



WARHAMMER
40,000

PSYCHIC AWAKENING
SAGA OF THE BEAST



The background of the page is a highly detailed, dark, and gothic-style illustration. It features a large, ornate frame made of dark metal or stone, adorned with numerous human skulls, wings, and intricate mechanical or architectural details. At the top center, there is a large, stylized eye with a blue iris, set within a metallic frame. The overall atmosphere is one of horror and mystery.

'IF THERE IS ONE THING YOU LEARN OF GHAZGHKULL MAG URUK THRACA, MAKE IT THIS: HE IS NO ORDINARY ORK.

AMONG A RELENTLESS AND SAVAGE XENOS SPECIES MANKIND HAS UNDERESTIMATED ON BATTLEFIELD AFTER BATTLEFIELD, THIS ABOMINATION STANDS OUT. THE DEPTHS OF HIS BRUTALITY AND HIS INFERNAL CUNNING EXCEED THAT OF ANY OTHER GREENSKIN ENCOUNTERED IN MILLENNIA. THE MURDEROUS CARNAGE INFLECTED BY HIS ENDLESS HORDES DRAWS BILLIONS MORE OF HIS KIND IRRESISTIBLY TO HIM. HE IS A VIRUS THAT GROWS EXPONENTIALLY, GORGING ON VIOLENCE, MAYHEM AND SUFFERING. WORST OF ALL IS THAT HE KNOWS HIS POTENTIAL, AND HE STRIVES TO FULFIL IT. IF HE IS SUCCESSFUL, GHAZGHKULL WILL DROWN THE GALAXY IN AN OCEAN OF GREEN DEATH EVEN AS HE ROARS HIS PRAISE TO HIS FALSE, BLASPHEMOUS DEITIES.

THIS MUST BE DESTROYED. THIS FILTH MUST BE PURGED. HIS FOUL PRESENCE CANNOT AND WILL NOT BE TOLERATED IN THE EMPEROR'S REALM. ALL MUST TAKE UP THE SWORD TO SPILL OUT HIS LIFE FORCE, ONCE AND FOR ALL. IF WE WISH THE IMPERIUM TO SURVIVE, WE HAVE NO CHOICE. I DECLARE IT NOW, WITHOUT HYPERBOLE, THAT IF THRACA IS NOT STOPPED, MANKIND'S EXTINCTION IS IMMINENT.

THE BEAST OF ARMAGEDDON MUST BE GIVEN NO QUARTER. WHEREVER HE DARES TREAD, I WILL FOLLOW, WITH ALL THE MIGHT THE EMPEROR DEIGNS TO GIVE ME FOR THIS MOST IMPORTANT OF TASKS. AND WHEN THE UNDERTAKING IS DONE, WHEN THE SO-CALLED PROPHET OF GORK AND MORK'S HEAD IS REMOVED FROM HIS BODY, I WILL HOLD IT IN THE PALM OF MY KLAU AND CRUSH IT FOREVER.'

- Commissar Sebastian Yarrick,
from *On the True and Absolute Peril of
Ghazghkull Mag Uruk Thraka*

SAGA OF THE BEAST

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INTRODUCTION

A green tide threatens to engulf the galaxy. Gork's Grin, as the Orks call the Great Rift, has brought boundless opportunities for furious battle, and the greenskins are taking full advantage. The Imperium is vulnerable, beset by countless enemies on every front. Alive to the threat, the Space Wolves race to meet it head-on.

Gork's Grin shattered hundreds of Ork empires, driving billions of greenskins into Freebooter warbands. The vast maw also vomited out daemoniac legions and fleets of renegade ships. Even as they fell upon the beleaguered worlds of the Imperium, these heretic forces found themselves assailed by ramshackle armadas of Ork vessels or hordes of green hulking brutes spoiling for a fight.

Ghazghkull Thraka, prophet of Gork and Mork, claims to have received a vision from his gods, commanding him to begin a Waaagh! larger than any before. Now he conquers tribe after tribe to unite his savage race, even as huge Ork migrations cross the galaxy to join him.

Though the Orks have prospered among the mayhem, recent years

have been hard on the Space Wolves. Their home system of Fenris was stormed by Magnus the Red and his Thousand Sons before the Cicatrix Maledictum emerged, and many of its worlds were devastated. Before the dust had even settled on Fenris, the Space Wolves leaped to Cadia's aid as the fortress world was besieged by the ravaging forces of Abaddon the Despoiler's Thirteenth Black Crusade. Many more Space Wolves died to protect that vital system before it fell.

Now the Space Wolves' Rune Priests cast the runes and scour the skeins of fate, their readings and visions more alarming than any before. Their tortured dreams are full of green-fleshed trolls, which they know must be destroyed. True heroes of the Imperium, the Space Wolves fight on, regardless of cost.

IN THIS BOOK

This book is part of Psychic Awakening, an ongoing series set in the aftermath of the Great Rift. It contains an overview from the perspectives of the Space Wolves and the Orks.

Inside you will find:

- The unfolding drama of Ghazghkull Thraka's Great Waaagh!, as ever increasing numbers of Orks rampage across the galaxy.
- Three missions to recreate some of the epic wars and battles of Saga of the Beast.
- Updated rules for the Space Wolves, including datasheets, Relics, psychic powers, Stratagems and more.
- Brand new Ork Stratagems as well as rules on giving Kustom Jobs to your vehicles and forming specialist mobs.





DEVASTATION

Across the galaxy the Ork menace rampages – ceaseless waves of muscled brutes, equipped with devastating weaponry and ramshackle but deadly vehicles that demolish all before them. The anarchy caused by the Great Rift has rendered the greenskins' unpredictable onslaught even more dangerous than before. Few but the Space Wolves have sensed the true severity of the situation.

THE ORKS

As numberless Orks fought against the teeming hordes of Daemons and renegades spewing from Gork's Grin, the cleverest greenskins concluded that if the Chaos forces could leave the great warp rent, then the Orks could certainly enter it. Grinning savagely at the prospect of being launched into all kinds of huge battles, countless greenskins plunged their massive fleets into the Great Rift's roiling storms. Many were never seen again, swallowed by Gork's maw. Many more were spat out, however, into fights of a scale they never dreamed possible. Those few Orks astute enough to contemplate anything besides the greater potential for joyous violence felt Gork smile upon them, and fought all the harder.

Ork attacks on the Imperium increased in frequency and intensity. Massive space hulks disgorged millions of brutish greenskins onto vulnerable worlds that had barely staved off the horrors of Chaos invasion. Imperial fleets fighting to navigate the turbulent empyric energies were caught by surprise and destroyed. Proud Imperial vessels saw their armoured flanks daubed with crude Orkish glyphs and tribal colours. Many were completely transformed by their new owners; some had great slabs of metal welded onto their already immense armour panels, while others had vast cannon arrays fitted into every available space.

Weirdboyz roamed among the Ork tribes in greater numbers than ever before, their eyes glowing green and their hands crackling with raw power as their visions inspired ceaseless raving. Where Orks gathered, their Waaagh! energy swelled to near impossible levels. More Warpheads appeared among the Orks, addicted to the constant surges of Waaagh! energy

and driven half-mad by the weird images flickering through their minds. In battle they vomited streams of green ectoplasm that could destroy full armoured columns or smash breaches into mighty bastion walls. On some battlefields entire Ork armies were teleported by their Weirdboyz, vast hordes disappearing in a storm of Waaagh! energy only to materialise elsewhere.

Believing himself the chosen vessel of Gork and Mork, Ghazghkull progressed his Great Waaagh! in earnest. Warlord after warlord submitted to his might or was crushed. Such power radiated from the growing carnage Ghazghkull wrought that greenskins were drawn in from hundreds of light years away, whether they came consciously or otherwise. Other tribes and warbands travelled from even further afield, compelled by the insane ravings and impassioned diatribes of their Weirdboyz.

THE SPACE WOLVES

The galaxy's relentless turmoil put untold pressures on the Space Wolves' Rune Priests. Their minds were ravaged by visions of pain and death on an unimaginable scale. Some were terrible nightmares, others were tangible prophecies of dire threats, corroborated by rune casting and battlefield intelligence. The Great Companies leaped from war to war based on these visions, quelling uprisings, slaying heretics and slaughtering hideous monsters. Many glorious sagas were born and expanded, though many more were brought to an heroic end. Warriors sharpened their axes and blades at the thought of glories to come, worthy of song – a number of Space Wolves even hoped this might be the Wolftime, and that Lemar Russ would rejoin his sons soon.

'A bestial maw engulfed in swirling viridian energy. A guttural roar louder than a thousand Frostlions. It consumed the entire galaxy, hungry for more.'

- Testimony of Rune Priest Laars Wyrdmake

Many of the most disturbing visions that troubled the Rune Priests involved a great green pyre spreading amid the stars. Viridian sparks and motes whirled around it, but rather than drifting away from the flames, they drew towards them. The Rune Priests discussed the meaning of these visions, and many came to a similar conclusion: the Orks were becoming more united. All agreed that this was dire news for an Imperium already at the edge of its capacity to resist the myriad threats that assailed it. The Space Wolves reached out to contacts within the Deathwatch and Inquisition. When they learned of Ghazghkull Thraka's murderous warpath, the reality of the situation became all too clear. Somehow a warlord powerful enough to unite the greenskin race had emerged.

The sons of Russ began to muster allies at once, from those already

fighting the Ork threat to those whose resolve was beyond question. First to be approached were the overstretched Deathwatch of Keep Extremis, Furor Shield and the Onyx Patrol. Space Wolves returning from service with other watch stations brought grave tidings, however, telling of the multiple wars the Deathwatch fought. It was clear that not even all the watch stations combined had the resources to challenge the relentless Ork threat, and that warriors pledged by other Space Marine Chapters should be readily welcomed. Notable among these were the Dragonspears, who upheld old oaths of brotherhood towards the Space Wolves, and the Night Raptors, whose hatred of the Orks was incessant and deep-rooted.

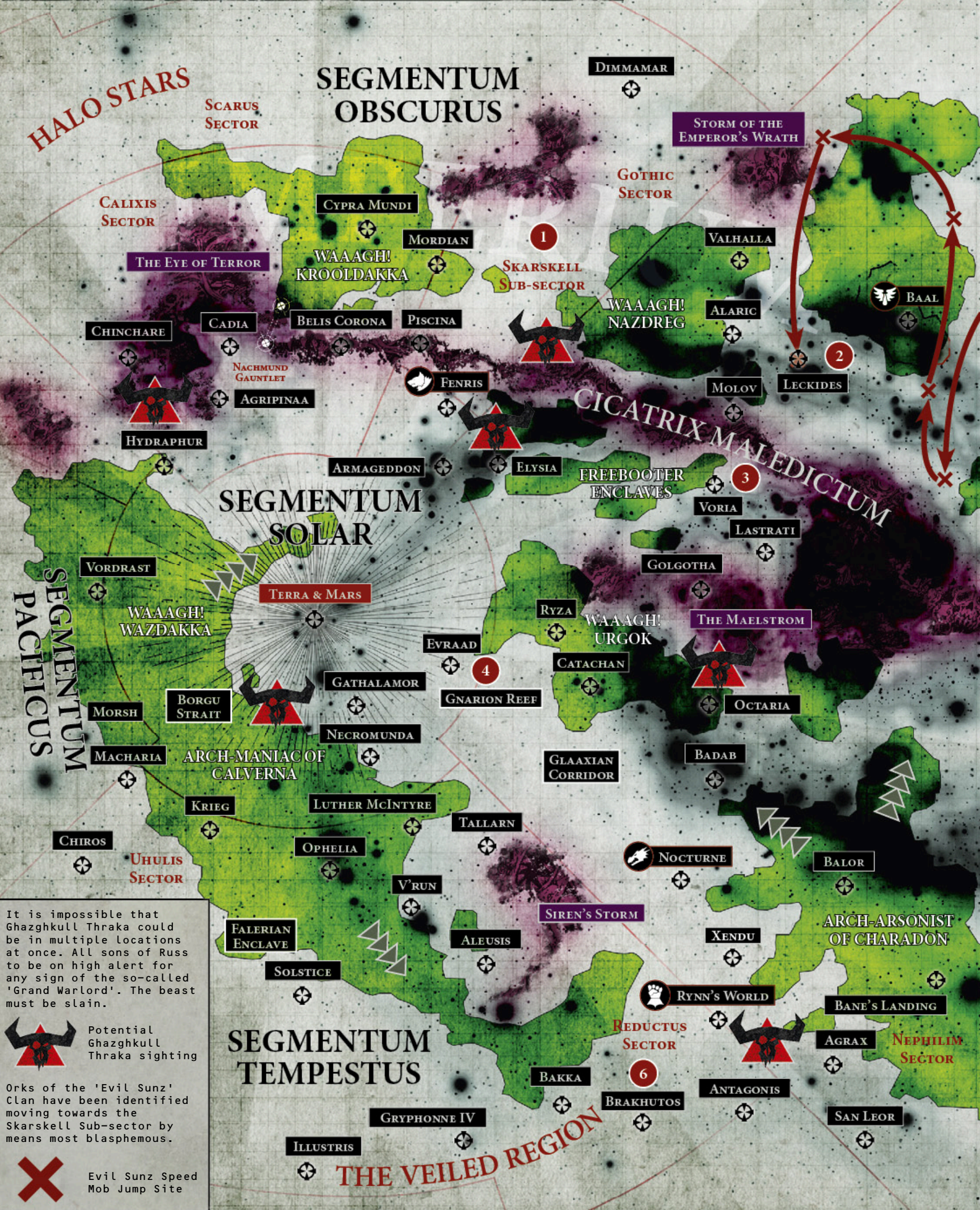
Logan Grimnar gathered the Wolf Lords of the Chapter to discuss the

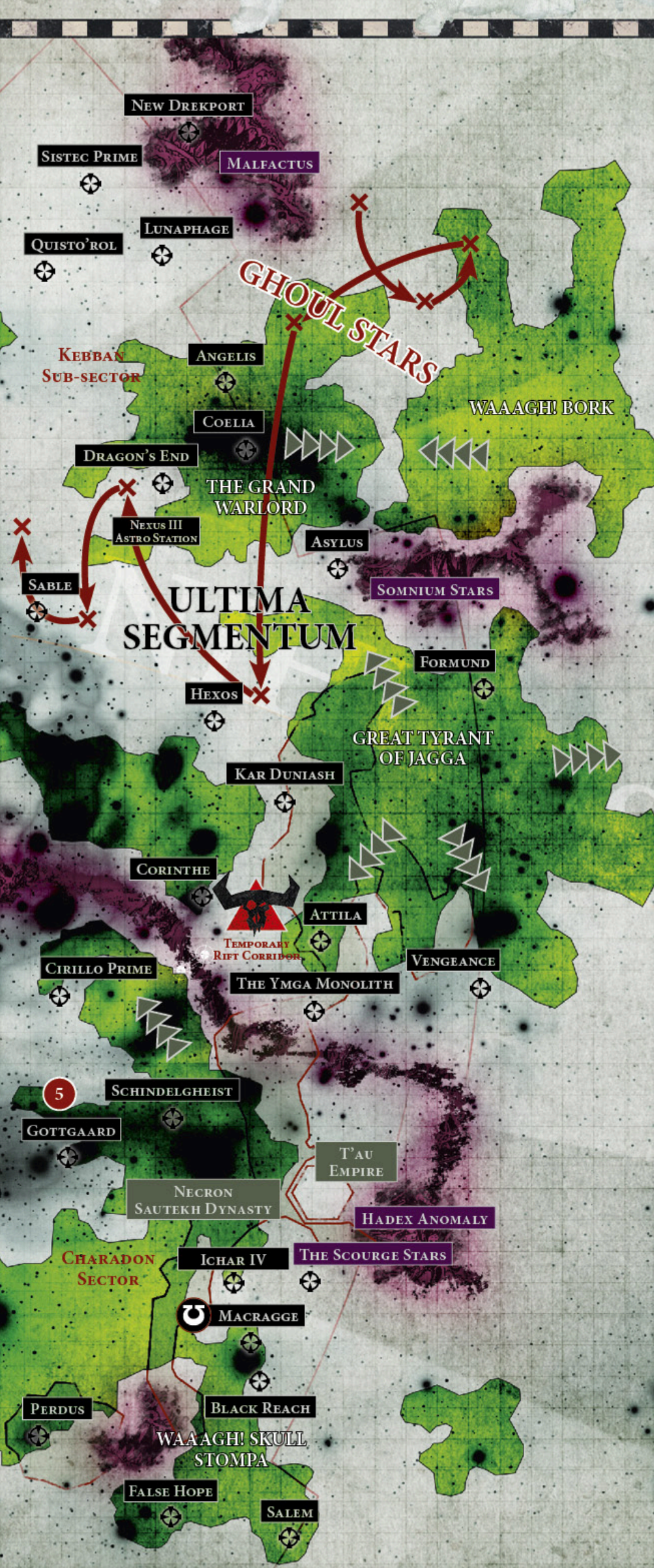
escalating threat. The Space Wolves produced stellar charts showing the locations and movements of the greenskin hordes. They knew that, unless Ghazghkull Thraka were to be killed, the Great Waaagh! would never be halted, but his location was unknown and could not be confirmed. That the warriors of Fenris could slow the greenskins' movements was more certain, however. Doing so would prevent greater numbers of the Orks from reaching Ghazghkull, and so protect worlds essential to the Imperial war effort while the Space Wolves hunted down the Grand Warlord.

Grimnar tasked every Wolf Lord with providing warriors to fight, dispatching the Great Companies to widespread locations afflicted by the Orks. All nodded their assent, their faces grim, and set immediately to work.



THE GREENSKIN THREAT





My Lord Grimnar, it is apparent that the Ork threat is more ubiquitous than we ever considered. This stellar holo-chart has been compiled from multiple, carefully analysed sources, as per your orders, though it must be stated that tumultuous galactic events have made much of our acquired intelligence dubious in extremis. Key galactic locales and events are highlighted. Separately, the four Tyrants of Jagga, the expansion of Warlord Nazdreg and the threat to the Vigil System should all be noted. (See cf:// Alloucious Dunt SPTC for additional data.)

- 1 Much of the Skarskell Sub-sector has fallen silent, notably the world of Krongar.
- 2 Warp anomalies suggest a considerable Ork presence in Leckides. We expect it to be the next jump site for an Evil Sunz speed mob rampaging through the Imperium Nihilus.
- 3 The Voria System's resource wealth must be maintained at all costs.
- 4 The Evraad System's shipyards are extremely vulnerable. Local sub-sector expected to fall within one solar year if Evraad falls.
- 5 The mighty fortress of Gottgaard stands against the green hordes.
- 6 Brakhutos is isolated and vulnerable. It may well serve as a useful staging post and resupply point.

Viddak Oranosk
Space Wolves Galactic Cartographer
Serf of the First Incisus Class

REVENGE FOR CEIBHAL

The Rune Priests were unanimous; the Skarskell Sub-sector was a locus for multiple Ork migrations, its stars reverberating with pulsating green energy in their visions. The Sons of Morkai and the Blackmanes made all haste, determined to eradicate the greenskin menace from the region.

Erik Morkai's Great Company and a strike force of Blackmanes reached the mountainous jungle world of Ceibhal after a long toil through the warp. The planet was home to the Obsidian Jaguars Chapter, noble warriors who were stout of heart and strong of arm. Morkai had fought alongside them before, and knew they would be valuable allies. But Ceibhal had fallen to Goff Orks, and the Space Wolves found its orbit strewn with the wrecks of Adeptus Astartes warships liveried in the deep sable of the Obsidian Jaguars.

Morkai desired vengeance. He knew the Space Wolves could not retake the world with their few warriors, but resolved to strike hard, reasoning that the Obsidian Jaguars'

gene-seed stores might still be intact. The Blackmanes and the bulk of Morkai's gunships and armour would distract the Orks, drawing the brutes away from the Obsidian Jaguars' fortress monastery, the Sabre. At the same time, the Sons of Morkai would infiltrate the bastion, extract any remaining gene-seed and destroy its generatorum. The resulting detonation would not only deny the structure to the enemy, but also hurl debris for miles in all directions, annihilating those Orks not killed by the initial blast.

The Blackmanes' Drop Pods slammed onto Ceibhal's surface, scant miles from the great ebon edifice of the Sabre. They seized high ground above the steaming jungles as Thunderhawks landed

the Sons of Morkai's battle tanks. Gunships zoomed overhead, strafing Ork camps with torrents of punishing fire and baiting the savage greenskins towards the waiting Blackmanes. But the Ork numbers were great, and the Blackmanes were soon beset by thousands and driven further up the rocky slopes. Meanwhile, Goff Tankbustas fired hails of rokkit into the air, blasting many Space Wolves gunships out of the sky.

As the battle raged, Erik Morkai and several packs of Wolf Scouts, Infiltrators and Incursors slipped into the Sabre through service and refuse tunnels. They cut down any xenos they came across with well-aimed bolter fire and knife thrusts, hiding the bodies to ensure that the



mission was not undone by their premature discovery.

Morkai and his warriors made for their targets swiftly, one detachment tasked to the generatorum, another to the gene-seed vaults. The Orks had desecrated the Sabre's hallowed halls and passageways. Crude graffiti was daubed on the walls. Piles of refuse and discarded trinkets befouled every corner. Artefacts of stone, turquoise and gold dating from throughout the Obsidian Jaguars' history lay smashed on the ground. Though time was against them, the Space Wolves carefully took down the bodies of Space Marines who had been nailed to the walls and hacked to death. Morkai's desire for revenge burned even stronger. The Orks would pay for their crimes.

Despite the Space Wolves' best efforts, the running battles they fought with Ork mobs heading to fight the Blackmanes made their discovery inevitable. Bestial roars filled the halls. Wall-mounted weapons shook as Ork feet pounded on the hard stone floors. The moment the greenskins appeared, the Space Wolves fired upon them at point-blank range, blasting xenos brains across the limestone walls. But more came. Huge Orks wrestled sons of Russ to the ground, bludgeoning them to death with massive clubs or cleaving their heads with vicious axe blows. The Space Wolves were forced to separate, taking alternate routes to split the Ork attacks and increase the chances of one group surviving to complete the objective. Morkai's detachment set up ambushes for their pursuers, cutting down mobs of Boyz as the greenskins rushed after them. Infiltrators laid down thick clouds of smoke, obscuring their brothers from sight while Incursors dispatched the Orks with ease. They advanced through armouries and serf barracks, tacticae chambers and training courts. Many warriors won great renown.

Helgar Anselgn, his leg hewn by a hulking Ork Nob, held off countless brutes with relentless bolter fire. The greenskins eventually fell upon him and he was cut down, but he died as a Sky Warrior should.

- So does his saga end.

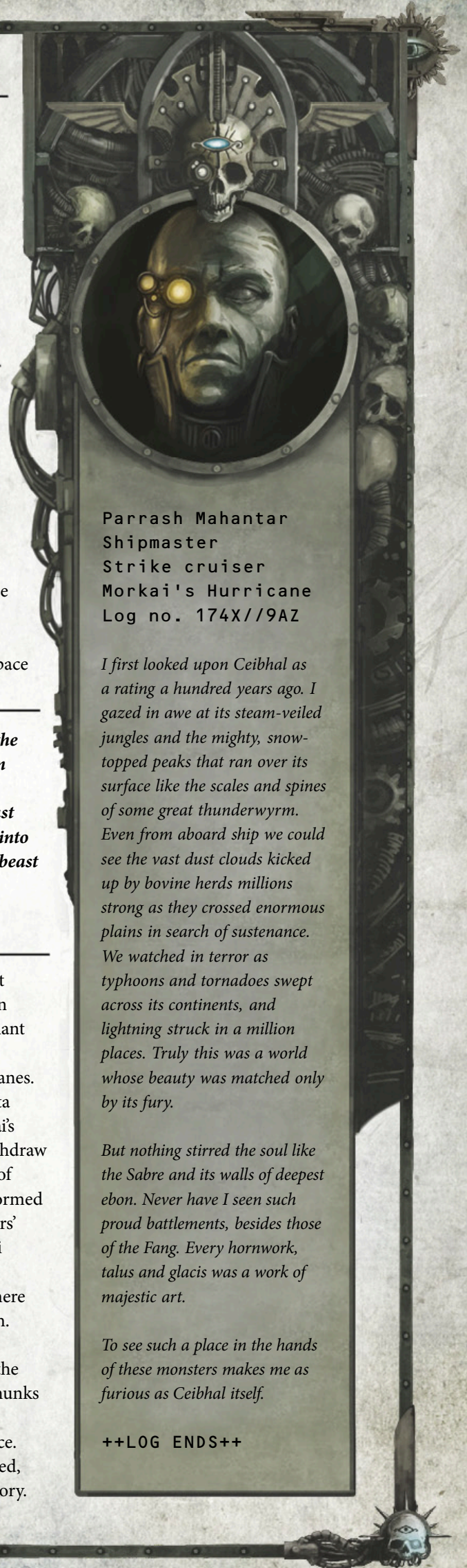
Finally the Space Wolves reached the generatorum, a many levelled maze of gantries, reactors and piping. Ork Meks worked with crude tools, striking and welding in a bright haze of sparks. The sons of Russ raced into combat. One by one the Meks were slain, though their whirring blades and crushing claws felled many Space Wolves heroes.

Torrvald Greymane pierced the Ork's hide with his blade even when trapped in its foul grip. So determined to slay the beast was he that he threw himself into roaring flames, dragging the beast with him.

- Thus ends this saga.

Even as the last Meks were cut down, the Space Wolves began planting melta bombs on coolant exchanger shrines, fail-safe cogitators and fuel injection fanes. It was only once the final melta bomb was in place and Morkai's warriors were prepared to withdraw that they heard from the rest of their forces. Helix Adepts informed Morkai that most of the Jaguars' gene-seed was ruined. Morkai cursed, and ordered the total withdrawal of all his forces; there was nothing left to accomplish.

The Sons of Morkai watched the explosion from orbit. Huge chunks of coal-black ferrocrete were thrown across Ceibhal's surface. Doubtless millions of Orks died, but this did not feel like a victory.



Parrash Mahantar
Shipmaster
Strike cruiser
Morkai's Hurricane
Log no. 174X//9AZ

I first looked upon Ceibhal as a rating a hundred years ago. I gazed in awe at its steam-veiled jungles and the mighty, snow-topped peaks that ran over its surface like the scales and spines of some great thunderwurm. Even from aboard ship we could see the vast dust clouds kicked up by bovine herds millions strong as they crossed enormous plains in search of sustenance. We watched in terror as typhoons and tornadoes swept across its continents, and lightning struck in a million places. Truly this was a world whose beauty was matched only by its fury.

But nothing stirred the soul like the Sabre and its walls of deepest ebon. Never have I seen such proud battlements, besides those of the Fang. Every hornwork, talus and glacis was a work of majestic art.

To see such a place in the hands of these monsters makes me as furious as Ceibhal itself.

++LOG ENDS++

THE STORMING OF LECKIDES

Alien energies swirled over the storm-wracked wastelands of Leckides. Bright green lightning forked through pollution-choked clouds. Fierce winds tore across the surface, churning up razor-sharp rocks and glass left from apocalyptic wars long forgotten. Amid this the Space Wolves of three Great Companies struck the Evil Sunz.

The Ironwolves, Seawolves and Deathwolves made planetfall on Leckides' rad-drenched surface without incident. Scores of battle tanks and fast-moving Swiftclaw Bikers churned up plumes of scorched dust as they rumbled into wedge formation. Among them bounded packs of Thunderwolf Cavalry, the riders reining in their ferocious mounts as they caught the stench of sweating Ork flesh and the smog pumped out by the greenskins' ragged armoured vehicles. The Space Wolves could see a huge and rapidly moving cloud of dust in the near distance, lit by sporadic flashes of sinister green light.



Ordo Xenos intelligence had led the Space Wolves to Leckides. A dozen worlds had already been devastated by the immense Evil Sunz speed mob that raced across its surface. The Orks' fury was so palpable that the Waaagh! energy they generated allowed them to teleport their entire force across vast distances. At first the Inquisition thought these movements random. Only after multiple worlds had been brutally savaged could they see a pattern; with each teleport the greenskins moved closer to one of Ghazghkull Thraka's estimated locations. They could not be allowed to reach him.

As deluges of shardhail nicked and scratched their armour, the Space Wolves on Leckides raced to carve the Evil Sunz speed mob in two. They would pierce it as a harpoon punches into a wharf's hide, and cut it apart as a frost axe severs a head from a body.

The speed mob was immense. Thousands of bright red vehicles stretched beyond the horizon, all bearing the image of a red sun with a tusked maw. The Orks' cruel, bestial laughter was audible even over the deafening roar of engines. Many fired weapons into the air with glee. Squadrons of Warbikers weaved between lumbering Battlewagons, making rude gestures to those they sped past. Such antics were common, and the targets of their insults responded with casual shoota fire, or by swerving violently and crushing a Warbiker. The colossal force's advance was punctuated by explosions as slugs met fuel lines or wagons were crushed beneath the iron treads of deff rollas – all of which was met by more laughter from the whooping Orks.

At the very heart of the speed mob was a giant Battle Fortress, bigger than a Baneblade and festooned with weaponry that crackled with lightning. Around this abomination tides of energy ebbed and flowed, and the Space Wolves' instincts told them that it had to be destroyed. But they were hugely outnumbered; the Wolf Lords knew that speed would be essential, to strike before the Orks could properly respond.

Land Raiders and Repulsors made up the outside edge of the Space Wolves' attack. The first to fire did so as soon as they came into range

of the speed mob's flank. Searing las beams shot into the outermost Ork vehicles, causing them to explode in great fireballs as their fuel tanks detonated. Crashing into the wreckage, many ramshackle buggies and Trukks were sent flying through the air before crunching into the ground. The Space Wolves' attack lost no pace. More and more of their vehicles opened fire as the wedge's flanks drew into range. Streams of heavy bolter and gatling cannon rounds joined the barrage, ripping apart Ork drivers and riders and spraying cabins and saddles with blood.

Behind the protective screen of Land Raiders and Repulsors raced lighter vehicles, bikes and Thunderwolves. As the armoured wedge pierced the Ork column and drove towards its heart, the Wolf Lords let these faster units off their leash. Making full use of their manoeuvrability, they sowed chaos and confusion, breaking up anything resembling organised resistance.

The Ironwolves Predator squadron *Freki's Fangs* cut through Trukk after Trukk with bursts of thudding autocannon fire. Meanwhile, Fenskar Longblade's Swiftclaws whooped and hollered, the young Seawolves warriors weaving between smouldering wreckage as they bathed open-topped buggies with gouts of burning promethium from their flammers. The scent of burning Ork flesh sent the Thunderwolves of Aethlgrum Blondeman's pack into a frenzy, and the Deathwolves beasts leaped from warbike to warbike, savaging the Orks riding them with crushing bites that collapsed skulls and tore off muscled limbs.

The attack hit the speed mob like a stone thrown into a raging river. After the initial disruption the greenskins recovered with terrifying speed and surged back at the Space Wolves. The Evil Sunz were daring and deadly, and in frenetic armoured warfare they could hold their own.

The Space Wolves accelerated into the shifting mass of greenskin vehicles, avoiding the brutish spiked hulls that bore down upon them. To the Orks, this only added to the glorious anarchy. The Ironwolves Repulsors *Ice Fiend* and *Underfang* were toppled by a rampaging Battlewagon whose huge wrecking ball caved in their flanks. Rotor-bladed contraptions shot down a full Land Speeder squadron with a barrage of explosive rokkit. Every Space Wolves driver was put to the test as they fought high-speed warfare on a battlefield littered with burning wrecks, some enemies surging to engage them from behind while others barrelled towards them head-on.

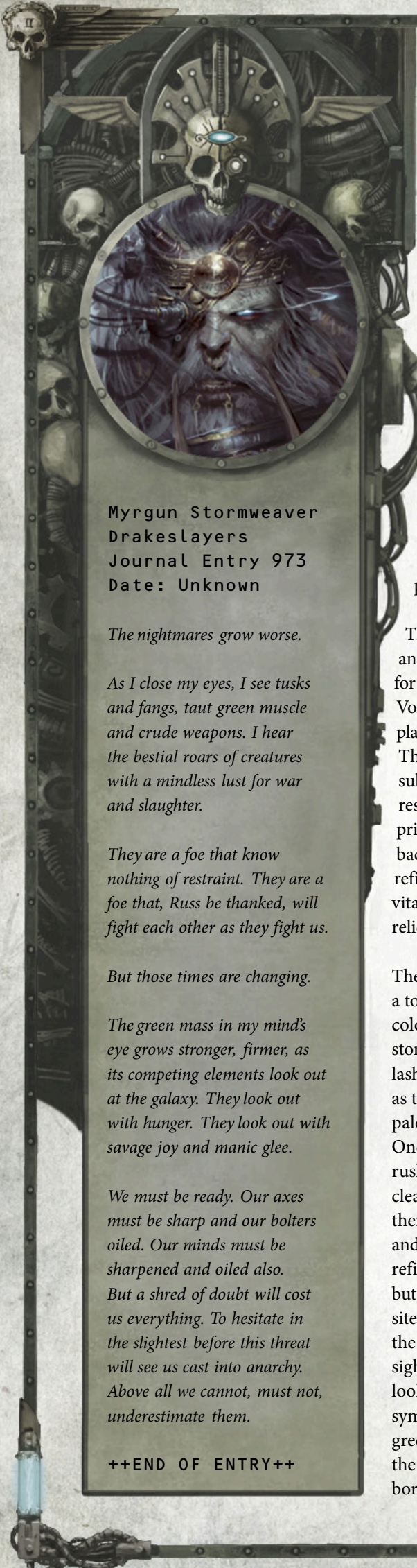
The main thrust of the Space Wolves' assault still made for the energy-radiating Battle Fortress at the centre of the greenskin speed mob. The tempest of power emanating from it was growing larger. Several Rune Priests rode in the leading Land Raiders and Repulsors, and every wolfstride they gained on the Battle Fortress brought them more pain, their heads pounding as if the Orks' false gods themselves were battering them with a hammer.

Bristling with as many weapons as it could carry, the Battle Fortress was a monstrous assault on the eyes, its haphazardly welded armour plates coloured a bright crimson. The machine's chassis might once have belonged to an Imperial Baneblade, although all manner of vehicles had clearly been pilfered to augment it. A dozen Ork psykers were chained to the Battle Fortress, spittle flying from their frothing mouths as they shouted and raved and fought against their heavy iron restraints. Fat sparks flew from their eyes and

bright light flashed around their heads. With each passing second, the forces being generated by the warring Orks grew more powerful, and the consequences for the Space Wolves were severe. Bolts of viridian lightning struck their battle tanks. Wracked with crackling energy, the Seawolves Predator *Icebear* exploded, the shrapnel shredding several Swiftclaws. The Repulsor *Ironstone's* gravitic field failed, its forward momentum flipping it onto its back. The embarked Rune Priests fared worst of all, screaming in agony before their heads were ruptured by the overwhelming psychic power, spraying their vehicles' interiors with brain-matter.

As the Space Wolves battle tanks thundered into range and primed their weapons, the surge of Orkish energy reached its peak. In a flash of green light the Orks vanished, leaving the battered Space Wolves in a desert of burning wreckage and toxic sands, all sign of their enemy gone. The sons of Russ had failed.





THE PURGING OF GAIVOS

The promethium refineries of Gaivos were under attack from Blood Axe Orks. Originally hired by the system's overlords to fight off other greenskins, the xenos mercenaries had turned on their employers.

Myrgun Stormweaver
Drakeslayers
Journal Entry 973
Date: Unknown

The nightmares grow worse.

As I close my eyes, I see tusks and fangs, taut green muscle and crude weapons. I hear the bestial roars of creatures with a mindless lust for war and slaughter.

They are a foe that know nothing of restraint. They are a foe that, Russ be thanked, will fight each other as they fight us.

But those times are changing.

The green mass in my mind's eye grows stronger, firmer, as its competing elements look out at the galaxy. They look out with hunger. They look out with savage joy and manic glee.

We must be ready. Our axes must be sharp and our bolters oiled. Our minds must be sharpened and oiled also. But a shred of doubt will cost us everything. To hesitate in the slightest before this threat will see us cast into anarchy. Above all we cannot, must not, underestimate them.

++END OF ENTRY++

When the Blood Axes beheld the riches of the Voria System, they decided to take it for themselves once they had fought off their competition. After swiftly conquering most of the system's worlds, they launched an assault upon its capital planet, Gaivos.

The Drakeslayers, Deathwolves and Firehowlers made straight for Gaivos upon entering the Voria System, having heard the planet's desperate pleas for aid. The Imperial war effort in the sub-sector relied heavily on Voria's resources, and the Space Wolves' primary mission was to take back Gaivos' largest promethium refinery. Once they had secured its vital supplies, they could work to relieve the rest of the planet.

The refinery itself was the size of a town, with miles of thick piping, colossal exhaust towers and vast storage vats. Searing acid rain lashed down on the Space Marines as they approached, eroding the pale grey paint of their armour. Once inside, the Space Wolves rushed through the complex, clearing rooms and hunting for their prey. They found broken and half-eaten bodies of human refinery workers scattered around, but it was only after most of the site was secured that warriors of the Firehowlers Great Company sighted the Orks. Garbed in what looked like camouflage and bearing symbols of paired red axes, the greenskins were retreating into the dense, polluted forests that bordered the complex.

The Firehowlers wasted little time. Determined to strike before the greenskins could regroup, they charged into the trees. Their cohesion was soon broken up, however, as each squad navigated the thorny brush and acidic bogs. This was exactly what the Blood Axes had counted on. Far from chaotically retreating, they had withdrawn from the refinery to lure the Space Wolves into the harsh vegetation. From well-concealed positions, mobs of Boyz rushed at isolated squads of Firehowlers, choppas raised high for the kill.

Arnkel Redhowl was struck down, a wicked blade driven through his back by a skulking Ork foe. His name lives in glory, for his achievements in life were courageous and many. No son of Russ deserves such dishonour. May the Chapter avenge him.

- So ends his saga.

The Firehowlers roared in frustration, unable to fully grapple with a foe that refused to engage in honourable combat.

The Drakeslayers and Deathwolves advanced in the Firehowlers' wake, following the trail of splintered trees, spilt blood and the intermingled bodies of Orks and Space Wolves. Krom Dragongaze had learned valuable lessons from underestimating the Orks in the past; though eager to race ahead and gut the xenos scum, he instead followed behind the loping Fenrisian Wolves that were sniffing out the quarry. The Space

Wolves uncovered many hidden ambush points, Blood Claws and Intercessors working in unison to cut down the concealed Orks with precision bolt rifle fire and deadly sweeps of their chainswords.

On seven occasions did Dolf Thunderhowl risk life and limb for his brothers, on each event luring the hidden xenos foe out into the open to be slain. Great tallies did he add to the number he has felled.

- Long may his saga grow.

It was not long before the Deathwolves and Drakeslayers heard the din of clashing blades, booming guns, guttural Ork roars and fierce Fenrisian war oaths.

The Firehowlers were surrounded, a dot of grey amid a sea of black and green. They fought back-to-back, fangs bared in hatred as thousands of Orks surged upon them. Wolf Guard veterans clashed

with massive Ork Nobz, exchanging furious blows.

The Deathwolves and Drakeslayers deployed to trap the Orks between the two Space Wolves forces. With savage howls they raised their weapons and opened fire. Torrents of mass-reactive bolts tore into the rearmost Orks, ripping off heads and shattering spines. Hundreds were killed or wounded in the first volley, but the greenskins were quick to turn on the ambushers and charge. The Space Wolves drew their blades and rushed to meet them, the forces smashing together with a terrible crunch of armour and muscled flesh. Blood flowed as blades bit deep. Bones were broken by savage punches, kicks and headbutts. Fenrisian Wolves slashed at Orks with their claws and tore at their throats with savage bites. The Firehowlers rallied at the sight of their brothers, and fought all the harder. Intercessors fired into the Orks at point-blank range, pushing hard to reach their brethren's

position. Wolf Guard warriors bearing storm shields formed an implacable wall the Blood Axes could not penetrate, and ground the Orks back.

Possessed with the fury of Fenris itself, the Space Wolves crushed the remaining Orks, who were unable to capitalise on their numerical superiority in the dense vegetation. Fenrisian Wolves pursued the survivors, their maws dripping with blood. But dozens of Space Wolves lay dead. As the Wolf Priests extracted the gene-seed of the fallen, the Wolf Lords considered their next steps, and resolved to make for the refinery to re-embark their gunships. They would deploy to the next target at once; much of Gaivos had still to be pursued.





AMBUSH AT THE GNARION REEF

For months the Grimbloods Great Company pursued and harried an enormous Ork void fleet – an armada of vessels looted from a dozen races. The greenskins were on the warpath, heading for the shipyards of the vital Evraad System. In a last-ditch effort to halt them, the Space Wolves made their stand at the Gnarion Reef.

The greenskin fleet was impossible to stop. For months the Grimbloods and Imperial Navy flotillas fought it, but they appeared to be little more than irritants to the colossal conglomeration of looted vessels. These ranged from roks – hollowed out asteroids with gargantuan engines affixed – to hijacked Imperial battle cruisers and frigates. Some bore solar sails the Grimbloods identified as having been taken from Aeldari vessels. Others had sleek engines welded to their sides that were unmistakably T'au in origin. Whatever their

adaptations, all were painted from stem to stern in blue, the favoured colour of the Deathskulls Clan.

Every strike the Imperial vessels made was an attempt to distract the Orks away from the vast shipyards of the Evraad System. Seizing such facilities would enable the greenskins to construct huge fleets in a frighteningly short time. Again and again the Imperial forces tried to lure the Orks away from their prize, but to no avail. With each clash their numbers fell, while those of the greenskins appeared

to grow. At Port Vull, an entire squadron of Imperial Navy battle cruisers was swamped by rampaging Orks who took the ships for themselves. In

the Zagriusz Nebula, the strike cruiser *Favoured of the Allfather* and the Gladius-class frigate *Runehelm* self-destructed to avoid the same fate. Even reinforcements from the

By selfless sacrifice did Vrek Ironspear ensure that his battle-brothers and their loyal serfs escaped an ignominious death in the depths of the Sea of Stars. May those that live draw oceans of the foe's blood in his memory.

- Thus does The Ironspear's saga close.

Night Raptors and Dragonspears Chapters failed to lure the Ork fleet from its path at Fylanno's Veil. The Grimbloods and their allies were as spikegnats to a great white bear.

As the Deathskulls armada drew ever closer, Wolf Lord Kjarl Grimblood declared that his forces would have to meet the Orks head-on, fangs bared, to spare Evraad. He consulted the flames over and over again, seeing many potential outcomes of the battles to come as he searched for the course of action that would bring victory. No option was without terrible risk that could leave dozens of systems vulnerable. But Grimblood knew that the Imperium should hold nothing back; to defeat the Orks would take every warship and crew at their disposal.

The stand would be made at the Gnarion Reef. Its numerous asteroids would provide vital cover for the Imperial vessels and prevent the Orks from utilising their huge numbers. With much argument, Grimblood secured every ship in the Evraad System. Even those that remained unfinished were tethered to functioning vessels and towed to the Reef. The trap was set.

When the Orks reached the Gnarion Reef they found a vast debris field stretching for thousands



of miles before them. Eager for the best loot, they plunged their chimeric vessels into it. Captured fuel tenders hosed cerulean pigment over swathes of wreckage, claiming them for the Deathskulls. Deeper the greenskins dived, submerging themselves in a paradise of apparently abandoned scrap.

But among the field of scuppered vessels lay ships merely dormant. With incredible discipline their crews stifled anger as their vessels were tainted with Orkish colours, and looting crews with cutting torches descended onto their hulls. They awaited the signal to strike.

When the field of detritus was full of marauding greenskin craft, the battle barge *Axe of Russ* stirred to life, unleashing ferocious barrages into the unsuspecting Ork fleet as more Imperial ships awakened. Weapons cycled rapidly into readiness, pouring vast gouts of fire into every Ork contraption in their sights. Dozens of greenskin vessels were overwhelmed and blown to pieces by the deluge. Fireships on high-speed ramming courses tore apart Kill Kroozers after Kill Kroozers, their plasma generators set to auto-destruct. The resulting detonations sent vast hunks of metal hurtling through the debris field, severely damaging the Kroozers' escorts and fragmenting what little coherency the Deathskulls fleet possessed.

From nearby asteroids, dagger-like Adeptus Astartes vessels struck at the Ork roks and other large ships that had not entered Kjarl Grimblood's trap. Space Wolves, Dragonspears and Night Raptors raced to engage the foe, macro-cannons and lances flaring. The Space Marine ships launched boarding torpedoes and assault rams, looking to cripple from within those vessels they could not destroy from without.

It was crucial for the Imperial fleet to inflict as much damage as

possible in the opening stages of the battle, while the element of surprise was with them. These precious moments would not last long before the Orks began their fightback.

Sure enough, the greenskins were quick to respond. Determined to capture what they had claimed as their own, the Deathskulls Kaptins launched thousands of assault boats in retaliation, and tellyporta arrays throbbed with green energy as they beamed boarding parties of leering Flash Gitz onto enemy vessels. Some Nobz clad in void-hardened mega armour even had themselves flung at nearby Imperial ships from enormous hull-mounted catapults.

The *Axe of Russ* came under direct assault, its corridors and hangars awash with murderous greenskins armoured in blue plate. The Space Wolves' heroics knew no bounds.

In a duel of empyric tempests and crackling energy blasts, Ulfwin Wyrdstaff struck down a foul duo of gibbering Ork witches. His fury knew no bounds, the foe feeling the might of his wrath. The Chapter thanks the All-father for his strength.

- Thus, his saga continues.

But the xenos numbers were telling. Though the Grimbloods slew a dozen Orks for each of their own number that fell, it was not enough. Lootas stormed through the decks, slaughtering crew members and Space Wolves alike, even as the sons of Russ held onto priority locations and launched repeated counter-attacks. Kjarl Grimblood had entrusted his shipmistress with command of the fleet and the wider battle. Blade slick with gore, he vowed that he would stand firm until victory was declared. The Ork fleet had to be broken completely. For many more hours, he and his brothers made their stand while the wider battle hung in the balance.

Vurgir Greypelt could not believe it. Did his ears deceive him? It could not be true.

'Repeat, in Fenris' name,' he said.

'The Axe of Russ, my lord. It's gone. Destroyed,' said the Herald of Morkai's shipmaster, Parrash Mahantar.

The bridge was awash with noise. Officers bellowed orders and demanded information over the thuds of heavy ordnance and the relentless binharic chatter of servitors. Vurgir's fists shook with fury. Such a loss!

'What are your orders, my lord?' the shipmaster continued. 'The captains of the fleet ask you, as Lord Grimblood's second.'

With each passing minute, more of the green lights on the tactical display turned red. Each marked the loss of an Imperial vessel along with thousands of brothers.

Did you see this in the flames, old man? Vurgir thought. 'Situation report,' he voxed.

'Our casualties are heavy. Tactical situation is precarious. However, Night Raptors report successful sabotage of several roks. Fighting continues throughout all enemy attack-asteroids. We may yet claim more for the Emperor.'

Grimblood had stripped Evraad of all its naval assets for this final stand. The risk was immense. Nothing less than the total disintegration of the Ork fleet was acceptable. Grimblood's apparent death left this task in Vurgir's hands. 'No battle worth winning is won easily,' thought Vurgir. For all their casualties, the battle was not yet lost. Hope remained.

'We fight on. For Russ and the Allfather, destroy them all.'

THE SIEGE OF GOTTGAARD

The fortress world of Gottgaard was the custodian of a score of agri worlds known as the Acres of Plenty. Securing the only remotely safe passage through the warp storms surrounding the Acres, it stood as a nigh on impregnable bastion. This fact made the challenge of conquering Gottgaard only more appealing to the Bad Moons Orks.

Servo skull
curiosos unit 37Σ.
Gottgaard speculor.
Vox-theft complete.

'They speaks to me! They speaks to me! Gork and Mork and Mork and Gork! Their teef is bigga than da boss' wagon! They'z meaner than anyfing I've ever seen!

They speaks to me! Find da Ork wiv da metal 'ead, da one dat's been smashin' up Armygeddun! 'E knows the way to smash all da 'umies and all da uvvers and make da galaxy ours.

They speaks to me! Gork and Mork reckon everywhere can be like Armygeddun! Da biggest fights and da best scraps, wiv all da teef and all da loot!

We'z got ta find 'im, dis Ork. 'E'll 'av da biggest shoota and da choppiest klaw you've ever seen! Once we do, we'll never know krumpin' like it. Gork and Mork says so to me. Gork and Mork says so. Gork and Mork says. They says it. Brutal but kunnin' and kunnin' but brutal, they says to me wot's wot, and they says find da one wiv da metal 'ead!

++END RECORDING++

When the Bad Moons attacked Gottgaard, the Imperium responded in force, knowing that countless worlds would starve if the planet fell. Hundreds of Astra Militarum regiments, scores of Adepta Sororitas Preceptories and over a dozen Space Marine Chapters were deployed, the Space Wolves among them. In Logan Grimnar's mind this was not a simple defensive mission; it was an opportunity to make Gottgaard an anvil upon which the hammer of the Imperium could annihilate an entire Ork Waaagh!, preventing it from uniting with others, and eventually with Ghazghkull.

The Champions of Fenris had been fighting on Gottgaard for weeks and held the outer bulwarks of the Laanesgart Bastion. They had defeated waves of Orks and were in good spirits, exchanging jests as they swung their mighty hammers and perfectly balanced axes. But such dominance was not to last.

Hengrir Umbershield was a bastion unto himself. Immovable behind his storm shield, he gutted Orks with countless thrusts of his blade, sending their offal slopping onto the battlements in great crimson flows.

- Long may his saga grow.

When Logan Grimnar received word that the Barbican of Saint Hermesinda had almost fallen, he ordered the Champions of

Fenris to redeploy. Others would take the Space Wolves' place at the Laanesgart Bastion.

Rushing straight into the fray from their gunships, the Champions of Fenris were rapidly enveloped in a brutal melee far more deadly than that at the Bastion. Hulking Nobz in clanking suits of yellow mega armour met them with gigantic power claws, wide-barrelled shootas and screeching buzz saws. They crushed limbs, severed heads and cut mighty warriors in two. Alongside the Meganobz waddled giant metal canisters supported by piston-driven legs. The walkers fired hails of rokkits into the Space Wolves, the blunt-nosed projectiles detonating with horrific results. Meanwhile, Long Fangs and Eliminators became caught in fierce ranged duels with Orks whose shoulder-mounted guns fired storms of bullets, rokkits and energy blasts; a deadly exchange that disintegrated Space Wolves and Bad Moons alike.

As the ground shook beneath Logan Grimnar's feet and metallic cries of 'Waaagh!' reverberated over the battlefield, the Great Wolf realised that his warriors could not win by brute force. Not against the bipedal war engines that stomped ever closer, rumbling louder with each step. Pack tactics and wolf-like cunning would be the only way to secure victory.

Space Wolves and Orks fought, bled and died before the Barbican of Saint Hermesinda, in the open field

and among ruined bartizans and counterguards. Grimnar ordered his warriors to use the shattered masonry to their advantage. The Space Wolves lured Lootas into the close confines and ambushed them, shredding the Orks with humming lightning claws, disembowelling them with grinding chainswords and gunning them down with bursts of bolt rifle fire that ripped chests open and blew heads apart.

With great cunning, skill and tenacity did Gunnar Ghostwolf guide The Rockfist through broken stonework. Wisely and bravely did he use gifts of visor and auspex, and by his deeds did The Rockfist destroy countless foes.

- May his saga serve as an example to all.

The Ork Stompas bristled with artillery guns and huge gatling cannons. As they approached the fighting, each weapon roared to life. Shells detonated amongst the ruins as an inundation of bullets reduced the rubble to dust. Orks and Space Wolves made for cover, fighting furiously to escape the indiscriminate barrage. Such was the carnage that some of Grimnar's warriors were reduced to nothing but red mist. The Champions of Fenris were pinned down.

Acting quickly, Logan Grimnar ordered his own vehicles forward. Even at high speed, they struggled to avoid the punishing enemy firepower. A number of Land Speeders exploded in terrific fireballs, the wreckage spinning into the dirt below. Predators thundering at full throttle were annihilated, chewed up by heavy gatling fire. Those that survived the barrage used their speed to their advantage, drawing the Stompas' attention with raking gunfire and exposing the giant walkers' flanks with swift manoeuvres. Land Raiders and Repulsor Executioners opened fire with their heavy las

weaponry, the crews keeping their cool even as enormous cannon shells exploded among them and destroyed some of their brothers. Walker after walker exploded as their metal hulls were penetrated by intense las beams, dozens of Orks dying around them as deadly shrapnel was launched in all directions, fatally piercing the unsuspecting greenskins.

When the dust finally settled, the Orks had been beaten back. The battlefield was littered with the mutilated corpses of Space Wolves and vehicle wrecks. It had been a bitter fight, the best of the greenskins pitted against the

most skilled combatants of the Imperial forces. Logan Grimnar thanked Russ and the Allfather for their victory. They had held the Barbican and dealt a bitter blow to the enemy.

But as the Champions of Fenris regrouped, word reached the Great Wolf – the Bad Moons had breached the Glacis of Steel, demolished the Heckatris Crownwork, stormed the crucial Ioche Bastion-line and overrun the 11th Gottgaard Holdfasts regiment. Summoning transports, Logan Grimnar prepared his warriors to deploy to their next battlefronts. The war raged on.



THE CLEANSING OF BRAKHUTOS

The Gloomtide Cluster is bathed in perpetual night, its planets tidally locked to weak stars obscured by dense dust clouds. Drawn to these vulnerable worlds by the promise of flesh, hordes of bloodthirsty Snakebite Orks descended upon them, herding their peoples into slaughterhouses and befouling their cities and resources.

Space Wolves of the Red Moons and Bloodmaws Great Companies were en route to Gottgaard to join the Champions of Fenris, when they paused for resupply at the world of Brakhutos in the Gloomtide Cluster. They found the planet engulfed in war, with greenskins rampaging across its surface, hungry for meat. Wolf Lords Bran Redmaw and Gunnar Red Moon agreed that they could not abandon Brakhutos to this fate.

The Space Wolves learned from the planet's leadership that its primary city was in terrible danger – Snakebite Orks had captured one of its foremost hydrofactorums and cut off the supply of precious water. Resolving to seize it back, the sons of Russ deployed to the surface in swift assault craft. With this insertion complete, the grey vessels leaped into combat with the Ork fleet, striking like a wolf pack hunting a frost mastodon. Though the Snakebite ships were ramshackle even by greenskin standards, battling them was no less dangerous.

The hydrofactorum was a dark and foreboding place, and the prowling Space Wolves were struck by its dank stench, punctuated by the pungent aroma of Orks. Mould and rust covered every inch of wall and piping, and brightly-coloured fungi sprouted from corners and ceilings. Stranger still were the bioluminescent glow squigs nailed to the iron walls at irregular intervals, their gaping maws bathing the complex in a dim red light. Human bone fragments were scattered throughout, bearing the scratches of rough knife-work and the imprints of large teeth. The Snakebites had been feasting.

It did not take the Orks long to sense the Space Wolves and close in on their position. Their natural instincts and sniffer squigs made them able hunters, easily able to detect the scent of loping Wulfen, the throbbing hum of power armour and the sloshing sound of Space Marines wading through half-flooded passages.



Before long the Space Wolves were under attack. Mobs of weather-beaten Orks with claws and tusks hanging around their thick necks unleashed bounding gnasher squigs. These creatures had rows of razor-sharp teeth and foul tempers, and threw themselves at the Adeptus Astartes. Some tore the limbs off Space Wolves with their immense jaws, while the Snakebites tackled the Adeptus Astartes to the ground and hacked them to death.

The sons of Russ fought back, eager to slay every greenskin they found as they restored the water supply. With Fenrisian war howls on their lips they launched themselves into the fray, making for the hydrofactorum's command and control centre. Aggressor packs purged three tunnel sections with their flamestorm gauntlets, searing them clear of greenskin and squig alike. The creatures roared in agony as they burned to death.

Bloodmaws Incursors followed in the Aggressors' wake, the ferocious warriors accumulating battlefield data to determine the Space Wolves' next targets.

Ottar the Berserker struck down a deranged Ork walker. He plunged his great claw into the rusting machine's torso, brought his mighty axe down upon its metal roof and cleaved the contraption in two.

- May his saga ever tell tales of his ferocity.

The Bloodmaws and Red Moons were determined to take the fight to the Orks and avoid being bogged down, but their efforts were hampered by floodwaters and collapsing gangways.

None envy Bragnar Stormfist, fallen to his doom as walkways collapsed beneath his mighty tread. Even as he fell did he fire his bolter with courage at the hated Ork foe.

- May his saga honour the feats of his life, not the ignominy of his end.

Grey Hunter pack Ironmaw and others grappled with dozens of Orks while submerged up to their necks in the dirty, brackish water.

Other perils were clearly manufactured by the Orks, such as the clay pots hidden throughout the hydrofactorum filled with buzzing, angry squigs. While the Space Wolves spotted many of these and destroyed them with burning promethium, some broke apart, freeing ravenous creatures that chewed their way through gaps in the Space Wolves' damaged

armour and bored themselves into the flesh beneath.

At the same time, Runtherds goaded mobs of Gretchin towards the sons of Russ, forcing the Space Marines to hack through hordes of the spiteful, diminutive creatures to make any kind of progress. But the Red Moons and Bloodmaws were tenacious.

The unusually large size of many of the Orks had not been lost on the Space Wolves. Yet it was only when the two Wolf Lords and their packs reached the command and control centre that they learned the cause. Crewed by several hundred servitors when fully operational, the command facility had been ripped apart and repurposed by the Orks. Inside, Painboyz and Runtherds mixed strange fluids, fungal extracts and chemicals, brewing some kind of hideous concoction in massive vats. Thick cables carpeted the floor, throbbing as the vile liquids were pumped into the hydrofactorum's piping. The Painboyz and Runtherds were guarded by mobs of some of the largest Orks Redmaw and Red Moon had ever seen, their eyes glowing a menacing red as the foul brew dribbled from their huge tusked maws. The connection between the Oddboyz' work and the oversized monsters defending them was clear to see.

Heavy Ork axes clashed with fine Fenrisian swords as the two forces hacked at each other. Ferocious Ork roars were met with savage wolf howls.

Svern Sternhelm fired thrice into the beast before slashing his hungering chainsword across the brute's heavily muscled neck.

- May his saga record many kills.

Blood flowed freely and both sides slipped in the gore as they wrestled and duelled, trampling

over corpses and the thick tubes snaking across the metallic flooring. Many of the pipes burst beneath the fighters' heavy tread, spilling out deluges of foul-smelling brew.

As their gigantic bodyguards were struck down one by one, the Painboyz and Runtherds joined the fray. They slashed the Space Wolves with scalpels, rent their armour with surgical saws, jabbed them with electrically charged staffs or seized them by the necks with grabba stikks. But this was not enough. The Space Wolves'

bloodlust was at its height, and though the tally of their fallen was grim indeed, the surviving Wulfen, Blood Claws and Wolf Guard overpowered the Orks in a final frenzy.

It took the Iron Priests and their subordinates several days to restore any kind of function to the hydrofactorum. It would take weeks more to cleanse it of its xenos taint, but the Space Wolves left this task to others – the war for Brakhutos continued, and the Great Companies were gravely needed.



Echoes of Awakening

The turmoil that followed the Great Rift has left few parts of the galaxy untouched. Everywhere the Imperium is beset by the alien, the mutant, the witch and the heretic. Worlds and systems stand alone, isolated from the rest of Humanity by turbulent warp storms and marauding enemy fleets. To catalogue such events would take a thousand lifetimes. Though most go unrecorded, some unsettling tales emerge from the blackness.

+++

They came on bladed vessels that soared through the sky. They laughed as they ran amok, their knives flashing and their whips cracking. They laughed as Admete screamed in agony, as Anaxo's guts spilled from his belly. But they stopped when Nunus saw them. With a glance from her their ships burst into flame, the wrecks crashed to the ground and pilots burned. With a gesture she turned them inside out, turning the lithe creatures into piles of bloody mess. She killed them all. But she couldn't stop. Then she turned on us.

Evidence 67Q.1/2Δ: Interview excerpt with sole survivor of the Lepatis Incident. Subject since terminated for exposure to the witch and the alien.

+++

The Emperor's works are indeed a marvel. Yet their failures are clear to see in the unending hellscape our galaxy has become. Flawed on so many levels, they demand improvement. They demand perfection. With the correct resources... there are no limits to what can be achieved in this regard. And in this, I will not be denied.

+++

[Vox-thief recording 2f/0/-lkq/
Blood Vipers strike cruiser
Bloodspear]

'The Tau were broken, and were withdrawing to lick their wounds. We thought the battle won, but it was not so. The xenos cultists came up from within the fortress itself, led by a sorceress in long robes, her witchcraft so powerful she killed Brother Epistolary Yannis. His eyes exploded in their sockets, their juices running down his face as he screamed. His psychic hood twisted and broke, the screech of bending metal bursting eardrums. We retreated. Only ten of us survived.'

+++

Vox Echo: Task Fleet Grikari,
last known location Lariah's Veil

A shadow has fallen over us. Our Astropaths rock and mutter about maws and talons and endless hunger. The Navigators shudder and vomit as a result of what they have seen. We cannot move, stranded in space that has not been charted in eight centuries. We run drill after drill to keep the crews alert, but already the signs of laxity and shakiness are showing. I hope the Astropaths are right about talons and maws. If we do not have to face the monster without, the one within will rise.

+++

The foul, barren mountains of Barbarus, the bitter teachings of an ungrateful son and the malevolent churnings of the Eye have turned these Death Guard into beasts. Such things twist the Emperor's vision! These abominations insult His name and threaten His realm. Their breathing is crime enough to warrant the penalty of death. I gladly bring it to them. My spear will run with their blood.

+++

[Communicatus Prioritis —
Transgressio Ultima]
Security Protocol 8.2.98vx

'Inquisitor, the Deathwatch have failed. The Orks following the one known as Bakrash are now in open war with those of the Kebban Sub-sector. It is only a matter of time until a warlord arises powerful enough to unite them. In your name I have inducted three companies of the Rift Cobras Adeptus Astartes, four of the Templars of the Covenant and two of the Iron Hounds. They will catch the greenskins when they are vulnerable, and crush them.

H'

+++

Maj. Z.B. Epra
Unides-eta Evacuation
MISSID 93:22PW — CZ South West

Beta Company attached to 4th Battalion for routine sweep of Sector Kappa-eight. Force came under sustained attack, reporting seventy-three percent casualties over a one-week period. Descriptions from survivors indicate significant presence of Shining Spears Aeldari warrior caste. Troops report xenos as 'faster than lightning' and 'glowing with blazing light'.

Those reporting such nonsense have been flogged for un-guardsmanlike hysteria while in the line of duty, and await execution. Officers responsible have been reassigned via arco-flagellation.

+++

I see it when I sleep. I see it when I rise. It stares unjudgingly, caringly. Its gaze beckons lovingly, benevolently. Like it wants me to join it. It promises me freedom from my labours, my whipmasters and the brutish hole I call home. It promises acceptance, hope and real purpose. And I believe!

Lords and ladies, the above has been copied from a journal found on a slain rebel from the failed attack on the Tyrosh Larkston spaceport. This is but one example of several hundred recovered at the incident site. Its message correlates strongly with graffiti found in the Nelenkar towerhabs and in the Gessul salt mines. It is with sadness that I recommend doubling purges in these areas, lest more insurrections occur.

+++

[Communicatus Prioritas Beta —
Transgressio Seditio]
Ritus Securitas 87.µ.◇.11zb

'Sister most honoured, parts of the Choralynth Trace erupt, despite us initially finding nothing of significance. The populace are being stirred to rise by beings most sinister. One we have slain, but many more must remain. We will continue our investigations to uncover the sources of the unrest, but lack the numbers to intervene significantly into what will inevitably develop into full civil war and rebellion. Recommend notifying Black Templars, Griffons of Repentance and Astral Crusaders Adeptus Astartes in nearby vicinity.'

Proloquor Selah Astor

[Astropath intercept L9\\Δ\\-8cΣ\\
Retribution-class battleship]

'Ghazghkull Thraka's stench pervades the galaxy. Yet wherever I pursue it, I cannot find him. Not on Sigyrd, nor in the Rathiron Deeps, nor in the Ikogellon Cluster. He evades me still, but cannot do so forever. I pray to the Emperor for patience, and relish the thought of the moment he is finally within my grasp. I pray also that the Emperor brings him to me quickly, for I have seen the devastation he has wrought. I have seen the billions of dead. The debris fields so thick they block out the stars. The systems reduced to rubble. He has to be stopped. No matter the cost, he must be defeated.'



MISSIONS



'It falls to us to end this threat, brothers. The greenskin menace endangers the whole of the Imperium. They think it ripe for the taking, but we will prove that it has fangs and claws aplenty yet.'

- Logan Grimnar,
the Great Wolf



CONTAINING THE HORDES

The rules presented on the following pages allow you to play games set in locations inspired by those found in the narrative of this book. They also offer you the opportunity to play through some of its most iconic battles, as the Space Wolves attempt to combat the Ork threat across the galaxy.

INTRODUCTION

This section starts by providing a new Theatre of War, shown opposite, that is designed to represent the conditions that the Space Wolves found themselves engaged in by the Blood Axe clan on Gaivos. These rules can, however, be used to represent any location where two forces clash amidst the perilous dense undergrowth typical of a forest world.

On pages 26-31, three new missions are presented for use in narrative play. These missions are designed to allow you to refight iconic actions from the Saga of the Beast, though they can be played with almost any armies should you wish to recreate the circumstances with alternative factions of your own.

The first mission, Draw out the Beast, allows you to refight the daring orbital drop by the Blackmanes, designed to stir up the Goff forces and allow their allies to infiltrate the devastated Obsidian Jaguars fortress monastery. Can you hold your ground long enough to seize victory, or will you overrun your opponent's position and claim victory? This mission also features a selection of Stratagems that give you the chance to refight this iconic battle using historical forces, or fight a similar battle using alternative factions of your own choosing.

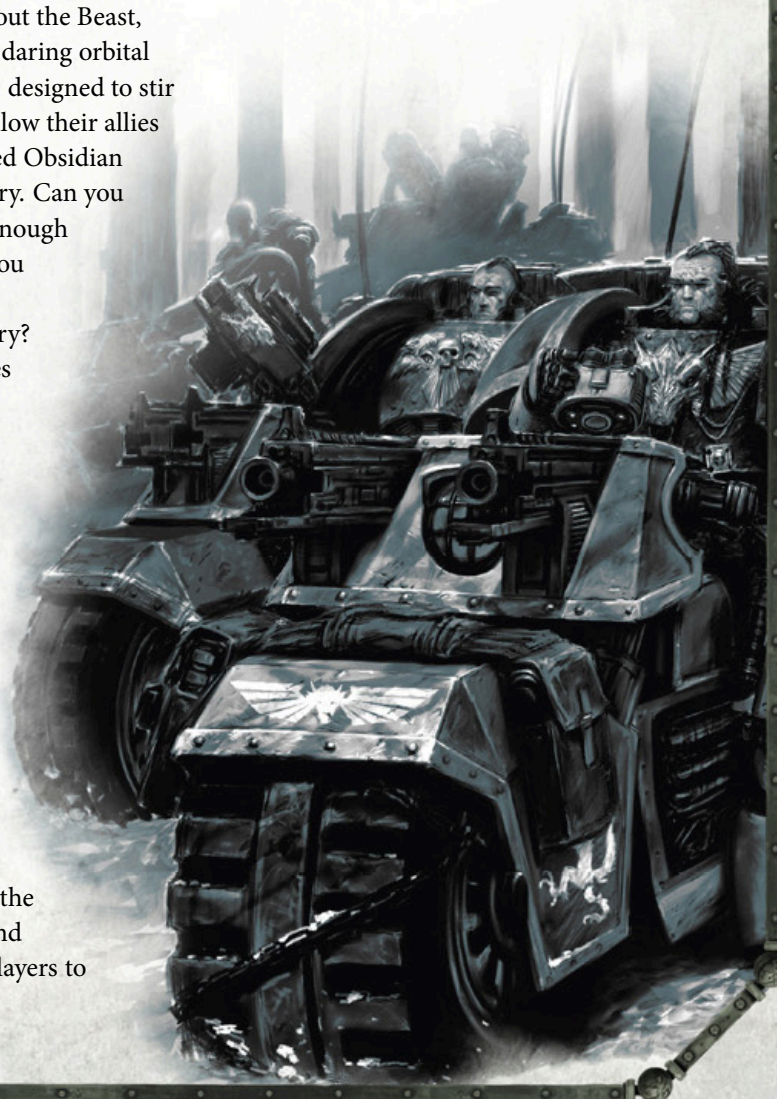
The second mission, Armoured Interdiction, lets players refight the heroic attack on the Evil Sunz forces on Leckides undertaken by the Ironwolves, Seawolves and Deathwolves. It allows players to

battle through a conflict involving large numbers of armoured vehicles, as one force attempts to decapitate the other's command structure in a single daring high speed attack! This mission also contains a series of Stratagems for each player to use if they are fighting with Battle-forged armies.

The third mission, Cleanse the Hull, sets your forces in the cold darkness of space, allowing you to replay the Ork breach of Krom Dragongaze's ship. Your forces venture forth with void suits to disable breaching devices the enemy have placed across the hull. This mission also contains a series of Stratagems for each player to use if they are fighting with Battle-forged armies.

'As much as I hate them, as much as I yearn to slice their flesh and spill their blood, foolhardiness will be our end. The shrewd tactics of the great wolf packs will draw them to battle, then shall we tear out their throats and rip them apart.'

- Krom Dragongaze



THEATRES OF WAR

As the power of the Orks waxed throughout the galaxy, the Space Wolves raced to meet them on the most crucial battlefields. Brutal Ork choppas clashed with sharp Fenrisian steel and ferocious psychic tempests battled with wild viridian energies as the forces waged their relentless war.

In this section, you will find an exciting new Theatre of War to use in your games of Warhammer 40,000. Theatres of War offer new tactical challenges to enrich your games, and introduce new rules to represent many varied battle environments. Some modify the core rules, for example, by altering the range of weapons. Some provide new rules for phenomena like dust storms, volcanic eruptions and earthquakes. Others grant additional abilities and Stratagems to certain units.

This Theatre of War is designed to reflect the difficulty of confronting a cunning enemy in dense terrain, as the Space Wolves are dragged into a trap carefully laid by the Orks of the Blood Axe Clan.

Agree which, if any, Theatre of War rules will be used when you are setting up the battlefield, before deployment.

THEATRE OF WAR: FOREST WORLDS

Densely forested worlds such as Gaivos are the perfect hunting grounds for elite guerilla forces. Their blocked sight lines allow stealth forces to sneak up close to their enemy and strike without warning, before fading away into the dense undergrowth without a trace.

Thick Undergrowth: You cannot select an **INFANTRY** or **SWARM** unit as the target of a ranged attack unless it is within 12" of the firing unit, or it has Advanced in its previous Movement phase or made a ranged attack in its previous Shooting phase.

Falling Trunks: If the hit roll for an attack made with a ranged weapon with a Strength characteristic of 6 or more that targets a unit from your army is a 1, roll one D6. On a 1, that attack has felled a nearby tree and it has fallen onto your unit. That unit suffers 1 mortal wound, but until the end of that phase is treated as having the benefit of cover to its saving throws.

2CP

FADE AWAY

Forest Worlds Stratagem

The dense undergrowth of many forest worlds makes a perfect place to disappear from sight.

Use this Stratagem in your Movement phase before an **INFANTRY** or **SWARM** unit from your army Falls Back. Remove that unit from the battlefield instead and place one small marker at the location of the last model to be removed. At the end of any of your subsequent Movement phases, you can set that unit up again wholly within 18" of the marker and more than 9" away from any enemy models. Any units that have not returned to the battlefield at the end of the battle are treated as having been destroyed.

CRUCIBLE OF WAR

DRAW OUT THE BEAST

Within steaming jungles, defending troops can outmanoeuvre and overwhelm their attackers. Luring their foes into the dense overgrowth, the defenders aim to occupy the attackers as long as possible to buy time for a vital mission. The attackers seek nothing less than to overrun their enemies entirely.

THE ARMIES

Each player must first muster an army from their collection. The Defender commands the forces that have been tasked with drawing out the enemy and holding for as long as possible. The Attacker commands the forces attempting to overrun the Defender's position. A player can include any models in their army, but if their army is Battle-forged they will also be able to use the appropriate Stratagems included with this mission (see opposite).

THE BATTLEFIELD

Create the battlefield using the deployment map below and set up terrain. The Defender sets up the terrain within their deployment zone to represent a vantage point over the surrounding area with hills, ruins and barricades for their models to gain height and cover. The rest of the battlefield should include woods to represent the dense jungle and foliage of Ceibhal. Finally, the Defender places an objective marker within their deployment zone, more than 9" away from the edge of the battlefield.

DEPLOYMENT

The Defender deploys their army wholly within their deployment zone. The Attacker then deploys their army wholly within their deployment zone.

FIRST TURN

The Defender has the first turn.

STEAMING HAZE

When resolving an attack made with a ranged weapon against a unit more than 24" away, subtract 1 from the hit roll.

BATTLE LENGTH

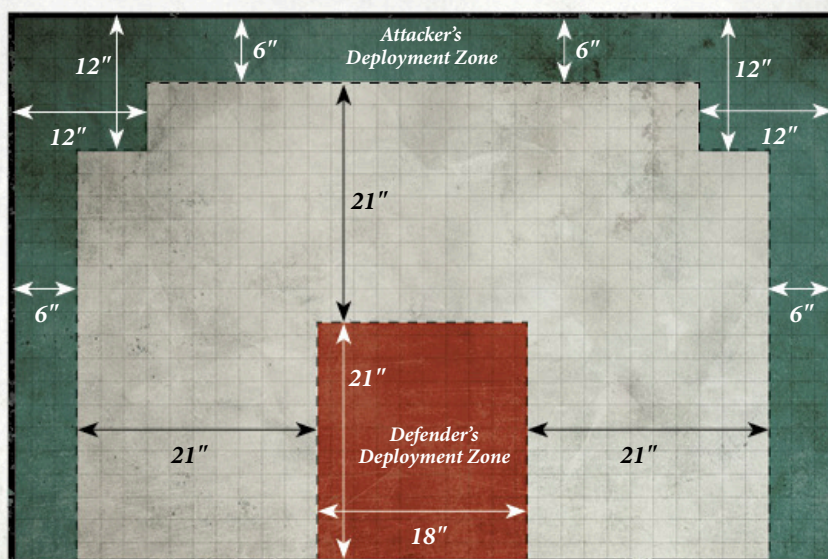
At the end of battle round 5, the Attacker rolls one D6. On a 3+ the battle continues, otherwise the battle is over. At the end of battle round 6, the Defender rolls one D6. On a 4+ the battle continues, otherwise the battle is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

Hold Out: Starting from the third battle round, a player scores 1 victory point if they control the objective marker at the end of that battle round. A player controls the objective marker if they have more models within 3" of it than their opponent does.

Overrun: The Attacker scores 1 victory point if they have at least one unit (excluding units with the Flyer Battlefield Role) wholly within the Defender's deployment zone at the end of the battle.

First Strike: A player scores 1 victory point if any units from their opponent's army were destroyed in the first battle round.



STRATAGEMS

In this mission, the players can use Command Points (CPs) to use the following bonus Stratagems:

1CP

AIR ASSAULT

Attacker Stratagem

Striking from the air, the attackers are determined to rapidly overrun their enemies.

Use this Stratagem during deployment. Select one **INFANTRY** unit from your army. You can set up that unit in an airborne assault craft instead of setting it up on the battlefield. If you do, at the end of any of your Movement phases you can set up that unit anywhere on the battlefield that is more than 6" away from any enemy models. That unit cannot make a charge move this turn unless it was set up more than 9" away from any enemy models.

1CP

RILED UP

Defender Stratagem

Their mission of vital importance, the defenders are primed to move rapidly on command.

Use this Stratagem in your Movement phase. Select one unit from your army. Until the end of that phase, when a friendly unit within 6" of that unit Advances, roll one additional D6 and discard one of the results.

1CP

GET 'EM!

Defender Stratagem

The defenders rush their foes, determined to wrong-foot them and seize the initiative.

Use this Stratagem in your Charge phase. Until the end of that phase, when an enemy unit is selected as the target of a charge whilst within 1" of a unit from your army, add 2 to the charge roll made for that charge.

1CP

STRAFING RUN

Attacker Stratagem

Attacking flyers bombard the defenders' positions, saturating them with fire to clear the way.

Use this Stratagem at the end of your Shooting phase. Select one unit from your army with the Flyer Battlefield Role. That unit can shoot an additional time that phase, but can only target **INFANTRY** units with those attacks.

1CP

AMBUSH

Defender Stratagem

Hidden in thick overgrowth, warriors attack furiously and without warning.

Use this Stratagem in your Charge phase, when a unit from your army within a woods terrain feature is chosen to charge with. Until the end of the turn, enemy units cannot fire Overwatch at that unit.

1CP

DIG IN

Attacker Stratagem

Under pressure from rallying defenders, the attackers dig in, determined to hold their secured ground.

Use this Stratagem during deployment. Select one terrain feature. When a model in your army would receive the benefit of cover from that terrain feature, add an additional 1 to the saving throw (excluding invulnerable saves).

2CP/3CP

NEXT WAVE

Defender Stratagem

The defenders are weak in number, but powerful reinforcements are but an order away.

Use this Stratagem at the end of your Movement phase. Select one **INFANTRY** or **BIKER** unit from your army that has been destroyed or has lost more than half its models. Remove that unit from the battlefield and set it up again wholly within your deployment zone. This does not cost any Reinforcement points. If the unit has a Power Rating of 11 or more, this Stratagem costs 3CP.

1CP

VANTAGE POINT

Attacker Stratagem

With rapid and cunning analysis, the attackers have discovered the best firing positions.

Use this Stratagem in your Shooting phase, when a unit from your army is chosen to shoot with. Until the end of that phase, when resolving an attack made with a ranged weapon by a model in that unit whilst on or within a hill or upper level of a terrain feature, add 1 to the wound roll.

CRUCIBLE OF WAR

ARMoured INTERDICTION

An enemy armoured force is racing towards the front lines. If timed perfectly, we can drive our own armoured contingent into their flank, destroy their commanders and rout them completely before they can reach their destination.

THE ARMIES

Each player must first muster an army from their collection. A player can include any models in their army, but if their army is Battle-forged they will also be able to use the appropriate Stratagems included with this mission (see opposite). Once the armies have been chosen, the players must decide who will be the Attacker and who will be the Defender. If the Power Level of one of the armies is higher than the opposing army's Power Level, then the player whose army has the higher Power Level must be the Attacker and their opponent must be the Defender. Otherwise, the players can roll off to decide.

This mission represents an armoured column of vehicles intercepting another armoured force, and works best if both armies are made up of as many **VEHICLES** and units that can embark on **TRANSPORTS** as possible. The Defender's army should not contain any **AIRCRAFT** units.

THE BATTLEFIELD

Create a battlefield using the deployment map to the right, and then set up terrain. Terrain should be relatively sparse to represent an open plain, with scattered rock piles and the occasional abandoned ruin.

DEPLOYMENT

After terrain has been set up, the Defender sets up all of their units wholly within their deployment zone.

The Defender then selects four of their **VEHICLE** units to be

Command Vehicles, and indicates these to the Attacker. These must have the HQ Battlefield Role or be **TRANSPORT VEHICLES** that have a unit with the HQ Battlefield Role embarked upon them if possible.

The Attacker then sets up all of their units wholly within their deployment zone.

FIRST TURN

Both players roll a dice, re-rolling ties. The player who rolls highest chooses who takes the first turn.

ESCAPE

If any **VEHICLE** units from the Defender's army are within 1" of the edge of the battlefield designated as the Defender's Escape Zone at the end of the Movement phase, the Defender can remove that unit from the battlefield. That unit is treated as having escaped.

BATTLE LENGTH

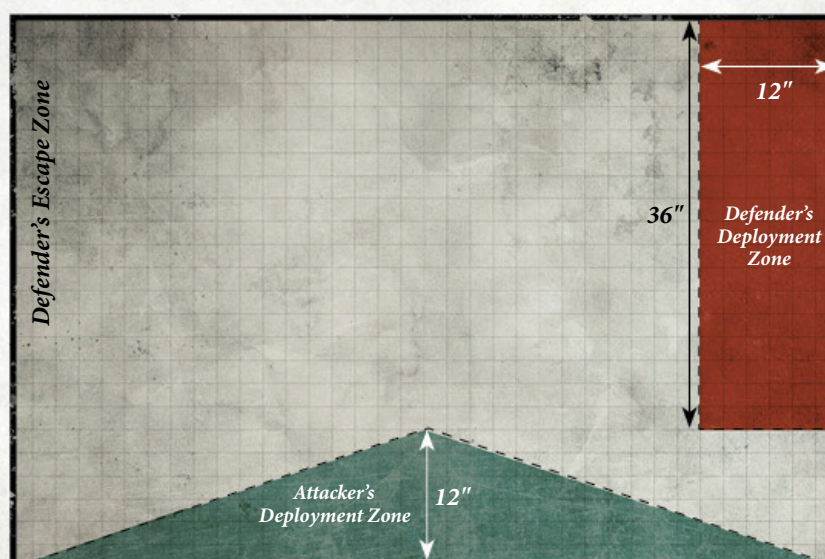
The players should use the Random Battle Length rules to determine how long the battle lasts.

VICTORY CONDITIONS

If, at the end of the battle, the Attacker has destroyed 3 or more Command Vehicles they are the winner.

If the Attacker has destroyed 1 or less Command Vehicles, then the Defender is the winner.

If the Attacker has destroyed 2 Command Vehicles then check to see how many of the Defender's **VEHICLE** units escaped. If more than 50% of the Defender's **VEHICLE** units have escaped, the Defender wins the battle. If less than 50% of the Defender's **VEHICLE** units have escaped, the Attacker wins the battle. Any other result is a draw.



STRATAGEMS

In this mission, the players can use Command Points (CPs) to use the following bonus Stratagems:

1CP

FULL SPEED

Attacker Stratagem

Racing to intercept the enemy's lead elements, this crew push their engines to the limit.

Use this Stratagem in your Movement phase, before you make an Advance roll for a **VEHICLE** unit. When that unit Advances, add 9" to its Move characteristic until the end of that Movement phase instead of making an Advance roll.

1CP

BRACE FOR IMPACT

Defender Stratagem

Spotting the enemy guns levelled at them, this crew hunkers down inside their vehicle.

Use this Stratagem in your opponent's Shooting phase, when a **VEHICLE** unit from your army is selected as the target of a ranged attack. Until the end of that phase, when a model in this unit would lose a wound, roll one D6; on a 5+ that wound is not lost.

1CP

PRIORITY TARGET

Attacker Stratagem

Your forces have memorised the distinctive markings of the vehicle of one of the enemy's foremost warriors.

Use this Stratagem during deployment, when your opponent nominates which of their units will be Command Vehicles. Select one of those units. Until the end of the battle, when resolving an attack against that unit, re-roll a wound roll of 1.

1CP

GET US OUT OF HERE!

Defender Stratagem

This panicking commander bellows at drivers to get them out of harm's way.

Use this Stratagem in your Movement phase, before you make an Advance roll for a **VEHICLE** unit. When that unit Advances, add 9" to its Move characteristic until the end of the Movement phase instead of making an Advance roll.

1CP

THE WOLF POUNCES

Attacker Stratagem

Racing ahead of their fellows, these warriors close with the enemy formation without hesitation.

Use this Stratagem at the start of the first battle round. Select one unit from your army. You can immediately Advance with that unit as if it were your Movement phase. You cannot end this move within 9" of any enemy models.

2CP

UNRELIABLE SCANNER RETURNS

Defender Stratagem

Though the enemy seems sure of the location of their targets, sometimes information isn't as reliable as they might hope.

Use this Stratagem during deployment, after your opponent has set up their army. Select up to D3 Command Vehicles and set them up again, anywhere in your deployment zone.

2CP

ORBITAL GUIDANCE

Attacker Stratagem

Ships in orbit have tracked the course of the enemy column and 'encouraged' it to move towards your forces with precision bombardments.

Use this Stratagem at the start of your opponent's Movement phase. Select a point on the battlefield, and mark it with a suitable marker. At the end of that phase, each unit within D6" of the marker suffers D3 mortal wounds (roll for each unit separately).

1CP

SMASH THROUGH

Defender Stratagem

Sometimes the best course of action is to put your foot down and smash the enemy out of the way.

Use this Stratagem at the start of your Movement phase. Select one **VEHICLE** unit from your army. When this unit moves, it can move across enemy units as if they were not there, though it must end its move more than 1" away from all enemy units. If it moves across any enemy **VEHICLE** units, that unit and this unit suffer D3 mortal wounds.

CRUCIBLE OF WAR

CLEANSE THE HULL

Enemy forces have set foot on the outside of our vessel and are cutting their way in. If they breach the hull, they will rampage throughout the ship, causing untold damage. Don your void suits and take the battle to them before they can break in.

THE ARMIES

Each player must first muster an army from their collection. A player can include any models in their army, but this mission is most suited to armies that contain numerous units of **INFANTRY**. Players cannot include any **VEHICLES** or **TITANIC** units in their army unless they are **AIRCRAFT**. If a player's army is Battle-forged, they will also be able to use the appropriate Stratagems included with this mission (see opposite). Once the armies have been chosen, the players must then decide who will be the Attacker and who will be the Defender.

THE BATTLEFIELD

Create the battlefield using the deployment map below and set up terrain. As this battlefield represents the outer hull of a spacecraft, there should be little terrain, but may be some large pieces that will potentially block visibility to enemy models.

DEPLOYMENT

The Attacker sets up their army anywhere on the battlefield that is more than 9" away from either of the Defender's battlefield edges. The Attacker cannot set up any units from other locations (teleportariums, the sky, the webway, etc.). The Defender's army is not set up on the battlefield, but if they have any units that can be set up in other locations (teleportariums, the sky, the webway, etc.) they can declare which of their units will be set up in these locations.

FIRST TURN

The Defender has the first turn.

CLEANSE THE SHIP

At the end of each of their Movement phases, the Defender can set up any number of units from their army on the battlefield. These can be set up anywhere within 6" of either Defender's battlefield edge.

BREACHING AUTOMATA

The Attacker has attached a number of breaching devices to the ship's hull and must defend them while they cut through. If, at the end of any turn, a unit from the Defender's army is within a breaching zone (as shown on the map below) and there are no units from the Attacker's army within that breaching zone, the breaching devices for that breaching zone are said to have been destroyed.

VOID SUITS

Add 1 to saving throws (except for invulnerable saving throws) made for models that have a Save characteristic of 4+, 5+ or 6+. In addition, subtract 1 from the Move characteristic of these models.

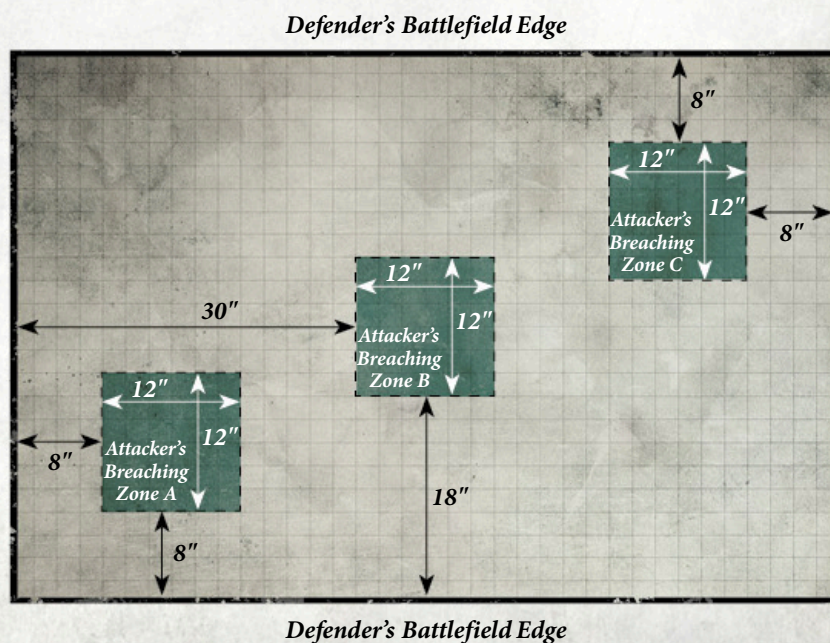
BATTLE LENGTH

The battle automatically ends at the end of battle round 5.

VICTORY CONDITIONS

If any of the breaching devices have not been destroyed at the end of the battle, the Attacker is the winner.

If the breaching devices in breaching zones A, B and C have been destroyed at the end of the battle, the Defender is the winner.



STRATAGEMS

In this mission, the players can use Command Points (CPs) to use the following bonus Stratagems:

2CP

BOARDING CRAFT

Attacker Stratagem

An assault craft swoops in and deposits a fresh complement of warriors ready to board this vessel.

Use this Stratagem at the end of your Movement phase. Select one **INFANTRY** unit from your army that has been destroyed and that does not contain more than 10 models. Set that unit up again anywhere on the battlefield that is more than 9" from any enemy models.

1CP

ACCESS HATCH

Defender Stratagem

Lurking inside the hull, these warriors make use of reinforced maintenance hatches to emerge in the midst of the invading forces.

Use this Stratagem at the end of your Movement phase. Select a unit from your army that has not yet been set up on the battlefield and set it up anywhere on the battlefield that is more than 9" away from any enemy models.

2CP

PROTECT THE BREACHERS

Attacker Stratagem

Your forces are moving with all speed for the objective, its protection all that matters at this point in the battle.

Use this Stratagem at the end of the enemy Charge phase. Select one unit from your army that is within 3" of one of any of the breaching zones. You can immediately perform a Heroic Intervention with that unit as if it were a **CHARACTER**.

1CP

LAST DITCH EFFORT

Defender Stratagem

When the enemy overstretch themselves your forces swoop into the undefended breachers, wreaking havoc.

Use this Stratagem at the end of the enemy Charge phase. Select one unit from your army that is within 3" of one of any of the breaching zones. You can immediately perform a Heroic Intervention with that unit as if it were a **CHARACTER**.

1CP

BREACHING CHARGES

Attacker Stratagem

Your warriors are equipped with explosives for breaking through armoured bulkheads and defensive points within the ship. In extremis these can be rigged and thrown at the enemy's feet, blasting them off into the void.

Use this Stratagem in your Shooting phase. Select an enemy unit that has 5 or more models that is within 6" of a unit from your army. That enemy unit suffers D6 mortal wounds. This Stratagem can only be used once per battle.

2CP

DEFENSIVE TURRET

Defender Stratagem

Many spacecraft include turrets which can be deployed from alcoves on the hull, popping up from hidden locations to fire upon attackers from unseen angles.

Use this Stratagem in your Shooting phase. Select one enemy unit that is within 18" of a **CHARACTER** model from your army and visible to them and roll one D6; on a 2-5 that enemy unit suffers D3 mortal wounds. On a 6, that enemy unit suffers D6 mortal wounds.



SPACE WOLVES



'To tear out the throat of kings.
To cull the weak from the pack.
To bring the death of worlds.
That is the true way of the Wolf'

- Jorik Fangfist,
Lord of the Crimson Claws





SONS OF THE WOLF KING

In this section you will find new and revised content for the Space Wolves, including background, army-wide abilities, weapon updates, datasheets, psychic powers, Warlord Traits and Battle-forged army rules, as well as updated points values and a name generator for the sons of Russ.

This section is a supplement to *Codex: Space Wolves* – you will need a copy of that book to use the rules in this section.

New and Updated Units

On pages 35-51 you will find background and datasheets for a range of new and updated units available for the forces of the Space Wolves. Where the same datasheets are found in both books, the datasheets found in this publication supersede any that exist in the codex.

Updated Abilities and Weapons

On pages 38-39 you will find new abilities and a number of weapon profiles for your Space Wolves army that replace those found in the codex.

Battle-forged Army Abilities

New abilities available to Space Wolves Detachments can be found on page 53.

Vanguard Warlord Traits

Page 54 presents Warlord Traits that can be given to **SPACE WOLVES PHOBOS** Warlords instead of the Warlord Traits found in the *Warhammer 40,000* rulebook or *Codex: Space Wolves*.

Stratagems

If your army is Battle-forged and includes any Space Wolves Detachments, the Stratagems on pages 55-57 can be used in addition to those presented in the codex.

Psychic Powers

Page 58 presents the Obscuration discipline – psychic powers known to **PHOBOS PSYKER** models.

Litanies of Battle

All **SPACE WOLVES WOLF PRIESTS** know litanies and can generate them from the Litanies of Battle presented on page 59.

Relics of The Fang

Pages 60-61 present additional Relics that can be given to **SPACE WOLVES CHARACTER** models in your army instead of those found in *Codex: Space Wolves*.

Points Values

Pages 62-64 present updated points values for the Space Wolves to use in matched play games or battles that use a points limit.

Name Generator

Page 65 provides a useful tool to help you forge a name for mighty warriors of your Space Wolves, further building the background and personality of your army.

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

- Ragnar Blackmane



RAGNAR BLACKMANE

Ragnar Blackmane is exceptional in every sense of the word. The youngest battle-brother to ever be promoted to Wolf Lord, Ragnar exudes confidence, skill and athletic ability from every fibre of his whipcord-fast body, but recent times have been a test more severe than any he has endured before.

It is said that Ragnar is the first to make planetfall during an invasion and the last to leave the battlefield, and that to witness his berserk rages is to watch the fury of the hurricane come to life. The Blackmanes – experts in orbital deployments and planetstrikes – spearhead invasions. With an unrivalled success rate under his belt, word of Ragnar's deeds have spread across the galaxy.

Ragnar is renowned amongst his brothers for his furious anger in battle, and he has earned a reputation for his impetuous and brash nature. Recent campaigns

have proven testing in the extreme, and many have begun to see in him a new maturity. It was Ragnar's counsel that led the Space Wolves to bring the newly returned Wulfen to the Fang. In the terrible battles that followed, where Fenris itself was struck by Magnus the Red, Ragnar fought furiously. There he saw the true responsibility of his role, and what was at risk if he failed.

It was on Fenris that he heard the strange prophecies that led him to find Ghazghkull Thraka on the planet of Krongar. Determined to personally slay the monstrous

Ork, Ragnar struck at the head of a small force. In the ferocious duel he suffered horrendous wounds that left him in a state of near-death. Only the heroics of Ragnar's Great Company saw him rescued, and after days of surgery he awoke having crossed the Rubicon Primaris. Ragnar returned to Krongar to ensure Ghazghkull was truly dead. To his horror, the beast was not. Knowing he could not win a direct fight, he resolved to deal a blow to Thraka. In a carefully planned operation, his forces sent an orbital station crashing into the planet below.



BLACKMANE

Ragnar earned his namesake during the punishing trials he undertook to become a Space Wolf. As he wandered Fenris' harsh wilderness, he was stalked by a savage Blackmaned Wolf – among the most feared beasts of the Space Wolves' death world home. For all the creature's terrifying fierceness, Ragnar slew it with his bare hands. With muscles screaming and blood pouring from deep gashes across his body and limbs, Blackmane dragged the beast's heavy corpse back to the Fang through biting hail and thick snowdrifts. The Wolf Priests were impressed by such a mighty deed, and from that day forth Ragnar assumed the name Blackmane, a reminder to all who addressed him of his saga-worthy achievement.

WARRIORS OF THE FANG

The sons of Russ have fought loyally and ferociously for the Emperor for ten thousand years. Their fleets continually ply the Sea of Stars, seeking out their foes with the tireless determination and preternatural brotherhood of a wolf pack. Born of a savage death world, their souls are as fierce as their home planet.

The Space Wolves' home world is Fenris, a harsh planet whose warrior tribes suffer endless hardships in their strenuous efforts to survive. It is from these resilient peoples that the Space Wolves recruit their warriors, for such individuals make superlative Space Marines. In these cruel, tumultuous times, every warrior is needed, and the Space Wolves are a force who relentlessly pursue the foes of the Imperium at every turn.

RUNE PRIESTS

Steeped in shamanic traditions, secret lore and hidden rites, the Rune Priests are masters of the mystic arts and interpreters of runes. In battle their psychic skill grants them power over the elements, able to command Grandfather Blizzard, direct the will of the Matriarch of Storms and implore the spirits of Freki and Geri – Leman Russ' wolf siblings – to lay the foe low.

Those Primaris Space Marines with the powers of the Rune Priests are, like all their brothers, trained in the use of Mk X Phobos armour. They become experts in the art of obsuration, enabling them to inspire terrible paranoia and panic in their enemies, shroud their brothers from the eyes of the foe and transport warriors across the battlefield with supernatural speed.

WOLF PRIESTS

Learned in the ancient lore of their Chapter and skilled in biomechanics and surgery, Wolf Priests serve both as their Chapter's Chaplains and Apothecaries. They observe Fenris' tribal battles from afar, selecting only the strongest

to join the Chapter. In the fires of war they treat the wounded with healing balms and rough surgery. From those who have left the mortal coil, they extract their priceless progenoids with the multi-bladed Fang of Morkai, the Space Wolves' equivalent to the narthecium of other Space Marine Chapters. When fighting their Chapter's wars they rouse their brothers to fury with inspiring oratory and battle chants.

With each ferocious skirmish, Primaris Wolf Priests learn more Fenrisian customs and traditions. Along with their boundless dedication, this has helped them to win over the most stubborn of their brethren.

THE VANGUARD

Every Primaris Space Marine is trained to fight as a Vanguard warrior and is an expert with all manner of sophisticated sabotage and surveillance equipment, as well as specialised wargear. These skills make them adept spies, assassins and saboteurs. Combined with the Space Wolves' gene-enhanced senses, Space Wolves Vanguard warriors are superb hunters and trackers, having rapidly earned a reputation for deadly effectiveness amongst the Wolf Lords. Whilst many grizzled sons of Russ place their faith fully in their natural senses, many others eagerly embrace the technology utilised by the Vanguard, seeing it as a superb supplement to their already superhuman capabilities.

Infiltrators make their presence known by throwing a hail of smoke grenades. Through the dense smog they fix their foes with marksman bolt carbines, the machine spirits

in their augur-scopes aiding their wielders. Targets drop in swift unison, blown apart by deadly bolt rounds. One of the Infiltrators' key roles is to disrupt enemy communications with their omni-scramblers, which operate on a wide spectrum to disturb all kinds of enemy frequencies and holo-broadcasts. Such a tactical niche often requires Infiltrator squads to operate behind enemy lines for extended periods, necessitating the presence of Helix Adepts amongst them. These warriors receive training in the Apothecarion and are equipped with scaled-down nartheciums and combat stimms. Should a brother fall, their gene-seed can be recovered far from the Chapter's forces, and should any of their number be wounded, they can be restored to action swiftly.

Highly aggressive, Incursors storm enemy defences to knock out communications centres and power generatorums. Myriad arcane technologies are built into their Divinator-class auspexes and transpectral combat visors, enabling Incursors to make war in an almost precognitive manner. They take in every bit of data from their surroundings, which is then processed by enslaved machine spirits working at one thousand times the speed of human thought. This allows the Incursors to detect incoming drop troops and predict where their foes are going to be ahead of time.

Clad in armour designed to operate in total silence, Reivers are terror troops supreme. Often deploying by grav-chutes and directional fins that allow them to precision drop into enemy territory, they are able to strike at targets of their choosing.

When they do so, they unleash their violent shock grenades and activate their harsh vox emitters, heralding their arrival into combat in the most terrifying way possible before plunging their heavy combat knives into their foes, or gunning them down with rapid-firing bolt carbines.

Many Space Wolves are highly independent, and best serve their Chapter when given free rein to cause as much damage to the foe as possible. For such warriors, the Invictor Tactical Warsuit is ideal wargear. Linked directly with the Phobos armour inloads of Primaris Space Marines, the suit communes in choral harmony with the Space Wolf's auto-senses, making the pilot one with their warsuit. Armed with a wide array of heavy weaponry, the Invictor allows its pilot to do battle with savage monsters, or tear through the enemy's lines in battles worthy of epic sagas.

All Space Marines are excellent marksmen, and those serving in Eliminator Squads are perfectly equipped to capitalise on such skills. Most take to the field with Mk III Shrike-pattern bolt sniper rifles, infiltrating hidden positions to best target the foe. Hails of bolts strike down any commanders or vital specialists when least expected, the firers already having moved on to another superbly concealed location. Other Eliminator Squads deploy with las fusils, enormously powerful weapons that make the Eliminator as dangerous to armoured vehicles as they are to personnel.

Suppressors leap into battle, their thrusters raging with heat. Carrying autocannons with inbuilt recoil buffers, they are excellent mobile fire support troops. Suppressors are capable of laying down heavy fire accurately on the move that can shred enemy infantry and wreck light vehicles.

ARMoured MIGHT

Armed with enormous and deadly macro plasma incinerators, or heavy laser destroyers, the Repulsor Executioner sacrifices some of the transport capacity of the standard Repulsor to fight more effectively as a main battle tank and line-breaker. Nonetheless, on its powerful anti-grav ventral plates it can storm into battle to deliver a payload of deadly Space Wolves warriors right into the fray.

By comparison, the Impulsor is closer to a dedicated transport, utilising its powerful gravitic-impulsion engines to race packs of ferocious Space Wolves into battle. Capable of being fitted with a plethora of advanced support equipment, including anti-air guns, vox and auspex arrays and shield generators, the Impulsor is highly versatile. Every Wolf Lord has found it to be of great value across numerous battlefields, against various foes.



ABILITIES

All **SPACE WOLVES** units from *Codex: Space Wolves* (excluding **SERVITOR** and **BEAST** units) gain the Angels of Death ability:

ANGELS OF DEATH

The Adeptus Astartes are amongst the finest warriors in the Imperium.

This unit has the following abilities: And They Shall Know No Fear, Bolter Discipline, Shock Assault and Combat Doctrines.

And They Shall Know No Fear

The Space Marines of the Adeptus Astartes stand unafraid before the greatest terrors of the galaxy.

When a Morale test is taken for this unit, you can re-roll the dice.

Designer's Note: *With the addition of the Angels of Death ability, some units from Codex: Space Wolves will gain the And They Shall Know No Fear ability twice. Such units gain no additional benefit from this.*

Bolter Discipline

To a Space Marine, the boltgun is far more than a weapon; it is an instrument of Mankind's divinity, the bringer of death to his foes.

Instead of following the normal rules for Rapid Fire weapons, models in this unit firing Rapid Fire bolt weapons make double the number of attacks if any of the following apply:

- The firing model's target is within half the weapon's maximum range.
- The firing model is **INFANTRY** and every model in its unit Remained Stationary in your previous Movement phase.
- The firing model is a **TERMINATOR**, **BIKER**, **CENTURION** or **DREADNOUGHT**.

For the purposes of this ability, a Rapid Fire bolt weapon is any bolt weapon with the Rapid Fire type.

BOLT WEAPONS

A bolt weapon is any weapon whose profile includes the word 'bolt' (boltgun, bolt rifle, storm bolter, combi-bolter, hurricane bolter, etc.), and any Relic that replaces a bolt weapon. Rules that apply to bolt weapons also apply to the boltgun profile of combi-weapons, and the boltgun profile of Relics that replace combi-weapons.

Shock Assault

The Adeptus Astartes are elite shock troops who strike with the fury of a thunderbolt.

If this unit makes a charge move, is charged or performs a Heroic Intervention, add 1 to the Attacks characteristic of models in this unit until the end of the turn.



Combat Doctrines

After pounding the enemy with heavy weapons, warriors advance to lay down a hail of bolter fire before charging forth with chainswords roaring to finish the foe.

When the Adeptus Astartes fight they employ a strict set of combat doctrines. Models in this unit gain a bonus depending on which combat doctrine is active for your army (see below). If you have a Battle-forged army, units only benefit from this bonus if every unit from your army has this ability (excluding **SERVITOR**, **BEAST** and **UNALIGNED** units). This bonus is not cumulative with any other rules that improve the Armour Penetration characteristic of a weapon.

At the start of the battle, the Devastator Doctrine is active. A combat doctrine remains active for the duration of the battle, though you can change which combat doctrine is active once at the start of each battle round after the first, as follows:

- If the Devastator Doctrine was active in the previous battle round, you can change it so that the Tactical Doctrine is now active.
- If the Tactical Doctrine was active in the previous battle round, you can change it so that the Assault Doctrine is now active.

Devastator Doctrine

The Armour Penetration characteristic of Heavy and Grenade weapons this model is equipped with is improved by 1 whilst this combat doctrine is active. For example, AP 0 becomes AP -1.

Tactical Doctrine

The Armour Penetration characteristic of Rapid Fire and Assault weapons this model is equipped with is improved by 1 whilst this combat doctrine is active. For example, AP 0 becomes AP -1.

Assault Doctrine

The Armour Penetration characteristic of Pistol and Melee weapons this model is equipped with is improved by 1 whilst this combat doctrine is active. For example, AP 0 becomes AP -1.



UPDATED WEAPONS AND DATASHEET AMENDMENTS

Since the publication of *Codex: Space Wolves*, the characteristics profile of the following weapons have changed. They now have the following profiles:

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Auto bolt rifle	24"	Assault 3	4	0	1	-
Demolisher cannon	24"	Heavy D6	10	-3	D6	-
Flamestorm cannon	12"	Heavy D6	6	-2	2	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.
Hand flamer	6"	Pistol D6	3	0	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.
Icarus rocket pod	24"	Heavy D3	7	-1	2	When resolving an attack made with this weapon, add 1 to the hit roll if the target can FLY ; otherwise subtract 1 from the hit roll.
Master-crafted auto bolt rifle	24"	Assault 3	4	0	2	-
Master-crafted stalker bolt rifle	36"	Heavy 1	4	-2	3	-
Stalker bolt rifle	36"	Heavy 1	4	-2	2	-

Datasheet Amendment: Reiver Squad

SPACE WOLVES REIVER SQUADS (see *Codex: Space Wolves*) gain the **PHOBOS** keyword.



RAGNAR BLACKMANE



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ragnar Blackmane	6"	2+	2+	4	4	6	7	9	3+
Ragnar Blackmane is a single model equipped with: bolt pistol; Frostfang; frag grenades; krak grenades. Only one of this model may be included in your army.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Bolt pistol	12"	Pistol 1			4	0	1	-	
Frostfang	Melee	Melee			+2	-4	2	-	
Frag grenades	6"	Grenade D6			3	0	1	-	
Krak grenades	6"	Grenade 1			6	-1	D3	-	
ABILITIES	Angels of Death (pg 38)						Jarl of Fenris: Re-roll hit rolls of 1 for attacks made by models in friendly SPACE WOLVES units whilst their unit is within 6" of this model.		
	Battlelust: When a friendly SPACE WOLVES unit within 6" of this model and not within 3" of an enemy unit consolidates, it can move up to 6" instead of 3".						Berserker Rage: When this model is affected by the Shock Assault ability, add 3 to the Attacks characteristic of this model instead of 1.		
	War Howl: You can re-roll charge rolls made for friendly SPACE WOLVES units (other than VEHICLE units) if they are within 6" of this model when the roll is made.						Belt of Russ: This model has a 4+ invulnerable save.		
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	CHARACTER, INFANTRY, PRIMARIS, WOLF LORD, RAGNAR BLACKMANE								



WOLF PRIEST IN TERMINATOR ARMOUR



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Wolf Priest in Terminator Armour	5"	2+	3+	4	4	5	3	9	2+
A Wolf Priest in Terminator Armour is a single model equipped with: storm bolter; crozius arcanum.									
WEAPON	RANGE	TYPE	S		AP	D	ABILITIES		
Storm bolter	24"	Rapid Fire 2	4		0	1	-		
Crozius arcanum	Melee	Melee	+1		-1	2	-		
WARGEAR OPTIONS	• This model can replace its storm bolter with an item from the <i>Combi-weapons</i> list (see <i>Codex: Space Wolves</i>).								
ABILITIES	Angels of Death (pg 38)						Spiritual Leader: Friendly SPACE WOLVES units can use this model's Leadership characteristic instead of their own whilst they are within 6" of this model. Healing Balms: At the end of your Movement phase a Wolf Priest in Terminator Armour can attempt to heal a single model. To do so, select a SPACE WOLVES INFANTRY , BIKER or CAVALRY unit within 3" of this model. If that unit contains a wounded model, it immediately regains up to D3 lost wounds. A unit can only be the target of Healing Balms once in each turn.		
Teleport Strike: During deployment, you can set up this model in a teleportarium chamber instead of setting it up on the battlefield. If you do, at the end of one of your Movement phases you can set up this model anywhere on the battlefield that is more than 9" away from any enemy models.									
Wolf Amulet: This model has a 4+ invulnerable save.									
PRIEST	This model knows the Litany of Hate (see below) and one litany from the Litanies of Battle (pg 59). At the start of the battle round, this model can recite one litany it knows that has not already been recited by a friendly model that battle round. Roll one D6; on a 3+ the recited litany is inspiring and takes effect until the end of that battle round. Litany of Hate: If this litany is inspiring, you can re-roll hit rolls for attacks made with melee weapons by models in friendly SPACE WOLVES units whilst their unit is within 6" of this model.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	CHARACTER, INFANTRY, TERMINATOR, WOLF PRIEST								




WOLF PRIEST

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Wolf Priest	6"	2+	3+	4	4	4	3	9	3+
A Wolf Priest is a single model equipped with: bolt pistol; crozius arcanum; frag grenades; krak grenades.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Plasma pistol	When attacking with this weapon, choose one of the profiles below.								
- Standard	12"	Pistol 1		7	-3	1	-		
- Supercharge	12"	Pistol 1		8	-3	2	On a hit roll of 1, the bearer is destroyed.		
Crozius arcanum	Melee	Melee		+1	-1	2	-		
Power fist	Melee	Melee		x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.		
Frag grenades	6"	Grenade D6		3	0	1	-		
Krak grenades	6"	Grenade 1		6	-1	D3	-		
WARGEAR OPTIONS	• This model can replace its bolt pistol with a plasma pistol. • This model can take a power fist. • This model can take a jump pack (Power Rating +1). If it does, its Move characteristic becomes 12" and it gains the JUMP PACK and FLY keywords.								
ABILITIES	Angels of Death (pg 38) Jump Pack Assault: If this model has a jump pack, during deployment you can set up this model high in the skies instead of setting it up on the battlefield. If you do, at the end of one of your Movement phases you can set up this model anywhere on the battlefield that is more than 9" away from any enemy models. Wolf Amulet: This model has a 4+ invulnerable save. Spiritual Leader: Friendly SPACE WOLVES units can use this model's Leadership characteristic instead of their own whilst they are within 6" of this model. Healing Balms: At the end of your Movement phase a Wolf Priest can attempt to heal a single model. To do so, select a SPACE WOLVES INFANTRY, BIKER or CAVALRY unit within 3" of him. If that unit contains a wounded model, it immediately regains up to D3 lost wounds. A unit can only be the target of Healing Balms once in each turn.								
PRIEST	This model knows the Litany of Hate (see below) and one litany from the Litanies of Battle (pg 59). At the start of the battle round, this model can recite one litany it knows that has not already been recited by a friendly model that battle round. Roll one D6; on a 3+ the recited litany is inspiring and takes effect until the end of that battle round. Litany of Hate: If this litany is inspiring, you can re-roll hit rolls for attacks made with melee weapons by models in friendly SPACE WOLVES units whilst their unit is within 6" of this model.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	CHARACTER, INFANTRY, WOLF PRIEST								

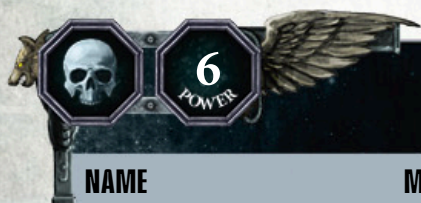




PRIMARIS WOLF PRIEST



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Primaris Wolf Priest	6"	2+	3+	4	4	5	4	9	3+
A Primaris Wolf Priest is a single model armed with: absolver bolt pistol; crozius arcanum; frag grenades; krak grenades.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Absolver bolt pistol	16"	Pistol 1		5	-1	1	-		
Crozius arcanum	Melee	Melee		+1	-1	2	-		
Frag grenades	6"	Grenade D6		3	0	1	-		
Krak grenades	6"	Grenade 1		6	-1	D3	-		
ABILITIES	Angels of Death (pg 38)						Healing Balms: At the end of your Movement phase a Primaris Wolf Priest can attempt to heal a single model.		
	Spiritual Leader: Friendly SPACE WOLVES units can use this model's Leadership characteristic instead of their own whilst they are within 6" of this model.						To do so, select a SPACE WOLVES INFANTRY , BIKER or CAVALRY unit within 3" of him. If that unit contains a wounded model, it is healed and immediately regains up to D3 lost wounds. A unit can only be the target of Healing Balms once in each turn.		
	Wolf Amulet: This model has a 4+ invulnerable save.								
PRIEST	This model knows the Litany of Hate (see below) and one litany from the Litanies of Battle (pg 59). At the start of the battle round, this model can recite one litany it knows that has not already been recited by a friendly model that battle round. Roll one D6; on a 3+ the recited litany is inspiring and takes effect until the end of that battle round.								
	Litany of Hate: If this litany is inspiring, you can re-roll hit rolls for attacks made with melee weapons by models in friendly SPACE WOLVES units whilst their unit is within 6" of this model.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	CHARACTER, INFANTRY, PRIMARIS, WOLF PRIEST								



WOLF LORD IN PHOBOS ARMOUR



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Wolf Lord in Phobos Armour	6"	2+	2+	4	4	6	5	9	3+
A Wolf Lord in Phobos Armour is a single model equipped with: bolt pistol; master-crafted instigator bolt carbine; combat knife; frag grenades; krak grenades. It has a camo cloak.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Master-crafted instigator bolt carbine	30"	Assault 1		4	-2	3	This weapon can target a CHARACTER unit even if it is not the closest enemy unit.		
Combat knife	Melee	Melee		User	0	1	When the bearer fights, it makes 1 additional attack with this weapon.		
Frag grenades	6"	Grenade D6		3	0	1	-		
Krak grenades	6"	Grenade 1		6	-1	D3	-		
ABILITIES	Angels of Death (pg 38)						Belt of Russ: This model has a 4+ invulnerable save.		
	Concealed Position: When you set up this model during deployment, it can be set up anywhere on the battlefield that is more than 9" away from the enemy deployment zone and any enemy models.						Jarl of Fenris: Re-roll hit rolls of 1 for attacks made by models in friendly SPACE WOLVES units whilst their unit is within 6" of this model.		
	Omni-scrambler: Enemy units that are set up on the battlefield as reinforcements cannot be set up within 12" of this model.						Camo Cloak: When resolving an attack made with a ranged weapon against this model whilst it is receiving the benefit of cover, add 2 to the saving throw instead of 1.		
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	CHARACTER, INFANTRY, PHOBOS, PRIMARIS, WOLF LORD								

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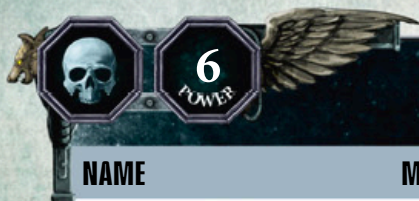
POWER

PRIMARIS BATTLE LEADERS

IN PHOBOS ARMOUR

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Primaris Battle Leader in Phobos Armour	6"	2+	3+	4	4	5	4	8	3+
This unit contains 1 Primaris Battle Leader in Phobos Armour. It can additionally contain 1 Primaris Battle Leader in Phobos Armour (Power Rating +5). Every model is equipped with: bolt pistol; master-crafted occulus bolt carbine; paired combat blades; frag grenades; krak grenades. Every model has a grav-chute.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Heavy bolt pistol	12"	Pistol 1		4	-1	1	-		
Master-crafted occulus bolt carbine	24"	Rapid Fire 1		4	0	2	When resolving an attack made with this weapon, the target does not receive the benefit of cover to its saving throw.		
Combat knife	Melee	Melee		User	0	1	When the bearer fights, it makes 1 additional attack with this weapon.		
Paired combat blades	Melee	Melee		User	0	1	When resolving an attack made with this weapon, an unmodified hit roll of 6 scores 2 hits instead of 1.		
Frag grenades	6"	Grenade D6		3	0	1	-		
Krak grenades	6"	Grenade 1		6	-1	D3	-		
WARGEAR OPTIONS	Any model can be equipped with 1 heavy bolt pistol and 1 combat knife instead of 1 master-crafted occulus bolt carbine, 1 paired combat blades and 1 bolt pistol. If it is, it has smoke grenades instead of a grav-chute and gains the REIVER keyword.								
ABILITIES	Angels of Death (pg 38) Grav-chute: If this model has a grav-chute, then during deployment you can set up this model in low altitude instead of setting it up on the battlefield. If you do, at the end of one of your Movement phases you can set up this model anywhere on the battlefield that is more than 9" away from any enemy models. Terror Troops: Whilst any REIVER units from your army are within 3" of any enemy units, subtract 1 from the Leadership characteristic of each of those enemy units for each REIVER unit from your army that is within 3" of that enemy unit (to a maximum of -3).						Company Heroes: During deployment, every model in this unit must be set up at the same time, though they do not need to be set up in unit coherency. From that point onwards, each model is treated as a separate unit. Smoke Grenades: If this model has smoke grenades, then once per battle, instead of shooting in your Shooting phase, it can use its smoke grenades. Until the start of your next Shooting phase, when resolving an attack made with a ranged weapon against this model, subtract 1 from the hit roll. Huskarl to the Jarl: Re-roll wound rolls of 1 for attacks made by models in friendly SPACE WOLVES units whilst their unit is within 6" of this model.		
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	CHARACTER, INFANTRY, PHOBOS, PRIMARIS, WOLF GUARD, BATTLE LEADERS								





RUNE PRIEST

IN PHOBOS ARMOUR



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Rune Priest in Phobos Armour	6"	3+	3+	4	4	5	4	9	3+
A Rune Priest in Phobos Armour is a single model equipped with: bolt pistol; runic sword; frag grenades; krak grenades. It has a camo cloak.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Runic sword	Melee	Melee		User	-3	D3	-		
Frag grenades	6"	Grenade D6		3	0	1	-		
Krak grenades	6"	Grenade 1		6	-1	D3	-		
ABILITIES	Angels of Death (pg 38)						Camo Cloak: When resolving an attack made with a ranged weapon against this model whilst it is receiving the benefit of cover, add 2 to the saving throw instead of 1.		
	Concealed Position: When you set up this model during deployment, it can be set up anywhere on the battlefield that is more than 9" away from the enemy deployment zone and any enemy models.						Psychic Hood: When a Deny the Witch test is taken for this model to resist a psychic power manifested by an enemy model within 12", add 1 to the total.		
PSYKER	This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows <i>Smite</i> and two psychic powers from the Obscuration discipline (pg 58).								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	CHARACTER, INFANTRY, PHOBOS, PRIMARIS, PSYKER, RUNE PRIEST								

‘The storm is inherently violent. Thunder rumbles with deep anger. Biting winds howl. Cold rain lashes down. Lightning cracks the sky, its flash blinding.

Our mastery of such forces is unparalleled anywhere in the galaxy. But our skills do not end there. We may be regarded as savage even by our allies, but we know the importance of cunning and subtlety. We know how truly dangerous it can be. From us our foes’ deepest secrets are never safe. We can plant terrifying images in their minds and drive them to insanity.’

- Magnyr Wyrdstorm, Rune Priest





INTERCESSORS



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Intercessor	6"	3+	3+	4	4	2	2	7	3+
Intercessor Pack Leader	6"	3+	3+	4	4	2	3	8	3+
This unit contains 1 Intercessor Pack Leader and 4 Intercessors. It can additionally contain up to 5 Intercessors (Power Rating +5). Every model is equipped with: bolt pistol; bolt rifle; frag grenades; krak grenades.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Auto bolt rifle	24"	Assault 3			4	0	1	-	
Bolt pistol	12"	Pistol 1			4	0	1	-	
Bolt rifle	30"	Rapid Fire 1			4	-1	1	-	
Hand flamer	6"	Pistol D6			3	0	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.	
Stalker bolt rifle	36"	Heavy 1			4	-2	2	-	
Chainsword	Melee	Melee			User	0	1	When the bearer fights, it makes 1 additional attack with this weapon.	
Power fist	Melee	Melee			x2	-3	D3	When resolving an attack made with this weapon, subtract 1 from the hit roll.	
Power sword	Melee	Melee			User	-3	1	-	
Thunder hammer	Melee	Melee			x2	-3	3	When resolving an attack made with this weapon, subtract 1 from the hit roll.	
Frag grenades	6"	Grenade D6			3	0	1	-	
Krak grenades	6"	Grenade 1			6	-1	D3	-	
WARGEAR OPTIONS	• Every model can be equipped with 1 auto bolt rifle instead of 1 bolt rifle. • Every model can be equipped with 1 stalker bolt rifle instead of 1 bolt rifle. • The Intercessor Pack Leader can be equipped with one of the following instead of 1 bolt rifle, 1 auto bolt rifle or 1 stalker bolt rifle: 1 chainsword; 1 hand flamer. A model can only be equipped with 1 chainsword. • If the Intercessor Pack Leader is not equipped with 1 chainsword, it can additionally be equipped with one of the following: 1 chainsword; 1 power fist; 1 power sword; 1 thunder hammer. • For every 5 models this unit contains, 1 model that is equipped with 1 bolt rifle, 1 auto bolt rifle or 1 stalker bolt rifle can have an auxiliary grenade launcher.								
ABILITIES	Angels of Death (pg 38) Auxiliary Grenade Launcher: If a model has an auxiliary grenade launcher, Grenade weapons that model is equipped with have a Range characteristic of 30".							Combat Squads: If this unit contains 10 models, then during deployment, before any units have been set up, it can be divided into two units of 5 models.	
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	INFANTRY, PRIMARIS, INTERCESSORS								



An Intercessor Squad advances to secure a crucial objective, their bolt rifles spitting death at the foe all the while.



INFILTRATORS



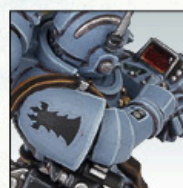
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Infiltrator	6"	3+	3+	4	4	2	2	7	3+
Infiltrator Helix Adept	6"	3+	3+	4	4	2	2	7	3+
Infiltrator Pack Leader	6"	3+	3+	4	4	2	3	8	3+
This unit contains 1 Infiltrator Pack Leader and 4 Infiltrators. It can additionally contain up to 5 Infiltrators (Power Rating +6). It can contain 1 Infiltrator Helix Adept instead of 1 Infiltrator. Every model is equipped with: bolt pistol; marksman bolt carbine; frag grenades; krak grenades. Every model has smoke grenades.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Bolt pistol	12"	Pistol 1			4	0	1	-	
Marksman bolt carbine	24"	Rapid Fire 1			4	0	1	When resolving an attack made with this weapon, an unmodified hit roll of 6 automatically scores a hit and successfully wounds the target (do not make a wound roll).	
Frag grenades	6"	Grenade D6			3	0	1	-	
Krak grenades	6"	Grenade 1			6	-1	D3	-	
WARGEAR OPTIONS	• If this unit does not contain 1 Infiltrator Helix Adept, 1 Infiltrator can additionally have an Infiltrator comms array.								
ABILITIES	Angels of Death (pg 38) Concealed Positions: When you set up this unit during deployment, it can be set up anywhere on the battlefield that is more than 9" away from the enemy deployment zone and any enemy models. Helix Adept: At the end of your Movement phase, this unit's Infiltrator Helix Adept can provide medical attention to this unit. If this unit contains any models that have lost any wounds, select one of those models to regain 1 lost wound. Otherwise, if any models in this unit have been destroyed, roll one D6; on a 5+ you can return one destroyed model in this unit to the battlefield with 1 wound remaining, placing it within 3" of this unit's Infiltrator Helix Adept and in unit coherency (if the model cannot be placed in this way, it is not returned to the battlefield). On a 4 or less, this unit's Infiltrator Helix Adept cannot shoot this turn as it recovers the gene-seed of the fallen warrior. Each unit can only be provided medical attention once per turn. Combat Squads: If this unit contains 10 models, then during deployment, before any units have been set up, it can be divided into two units of 5 models. Omni-scramblers: Enemy units that are set up on the battlefield as reinforcements cannot be set up within 12" of this unit. Smoke Grenades: Once per battle, instead of shooting in your Shooting phase, this unit can use its smoke grenades. Until the start of your next Shooting phase, when resolving an attack made with a ranged weapon against this unit, subtract 1 from the hit roll. Infiltrator Comms Array: Whilst this unit contains a model with an Infiltrator comms array, if there are any friendly PHOBOS WOLF LORD or PHOBOS BATTLE LEADER models on the battlefield, this unit is always treated as being within range of those models' Jarl of Fenris and Huskarl to the Jarl abilities.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	INFANTRY, PHOBOS, PRIMARIS, INFILTRATORS								



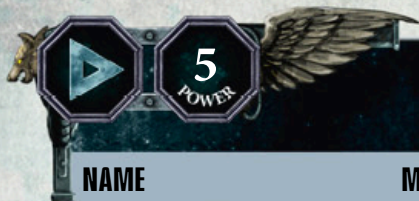
Infiltrator with bolt pistol and marksman bolt carbine



Infiltrator with Infiltrator comms array



Infiltrator with marksman bolt carbine



INCURSORS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Incursor	6"	3+	3+	4	4	2	2	7	3+
Incursor Pack Leader	6"	3+	3+	4	4	2	3	8	3+
This unit contains 1 Incursor Pack Leader and 4 Incursors. It can additionally contain up to 5 Incursors (Power Rating +5). Every model is equipped with: bolt pistol; oculus bolt carbine; paired combat blades; frag grenades; krak grenades. Every model has smoke grenades.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Oculus bolt carbine	24"	Rapid Fire 1		4	0	1	When resolving an attack made with this weapon, the target does not receive the benefit of cover to its saving throw.		
Paired combat blades	Melee	Melee		User	0	1	When resolving an attack made with this weapon, an unmodified hit roll of 6 scores 2 hits instead of 1.		
Frag grenades	6"	Grenade D6		3	0	1	-		
Krak grenades	6"	Grenade 1		6	-1	D3	-		
WARGEAR OPTIONS	• 1 Incursor can additionally have a haywire mine.								
ABILITIES	Angels of Death (pg 38)						Combat Squads: If this unit contains 10 models, then during deployment, before any units have been set up, it can be divided into two units of 5 models.		
	Haywire Mine: In your Movement phase, one model in your army with a haywire mine that has not been primed can prime it. At any point during that model's move, place one Primed Haywire Mine within 1" of it, more than 3" away from any enemy models and more than 6" away from any other Primed Haywire Mines. If an enemy unit moves within 3" of that Primed Haywire Mine, roll one D6; on a 2+ that enemy unit suffers D3 mortal wounds. If that unit is a VEHICLE, it suffers D3+1 mortal wounds instead. That Primed Haywire Mine is then removed from play.						Concealed Positions: When you set up this unit during deployment, it can be set up anywhere on the battlefield that is more than 9" away from the enemy deployment zone and any enemy models.		
	The Primed Haywire Mine is represented by the Primed Haywire Mine model, but does not count as a model for any rules purposes.						Multi-spectrum array: When resolving an attack made with a ranged weapon by a model in this unit, ignore hit roll modifiers and Ballistic Skill modifiers.		
							Smoke Grenades: Once per battle, instead of shooting in your Shooting phase, this unit can use its smoke grenades. Until the start of your next Shooting phase, when resolving an attack made with a ranged weapon against this model, subtract 1 from the hit roll.		
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	INFANTRY, PHOBOS, PRIMARIS, INCURSORS								





INVICTOR TACTICAL WARSUIT

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Invictor Tactical Warsuit	*	*	*	7	6	13	4	8	3+

REMAINING W	M	BS	WS
7-13+	10"	3+	3+
4-6	8"	4+	4+
1-3	6"	5+	5+

An Invictor Tactical Warsuit is a single model equipped with: fragstorm grenade launcher; heavy bolter; incendum cannon; 2 ironhail heavy stubbers; Invictor fist.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Fragstorm grenade launcher	18"	Assault D6	4	0	1	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Incendum cannon	12"	Heavy 2D6	5	-1	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.
Ironhail heavy stubber	36"	Heavy 3	4	-1	1	-
Twin ironhail autocannon	48"	Heavy 6	7	-1	2	-
Invictor fist	Melee	Melee	x2	-3	3	-

WARGEAR OPTIONS • This model can be equipped with 1 twin ironhail autocannon instead of 1 incendum cannon.

ABILITIES		
Angels of Death (pg 38)		Concealed Position: When you set up this model during deployment, it can be set up anywhere on the battlefield that is more than 9" away from the enemy deployment zone and any enemy models.
Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.		Heavy Sidearm: Whilst this model is within 3" of any enemy units, its heavy bolter has a Type characteristic of Pistol 3.

FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

KEYWORDS VEHICLE, INVICTOR TACTICAL WARSUIT



SUPPRESSORS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Suppressor	12"	3+	3+	4	4	2	2	7	3+
Suppressor Pack Leader	12"	3+	3+	4	4	2	3	8	3+

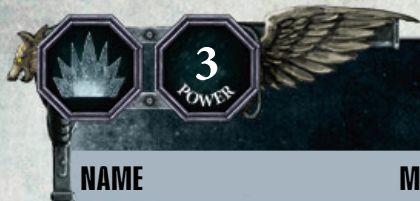
This unit contains 1 Suppressor Pack Leader and 2 Suppressors. Every model is equipped with: accelerator autocannon; bolt pistol; frag grenades; krak grenades. Every model has a grav-chute.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Accelerator autocannon	48"	Heavy 2	7	-2	2	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Frag grenades	6"	Grenade D6	3	0	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-

ABILITIES		
Angels of Death (pg 38)		Smoke Launcher: Once per battle, instead of shooting in your Shooting phase, this unit's Suppressor Pack Leader can use his smoke launcher. If he does, until the start of your next Shooting phase, subtract 1 from hit rolls for attacks made with ranged weapons against this unit.
Grav-chute: During deployment, you can set up this unit in low altitude instead of setting it up on the battlefield. If you do, at the end of one of your Movement phases you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models.		Suppressing Fire: If an enemy model is destroyed as a result of an attack made with an accelerator autocannon by a model in this unit, that enemy model's unit cannot fire Overwatch this turn.

FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

KEYWORDS INFANTRY, JUMP PACK, PRIMARIS, FLY, SUPPRESSORS



ELIMINATORS



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Eliminator	6"	3+	3+	4	4	2	2	7	3+
Eliminator Pack Leader	6"	3+	3+	4	4	2	3	8	3+
This unit contains 1 Eliminator Pack Leader and 2 Eliminators. Every model is equipped with: bolt pistol; bolt sniper rifle; frag grenades; krak grenades. Every model has a camo cloak.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Bolt sniper rifle	When you choose this weapon to shoot with, select one of the profiles below.						This weapon can target units that are not visible to the bearer, and can target a CHARACTER unit even if it is not the closest enemy unit. When resolving an attack made with this weapon, add 2 to the hit roll, and the target does not receive the benefit of cover to its saving throw.		
- Executioner round	36"	Heavy 1		5	-1	1	This weapon can target a CHARACTER unit even if it is not the closest enemy unit.		
- Hyperfrag round	36"	Heavy D3		5	0	1	This weapon can target a CHARACTER unit even if it is not the closest enemy unit.		
- Mortis round	36"	Heavy 1		5	-2	D3	This weapon can target a CHARACTER unit even if it is not the closest enemy unit. When resolving an attack made with this weapon, a wound roll of 6+ inflicts 1 mortal wound on the target in addition to any other damage.		
Instigator bolt carbine	24"	Assault 1		4	-1	2	This weapon can target a CHARACTER even if it is not the closest enemy unit.		
Las fusil	36"	Heavy 1		8	-3	3	-		
Frag grenades	6"	Grenade D6		3	0	1	-		
Krak grenades	6"	Grenade 1		6	-1	D3	-		
WARGEAR OPTIONS	• The Eliminator Pack Leader can be equipped with one of the following instead of 1 bolt sniper rifle: 1 instigator bolt carbine; 1 las fusil. • Every Eliminator can be equipped with 1 las fusil instead of 1 bolt sniper rifle.								
ABILITIES	Angels of Death (pg 38)						Covering Fire: The first time this unit's Eliminator Pack Leader fires Overwatch with an instigator bolt carbine in your opponent's turn, this unit can, after it has resolved its Overwatch, move as if it were your Movement phase (it cannot Advance as part of this move).		
	Camo Cloak: When resolving an attack made with a ranged weapon against a model in this unit whilst it is receiving the benefit of cover, add 2 to the saving throw instead of 1.								
	Guided Aim: Instead of shooting in your Shooting phase, this unit's Eliminator Pack Leader can guide his squad's aim. Until the end of that phase, when resolving an attack made with a ranged weapon by a model in this unit, add 1 to the hit roll and wound roll.						Concealed Positions: When you set up this unit during deployment, it can be set up anywhere on the battlefield that is more than 9" away from the enemy deployment zone and any enemy models.		
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	INFANTRY, PHOBOS, PRIMARIS, ELIMINATORS								



REPULSOR EXECUTIONER

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
Repulsor Executioner	★	6+	★	8	8	16	★	9	3+	9-16+	10"	3+	6
A Repulsor Executioner is a single model equipped with: fragstorm grenade launcher; heavy onslaught gatling cannon; Icarus rocket pod; 2 krakstorm grenade launchers; macro plasma incinerator; 2 storm bolters; twin heavy bolter; 2 twin Icarus ironhail heavy stubbers.										5-8	5"	4+	D6
										1-4	3"	5+	1
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Fragstorm grenade launcher	18"	Assault D6		4	0	1	-						
Heavy laser destroyer	72"	Heavy 2		10	-4	D6	When resolving an attack made with this weapon, a damage roll of 1 or 2 counts as 3 instead.						
Heavy onslaught gatling cannon	30"	Heavy 12		5	-1	1	-						
Icarus rocket pod	24"	Heavy D3		7	-1	2	When resolving an attack made with this weapon, add 1 to the hit roll if the target can FLY ; otherwise subtract 1 from the hit roll.						
Ironhail heavy stubber	36"	Heavy 3		4	-1	1	-						
Krakstorm grenade launcher	18"	Assault 1		6	-1	D3	-						
Macro plasma incinerator	When you choose this weapon to shoot with, select one of the profiles below.												
- Standard	36"	Heavy D6		8	-4	1	-						
- Supercharge	36"	Heavy D6		9	-4	2	For each hit roll of 1 made for attacks with this weapon, the bearer suffers 1 mortal wound after shooting this weapon.						
Storm bolter	24"	Rapid Fire 2		4	0	1	-						
Twin heavy bolter	36"	Heavy 6		5	-1	1	-						
Twin Icarus ironhail heavy stubber	36"	Heavy 6		4	-1	1	When resolving an attack made with this weapon, add 1 to the hit roll if the target can FLY ; otherwise subtract 1 from the hit roll.						
WARGEAR OPTIONS	- This model can be equipped with 1 heavy laser destroyer instead of 1 macro plasma incinerator. - This model can additionally be equipped with 1 ironhail heavy stubber.												
ABILITIES	Angels of Death (pg 38) Aquilon Optics: If, in your Movement phase, this model does not move or moves a distance less than half its Move characteristic, it can shoot with its heavy laser destroyer or macro plasma incinerator twice in the following Shooting phase (the weapon must target the same unit both times). Repulsor Field: If any units with this ability are chosen as targets of a charge, subtract 2 from the charge roll. Hover Tank: Distances are always measured to and from this model's hull. Power of the Machine Spirit: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons. 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.												
TRANSPORT	This model has a transport capacity of 6 SPACE WOLVES PRIMARIS INFANTRY models. Each MK X GRAVIS model takes up the space of 2 other models. It cannot transport JUMP PACK models.												
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES												
KEYWORDS	VEHICLE, TRANSPORT, FLY, REPULSOR, REPULSOR EXECUTIONER												



IMPULSOR

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Impulsor	*	6+	*	7	7	11	*	8	3+

REMAINING W	M	BS	A
6-11+	14"	3+	3
3-5	7"	4+	D3
1-2	4"	5+	1

An Impulsor is a single model equipped with: 2 storm bolters.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bellicatus missile array	When you choose this weapon to shoot with, select one of the profiles below.					
- Krak missiles	48"	Heavy 1	8	-2	D6	-
- Frag missiles	48"	Heavy D6	4	0	1	-
- Icarus missiles	48"	Heavy D3	7	-1	D3	When resolving an attack made with this weapon, add 1 to the hit roll if the target can FLY ; otherwise subtract 1 from the hit roll.
Fragstorm grenade launcher	18"	Assault D6	4	0	1	-
Ironhail heavy stubber	36"	Heavy 3	4	-1	1	-
Ironhail skytalon array	36"	Heavy 6	4	-1	1	When resolving an attack made with this weapon, add 1 to the hit roll and 1 to the wound roll if the target can FLY ; otherwise subtract 1 from the hit roll.
Storm bolter	24"	Rapid Fire 2	4	0	1	-

WARGEAR OPTIONS

- This model can additionally be equipped with 1 ironhail heavy stubber.
- This model can be equipped with 2 fragstorm grenade launchers instead of 2 storm bolters.
- This model can have a shield dome or an orbital comms array, or can be equipped with one of the following: 1 bellicatus missile array; 1 ironhail skytalon array.

ABILITIES

Angels of Death (pg 38)

Hover Tank: Distances are always measured to and from this model's hull.

Repulsor Field: If any units with this ability are chosen as targets of a charge, subtract 2 from the charge roll.

Assault Vehicle: After this model moves in your Movement phase, if this model did not Advance, any units embarked aboard it can disembark. Units that do so cannot be chosen to charge with that turn.

Shield Dome: A model with a shield dome has a 4+ invulnerable save.

Orbital Comms Array: In your Shooting phase, one model in your army with an orbital comms array that has not been used can use it to call in an orbital barrage. If it does, select one point on the battlefield and roll one D6 for each unit within D6" of that point, subtracting 1 from the result if the unit being rolled for is a **CHARACTER**. On a 4+ the unit being rolled for suffers D3 mortal wounds.

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.

TRANSPORT

This model has a transport capacity of 6 **SPACE WOLVES PRIMARIS INFANTRY** models. It cannot transport **JUMP PACK** or **MK X GRAVIS** models.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

KEYWORDS

VEHICLE, TRANSPORT, FLY, IMPULSOR





LORDS OF WINTER AND WAR

In this section you'll find additional rules for Battle-forged armies that include **SPACE WOLVES** Detachments – that is, Detachments that only include **SPACE WOLVES** units. These include new Warlord Traits, Stratagems, Relics and psychic powers that help to reflect the tactics used by the sons of Leman Russ on the battlefield.

ABILITIES

SPACE WOLVES Detachments gain the Defenders of Humanity ability (see *Codex: Space Wolves*) and Hunters Unleashed. In addition, units from your army with the Combat Doctrines ability (pg 39) gain the Savage Fury ability so long as, with the exception of **UNALIGNED** units, every unit from your army is a **SPACE WOLVES** unit.

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.

Whilst the Assault Doctrine is active, if an unmodified hit roll of 6 is made for an attack made with a melee weapon by a unit with this ability, that attack scores 1 additional hit on the target.

HUNTERS UNLEASHED

In any turn in which a unit with this ability made a charge move, was charged or performed a Heroic Intervention, you can add 1 to its hit rolls in the Fight phase. In addition, **CHARACTERS** with this ability can perform a Heroic Intervention if, after the enemy has completed all of their charge moves, there are any enemy units within 6" of them. They can move up to 6" when performing a Heroic Intervention, so long as they end the move closer to the nearest enemy model.



VANGUARD WARLORD TRAITS

Primaris Space Wolves officers have all received advanced training in the Vanguard arts of war, and have honed their skills on a number of battlefields. Masters of stealth tactics and covert warfare, they have wreaked terrible damage on all manner of the Emperor's foes.

If a **SPACE WOLVES PHOBOS CHARACTER** model is your Warlord, you can use the Vanguard Warlord Traits table below to determine what Warlord Trait they have instead of the Warlord Traits table from *Codex: Space Wolves*.

VANGUARD WARLORD TRAITS

1 SHOOT AND FADE

This warrior harries the foe before returning to the shadows.

At the start of your Shooting phase, you can select one friendly **SPACE WOLVES PHOBOS** unit within 6" of this Warlord. After shooting with that unit, it can move as if it were your Movement phase; if it does, it must Advance and cannot declare a charge in the following Charge phase.

2 LORD OF DECEIT

This leader is adept at subterfuge and spreading misinformation.

At the start of the first battle round, before the first turn begins, select up to three friendly **SPACE WOLVES PHOBOS** units on the battlefield. Remove them from the battlefield and set them up again as described in the Deployment section of the mission (if both players have abilities that redeploy units, roll off; the winner chooses who redeploys their units first).

3 MASTER OF THE VANGUARD

This Space Marine is a living legend of the Vanguard formations, and an inspiration to his battle-brothers.

Add 1" to the Move characteristic of friendly **SPACE WOLVES PHOBOS** units whilst they are within 6" of this Warlord. Add 1 to Advance rolls and charge rolls made for friendly **SPACE WOLVES PHOBOS** units whilst they are within 6" of this Warlord.

4 STEALTH ADEPT

So masterfully does this Warlord slip through enemy territory, that he appears to the foe as little more than a spectre.

When resolving an attack made against this Warlord, subtract 1 from the hit roll.

5 TARGET PRIORITY

This tactician is constantly seeking prime targets.

At the start of your Shooting phase, select one friendly **SPACE WOLVES PHOBOS** unit within 3" of this Warlord; until the end of that phase, when resolving an attack made with a ranged weapon by a model in that unit, add 1 to the hit roll.

6 MARKSMAN'S HONOURS

This Warlord is one of the finest sharpshooters in the galaxy.

Add 1 to the Damage characteristic of ranged weapons this Warlord is equipped with. This does not apply to grenades or Relics.

SPACE WOLVES STRATAGEMS

If your army is Battle-forged and includes any SPACE WOLVES Detachments (excluding Auxiliary Support Detachments), you have access to the Stratagems shown below and can spend Command Points to activate them. These reflect the unique strategies used by the Space Wolves on the battlefield.

1CP

DUTY ETERNAL

Space Wolves Stratagem

Having tasted death before, the Dreadnought pilot is determined to do his duty before his end finally comes.

Use this Stratagem in any phase when an **SPACE WOLVES DREADNOUGHT** model in your army is chosen as the target for an attack. Until the end of that phase, when resolving an attack made against that model, halve the damage inflicted (rounding up).

1/2CP

VETERAN INTERCESSORS

Space Wolves Stratagem

This squad has been noted for exemplary service.

Use this Stratagem before the battle. Select one **INTERCESSORS** unit from your army that contains 5 models for 1 Command Point, or one **INTERCESSORS** unit from your army that contains 6 or more models for 2 Command Points. Add 1 to the Attacks and Leadership characteristics of models in that unit. Each **INTERCESSORS** unit can only be selected for this Stratagem once per battle.

2CP

BOLTSTORM

Space Wolves Stratagem

The sons of Russ unleash an inescapable hail of fire.

Use this Stratagem at the start of your Shooting phase. Select one **INTERCESSORS** unit from your army. Until the end of that phase, auto bolt rifles that models in that unit are equipped with gain the following ability: 'When resolving an attack made with this weapon against a target that is within half range, do not make a hit roll: it automatically scores a hit.'

1CP

HAMMER OF WRATH

Space Wolves Stratagem

Launching themselves into the enemy ranks, the Space Wolves crash into combat with bone-breaking force.

Use this Stratagem in your Charge phase when a **JUMP PACK** unit from your army finishes a charge move. For each model in that unit, you can select one enemy unit within 1" of that model and roll one D6; on a 5+ that enemy unit suffers 1 mortal wound.

2CP

RAPID FIRE

Space Wolves Stratagem

The combination of post-human reflexes and rigid bolter drills produce a devastating rate of firepower.

Use this Stratagem at the start of your Shooting phase. Select one **INTERCESSORS** unit from your army. Until the end of that phase, bolt rifles that models in that unit are equipped with have a Type characteristic of Rapid Fire 2.

1CP

HERO OF THE CHAPTER

Space Wolves Stratagem

Every Space Wolves warrior is a champion in their own right.

Use this Stratagem before the battle, after nominating your Warlord. Select one **SPACE WOLVES CHARACTER** model in your army that is not your Warlord and determine one Warlord Trait for it; it is regarded as your Warlord for the purposes of that Warlord Trait. Each Warlord Trait in your army must be unique (if randomly generated, re-roll duplicate results). You can only use this Stratagem once per battle.

1CP

BIG GUNS NEVER TIRE

Space Wolves Stratagem

None can stay the Space Wolves' armoured wrath.

Use this Stratagem in your Shooting phase, when a **SPACE WOLVES VEHICLE** unit from your army is chosen to shoot with. Until the end of that phase, that unit does not suffer the penalty for moving and firing Heavy weapons.

1CP

FURY OF THE CHAMPIONS*Space Wolves Stratagem*

When the fighting is at its fiercest, the Terminators of the Space Wolves truly show their quality.

Use this Stratagem in any phase. Select one **SPACE WOLVES TERMINATOR** unit from your army. Until the end of that phase, when resolving an attack made by a model in that unit, add 1 to the hit roll.

0CP

KNOWLEDGE OF THE FOE*Space Wolves Stratagem*

Many Space Wolves make full use of their Omophagea.

Use this Stratagem in the Fight phase when an enemy **CHARACTER** is destroyed by an attack made by a **SPACE WOLVES** model in your army. You receive 1 Command Point.

1CP

COUNTER-CHARGE*Space Wolves Stratagem*

To the Space Wolves, attack is the best form of defence.

Use this Stratagem in your opponent's Charge phase. Select one **SPACE WOLVES** unit from your army. Until the end of that phase, that unit can perform a Heroic Intervention as if it were a **CHARACTER**. In addition, it can perform a Heroic Intervention if there are any enemy units within 6" of it, instead of 3", and when doing so can move up to 6" instead of 3".

1CP

CRUSHING ASSAULT*Space Wolves Stratagem*

With physiques more akin to Terran rhinoceroses than Terran canines, a Thunderwolf charge is deadly indeed.

Use this Stratagem in your Charge phase when a **THUNDERWOLF CAVALRY** unit from your army finishes a charge move. For each model in that unit, you can select one enemy unit within 1" of that model and roll one D6; on a 2+ that enemy unit suffers 1 mortal wound.

1CP

TOUGH OF THE WILD*Space Wolves Stratagem*

Space Wolves are ferocious fighters.

Use this Stratagem in the Fight phase. Select one **SPACE WOLVES CHARACTER** model in your army. Until the end of that phase, when resolving an attack made by that model, an unmodified hit roll of 4+ scores 1 additional hit.

1CP

VICIOUS EXECUTIONERS*Space Wolves Stratagem*

Veterans of many wars, Wolf Guard are ferocious warriors who stop at nothing to slay their foes.

Use this Stratagem in the Fight phase when a **WOLF GUARD** unit from your army is chosen to fight with. Until the end of that phase, when resolving an attack made by a model in that unit against an **INFANTRY** unit, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any other damage.

1CP

PACK HUNTERS*Space Wolves Stratagem*

Fenrisian Wolves see sons of Russ as true packmates

Use this Stratagem in the Fight phase when a **FENRISIAN WOLVES** or **CYBERWOLVES** unit from your army is chosen to fight with. Until the end of that phase, when resolving an attack made by a model in that unit, if that unit is within 3" of a friendly **SPACE WOLVES INFANTRY** unit or **SPACE WOLVES CAVALRY** unit, you can re-roll the hit roll.

1CP

STORM STRIKE*Space Wolves Stratagem*

Skilled Stormfang pilots know precisely how and when to use their helfrost destructors to greatest effect.

Use this Stratagem in your Shooting phase when a **STORMFANG GUNSHIP** model from your army is chosen to shoot with. Until the end of that phase, when resolving an attack made with a helfrost destructor by that model, add 1 to the hit, wound and damage rolls.

1CP

GENE-WROUGHT MIGHT*Space Wolves Stratagem*

Primaris Space Wolves can deliver devastating blows, their strength derived from arcane bio-tech.

Use this Stratagem in the Fight phase, when a **PRIMARIS INFANTRY** unit from your army is chosen to fight with. Until the end of that phase, when resolving an attack made with a melee weapon by a model in that unit, an unmodified hit roll of 6 automatically scores a hit and successfully wounds the target (do not make a wound roll). If that unit is benefiting from the Savage Fury ability, the additional hit successfully wounds the target (do not make a wound roll).

3CP

TARGET SIGHTED*Space Wolves Stratagem**Intercessors pick out the enemy with pinpoint accuracy.*

Use this Stratagem at the start of your Shooting phase. Select one **INTERCESSORS** unit from your army. Until the end of that phase, stalker bolt rifles that models in that unit are equipped with gain the following ability: 'This weapon can target a **CHARACTER** unit even if it is not the closest enemy unit. When resolving an attack made with this weapon, a wound roll of 6+ inflicts 1 mortal wound on the target in addition to any other damage.'

1CP

STEADY ADVANCE*Space Wolves Stratagem**A measured advance allows Space Wolves squads to unleash a steady stream of bolter fire.*

Use this Stratagem in your Shooting phase, when a **SPACE WOLVES INFANTRY** unit from your army is chosen to shoot with. Until the end of that phase, for the purposes of the Bolter Discipline ability, that unit is treated as if it had Remained Stationary in your previous Movement phase.

1CP

HUNTER-SLAYER MISSILE*Space Wolves Stratagem**Hunter-slayer missiles eliminate priority targets.*

Use this Stratagem in your Shooting phase. Select one **REPULSOR** model in your army to launch a hunter-slayer missile, then select one enemy **VEHICLE** unit or **MONSTER** unit within 48" of that model that is not within 1" of any units from your army. Roll one D6; if the result is equal to or greater than that model's Ballistic Skill, that unit suffers D3 mortal wounds. Each **REPULSOR** model can only be selected for this Stratagem once per battle.

2CP

TRANSHUMAN PHYSIOLOGY*Space Wolves Stratagem**Space Wolves have reserves of willpower that allow them to fight through even the most grievous of wounds.*

Use this Stratagem in any phase when a **SPACE WOLVES** unit from your army that is not a **VEHICLE** or a **SERVITOR** is chosen as a target for an attack. Until the end of that phase, when resolving an attack made against that unit, an unmodified wound roll of 1-3 always fails, irrespective of any abilities that the weapon or the model making that attack has.

2CP

SKILLED RIDERS*Space Wolves Stratagem**Bikers and Land Speeders rely on their superhuman reflexes to weave around incoming fire.*

Use this Stratagem in your Movement phase. Select one **SPACE WOLVES BIKER** unit or **SPACE WOLVES LAND SPEEDER** unit from your army. If that unit moves that phase, then models in that unit have a 4+ invulnerable save against attacks made with ranged weapons until the start of your next Movement phase. If that unit Advances that phase, models in that unit instead have a 3+ invulnerable save against attacks made with ranged weapons until the start of your next Movement phase.

1CP

SKYFIRE*Space Wolves Stratagem**Advanced auspex arrays track the enemy aircraft.*

Use this Stratagem in your Shooting phase, when a **HUNTER** or **STALKER** model in your army is chosen to shoot with. Until the end of that phase, that model can only target units that can **FLY**; when resolving an attack made by that model, add 1 to the hit roll and wound roll, and on an unmodified wound roll of 6, double the damage inflicted.

2CP

VENGEANCE OF THE MACHINE SPIRIT*Space Wolves Stratagem**The raging machine spirit wreaks havoc on the enemy.*

Use this Stratagem when a **SPACE WOLVES LAND RAIDER** model, **SPACE WOLVES REPULSOR** model, **SPACE WOLVES STORMRAVEN GUNSHIP** model, **STORMWOLF** model or **STORMFANG** model in your army is destroyed. That model can either automatically explode (do not roll a D6), shoot with one of its ranged weapons as if it were your Shooting phase, or make one attack with one of its melee weapons as if it were the Fight phase (use the top row of that model's damage table when shooting with that ranged weapon or resolving that attack with a melee weapon).

1CP

DEATH GRIP BITE*Space Wolves Stratagem**A foe in a Thunderwolf's jaws is utterly powerless.*

Use this Stratagem in the Fight phase when a **THUNDERWOLF CAVALRY** unit from your army is chosen to fight with. Until the end of that phase, crushing teeth and claws weapons models in that unit are equipped with have a Damage characteristic of 2.

OBSCURATION DISCIPLINE

Those Rune Priests seconded to Vanguard operations are trained in the psychic arts of obscuration and illusion. They weave impenetrable cloaks of warp energy around their battle-brothers, conjure haunting visions to distract and terrify their foes, and ease the Vanguard formations' passage through enemy territory.

Before the battle, generate the psychic powers for **SPACE WOLVES PSYKER** models that know powers from the Obscuration 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. SHROUDING

The psyker uses his mastery of the warp to fog the minds of his enemies, clouding their senses so that his allies appear as nothing more than indistinct shadows.

Shrouding has a warp charge value of 6. If manifested, select one friendly **SPACE WOLVES PHOBOS** unit within 18" of this psyker. Until the start of your next Psychic phase, enemy models can only shoot that unit if it is the closest target that is visible to them or they are firing Overwatch.

2. SOUL SIGHT

The psyker shares his warp-sight with his brethren, causing their eyes to glow with an ethereal light. So empowered, no foe can escape their omniscient gaze; the souls of their targets flare like flaming beacons in the dark.

Soul Sight has a warp charge value of 6. If manifested, select one friendly **SPACE WOLVES PHOBOS** unit within 18" of this psyker. Until the start of your next Psychic phase, when resolving an attack made with a ranged weapon by a model in that unit, you can re-roll the hit roll and the target does not receive the benefit of cover to its saving throw.



3. MIND RAID

The psyker peers into the mind of the foe, raiding their thoughts for secret codes, battle plans, the location of hidden forces and any other tactical information that might be useful. Such brute psychic interrogation doubtless inflicts severe cerebral trauma on its victim.

Mind Raid has a warp charge value of 6. If manifested, select one enemy model within 18" of and visible to this psyker. That model's unit suffers 1 mortal wound. If your army is Battle-forged and that model is a **CHARACTER**, roll 3D6; if the result is equal to or greater than that model's Leadership characteristic, you gain 1 Command Point.

4. HALLUCINATION

The psyker conjures images out of his foes' own memories – from past allies seemingly returned from the dead, to apparitions wrought from their darkest nightmares. Paranoia, confusion and panic reign under such a psychic assault.

Hallucination has a warp charge value of 6. If manifested, select one enemy unit within 18" of and visible to this psyker. Until the start of your next Psychic phase, subtract 1 from that unit's Leadership characteristic. Your opponent then rolls 2D6; if the result is greater than that unit's Leadership characteristic, then until the start of your next Psychic phase, when resolving an attack made by a model in that unit, subtract 1 from the hit roll.

5. TENEBROUS CURSE

As the psyker twists his hand, a psychic bolt lances through his foes' minds. As they reel from the assault, their own shadows seemingly come to life, pulling their casters to the ground with frenzied determination.

Tenebrous Curse has a warp charge value of 6. If manifested, select one enemy unit that cannot **FLY** and is within 18" of and visible to this psyker. That unit suffers 1 mortal wound and, until the start of your next Psychic phase, halve that unit's Move characteristic and the result of any Advance rolls and charge rolls made for it (rounding up).

6. TEMPORAL CORRIDOR

The psyker creates an invisible corridor in which the passage of time is altered, allowing his allies to traverse the battlefield with supernatural swiftness.

Temporal Corridor has a warp charge value of 7. If manifested, select one friendly **SPACE WOLVES PHOBOS** unit within 3" of this psyker. That unit can immediately move as if it were your Movement phase, but it cannot Fall Back as part of this move and must Advance. When the Advance roll is made for that Advance, roll 3D6 and discard two of the results. You cannot use Temporal Corridor on the same unit more than once per Psychic phase.

LITANIES OF BATTLE

Wolf Priests are keepers of their Chapter's lore and traditions. Powerful orators and accomplished warriors both, they provide bellicose counsel to their comrades and act as spiritual bastions for their brothers. The litanies that Wolf Priests intone on the battlefield imbue those around them with fresh determination and martial fury.

Before the battle, generate the litanies for SPACE WOLVES WOLF PRIEST models that know litanies from the Litanies of Battle using the table below. You can either roll one D6 to generate each litany randomly (re-rolling duplicate results), or you can select which litanies the model knows. In addition, if your army is Battle-forged, WOLF PRIESTS in SPACE WOLVES Detachments know the Tale of the Wolf King and the Lord of the Deeps litany in addition to any others they know.

1. LITANY OF FAITH

The Wolf Priest exhorts his charges to steel themselves against even the most dangerous weapons the enemy can bring to bear.

If this litany is inspiring, then when a model in a friendly SPACE WOLVES unit within 6" of this model would lose a wound as a result of a mortal wound, roll one D6; on a 5+ that wound is not lost. This is not cumulative with any similar rules (e.g. the Saga of the Bear Warlord Trait).

2. GATECHISM OF FIRE

The Wolf Priest calls upon his brothers to unleash a relentless storm of close-range firepower.

If this litany is inspiring, select one friendly SPACE WOLVES unit within 6" of this model. When resolving an attack made with a ranged weapon by a model in that unit against the closest visible enemy unit to that model, add 1 to the wound roll.

3. EXHORTATION OF RAGE

The Wolf Priest bellows his fury at the enemy, his brothers surging forwards to strike them down.

If this litany is inspiring, select one friendly SPACE WOLVES unit within 6" of this model. When resolving an attack made with a melee weapon by a model in that unit, on an unmodified hit roll of 6 you can make one additional attack against the same unit using the same weapon. This additional attack cannot generate another attack.

4. MANTRA OF STRENGTH

The Wolf Priest focuses his mind on the purity of the blood that runs through his veins, bestowed upon him by the Primarch himself.

If this litany is inspiring, add 1 to this model's Attacks and Strength characteristics and add 1 to the Damage characteristic of melee weapons this model is equipped with.

5. RECITATION OF FOCUS

The Wolf Priest recites creeds that focus the minds of his brothers to ensure their shots strike true.

If this litany is inspiring, select one friendly SPACE WOLVES unit within 6" of this model. When resolving an attack made with a ranged weapon by a model in that unit, add 1 to the hit roll.

6. CANTICLE OF HATE

Bellying his hatred of the foe, the Wolf Priest leads his brothers in the wholesale destruction of the enemy.

If this litany is inspiring, add 2 to charge rolls made for friendly SPACE WOLVES units whilst they are within 6" of this model. In addition, when a friendly SPACE WOLVES unit makes a pile-in or consolidate move within 6" of this model, models in that unit can move up to an additional 3". This is not cumulative with any other ability that adds to a unit's charge roll or increases the distance it can pile in or consolidate.

SPACE WOLVES: TALE OF THE WOLF KING AND THE LORD OF THE DEEPS

The Wolf Priest recounts the saga of Leman Russ' casting down of the great kraken Gormenjarl, whose teeth were ripped out and used by the Primarch to forge a mighty blade. So inspired, his warriors surge forwards, each seeking to slay the largest foe they can find.

If this litany is inspiring, select one friendly SPACE WOLVES unit within 6" of this model. When resolving an attack made with a melee weapon by a model in that unit against a MONSTER or VEHICLE unit, add 1 to the Damage characteristic of that weapon for that attack.

RELICS OF THE FANG

Each Wolf Lord of Fenris keeps a vast armoury of priceless and deadly artefacts of war. On the eve of battle, they will open these armouries to their chosen warriors. Some of these are storied weapons, millennia old and with great sagas of their own, whilst others are more recently crafted, but no less glorious.

If your army is led by a **SPACE WOLVES** Warlord, you can give one of the following Relics of the Fang to a **SPACE WOLVES CHARACTER** model from your army instead of giving them a Relic from *Codex: Space Wolves*. Named characters (such as Ragnar Blackmane) and **VEHICLES** cannot be given any of the following Relics.

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

MOUNTAIN-BREAKER HELM

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

INFANTRY CHARACTER only. After you have resolved the bearer's attacks in the Fight phase, but 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. If this ability destroys an enemy **CHARACTER**, and the bearer is your Warlord, treat the bearer as having performed their deed of legend (see *Codex: Space Wolves*).

TALISMAN OF STORMS

Appearing as simple tokens or runic stones, these potent adornments – worn by the most storied of Rune Priests – are attuned to the tides of the immaterium. As the wearer commands the elements, the wrathful energies of the storm swirls around him to batter his foes.

RUNE PRIEST only. After resolving the first psychic power for the bearer in your Psychic phase, roll one D6 for each enemy unit within 12" of the bearer; on a 4+ that enemy unit suffers 1 mortal wound.

WYRMSPLITTER

At the start of the Season of Fire, Fenrisian tradition dictates that warriors hunt the great sea dragons that inhabit the worlds oceans. The warrior who can slay the largest creature will be granted the honour of bearing this brutal axe, which can split the skull of even the most gargantuan beast with a single blow.

Model with power axe only. This Relic replaces a power axe and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Wyrmsplitter	Melee	Melee	+1	-2	2
Abilities: When resolving an attack made with this weapon against a MONSTER or VEHICLE , this weapon has a Damage characteristic of 4 for that attack.					

STORMSONG

Harek Hawkseye was a patient and skilled hunter, able to pick out and slay even the most evasive prey at long distances. Against the instruction of the Iron Priests, he constantly tinkered with his rifle, and in doing so produced a truly terrifying weapon capable of eliminating even the most evasive foe.

Model equipped with a master-crafted stalker bolt rifle only. This Relic replaces a master-crafted stalker bolt rifle and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Stormsong	36"	Heavy 1	6	-3	3
Abilities: This weapon can target a CHARACTER unit even if it is not the closest enemy unit.					

WYROBANE

The saga of this weapon can be traced back to the Space Wolves invasion of Prospero. Carved with hexagrammic runes, it is the bane of those who would wield fell sorcery against the Emperor's chosen sons.

Model equipped with a runic sword only. This Relic replaces a runic sword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Wyrobane	Melee	Melee	+1	-4	D3
Abilities: When resolving an attack made with this weapon, you can re-roll the wound roll. In addition, if the target of that attack is a PSYKER , this weapon has a Damage characteristic of 3 for that attack.					



ADAMANTINE MANTLE

These rugged cloaks are crafted from the thickest ironweave, and are lined with leather taken from only the fiercest and most resilient of those beasts slain by its wearer. Even the heaviest blow can be turned aside by its unbreakable fabric.

When a model with this Relic would lose a wound, roll one D6; on a 5+ that wound is not lost.

RUNIC ARMOUR

Whilst many see them as uncivilised barbarians, the sons of Russ maintain and craft wargear with the same reverence as any other Chapter. The runic armour crafted in concert between their Rune Priests and Iron Priests are an example of this exquisite craft.

A model with this Relic has a Save characteristic of 2+ and a 5+ invulnerable save.

MORKAI'S TEETH BOLTS

Tipped with slivers of dark, unmelting ice mined from the deepest caves of Fenris, these bolts mark their victims' very spirit, drawing the eye of Morkai to them.

When you give a model this Relic, select one bolt weapon (pg 38) that model is armed 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 a hit is scored, the target unit suffers 1 mortal wound and that unit is marked by Morkai until the end of the turn. When resolving an attack against a unit that is marked by Morkai, re-roll a wound roll of 1.

MASTER-CRAFTED WEAPON

The armouries of each Great Company contain potent weapons crafted by the most skilled of artificers. Those who distinguish themselves in battle may be granted the honour of bearing one of these weapons.

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 Relic of the Fang.

DIGITAL WEAPONS

Digital weapons are concealed lasers fitted into bionic implants or power-armoured gauntlets. Short-ranged and powerful, they can be triggered in the midst of melee to blast the enemy point-blank.

When a model with this Relic fights, it can make 1 additional attack using the close combat weapon profile (see the *Warhammer 40,000* rulebook). When resolving that attack, if a hit is scored the target suffers 1 mortal wound and the attack sequence ends.

COMPANION'S BLADE

Upon announcing the first Great Hunt, Bjorn the Fell-Handed decreed that Russ' armouries be opened and the mightiest sons of Russ be permitted to take up the blades of the Wolf Guard sealed within.

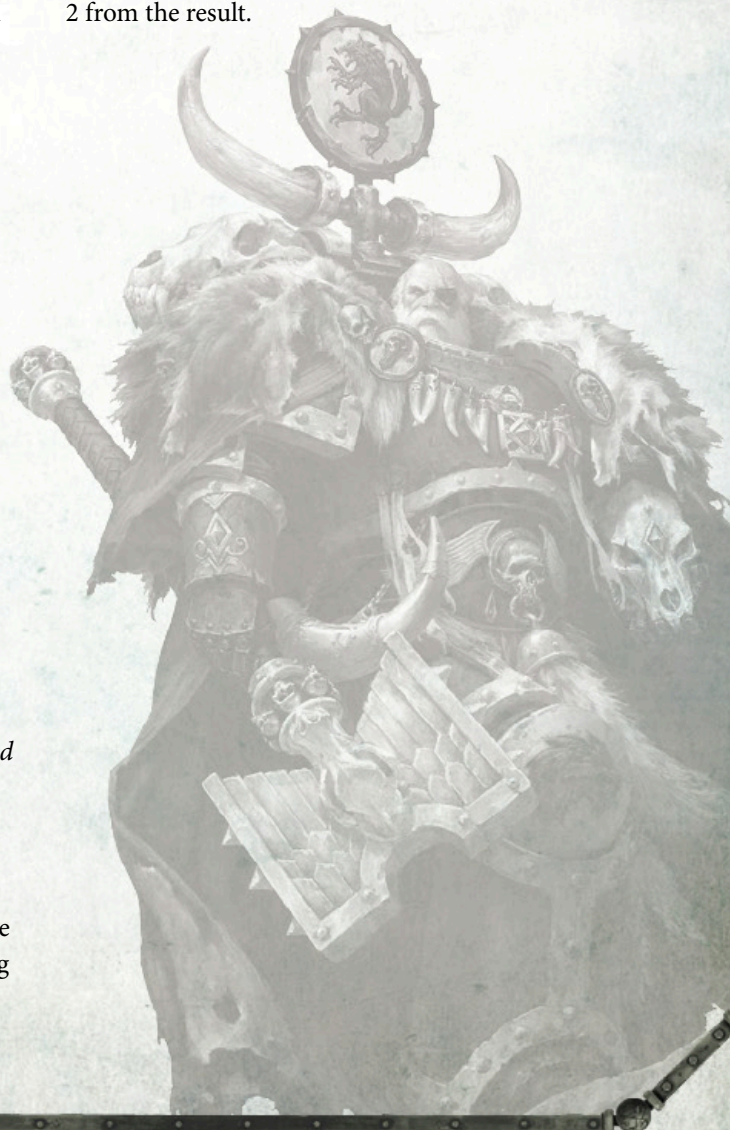
Model with power sword or master-crafted power sword only. This Relic replaces a power sword or master-crafted power sword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Companion's Blade	Melee	Melee	+2	-3	2
Abilities: When resolving an attack made with this weapon, if the bearer is within 3" of another friendly SPACE WOLVES CHARACTER unit, you can re-roll the wound roll.					

WOLF TAIL TALISMAN

Carried for millennia by the sons of Russ as tokens of luck, many consider the carrying of such trinkets to be mere superstition. When taken from creatures who hunted under the light of the Cicatrix Maledictum, however, these innocuous talismans actually bestow their bearer with a measure of protection against malicious magics.

When a Psychic test is taken for an enemy model within 18" of a model from your army with this Relic, subtract 2 from the result.



POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the points costs to determine the total points cost of your army. To do so, simply add together the points costs of all your models and their wargear.

The points values in this book have not been included as they are out of date; for current points values, please refer to the most recent Munitorum Field Manual and/or any relevant supplements which released afterward for this army (e.g. Psychic Awakening).



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SPACE WOLVES NAME GENERATOR

If you wish to randomly generate a name for your mighty heroes of Fenris, you can roll a D66 and consult the table below. You should roll one D66 on the first table to discover your warrior's first name and another 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.

D66	NAME
11	Gunnar
12	Ulfrich
13	Laars
14	Sven
15	Wulfgar
16	Erik
21	Dolf
22	Leif
23	Olaf
24	Torrvald
25	Logan
26	Arnkel
31	Orn
32	Isulf
33	Krom
34	Kodran
35	Baldr
36	Varald
41	Aesir
42	Jorin
43	Brannak
44	Kargir
45	Bran
46	Bjorn
51	Kjarl
52	Berek
53	Bulveye
54	Haldor
55	Ingvarr
56	Karulf
61	Torfin
62	Nesmiv
63	Rurik
64	Ottar
65	Haegr
66	Gnyrll

D66	EPITHET
11	Bluetooth
12	Wolfborn
13	Ghostwolf
14	Icegrip
15	Stormcrow
16	Redhowl
21	Ironaxe
22	Icefang
23	Blackhelm
24	the Red
25	Wyrmslayer
26	Thunderhowl
31	Stormstrider
32	Stoneshield
33	Trollbane
34	Greymane
35	Shortfang
36	Iceblade
41	Warfist
42	the Berserker
43	Wyrdfang
44	Umberclaw
45	Stormhowl
46	Thunderbrow
51	Frostskull
52	Stonehelm
53	Hammerfist
54	Grimfang
55	the Reaver
56	Fellhammer
61	Crowhelm
62	Orksbane
63	Blackblood
64	Stonefist
65	Frostcrow
66	Gunnhilt



ORKS



'We'z da Orks. Dat meanz
we'z da best. Da punchiest, da
hittiest, da fightiest, da meanest,
da fastest. We've got it all.
Except da galaxy. Dat's next.
Them uvver lots don't deserve it.
WAAAGH!

- Ghazghkull Thraka





WAYS OF THE ORK

The rules in this section supplement those found in *Codex: Orks* and can be used in any open play, narrative play or matched play game. They include new datasheets, Stratagems and psychic powers, and new rules for specialist mobs and Kustom Jobs.

New and Updated Units

On pages 69-71 you will find new and updated background information and datasheets for Ghazghkull Thraka and his lucky grot Makari, designed to represent the latest iteration of these Citadel miniatures. You will also find an updated datasheet for a Big Mek with Kustom Force Field.

Note that these datasheets, their wargear and their points values update those found in the 2018 edition of *Codex: Orks*, and should be used in your games of Warhammer 40,000.



Stratagems

If your army is Battle-forged and includes any ORK Detachments, the Stratagems on pages 72-73 can be used in addition to those presented in *Codex: Orks*.

Specialist Mobs

Codex: Orks describes how units from ORK Detachments (excluding those in Super-heavy Auxiliary Detachments) gain a Clan Kultur, so long as every unit in that Detachment is from the same clan. The rules found on pages 74-75 offer an alternative to this, allowing you to create specialist mobs – greenskins who share an enthusiasm for a less common obsession. When you include a <CLAN> unit in your army, instead of nominating

which clan that unit is from, you can instead nominate which specialist mob it is from out of those presented on those pages. Then, if your army is Battle-forged, all <CLAN> units from an ORK Detachment (excluding those in a Super-heavy Auxiliary Detachments) can gain a Subkultur instead of a Clan Kultur, so long as every unit in that Detachment is from the same specialist mob.

Kustom Jobs

On pages 76-77 you will find new rules for Kustom Jobs. These are new upgrades available for various ORK VEHICLE units in your army, courtesy of the genius and experimentation of Ork Meks. These rules can be used with a MEKBOY WORKSHOP or by using the Kustom Job Stratagem found on page 72.

Clan Psychic Powers

On page 78 you will find new psychic powers available to <CLAN> PSYKERS that represent the psychic powers manifested by the different Ork clans. When generating a psychic power for a <CLAN> PSYKER model in your army, you can generate one psychic power from this page instead of generating one from the Power of the Waaagh! discipline in *Codex: Orks*.

Name Generator

On page 79 you will find a useful tool to help you forge a name for the Orks of your Waaagh!, from your mighty Ork Warlord to the lowly Gretchin.

'I don't care if Gork and Mork told 'im 'ez got to bring da Orks togevver and dat the Orks is da bestest. We all knew dat last bit already! Now 'e comes 'ere for a fight? Well, I'll giv 'im one!'

- Last words of Grand Almighty Warlord Gorlad Stompkrumpa 'da Great'

GHAZGHKULL THRAKA

Ghazghkull Mag Uruk Thraka is a mighty prophet of the Waaagh!, capable of rousing billions of Orks into a frenzy of conquest and bloodshed. He is the most influential greenskin in the galaxy, and commands billions to war. After an epic duel with Ragnar Blackmane, he became even more powerful.

Ever since part of Ghazghkull's pulped cerebellum was replaced with adamantium bioniks by Mad Dok Grotznik, the great Ork warlord has believed he is in direct contact with the Ork gods Gork and Mork. An Ork with vision is a rare quality amongst their race, and as one such greenskin, Ghazghkull rose to power in his planet's tribes at incredible speed. He gave impassioned speeches of Ork superiority and of their race's mission to conquer the galaxy, rallying vast numbers to his name and uniting countless warring tribes.

He and his hordes have conquered the Platark Hegemony, brought the fortress world of Crucible to ruin and annihilated the Silver Lions Space Marines Chapter. Twice has he subjected Armageddon to full-

scale invasion, though that world has resisted his enormous efforts thus far.

No Ork can say with certainty what it was that pulled Ghazghkull away from Armageddon. It might have been the colossal outburst of energy that heralded the emergence of the Great Rift. Or perhaps Gork and Mork spoke to him personally as his Weirdboyz convulsed with surging green power. Nevertheless, Ghazghkull now leads Da Great Waaagh!, and his list of conquests grows with each passing year as worlds are sundered and populations slaughtered.

Drawing ever more warbands and tribes to his banner, Ghazghkull's forces overran the Skarskell Sub-sector. There, he also drew the

attention of the Wolf Lord Ragnar Blackmane and his Space Wolves on the world of Krongar, where they fought a titanic duel. Ferocious warriors both, Ghazghkull crushed all but a trace of life from the Space Wolf, but his own head was knocked clean from his shoulders.

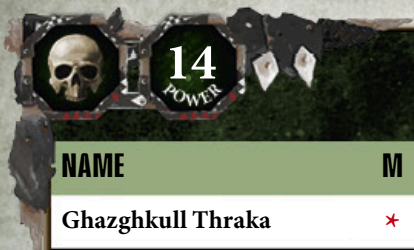
Thraka's Nobz brought his body to Grotznik. The Mad Dok's intensive labours required immense macro capacitors and generated a vortex of green power hundreds of miles wide. Ghazghkull was restored to life, bigger and more powerful than ever. His Orky strength of presence is such that greenskins from light years around are drawn to his power. Da Great Waaagh! has grown to prodigious size, and Ghazghkull is certain he will turn the galaxy green.



MAKARI

One of the more puzzling things about Ghazghkull Thraka is his preference for a pet Grot, known as Makari, to carry his personal standard. This is highly unusual, with most Goffs choosing especially burly Orks to wave their banner of grisly trophies.

Despite the Grot's dubious luck, it is doubtless that the original Makari died long ago, meeting a sticky end following Ghazghkull from battlefield to battlefield. Whoever it actually is that carries Thraka's banner is unknown, but the Prophet of the Waaagh! calls them Makari nonetheless.



GHAZGHKULL THRAKA

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ghazghkull Thraka	*	2+	5+	*	7	12	*	8	2+

REMAINING W	M	S	A
7-12+	7"	7	5
3-6	6"	6	6
1-2	5"	5	7

Ghazghkull Thraka is a single model equipped with: Mork's roar; Gork's klaw; stikkbombs. Only one of this model can be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Mork's roar	36"	Assault 12	5	-1	1	-
Gork's klaw	Melee	Melee	x2	-4	4	-
Stikkbombs	6"	Grenade D6	3	0	1	-

ABILITIES

'Ere We Go, Mob Rule, Dakka! Dakka! Dakka! (see *Codex: Orks*)

Great Waaagh! ~~Friendly ORK INFANTRY units within 6" of this model can be chosen to charge with even if they Advanced this turn.~~ In addition, add 1 to the Attacks characteristic of models in friendly ORK INFANTRY units whilst their unit is within 6" of this model, if their unit made a charge move this turn.

Da Boss is Watchin': When a friendly ORK unit within 6" of this model fails a Morale test, this model can restore order in a brutal display of violence. If it does, that unit suffers D3 mortal wounds and that Morale test is treated as having been passed.

Prophet of Gork and Mork: This model has a 4+ invulnerable save. In addition, this model can only lose a maximum of 4 wounds in each phase.

Goffs is da Best: Re-roll hit rolls of 1 for attacks made with melee weapons by models in friendly GOFF ORK units whilst their unit is within 6" of this model.

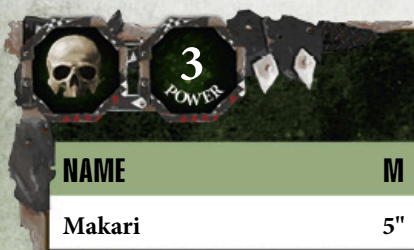
~~**Grand Warboss:** This model can be included in an ORK Detachment without preventing other units from that Detachment from gaining a Clan Kultur.~~ Note, however, that this model does not benefit from any Clan Kultur unless the Clan Kultur selected for that Detachment is the Goffs Clan Kultur.

FACTION KEYWORDS

ORK, GOFF

KEYWORDS

CHARACTER, MONSTER, WARBOSS, GHAZGHKULL THRAKA



MAKARI

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Makari	5"	4+	4+	3	3	4	2	6	6+

Makari is a single model equipped with: Makari's stabba. Only one of this model can be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Makari's stabba	Melee	Melee	User	0	1	When resolving an attack made with this weapon, a wound roll of 6+ inflicts D3 mortal wounds on the target and the attack sequence ends.

ABILITIES



Ghazghkull's Waaagh! Banner: When a model in a friendly GOFF ORK unit within 6" of this model would lose a wound, and this model is within 3" of a friendly GHAZGHKULL THRAKA unit, roll one D6; on a 6+ that wound is not lost.

Accidental Figurehead: Friendly GOFF GRETCHIN units can use this model's Leadership instead of their own whilst they are within 12" of this model.

Suspiciously Lucky: This model has a 2+ invulnerable save.

Keep up!: At the start of your Movement phase, if this model is within 3" of a friendly GHAZGHKULL THRAKA unit, add 2" to this model's Move characteristic until the end of that phase.

FACTION KEYWORDS

ORK, GOFF

KEYWORDS

CHARACTER, INFANTRY, GRETCHIN, MAKARI




BIG MEK

WITH KUSTOM FORCE FIELD

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Big Mek with Kustom Force Field	5"	3+	5+	5	4	4	3	7	4+
Grot Oiler	5"	5+	4+	2	2	1	1	4	6+

A Big Mek with Kustom Force Field is a single model equipped with: slugga, choppa, stikkbombs. It can be accompanied by a Grot Oiler.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Slugga	12"	Pistol 1	4	0	1	-
Choppa	Melee	Melee	User	0	1	When the bearer fights, it makes 1 additional attack with this weapon.
Stikkbombs	6"	Grenade D6	3	0	1	-

ABILITIES	'Ere We Go, Mob Rule, Dakka! Dakka! Dakka! (see <i>Codex: Orks</i>) Kustom Force Field: Friendly <CLAN> units have a 5+ invulnerable save whilst they are wholly within 9" of this model. Big Mekaniak: At the end of your Movement phase, this model can repair a single friendly <CLAN> VEHICLE model within 3". That model regains D3 lost wounds. A model can only be repaired once per turn.	Grot Oiler: Once per battle, a Grot Oiler can assist its master in making repairs. If it does so, the model being repaired regains 1 additional lost wound. When rolling to wound this unit, use the Big Mek's Toughness characteristic while it is on the battlefield. The death of a Grot Oiler is ignored for the purposes of Morale tests. The Grot Oiler is considered to have the CHARACTER keyword for the purposes of shooting attacks.
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FACTION KEYWORDS	ORK, <CLAN>
KEYWORDS (BIG MEK)	CHARACTER, INFANTRY, BIG MEK
KEYWORDS (GROT OILER)	INFANTRY, GRETCHIN, GROT OILER

NAMED CHARACTERS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
See latest Munitorum Field Manual and/or recent relevant supplements		

UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
See latest Munitorum Field Manual and/or recent relevant supplements		



ORK STRATAGEMS

If your army is Battle-forged and includes any ORK Detachments (excluding Auxiliary Support Detachments), you have access to the Stratagems shown below, meaning you can spend Command Points to activate them.

1CP

KUSTOM JOB

Orks Stratagem

Some Ork warbands take particular delight in kustomising their wargear.

Use this Stratagem before the battle. Your army can have one additional Kustom Job (pg 76-77). All of the Kustom Jobs that you include must be different and be given to different units.

1CP

DA BIGGEST BOSS

Orks Stratagem

The bigger the Waaagh!, the bigger the Waaagh!-lord. These brutes are gigantic, savage killers.

Use this Stratagem before the battle. Select one **WARBOSS** model in your army. Add 1 to that model's Wounds and Attacks characteristics and it gains a 4+ invulnerable save. You can only use this Stratagem once per battle, and only if your army does not include **GHAZGHKULL THRAKA**.

1CP

DA KLEVEREST BOSS

Orks Stratagem

Some Ork Warbands are led by insane Mek Bosses.

Use this Stratagem before the battle. Select one **BIG MEK** model in your army. Add 1 to that model's Wounds and Attacks characteristics and change its Weapon Skill to 2+. You can only use this Stratagem once per battle, and only if your army does not include **MEK BOSS BUZZGOB**.

1CP

KLEVER SPANNER

Orks Stratagem

Some minor Mekboyz put their twisted genius to good use with the Lootas and Burna Boyz.

Use this Stratagem before the battle. Select one **LOOTAS** or **BURNA BOYZ** unit from your army that contains 9 or less models for 1CP, or one **LOOTAS** or **BURNA BOYZ** unit from your army that contains 10 or more models for 2CP. Whilst that unit contains one or more Spanners, you can roll one additional dice and discard one when determining the number of shots for burnas or deffguns equipped on models in that unit. Each unit can only be selected for this Stratagem once per battle.

1CP

GROT BUMPER

Orks Stratagem

The lunatic crews of Snazzwagons are highly amused by strapping gretchin to the front of their vehicles.

Use this Stratagem in your opponent's Shooting phase, when an attack made with a ranged weapon successfully wounds a **BOOMDAKKA SNAZZWAGON** model in your army. The saving throw is automatically passed (do not roll). Each unit can only benefit from this Stratagem once per battle.

1CP

DA BURNIN' HIGHWAY

Orks Stratagem

With hoots of glee, Grot passengers pull their fire-levers extra hard, unleashing even more flames than usual.

Use this Stratagem in your Shooting phase, when a **KUSTOM BOOSTA-BLASTA** unit from your army is chosen to shoot with. Until the start of your next turn, change the characteristics of that unit's burna exhausts as follows: Range 10", Assault 3, Strength 5, AP -1.

1CP

TEMPERAMENTAL SHOKK DRIVE

Orks Stratagem

It is not unheard of for a Shokkjump Dragsta's generator-assemblies to spontaneously spin into life.

Use this Stratagem in your Shooting phase, after shooting with a **SHOKKJUMP DRAGSTA** unit from your army. That unit immediately Advances and the result is a 4+ (do not roll).

1CP**FLYIN' 'EADBUTT***Orks Stratagem*

Some Ork pilots, perhaps not the brightest, realise that their flyers are deadly weapons in their own right.

Use this Stratagem at the end of your Movement phase. Select one **ORK** unit from your army that has the **Flyer** battlefield role. That model is reduced to 0 wounds and automatically crashes and burns (do not roll).

2CP**UNSTOPPABLE MOMENTUM***Orks Stratagem*

Orks drive their mounts into the foe at ferocious speeds, ploughing straight through into enemies behind.

Use this Stratagem in your Charge phase, when an **ORK** unit from your army has finished a charge move and dealt one or more mortal wounds to an enemy unit. If that **ORK** unit is no longer within 1" of an enemy unit, it can immediately be chosen to charge with again.

1CP**FULL SPEED LADZ!***Orks Stratagem*

Eager to see what happens to the enemy when they hit them at full pelt, Ork bikers accelerate extra hard.

Use this Stratagem in your Charge phase, after charging with an **ORK BIKER** or **DEFFKILLA WARTRIKE** unit from your army. Until the end of the turn, add 1 to that unit's Strength characteristic.

1CP**WILDFIRE***Orks Stratagem*

The most insane Burna-bommer pilots add all kinds of strange chemical and solutions into the burna bombs.

Use this Stratagem in your Movement phase, after selecting an enemy unit for the burna bombs ability of a **BURNA-BOMMER** unit from your army. Select one other enemy unit within 6" of the unit you selected. Roll one D6 for each model in that additional unit, up to a maximum of 10 dice. For each roll of 5+ that unit suffers 1 mortal wound. This Stratagem is not affected by the Arsonists Subkultur.

1CP**SQUIG BOMBS***Orks Stratagem*

Strapped with deadly explosives, squig bombs clamp themselves to the foe with their massive jaws.

Use this Stratagem in your Movement phase, after moving a **BLITZA-BOMMER** model from your army. Until the end of that phase, add 1 to rolls made for that model's boom bomb ability.

1CP**DREADED DEATH MACHINE***Orks Stratagem*

As the insane Ork piloting the Deff Dread kills more enemies, the more frenzied they become.

Use this Stratagem in the Fight phase, when a **DEFF DREADS** unit from your army is chosen to fight with. Until the end of the phase, each time an enemy model is destroyed as a result of an attack made by that unit, you can immediately make an additional attack against the same target using the same weapon. These additional attacks cannot themselves generate any further attacks.

2CP**SPESHUL SHELLS***Orks Stratagem*

Nothing helps a round to travel further than stuffing it full of extra propellant.

Use this Stratagem in your Shooting phase, when a **FLASH GITZ** unit from your army is chosen to shoot with. Until the end of the phase, increase the range of Snazzguns models in that unit are equipped with by 12".

1CP**HIT 'EM HARDER***Orks Stratagem*

When faced with a tougher enemy, the first and best Ork strategy is always to hit them harder.

Use this Stratagem in the Fight phase, when a **MEGANOBZ** unit from your army is chosen to fight with. Until the end of that phase, add 1 to the Damage characteristic of melee weapons models in that unit are equipped with.

1CP**PATCH UP***Orks Stratagem*

With well applied and high quality adhesives, even terrible damage can be temporarily repaired.

Use this Stratagem at the start of any turn. Select one **MORKANAUT**, **GORKANAUT** or **STOMPA** unit from your army. Until the end of the turn, that model is considered to have double the number of wounds remaining for the purposes of determining what row to use on its damage table.

SPECIALIST MOBS

The Orks are a truly numberless race, with an overwhelming predisposition to war, fighting and bloodshed. There are myriad ways for greenskins to embrace their interests, almost as limitless in number as the Orks. Each Ork has their own preferences, and those with similar tastes somehow find each other.

Some Orks form specialist mobs – greenskins who share an enthusiasm for a less common obsession, and group together with other like-minded Orks with a propensity for a certain subculture. When you include a <CLAN> unit in your army, instead of nominating which clan that unit is from, you can instead nominate which specialist mob it is from. You then simply replace the <CLAN> keyword in every instance on that unit's datasheet with the name of your chosen specialist mob. The specialist mobs available are as follows:

- Pyromaniacs
- Huntas
- Boomboyz
- Flyboyz
- Grot Mobs
- Tin 'Eads
- Feral Orks
- Madboyz

For example, if you were to include a Warboss in your army and you decided he was a Tin 'Ead, his <CLAN> Faction keyword is changed to **TIN 'EAD** and his Breakin' Heads ability would then say: 'If a **TIN 'EAD** unit fails a Morale test within 3" of a friendly **TIN 'EAD WARBOSS**, the Warboss can restore order with a brutal display of violence. If they do so, the unit suffers D3 mortal wounds but the Morale test is then considered to have been passed.'



If your army is Battle-forged, all <CLAN> units from an **ORK** Detachment (excluding those in Super-heavy Auxiliary Detachments) can gain a Subkultur instead of a Clan Kultur, so long as every unit in that Detachment is from the same specialist mob. The Subkultur gained depends upon the specialist mob they are from. For example, all units from a **PYROMANIAC** Detachment gain the 'Arsonists' Subkultur. Some specialist mobs specify what models can benefit from its Subkultur. This does not prevent you from including other models of the same specialist mob in that detachment, it simply means those models cannot make use of that Subkultur.

Pyromaniacs – Arsonists

Few things are as entertaining to the Ork race as setting things on fire. No few become pyromaniacs, so obsessed with setting things, enemies and indeed each other on fire that it becomes their sole driving purpose.

You can re-roll any and all of the dice when determining the number of shots made for burnas, skorchas, burna bottles, burna exhausts, killa jets and skorcha missiles equipped on models in a unit with this Subkultur. When resolving an attack made with the melee profile of a burna equipped on a model with this Subkultur, you can re-roll the wound roll. When resolving the burna bombs ability for a unit with this Subkultur, add 1 to each roll.

Huntas – Sneaky Devils

For some Orks it is the killing of an enemy blissfully unaware of their presence that makes them happiest. These greenskins take great pleasure in sneaking up on a foe and plunging a knife into their back.

INFANTRY models only (excluding **GRETCHIN**).

Whilst a model in a unit with this Subkultur is on or within a terrain feature, it gains a 5+ invulnerable save. When resolving an attack made with a melee weapon by a model in a unit with this Subkultur, while that model or any model in the target unit is on or within a terrain feature, improve the weapon's Armour Penetration characteristic by 1 for that attack (e.g. AP -2 becomes AP -3).

Boomboyz – Blow It Up!

The deafeningly loud noise, scattering of debris over a wide area and atomisation of anyone too close make explosives an irresistible lure to many Orks.

Improve the Strength and Armour Penetration characteristics of rokkit and stikkbomb weapons (these are weapons that have the name 'rokkit' or 'stikkbomb' in their profile e.g. rokkit launcha, stikkbomb chukka), as well as tankbusta bombs, wing missiles, kannons, killkannons, deffkannons, da boomer and lobbass equipped on models in a unit with this Subkultur by 1 (e.g. AP -2 becomes AP -3). Note that for combi-weapons, this bonus only applies to attacks made with the rokkit launcha profile.

Flyboyz – Crucial Velocity

Not every Ork is willing to climb into ramshackle aircraft and hurtle at breakneck speed into aerial combat. Those that do

and survive long enough, however, develop incredible skills in the cockpit, becoming flying aces that terrorise the skies wherever they go.

FLY models only. When resolving an attack made with a ranged weapon against a unit with this Subkultur by a model that is more than 1" away, that unit is treated as having the benefit of cover to its saving throw. When resolving an attack made with a melee weapon against a unit with this Subkultur in a turn in which it was more than 1" away from any enemy units at the start of the preceding Charge phase, subtract 1 from the hit roll.

Grot Mobs – Cheeky Zoggerz

Life in Orkish culture is harsh, the strong dominating the weak at every turn. For Gretchin this is experienced more than most, and the embittered greenskins love nothing more than to gang up on others to take out their frustrations.

GRETCHIN models only. Models in a unit with this Subkultur gain a 6+ invulnerable save. When resolving an attack by a **VEHICLE** model in a unit with this Subkultur, re-roll a hit roll of 1.

Tin 'Eads – Krush 'n' Krump!

Big suits of armour and mekanical monstrosities make every Ork feel bigger and punchier. Able to fit even deadlier weapons that inflict even more horrific injuries and deaths than normal choppas and shootas, the Orks in possession of such marvels hit all the harder, if for nothing else than to laugh at the harms they inflict upon their foes.

KILLA KANS, DEFFDREADS, MEGA ARMOUR, MORKANAUTS, GORKANAUTS and STOMPAS only. When resolving an attack made with a melee weapon by a model in a unit with this Subkultur, add 1 to the hit roll.

Feral Orks – Wildboyz

Those Orks that spawn in the aftermath of an Ork invasion after the main Waaagh! has moved on are primitive and savage creatures. They are particularly aggressive close combat fighters, and rush into the fray to close with their enemies as quickly as possible.

WARBOSS, WEIRDBOY, NOBZ and BOYZ only (excluding **BIKER** and **MEGA ARMOUR**). Models in a unit with this Subkultur can pile in up to 6". When making an Advance roll for a unit with this Subkultur, roll two additional dice and discard two of the results.

Madboyz – Frantic

Some greenskins are insane to an extreme, even for the Orks. Psychotic and prone to violence to an extent that makes their presence more harmful than beneficial, even to a race as anarchic as the greenskins, these boyz are often grouped together in deadly units.

INFANTRY and **BIKER** units only (excluding **GRETCHIN**). At the start of each battle round, roll one D3 and consult the table below to establish what effect applies to units with this Subkultur until the end of the battle round. This roll cannot be re-rolled.

1. **Moroniks** : When resolving an attack that targets a unit with this Subkultur, add 1 to the saving throw (invulnerable saving throws are unaffected).
2. **Nuttaz** : Units with this Subkultur automatically pass Morale tests.
3. **Frenzies** : Add 1 to the Strength characteristic of models in a unit with this Subkultur.



KUSTOM JOBS

Ork Meks are true tinkerers and experimenters, constantly hammering, riveting and welding away at hunks of metal, scraps of old machinery and just about anything else they can get their hands on. Their efforts are an endless exercise of trial and error, and the results never mean anything good for their foes.

If your army includes one or more MEKBOY WORKSHOP units, you can give one of the following Kustom Jobs to an ORK unit from your army. In addition, you can take Kustom Jobs by using the Kustom Job Stratagem (pg 72). All of the Kustom Jobs that you include must be different and be given to different units.

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

If a unit that has a Kustom Job is treated as a separate unit once they have been deployed (e.g. Speed Mob, Dread Mob), all of those units retain the Kustom Job.

SQUIG-HIDE TYRES

Scaly squig-hide is the perfect material for the fastest vehicles.

SPEED FREEKS (excluding named characters and units that can FLY), **BATTLEWAGON**, **GUNWAGON**, **BONEBREAKA** or **TRUKK** unit only. Add 2" to the unit's Move characteristic.

SOUPED-UP SPESHUL

The Souped-up Speshul pumps out so much dakka it's as if a plague of buzzer squigs had descended on the battlefield.

BOOMDAKKA SNAZZWAGON unit only. Souped-up Speshul replaces the unit's mek speshul and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Souped-up Speshul	30"	Assault 15	4	-1	1

GYROSCOPIC WHIRLIGIG

These whirly and spinny gubbinz are hammered by Orks on to Shokkjump Dragstas, and somehow help to raise the average number of these vehicles that return from the tears in reality they so regularly plunge into.

SHOKKJUMP DRAGSTA unit only. You can use this unit's Shokk Tunnel ability when Advancing, even if you did not roll a 4+. In addition, this unit does not suffer any mortal wounds as a result of the Shokk Tunnel ability.

SIZZLY RIVETS

These rivets were salvaged from a Stompa that was subject to a failed tellyporta experiment. No Ork knows where it went – all they know is that it made kannons more killy.

KUSTOM BOOSTA BLASTA unit only. When resolving an attack made with a rivet kannon by a model in this unit, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any other damage.

KORKSCREW

Ork eyes spin with barely concealed delight upon seeing this enormous, rapidly revolving drill.

MEGATRAKK SCRAPJET unit only. The first time this unit finishes a consolidation move in each Fight phase, it can immediately fight again.

NITRO-POWERED SQUIGS

With special 'nitro' fuels, the squig launcha can fire at the enemy with much greater power.

RUKKATRUKK SQUIGBUGGY unit only. When resolving an attack made by this unit's squig launcha or heavy squig launcha, add 1 to the wound roll.

GORK'S ROAR

The ear-splitting roar of this massive exhaust incinerates all nearby.

DEFFKILLA WARTRIKE model only. Add 4" to the Range characteristic of this model's killa jet and change the Type characteristic of its burna profile to Assault 6.

DA BOOMER

Da Boomer can reach even more targets than a killkannon.

BATTLEWAGON, **BONEBREAKA** or **GUNWAGON** model with killkannon only. Da Boomer replaces a killkannon and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Da Boomer	36"	Heavy 2D6	8	-2	2

ZAGZAP

The crackling green energies that are fired from this weapon strike with unerring accuracy, drawn like lightning to conductive metals.

BATTLEWAGON, BONEBREAKA or GUNWAGON model with zzap gun only. Zagzap replaces a zzap gun and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Zagzap	36"	Heavy 1	2D6	-3	3
Abilities: When resolving an attack made with this weapon, do not make a hit roll; it automatically scores a hit. Before firing this weapon, roll to determine the Strength of the shot. If the result is 9+, do not make a wound roll. Inflict 3 mortal wounds on the target and the attack sequence ends.					

FORKTRESS

To some Meks, there's just never enough armour.

BATTLEWAGON, BONEBREAKA or GUNWAGON model only. The model has a Save characteristic of 3+ and a 5+ invulnerable save.

PINCHA

This big grabbin' klaw is designed for stealing parts off enemy vehicles to fuel the Meks' mad inventing, and is surprisingly precise for an Ork invention.

Model with grabbin' klaw only. Pincha replaces the model's grabbin' klaw and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Pincha	Melee	Melee	+1	-3	D6
Abilities: Each time the bearer fights, it can only make a single attack with this weapon. When resolving an attack made with this weapon, add 3 to the hit roll if the target is a VEHICLE or MONSTER.					

RED ROLLA

Affixed with additional spikes, the Red Rolla is deadly.

BONEBREAKA model only. Replace the model's Bonebreaka Ram ability with the following: **'Red Rolla:** When this model makes a charge move, add 6 to its Attacks characteristic until the end of the turn.'

ORKYMATIC PISTONS

Walkers fitted Orkymatic Pistons are hyper-aggressive and traverse the battlefield at terrifying speeds.

KILLA KANS, DEFF DREADS, MORKANAUT or GORKANAUT unit only. Add 3" to the unit's Move characteristic. You can re-roll Advance rolls made for the unit.

SPARKLY BITZ

These optical devices make Ork shooting much more accurate.

KILLA KANS, DEFF DREADS, MORKANAUT or GORKANAUT unit only. Improve the unit's Ballistic Skill characteristic by 1 (e.g. a Ballistic Skill characteristic of 5+ becomes 4+).

DIRTY GUBBINZ

The smoke billowing from these exhaust pipes is so thick that it obscures the vehicle they're attached to from view.

KILLA KANS or DEFF DREADS unit only. When resolving an attack made with a ranged weapon against this unit, subtract 1 from the hit roll.

SLUG GUBBIN

This weapon fires so much dakka that through sheer weight of fire alone it saturates its target with snub-nosed bullets.

GORKANAUT model only. Slug gubbin replaces the model's deffstorm mega-shoota and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Slug Gubbin	36"	Heavy 24	6	-1	1
Abilities: When resolving an attack made with this weapon, if the target was within 12" when the bearer was chosen to shoot with, add 1 to the hit roll					

GOG KLAU

This extra-crushy klaw turns everything in its grip to paste.

GORKANAUT or MORKANAUT model only. When rolling to determine the Damage characteristic of the crush profile of the bearer's klaw of gork (or possibly mork), rolls of less than 4 count as 4.

BLITZA-GATLER

The Mek who devised the Blitz-gatler never survived his experiments with a captured avenger gatling cannon, but his learnings lived on – to the dismay of the Orks' enemies.

STOMPA only. The model's supa-gatler has a Damage characteristic of 2. In addition, when rolling for the weapon's Psycho-dakka-blasta ability, you can re-roll the D6 once per phase.

CLAN PSYCHIC POWERS

All <CLAN> PSYKER models can know the psychic power of their respective clan. Instead of generating a psychic power from the Power of the Waaagh! Discipline (see *Codex: Orks*), a <CLAN> PSYKER can instead know the appropriate clan psychic power from the list below.

GOFFS: BULL CHARGE

The thunder of charging boots sends the Weirdboy into a trance. His rhythmic mutterings manifest a spectral bull head that races towards the enemy, spurring the ladz behind it into battle.

Bull Charge has a warp charge value of 6. If manifested, select one friendly GOFF unit within 18" of this psyker. Until the end of the turn, charge distances of less than 7" rolled for that unit, after modifiers, count as 7".

DEATHSKULLS: MANIACAL SEIZURE

The Weirdboy lets out a maniacal laugh as his body wriggles and convulses. As he does so, a nearby enemy spasms in unison, their armour panels prying open and loose gubbinz falling free.

Maniacal Seizure has a warp charge value of 7. If manifested, select one enemy unit within 18" of this psyker. Until the start of your next Psychic phase, when resolving an attack made by that unit, subtract 1 from the hit roll, and when resolving an attack made by a friendly DEATHSKULLS model against that unit, improve the Armour Penetration characteristic of the weapon by 1 for that attack (e.g. AP -2 becomes AP -3).

BAD MOONS: GLEAMIN' GEAR

The ostentation of the Bad Moons is channelled through the gestalt, the psyker acting as a conduit to manifest feelings of tougher, shinier armour in the boyz being 'dead showy'.

Gleamin' Gear has a warp charge value of 6. If manifested, select one friendly BAD MOONS unit within 18" of this psyker. Until the start of your next Psychic phase, when resolving an attack made against that unit, add 1 to the saving throw (invulnerable saving throws are unaffected).

SNAKEBITES: CONSTRICTION

Out through the Weirdboy's gullet slithers an endless stream of snakes that seek out and constrict around the psyker's victims.

Constriction has a warp charge value of 6. If manifested, select one enemy unit within 12" of this psyker. Until the start of your next Psychic phase, halve the Attacks characteristic of models in that unit.

EVIL SUNZ: VISIONS IN THE SMOKE

The Weirdboy exhales psychically infused engine smoke that sends the vehicle's crew into a powerful reverie. They see a great Speedwaaagh! on the horizon, and fight harder and faster to reach it.

Visions in the Smoke has a warp charge value of 6. If manifested, select one friendly EVIL SUNZ VEHICLE unit within 12" of this psyker (you can only select a unit with a Wounds characteristic of 18 or more if the result of the psychic test to manifest this psychic power was 9 or more). Until the start of your next Psychic phase, when resolving an attack made by a model in that unit, you can re-roll the hit roll.



BLOOD AXES: CLEVER TALK

The Weirdboy psychically intercepts the communication frequencies of the enemy, emitting the exact transmissions from his extended maw. The Blood Axes use this tactical knowledge to ambush their foe.

Clever Talk has a warp charge value of 6. If manifested, select one enemy unit visible to this psyker. Until the start of your next Psychic phase, that unit cannot fire Overwatch at BLOOD AXE units from your army and cannot be chosen to fight until all eligible BLOOD AXE units from your army have done so.

FREEBOOTERZ: JOLLY ORK'S GLARE

Exhibiting the Jolly Ork, the Weirdboy pokes himself in the eye and stares with his remaining one at an enemy unit marked for plunder. As the Weirdboy holds his gaze, enemies in his sight find themselves rooted to the spot.

Jolly Ork's Glare 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, halve the Move characteristic of models in that unit and subtract 1 from Advance and charge rolls made for it.

ORKS NAME GENERATOR

If you wish to randomly generate a name for your savage greenskin fighter, you can roll a D66 and consult the table below. You should roll one D66 on the first column to discover your warrior's first name and another on the second column 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.

ORK NAME GENERATOR TABLE

D66	FRONT BIT	UVVER BIT
11	Urzog	Drakka
12	Snikrat	Grug
13	Krogskull	Gitstompa
14	Gorgrok	Skullcrusha
15	Droknog	Facekrumpa
16	Grodd	the 'Ard
21	Zogwarp	Grot Kicker
22	Gitzog	da Shiv
23	Ruggat	(no uvver bit)
24	Zargruk	Blaktoof
25	Stugbrog	da Hammer
26	Snarkrat	Ghazbhag
31	Zagblag	Steelfang
32	Bokgrobber	Daggafist
33	Zarknutz	Squigbiter
34	Dhakadak	da Stompy
35	Nargrunt	da Facegrinda
36	Farksnot	Loudgob
41	Gharagh	Facebiter
42	Urlakk	da Maniak
43	Zogger	Steelbootz
44	Slazbag	Ripblade
45	Squigface	'Umiechewa
46	Ugul	Ironboot
51	Tuska	Flame Spitta
52	Nakboz	Wurldkilla
53	Skarzot	Stompkrumpa
54	Kroggler	Spleenrippa
55	Grukk	Bigfangz
56	Fragbad	Badfang
61	Traknug	Snotkicka
62	Grizgutz	Brewguzzla
63	Shrokbog	Bonesplitta
64	Kraznag	'Eadkrakka
65	Gragnatz	Madeye
66	Blokrotz	Trakeye





EXPLORE THE DIGITAL RANGE

RULES AND SUPPLEMENTS

Get started in the dark millennium with the rulebook and codexes to help you turn your collection into an all-conquering tabletop army, or explore the massive events that shake the universe in a range of campaign expansions.



WARHAMMER 40,000 RULEBOOK

There is no time for peace. No forgiveness. No respite. There is only war.

After more than forty thousand years of war and strife among the stars, Humanity stands on the brink of extinction. Beset on all sides by hostile aliens and threatened from within by traitors, Humanity's only chance for survival rests with the continuation of the cruel and bloody regime known as the Imperium.

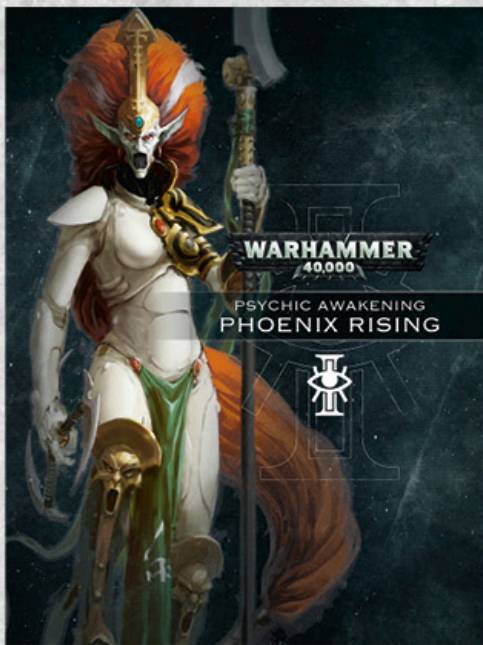


PSYCHIC AWAKENING: PHOENIX RISING

Hope and Despair Entwine

The Aeldari are a race in decline. Yet though their extinction looms, their power is great and their determination to face the threats against them strong. In recent times a new dawn has risen for this ancient race, heralding what might be their salvation – or their doom. The Ynnari believe the former, and would see the slumbering god Ynnead rise to conquer the Aeldari's greatest nemesis: the Chaos God Slaanesh, who will stop at nothing to defeat them.

Now Yvraine, leader of the Ynnari, has dreamt of Slaanesh's huntress, who is bent on slaying her, feasting on her soul and ending the threat posed by Ynnead forever. Calling upon elements of the disparate Aeldari factions – Asuryani, Drukhari, Harlequins, Corsairs and Exodites – Yvraine stands on the verdant maiden world of Iathglas ready to meet her race's fate.



PSYCHIC AWAKENING: FAITH & FURY

Ascension of Humanity

In the wake of the Great Rift's opening the galaxy is beset by nightmarish phenomena, from temporal distortions to apocalyptic visions, where terrors uncoil from fevered dreams. The tear in reality and the warp storms around it hide a dark scheme woven by the Imperium's oldest enemies, who intend to use these occurrences to bring about Mankind's damnation. But hope in these times is not yet dead, and wellsprings of faith have given rise to miracles and manifestations of the Emperor Angelic.

A shining beacon of faith in a galaxy beset by war, the Talledus System was a stronghold of the Imperial faith. Now it has become a war zone, through which the Adeptus Astartes and Sisters of Battle confront the foul Heretic Astartes. The Imperium has congregated here in armies of divine right, while zealous eyes view the worlds of the Talledus System with malignant intent.



PSYCHIC AWAKENING: BLOOD OF BAAL

A Shadow Deeper Than Night

In the wake of the tearing open of the Cicatrix Maledictum, the galaxy has been plunged into terror. Nightmarish psychic phenomena manifest in the Imperium Nihilus, the worlds there cut off from Terra and the guiding light of the Astronomican.

In the scarlet-lit region of the Red Scar, a deeper shadow coils its way through the Imperium's vulnerable worlds. The ravenous Tyranids of Hive Fleet Leviathan threaten the home world of the Blood Angels Chapter and hundreds of systems besides. Around them, the insidious Shadow in the Warp is making its presence known in the minds of those standing against the xenos swarms. Yet hope remains with the scions of Baal.

The Blood Angels and their successor Chapters are bloodied but unbowed. They continue to engage the questing tendrils of the Tyranid invasions, striving to ensure Humanity's future.



PSYCHIC AWAKENING: RITUAL OF THE DAMNED

Storm of Sorcery

Following the emergence of the Great Rift and its tearing of the galaxy in two, terror has beset the stars. Horrifying, reality-defying phenomena are commonplace. One individual embraces these portents with relish: the Daemon Primarch Magnus the Red.

Having brought the Daemon world of Sortiarius, known as the Planet of the Sorcerers, into realspace from the Eye of Terror, Magnus seeks to enact a ritual to accelerate Humanity's psychic potential across an entire sector. The consequences for Mankind if he is successful are near impossible to imagine.

But the Imperium is not without hope. The Grey Knights, Daemon hunters supreme, are aware of his foul machinations, and seek to prevent the ritual from coming to its hellish conclusion. Calling upon the mighty Dark Angels Chapter for aid, the two forces will stop at nothing to defeat the Crimson King.