

WARHAMMER[®]

40,000

The background of the cover is a dynamic illustration. On the right, a large, imposing figure of a Space Marine in teal and yellow power armor stands in a heroic pose. He has a beard and a cybernetic eye, and he holds a combat knife in his right hand and a power axe in his left. On the left, a Bloodthirster, a large red-skinned demon with a spiked collar and a spiked tail, is shown in a crouching, aggressive stance. The scene is set in a dark, industrial environment with smoke and debris, suggesting a battlefield.

TOOTH AND CLAW[™]

TWO ARMIES CLASH IN THE 41ST MILLENNIUM



INTRODUCTION

In *Tooth and Claw*, you command one of the forces battling deep within the hivespawls of the world of Vigilus – either the Genestealer Cults, who work to spread their infestations throughout the planet's populace, or the Space Wolves, who have been sent to cleanse those mutated heretics from existence.

Vigilus is a vital world within the Imperium of Man. As the horrific legions of Chaos pour from the Great Rift to devour those worlds around it, it has become a sanctuary to which tattered Imperial forces flee. Its sprawling hive cities – long overpopulated and choked with pollution – heave under the weight of in-flooding refugees, those who have nowhere else to go that offers even the hope of safety from the terrors that haunt the Dark Imperium. But Vigilus itself is not without threats: the Orks of the Speedwaaagh! race across its wastelands, and heresy and mutation spread like plague amongst the populace.

Emerging from the oppressed working class of Vigilus are the Genestealer Cults – cabals of mutated humans devoted to xenos gods. For untold generations their genetic taint has secretly spread, and now they are called to war by the psychic signal of an unseen leader. Miners and manufactory workers arise from within the hivespawls, slaughtering their Imperial overlords and eroding the strength of Vigilus from within. As the Genestealer Cults grow in power, the Imperium unleashes the Space Wolves – a ferocious Chapter of the Adeptus Astartes. Peerless hunters, these genetically augmented super-soldiers seek out the lairs of the xenos-

worshipping Genestealer Cults, delving into Vigilus' war-torn cityscapes to administer the Emperor's wrath. They know no fear and show no mercy to their heretical enemy – yet there are monsters buried beneath the hivespawls that will test the savage mettle of the Space Wolves.

This boxed set contains two versatile armies that are potent forces on the Warhammer 40,000 battlefield. There is a lot of fun to be had from assembling and painting your force, even before a single dice is rolled. Within this booklet you will find example colour schemes, but you are free to paint the models however you choose, picking another Great Company or Genestealer Cult as a basis or inventing your own. After playing through the missions in this book, you will have a good understanding of how each force works, and perhaps an idea of what you might want to add to your collection next.

To discover more about the Warhammer 40,000 hobby, visit warhammer40000.com. The website contains a wealth of resources, including the free core rules, painting guides, faction introductions, gaming tutorials, and much, much more.





The Space Wolves strike force led by the indomitable Primaris Battle Leader Haldor Icepelt have slain all manner of foul monstrosities in defence of the Imperium. But amidst the twisted cityscape of Greigan Hollow, the hunters have become the prey. Genestealer Cultists of the Claw of the Thirsting Wyrn have arisen from the depths, and under the guidance of the Acolyte Iconward Gilgas Vendella have lured the Space Wolves into a brutal ambush.





WAR ZONE VIGILUS

Lying within the darkness of the Imperium Nihilus, on the far side of the Great Rift, is Vigilus, a lone stronghold standing against marauding xenos forces and the terrors of Chaos.

Vigilus has long been a world vital to the Imperium. Situated in the galactic north, close to the Eye of Terror, it has been on an active war footing for millennia, supplying manpower and materiel for the fight against the forces of Chaos. Its teeming populace is familiar with hardship, having toiled in crowded manufactorums for countless generations, and they have seen invading armies repelled and heretical uprisings quashed by the planet's military garrisons. Yet there are long-standing tensions amongst the world's various factions.

The Adeptus Mechanicus have a strong presence on Vigilus. It is they who produce the psychically charged force fields for which the world is renowned, exporting them to key locations across the Imperium as well as using them to encircle the vast hivespawls on Vigilus itself. The devotees of the Omnissiah control the planet's enormous industrial operations and output, their networks of mines boring ever deeper into Vigilus' substrate in their constant search for rare – and some say forbidden – resources.

The ruling elite of Vigilus, however, are in the firm grip of the Adeptus Ministorum. A loose confederation of nobles known as the Aquilarian Council ostensibly governs the planet, but it is the faithful of the Imperial Cult who hold the true authority. Those members of the council who defy the wishes of the Ecclesiarchy are declared heretics, and are condemned, exiled or even burnt at the stake to serve as a warning to others. So it has been for centuries, but the delicate balance of power was shattered when the fabric of reality itself began to tear open.

Massive warp storms raged in the regions of space surrounding Vigilus, and as they grew they merged together, rendering paths between stars unnavigable and enveloping entire planets. Malefic entities emerged from these warp storms. Daemons and Chaos Space Marines fell upon fleeing spacecraft and invaded nearby worlds with rapacious fury. Vigilus was not immune to such attacks, but the planet's formidable defences were able to stave off the worst of these incursions.

Then the warp storm closest to Vigilus split open, and from its roaring mouth all manner of cosmic detritus was sent rushing towards the planet. Through this shower of meteors and ancient wreckage came barrelling a vast Ork horde, their ramshackle craft plummeting to the planet's surface. From the ships that landed in the wastelands came enormous convoys of speeding vehicles, making travel between cities all but impossible – ground transports were run down and flyers were shot from the sky by rokket fire. Only behind the defensive force fields were the planet's inhabitants relatively safe from the greenskins.

The raging warp storms soon coalesced into the scar upon reality known as the Great Rift. When it tore open, the raw energies of the immaterium erupted outwards in a blast wave that rippled throughout the galaxy, and the Astronomican – the guiding light that unites the Emperor's domain – went out. In that moment the Imperium of Man was divided, each system cut off and isolated in the darkness. Worse still for the defenders of Vigilus, the force fields that protected the world's continent-sized cities flickered and then collapsed.

'The enemy has come. They would see us slaughtered and our world desecrated. But we shall not go quietly into the darkness. Through us will the Emperor's light continue to shine.'

*- Unger Molakron,
Pontifex General
of Vigilus*

Millions died as the Orks attacked the unshielded hivespawls, and the forces of the Adeptus Mechanicus and Ministorum fought side by side to hold back the green tide. The Aquilarian Council sent out a desperate plea for aid, but what Imperial contingents did arrive were not reinforcements despatched by allies, at full strength and fresh for the fight. Rather, they were the last regiments from worlds in the Imperium Nihilus that had already fallen, and those who had battled their way through enemy space after the Fall of Cadia.

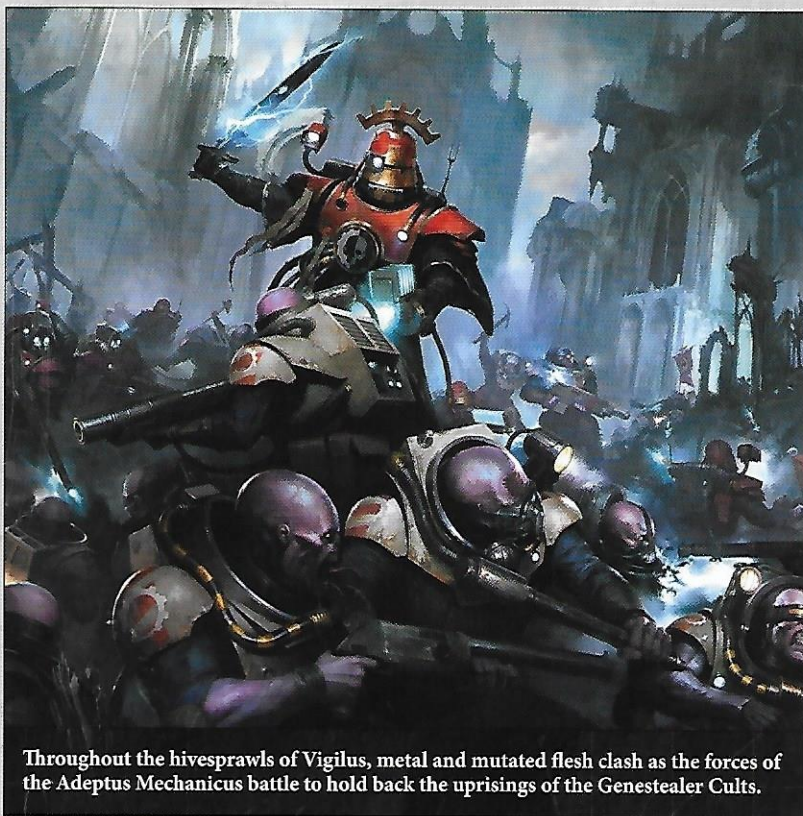
Following these disparate survivors were reaving warbands of Heretic Astartes and raiding parties of Drukhari warriors, drawn to the scent of fear, suffering and desperation. The only glimmer of hope remaining to the refugees was the narrow passage that crossed the Great Rift, known as the Nachmund Gauntlet. Vigilus lay in the mouth of this channel, with warp energies surrounding it on all other sides. To these stragglers, the planet represented the last haven from the horrors of the Dark Imperium, and the final beachhead from which they could fight back.

Even as battles were waged throughout the wastelands and along the perimeters of the hivespawls, a far more insidious threat revealed itself. Having spread through the underclasses of Vigilus for generations, a splinter of the Genestealer Cult known as the Pauper Princes – which had first arisen on the slum world of Chancer's Vale – now arose within each of the embattled hivespawls.

The Adeptus Mechanicus sent Skitarii kill teams to eradicate the mutated insurgents, but broods continued to appear in ever-greater numbers. The mutant armies ran rampant throughout the hivespawls, slaughtering Imperial, Chaos and xenos forces wherever they encountered them. Meanwhile, the distress call sent out by the Aquilarian Council was finally answered. Space Marines in transit from War Zone Stygius battled their way to the surface of Vigilus to join the planetary defenders. Iron Hands and Brazen Claws fought to drive back the seemingly unending Ork hordes, while the warriors of the Space Wolves gathered to hunt down the abominations of the Genestealer Cults.



Billions upon billions live in Vigilus' hivespawls. Between these enormous megalopolises lie great tracts of wasteland, oceans of rock and sand across which giant dust storms constantly rage. Water is only found at a few sites on the planet's surface, and these are guarded by vast fortification complexes. The teeming masses of Vigilus are given little choice but to subsist on recycled fluids, putrid filth that has been reprocessed countless thousands of times.



Throughout the hivespawls of Vigilus, metal and mutated flesh clash as the forces of the Adeptus Mechanicus battle to hold back the uprisings of the Genestealer Cults.



SPACE WOLVES

Hailing from the frozen death world of Fenris, the Space Wolves are a noble and fierce Chapter of Space Marines – genetically augmented super-soldiers created to defend the Imperium of Man, and to hunt down the most terrifying threats in the galaxy.

The Space Wolves embody the warrior traditions of their home world, and are a proud, bellicose and fiercely loyal Chapter. For ten millennia they have fought the enemies of the Imperium wherever they have appeared, stalking their quarry across the Sea of Stars and tearing their foes apart to the sound of howling war cries. Every battle-

brother has the prodigious strength and keen senses of an apex predator, and is equipped with some of the finest weapons and armour in the Imperium. The savagery provided by their Primarch's gene-seed makes them terrifying opponents, yet they must be ever vigilant, lest their inner beast take hold and they are forever lost to the curse of the Wulfen.

Space Wolves strike forces are often led by a Battle Leader, skilled warriors and inspiring commanders drawn from a Wolf Lord's personal bodyguard. Intercessors will form the core of such contingents, raking their enemies from afar with focused salvos of bolt-fire before moving in for the killing blow. Aggressors, meanwhile, charge towards where the fighting is thickest, obliterating their targets as incoming fire ricochets off their Gravis armour. Often these warriors go to battle in the presence of a revered Redeptor Dreadnought: bristling with heavy weapons, each of these walking tanks is driven by the will of the fatally wounded battle-brother entombed within, whose interment allows him to continue to fight Mankind's foes.



The Space Wolves of Ragnar Blackmane's Great Company are renowned for their impetuous bravado and fervour in combat. They strive to be the first warriors to make planetfall, launching vanguard attacks ahead of a full-blown invasion, and are usually the last battle-brothers to leave a conflict. Many much-larger enemy armies have been shattered by a Blackmanes' assault.

GENESTEALER CULTS

From the seething underbellies of Imperial worlds arise the Genestealer Cults, twisted groups of militant fanatics who follow the will of their Patriarch. They remain hidden for generations, spreading their genetic contamination in secret before emerging to violently overthrow their oppressors.

Genestealer Cults are the result of hideous genetic manipulations carried out by the ravaging xenos race known as the Tyranids. To find Imperial worlds suitable for their inevitable invasion, vanguard organisms are sent from the Tyranid hive fleets to infiltrate cities and infect the populace. The first victims spawn more grotesque creatures that spread the mutations to others, rapidly propagating the strain through the heaving masses. Each generation appears more human than the last, allowing them to hide in plain sight, insinuating themselves amongst the slum dwellers and worker gangs of the hive cities. Yet each of the xenos' progeny is bound to a single will, united by the gestalt consciousness of the Broodmind to await the arrival of a hive fleet – those the cultists call the Star Children, whom they believe are gods of deliverance.

As the hive fleet approaches, the Genestealer Cultists reveal themselves. Thousands upon thousands of militant fanatics surge from mines and manufacturums armed with crude but effective weaponry. The mob mentality of the cult belies their cunning, for the

synchronized outburst of violence is preceded by decades of planning. Planetary Defence Forces move to quash the uprisings, only to find ammo reserves stolen, supply lines ambushed and chains of command compromised. Cities, continents and even entire worlds are quickly consumed by the cultists, who tear down the statues of Imperial heroes and replace them with twisted idols of their own xenos gods.



The great bulk of a Genestealer Cult is made up of those who pass for fully human by hiding their heavily ridged heads and violaceous skin beneath their work clothes. They take up arms with tools and basic guns, turning stolen vehicles

and heavy machinery to a violent purpose. These Neophytes are of the later generations: unquestioningly loyal, but blessed with the fewest gifts of the Star Children. There are others of the cult who are far more monstrous and pose an even greater threat.

The offspring of the first hosts to become infected are truly deformed, sprouting additional limbs, cruel claws and lashing tongues. Of these, the most intelligent and capable are the Acolyte Iconwards, who bear the cult's sacred insignia and lead their broodkin to battle with fervent sermons. Hybrid Metamorphs are also of the first generations and are seen as blessed by their brethren, for their bodies grow more deadly adaptations as the hive fleet approaches. The swift and savage Purestrain Genestealers lurk in the shadows of their host society, emerging only to slaughter or to spread the brood's taint. Aberrants are dim-witted and inhumanly strong shock troops, while the hulking creatures known as Abominants wield gargantuan industrial tools as weapons and can fight on through the most grievous of wounds.

Hidden at the heart of a Genestealer Cult is the Patriarch, a towering monstrosity twice the height of a Space Marine. The first Genestealer to have spread its infection on a planet, it has grown to terrifying proportions, and its formidable psychic presence unites its myriad progeny. To the members of a cult, their Patriarch is a messianic figure, a religious idol that must be defended at all cost. He is the harbinger of a new and irresistible order, and to oppose him is to oppose the infinite will of the Hive Mind.



HORROR IN THE HOLLOWS

Dotted across the hivespawl of Oteck are the Hollows, a series of militarised reservoirs that supply water to Vigilus' heaving populace. Every drop of water in the Hollows is collected, processed and recycled thousands of times, and it is from here that the Genestealer Curse spread.

Like so many worlds of the Imperium, Vigilus is home to untold billions. The vast majority of these citizens lead lives consumed by endless drudgery, toiling day and night in polluted manufacturums in order to keep the Imperial war machine functioning. The hivespawls in which they live are overflowing with Humanity, and though the cramped hab-blocks rise only a few dozen stories to stave off tectonic collapse, they extend outwards for hundreds of miles, covering continent-sized areas of the planet's surface. Aside from producing materiel, the populace of Oteck are also tasked with the repurposing of Vigilus' limited water supply. Within this hivespawl's borders lie five of the planet's most heavily defended reservoirs: Greigan, Mysandren, Trevig, Agamemnus and Ostaveer, collectively known as the Hollows. At the height of the Ork invasion, when many of the reservoirs' defenders had been sent to the front lines, the Genestealer Cultists emerged from the Hollows.

Mutated pipe-workers and filtration crews slaughtered the Guardsmen still stationed at the reservoirs. So swift and brutal were these uprisings that, by the time the Aquilarian Council was aware of the attacks, the cultists had completely overtaken the artillery emplacements and flakk batteries that ringed each water reservoir. The Vigilite defenders only learnt that something had befallen the Hollows when communications fell quiet, and scheduled reinforcements and supply convoys from the standing guard failed to report to the siege lines at Oteck's perimeter. A handful of scouting parties comprised of injured soldiers and vehicles too damaged to continue battling the Orks were sent to investigate, but none returned. Similar silent zones appeared across the planet, and when the Tech-Priests of the Adeptus Mechanicus shared with the Aquilarian Council that they had uncovered a Genestealer Cult infestation, the true horror of the situation became clear.



THE THIRSTING WYRM

The cultists of the Thirsting Wurm, a claw of the Pauper Princes, had long dwelt deep beneath Greigan Hollow, far from the prying eyes of Vigilus' ruling class. The humans from whom they stemmed roamed the macro-ducts in nomadic work-gangs, using heavy mining equipment to clear colossal blockages. They were a subterranean people for whom the passage of time was marked by the deluges: torrents of waste water, industrial run-off and liquefied bio-matter that came flooding through the cavernous tunnels, flowing towards the Hollow for re-cleansing. The Genestealer Curse spread quickly through these pipe workers, infecting each roving community and binding them to the will of the planet's Patriarch. As the number of hybrids increased, so did the fervour with which they worshipped their coming saviours. Those amongst their number who died were given over to the deluges, their bodies swept away in the hope that their blessings could be passed to recipients elsewhere in the hivespawl. One of the most favoured of the Patriarch butchered the gargantuan beasts that crept through the deepest pipes, and from their flesh made a grim banner dedicated to his master. This and other sacred practices they carried out with absolute obedience, guided by their genetic instincts and instructed by their most mutated brethren.



When their gestalt consciousness told them to attack, the cultists of the Thirsting Wurm came crawling up from the under-ducts, turning their work tools on the lowest-stationed Guardsmen and those soldiers who were trying to flee from the carnage above ground. The pipe workers joined forces with others of their cult, leading these mutants through the vast web of tunnels surrounding the Greigan Hollow to long-forgotten weapons caches buried within the substructure. Armed with their stolen weaponry, the cultists emerged from the sewers and slough tracts, bursting onto the surface of Vigilus where they encountered beleaguered Astra Militarum Infantry Squads, roving Imperial kill teams and rampaging Ork infiltrators. For the cultists of the Thirsting Wurm, this was the first time any of them had seen the stars, and they fought with relentless fury against all those who opposed the coming of their alien gods. But not all of the Thirsting Wurm remained to fight on the front lines. The zealous Acolyte Iconward Gilgas Vendella felt the word of his Patriarch. It told him of another foe that was soon to arrive, an invading force that would seek to uproot the cult with tooth and claw. Gilgas gathered his most blessed brethren, as well as the deviant monstrosities sired amongst his kin, and together they readied themselves for the coming of the Space Wolves.

Gilgas was filled with pride as he watched his brethren massacring their foes in the streets of Greigan Hollow. They too had felt the Patriarch's call to arms, recognising that the time for action had arrived. Up they had come from the sewers to the surface, wholly committed to driving back the invaders, overthrowing the oppressors and preparing the sacred waters for the coming of their gods. This was a holy day.

As Gilgas fired upon his enemies, whispers came filtering into his mind once more. Thoughts and instincts transmitted by his genesire crept through his nerves and seeped into his bones, saturating every fibre of his being. The Grandfather was beckoning him. Gilgas could see that the others of his broodkin were not being called upon, for they fought on as before, driven by the primal urge to kill that pervaded their collective consciousness. But in Gilgas this urge had been replaced by an image of the enemy yet to come. He saw an army of heathen warriors, their augmented bodies a pale mockery of those blessed by the Star Children. They were coming to seek out the Grandfather, but Gilgas would be there to stop them.

Gilgas' soul filled with joy as he saw his pure and righteous purpose laid before him, and in thanks he uttered the sacred benediction.

'For the Patriarch.'

A HOWL IN THE NIGHT

With the hivesprawns besieged and the mass uprising of Genestealer Cultists, the defence of Vigilus teetered on the edge of collapse. Yet unbeknownst to the warring factions, Imperial reinforcements were on their way, for the distress calls of the Aquilarian Council had been picked up by the Space Marines.

In the Stygius Sector, to the galactic north-east of Vigilus, the armies of the Imperium suffered grievous losses as they tried to stave off the invading servants of the Chaos Gods. Many were forced to withdraw from the war zone in the hopes of regrouping and launching a counter-attack, but as transports attempted to travel through the warp, the anarchic energies flooding the Imperium Nihilus sent them wildly off course. Some were destroyed outright, or set upon by ravening Daemons, whereas others were launched to distant sectors of the galaxy, or cast to far-flung moments in time.

A strike force of Space Wolves from Ragnar Blackmane's Great Company were one of the forces cast erratically through the warp. Their vessel – the *Wind of Fimnir* – had been heavily damaged in a series of naval battles above Tarkan, and withdrew from the system in an attempt to regroup. With the light of the Astronomican blocked by the roiling storms of the Great Rift, the ship's crew had to rely on dead reckoning, and with every warp transit they were carried further by the tempestuous currents of the immaterium. Each time they emerged into realspace, they encountered more of the horrors

of the Imperium Nihilus. Those Imperial worlds and outposts at which they arrived burned with iridescent fire or were enveloped by enormous daemoniac entities, and bloodthirsty warbands of Heretic Astartes thought to have vanished long ago roamed the dead tracts of space. Though averse to retreating, the Blackmanes knew it would be vainglorious to die fighting these enemies, alone and with no hope of victory, so they battened down and continued to ride the empyric tides.

After dozens of such jumps, they emerged in the mouth of the Nachmund Gauntlet, within



With hails of bolt shell and Fenrisian fury, the Blackmanes scour the Genestealer Cultists from the streets of the Greigan Hollows. But the scent of even greater corruption comes wafting up from below.

signalling range of Vigilus. The distress calls of the Aquilarian Council that had sounded since the Ork invasion were picked up by the *Wind of Fimnir* and conveyed to Haldor Icepelt, the Battle Leader of the strike force. In assessing the situation, Icepelt concluded that this was a battleground upon which they must make a stand. Unlike so many other planets they had passed, there was hope yet that Vigilus could be saved. Furthermore, the Nachmund Gauntlet appeared to be the one remaining lifeline to the light of the Astronomican – a route through which reinforcements could be brought to fight the Chaos and xenos fiends that were running rampant in this half of the galaxy. If Vigilus were to fall, the Imperium would lose a vital beachhead in the Imperium Nihilus, and there would be no staging ground from which they could launch their counter-attack. Icepelt ordered a message to be sent to the Aquilarian Council: the Blackmanes were coming, and they would unleash the wrath of Fenris upon the enemies of the Emperor.



THE BEAST WITHIN

The *Wind of Fimnir* avoided the massed Ork flotillas and descended to the surface of Vigilus. There they found other veterans of the Stygius Crusade fighting alongside the Astra Militarum, Adeptus Mechanicus and Adeptus Ministorum armies stationed on the planet. Strike forces from the Iron Hands and Brazen Claws had arrived mere months earlier, just in time to help drive back a massive greenskin offensive against Hyperia Hivespawl. The Iron Hands were now engaged on the Adeptus Mechanicus continent of Megaborealis, fighting amongst the scrap dunes against the Loota hordes of Big Mek Ragzakka. The Brazen Claws had remained in Hyperia to retake the southern front, and were battling alongside Adepta Sororitas of the Order of Our Martyred Lady and

regiments who had fought at the Fall of Cadia. But while the Space Marines were staving off enemies at the perimeters, Genestealer Cult insurrections were tearing through Vigilus' hivespawls. With Imperial forces already stretched dangerously thin, it fell to the Blackmanes to excise the growing uprisings.

The journey from Stygius had left Haldor Icepelt's strike force severely depleted. He did not have the numbers to eradicate the millions of cultists infesting the planet in short order, and so had to direct his attacks towards the most immediate danger – the source of the infection that had spread across Oteck Hivespawl. With his keen hunter's senses, Icepelt could smell the foul contamination running through the veins of the hivespawls, in the macro-ducts that carried water across Vigilus. There were already reports of fugues spreading through

the regiments of Guardsmen stationed in Oteck. Icepelt determined that this taint must be followed to its source; the cultists could not be allowed to hold the lifeblood of Vigilus in their claws.

The Blackmanes enlisted the aid of the 14th Vigilite 'Mourning Stars' artillery regiment, and together they carved a path of fire through the enemy-held macro-districts of Oteck, following the scent of corruption. With animalistic fury the Space Wolves shredded the masses of mutant workers that stood before them, and as they advanced, the odour of xenos infection grew steadily thicker. Yet with every cultist the Space Wolves hacked apart, their enemy learnt more of their capabilities and their tactics. Only when the Blackmanes and their Vigilite allies reached Greigan Hollow was the true horror of the Genestealer Cult revealed.

IN THE JAWS OF THE WYRM

The cultists of the Thirsting Wyrms had lured the Blackmanes into a massive ambush. Though the Space Wolves had slaughtered their way through Neophyte Hybrids as they advanced, the most monstrous cultists had lain in wait beneath Greigan Hollow, and were now unleashed upon the Adeptus Astartes.

As the Space Wolves were battling their way through Oteck Hivespawl, Gilgas Vendella had been preparing for their arrival. The Acolyte Iconward had had his cultists lay webs of explosives through the streets and ruined buildings, and he gathered to his banner the long-hidden children of his broodkin: the Hybrid Metamorphs and Purestrain Genestealers. Aberrants, those savage creatures that the Thirsting Wyrms kept locked in the substrata, were finally brought to the surface so that their ferocity could be used against the coming enemy. Gilgas even found amongst the Aberrants one who had been selected by the Patriarch to be an exemplar of his twisted kin – the monstrous Abominant, Bregg the Anointed.

By the time their enemy arrived, the Claw of the Thirsting Wyrms were more than ready. They hunkered in the sewers and crumbling ruins as the Mourning Stars artillery regiment loosed their ordnance, setting

the cityscape of Greigan Hollow ablaze. Even as the firestorms raged, the Blackmanes came charging through the smoke, butchering those cultists whose positions had been exposed by the explosions. Gilgas saw his brethren being slaughtered, knowing that they would soon be avenged, and let out a zealous war cry.

At their Iconward's signal, the cultists detonated the tracts of demolition charges they had laced around the city. Hab-blocks erupted into showers of rubble, and streets were split by thunderous explosions. Whole packs of Blackmanes were scattered by the blasts, while others were plunged into the chasms torn beneath them or buried under falling ferrocrete. The slow-moving Vigilite artillery vehicles were reduced to scrap, their crews shredded by blizzards of shrapnel. With the Imperial forces reeling and their battle formations in complete disarray, the fanatical warriors of the Thirsting Wyrms emerged from the depths. Hybrid Metamorphs



While the Blackmanes were advancing, the Thirsting Wyrms had kept the most monstrous of their number in hiding, launching a brutal assault only when the invaders had penetrated deep into cultist territory.

scurried out of the tunnel networks surrounding the Space Wolves' position and opened fire, while Purestrain Genestealers raced across the rubble to pounce upon their would-be destroyers. Broods of Aberrants followed Bregg the Anointed into battle, stampeding towards the Space Marines with their industrial tools held above them in preparation for the kill. Scythe-like claws sliced through armour, power hammers caved in skulls, and the thunder of weapons fire echoed through the scorched ruins.

Gilgas held his banner high as his brethren went about their slaughter, shouting his praise to the Patriarch and the Star Children. But despite the devastation his ambush had wrought, the Blackmanes continued to fight with unflagging vigour. Aggressors unleashed punishing torrents of bolt shells and flame into the onrushing cultists, smashing apart those who drew too close with colossal swipes of their powered gauntlets, while Intercessors laid down cross-patterns of fire to rake through the scrabbling hordes of xenos hybrids. A mighty Redeptor Dreadnought dominated the battlefield, a litany of vengeful oaths crackling from its vox grilles as it laid waste to the Genestealer Cultists surrounding it. Above the furious din, Gilgas heard a blood-chilling war cry – a shout of defiance from the Space Wolves' leader, Haldor Icepelt. The Thirsting Wyrms had succeeded in trapping their prey, but the Blackmanes were far from defeated.

THE HUNT BEGINS

Outnumbered and surrounded, the Space Wolves were fighting on all sides. The explosions and subsequent ambush had left their forces scattered throughout the combat zone, separated by mounds of burning wreckage and enemy-infested buildings. Haldor Icepelt barked orders at nearby battle-brothers as he bifurcated cultist after onrushing cultist with his power axe, carving a bloody tract through the enemy in an effort to consolidate his warriors. Despite the devastating blow they had been dealt, Icepelt knew his battle-brothers would remain resolute, and would level the fury of Fenris against their enemies until none were left to kill or they themselves were dead.

Aided by bolt rifle fire from the Intercessors, Icepelt slew the last broods of Hybrid Metamorphs to clear out the crumbling alley in which they were fighting, then took a moment to assess the situation. The shattered cityscape was well suited to the tactics of the enemy – they had proven dangerously capable of ambushing from the shadows. But more importantly, the Battle Leader could smell the taint of xenos infection stronger than ever, flowing through the ducts deep below the shattered streets. The source of the Genestealer Cults on Vigilus lay beneath his feet, and he was determined to eradicate it and every last mutant in Greigan Hollow.

ABOMINANTS

Like the Aberrants from which they are created, Abominants are a deviation from the typical Genestealer life-cycles. In order to better herd his Aberrant shock troops to battle, the Patriarch visits his blessings upon a few in each brood, using a Mindwyrms Familiar to implant them with a portion of his own biomass. Thus is an Abominant born. The creature is reshaped, its already robust frame growing even larger and more powerful. Its flesh splits and its bones break under the strain of rampant gigantism, but such wounds are quickly healed by the Patriarch-bestowed mutagen infesting the Abominant's body. The Mindwyrms Familiar continues to exert the will of the Patriarch on the Abominant, using its bulk to break open enemy lines by shepherding it headlong into the most redoubtable foes. The remaining Aberrants blindly follow the lumbering brute into the fray, for they see the Abominant as a saintly figure, chosen by their god and anointed with his most blessed mutations.





DATASHEETS

The warriors, monsters and war machines of the 41st Millennium are incredibly diverse, each with their own style of waging war. Each unit has a datasheet that lists the characteristics, wargear and abilities of the models in that unit. In this section we explain what some of it means, while the core rules included in the box explain how it's all used in the game. You will also find all of the datasheets that you will need to fight battles with the Space Wolves and Genestealer Cults miniatures included in *Tooth and Claw*.

1. Battlefield Role

This is typically used when making a Battle-forged army.

2. Power Rating

The higher this is, the more powerful the unit! You can determine the Power Level of your entire army by adding up the Power Ratings of all the units in your army.

3. Unit Name

Models move and fight in units, which can have one or more models. Here you'll find the name of the unit.

4. Profiles

These contain the following characteristics that tell you how mighty the models in the unit are:

Move (M): This is the speed at which a model moves across the battlefield.

Weapon Skill (WS): This tells you a model's skill at hand-to-hand fighting. If a model has a Weapon Skill of '-' it is unable to fight in melee and cannot make close combat attacks at all.

Ballistic Skill (BS): This shows how accurate a model is when shooting with ranged weapons. If a model has a Ballistic Skill of '-' it has no proficiency with ranged weapons and cannot make shooting attacks at all.

Strength (S): This indicates how strong a model is and how likely it is to inflict damage in hand-to-hand combat.

Toughness (T): This reflects the model's resilience against physical harm.

'The stench of the enemy lies heavy before us. We shall be upon them soon, and by blade and bolt shell rid this world of their infestation. Keep your wiles about you, my battle-brothers, and don't let your ferocity overtake you as you go about your slaughter. Like the great ice wyrms of Asaheim, our foes will have burrowed into their lairs when we come for them, and may emerge to attack us from any angle. But we are Blackmanes – we have slain greater monstrosities than they, and these children of the wurm shall be driven before our fury. For the Wolf Lord, the Wolf-King and the Allfather. Advance!'

- Haldor Icepelt, Address to the Blackmanes on the Greigan Approach

MODIFYING CHARACTERISTICS

Some large models' characteristics can change as the model suffers damage – look at such a model's remaining wounds and consult the appropriate row of the chart on their datasheet to determine its current characteristics.

You may also encounter abilities and rules that modify a characteristic. All modifiers are cumulative, though you should apply any multiplication or division to the characteristic (rounding fractions up) before applying any addition or subtraction.

You may encounter a characteristic that is a random value instead of a number. For example, a Move characteristic might be 2D6", or an Attacks value might be D6. When a unit with a random Move characteristic is selected to move, determine the entire unit's move distance by rolling the indicated number of dice. For all other characteristics, roll to determine the value on an individual – per-model – basis each time the unit makes attacks, inflicts damage, and so on. Note that, regardless of the source, characteristics of '-' can never be modified, and the Strength, Toughness and Leadership characteristics of a model can never be modified below 1.

Wounds (W): Wounds show how much damage a model can sustain before it succumbs to its injuries.

Attacks (A): This tells you how many times a model can strike blows in hand-to-hand combat.

Leadership (Ld): This reveals how courageous, determined or self-controlled a model is.

Save (Sv): This indicates the protection a model's armour gives.

5. Unit Composition & Wargear

This tells you what models are in the unit and covers the basic weapons and equipment the models are armed with.

6. Weapons

The weapons that a unit comes equipped with are described using a set of characteristics as follows:

Range: How far the weapon can shoot. Weapons with a range of 'Melee' can only be used in hand-to-

hand combat. All other weapons are referred to as ranged weapons.

Type: These are all explained under the Shooting and Fight phases of the core rules.

Strength (S): How likely the weapon is to inflict damage. If a weapon's Strength lists 'User', it is equal to the wielder's current Strength. If a weapon lists a modifier such as '+1' or 'x2', you should modify the user's current Strength characteristic as shown to determine the weapon's Strength. For example, if a weapon's Strength was 'x2', and the user had a Strength characteristic of 6, that weapon has Strength 12.

Armour Penetration (AP): How good it is at getting through armour.

Damage (D): The amount of damage inflicted by a successful hit.

7. Wargear Options

Some units have a number of choices as to which gear they take


into battle – this section describes these options. Weapons which a unit may take as an optional choice are typically described in the appendix.

8. Abilities

Many units have exciting special abilities that are not covered by the core rules; these will be described here.

9. Keywords

All datasheets have a list of keywords, sometimes separated into Faction keywords and other keywords. The former can be used as a guide to help decide which models to include in your army, but otherwise both sets of keywords are functionally the same. Sometimes a rule will say that it applies to models that have a specific keyword. For example, a rule might say that it applies to 'friendly SPACE WOLVES units'. This means it would only apply to models that have the Space Wolves keyword on their datasheet.



PRIMARIS BATTLE LEADER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Primaris Battle Leader	6"	2+	3+	4	4	5	4	8	3+

A Primaris Battle Leader is a single model armed with a power axe, a bolt carbine, a bolt pistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Bolt carbine	24"	Assault 2	4	0	1	-
Master-crafted auto bolt rifle	24"	Assault 2	4	0	2	-
Master-crafted stalker bolt rifle	36"	Heavy 1	4	-1	2	-
Power axe	Melee	Melee	+1	-2	1	-
Power sword	Melee	Melee	User	-3	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- This model may replace its power axe and bolt carbine with a power sword.
- This model may replace its power axe and bolt carbine with a master-crafted auto bolt rifle or master-crafted stalker bolt rifle.

ABILITIES

And They Shall Know No Fear: You can re-roll failed Morale tests for this unit.

Huskarl to the Jarl: You can re-roll wound rolls of 1 for friendly SPACE WOLVES units that are within 6" of this model.

FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

KEYWORDS CHARACTER, INFANTRY, PRIMARIS, BATTLE LEADER



PRIMARIS BATTLE LEADER



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Primaris Battle Leader	6"	2+	3+	4	4	5	4	8	3+
A Primaris Battle Leader is a single model armed with a power axe, a bolt carbine, a bolt pistol, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Bolt carbine	24"	Assault 2		4	0	1	-		
Master-crafted auto bolt rifle	24"	Assault 2		4	0	2	-		
Master-crafted stalker bolt rifle	36"	Heavy 1		4	-1	2	-		
Power axe	Melee	Melee		+1	-2	1	-		
Power sword	Melee	Melee		User	-3	1	-		
Frag grenade	6"	Grenade D6		3	0	1	-		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
WARGEAR OPTIONS	<ul style="list-style-type: none">This model may replace its power axe and bolt carbine with a power sword.This model may replace its power axe and bolt carbine with a master-crafted auto bolt rifle or master-crafted stalker bolt rifle.								
ABILITIES	And They Shall Know No Fear: You can re-roll failed Morale tests for this unit.						Huskarl to the Jarl: You can re-roll wound rolls of 1 for friendly SPACE WOLVES units that are within 6" of this model.		
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	CHARACTER, INFANTRY, PRIMARIS, BATTLE LEADER								

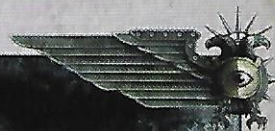


'Brothers, we have been adrift in this storm for far too long. A distress call has come from Vigilus, and as best as can be told the planet has not yet fallen. The Imperium still holds this world, and though its defenders are beset from within and without, there is a hope here that we have not seen anywhere else on our perilous voyage. The light of the Allfather flickers through the Nachmund Gauntlet, piercing the Great Rift and reaching out towards Vigilus itself. I know not why, but I know what we must do – we must stand, we must hold, and we must drive back the enemies of Mankind. We are the storm, and none shall be left standing before us!'

- Wolf Guard Battle Leader Haldor Icepelt



INTERCESSORS



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Intercessor	6"	3+	3+	4	4	2	2	7	3+
Intercessor Pack Leader	6"	3+	3+	4	4	2	3	8	3+

This unit contains 1 Intercessor Pack Leader and 4 Intercessors. It can include up to 5 additional Intercessors (**Power Rating +5**). Each model is armed with a bolt rifle, bolt pistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Auto bolt rifle	24"	Assault 2	4	0	1	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Bolt rifle	30"	Rapid Fire 1	4	-1	1	-
Stalker bolt rifle	36"	Heavy 1	4	-2	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- All models in the unit may replace their bolt rifle with an auto bolt rifle or stalker bolt rifle.
- For every five models in the unit, one may take an auxiliary grenade launcher.
- The Intercessor Pack Leader may either replace their bolt rifle with a chainsword, or take a chainsword in addition to their other weapons.

ABILITIES

And They Shall Know No Fear: You can re-roll failed Morale tests for this unit.

Auxiliary Grenade Launcher: If a model is armed with an auxiliary grenade launcher, increase the range of any Grenade weapons they have to 30".

FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

KEYWORDS INFANTRY, PRIMARIS, INTERCESSORS





AGGRESSORS



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Aggressor	5"	3+	3+	4	5	2	2	7	3+
Aggressor Pack Leader	5"	3+	3+	4	5	2	3	8	3+
This unit contains 1 Aggressor Pack Leader and 2 Aggressors. It can include up to 3 additional Aggressors (Power Rating +6). Each model is armed with auto boltstorm gauntlets and a fragstorm grenade launcher.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Auto boltstorm gauntlets (shooting)	18"	Assault 6		4	0	1	-		
Flamestorm gauntlets (shooting)	8"	Assault 2D6		4	0	1	This weapon automatically hits its target.		
Fragstorm grenade launcher	18"	Assault D6		4	0	1	-		
Auto boltstorm gauntlets (melee)	Melee	Melee		x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.		
Flamestorm gauntlets (melee)	Melee	Melee		x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.		
WARGEAR OPTIONS	• All models in the unit may replace their auto boltstorm gauntlets and fragstorm grenade launcher with flamestorm gauntlets.								
ABILITIES	And They Shall Know No Fear: You can re-roll failed Morale tests for this unit.						Fire Storm: Models in this unit can fire twice if they remained stationary during their turn (including when firing Overwatch).		
	Relentless Advance: Models in this unit do not suffer any penalty to their hit rolls for Advancing and firing Assault weapons.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	INFANTRY, Mk X GRAVIS, PRIMARIS, AGGRESSORS								



REDEMPTOR DREADNOUGHT

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Redemptor Dreadnought	*	*	*	7	7	13	4	8	3+

REMAINING W	M	WS	BS
7-13+	8"	3+	3+
4-6	6"	4+	4+
1-3	4"	5+	5+

A Redemptor Dreadnought is a single model equipped with a heavy onslaught gatling cannon, a heavy flamer, two fragstorm grenade launchers and a Redemptor fist.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Fragstorm grenade launcher	18"	Assault D6	4	0	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy onslaught gatling cannon	30"	Heavy 12	5	-1	1	-
Icarus rocket pod	24"	Heavy D3	7	-1	1	Add 1 to all hit rolls made for this weapon against targets that can FLY . Subtract 1 from hit rolls made for this weapon against all other targets.
Macro plasma incinerator	When attacking with this weapon, choose one of the profiles below.					
- Standard	36"	Heavy D6	8	-4	1	-
- Supercharge	36"	Heavy D6	9	-4	2	For each hit roll of 1, the bearer suffers 1 mortal wound after all of this weapon's shots have been resolved.
Onslaught gatling cannon	24"	Heavy 6	5	-1	1	-
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Redemptor fist	Melee	Melee	x2	-3	D6	-

WARGEAR OPTIONS

- This model may replace its heavy flamer with an onslaught gatling cannon.
- This model may replace its heavy onslaught gatling cannon with a macro plasma incinerator.
- This model may replace its two fragstorm grenade launchers with two storm bolters.
- This model may take an Icarus rocket pod.

ABILITIES

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

KEYWORDS

VEHICLE, DREADNOUGHT, REDEMPTOR DREADNOUGHT



'I still remember the feel of my frost axe resting in my hand. Its weight, its balance, its perfectly honed edge. It was a glorious weapon, worthy of a saga, and it was lost when I fell in battle. Yet I will not mourn it, for like myself it is only deserving of glory while it is being used to slay the Allfather's enemies. I have been given the honour of bearing still-greater weapons to war, and of inhabiting this hallowed metallic body so that I may continue to hunt my prey. This honour must be earned, now and forever, through the blood of the mutant, the heretic and the traitor.'

- Redemptor Dreadnought Asger the Frozen

ASPECTS OF THE WOLF

Equipped with wargear drawn from the armouries of the Fang, the Space Wolves are an imposing and deadly presence on any battlefield. Their heraldry and pack markings embody the Chapter's proud and savage warrior traditions, with standard Adeptus Astartes squad symbols eschewed in favour of Fenrisian iconography.



Primaris Battle Leader Haldor Icepelt



GREAT COMPANIES

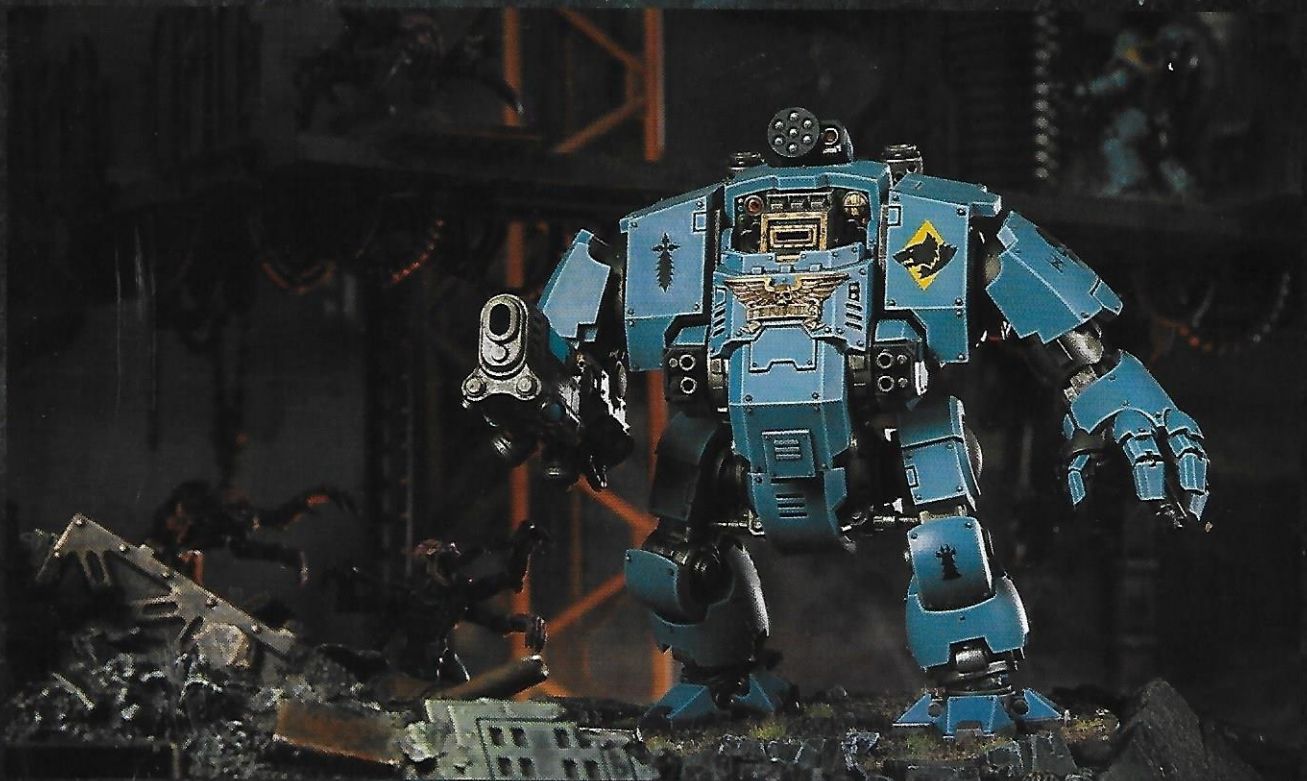
Each of the battle-brothers in a Great Company bears the icon of his Wolf Lord proudly upon his left pauldron, whereas the right pauldron displays his pack marking. Red and black indicates a battleline pack, black and grey a scout pack, red and yellow a close support pack, and white and black a fire support pack. Only the Wolf Guard bear black and yellow pack markings.



A pack of Aggressors makes a stand inside the skeletal remains of a once-proud Imperial cathedral, turning their torrents of fire on the onrushing Abominant and his fanatical Aberrant followers.



Intercessors advance through the rubble to rejoin the scattered Blackmanes force as Battle Leader Icepelt guards their rear, hacking apart the Purestrain Genestealers emerging from beneath the street.



The metallic howl of Asger the Frozen echoes through the ruins of the city as the powerful Redeptor Dreadnought lays waste to wave after wave of scrabbling Genestealer Cultists.

3
POWER

ACOLYTE ICONWARD



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Acolyte Iconward	6"	3+	3+	4	3	4	4	8	5+

An Acolyte Iconward is a single model armed with an autopistol, rending claw and blasting charges.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autopistol	12"	Pistol 1	3	0	1	-
Rending claw	Melee	Melee	User	-1	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP characteristic of -4.
Blasting charge	6"	Grenade D6	3	0	1	-

ABILITIES		
Cult Ambush (pg 27)		Nexus of Devotion: Roll a D6 each time a friendly GENESTEALER CULTS INFANTRY model within 6" of this model loses a wound; on a 6 the model does not lose that wound.
Unquestioning Loyalty: Each time a GENESTEALER CULTS INFANTRY CHARACTER from your army loses a wound whilst they are within 3" of any other friendly GENESTEALER CULTS INFANTRY units, you can pick one of those units and roll a dice; on a 4+ the CHARACTER does not lose a wound but one model in the unit you picked (your choice) is slain.		Sacred Cult Banner: You can re-roll failed Morale tests for friendly GENESTEALER CULTS units that are within 6" of this model.

FACTION KEYWORDS	TYRANIDS, GENESTEALER CULTS
KEYWORDS	INFANTRY, CHARACTER, ACOLYTE ICONWARD



ABOMINANT



NAME	M	WS	BS	S	T	W	A	Ld	Sv										
Abominant	6"	3+	6+	6	5	5	3	8	5+										
An Abominant is a single model armed with a rending claw and power sledgehammer. It is guided by a Mindwyrms Familiar, which attacks using its Familiar claws.																			
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES												
Abominant																			
Power sledgehammer	Melee	Melee		x2	-3	D6	Damage rolls of 1 or 2 made with this weapon count as 3 instead.												
Rending claw	Melee	Melee		User	-1	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP characteristic of -4.												
Mindwyrms Familiar																			
Familiar claws	Melee	Melee		4	0	1	After a model guided by a Mindwyrms Familiar makes its close combat attacks, you can attack with the Mindwyrms Familiar. Make 2 additional attacks, using this weapon profile.												
ABILITIES	Cult Ambush (pg 27)						Bestial Vigour: When inflicting damage upon this model, reduce the damage characteristic of the attack by 1 to a minimum of 1. In addition, roll a D6 each time this model loses a wound; on a 5+ the model does not lose that wound.												
	The Chosen One: Each unmodified hit roll of 6 made in the Fight phase for friendly ABERRANT units within 6" of this model scores 2 hits instead of 1.																		
	Regenerative Flesh: At the start of each of your turn, this model regains D3 lost wounds.						Unquestioning Loyalty: Each time a GENESTEALER CULTS INFANTRY CHARACTER from your army loses a wound whilst they are within 3" of any other friendly GENESTEALER CULTS INFANTRY units, you can pick one of those units and roll a dice; on a 4+ the CHARACTER does not lose a wound but one model in the unit you picked (your choice) is slain.												
	Mindwyrms Familiar: Subtract 1 from Psychic tests taken for PSYKERS that are within 12" of any enemy Abominants. TYRANID PSYKERS are not affected.																		
FACTION KEYWORDS										TYRANIDS, GENESTEALER CULTS									
KEYWORDS										INFANTRY, CHARACTER, ABERRANT, ABOMINANT									





HYBRID METAMORPHS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Hybrid Metamorph	6"	3+	4+	4	3	1	3	7	5+
Metamorph Leader	6"	3+	4+	4	3	1	4	8	5+
This unit contains 4 Hybrid Metamorphs and 1 Metamorph Leader. It can include up to 5 additional Hybrid Metamorphs (Power Rating +6). Each model is armed with an autopistol, rending claw, Metamorph talon and blasting charges.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Autopistol	12"	Pistol 1		3	0	1	-		
Hand flamer	6"	Pistol D3		3	0	1	This weapon automatically hits its target.		
Bonesword	Melee	Melee		User	-2	1	-		
Metamorph claw	Melee	Melee		+2	0	1	-		
Metamorph talon	Melee	Melee		User	0	1	Add 1 to all hit rolls for this weapon.		
Metamorph whip	Melee	Melee		User	0	1	If the bearer is slain in the Fight phase before it has made its attacks, leave it where it is. When its unit is chosen to fight in that phase, the bearer can do so as normal before being removed from the battlefield.		
Rending claw	Melee	Melee		User	-1	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP characteristic of -4.		
Blasting charge	6"	Grenade D6		3	0	1	-		
WARGEAR OPTIONS	<ul style="list-style-type: none">Any model may replace its rending claw with a Metamorph talon.Any model may replace its Metamorph talon and rending claw with a Metamorph whip and rending claw.Any model may replace its Metamorph talon and rending claw with a Metamorph claw.Any model may replace its autopistol with a hand flamer.A Metamorph Leader may take a bonesword.One Hybrid Metamorph may carry a cult icon.								
ABILITIES	Cult Ambush (pg 27) Cult Icon: Whilst the bearer of a cult icon is alive, you can re-roll hit rolls of 1 for its unit in the Fight phase.						Unquestioning Loyalty: Each time a GENESTEALER CULTS INFANTRY CHARACTER from your army loses a wound whilst they are within 3" of any other friendly GENESTEALER CULTS INFANTRY units, you can pick one of those units and roll a dice; on a 4+ the CHARACTER does not lose a wound but one model in the unit you picked (your choice) is slain.		
FACTION KEYWORDS	TYRANIDS, GENESTEALER CULTS								
KEYWORDS	INFANTRY, HYBRID METAMORPHS								



ABERRANTS



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Aberrant	6"	3+	6+	5	4	2	2	7	5+
Aberrant Hypermorph	6"	3+	6+	5	4	2	3	7	5+
This unit contains 5 Aberrants. It can include up to 5 additional Aberrants (Power Rating +7). For every 5 models in the unit, one Aberrant Hypermorph can take the place of one Aberrant. Each Aberrant is armed with a rending claw and either a power hammer or power pick. Each Aberrant Hypermorph is armed with a rending claw, Hypermorph tail and either a power hammer or heavy improvised weapon.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Heavy improvised weapon	Melee	Melee		x2	-1	2	Make 2 hit rolls for each attack made with this weapon, instead of 1. When attacking with this weapon, you must subtract 1 from the hit roll.		
Hypermorph tail	Melee	Melee		User	-1	1	Each time the bearer fights, it can make 1 additional attack with this weapon.		
Power hammer	Melee	Melee		x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.		
Power pick	Melee	Melee		User	-2	D3	For each attack a model makes with a power pick, it can also make one attack with its rending claw.		
Rending claw	Melee	Melee		User	-1	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP characteristic of -4.		
ABILITIES	Cult Ambush (pg 27)						Unquestioning Loyalty: Each time a GENESTEALER CULTS INFANTRY CHARACTER from your army loses a wound whilst they are within 3" of any other friendly GENESTEALER CULTS INFANTRY units, you can pick one of those units and roll a dice; on a 4+ the CHARACTER does not lose a wound but one model in the unit you picked (your choice) is slain.		
	Bestial Vigour: When inflicting damage upon a model in this unit, reduce the damage of the attack by 1 to a minimum of 1. In addition, roll a D6 each time a model in this unit loses a wound; on a 5+ the model does not lose that wound.								
FACTION KEYWORDS	TYRANIDS, GENESTEALER CULTS								
KEYWORDS	INFANTRY, ABERRANTS								



PURESTRAIN GENESTEALERS



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Purestrain Genestealer	8"	3+	-	4	4	1	3	9	5+
This unit contains 5 Purestrain Genestealers. It may include up to 5 additional Purestrain Genestealers (Power Rating +4), up to 10 additional Purestrain Genestealers (Power Rating +8) or up to 15 additional Purestrain Genestealers (Power Rating +12). Each Purestrain Genestealer attacks with its rending claws.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Purestrain talons	Melee	Melee		User	0	1	When attacking with this weapon you can re-roll hit rolls of 1.		
Rending claws	Melee	Melee		User	-1	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4.		
WARGEAR OPTIONS	• Any model may also take purestrain talons.								
ABILITIES	Cult Ambush (pg 27) Unquestioning Loyalty: Each time a GENESTEALER CULTS INFANTRY CHARACTER from your army loses a wound whilst they are within 3" of any other friendly GENESTEALER CULTS INFANTRY units, you can pick one of those units and roll a dice; on a 4+ the CHARACTER does not lose a wound but one model in the unit you picked (your choice) is slain.						Lightning Reflexes: Models in this unit have a 5+ invulnerable save. Swift and Deadly: Purestrain Genestealers can charge even if they Advanced during their turn. Flurry of Claws: Purestrain Genestealers have 4 Attacks instead of 3 whilst their unit has 10 or more models.		
FACTION KEYWORDS	TYRANIDS, GENESTEALER CULTS								
KEYWORDS	INFANTRY, GENESTEALER, PURESTRAIN GENESTEALERS								



ABILITIES

The following ability is common to several Genestealer Cults units:

Cult Ambush

During deployment, you can set this unit up in ambush instead of on the battlefield. At the end of any of your Movement phases it can launch an ambush – when it does so, roll a dice and consult the table below.

If you wish, before rolling on the Cult Ambush table for a **GENESTEALER CULTS CHARACTER**, you can pick one friendly **GENESTEALER CULTS INFANTRY** unit that was also set up in ambush to arrive with them; make one roll on the Cult Ambush table and apply the same result to both units. However, each of these units must be set up within 6" of each other.

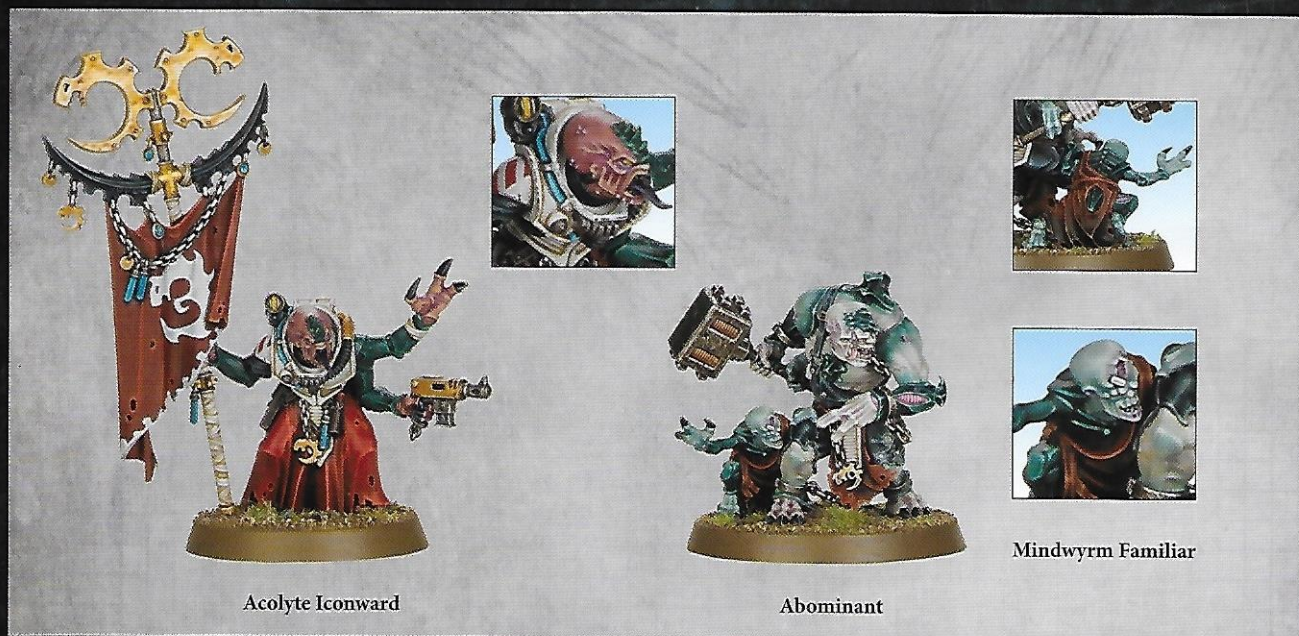
If your army is Battle-forged, a unit can only make use of this ability if every unit in its Detachment has the **GENESTEALER CULTS** keyword.



CULT AMBUSH			
D6	RESULT	D6	RESULT
1	Cult Reinforcements <i>The prey has been drawn forwards into the jaws of the trap – now is the time to show the unbelievers the cult's true strength.</i> Your opponent nominates any two battlefield edges, one after another, and then you roll a dice. On a 1-3 set the unit up wholly within 6" of the first edge; on a 4-6 set it up wholly within 6" of the other edge. The unit must be set up more than 9" from any enemy models.	4	A Perfect Ambush <i>A long-planned strategy comes to fruition – the cult's adversaries look on in horror as the battlefield comes alive with scuttling warrior-forms.</i> Set the unit up anywhere that is more than 9" from any enemy models.
2	Encircling the Foe <i>Skulking around the flanks of the enemy army, the Patriarch's faithful crawl into position to cut off any chance of escape.</i> You nominate any two battlefield edges, one after another, and then your opponent rolls a dice. On a 1-3 set the unit up wholly within 6" of the first edge; on a 4-6 set it up wholly within 6" of the other edge. The unit must be set up more than 9" from any enemy models.	5	A Deadly Trap <i>The first the enemy knows of the cult's ambush is the crack of weapons fire; those broods without firearms sprint closer whilst the foe still reels.</i> Set the unit up anywhere that is more than 9" from any enemy models. It can either move D6" or shoot with all of its ranged weapons as if it were the Shooting phase (doing so does not prevent it from shooting in the Shooting phase or charging in the Charge phase of this turn).
3	Lying in Wait <i>Revealing themselves from carefully prepared hiding places, the true believers appear as if from thin air.</i> Set the unit up anywhere that is more than 12" from any enemy models. Alternatively, set it up anywhere that is more than 9" from any enemy models and not visible to any enemy models.	6	They Came From Below <i>The ground shakes as a cultist brood bursts from below the earth, screeching and shrieking. For their prey, the end is nigh...</i> Set the unit up anywhere that is more than 9" from any enemy models. The unit can then move normally, even though it has just arrived as reinforcements.

INSIGNIA OF INSURGENCY

The mutated members of the Genestealer Cults go to war armed with brutal industrial tools, stolen weaponry and makeshift implements of death. They daub their skin and clothing with sacred symbols, and hold aloft banners bearing abstruse iconography dedicated to their Patriarch and the Star Children.



Having lurked in the shadows for so long, the Purestrain Genestealers of the Claw of the Thirsting Wyrms now race over along the surface of Greigan Hollow to rip apart the Space Wolves invaders.



Gilgas Vendella holds high the blood-red banner of the cult as he hisses prayers to the Patriarch and the Star Children, inciting the fervour of those Hybrid Metamorphs serving as his bodyguard.



Aberrant Hypermorph

The Aberrants of a Genestealer Cult wield power picks or two-handed power hammers with which to pulverise their enemies, whilst their rending claws enable them to cleave through the thickest armour with ease.



GAME RULES & MISSIONS

This section includes four Warhammer 40,000 Echoes of War missions inspired by Haldor Icepelt's efforts to track down and eradicate the Genestealer Cult infestation in the ruins of Greigan Hollow, and Gilgas Vendella's attempts to trap and defeat the Space Wolves.

There are two main ways in which you can use the missions in this booklet – the most straightforward is to simply choose the mission you want to play. Alternatively, you can fight a campaign by playing them in order. If you choose the latter, we recommend using the additional campaign rules opposite.

There's nothing to stop you from playing the missions using different armies from those in the story. With a little imagination and some changes to certain mission rules and Stratagems, you can easily fight similar battles with any combination of miniatures and terrain you have in your collection.

THE ARMIES

Each mission informs you which datasheets should be used if you want to

fight the battle according to the story. If players are using different armies, then it is up to them to choose sides.

UNIQUE CHARACTERS

The missions will often reference one or more characters from the narrative.

- Haldor Icepelt is represented by the Primaris Battle Leader datasheet. He should be armed with a bolt carbine and power axe.
- Asger the Frozen is represented by the Redemptor Dreadnought datasheet.
- Gilgas Vendella is represented by the Acolyte Iconward datasheet.
- Bregg the Anointed is represented by the Abominant datasheet.

'We have all been called by the Patriarch. We are his tongue, his claw, his biting fang, and through us is his holy vision brought into being. He has shown me the enemies that approach – they are invaders who would despoil our works and commit sacrilege against the Star Children. To we who have already received so many blessings, the honour of defending our home falls. Those who die will live eternally in the water, and will be born anew on the day of glory when the Star Children arrive. So rise now from the dark, my children, and step into the light. Let the world at last see the chosen of the gods.'

- Gilgas Vendella, sermon to the broodkin of the Thirsting Wyrms



CITY OF TRAPS

The ruins of Greigan Hollow are littered with trip-wires, mines and other devious traps laid by the cultists of the Thirsting Wyrn. However, the Space Wolves have keen senses, and are not easily caught unawares by enemy ambushes.

If a mission uses the City of Traps rules, at the start of each battle round, the Genestealer Cults player rolls a D6 and resolves the result on the table opposite.

CAMPAIGN GAMES

If you are playing a campaign, the players should use the same sides for each mission. At the end of the campaign, the player that won the last mission claims overall victory!

The winner of each of the first three missions will gain an advantage in subsequent missions, as shown below. In the case of a draw, neither player gets an advantage.

Mission 1 – Tables Turned

Space Wolves Win

Icepelt's warriors will not soon forget the foul scent of the cultists.

Subtract 1 from rolls on the City of Traps table (see right) for the rest of the campaign.

Genestealer Cults Win

The invaders have taken the bait.

Add 1 to rolls on the City of Traps table for the rest of the campaign.

Mission 2 – Monster Slayer

Space Wolves Win

The battle-lust is fully upon Asger.

Re-roll hit rolls of 1 for attacks made by Asger the Frozen against **ABERRANT** units in Cave In.

Genestealer Cults Win

Even the mightiest of the interlopers has been proven vulnerable.

Re-roll wound rolls of 1 for attacks made by **ABERRANT** units against Asger the Frozen in Cave In.

Mission 3 – Faith and Fire

Space Wolves Win

The demagogue has been sorely wounded in body and faith.

Gilgas Vendella starts Cave In with 3 wounds and the range of his aura abilities is reduced to 3".

Genestealer Cults Win

The enemy leader has been humbled.

Haldor Icepelt starts Cave In with 4 wounds and the range of his aura abilities is reduced to 3".

CITY OF TRAPS

D6	RESULT
1 or less	The Tables Turned: At the end of your next Movement phase, your opponent can choose one of their own units to immediately shoot with as if it were their Shooting phase. However, when resolving these attacks, only unmodified hit rolls of 6 will be successful.
2	Hiding Position Revealed: Subtract 1 from rolls on the Cult Ambush table (to a minimum of 1) until the end of the battle round.
3-4	All is Quiet, for Now: No additional rules apply this battle round.
5	Perfect Concealment: Add 1 to rolls on the Cult Ambush table (to a maximum of 6) until the end of this battle round.
6+	Deadly Trap: Choose one of your opponent's units and roll a D6. On a 1 the trap fails and nothing happens. On a 2-5 that unit suffers 1 mortal wound; on a 6 it suffers D3 mortal wounds instead.



ECHOES OF WAR

1 – TABLES TURNED

With his strike force divided, Haldor Icepelt orders the Intercessors fighting at his side to push forward and rally the remaining Blackmanes. But the cultists of the Thirsting Wyrms lie in wait throughout the smouldering debris, ready to ambush the Space Wolves before their position can be consolidated.

SPACE WOLVES

The Intercessors of the Hail of Glory spread out across the rubble. They moved as a pack, but not in a closed-rank hunting pattern, for on this battlefield they were the prey, and they needed eyes in every direction to detect the next, inevitable ambush.

As the Intercessors surged through the ash clouds that filled the crumbling alleys, the sound of battle rang loud and clear. Leif Autumnblade – pack leader of the Hail of Glory – heard a high-pitched whine overhead, and ordered his pack to duck as an earthshaker cannon shell hit a building a few dozen yards ahead of him, sending enormous chunks of ferrocrete flying through the air. From the explosion of debris came a rain of clawed limbs and mangled bodies, the remains of cultists hiding within the ruins. The Mourning Stars are still in the fight, thought Leif – they will earn deaths this day worthy of a saga.

Leif was about to press forwards once more when he caught a new scent. He raised his hand, halting his packmates, while he tried to identify the smell. It was faint – as though it had been purposely masked – but the Space Wolf's augmented olfactory centres could just make it out. Explosives. Fuses. Tripwires and proximity detonators. The terrain ahead was riddled with booby traps, lain by the cultists and hidden from the Blackmanes' keen senses. Leif let out a low, rumbling growl, then gestured to his pack to proceed with caution.

The Intercessors advanced slower than before, sniffing as they went and stepping carefully to avoid

the explosives buried amongst the crumbling structures and beneath the piles of rubble. Leif knew that time was of the essence, but to trigger the lattice of booby traps in the area would only block off more routes through which the Blackmanes could bring their forces together. Something moved at the edge of his field of vision. He cocked his head but kept moving. There was another blur of movement to the pack's other flank, and an involuntary mote of admiration crept into Leif's mind. Their enemy had slowed them down just enough to encircle their position.

'Move and fire!' yelled Leif, as he steeled himself for combat.

GENESTEALER CULTS

The ground shook as the artillery shell pounded home. Bevek raised the sewerage grate above him a fraction of an inch and saw a plume of fire rising up from the impact site. That single strike would have killed many of his broodkin, but it mattered not – the dead would be added to the waters and their blessings passed on. The heretical interlopers would be cleansed from Greigan Hollow, and their twisted flesh would be presented as an offering to the Patriarch. This is what the Hybrid Metamorphs had been told by Gilgas Vendella, and Bevek could feel the truth of these words in every cell of his body.

As he watched the flames, Bevek's tail and talons began to twitch. He felt his mind being drawn into absolute focus as a compulsion from outside his own being overtook him, an insatiable need to move, to hunt, to kill. It was time to attack.

Bevek crawled up onto the surface and began scuttling forwards, keeping low to the ground as he weaved in between the mounds of debris littering the street. Others of his brood were emerging from their hiding places also, their forelimbs scratching the cracked pavement as they went, their third arms readying their weapons behind them. Alongside the Hybrid Metamorphs, Bevek sensed the presence of several 'True Kind', the Purestrain Genestealers who had risen to deliver the holy wrath of the Star Children to the enemy.

Together they moved to the site that had been prepared for this moment, where they would encircle the invaders. Bevek clambered up the side of a fallen Imperial structure, grimacing with disgust as he passed the shattered fragments of false idols, and upon reaching the crest of the debris he stopped and became perfectly still. The enemy was over the ridge. They were moving slowly through the web of explosives that lay scattered beneath the street, and there were but a handful of them.

A collage of thoughts – both his own and those of his broodkin – shot through Bevek's mind. Each was but a fragment, but together they contained the wisdom possessed only by those blessed by the Star Children. *The invaders... isolated... trying... reach their allies... stop them... before... united... kill them... explosives below... stop at all costs... kill.* Bevek launched himself over the ridge, towards the enemy, his broodkin doing likewise. As the cultists emerged, the invaders let out a guttural yell and then opened fire as they broke into a run. Stop them at all costs – the thought filled Bevek's brain.

THE ARMIES

The Space Wolves army consists of a unit of Intercessors (5 models).

The Genestealer Cults army consists of one unit of Purestrain Genestealers (2 models) and one unit of Hybrid Metamorphs (5 models).

Note that in this mission, every model is treated as a single unit, and only one model in each army can use a Grenade weapon each turn.

THE BATTLEFIELD

Use the deployment map shown below to create the battlefield. If possible, place several ruins and barricades to represent the half-razed city of Greigan Hollow.

DEPLOYMENT

First, the Space Wolves player deploys their Intercessors wholly within their deployment zone as shown on the map below.

The Genestealer Cults player then sets up their Purestrain Genestealers and two of their Hybrid Metamorphs wholly within their deployment zone as shown on the map below. The remaining Genestealer Cults models start the battle set up in ambush, as per the Cult Ambush ability.

FIRST TURN

The Genestealer Cults player takes the first turn.

BATTLE LENGTH

The battle lasts until there are no Intercessors left on the battlefield.

VICTORY CONDITIONS

If, at the end of the battle, at least two Intercessors have exited the battlefield (see below), the Space Wolves player wins. If, at the end of the battle, only one Intercessor has exited the battlefield, the battle is a draw. Any other result is a win for the Genestealer Cults player.

CITY OF TRAPS

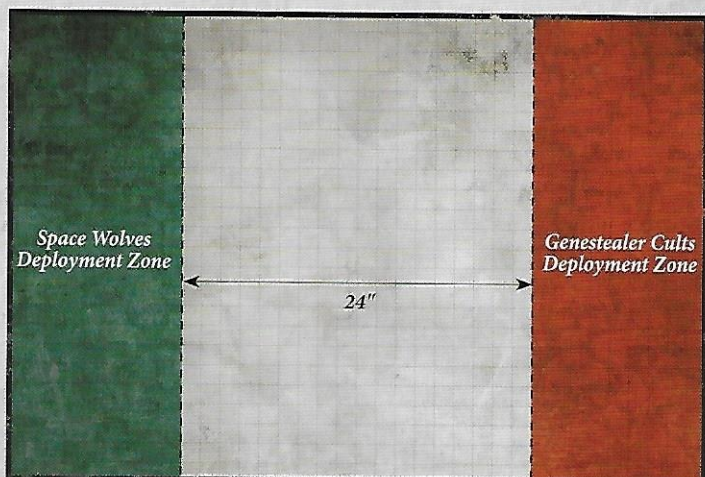
This mission uses the City of Traps rules (pg 31).

BREAKTHROUGH

At the end of the Space Wolves player's Movement phase, any of their Intercessors within 3" of the battlefield edge marked 'breakthrough' can exit the battlefield.

CULT REINFORCEMENTS

At the end of every Morale phase, the Genestealer Cults player rolls a D6 for each of their slain models. On a 1-3 nothing happens; roll again for that model in the next Morale phase. On a 4+ that model is replaced with an identical model, which is set up in ambush as per the Cult Ambush ability and can enter the battlefield from the end of the next Genestealer Cults player's Movement phase.



STRATAGEMS

Both players have 3 Command Points to use in this mission, and have access to the appropriate Stratagem below.

ARTILLERY STRIKE

Tooth and Claw Stratagem
(Space Wolves only)

For as long as they draw breath, the surviving gunners of the Vigilite Mourning Stars will provide fire support to their Space Wolves allies.

Use this Stratagem at the start of any of your Movement phases in the first three battle rounds. Select a point anywhere on the battlefield and roll a D6 for each model within 6" of that point. On a 1-4 the model being rolled for does not receive the benefit to their saving throws for being in cover until the end of the turn. On a 5-6 the model being rolled for suffers 1 mortal wound.

FINAL DETONATION

Tooth and Claw Stratagem
(Genestealer Cults only)

The Hybrid Metamorphs have laced the battlefield with explosives, and will reduce the entire district to rubble in order to halt their foes.

Use this Stratagem at the start of the fourth battle round. Roll a D6 for each model on the battlefield. On a 1-3 the model being rolled for cannot Advance this battle round. On a 4-6 the model being rolled for suffers 1 mortal wound and cannot Advance this battle round.

ECHOES OF WAR

2 - MONSTER SLAYER

Asger the Frozen stands isolated amidst the raging fires of Greigan Hollow, surrounded by an unending horde of enemies. Though the Redeptor Dreadnought is more than a match for the swarms of smaller cultists, the most monstrous foes have gathered to slay the Space Wolves behemoth.

SPACE WOLVES

Sensory data flooded the sarcophagus of Asger the Frozen. The firestorm to his rear was insufficiently intense to pose a threat to his armour plating, and the underlying ferrocrete would likely maintain its integrity for several minutes yet. Erratic salvos of small-arms fire were being levelled at his enormous metallic torso, desperate shots from dozens of Hybrid Metamorphs, but those that found their target merely ricocheted harmlessly off his chest. Even before he had fallen in battle during the Stygius Crusade, Asger was a formidable combatant, but now, entombed within his machine body, he was violence wrought in iron, as unstoppable and deadly as the ice floes of Fenris.

One of the cultists charged from the rubble, and Asger swung his massive, energy-wreathed fist into the creature, disintegrating its upper-half completely. A screech alerted the entombed Space Marine to another Hybrid Metamorph, pouncing towards his flank. He swivelled around and struck the cultist with a bone-crunching backhand, sending its broken body flying. The power surge from the Redeptor's hyper-dense reactors bled into Asger's sarcophagus, sparking the warrior's still-living nervous tissues with burning pain. This hallowed machine allowed him to fight on for Russ and the Emperor despite his grievous injuries, but the price in agony was high. He let out a growl of defiance that was amplified by the Redeptor's vox grilles to a thunderous roar. The ground reverberated to the sound, and cultists infesting the nearby ruins scattered in all directions. Asger

knew that his enemies had not fled out of fear – he had obliterated scores of them and they had continued with reckless abandon. Their tactic had been to keep him occupied, to keep feeding him bodies while they prepared whatever tactic they had in store.

A chorus of monstrous moans echoed through the rubble. Through the smoke and embers that lay ahead, Asger saw a trio of hulking mutants trudging straight towards him. Two were especially large for their kind, their muscles swollen with xenos infection, and the third was even bigger.

At last, the undying Blackmane thought to himself, opponents worthy of my wrath.'

GENESTEALER CULTS

Feggor followed close behind Bregg the Anointed One. He would follow the Patriarch's chosen anywhere. In Bregg he saw the manifestation of hope promised by the elders of his claw, the blessings of the Star Children wrought in flesh. At one time Bregg had been just like Feggor – an Aberrant, born as a blight on the glory of his broodkin. They had been penned in the same chamber, far from the holy deluges. Only when they could serve the claw were they brought out, and as penance for their deviation they had helped shatter the valve-seals leading to the surface. It was then that the Patriarch's familiar had come, and Bregg had been born anew. Walking now through the smouldering wreckage on the surface, Feggor at last felt the true purpose of his existence: to aid his anointed brother as he drove back the savage invaders.

Bregg moved in a straight line ahead of Feggor, the Patriarch's familiar perched on the Anointed One's shoulder whispering sacred wisdoms in his ear. The pair pushed through the billowing ash-clouds before them, over the piles of rubble and through tangled webs of metal, always moving forwards towards some preordained destination. As they went past a crumbling wall, Feggor saw another of his Aberrant brethren ahead, locked in combat with a gore-covered Space Marine. The Aberrant was raining blows upon the invader, who slashed back viciously with his toothed sword. Bregg trudged directly towards the combat, and as the Anointed One drew close to the invader he hefted his power sledgehammer above his head. The invader parried yet another blow from the Aberrant he was fighting, then turned just in time to see Bregg's hammer swinging down. The massive pulse of kinetic energy released from the industrial implement shot through the Space Marine, shattering his armour and causing his ruptured body to explode outward in a shower of viscera. It was a glorious sight to Feggor's eyes.

Without missing a step, Bregg continued onward. The Aberrant who had been fighting the recently annihilated Space Marine fell in step beside Feggor, and the trio strode through the smoke clouds towards their destiny. As they marched, a hate-filled metallic roar thundered ahead of them, and Feggor knew the Anointed One was leading them to whatever had made that sound. Feggor tightened his talons around the shaft of his weapon, whispered a prayer to the Star Children, and prepared himself for righteous combat.

THE ARMIES

The Space Wolves army consists of Asger the Frozen.

The Genestealer Cults army consists of Bregg the Anointed and a unit of Aberrants (5 models). Note that in this mission, every Genestealer Cults model is treated as a single unit.

THE BATTLEFIELD

Use the deployment map shown below to create the battlefield. If possible, place several ruins and barricades to represent the half-razed city of Greigan Hollow.

DEPLOYMENT

Asger the Frozen is deployed first, at the centre of the battlefield.

The Genestealer Cults player then sets up Bregg the Anointed and two Aberrants anywhere wholly within their deployment zone as shown on the map below. The remaining three Genestealer Cults models start the battle set up in ambush, as per the Cult Ambush ability.

FIRST TURN

The Genestealer Cults player takes the first turn.

BATTLE LENGTH

The battle lasts for five battle rounds, or until Asger the Frozen has been slain.

VICTORY CONDITIONS

If, at the end of the battle, Asger the Frozen is slain, the Genestealer Cults player wins. If, at the end of the battle, Asger the Frozen is still on the battlefield and has at least 7 wounds remaining, the Space Wolves player wins. Any other result is a draw.

CITY OF TRAPS

This mission uses the City of Traps rules (pg 31).



CULT REINFORCEMENTS

At the end of every Morale phase, the Genestealer Cults player rolls a D6 for each slain Aberrant or Aberrant Hypermorph. On a 1-3 nothing happens; roll for that model again in the next Morale phase. On a 4+ that model is replaced with an identical model, which is set up in ambush as per the Cult Ambush ability and can enter the battlefield from the end of the next Genestealer Cults player's Movement phase.

STRATAGEMS

Both players have 3 Command Points to use in this battle. They can also make use of the two Stratagems listed below.

1CP

I WILL NOT YIELD

*Tooth and Claw Stratagem
(Space Wolves only)*

Even in the face of certain death, Asger the Frozen fights on unbowed, his ferocity undiminished by the battle damage he has sustained.

Use this Stratagem at the start of any turn. Until the end of the turn, use the top row of Asger the Frozen's damage table, regardless of how many wounds he has left. This ends immediately if Asger the Frozen is reduced to 0 wounds.

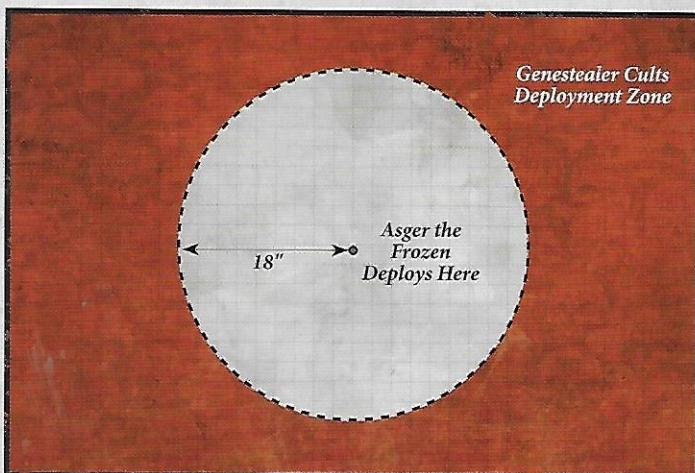
2CP

THE ANOINTED ONE RISES

*Tooth and Claw Stratagem
(Genestealer Cults only)*

The Patriarch-bestowed mutagen coursing through Bregg the Anointed's body can heal even the most grievous of wounds.

Use this Stratagem if Bregg the Anointed is slain. At the end of this phase, Bregg the Anointed is set up again, as close as possible to his previous position and more than 1" from any enemy models, with D3 wounds remaining.



ECHOES OF WAR

3 - FAITH AND FIRE

As the battle rages across the blazing cityscape, Haldor Icepelt begins to gather the scattered elements of his strike force to launch a counter-offensive. But the Space Wolves' movements do not go unnoticed, and Gilgas Vendella sees an opportunity to call in reinforcements from below to cripple the enemy force.

SPACE WOLVES

Haldor Icepelt quickly snapped off two shots from his bolt carbine, striking the pair of Hybrid Metamorphs that had scurried out of a half-buried access vent. The crack of mass-reactive shells was followed by the wet sound of xenos gore splattering across the pavement. The Battle Leader inhaled deeply. He had smelt the innards of many enemies, but there were few scents as foul as that of human flesh tainted by xenos corruption.

Icepelt pressed on down the crater-pocked street, past the two cultists he had just slain. Following closely behind him, the Aggressor Pack Leader Bjarvek Strongjaw extended a flamestorm gauntlet in each direction to cover their flanks. Haldor opened a vox channel to his warriors, and they returned the hail one by one. They had suffered losses, but their resolve was not depleted, and the Blackmanes were now reaping vengeance on their enemy. The city was a tangled warren even before being ripped open by shelling and mining charges, but guided by their hyper-keen senses, the Space Wolves were manoeuvring closer to each other and rooting out their elusive enemies. Isolated battle-brothers were rejoining their packs, which in turn came together to form defensive lines and hunting parties.

Haldor and Bjarvek were heading north-east, and the other Blackmanes in vox range had been ordered to do likewise. The mighty warrior Asger the Frozen was last seen slaying cultists amongst the ash clouds in this district, so Icepelt had directed his strike force to close in on the Redeptor's position. By now, Asger would have annihilated

every cultist in the area, giving the Blackmanes a clear zone in which to consolidate, or he would have drawn an overwhelming number of enemies towards him, allowing the inbound Space Wolves to encircle and butcher their foe.

As he ran, Haldor caught the sound of chanting. It was close and to the west. The voice he heard was the same that had cried out before the city had been blasted to rubble: that of the leader of the cultists. Haldor signalled to Bjarvek, and the pair ducked into a westward-heading alley. Opening a channel once more, the Battle Leader called out to his Blackmanes.

'Change of plans. Converge on my position.'

GENESTEALER CULTS

Gilgas Vendella stood in the burnt-out husk of an Ecclesiarchal cathedral, a bodyguard of zealous Hybrid Metamorphs arrayed around him as he bellowed prayers of thanks. He had been the conduit through which the Patriarch had guided the Thirsting Wyrms, and they had delivered a devastating blow to the Space Wolves. Many of his broodkin had been killed, yet their loyalty to their cult and the Patriarch would not be forgotten – the martyrs would be remade when the Star Children arrived.

But the fight was not yet over. After the initial ambush, the invaders had held their ground, and now they were regrouping. Their augmented flesh – though crude in comparison to that blessed by the Star Children – was resilient, and the enemies fought with inhuman ferocity. The smell of fear that had filled Greigan

Hollow when the Thirsting Wyrms had attacked its garrison was now absent, and in its place was the stench of blood and smoke. The heathens have not been defeated, thought Gilgas – not yet.

The Acolyte Iconward closed his eyes as images and sounds sensed by others of his claw were transmitted to him by the Patriarch. The sheer volume of information was overwhelming. He glimpsed Space Wolves stalking the city, smelling out and executing cultists. He witnessed butchery through the eyes of Acolyte Hybrids as they tore through armour and into the flesh of their enemies. And from beneath the streets, the strange senses of the True Kind bled into his psyche. The bulk of the Purestrain Genestealers had been lying in wait there, ready to be called up to slaughter at Vendella's command, and that time was close at hand. All that was needed was for the enemy to be gathered, then the ambush from below could be launched.

Through the cascade of sensory information, Gilgas heard the members of his bodyguard begin to hiss. He opened his eyes and saw what had alerted them: two of the interlopers, one of whom was the leader of the invading army, had emerged from a ruined building across the street. Gilgas felt a sudden rush inside his mind as what he was seeing was drawn out by the Patriarch and transmitted to the rest of the claw. All across Greigan Hollow, the cultists of the Thirsting Wyrms began flocking towards the Acolyte Iconward's position. Gilgas himself strode out from the despoiled cathedral, and together with his bodyguard marched to meet their enemy.

THE ARMIES

The Space Wolves army consists of Haldor Icepelt and a unit of Aggressors (3 models). Note that in this mission, every model in the Space Wolves army is treated as a single unit.

The Genestealer Cults army consists of Gilgas Vendella, a unit of Hybrid Metamorphs (5 models) and two units of Purestrain Genestealers (4 models each).

THE BATTLEFIELD

Use the deployment map shown below to create the battlefield. If possible, place several ruins and barricades to represent the half-razed city of Greigan Hollow.

DEPLOYMENT

The Space Wolves player deploys Haldor Icepelt and the Aggressor Pack Leader first, wholly within their deployment zone as shown on the map below. The remaining two Aggressors do not start the game on the battlefield (see Delayed, opposite).

The Genestealer Cults player then sets up Gilgas Vendella and their Hybrid Metamorphs wholly within their deployment zone as shown on the map below. The Purestrain Genestealers start the battle set-up in ambush, as per the Cult Ambush ability.

FIRST TURN

The players roll off, and the Genestealer Cults player adds 1 to their result. The winner takes the first turn.

BATTLE LENGTH

The battle lasts for four battle rounds, or until Haldor Icepelt or Gilgas Vendella have been slain.

VICTORY CONDITIONS

If, at the end of the battle, Gilgas Vendella has been slain, the Space Wolves player wins, but if Haldor Icepelt has been slain, the Genestealer Cults player wins. Any other result is a draw.

CITY OF TRAPS

This mission uses the City of Traps rules (pg 31).

DELAYED

At the end of the Space Wolves player's second Movement phase, one Aggressor that did not start the battle on the battlefield arrives as reinforcements; set it up anywhere that is within 5" of any battlefield edge marked 'Reinforcements' and more than 9" from any enemy models. Set up the second Aggressor in the same way at the end of the Space Wolves player's third Movement phase.

CULT REINFORCEMENTS

At the end of every Morale phase, the Genestealer Cults player rolls a D6 for each of their units, other than Gilgas Vendella, that is destroyed. On a 1-3 nothing happens; roll for that unit again in the next Morale phase. On a 4+ that unit is replaced with an identical unit, which is set up in ambush as per the Cult Ambush ability and can enter the battlefield at the end of the next Genestealer Cults player's Movement phase.

STRATAGEMS

Both players have 3 Command Points to use in this battle. They can also make use of the two Stratagems listed below.

FURIOUS ASSAULT

Tooth and Claw Stratagem (Space Wolves only)

The Blackmanes are renowned for being first to the fight.

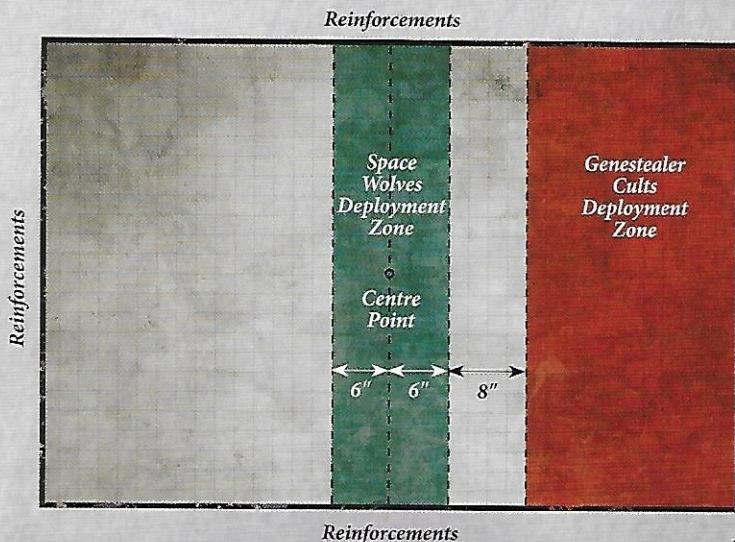
Use this Stratagem at the start of your Movement phase. Select a **SPACE WOLVES** unit from your army. Until the end of the turn, that unit can shoot and charge even if it Advanced.

POWER OF CONVICTION

Tooth and Claw Stratagem (Genestealer Cults only)

Gilgas inspires his cultists to fight through horrendous injuries.

Use this Stratagem at the start of your Movement phase. Until the end of the turn, units within range of Gilgas Vendella's Nexus of Devotion ability do not lose wounds on rolls of 5 or 6.



ECHOES OF WAR

4 - CAVE IN

The Blackmanes and the Thirsting Wyrms have flocked towards the site where their leaders engaged in battle. Though resolute, the Space Wolves are outnumbered, with Genestealer Cultists continuing to appear. But below Greigan Hollow, the true source of the threat has been revealed.

SPACE WOLVES

Rothgar stampeded through the dank under-tunnels. When the Genestealer Cultists had triggered their explosives, he had been swallowed by a chasm that had torn through the street, plummeting down through the substructure to where the enemy lay in wait. As he incinerated them with his flamestorm gauntlets, he had smelt the corruption – not just in the mutant corpses, but also emanating from deeper below the city. It was coming from the central macro-duct leading in and out of Greigan Hollow that supplied water to the far reaches of Oteck Hivespawl.

As the Aggressor ran, he tried his vox again. It had been damaged in the fall, and was failing to transmit. It was imperative that he rejoined the rest of the Blackmanes and conveyed what he had discovered to his Battle Leader. The blackness in the tunnels was absolute, but Rothgar navigated by his other senses, following the unmistakable smell of fresher air coming from the direction in which he was heading. His ears pricked as he approached a sharp corner. Something was lurking around the bend.

A Purestrain Genestealer darted from the corner and leapt at Rothgar, sounding its shrill hiss as it stabbed its talons through his chest-plate. The Space Wolf grimaced in pain as he clamped his giant gauntlets around the creature's torso and continued to surge forward, slamming his enemy's body into the wall ahead. The pair burst through the wall and into an open void, falling until they hit a rusted metal gantry. The Genestealer's chitin cracked as Rothgar landed upon it, but before

it could even screech in pain it was reduced to ash by the Aggressor's flamestorm gauntlets.

Rothgar listened as echoes bounced around the room he was in. It was an access shaft that plunged deep below the city, all the way down to the macro-duct. The area was rife with the smell of explosives – the cultists had clearly made provisions in case the Blackmanes had managed to get this far. But there was a flaw in their plan. The volume of explosives Rothgar could smell was enormous, enough to bring down an entire sub-district. If the Blackmanes were able to trigger a simultaneous detonation, the city of Greigan Hollow would collapse in on the central macro-duct, sealing it off. Live or die, thought Rothgar, the flow of water must cease. He had to reach the surface fast.

GENESTEALER CULTS

As battle raged through the streets, the cultists of the Thirsting Wyrms fought as one, their thoughts extracted and disseminated by the incredible psychic power of the Patriarch. The individuality of each was absorbed into a singular gestalt consciousness, and within their blood they heard the cry to butcher the invaders. Hybrid Metamorphs firing from inside a ruined tower were given visions, sights seen by their brethren of Space Wolves moving to outflank them; Aberrants locked in bloody melee felt the coming of the Anointed One, and fought on with renewed vigour against their heathen foes; and Gilgas Vendella heard praises hissed to the Star Children from the members of his claw throughout the streets and sewers of the blasted city.

Where the Blackmanes attacked, the cultists withdrew, and where the Space Wolves were exposed the Thirsting Wyrms emerged.

They come... from north-east... fall back. The thoughts were arriving frequently now, and the cultists felt the will of the Star Children being manifested. *Move now... to surround.* The majority of the surviving Blackmanes had formed up into a single group and were advancing with a series of brute-force charges, but the cultists in their path simply faded into the shadows while their broodkin attacked from the flanks.

Just then, a ring of fire erupted around the district, a series of explosions each as devastating as that triggered by the xenos-worshippers at the outset of battle. Dozens of cultists linked to the collective mind were incinerated, and others felt the waves of heat and earth-shaking tremors. The Space Wolves had detonated the outermost seismic charges laid by the Thirsting Wyrms, the fail-safe bombs put in place in case the enemy attacked beneath the streets. *Do not... explode... at once... city... weakened.* A sliver of dread crept into the mind of Gilgas Vendella, a horrifying revelation that was not transmitted to the other cultists. Two seismic charges remained, and by falling back from the enemy the cultists had allowed themselves to be herded to the site where these charges lay. If they were both detonated, the whole city would collapse upon the sacred waters below. There was no time to lose – the Blackmanes had to be slaughtered here and now. A single, incontestable thought entered Gilgas' mind and the mind of every other cultist in the Thirsting Wyrms.

Kill!

THE ARMIES

The Space Wolves army consists of Haldor Icepelt, a unit of Intercessors (5 models), a unit of Aggressors (3 models) and Asger the Frozen.

The Genestealer Cults army consists of Gilgas Vendella, Bregg the Anointed, a unit of Hybrid Metamorphs (5 models), a unit of Purestrain Genestealers (8 models) and a unit of Aberrants (5 models).

THE BATTLEFIELD

Use the deployment map shown below to create the battlefield. If possible, place several ruins and barricades to represent the half-razed city of Greigan Hollow.

DEPLOYMENT

The Space Wolves player deploys their units first, wholly within their own deployment zone as shown on the map below.

The Genestealer Cults player then deploys their units, wholly within their own deployment zone as shown on the map below. Only up to half of their units can be set up in ambush, as per the Cult Ambush ability.

FIRST TURN

The players roll off, and the Space Wolves player adds 1 to their result. The winner has the first turn.

BATTLE LENGTH

The battle lasts for five battle rounds, or until the Space Wolves army has been destroyed or both seismic charges have been activated (see below).

VICTORY CONDITIONS

At the end of the battle, the Space Wolves player wins if both seismic charges have been activated. Any other result is a win for the Genestealer Cults player.

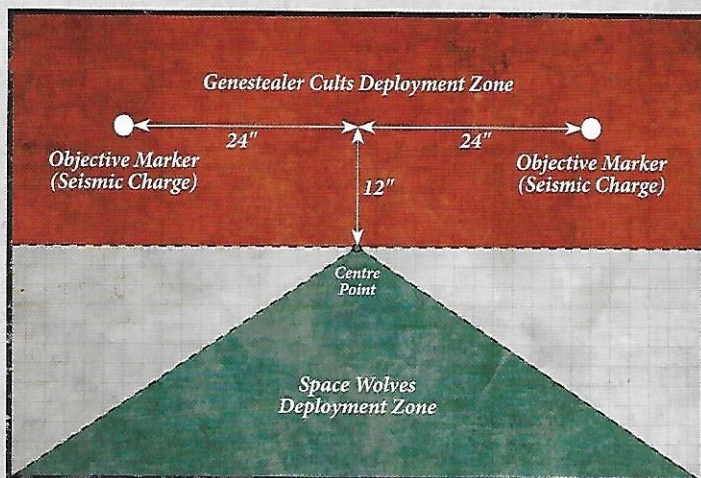


CITY OF TRAPS

This mission uses the City of Traps rules (pg 31).

TRIGGER THE CAVE IN

The two objective markers on the battlefield represent the seismic charges. Both start the battle inactive. At the start of the Space Wolves player's Shooting phase, if one of their units is within 3" of an objective marker, and none of the opponent's models are within 3" of that objective marker, that unit can activate it instead of shooting that phase.



STRATAGEMS

Both players have 3 Command Points to use in this battle. They can also make use of the two Stratagems listed below.

FROM THE JAWS OF DEFEAT

3CP

*Tooth and Claw Stratagem
(Space Wolves only)*

The Blackmanes continue to hold the line while they attempt to cave in the macroducts below Greigan Hollow.

Use this Stratagem at the end of the fifth battle round, before the battle ends. The battle lasts for one more battle round.

STEP INTO THE LIGHT

1CP

*Tooth and Claw Stratagem
(Genestealer Cults only)*

Guided by their Acolyte Iconward, the cultists of the Thirsting Wyrms continue to rise up to drive back the invaders.

Use this Stratagem at the end of your Movement phase if Gilgas Vendella is on the battlefield. Select a **GENESTEALER CULT** unit, other than Bregg the Anointed, from your army that has been destroyed. That unit is replaced with an identical unit, which is immediately set up on the battlefield using the rules for Cult Ambush.

POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points cost of your army. Simply add together the points costs of all your models and the wargear they are equipped with to determine your army's total points value.

SPACE WOLVES

UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include weapons)
Aggressors	3-6	21
Intercessors	5-10	18
Primaris Battle Leader	1	70
Redemptor Dreadnought	1	140

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Chainsword	0
Power axe	5
Power sword	4
Redemptor fist	0

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Auto bolt rifle	1
Auto boltstorm gauntlets	12
Bolt carbine	0
Bolt pistol	0
Bolt rifle	0
Flamestorm gauntlets	18
Frag grenades	0
Fragstorm grenade launcher	4
Heavy flamer	17
Heavy onslaught gatling cannon	36
Icarus rocket pod	6
Krak grenades	0
Macro plasma incinerator	31
Master-crafted auto bolt rifle	4
Master-crafted stalker bolt rifle	5
Onslaught gatling cannon	16
Stalker bolt rifle	2
Storm bolter	2

OTHER WARGEAR	
WARGEAR	POINTS PER ITEM
Auxiliary grenade launcher	1

GENESTEALER CULTS

UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include weapons)
Aberrants	5-10	17
Abominant	1	80
Acolyte Iconward	1	53
Hybrid Metamorphs	5-10	13
Purestrain Genestealers	5-20	15

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Familiar claws	0
Heavy improvised weapon	10
Hypermorph tail	2
Metamorph claw	6
Metamorph talon	5
Metamorph whip	2
Power hammer	16
Power pick	10
Power sledgehammer	0
Purestrain talons	0
Rending claw(s)	0

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Autopistol	0
Blasting charge	0
Hand flamer	8

WARGEAR	
WARGEAR	POINTS PER ITEM
Cult icon	20



PRODUCED BY GAMES WORKSHOP IN NOTTINGHAM

With thanks to the Mournival and the Infinity Circuit for their additional playtesting services

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

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WARHAMMER[®]

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TOOTH AND CLAW[™]



Surrounded by the darkness of the Imperium Nihilus, Vigilus is a world beset by horrors, but the most insidious threat is one that has emerged from within.

The mutated xenos-human hybrids of the Genestealer Cults have hidden in the shadowy depths of Vigilus' hivespawls for generations. Now they have arisen to slaughter their Imperial oppressors and prepare the world for the coming of the Star Children. While the planet's defenders fight desperately to hold off hordes of invaders, a strike force of Space Wolves sets out to hunt down the cultist insurgents, find the source of the Genestealer Curse and purge their enemy from existence.

