that is either transporting, or is within 6" of, any Iron Priests from the same Formation. That vehicle gains a special rule from the following list for that phase: Monster Hunter, Precision Shots, Preferred Enemy, Tank Hunters.





WYRDSTORM BROTHERHOOD



The skies rage fiercest of all above the Wyrdstorm Brotherhood, for they are the callers of the tempest. Every Rune Priest holds power over the elements, but when they combine their eldritch abilities, the very firmament is theirs to command. Lightning smites the adversaries of these psyker shamans, turning once-proud foemen into pillars of ash. Every chant and spell-song that leaves their lips is echoed by the mind-numbing boom of thunder and the violent deluge of the hailstorm. Xenos grav-tanks are hurled aside or crumpled like eggshells, winged horrors are ripped bodily from the skies and sent spiralling into the deadly crossfires of the battlefield below. To witness the Wyrdstorm Brotherhood in battle is to see the skies darken and come alive, a fulminous doom wrought from thin air and cast upon the foe.

FORMATION:

- 2-5 Rune Priests¹

¹ Njal Stormcaller may be taken in place of a Rune Priest.

RESTRICTIONS:

None.

SPECIAL RULES:

Masters of the Wyrdstorm: Models from a Wyrdstorm Brotherhood harness Warp Charge points on a result of 3+ when attempting to manifest psychic powers from the **Tempestas** discipline or *The Living Storm* psychic power.

The Eye of the Storm: At the start of each of your Psychic phases, select 1 model from the Wyrdstorm Brotherhood to be the Eye of the Storm. That model can attempt to manifest *The Living Storm* psychic power, below. Increase the Attacks rolled by D6 for each other Rune Priest in the Wyrdstorm Brotherhood that is on the battlefield.

The Living StormWarp Charge 3
The Rune Priests combine their psychic might to call upon the unbridled fury of mother Fenris to smite their foes.

The Living Storm is a unique **witchfire** power from the **Tempestas** discipline with the following profile:

Range	S	AP	Type
24"	7	-	Assault 2D6, Shock

Shock: For each To Hit roll of 6 made with the Living Storm, the target suffers an additional 2 hits, unless those To Hit rolls were Snap Shots.



ANCIENTS OF THE FANG



In times of dire necessity the Iron Priests rouse the Ancients of the Fang from their slumbers. Each such Dreadnought is a warrior hero of old, laid low by grievous wounds and given form anew so they may stride to battle once more as sagas brought to life. To this end the Ancients stave off Morkai's touch for centuries or even millennia, serving the Chapter in battle until true death claims them forever. The insight and power of a single Dreadnought is an invaluable asset to a Wolf Lord, but when a whole pack of these walking tanks goes to war, fortresses fall, rebellions are routed and heretical armies are broken upon an anvil of adamantium. With power fist, wolf claw and Fenrisian great axe, the Ancients crush and scythe down the foe, their thunderous assault as inspiring as it is unstoppable.

FORMATION:

- 1 Iron Priest
- 2-5 Dreadnoughts

RESTRICTIONS:

None.

SPECIAL RULES:

A Gathering of Ancients: All of the Dreadnoughts from the Ancients of the Fang must be fielded as a single Vehicle Squadron as described in *Warhammer 40,000: The Rules*. However, whilst this Formation includes three or more Dreadnoughts, they can all re-roll failed To Hit rolls in close combat.

Blessings of the Iron Wolf: Dreadnoughts from the Ancients of the Fang have the It Will Not Die special rule whilst they are within 6" of their Iron Priest.

The Saga that Walks: Friendly units with the Space Wolves Faction within 6" of a Dreadnought from the Ancients of the Fang have the Stubborn special rule.



HERALDS OF THE GREAT WOLF



When the Old Wolf Grimnar orders it, the wise ones of his Great Company take to the field not individually, but as a pack of three. These brothers in fate act as heralds for their Chapter Master, speaking with his voice in times of counsel and acting as his blade on the battlefield. The Rune Priest, Iron Priest and Wolf Priest will usually have served under the same Great Wolf for decades, if not centuries. They combine their abilities to great effect as a pack of three, and they know the strengths and blind spots of the Sons of Russ better than any other. A company of Space Wolves under the guidance of the Heralds of the Great Wolf fights almost as if it were a single, massive pack – well-coordinated, utterly loyal and lethal in the extreme to those their leaders mark as prey.

FORMATION:

- 1 Wolf Priest¹
- 1 Rune Priest²
- 1 Iron Priest

¹ *Ulrik the Slayer may be taken in place of a Wolf Priest.*

² *Njal Stormcaller may be taken in place of a Rune Priest.*

RESTRICTIONS:

None.

SPECIAL RULES:

Brotherhood of Priests: The Heralds of the Great Wolf must be deployed as a single unit. In addition, all models in the Formation lose the Independent Character special rule, but gain the following special rules and benefits whilst the relevant model from this Formation is still alive:

- *Wolf Priest:* It Will Not Die.
- *Rune Priest:* Enemy units that target the Heralds of the Great Wolf in the Shooting phase must subtract 1 from their Ballistic Skill characteristic.
- *Iron Priest:* Ignore the first failed saving throw made by a Herald of the Great Wolf each phase.

Sage Counsel: An army that includes any Heralds of the Great Wolf can re-roll the dice when determining who deploys first, and adds 1 to the dice roll when attempting to Seize the Initiative.



WOLFKIN



Whenever the Great Companies wage their wars of justice, the wolves of Fenris are never far behind. Whether due to some unspoken pact between Wolf Lord and each pack's alpha male, or simply because the beasts know they will feast on the meat of the fallen when the battle is over, these wolves are a common sight in the armies of the Fang. They invariably earn their keep – when the wolves loping to battle howl their attack, the snow is soon stained red with blood. These cunning predators are possessed of daunting intelligence, and their instinctive coordination and pack mentality enables them to take down prey far larger than themselves. This asset, honed against the frost mastodons and cave bears of Fenris, proves just as effective against the xenos bio-hulks and daemoniac terrors of the wider galaxy.

FORMATION:

- 2-5 units of Fenrisian Wolves

RESTRICTIONS:

None.

SPECIAL RULES:

- **Monster Hunter**
- **Outflank**

Alpha Pack: If you wish, all of the units in a Wolfkin can be deployed as a single unit known as an Alpha Pack. Add 1 to the Attacks characteristic of all Fenrisian Wolf and Cyberwolf models in an Alpha Pack whilst there are 20 or more models in the unit.

Call of the Wolves: If a Wolfkin unit is within 12" of either the left or right table edges when a friendly Outflanking Space Wolves unit arrives from Reserves, you can choose for them to arrive from that table edge instead of rolling to see which table edge they arrive from.

CURSE OF THE WULFEN

The raw ferocity of the Wulfen is dangerously infectious, and has a profound effect on the psyches of any Space Wolves they fight alongside. This section contains new rules that reflect the terrifying savagery these bestial creatures provoke in nearby units of Space Wolves from your army.

All Space Wolves bear their Primarch's unique genetic legacy in the form of the Canis Helix. Though a vital part of their transformation into Sky Warriors and the source of their greatest strength, exposure to the primal ferocity of a Wulfen in battle can overwhelm their senses, turning proud warriors into little more than beasts as they launch themselves at their prey. The Chapter's youngest warriors are especially susceptible to the call of the Wulfen, for fiery aggression ever courses through their veins. Yet even though more experienced warriors have learned to control their battle fury, the potential lies within all Space Wolves to give in to the raging murderlust caged within them.

Even though a brief loss of restraint has seen the berserk ferocity of Space Wolf packs snatch victory from the jaws of defeat, the Sons of Russ must redouble their efforts to control their inner beasts lest the Wulfen's curse infect the entire Chapter and condemn them to a feral devolution.

All non-vehicle Space Wolves units within 6" of any units of Wulfen are affected by the Curse of the Wulfen. Due to their fiery nature, units of Blood Claws, Skyclaws and Swiftclaws are affected if they are within 12" of any Wulfen. Long Fangs units, however, are only affected if they are within 3" of any Wulfen. Wulfen themselves, any units of Fenrisian Wolves or Servitors, as well as units that are embarked at the start of the turn, are not affected by the Curse of the Wulfen.

At the start of your turn (after rolling for Reserves), roll one dice for all affected units and consult the relevant table below. Units that are not locked in combat are affected by the appropriate result on the Hunt table, whilst units that are locked in combat are affected by the appropriate result on the Kill table. These effects last until the start of your next turn.

HUNT

D6 EFFECT

- 1-3 Predatory Pounce:** *As they close in for the kill, the Sons of Russ throw themselves bodily at their prey and crush them beneath their armoured bulk.*
Affected units have the Hammer of Wrath special rule and can re-roll failed charge rolls.
- 4-5 Bestial Swiftiness:** *The Space Wolves launch themselves into the thick of the fighting, some even bounding on all fours like beasts of prey.*
Add 3" to the maximum move distances of all models in affected units when they move in the Movement phase, when they Run and when they make charge moves.
- 6 Reckless Ferocity:** *Mouths foaming with rabid fury, the warriors of Fenris draw their blades and hurl themselves at their enemies.*
Models in affected units have the Furious Charge special rule and gain D3 bonus Attacks for charging instead of 1 (unless they already have the Rage special rule).

KILL

D6 EFFECT

- 1-3 Preternatural Swiftiness:** *With reflexes heightened beyond even their exceptional levels, the Space Wolves lash out at their foes with blurring speed.*
Add 1 to the Initiative characteristic of models in affected units.
- 4-5 Wild Savagery:** *The Space Wolves rake and tear at their prey with tooth, blade and claw, all thought lost to their berserk fury.*
Models in affected units can re-roll all failed To Wound rolls in close combat.
- 6 Unstoppable Fury:** *Lost in a blood-mad frenzy, even the most heinous wounds do little to stop the murderous rampage of the sons of Fenris, and they continue to lash out until their last drop of blood is spilled.*
Models in affected units that are slain in the Fight sub-phase can, at the end of the current Initiative step, pile in and fight before being removed as casualties. Affected models can do this even if they have already fought that phase.



APPENDIX

This section of the book details many of the rules for using an army of Space Wolves in your games of Warhammer 40,000, including their unique Warlord Traits, wargear and psychic powers, Tactical Objectives and the Wolves Unleashed Detachment. The reference section at the end summarises rules from this codex, and provides unit and weapons profiles.

SPACE WOLVES SPECIAL RULES

A Space Wolves army uses a number of special rules that are common to several of its units. Special rules that are unique to particular units are presented in their entries. Other, more common, rules are simply listed by name – these are described in full in the Special Rules section of *Warhammer 40,000: The Rules*.



FENRISIAN WOLVES AND CYBERWOLVES

Many *Space Wolves* characters have the option of taking Fenrisian Wolves and Cyberwolves as upgrades. If taken, they and the character are treated as a single unit.

If a *Space Wolves* character has the Independent Character special rule, he and his wolves (Fenrisian Wolves and/or Cyberwolves) are permitted to join other units, in which case both the character and his wolves join the unit. If the Independent Character then leaves the unit, all his surviving wolves also leave the unit, forming a separate unit with him.

If the Independent Character is killed whilst part of a unit, his surviving wolves are thereafter part of that unit and cannot leave it; the Independent Character's unit has been completely destroyed for the purposes of any victory conditions.

If the Independent Character is killed while he is not joined to another unit, do not remove any surviving wolves – in this case, the unit is not completely destroyed until all the wolves have been removed as casualties as well. These wolves cannot join other units. Another Independent Character can join the surviving wolves, but as they are not his upgrades, he cannot take them with him if he then joins another unit.

WARLORD TRAITS

When generating his Warlord Trait, a Space Wolves Warlord can either roll on one of the Warlord Traits tables in *Warhammer 40,000: The Rules*, or roll on the table to the right.

WARLORD TRAITS TABLE

D6 WARLORD TRAIT

- Saga of the Warrior Born:** *This hero is a relentless slayer of the Allfather's enemies. In battle, he embodies the spirit of Russ as the ultimate warrior.*
When fighting in a challenge, the Warlord re-rolls all failed To Hit rolls.
- Saga of the Wolfkin:** *The Warlord's savage battle howl has a primal potency, sending the predatory instincts of his lupine kin into overdrive.*
The Warlord, and all friendly units with the Space Wolves Faction consisting entirely of models with either the Beasts or Cavalry unit type, have the Stubborn special rule. In addition, if a friendly unit with the Space Wolves Faction is within 12" of the Warlord at the start of the Assault phase, all models with either the Beasts or Cavalry unit type in that unit have the Furious Charge special rule until the end of the phase.
- Saga of the Beastslayer:** *This character has slain some of the worst creatures that the galaxy has to offer. Such a hero embodies Russ' strength and courage.*
The Warlord has the Monster Hunter special rule.
- Saga of the Bear:** *When this hero plants his feet firmly, he stands as strong as the mountains of Asaheim. The Warlord's steely resolve inspires his men to fight on through the pain of their injuries.*
The Warlord, and his unit, have the Feel No Pain (6+) special rule.
- Saga of the Hunter:** *A master of the chase, ever has this hero tracked his prey from the shadows. Such a warrior exemplifies Russ' hunting instincts.*
The Warlord has the Outflank and Stealth special rules.
- Saga of Majesty:** *The Warlord speaks with the wisdom of the ages and the authority of the Wolf-King, inspiring his men to acts of valour and greatness.*
The Warlord, and all friendly units with the Space Wolves Faction within 12" of him, must re-roll failed Morale checks and Pinning tests.







WARGEAR OF THE FANG

This section of Codex: Space Wolves lists the weapons and equipment used by the Space Wolves, along with the rules for using them in your games of Warhammer 40,000. Equipment that is carried by named characters is detailed in the appropriate entry in the datasheets (pages 48 to 91), while weapons and equipment used by all the other types of units are detailed here.

RANGED WEAPONS

Rules for the following ranged weapons can be found in *Warhammer 40,000: The Rules*:

Assault cannon	Heavy bolter	Plasma pistol
Autocannon	Heavy flamer	Sniper rifle
Boltgun	Lascannon	Space Marine shotgun
Bolt pistol	Meltagun	Storm bolter
Combi-weapons	Missile launcher	
Flamer	Multi-melta	
Flamestorm cannon	Plasma cannon	
	Plasma gun	

CYCLONE MISSILE LAUNCHER

The cyclone is a mercilessly efficient, multipurpose missile launcher used by Space Marines clad in Terminator armour to provide heavy fire support against infantry and armour alike.

A Wolf Guard Terminator can fire his cyclone missile launcher in addition to his storm bolter.

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

DEATHWIND LAUNCHER

The deathwind launcher hurls dense clusters of anti-personnel explosives, allowing Drop Pods to deploy amidst the enemy lines.

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

DEMOLISHER CANNON

The demolisher cannon is the final word in urban warfare. The earth-shattering detonation of its shells will pulverise a building just as readily as the most heavily armoured foe.

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

HURRICANE BOLTER

Comprising a rack of six interlinked boltguns, the hurricane bolter is the bane of infantry across the galaxy.

A hurricane bolter consists of three twin-linked boltguns fired as a single weapon.

HELFROST WEAPONS

These weapons can fire focussed or dispersed beams of sub-zero energy at their targets that instantly encase them in blocks of ice colder than the vacuum of space. Unless a foe can break their way free quickly they will remain trapped within their glacial tomb forever.

	Range	S	AP	Type
Helfrost cannon				
- dispersed	24"	6	3	Heavy 1, Blast, Helfrost
- focussed	24"	8	1	Heavy 1, Helfrost
				Helfrost destructor
- dispersed	24"	6	3	Heavy 1, Helfrost, Large Blast
- focussed	24"	8	1	Heavy 1, Lance, Helfrost

HELFROST PISTOL

The helfrost pistol projects a short-ranged but devastatingly effective beam of sub-zero energy at its target. Flesh blackens with catastrophic frostbite. Armour and weapons buckle and crack. Soon enough, unless the victim can fight their way free, they are entombed forever as a withered mummy in a jagged tomb of ice.

Range	S	AP	Type
12"	8	1	Pistol, Helfrost

Helfrost: When a model suffers one or more unsaved Wounds from this weapon, it must pass a separate Strength test for each Wound suffered or be removed from play.

SKYHAMMER MISSILE LAUNCHER

Skyhammer missiles smash into their targets with devastating force.

Range	S	AP	Type
60"	7	4	Heavy 3

STORMSTRIKE MISSILE

Stormstrike missiles detonate with a thunderous boom.

Range	S	AP	Type
72"	8	2	Heavy 1, Concussive, One Use Only

TYPHOON MISSILE LAUNCHER

These missile launchers are suited to hunting armour and infantry.

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

WHIRLWIND MULTIPLE MISSILE LAUNCHER

Whirlwind missiles utilise two variant warheads.

	Range	S	AP	Type
Vengeance missile	12-48"	5	4	Ordnance 1, Barrage, Large Blast
Incendiary	12-48"	4	5	Ordnance 1, castellan missile Barrage, Ignores Cover, Large Blast

MELEE WEAPONS

Rules for the following Melee weapons can be found in *Warhammer 40,000: The Rules*:

Chainfist	Power fist
Chainsword	Power weapons
Close combat weapons	Thunder hammer

BLIZZARD SHIELD

A blizzard shield is an enlarged, heavy-duty storm shield designed for the Chapter's Dreadnoughts. Though primarily used for defence, in the mechanical hands of a Dreadnought a blizzard shield nonetheless makes for a useful improvised weapon.

Range	S	AP	Type
-	User	2	Melee, Shield

Shield: A blizzard shield confers a 3+ invulnerable save against all hits that strike the Dreadnought's front armour facing.

CROZIUS ARCANUM

Every Wolf Priest bears the sacred weapon of his order – a stylised maul augmented by a rippling energy field so destructive that it is capable of blasting a target apart upon impact.

Range	S	AP	Type
-	+2	4	Melee, Concussive

FENRISIAN GREAT AXE

Each of these great axes, forged in the heart of the Fang by master artificers, is longer than a man is tall and so heavy that they can only be hefted in battle by a Dreadnought. Such a warrior, armed with such a weapon, can cleave a bloody path through his foes.

	Range	S	AP	Type
Fenrisian great axe	-	x2	2	Melee, Master-crafted

FROST BLADES

Whether it is made from the razor-sharp fangs of an ice kraken or a glacial shard of energised diamond, the bite of a frost blade can carve through armour, flesh and bone with equal indifference.

	Range	S	AP	Type
Frost sword	-	+1	3	Melee
Frost axe	-	+2	2	Melee, Unwieldy

FROST CLAWS

The strange ice-crystal punch daggers often wielded the Wulfen are a mystery; speculation is rife as to whether the weapons form through some kind of latent psychic projection, or are fashioned by the Wulfen in some as-yet-mysterious ritual. Whatever the case they are lethally effective, able to rip through the thickest armour as though it were yielding flesh.

Range	S	AP	Type
-	+1	2	Melee, Shred, Specialist Weapon

GREAT FROST AXE

Ancient relics of a bygone age, these huge axes nonetheless seem to have been forged specifically for the hands of the Wulfen. Their massive blades are formed from enchanted wintersteel, sharp enough to split Terminator

plate like lumber. When swung two-handed by a charging Wulfen, the great frost axe creates a whirlwind of destruction.

Range	S	AP	Type
-	+3	2	Melee, Reaping Swing, Two-handed

Reaping Swing: On a turn in which a model equipped with this weapon charges, it strikes at its normal Initiative order in the ensuing combat. In any subsequent rounds of combat, the wielder strikes at the Initiative 1 step.

RUNIC WEAPONS

The signature tools of the Rune Priests, these psychically charged weapons are carved with many powerful sigils to ward off the fell energies of the Warp.

	Range	S	AP	Type
Runic sword	-	User	3	Melee, Force, Ward
Runic axe	-	+1	2	Melee, Force, Unwieldy, Ward
Runic stave	-	+2	4	Melee, Concussive, Force, Ward

Ward: A model equipped with this weapon has the Adamantium Will special rule.

SERVO-ARM

Iron Priests and Servitors use powerful servo-arms to effect battlefield repairs on damaged vehicles, as well as to crush the life from foes in combat.

Range	S	AP	Type
-	x2	1	Melee, Unwieldy, Specialist Weapon

TEMPEST HAMMER

An aura of killing cold crawls across the head of the tempest hammer, ticking and crackling like pack ice. When the hammer is swung in anger, this energy discharges in blasts that freeze the target solid even as they smash it apart. It is a deadly combination, able to reduce the wielder's victims to shattered shards of ice in a single blow.

Range	S	AP	Type
-	x2	2	Melee, Concussive, Helfrost, Specialist Weapon, Unwieldy

Helfrost: When a model suffers one or more unsaved Wounds from this weapon, it must pass a separate Strength test for each Wound suffered or be removed from play.

WOLF CLAWS

Wolf claws are a Fenris-pattern variation of the lightning claw. Often wielded in pairs, the blades of each wolf claw are enchanted by powerful runes to further augment their destructive potential.

	Range	S	AP	Type
Wolf claw	-	+1	3	Melee, Shred, Specialist Weapon
Great wolf claw	-	x2	2	Melee, Shred, Specialist Weapon



Helfrost Pistol



Boltgun



Flamer



Storm Shield



Plasma Gun



Meltagun



Plasma Pistol



Thunder Hammer



Chainsword



Frost Sword



Power Axe



Wolf Claw



Frost Claw



Bolt Pistol



Melta Bomb



Power Sword



Assault Cannon



Lascannon

SPECIAL ISSUE WARGEAR

Rules for the following items can be found in *Warhammer 40,000: The Rules*.

Frag grenades*

Melta bombs

Krak grenades

Psychic hood

* See assault grenades

BELT OF RUSS

Each Great Company has in its reliquary a Belt of Russ, a great gem-studded band worn around the waist. Each belt incorporates a powerful conversion field generator to protect its bearer from harm.

A Belt of Russ confers a 4+ invulnerable save.

CAMO CLOAK

Wolf Scouts often make use of cloaks made of cameleoline. These comprise sheets of photosensitive, colour-shifting fabric that imitate nearby terrain, making the wearer incredibly difficult to pick out.

A model wearing a camo cloak has +1 cover save. If it does not already have a cover save, it gains a 6+ cover save.

DIGITAL WEAPONS

Digital weapons are concealed lasers fitted into the knuckles of a glove. They lack range, but can be used in melee to take advantage of an enemy's exposed weakness.

A model armed with digital weapons can re-roll a single failed roll To Wound in each Assault phase.

HEALING BALMS

Many Wolf Priests are skilled in the native Fenrisian healing arts and carry with them potions and balms that quickly reduce the pain and discomfort of battlefield injury.

As long as the model with healing balms is alive, all models in his unit have the Feel No Pain (6+) special rule.

JUMP PACK

Most Space Wolves prefer to fight as Russ intended – with both feet firmly on the ground. However, this does not stop the more reckless Skyclaws from using jump packs to swiftly engage their foes.

Models equipped with jump packs gain the Jump unit type, as described in *Warhammer 40,000: The Rules*.

SPACE MARINE BIKE

Each Space Marine bike is a versatile fighting platform with powerful engines, thick armour and bulletproof tyres. It is capable of firing a pair of linked bolters on the move, enabling its rider to launch devastating charges into close combat without sacrificing any firepower.

Models equipped with Space Marine bikes change their unit type to Bike, as described in *Warhammer 40,000: The Rules*. Space Marine bikes are fitted with twin-linked boltguns.

STORMFRAG AUTO-LAUNCHER

Mounted between the broad shoulders of the Wulfen, these compact grenade launchers are fed from drum units and guided by crude and belligerent targeting spirits. Their primary role is suppression, the launchers hammering out automated patterns of explosive charges as the Wulfen charge headlong into combat. The combination is a potent one; those foes not blown apart by the thumping explosion of the auto-launchers' grenades are left reeling, and are swiftly torn apart by the Wulfen themselves.

SHOOTING

Range	S	AP	Type
12"	4	5	Assault D3

ASSAULT

Models in a unit that includes one or more models equipped with stormfrag auto-launchers do not suffer the penalty to their Initiative for charging enemies through difficult terrain, but fight at their normal Initiative in the ensuing combat.

STORM SHIELD

A storm shield is a stylised aegis that has an enormously powerful energy field generator built into it, rendering the bearer all but impervious to harm unless an attack can penetrate his guard.

A model with a storm shield has a 3+ invulnerable save. However, he can never claim the +1 bonus Attack for being armed with two Melee weapons in an assault.

THUNDERWOLF MOUNT

Only the bravest and most skilled Space Wolves have what it takes to break in one of the legendary Thunderwolves of Fenris. However, to do so is to ride to war upon a growling mountain of muscle, ferocity and cybernetics.

Models with a Thunderwolf mount change their unit type to Cavalry, as described in *Warhammer 40,000: The Rules*. All close combat attacks made by a model with a Thunderwolf mount have the Rending special rule. In addition, a model upgraded to have a Thunderwolf mount increases their Strength, Toughness, Attacks and Wounds characteristics by 1 (these bonuses are already included in the profiles of models that have a Thunderwolf mount as part of their standard wargear).

WOLF AMULET

Wolf Priests bear wolf amulets as both a symbol of office and an effective means of protection. At the core of each amulet lies a potent energy field to ward off mortal blows and baleful energies.

A wolf amulet confers a 4+ invulnerable save.

WOLF STANDARD

The sacred standards of the Space Wolves Great Companies are priceless Chapter relics. Each of these revered banners has seen over ten millennia of war, and the sons of Fenris will fight all the harder in their presence to honour the great heroes of old.

Any friendly units with the Space Wolves Faction within 12" of the model bearing this banner re-roll failed Morale checks and Pinning tests. In addition, all models in friendly units with the Space Wolves Faction within 6" of the bearer gain +1 Attack.

ARMOUR

SCOUT ARMOUR

Scout armour is formed of thick plates of carapace armour and titanium weave. Less cumbersome and noisy than power armour, scout armour is ideal for the Wolf Scouts' guerrilla style of warfare.

Scout armour confers a 4+ Armour Save.

POWER ARMOUR

A full suit of ceramite plate with electrically motivated fibre bundles that replicate and enhance the movements of the wearer, power armour offers some of the best protection the Imperium can provide.

Power armour confers a 3+ Armour Save.

RUNIC ARMOUR

These revered suits of power armour are ancient beyond reckoning. Their masterwork design has been further enhanced with runes of protection that bear the blessing of the Chapter's Rune Priests.

Runic armour confers a 2+ Armour Save and a 6+ invulnerable save.

TERMINATOR ARMOUR

Also known as Tactical Dreadnought Armour, Terminator armour is the best protective equipment in the arsenal of the Space Marines, its adamantium exoskeleton capable of withstanding almost any attack. Each suit in the Space Wolves' armouries is a treasured relic, sporting engraved runic script, golden filigree or icons honouring the wearers' famous deeds.

Terminator armour confers a 2+ Armour Save and a 5+ invulnerable save. Furthermore, models in Terminator armour have the Bulky, Deep Strike and Relentless special rules, and may not make Sweeping Advances.



SPACE WOLVES VEHICLE EQUIPMENT

Rules for the following vehicle upgrades can be found in *Warhammer 40,000: The Rules*:

Dozer blade	Searchlight
Extra armour	Smoke launchers
Hunter-killer missile	Storm bolter

CERAMITE PLATING

Ceramite plating protects against the extreme conditions of orbital re-entry, but its engineered composition also serves to thwart the fury of certain weapons, absorbing and dispersing even the most extreme temperatures.

Melta weapons do not roll an extra D6 armour penetration when shooting this vehicle at half range or less.

FRAG ASSAULT LAUNCHER

The hulls of Land Raider Crusaders and Land Raider Redeemers are outfitted with explosive launchers designed to hurl shrapnel at the enemy as the troops inside charge out to engage them.

Any unit charging into close combat on the same turn as it disembarks from a Land Raider Crusader or Redeemer counts as having frag grenades.

LOCATOR BEACON

When activated, locator beacons emit a broad-spectrum locational signal, uploading detailed positional information to the tactical grid, allowing precision reinforcement by reserve forces.

Friendly units do not scatter when they Deep Strike, so long as the first model is placed within 6" of a model with a locator beacon. The locator beacon must have been on the battlefield at the start of the turn in order for it to be used.

SIEGE SHIELD

Due to the effectiveness of their armament in rubble-strewn cityfights or urban assaults, Vindicators are often fitted with vast siege shields which enable them to bulldoze through obstacles with impunity.

A vehicle with a siege shield automatically passes Dangerous Terrain tests.



RELICS OF THE FANG

These artefacts are items of incredible rarity, ancient heirlooms that are carefully maintained and stored within the impregnable armouries of the Fang. Only one of each of the following relics may be chosen per army.

THE ARMOUR OF RUSS

During the second Great Hunt, the Space Wolves recovered an ancient suit of armour from the Temple of Horus on Rudra. The Space Wolves believe that this armour is none other than that once worn by Russ himself, though Imperial scholars scoff at these claims. What is beyond question, however, is that the armour is of exceptional quality, and ever surrounded by a freezing aura of hoarfrost, as was Russ' armour of old. In its presence, those not born of Fenris are chilled to their very core.

The Armour of Russ confers a 2+ Armour Save and a 4+ invulnerable save. Furthermore, when fighting in a challenge, the wearer's opponent suffers a -5 penalty to their Initiative (to a minimum of 1).

THE BITE OF FENRIS

The bolter known as the Bite of Fenris visits the extreme seasons of the Space Wolves' homeworld upon those under its crosshairs. The gun's bark heralds one of two deadly fates, for its autoselector breech can bear two different kinds of mass-reactive bolt. The gun's ice-blue helwinter bolts contain heat-thief charges that leave their targets as brittle statues. Its flametide bolts instead bring the red-hot wrath of Fenris's midsummer, their contents exploding a split second before impact, engulfing the foe in a deadly burst of superheated bolter-shards and wrathful flame.

	Range	S	AP	Type
Helwinter bolt	24"	4	5	Rapid fire, Helfrost
Flametide bolt	24"	5	4	Rapid fire, Ignores Cover

Helfrost: When a model suffers one or more unsaved Wounds from this weapon, it must pass a separate Strength test for each Wound suffered or be removed from play.

BLACK DEATH

It is said amongst the Space Wolves that the frost axe known as Banisvatr – Black Death in the tongue of Fenris – is amongst the deadliest weapons ever forged. Several sagas surround the blade's deeds, recounting the monsters that have fallen beneath its bite, and the piles of slain foes left in its wake. All the tales refer to the baleful runic enchantment bound into its ebon blade, the power of which is believed to turn the Black Death's wielder into a relentless killing machine in battle, but none ever mention who originally carved the runes, or for what purpose.

Range	S	AP	Type
-	+2	2	Melee, Unwieldy Whirlwind of Death

Whirlwind of Death: The bearer of Black Death gains +3 Attacks for the duration of any Fight Sub-phase in which he is locked in a combat that contains more enemy models than friendly ones.

HELM OF DURFAST

Durfast's saga names him as the saviour of Mordrak, a long-dead world that was once home to a race of techno-savants. Many technological marvels were discovered amid the ruins of Mordrak after the Ork Waaagh! that had threatened the planet was defeated by Durfast's Great Company. One such device was bound within Durfast's wolf-head helm by the Iron Priests on his return to the Fang, and it has since become an heirloom of the Chapter. The Helm of Durfast incorporates temporal archeotech that endows the wearer with an awareness of the immediate past, present and future. Its precognitive powers gives him momentary insight into his own wyrd, enabling him to anticipate his target's movements with seemingly preternatural speed and accuracy.

A model wearing the Helm of Durfast re-rolls failed To Hit rolls. In addition, the wearer's shooting attacks have the Ignores Cover special rule.

FANGSWORD OF THE ICE WOLF

The earliest tales of Leman Russ speak not only of Morkai's defeat at the hands of the Wolf-King, but also those of his dread lieutenants. The creature known as the Ice Wolf was amongst the most fearsome, but it too was slain by Russ in a terrible battle and cast into the Wolf's Eye. In the wake of the deadly struggle, all that remained of the Ice Wolf was a sword-like tooth embedded in Russ' leg. It is testament to the Primarch's fortitude that he survived, for the blood of a lesser being would instantly have been frozen by its chilling touch. Russ ordered the fang forged into a blade so that its power could be used to battle the Allfather's enemies. Named Svellbrandr – Fangsword of the Ice Wolf – this sword can slay the hardest foes with but a single blow.

Range	S	AP	Type
-	+1	3	Melee, Helfrost, Rending

Helfrost: When a model suffers one or more unsaved Wounds from this weapon, it must pass a separate Strength test for each Wound suffered or be removed from play.

THE WULFEN STONE

The Space Wolves fear and revere this gem in equal measure, for it represents both the greatest strength of their gene-heritage and their most terrible curse. Bound within a large blood diamond like a caged animal lies the raging spirit of the Wulfen – the inner beast that lurks within the heart and soul of every Space Wolf. Forged by the Iron Priest Fengri, the greatest artificer of his time, the Wulfen Stone is a relic carried to battle in only the most extreme circumstances. Its presence triggers violent urges within the Sons of Russ, an uncontrollable rage to spill blood that any who bear the Canis Helix cannot deny.

The bearer of the Wulfen Stone, and his unit, have the Furious Charge special rule. In addition, the bearer has the Rage special rule.

TEMPESTAS DISCIPLINE

The Rune Priests of the Space Wolves have a connection to the untamed fury of nature. They are the masters of the storm, able to command the elements to bring death and ruin to their foes. These powers often manifest in the form of the ancient spirits of Fenris, and the phantasmal shapes of dread wolves howl and snap from within the psychic tempests.

Primaris Power

Living Lightning Warp Charge 1
Sentient electricity crackles amid the brooding skies above as the Rune Priest calls forth the elements to smite his foes. At the Rune Priest's command, lightning arcs into the ranks of the enemy, leaving a trail of blackened corpses in its wake.

Living Lightning is a **witchfire** power with the following profile:

Range	S	AP	Type
18"	7	-	Assault 3, Shock

Shock: For each To Hit roll of 6 made with *Living Lightning*, the target suffers an additional 2 hits, unless those To Hit rolls were Snap Shots.

1. Storm Caller Warp Charge 1
The Rune Priest chants an ancient rite that builds into a terrifying crescendo. Howling winds and furious blizzards rage about him in a vortex of ice and snow that obscures him from sight.

Storm Caller is a **blessing** that targets the Psyker and his unit. Whilst the power is in effect, the target unit has the Shrouded special rule.

2. Tempest's Wrath Warp Charge 1
The Rune Priest brings the rage of the storm to a roaring climax, frost-fingered wind spirits whipping those who intrude upon their domain out of the skies and smashing them upon the stony ground.

Tempest's Wrath is a **malediction** that targets a single unit within 18". Whilst the power is in effect, models in the target unit suffer a -1 penalty to their Ballistic Skill (to a minimum of 1) and treat all terrain, even open ground, as difficult terrain. In addition, unless they are Immobilised, all models in the target unit that have the Jump, Jet Pack, Jetbike, Flying Monstrous Creature, Flyer or Skimmer unit type must immediately take a Dangerous Test.

3. Thunderclap Warp Charge 1
The Rune Priest slams his armoured gauntlets together whilst shouting a word of power. The resultant thunderclap is loud enough to shatter stone and even liquefy the brains of those nearby.

Thunderclap is a **nova** power with the following profile:

Range	S	AP	Type
12"	3	-	Assault 2D6

4. Murderous Hurricane Warp Charge 2
The Rune Priest bellows an ancient curse and within moments the Rune Priest's foes are all but consumed in a hurricane of freezing shards, a thousand blades of psychic ice plunging into their flesh.

Murderous Hurricane is a **witchfire** power with the following profile:

Range	S	AP	Type
18"	4	-	Assault 1, Large Blast, Rending

5. Fury of the Wolf Spirits Warp Charge 2
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 is a **witchfire** power. Each time this power is manifested, the Psyker shoots using both of the profiles given below, one at a time, in any order. Both attacks must target the same unit.

	Range	S	AP	Type
Fury of Freki	18"	6	-	Assault 4
Fury of Geri	18"	5	2	Assault 2, Precision Shot

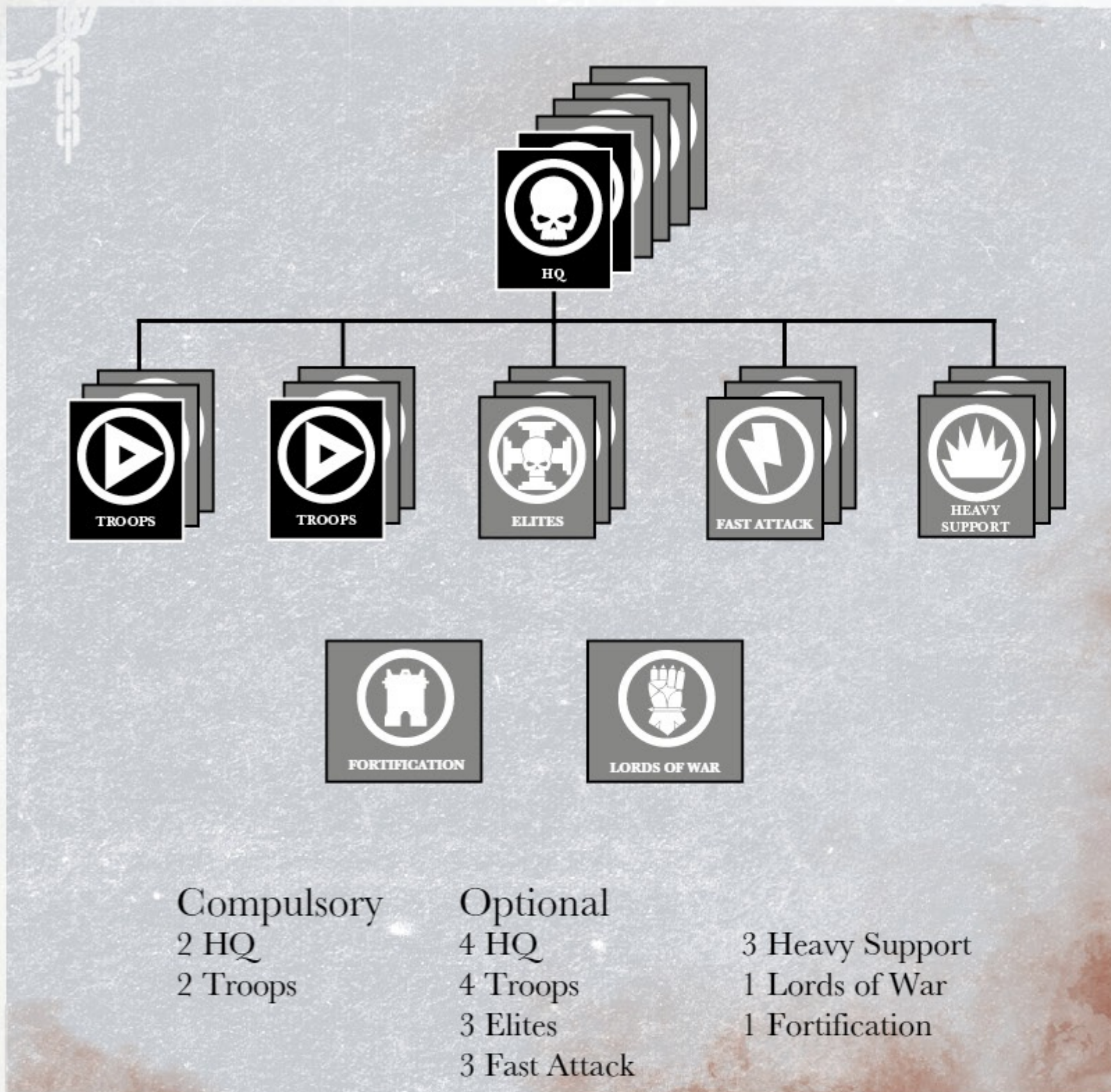
6. Jaws of the World Wolf Warp Charge 2
The Rune Priest implores the spirit of the world upon which he walks to open its rock-fanged maw, and a chasm cracks open under the feet of his chosen enemy, sending them tumbling to their death below.

Jaws of the World Wolf is a **focussed witchfire** power that targets a single non-vehicle unit within 18". A model hit by *Jaws of the World Wolf* must take an Initiative test. Monstrous Creatures automatically pass this test. If the test is passed, nothing happens, but if the test is failed the model is removed from play.



THE WOLVES UNLEASHED DETACHMENT

Codex: Space Wolves details a unique Detachment – the Wolves Unleashed Detachment – that reflects a force of Space Wolves on the hunt. This follows all the Detachment rules presented in *Warhammer 40,000: The Rules*.



RESTRICTIONS:

All units in this Detachment (except fortifications) must have the Space Wolves Faction.

COMMAND BENEFITS:

Jarl of Russ: If this Detachment is chosen as your Primary Detachment, you can re-roll the result when rolling on the Warlord Traits table in *Codex: Space Wolves*.

Cunning of the Wolf: Before Deployment, roll a D6 for each unit in this Detachment, adding +2 to the result if the unit's Battlefield Role is Troops and it has been joined by an Independent Character from this Detachment (before rolling, inform your opponent which Independent Characters, if any, will start the game joined to which Troops units). On a 6+, that unit has the Outflank special rule. In addition, at the start of each of your turns after the first, you may select one unit from this Detachment that is in Reserves. That unit automatically passes its Reserve Roll to arrive this turn (no dice roll is necessary).



TACTICAL OBJECTIVES

Codex: Space Wolves describes six Tactical Objectives to use in your games that are exclusive to Space Wolves players and reflect their heroic aspirations in battle.

If your Warlord has the Space Wolves Faction, these Tactical Objectives replace the Capture & Control Tactical Objectives (numbers 11-16) described in *Warhammer 40,000: The Rules*. If a Warhammer 40,000 mission has the Tactical Objectives special rule, players use the normal rules for using Tactical Objectives with the following exception: when a Space Wolves player generates a Capture & Control objective (numbers 11, 12, 13, 14, 15 or 16), he instead generates the corresponding Space Wolves Tactical Objective, as shown in the table opposite. Other Tactical Objectives (numbers 21-66) are generated normally, as described in *Warhammer 40,000: The Rules*.

D66	RESULT
11	Oath of Vengeance
12	The Stuff of Sagas
13	Unleash the Wolves
14	Hold your Ground
15	Hunt With Cunning
16	The Heroes of Fenris

11 OATH OF VENGEANCE

Type: Space Wolves

Uphold the honour of the Sons of Russ by slaying a great enemy of Fenris and settling an ancient vendetta.

When this Tactical Objective is generated, your opponent must nominate one of his characters from his Army Roster. Score 1 Victory Point at the end of your turn if the chosen character has been removed as a casualty during this, or any previous turn.

12 THE STUFF OF SAGAS

Type: Space Wolves

Seek out and slay the most monstrous of foes, prevail and know that the saga of your victory will be told for ages to come.

Score 1 Victory Point at the end of your turn if at least one enemy Vehicle or Monstrous Creature was destroyed during your turn. If any enemy Vehicle or Monstrous Creature was destroyed by a Space Wolves Character, score D3 Victory Points instead.

13 UNLEASH THE WOLVES

Type: Space Wolves

Give vent to your inner rage, reap a great tally and do not stop until your blades drip red with the blood of your enemies.

Score 1 Victory Point at the end of your turn if at least one enemy unit was completely destroyed during your Assault phase.

14 HOLD YOUR GROUND

Type: Space Wolves

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 single objective marker that is within your table half. If you control that objective marker with the same unit at the end of two consecutive turns, score 2 Victory Points.

15 HUNT WITH CUNNING

Type: Space Wolves

Land your attack where it will cause the most damage; remember that a true hunter strikes from an unseen and unexpected angle.

Score 1 Victory Point at the end of your turn if at least one enemy unit was completely destroyed by a Space Wolves unit with the Scout, Infiltrate or Outflank special rules during your turn. If at least one enemy unit was completely destroyed by a Space Wolves unit with the Scout, Infiltrate or Outflank special rules during the same turn that it arrived from Reserves, score D3 Victory Points instead.

16 THE HEROES OF FENRIS

Type: Space Wolves

The greatest champions amongst the Sons of Russ must take the fight to the enemy and lead by example to inspire their pack-brothers.

Score 1 Victory Point at the end of your turn if at least one of your Space Wolves characters issued or fought in a challenge during your turn. If between 3 and 5 of your Space Wolves characters issued or fought in a challenge during your turn, score D3 Victory points instead. If 6 or more of your Space Wolves characters issued or fought in a challenge during your turn, score D3+3 Victory Points instead.

DESIGNER'S NOTE –

TACTICAL OBJECTIVES CARD DECK

If you own a deck of Space Wolves Tactical Objective Cards, you can generate your Tactical Objectives by shuffling the deck and drawing the top card instead of rolling a D66. These should be kept face up, so your opponent can see which Tactical Objectives you have generated, unless the mission you are playing instructs you otherwise.

REFERENCE

All of the rules and tables here are condensed for ease of reference. If you need the full rule, see its entry in the main pages of the book.

ARMY SPECIAL RULES

Fenrisian Wolves and Cyberwolves

If a Space Wolves character takes Fenrisian Wolves and/or Cyberwolves as upgrades, they and the character are treated as a single unit.

If a Space Wolves character has the Independent Character special rule, he and his wolves (Fenrisian Wolves and/or Cyberwolves) are permitted to join other units, in which case both the character and his wolves join the unit. If the Independent Character then leaves the unit, all his surviving wolves also leave the unit, forming a separate unit with him.

If the Independent Character is killed whilst part of a unit, his surviving wolves are thereafter part of that unit and cannot leave it; the Independent Character's unit has been completely destroyed for the purposes of any victory conditions. If the Independent Character is killed while he is not joined to another unit, do not remove any surviving wolves – in this case, the unit is not completely destroyed until all the wolves have been removed as casualties as well. These wolves cannot join other units. Another Independent Character can join the surviving wolves, but as they are not his upgrades, he cannot take them with him if he then joins another unit.

SPECIAL RULES

Ancient Tactician: An army that includes Bjorn the Fell-Handed adds +1 to any Seize the Initiative rolls it makes.

The Anvil of Fenris: Arjac Rockfist can only join a unit of Wolf Guard or Wolf Guard Terminators. If Arjac Rockfist is included in a Detachment that includes at least one unit of either Wolf Guard or Wolf Guard Terminators, he does not take up a slot on the Force Organisation Chart.

Battlesmith: In each of your Shooting phases, instead of firing his weapons, an Iron Priest can choose to repair a single friendly vehicle that he is in base contact with or embarked upon. To repair a vehicle, roll a D6 and add +1 for each Servitor with a servo-arm in his

unit. If the result is a 5 or more, you may either restore a Hull Point lost earlier in the battle, or repair a Weapon Destroyed or Immobilised result suffered earlier in the battle; this is effective immediately.

Incredible Reflexes: Ragnar can re-roll a single failed saving throw in each Assault phase.

Blood Claws Hero: Lukas the Trickster can only join a unit of Blood Claws. If Lukas the Trickster is included in a Detachment that includes at least one unit of Blood Claws, he does not use up a Force Organisation slot.

Born of Wolves: Canis Wolfborn, and all Fenrisian Wolves and Cyberwolves in his unit, re-roll failed To Hit rolls in close combat during an Assault phase in which they charged into combat.

WARLORD TRAITS


D6 WARLORD TRAIT

- 1 **Saga of the Warrior Born:** When fighting in a challenge, the Warlord re-rolls all failed To Hit rolls.
- 2 **Saga of the Wolfkin:** The Warlord, and all friendly units with the Space Wolves Faction consisting entirely of Beasts or Cavalry models, have the Stubborn special rule. If a friendly unit with the Space Wolves Faction is within 12" of the Warlord at the start of the Assault phase, Beasts or Cavalry models in that unit have Furious Charge until the end of the phase.
- 3 **Saga of the Beastslayer:** The Warlord has the Monster Hunter special rule.
- 4 **Saga of the Bear:** The Warlord, and his unit, have the Feel No Pain (6+) special rule.
- 5 **Saga of the Hunter:** The Warlord has the Outflank and Stealth special rules.
- 6 **Saga of Majesty:** The Warlord, and all friendly units with the Space Wolves Faction within 12" of him, must re-roll failed Morale checks and Pinning tests.

Cunning of the Wolf: Before Deployment, roll a D6 for each unit in this Formation, adding +2 to the result if the unit's Battlefield Role is Troops and it has been joined by an Independent Character from this Formation. On a 6+, that unit has Outflank. In addition, at the start of each of your turns after the first, you may select one of your units in Reserves; that unit automatically passes its Reserve Roll to arrive this turn.

Drop Pod Assault: Drop Pods and units embarked upon them must be held in Deep Strike Reserves. At the beginning of your first turn, half your Drop Pods (rounding up) automatically arrive from Reserve. The arrival of remaining Drop Pods is rolled for normally.

A Glorious Death: Lone Wolf units are never scoring units.



Grimnar's Champion: Arjac Rockfist must issue and/or accept a challenge whenever possible. In addition, he re-rolls all failed To Hit rolls when taking part in a challenge.

The Howl of Wolves: As long as this Formation's Wolf Lord is alive, all units in this Formation have the Fear and Furious Charge special rules.

Immobile: A Drop Pod cannot move once it has entered play, and counts in all respects as a vehicle that has suffered an Immobilised result that cannot be repaired in any way. This does not cause it to lose a Hull Point.

Inertial Guidance System: If a Drop Pod scatters on top of impassable terrain or another model (friend or foe), reduce the scatter distance by the minimum required in order to avoid the obstacle. If a Drop Pod scatters off the edge of the board, it suffers a Deep Strike Mishap.

Insane Bravado: Ragnar must issue and accept a challenge whenever possible.

Jarl of Russ: If this Formation is chosen as your Primary Detachment, you can re-roll the result when rolling on the Warlord Traits table in *Codex: Space Wolves*.

The Last Laugh: If Lukas the Trickster is removed as a casualty whilst fighting a challenge, both players roll-off – if the Space Wolves player wins, Lukas the Trickster's opponent is also removed as a casualty.

Lord of Tempests: Njal Stormcaller can re-roll a single failed Psychic test each turn when attempting to manifest psychic powers from the **Tempestas** discipline.

Lord of the Wolfkin: All friendly Cavalry and Beasts models with the Space Wolves Faction that are within 12" of Harald Deathwolf use his Leadership value, unless their own is higher.

Mindlock: Unless it also contains an Iron Priest, an unengaged unit that contains at least one model with this special rule must roll a D6 at the start of its turn. On a 4+, this special rule has no effect this turn. On a roll of a 1, 2 or 3, the unit is mindlocked until the start of its following turn. A mindlocked unit may not voluntarily move, shoot or charge, but must still complete compulsory moves, such as Pile In and Fall Back moves.

Murderlust: Murderfang ignores the effects of Crew Shaken or Crew Stunned (but still loses a Hull Point).

Oath of War: The Wolf Priest can nominate one unit type at the beginning of the game – for example, Infantry or Monstrous Creature. If he does so, he has the Preferred Enemy special rule against models with that unit type.

Pack of One: Lone Wolf units cannot be joined by units with the Independent Character special rule.

Rebellious: Lukas the Trickster and his unit may never use a Leadership value higher than 8 for any tests they make.

Repair: If a Rhino is Immobilised, then in subsequent turns, it may attempt to repair itself instead of shooting. To make the attempt, roll a D6 in the Shooting phase; on the roll of a 6, the vehicle is no longer Immobilised. Note that a successful Repair does not restore a Hull Point.

Slayer's Oath: Ulrik the Slayer, and all friendly units with the Space Wolves Faction within 6" of him, have the Preferred Enemy special rule.

Thralls: If Servitors are included in a Detachment that includes at least one Iron Priest, the Servitors do not use up a Force Organisation slot.

Venerable: If a Venerable Dreadnought suffers a penetrating hit, you can make your opponent re-roll the result on the Vehicle Damage table. You must accept the second roll, even if it is worse than the first.

Ward of the Primarch: Bjorn the Fell-Handed has a 5+ invulnerable save.

War Howl: Ragnar and all models with the Space Wolves Faction in his unit have the Furious Charge special rule.



SPECIAL ISSUE WARGEAR

Belt of Russ: A Belt of Russ confers a 4+ invulnerable save.

Camo cloak: A model wearing a camo cloak has +1 cover save. If it does not already have a cover save, it gains a 6+ cover save.

Digital weapons: A model armed with digital weapons can re-roll a single failed roll To Wound in each Assault phase.

Healing balms: As long as the model with healing balms is alive, all models in his unit have the Feel No Pain (6+) special rule.

Jump pack: Models equipped with jump packs gain the Jump unit type, as described in *Warhammer 40,000: The Rules*.

Space Marine bike: Models equipped with Space Marine bikes change their unit type to Bike, as described in *Warhammer 40,000: The Rules*. Space Marine bikes are fitted with twin-linked boltguns.

Storm shield: A model with a storm shield has a 3+ invulnerable save. However, he can never claim the +1 bonus Attack for being armed with two Melee weapons in an assault.

Thunderwolf mount: Models with a Thunderwolf mount change their unit type to Cavalry, as described in *Warhammer 40,000: The Rules*. All close combat attacks made by a model with a Thunderwolf mount have the Rending special rule. In addition, a model upgraded to have a Thunderwolf mount increases their Strength, Toughness, Attacks and Wounds characteristics by 1 (these bonuses are already included in the profiles of models that have a Thunderwolf mount as part of their standard wargear).

Wolf amulet: A wolf amulet confers a 4+ invulnerable save.

Wolf standard: Friendly units with the Space Wolves Faction within 12" of the bearer re-roll failed Morale checks and Pinning tests. In addition, all models in such units within 6" of the bearer gain +1 Attack.

ARMOUR

Scout armour: Scout armour confers a 4+ Armour Save.

Power armour: Power armour confers a 3+ Armour Save.

Runic armour: Runic armour confers a 2+ Armour Save and a 6+ invulnerable save.

Terminator armour: Terminator armour confers a 2+ Armour Save and a 5+ invulnerable save. Furthermore, models in Terminator armour have the Bulky, Deep Strike and Relentless special rules, and may not make Sweeping Advances.



VEHICLE EQUIPMENT

Ceramite Plating: Melta weapons do not roll an extra D6 armour penetration when shooting this vehicle at half range or less.

Frag Assault Launcher: Any unit charging into close combat on the same turn as it disembarks from a Land Raider Crusader or Redeemer counts as having frag grenades.

Locator Beacon: Friendly units do not scatter when they Deep Strike, so long as the first model is placed within 6" of a model with a locator beacon. The locator beacon must have been on the battlefield at the start of the turn in order for it to be used.

Siege Shield: A vehicle with a siege shield automatically passes Dangerous Terrain tests.



PROFILES

HQ

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Battle Leader	5	5	4	4	2	5	3	9	3+	In(ch)
Canis Wolfborn	5	2	5	5	3	5	5	9	3+	Cv(ch)
Harald Deathwolf	6	5	5	5	3	5	5	10	3+	Cv(ch)
Njal Stormcaller	5	5	4	4	3	4	3	10	2+	In(ch)
Ragnar Blackmane	6	5	4	4	3	5	4	10	3+	In(ch)
Rune Priest	5	4	4	4	2	4	2	10	3+	In(ch)
Ulrik the Slayer	6	5	4	4	3	5	3	10	3+	In(ch)
Wolf Lord	6	5	4	4	3	5	4	10	3+	In(ch)
Wolf Priest	5	4	4	4	2	4	2	10	3+	In(ch)

TROOPS

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Blood Claw	3	3	4	4	1	4	1	8	3+	In
Grey Hunter	4	4	4	4	1	4	1	8	3+	In
Lukas the Trickster	5	5	4	4	2	5	3	8	3+	In(ch)
Wolf Guard Pack Leader	4	4	4	4	1	4	2	9	3+	In(ch)

ELITES

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Arjac Rockfist	5	5	5	4	2	4	3	9	2+	In(ch)
Iron Priest	4	4	4	4	1	4	2	8	2+	In(ch)
Lone Wolf	5	4	4	4	2	4	2	8	3+	In(ch)
Servitor	3	3	3	3	1	3	1	8	4+	In
Wolf Guard	4	4	4	4	1	4	2	9	3+	In
Wolf Guard Pack Leader	4	4	4	4	1	4	2	9	3+	In (ch)
Wolf Guard Terminator	4	4	4	4	1	4	2	9	2+	In
Wolf Guard Terminator Leader	4	4	4	4	1	4	2	9	2+	In(ch)
Wolf Scout	4	4	4	4	1	4	1	8	4+	In

FAST ATTACK

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Cyberwolf	4	0	4	5	1	4	3	6	4+	Be(ch)
Fenrisian Wolf	4	0	4	4	1	4	2	5	6+	Be
Skyclaw	3	3	4	4	1	4	1	8	3+	In, J
Swiftclaw Attack Bike	3	3	4	5	2	4	2	8	3+	Bk
Swiftclaw Biker	3	3	4	5	1	4	1	8	3+	Bk
Thunderwolf Cavalry	4	4	5	5	2	4	4	9	3+	Cv
Thunderwolf Cavalry										
Pack Leader	4	4	5	5	2	4	4	9	3+	Cv(ch)
Wolf Guard Bike Leader	4	4	4	5	1	4	2	9	3+	Bk(ch)
Wolf Guard										
Sky Leader	4	4	4	4	1	4	2	9	3+	In, J(ch)

HEAVY SUPPORT

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Long Fang	4	4	4	4	1	4	1	9	3+	In
Long Fang Ancient	4	4	4	4	1	4	2	9	3+	In(ch)
Wolf Guard Pack Leader	4	4	4	4	1	4	2	9	3+	In(ch)

LORDS OF WAR

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Logan Grimnar	6	5	4	4	4	5	5	10	2+	In(ch)

VEHICLES

Type	[Armour]									
	WS	BS	S	F	S	R	I	A	HP	Unit
Bjorn the Fell-handed	6	6	7	13	12	10	3	4	3	W(ch)
Dreadnought	4	4	6	12	12	10	4	2	3	W
Drop Pod	-	4	-	12	12	12	-	-	3	O, T
Land Raider	-	4	-	14	14	14	-	-	4	Tk, T
Land Raider										
Crusader	-	4	-	14	14	14	-	-	4	Tk, T
Land Raider										
Redeemer	-	4	-	14	14	14	-	-	4	Tk, T
Land Speeder	-	4		10	10	10	-	-	2	F, S
Murderfang	5	3	6	12	12	10	4	4	3	W(ch)
Predator	-	4		13	11	10	-	-	3	Tk
Razorback	-	4		11	11	10	-	-	3	Tk, T
Rhino	-	4		11	11	10	-	-	3	Tk, T
Stormfang Gunship	-	4		12	12	12	-	-	3	Fl, H, T
Stormrider	-	3		12	12	12	-	-	3	O, Ct
Stormwolf	-	4		12	12	12	-	-	3	Fl, H, T
Venerable										
Dreadnought	5	5	6	12	12	10	4	2	3	W
Vindicator	-	4		13	11	10	-	-	3	Tk
Whirlwind	-	4		11	11	10	-	-	3	Tk

UNIT TYPES

Beast = Be, *Bike* = Bk, *Cavalry* = Cv, *Character* = (ch), *Chariot* = Ct, *Fast* = F, *Flyer* = Fl, *Hover* = H, *Infantry* = In, *Jump unit* = J, *Open-topped* = O, *Skimmer* = S, *Tank* = Tk, *Transport* = T, *Walker* = W

RANGED WEAPONS

Weapon	Range	S	AP	Type
Assault cannon	24"	6	4	Heavy 4, Rending
Autocannon	48"	7	4	Heavy 2
Bolt pistol	12"	4	5	Pistol
Boltgun	24"	4	5	Rapid Fire
Cyclone missile launcher				
- Frag missile	48"	4	6	Heavy 2, Blast
- Krak missile	48"	8	3	Heavy 2
Deathwind launcher	12"	5	-	Heavy 1, Large Blast
Demolisher cannon	24"	10	2	Ordnance 1, Large Blast
Flamer	Template	4	5	Assault 1
Flamestorm cannon	Template	6	3	Heavy 1
Frag grenade	8"	3	-	Assault 1, Blast
Heavy bolter	36"	5	4	Heavy 3
Heavy flamer	Template	5	4	Assault 1
Helfrost cannon				
- dispersed	24"	6	3	Heavy 1, Blast, Helfrost
- focussed	24"	8	1	Heavy 1, Helfrost
Helfrost destructor				
- dispersed	24"	6	2	Heavy 1, Large Blast, Helfrost
- focussed	24"	8	1	Heavy 1, Lance, Helfrost
Helfrost Pistol	12"	8	1	Pistol, Helfrost
Krak grenade	8"	6	4	Assault 1
Lascannon	48"	9	2	Heavy 1
Meltagun	12"	8	1	Assault 1, Melta
Missile launcher				
- Frag missile	48"	4	6	Heavy 1, Blast
- Krak missile	48"	8	3	Heavy 1
- Flakk missile	48"	7	4	Heavy 1, Skyfire
Multi-melta	24"	8	1	Heavy 1, Melta
Plasma cannon	36"	7	2	Heavy 1, Blast, Gets Hot
Plasma gun	24"	7	2	Rapid Fire, Gets Hot
Plasma pistol	12"	7	2	Pistol, Gets Hot
Skyhammer missile launcher	60"	7	4	Heavy 3
Sniper rifle	36"	X	6	Heavy 1, Sniper
Space Marine shotgun	12"	4	-	Assault 2
Storm bolter	24	4	5	Assault 2
Typhoon missile launcher				
- Frag missile	48"	4	6	Heavy 2, Blast
- Krak missile	48"	8	3	Heavy 2
Whirlwind multiple missile launcher				
- Vengeance missile	12-48"	5	4	Ordnance 1, Barrage, Large Blast
- Incendiary	12-48"	4	5	Ordnance 1, Barrage, Ignores Cover, Large Blast
Stormstrike missile	72"	8	2	Heavy 1, Concussive, One Use Only

MELEE WEAPONS

Weapon	Range	S	AP	Type
Blizzard shield	-	User	2	Melee, Shield
Chainfist	-	x2	2	Melee, Armourbane, Specialist Weapon, Unwieldy
Chainsword	-	User	-	Melee
Close combat weapon	-	User	-	Melee
Crozius arcanum	-	+2	4	Melee, Concussive
Fenrisian great axe	-	x2	2	Melee, Master-crafted
Frost sword	-	+1	3	Melee
Frost axe	-	+2	2	Melee, Unwieldy
Frost Claws	-	+1	2	Melee, Shred, Specialist Weapon
Great Frost Axe	-	+3	2	Melee, Reaping Swing, Two-handed
Great wolf claw	-	x2	2	Melee, Shred, Specialist Weapon
Krak grenade	-	6	4	-
Melta bombs	-	8	1	Armourbane, Unwieldy
Power axe	-	+1	2	Melee, Unwieldy
Power fist	-	x2	2	Melee, Unwieldy, Specialist Weapon
Power lance	-	+1/U	3/4	Melee
Power maul	-	+2	4	Melee, Concussive
Power sword	-	User	3	Melee
Runic axe	-	+1	2	Melee, Force, Ward, Unwieldy
Runic stave	-	+2	4	Melee, Concussive, Force, Ward
Runic sword	-	User	3	Melee, Force, Ward
Servo-arm	-	x2	1	Melee, Unwieldy, Specialist Weapon
Servo-arm	-	x2	1	Melee, Unwieldy, Specialist Weapon
Tempest Hammer	-	x2	2	Melee, Concussive, Helfrost, Specialist Weapon, Unwieldy
Wolf claw	-	+1	3	Melee, Shred, Specialist Weapon



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