

**WARHAMMER**  
40,000

SANCTUS REACH

# -STORMCLAW-



**CAMPAIGN SUPPLEMENT**







# INTRODUCTION

*Sanctus Reach: Stormclaw* is the second instalment in the Sanctus Reach saga, presenting the next chapter in the blood-soaked tale of the war on Alaric Prime. The Orks of the Red Waaagh! have attacked in their billions, spilling across the surface of the planet in a tide of slaughter and mayhem. The forces of the Alarican knightly houses and the Astra Militarum have fought like true Imperial heroes, yet they have been forced to give ground time and again in the face of Mogrok's madcap schemes. Now, however, a counter-invasion by the Space Wolves looks set to turn the tables on the merciless greenskins. Amid the madness of this fresh battle, the volcanic landmass known as Blistered Isle is about to become the scene for an especially brutal duel between two of the opposing factions' greatest heroes.

## WARHAMMER 40,000 SUPPLEMENTS

This book continues the narrative begun in *Sanctus Reach: The Red Waaagh!* It tells the tale of the next, bloody chapter of that war, using evocative narrative and vivid imagery to bring to life the battle between Wolf Lord Krom Dragongaze and Warlord Grukk Face-rippa. The book includes full rules for using all of the finely sculpted Citadel miniatures found in this box, along with all the scenarios and datasheets required to refight the blood-soaked battle for Blistered Isle.

## HOW THIS SUPPLEMENT WORKS

*Sanctus Reach: Stormclaw* contains the following sections:

- **Battle for Blistered Isle:** The story of the increasingly bitter and bloodthirsty battle between the Orks of Grukk Face-rippa and the Space Wolves of Krom Dragongaze; their costly victories and shocking defeats. As first one side then the other seizes the upper hand, a rivalry that began as a hunt for glory becomes a desperate, all-consuming battle for vengeance and victory at any cost.
- **New Missions:** A set of specifically themed missions that depict the pivotal engagements of the battle for Blistered Isle. Using these rules you can enact each of these desperate battles, recreating the struggle between Krom and Grukk in your own games of Warhammer 40,000.
- **Datasheets and Wargear:** The up-to-date Army List Entries detail the squads that comprise Grukk's tribe and Krom's warband, including the two mighty heroes themselves; along with the included wargear rules, they allow you to play games using all of the beautifully detailed Citadel miniatures contained within the *Sanctus Reach: Stormclaw* boxed set. Unique Formation datasheets also allow you to represent the specific strengths of these two gathered forces on the tabletop.





# GRUKK'S RAMPAGE

## SANCTUS

*Stellar Primo Nova*

Sanctus is the star at the heart of the Sanctus Reach system. It is currently one of the most stable stellar bodies in the sector, though its solar flares plague nearby Obstiria every year.

## TERENDIL

*Paradise World*

**DECLARED PERDITAS 773.M32**

## OBSTIRIA

*Home World of the Obsidian Glaives*

<INFORMATION CLASSIFIED  
- ORDO REDACTUS ->

Obstiria is a world of barren black rock, battered by radiation from solar flares. Despite its harsh conditions – or perhaps because of them – Obstiria is the home world of the Obsidian Glaives Chapter. The world was the first planet to bear the brunt of Waaagh! Gruk. The majority of the Obsidian Glaives Chapter mobilised to hold back the Ork menace, but despite slaying hundreds of thousands of the greenskins that made planetfall, every day saw millions more land upon Obstiria until the Space Marines were slain.

## GHUL JENSEN

*Hive World*

**Population: >200,000,000,000**

**Tithe Grade: Decuma Particular –**

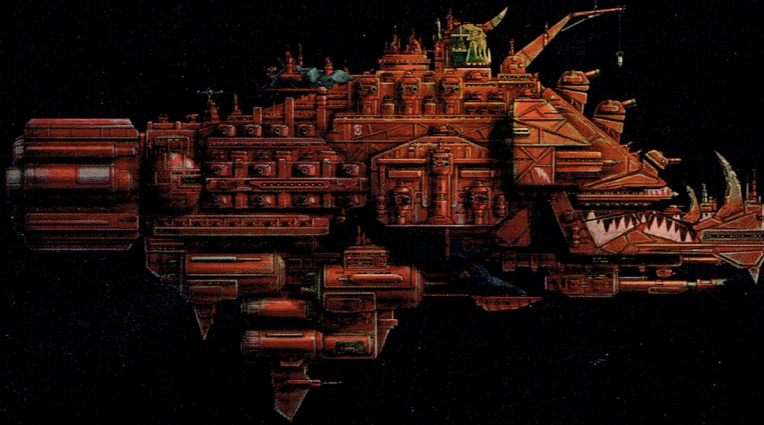
**Exactis Extremis**

**Aggregate: 1,350:**

**Aestimare: B50-E400**

Planetary Governor Ghul Jensen the Latter XXIV ordered the planet's PDF to fortify his capital, Hive Jensen, to the exclusion of all other duties. Such was his influence that his command was obeyed. The redeployment delayed the capital hive's destruction for three days after the rest of the planet had been ransacked.





## THE WRATH OF GORK

The Ork flagship *Wrath of Gork* is a gigantic hulk of scrap metal, reinforced with giant slabs of obsidian scavenged from Obstiria's crust. Someone once told Grukk that 'red wunz go faster', but in Grukk's mind, bartering for red paint is a waste of time that could be spent on killing things. His hordes repaint their spacecraft after every battle – not with paint, but instead with the still-bleeding limbs of their fallen enemies. The gore-spattered *Wrath of Gork* has butchered its way across the stars with such bullish momentum that those in its wake call Grukk's violent rampage the Red Waaagh!

## MALAGHAI MORCA

*Rogue Trading Post*

**Population:** >5,000,000  
**Tithe Grade:** *Solutio Tertius*  
**Aggregate:** 600:  
**Aestimare:** D400-G40

The Orks were denied their fight on Malaghai Morca – the vendors that dwelt there were so well connected with Rogue Trader fleets that they had time enough to flee the planet before the Waaagh! stripped it bare.

## SQUIRE'S REST

*Agri World*

**Population:** >10,000,000  
**Tithe Grade:** *Exactis Prima – Exactis Particular*  
**Aggregate:** 2,000:  
**Aestimare:** C500-B50

Squire's Rest was once a peaceful agri world, but in the last few years it has been plagued by Ork raiders whose heavily armed junk-craft have the Jolly Ork symbol emblazoned upon their prow. It is thought that these raiders formed the outriders for Waaagh! Grukk.

## ALARIC PRIME

*Knight World*

**Population:** >400,000,000  
**Tithe Grade:** *Solutio Extremis*  
**Aggregate:** 400:  
**Aestimare:** C750-F1000

Alaric Prime is preparing for war on a scale undreamt of. Though there are Imperial reinforcements inbound, Alaric Prime's rulers fear it will be too little too late.



# THE ROAD TO BLISTERED ISLE

The Knight world of Alaric Prime is caught in the grip of a bloody, sprawling war. The greenskin hordes of the Red Waaagh! have descended in their billions, embroiling the planet's defenders in a battle for survival. Yet now, as the Imperial forces face their darkest hour, help arrives from an unexpected quarter. The skies fill with plummeting attack craft, greenskins and humans alike staring upwards in awe. The war for Alaric Prime is about to enter a new and deadly phase, during which no corner of the planet will survive unscarred.

## THE DEFENCE OF ALARIC PRIME

When Warlord Grukk Face-rippa's Red Waaagh! attacked Alaric Prime, it was opposed by the towering Knights of the Alarican nobility and the grim-faced Cadians of the Astra Militarum. Led by heroes such as Castellan Stein and Lord Neru Degallio, the forces of the Imperium fought tooth and nail for every volcanic island and sulphurous river. The torn bodies of martyred men carpeted the Sacred Isle like macabre sand dunes. Yet still the Orks came on, fighting their way to the very foot of Sacred Mountain.

However, Warlord Grukk was betrayed, the cunning Big Mek Mogrok orchestrating his leader's messy downfall and seizing the reins of power for himself. The war ground on, with first one side then the other gaining the upper hand. In the end, however, Mogrok's ingenuity could not be denied. The tides of battle flowed back to Sacred Mountain once again, the greenskins finally dropping a frozen asteroid on the horrified Imperial defenders to break them body and soul. However, even as all hope seemed lost the sky lit up with the blazing contrails of Imperial Drop Pods. The Adeptus Astartes had answered Alaric Prime's desperate cry for help. The Space Wolves had come.

## GRUKK FACE-RIPPA

The Ork who led the Red Waaagh! down upon Alaric Prime was an absolute monster. Brutal and barbaric even by greenskin standards, Grukk was a warlord of unsurpassed ferocity who led every fight from the very front. What the Face-rippa lacked in brainpower, he more than made up for with force of presence and sheer, unstoppable aggression. Grukk's rule embodied the principle of might making right – this massive, klaw-wielding beast could shout the loudest, hit the hardest, and wouldn't know how to back down from a fight even if his life depended on it.

Charging into battle with bullets and blasts whining around him, Grukk was a force of nature. The roaring buzzsaw nestled in his power klaw ensured the Warboss' every blow was flesh-shreddingly fatal, and he delighted in living up to his nickname at every opportunity. If it stood in front of him on the field of battle Grukk could – and would – kill it, and to his myriad followers the Warboss was the incarnation of Gork himself. It was this very directness that would be his downfall, however, leading him straight into Mogrok's cunning trap and allowing the Big Mek to supplant Grukk as leader of the Red Waaagh!. Yet for all of Mogrok's guile, Grukk had not wound up quite as dead as the Mangler would have liked...

## IN SEARCH OF GLORY

Strike Force Stormclaw was Fenrisian vengeance made manifest, led by no fewer than three of the Chapter's greatest heroes. The Old Wolf and the Young, Logan Grimnar and Ragnar Blackmane, were at the forefront of the attack upon Sacred Isle. Meanwhile, leading the second wave of Fenrisians into the war came Wolf Lord Krom Dragongaze. However, the fell-tempered Dragongaze was less than delighted with his assigned duty. Wolf Lord Krom is an ambitious individual and, whether or not a slight was intended, he perceived one in Grimnar's choice of second wave commander. Stood in an observation bay aboard the Strike Cruiser *Ironpelt*, Krom watched the thrusters of the first wave's Drop Pods dwindle into firefly sparks, slowly crushing a drinking goblet in one fist as he did so. Krom would prove to the Old Wolf that it was he, not that whelp Ragnar, who should be fighting at the forefront of this war.

'WARRIORS OF FENRIS, THERE IS GLORY TO BE HAD ON THE WORLD BELOW! SHALL WE STAND IDLY BY WHILE OTHERS SEIZE IT IN OUR STEAD? I SAY NO! INSTEAD, LET US TEAR IT RAW AND BLOODY FROM THE FALLEN BODIES OF OUR FOES!'

- Krom Dragongaze, address to his warriors before the second wave assault upon Alaric Prime

Soon after, Dragongaze stood in the cockpit of his Thunderhawk Gunship, *Vengeful Howl*. Fangs bared, he rode the juddering deck like a longship in a storm as the super-heavy attack craft bludgeoned its way through the Alarican atmosphere. In the Thunderhawk's hold rode the pick of Krom's Great Company, while in its wake came a fleet of landers, gunships and assault boats. As the clouds parted and Sacred Isle hove into view below, Krom was already running through the deployment protocols and initial attack strategies in his mind. The ships of the second wave bore warriors and tanks enough to crush an army many times their size, and Krom meant to see them do just that.

Suddenly, Iron Priest Alvard, his pilot, beckoned Krom to his side. There was another signal, a reedy distress call clawing its way through the Fenrisians' banter. As the Wolf Lord listened intently his mouth curled into a feral grin. Ordering his remaining forces to deploy in support of the Old Wolf's attack, Dragongaze turned his Thunderhawk south. As the craft peeled away, the distress call continued to warble from its vox speakers. A Cadian voice pleaded for help, repeating a single, ominous name.

'Repeat: reinforcement requested to Blistered Isle, xenos threat level crimson. Repeat: Warlord Grukk is here...'



## DA BOSS IS BACK

The landmass known as Blistered Isle lies some fifty miles off the southern coast of Sacred Isle. Its western plains are carpeted in ferrocrete and looming Imperial architecture, housing as they do the planet's Administratum offices alongside several sprawling sulphur refineries. To the east, beyond the hump-backed range of volcanic crags known as the Hollow Hills, the landscape changes to rocky wilderness, fuming sulphuric bogs and gnarled, stunted acid-woods. Castellan Stein's Cadians had prioritised the defence of the western side of Blistered Isle, seconding several large buildings and further shoring them up to create the stronghold designated Fortress 26. However, for the first weeks of the Alarican conflict, Blistered Isle had remained untouched by war.

All that changed when a ragged flotilla of scrap-skiffs had washed up on the island's northern shores bearing Grukk's last loyal ladz. Though they had no Boyz left to speak of, Grukk's old Skull-Nobz were the toughest of the tough, and with a seething horde of grots to soak up enemy fire they were still a force to be reckoned with. They attacked the defenders of Blistered Isle with furious abandon, tearing the refineries apart and driving the Cadians back behind the armoured walls of Fortress 26.

Having fought their way across the island, the Skull-Nobz had finally settled upon Blistered Isle's jutting southern headland. This towering promontory is overlooked by a slouch-shouldered volcano that the Orks named the Mouth of Gork, a sullen monster of blackened stone and gushing steam vents that rose from the ocean waves a quarter mile offshore. The raw might of the volcano had impressed the Nobz so much that they had chosen to build the imaginatively named 'Gofftown' in its shadow. Behind triple-layered tanglewire fences, the headland housed Blistered Isle's generatorum complex, providing the Orks with plenty of ready-made shelter and allowing their Meks to construct a fully operational tellyporta pad.

Of course, Orks being Orks, the status quo didn't last for long. With the humies skulking behind their big metal walls, the Skull-Nobz started fighting amongst themselves to see who was going to be boss. After a string of increasingly violent pit fights, gunfights and brawls the Meks – fearing the Nobz would tear Gofftown to bits – suggested a compromise. They would use the tellyporta pad to beam back to the big humie mountain where Grukk got clobbered. There, the Nobz could dig for da boss' rippy klaw and whoever got his grubby green hands on it first would be the new Warboss. The Skull-Nobz jumped at this plan – after all, Grukk had been the meanest Ork any of his followers had ever seen, and whoever took his klaw as a trophy would surely inherit all that big, bad killing power.

Perhaps it was merely good fortune that saw the Skull-Nobz launch their fateful tellyport mission when they did, or perhaps it was the will of Gork himself. Whatever the truth, the greenskins appeared on Sacred Mountain's slopes in the direct aftermath of Mogrok's meteorite impact. Veiled by clouds of smoke, their appearance went unnoticed by the shell-shocked remnants of the two warring armies, allowing them to dig for their boss' corpse in peace. However, they found rather more than they bargained for.

## KROM DRAGONGAZE

Wolf Lord Krom Dragongaze is competitive to a fault. He seeks always to set himself against his peers, hungering after glorious victory in every form of test and trial. His force of will and piercing glare is so genuinely frightening that it has earned him the nickname 'Fierce-eye' among his brothers. Furthermore, Krom's temper is notoriously volcanic, having led him on several occasions to beat senseless lesser men who questioned his decisions.

Such behaviour has earned Grimnar's censure and has left no love lost between the two lords, yet for all Krom's unrepentant ferocity none could question that he is a true Fenrisian hero. Dragongaze has led his Great Company to one saga-worthy victory after another against the mightiest of foes, from the blood-drenched defeat of the Iron Warriors on Haebral V to the boarding and capture of the space hulk *Prometheus Rising* during the Balros Incursion. Just as he punishes failure, Krom believes in rewarding greatness wherever he sees it, and so his Great Company contains a complement of Wolf Guard second only in size and renown to the Great Wolf's own.

The greenskins of Gofftown stood waiting with bated breath as the tellyport flare died down around the returning Nobz. Their excitement turned to amazement, however, as Warboss Grukk strode from the pad, scarred and hollow-eyed but most definitely still alive. Orks are resilient beyond the ability of Imperial science to explain – though the towering monster had been blasted with grenades, scorched with plasma and had a whole Battlewagon kicked on top of him, he had clung comatose to a mangled sliver of life beneath the wreckage. Had the Imperial forces taken the time to ensure Grukk's demise, they might have put paid to him once and for all, but the war had swept wildly onward leaving no time for clearing up wreckage and bodies.

Thus Grukk had lain undisturbed, his incredible alien physiology seeing him heal a little more each day. Finally, as the Nobz dug down through the wreckage that had cocooned him, Grukk's beady red eyes had snapped open and his killing rage had come boiling to the fore. Now, dropping the Nob whose throat he'd ripped out and flexing the sparking, rusted talons of his power klaw, Grukk swept his furious glare around the greenskins of Gofftown. For a long moment, silence reigned as orkoid brains struggled to process this surprising development, before the entire throng broke into wild roars of 'Waaagh!'. The Boss was back, and soon every luckless humie on Blistered Isle would know it.

Bellowing for the Meks to bring him a fresh shoota, Grukk wasted no time in finding out where the enemy was. He snorted his disgust at tales of the humie fort with its big walls and heaps of dakka. Nothing could stand against Grukk Face-rippa, and hiding behind big walls wouldn't help. Even as Krom Dragongaze was supervising the final preparations of his attack force, Grukk and his tribe were surrounding Fortress 26. The ruins around the Cadian position seethed with greenskins and weird war engines as Grukk prepared to smash the humie fortress flat.



# OPENING SALVOES

Wolf Lord Krom Dragongaze is on the hunt, looking to add another glorious verse to his already mighty saga. However his chosen quarry, Warlord Grukk Face-rippa, is dangerous game indeed. Rushing to battle with their blood singing and their voices raised in warriors' boasts, Krom's warband are soon to discover that to underestimate the greenskin menace is to charge headlong into the deadliest danger.

## PRIDE BEFORE A FALL

The rushing waves turned to a flickering collage of grey, black and gold as *Vengeful Howl* swept in over the coast of Blistered Isle. The Cadian distress signal had become clearer as the Thunderhawk neared the island. Now, quite suddenly, it cut out amid a final snarl of screams and static, yet it made no difference to Wolf Lord Krom. The Space Wolves' attack vector was already locked in, red hazard lights strobing through the craft's interior as the warriors on board readied themselves for battle. Over their ebullient war cries came the voice of Iron Priest Alvard announcing thirty seconds to contact. Krom felt his twin hearts thudding with excitement as the ruined cityscape swept by below him. What followed would be a fight for the sagas!

Engines bellowing, the Thunderhawk swooped low over the blackened carcass of a hab stack, and suddenly Fortress 26 came into view dead ahead. Dragongaze saw a broad, statue-lined plaza crawling with greenskins, and a tangle of interlinked buildings sheeting lasgun fire into the xenos horde. He had a fleeting glimpse of armoured orkoid walkers smashing their way through the fortress' walls, and flames belching from its windows. Then the ruins below flared with pulsing green light, and the Thunderhawk lurched as though kicked by a sky-giant.

Krom was launched from his feet, slamming into the co-pilot's throne as warning hymns filled the cockpit and Alvard fought with his controls. *Vengeful Howl* lurched again, dropping so suddenly that Krom was thrown straight up, his head cracking against the ceiling with enough force to kill a lesser man. Krom's vision drowned in darkness and starbursts, and consciousness was swept away.

## STRUCK FROM THE SKIES

When Krom awoke, he did so to the sneaking suspicion that ice trolls had used his skull for an anvil. A thudding pain pulsed behind his bionic eye, and the harsh tang of sulphur and acid was thick in the back of his throat. Hauling himself to his feet, the Wolf Lord's face darkened as he took in his surroundings. Watery, late afternoon sun fell upon him through the twisted branches of the acid-woods. Sulphurous mist drifted between the trunks of the trees – the fumes rose from the marshy ground to wind sluggishly about the legs of his Wolf Guard, Grey Hunters and Blood Claws where they stood patching minor wounds or keeping watch. A long trail of devastation cut through the acid-bogs and close-packed woodland, a deep and blackened trench sizzling with acidic ground-water that led to the battered form of the *Vengeful Howl*.

Shaking the ringing from his ears, Krom strode across the equipment-strewn clearing, bellowing for an explanation. This he received from the pack-leader of his Wolf Guard, the stern-eyed Beoric Winterfang. Standing firm in the face of the Fierce-eye's anger, the veteran warrior explained that they had been shot down by some kind of strange greenskin field artillery. The enemy guns had projected a powerful force field intended to snatch the *Vengeful Howl* from the skies and fling the craft bodily into Fortress 26 – it was only through the skilful piloting of Alvard that the Space Wolves had escaped alive. As it was, a great section of the Thunderhawk's hull had been torn loose and its machine spirit stunned into incomprehension. Fighting unresponsive controls, the Iron Priest had kept them in the air long enough to clear the fuming peaks of the Hollow Hills, but had finally lost his battle with gravity as the Thunderhawk ploughed nose-first into the outskirts of the acid-woods.

Even now, the venerable Iron Priest and his Servitors were working to restore their craft to function, but *Vengeful Howl* had seen better days. The work might take hours, even days to complete. Krom cursed bitterly at this news, for it was a delay he could ill afford. Krom knew that the wisest thing to do would be to attempt contact with the main body of Grimnar's forces, but the Wolf Lord's pride would not allow it. Bad enough that he had abandoned his command in search of personal glory. If he now called for help from allies that might even now be fully embattled with the real





foe, Krom Dragongaze and his Great Company would be a laughing stock. The punishment for a failure of such magnitude would surely be severe, and the damage to Krom's reputation irreparable. No, he thought, he would not cry for help like some fool lost in a blizzard. Instead, he would fight his way to glory. He would claim Warlord Gruk's head in single combat, even if he had to march all the way across Blistered Isle to do so.

So resolved, Krom barked a string of orders, swiftly marshalling his men into two forces. The Wolf Lord himself would depart at once, taking with him his loyal Wolf Guard and hot-headed Blood Claws. They would return to Fortress 26 on foot, performing a swift night march across the Hollow Hills to fall upon Gruk's warband from the east. Meanwhile, his Grey Hunters would remain at the crash site, charged with the duty of protecting Alvard while he completed repairs to their Thunderhawk. As soon as the craft was operational, the two forces would unite once more and put paid to Warlord Gruk once and for all.

## BLOOD IN THE MISTS

In the wake of Wolf Lord Krom's departure, his loyal Grey Hunters settled in to stand watch. Level-headed and dutiful, the veteran Fenrisians walked the perimeter of the crash site and Alvard laboured on deep in the craft's guts as the daylight fled and a dense mist rolled in to take its place. Suddenly, a flash of green energy lit the mists to the south and the pungent tang of Ork assaulted the Fenrisians' nostrils. Reacting with practised calm, pack leader Hengist Ironaxe voxed his pack-mates, ordering them into a defensive spread around the flank of the Thunderhawk where they could protect Alvard at his work. Superhuman senses strained to penetrate the muffling murk of the mists as the Grey Hunters trained their weapons out into the darkness.

When the attack came it did so with sudden fury. One moment, Ironaxe's men stood poised like mist-wreathed statues. The next, the night was alive with running, yelling shapes and the Grey Hunters' guns were blazing in their fists. Lokrir Coldeye, the squad's plasma gunner, was first to open fire as his ears caught the sound of scurrying feet. The mist around him glowed like an azure gas lantern as his plasma gun howled, spitting blasts of energy into the gloom. As they burst amongst the foe, the plasma rounds illuminated shrieking Gretchin wielding rusted shivs and lumpy pistols. Lokrir's fire reduced several of the stunted greenskins to ash and sent their comrades fleeing in terror, yet there were dozens more of the diminutive greenskins closing in from all sides.

The Grey Hunters blazed away, their weapons' roar muffled by the cloying fog. Grots squealed and died in droves, their ruined corpses littering the boggy ground beneath the trees. Ironaxe's warriors quickly adopted the best firing discipline for their numerous foe, unbroken streams of bolt rounds giving their enemies no chance to respond. Frantic return fire whined in toward the Space Wolves, crude slugs sparking off their armour and punching splinters from the trunks of trees to no great effect. Then, amid a second blazing flare of energy, Gruk Face-rippa and a handpicked mob of his biggest, meanest Skull-Nobz joined the fight.



From the moment the Warboss' bestial roars echoed between the trees, Hengist Ironaxe knew his men were in trouble. The Nobz bulled forward through the Space Wolves' fire, mass reactive bolts glancing from their crude but effective body armour as they closed the gap. One especially ugly brute charged head-down into the fray, bull-horned helm smashing a Fenrisian through a tree-trunk with a splintering crack. Gruk thundered into the Grey Hunters like a battering ram, eyes bulging and jaws agape as he vented weeks of built up rage on his luckless foes. The massive greenskin swung a titanic overarm blow, hammering old Uller into the mud in a shower of blood and shattered bone. Hengist howled in rage and denial as the old warrior died, levelling his bolt pistol at Gruk's head and squeezing his trigger. To his astonishment, one of the Skull-Nobz lunged into the shot's path in a moment of brute selflessness. The whistling bolt blew out the Ork's skull in a spray of liquidised brains, but it was cold comfort to Ironaxe as his true target rampaged on unharmed.

Hengist had not become a pack leader by squandering the lives of his men and, as more Nobz surged from the darkness to join the melee, he realised the Grey Hunters could not win this engagement. Even now, the hulking Ork Warboss was tearing his way in through the flank of *Vengeful Howl*, roaring his bloodlust as he took his power claw to the defiant Iron Priest Alvard. Barely half the Grey Hunters remained on their feet, meanwhile, and they were no use to Lord Dragongaze as corpses. Snarling a curse that would curl a troll's toes, Hengist ordered his surviving men to disengage. Swiftly and brutally, the Grey Hunters blasted and hacked their way to freedom, retreating west into the darkened woodland on the trail of their Wolf Lord. Bloodcurdling roars and agonised howls chased them like vengeful ghosts, fading to muffled silence as the Space Wolves melted into the sulphurous gloom, forced to leave their fallen behind.



# VIOLENT RETRIBUTION

Warlord Gruk's tellyport attack against the crashed Space Wolf Thunderhawk has left the craft crippled and its defenders mostly dead. However, amid the turgid tangle of atmospheric distortion created by the meteor impact on Sacred Isle, long range vox is all but useless. Thus, Wolf Lord Krom presses on with his hunt for the greenskin foe, unaware of the slain pack-mates who now lie fallen in his wake.

## MARCH ON FORTRESS 26

Dawn's cold light found Krom Dragongaze and his warband emerging from a rocky ravine amid the feet of the Hollow Hills. They had pressed on through the night without rest, scaling rocky, steam-venting slopes, picking their way between sizzling acid pools and leaping across black-mawed chasms. It was a march that would have left most soldiers exhausted at best, if not maimed or killed by the hazards they had faced. To a Space Marine such things were but a minor inconvenience – as the Space Wolves made their way into the blackened ruins of the refinery sector, they remained hard-eyed and eager for battle. In this they would not be disappointed.

From the moment Krom's Wolf Guard and Blood Claws entered the urban sprawl they held their weapons ready for battle. The Blood Claws led the way, nostrils flaring and ears straining as they stalked through the ruins with half an eye on every shadowed doorway. Krom could see how eager the young warriors were for a fight, each Blood Claw all but shaking with anticipation. Yet to their credit the fierce youths maintained their discipline, scouting ahead of the massively armoured Wolf Guard Terminators with commendable restraint. Perhaps an hour after Krom's force left the Hollow Hills behind them, the Blood Claws' pack leader, Egil Redfist, voxed back word that the greenskins had been located.

It came as no surprise to Krom to hear that Fortress 26 was no more, yet still he felt a flicker of regret that the valiant Cadians had been overrun. This spark of sorrow was swiftly fanned to a fiery need for vengeance as the Blood Claws reported swarms of the foe still crawling across the fortress' gutted ruin. Crouched amid the tumbled bones of an Ecclesiarchal shrine, Redfist's pack had picked out dozens of Gretchin moving amid the ruins of Fortress 26. Directed in their labours by hulking Ork slavers, the scrawny greenskins were pulling the entire site apart piece by piece. Larger shapes moved among the sweating gangs of loot-gatherers, Killa Kans using their snapping claws and buzzing saws to tear apart the fort's superstructure. Great heaps of loot were being piled onto wheeled carts and makeshift sleds at one edge of the plaza, ready to be dragged away by the Kans once the harvest was complete.

Furthermore, it seemed that Gruk had left his damnable artillery – the very weapons that had shot down the *Vengeful Howl* – to watch over the salvage operation. Redfist reported that the weird field guns were well dug in amid the ruins on the western edge of the plaza. Their grot crews appeared to be entirely off their guard, lounging around and yelling mocking encouragement to the toiling work-gangs. Closing in through the rubble strewn streets with his Wolf Guard at his heels, Krom allowed himself a hungry, lupine grin. The greenskins obviously thought themselves safe. He would make sure they didn't live to regret their mistake.

## KILLA KANS

Ork technology is rough and ready at best, while what passes for greenskin medicine – dispensed by bloody, saw-wielding lunatics known as Painboyz – is even worse. Still, through a mix of surgical brutality and dubious artifice, the Orks are able to create armoured walkers to hurl into battle. These lurching contraptions are to Space Marine Dreadnoughts what a cave painting is to a stained glass window. In sufficient numbers, however, these Deff Dreads and Killa Kans can wreak shocking destruction amongst their foes.

Where Deff Dreads are piloted by sullen and demented Orks, the smaller but more numerous Killa Kans each house a Gretchin pilot. Wedged in place amid a nightmare tangle of wires, sutures and plugs, these mangled and limbless little horrors are nonetheless delighted by their fate. Life for a grot is a short, painful and largely powerless experience. By contrast, Killa Kan pilots consider themselves lucky beyond their wildest dreams. Ten feet tall, covered in inch thick armour plates, and toting roaring buzz-saws and tank busting heavy weapons, each Killa Kan is a terrifying mechanised monster far removed from the weedy, downtrodden servant its pilot had once been.

## THE JAWS OF THE WOLF

The totem-festooned Terminator armour worn by Krom's Wolf Guard was incredibly potent. It provided his followers with all the firepower and survivability of a mainline battle-tank, though at the cost of a degree of speed – while the Wolf Guard were still trudging through the ruins toward Fortress 26, their Blood Claw comrades were forced to wait in cover, champing at the bit to be set loose upon the foe. Krom was conscious, however, that they still did not know the exact numbers or disposition of the foe, and mindful of the considerable threat posed by the xenos field guns – anything that could put a hole through a Thunderhawk would surely make short work of power armour.

Rather than risk his glory-hungry advance guard pitching themselves into battle prematurely, Dragongaze instead ordered the Blood Claws to work their way around the foe's flank. They were to take up position overlooking the Ork artillery, avoiding direct contact with the foe while they did so. Only when Dragongaze and his Wolf Guard were poised to strike were the Blood Claws to launch their assault, using krak grenades to put a swift end to the field guns and blades to butcher the crews. The explosive demise of the



Orks' artillery would be Krom's signal to attack, the two squads of Space Wolves closing like the jaws of a black maned wolf upon the throat of the foe.

By the time the Wolf Guard were in position, the sky had filled with heavy, ominous banks of clouds and a flat stillness had settled on the air. The daylight had taken on a bruised quality, lending everything a slightly surreal air, while the breeze had faltered and fallen like the last breath of a dying man. Black ash lay thick in drifts about the feet of the ruined buildings, and even the labouring greenskins seemed to detect a building frisson of expectation. Krom sent a single vox-pip to Egil Redfist, his signal answered almost immediately by a rising chorus of howls. The warcry of the Blood Claws cut through the still air over the clanging and banging of the industrious grots – all across the work-site, red eyes widened and ears flattened back in fear. Seconds later, a series of concussive booms echoed across the plaza, columns of fire and crackling green lightning shooting skywards as the Ork field guns went up one after the other. Then the real killing began.

Barging their way through a ruined wall, the Wolf Guard strode into the plaza from the east amid a scatter of brick-dust and shattered ferrocrete. Without so much as breaking stride, each Wolf Guard Terminator squeezed his trigger, spraying fire into the grot-infested ruins before them. Immediate bedlam ensued, Gretchin dashing in all directions and screaming at the tops of their lungs. Krom led his Wolf Guard from the front, weapons readied for the slaughter. These slinking servant-creatures were no true foe, yet still they were filthy xenos, light fingered looters who had aided in the slaughter of good Cadian soldiers. They would all die in this place, and be left to rot.

As the Wolf Guards' steady advance brought them to the very edge of Fortress 26, the enemy seemed to regain some semblance of order. Amongst the ruins, snaggletoothed Orks with long crackling prods were bellowing at their small charges, lashing about themselves to marshal the grots into some kind of battle-line. The Ork walkers, meanwhile, had dropped their armloads of scrap and were now advancing with purpose, shears snipping and guns levelled to fire. Ranek, the Wolf Guard wielder of his squad's heavy flamer, turned his weapon upon the nearest mob of grots. The flamer's hiss turned to a billowing roar as it spat a hungry wall of flaming promethium into the enemy's midst, greenskins squealing piteously as their flesh caught light and ran like tallow. The other Wolf Guard kept up a drumming squall of firepower, storm bolter rounds punching apart scrawny grots and gnarled old slavers in explosive sprays of blood.

Lashed forward by their overseers, more mobs of Gretchin were now scurrying forward through the ruins. Their rusted guns banged and popped as they directed frantic volleys of fire at their hulking assailants, yet the bullets pattered off the Terminators' armour like hailstones. First one mob of grots then another was blown to bits and burned alive, slaughtered wholesale as they attempted to make a break for freedom. Then a sudden volley of rokkits and shoota fire pounded the Wolf Guard, blowing Jurgen Ironjaw from his feet with a lucky hit, and the Fenrisians turned to see armoured walkers bearing down on them.

## WOLF GUARD

The Space Wolves value heroism and glory above all other things. Advancement within the Fenrisian ranks is decided by a mixture of experience, ability and renown, while promotion to command will often go hand in hand with possession of a suitably impressive saga. There are many stages a Space Wolf must pass through on his way to a Wolf Lord's throne, growing from a wild and reckless new recruit as a Blood Claw to a Grey Hunter, possessed of tempered wisdom and guile. If he is counted amongst the most acclaimed heroes of his Great Company, he may then be inducted into the unique brotherhood of deadly veterans called the Wolf Guard.

Wielding powerful weapons and often equipped with rare and valuable suits of Terminator armour, the Wolf Guard act as bodyguards and lieutenants for their Wolf Lord. Furthermore, it is from the ranks of these storied heroes that a Wolf Lord's replacement will be drawn in the event of his death. Induction to the ranks of the Wolf Guard is a massive accolade and a heavy burden both, for it is to these seasoned veterans that the Chapter looks in their darkest hours. Yet the Wolf Guard are equal to the task, serving as the unbreakable backbone of their Chapter's fighting forces.

As the Killa Kans finally lurched into the fight, it was Krom who answered them. Howling his fury, the Wolf Lord charged headlong at the swarm of hissing, clanking walkers with his axe held high. Ducking inside the clumsy swing of a howling saw-arm, Krom aimed three swift, chopping blows at his first assailant's hip. The Killa Kan's leg sheared off in a spray of oily fluids, but Krom was already turning, hacking the barrel from a smoking big shoota before slamming a krak grenade through the vision slit of another Kan. There was a muffled bang, a spray of blood, and the smoking machine keeled slowly over like a felled tree.

The last walker began to back away, trying clumsily to turn on the spot and flee this mad-eyed, howling warrior. It did not get far. Hefting his axe, Krom hurled the blade end-over-end through the air, embedding it in the boiler of the fleeing machine with deadly force. Whistling and venting great gouts of steam, the boiler sluiced gallons of searing water into the Kan's interior. Its pilot shrieked for several moments, the horrible sound reaching a crescendo before choking off into silence. Moments later, frothy, fatty soup began to slop from the walker's rusted seams.

Wrenching his axe from the waterlogged wreck, Krom glanced up, breathing hard with exertion as he took in the fight around him. His Wolf Guard were slaughtering the last of the grots, the Blood Claws now having charged into the fight from the west to cut off the xenos' escape. Finally, thought Krom, things were starting to go to plan. He might not have found his true quarry here, but a good chunk of the greenskin strength had been eradicated. One of his Blood Claws had fallen and a Terminator had been sorely injured, yet these were casualties he could absorb. Better yet, without their field guns the Orks would have no answer to his repaired Thunderhawk when it arrived. Moments later, however, Hengist Ironaxe's pack appeared, and the news they bore turned Krom's grin of victory into a furious scowl of disbelief.



# THE BATTLE OF GOFFTOWN

As the battle for Blistered Isle builds toward its inevitable conclusion the Space Wolves descend upon Gofftown with the fury of the storm itself. Cut off from the rest of Strike Force Stormclaw, driven to a killing fury by the loss of so many pack-mates, the wolves of Fenris are out for blood. It is a fight that the belligerent Warlord Gruk is more than happy to give them – after all, a few new Wolfboy helmets would look great on his Skull-Nobz' banner poles!

## A BRAZEN CHALLENGE

Warlord Gruk was not the sharpest choppa in the loot-heap. However, his violent near-death experience had taught the Face-rippa a lesson about rushing into a fight unprepared. Accordingly, after his successful tellyport attack upon the Wolfboyz' crash site he hadn't just gone charging off after the rest of the Space Marines. Instead, he and his surviving Skull-Nobz had been whisked back to Gofftown in a blaze of green energy, covered in blood and gory trophies. There, Gruk had stomped about making as much racket as he could, getting the ladz all fired up and making sure his Meks built plenty more stompy walkers. He figured the Wolfboyz would come and get it soon enough once they realised what he'd done to their mates, and he wanted his ad hoc tribe ready when they did.

Two days after the battle in the acid-woods, as Gruk heard his grot lookouts begin to shriek, he knew his preparations had not been in vain. Power klaw revving, attack squig slobbering about his feet, Gruk stomped from his boss' hut. As he crunched his way across broken ferrocrete toward the edge of Gofftown his ladz fell in around him, Skrak's Skull-Nobz wading through old Rustgob's Sneaky Runts and Krumpa's hissing, waddling Kans. Behind him, Gruk heard the Mouth of Gork rumbling like the gods' own war drums, eager for the fight to come.

## GREY HUNTERS

The Grey Hunters form the reliable mainstay of every Wolf Lord's Great Company. These capable and versatile warriors have already cut their fangs in the Blood Claw packs, years of battle teaching them patience and wisdom. This is not to say that Grey Hunters are anything other than deadly at close quarters – they are still Space Wolves, after all. Rather, a pack of Grey Hunters will know when to charge headlong into the foe, and when to hold back from the fight and gun down their enemies instead.

It is from the ranks of the Grey Hunters that most of the more veteran Fenrisian formations are drawn. Long Fangs, Wolf Guard and Wolf Scouts, nearly all will be Grey Hunters before they adopt or inherit their more specialised roles. For this reason, the Grey Hunters train hard to hone all the manifold skills required in war. They can track the enemy through howling blizzards or steaming jungles alike. They can fight with a wide variety of specialised hand-to-hand weaponry, and wield boltguns, plasma guns, meltas and flamers with equal skill. Most importantly, they learn to read the ebb and flow of battle, remaining calm and in control of themselves no matter how much their feral nature may howl for bloodshed.

Wolf Lord Krom had made no attempt at stealth as he had marched upon Gofftown. His fury had been too great for that. Indeed, upon learning of his Thunderhawk's destruction, only physical restraint by two of his Wolf Guard had prevented the Fierce-eye from tearing out Hengist Ironaxe's throat. Instead, Dragongaze had turned his anger upon the Orks. Hauling the last living slaver from the wreckage of Fortress 26, Krom had begun shattering its bones one at a time with his armoured fists. Finally, pointing with one shaking, broken finger, it had given up the location of the Ork stronghold. Satisfied, the Wolf Lord had torn the slaver's head from its shoulders and driven it onto a spike of scrap before ordering an immediate march.

As the Fenrisians had slogged through the ruins toward the southern headland, the clouds had continued to darken above them. Rolling in from the north, massive banks of black smoke and swirling vapour filled the skies. Arcs of blue-white lightning leapt and danced in their depths, charging the air until ghostly corposant crawled across armour and weapons alike. The Space Wolves muttered that it was an omen, and that their fight for vengeance would be fuelled by the wrath of the storm. Krom Dragongaze said nothing – in his mind, the storm seemed a reflection of his own black and terrible fury. Soon both would vent their full force upon the greenskin defenders of Gofftown, and then there would be a reckoning.

It was two hours after dawn when Krom's surviving Space Wolves came in sight of Gofftown, yet the sky had grown so dark that it might as well have been midnight. The battered, ramshackle buildings of the generatorum stood stark against the looming bulk of the offshore volcano, silhouetted by the mountain's ruddy fires. Here and there amid the tangles of loot and wire, mobs of savage figures could be seen stamping and waving crude weapons as they readied themselves for war. Over the crack and growl of the clouds above, Krom and his followers could hear bellows of 'Waaagh!' rolling down the headland from the midst of the foe. Finally breaking his long, brooding silence, the Fierce-eye turned to bellow at his warriors. Ordering the attack and crying vengeance for his fallen pack-mates, Wolf Lord Krom Dragongaze threw back his head and loosed a howl that was taken up by every man of his command. Above, thunder snarled and roared as though the storm was answering the Fenrisians' wrath, and then, even as the first blazing bolt of lightning arced earthwards, the Space Wolves charged.

## WAR IN THE STORM

The Fenrisians pelted up the steep, rubble strewn headland and their greenskin enemies surged forth to meet them. As the waves crashed against the rocks below and the storm



bellowed madly above, the two forces slammed together on the very outskirts of Gofftown. Herded before their larger cousins, Rustgob's Runts cowered and shrieked as the full fury of the lightning storm broke overhead. The small greenskins fired frantic volleys of shots, a lucky round punching through the eye of a charging Blood Claw. Moments later, the young warrior's pack-mates crashed headlong into the Gretchin with howls of rage. In moments the grots were reduced to a tangle of bloodied bodies. Meanwhile, Hengist Ironaxe's Grey Hunters traded heavy fire with Krumpa's slab-sided Killa Kans as they emerged from between two generatorum stacks. Whistling rokkits and glowing plasma bolts scorched the air between the two squads. One grot walker shuddered with explosions as it crashed over backward. Sven Threeclaw was reduced to glowing sludge from the waist down by a searing energy blast. Viciously, desperately, the two forces fought on.

It was in the centre of the line that the hardest fighting occurred. Here, beneath the looming, energy-wreathed shadow of the tellyporta array, Krom Dragongaze led his Wolf Guard Terminators against Gruk Face-rippa and his Skull-Nobz. Flames jetted out from both squads as the distance closed, licking over armour and flesh. Blinded, one of the Nobz reeled straight into the thunderous punch of a power fist, only for another horn-helmeted greenskin to rip that same Wolf Guard's arm from its socket and head-butt its owner to his knees. Here a rune-etched power blade sliced through green flesh. There a massive, whirl-toothed saw churned madly against Terminator armour until spraying sparks became gushing gore. Yet none could match Krom and Gruk for sheer ferocity.

Krom screamed naked bloodlust as he hurled himself at his despised foe. A bolt of lightning seared down from the clouds, exploding within yards of the combat as Krom's axe struck sparks from the Face-rippa's massive klaw. As his foe stepped back, Gruk roared, swinging an enormous haymaker that would have torn Krom in two had it connected. Instead, Gruk's saw churned through empty air as he overextended himself. Dragongaze, seizing his chance, howled in victory as he swung his axe up for the killing blow, only for an orange ball of flesh and teeth to knock him sprawling. Near apoplectic, the Fierce-eye shook Gruk's squig from his breastplate, cursing at the deep and bloody gashes its teeth had gouged. As a shadow fell over him, Dragongaze rolled frantically, pure instinct carrying him aside as Gruk's massive klaw pummelled a crater in the rockcrete. Gruk roared his frustration, the bellow turning to agony as the Wolf Lord's axe hacked deep into the Ork's ribs. A shocking gout of blood gushed forth, but it was Krom's turn to yell in pain as Gruk's forehead hammered into his own, cracking bone and spilling the dazed Wolf Lord to the floor once again. Gruk raised his klaw for one last blow, victory writ large on his leering face.

Then suddenly the surviving Space Wolves were there, howling wildly as they drove the greenskins off. Gruk roared with frustration as one bolt shell after another slammed into his armoured chest, punching him back into the midst of his ladz. Wolf Guard, Blood Claws and Grey Hunters formed a thin circle around their fallen lord as the Orks prepared to charge once more. And then, with a glare like a false dawn, a bolt of lightning spat from the sky and

## ORK NOBZ

An Ork who is big, bad and brutal enough will soon learn that he has the clout to push around those greenskins smaller than himself. Most Orks and grots will instinctively follow these outsized bullies, referring to them as bosses or Nobz. Lording it over their smaller kin has a number of advantages for the Nobz, usually meaning that they wind up all the best shiny gubbinz, killy wotnots and flashy kit while a scrum of grots and Boyz does most of their running around for them.

Privilege and power comes with one obvious drawback, however, this being that every Ork who isn't yet a Nob wants more than anything to be one. Most Nobz must stave off a steady stream of challengers, usually through the medium of bone-breakingly brutal pit fights to the death. Successful Nobz will have survived not only the fires of countless wars, but the murderous attentions of their own underlings to boot. Therefore, between their arsenal of deadly weapons, their tough, battle-scarred hides and their merciless killer instincts, Nobz are amongst the most dangerous Orks in a warband. Those who do not lead mobs of their own will form retinues for their Warboss, following their bellowing leader into all the best fights while watching for a chance to seize power for themselves.

slammed into the tellyporta array. The combatants looked on in alarm as the Mek-built contraption began to spark and shudder, emitting an ominous rising whine. Gruk roared with anger as one of his Meks, eyes wide with panic, produced a glowy remote controller and hammered madly at its buttons. There was a sudden explosion of bright green fire, and when the Ork warlord lowered his arm and blinked the glare from his eyes, the tellyporta – and all the Wolves who had stood in its shadow – were simply gone.

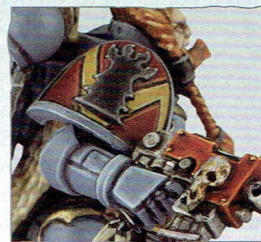
## UNFINISHED BUSINESS

As the tellyport energy faded, the surviving Space Wolves looked at each with superstitious awe. They stood in a deep crater, surrounded by the wrecked remains of the xenos teleporter. Their wounded stirred and moaned in confusion, Dragongaze amongst them. Beoric Winterfang glared up at skies suddenly filled with watery daylight, and his eyes widened as he realised his vox had filled with voices. Imperial voices. Winterfang opened a channel and sent an open hail, chuckling at the surprised responses. It seemed that by pure good fortune, the misfiring alien device had delivered Krom Dragongaze and his surviving warriors from destruction and back into the war. Of course, Beoric doubted how pleased the Fierce-eye would be when he awoke to find his quarry lost, but sometimes the tide washes in and sometimes it sweeps away. Shrugging, the Wolf Guard gathered up his fallen lord, rallied the surviving Fenrisians, and made for friendly lines.

Meanwhile, amid the blackened ruins of Gofftown, Gruk raged and smashed as the storm swept away over the horizon. He'd lost his enemies, his tellyporta, and his temper to boot. Yet Gruk's rampage slowed as Bossnob Skrak's yelling penetrated the fug of rage around his brain. Face-rippa blinked as he realised there was one more way off this island and back into the war. It was time to go fix up that great big humie flyin' machine...



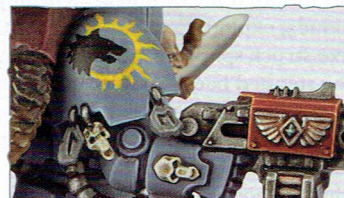
# HERALDRY OF STORMCLAW



Krom Dragongaze has a stylised version of his Company marking on his left shoulder pad. The fiery sun complements his orange hair and patterned red cloak.



Egil Redfist's Blood Claws' pack marking is a striking yellow jagged line across a red field. The red colour is also used on the unit's weapons.



Grey Hunter pack markings are red and black. Ironaxe's squad have stylized black spikes on a red field. The unit's banner shows a rampant wolf in the same colours.



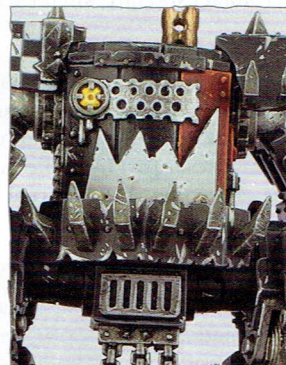
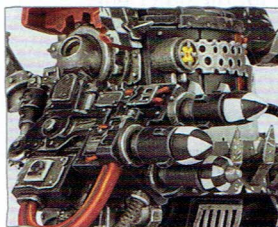
On the Wolf Guard Terminators the Company marking is displayed on the right shoulder pad as their left shoulder bears the Crux Terminatus.





Warlord Gruk comes from the Goff clan of Orks and so he bears the traditional black and white colour scheme. He also has a jagged teeth pattern on his right shoulder, painted in a bright red to match his vicious attack squig.

Skrak's Skull-Nobz also sport Goff markings as they come from the same clan. Note the intricate chequerboard pattern on the shoulder pads that is synonymous with the powerful Goff clan.



Krumpa's Killa Kans also bear a predominantly black and white colour scheme, although in deference to Warlord Gruk they also feature splashes of red across their hulls.



# GAME RULES & MISSIONS

On the following pages you will find all of the rules and information that you need in order to use the Citadel miniatures from *Sanctus Reach: Stormclaw* in games of Warhammer 40,000. We have also included a selection of new missions based on the events that took place in the Stormclaw campaign, and which can be fought using the Citadel miniatures included with *Sanctus Reach: Stormclaw*. This means that, as long as you have *Warhammer 40,000: The Rules*, you can start playing as soon as you get the miniatures assembled!

## MISSIONS

This book includes several Warhammer 40,000 missions inspired by the pivotal battles of the Stormclaw campaign. All of the missions can be fought using just the miniatures provided with *Sanctus Reach: Stormclaw*, or can be expanded to use additional Citadel miniatures from your collection if you wish.

There are several ways in which you can use the missions. The first is simply to select a particular mission you are excited about and fight it out using the Citadel miniatures provided with *Sanctus Reach: Stormclaw*. The Armies section of each mission provides guidance on the forces present so that you can replay the pivotal battles using the units, characters and Formations described in the background section of this book.

Another way to use these missions is to play a campaign. You can do this by simply playing through the missions sequentially. If you do so, keep a note of your cumulative Victory points, and the winner of the campaign is the player with the highest score. If you are playing a campaign, we suggest you maintain the same side (the Orks or the Space Wolves) throughout the course of the campaign, but upon its completion swap roles and see how much better (or worse) you fare when fighting for the other side.

## MISSION RULES

However you use these missions, it only requires a handful of modifications to the Preparing for Battle rules in the rulebook. These modifications are described in the missions themselves. Apart from the modifications, each mission uses the same rules as the Eternal War missions in the rulebook.

## DATASHEETS

The Datasheets section includes background and rules information that describe the forces used by the Space Wolves and Orks during the Stormclaw campaign – their warriors, their vehicles and the characters that lead them to battle. Each unit of models included with *Sanctus Reach: Stormclaw* has a datasheet. Each datasheet contains a detailed description of the unit along with all the following rules information to use it in your games of Warhammer 40,000:

**Faction:** The unit's Faction will be shown with a symbol. The symbols for these Factions are defined in *Warhammer 40,000: The Rules*. The units described in this book have either the Orks or Space Wolves Faction.

**Battlefield Role:** The unit's Battlefield Role is shown with a symbol. The symbols for these battlefield roles are defined in *Warhammer 40,000: The Rules*.

**Unit Name:** At the start of each Army List Entry you will find the name of the unit alongside the points cost of the unit.

**Unit Profile:** This section will show the profile of any models the unit can include, even if they are upgrades.

**Unit Type:** This refers to the unit type rules in *Warhammer 40,000: The Rules*. For example, a unit may be classed as Infantry or Vehicle, which will subject it to a number of rules regarding movement, shooting, assaulting etc.

**Unit Composition:** This will show the number and type of models that make up the unit. If the Unit Composition includes the word 'Unique', then you may only include one of this unit in your army.

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

**Warlord Traits:** If a character has a specific Warlord Trait, it will be listed on its datasheet.

**Relic of the Fang/Gift of Gork and Mork:** Any unique item of wargear the model has will be detailed on its datasheet.

**Special Rules:** Any special rules that apply to the models in the unit are listed on its datasheet. With the exception of 'Ere We Go!' and Mob Rule, which are described on page 31, a special rule that is not explained on the datasheet will be explained in the Special Rules section of the rulebook.

## STORMCLAW FORMATIONS

This book includes two new Formations that you can use in any of your games of Warhammer 40,000. These are denoted by the icon shown here.



## WARGEAR

The weapons and wargear used by the Orks and Space Wolves forces included with *Sanctus Reach: Stormclaw* can be found after the datasheets in their respective sections. If an item of wargear is not explained in either the Orks or Space Wolves wargear sections, its rules will be found in *Warhammer 40,000: The Rules*.



# GREEN TIDE, GREY FOG

The Space Wolves Thunderhawk has been shot down and has crashed in the acid-woods on the eastern side of Blistered Isle. Krom has left some of his Grey Hunters to guard the crash site, while he takes most of his force off to hunt down the Orks. As night falls, a dense fog rolls in. Seizing his chance, Gruk, his most trusted Nobz, and a mob of Gretchin tellyport in to attack the crash site.

## THE ARMIES

One player commands the Space Wolves, the other the Orks. Each player takes the following models:

### SPACE WOLVES ARMY

Hengist Ironaxe's Grey Hunters (pg 20)

### ORK ARMY

Gruk Face-rippa (pg 24)

Skrak's Skull-Nobz (pg 26)

Rustgob's Runts (pg 27)

## THE BATTLEFIELD

Use the deployment map included with this mission. Set up terrain as described in the rulebook.

## DEPLOYMENT

The Space Wolves player deploys first, in his deployment zone. All models in his army must deploy within 6" of the centre of the table. The Ork player deploys second. All Ork units must deploy using the rules for Deep Strike. Before deploying a unit, the Ork player must roll a D6. On a roll of 1-4, that unit must aim to Deep Strike within the quarter of the table that bears the same number as the dice roll (see the deployment map), before rolling to see if they scatter. On a roll of 5 or 6 they can aim to arrive anywhere on the table, before rolling to scatter. Neither side can place units in Reserve in this mission.

## FIRST TURN

The Space Wolves player goes first unless the Ork player can Seize the Initiative (see *Warhammer 40,000: The Rules*).

## GAME LENGTH

The game continues until either one army is completely destroyed, or a Space Wolves model exits the battlefield.

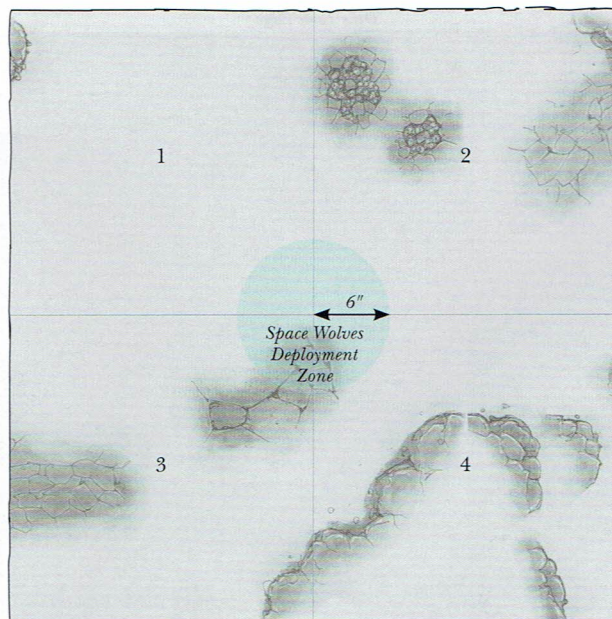
## VICTORY CONDITIONS

At the end of the game, the Ork player wins if the Space Wolves army has been completely destroyed. Any other result is a Space Wolves victory. Units that are Falling Back at the end of the game, and units that are not on the board at the end of the game, do NOT count as destroyed for the purposes of these victory conditions.

## MISSION SPECIAL RULES

**Fog & Gloom:** The maximum range for any line of sight in this mission is 12".

**The Better Part of Valour:** Space Wolves models that start their Movement phase within 6" of a table edge and not in the line of sight of any models in the Ork army can leave the battle. The battle ends immediately when this happens.





# FORTRESS 26

Still unaware of the fate of his Thunderhawk and its guards, Krom and his Blood Claws and Wolf Guard emerge from the Hollow Hills into the built up western side of Blistered Isle. They make their way to the ruins of Fortress 26, the Cadian fortification in the middle of the refinery district. Krom leads the Wolf Guard in a frontal assault against the greenskins defending the ruins of Fortress 26, while ordering his Blood Claws to launch a flank attack.

## THE ARMIES

One player commands the Space Wolves, the other the Orks. The players take the following units:

### SPACE WOLVES ARMY

Krom Dragongaze (pg 18)

The Fierce-Eye's Wolf Guard (pg 19)

Egil Redfist's Blood Claws (pg 21)

### ORK ARMY

Rustgob's Runts (pg 27)

Krumpa's Killa Kans (pg 28)

(The Ork army does not have a Warlord in this mission)

## THE BATTLEFIELD

Use the deployment map included with this mission. Then, set up terrain as described in *Warhammer 40,000: The Rules*.

## DEPLOYMENT

The Ork player deploys first. He deploys his units anywhere that is more than 6" away from a table edge. In this mission, the models in Krumpa's Killa Kans unit are individual units. No Ork units start the battle in Reserve.

The Space Wolves player deploys second. He must deploy Krom Dragongaze and the Fierce-Eye's Wolf Guard in his deployment zone. Egil Redfist's Blood Claws start the battle in Reserve.

## FIRST TURN

The Space Wolves player goes first.

## GAME LENGTH

This mission uses Variable Game Length (see *Warhammer 40,000: The Rules*).

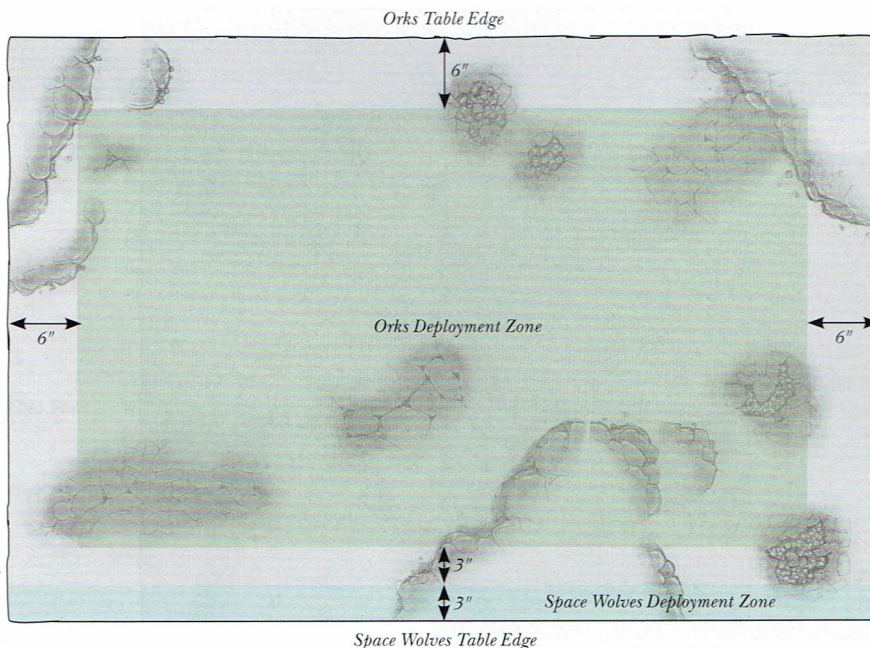
## VICTORY CONDITIONS

At the end of the game, each player receives 1 Victory Point for each opposing unit that has been completely destroyed. If the Space Wolves player beats the Ork player's score by 4 or more Victory Points, then the Space Wolves win the battle. Any other result is an Ork Victory. Units that are Falling Back at the end of the game count as destroyed for the purposes of this mission.

## MISSION SPECIAL RULES

### Reserves.

**Plenty More Where They Came From:** Any Ork unit that is completely destroyed is replaced by an identical unit, at full strength and with any damage repaired. The replacement unit is placed in Ongoing Reserves and will arrive in the Ork player's next turn. Vehicles that are wrecked can be removed from play to provide replacement models. Note that the Space Wolves player receives 1 Victory Point each time a unit is completely destroyed.



Space Wolves Table Edge



# GOFFTOWN

The Space Wolves finally reach Gofftown, an Ork settlement on the narrow southern headland of the island. The crude buildings are built from the ruins of Blistered Isle's generatorum complex, and centred around a massive tellyporta pad. As acidic ocean waves crash below, a storm breaks overhead that is so powerful it is bombarding the battlefield with crackling bolts of lightning. The scene is set for a titanic final battle between the two armies.

## THE ARMIES

One player commands the Space Wolves, the other the Orks. Each player takes one of the following Formations:

### SPACE WOLVES ARMY

The Fierce-Eye's Finest (pg 23)

### ORK ARMY

Grukk's Rippin' Krew (pg 29)

## THE BATTLEFIELD

Use the deployment map included with this mission. Then, set up terrain as described in *Warhammer 40,000: The Rules*.

## DEPLOYMENT

The Space Wolves player deploys his army first, using the deployment zone shown below. The Ork player deploys second, in his deployment zone.

## FIRST TURN

The Space Wolves player goes first unless the Ork player can Seize the Initiative (see *Warhammer 40,000: The Rules*).

## GAME LENGTH

This mission uses Variable Game Length (see *Warhammer 40,000: The Rules*).

## VICTORY CONDITIONS

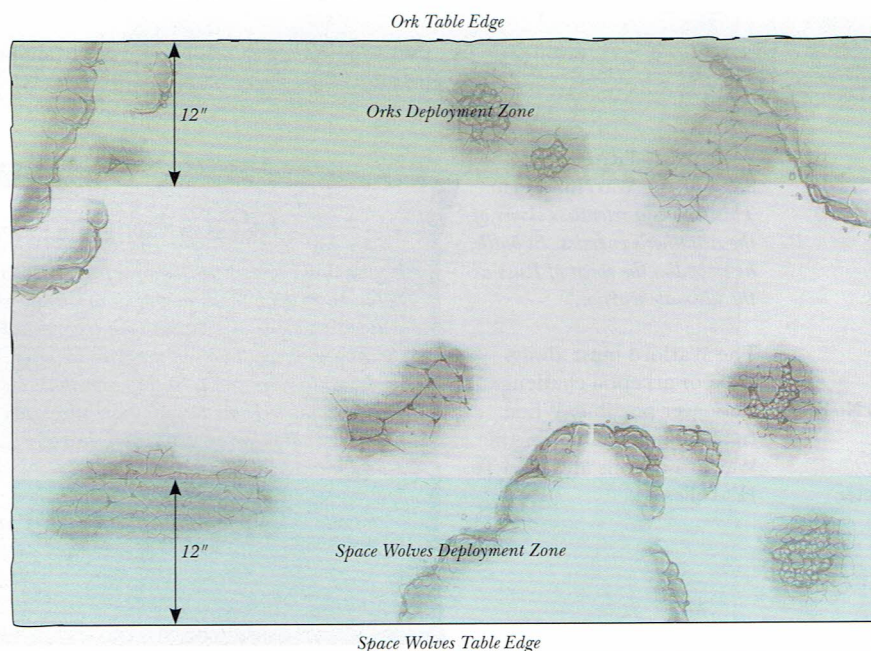
At the end of the game, each player receives 1 Victory Point for each opposing unit that has been completely destroyed. The player who has scored the most Victory Points is the winner. If both players have the same number of Victory Points, the game is a draw. Units that are Falling Back at the end of the game, and units that are not on the board at the end of the game, count as destroyed for the purposes of this mission.

## MISSION SPECIAL RULES

### Night Fighting.

**Lightning Strikes:** At the start of each Shooting phase, the player whose turn it currently is rolls a D6. On a roll of 1-5 nothing happens. On a roll of 6, a randomly determined unit in the enemy army is struck by lightning. That unit immediately suffers D6 Strength 7 AP- hits, which are Randomly Allocated.

**Vendetta:** If either side's Warlord is removed as a casualty whilst fighting a challenge against the Warlord of the opposing army, then the opposing side receives D3 extra Victory Points at the end of the game.







# KROM DRAGONGAZE

THE FIERCE-EYE

135  
Points



Krom Dragongaze's saga is long and blood-drenched, featuring heroic victories and epic duels in great number. However, though his string of victories is beyond question, there are many who mutter darkly of his methods. Krom's temper is little short of volcanic – his nickname of Fierce-eye stemming from the furious intensity of his rage-filled stare – and he will suffer no impediment to his perpetual hunt for glory. For every moment of shining heroism in Krom's past, there is an instance of bloody-mindedness or needless barbarism that overshadows it, and the Wolf Lord has been in and out of Logan Grimnar's good graces time and again. Krom is belligerent and competitive to a fault, with little humour or humility to leaven his hard-eyed aggression, and he and his fellow lords have butted heads on many occasions. Yet for all this, Krom Dragongaze is a deadly weapon in Logan Grimnar's arsenal, for his uncompromising ferocity is as dangerous to the foe as it is wearing to his allies – there is no corner out of which the Fierce-eye cannot fight, and no foe he cannot best.

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

Unit Type  
Infantry (Character)

Unit Composition  
1 (Unique)

## WARGEAR:

- Power armour (pg 22)
- Bolt pistol
- Frag grenades
- Krak grenades
- Belt of Russ (pg 22)

## SPECIAL RULES:

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

## WARLORD TRAIT:

### Saga of the Warrior Born:

*This hero is a relentless slayer of the Allfather's enemies. In battle, he embodies the spirit of Russ as the ultimate warrior.*

The Warlord must always issue or accept a challenge whenever possible. When fighting in a challenge, the Warlord re-rolls all failed To Hit rolls.

## RELICS OF THE FANG

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

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





# THE FIERCE-EYE'S WOLF GUARD

230  
Points



For all his faults, Krom Dragongaze inspires a fierce loyalty in his followers. Success in his Great Company brings rich reward, and an act of heroism can lead to a swift promotion to the Fierce-eye's sizeable host of Wolf Guard. These warriors are by turns tolerant of their Lord's fiery outbursts and intensely proud of his – and their – many heroic achievements. The pack of Wolf Guard that accompanied Krom to Blistered Isle were led by the redoubtable Beoric Winterfang. This venerable warrior has fought for his Chapter for over two centuries, and his glacial calm complements well the fiery wrath of his Wolf Lord. The rest of Beoric's pack are similarly veteran heroes, each one a courageous campaigner clad in the finest armour and armed with the most potent weapons their Chapter armoury can provide.

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

## WARGEAR:

- All models in the unit have Terminator armour (pg 22).
- Beoric Winterfang has a storm bolter and frost sword (pg 22).
- 1 Wolf Guard Terminator has a thunder hammer and storm shield (pg 22).
- 1 Wolf Guard Terminator has a heavy flamer and power fist.
- 1 Wolf Guard Terminator has a storm bolter and power fist.
- 1 Wolf Guard Terminator has a storm bolter and chainfist.

## SPECIAL RULES:

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







# HENGIST IRONAXE'S GREY HUNTERS

125  
Points



Hengist Ironaxe's pack are as brave and capable a squad of Grey Hunters as any Wolf Lord could wish for. Ironaxe, in particular, is renowned for his level head and calm determination in the face of any odds. It was this unwavering restraint that saw Ironaxe and his pack-mates hold the western gate during the siege of Angels' Folly – faced by an onrushing tide of Tyranid weapon-beasts and with the gate's controls burned out through sabotage, the Grey Hunters stood alone against terrible odds. Ironaxe's pack held their position and applied careful, methodical fire-patterns to slow the foe's advance. So successful was the Grey Hunters' determined defence that they bought time for an orbital bombardment to fall upon the Tyranids, scattering the swarm and ensuring the western gate remained in Imperial hands.

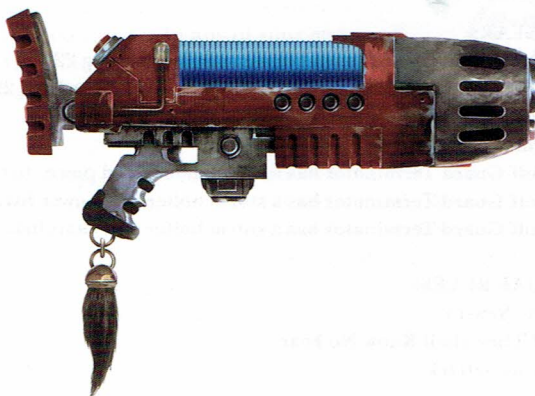
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Grey Hunter	4	4	4	4	1	4	1	8	3+	Infantry	4 Grey Hunters
Hengist Ironaxe	4	4	4	4	1	4	2	8	3+	Infantry (Character)	1 (Unique)

## WARGEAR:

- All models in the unit have power armour (pg 22), a bolt pistol, frag and krak grenades.
- Hengist Ironaxe has a power axe.
- 1 Grey Hunter has a plasma pistol and chainsword.
- 1 Grey Hunter has a plasma gun.
- 2 Grey Hunters each have a boltgun.

## SPECIAL RULES:

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







# EGIL REDFIST'S BLOOD CLAWS

110  
Points



Many newly recruited Space Wolves clamour to join Krom Dragongaze's Great Company. The Wolf Lord's glory-seeking reputation is well known, and proves a strong draw to freshly inducted Blood Claws hungry to begin writing sagas of their own. Egil Redfist's pack were typical of this trend, having flocked to the Fierce-eye's banner prior to the attack upon Alaric Prime. Redfist himself had seen some combat during Krom's last campaign, his power fist felling a bile-bloated champion of the Death Guard, and so his pack-mates looked to him for leadership. Conscious of his lord's eyes upon him and the other Blood Claws following his lead, Redfist was doubly determined to act the hero during the battles for Blistered Isle, ensuring his squad fought furiously to impress both pack-mates and liege lord alike.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Blood Claw	3	3	4	4	1	4	1	8	3+	Infantry	4 Blood Claws
Egil Redfist	3	3	4	4	1	4	2	8	3+	Infantry (Character)	1 (Unique)

## WARGEAR:

- All models in the unit have power armour (pg 22), frag and krak grenades.
- Egil Redfist has a bolt pistol and power fist.
- 1 Blood Claw has a plasma pistol and chainsword.
- 3 Blood Claws each have a bolt pistol and chainsword.

## SPECIAL RULES:

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



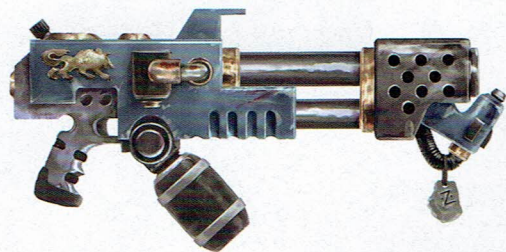


# SPACE WOLVES ARMOURY

## RANGED WEAPONS

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

Boltgun	Plasma gun
Bolt pistol	Plasma pistol
Heavy flamer	Storm bolter



## MELEE WEAPONS

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

Chainfist	Power fist
Chainsword	Thunder hammer
Power axe	



### FROST BLADES

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

	Range	S	AP	Type
Frost sword	-	+1	3	Melee



## SPECIAL ISSUE WARGEAR

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

Frag grenades*	* See assault grenades
Krak grenades	

### BELT OF RUSS

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

A Belt of Russ confers a 4+ invulnerable save.

### STORM SHIELD

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

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



## ARMOUR

### POWER ARMOUR

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

Power armour confers a 3+ Armour Save.

### TERMINATOR ARMOUR

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

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





# THE FIERCE-EYE'S FINEST



Wolf Lord Dragongaze habitually enters battle surrounded by a hand-picked warband of warriors. The packs that comprise this retinue are drawn from the various strata of Krom's Great Company, usually comprising a pack each of Blood Claws, Grey Hunters, and Wolf Guard. So accompanied, Krom is able to keep an eye on his most promising followers, while ensuring that the strengths and skills of his packs best complement one another. Led from the front by their ferocious Wolf Lord, the Fierce-eye's Finest fight with single-minded determination, mirroring the skill and aggression of Krom himself. It is a great honour to be chosen to be part of this formation, and those given the chance to prove themselves to Krom will do so with furious determination, fighting like the saga-worthy heroes their lord knows them to be.

## FORMATION:

- Krom Dragongaze (pg 18)
- The Fierce-eye's Wolf Guard (pg 19)
- Hengist Ironaxe's Grey Hunters (pg 20)
- Egil Redfist's Blood Claws (pg 21)

## SPECIAL RULES:

- **Furious Determination:** Whilst Krom Dragongaze is alive, all units in this Formation have the Furious Charge special rule.
- **Pack Instincts:** If a unit from this Formation targets an enemy unit in the Shooting phase and hits with at least one weapon, second and subsequent units from this Formation that target the same enemy unit in that phase re-roll failed To Hit rolls. If a unit from this Formation successfully charges an enemy unit in the Assault phase, second and subsequent units from this Formation that declare a charge against the same enemy unit in that phase re-roll failed charge rolls.





# GRUKK FACE-RIPPA

SCOURGE OF THE SANCTUS REACH

130  
Points



An avatar of unbridled brutality, Grukk's every waking thought is of violence. Orks don't follow Grukk because he commands or convinces – they simply follow in his wake as instinctively as breathing, for he is the biggest and baddest amongst them. Grukk could never be accused of overthinking his actions, but his sheer head-down drive to fight everything in his path more than compensates for this lack of strategic insight. Grukk is a force of destruction more terrible than any natural disaster, and corpses pile like mountains in his wake. With his monstrous strength, virtual immunity to fear or pain, and near mindless urge to fight and kill and fight again, the Face-rippa is an absolute terror upon the battlefield. Indeed, his own warriors are almost as frightened of their raving, roaring Warboss as the enemy. Following his apparent resurrection, the Orks have begun to whisper that even death is too scared to mess with Grukk, a terrifying thought that seems all the more likely by the day.

Grukk Face-rippa      WS BS S T W I A Ld Sv  
5 2 5 5 3 4 4 9 4+

Unit Type  
Infantry (Character)

Unit Composition  
1 (Unique)

## WARGEAR:

- 'Eavy armour (pg 31)
- Kombi-weapon with rokket launcha (pg 30)
- Attack squig (pg 31)
- Bosspole (pg 31)
- Stikkbombs (pg 31)

## WARLORD TRAIT:

### Bellowing Tyrant:

This Warlord's every (very loud) word is law.  
The Warlord, and all friendly units from the Ork Faction within 12", re-roll failed Morale checks and Pinning tests.

## SPECIAL RULES:

- 'Ere We Go! (pg 31)
- Feel No Pain
- Furious Charge
- Independent Character
- Mob Rule (pg 31)

**Waaagh!:** Once per game, at the start of any of your turns after the first, Grukk can, if he is your Warlord, call a Waaagh!. On the turn he does so, all friendly units made up entirely of models with the 'Ere We Go! special rule may charge in the Assault phase even if they made a Run move in the same turn.

## GIFTS OF GORK AND MORK

**Git-rippa:** Torn from the broken arm of Grukk's old boss, this monstrous power klaw has a large and decidedly rippy saw jutting from its palm. The klaw has become Grukk's signature weapon, enabling him to saw the faces off his foes before he pounds them to a gory pulp for good measure.

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









# SKRAK'S SKULL-NOBZ

190  
Points



The Skull-Nobz were unwilling to bend the knee to some jumped up Bad Moon Big Mek, choosing exile over Mogrok's rule. They idolize and fear Grukk Face-rippa in equal measure, and view his return with something akin to religious awe. In the Warboss' presence the Skull-Nobz will fight furiously to prove their devotion, though in truth their efforts go largely unnoticed as Grukk is far too busy rippin' faces to worry about what his underlings are doing. Nevertheless, the Skull-Nobz fight like absolute maniacs when the enemy are before them, hefty choppas and scissoring power claws leaving a trail of bloody ruin wherever they go. Most destructive of the bunch is their leader Skrak, a Nob who has modelled himself on the Warboss he idolizes, and is notorious for his horn-helmeted war charge.

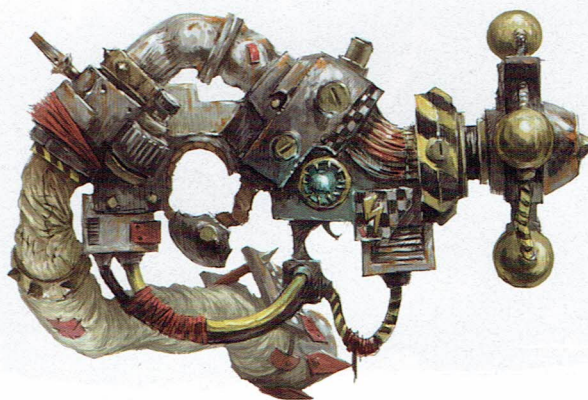
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Nob	4	2	4	4	2	3	3	7	4+	Infantry	4 Nobz
Skrak Head-smasha	4	2	4	4	2	3	3	7	4+	Infantry (Character)	1 (Unique)

## WARGEAR:

- All models in the unit have 'eavy armour (pg 31), slugga (pg 30) and stikkbombs.
- Skrak Head-smasha has a choppa (pg 30) and a bosspole (pg 31).
- 1 Nob has a choppa (pg 30).
- 1 Nob has a kombi-weapon with skorchas (pg 30) and an ammo runt (pg 31).
- 2 Nobz each have a power klaw (pg 30) and bosspole (pg 31).

## SPECIAL RULES:

- 'Ere We Go! (pg 31)
- Furious Charge
- Hammer of Wrath (Skrak Head-smasha only)
- Mob Rule (pg 31)







# RUSTGOB'S RUNTS

45  
Points



If there is one thing Warboss Grukk has in near-inexhaustible quantities, it is Gretchin. When the last of the Face-rippa's cronies reached the shores of Blistered Isle they had in tow a vast herd of grots that they had rounded up en route. The conniving master of this mass of nervy, servile greenskins was a Runtherd named Rustgob, so named for his nerve-jangling saw-rasp of a laugh. In stark contrast to the stereotypical image of the surly, foul-tempered Snakebite, Rustgob was always ready – some would say overly so – with a crude joke or toothy grin, endearing him to his scrawny charges. Yet the Runtherd's jocular manner concealed a cold and murderous self-interest that saw Rustgob spend his runts – and any other greenskin that got on his bad side – like surplus teef to ensure his own survival.

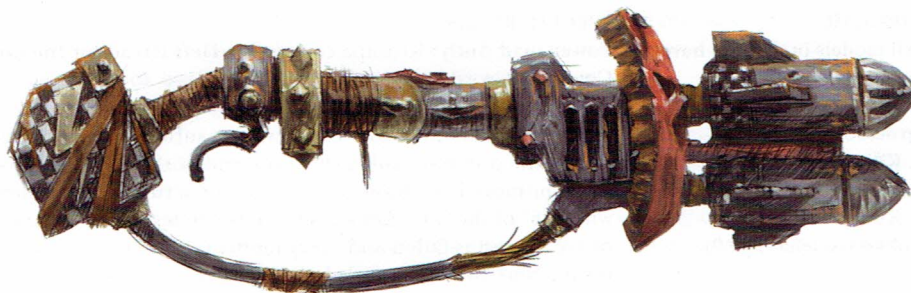
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Gretchin	2	3	2	2	1	2	1	5	-	Infantry	10 Gretchin
Rustgob	4	2	3	4	1	2	2	7	6+	Infantry (Character)	1 (Unique)

## WARGEAR:

- Rustgob has a slugga, grabba stikk, stikkbombs and squig hound (pg 31).
- Every Gretchin has a grot blasta (pg 30).

## SPECIAL RULES:

- 'Ere We Go! (Rustgob only) (pg 31)
- Furious Charge (Rustgob only)

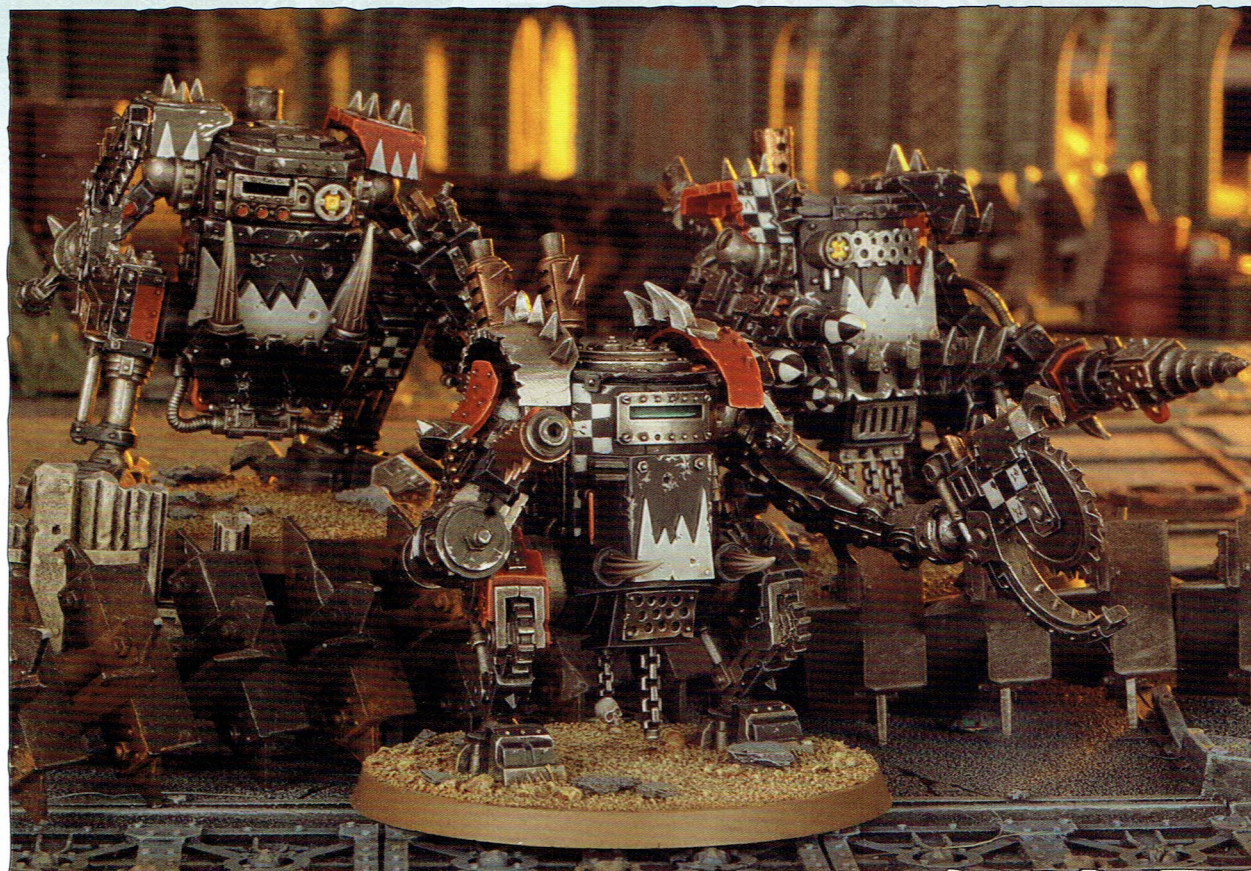






# KRUMPA'S KILLA KANZ

160  
Points



Lacking the Orks to shove inside Deff Dreads, Grukk's Meks and Painboyz instead concentrated on churning out Killa Kanz. Being the biggest, meanest things on Blistered Isle – Warboss Grukk notwithstanding – the grot pilots got rather big for their boots. Stomping about in large mobs, the mechanised upstarts caused considerable trouble, even going so far as to knock down several of the Skull-Nobz' huts before blaming it on nearby grots. The root of this trouble was a power-mad little bully who named himself Krumpa and insisted on bossing the other Kanz about. For all their mischief, however, the pounding guns and crushing claws of the Killa Kanz were instrumental in smashing wide the defences of Fortress 26, and proved equally deadly when turned upon the power armoured Wolves of Fenris.

	Armour									Unit Type	Unit Composition
	WS	BS	S	F	S	R	I	A	HP		
Killa Kan	2	3	5	11	11	10	2	2	2	Vehicle (Walker)	2 Killa Kanz
Krumpa	2	3	5	11	11	10	2	2	2	Vehicle (Walker, Character)	1 (Unique)

## WARGEAR:

- All models in the unit have a kan klaw (pg 30).
- Krumpa has a grotzooka (pg 30).
- 1 Killa Kan has a big shoota (pg 30).
- 1 Killa Kan has a rokket launcha (pg 30).

## SPECIAL RULES:

**Power-mad Bully:** Krumpa counts as a Deff Dread for the purposes of Cowardly Grots! tests (see below).

**Cowardly Grots!:** If a unit of Killa Kans suffers 25% or more casualties during any one phase, the unit must roll a D6 at the end of that phase. Add +1 to the dice roll if there are three or more Killa Kans in the unit, and a further +1 if there are one or more Deff Dreads within 6" of the unit. On a result of 3+ the test is passed and nothing happens. On a result of 1-2 the test is failed and every model in the unit immediately suffers a Crew Shaken result. Note that no models lose a Hull Point as a result of a failed Cowardly Grots test.





# GRUKK'S RIPPIN' KREW



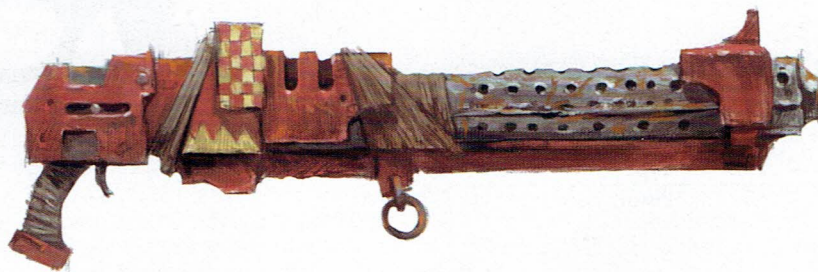
Warlord Gruk likes nothing better than getting stuck into the fight as fast as possible. Once a fan of big, smoke-belching wagons, Gruk has now discovered the joy of getting hurled straight into the thick of battle by tellyporter. Needless to say, whatever the boss says goes, and so Gruk's tribe have had to get used to the terrifying vertiginous lurches, weird tingly feelings and odd burny smells involved in being beamed through the Warp. While the whole thing gets the grots a bit worked up, Gruk's Skull-Nobz are almost as addicted to this thrill as their Warboss, and have taken to calling their tellyporting gang of killers the Rippin' Krew. Certainly the formation hits the enemy lines with the force of a chainblade, a great slab of greenskin infantry and walkers bursting from nowhere to wreak absolute havoc on all around them.

## FORMATION:

- Gruk Face-rippa (pg 24)
- Skrak's Skull-Nobz (pg 26)
- Rustgob's Runts (pg 27)
- Krumpa's Killa Kanz (pg 28)

## SPECIAL RULES:

- **What Gruk Says Goes:** Whilst Gruk Face-Rippa is alive, all units in this Formation re-roll failed Morale, Pinning, Fear or Cowardly Grots! (pg 28) tests.
- **Tellyport Attack:** All the units in this Formation have the Deep Strike special rule. If all the units in this Formation start the game in Deep Strike Reserve, they will all automatically arrive from Reserve at the start of your first turn (no Reserve rolls are necessary).





# ORKS ARMOURY

## RANGED WEAPONS

### GROT BLASTA

Grots sometimes manage to buy themselves a run-down, second-hand, low-tech piece of junk that might just conceivably kill something if Gork and Mork are feeling generous.

Range	S	AP	Type
12"	3	-	Assault 1

### GROTZOOKA

These funnel-shaped weapons launch anything from spare ammo to scrap and nails, engulfing their targets in clouds of shrapnel.

Range	S	AP	Type
18"	6	5	Heavy 2, Blast

### KOMBI-WEAPONS

Kombi-weapons are made by crudely welding, nailing or tying two guns together to ensure maximum dakka at the opportune moment.

A model armed with a kombi-weapon can choose to fire either the main shoota (see below), or the secondary weapon, which will be either a rokkit launcha (see below) or a skorcha (see right). The shoota can be fired every turn, but the secondary weapon can only be fired once per battle. You cannot fire both weapons in the same turn. Each kombi-weapon has only one secondary weapon. The main and secondary weapons of a kombi-weapon fire at the same time as all other similarly named weapons in that unit. For example, the 'shoota' part of a kombi-weapon fires at the same time as all other shootas in the unit.

### ROKKIT LAUNCHA

Crude but easy to manufacture, the rokkit launcha has a simple trigger mechanism that allows the Ork at the 'safe' end to fire a dodgy-looking rokkit in the general direction of the enemy.

Range	S	AP	Type
24"	8	3	Assault 1

### SHOOTA WEAPONS

Shootas are noisy, large-calibre machine guns. They vary wildly in size and design, from those carried by foot-slogging Boyz to long-barrelled shootas carried on clanking war-machines. Regardless of their particular design, all shootas are both deafening and deadly.

	Range	S	AP	Type
Shoota	18"	4	6	Assault 2
Big shoota	36"	5	5	Assault 3

### SLUGGA

This ugly and brutish handgun is perfectly designed for its ugly and brutish owner to kill his foes, either by shooting them through the face at point-blank range or by beating them to death with it.

Range	S	AP	Type
12"	4	6	Pistol

### SKORCHA

Beloved of Ork arsonists, the skorcha is a huge flamethrower that sprays a great gout of burning fuel over the target area. Skorchas are most commonly mounted to Ork vehicles, though some Mekks have been known to build them into kombi-shootas as well.

Range	S	AP	Type
Template	5	4	Assault 1

## MELEE WEAPONS

### CHOPPA WEAPONS

Orks use a variety of bladed weapons and chain-blades. The largest hand-held choppas can bisect most foes in a single swing.

	Range	S	AP	Type
Choppa	-	User	-	Melee

### GRABBA STIKK

This is the traditional tool of the Runtherd, used for throttling anything in arm's reach with its rusty, spring-loaded spikes.

Range	S	AP	Type
-	User	-	Melee, Throttle

**Throttle:** When the wielder is fighting in a challenge, his opponent reduces their Attacks characteristic by 1 (to a minimum of 1).

### KLAW WEAPONS

Orks favour brutal power claws over the more sophisticated power fists of other races. These huge hydraulic shears are capable of rending and crushing even the toughest foes. Ork walkers are fitted with claws that befit their size, and can rip through anything foolish enough to stand in the pilot's way.

	Range	S	AP	Type
Power klaw	-	x2	2	Melee, Unwieldy, Specialist Weapon
Kan klaw	-	+2	2	Melee





## RUNTS & SQUIGS

Runts and squigs are upgrades that may be taken by certain models in an Ork army. The upgrade is either represented on the model itself, or by a suitable model placed beside the model with the upgrade. Runt and squig models are purely decorative and are always ignored for game purposes – just move them to one side if they get in the way. If the runt or squig model represents a one use only effect, remove the model once it has been used.

### AMMO RUNT

*An ammo runt is a heavily overburdened Gretchin who carries extra ammunition for his master.*

One use only. A model with an ammo runt can re-roll one To Hit roll when shooting.

### ATTACK SQUIG

*An attack squig is a voracious predator with a huge snapping gob.*

A model with an attack squig is allowed to re-roll one To Hit roll in close combat each turn.

### SQUIG HOUND

*These fierce squigs are trained to devour errant grots on command.*

Each time a unit with a squig hound fails a Morale check it suffers D6 Strength 3 AP- hits and must then re-roll the failed Morale check. If the re-roll is failed, it cannot be re-rolled again, and the squig hound will not inflict any further hits.

## ARMOUR

### 'EAVY ARMOUR

*Ork 'eavy armour is hammered out of scrap iron, sheet metal and the looted battle-plate of fallen foes. Though its fit is dubious, 'eavy armour provides a solid defence for its wearer.*

'Eavy armour confers a 4+ Armour Save.

## ORKY KNOW-WOTS

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

Stikkbombs\*

\* See assault grenades

### BOSSPOLE

*Ork Nobz often sport a trophy pole that shows they are not to be messed with. A Nob with a bosspole often finds it comes in handy when cracking heads to restore some order in the heat of battle.*

Each time a unit that includes at least one model with a bosspole rolls on the Mob Rule table (see right), you may choose to re-roll any result other than a Breaking Heads result. You must accept the result of the re-roll.

## ORK SPECIAL RULES

Orks use a number of special rules that are common to several of its units. These are collected and explained here, in full, for your convenience. Other, more common rules are simply listed by name – these are described in full in the Special Rules section of *Warhammer 40,000: The Rules*.

### 'ERE WE GO!

*Ever eager to get stuck into the fray, Orks will barrel across the battlefield as quick as they can when the foe is in their sights.*

If every model in a unit has this special rule, the unit can re-roll a single dice when determining its charge range.

### MOB RULE

*Orks are simplistic, brutal creatures who love to fight and draw confidence from possessing strength in numbers.*

If every model in a unit has this special rule, and the unit fails a Morale check or Pinning test (after any re-rolls they may have), roll immediately on the following table:

### D6 RESULT

1 **Born to Fight:** *Orks love fighting, and the prospect of a good punch-up will sometimes stop them from running off.* If the unit is locked in combat, it is treated as if it had passed the Morale check or Pinning test. If the unit is not locked in combat, it fails the Morale check or Pinning test.

2-3 **Breaking Heads:** *The mob's leader knocks a few heads together until the ladz settle down and get back in the fight.* If the unit includes one or more Ork characters (including Independent Characters), it suffers D6 Strength 4 AP- hits, and is then treated as if it had passed the Morale check or Pinning test. These hits are Randomly Allocated, but cannot be allocated to Ork characters (any excess hits are lost). If the unit does not include any Ork characters, it fails the Morale check or Pinning test.

4-6 **Squabble:** *A brawl breaks as the Orks decide what to do. When the dust settles, nobody can remember what the trouble was about in the first place.* If the unit has 10 or more models, it suffers D6 Strength 4 AP- hits, and is then treated as if it had passed the Morale check or Pinning test. The hits are Randomly Allocated. If the unit has fewer than 10 models, it fails the Morale check or Pinning test.





# REFERENCE

## RANGED WEAPONS

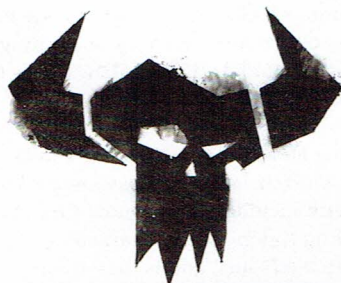
Weapon	Range	S	AP	Type
Big shoota	36"	5	5	Assault 3
Grot blasta	12"	3	-	Assault 1
Grotzooka	18"	6	5	Heavy 2, Blast
Rokkit launcha	24"	8	3	Assault 1
Shoota	18"	4	6	Assault 2
Slugga	12"	4	6	Pistol
Skorcha	Template	5	4	Assault 1

## MELEE WEAPONS

Weapon	Range	S	AP	Type
Choppa	-	User	-	Melee
Grabba stikk	-	User	-	Melee, Throttle*
Kan Claw	-	+2	2	Melee
Power Claw	-	x2	2	Melee, Unwieldy

### KOMBI-WEAPONS

A model armed with a kombi-weapon can choose to fire either the main shoota (pg 30), or the secondary weapon, which will be either a rokkit launcha or a skorcha (pg 30). The shoota can be fired every turn, but the secondary weapon can only be fired once per battle. You cannot fire both weapons in the same turn. Each kombi-weapon has only one secondary weapon.



\***Throttle:** When the wielder is fighting in a challenge, his opponent reduces their Attacks characteristic by 1 (to a minimum of 1).

## RUNTS & SQUIGS

**AMMO RUNT** - One use only. A model with an ammo runt can re-roll either one To Hit roll or one scatter dice roll when shooting.

**ATTACK SQUIG** - A model with an attack squig is allowed to re-roll one To Hit roll in close combat each turn.

**SQUIG HOUND** - Each time a unit with a squig hound fails a Morale check it suffers D6 Strength 3 AP- hits and must then re-roll the failed Morale check. If the re-roll is failed, it cannot be re-rolled again, and the squig hound will not inflict any further hits.

## ARMOUR

**'EAVY ARMOUR** - 'Eavy armour confers a 4+ Armour Save.

## ORKY KNOW-WOTS

Weapon	Range	S	AP	Type
Stikkbombs	8"	3	-	Assault 1, Blast

**BOSSPOLE** - Each time a unit that includes at least one model with a bosspole rolls on the Mob Rule table (pg 31), you may choose to re-roll any result other than a Breaking Heads result. You must accept the result of the re-roll.

## RANGED WEAPONS

Weapon	Range	S	AP	Type
Boltgun	24"	4	5	Rapid Fire
Bolt pistol	12"	4	5	Pistol
Heavy flamer	Template	5	4	Assault 1
Plasma gun	24"	7	2	Rapid Fire, Gets Hot
Plasma pistol	12"	7	2	Pistol, Gets Hot
Storm bolter	24"	4	5	Assault 2

## MELEE WEAPONS

Weapon	Range	S	AP	Type
Chainfist	-	x2	2	Melee, Armourbane, Specialist Weapon, Unwieldy
Chainsword	-	User	-	Melee
Frost sword	-	+1	3	Melee
Power fist	-	x2	2	Melee, Specialist Weapon, Unwieldy
Power axe	-	+1	2	Melee, Unwieldy
Thunder hammer	-	x2	2	Melee, Concussive, Specialist Weapon, Unwieldy

## SPECIAL ISSUE WARGEAR

Weapon	Range	S	AP	Type
Krak grenade	-	-	-	-
- Shooting	8"	6	4	Assault 1
- Assault	-	6	4	-
Frag grenade	8"	3	-	Assault 1, Blast

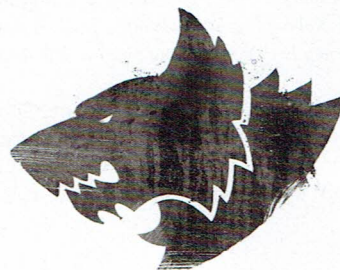
**BELT OF RUSS** - A Belt of Russ confers a 4+ invulnerable save.

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

## ARMOUR

**POWER ARMOUR** - Power armour confers a 3+ Armour Save.

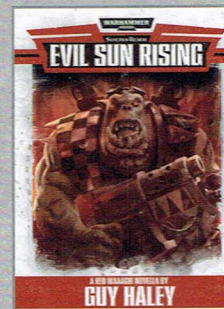
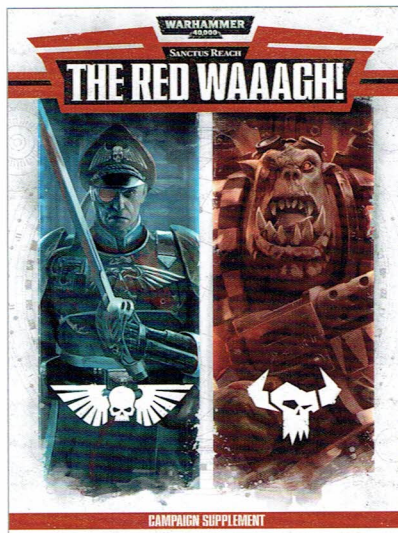
**TERMINATOR ARMOUR** - Terminator armour confers a 2+ Armour Save and a 5+ invulnerable save. Furthermore, models in Terminator armour have the Bulky, Deep Strike and Relentless special rules, and may not make Sweeping Advances.





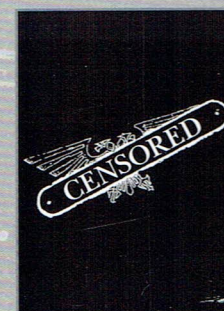
# THE SANCTUS REACH SAGA

A mighty Ork Waaagh! has engulfed the Sanctus Reach System, billions of savage greenskins leaving planet after planet blazing in their wake. Upon the Knight world of Alaric Prime the forces of the Imperium have stood their ground, and a spectacularly brutal war has begun. Now, with the exciting missions and unique rules in the Games Workshop publications below, you can refight this campaign with your own Citadel miniatures, and immerse yourself in the war for Alaric Prime.



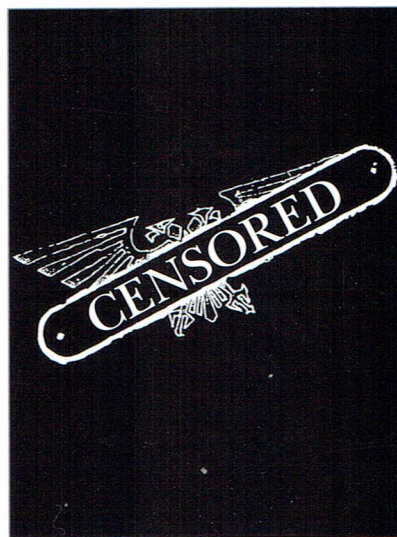
## *The Red Waaagh!: Evil Sun Rising*

Swept up in the Red Waaagh!, Boss Mek Uggrim and the Red Suns Mekmob are ready for the good times to roll. But it's little too early to apply a coat of fresh, celebratory paint to their Stompa, Fat Mork, as conniving schemer Big Mek Mogrok wants the Stompa and the secret of its 'evil sun' engine for himself.



## *Hour of the Wolf: Blood on Sacred Mountain*

Few Skjalds remember the saga of the sacrifice on Sacred Mountain. As the Red Waaagh! descends on the Sanctus Reach sector, a last stand by seven Grey Hunters stalls the greenskin advance. An uneven contest, it is nonetheless the very stuff of legends...



*Sanctus Reach; Hour of the Wolf* sees the war for Alaric Prime spiral out of control. The Space Wolves of Strike Force Stormclaw arrive, turning crushing defeat to bloody victory. Yet the Orks are far from beaten, and as the war reaches new heights of brutality, the fate of the whole planet hangs in the balance.

For more information, see [www.games-workshop.com](http://www.games-workshop.com)



# WARHAMMER 40,000



Warlord Grukk Face-rippa simmers with impotent rage as he gathers his few remaining followers to his side. Disgraced by defeat, and ousted from command of his own Waaagh!, the Warboss is determined to reclaim his power. Through iron will and sheer brute strength, he has once again banded together a formidable force.

Before he can unleash his warband against the Imperial defenders, the Space Wolves attack. These mighty warriors are the perfect test for Grukk's lads to prove themselves worthy once again.

From the murky clouds above Blistered Isle, the Space Wolves have come. Led by the ferocious Wolf Lord Krom Dragongaze, they have been tasked with reclaiming the lost Imperial city from the alien horde that infests it.



For Krom Dragongaze, the assault is a chance to win honour and glory. Somewhere in the ruined landscape lurks the Ork Warlord Grukk Face-rippa. By taking the head of the xenos leader, the Wolf Lord will earn great renown in the halls of the Fang on his triumphant return.



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60 31 01 99 019

