SPACE WOLVES

Akin to the dark wrath of a winter’s storm and the swift fury of a crackling fire-bolt is their temper. On wings of flame do they sweep from wide skies in chariots of adamant. Their laughter is the roar of the sea, their silent tread the falling of snow and their icy gaze the death of men. So will the wolves of Fenris stalk between the stars until the end. Until the wolftime.
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**INTRODUCTION**

Hail, warrior, and welcome to *Codex Supplement: Space Wolves*. Inscribed in this tome is the saga of the Space Wolves Chapter. This supplement to *Codex: Space Marines* is dedicated to helping you collect, paint and game with the wide range of Space Wolves Citadel miniatures, through tales of glory, examples of beautifully painted models and evocative rules for the tabletop.

The Space Wolves are one of the First Founding Chapters of the Adeptus Astartes and inheritors of the genetic legacy of the Primarch Leman Russ. Hailing from the icy death world of Fenris, their armour and the colour of its storm-wracked skies, the Space Wolves retain many aspects of that world's hardy and nomadic peoples. Their savage warriors fight in close-knit packs, and each of their twelve Great Companies is a self-contained brotherhood with their own predilections and traditions.

The Space Wolves are one of the most characterful Chapters of Space Marines, offering huge scope for beginners and veterans in the Warhammer 40,000 hobby to add details of their own. Their warriors' exuberant belligerence and fierce independence are echoed by the individual way each Space Wolf bedecks himself. Festooned with totemic charms and wolf talismans, clad in armour scored with angular runes and often fighting bareheaded with the wind of battle streaming through their plaited manes, every Space Wolf fights as a hero amongst heresy.

Whether you are a strategist long in fang or a bellicose young warrior brand new to gaming, the Space Wolves’ cunning and aggression offers many ways to forge advanced strategies with nearly the entire Space Marines range of Citadel miniatures. In addition, Space Wolves and their successor Chapters are bolstered by iconic units such as Blood Claws, Thunderwolf Cavalry and Stormfang Gunships. Perhaps you prefer to fight with a prowling force of infantry, as you encircle the enemy with swift bikers and stealthy hunters. Attacking with a hammerblow of heavily armed and armoured vehicles may be more your style, striking as your elite warriors pour from Drop Pods. Maybe you will embrace your inner ferocity and command packs of giant wolves surging forwards alongside the terrifying bestial warriors of the cursed Wulfen, through their deeds crafting your own epic legend. Recording the saga of your warriors through narrative play is particularly fulfilling — to that end, this book contains bespoke rules for Crusade armies of Space Wolves.

Also in this book you will find the rules you need to field a glory-hunting company of Space Wolves. The rules section contains datasheets for the units unique to the sons of Russ and explains how almost all can be fielded by Space Wolves successor Chapters. In addition, there are Detachment abilities, points values, unique Relics, Warlord Traits, psychic powers and Stratagems to bring Fenris’ scions to life.
For ten thousand years, the Space Wolves have loyally served the Emperor of Mankind. They are a noble Chapter of Space Marines, their coordinated savagery unequalled. Their warrior packs are hunters and slayers of heretics, mutants, xenos and daemons.

There is no leashing them. The tendrils of the ice kraken cannot bind them. They are the wind that howls through the trembling forest. They are the ship that splits the storm.

Theirs is the joy of warriors-born. Theirs is the barking laughter in the face of monstrous evil, the spittle in its eye. Theirs is the grin that widens and the fangs that gleam. Theirs are the growls on the edge of hearing, the fur-draped shapes in the blizzard. It is their roars that dog frenzied flight, their runic blades that cleave and their claws that rend.

Do you sense the hairs on your neck standing and the chill of ice spearing your heart? Do you see pitiless yellow eyes calculating your every weakness? You are being hunted. Are you afraid?

They are the Emperor's executioners – you should be.
SONS OF RUSS

Savage warriors and instinctive hunters from the frozen death world of Fenris, the Space Wolves are an indomitable and fiercely independent Chapter of the Emperor's Space Marines. Wearing tribal furs and talismans, these demigods of war hound their foes, howling their battle cries before fearlessly charging the most monstrous enemies with bestial aggression.

Upon icy Fenris, around roaring fires on cloudless nights, fuelled by salted meat and fiery ale, tales are told. Keeping alive the oral traditions of their nomadic peoples, storytellers speak to their rapt audience – fur-clad hunters, leather-skinned sailors, battle-scarred survivors all – of the Sky Warriors. Denizens of lofty Asaheim, the Sky Warriors are no mere mortal men; each is as large as an ice troll, the skjalds swear. They tell how the Sky Warriors’ skin is rune-scribed iron and their voices are thunder. The fur-lined mantles they wear are the skins of beasts larger than anything hunted by man. Hung with fangs and charms, they walk beams of starlight or else are borne into the black sea of night on spears of wyrmfire. There among the stars, say native Fenrisians, the Sky Warriors fight and hunt and feast eternally. These legendary figures are the Adeptus Astartes of Fenris: the Space Wolves.

For millennia the Wolves of Fenris have fought fiercely in defence of the Imperium. The Chapter has hunted horrific xenos from the depths of wilderness space, torn down tyrants enslaving whole systems and still fight the endless war against the insidious threat of Chaos. Though clad in recognisable power armour and wielding the prized bolt weapons of all Space Marines, they are also steadfastly independent and dismissive of outside authority. The only masters the Space Wolves recognise are their long-departed Primarch and the Allfather, by which name they revere the Emperor.

The Space Wolves were founded by the Emperor as the VI Legion of his Space Marines. Legends tell they were as feared and lauded then as they are now, ruthless
executors who never let doubt stay
their hand. In those myth-shrouded
times, the Space Wolves fought under
their savage Primarch, Leman Russ, the
Wolf King.

From Russ, the Space Wolves inherited
his genetic legacy: the keen senses of true
predators, canine teeth that lengthen
into fangs as the warrior ages and the
instinctive aggression of great hunters. It
is an aggression each aspirant strives to
overcome during the tests of initiation,
for at its heart is the inner beast. Through
the battle-brother’s life, a simmering rage
burks beneath the surface, ready at any
moment to break its bonds. For most,
this manifests as a berserk fury. Yet there
are dark tales of bestial transformations.
Some even claim elements of Russ’
genetic legacy are cursed.

A WORLD OF DEATH
Before the Imperium was even born,
or so the elder sagas go, the nascent
Primarch Leman Russ was cast onto the
murderously inhospitable planet of Fenris.
This planet remains the home world of
the Space Wolves. Their mountainous fortress
monastery, the Fang, rises inviolably
above the polar fastness of Asaheim.

Fenris’ untamed wildernesses are as
much a part of the Chapter as Russ’
genetic legacy. It is a world of ice and fire.
Mammoths, frigid seas encircle the world-
forbidding and storm-wrecked. Scattered
islands and innumerable ice floes lead a
fragile existence. During Fenris’ orbit, the
world endures an endless voyage through
the void while its oceans freeze. When Fenris
eventually returns to closer proximity
with its star – the Wolf’s Eye – the sub-
underground cruse heaves in the Season
of Fire. Seas boil and new lands are violently
born, older islands shattering or sinking
beneath the waves. Only the continent
of Asaheim endures. Fenris is a death
world: its every aspect inimical to Human
life. Horrors beyond count lurk beneath
the seas, and monstrous predators stalk
the lands. Yet Mankind survives here in
hardy and warlike nomadic tribes.

Leman Russ was raised among these
tribes, and the traditions of these people
remain strongly reflected in the Space
Wolves’ hidebound culture. The Chapter
recruits from the strongest and most
valorous Fenrisians, and the Space Wolves
fight in the manner of those fearless
people: as a battle-hungry brotherhood of
heroes. Each voyage through the stars into
the dark unknown and each war against
immense odds is a glorious adventure
to be seized and conquered. Every Space
Wolf seeks to make a name for himself,
to have his deeds immortalised in a saga
– an oral account, rhythmically intoned
at great feasts and accorded only to the
worthiest warriors.

PACKS OF THE FANG
The Space Wolves Chapter is divided
into twelve Great Companies, and within
each are a fluctuating number of squads,
called packs by the sons of Russ. Rather
than having sergeants, they are led by
pack leaders or alphas. Commanding
them in turn are the Wolf Lords, each a
chief of their company and answerable
only to the master of the Chapter: the
Great Wolf. The packs progress through
a series of stages, identified by the colour
of the markings they bear upon their
armour. Many packs fight together for
life and remain in their oath-sworn Great
Company, the competitiveness of their
warriors tempered over the years into
iron-hard bonds of brotherhood.

Recently both Space Wolves retain the
exuberance and ferocity of the young
fighters they were. Risk-takers and often
ill-disciplined, they bear pack markings
in yellow and red. Their Wolf Lord
usually directs them to fight in aggressive
packs as bikers, jump pack troops and
close-quarters combatants. When their
pack has been blooded with numerous
battles, the experienced and mature Space
Wolves dedicate their markings in red
and black. Such packs form the majority
of most Great Companies’ strength.
Their Wolf Lord often deploys these
dependable fighters in adaptable units,
fluid in both attack and defence, as roving
predators taking and holding key assets.
When a pack has emerged victorious
from countless campaigns, they will
solemnly alter their pack markings
to the white and black of Asaheim’s
enduring peaks. Veterans of centuries
with the utmost trust of their lord, these
disciplined, wise and dangerous warriors
are often granted the most powerful and
precise weapons.

During any such stage, a Space Wolf may
be taken from his original pack, his skills
put to better use in the specialised packs
of the Great Company. In pack markings
of grey and black, silent and cunning
pre-stalkers prowl the wilds, hunting
the foe far from boisterous company,
while those of the Wolf Lord’s closest
companions bear yellow and black. These
are his hand-picked Wolf Guard – the
best of the Great Company, mentors and
inspirational heroes all wish to emulate.
SAGAS OF THE SKY WARRIORS

There is no glory without danger. So do the Space Wolves approach the myriad terrors of the galaxy: as opportunities for valour, as obstacles to overcome and as tests for the daring. There is no foe they are unwilling to stare down. There is no fire-swept hell they are unwilling to dive into. If they fear anything, it is a warrior’s life unlived and unknown.

Pivotal to the culture of the Space Wolves is the saga. The oral traditions of Fenris’ tribes are deeply entrenched. They are a warrior people, and each day may bring the rival’s spear, the crushing wave or the kraken’s coils to end their life. The Fenrisians remind each other, and any spirits that may listen, of a lost warrior’s deeds. Generation after generation, they speak of the foes a hero slew, of the risks taken and of the voyages made. The saga is a hero’s history and thus their soul.

In turn, such traditions have been embedded in the Space Wolves. Though they are as gods to the Fenrisians, the canvas of their lives immeasurably bigger and the dangers they face incalculably greater, the importance of the saga remains. When a warrior of the Space Wolves falls in battle, if his deeds are mighty enough, his battle-brothers gather. Alone or in groups come the members of his and other packs, some even from other Great Companies. They each give an account of the fallen to a skjald — one of their number skilled in the highly respected art form of remembering and retelling such histories.

When the Space Wolves feast, which is often and loudly, they do so in the firelit and trophy-hung halls of the Chapter, whether upon Fenris or aboard their warships. At an unspoken sign, the Wolves of Fenris cease their deafening songs and their bouts of strength, and tankards refill with throat-burning mjöd. Then do the skjalds recite the sagas, new and old. They tell of unalloyed heroism, of failure turned to victory, of giants beset and tricksters outwitted, and of traitors punished and monsters humbled. To roars of corpse-waking laughter, cheers for saga-worthy deeds and the crackle of flame, to shouts and the slamming of fists on Fenrisian iron-oak, they tell of glory.

It is not only warriors who forge sagas. The greatest weapons and armour of the Chapter have storied histories of their own, woven as they slayed fell beasts or defended the sons of Russ. The thunder hammer Veikskaell, now thought lost, was crafted by the Iron Priest Bodr Silverscalp before he gifted it to the Wolf Lord Svergl Trollhowl. When Trollhowl was felled by an Aeldari wight-construct, Veikskaell was taken up by one of his Wolf Guard, with whom the weapon fought its way towards Svergl’s slayer. When at last the warrior stood before his lord’s murderer, he and Veikskaell declared vengeances together. The Repulsor Narroval, the Hammer of Astaroth, earned a heroic reputation among the Blackmanes for its relentless pursuits of the tainted creatures left on Fenris in the long aftermath of Magnus’ siege.

OF DEEDS AND OATHS

Space Wolves go to war with the deeds of the Chapter’s past heroes in their minds, even as they fight alongside their living battle-brothers. To make war in such mighty company stirs the blood and fires the soul. Death holds no fear for the Space Wolves. If a pack’s Wolf Lord commands them to fall upon an enemy position and alone hold it with their lives against endless assaults, the task is accepted not with grim fatalism, but eagerness. It is the pack’s destiny to end the thread of their lives ensuring others’ victory, if that is to be their end, then they will make it such an end that tales of their glory and honour will echo through eternity.

Space Wolves take on cognomems of their own choosing or become known for some aspect of their appearance or character. This is often as a result of some death-defying deed they have survived or saga-worthy feat of arms. Thus did Ragnar take the name Blackmane when he slew one of those terrifying giants of wolfkind; so did Pack Leader Hrolf’s skill with his plasma exterminators earn him the name Starshipper, keeping it long after he left his headstrong days behind. Space Wolves see power in names, reveling in what may have started as an insult or wager, and adding or changing them to reflect personal glory or to honour others.

Space Wolves set great store by tradition and have rigid notions of honour and justice. It is common for them to swear great oaths when vengeance must be taken, when honour or duty must be satisfied or a drunken wager fulfilled. Some oaths are sworn to one’s battle-brothers, to one’s Wolf Lord or to the Primarch – wherever he may be. The most binding of these are weapon-oaths, unbreakable vows sworn on the lethal tools of a born warrior. Many oaths are simply declaimed loudly, that both friends and foes may hear. Still others are tattooed on the Space Marine’s leathery skin or inscribed in runes on their wargear. Though it may take many years to fulfill, or even the centuries-long lifetime of a Space Marine, no Space Wolf would ever abandon an oath, for to do so would bring great shame.

THE WOLF WILL OUT

Despite initial reservations, Primarxis Space Marines swiftly integrated into the Space Wolves Chapter. Yet even as the Wolf Lords argued over their acceptance, they already referred to the young and headstrong squads of Primarxis Marines as bloodclaws, the blooded and experienced of their number as grey hunters and the steady veterans as long fangs, these terms being so ingrained in the Chapter’s culture. As time passed, this informal argot developed further. Some warriors refer to all their Great Company’s grey hunters as hunter packs, while blood claws and long fangs are synonymous for some with claw packs and Fang packs. Whether they have been gifted the additional organs of Cavil’s devising or not, aggressive and undisciplined Space Wolves all know themselves to be blood claws and none will gainsay them. Those Primarxis Marines who are loners and stealthy hunters, or whose heroism raises them above their pack, are singled out as such warriors always have been, and assigned to packs of wolf scouts and Wolf Guard respectively.
DEEDS OF MYTH

The epic history of the Space Wolves stretches deep into the barely understood ages of the Imperium’s past. Details may be indistinct, and whole epochs unaccounted for. Yet none deny the Chapter’s position at the forefront of Humanity’s defence for ten thousand years. If tales of these times are incredible, it is because the Space Wolves are heroes like no other.

In the Era Indomitus, the Space Wolves stand as one of the greatest among more than a thousand Chapters of Space Marines. Ten millennia ago, they were the sixth of the twenty Legions, forged by the Emperor himself for his Great Crusade.

LEGION OF LEGEND

It is hinted that the VI Legion were often wielded by the Emperor as hunter-killers, tireless pursuers and bloody-mawed weapons of vengeance. Some obscure works suggest a veil of secrecy was laid over many of their early campaigns, that they were monsters, set loose only when needed against enemies whose execution had to be swift and complete. The Space Wolves care about such whispers now as they may have all those years ago, not at all. Then, as now, the Imperium needed such uncompromising warriors, combatants whose purity of purpose enabled them to do what had to be done.

Crumbling electroparchments tell how, upon the tempest-layed death world of Fenris, the Emperor discovered the fierce Lemn Russ and united the Primarch with his gene-sons. Some of the elder sagas hint at how the Space Wolves Legion fought through the Great Crusade; fear spread before them as they prowled the galaxy, a hurricane of war that swept all before them. Under the Wolf King, so the tales go, the Legion was just as independent and headstrong as they are in the 41st Millennium. Their aggression and forthright nature often saw them at odds with their fellow Legiones Astartes. Such matters even led to confrontation, such as the first eruption of the sons-long feud with the Dark Angels that some sources place on the planet of Dulan. Yet such conflict would pale into insignificance before the horrors of what later chroniclers would call the Horus Heresy.

PROSPERO BURNS

The Heresy and its aftermath consumed the galaxy. Billions were massacred and entire worlds destroyed. It is no wonder that, in the very few records surviving from this time, myth, lies, apocrypha and contradiction make it impossible to know anything for certain. Within the Space Wolves’ own traditions is a tale said to originate from the earliest days of the Heresy. With near their full strength, the Space Wolves attacked and devastated the Thousand Sons Legion of Magnus the Red and razed their home world of Prospero. Declaimed by the Allfather himself as sorcerers and heretics – or so this sliver of Russ’ saga goes – the ‘Thousand Sons’ protestations of innocence were revealed as lies when they viciously fought back with all their hellish, warp-spawned powers. The saga-shard peters out with a titanic duel of gods: ruddy, hel-haled Magnus and the flint-eyed tempest that was Russ. Eventually, the storm shattered the sorcerer. The Thousand Sons and their master were broken on Prospero, and were said to have fled through a sorcerous portal while their world burned. Behind them, so it goes, followed the Space Wolves’ 13th Great Company: the Wolfenkind.

It would not be the last that the Space Wolves or the Imperium would see of Magnus and his sons, nor of innumerable other horrors. Since the Great Rift has spread its jaws wide, the churning morass of warp storms, terror, insanity and bloodshed has tested all the sons of Russ as never before.

BJORN THE FELL-HANDED

Bjorn the Fell-Handed is the oldest warrior in the Imperium, save only the resurrected Primarch and Lord Commander, Roboute Guillian. Bjorn has been interred within an ancient and carefully maintained Dreadnought sarcophagus since a time almost lost to legend. He is a living link to the Space Wolves’ deep past, revered not only for his millennia of selfless service and his countless conquests, but for the fact that he actually fought alongside the Wolf King. Ten thousand years have passed and still the venerable Bjorn endures, the last of the company of Russ.

To hear Bjorn speak of those days is to hear an echo of history itself. Though the epic events that he slowly describes seem extraordinary and exaggerated, they are facts nonetheless. Woken rarely and usually to fight, Bjorn recalls how he was raised to Russ’ personal retinue in the aftermath of the Heresy. His bitterness is audible even now at being left as warden of the Chapter when the Primarch disappeared. Where he went, not even Bjorn knows, yet he believes that Russ will return.
THE GREAT COMPANIES

Like the tumultuous Fenrisian isles, the Great Companies of the Space Wolves are not permanently fixed. Where one Wolf Lord falls, another must rise to lead his battle-brothers, taking a figure from Fenrisian myth to be his sigil. Though varied, every Wolf Lord and Great Company strives to embody the virtues of strength, courage and honour that defined their Primarch.

Each Great Company is near autonomous. They do not conform to the structures laid out in the Codex Astartes and charges have often been levied – from a safe distance – that the Space Wolves maintain far more warriors than its dictates allow. Each is commanded by a Wolf Lord, equivalent to the Captains of other Chapters. He rules a brotherhood of eager warriors fuelled by battle-lust, and his resources give him the capacity to hunt down and kill any prey. In the Wolf Lord’s lair within the Fang are stores of powerful wargear and master-crafted weapons; he commands a fleet of warships to sail the Sea of Stars, as well as powerful war engines such as battle tanks, anti-grav vehicles and bulky war suits – some of which are centuries or even millennia old, their machine spirits as aggressive and savage as ever.

Upon the enormous stone tablets of the Grand Anulus, within the Hall of the Great Wolf on Fenris, each Great Company is represented by the sigil of their Wolf Lord. The Space Wolves have used many dozens of sigils throughout their history, some descended from ancient Fenrisian myths, but many developed solely in the Space Wolves’ own mystic traditions. Some, like the Spirit Wolf, have not been selected in millennia. The symbolism of each is not only fixed in myth but absorbs the deeds and characters of each Great Company, consuming their sagas. Thus do some sigils recur in cycles of prominence, while others – with connections to fallen heroes or to bad omens – remain thought of as cursed. Such is the case with the Hunger Skull, tied forever to the traitor Jorgun Vor.
THE BLOODMAWS
Bran Redman's personal icon is the Bloodied Hunter and his company's savagery is legend. Some say the Curse of the Wulfen runs deep within their ranks. Bran has been seen to attack with a howling pack of Wulfen, and sometimes even succumbs to the Canis Helix himself in battle. Yet his warriors are also cunning; the Wolf Lord's numerous grey hunters often lie in wait after the fury of Bran's frontal attack forces their enemy's retreat.

THE SEAWOLVES
Engir Krakendoom's sigil is that of the Sea Wolf. Often chosen from the kraken-hunting islanders of the south, many of his men are dark of skin and temperament. They go to war embarked upon armoured transports and airborne assault craft adorned with shields. Their Swiftclaws and Outriders harry the foe upon the flanks, ensuring the packs reach the enemy in an unstoppable tide.

THE SONS OF MORKAI
Named after the wolf god long before taking on the sign of the two-headed beast, Erik Morkai has always been grim and stern of aspect. His company has a great many wolf scout packs, fellow hard-eyed warriors who appreciate their master's taciturn demeanour. Erik's terrifyingly effective methods involve solving problems with swift and bloody acts of violence. It is rumoured that the growing cult of the Hounds of Morkai look to Erik as a silent alpha.

THE RED MOONS
The Wolf of the Red Moon is a skeletal beast that prowls the seven hells in Fenrisian myth, devouring the unworthy and yet never growing fat. The Wolf Lord who bears this symbol, Gunnar Red Moon, is a roaring bear of a man and as boastful as a bard. He favours fang packs such as Aggressors and Centurion Devastators. Like him, they are possessed of a strong appetite for heavy firepower and even heavier feasting.

CHAMPIONS OF FENRIS
The Great Company of Logan Grimnar is fanatically loyal to its charismatic and cunning leader. Each warrior is extremely proud of his link to the supreme lord of the Chapter, and constantly vies with his peers for the Great Wolf's favour. Logan Grimnar firmly believes that a battle can be carried by a few heroes in the right place at the right time, and as such makes effective use of the many Wolf Guard in his Great Company.

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

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

THE IRONWOLVES
Vorek Gristlait has cemented his relatively recent position among the Wolf Lords. Having learned his craft under Lord Egl, whose Iron Wolf sigil he kept as a mark of respect, his Great Company's armoured assaults are greatly feared. Squadrons of Repulsor Executioners hunt monstrous enemies while Vorek's packs of wolf scouts outflank the foe in Impulse transports, before closing on them like inescapable iron jaws.

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

THE BLACKMANES
Perhaps the most talented Wolf Lord of all, Ragnar Blackmane's sheer ferocity is the stuff of legend. Though he is comparatively young, he is without doubt a warrior born. Ragnar frequently has the honour of planning and leading the Space Wolves' planetary invasions, seeding a world with ravening packs of Reivers before launching one of his famed lightning-fast drop assaults.

THE FIREHOWLERS
Sven Bloodbowl, Lord of the Firehowlers, has been missing since he assaulted the Will of Eternity, one of Abaddon's Blackstone Fortresses. While some believe his saga to be ended, his Wolf Guard rule in his name until his fate is determined. The Firehowlers tattoo themselves with Bloodbowl's volcanic icon, the Fire Breather, alongside runes depicting their own sagas.

THE GRIMBLOODS
In Fenrisian myth, the Fire Wolf burns without being consumed. Some whisper that this legendary beast bears a gift: that he can see visions in the fires of war. The Wolf Lord and his packs have not been seen on Fenris in a long time, as they burn a trail of destruction through endless warbands of equally savage Orks.

THE 13TH COMPANY
The blank name-stone set into the Grand Annulus was once that of Jorin Bloodhowls Great Company, known as the Wulffenkind: they who bounded the Thousand Sons into the warp during the Horus Heresy. Though some Wulfen appear to have returned, this stone continues to represent all of the Great Companies across history that have fallen or were lost in battle.
CURSE OF THE WULFEN

The ferocity and savagery of the Space Wolves is well attested by other Imperial forces who have had the terrifying honour of fighting alongside them. Some Imperial commanders attribute what they see as the Space Wolves' feral barbarism to their origins among Fenris' warring tribes. In reality, the Chapter's bestial nature goes far deeper, into the core of their being.

All scions of Leman Russ bear genetic traits they inherit from their progenitor Primarch. Like that of all Adeptus Astartes, the gene-seed of the Space Wolves works changes on the body and the mind, interacting with the specialised organs implanted into every warrior. Some of these alterations and synergies may once have been understood by the great mystic-geneticists of Mars, Terra and Luna, yet most were only ever fully grasped by the Emperor himself.

Space Wolves have heightened instincts, preternatural senses and a raw aggression that make them consummate hunters and devastating shock troops. Yet these traits are merely the outer pelt of a ferocious nature that is usually suppressed, of an inner beast, a base and incoherent rage, terrible hunger and bloodthirsty fury. The Space Wolves know this intangible shadow as the Wulfen, and it resides in each of them without exception.

THE TEST OF MORKAI

Aspirants of the Space Wolves' Chapter undergo many arduous and deadly trials before they are bloody and transformed with strange tools and arcane science into Space Marines. They are tested by the priesthoods for their suitability in mind, body and spirit. Many aspirants fail in these tests. Of these failures, the lucky pass swiftly into the realm of Morkai – the two-headed wolf god of Fenrisian myth who guards the gates of death. Some few continue to serve as serfs, forever shamed by defeat, or as unthinking, half-Human servitors.

Many of these tests differ depending on the aspirant and even the traditions of individual Great Companies, yet the final one is always the same: the Test of Morkai. The warrior is taken far into the barren wastes beyond the fortress of the Fang. He drinks from the Cup of Wulfen, and his body absorbs the first and most deadly component of the Space Wolves' gene-seed – the Canis Helix.

No distinction is made between those who go on to be implanted with the organs of Primaris Space Marines and those matured more traditionally – no aspirants are exempted from the Test of Morkai. The Canis Helix is necessary; without this essential part of Leman Russ' heritage the other gene helices cannot be implanted. The frightening potency of the Canis Helix has accounted for the lives of many aspirants; the numbers will never be known, since the sons of Russ rarely record failure. All those not killed by the draught from the Cup of Wulfen undergo a monstrous transformation.

The Helix works hideous changes on the warrior's mind and body. Bones split and buckle before fusing, thick hair sprouts across his body and he is overcome with a desire to hunt, kill and glut himself on fresh meat. His body mass swells and his teeth grow into sharp fangs. Whilst in the throes of excruciatingly painful change, the aspirant is cast into the wilderness alone and left to make his way back to the Fang. The warrior must overcome the hunger within him lest it possess him entirely. If he does not, he will become one of the feral creatures known as the Wulfen.
WOLFSPEAR - THE DARK TERROR

Through the bloodshed and horror that spreads from the Great Rift, the enemies of the Imperium are stalked by the fearsome Wolfspear. Their brooding mien reveals a dark mindset and their grim brotherhood of dedicated hunters seldom laugh. One of the Ultima Founding’s most unsettling Chapters, the Wolfspear are proud inheritors of the genetic legacy of Leman Russ. Their intimidating pack-hunting tactics permeate every strategic strata of their doctrine. Packs of stealthy killers swiftly destroy the enemy’s vanguard; squadrons of swift vehicles encircle macro-cities, and prowling rapid-strike vessels gut larger craft in the void.

The Wolfspear’s precision strikes sever avenues of escape, sowing confusion. Static-laced howls fill enemy vox-nets or echo within foes’ skulls as the Chapter’s Iron Priests and Rune Priests unleash tempests of terror. As the foe desperately try to repulse attacks on multiple fronts, flinching at half-seen blues, suddenly the Wolfspear strike hard. At a single point from multiple directions, their packs tear the throat from an enemy already in fear.

Initially formed as an under-strength, fleet-based Chapter when Roboute Guilliman brought the Primaris technology to Fenris, the Wolfspear were granted additional warriors by Logan Grimnar. Thus were forged enduring and unprecedented bonds of brotherhood, and the Wolfspear gladly maintain many Fenrisian customs.

If the aspirant finds his way back to the Fang despite the ravaging changes and the many perils that lie before him, he is implanted with the remainder of the Space Wolves’ gene-seed, stabilising the Canis Helix and completing his apotheosis. With time, however, it becomes clear that some of these warriors have not completely conquered the Canis Helix’s original effects. In moments of great fury, at the zenith of their battle-frenzy, some alter into that beastial state. This is the Curse of the Wolfen, an ever present threat that haunts the soul of every son of Russ.

SAVAGE ECHOES

To become one of the Wolfen during the Test of Morkai is to roam the wilderness forever more as a creature of the darkest night, or be captured by their former brothers and held as a caged beast until the time is right for them to be set loose in battle. Those who succumb to the inner beast during battle may be able to reassert control once all before them lie dead, once the pounding rush of blood becomes less deafening and the scent of their prey’s fear has died with them. Some cannot; they become locked in a cycle of berserk fury, forever fallen from grace as feared reminders of what may await any son of Russ. In battle, their savage howls speak to the muzzled fury within each of the Wolf King’s line, inflaming the passions of even the most self-possessed.

Among the Space Wolves there are other Wolfen, their origins uncertain even to those gifted with wisdom. Singly or in packs, they have been discovered across the galaxy, bearing remnants of ancient wargear. Many are marked with the heraldry of the late 13th Great Company, though there are other sigils and runes that cannot be read among their panoply. Wary talk abounds of the Wolfenkind and ancient prophecies, of tragic brothers and curses. Whether these are truly those same warriors who vanished so long ago, horribly changed, may never be known.

Still recognising their fellow warriors as battle-brothers, the Space Wolves usher packs of Wolfen aboard gunships and deploy them into the heart of the enemy. At other times the Wolfen lope across the field, their instinct leading them to the thickest fighting. They bear fragments of armour shaped to fit their altered armours, back-marked with the white of fangs and the red of blood. With iron-hard talons, narrow-freeing claws or weapons so huge that only they can wield them, Wolfen tear apart any before them.

THE BEAST ENTOMBED

Beneath the Fang, in the frozen non-existence of stasis fields, the pilots of the Chapter’s Dreadnoughts slumber between wars. Though little remains of their once heroic physiques, still these epic warriors bear the genetic legacy of Russ. In rare cases, the sleeping beast within their psyche awakes and the Curse of the Wolfen ravages and distorts the warrior’s mind. Wolfen Dreadnoughts unleash rampant devastation, their metallic snarls and howls blared through emitters as they charge towards any enemy, sweeping long claws or massive axes through anything that dares stand in their way.

There is one among these behemoths whose violent storms of slaughter eclipses all others. Discovered by the Space Wolves on the hell world of Omnicide, the feral Dreadnought known only as Murderfang is a single-minded berserker of metallic rage. Whatever noble son of Fenris once piloted this untamed force of destruction is long since lost, consumed entirely by the bestial thing at Murderfang’s heart. Only by using helrost technology to freeze its servos between battles can its wrath be stayed.
WAR ZONE: JHALHEID

Inexorable in its approach to the industrial worlds of Jhalheid, the space hulk Bran Redmaw would name Krakamorg drifted through the Yarps for months. Its vast mass was the equal of a moon, and the Imperial Navy’s lance strikes and torpedoes did nothing in-system for months. Ever closer it bore, a frigid coma of gas and scrap around it to alter its trajectory. Demolition kill teams sent within vanished. Ever closer it bore, a frigid coma of gas and scrap around it to alter its trajectory. Demolition kill teams sent within vanished.

What at first appeared random venting of volatile gas and rupturing fuel cores soon acquired an unsettling pattern. Krakamorg’s course – which should have sent the composite monstrosity into empty space – gradually curved. The hulk’s crumpled mass of ancient ships, asteroids and unidentifiable matter was now certain to collide with the terrifed world of Jhalheid Secundus. What ordinance the Jhalheid System possessed vapourised chunks of metal, rock and ice from Krakamorg, but it was like taking a pick to a mountain range. Astropsychic pleas for aid sang out into the storm-tossed Sea of Souls, where Bran Redmaw’s Rune Priests heard their tale.

The Bloodmaws’ grey ships breached into the Jhalheid System and circled the space hulk. The situation was more dire than anticipated. While hundreds of miles of the hulk’s mass bore down upon Jhalheid Secundus, city-sized slabs of ship sections and scattered rock had broken away, tumbling into the gravity wells of other planets. The Imperium knew to its cost how such hulks often contained degenerate xenos, traitors or even warp contagions, and their violent impacts could destroy continents. Bran’s Rune Priests also revealed their psychic senses were assailed by a roaring aggression. A brutal sentence raged within the hulk and its dislodged – or unleashed – shards. The Great Company had hunted Orks across entire sectors, following their Rune Priests’ visions, and knew this aura as the spoor of greenskins.

Bran loosed his Battle Leaders – Ruark the Mountain and Swingar Eyestrike – who together led half the Wolf Lord’s packs to hunt down those broken away sections, reinforcing Jhalheid’s defenders with their ruthless savagery. Already some hulk-shards neared the continent-spanning macro-structures of Jhalheid Quinatar and the shrine moon of St Vulap’s Realm. The hulk’s main body had to be killed from within, however, for its mass shredded off conventional firepower. The space hulk exceeded a void whale in size. When he destroyed it, Bran would relish the fury of Engr

**Kragenboom**; the other Wolf Lord still boasted of the levishan he had slain centuries before. Bran’s Iron Priests identified three Imperial hul fragments at the hulk’s leading edge, the spirit-echoes of active warp cores registering from within. The Wolf Lord roared his vow to breach them and watch their raging cores consume the hulk and the bloody corpses he would leave.

Bran’s strike craft plunged through the storm of debris surrounding Krakamorg. He had named the hulk for the vast ice troll of myth, whose Helwinter passage across Fenris’ skies sees meteoric shards of its flaking skin fall upon the world. The Bloodmaws could see no Orks, but ragged bursts of fire erupted from hundreds of turrets on the hulk, inflicting haphazard destruction on both the Space Wolves and the hulk’s structure. Through broken and exposed hatches, the Bloodmaws crawled their way inside the three ships with chainisters and meltac charges as Bran’s strike craft and ships attacked the multiplying sources of fire with missiles and suppressive gunnery.

Their armour sealed, over a dozen packs forced their way inside. Hunter packs under the fierce eye of Bran’s champion, Torgun Bloodpelt, stole through the mass conveyor Morg-4V. Miles distant, Wolf Priest Ulf Spargyde directed his warriors into a nameless cruiser’s launch bay. The claw packs of Ulf’s retinue termed it the Icebite after a solid mass ofire and metal that issued from a maw-like aperture. The Wolf Lord, seeking the most powerful warp core and hoping to correr the greatest Orks, led packs into a Martian Ark: the Cursus Majoris, which lay like a twisted, exposed spine.

Within, the Orks did not wait to be found. In roaring mobs hundreds strong, they tore through the frozen darkness. They were scarred and tattooed, hung with crude serpentine fetishes. Many wielded large-bore weapons bound with charms made from rigid flesh or glowing power coils. The thrumming mental energy of those who knew their ramshackle vessel had been invaded spread like venom, and soon the entire hulk vibrated with bestial anger. The Orks’ monstrous slabs of muscle showed the Space Wolves they had gorged on violence – either among themselves or against other horrors that made the hulk their lair.

Redmaw’s packs realised the Orks must have been there for years; Ulf found mazes of tunnels bored through solid metal and clawed through ice, passages that connected chambers and whole ships to each other. This network allowed the Space Wolves to enter areas whose access hatches were crushed, but also enabled warbands of Orks to converge en masse.

Many holds were open to the frozen void through craters and tears. The chill bled through, so that the chambers were frigid. Layers of jagged ice coated every surface, including the frozen corpses of ancient crew, while chemical spills had crystallised into looming drifts of toxic snow. Forests of black, corroded macrodusts spurred upwards from unlit depths like dark fingers, and ruptured energy cells spat irradiated fumes.

Within Morg-4V, Torgun hunted mobs of Orks through twisting passageways with his packs of Intercessors and Eradicators. They were hunted in turn by hulking Orks as big as cave bears, hefting rusted girders that bore sparkling buzzsaws or the talons of unknown xenos species. Fighting at the head of his claw packs in the Icebite, Wolf Priest Ulf crushed thick skulls with his crozius arcumanium, buying time for Iron Priests to set charges on the warp cores.

Having ripped apart the mobs of frenzied Orks who had crossed his path, Bran Redmaw began his assault on the Cursus’ shielded enginisphere, his claws sizzling with blood and his hunter packs poised to ambush Orks that fled. As he attacked, halting messages reached the Wolf Lord. Two more space hulks were detected entering the fringe of Jhalheid’s system, and the Rune Priests had divined of yet more approaching neighbouring systems.
Red did Einvar’s fury wax, for war-seasons did his pack bend and slay as blood-claws. Joy was there, hunting from armoured steeds whose engines growled, and his pack did follow. The corpse-sea was sailed on Bragar IX, unaware of their fury, their shields were felled.

Glory did Einvar hunt, his howl, was mind-free.

Keenly did Fosthall’s sight scan, the Wolf’s Eye did not see as far. Ever did his lord call him knight, heavy Gauntlets held still, cross his chest, spitting its holy-teeth.

At the Falcus Nede did his lord cleave the pack, prey-stalker now was Fosthall’s Tip-Sight. Piercing was his sight, further did his stride range.
The Space Wolves are heroes all, and none more so than the warriors of Logan Grimnar’s Great Company. Though as constantly embattled as all of the Chapter’s companies, the Champions of Fenris are nevertheless the largest of its brotherhoods. Their lord gifts them with the finest weapons and master-wrought wargear, and affords them the greatest opportunities for personal valour and glory. In return, they fight all the harder to prove his trust and generous patronage, knowing that they represent the High King of Fenris not only amongst the Chapter but far beyond as well. Such warriors as Ranulf Ironfang, Volkbad Wulfhorne and Grimnar’s champion, Arjac Rockfast, are renowned not only among the Space Wolves and their successors, but throughout the Imperium.

The company of the Great Wolf differs from the other Great Companies in some important respects. It is home to the Chapter’s priesthood – its Wolf Priests, Iron Priests and Rune Priests, amongst more rarely seen elders. The part of the Fang that houses the Great Wolf’s company is also where the Chapter’s revered Dreadnoughts are kept in stasis to preserve their long lives, their deadly skill in the murder make and their ancient memories. These auxiliary elements, advisors and figures of legend are granted to the Wolf Lords of the other Great Companies as and when the Great Wolf deems it necessary.

The exalted position of Great Wolf is voted on by the entire Chapter; each of the hundreds of warriors casts into the Dragon’s Skull a rune-scribed stone marked with his chosen commander. When Logan Grimnar was elected by the Chapter to succeed Sigvald Grimhammer as Great Wolf, he adopted the sigil of the Wolf That Stalks Between Stars, sometimes called the Great Grey Wolf. This sigil represents Leman Russ and the Chapter’s destiny as voidfarers unhindered by boundaries, appearing on the greatest of the Chapter’s standards. As was Russ, the Great Wolf is also High King of Fenris, with a duty as the world’s planetary governor. Grimnar’s marker stone in the Hall of the Great Wolf shows his old sigil of the Night Runner, chosen when he became a Wolf Lord. There are some under his command that continue to bear this badge on their armour, in preference to the Great Wolf’s sigil. Those who do so wear it as a mark of honour, signifying centuries in Grimnar’s service.

The Space Wolves do not maintain the equivalent of a Veteran 1st Company, a brotherhood comprised solely of the Chapter’s warrior elite. It is also rare
for any Space Wolf to move from one
Great Company to another. Each of the
twelve brotherhoods includes packs of
fierce warriors full of impetuous youth,
packs of veterans exuding the icy calm of
centuries of experience, and exceptional
fighters of every rank and strategic
capability. The fact that Grimnir’s
company maintains far higher numbers of
elite Wolf Guard than those of his
fellow lords is a testament to the huge
esteem in which he is held, his example
urging his devoted warriors to extreme
acts of daring spirit. As a company’s
battle-brothers look to their lord and
his Wolf Guard as inspiring exemplars,
so does the entire Chapter look to the
Champions of Fenris and the Great Wolf.

LOGAN GRIMNIR
More than six centuries have passed
since Logan Grimnir took command of
the Space Wolves. Though some think of
him as the Old Wolf – unlike Ulrik the
Slayer, to whom he will always be ‘young
Grimnir’ – age has barely touched him.
Grey of beard and long of fang he may
be, but he still fights with the aggression
deployed as a sea warrior within the
Iron Blood tribe, in the days before he
was elevated to the Sky Warriors. The
centuries have also ennobled Grimnir
with great wisdom and insight, as well
as a respect for the fragile worlds of the
Imperium he is oath bound to protect.

The Great Wolf’s saga is long and
growing. Grimnir it was who led the
Space Wolves at the unrecorded First
Battle for Armageddon. He recovered a
priceless STC from the clutches of Orks
on Scarpaspire, and it was Grimnir’s
hate-filled blow with the Axe Morkai
that pierced Magnus the Red’s wards on
Fenris itself. None alive, save some of
the ancient entombed within Dreadnought
sarcophagi, have known of a warrior so
skilled nor a general so gifted as Logan
Grimnir. Striding forward in his hulking
Terminator plate, towering over all his
Wolf Guard save Arjac, or at the helm
of his war chariot, Stormrider, he is not
just a military commander but also
an energetic leader of men. The Great
Wolf constantly proves his right to lead,
through both skill at arms and his front-
line leadership in battle. Logan Grimnir
is not master of the Space Wolves by
virtue of inheritance; he has earned the
right through strength, courage, wisdom
and honour.

Throughout his ascension, Grimnir
stood out from his battle-brothers not
just through his bravery and his cunning,
but through his boundless charisma. His
easy grin and ready jests earned him the
trust of everyone he met. Though he is
ill thought of by some – certain amongst
the Imperium’s institutions have laid
charges of genetic deviancy and even
heresy against him and his Chapter – he is held in the utmost respect by
countless of his Adeptus Astartes peers
and adored by those of the Imperium’s
soldiery who have fought under him.
For every officious commander whose
cowardice has made them fear for their
life in his presence, there have been many
lowly warriors who have basked in the
appraising stare of his golden eyes. For
this champion of Humanity, they are
willing to lay down their lives.
ARJAC ROCKFIST

Arjac Rockfist is renowned as a giant of a Space Marine, taller and broader even than Logan Grimnar. Originally an Iron Priest of the Chapter, Arjac's bear-like strength was witnessed first hand by the High King himself. Upon the Isles of Iron, Arjac and his brother priests were assailed by a thousand kraken-spawn that boiled out of the sea. They fought to hold back the beast-tide, but when Grimnar later arrived, only Arjac was alive, still smashing through the horde with sweeps of his thunder hammer. Though Arjac keenly misses his Iron Priest brethren and his former life at the furnace, it is obvious where his true skills lie: not in the forge, but in the crucible of battle.

Foehammer is Arjac's oversized thunder hammer, and its devastating blows have brought down Ork Warlords, Aeldari Wraithknight and slavering Chaos abominations. More than a potent close-quarters maul, Foehammer incorporates an ancient miniature teleporter keyed to Arjac's gauntlets; allowing him to hurl it at the foe before it returns to its owner's outstretched hand. Arjac's strength is matched only by his unflinching loyalty to the Chapter, often placing the lives of his battle-brothers before his own. During the Battle of the Weeping Stars, Arjac was the last to abandon the crippled strike cruiser Fangs of Fenris, dragging the wounded to salvation pods even as the ship burned around him. As Grimnar's champion, Arjac defends the Great Wolf not only through his legendary rampages, but also by his iron-hard sense of honour.

NJAL STORMCALLER

Njal is High Rune Priest, chief of the most arcane order of priesthoods within the Space Wolves Chapter. He is the Storm That Walks, for where he fights there does the tempest rage fiercest. Traceries of psychic lightning flash along his rune-carved staff, topped with a huge lupine skull that is said to growl warnings of evil witchcraft to Njal. Foehost forms on his forked red beard as he lashes his foes with soul-freezing chills, blinding bolts of empyric power and plazas of psychic shards. Concealment will not save his enemies, for none can hide from the biomechanical lenses of Njal's psyber-familiar, the raven Nightwing.

The Space Wolves employ a system of runic inscription for many purposes, but only Rune Priests know the secrets of psychically empowering them. None are greater at this art than Njal Stormcaller. They are worked into the Rune Priests' weapons and war gear, or inscribed onto blades gifted to the Chapter's other heroes. These potent runes glow red hot when psychic power is channelled through them and radiate with eldritch force.

Rune Priests fulfil similar roles to the Librarians of other Space Marine Chapters. Like them, Rune Priests are battle-pyskers and keepers of knowledge both esoteric and ancient, with an understanding of the warp that would drive lesser men insane. To the Space Wolves, who bear a deep-seated hatred of sorcery and witchcraft, the Rune Priests' manipulation of the warp and their ability to choke the life from evil spells renders them heroically brave.

With the casting of runestones, they divine the future, the fate - or wyrd - of the Space Wolves and their epic endeavours. They listen to the hoots that reverberate through the Sea of Souls, catching astrophonic pleas for aid and the hungry growl of dark spirits. They advise the Chapter's lords on arcane matters. With talismans and totems, they ward their battle-brothers against the fell powers of Chaos, against the sorcery that disgusts every true son of Russ.

The control of tempestuous powers is also seen amongst the Ultima Founding successors of the Space Wolves. Not even Njal truly knows whether such manifestations are the result of their genetic heritage, a reflection of Fenrisian traditions maintained by their off-distant kin or due to some other reason. Not all the successor Chapters of the Space Wolves display such power; some specialise in other esoterica, while one has denounced every reminder of Fenris.

THE KIN-PACK DECLARATION

Not just psychic traditions bind the Space Wolves with their successors. It was Logan Grimnar, after Guilliman had departed Fenris, who formally voiced this
recognition: though some were not of Fenris, all were scions of the Wolf King. Perhaps not since the ill-fated Second Founding of the Wolf Brothers Chapter had such considerations been taken.

Not only had Guilliman instigated official successors to the Space Wolves, but he had furnished them with the varied armour types and squad doctrines developed by himself and Cawl. If Guilliman had hoped that such gifts would bend Fenrisian tactical independence towards his Ultramarian ideal, he would be frustrated. Part of Grimmarn’s declaration was the full incorporation of these packs into the Space Wolves’ creed. Irrespective of their Codex-assigned strategic designation, each pack-type took its place within the traditional structure.

Defined weapon loadouts and tactics were assigned to each stage of a pack’s progression – blood claws, grey hunters and long fangs – as well as to the Chapter’s packs of wolf scouts and Wolf Guard. Thus, for example, did Grimmarn proclaim that grey hunters would fight as Suppressors, and that wolf scouts would take up arms as Eliminators. He would not abandon the ancient customs, for their upholding was a responsibility of the Great Wolf. The declaration was spread to the newly founded successors of Russ’ bloodline, bonding those that would recruit from other worlds. Nonetheless, independence of spirit is ever strong within all sons of Russ. Thus, individual packs, whole Great Companies and even entire Chapters steadfastly apply the declaration in their own way.

Just as new tactics and squad types were absorbed and recrafted, so too were the new arms, armour and technology of Cawl’s design integrated into the Chapter’s culture by the Iron Priests. These techno-savants would shape Cawl’s works to befit the Space Wolves’ needs.

GODS OF IRON
The Iron Priests maintain the Space Wolves’ engines of war and calibrate their weaponry, forging items of stunning craft and deadly purpose. Their word is law within the forges and workshops spread amongst each Great Company’s lair within the Fang. It is the Iron Priests who tell the sagas of mighty weapons, as well as other treasures of Fenris. They memorise the deeds of powerful vehicles and warships, of talismans and amulets, and it is they who name their creations. Carrying out the same duties as other Chapters’ Tehmarines, Iron Priests are smiths and artisans, warrior-engineers and machine-mystics. Native Fenrisians know and revere them as the Gods of Iron, and young smiths occasionally make lonely pilgrimages to their forges on the smoke-shrouded Isles of Iron, which skirt Asaheim. Should a youth pass the Test of the Iron Gauntlet, they may be apprenticed and inducted as a warrior-smith of the Space Wolves. Those aspirants who fail repay the Gods of Iron for wasting their time, seeing out their life as lobotomised servitors.

Such apprenticeship to the Space Wolves is rare, however. Watched from afar, a youth with the potential of aggression and spirit is more commonly selected by one of the black-clad Wolf Priests, possibly even the greatest of their order.

ULRIK THE SLAYER
Eldest of all Space Wolves, save those who continue their saga within a Dreadnought shell, Ulrik has mentored some of the greatest heroes the Chapter has ever seen. The Wolf High Priest’s snow-white beard is an indicator of his age, for Ulrik has fought for almost a thousand years.

An unrepentant traditionalist, Ulrik embodies his order’s duty to ensure the physical and spiritual purity of the Chapter’s battle-brothers. Like his fellow Wolf Priests, Ulrik goes to war arrayed in the totems of his office. His grotesque and fearsome Wolf Helm of Russ represents his role in the cycle of death and rebirth, and his croziers arcanum smites the unbeliever and the traitor wherever they may be found.

With shamanistic chirurgery and advanced bio-chemical knowledge, the Wolf Priests create every new warrior and they reap the gene-seed of the fallen in much the same way as the Apothecaries of other Space Marine Chapters. Yet preserving the genetic heritage of his brethren is far from a Wolf Priest’s only duty. They also function as cult leaders and spiritual guides in the manner of a Chaplain, taking responsibility for every warrior’s martial and mental development. Each is a conduit that maintains the Chapter’s connection to its own customs and its unbroken duties to the Imperium.
THE BLACKMANES
THE GREAT COMPANY OF RAGNAR BLACKMANE

Renowned for the ferocious eagerness with which they conduct their famed planetary drop assaults, the Blackmanes’ wilful battle-lust and headstrong aggression are symbolic of their savage Chapter. At their head charges Ragnar Blackmane, a furious hurricane of ceaseless, violent energy. His howls are a challenge to any who dare face him and the glittering teeth of his blade.

The undisputed masters of planetary assaults, the Blackmanes frequently have the honour of leading orbital invasions. They pride themselves on being the first warriors to reach the foe. It is a role in which they and their lord excel, terming their assaults the Claws of Russ. In drop-ships and strike craft, they violently pierce their enemies’ defences. Stormfang Gunships rake emplacements and vehicles with heavy weapons’ fire and blasts of freezing helsfrost energy as the Blackmanes’ assault vessels streak to the surface in meteoric descents. Other packs leap fearlessly from the holds of soaring Thunderhawks and Stormwolves and plummet to the ground before igniting their jump packs at the last second.

The Blackmanes are second only to the Great Wolf’s own company in terms of size. In some campaigns, Ragnar’s forces have appeared to number near two hundred battle-brothers. Yet even the Lord Commander, Roboute Guilliman, conspicuously ignores the manifold ways in which the Chapter diverges from his Codex. It is clear that such paix pale before the dangers facing Mankind. Guilliman knows the Blackmanes and all the Space Wolves are desperately needed.

Ragnar’s young warriors each try to outdo their battle-brothers in wild deeds of outstanding heroism that border on the suicidal. They all seek to catch their lord’s eye and impress him with their bravery, to earn great names for themselves and the Blackmanes.

RAGNAR BLACKMANE
The Wolf Lord Ragnar Blackmane became known as the Young King when he was elected as the youngest commander ever known of a Great Company. Many of Fenris’ long winters have passed since then, and the excesses of his headstrong hubris have been tempered somewhat. His braved and personal recklessness are now channelled into daring strategies and lightning-fast assaults, catching his enemies unawares with their speed and savagery. He is always the first of his warriors to set foot upon a world and the last to leave its broken corpse.

Ragnar was a blood claw in Berek Thunderfist’s Great Company when he was elevated to Berek’s Wolf Guard. This promotion—near unheard of for a warrior as young as he—was accomplished when Ragnar slew the Ork Warlord Borzag Khan. When Berek fell in battle, it was Ragnar who led the bloody hunt for his lord’s killer. As is tradition in the Space Wolves, the fallen commander’s Wolf Guard elected his successor from amongst their number, and it was Ragnar they presented to the Great Wolf as their leader. With him at their head, glorious victories and epic deeds that will be told for millennia to come have been won by the Blackmanes on battlefields almost beyond count.

Ragnar’s whipcord-fast agility and confident skill with his chainblade, Frostfang, ensure his legend within the Space Wolves continues to grow. The most recent chapter of his saga tells of his cheatin Morkai’s claim on him and his felling of a monster. On Kronos, Ragnar duelled none other than the Ork Warlord Ghazghkull Thraka. Having been rashly drawn to it by prophecy, it was a fight the Wolf Lord would not walk away from. Ragnar wildly claimed the epic confrontation lasted ten days and nights, the two leaders’ warriors fighting and dying around them. As Blackmane tells it, he was close to death when, in his final strength and with a howl of rage, he took Ghazghkull’s head clean off before the Wolf Lord himself collapsed.

It would not be the end for either of them. Ragnar’s mutilated body was recovered and the Wolf Priests sensed a spark of vitality left in him. They strengthened the thread of his life with arcane bio-rituals, and Ragnar made the dangerous crossing of the Rubicon Primaris. The Young King returned to Kronos and discovered Ghazghkull had been resurrected.
through abominable xenos technology and enduring malice. Ragnar did not
make the same mistake again, instead sabotaging the Ork Warlord’s swelling
power base and warning the Imperium of the vast greenskin hordes Ghazghkull
was amassing. Whether that will prove enough to save Mankind from brutal
destruction, only time will tell.

Ragnar was not the first of the Chapter
to successfully cross the Rubicon
Primaris – that feat will forever be
held by Brega Ironfist – but his renown
and the awe in which he is held by the
Chapter’s young warriors removed some
suspicion around the transformation.
Tradition still holds sway over much
of the Chapter’s culture, but a growing
number of Space Wolves see the crossing
as a death-defying challenge – and no
son of Russ easily backs away from such
a confrontation. Ragnar’s willingness
to indulge in risk-taking leads him to turn
a blind eye to some of the ill discipline
in his claw packs. He perhaps explains
why, for the moment, he tolerates
amongst his warriors the Chapter’s most
infuriating snot.

LUKAS THE TRICKSTER
Known as the Strifeson, the Laughing
One, the Jackalwolf and by countless far
less complimentary titles, Lukas’ deeds are
synonymous with the irreverence, wild
spirit and recklessness of youth. Despite
being a supernovative warrior of long
experience, Lukas has never progressed
beyond his status as a blood claw. Deeds
such as spiking Hrothgar Ironblade’s ale
with blot-toad venom have earned him
many enemies, and he has been moved
from company to company to keep him
from his victims’ wrath.

Lukas’ inventive jests and calculated
mischief are also turned upon the foe.
With cunning he has tricked whole
armies into suicidal mistakes and taught
fatal lessons to any who think to best him.
He is known to have only been beaten
once, when a Drukhari pain-lord plucked
out one of his hearts. Yet even this the
resourceful Lukas turned to his advantage.
He had a stasis bomb implanted in his
lost heart’s place, so that he will have
the last laugh. Whoever finally kills him
will be trapped with Lukas in an eternal
monument to the Jackalwolf’s guile.

THE SIGIL’S MYTH
As Wolf Lord, Ragnar took the
sigil of the Blackmane, and all his
warriors bear its mark in one form
or another as a sign of their fealty to
him. In Fenriani legend, Blackmane
was the most fearsome of the fell
lieutenants of the wolf-god, Morkai. It is said that Blackmane’s
howl called the souls of dead
warriors from their resting places.
The legends tell how Leman Russ
defeated each of Morkai’s underlings
in turn. When he fought and slew
Blackmane, he shorn the evil
creature, turning its bloody pelt into
a spirit cloak that allowed him to
pass into the realm of the dead.

Blackmane’s cursed spirit still calls
to the dead, it is said, but thanks to
the Space Wolves’ Primarch, it no
longer has the power to summon
them into the world of the living.
All the Blackmaned Wolves that still
hungrily roam Asaheim are said to
be his offspring.
THE DEATHWOLVES
THE GREAT COMPANY OF HARALD DEATHWOLF

Throughout the arming chambers, feasting halls and docking bays of the Fang, the predatory howl of Fenris’ four-legged wolves echoes. These fearsome ululations come from the countless wolves – some merely giant, others immense – the Chapter keeps by its side. When war calls, the Space Wolves are bolstered by these savage beasts, and none more so than the Deathwolves.

Every Great Company maintains their own domain within the fortress of the Fang. Areas of fire-lit halls, smoke-filled armouries and far more besides, these sprawling demesnes are termed the Great Companies’ lairs and each are as individual as their ruling Wolf Lord. From the Deathwolves’ lair, the constant snarls and growls of a great many lupine beasts reverberating from their dens. At times, rune-etched corridors and banner-hung chambers resound with a relentless churn of bestial utterances, waxing and waning in living waves as if the lair itself breathed slowly with an ancient growl.

The Deathwolves go to war accompanied by more of Fenris’ wolves than any other Great Company. Fighting alongside its packs of Fenrisian Wolves, biomechanical Cyberwolves and even giant Thunderwolves, the Great Company of Harald Deathwolf epitomises the Chapter’s lupine culture. Logan Grimnar often despatches the Wolf Lord to track down and slay the most hated and elusive foes, for the Deathwolves are some of the greatest and most feared hunters.

To be marked thus is a death sentence, for the Great Company can track any scent, even through the most impassable of terrain or, it is said, across the void of space. Using stealth, speed and fieldcraft, the Wolf Lord leads his charges in relentless pursuit, before launching his final strikes from unexpected quarters.

HARALD DEATHWOLF

Ever since Harald was a blood claw within Leif Snowfang’s Great Company, it was seen that he had an affinity with the wolves of Fenris; his packmates called him Thunderson, claiming he was as much the offspring of a she-wolf as a man. Yet on the day he was proclaimed Leif’s successor as Wolf Lord, standing on a distant world, Harald beheld the system’s star, shrouded by the battlefields smoke. He declared himself Deathwolf, taking as his sigil the Ravening Jaw, the icon of Morkai swallowing the stars.

Harald’s choice of sigil has been discussed much by the Rune Priests in recent years, for it represents the Wolftime. In Chapter legend, this is the end of all
CANIS WOLFBORN

In the ranks of Harald Deathwolf’s Wolf Guard, there exists one warrior more at home in the company of wolves than men. He prowls the corridors of the Fang, lupine shapes padding in his wake. There is something animalistic in his darting yellow eyes, and in the snarls and growls that pass for his speech. His name is Canis Wolfborn, and he is a lord of wolkind.

Harald has many times told the tale of how Canis came to be of his Great Company and eventually his personal champion. As a savage at the head of a pack of wolves, Canis appeared before the gates of the Fang, their whole group howling in challenge. At Canis’ feet was the form of Jorek the Giant, beaten unconscious by this wild, but very Human, youth. Jorek was a Space Wolf who was known to have embarked on the Lone Hunt. When Harald confronted him, Canis knew no words and instead they fought. The Wolf Lord admits it was a closer fight than he expected, but finally Canis bare his throat, recognising in Harald a greater predator than himself.

How much of Harald’s tale is exaggerated is never questioned. Certainly, Canis never speaks of his origins. The Wolf Priests theorise that he was abandoned in the wastes, raised perhaps by the pack that appeared with him at the Fang’s fortified gates so long ago. What is without doubt is his courage, his strength and his instinctive command of wolkind.

things: a final battle, greater than any before, the aftermath of which not even the very wise can see. It was Harald who discovered the first bands of Wulfen that many believe are the survivors of the 13th Great Company. The return of the Wulfenkind is a prophecy of the Wolftime also, and Harald’s involvement is not seen as happenstance.

Many are the tales told of Harald Deathwolf, of his courage and ferocity. In every one, the Wolf Lord’s keen senses play a prominent part, and many of Deathwolf’s victories are attributed to his bestial companions. Of all the Great Companies, the Deathwolves make particularly widespread use of Fenrisian Wolves and Cyberwolves and of the feral monstrosities, the Thunderwolves.

PACK COMPANIONS

Throughout the Fang, packs of large wolves skulk in shadow or lie at warriors’ feet during feasts. Space Wolves grant them the honour of fighting with them too. They hunt from the fringes or in the vanguard, savagely pulling down enemies alongside the Space Wolves and ripping out throats with their strong jaws. Some bear runic tokens woven into their shaggy pelts, while others bear bionic replacements and augmentations from the Iron Priests, becoming Cyberwolves. For their part, the sons of Russ feel a bond with their past, seeing in their quadrupedal allies the wolf-kin of Leman Russ himself: Freki and Geri.

‘I share a deep bond with my battle-brothers, for the blood of Russ runs in all our veins. I would die for any one of them, just as they would die for me, without fear or hesitation. But my mount is my packmate, my fellow riders my closest kin. Ours is a bond that others cannot fully grasp. We hunt as one, and together share in the glory of the kill. There is no greater joy on all of Fenris than to ride to battle astride a Thunderwolf.’

- Ripper the Broad
Thunderwolf Cavalry Pack Leader

Space Wolves are known to undertake an unarmed ritual to bend a pack of these lethal beasts to their will. Known as the Lone Hunt, the warrior tracks a pack through the wilds. Should the battle-brother kill the alpha male of a Fenrisian Wolf pack, the rest of the wolves will instinctively treat him as their new alpha.

THUNDERWOLVES

Some of the most terrifying predators of Fenris are Thunderwolves. They are giants of swollen muscle, with fur like steel wire, snapping jaws and slashing claws. Each Thunderwolf is a hurricane of bestial violence, named after the Thunderwolf of myth: Drekan, whose roars and flashing fangs are said to be in every storm. Usually solitary, the hunt and capture of a Thunderwolf is seen as a great test of nerve, speed and confidence.

Only the elite warriors of a company’s Wolf Guard have the skill to hunt a Thunderwolf, but this practice – an extreme form of the Lone Hunt – has given rise to cadres of Thunderwolf Cavalry. The charges of these mounted warriors are devastating; in their wake are shredded bodies and chewed armour plating. Even armoured vehicles are prey for beasts capable of hunting the cave bears, ice trolls and far worse upon Fenris. Following army groups have documented overturned tanks, their undersides clawed open in gashes of oil and blood.
THE DRAKESLAYERS
THE GREAT COMPANY OF KROM DRAGONGAZE

Like their fierce Wolf Lord, the Drakeslayers are savagely competitive. Rivalries between warriors and packs, and even with other Great Companies, are ignited and relished. By such contests do they demonstrate their strength and identify ways to dominate every battle. Krom is a harsh commander, as demanding of his warriors as he is of himself, yet he is swift to reward valour.

Though much of their aggression and hunt for glory stem from Krom Dragongaze's own intense competitive streak, all the Drakeslayers are equally as eager to earn honour and a place amongst the greatest heroes in the Chapter. They seek ever to improve themselves and prove to all their courage, strength and determination. Within the Fang, they disdain the use of combat servitors and instead engage in increasingly violent sparring matches amongst themselves, goaded on by derisive taunts and accusations until blood is drawn. Even then, many such ‘tests’ have been taken too far and required the urgent action of the unimpressed Wolf Priests.

On the battlefield, wagers are freely made by the Drakeslayers and loud boasts broadcast. Some will seek the head of the enemy garrison commander, to wade through a sea of deadly enemies and emerge leaving naught but butchered meat or to lead others in a glorious charge towards a slavering monstrosity. The Drakeslayers are a fluid and gifted brotherhood, capable of incredible feats of daring and masters of a dizzying array of strategies both complex and direct. They seek nothing less than to be recognised as the greatest fighting force of the Chapter, to win and be seen to win, striving to outdo the other companies even in their own areas of speciality.

Their lord indulges his warriors' eager reach for glory. He relentlessly drives them on to ever greater heights of achievement with his intolerance of failure. Krom's Great Company are highly proud of both his and their deeds. If they occasionally overreach themselves, there are perhaps none but the Drakeslayers who can batter through the direst of situations and emerge triumphant and bloody, their fangs glinting among grins of defiance.

KROM DRAGONGAZE
Known also as the Fierce-eye, Krom Dragongaze is one of the most uncompromising and belligerent of Grimnar's Wolf Lords. His ever growing saga is blood-drenched, strung with heroic victories against the odds and epic duels. His volcanic temper and paucity of humour have seen him butt heads – sometimes literally – with his peers, and insubordination in the past has seen him rebuked by the Old Wolf. In recent years, however, his reputation has risen with the keeping of selfless oaths of duty.

Krom rarely turns down a direct challenge and regularly pits himself against his fellow Wolf Lords in all kinds of contests, be it eating, drinking, duelling, hunting or the Trial of the Bladed Eye. After Lukas the Trickster bet Krom he could not outstare Fenris’ fierce star, the Wolf Lord endured an agonising ordeal that saw him grudgingly squat

STRIKE FORCE STORMCLAW
Over the course of his command, Krom Dragongaze has fallen in and out of favour with Logan Grimnar. Yet never has he come so close to shame as in the years before the Great Rift's opening, fighting with Strike Force Stormclaw. Streaking towards Alaric Prime, Krom took it as an insult when Grimnar and Ragnar led the assault against hordes of invading Orks, relegating Krom to follow in the second wave. Yet when his Thunderhawk, Venghal Hwol, managed to pinpoint the location of the Ork Warlord Gruk Face-rippa, Krom's forces peeled off from the main invasion to hunt the beast down.

Krom was closing on his quarry when Venghal Hwol was brought down by a strange energy weapon. Among the murk-shrouded landscape, a game of cat and mouse ensued. Krom's downed Thunderhawk was ravaged and looted by ambushing Orks, as the Wolf Lord fell upon Gruk's rearguard of ramshackle war engines before he finally confronted the immense Ork in an epic duel. Sparks flew from clashing weapons and blood flowed, brutal roars were met with ferocious howls. Though each scored devastating blows, final victory was snatched from both as their forces were flung apart in a violent blaze of energies from a malfunctioning Ork tellyporta.

Badly wounded, Krom's disoriented warriors found themselves transported back near the heart of the Space Wolves' lines. Krom's pride and ego would take longer to heal than his cracked skull. He had left the other Wolf Lords unsupported and lost many brothers, with not even Gruk's head to show for it. In later battles, some of Krom's warriors were marks of contention, seeking to wash away the bitter taste of failure with the mead of victories, but none have fought harder than the Fierce-eye. Krom's rising maturity has even seen him forego some opportunities for glory, for both himself and his company, in favour of oath-sworn duties of guardianship. Grimnar knows there may come other times when Krom seeks his own path, but his loyalty and brutal efficiency are without question.
with one eye and go blind in the other—though in the evening the Wolf's Eye went down, so Krom declared it a draw.

None can deny that Krom's unrepentant ferocity and willingness to do whatever it takes to secure glorious victory make the Wolf Lord a true Fenrisian hero, his will as fiery as his flame-red hair. Krom openly condones his warriors' acts of fierce rivalries—acts that sometimes see them ill thought of by other Space Wolves—viewing such aggression as an essential means of honing their power. Krom's never-ending search for greater feats of glory will be ever be undertaken through the blood and ruination of their foes.

In battle, Krom swings his ancient frost axe, Wyrmchaw, in great cleaving sweeps. This double-edged weapon gives the appearance of being crafted from purest ice, yet its edge is of an energised diamond-like material. In a ritual thought to keep it from dulling, Krom has dusted its blade with the ground-up talons of the ice wyrms Witherwing.

Just as he punishes failure, Krom believes in rewarding greatness wherever he sees it. Thus his Great Company contains a complement of Wolf Guard second only in size and renown to Grimnir's own.

**THE LORD'S CHOSEN**

Demanding greatness from their packs, every Wolf Lord watches his warriors keenly to see how each will distinguish themselves and earn his favour. Space Wolves prefer to prove themselves in war and duels above all, and promotions to the elite Wolf Guard are regularly made mid-battle. It is then that the warrior will fight ever harder to reward his lord's faith in his abilities by surviving the battle with yet more honour to his name.

Appointments to a Great Company's Wolf Guard are granted to warriors of all rank and experience. Though rare, it is not unheard of for impetuous warriors still in a claw pack to be granted the distinction. More commonly, warriors or pack leaders of hunter and fang packs—even from the far-ranging wolf scouts—will display the exceptional feat of arms and heroism for which the Wolf Guard are hand-picked. They may be the survivors of bloodbaths, the warrior who shielded his lord from a dishonourable shot or the granite-faced marksman whose single round felled a great beast. Wolf Guard are the commander's champions, the bearers of his standards and, alongside the priests, act as their lord's advisors and war council.

Great Company lords gift their packs of Wolf Guard with the choicest arms and wargear. Some packs prefer to fight as one, the veterans bearing finely crafted bolt rifles that have histories of their own, weaving their varied talents together in a coordination of death. Other Wolf Guard may bear the armaments with which they fought and won the Wolf Lord's esteem, in packs of individual heroes each armed with their favoured blades. Still others engage the foe in ancient suits of Terminator armour or from upon the backs of immense Thunderwolves.

From among their Wolf Guard, the Great Companies' lords appoint the most promising as Battle Leaders. Other Chapters view these war-chieftains as approximating their own Lieutenants, yet the position of Battle Leader existed millennia before the implementation of Lieutenants to the Codex. These leaders of men are trusted commanders, with preternatural combat skills, tactical acumen or some combination of the two.
Elvar Wyrmspear slides his long combat blade from the dead Aeldari he crouches over. Xenos blood spatters the Harlequin's patterned bodyglove, running in rivulets onto the hard, cold sand of Torran. Elvar's hearing, sight and sense of smell strain to detect any response from vengeful Aeldari. The noise of distant battle echoes from the fire-blackened walls around the lone pack leader.

Have I abandoned my company for a fool's hunt? He replays in his mind the moment he witnessed Fjoldall killed by a Harlequin sorcerer. Hjolda, ne!

The Red Witch is out here, he knows. All he had was that one glimpse: Fjoldall falling, a swirl of red ribbon, the Aeldari's blank face. In Elvar's mind, his blood brother's killer was instantly the 'Red Witch'. He needed to give it a name, one to concentrate his vengeance on, one to hunt.

He'd hoped killing its kin would force its hand. Foolish, he curses himself. To think the Witch would simply come screaming at me in revenge, out of whatever hole it hides itself in. He pulls his lips back in a snarl and it takes an effort not to growl with anger. He tightens his other gauntlet on his combat knife's grip as he wipes the blade on the dead xenos' bodyglove before silently sliding it back into its scabbard.

You know nothing of honour, he mentally accuses the Witch, his amber eyes scanning the surrounding ruins and rot-coloured sands. Hiding will not save you. Elvar relives the glimpse, assuring himself again of the Witch's image, of the direction of its escape.

Elvar directed the automatic fire of his pack's survivors into the sprinting and leaping ghost forms of the Harlequins. His Intercensors maintained a solid tally of kills and his pride in them warred with an impatience for more of the xenos to try their luck. The roar of Gunnar Red Moon rose above the din of battle. Far beyond Elvar's pack, the broad Wolf Lord fought with the chosen brethren of his Wolf Guard against a multi-coloured throng of Aeldari. Elvar glanced eagerly towards Gunnar even as he fed target acquisitions to his own pack; it was not every battle he witnessed the Wolf Lord fight in person. A red warrior kept from the Aeldari's midst, a slender staff in its grasp, aimed at the Wolf Lord. One of the Wolf Guard threw himself forward at the last moment.

Leaping for the enemy's throat. Taking the strike meant for Gunnar.

A flash, as of summer lightning. Three bloody maces and the shimmer of the Harlequins' bolos fields showered Space Marine and xenos alike. But Elvar saw the red-draped Harlequin stagger away towards the fire-ruined factorums, clutching its arm that held the mist-wreathed wand of a witch. Wounded, Furtive.

It had been over in a moment. But he'd known. Before he'd tried to raise his blood brother on the vox. Before the rune signifier on his helm display confirmed it. He'd known the self-sacrificing Wolf Guard would be Fjoldall. When the confirmation came...

Elvar howled with rage; a burning, hungry need to fall had surged inside him. He fought to master his desire to charge off alone. His pack still needed him. He raised his head as a fresh surge of Aeldari firepower lanced towards the Space Wolves' lines. Xenos anti-grav gunships, jetbikes and sniper fire tore his pack apart one by one.

Draenga, ripped apart by an explosive bolus.

Hethin, his armour seals and faceplate shredded by shrapnel fire.

Old Aesgarl, skewered by three blades in as many seconds.

Elvar was hollow. All that was left was his honour, and its craving for vengeance.

Elvar brushes aside memories of his pack as he enters a gutted building. This is my mission, mine alone, he reminds himself. The pack leader lopes through broken doorways and around stanchions cracked with heat, holding his pistol before him. Elvar moves its barrel to mirror every movement of his head. His auto-senses detect a surge in activity in the distant battle: the cracks of boltfire, engine roars from Lord Gunnar's tanks, the thunder of explosions.

I cannot turn back now, he thinks. I swore. I swore a weapon-oath.

Elvar rests his hand on Woe-make, the double-edged chainsword that rests mag-locked to his hip.

Elvar held his chainsword before him.

'By Woe-make, on its honour and mine, I, Elvar, last of my pack, make this oath. Let my thread and my shame hold me to it.'

'By my hand will die the Red Witch, the thread-cutter of Fjoldall Twilight, Wolf Guard, son of Fenris, warrior of honour. If I must hunt to the gates of Markai's realm and beyond, I will have my prey!'

Elvar pushes on in the direction he'd seen the Red Witch scramble away. Through the shells of once-massive industrial edifices, he moves with stealth. Elvar's every sense is open to possible ambush, to the spoor of his prey. The hunter pauses, checks lines of sight, breathes deeply through the olfac-filter of his helm. He follows the trail inside a semi-intact warehouse, two walls and
a section of roof still in place, its interior in gloom. The
twilight of your miserable life, he thinks. He’s sure the xenos is
in here. Einvar’s enhanced vision and his helm’s filtered
lenses reveal ranked towers of armoured containers. He
sees the almost imperceptible disturbances – greasy ash
displaced, blooms of rust-rime smeared – and detects the
particle-trace of xenos. Each is fresher than the last. Its
speed has failed it. It is wounded, he remembers.

Already, scraps of the tale flitted across the Space Wolves’ vox
network. Gunnar smashing into the xenos with his bear-like strength.
His Wolf Guard fighting like gods at his side. Above all, Fieldall,
saving Gunnar’s life. The Witch’s staff lit with sorcery. The creature
striking the taciturn Wolf Guard down. The flash from the talisman
all knew him to wear. The Witch’s xenos screech.

I hope my brother hurt you grievously, he thinks.

Movement returns him to the present. The other side of
the next rank of containers. The rustle of grit on placcrete.
The sudden stillness of prey that knows its end is near
and hopes not to be found.

Einvar almost rushes forward, almost loses himself in the
desperation to kill. He scans above him: empty gantries,
rotted sheeting. There is still only the growing scent he
has followed. No others wait to pounce. Einvar holds the
pistol still as he slowly rounds the containers’ edge.

Floor level.

He rapidly swings the bolt pistol up to the gloom as the
Harlequin drops from above. He sidesteps, sending a succession
of bolts at the Red Witch. They miss by a hair’s breadth.
The mass-reactive shells explode in the dim roof
space. The creature strikes before it even lands. Einvar
has already adjusted his aim, but what he expects to be
a feeble blow smashes the pistol apart in a hail of casing
splinters and wisps of empyric energy.

Einvar sways away from the blow, using the space to draw
Woe-make and his combat blade.

Even in the gloom, the creature’s form seems to glow. It
twists in a slow-motion blur. Einvar lunges at it, delivering a
swift assault. Its deceitful ambush fuels his anger, and his
attacks are wild swipes from which it dances and dodges.
With a flick of the mist-trailing staff the Witch batters
aside his left arm. His vambrace cracks under the psychic
energies wrenching the staff. His arm almost breaks and
his combat blade spins away into the dark.

Einvar swings Woe-make in a blow to cleave the creature
in two, but parts only the stale air of the warehouse.

A battery of illusory images assails him. The Witch is a
flurry of maws. It is an ice-troll with bloody tusks. It is a
Space Marine with accusing eyes of different colours.

Fight with me, brother, not against me.

In glimpses, between horrors that seek to stoke his
anger and battle-lust, Einvar sees the Witch itself. It is
supernaturally fast, but the smooth grace these creatures
nearly with is marred. Einvar’s sharp eyes catch the
micro-spasms that reveal its pain. He sees now
that he can outlast it. He sees now that it attacks in
desperation, hoping to kill him before the last of its
strength seeps away. It is weak.

Einvar times his attacks for the moments he sees the
Witch’s true form. He restrains his desperate lunges. More
control. His anger burns, but rather than a raging starfire,
it is a flame he mindfully curbs. In a cloud of motes, an
illusory beast swipes its claw at his head and the roaring
teeth of Woe-make finally catch on the reality of the staff.
He parries another lightning-fast strike then shoulders
his way into the mass of shadow and light, feeling the
satisfaction of flesh buckling and bone cracking under
his armour.

A coiling tentacle of shadow leaps for Einvar’s head, but
this time his amber eyes have waited for it and he is
already raising Woe-make. With an ear-splitting whine,
the chainsword cuts through the Harlequin’s staff. Einvar
twists the blade. There is little resistance as the razor-sharp teeth slash under the Witch’s outstretched arm.
Thin flesh and bones part in a spray of xenos blood,
before Einvar rips the chainsword free at the opposite
shoulder with a bestial shout of triumph. The Red Witch
collapses in a heap of ruined flesh and Einvar bows his
victory at the top of his voice.

Einvar, keeper of his oath, thanks Woe-make, honours
the blade as it honoured his vow. At his feet, the Red
Witch’s body lies in bloody rags. He sees the vile
creature clearly for the first time; one arm is red-raw and
blistered, darkening to the black of ice-burn at the hand.
The rustic talisman Fieldall wore, he thinks. You felt the icy bite of its wounding power when you struck my brother, wielding your evil
with this hand. Einvar spits on its corpse in contempt. We
killed it together, brother, I could not have done so alone. I recognise
that now.
HUES OF THE STORM

The Space Wolves hunt as embodiments of their home world of Fenris. The Chapter's battle-brothers wear thick power armour the colour of threatening, midwinter tempests. Runic inscriptions adorn their plate, along with thick pelts, wolf tails and talismans. The Space Wolves eschew the strictures laid down in the Codex Astartes regarding insignia, instead following their own traditions.

The patterns and emblems displayed by the warriors of a Great Company are largely dictated by its commanding Wolf Lord, and sometimes change when one succeeds another. While there are few hard and fast rules, Space Wolves are traditionalists, and the majority of their insignia are ancient in origin. This applies also to the well-established use of the colour code used to identify the temperament, standing and experience of different packs. Rather than any slavish following of the Codex's restrictive strategic designations, the Space Wolves identify the nature and spirit of the warriors themselves instead of their wargear and weapons.

Another aspect in which the Space Wolves diverge significantly from the Codex Astartes is in not displaying a single, unifying Chapter icon. Warriors instead bear the sigil of their Wolf Lord, and this can even differ in detail or colour from one pack to the next. Wolf Priests, Rune Priests and Iron Priests might bear the sigil of the Great Wolf's company, to which they all belong, or that of the Wolf Lord to whom the Great Wolf has assigned them.

Logan Grimnar, the Great Wolf, leads his Great Company to war from his master-wrought chariot, Stormrider. Beside him, Njal Stormcaller shields his brothers from the Tau fire with tempests of psychic energy, while the champion Arjac Rockfist粉碎s the xenos to pulp.
Even the deadliest predator can be lured in and its throat ripped out the moment it strikes. Led by one of Ragnar Blackmane's Wolf Guard Battle Leaders, a strike force of the Young King's Great Company leap to attack Genestealer cultists swarming in from Treyyfan's wastes.

FILE: 336EX - ASTARTES, DIVERGENT - REF D4 PACK MARKINGS

Pack Markings
Every pack is identified by a unique stylised pattern on their right pauldron or a kneepad. The design remains the same throughout the pack's life. The marking's colour, however, will change when the pack advances in experience.

Adaptable packs of cunning hunters usually bear markings in red and black.
Pack markings in white and black denote implacable and patient warriors.
Red and yellow designs are used to signify impetuous packs of young warriors.
Great Company Sigil

Space Wolves warriors usually bear the personal sigil of their Wolf Lord on their left pauldron instead of a Chapter icon, to indicate whose Great Company they are proud to fight alongside. It may alternatively be displayed elsewhere, such as on a knee pad or weapon housing.

- Ragnar Blackmane
  The Blackmanes
- Logan Grimnar
  Champions of Fenris
- Harald Deathwolfs
  The Deathwolves
- Vorek Gnarlflinst
  The Ironwolves
- Kjali Grimblood
  The Grimbloods
- Engir Krakendoom
  The Seawolves
- Erik Morkai
  The Sons of Morkai
- Bran Redmaw
  The Bloodmaws
- Gunnar Red Moon
  The Red Moons
- Krom Dragongaze
  The Drakelayers
- Sven Bloodhowl
  The Firehowlers
- Bjorn Stormwolf
  The Stormwolves

Incurser from Erik Morkai’s Great Company

Eradicator from Vorek Gnarlflinst’s Great Company

Wolf Guard Intercessor from Bran Redmaw’s Great Company

Suppressor from Bjorn Stormwolf’s Great Company

Outrider from Engir Krakendoom’s Great Company
The hunting packs of Harald Deathwolf’s Great Company pounce in an unstoppable flurry of claws, teeth and blades. Howls echo from the dust-clogged machinery of Factorum Umbrite-4-C during Harald’s wily counterstrike against Drukhari raiders across Crucible V.

All of Krom Dragongaze’s Great Company seek to outdo others in acts of heroic savagery, yet none can match the violent Wolf Lord himself. On Dorannis, Krom leaps from his Drop Pod straight into the howling mobs of Gorblitz’ greenskins, his Wolf Guard right behind him.
To continue one's saga from within the sarcophagus of a Dreadnought allows a fallen warrior to claim vengeance for the laying low of his mortal frame. Within the glacial trenches of Nirvorn, Bjorn the Fell-handed leads his ancient brethren to war against the vile traitors of Olympia.

Space Wolves Vehicle Markings
The armoured vehicles of the Space Wolves bear much of the same ritualised iconography as the warriors themselves. Transports share the pack marking of their passengers, while battle tanks and support vehicles may bear that of their crew.

Some venerable vehicles bear identification numbers styled after Fenrisian runes.

Predator battle tanks are thought of as the Thunderwolves of their Great Company's pool of war engines, slaying with the fearsome bite of their multiple heavy weapons.

Vehicles assigned to a Great Company usually bear their Wolf Lord's sigil in a prominent position.

Honour markings are applied to vehicles to represent heroic acts performed by the armoured machine, its crew or the pack it carries.

Transports such as the ubiquitous Rhino are as much a part of their Great Company as any pack. Many are inscribed with Fenrisian runes to honour their machine spirits.
Leaping from the hold of their hovering Stormwolf over Dimcrag Greatport, Wulfen rip their way through ranks of Necrons in sprays of metallic shards, while overhead a Stormfang Gunship carrying a pack of Lord Ragnar’s Wolf Guard unleashes a crippling wave of sub-zero energy.
Having climbed to the top of Saint Jetha’s Basilica using their grapnel launchers, a pack of howling Hounds of Morkai corner their sorcerous prey. Witchfire spatters as the xenos psykers direct their psychic energies at half-glimpsed lupine shapes cowled in shadow.

**Wolf Guard Packs**
Chosen by their Wolf Lord as his most loyal and trusted warriors, Wolf Guard pack markings are in yellow and black. Those among these heroes selected to be Battle Leaders, or even raised to the rank of Wolf Lord, sometimes continue to bear their old Wolf Guard pack markings.

**Honour Markings**
Typically angular or lupine, these symbols denote deeds of exceptional heroism.

- Primaris Wolf Priest converted with items from upgrade sets
- Primaris Wolf Guard Battle Leader with special issue bolt carbine and master-crafted power axe
- Wulfen bear markings in blood red and bone white, signalling their lethality
Wolf Scout Packs
Those brooding killers, proficient in stalking prey far from support, may be taken from their original pack and inducted into their Great Company's contingent of wolf scouts. Whether fighting as Reivers, Infiltrators, Eliminators or in carapace armour as Scouts, these packs bear markings in grey and black.

Hounds of Morkai
While bearing pack markings that identify them as part of the wolf scouts, Hounds of Morkai sport a darker and more sinister hue of armour than the rest of the Chapter. Alongside runic talismans, this signals their place at the gates to Morkai's realm of death.

Eliminator with bolt sniper rifle
Infiltrator with marksman bolt carbine and Infiltrator comms array
Hound of Morkai with special issue bolt pistol and combat knife

Never are the Space Wolves more inspired than when witnessing the glorious charge of their Chapter's heroes. Striding through the greasy ash upon Danica's Mission, Ulrik the Slater crushes xenos skulls and roars Fenrisian curses alongside Ragnar Blackmane's Wolf Guard.
THE RULES

Welcome to the rules section of Codex Supplement: Space Wolves. On the following pages you will find all the content you need to bring every aspect of these ferocious warriors to life on your tabletop battlefields. Maybe you’re inspired to dive straight into some open play games; maybe you want to create a saga of your very own with narrative play; perhaps you can’t wait to pit yourself against your opponents in nail-biting matched play contests; whichever appeals to you – even if it’s a bit of all three – this section of your Codex supplement provides a modular toolbox that allows you to get the most out of your collection.

The majority of the content on the following pages, things like your army’s datasheets and the rules for its weapons, will be useful no matter what kind of game you’re playing. Others – such as your army’s Stratagems, Warlord Traits and Relics – will become relevant once you start playing games with Battle-forged armies. Then there’s content such as the psychic powers of the Tempestas discipline, devastating elemental forces that you can use if you include particular models in your tabletop army. On top of this, the Space Wolves’ love of storytelling and celebrating mighty deeds on the battlefield can be represented with Sagas. These interact with the Warlord Traits found in this and other publications and represent Space Wolves battle-brothers being inspired by the courageous deeds of their leaders. In each case, you can include these new rules at your own pace; whether you’re a brand new hobbyist playing your first few games or a veteran general ready to cause carnage, there’s plenty here to provide countless hours of fresh and exciting gameplay.

You will also find bespoke content for your Space Wolves Crusade force. This includes exciting Requisitions specific to the Chapter’s practices and traditions, such as enabling the last survivor of a devastated pack to become a fearsome Lone Wolf who swears an oath to die in battle slaying the mightiest foes. There is also a system of Deeds of Making – a brand new Battle Honour only available to Space Wolves characters – that allow you to celebrate the accomplishments of your warriors by awarding them with evocative names and bonuses on the battlefield.
BATTLE-FORGED RULES

DETACHMENT ABILITIES (PG 45)
Units in Space Wolves Detachments gain additional abilities to better reflect how these warriors operate together and wage war on the battlefield, including Savage Fury, an additional benefit Space Wolves gain whilst they are fighting using their favoured combat doctrine. You can find out more about Detachment abilities in the Battle-forged Armies section of the Warhammer 40,000 Core Book.

STRATEGEMS (PG 46-47)
Space Wolves armies have access to unique battlefield strategies and tactics that they can utilise to best their foes in any theatre of war; these are represented by the Strategems in this section, which you can spend Command points to use in your games. You can find out more about Strategems and Command points in the Warhammer 40,000 Core Book.

ARMY RULES

WARLORD TRAITS (PG 48)
The Warlord of a Space Wolves army can have one of the traits presented in this section. These help to personalise the leader of your force and better reflect their individual combat prowess and command style on the battlefield.

SAGAS (PG 49)
If a model with a Space Wolves Warlord Trait accomplishes a mighty deed, this will be recognised by their fellow warriors and become part of their saga, granting an enhanced effect to their Warlord Trait.

RELICS (PG 50)
Space Wolves heroes can take powerful artefacts and venerated weapons called Relics of the Fang into battle; these Relics and the rules they bestow are described in this section.

SPECIAL-ISSUE WARGEAR (PG 51)
The Space Wolves and their successor Chapters have access to a number of additional Special-issue Wargear Relics, which can be found here.

TEMPESTAS DISCIPLINE (PG 52)
The Librarians of the Space Wolves, known as Rune Priests, channel the powerful elemental energies of Fenris onto the battlefield. In this section you will find a selection of these psychic powers.

MATCHED PLAY RULES

CHAPTER APPROVED RULES (PG 53)
If you are playing a battle that instructs you to select secondary objectives, then you will be able to choose from the additional Space Wolves ones printed here. These represent the tactical and strategic goals unique to Space Wolves armies. You can find out more about selecting secondary objectives in many matched play mission packs, including the Eternal War mission pack found in the Warhammer 40,000 Core Book.

CRUSADE RULES

CRUSADE (PG 54-59)
Space Wolves have access to a host of additional rules that further personalise your Crusade force. These include bespoke Requisitions, Agendas, Crusade Relics and Battle Tactics that reflect the rich background of these heroic warriors. Amongst the rules presented in this section are Deeds of Making, a new type of Battle Honour that Space Wolves characters are given by their battle-brothers in recognition of their achievements.

NAME GENERATOR (PG 60)
On this page you will find tables that allow you to choose or randomly generate fearsome names for your Space Wolves warriors that skjalds will speak of for centuries to come.

DATASHEETS

DATASHEETS (PG 61-83)
This section is important for all Space Wolves players, containing as it does the datasheets for unique Space Wolves units. Each datasheet describes, among other things, the profiles of its models, the wargear they can be equipped with and the abilities they have. You can find out more about datasheets in the Warhammer 40,000 Core Book.

WARGEAR

WEAPON PROFILES (PG 84-85)
This section provides an alphabetised list of Space Wolves-specific weapons that are not listed in Codex: Space Marines, and should be used in conjunction with the datasheets section.

POINTS

POINTS VALUES (PG 86-87)
If you are playing a game that uses points values, you can use the alphabetised lists in this section to determine the cost of each unit in your army. These values supplement those found in Codex: Space Marines and will be reviewed and updated annually.

RULES REFERENCE

GLOSSARY (PG 88)
In this section you will find a glossary of rules terms used in this Codex supplement. This is intended to work alongside the glossary found in the Warhammer 40,000 Core Book, and aid in resolving any complex rules interactions that may arise.

REFERENCE (PG 88)
Here you will find a handy bullet-pointed rules reference that summarises some common Space Wolves rules.
SUCCESSOR CHAPTERS

A Space Wolves successor Chapter is one for which the Space Wolves are their First Founding Chapter. You can find out more information on successor Chapters, and how to determine if your Chapter is a successor of the Space Wolves, in Codex: Space Marines. If your Chapter is a successor of the Space Wolves, the following rules apply.

DETACHMENT ABILITIES
If you have a Space Wolves successor Chapter, then for the purposes of using any Space Wolves Detachment rules, you can replace the **Space Wolves** keyword in all instances with the name of your chosen successor Chapter.

STRATEGEMS
All units from Space Wolves successor Chapters are considered to have the **Space Wolves** keyword for the purpose of using Space Wolves Stratagems.

WARLORD TRAITS
If your Warlord is a **Character** model from a Space Wolves successor Chapter, you can use the Space Wolves Warlord Traits table on page 48 to determine what Warlord Trait they have. Replace the **Space Wolves** keyword in all instances in that Warlord Trait (if any) with the name of the successor Chapter from which that **Character** is drawn.

SAGAS
If a **Character** from a Space Wolves successor Chapter has a Space Wolves Warlord Trait, they will gain the associated Deed and Saga, as described on page 49. Replace the **Space Wolves** keyword in all instances in that Deed and Saga (if any) with the name of the successor Chapter from which that **Character** is drawn.

CHAPTER RELICS
Space Wolves successor Chapters have access to Special-issue Wargear Relics (pg 51); Relics of the Fang cannot be given to a **Character** model from a successor Chapter unless the A Trophy Bestowed Stratagem (pg 47).

PSYCHIC POWERS
**Psyker** models from Space Wolves successor Chapters can know psychic powers from the Tempestas discipline (pg 52) in the same manner as **Psyker** models in **Space Wolves** Detachments. When such a model uses one of these psychic powers, replace the **Space Wolves** keyword in all instances (if any) with the name of the successor Chapter from which that **Psyker** is drawn.

CHAPTER APPROVED RULES
All units from Space Wolves successor Chapters are considered to have the **Space Wolves** keyword for the purpose of using the Chapter Approved rules on page 53.

CRUSADE RULES
If you have a Space Wolves successor Chapter, then for the purposes of using any Space Wolves Crusade rules, you can replace the **Space Wolves** keyword in all instances with the name of your successor Chapter. Legendary Crusade Relics can never be given to a model from a Space Wolves successor Chapter.

DATASHEETS
With the exception of named characters, you can nominate any **Space Wolves** units from your army to be from a Space Wolves successor Chapter. If you do, replace the **Space Wolves** keyword in every instance on its datasheet with the name of your chosen successor Chapter. For example, if you include a Wolf Lord on Thunderwolf in your army, and you decide it is from the Wolfspear Chapter, its **Space Wolves** keyword becomes **Wolfspear** and its Rites of Battle ability reads “While a friendly **Wolfspear Core** unit is within 6” of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.”

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COMBAT PATROL

This Combat Patrol-sized force is the perfect way to start a Space Wolves army, regardless of whether you want to play an open play game, forge an epic narrative with a Crusade army, or assemble a force to compete in a matched play mission.

Created from the contents of the Combat Patrol: Space Wolves boxed set, this collection can be used in a Battle-forged army, and in itself comprises a Patrol Detachment as described in the Warhammer 40,000 Core book.

On the battlefield, the Intercessors unit forms a resilient and hard-hitting mainstay, with an array of weapon options to suit long-range fire or devastating volleys at short range. These Intercessors could even be taken as two units of five models and armed for different duties. Equipped with stalker bolt rifles, one squad could deliver penetrating fire from afar, while the other can be armed with bolt rifles or auto bolt rifles – this load-out would make them ideal for advancing up the battlefield and capturing objective markers while laying down a hail of fire.

The Intercessors are led by the force's Lieutenant, a potent fighter in his own right who can also boost the abilities of nearby warriors with his Tactical Precision ability.

Bolstering the force is a unit of Reivers. Equipped with grav-chutes or grapnel launchers, these elite terror troops excel at getting behind the foe's lines to assault your opponent's support units and artillery, and being resilient close-combat fighters, can tie up vital enemy units.

The Invictor Warsuit's potent firepower makes it ideal for accompanying an advancing force, and can use its speed and mobility to attack enemy targets that are potentially out of range of your force's infantry. The walker can also use its firepower to engage enemy vehicles from afar, before closing the gap and tearing them apart with its powerful fist.
‘Listen but closely my brothers, for my life’s breath is all but spent. There shall come a time far from now when our Chapter itself is dying, even as I am now dying, and our foes shall gather to destroy us. Then, my children, I shall listen for your call in whatever realm of death holds me, and I shall come no matter what the laws of life and death forbid. At the end I will be there. For the Final Battle. For the Wolftime.’

- Reputed last words of Leman Russ, Primarch of the Space Wolves
DETACHMENT ABILITIES

A **Space Wolves** Detachment is one that only includes models with the **Space Wolves** keyword (excluding models with the **Agent of the Imperium** or **Unaligned** keywords). Note that such a Detachment is also an **Adeptus Astartes** Detachment, as described in *Codex: Space Marines*, and as such all the **Adeptus Astartes** Detachment abilities also apply to that Detachment.

- **Swiftclaw** units in **Space Wolves** Detachments gain the Headstrong and Berserk Charge abilities (pg 61).

- If every unit in your army (excluding **Unaligned** units) has the **Space Wolves** keyword, then every unit that has the Combat Doctrines ability and is in a **Space Wolves** Detachment gains the Savage Fury ability, below.

SAVAGE FURY

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

While the Assault Doctrine is active for your army, each time a model in this unit makes a melee attack, an unmodified hit roll of 6 scores 1 additional hit.

"He is in there. Skaff. I can smell it. Somewhere in that nebula, his degenerate followers raiding for him, shielding his cowardly hide. You heard the vid-log as well as I. "Iron Claw," the shipmaster screamed, but it's Voidheart, I know it. So, he's replaced the arm I took, has he? I never did the same for the eye he cut out - the one I have left reminds me every day of his escape. Voidheart is mine now. the hunt ends here."

- Ranull Ironfang, from the bridge of the Gladius-class frigate, Jarlclaw
STRATAGEMS

If your army includes any Space Wolves Detachments (excluding Auxiliary Support, Super-heavy Auxiliary or Fortification Network Detachments), you have access to these Stratagems, and can spend CPs to use them.

GO FOR THE THROAT 2CP

Space Wolves – Battle Tactic Stratagem

Having stalked their prey or run them to ground, all that remains is to go for the enemy’s weakest points, to rip them out in a furious blood-letting.

Use this Stratagem in your Command phase if the Assault Doctrine is active for your army. Until your next Command phase, each time a Space Wolves model from your army makes an attack with a Pistol or melee weapon, on an unmodified wound roll of 6 improve the Armour Penetration characteristic of that attack by 1. This bonus is cumulative with Combat Doctrines. You can only use this Stratagem once per battle.

CUNNING OF THE WOLF 1CP

Space Wolves – Battle Tactic Stratagem

The most successful hunts are those where the prey doesn’t know they are being hunted.

Use this Stratagem during deployment. Select one Space Wolves Infantry unit from your army. All models in that unit gain the Outland ability (see Codex: Space Marines).

THE EMPEROR’S EXECUTIONERS 1CP

Space Wolves – Battle Tactic Stratagem

The Space Wolves have never forgotten their ten-thousand-year-old charge to deliver the Emperor’s vengeance to the sons of Magnus.

Use this Stratagem in the Fight phase, when a Space Wolves unit from your army is selected to fight. Until the end of the phase, each time a model in that unit makes a melee attack against a Thousand Sons unit, you can re-roll the hit roll and you can re-roll wound roll.

SAVAGE STRIKE 1CP/2CP

Space Wolves – Battle Tactic Stratagem

With the scent of blood in the air and the rushing joy of battle surging through every true warrior’s hearts, even the greatest quarry can be brought down in a single surge of feral strength.

Use this Stratagem in your Fight phase, when a Space Wolves unit from your army is selected to fight. If that unit made a charge move this turn, then until that fight is resolved, each time a model in that unit makes a melee attack, add 1 to that attack’s wound roll. If that unit has 5 or fewer models, this Stratagem costs 1CP; otherwise it costs 2CP.

HEALING BALMS 1CP

Space Wolves – Battle Tactic Stratagem

Learned in arcane biomechanics and chirurgery, Wolf Priests apply their rough surgery, shamanistic rites and medicinal balms to drag warriors back from the gates of Morkai’s realm of death.

Use this Stratagem at the end of your Movement phase. Select one Space Wolves Infantry, Space Wolves Biker or Space Wolves Cavalry model from your army within 3" of a friendly Space Wolves Wolf Priest to be healed. That model regains up to D3 lost wounds. Each model can only be healed once per turn.

PACK HUNTERS 2CP

Space Wolves – Battle Tactic Stratagem

Where the sons of Russ hunt, the wolves of Fenris are never far behind, the beasts seeing them as their pack leaders.

Use this Stratagem in your Charge phase. Select one enemy unit within Engagement Range of any Space Wolves units from your army:

- Until the end of the turn, each time a friendly Space Wolves Beast or Space Wolves Cavalry unit declares a charge that targets the selected unit, roll one additional D6 and discard one of the dice.
- Until the end of the turn, each time a friendly Space Wolves Cavalry model makes an attack with its crushing teeth and claws against the selected unit, and each time a friendly Space Wolves Beast model makes an attack with its teeth and claws against the selected unit, you can re-roll the wound roll.

RELENTLESS ASSAULT 1CP

Space Wolves – Battle Tactic Stratagem

Once their blades and claws run red with the enemy’s blood, nothing will hold the savage sons of Russ back from new prey.

Use this Stratagem in the Fight phase, when a Space Wolves unit from your army consolidates. Each model in that unit can move up to an additional 3" for that consolidation move. This is not cumulative with any other rule that increases the distance models can pile in or consolidate.

CLOAKED BY THE STORM 2CP

Space Wolves – Epic Deed Stratagem

Where the Rune Priest unleashes his might, blinding Fenrisian tempests are sure to follow.

Use this Stratagem in your Psychic phase, after resolving the effects of a psychic power from the Tempestas discipline manifested by a Space Wolves Psyker model from your army. Until the start of your next Psychic phase, each time a ranged attack is made against a friendly Space Wolves unit within 6" of that Psyker model, subtract 1 from that attack’s hit roll.
DEED WORTHY OF A SAGA
Space Wolves – Epic Deed Stratagem

Legendary deeds in the midst of battle are an intoxicating meal. Those of the hero’s retinue is inspired to greater feats of daring and valour, proving themselves worthy of their champion.

Use this Stratagem in any phase, when a SPACE WOLVES CHARACTER model (excluding VEHICLE models) from your army that does not have a Warlord Trait meets the requirements for a Deed (pg 49). At the end of the phase, until the end of the battle, that model gains the Saga ability associated with that Deed.

A TROPHY BESTOWED
Space Wolves – Requisition Stratagem

There are few more meaningful tokens of brotherhood among the sons of Russ than the gifting of a war trophy – heavy with glory and steeped in tales of honour – from one warrior to another.

Use this Stratagem after nominating a model drawn from a Space Wolves successor Chapter to be your Warlord. You can give one Relic of the Fang (pg 50) to a CHARACTER model from your army that is drawn from a Space Wolves successor Chapter instead of giving them a Special-issue Warhammer Relic (pg 51) or a Chapter Relic from Codex: Space Marines. If you do, replace the SPACE WOLVES keyword in all instances on that Relic (if any) with that model’s successor Chapter keyword. You can only use this Stratagem once.

THANE OF THE RETINUE
Space Wolves – Requisition Stratagem

The lords of the Fang are stern but generous masters, who may reward a worthy warrior with an artefact of great power.

Use this Stratagem before the battle, when you are mustering your army, if your WARLORD has the SPACE WOLVES keyword. Select one SPACE WOLVES model from your army that has the word ‘Sergeant’ or ‘Pack Leader’ in their profile. That model can have one of the following Special-issue Wargear Relics (pg 51), even though they are not a CHARACTER: Master-crafted Weapon; Digital Weapons; Frost Weapon; Morkai’s Teeth Bolts. Each Relic in your army must be unique, and you cannot use this Stratagem to give a model two Relics. You can only use this Stratagem once.

WARRIOR OF LEGEND
Space Wolves – Requisition Stratagem

The greatest champions of Fenris have hunted near-mythical monsters, bested dark champions and waded through seas of blood – throughout all, howling with joy in the face of death.

Use this Stratagem after nominating a SPACE WOLVES CHARACTER model that is not a named character to be your Warlord. You can generate one additional Warlord Trait for them; this must be from the Space Wolves Warlord Traits table (pg 48). Each Warlord Trait in your army must be unique (if randomly generated, re-roll duplicate results) and that model has access to each Saga (pg 49) associated with their Warlord Traits. You can only use this Stratagem once.

BESTIAL NATURE
Space Wolves – Strategic Play Stratagem

Every son of Russ feels the instinctive feral impulses flow through them in battle, a howling and vicious urge to hunt.

Use this Stratagem in your Command phase if a combat doctrine is active for your army. Select one SPACE WOLVES INFANTRY, SPACE WOLVES CAVALRY or SPACE WOLVES BIKER unit from your army. Until the start of your next Command phase, that unit gains the bonus of the Assault Doctrine instead of the active combat doctrine.

COUNTER CHARGE
Space Wolves – Strategic Play Stratagem

The inter-pack dynamism of the Space Wolves ensures a fluid coordination of support that sees the Chapter’s battle-brothers launch themselves at the enemy’s throats from unexpected quarters.

Use this Stratagem in your opponent’s Charge phase. Select one SPACE WOLVES unit from your army. Until the end of the phase, that unit is eligible to perform a Heroic Intervention if it is within 6’ horizontally of an enemy unit, and when performing a Heroic Intervention with that unit, you can move each model in that unit up to 6’. All other rules for Heroic Interventions still apply. This Stratagem costs 0CP if the SPACE WOLVES unit you select is a CHARACTER.

KEEN SENSES
Space Wolves – Strategic Play Stratagem

The heightened senses of the Space Wolves allow them to sniff out prey wherever, or however, it is hidden.

Use this Stratagem in your Shooting phase. Select one SPACE WOLVES INFANTRY, SPACE WOLVES BIKER or SPACE WOLVES CAVALRY unit from your army. Until the end of the turn, you can ignore any or all hit roll, Ballistic skill and Weapon skill modifiers, and each time you make a charge roll for that unit, you can ignore any or all modifiers to that charge roll.

RUNIC WARDS
Space Wolves – Wargear Stratagem

Imbued with the cunning psychic might of the Rune Priests, shamanistic totems, tattoos and fetishes are a potent shield against the foul sorcery of witches.

Use this Stratagem in your opponent’s Psychic phase, after a Psychic test is passed for an enemy PSYKER unit. Select one SPACE WOLVES unit from your army within 12’ of that PSYKER unit. The unit you selected can attempt to deny that psychic power by taking a Deny the Witch test as if they were a PSYKER.
WARLORD TRAITS

If a Space Wolves Character model is your WARLORD, you can use the table below to determine what Warlord Trait they have. You can either roll one D6 to randomly generate one, or you can select one.

1. BEASTSLAYER
This warlord has slain some of the worst creatures that the galaxy has to offer. Such a hero embodies Russ’ ferocity and courage.

- While this WARLORD is within Engagement Range of any enemy MONSTER or VEHICLE units, add 1 to its Attacks characteristic.
- Each time this WARLORD makes an attack against a MONSTER or VEHICLE unit, add 1 to that attack’s hit roll and wound roll.

2. WOLFKIN
The warlord has a primal potency, unleashing his bestial predatory instinct and sending his savagery into overdrive until not a single enemy stands before him.

For the purposes of its Shock Assault ability, this WARLORD is always treated as having made a charge move, and makes D3 additional attacks instead of 1 as a result of that ability.

3. WARRIOR BORN
Endowed with preternatural prowess, the warlord strikes swift and savage at all who stand before him.

At the start of the Fight phase, if this WARLORD is within Engagement Range of any enemy units, it can fight first that phase.

4. HUNTER
A master of the chase, ever is this hero on the move, tracking and running down his prey with the speed and inevitability of an alpha predator. Such a warrior exemplifies his Primarch’s hunting instincts.

- Add 1 to Advance and charge rolls made for this WARLORD.
- This WARLORD is eligible to charge in a turn in which it Advanced or Fell Back.

5. AURA OF MAJESTY
The warlord speaks with the wisdom of the ages and the deep glow of long years of experience, inspiring his packs to acts of valour and greatness.

- Add 3" to the range of this WARLORD’s Rites of Battle, Tactical Precision, Chapter Master and Spiritual Leaders abilities (to a maximum of 9").
- Add 3" to the range of any litanies recited by this WARLORD (to a maximum of 9").

6. RESOLVE OF THE BEAR
When this hero plants his feet firmly, he stands as enduring as the mountains of Asaheim.

- Each time this WARLORD would lose a wound, roll one D6: on a 6, that wound is not lost.
- Each time an attack is made against this WARLORD, your opponent cannot re-roll the wound roll and cannot re-roll the damage roll.

NAMED CHARACTERS
If one of the following characters gains a Warlord Trait, they must have the one shown below.

<table>
<thead>
<tr>
<th>Named Character</th>
<th>Warlord Trait</th>
</tr>
</thead>
<tbody>
<tr>
<td>Arjac Rockfist</td>
<td>Resolve of the Bear</td>
</tr>
<tr>
<td>Bjorn the Fell-handed</td>
<td>Aura of Majesty</td>
</tr>
<tr>
<td>Canis Wolfborn</td>
<td>Hunter</td>
</tr>
<tr>
<td>Harald Deathwolf</td>
<td>Warrior Born</td>
</tr>
<tr>
<td>Krom Dragongaze</td>
<td>Aura of Majesty</td>
</tr>
<tr>
<td>Logan Grimnar</td>
<td>Aura of Majesty</td>
</tr>
<tr>
<td>Logan Grimnar on Stormrider</td>
<td>Aura of Majesty</td>
</tr>
<tr>
<td>Njal Stormcaller</td>
<td>Aura of Majesty</td>
</tr>
<tr>
<td>Ragnar Blackmane</td>
<td>Aura of Majesty</td>
</tr>
<tr>
<td>Ulrik the Slayer</td>
<td>Aura of Majesty</td>
</tr>
</tbody>
</table>
SAGAS

Every CHARACTER model (excluding VEHICLE models) that has a Space Wolves Warlord Trait (pg 48) can attempt to complete a Deed during the battle - those that do so will gain a Saga ability. Each Deed, and so each Saga ability, is associated with a specific Warlord Trait. If a CHARACTER accomplishes their Warlord Trait’s Deed, then at the end of that phase they gain the associated Saga ability for the rest of the battle.

In addition, the Deed Worthy of a Saga Strategum (pg 47) can be used when a SPACE WOLVES CHARACTER model (or a CHARACTER model from one of its successor Chapters) accomplishes one of the Deeds below in order to gain the associated Saga ability for the rest of the battle, even if the model in question does not have a Space Wolves Warlord Trait.

The Deeds and Sagas associated with each Warlord Trait are as follows:

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

Deed of the Beastslayer: An enemy MONSTER or VEHICLE unit is destroyed as the result of an attack made by this model.

SAGA OF THE BEASTSLAYER (Aura): While a friendly SPACE WOLVES CORE unit is within 6" of this model, each time a model in that unit makes a melee attack against a MONSTER or VEHICLE unit, add 1 to that attack's wound roll.

WOLFKIN
The howl of victory the warlord unleashes as his enemies fall before him is taken up by his kin as they savagely tear into their foes and the battlefield echoes to slaughter.

Deed of the Wolfskin: An enemy model is destroyed as the result of a melee attack made by this model.

SAGA OF THE WOLFSKIN (Aura): While a friendly SPACE WOLVES CORE unit is within 6" of this model, that unit is always treated as having made a charge move for the purposes of its Shock Assault ability.

WARRIOR BORN
The slaying of an enemy champion draws a great roar from the hero’s warriors, who plough into the foe with challenges on their lips and swift strikes like snapping jaws.

Deed of the Warrior Born: An enemy CHARACTER model is destroyed as the result of a melee attack made by this model.

SAGA OF THE WARRIOR BORN (Aura): At the start of the Fight phase, each friendly SPACE WOLVES CORE unit that is within 6" of this model and within Engagement Range of any enemy units fights first that phase.

HUNTER
There is nowhere the sons of Russ would rather be than fighting alongside the greatest warriors of the age, and they push their transhuman bodies to their limits in the hope there are enemies left to slay.

Deed of the Hunter: Successfully charge an enemy unit with this model.

SAGA OF THE HUNTER (Aura): While a friendly SPACE WOLVES CORE unit is within 6" of this model, that unit is eligible to declare a charge in a turn in which they Advanced. While a friendly SPACE WOLVES CORE unit with the Swift Hunters ability is within 6" of this model, that unit is eligible to declare a charge in a turn in which they Fell Back.

AURA OF MAJESTY
Leading from the front, the warlord’s wider strategic acumen and inspirational authority emboldens those under his command.

Deed of Majesty: At the start of your Command phase, this model is within range of an objective marker that is more than 6" away from your deployment zone.

SAGA OF MAJESTY (Aura): While a friendly SPACE WOLVES CORE unit is within 6" of this model, each time a Morale test is taken for that unit, it is automatically passed.

RESOLVE OF THE BEAR
Galvanised by the sight of their champion relentlessly taking the fight to the foe despite horrendous wounds, his warriors stubbornly seek to emulate his tenacity.

Deed of the Bear: This model loses any wounds.

SAGA OF THE BEAR (Aura): While a friendly SPACE WOLVES CORE unit is within 6" of this model, each time a model in that unit would lose a wound, roll one D6; on a 6, that wound is not lost.

"That's three now, Olaf. Three, and the last one had four arms! Hah, come on you rusting, stinking sons of trolls. I swear by the Wolf's Eye you're uglier than a real Ork. Keep up, Olaf; there's more of these shambling contraptions over the ridge and I've no plans to leave you any!"

- Gunnar Redhammer
RELICS

If your army is led by a SPACE WOLVES WARLORD, you can, when mustering your army, give one of the following Relics of the Fang to a SPACE WOLVES CHARACTER model in your army instead of giving them a Relic from Codex: Space Marines. These are considered to be Chapter Relics for all rules purposes. Named characters and VEHICLE models cannot be given any of the following Relics.

Note that some Relics replace one of the model's existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Write down any Relics your models have on your army roster.

THE ARMOUR OF RUSU

This ancient suit of armour exudes an aura of heartbreak that chills nearby enemies, slowing their movements to a glacial crawl. It is said that during the Second Great Hunt a piece of battle plate was recovered from the Temple of Horus and worked into this armour; some sagas suggest that it formed part of the panoply of none other than the Wolf King himself.

- The bearer has a Save characteristic of 2+ and a +4 invulnerable save.
- At the start of the Fight phase, you can select one enemy unit within Engagement Range of the bearer. That unit is not eligible to fight this phase until all eligible units from your army have done so.

THE WULFEN STONE

This large russet diamond was crafted by the Iron Priest Fengri, the greatest artificer of his time, to house the raging spirit of the Wulfen. It is carried to battle only in the most extreme circumstances, and in its presence the caged, bestial nature deep within the sons of Russ is set free, filling them with violent and uncontrollable rage.

- The bearer has the following ability: 'Bestial Charge (Aura): While a friendly SPACE WOLVES CORE unit is within 6" of the bearer, you can re-roll charge rolls made for that unit.'
- Once per battle, at the start of the Fight phase, the bearer can evoke the spirit of the Wulfen. If it does, select one friendly SPACE WOLVES unit within 6" of the bearer that has the Savage Fury ability (pg 43); until the end of the phase, each time a model in that unit makes an attack, the additional hit scored as a result of the Savage Fury ability is achieved on an unmodified hit roll of 5+ for that attack.

FIREHEART

This ancient plasma pistol appears in the sagas of several heroes of the Chapter. Within its power cells is said to be restrained the burning fury of the Season of Fire at its incandescent height.

Model equipped with plasma pistol only. This Relic replaces a plasma pistol and has the following profile:

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fireheart</td>
<td>18&quot;</td>
<td>Pistol 1</td>
<td>9</td>
<td>-4</td>
<td>3</td>
</tr>
</tbody>
</table>

BLACK DEATH

The saga of Torvald Fangbreaker, of Gerd the Bloody and many others detail the sickening monsters and fell champions slain by Black Death. They tell of how the ruin enchantments etched into the ebon blade glow darkly in battle, transforming the bearer into a relentless killing machine.

Model equipped with master-crafted power axe or power axe only. This Relic replaces a master-crafted power axe or power axe and has the following profile:

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Black Death</td>
<td>Melee</td>
<td>Melee</td>
<td>+2</td>
<td>-2</td>
<td>1</td>
</tr>
</tbody>
</table>

Abilities: Each time the bearer fights, it makes D6 additional attacks with this weapon.

MOUNTAIN-BREAKER HELM

The Wolf Lord Erik Firebane was renowned for brawling with his warriors, often finishing such fights with a thunderous headbutt. In jest, his Wolf Guard charged the Iron Priests to fit their lord's helm with reinforced front plating and micro-accelerators impressed with the savage effectiveness of this alteration, Firebane ensured many an enemy warlord was laid low in brutal fashion.

After making close combat attacks with the bearer, before they consolidate, you can select one enemy unit within 1" of the bearer and roll one D6; on a 2+, that unit suffers D3 mortal wounds.

THE STORM’S EYE

This rune-scribed stone is carried on a thong of kraken hide. In a tale told only among the Rune Priests, the stone came from the bottom of the sea. Its tempestuous power caused a miles-wide maelstrom to churn the waves and the skies for a long Fenrisian year until the World Wolf itself spat it up in disgust during a vicious Season of Fire. It is attuned also to the far stronger tidies of the immaterial. As the wearer commands the elements, the wrathful energies of a storm swirled around him to batter his foes.

LIBRARIAN model only. Once per turn, in your Psychic phase, after resolving the effects of a psychic power from the Tempestas discipline that was successfully manifested by the bearer, roll one D6 for each enemy unit within 12" of the bearer; on a 4+, that enemy unit suffers 1 mortal wound.

THE PELT OF BALEWOLF

The pelts of wolves are plentiful trophies amongst the heroes of Fenris. However, some of these mantles are rare and steeped in legend, belonging to one of the near-mythical Blackmaned wolves. The Pelt of Balewolf came from a giant of its massive kind. Even now when the name of its heroic slayer is barely recalled, Balewolf's raw spirit still permeates the long-dead creature's pelt, a bestial aura that reaches into primitive fear centres. Even the mighty instinctively tremble before the wearer, sensing the presence of a terrifying alpha predator.

Each time a melee attack is made against the bearer, subtract 1 from that attack's hit roll and wound roll.
SPECIAL-ISSUE WARGEAR

If your army is led by a Space Wolves Warlord or a Warlord from a Space Wolves successor Chapter, you can, when mustering your army, give one of the following Special-issue Wargear Relics to a Space Wolves Character model in your army, or a Character model in your army that is drawn from a Space Wolves successor Chapter, instead of giving them a Relic from Codex: Space Marines. These are considered to be Chapter Relics for all rules purposes. Named characters and Vehicle models cannot be given any of the following Relics.

Note that some Relics replace one of the model’s existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Write down any Relics your models have on your army roster.

ADAMANTINE MANTLE

Fringed fur-lined cloaks or entire wolf pelts may be threaded with nano-braided adamantine, hide eyelet, field projectors in leering, lupine skulls, or even be inlaid with concealed warding runes that are proof against even the strongest attacks.

Each time the bearer would lose a wound, roll one D6; on a 5+, that wound is not lost.

ARTIFICER ARMOUR

Crafted by the finest artificers of the Chapter, these ornately detailed suits of armour may be graven with details of the warrior’s heroic deeds, inlaid with snarling lupine motifs and inscribed with runes of protection. Such armour provides superior defensive capabilities that rival even Terminator plate.

The bearer has a Save characteristic of 2+ and a 5+ invulnerable save.

MASTER-CRAFTED WEAPON

Although the Space Wolves maintain many traditions that appear simple, staid or even barbarous, the exquisite workmanship poured into their deadly weapons is widely lauded. Entire halls and chambers in the Fang are hung with ornate arms, every one forged for one of the Chapter’s greatest heroes.

When you give a model this Relic, select one weapon that model is equipped with (this cannot be a weapon whose profile includes the word ‘master-crafted’). Add 1 to the Damage characteristic of that weapon. That weapon is considered to be a Chapter Relic.

DIGITAL WEAPONS

Concealed weapons may be fitted into bionic implants, the knuckles of a power-armoured gauntlet, the fanged maw of a sculpted wolf helm or countless other places. Some are lasers or small flame weapons, while others take the form of hidden power talons fitted to armoured boots. Short-ranged and powerful, they are typically triggered in the midst of melee to attack from an unexpected angle.

Each time the bearer fights, it can make 1 additional attack using the close combat weapon profile (see the Warhammer 40,000 Core Book). If that attack scores a hit, the target suffers 1 mortal wound and the attack sequence ends.

MORKAI’S TEETH BOLTS

Tipped with slivers of dark, unmelting ice mined from the deepest caves on auspicious moonless nights, these bolts mark their luckless victims’ very spirits, drawing the eye of Morkai to them.

When you give a model this Relic, select one bolt weapon (see Codex: Space Marines) that model is equipped with. When that model is chosen to shoot with, you can choose for that weapon to fire a Morkai’s Teeth bolt. If you do, you can only make one attack with that weapon, but if that attack scores a hit, the target unit is marked by Morkai until the end of the turn and the attack sequence ends. Each time an attack is made against a unit that is marked by Morkai, re-roll a wound roll of 1.

WOLF TAIL TALISMAN

Although seen by the sons of Russ as tokens of luck and protection against evil, wolf tail talismans are regarded by most outside the Chapters of Russ’ genetic legacy as trinkets of mere superstition. Yet whether through the power of the bearer’s belief, some attribute inherent in the creatures they are taken from or some stranger reason, these talismans appear to bestow the warrior with a measure of protection against malicious attacks.

In the Psychic phase, each time a model in the bearer’s unit would lose a wound as a result of a mortal wound, roll one D6; on a 4+, that wound is not lost.

FROST WEAPON

Amongst the most prized weapons of the sons of Russ – himself the Lord of Winter and War – these blisteringly cold weapons are specially crafted by a master Iron Priest. Some are forged from the diamond-sharp fangs of the Ice Kraken while others are shards of energised diamond, giving them the appearance of blades forged from purest ice.

When you give a model this Relic, select one of the following weapons that model is equipped with: lightning claw; master-crafted power axe; master-crafted power sword; power axe; power sword. Add 1 to the Strength and Damage characteristic of that weapon (if the model is equipped with two lightning claws, improve the characteristics of both weapons). That weapon (or weapons, if the model is equipped with two lightning claws) is considered to be a Chapter Relic.

RUNIC WEAPON

These graven and psychically conductive weapons are covered in ancient runes that glow red-hot when emperor power is channeled through them. Each is a unique and deadly tool of the Rune Priest’s art, carved with protective sigils and canicles of banishment that afford protection against the powers of the warp.

LIBRARIAN model only.

- Add 1 to Deny the Witch tests taken for the bearer.
- When you give a model this Relic, select one of the following weapons that model is equipped with: force axe; force stave; force sword. Add 1 to the Strength characteristic of that weapon. That weapon is considered to be a Chapter Relic.
TEMPESTAS DISCIPLINE

PSYKER models in SPACE WOLVES Detachments can know all of their psychic powers from the Tempestas discipline instead of the Librarius or Obscuratus disciplines (see Codex: SPACE MARINES). Before the battle, generate the psychic powers for PSYKER models that know powers from the Tempestas discipline using the table below. You can either roll one D6 to generate each power randomly (re-rolling duplicate results), or you can select which powers the PSYKER knows.

1. LIVING LIGHTNING
   Sentiment electricity crackles amid the brooding skies above as the Rune Priest calls forth the elements to smite his foes. At the psyker's command, lightning arcs into the ranks of the enemy, leaving a trail of blackened corpses in its wake.
   Witchfire: Living Lightning has a warp charge value of 6. If manifested, the closest enemy unit within 18" of and visible to this PSYKER suffers D3 mortal wounds. Then roll one D6 on a 2-4, the closest other enemy unit within 6" of and visible to that unit suffers 1 mortal wound; on a 5+, it suffers D3 mortal wounds.

2. MURDEROUS HURRICANE
   The Rune Priest beholds an ancient curse, and within moments his foes are all but consumed in a hurricane of freezing shards, a thousand blades of psychically formed ice plunging into their flesh.
   Malekith: Murderous Hurricane has a warp charge value of 6. If manifested, select one enemy unit within 18" of this PSYKER. Until the start of your next Psychic phase:
   - If that unit is not wholly on or within a terrain feature, that unit cannot fire Overwatch.
   - In the Fight phase, that unit is not eligible to fight until after all eligible SPACE WOLVES units from your army have done so.

3. TEMPEST'S WRATH
   The Rune Priest brings the rage of the storm to a roaring crescendo, frost-fingered wind spirits whipping at his enemies, tearing at their eyes and snatching weapons from their hands.
   Malekith: Tempest's Wrath has a warp charge value of 6. If manifested, select one enemy unit within 24" of this PSYKER. Until the start of your next Psychic phase, each time a model in that unit makes an attack, subtract 1 from that attack's hit roll.

4. INSTINCTS AWOKEN
   Maintaining the balance between the controlled aggression of his brothers and the roaring beast at their hearts, the Rune Priest awakens the savage spirit within them.
   Blessing: Instincts Awoken has a warp charge value of 6. If manifested, select one friendly SPACE WOLVES unit within 18" of this PSYKER. Until the start of your next Psychic phase, each time a model in that unit makes an attack, the Assault Doctrine is considered to be active for that attack instead of the currently active doctrine. If the Assault Doctrine is already active for your army, then on an unmodified wound roll of 6 improve the Armour Penetration characteristic of that attack by 1. This is cumulative with the bonus from the Assault doctrine.

5. STORM CALLER
   The Rune Priest chants an ancient rite that builds into a terrifying howl. Roaring winds and furious blizzards rage about him in a vortex of ice and snow that obscures him from sight.
   Blessing (Aura): Storm Caller has a warp charge value of 6. If manifested, until the start of your next Psychic phase, while their unit is within 6" of this PSYKER, friendly SPACE WOLVES models receive the benefits of light cover.

6. JAWS OF THE WORLD WOLF
   The Rune Priest implores the spirit of the world upon which he hunts to open its rock-fanged maw, and a chasm cracks open under the feet of his chosen enemy, sending them tumbling to their death below.
   Witchfire: Jaws of the World Wolf has a warp charge value of 7. If manifested, select one enemy unit within 18" of and visible to this PSYKER. Roll one D6 for each model in that unit, adding 1 to the result if the result of the Psychic test was 9 or more. For each roll of a 6+, that unit suffers 1 mortal wound.

"There are runes, and there are runes, young pup. In the years after the Test of Morkai, you may have first witnessed the kind of stone which now hangs from your neck: a wave-smoothed rock I inscribed with my own hand. For the casting of runes and the reading of wyrd, you will learn to use a great many more, of every kind. See here, this lumpen tooth of the ice troll Morbok, carved with the sigil of our jarl, this too is a rune of power, and this tronbark splinter, too.

Now, still the tempest in your heart and I will show you runes you cannot even touch."
- Rune Priest Virgund Stonesoul, instructing his apprentice
CHAPTER APPROVED RULES

If every model in your army (excluding Agents of the Imperium and Unaligned units) has the Space Wolves keyword, you can, if you are playing a matched play battle that instructs you to select secondary objectives (e.g. a mission from the Eternal War mission pack in the Warhammer 40,000 Core Book), select one of them to be from the Space Wolves secondary objectives listed below.

Like all other secondary objectives, each of the secondary objectives listed below has a category, and they follow all the normal rules for secondary objectives (for example, when you select secondary objectives, you cannot choose more than one from each category, you can score no more than 15 victory points from each secondary objective you select during the mission etc.).

PURGE THE ENEMY

GLORY KILLS

Progressive Objective

The songs of the Space Wolves are replete with legendary deeds of heroic battle-brothers slaying dark conquerors and gutting vile monsters, and every living warrior seeks to do likewise.

If you select this objective, you score victory points as follows:

- Score 2 victory points if any Character units were destroyed by a Space Wolves unit from your army during this battle round. If no Character units were destroyed, but a Character unit suffered 3 or more wounds as the result of attacks made by Space Wolves units from your army, score 1 victory point instead.
- Score 3 victory points if any Monster units were destroyed by a Space Wolves unit from your army during this battle round. If no Monster units were destroyed, but a Monster unit suffered 3 or more wounds as the result of attacks made by Space Wolves units from your army, score 1 victory point instead.

A Character Monster unit cannot count towards both parts of this objective. You must select whether to treat that unit as a Character or a Monster for the purposes of this objective.

HEROIC CHALLENGE

End Game Objective

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

At the start of the first Command phase, you must select one Space Wolves Character model from your army to issue the challenge and your opponent must select one Character model from their army to accept the challenge. If either player does not have a Character model, they must instead select their Warlord.

Score 5 victory points at the end of the battle for each of the following conditions that have been achieved:

- The model that accepted the challenge was destroyed.
- The model that accepted the challenge was destroyed as the result of a melee attack.
- The model that accepted the challenge was destroyed as the result of a melee attack made by the model that issued the challenge.

NO MERCY, NO RESPIETE

A MIGHTY SAGA

Progressive Objective

Every warrior of Fenris is a hero, but none are looked to as much as the lord leading the hunt. The commanders of the Space Wolves are both cunning strategists and savage combatants of exceptional skill, and prove it in every battle they fight.

If you select this objective, you score 2 victory points at the end of each battle round for each of the following achieved by your Space Wolves Warlord, for a maximum of 5 victory points:

- An enemy Monster or Vehicle unit loses any wounds as the result of a melee attack made by this Warlord.
- An enemy Monster or Vehicle unit is destroyed as the result of a melee attack made by this Warlord.
- An enemy Character is destroyed as the result of a melee attack made by this Warlord.
- 5 or more models were destroyed as the result of attacks made by this Warlord.
- At the start of your Command phase, this Warlord is within range of an objective marker that is wholly within your opponent's deployment zone.

WARRIOR PRIDE

Progressive Objective

No one pack will long lead the hunt alone, for fierce pride ensures the Space Wolves compete for glory and the occasional wager.

Score 3 victory points at the end of your turn if two or more Space Wolves units from your army are within Engagement Range of any enemy units or have completed a charge move this turn.
CRUSADE RULES

In this section you’ll find additional rules for playing Crusade battles with Space Wolves, such as Agendas, Battle Traits and Crusade Relics that are bespoke to Space Wolves units. You can find out more about Crusade armies in the Warhammer 40,000 Core Book.

This content, available exclusively to Space Wolves and their successor Chapters, is an addition to the Crusade rules found in Codex: Space Marines, and contains the following sections:

AGENDAS
Space Wolves units attempt to achieve unique Agendas in Crusade battles, which can be found on the page opposite. These Agendas reflect the unique goals of Space Wolves armies on the battlefield and help to represent their particular methods of waging war. You can find out more about Agendas in Crusade mission packs, such as that presented in the Warhammer 40,000 Core Book.

REQUISITIONS
Space Wolf armies have access to a number of additional Requisitions, suited to their methods of waging war. You can find these on page 56.

BATTLE TRAITS
Space Wolves units can select one of the Battle traits presented on page 57 as they gain experience and are promoted in your Crusade force. These help to better reflect the unique upgrades and battle honours that are bestowed to Space Wolves units.

DEEDS OF MAKING
Deeds of Making (pg 58) are titles that can be bestowed upon Space Wolves characters. They help to tell the saga of the greatest heroes of your army, and are an exciting new way to further personalise the heroes in your Crusade force.

CRUSADE RELICS
In addition to the Crusade Relics presented in the Warhammer 40,000 Core Book and Codex: Space Marines, Space Wolves characters can quest to search for one of the Crusade Relics described on page 59; these Relics are unique to the Space Wolves, and are symbols of martial prowess for any worthy son of Russ.

SPACE WOLVES AND SUCCESSOR CHAPTERS

If you are using a Space Wolves successor chapter, replace the SPACE WOLVES keyword in any of the following Agendas, Requisitions, Battle Traits, Deeds of Making or Relics with the name of your chosen successor Chapter.

S

moke from wrecked and burning tanks blew in Dargan’s face. The smell of burning flesh assailed his senses and he powered forward with a strength and a speed that was exhilarating. His body and his armour, as one, rode out the lurches of the ground as detonations roared the battlefield around him, throwing up showers of material. His eyes seemed to catch every falling particle of broken masonry and bloody earth as it rained down.

This was the Call of Panora, so Aeur, the Battle Leader had said. This was Dargan’s first battle as a warrior of the Fang. This was what he’d yearned for. This was the joy of the hunt!

The dozen or so young warriors of his pack surged forward with him, but Dargan had ever been the swiftest of them and he laughed as he pushed to maintain his lead. Not far ahead, trench lines that pooled with traitors lay before Dargan and his pack like infected scabs, bubbling with the movements of infantry. Prey, he thought.

Whiskering flashes of las-fire lanced out from the trenches like a forest of bright fingers, reaching for his heart. They sparked from his thick power armour. He heard grunts behind him as some brothers took hits to armour seals or were unbalanced by glancing shots.

In a moment, Dargan had reached the pathology defensive lines. Micro-fibre bundles of artificial muscle bunching, he leapt the final thirty feet straight into a heaving mass of small, terrified faces.

They were men, he realised. Men, like he had been once. No, he corrected: worthless, dishonourable traitors. With a savage backhand, he sent the closest heretic sailing out of the trench with a crushed ribcage before slamming his chainsword’s activation rune. He had never felt so alive.
AGENDAS

If your Crusade army includes any Space Wolves units, you can select one Agenda from the Space Wolves Agendas listed below. This is a new Category of Agendas, and follows all the normal rules for Agendas, so you cannot choose more than one Space Wolves Agenda.

AN AUDACIOUS BOAST

Space Wolves Agenda

The greatest warriors of the Space Wolves are known not only for their martial prowess, but also for their bravado, often spending the night before the battle swearing mighty oaths to out-do their fellow warriors on the battlefield.

When you select this Agenda, select one Space Wolves Character unit from your army, and then select one or more of the boasts from the list below (make a list of each boast you select):

- First to the Fray: Your Character will always be the first unit in your army to declare a charge in every one of your turns (assuming that it is eligible to charge).
- Never Back Down From a Fight: Your Character will perform a Heroic Intervention in every one of your opponent's Charge phases (assuming it eligible to do so).
- Tear Through Their Armour: Your Character will destroy an enemy Vehicle unit* during the battle.
- Slay the Beast: Your Character will destroy an enemy Monster unit* during the battle.
- Bring Back Their Heads: Your Character will destroy an enemy Character unit* during the battle.
- Cut Down the Tyrant: Your Character will destroy the enemy Warlord* during the battle.
- Leave Behind a Trail of Corpses: Your Character will destroy 10 or more enemy models throughout the battle (keep a tally if you select this boast).
- Break Through Their Lines: Your Character will be wholly within your opponent's deployment zone at the end of the battle.
- Claim the Prize: Your Character will be within range of an objective marker at the end of the battle.
- ...Without a Scratch: Your Character will end the battle with all its wounds remaining.

At the end of the battle, if the selected Character has achieved all of the selected boasts, that unit gains a number of experience points equal to the number of boasts selected. If it fails to achieve any of the selected boasts, that unit does not gain any experience points for this Agenda. Note that all the boasts marked * are mutually exclusive — if your Character destroys a unit that has several of these keywords, its destruction only counts towards achieving one boast (of your choice).

SHOW THEM HOW WE FIGHT

Space Wolves Agenda

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

Each time an enemy unit is destroyed by a Wolf Guard model from your army, you can select one friendly Blood Claws unit that is within 6' of them. If you do, that Blood Claws unit gains 1 experience point.

A WORTHY TROPHY

Space Wolves Agenda

Each Space Wolf seeks to bring down the mightiest foe the enemy can throw at them, both to prove their martial prowess to their fellows and earn a great tale to tell.

At the start of the battle, identify which 3 models in your opponent's army have the highest Wounds characteristics — these are trophy targets. If any units are tied, you can select which of those will be trophy targets. Each time a trophy target is destroyed by a melee attack made by a Space Wolves model from your army, that model's unit gains 3 experience points.

CIRCLING WOLVES

Space Wolves Agenda

Like the flesh-hungry predators of their home world, the warriors of Fenris encircle their foe, ensuring no escape before launching devastating attacks from multiple angles.

At the end of the battle, you can select either three or four friendly Space Wolves units from your army (excluding Aircraft units). Each unit selected must be wholly within 9" of a different corner of the battlefield. Each of the selected units gains 2 experience points.

A GLORIOUS DEATH

Space Wolves Agenda

Those who witness a Lone Wolf meet their glorious end with a snarl on their lips and a weapon in their hand regale each other with tales of honour regained.

You can only select this Agenda if you have a Lone Wolf in your army (see page 56). If that Lone Wolf is destroyed during the battle by an attack made by an enemy Character, Vehicle or Monster model, you can remove that unit from your Order of Battle instead of taking an Out of Action test for it. If you do, each other Space Wolves unit in your army gains 2 experience points.

"I will break that traitor Blackheart in two with my own hands and see him thrown down the black gullet of Morkai itself before his Maelstrom flith have one more hour upon this world!"

- Wolf Lord Vorek Gnarlflint
REQUISITIONS

If your Crusade force includes any SPACE WOLVES units, you can spend Requisition points (RPs) on any of the following Requisitions in addition to those presented in the Warhammer 40,000 Core Book.

HERO OF RENOWN 0/1RP

This champion’s deeds are already acclaimed throughout the Chapter and beyond, his reputation so widely regarded that his presence inspires feats of exceptional daring.

Purchase this Requisition after a battle. Select one SPACE WOLVES CHARACTER from your army that has a Space Wolves Warlord Trait and that achieved its Deed (pg. 49) during the battle. If the CHARACTER you selected is a named character, this Requisition costs 0RP, otherwise it costs 1RP. The selected CHARACTER is always treated as having completed the Deed associated with their Warlord Trait in any further battles it fights in – increase that CHARACTER’s Crusade points total by 1.

PACK BONDS 1RP

Deeds achieved by the pack are told and retold, often embellished, cementing the pack’s fellowship through their shared adventures. Individual heroism builds a warrior’s personal saga, but the tales they recall with laughter, mock offront and rivalry seal the legend of the pack as a whole.

Purchase this Requisition after a battle. Select one SPACE WOLVES INFANTRY, SPACE WOLVES BIKER or SPACE WOLVES CAVALRY unit (excluding CHARACTER units) from your Order of Battle that was Marked for Greatness at the end of the battle and that has not been selected for this Requisition previously. Increase that unit’s Crusade points total by 1 and then select two different Tales from the list below.

- Tale of the Raven’s Luck: Every model in the unit has a 5+ invulnerable save.
- Tale of the Thunderstrike: Select one model in the unit and add 1 to its Strength characteristic.
- Tale of the Stormblade: Select one model in the unit and add 1 to its Attacks characteristic.
- Tale of the Fire Strike: Each time the unit Advances, until the end of the turn, all Pistol and Rapid Fire weapons models in the unit are equipped with are treated as Assault weapons.
- Tale of the Oathbound: Each time a Morale test is taken for the unit, it is automatically passed.
- Tale of the Impetuous: Each time a model in the unit makes a pile-in or consolidation move, it can move up to an additional 1”.
- Tale of the Longstriders: Add 1 to Advance rolls made for the unit.
- Tale of the Shrewd Hunt: This unit is eligible to declare a charge in a turn in which it Fell Back.

LONE WOLF 1RP

Sometimes a pack will suffer such terrible casualties that it is reduced to a single survivor; one who has lost his battle-brothers to a man and has yet to earn a place in his lord’s Wolf Guard. With nothing left to him but bitter revenge, he swears a great oath of vengeance, etches his pack’s name into his blade or his flesh and stalks the battlefield seeking out monstrous foes. These he vows to slay in the names of his dead packmates, or die a hero, yet solitary, death.

Purchase this Requisition when a SPACE WOLVES INFANTRY unit that contains two or more models gains a Battle Scar. Remove that unit from your Order of Battle and replace it with the appropriate option from the list below:

- If the unit has the PRIMARIS keyword, replace that unit with a Primaris Lieutenant unit.
- If the unit has the TERMINATOR keyword, replace that unit with a Wolf Guard Battle Leader in Terminator Armour unit.
- If the unit has neither the PRIMARIS or TERMINATOR keyword, replace that unit with a Lieutenant unit.

The new unit must be drawn from the same Chapter as the unit it replaces and you cannot purchase this Requisition if doing so would cause your total Power Level to exceed your Crusade force’s Supply Limit. The newly added unit starts with the same number of experience points as the unit it replaced and immediately gains the appropriate number of new Battle Honours for its rank. Each unit added to your Order of Battle using this Requisition gains the following ability:

Honour in Death: Each time this model makes a melee attack, you can re-roll the hit roll.

THE WOLF AND THE LION 1RP

Whenever the Space Wolves and Dark Angels fight side by side, an ancient tradition often sees each nominate a champion to settle the grudge said to have existed between the Primarchs Leman Russ and Lion El’Jenson.

Purchase this Requisition at any time. Select one INFANTRY or BIKER model from your army that is not a CHARACTER. Each model can only be selected for this Requisition once. Add 1 to that model’s Attacks characteristic, and that model gains the following ability:

Victory Over the Sons of the Lion: Each time this model makes a melee attack against a DARK ANGELS unit, add 1 to that attack’s hit roll and wound roll.
**BATTLE TRAITS**

When a **Space Wolves** unit gains a Battle Trait, you can use one of the tables below instead of one of the tables in the Warhammer 40,000 Core Book or Codex: Space Marines to determine what Battle Trait the unit has gained. To best narrate for your unit. All the normal rules for Battle Trait apply (e.g. a unit cannot have the same Battle Trait increase its Crusade points accordingly, as described in the Warhammer 40,000 Core Book.

### Space Wolves Wolf Priest Units

**D6 Trait**

- **Wise Healer**
  
  This Wolf Priest is an expert in the healing arts, from bioshunt nano-surgery to neural gene-threading and more, able to restore gravely injured warriors to the fight in short order.
  
  1-3: If this model is part of your Crusade army, and if it has not been taken out of action during a battle, then at the end of the battle you can ignore one failed Out of Action test taken for a **Space Wolves** unit (excluding **Vehicle** and **Beast** units) — that test is treated as having been passed instead.

- **Chooser of the Valiant**
  
  This black-armoured priest speaks with the wisdom of one who has mentored some of the Chapter’s greatest warriors, and his every guttural intonation is hung upon.
  
  4-6: Each time this model recites a Litany of Battle, add 1 to the roll to see if the litany is inspiring.

### Space Wolves Cavalry Units

**D6 Trait**

- **Deadly Predators**
  
  This pack’s Thunderwolves once preyed on ice trolls and cave wyrmis, a single bite capable of ripping most warriors in two.
  
  1-3: Add 1 to the Damage characteristic of this unit’s crushing teeth and claws.

- **Bionic Enhancement**
  
  Each time this pack’s mounts have suffered injury in battle, the Iron Priests have ensured they return even stronger.
  
  4-6: Each time a model in this unit would lose a wound, roll one D6; on a 6, that wound is not lost.

### Space Wolves Beast Units

**D6 Trait**

- **Perceptive Companions**
  
  This pack tracks the enemy closely over the most tortured battlefield, altering their masters to nearby threats.
  
  1-3: The Auspex Scan Stratagem (see Codex: Space Marines) costs 1 CCP to use if an enemy unit is set up as reinforcements within 12" of this unit this turn.

- **Coordinated Hunt**
  
  With bounding leaps, these beasts fall upon the enemy with frenzied attacks, leaving them easier prey for their masters.
  
  4-6: If this unit successfully charges any enemy units, until the end of the phase, each time another friendly **Space Wolf** unit declares one of those enemy units as the target of a charge you can re-roll the charge roll made for that unit.

### Space Wolves Character Units (Excluding Vehicles)

**D6 Trait**

- **Mark of the Wulfen**
  
  Lurking deep within each Space Wolf is the dark spectre of the Wulfen. It waits to consume the warrior and render them into a frenzied beast, responding to the howls of those already lost.
  
  1-2: Add 1 to this model’s Attacks characteristic (whilst this model is within 6" of any Wulfen units from your army; add 2 to this model’s Attacks characteristic instead).

- **Alpha of the Lone Hunt**
  
  From the moment this hero hunted down and killed their former alpha male, the pack’s survivors instinctively treat him as their new leader, accompanying their master to battle, fighting at his side and protecting him from danger.
  
  3-4: This model has the following ability: *Pack Alpha (Aura):* while a friendly **Space Wolves Beast** units is within 3" of this model, add 1 to the Attacks characteristic of models in that unit.

  - *While this model is within 3" of any **Space Wolves Beast** units, enemy models cannot target this model with ranged attacks.*

- **Runic Tattoos**
  
  As a ward against ill omens and evil sorcery, some warriors draw their body in wading marks or ink their leathery skin with runes, beast-forms and curving, elaborate knotwork.
  
  5-6: Each time this model suffers a mortal wound in the Psychic phase, roll one D6, on a 4+, that mortal wound is ignored.

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The rumble of metal armatures in front of him, its robes, bulbous globes, sensors — and Russ knew what else — bent and twisted awkwardly. Wolf Guard Battle Leader Vulzharn whispered as the arrogant, old Tech-Priest was raising a bow, attempting humility as he tried to withdraw the support of his force.

‘With some respect, Hussard Vulzharn’, I posit that I have not explained in terms that are... conceptually crude enough for ready comprehension,’ Vulzharn narrowed his eyes. At his feet, an enormous Fenrisian wolf — utterly still — made a threatening noise deep in its guttural.

‘Do you mean that strange spirits around this star are roaring too loudly? Or that your markings against the evil eye are the wrong kind?’

‘That may be the best way for you to consider the difficulty. As you astutely make clear, these problems mean our maniples cannot assist in—’

‘Or do you mean that your planned taking of the site’s technology has been gutted by my deployment strategy. Or do you mean that in fighting where I say, you will be indirectly aiding rival forces.’

‘What do... that is, there may be some... who told—’

‘If you think me stupid again, I will find the piece of you that still runs red with blood. I will tear it out and wear it for luck. Am I not a savage?’ Vulzharn grinned widely, in a smile that did not reach his yellow eyes.
DEEDS OF MAKING

Deeds of Making are a new type of Battle Honour that can be given to Space Wolves Character models. When a Space Wolves Character model from your army would gain a Battle Honour, you can instead choose for to gain one of the Deeds of Making listed below.

Each model can only have a single Deed of Making, and your Order of Battle cannot include more than one Character from the same Chapter with the same Deed of Making. As with any Battle Honour, make a note on the unit's Crusade Card when it gains an Deed of Making, and increase its Crusade points total by 1.

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

Each time this model is selected to fight, if an enemy Monster unit is within Engagement Range, until the end of the phase add D3 to this model's Attacks characteristic.

VOIDSAILOR
Jaeger was a far traveller; he had crossed and re-crossed the Sea of Stars and the Sea of Souls to reach battlefields beyond count.

This model gains 1 additional experience point each time it successfully completes an action whilst it is wholly within your opponents deployment zone.

IRONBROW
The unyielding Forgyr had a humourless resolve and a skull so hard he once headbutted an Ork into unconsciousness.

If you use the Only in Death Does Duty End Stratagem (see Codex: Space Marines) when this model is destroyed, it costs 0CP.

WYRDMEEET
Gladly did Otor plung headlong into the fiercest fray again and again as if seeking his own doom, daring it to face him.

Out of Action tests taken for this model are automatically passed.

GRYMBANE
A black anger possessed Cnurtha the day he vowed to vent his monumenal fury against those Necrons who had severed his arm.

Each time this model is destroyed, make a note on this models Crusade card of the name of the Crusade Army that the unit that destroyed it belonged to. The next time this model destroys a unit from that army, this model gains 5 experience points.

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

Each time this model fights, if there are 5 or more enemy models within Engagement Range of it, then until that fight is resolved, add 1 to this model's Attacks characteristic.

STARSPEAR
With the fury of a star's heart, Leif called down a precision lance strike that was like a spiteful glance from the Wolf's Eye.

While this model is on the battlefield, the Orbital Barrage Stratagem (see Codex: Space Marines) costs 1 Command point.

KEELCLEAVE
Ulfhred broke the metal spine of the heretics' 'pleasure barque' with his bare hands, ripping out its entrails of pipes with his fangs.

Each time this model makes a melee attack against a Vehicle unit, if the saving throw is failed, the target suffers 1 mortal wound in addition to any normal damage.

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

This model gains the Outflank ability (see Codex: Space Marines).

HEARTBREAKER
Only Kjelen saw the weakness in the xenos Pha's tetrasphere, and he razed their home: their fortress, the very essence of their being.

This model has the following ability: 'Heartbreaker (Aura)'. While a friendly Space Wolves Core unit is within 6" of this model, each time a model in that unit makes an attack against a Building unit, you can re-roll the wound roll.

FIRE-EYE
At the Feast of a Thousand Blades, Narvum silently stared into the firepit. What he saw in there, he would never tell, but on the eve of battle his uncanny advice averted disastrous defeat.

If this model is part of your Crusade army, after Agendas are revealed, roll one D6; on a 4+, you can replace one of your selected Agendas with another.

STORMSTRIDE
When Ferroth fought at the Blood Palace, his entry into battle was like a lightning bolt, a violent burst of energy from which emerged his bloody, reaping blades.

This model gains the Teleport Strike ability (see Codex: Space Marines).

BLACKHOWL
Darvi's chilling howl seemed drawn from the gullet of Morkai himself, a deep resonance that set his brothers' bestial urges racing.

Each time you select this model as the target of the Bestial Nature Stratagem (pg 47), you gain 1 Command point.

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

Each time a melee attack is made against this model's unit, subtract 1 from that attack's wound roll.
CRUSADE RELICS

When a **Space Wolves Character** gains a Crusade Relic, you can instead select one of the Relics listed below. All the usual rules for selecting Crusade Relics, as described in the Warhammer 40,000 Core Book, apply.

**ANTIQUITY RELIC**

A **Space Wolves Character** model of Heroic rank or higher can be given the following Antiquity Relic instead of one of the ones presented in the Warhammer 40,000 Core Book. Add 1 to a unit’s total Crusade points for each Antiquity Relic it has – this is in addition to the +1 from gaining a Battle Honour, for a total of +2.

**Wyrdmaker’s Helm**

This snarling wolf helm contains lenses crafted from slivers of endothermic ice-diamond, mined miles beneath the fortress of the Fang and micro-etched with runes of far-seeing. Many of its wearers have carefully discarded it, claiming it is cursed, but those who persevere gain glimpses of a future which flicker as brief visions, warning of danger to come.

- Once per turn, you can re-roll one hit roll, one wound roll or one damage roll made for the bearer.
- The bearer has a 4+ invulnerable save.

**LEGENDARY RELIC**

A **Space Wolves Character** of Legendary rank can be given the following Legendary Relic instead of one of the ones presented in the Warhammer 40,000 Core Book. In order to give a model a Legendary Relic, you must also pay 1 Requisition point (if you do not have enough Requisition points, you cannot give that model a Legendary Relic). Add an additional 2 to a unit’s total Crusade points for each Legendary Relic it has – this is in addition to the +1 from gaining a Battle Honour, for a total of +3.

The Spear of Russ

Gifted to him by the Emperor himself, Leman Russ considered this a weapon of ill omen and rarely carried it to war. Containing a short-ranged micro-teleportation array, the weapon possesses the ability to return to the wielder’s hand when thrown. This ability was frequently put to the test by Leman Russ himself, who would hurl the weapon away in moments of anger, leaving it to be retrieved by his bemused Wolf Guard. Whether blessed or cursed, this ancient weapon has been used in battle by some of the greatest heroes of the Space Wolves, turning the tide of many a battle at the crucial moment.

Once per battle, in your Command phase, the bearer can take up the Spear of Russ and wield it. If it does, they cannot use any other ranged or melee weapons for the rest of the battle round, but are equipped with the following weapons:

<table>
<thead>
<tr>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Spear of Russ (shooting)</td>
<td>18&quot; Assault</td>
<td>x2</td>
<td>-4</td>
<td>6</td>
</tr>
<tr>
<td>Spear of Russ (melee)</td>
<td>Melee Melee</td>
<td>x2</td>
<td>-4</td>
<td>3</td>
</tr>
</tbody>
</table>

**Abilities:** While a **Space Wolves** unit is within 6" of the bearer, each time a model in that unit makes a melee attack, subtract 1 from that attack’s hit roll.

In Fenris’ darkest hour, when the daemonic minions of Magnus the Red sought to consume the Space Wolves’ home world in sorcery, the mutable warp-spawned fires of the gibbering entities were held back countless times by the cold fury of the sons of Russ.
NAME GENERATOR

If you wish to generate a name for your mighty warriors, you can roll a D66 and consult the first table to create your warrior’s personal name. Then, if you feel your warrior has truly earned one though his heroic deeds, roll again on the second table to discover their epithet. To roll a D66, simply roll two D6, one after the other – the first represents tens and the second represents digits, giving you a result between 11 and 66.

<table>
<thead>
<tr>
<th>D66</th>
<th>PERSONAL NAME</th>
<th>D66</th>
<th>EPITHET</th>
</tr>
</thead>
<tbody>
<tr>
<td>11</td>
<td>Gunnar</td>
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<td>Bloodtooth</td>
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<td>12</td>
<td>Ulrich</td>
<td>12</td>
<td>Wolbom</td>
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<td>Laars</td>
<td>13</td>
<td>Ghostwolf</td>
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<td>Sven</td>
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<td>Icegrip</td>
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<td>15</td>
<td>Wulfgar</td>
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<td>Stormcrow</td>
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<tr>
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<td>Erikk</td>
<td>16</td>
<td>Redhowl</td>
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<tr>
<td>21</td>
<td>Dolf</td>
<td>21</td>
<td>Ironaxe</td>
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<td>22</td>
<td>Leif</td>
<td>22</td>
<td>Icefang</td>
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<td>23</td>
<td>Olaf</td>
<td>23</td>
<td>Blackhelm</td>
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<td>24</td>
<td>Torvald</td>
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<td>the Red</td>
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<tr>
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<td>Logan</td>
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<td>32</td>
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<td>Krom</td>
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<td>Trollbane</td>
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<td>Kodran</td>
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<td>Iceblade</td>
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<td>41</td>
<td>Asir</td>
<td>41</td>
<td>Warfist</td>
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<tr>
<td>42</td>
<td>Jorin</td>
<td>42</td>
<td>the Berserker</td>
</tr>
<tr>
<td>43</td>
<td>Brannak</td>
<td>43</td>
<td>Wyrdfang</td>
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<td>Karpir</td>
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<td>Umbrellaw</td>
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<td>Bran</td>
<td>45</td>
<td>Stormhowl</td>
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<td>Bjorn</td>
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<td>Thunderbrow</td>
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<td>51</td>
<td>Kjarl</td>
<td>51</td>
<td>Frostskull</td>
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<td>52</td>
<td>Berek</td>
<td>52</td>
<td>Stonehelm</td>
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<td>53</td>
<td>Bulveye</td>
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<td>Hammerfist</td>
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<td>54</td>
<td>Hador</td>
<td>54</td>
<td>Grimfang</td>
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<tr>
<td>55</td>
<td>Ingvar</td>
<td>55</td>
<td>the Reaver</td>
</tr>
<tr>
<td>56</td>
<td>Kasulf</td>
<td>56</td>
<td>Felhammer</td>
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<tr>
<td>61</td>
<td>Torfin</td>
<td>61</td>
<td>Crowhelm</td>
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<td>62</td>
<td>Nesmiv</td>
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<td>Orksbane</td>
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<td>63</td>
<td>Runik</td>
<td>63</td>
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<td>Otar</td>
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<td>Haegr</td>
<td>65</td>
<td>Frostcrow</td>
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<tr>
<td>65</td>
<td>Gudriil</td>
<td>66</td>
<td>Eagle-eye</td>
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</tbody>
</table>
DATASHEETS

This section contains the datasheets that you will need to fight battles with your Space Wolves miniatures, as well as details of army-specific abilities. You can find out how to use datasheets in the Warhammer 40,000 Core Book.

WARGEAR & WEAPON LISTS

The weapon profiles found on a unit's datasheet describe the primary weapons that models in that unit can be equipped with. Some weapons are only referenced on a datasheet. If they are unique to the Space Wolves, their profiles can be found on page 84. Profiles for those weapons widely available to all Space Marine Chapters can instead be found in Codex: Space Marines. In addition, some datasheets reference one or more weapon lists (e.g. Combi-weapons list); these can be found in Codex: Space Marines.

ABILITIES

A unit's datasheet will describe all the abilities it has. Certain abilities that are common to many units are instead referenced on the datasheets themselves. Some of them are common to all Adeptus Astartes units (e.g. Angels of Death), and are therefore described in Codex: Space Marines. Other abilities are specific to Space Wolves units, and are described opposite.

BERSERK CHARGE

Still reveling in their transhuman adaptations, a Great Company's aggressive young warriors plunge headlong into battle in a furious display of innate talent, rigorous conditioning and recklessness.

If this unit has either the Hunters Unleashed Chapter Tactic, or it has the Inheritors of the Primarch successor tactic and it is using the Chapter Tactic of the Space Wolves, then each time it fights, if it made a charge move this turn, then until that fight is resolved, add 1 to the Attacks characteristic of models (excluding Wolf Guard models) in this unit.

HEADSTRONG

Unless tempered by the wise growls of a veteran, young blood claws eager to prove themselves will gladly plunge into any foe they can reach.

If this unit does not contain a Wolf Guard model, then each time this unit declares a charge, you must select the closest eligible enemy unit as one of the targets of that charge.

SWIFT HUNTERS

Perfectly adapted as unavoidable predators, the lupine allies of the Space Wolves easily outpace their doomed quarry.

This unit is eligible to declare a charge with even if it Advanced this turn. In addition, each time this unit makes a pile-in move or consolidation move, models in this unit can move an additional 1".
Logan Grimnar – Great Wolf and High King of Fenris – is one of the longest serving Chapter Masters. Waging war against anyone who threaten the Space Wolves or the Imperium, Grimnar’s charisma and centuries of heroic victories have immortalised him as one of the most lauded warriors in the galaxy.

Logan Grimnar is equipped with: storm bolter; the Axe Morkai. Your army can only include one Logan Grimnar model.

**Logan Grimnar**

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<tr>
<td>1</td>
<td>Logan Grimnar</td>
<td>5</td>
<td>2+</td>
<td>2+</td>
<td>4</td>
<td>4</td>
<td>7</td>
<td>5</td>
<td>9</td>
<td>2+</td>
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**WEAPON**

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<tr>
<th>RANGE</th>
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<th>ABILITIES</th>
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- **Stim bolter:** 24" Rapid Fire 2 4 0 1
- **The Axe Morkai:** Each time an attack is made with this weapon, select one of the profiles below to make that attack with.
  - **One-handed** Melee Melee +2 -3 1
  - **Two-handed** Melee Melee x2 -3 3

**ABILITIES**

- **Angels of Death, Teleport Strike** [see Codex: Space Marines]
- **Chapter Master:** In your Command phase, select one friendly SPACE WOLVES CORE or SPACE WOLVES CHARACTER unit within 6" of this model. Until the start of your next Command phase, each time a model in that unit makes an attack, you can re-roll the hit roll.
- **Rites of Battle [Aura]:** While a friendly SPACE WOLVES CORE unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.
- **High King of Fenris:** If this model is your Warlord, it is always treated as having completed the Deed associated with its Warlord Trait [pg 48-49].
- **Belt of Russ:** This model has a 4+ Invulnerable save.

**Faction Keywords:** Imperium, Adeptus Astartes, Space Wolves

**Keywords:** Infantry, Character, Terminator, Chapter Master, Logan Grimnar

Njal Stormcaller is equipped with: bolt pistol; Nightwing; Staff of the Stormcaller. Your army can only include one Njal Stormcaller model.

**Njal Stormcaller**

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<th>No.</th>
<th>Name</th>
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<tr>
<td>1</td>
<td>Njal Stormcaller</td>
<td>5</td>
<td>2+</td>
<td>2+</td>
<td>4</td>
<td>4</td>
<td>6</td>
<td>3</td>
<td>9</td>
<td>2+</td>
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**WEAPON**

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<tr>
<th>RANGE</th>
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<th>ABILITIES</th>
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- **Bolt pistol:** 12" Pistol 1 4 0 1
- **Nightwing:** 12" Assault 3 3 0 1
- **Staff of the Stormcaller:** Melee Melee +3 -2 D3

**ABILITIES**

- **Angels of Death, Teleport Strike** [see Codex: Space Marines]
- **Lord of Tempests:** Add 1 to Psychic tests taken for this model.
- **Staff of the Stormcaller:** You can re-roll Deny the Witch tests taken for this model.
- **Runic Armour:** This model has a 5+ Invulnerable save.
- **Psychic Hood:** Each time a Deny the Witch test is taken for this model, if the unit attempting to manifest the psychic power is within 12" of this model, add 1 to that Deny the Witch test.
- **Psychic Power:** This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny two psychic powers in your opponent’s Psychic phase. It knows Spirit and three psychic powers from the Tempestas discipline [pg 52].

**Faction Keywords:** Imperium, Adeptus Astartes, Space Wolves

**Keywords:** Infantry, Character, Psyker, Librarian, Chief Librarian, Terminator, Njal Stormcaller
LOGAN GRIMNAR ON STORMRIDER

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

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<tr>
<th>No.</th>
<th>Name</th>
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<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Logan Grimnar on Stormrider (7+ wounds)</td>
<td>10</td>
<td>2+</td>
<td>2+</td>
<td>4</td>
<td>6</td>
<td>14</td>
<td>5</td>
<td>9</td>
<td>2+</td>
</tr>
<tr>
<td></td>
<td>Logan Grimnar on Stormrider (4-6 wounds)</td>
<td>7+</td>
<td>2+</td>
<td>2+</td>
<td>4</td>
<td>6</td>
<td>N/A</td>
<td>5</td>
<td>9</td>
<td>2+</td>
</tr>
<tr>
<td></td>
<td>Logan Grimnar on Stormrider (1-3 wounds)</td>
<td>4+</td>
<td>2+</td>
<td>2+</td>
<td>4</td>
<td>6</td>
<td>N/A</td>
<td>5</td>
<td>9</td>
<td>2+</td>
</tr>
</tbody>
</table>

Logan Grimnar on Stormrider is equipped with: storm bolt; the Axe Morkai; flurry of teeth and claws. Your army can only include one LOGAN GRIMNAR model.

**WEAPON**

- **Storm bolt**: 24" Rapid Fire 2 4 0 1 -
- **The Axe Morkai**: Each time an attack is made with this weapon, select one of the profiles below to make that attack with:
  - One-handed: Melee Melee +2 -3 1
  - Two-handed: Melee Melee +2 -3 1

**ABILITIES**

- **Angels of Death**: [see Codex: Space Marines], Swift Hunters (pp 61)
- **Belt of Russ**: This model has a 4+ invulnerable save.
- **High King of Fenris**: If this model is your Warlord, it is always treated as having completed the Deed associated with its Warlord Trait (pp 48-49).

**Chapter Master**: In your Command phase, select one friendly SPACE WOLVES CORE or SPACE WOLVES CHARACTER unit within 6" of this model. Until the start of your next Command phase, each time a model in that unit makes an attack, you can re-roll the hit roll.

**Rites of Battle [Aura]**: While a friendly SPACE WOLVES CORE unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

**FACTON KEYWORDS**: IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS**: CHARIOT, CHARACTER, STORMRIDER, CHAPTER MASTER, LOGAN GRIMNAR

When riding to battle upon his ornate anti-grav chariot, Stormrider, Logan Grimnar is a destructive and swift tempest of war. Drawn by a pair of giant and ferocious Thunderwolves, Stormrider’s saga-inscribed hull bears the grizzled leader into the heart of the enemy, there to reap a fell tally with the Axe Morkai.
**BJORN THE FELL-HANDED**

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<tr>
<th>No.</th>
<th>NAME</th>
<th>M</th>
<th>WS</th>
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<th>Ld</th>
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<tr>
<td>1</td>
<td>Bjorn the Fell-Handed</td>
<td>6+</td>
<td>2+</td>
<td>2+</td>
<td>7</td>
<td>8</td>
<td>8</td>
<td>9</td>
<td>9</td>
<td>3+</td>
</tr>
</tbody>
</table>

Bjorn the Fell-Handed is equipped with: assault cannon, heavy flamer, Trueclaw. Your army can only include one Bjorn the Fell-Handed model.

**WEAPON**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>24&quot;</td>
<td>Heavy</td>
<td>6</td>
<td>-1</td>
<td>1</td>
<td>Each time an attack is made with this weapon, that attack automatically hits the target.</td>
</tr>
<tr>
<td>12&quot;</td>
<td>Heavy</td>
<td>5</td>
<td>-1</td>
<td>1</td>
<td>Blast</td>
</tr>
<tr>
<td>36&quot;</td>
<td>Heavy</td>
<td>7</td>
<td>-3</td>
<td>2</td>
<td>Blast. Each time an unmodified hit roll of 1 is made for an attack with this weapon profile, the bearer suffers 1 mortal wound after shooting with this weapon.</td>
</tr>
<tr>
<td>36&quot;</td>
<td>Heavy</td>
<td>8</td>
<td>-3</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>36&quot;</td>
<td>Heavy</td>
<td>5</td>
<td>-2</td>
<td>1</td>
<td>Blast</td>
</tr>
<tr>
<td>36&quot;</td>
<td>Heavy</td>
<td>8</td>
<td>-4</td>
<td>D3+3</td>
<td>Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.</td>
</tr>
<tr>
<td>24&quot;</td>
<td>Heavy</td>
<td>8</td>
<td>-4</td>
<td>D6</td>
<td></td>
</tr>
<tr>
<td>48&quot;</td>
<td>Heavy</td>
<td>9</td>
<td>-3</td>
<td>D6</td>
<td></td>
</tr>
<tr>
<td>Melee</td>
<td>Melee</td>
<td>+5</td>
<td>-4</td>
<td>D6</td>
<td>Each time an attack made with this weapon, you can re-roll the wound roll.</td>
</tr>
</tbody>
</table>

**WARGEAR OPTIONS**

- This model's assault cannon can be replaced with one of the following: 1 heavy plasma cannon, 1 hellfrost cannon, 1 multi-melta, 1 twin lascannon.

**ABILITIES**

- **Angels of Death** [see Codex: Space Marines]
- **Duty Eternal**: Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack [to a minimum of 1].
- **Legendary Tenacity**: Each time this model would lose a wound, roll one D6 on a 5+, that wound is not lost.
- **Rites of Battle (Aura)**: While a friendly SPACE WOLVES CORE unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.
- **Explodes**: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.

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

**KEYWORDS**: VEHICLE, CHARACTER, DREADNOUGHT, SMOKESCREEN, BJORN THE FELL-HANDED

---

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

I was on Prospero, brothers. I was there when we burned their heresy from the galaxy. I saw Leman Russ lay waste to their cherished places. I saw Traitors weep from corrupted eyes as we turned their pyramids of glass into barren wasteland.

That will not happen here. They were made weak by the knowledge of their treachery. We are made strong by the knowledge of our fidelity. Where Tizca fell, the Aett will stand.

Though it may cost the lives of us all, the Aett will stand.’

- Bjorn the Fell-Handed, addressing the defenders of the ‘Aett’, a term used for the Fang during the Battle of the Fang, 32nd Millennium
ARJAC ROCKFIST

No. NAME M WS BS S T W A Ld Sv
1 Arjac Rockfist 5 2+ 2+ 5 4 5 4 8 2+

Arjac Rockfist is equipped with: Foehammer. Your army can only include one Arjac Rockfist model.

WEAPON RANGE TYPE S AP D ABILITIES

Foehammer (shooting) 12" Assault 1 x2 -3 3 Each time an attack is made with this weapon, roll 1d6. If a 1 is rolled, the attack is also a characteristic of that attack.

Foehammer (melee) Melee Melee x2 -3 3 Each time an attack is made with this weapon, roll 1d6. If a 1 is rolled, the attack is also a characteristic of that attack.

ABILITIES

Angels of Death, Teleport Strike (see Codex: Space Marines)

Champion of the Kingsguard: Each time this model makes a melee attack against a Character, you can re-roll the hit roll.

Tactical Precision (Aura): While a friendly Space Wolves Character unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a wound roll of 1.

The Anvil Shield: This model has a +3 invulnerable save.

Faction Keywords: Imperium, Adeptus Astartes, Space Wolves

Keywords: Infantry, Character, Terminator, Wolf Guard, Lieutenant, Arjac Rockfist

ULRIK THE SLAYER

No. Name M WS BS S T W A Ld Sv
1 Ulrik the Slayer 6 2+ 2+ 4 4 5 4 9 3+

Ulrik the Slayer is equipped with: plasma pistol, artificer crozius, frag grenades, krak grenades. Your army can only include one Ulrik the Slayer.

WEAPON RANGE TYPE S AP D ABILITIES

Plasma pistol Before selecting targets, select one of the profiles below to make attacks with.

- Standard 12" Pistol 1 7 -3 1 - If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting this weapon.

- Supercharge 12" Pistol 1 8 -3 2 -

Artificer crozius Melee Melee +2 -2 2 -

ABILITIES

Angels of Death (see Codex: Space Marines)

Wolf Helm of Russ (Aura): While a friendly Space Wolves Character unit is within 5" of this model, models in that unit can use this model’s Leadership characteristic instead of their own.

Slayer’s Oath: If an enemy Character or Monster model is destroyed by an attack made by this model, until the end of the battle, do not roll to see if litanies recited by this model are inspiring; they are automatically inspiring.

Wolf Amulet: This model has a +4 invulnerable save.

Priest

This model knows the Litany of Hate and two other litanies from the Litanyes of Battle (see Codex: Space Marines). In your Command phase, if this model is on the battlefield, it can recite two litanies it knows that have not already been recited by a friendly model that battle round. Roll one D6; on a 3+ the recited litanies is inspiring and takes effect until the start of your next Command phase.

Faction Keywords: Imperium, Adeptus Astartes, Space Wolves

Keywords: Infantry, Character, Chaplain, Master of Sanctity, Wolf Priest, Priest, Ulrik the Slayer

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

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<tbody>
<tr>
<td>1</td>
<td>Ragnar Blackmane</td>
<td>6+</td>
<td>2+</td>
<td>2+</td>
<td>4</td>
<td>4</td>
<td>6</td>
<td>7</td>
<td>9</td>
<td>3+</td>
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Ragnar Blackmane is equipped with: bolt pistol, Frostfang, frag grenades, krak grenades. Your army can only include one Ragnar Blackmane model.

**WEAPON**

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<th></th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bolt pistol</td>
<td>12&quot;</td>
<td>Pistol 1</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Frostfang</td>
<td>Melee</td>
<td>Melee</td>
<td>+2</td>
<td>-4</td>
<td>2</td>
<td></td>
</tr>
</tbody>
</table>

**ABILITIES**

- **Angels of Death** (see Codex: Space Marines)
- **War Howl** (Aura): While a friendly Space Wolves Core unit is within 6" of this model, you can re-roll charge rolls made for that unit.
- **Rites of Battle** (Aura): While a friendly Space Wolves Core unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

- **Berserker Rage**: This model makes 3 additional attacks instead of 1 as a result of its Shock Assault ability.
- **Battle-lust** (Aura): While a friendly Space Wolves Core unit is within 6" of this model, each time that unit makes a consolidation move, models in that unit can move an additional 3".
- **Belt of Russ**: This model has a 4+ invulnerable save.

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

**KEYWORDS**: Infantry, Character, Primaris, Captain, Ragnar Blackmane

---

Krom Dragongaze

<table>
<thead>
<tr>
<th>No.</th>
<th>NAME</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Krom Dragongaze</td>
<td>6+</td>
<td>2+</td>
<td>2+</td>
<td>4</td>
<td>4</td>
<td>5</td>
<td>5</td>
<td>9</td>
<td>3+</td>
</tr>
</tbody>
</table>

Krom Dragongaze is equipped with: bolt pistol, Wyrmclaw, frag grenades, krak grenades. Your army can only include one Krom Dragongaze model.

**WEAPON**

<table>
<thead>
<tr>
<th></th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bolt pistol</td>
<td>12&quot;</td>
<td>Pistol 1</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Wyrmclaw</td>
<td>Melee</td>
<td>Melee</td>
<td>-3</td>
<td>-2</td>
<td>2</td>
<td></td>
</tr>
</tbody>
</table>

**ABILITIES**

- **Angels of Death** (see Codex: Space Marines)
- **Rites of Battle** (Aura): While a friendly Space Wolves Core unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

- **Belt of Russ**: This model has a 4+ invulnerable save.
- **The Fierce-eye** (Aura): While an enemy unit is within 3" of this model, subtract 1 from CombatAttributeValue tests taken for models in that unit.

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

**KEYWORDS**: Infantry, Character, Captain, Krom Dragongaze

---

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

Belligerent, violent and seldom suffering anyone gainsaying his bloodthirsty tactics, Krom Dragongaze is notoriously short of temper. His fierce gaze is petrifying to lesser men, yet his critical eye seeks deeds of valour and his Great Company boasts many veteran Wolf Guard. Wildly competitive, Krom refuses to accept defeat.
Harald Deathwolf

Harald Deathwolf is equipped with: bolt pistol; crushing teeth and claws; Glacius; frag grenades; krak grenades; storm shield.

Your army can only include one Harald Deathwolf model.

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Harald Deathwolf</td>
<td>10</td>
<td>2+</td>
<td>2+</td>
<td>4</td>
<td>5</td>
<td>7</td>
<td>5</td>
<td>9</td>
<td>3+</td>
</tr>
</tbody>
</table>

**WEAPON**

- **Bolt pistol**
  - Range: 12\"  
  - Type: Pistol 1  
  - S: 4  
  - AP: 0  
  - D: 1  
  - Abilities: Each time the bearer fights, it makes 3 additional attacks with this weapon and no more than 3 attacks can be made with this weapon.

- **Crushing teeth and claws**
  - Type: Melee  
  - S: +1  
  - AP: -2  
  - D: 1  
  - Abilities: Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.

- **Glacius**
  - Type: Melee  
  - S: +2  
  - AP: -2  
  - D: 2  
  - Abilities: The bearer has a 4+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.

**OTHER WARGEAR ABILITIES**

- **Storm shield**

**ABILITIES**

- **Angels of Death, Outflank** (see Codex: Space Marines).
- **Swift Hunters** (pg 61).
- **Lord of the Wolfskin** (Aura): While a friendly Space Wolves Cavalry or Space Wolves Beast unit is within 6\" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.
- **Rites of Battle** (Aura): While a friendly Space Wolves CORE unit is within 6\" of this model, each time a model in that unit makes an attack, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).
- **Mantle of the Troll King**: Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack.

**Faction Keywords:** Imperium, Adeptus Astartes, Space Wolves

**Keywords:** Cavalry, Character, Captain, Harald Deathwolf

Harald Deathwolf is attuned to the lupine beasts of Fenris as few others are. The hair of his Great Company resounds to their howls, and many of these wolves fight with his warriors. A peerless hunter, Harald tracks his prey with speed and stealth, launching his ferocious strikes from atop his giant Thunderwolf, Icetooth.
CANIS WOLFBORED

<table>
<thead>
<tr>
<th>No.</th>
<th>NAME</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
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<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Canis Wolfborn</td>
<td>10'</td>
<td>2+</td>
<td>5+</td>
<td>4</td>
<td>5</td>
<td>6</td>
<td>6</td>
<td>8</td>
<td>3+</td>
</tr>
</tbody>
</table>

Canis Wolfborn is equipped with a bolt pistol, crushing teeth and claws; Canis's wolf claws; frag grenades; krak grenades. Your army can only include one Canis Wolfborn model.

WEAPON                              S | AP | D | ABILITIES
---                                --- |---|---|---------------------------
Bolt pistol                         12' | P1 | 4 | 0 | 1 | Each time the bearer fights, it makes 3 additional attacks with this weapon and no more than 3 attacks can be made with this weapon.
Crushing teeth and claws            Melee | Melee | +1 | -2 | 1 | Each time an attack is made with this weapon, you can re-roll the wound roll.
Canis's wolf claws                  Melee | Melee | +1 | -2 | 2 |

ABILITIES

Angels of Death (see Codex: Space Marines). Swift Hunters (pg 51)
Honour or Death: This model is eligible to perform a Heroic Intervention if it is within 6" horizontally and 5' vertically of any enemy unit, instead of 3' horizontally and 5' vertically. Each time this model makes a Heroic Intervention move, so long as it ends that move either closer to the closest enemy model or within Engagement Range of an enemy Character unit, it can move up to 6'.

All other rules for Heroic Interventions still apply.

Faction Keywords: Imperium, Adeptus Astartes, Space Wolves
Keywords: Character, Cavalry, Wolf Guard, Company Champion, Canis Wolfborn

WOLF GUARD BATTLE LEADER IN TERMINATOR ARMOUR

<table>
<thead>
<tr>
<th>No.</th>
<th>NAME</th>
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<th>WS</th>
<th>BS</th>
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<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Wolf Guard Battle Leader in Terminator Armour</td>
<td>5'</td>
<td>2+</td>
<td>2+</td>
<td>4</td>
<td>4</td>
<td>5</td>
<td>3</td>
<td>8</td>
<td>2+</td>
</tr>
</tbody>
</table>

A Wolf Guard Battle Leader in Terminator Armour is equipped with: storm bolter; power sword.

WEAPON                              S | AP | D | ABILITIES
---                                --- |---|---|---------------------------
Storm bolter                         24' | Rapid Fire 2 | 4 | 0 | 1 | 1 |
Power sword                          Melee | Melee | +1 | -3 | 1 |

OTHER WARGEAR                        ABILITIES

Storm shield                         The bearer has a 4+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.

WARGEAR OPTIONS

- This model's power sword can be replaced with one of the following: 1 chainfist; 1 lightning claw; 1 power axe; 1 power fist; 1 power maul; 1 thunder hammer; 1 storm shield.
- This model's storm bolter can be replaced with one of the following: 1 chainfist; 1 lightning claw; 1 power axe; 1 power fist; 1 power maul; 1 power sword; 1 thunder hammer; 1 weapon from the Combi-weapons list.

ABILITIES

Angels of Death, Teleport Strike (see Codex: Space Marines)
Crux Terminatus: This model has a 5+ invulnerable save.

Tactical Precision (Aura): While a friendly Space Wolves Core unit is within 6' of this model, each time a model in that unit makes an attack, re-roll a wound roll of 1.

Faction Keywords: Imperium, Adeptus Astartes, Space Wolves
Keywords: Infantry, Character, Terminator, Lieutenant, Wolf Guard, Battle Leader
A Wolf Lord on Thunderwolf is equipped with: bolt pistol; Astartes chainsword, crushing teeth and claws; frag grenades.

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
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<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Wolf Lord on Thunderwolf</td>
<td>100</td>
<td>2+</td>
<td>2+</td>
<td>4</td>
<td>5</td>
<td>7</td>
<td>4</td>
<td>9</td>
<td>3+</td>
</tr>
</tbody>
</table>

**WEAPON**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bolt pistol</td>
<td>12&quot;</td>
<td>Pistol 1</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td>Each time the bearer fights, it makes 1 additional attack with this weapon.</td>
</tr>
<tr>
<td>Astartes chainsword</td>
<td>Melee</td>
<td>Melee</td>
<td>User</td>
<td>-1</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Crushing teeth and claws</td>
<td>Melee</td>
<td>Melee</td>
<td>+1</td>
<td>-2</td>
<td>1</td>
<td>Each time the bearer fights, it makes 3 additional attacks with this weapon and no more than 3 attacks can be made with this weapon.</td>
</tr>
</tbody>
</table>

**OTHER WARGEAR**

<table>
<thead>
<tr>
<th>Wargear</th>
<th>Abilities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Storm shield</td>
<td>The bearer has a 4+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.</td>
</tr>
</tbody>
</table>

**WARGEAR OPTIONS**

- This model's Astartes chainsword can be replaced with one of the following: 1 plasma pistol; 1 item from the Melee Weapons list; 1 storm shield.
- This model's bolt pistol can be replaced with one of the following: 1 boltgun; 1 plasma pistol; 1 weapon from the Combined Arms Weapons list; 1 weapon from the Melee Weapons list.

**ABILITIES**

- Angels of Death (see Codex: Space Marines) Swift Hunters (pg 61)
- Rites of Battle (Aura): While a friendly SPACE WOLVES unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.
- Belt of Russ: This model has a 4+ invulnerable save.

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

**KEYWORDS:** CAVALRY, CHARACTER, CAPTAIN, WOLF LORD

---

Raised from a pup or bested in the wastes, a Thunderwolf makes for a savage and fearsome mount for a Wolf Lord. Often leading wild and wily Great Companies, these Wolf Lords wield their centuries of experience and strategic acumen with the ferocity and speed of a hunter as deadly as the lord himself.

Join the Reaver closed his eyes and lifted his face to the grey skies. He inhaled deeply of the ice-cold air and exhaled slowly, savouring its crisp freshness and purity. He felt the pinprick of every flake of snow as it landed on his warm face, and the freezing wind as it flowed through his mane of thick blonde hair. He had endured blizzards and blizzards and howling winds on many worlds in his long life, but none like this. None like those of beautiful Fenris, his home.

He opened his eyes, taking in the glorious sight of snow-topped mountains and their sides of razor-sharp crags. He could see the World Sea, or rather the thick layer of ice it became at this point of the long year. The Great Peaks of Torg, Asryrk and Krakgard reached into the sky above the cloud-line. The others were, for now, out of sight.

His mount, the Thunderwolf Steelbelt, growled softly as she shifted at the snow. She began to take a few paces forwards, then more, growing in speed.

He laughed as her pace built to a run. "What pray have you found? What do we hunt today?" He sniffed at the air himself, letting Steelbelt lend them, trusting her completely as he had in hunts and battles uncounted. It took him some time to pick up the scent, for even Space Wolves could not match the stalking abilities of the Thunderwolves.

It was a bear, Steelbelt could tell it had a fresh kill. He gripped his long hunting spear tightly. The point was three feet long, barbed, and so sharp he was sure could kill the bear with a single thrust of it. Runes ran along its entire length, names of brothers lost and battles won.

There were few things that made his heart beat as fast as the full pace of Steelbelt's run, as they charged into battle on the hunt. If this was war he would whoop and howl, but now he was silent — he could cheer when he returned to the Fang with a bear skull for his banner top, bear meat for his pack's table and a bear pelt for a cloak.
WOLF GUARD BATTLE LEADER on THUNDERWOLF

<table>
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<tr>
<th>No.</th>
<th>Name</th>
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<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Wolf Guard Battle Leader on Thunderwolf</td>
<td>10&quot;</td>
<td>2+</td>
<td>2+</td>
<td>4</td>
<td>5</td>
<td>6</td>
<td>3</td>
<td>8</td>
<td>3+</td>
</tr>
</tbody>
</table>

A Wolf Guard Battle Leader on Thunderwolf is equipped with: bolt pistol; Astartes chainsword; crushing teeth and claws; frag grenades; krak grenades.

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bolt pistol</td>
<td>12&quot;</td>
<td>Pistol 1</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td>Each time the bearer fights, it makes 1 additional attack with this weapon.</td>
</tr>
<tr>
<td>Astartes chainsword</td>
<td>Melee</td>
<td>Melee</td>
<td>User -1</td>
<td>1</td>
<td>Each time the bearer fights, it makes 3 additional attacks with this weapon and no more than 3 attacks can be made with this weapon.</td>
<td></td>
</tr>
<tr>
<td>Crushing teeth and claws</td>
<td>Melee</td>
<td>Melee</td>
<td>+1</td>
<td>-2</td>
<td>1</td>
<td></td>
</tr>
</tbody>
</table>

OTHER WARGEAR ABILITIES

Storm shield
- The bearer has a 4+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.

WARGEAR OPTIONS

- This model's Astartes chainsword can be replaced with one of the following: 1 item from the Melee Weapons list; 1 storm shield.
- This model's bolt pistol can be replaced with one of the following: 1 boltgun; 1 plasma pistol; 1 weapon from the Combi-weapons list; 1 weapon from the Melee Weapons list.

ABILITIES

Angels of Death [see Codex: Space Marines], Swift Hunters [pg 61]
Tactical Precision [Aura]: While a friendly SPACE WOLVES CORE unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a wound roll of 1.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES
KEYWORDS: CAVALRY, CHARACTER, LIEUTENANT, WOLF GUARD BATTLE LEADER
### Blood Claws

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-14</td>
<td>Blood Claw</td>
<td>6&quot;</td>
<td>3+</td>
<td>3+</td>
<td>4</td>
<td>4</td>
<td>2</td>
<td>1</td>
<td>7</td>
<td>3+</td>
</tr>
<tr>
<td>1</td>
<td>Blood Claw Pack Leader</td>
<td>6&quot;</td>
<td>3+</td>
<td>3+</td>
<td>4</td>
<td>4</td>
<td>2</td>
<td>2</td>
<td>7</td>
<td>3+</td>
</tr>
<tr>
<td>0-1</td>
<td>Wolf Guard Pack Leader</td>
<td>6&quot;</td>
<td>3+</td>
<td>3+</td>
<td>4</td>
<td>4</td>
<td>2</td>
<td>2</td>
<td>8</td>
<td>3+</td>
</tr>
<tr>
<td>0-1</td>
<td>Wolf Guard Terminator Pack Leader</td>
<td>5&quot;</td>
<td>3+</td>
<td>3+</td>
<td>4</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>8</td>
<td>2+</td>
</tr>
</tbody>
</table>

If this unit contains between 6 and 10 Blood Claw models, it has Power Rating 11. If this unit contains 11 or more Blood Claw models, it has Power Rating 16. If this unit contains a Wolf Guard Pack Leader or Wolf Guard Terminator Pack Leader, it has Power Rating +2. This unit can only contain 1 Wolf Guard model. Every Blood Claw and Blood Claw Pack Leader is equipped with bolt pistol; Astartes chainsword; frag grenades; krak grenades. A Wolf Guard Pack Leader is equipped with bolt pistol; boltgun; frag grenades; krak grenades; A Wolf Guard Terminator Pack Leader is equipped with: storm bolter; power sword.

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bolt pistol</td>
<td>12&quot;</td>
<td>Pistol 1</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Boltgun</td>
<td>24&quot;</td>
<td>Rapid Fire 1</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Storm bolter</td>
<td>24&quot;</td>
<td>Rapid Fire 2</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Astartes chainsword</td>
<td>Melee</td>
<td>Melee</td>
<td>User</td>
<td>-1</td>
<td>1</td>
<td>Each time the bearer fights, it makes 1 additional attack with this weapon.</td>
</tr>
<tr>
<td>Power sword</td>
<td>Melee</td>
<td>Melee</td>
<td>+1</td>
<td>-3</td>
<td>1</td>
<td></td>
</tr>
</tbody>
</table>

**Other Wargear**

- Storm shield: The bearer has a 4+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.

### Wargear Options

- If this unit contains 14 or fewer Blood Claw models, 1 Blood Claw's Astartes chainsword can be replaced with 1 weapon from the Special Weapons list.
- If this unit contains 15 Blood Claw models, up to 2 Blood Claws' Astartes chainswords can each be replaced with 1 weapon from the Special Weapons list.
- 1 Blood Claw's bolt pistol can be replaced with 1 plasma pistol.
- The Blood Claw Pack Leader's Astartes chainsword can be replaced with one of the following: 1 power axe; 1 power fist; 1 power sword.
- The Wolf Guard Pack Leader's boltgun can be replaced with one of the following: 1 plasma pistol; 1 weapon from the Melee Weapons list; 1 weapon from the Combi-weapon list.
- The Wolf Guard Pack Leader's bolt pistol can be replaced with one of the following: 1 plasma pistol; 1 weapon from the Combi-weapon list.
- The Wolf Guard Terminator Pack Leader's power sword can be replaced with one of the following: 1 chainsword; 1 lightning claw; 1 power axe; 1 power fist; 1 power maul; 1 thunder hammer; 1 storm shield.
- A Wolf Guard Terminator Pack Leader's storm bolt can be replaced with one of the following: 1 chainsword; 1 lightning claw; 1 power axe; 1 power fist; 1 power maul; 1 power sword; 1 thunder hammer; 1 weapon from the Combi-weapon list.

### Abilities

- Angels of Death [see Codex: Space Marines], Berserk Charge, Headstrong (pg 61)

**Faction Keywords:** Imperium, Adeptus Astartes, Space Wolves

**Keywords:** Wolf Guard Pack Leader, Infantry, Core, Wolf Guard

**Keywords:** Wolf Guard Terminator Pack Leader, Infantry, Core, Terminator, Wolf Guard

**Keywords:** Others: Infantry, Core, Blood Claws

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

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
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<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-9</td>
<td>Grey Hunter</td>
<td>6&quot;</td>
<td>3+</td>
<td>3+</td>
<td>4</td>
<td>4</td>
<td>2</td>
<td>1</td>
<td>?</td>
<td>3+</td>
</tr>
<tr>
<td>1</td>
<td>Grey Hunter Pack Leader</td>
<td>6&quot;</td>
<td>3+</td>
<td>3+</td>
<td>4</td>
<td>4</td>
<td>2</td>
<td>2</td>
<td>?</td>
<td>3+</td>
</tr>
<tr>
<td>0-1</td>
<td>Wolf Guard Pack Leader</td>
<td>6&quot;</td>
<td>3+</td>
<td>3+</td>
<td>4</td>
<td>4</td>
<td>2</td>
<td>2</td>
<td>8</td>
<td>3+</td>
</tr>
<tr>
<td>0-1</td>
<td>Wolf Guard Terminator Pack Leader</td>
<td>5&quot;</td>
<td>3+</td>
<td>3+</td>
<td>4</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>8</td>
<td>2+</td>
</tr>
</tbody>
</table>

If this unit contains 6 or more Grey Hunter models, it has Power Rating 11. If this unit contains a Wolf Guard Pack Leader or Wolf Guard Terminator Pack Leader, it has Power Rating 7. This unit cannot contain both a Wolf Guard Pack Leader and a Wolf Guard Terminator Pack Leader. A Wolf Guard Terminator Pack Leader is equipped with: storm bolter; power sword. Every other model is equipped with: bolt pistol; boltgun; frag grenades; krak grenades.

### WEAPON

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>Abilities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bolt pistol</td>
<td>12&quot;</td>
<td>Pistol 1</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Boltgun</td>
<td>24&quot;</td>
<td>Rapid Fire 1</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Storm bolter</td>
<td>24&quot;</td>
<td>Rapid Fire 2</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Astartes chainsword</td>
<td>Melee</td>
<td>Melee</td>
<td>User</td>
<td>-1</td>
<td>1</td>
<td>Each time the bearer fights, it makes 1 additional attack with this weapon.</td>
</tr>
<tr>
<td>Power sword</td>
<td>Melee</td>
<td>Melee</td>
<td>+1</td>
<td>-3</td>
<td>1</td>
<td></td>
</tr>
</tbody>
</table>

### OTHER WARGEAR

- Storm shield: The bearer has a 4+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.

- Wolf standard: Each time an Advance roll or charge roll is made for the bearer’s unit, you can re-roll any dice rolls of 1.

### WARGEAR OPTIONS

- Any number of Grey Hunters can each be equipped with 1 Astartes chainsword.
- 1 Grey Hunter can be equipped with 1 wolf standard.
- For every 5 models this unit contains, 1 Grey Hunter can have its boltgun replaced with 1 weapon from the Special Weapons list.
- 1 Grey Hunter can have its bolt pistol replaced with 1 plasma pistol.
- The Grey Hunter Pack Leader can be equipped with one of the following: 1 Astartes chainsword; 1 power axe; 1 power fist; 1 power sword.
- The Wolf Guard Pack Leader’s boltgun can be replaced with one of the following: 1 plasma pistol; 1 weapon from the Melee Weapons list; 1 weapon from the Combi-weapons list; 1 storm shield (maximum one per model).
- The Wolf Guard Pack Leader’s bolt pistol can be replaced with one of the following: 1 plasma pistol; 1 weapon from the Melee Weapons list; 1 storm shield (maximum one per model).
- The Wolf Guard Terminator Pack Leader’s power sword can be replaced with one of the following: 1 chainfist; 1 lightning claw; 1 power axe; 1 power fist; 1 power maul; 1 thunder hammer; 1 storm shield.
- The Wolf Guard Terminator Pack Leader’s storm bolter can be replaced with one of the following: 1 chainfist; 1 lightning claw; 1 power axe; 1 power fist; 1 power maul; 1 power sword; 1 thunder hammer; 1 weapon from the Combi-weapons list.

### ABILITIES

- **Angels of Death** ([see Codex: Space Marines])

### FACTION KEYWORDS
- **Imperium, Adeptus Astartes, Space Wolves**

### KEYWORDS
- **[Wolf Guard Pack Leader]: Infantry, Core, Wolf Guard**
- **[Wolf Guard Terminator Pack Leader]: Infantry, Core, Terminator, Wolf Guard**
- **[Others]: Infantry, Core, Grey Hunters**
WOLF GUARD

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-9</td>
<td>Wolf Guard</td>
<td>6+</td>
<td>3+</td>
<td>3+</td>
<td>4</td>
<td>4</td>
<td>2</td>
<td>2</td>
<td>8</td>
<td>3+</td>
</tr>
<tr>
<td>1</td>
<td>Wolf Guard Pack Leader</td>
<td>6+</td>
<td>3+</td>
<td>3+</td>
<td>4</td>
<td>4</td>
<td>2</td>
<td>3</td>
<td>8</td>
<td>3+</td>
</tr>
</tbody>
</table>

If this unit contains 6 or more models, it has **Power Rating 12**. Every model is equipped with: bolt pistol; boltgun; frag grenades; Krak grenades.

**WEAPON**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>12&quot;</td>
<td>Pistol 1</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
</tbody>
</table>

**BOLTGUN**

24" Rapid Fire 1

<table>
<thead>
<tr>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>40&quot;</td>
<td>Pistol 1</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
</tbody>
</table>

**OTHER WARGEAR ABILITIES**

- **Jump pack**
  - The bearer has a Move characteristic of 12", the Death from Above ability (see Codex Space Marines) and the Fly and Jump Pack keywords.

- **Storm shield**
  - The bearer has a +1 invulnerable save. In addition, add 1 to armour saving throws made for the bearer.

**WARGEAR OPTIONS**

- Any number of models can each have their boltgun replaced with one of the following: 1 plasma pistol; 1 weapon from the Melee Weapons list; 1 weapon from the Combi-weapons list; 1 storm shield (maximum one per model).
- Any number of models can each have their bolt pistol replaced with one of the following: 1 plasma pistol; 1 weapon from the Melee Weapons list; 1 storm shield (maximum one per model).
- All of the models in the unit can be equipped with 1 jump pack each (Power Rating +1 if the unit contains 5 models, +2 if the unit contains 6 or more models).

**ABILITIES**

- **Angels of Death** (see Codex Space Marines)

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

**KEYWORDS:** Infantry, Core, Wolf Guard

LUKAS THE TRICKSTER

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Lukas the Trickster</td>
<td>6+</td>
<td>2+</td>
<td>3+</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>5</td>
<td>8</td>
<td>3+</td>
</tr>
</tbody>
</table>

Lukas the Trickster is equipped with: plasma pistol; Claw of the Jackalwolf; frag grenades; Krak grenades. Your army can only include one **Lukas the Trickster** model.

**WEAPON**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>12&quot;</td>
<td>Pistol 1</td>
<td>7</td>
<td>-3</td>
<td>1</td>
<td></td>
</tr>
</tbody>
</table>

- **Standard**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>12&quot;</td>
<td>Pistol 1</td>
<td>8</td>
<td>-3</td>
<td>2</td>
<td>If any unmodified hit rolls of 1 are made for attacks with this weapon, the bearer is destroyed after shooting with this weapon.</td>
</tr>
</tbody>
</table>

**Claw of the Jackalwolf**

Melee

<table>
<thead>
<tr>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Melee</td>
<td>+1</td>
<td>-2</td>
<td>2</td>
<td>Each time an attack is made with this weapon, you can re-roll the wound roll.</td>
</tr>
</tbody>
</table>

**ABILITIES**

- **Angels of Death** (see Codex Space Marines)
- **Blood Claws Hero [Aura]**: While a friendly Blood Claws, Skyclaws or Swiftclaws unit is within 6" of this model, each time a Blood Claws, Skyclaws or Swiftclaws model in that unit makes a melee attack, you can re-roll the hit roll.
- **Rebellious Presence**: While another friendly Space Wolves unit is within 3" of this model, subtract 1 from the Leadership characteristic of models in that unit.

**The Last Laugh**: In the Fight phase, if this model is destroyed by a melee attack made by an enemy model, roll off with your opponent; if you win the roll off, that enemy model's unit suffers D6 mortal wounds.

**Pelt of the Doppeganger**: Each time an attack is made against this unit, an unmodified hit roll of 1-3 always fails, irrespective of any abilities that the weapon or the model making that attack may have.

**Master of Mischief**: This model cannot be a Warlord and cannot have a Warlord Trait.

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

**KEYWORDS:** Infantry, Character, Blood Claws, Lukas the Trickster

Earning their place through exceptional feats of arms, every Wolf Guard is a heroic warrior chosen by their lord. They act as his council and household companions, advising him and fearing apart foes at his side. In preparation for command, Wolf Guard also serve as inspiring leaders of other packs, sharing their sage wisdom.

A legend among impulsive warriors, Lukas – called the Trickster by his many detractors – is synonymous with the irreverence and spirit of youth. His inventive sabotages and murderous jests rank him as one of the most cunning in the Chapter. A ditzy fighter, rebel and rogue, Lukas' skills are as deadly as they are mischievous.

73
WOLF GUARD TERMINATORS

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-9</td>
<td>Wolf Guard Terminator</td>
<td>5</td>
<td>3+</td>
<td>3+</td>
<td>4</td>
<td>4</td>
<td>2</td>
<td>8</td>
<td>2+</td>
<td></td>
</tr>
<tr>
<td>1</td>
<td>Wolf Guard Terminator Pack Leader</td>
<td>5</td>
<td>3+</td>
<td>3+</td>
<td>4</td>
<td>4</td>
<td>3</td>
<td>8</td>
<td>2+</td>
<td></td>
</tr>
</tbody>
</table>

If this unit contains 6 or more models, it has Power Rating 18. The Wolf Guard Terminator Pack Leader is equipped with: storm bolter; power sword. Every other model is equipped with: storm bolter; power fist.

**WEAPON**  
**RANGE** | **TYPE**  
---|---
Storm bolter | 24" | Rapid Fire 2 |
Power fist | Melee | Melee |
Power sword | Melee | Melee |

**OTHER WARGEAR ABILITIES**

- Storm shield: The bearer has a 4+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.

**WARGEAR OPTIONS**

- Any number of models can each have their power fist or power sword replaced with one of the following: 1 chainfist; 1 lightning claw; 1 power axe; 1 power fist; 1 power maul; 1 thunder hammer; 1 storm shield.
- Any number of models can each have their storm bolter replaced with one of the following: 1 chainfist; 1 lightning claw; 1 power axe; 1 power fist; 1 power maul; 1 power sword; 1 thunder hammer; 1 weapon from the Combi-weapons list.
- For every 5 models this unit contains, 1 Wolf Guard Terminator can have its storm bolter replaced with one of the following: 1 assault cannon; 1 heavy flamers; 1 storm bolter and 1 cyclone missile launcher.

**ABILITIES**

- Angels of Death, Teleport Strike (see Codex: Space Marines)
- Cruc Terminatus: Every model in this unit has a 5+ invulnerable save.

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

**KEYWORDS:** Infantry, Core, Terminator, Wolf Guard

Wolf Guard bedeck their Terminator armour with totems, trophies and marks of honour gained over their years of battle. As a pack, the earth shakes beneath their heavy tread as they slay with stunning skill. Their abilities see some serve as mentors, their intimidating bulk as fearsome as their weapons.

Assault cannon  
Lightning claw  
Power axe  
Storm shield  
Chainfist  

Wolf Guard Terminator with assault cannon and power fist  
Wolf Guard Terminator with storm bolter and power fist  
Wolf Guard Terminator with storm bolter and chainfist
**HOUNDS OF MORKAI**

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-9</td>
<td>Hound of Morkai</td>
<td>6+</td>
<td>3+</td>
<td>3+</td>
<td>4</td>
<td>4</td>
<td>2</td>
<td>7</td>
<td>3+</td>
</tr>
<tr>
<td>1</td>
<td>Hound of Morkai Pack Leader</td>
<td>6+</td>
<td>3+</td>
<td>3+</td>
<td>4</td>
<td>4</td>
<td>2</td>
<td>3</td>
<td>3+</td>
</tr>
</tbody>
</table>

If this unit contains 6 or more models, it has **Power Rating 10**. Every model is equipped with: special issue bolt pistol; combat knife; grapnel launcher; frag grenades; krak grenades.

**WEAPON**

<table>
<thead>
<tr>
<th>Weapon Type</th>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Special issue bolt pistol</td>
<td>12&quot;</td>
<td>Pistol 1</td>
<td>4</td>
<td>-2</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Combat knife</td>
<td>Melee</td>
<td>Melee</td>
<td>User 0</td>
<td>1</td>
<td>Each time the bearer fights, it makes 1 additional attack with this weapon.</td>
<td></td>
</tr>
</tbody>
</table>

**OTHER WARGEAR**

| Grapnel launcher             | The bearer has the Outflank ability (see Codex Space Marines). When the bearer’s unit makes a Normal Move, Advances or Falls Back, the bearer does not count any vertical distance it moves this turn. |

**ABILITIES**

**Angels of Death** (see Codex Space Marines)

**Hunters Beyond Death**: Models in this unit ignore the Look Out, Sir rule if the target is a **PSYKER**. In addition, each time a model in this unit makes an attack against an enemy **PSYKER** unit, add 1 to that attack’s hit roll and add 1 to the Damage characteristic of that attack.

**Runic Totems**: This unit can only be selected as the target of an enemy psychic power if it is the closest enemy unit to the model manifesting that psychic power. In addition, each time this unit would lose a wound in the Psychic phase, roll one D6; on a 4+, that wound is not lost.

**Morkai’s Howl (Aura)**: While an enemy **PSYKER** unit is within 18" of this unit, subtract 1 from Psychic tests taken for it. While that **PSYKER** unit is within 6" of this unit, subtract an additional 1 from Psychic tests taken for it.

**Faction Keywords**: Imperium, Adeptus Astartes, Space Wolves, Space Marines, Space Wolf, Space Wolf Pack Leader, Hounds of Morkai

**Keywords**: Infantry, Core, Phobos, Primaris, Reiver, Hounds of Morkai

Daubed beneath their Phobos armour with runes of warding and abjuration, Hounds of Morkai are hunters of psykers. Sniffing them out with psychometric detectors, these obsessed warriors emit uniquely pitched howls. Runic circuitry augments their hunting call, disrupting their prey’s powers and sowing fear before the kill.
Wulfen

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-9</td>
<td>Wulfen</td>
<td>8&quot;</td>
<td>3+</td>
<td>5+</td>
<td>5</td>
<td>5</td>
<td>2</td>
<td>3</td>
<td>7</td>
<td>4+</td>
</tr>
<tr>
<td></td>
<td>Wulfen Pack Leader</td>
<td>8&quot;</td>
<td>3+</td>
<td>5+</td>
<td>5</td>
<td>5</td>
<td>2</td>
<td>4</td>
<td>7</td>
<td>4+</td>
</tr>
</tbody>
</table>

If this unit contains 6 or more models, it has Power Rating 16. The Wulfen Pack Leader is equipped with Wulfen frost claws.

Every other model is equipped with Wulfen claws.

**WEAPON**

**RANGE** | **TYPE** | **S** | **AP** | **D** | **ABILITIES**
---|---|---|---|---|---
Stormfrag auto-launcher | Assault D3 | 4 | 0 | 1 | Blast
Wulfen frost claws | Melee Melee | +1 | -2 | 1 | Each time the bearer fights, it can make 1 additional attack with this weapon. Each time an attack is made with this weapon, you can re-roll the wound roll.
Great frost axe | Melee Melee | +3 | -3 | 2 | -
Thunder hammer | Melee Melee | x2 | -2 | 3 | Each time an attack is made with this weapon, subtract 1 from that attack’s hit roll.
Wulfen claws | Melee Melee User | -1 | 1 | 1 | -

**OTHER WARGEAR**

**ABILITIES**

Storm shield | The bearer has a 4+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.

**WARGEAR OPTIONS**

- Any number of models can each be equipped with 1 stormfrag auto-launcher.
- Any number of Wulfen can each have their Wulfen claws replaced with one of the following: 1 great frost axe; 1 Wulfen frost claws; 1 thunder hammer and 1 storm shield.

**ABILITIES**

**Angels of Death** [see Codex: Space Marines]

**Death Frenzy**: Each time a model in this unit is destroyed by a melee attack, if that model has not fought this phase, do not remove it from play. The destroyed model can fight after the attacking model’s unit has finished making attacks, and is then removed from play.

**Bestial Rage**: This unit cannot perform any actions, as described in the Warhammer 40,000 Core book.

**Wulfen Howl [Aura]**: While a friendly Space Wolves Infantry, Space Wolves Biker or Space Wolves Cavalry unit is within 6" of this unit, you can re-roll charge rolls made for that unit. While a friendly Space Wolves Blood Claws unit is within 12" of this unit, you can re-roll charge rolls made for that unit.

**Savage Killers**: Each time you make an attack for a model in this unit, if your army benefits from Combat Doctrine, the Assault Doctrine is treated as being active for your army for that attack. In addition, this unit is always treated as having made a charge move for the purposes of the Shock Assault ability.

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

**KEYWORDS**: Infantry, Wulfen

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

No. | Name | M | WS | BS | S | T | W | A | Ld | Sv
--- | --- | --- | --- | --- | --- | --- | --- | --- | --- | ---
1 | Wulfen Dreadnought | 6+ | 3+ | 5+ | 6 | 7 | 8 | 4 | 7 | 3+

A Wulfen Dreadnought is a single model equipped with: Fenrisian great axe; great wolf claw; storm bolter.

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Heavy flamer</td>
<td>12&quot;</td>
<td>Heavy D6</td>
<td>5</td>
<td>-1</td>
<td>1</td>
<td>Each time an attack is made with this weapon, that attack automatically hits the target.</td>
</tr>
<tr>
<td>Storm bolter</td>
<td>24&quot;</td>
<td>Rapid Fire 2</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td>-</td>
</tr>
<tr>
<td>Fenrisian great axe</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Each time an attack is made with this weapon, select one of the profiles below to make that attack with.</td>
</tr>
<tr>
<td>:</td>
<td>Melee</td>
<td>Melee</td>
<td>+4</td>
<td>-3</td>
<td>0</td>
<td>D3+3</td>
</tr>
<tr>
<td>Scythe</td>
<td>Melee</td>
<td>Melee</td>
<td>User</td>
<td>-3</td>
<td>1</td>
<td>Each time an attack is made with this weapon profile, subtract 1 from that attack’s hit roll.</td>
</tr>
<tr>
<td>Great wolf claw</td>
<td>Melee</td>
<td>Melee</td>
<td>+4</td>
<td>-2</td>
<td>3</td>
<td>Each time an attack is made with this weapon, you can re-roll the wound roll.</td>
</tr>
</tbody>
</table>

OTHER WARGEAR ABILITIES
Blizzard shield: The bearer has a 4+ invulnerable save.

WARGEAR OPTIONS
- This model’s Fenrisian great axe or great wolf claw and storm bolter can be replaced with 1 blizzard shield and 1.
- Any of this model’s storm bolters can each be replaced with a heavy flamer.

ABILITIES
- Angels of Death (see Codex: Space Marines)
- Mutillust: You can re-roll charge rolls made for this unit.
- Duty Eternal: Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).
- Bestial Rage: This unit cannot perform any actions, as described in the Warhammer 40,000 Core Book.
- Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

VEHICLE, DREADNOUGHT, WULFEN

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

 athletic presence paused at the sight of hangar four’s deck. The area was large enough for three whole Thunderhawk Gunships to berth, and three quarters of it. If not more, was rank with blood. Lumps of torn flesh coated the floor like pebbles on the shore of the Isles of Iron. Splatters of viscera oozed down the walls. Chains of what could have been heavy armour plate or weaponry were liberally spread over the deck. All were a rich crimson — whether from the gore or the manner in which they were originally painted, Bulvege could not tell.

‘Have your servitors get to work, serf,’ our Battle Leader needs this hangar fully operational in a matter of hours,’ said a voice behind Bulvege. He looked up at the deep, vaguely metallic sound and turned around. It was the strike force’s Iron Priest, Bjarnr Isenfur.

‘My apologies, lord,’ he stammered, frantically pressing rune-icons on his left wrist-mounted keypad with his bionic right hand. He took a few steps forward into the hangar, and the servitors that had lined the corridor behind him stepped out. The rhythmic clanking of their mechanical legs striking the iron deck echoed throughout the hangar. Utterly unfazed by the hideous sight and foul stench of flesher that was emanating from the oozes of drying viscera, they began to clear it off with sprays of sanctification oils that jetted out at enormous pressures from long, snake-like hoses. Slowly, portions of the hangar’s floor began to resemble how it used to look before being so heavily befouled.

I can scarcely imagine what happened here,’ Bulvege said, as much to himself as to the Iron Priest. As a serf of the Space Wolves who had served for three decades, he was used to the sight of blood, but this was beyond anything he had ever seen. ‘The traitors landed hundreds of their deranged cultists here,’ said Isenfur. ‘Maybe more. The Word Bearers sought to drown us in waves of their own human filth. They thought we were outnumbered, and that they could seize Primarch’s Fang for their own.’ He chuckled. ‘The Brothers Berzerk took umbrage at that notion. As you can see.’

Bulvege paused. His eyes widened. ‘The Brothers Berzerk? The Triplets of Boundless Rage? The “Three Fang-cursed” They are . . . real? I believed them to be mere legend, lord.’

Isenfur stopped chuckling. ‘They are real. ‘Only rarely do we even stir one to warfulness. To win this battle, to defend this vessel, the Battle Leader ordered all three awakened. That should tell you much. I have served this Chapter for nearly three centuries, serf, and I have never witnessed such slaughter. Scores of the heretics were dead in the time it took me to blink. When once frothing lunatics stood, buoying for our blood and screaming out blasphemies, all that remained was gore. Their screams were blocked out by the Brothers’ howls. I swear the fury of the Primarch was upon them, for nothing else could possibly match it. We were always going to win the battle, of course, but the Brothers . . . they turned an invading army into this mess in minutes. Glorious!’
**MURDERFANG**

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Murderfang</td>
<td>8&quot;</td>
<td>2+</td>
<td>5+</td>
<td>6</td>
<td>7</td>
<td>8</td>
<td>5</td>
<td>8</td>
<td>3+</td>
</tr>
</tbody>
</table>

Murderfang is equipped with: heavy flamers, storm bolters, the Murderclaws. Your army can only include one Murderfang model.

**WEAPON**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>Abilities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Heavy flamers</td>
<td>12&quot;</td>
<td>Heavy D6</td>
<td>5</td>
<td>-1</td>
<td>1</td>
<td>Each time an attack is made with this weapon, that attack automatically hits the target.</td>
</tr>
<tr>
<td>Storm bolters</td>
<td>24&quot;</td>
<td>Rapid Fire 2</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td>-</td>
</tr>
<tr>
<td>The Murderclaws</td>
<td>Melee</td>
<td>Melee</td>
<td>x2</td>
<td>-3</td>
<td>3</td>
<td>Each time an attack is made with this weapon, you can re-roll the wound roll.</td>
</tr>
</tbody>
</table>

**ABILITIES**

- **Angels of Death** (see Codex: Space Marines)
- **Murder-maker**: You can re-roll charge rolls made for this model. This model makes 3 additional attacks instead of 1 as a result of its Shock Assault ability.
- **Duty Eternal**: Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).
- **Force of Untamed Destruction**: This model cannot perform any actions, as described in the Warhammer 40,000 Codex: Adeptus Astartes.
- **Beastial Rage**: This model cannot perform any actions, as described in the Warhammer 40,000 Codex: Adeptus Astartes.
- **Explores**: When this model is destroyed, roll 1D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.

**Faction Keywords:** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**Keywords:** VEHICLE, CHARACTER, DREADNOUGHT, WULFEN, MURDERFANG

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**CYBERWOLVES**

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-5</td>
<td>Cyberwolf</td>
<td>10&quot;</td>
<td>3+</td>
<td>-</td>
<td>4</td>
<td>4</td>
<td>2</td>
<td>3</td>
<td>6</td>
<td>4+</td>
</tr>
</tbody>
</table>

If this unit contains between 2 and 3 Cyberwolf models, it has **Power Rating 2**. If this unit contains between 4 and 5 Cyberwolf models, it has **Power Rating 3**. Every model is equipped with: teeth and claws.

**WEAPON**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>Abilities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Teeth and claws</td>
<td>Melee</td>
<td>Melee</td>
<td>User</td>
<td>-1</td>
<td>1</td>
<td>-</td>
</tr>
</tbody>
</table>

**ABILITIES**

- **Swift Hunters** (pg 61)

**Faction Keywords:** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**Keywords:** BEAST, CYBERWOLVES

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

The largest and most ferocious wolves, if critically injured, are rebuilt by the Chapter's Iron Priests. Some of these Cyberwolves return to lead their old pack, while some instinctively seek out others of their hybrid kind. Mechanically augmented, Cyberwolves hunt with bionically enhanced strength and steel fangs.
THUNDERWOLF CAVALRY

No. Name M WS BS S T W A Ld Sv
2-5 Thunderwolf Cavalry 10+ 3+ 3+ 4 4 4 2 8 3+ 3+
1 Thunderwolf Cavalry Pack Leader 10+ 3+ 3+ 4 5 4 3 8 3+

If this unit contains 4 or more models, it has Power Rating 14. Every model is equipped with: bolt pistol; Astartes chainsword; crushing teeth and claws; frag grenades; Krak grenades.

WEAPON RANGE TYPE S AP D ABILITIES
Bolt pistol 12" Pistol 1 4 0 1
Astartes chainsword Melee Melee User -1 1 Each time the bearer fights, it makes 1 additional attack with this weapon.
Crushing teeth and claws Melee Melee +1 -2 1 Each time the bearer fights, it makes 3 additional attacks with this weapon and no more than 3 attacks can be made with this weapon.

OTHER WARGEAR ABILITIES
Storm shield The bearer has a 4+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.

WARGEAR OPTIONS
- Any number of models can each have their Astartes chainsword replaced with one of the following: 1 weapon from the Astartes Weapons list; 1 storm shield.
- Any number of models can each have their bolt pistol replaced with one of the following: 1 boltgun; 1 plasma pistol; 1 weapon from the Astartes Weapons list.

ABILITIES
Angel of Death [see Codex: Space Marines], Swift Hunters [pg 61]

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES
KEYWORDS: CAVALRY, CORE, WOLF GUARD, THUNDERWOLF CAVALRY

FENRISIAN WOLVES

No. Name M WS BS S T W A Ld Sv
5-15 Fenrisian Wolf 10+ 3+ 3+ 4 4 4 2 4 6+
0-1 Cyberwolf 10+ 3+ 3+ 4 4 2 3 6 4+

If this unit contains between 6 and 10 Fenrisian Wolf models, it has Power Rating 4. If this unit contains between 11 and 15 Fenrisian Wolf models, it has Power Rating 6. If this unit contains a Cyberwolf, it has Power Rating +1. Every model is equipped with: teeth and claws.

WEAPON RANGE TYPE S AP D ABILITIES
Teeth and claws Melee Melee User -1 1

ABILITIES
Swift Hunters [pg 61]

Pack Mentality: While this unit contains 5 or more models, add 1 to the Leadership characteristic of models in this unit.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES
KEYWORDS: BEAST, FENRISIAN WOLVES

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

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

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-14</td>
<td>Skyclaw</td>
<td>12&quot;</td>
<td>3+</td>
<td>3+</td>
<td>4</td>
<td>4</td>
<td>2</td>
<td>1</td>
<td>7</td>
<td>3+</td>
</tr>
<tr>
<td>1</td>
<td>Skyclaw Pack Leader</td>
<td>12&quot;</td>
<td>3+</td>
<td>3+</td>
<td>4</td>
<td>4</td>
<td>2</td>
<td>2</td>
<td>7</td>
<td>3+</td>
</tr>
<tr>
<td>0-1</td>
<td>Wolf Guard Skyclaw Pack Leader</td>
<td>12&quot;</td>
<td>3+</td>
<td>3+</td>
<td>4</td>
<td>4</td>
<td>2</td>
<td>2</td>
<td>8</td>
<td>3+</td>
</tr>
</tbody>
</table>

If this unit contains between 6 and 10 Skyclaw models, it has Power Rating 11. If this unit contains 11 or more Skyclaw models, it has Power Rating 16. If this unit contains a Wolf Guard Skyclaw Pack Leader, it has Power Rating +2. Every model is equipped with: bolt pistol; Astartes chainsword; frag grenades; krak grenades.

**WEAPON**

<table>
<thead>
<tr>
<th>Type</th>
<th>Range</th>
<th>Power</th>
<th>AP</th>
<th>D</th>
<th>Abilities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bolt pistol</td>
<td>12&quot;</td>
<td>1</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Astartes chainsword</td>
<td>Melee</td>
<td>User -1</td>
<td>1</td>
<td></td>
<td>Each time the bearer fights, it makes 1 additional attack with this weapon.</td>
</tr>
</tbody>
</table>

**OTHER WARGEAR**

<table>
<thead>
<tr>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Storm shield</td>
</tr>
</tbody>
</table>

*The bearer has a 4+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.*

**WARGEAR OPTIONS**

- Up to two Skyclaw and Skyclaw Pack Leaders’ bolt pistols can be replaced with one of the following: 1 plasma pistol; 1 weapon from the Special Weapons list.
- The Skyclaw Pack Leader’s Astartes chainsword can be replaced with one of the following: 1 power axe; 1 power fist; 1 power sword.
- A Wolf Guard Skyclaw Pack Leader’s Astartes chainsword can be replaced with one of the following: 1 plasma pistol; 1 weapon from the Melee Weapons list; 1 weapon from the Combi-weapons list; 1 storm shield (maximum one per model).
- A Wolf Guard Skyclaw Pack Leader’s bolt pistol can be replaced with one of the following: 1 plasma pistol; 1 weapon from the Melee Weapons list; 1 storm shield (maximum one per model).

**ABILITIES**

*Angels of Death, Death from Above [see Codex: Space Marines], Berserk Charge, Headstrong (pg 61)*

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

**KEYWORDS [WOLF GUARD SKYCLAW PACK LEADER]:** Infantry, Core, Jump Pack, Melta Bomb, Fly, Wolf Guard

**KEYWORDS [OTHERS]:** Infantry, Core, Blood Claws, Jump Pack, Melta Bomb, Fly, Skyclaws

Especially headstrong Blood Claws are reassigned to jump pack-wearing Skyclaw packs. Rebellious and free-spirited, Skyclaws seize any opportunity to push their luck. They rocket forward fearlessly in great loping bounds, chainswords roaring as they slay, plunging into the enemy’s heart with reckless fury.
LONG FANGS

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-5</td>
<td>Long Fang</td>
<td>6+</td>
<td>3+</td>
<td>3+</td>
<td>4</td>
<td>4</td>
<td>2</td>
<td>1</td>
<td>8</td>
<td>3+</td>
</tr>
<tr>
<td>1</td>
<td>Long Fang Pack Leader</td>
<td>6+</td>
<td>3+</td>
<td>3+</td>
<td>4</td>
<td>4</td>
<td>2</td>
<td>1</td>
<td>8</td>
<td>3+</td>
</tr>
<tr>
<td>0-1</td>
<td>Wolf Guard Pack Leader</td>
<td>6+</td>
<td>3+</td>
<td>3+</td>
<td>4</td>
<td>4</td>
<td>2</td>
<td>2</td>
<td>8</td>
<td>3+</td>
</tr>
<tr>
<td>0-1</td>
<td>Wolf Guard Terminator Pack Leader</td>
<td>6+</td>
<td>3+</td>
<td>3+</td>
<td>4</td>
<td>4</td>
<td>2</td>
<td>2</td>
<td>8</td>
<td>3+</td>
</tr>
</tbody>
</table>

If this unit contains 6 or more LONG FANG models, it has Power Rating 11. If this unit contains a Wolf Guard Pack Leader or Wolf Guard Terminator Pack Leader, it is Power Rating +2. This unit cannot contain both a Wolf Guard Pack Leader and a Wolf Guard Terminator Pack Leader. The Long Fang Pack Leader is equipped with: bolt pistol, bolgton; Astartes chainsword, model is equipped with: bolt pistol, bolgton; frag grenades, blast grenade; krak grenades, blast grenade. A Wolf Guard Terminator Pack Leader is equipped with: storm bolter, power sword. Every other model is equipped with: bolt pistol, bolgton; frag grenades, blast grenade; krak grenades, blast grenade.

**Weapon**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>24&quot;</td>
<td>Heavy 6</td>
<td>6+</td>
<td>-1</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>12&quot;</td>
<td>Pistol 1</td>
<td>4</td>
<td>0</td>
<td>-</td>
<td></td>
</tr>
<tr>
<td>24&quot;</td>
<td>Rapid Fire</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Before selecting targets, select one of the profiles below to make attacks with.</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>36&quot;</td>
<td>Heavy 2D6</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td>Blast</td>
</tr>
<tr>
<td>36&quot;</td>
<td>Heavy 2</td>
<td>8</td>
<td>-2</td>
<td>D6</td>
<td></td>
</tr>
<tr>
<td>12&quot;</td>
<td>Heavy 6</td>
<td>5</td>
<td>-1</td>
<td>1</td>
<td>Each time an attack is made with this weapon, that attack automatically hits the target.</td>
</tr>
<tr>
<td>24&quot;</td>
<td>Rapid Fire</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Melee</td>
<td>Melee</td>
<td>User</td>
<td>-1</td>
<td>1</td>
<td>Each time the bearer fights, it makes 1 additional attack with this weapon.</td>
</tr>
</tbody>
</table>

**OTHER WARGEAR**

<table>
<thead>
<tr>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Armorium Cherub</td>
</tr>
<tr>
<td>Once per battle, in your Shooting phase, after this unit has shot, one model in this unit can immediately shoot with one of its ranged weapons again.</td>
</tr>
<tr>
<td>We recommend placing an Armorium Cherub model next to the unit as a reminder, reminding one that this ability has been used (an Armorium Cherub does not count as a model for any other purposes).</td>
</tr>
<tr>
<td>Storm shield</td>
</tr>
<tr>
<td>The bearer has a 4+ Invulnerable save. In addition, add 1 to armour saving throws made for the wearer.</td>
</tr>
</tbody>
</table>

**WARGEAR OPTIONS**

- Any number of Long Fangs can each have their boltgun replaced with 1 weapon from the Heavy Weapons list.
- The Long Fang Pack Leader’s boltgun and bolt pistol can be replaced with one of the following: 1 plasma pistol; 1 weapon from the Special Weapons list.
- The Long Fang Pack Leader’s Astartes chainsword can be replaced with one of the following: 1 power axe; 1 power fist; 1 power sword.
- The Wolf Guard Pack Leader’s boltgun can be replaced with one of the following: 1 plasma pistol; 1 weapon from the Melee Weapons list; 1 weapon from the Combi-Weapons list; 1 storm shield (maximium one per model).
- The Wolf Guard Pack Leader’s bolt pistol can be replaced with one of the following: 1 plasma pistol; 1 weapon from the Melee Weapons list; 1 storm shield (maximium one per model).
- The Wolf Guard Terminator Pack Leader’s power sword can be replaced with one of the following: 1 chainfist; 1 lightning claw; 1 power axe; 1 power fist; 1 power maul; 1 thunder hammer; 1 storm shield.
- The Wolf Guard Terminator Pack Leader’s storm bolt can be replaced with one of the following: 1 assault cannon; 1 cyclone missile launcher and 1 storm bolt; 1 heavy flamers.
- The Wolf Guard Terminator Pack Leader’s storm bolt can be replaced with one of the following: 1 chainfist; 1 lightning claw; 1 power axe; 1 power fist; 1 power maul; 1 power sword; 1 thunder hammer; 1 weapon from the Combi-Weapons list.
- The unit can be equipped with 1 Armorium Cherub.

**ABILITIES**

- *Angels of Death* (see Codex: Space Marines)
- *Signum*: In your Shooting phase, each time this unit shoots, if it contains a Long Fang Pack Leader, you can select one model in this unit. Until the end of the phase, that model has a Ballistic Skill characteristic of 2+.

**Faction Keywords:** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES  
**Keywords:** (WOLF GUARD PACK LEADER): INFANTRY, CORE, WOLF GUARD  
**Keywords:** (WOLF GUARD TERMINATOR PACK LEADER): INFANTRY, CORE, TERMINATOR, WOLF GUARD  
**Keywords (others):** INFANTRY, CORE, LONG FANGS

Dour and grizzled veterans, Long Fangs are steady of hand and temperament, hoary with wisdom and literally long of fang. To these patient warriors are granted some of the Great Company’s most devastating ranged weapons. Keen of eye, Long Fangs hunt the monstrous beasts and battle tanks of the foe.
STORMFANG GUNSHIP

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

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Stormfang Gunship (8+ wounds remaining)</td>
<td>20-50”</td>
<td>6+</td>
<td>3+</td>
<td>8</td>
<td>7</td>
<td>14</td>
<td>6</td>
<td>8</td>
<td>3+</td>
</tr>
<tr>
<td></td>
<td>Stormfang Gunship (4-7 wounds remaining)</td>
<td>20-35”</td>
<td>6+</td>
<td>3+</td>
<td>8</td>
<td>7</td>
<td>N/A</td>
<td>6</td>
<td>8</td>
<td>3+</td>
</tr>
<tr>
<td></td>
<td>Stormfang Gunship (1-3 wounds remaining)</td>
<td>20-25”</td>
<td>6+</td>
<td>3+</td>
<td>8</td>
<td>7</td>
<td>N/A</td>
<td>6</td>
<td>8</td>
<td>3+</td>
</tr>
</tbody>
</table>

A Stormfang Gunship is equipped with: hafrost destructor, skyhammer missile launcher, 2 stormstrike missile launchers.

WEAPON

- **Hafrost destructor**: Before selecting targets, select one of the profiles below to make attacks with.
  - Dispersed: 36” Heavy 3D | 6 |-2 | 6 | Blast
  - Focused: 36” Heavy 03 | 10 |-4 | 6 | Blast
- **Lascannon**: 48” Heavy 1 | 9 |-3 | 6 | -

- **Melta array**: 24” Heavy 03 | 8 |-4 | 6 | Blast. Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.

- **Skyhammer missile launcher**: 60” Heavy 3 | 7 |-1 | 6 | Each time an attack is made with this weapon against an AIRCRAFT unit, add 1 to that attack’s hit roll.
- **Stormstrike missile launcher**: 72” Heavy 1 | 8 |-3 | 3 | -
- **Twin heavy bolter**: 36” Heavy 6 | 5 |-1 | 2 | -

WARGEAR OPTIONS

- This model’s skyhammer missile launcher can be replaced with one of the following: 2 meltas; 2 twin heavy bolters.
- This model’s 2 stormstrike missile launchers can be replaced with 2 lascannons.

ABILITIES

- **Angels of Death** [see Codex: Space Marines]
  - Explodes: When this model is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6” suffers D6 mortal wounds.
  - Airborne: You cannot declare a charge with this model, and it can only be chosen as a target of a charge if the unit making the charge can FLY. You can only fight with this model if it is within Engagement Range of any enemy units that can FLY, and this model can only make melee attacks against units that can FLY.

- **Hover Jet**: If your Command phase, this model can hover. If it does, then until the end of your next Command phase its Move characteristic becomes 20”, and it loses the Airborne, Hard to Hit and Supersonic abilities.

- **Supersonic**: Each time this model makes a Normal move, Advances or Falls Back, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), then move the model straight forwards. It cannot pivot again after the initial pivot.

- **Hard to Hit**: Each time a ranged attack is made against this model, subtract 1 from that attack’s hit roll.

TRANSPORT

This model has a transport capacity of 6 SPACE WOLVES INFANTRY models. Each JUMP PACK, WULFEN or TERMINATOR model takes the space of two INFANTRY models and each CENTURIAN takes the space of three INFANTRY models. It cannot transport PRIMARIS models.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

KEYWORDS: VEHICLE, TRANSPORT, AIRCRAFT, MACHINE SPIRIT, FLY, STORMFANG GUNSHIP

---

Dominating the skies like the dread ice wyrm of myth, Stormfang Gunships are heavily armed and armoured vessels, bludgeoning their way through enemy aerial assets. Each is built around a monstrous hafrost destructor that freezes its target; flesh is ice-burned and unyielding armour swiftly cracks and shatters.
STORMWOLF

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

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Stormwolf (8+ wounds remaining)</td>
<td>20-50°</td>
<td>6+</td>
<td>3+</td>
<td>8</td>
<td>7</td>
<td>14</td>
<td>6</td>
<td>8</td>
<td>3+</td>
</tr>
<tr>
<td></td>
<td>Stormwolf (4-7 wounds remaining)</td>
<td>20-35°</td>
<td>6+</td>
<td>4+</td>
<td>8</td>
<td>7</td>
<td>N/A</td>
<td>6</td>
<td>8</td>
<td>3+</td>
</tr>
<tr>
<td></td>
<td>Stormwolf (1-3 wounds remaining)</td>
<td>20-25°</td>
<td>6+</td>
<td>5+</td>
<td>8</td>
<td>7</td>
<td>N/A</td>
<td>6</td>
<td>8</td>
<td>3+</td>
</tr>
</tbody>
</table>

A Stormwolf is equipped with: 2 lascannons; skyhammer missile launcher; twin helflrost cannon.

**WEAPON**

**RANGE**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lascannon</td>
<td>48°</td>
<td>Heavy 1</td>
<td>9</td>
<td>-3</td>
<td>D6</td>
<td>Wind, Blast; each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.</td>
</tr>
<tr>
<td>Melta array</td>
<td>24°</td>
<td>Heavy 3</td>
<td>8</td>
<td>-4</td>
<td>D6</td>
<td>Wind, Blast; each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.</td>
</tr>
<tr>
<td>Skyhammer missile launcher</td>
<td>60°</td>
<td>Heavy 3</td>
<td>7</td>
<td>-1</td>
<td>D3</td>
<td>Wind, Blast; each time an attack made with this weapon against an Aircraft unit, add 1 to that attack's hit roll.</td>
</tr>
<tr>
<td>Twin heavy bolter</td>
<td>36°</td>
<td>Heavy 6</td>
<td>5</td>
<td>-1</td>
<td>2</td>
<td>Wind, Blast; each time an attack made with this weapon against an Aircraft unit, add 1 to that attack's hit roll.</td>
</tr>
<tr>
<td>Twin helflrost cannon</td>
<td>36°</td>
<td>Heavy 2</td>
<td>8</td>
<td>-4</td>
<td>4</td>
<td>Wind, Blast; each time an attack made with this weapon against an Aircraft unit, add 1 to that attack's hit roll.</td>
</tr>
</tbody>
</table>

**WARGEAR OPTIONS**

- This model’s skyhammer missile launcher can be replaced one of the following: 2 meltas; 2 twin heavy bolters.

**ABILITIES**

**Angels of Death** (see Codex: Space Marines)

**Explodes:** When this model is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

**Airborne:** You cannot declare a charge with this model, and it can only be chosen as a target of a charge if the unit making the charge can Fly. You can only fight with this model if it is within Engagement Range of any enemy units that can Fly, and this model can only make melee attacks against units that can Fly. Enemy units can only make melee attacks against this model if they can Fly.

**Hover Jet:** In your Command phase, this model can hover. If it does, then until the start of your next Command phase its Move characteristic becomes 20", and it loses the Airborne, Hard to Hit and Supersonic abilities.

**Supersonic:** Each time this model makes a Normal move, Advances or Falls Back, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), then move the model straight forwards. It cannot pivot again after the initial pivot.

**Hard to Hit:** Each time a ranged attack is made against this model, subtract 1 from that attack's hit roll.

**TRANSPORT**

This model has a transport capacity of 16 Space Wolves Infantry models. Each JUMP PACK, WULFEN or TERMINATOR model takes the space of two Infantry models and each CENTURION takes the space of three Infantry models. It cannot transport Primaris models.

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

**KEYWORDS:** VEHICLE, TRANSPORT, AIRCRAFT, MACHINE SPIRIT, FLY, STORMWOLF

Stormwolves enable the sons of Russ to bring the light to the enemy wherever they hide. Within their wide hold, packs of warriors are borne with incredible speed into the foe’s midst. As the packs leap out to attack, Stormwolves saturate the area with an array of heavy fire, before rising to hunt for yet more targets.
WEAPON PROFILES

Below you will find the weapon profiles for many unique weapons that Space Wolves models can be equipped with. Weapon profiles for all the other weapons that Space Wolves models can be equipped with can be found in Codex: Space Marines. Note that some weapons have the Blast ability; this ability is detailed in full in the Warhammer 40,000 Core Book.

### RANGED WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Foehammer (shooting)</td>
<td>12&quot;</td>
<td>Assault 1</td>
<td>x2</td>
<td>-3</td>
<td>3</td>
<td>Each time an attack made with this weapon is allocated to a Character or MONSTER model, add 1 to the Damage characteristic of that attack.</td>
</tr>
<tr>
<td>Hellfrost destructor</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Before selecting targets, select one of the profiles below to make attacks with.</td>
</tr>
<tr>
<td>- Dispersed</td>
<td>36&quot;</td>
<td>Heavy 3D3</td>
<td>6</td>
<td>-2</td>
<td>1</td>
<td>Blast</td>
</tr>
<tr>
<td>- Focused</td>
<td>36&quot;</td>
<td>Heavy D3</td>
<td>10</td>
<td>-4</td>
<td>6</td>
<td>Blast</td>
</tr>
<tr>
<td>Melta array</td>
<td>24&quot;</td>
<td>Heavy D3</td>
<td>8</td>
<td>-4</td>
<td>0</td>
<td>Blast. Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.</td>
</tr>
<tr>
<td>Nighting</td>
<td>12&quot;</td>
<td>Assault 3</td>
<td>3</td>
<td>0</td>
<td>1</td>
<td>-</td>
</tr>
<tr>
<td>Stormfrag auto-launcher</td>
<td>12&quot;</td>
<td>Assault D3</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td>Blast</td>
</tr>
<tr>
<td>Twin hellfrost cannon</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Before selecting targets, select one of the profiles below to make attacks with.</td>
</tr>
<tr>
<td>- Dispersed</td>
<td>36&quot;</td>
<td>Heavy 203</td>
<td>6</td>
<td>-2</td>
<td>1</td>
<td>Blast</td>
</tr>
<tr>
<td>- Focused</td>
<td>36&quot;</td>
<td>Heavy 2</td>
<td>8</td>
<td>-4</td>
<td>4</td>
<td>-</td>
</tr>
</tbody>
</table>

### MELEE WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Anticler crozius</td>
<td>Melee</td>
<td>Melee</td>
<td>+2</td>
<td>-3</td>
<td>2</td>
<td>Each time an attack made with this weapon, select one of the profiles below to make that attack with.</td>
</tr>
<tr>
<td>The Axe Morkai</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Each time an attack is made with this weapon profile, make 2 hit rolls instead of 1.</td>
</tr>
<tr>
<td>- One-handed</td>
<td>Melee</td>
<td>Melee</td>
<td>+2</td>
<td>-3</td>
<td>1</td>
<td>Each time an attack is made with this weapon profile, make 2 hit rolls instead of 1.</td>
</tr>
<tr>
<td>- Two-handed</td>
<td>Melee</td>
<td>Melee</td>
<td>+1</td>
<td>-2</td>
<td>2</td>
<td>Each time an attack is made with this weapon, you can re-roll the wound roll.</td>
</tr>
<tr>
<td>Canis' wolf claws</td>
<td>Melee</td>
<td>Melee</td>
<td>+1</td>
<td>-2</td>
<td>1</td>
<td>Each time the bearer fights, it makes 3 additional attacks with this weapon and no more than 3 attacks can be made with this weapon.</td>
</tr>
<tr>
<td>Claw of the Jackalwolf</td>
<td>Melee</td>
<td>Melee</td>
<td>+1</td>
<td>-2</td>
<td>2</td>
<td>Each time the bearer fights, it can re-roll the wound roll.</td>
</tr>
<tr>
<td>Crushing teeth and claws</td>
<td>Melee</td>
<td>Melee</td>
<td>+1</td>
<td>-2</td>
<td>1</td>
<td>Each time the bearer fights, it makes 6 additional attacks with this weapon.</td>
</tr>
<tr>
<td>Flurry of teeth and claws</td>
<td>Melee</td>
<td>Melee</td>
<td>+2</td>
<td>-4</td>
<td>2</td>
<td>Each time an attack made with this weapon is allocated to a Character or MONSTER model, add 1 to the Damage characteristic of that attack.</td>
</tr>
<tr>
<td>Foehammer (melee)</td>
<td>Melee</td>
<td>Melee</td>
<td>+2</td>
<td>-4</td>
<td>3</td>
<td>Each time an attack made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.</td>
</tr>
<tr>
<td>Frostfang</td>
<td>Melee</td>
<td>Melee</td>
<td>+2</td>
<td>-2</td>
<td>2</td>
<td>-</td>
</tr>
<tr>
<td>Glacius</td>
<td>Melee</td>
<td>Melee</td>
<td>+3</td>
<td>-3</td>
<td>2</td>
<td>-</td>
</tr>
<tr>
<td>Great frost axe</td>
<td>Melee</td>
<td>Melee</td>
<td>+3</td>
<td>-3</td>
<td>2</td>
<td>-</td>
</tr>
<tr>
<td>Staff of the Stormcaller</td>
<td>Melee</td>
<td>Melee</td>
<td>+3</td>
<td>-2</td>
<td>D3</td>
<td>-</td>
</tr>
<tr>
<td>The Murderclaws</td>
<td>Melee</td>
<td>Melee</td>
<td>+2</td>
<td>-3</td>
<td>3</td>
<td>Each time an attack is made with this weapon, you can re-roll the wound roll.</td>
</tr>
<tr>
<td>Teeth and claws</td>
<td>Melee</td>
<td>Melee</td>
<td>User</td>
<td>-1</td>
<td>1</td>
<td>-</td>
</tr>
<tr>
<td>Trueclaw</td>
<td>Melee</td>
<td>Melee</td>
<td>+5</td>
<td>-4</td>
<td>D6</td>
<td>Each time an attack is made with this weapon, you can re-roll the wound roll.</td>
</tr>
<tr>
<td>Wullen claws</td>
<td>Melee</td>
<td>Melee</td>
<td>User</td>
<td>-1</td>
<td>1</td>
<td>Each time the bearer fights, it can make 1 additional attack with this weapon. Each time an attack is made with this weapon, you can re-roll the wound roll.</td>
</tr>
<tr>
<td>Wullen frost claws</td>
<td>Melee</td>
<td>Melee</td>
<td>+1</td>
<td>-2</td>
<td>1</td>
<td>-</td>
</tr>
<tr>
<td>Wyrmclaw</td>
<td>Melee</td>
<td>Melee</td>
<td>+3</td>
<td>-2</td>
<td>2</td>
<td>-</td>
</tr>
</tbody>
</table>
POINTS VALUES

You can use this section to determine the points (pts) value of each unit in your army. Each entry lists the unit’s size (i.e. how many models the unit can contain) and how many points the unit costs. If an entry has a unit cost of ‘x’ pts, then the unit costs ‘x’ points for every model in that unit. You must then add points for each weapon, or item of wargear, that is included in that unit if it is points for every model in that unit. You must then add points for each weapon, or item of wargear, that is included in that unit if it is points for every model in that unit.

<table>
<thead>
<tr>
<th>Unit</th>
<th>Size</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wolf Guard Battle Leader on Thunderwolf (pg 70)</td>
<td>1 model</td>
<td>95 pts</td>
</tr>
<tr>
<td>Wolf Guard Terminator Pack Leader</td>
<td>33 pts</td>
<td></td>
</tr>
<tr>
<td>Wolf Lord on Thunderwolf (pg 69)</td>
<td>1 model</td>
<td>110 pts</td>
</tr>
<tr>
<td>Grey Hunters (pg 72)</td>
<td>5-10 models</td>
<td>18 pts</td>
</tr>
</tbody>
</table>

TROOPS

<table>
<thead>
<tr>
<th>Unit</th>
<th>Size</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Blood Claws (pg 71)</td>
<td>5-15 models</td>
<td>18 pts</td>
</tr>
<tr>
<td>Wolf Guard Pack Leader</td>
<td>18 pts</td>
<td></td>
</tr>
</tbody>
</table>

This unit can also include one of the following:

| Wolf Guard Terminator Pack Leader | 33 pts |
| Wolf Lord on Thunderwolf (pg 69) | 110 pts |
| Grey Hunters (pg 72) | 5-10 models |

TROOPS

<table>
<thead>
<tr>
<th>Unit</th>
<th>Size</th>
<th>Cost</th>
</tr>
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<tbody>
<tr>
<td>Blood Claws (pg 71)</td>
<td>5-15 models</td>
<td>18 pts</td>
</tr>
<tr>
<td>Wolf Guard Pack Leader</td>
<td>18 pts</td>
<td></td>
</tr>
</tbody>
</table>

This unit can also include one of the following:

| Wolf Guard Terminator Pack Leader | 33 pts |
| Wolf Lord on Thunderwolf (pg 69) | 110 pts |
| Grey Hunters (pg 72) | 5-10 models |
### ELITES

- **Hounds of Morkai (pg 75)**
  - Unit size: 5-10 models
  - Unit cost: 22 pts/model

- **Lukas the Trickster (pg 73)**
  - Unit size: 1 model
  - Unit cost: 80 pts

- **Murdertongue (pg 78)**
  - Unit size: 1 model
  - Unit cost: 150 pts

### FAST ATTACK

- **Cyberwolves (pg 79)**
  - Unit size: 1-5 models
  - Unit cost: 15 pts/model
- **Fenrisian Wolves (pg 79)**
  - Unit size: 5-15 models
  - Unit cost: 7 pts/model
  
  This unit can also contain one of the following:
  - Cyberwolf: +15 pts

- **Skyclaws (pg 80)**
  - Unit size: 5-15 models
  - Unit cost: 20 pts/model
  - Flamer: +5 pts
  - Grav-gun: +5 pts
  - Meltagun: +10 pts
  - Plasma gun: +10 pts
  - Plasma pistol: +5 pts
  - Power axe: +5 pts
  - Power fist: +5 pts
  - Power sword: +5 pts

  This unit can also include one of the following:
  - Wolf Guard Skyclaw Pack Leader: +20 pts
  - Wolf Guard Combi-flamer: +5 pts
  - Wolf Guard Combi-grav: +5 pts
  - Wolf Guard Combi-melta: +5 pts
  - Wolf Guard Combi-plasma: +5 pts
  - Wolf Guard Plasma pistol: +5 pts
  - Wolf Guard Power axe: +5 pts
  - Wolf Guard Power fist: +5 pts
  - Wolf Guard Power sword: +5 pts
  - Wolf Guard Storm bolter: +5 pts
  - Wolf Guard Storm shield: +5 pts
  - Wolf Guard Thunder hammer: +15 pts

### HEAVY SUPPORT

- **Long Range (pg 81)**
  - Unit size: 5-6 models
  - Unit cost: 18 pts/model
  - Armorium Cherub: +5 pts
  - Flamer: +5 pts
  - Grav-cannon: +10 pts
  - Grav gun: +5 pts
  - Heavy bolter: +10 pts
  - Lascannons: +15 pts
  - Melta gun: +10 pts
  - Missile launcher: +15 pts
  - Multi-melta: +20 pts
  - Plasma cannon: +15 pts
  - Plasma gun: +10 pts
  - Plasma pistol: +5 pts
  - Power axe: +5 pts
  - Power fist: +10 pts
  - Power sword: +5 pts

  This unit can also include one of the following:
  - Wolf Guard Pack Leader: +18 pts
  - Wolf Guard Combi-flamer: +10 pts
  - Wolf Guard Combi-grav: +10 pts
  - Wolf Guard Combi-melta: +10 pts
  - Wolf Guard Combi-plasma: +10 pts
  - Wolf Guard Lightning claw: +5 pts
  - Wolf Guard Plasma pistol: +5 pts
  - Wolf Guard Power axe: +5 pts
  - Wolf Guard Power fist: +10 pts
  - Wolf Guard Power sword: +5 pts
  - Wolf Guard Storm bolter: +5 pts
  - Wolf Guard Storm shield: +5 pts
  - Wolf Guard Thunder hammer: +15 pts

### POINTS

- **Wulfen (pg 76)**
  - Unit size: 5-10 models
  - Unit cost: +33 pts/model
  - Assault cannon: +10 pts
  - Chainfist: +5 pts
  - Combi-flamer: +5 pts
  - Combi-grav: +5 pts
  - Combi-melta: +5 pts
  - Combi-plasma: +5 pts
  - Cyclone missile launcher: +25 pts
  - Heavy flamer: +5 pts
  - Power fist: +5 pts
  - Thunder hammer: +10 pts

- **Wulfen Dreadnought (pg 77)**
  - Unit size: 1 model
  - Unit cost: 120 pts
  - Heavy flamer: +5 pts
  - Blizzard shield: +5 pts

### FLYERS

- **Stormfalcon Gunship (pg 82)**
  - Unit size: 1 model
  - Unit cost: 300 pts
  - lascannon: +10 pts
  - Melta array: +25 pts
  - Twin heavy bolter: +20 pts

- **Stormwolf (pg 82)**
  - Unit size: 1 model
  - Unit cost: 300 pts
  - Melta array: +25 pts
  - Twin heavy bolter: +20 pts
GLOSSARY

On this page you will find a glossary that contains a number of terms used in this codex as well a bullet-pointed summary of several Space Wolves rules. These supplement the glossary and reference sections found in Codex: Space Marines.

Deed (pg 49): A deed is specific feat or event that a Space Wolves model which has a Warlord Trait can accomplish during a battle. Each Warlord Trait has a different, specific deed associated with it.

Deeds of Making (pg 58): A Crusade Battle Honour category that can only be taken by Space Wolves Character models.

Relic of the Fang: A type of Relic that can be given to Space Wolves Character models.

Pack Leaders: Some Space Wolves units can include a Wolf Guard Pack Leader, Wolf Guard Skytclaw Pack Leader or Wolf Guard Terminator Pack Leader in addition to its other models.

Sagas: A Saga is an additional ability that applies to a Space Wolves model that has a Warlord Trait. After that model completes the listed deed (see left) for their Warlord Trait, they gain the listed Saga ability.

Space Wolves Detachment (pg 45): A Detachment in a Battle-forged army where every model has the Space Wolves keyword (excluding models with the Agent of the Imperium or Unaligned keywords). Such a detachment is also an Adeptus Astartes Detachment (see Codex: Space Marines).

Space Wolves secondary objectives (pg 53): Additional secondary objectives that can be used in certain matched play mission packs if every Detachment in your army is an Space Wolves Detachment.

Special-issue Wargear: A type of Relic that can be given to models from the Space Wolves Chapter, or to a model from a Space Wolves Successor Chapter.

Tempestas Discipline: A unique psychic power discipline used by Space Wolves and Space Wolves successor Chapters.

REFERENCE

Berserk Charge (pg 61)
- Each time this unit fights, each model in the unit (excluding Wolf Guard models) makes an additional attack with one of its melee weapons if its unit has made a charge move this turn.

Deeds of Making (pg 58)
- Space Wolves Characters can have a single Deed of Making instead of gaining a Battle Trait.
- Increases model’s Crusade points by 1.
- Cannot have two Characters in your Order of Battle drawn from the same Chapter with the same Deed of Making.

Detachment Abilities (pg 45)
- If army Battle-forged, Swiftclaw units in Space Wolves Detachments gain the Headstrong and Berserk Charge abilities (see below).
- If army Battle-forged and every unit in your army is Space Wolves (or Unaligned), every unit in a Space Wolves Detachment that has the Combat Doctrines ability gains Savage Fury ability (see right).

Headstrong (pg 61)
- Unless this unit contains a Wolf Guard model, when it declares a charge, it must select the closest eligible enemy unit as one of the targets of that charge.

Sagas (pg 49)
- Each Space Wolves Warlord Trait has an associated deed.
- If a Space Wolves model with a Warlord trait completes that deed during the battle, they gain the additional listed ability until the end of the battle.
- Deed of the Beastslayer: Destroy a Vehicle or Monster.
- Saga of the Beastslayer: Model gains following aura ability: Space Wolves Core units within 6" add 1 to hit rolls against Vehicles and Monsters.
- Deed of the Wolfkin: Destroy an enemy model with a melee attack.
- Saga of the Wolfkin: Model gains following aura ability: Space Wolves Core units within 6" always count as having made a charge move for the purposes of the Shock Assault ability.
- Deed of the Warrior Born: Destroy a Character with a melee attack.
- Saga of the Warrior Born: Model gains following aura ability: Space Wolves Core units within 6" fight first in the Fight phase.
- Deed of the Hunter: Make a successful charge move.
- Saga of the Hunter: Model gains following aura ability: Space Wolves Core units within 6" can Advance and charge in the same turn (units with Swift Hunter ability can also do so in turn they Fell Back).
- Deed of Majesty: At start of your Command phase, control an objective marker more than 6" from your deployment zone.
- Saga of Majesty: Model gains following aura ability: Space Wolves Core units within 6" automatically pass Morale tests.
- Deed of the Bear: Lose a wound.
- Saga of the Bear: Model gains following aura ability: Space Wolves Core units within 6" ignore wounds suffered on a roll of a 6.

Savage Fury (pg 45)
- While Assault Doctrine is active, when a friendly model with the Combat Doctrines ability makes a melee attack, an unmodified hit roll of 6 scores 1 additional hit.

Swift Hunters (pg 61)
- This unit can charge in a turn in which it Advanced.
- Models in this unit can move up an extra 1" each time it makes a pile-in or consolidation move.
LISTEN BUT CLOSELY MY BROTHERS,
FOR MY LIFE’S BREATH IS ALL BUT SPENT.

THERE SHALL COME A TIME FAR FROM NOW WHEN OUR
CHAPTER ITSELF IS DYING, EVEN AS I AM NOW DYING,
AND OUR FOES SHALL GATHER TO DESTROY US.

THEN, MY CHILDREN, I SHALL LISTEN FOR YOUR CALL
IN WHATEVER REALM OF DEATH HOLDS ME, AND I
SHALL COME NO MATTER WHAT THE LAWS OF LIFE AND
DEATH FORBID.

AT THE END I WILL BE THERE.
FOR THE FINAL BATTLE.
FOR THE WOLFTIME.