

MACROMUNDA

SPACE MARINES

SPACE WOLVES

HOUSE BOOK

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F A C T I O N

SPACE MARINES

The few, the dear, the superhuman

The Adeptus Astartes fight as the few, the dear, and the superhuman. A Chapter commits no horde to the field but a small strike force of transhuman warriors, each the equal of a squad of mortal soldiers. Their endurance is written into the flesh — the wide chest, the fused ribcage, the doubled hearts — so that a battle-brother weathers wounds that would fell any lesser fighter and never breaks under fire. Where other warhosts drown a foe in numbers, a Chapter answers with discipline: a gang-wide doctrine, declared afresh each round, that shifts the whole force from massed fire to swift advance to the closing charge as the battle demands. Every Chapter shares this spine — the transhuman body, the unbending nerve, the shifting doctrine — and expresses its own character through which end of that discipline it leans into and the relics its heroes carry. They are a strike force of demigods waging war across the galaxy, and each brother lost is a grievous loss to the Chapter.

☠ FACTION SPECIAL RULES

✧ COMBAT DOCTRINES

GANG RULE

Combat Doctrines. The disciplined heart of the Astartes way of war, and the mechanic that sets a Chapter apart from any warhost that merely brings guns to a fight. At the start of each round the controlling player declares the strike force's stance, which may shift one step along the ladder from Devastator to Tactical to Assault. Under the Devastator stance the gang fires with lethal precision, adding to its ranged Hit rolls or re-rolling misses. Under the Tactical stance the brethren move with purpose, gaining ground and seizing objectives. Under the Assault stance they close for the kill, striking harder on the charge and running down a fleeing foe. A Chapter cannot hold every advantage at once; it flows through the phases of battle as its commanders read the field, and each brotherhood leans toward the end of the ladder that suits its character.

✧ FINEST HOUR

GANG RULE

Finest Hour. Once in a battle, a commander seizes the moment the whole war seems to turn upon and drives his brethren to their greatest effort. Once per battle a Captain or Lieutenant may call upon it. Until the start of the next round the commander himself gains an additional Attack, and every friendly fighter within 6" re-rolls failed Wound rolls, the strike force striking as one at the instant it matters most. It is a single, decisive surge rather than a lasting boon — spent in the crisis of the fight, it does not come again. A wise commander holds it for the stroke that breaks the enemy rather than the one that merely bloodies him.

✧ AND THEY SHALL KNOW NO FEAR

SPECIAL RULE

And They Shall Know No Fear. The oldest and surest of the Astartes gifts: a battle-brother does not break. This rule is always in force. A fighter with it can never be Pinned by incoming fire, standing where a mortal soldier would throw himself flat. He automatically passes any Nerve test he is called to make, holding steady while lesser warriors rout around him. And once each round, should he be knocked Prone, he may Stand Up for free rather than spending an action to do so. Together these make the Marine a warrior who fights on through fire, terror and wounds that would shatter the will of anything less than transhuman — the durability of the Adeptus Astartes carried not in his armour but in his unbreakable mind.

Astartes Physiology. Beneath the plate a battle-brother is barely recognisable as a man. Two hearts, a lattice of grafted organs, ossified bone and skin cured against fire and blade make him a creature no unmodified human can match. So the line Marine stands at Toughness 5 with three Wounds, able to take blows that would kill a mortal outright and keep fighting. The Scout, whose implants are not yet complete, is the one exception, fielding the lighter Toughness 4 and two Wounds of a brother still in the making. The strength of a Chapter is written into its warriors' flesh: the body endures what the enemy cannot overcome.

ARMOURY

Weapon	Range		Accuracy		Str	AP	D	Am	Traits
	S	L	S	L					
✦ Abhor The Witch Bolts	12"	24"	+1	-	4	-1	2	6+	Rapid Fire (1) Rending re-rolls failed Wound rolls against a fighter with the Psyker keyword
✦ Astartes Shotgun	4	12	+1	-	4	-	2	4+	Scattershot
✦ Bolt Carbine	9	18	+1	-	4	-1	1	6+	Rapid Fire (2)
✦ Boltgun	12	24	+1	-	4	-1	2	6+	Rapid Fire (1)
✦ Cursed Combi Volkite	12	24	-	-	5	-2	2	-	Cursed Deflagrate Rapid Fire (1)
✦ Gorgons Wrath	8"	24"	+1	-	4	-1	2	6+	Master-Crafted Rapid Fire (1) Relic
✦ Lions Roar	12	24	+1	-	5	-2	2	6+	Combi Master-Crafted Plasma Rapid Fire (2)
✦ Mastercrafted Bolt Rifle	12"	24"	+1	-	4	-1	2	6+	Rapid Fire (1) the bearer re-rolls a single failed Hit roll with it each round
✦ Special Issue Boltgun	12	24	+1	-	4	-1	2	6+	Rapid Fire (1) Special Ammo
✦ Stalker Pattern Boltgun	18	36	-	-	4	-1	2	6+	Rapid Fire (1) Special Ammo Telescopic Sight
✦ Storm Bolter	12	24	+1	-	4	-1	2	6+	Rapid Fire (2)
✦ Twin Boltgun	12"	24"	+1	-	4	-1	2	6+	Rapid Fire (2)
✦ Volkite Charger	9	18	-	-	5	-2	1	-	Cursed Deflagrate Relic
✦ Angelus Boltgun	4"	12"	-	-	4	-1	2	6+	Hands-free (never occupies a hand; may be fired alongside a two-handed melee weapon) Pistol Rapid Fire (1)
✦ Bolt Of Artemis	8	16	+1	-	4	-1	2	6+	Master-Crafted Pistol Relic Special Ammo
✦ Bolt Pistol	4	12	+1	-	4	-1	2	6+	Pistol Rapid Fire (1)
✦ Hand Flamer	T	T	-	-	4	-1	1	5+	Blaze Pistol Template
✦ Inferno Pistol	3	6	+1	-	8	-4	3	6+	Melta Pistol

☠ Neo Volkite Pistol	3	9	-	-	5	-2	1	-	Cursed Deflagrate Pistol
☠ Plasma Pistol	6	12	+1	-	5/7	-1/-2	2/3	5+	Overcharge Pistol Unstable
☠ Plasma Talon	6"	12"	+1	-	5/7	-1/-2	2/3	5+	Overcharge/Unstable Pistol Rapid Fire (1)
☠ Bolt Sniper Rifle	18	36	+2	+1	4	-1	2	6+	Marksman Silent
☠ Flamer	T	T	-	-	4	-1	1	5+	Blaze Template
☠ Frag Cannon	8	16	-	-	4/6	-1/-2	1/2	5+	Blast (frag) Rending (shell) Scarce
☠ Grav Gun	9	18	-	-	5	-2	2	5+	Graviton
☠ Grenade Launcher	12	24	-	-	4/9	-/-2	1/D3	6+	Blast Knockback
☠ Master Crafted Melta	6"	12"	+1	-	8	-4	3	6+	Master-Crafted Melta Relic
☠ Meltagun	6	12	+1	-	8	-4	3	6+	Melta Scarce
☠ Phalanx Grav Cannon	12	24	-	-	5	-2	2	4+	Graviton Heavy
☠ Plasma Gun	12	24	-	-	5/7	-1/-2	2/3	5+	Overcharge Unstable
☠ Assault Cannon	12	24	-	-	6	-1	2	6+	Rapid Fire (3) Rending Unwieldy
☠ Autocannon	18	36	-	-	8	-1	2	6+	Knockback Rapid Fire (1) Unwieldy
☠ Drakescale Heavy Flamer	T	T	-	-	5	-2	1	5+	Blaze Template Unwieldy
☠ Heavy Bolter	18	36	-	-	5	-2	2	6+	Rapid Fire (2) Unwieldy
☠ Heavy Flamer	T	T	-	-	5	-2	1	5+	Blaze Template Unwieldy
☠ Infernus Heavy Bolter	18	36	-	-	5	-2	2	6+	Hellfire (poison) Rapid Fire (2) Unwieldy
☠ Lascannon	24	48	-	-	10	-4	D6	6+	Unwieldy
☠ Missile Launcher	24	48	-	-	4/8	-/-2	1/D3	6+	Blast Knockback Unwieldy
☠ Multi Melta	9	18	-	-	8	-4	D3+2	6+	Melta Unwieldy
☠ Plasma Cannon	18	36	-	-	6/8	-2/-3	D3	5+	Blast Overcharge Unwieldy
☠ The Spartan	18	36	-	-	5	-2	2	5+	Master-Crafted Rapid Fire (2) Relic Unwieldy
☠ Volkite Culverin	15	30	-	-	6	-2	2	-	Cursed Deflagrate Unwieldy
☠ Whirlwind Launcher	24	48	-	-	5	-1	1	4+	Blast (5") Indirect Fire Unwieldy
☠ Axe Morkai	-	E	-	-	+2	-3	3	-	Concussion Master-Crafted Melee Power Two-Handed
☠ Black Sword	-	E	-	-	+1	-3	2	-	Melee Parry Power Relic Two-Handed
☠ Blade Encarmine	-	E	-	-	+1	-3	2	-	Master-Crafted Melee Power
☠ Chainfist	-	E	-1	-	+2	-4	2	-	Melee Power Unwieldy
☠ Chainsword	-	E	+1	-	+1	-1	1	-	Melee Parry Rending
☠ Combat Knife	-	E	+1	-	+0	-	1	-	Backstab Melee
☠ Corvus Hammer	-	E	-	-	+1	-1	1	-	Melee Rending
☠ Crozius	-	E	-	-	+1	-1	2	-	Melee Power
☠ Crusader Power Maul	-	E	-	-	+1	-2	1	-	Concussion Melee Power

✂ Dorns Teeth Siege Drill	-	E	-1	-	+2	-4	2	-	+1 Damage against a target that has not moved this round Melee Power Unwieldy
✂ Fenrisian Great Axe	-	E	-	-	+3	-2	2	-	Melee Power Rending Unwieldy
✂ Fist Of Dorn	-	E	-1	-	+2	-3	3	-	Concussion Melee Power Relic
✂ Force Weapon	-	E	-	-	+1	-1	2	-	Melee Power Psi
✂ Frost Weapon	-	E	-	-	+1	-2	2	-	Melee Power Relic
✂ Frostfang	-	E	-	-	+1	-2	2	-	Master-Crafted Melee Parry Power
✂ Gauntlets Of Ultramar	-	E	-1	-	+2	-3	2	-	Master-Crafted Melee Power Unwieldy
✂ Glaive Encarmine	-	E	-	-	+1	-2	1	-	Charge (+1 Damage on the charge) Melee Parry Power Reach (+1" engagement range)
✂ Guardian Spear	12	24	-	-	+2/4	-2/-1	2	6+	Melee Power integral storm bolter
✂ Heavy Thunder Hammer	-	E	-	-	+3	-3	3	-	Concussion Melee Power Unwieldy
✂ Lightning Claws	-	E	+1	-	+0	-2	1	-	Melee Paired (+1A) Rending
✂ Mace Of Absolution	-	E	-	-	+2	-2	2	-	Concussion Melee Power Unwieldy
✂ Malefic Power Scythe	-	E	-	-	+1	-2	2	-	Cursed Melee Power Reach
✂ Medusan Lascutter	-	E	-	-	+2	-3	2	-	Melee Melta Power Unwieldy
✂ Moonfang	-	E	+1	-	+1	-2	2	-	Master-Crafted Melee Power Relic
✂ Paired Frost Claws	-	E	-	-	+0	-2	2	-	Melee Paired Rending
✂ Plainsrunner Goad	-	E	-	-	+1	-1	1	-	Melee Power Reach (+1" when charging)
✂ Power Fist	-	E	-1	-	+2	-3	2	-	Melee Power Unwieldy
✂ Power Sword	-	E	-	-	+0	-2	1	-	Melee Parry Power
✂ Power Tulwar	-	E	-	-	+1	-2	1	-	Melee Parry Power
✂ Pyre Blade	-	E	-	-	+0	-2	1	-	Blaze Melee Parry Power
✂ Raven Sword	-	E	+1	-	+1	-2	1	-	Master-Crafted Melee Parry Power
✂ Ravens Talons	-	E	+1	-	+0	-2	1	-	Master-Crafted Melee Paired (+1A) Relic Rending
✂ Spear Of Telesto	-	E	+1	-	+1	-2	1	-	Master-Crafted Melee Power Versatile
✂ Spear Of Vulkan	-	E	+1	-	+1	-3	2	-	Master-Crafted Melee Power Relic
✂ Sword Brothers Blade	-	E	-	-	+1	-2	2	-	Master-Crafted Melee Parry Power Two-Handed
✂ Sword Of Secrets	-	E	-	-	+0	-2	2	-	Master-Crafted Melee Parry Power
✂ Sword Of The High Marshals	-	E	-	-	+0	-2	1	-	Master-Crafted Melee Parry Power Relic

✖ Tempest Blade	-	E	-	-	+1	-2	1	-	Melee	Parry	Power	Rending
✖ Thief Of Secrets	-	E	+1	-	+1	-2	2	-	Melee	Phase	Power	Relic
✖ Thunder Hammer	-	E	-1	-	+3	-2	3	-	Concussion	Melee	Power	Unwieldy
✖ Whisper Blade	-	E	-	-	+0	-1	1	-	Backstab	Melee	Silent	
✖ Xenophase Blade	-	E	+1	-	+1	-2	1	-	Melee	Phase	Power	
Frag Grenade	-	Sx2	-	-	3	-	1	4+	Blast			
Krak Grenade	-	Sx2	-	-	6	-1	2	4+	Knockback			
Siege Breaker Charge	-	Sx2	-	-	8	-4	D3	6+	+1 Damage against a target that did not move this round or against terrain			
									Blast (3")	Scarce		

✖ ASTARTES BIONICS

BIONICS

COST inherent

OFFSETS A LASTING INJURY

Astartes bionics are Mars-pattern augmetics — steel and servo grafted where flesh was ruined, serving as well as the limb they replace, or better. A brother fitted with them shrugs off the mark of a lasting injury and returns to the line as whole in function as he was before the wound. For warriors who fight across centuries, such augmetics are common. Unremarkable, even. The body remade around its own scars.

✖ AUSPEX

ACCESSORY

COST inherent

NEGATE HIDDEN SETUP / INFILTRATION NEARBY

The auspex is a hand-held scanner. It reads heat, motion and disturbance across the battlefield, stripping away the concealment an ambusher relies on. A brother sweeping it denies a nearby foe the advantage of a hidden setup or a stealthy infiltration — the unseen dragged into the open before it can strike. This is the strike force's answer to an enemy who would fight from the shadows: sight, where the foe counted on blindness.

✖ CHAPTER BANNER

STATUS/COMPANION

COST inherent

GANG ICON STEADIES NEARBY BROTHERS

The Chapter banner is the standard of a strike force — a hallowed icon of battle honours, borne aloft where every brother can see it. It marks the heart of the force. It steadies the warriors who fight in its shadow, a rallying point that stiffens resolve when the fighting turns grim. To lose it is a dishonour. To hold it high is to remind every brother whose colours he wears, and what is owed to them.

✕ CHAPTER RELIC

STATUS/COMPANION

COST inherent

NAMED RELIC SLOT

A Chapter relic is a treasure of the brotherhood — an ancient blade, a hallowed weapon, a suit of war-plate carried by heroes long dead. Each Chapter guards its own. What one relic does bears no resemblance to another's, and so these named treasures are set out in each Chapter's own entries rather than shared across the Adeptus Astartes. The relic a hero bears is a piece of his Chapter's history made manifest, entrusted to him for the battle to come.

✕ COMBAT STIMMS

CHEMS

COST 25

ONE-SHOT SURGE SPARSE BY IDENTITY

Combat stimms are a one-shot chemical surge, a jolt of battlefield pharmaceuticals that drives a fighter past the limits of even his transhuman frame for a moment of desperate effort. A brother triggers them when the fight hangs on a single burst of speed or fury. The superhuman rarely need such crutches, and few carry them — but in the crisis where flesh alone is not enough, the surge can be the margin between the objective taken and the objective lost.

✕ GRAV CHUTE GRAPNEL

MOBILITY

COST inherent

ASTARTES VERTICAL INSERTION DESCEND/ASCEND WITHOUT FALLING

The grav-chute and grapnel are the Reiver's tools for fighting in three dimensions. The grapnel hauls a brother swiftly up a sheer face, and the grav-chute lets him drop from any height and land ready to kill rather than broken at the foot of the fall. Together they turn walls, towers and the ruined heights of a battlefield into open roads, letting the Chapter's stealth brethren strike from angles the foe never thought to guard.

✕ IRON HALO

FIELD ARMOUR

COST inherent

4+ FIELD SAVE (CHARACTER)

The iron halo, and the rosarius its chaplains bear, is a badge of honour that is also a life-saver — a compact generator throwing a protective energy field about its wearer. It grants a 4+ field save, a ward that has turned aside killing blows aimed at a Chapter's commanders time and again. Reserved for characters of standing, it is as much a mark of the Emperor's favour as a piece of war-gear.

✧ JUMP PACK

MOBILITY

COST inherent

GAIN FLY MAKE A JUMP MOVE

The jump pack is a back-mounted cluster of turbines that hurls a battle-brother into the air on a controlled arc of flame. It grants the Fly keyword and a powerful jump move. Walls, chasms, the enemy line — its wearer clears them all to fall upon a target from above. This is the tool of the assault brethren: verticality turned into a weapon, closing a distance that would leave a foot-brother still trudging forward.

✧ MARK CARAPACE

ARMOUR

COST inherent

4+ SAVE SCOUT ONLY

Scout carapace is the neophyte's armour — a suit of hardened plates, lighter than the full power plate of a made brother. It turns aside small-arms fire well enough, a solid 4+ save, but it leaves its wearer far more exposed than the line Marine at his shoulder. This is the harness of a warrior still earning his place. He wears it for the speed and the stealth a Scout's way of war depends on.

✧ MARK CENTURION WARSUIT

ARMOUR

COST inherent

2+ WARSUIT SAVE INTEGRAL TO THE CENTURION CHASSIS TWIN HEAVY WEAPONS / SIEGE DRILLS

The Centurion warsuit is not armour worn over a brother. It is a war-machine sealed around him — a man-portable siege frame that is one and the same as the Centurion himself. Its layered plating grants a 2+ save and lends its occupant the mass and endurance of a walker, and its hardpoints mount twin heavy weapons or siege drills. Where a mark is a suit a brother chooses, the warsuit is the fighter. Armour, frame and firepower, fused into a single advancing bastion.

✧ MARK GRAVIS

ARMOUR

COST 35

3+ SAVE +1 W -1" M UNLOCKS HEAVY/GRAVIS WEAPONS

Gravis armour is a heavier grade of power plate — a bulky suit that trades mobility for sheer resilience. Its wearer moves a touch slower but carries an extra measure of endurance, and the reinforced frame can bear the weight of gravis-pattern and heavy weapons that lighter plate cannot. This is the harness of a brother who means to stand and hold. An advancing bulwark, shrugging off fire while it brings the heavier guns to bear.

✧ MARK POWER

ARMOUR

COST inherent

3+ SAVE DEFAULT MARK

Power armour is the birthright plate of a battle-brother, a suit of ceramite fused to fibre-bundle musculature that moves as the wearer wills. It grants a dependable 3+ save and bears the weight of war without slowing the Marine within. It is not a super-heavy shell but a good, honest suit of armour — the standard against which every heavier mark is set, and the plate every made brother wears as a matter of course.

✧ MARK TERMINATOR

ARMOUR

COST 135

2+ SAVE +1 W -1" M DEEP STRIKE 5+ FIELD SAVE UNLOCKS TERMINATOR WEAPONS

Terminator plate is the finest armour a Chapter fields — a colossal suit of layered ceramite and adamantine that only the veteran elite are permitted to wear. It grants an unmatched 2+ save and a field save besides. It adds to its wearer's endurance and slows his stride. Sealed within it, a brother may teleport into the fray by Deep Strike and wield the heaviest terminator arms: storm bolter, power fist, thunder hammer. This is the panoply of the first company, worn where the fighting is deadliest.

✧ MELTA BOMBS

GRENADES

COST inherent

PLANTED ANTI-ARMOUR CHARGE DEVASTATING VS VEHICLES/WALKERS

Melta bombs are shaped thermal charges — planted, not thrown, releasing a burst of atomic heat fierce enough to gut a war-engine from within. A brother sets one against a hull, a hatch, a monster's flank, and withdraws. What the charge touches is reduced to slag. They are cumbersome, and they are close work. But against a vehicle or a walker that no bolt could scratch, few things a brother carries are so surely lethal.

✧ NARTHECIUM

MEDICAL

COST inherent

FEEL NO PAIN 6+ AURA TO NEARBY BROTHERS

IMPROVES POST-BATTLE RECOVERY

NO IN-GAME REVIVE

The narthecium is the Apothecary's gauntlet of surgical tools — worn to keep the Chapter's brothers in the fight and their gene-seed out of the enemy's hands. Nearby brethren draw a Feel No Pain 6+ from his presence, shrugging off wounds that would fell them, and those who do fall recover the faster for his care once the battle ends. It works no miracle revival mid-fight. But the brother it steadies now, and the one it returns to muster later — that is its worth made plain.

✧ PURITY SEALS

STATUS/COMPANION

COST inherent

RE-ROLL A NERVE OR COOL TEST

Purity seals are strips of blessed parchment, each an oath or a benediction pressed to a brother's armour in wax and ribbon. They are worn as a covenant made visible, and in the moment a warrior's nerve might waver they steady him — letting a brother re-roll a failed Nerve or Cool test, faith answering fear. A brother wreathed in seals carries the weight of his vows where all can see them, and fights the surer for it.

✧ REDUCTOR

MEDICAL

COST inherent

POST-BATTLE GENE-SEED RECOVERY

The reductor is the grim heart of the Apothecary's craft — an extraction tool for recovering the progenoid gene-seed from a fallen brother before it is lost. In the heat of the fight it changes nothing. Its work comes after, when the Apothecary kneels by the dead and secures the seed of future battle-brothers. To a Chapter that measures its strength in a slow harvest of such seed, no tool is more quietly vital.

✧ SERVO SKULL

STATUS/COMPANION

COST inherent

COMPANION DRONE

SCOUTING / RELAY

The servo-skull is a relic of the honoured dead pressed into service — a real skull, sanctified and set with anti-grav motors and a bound machine-spirit, drifting at its master's side. It scouts ahead, relays what it sees and carries the auspex-cant of the strike force, a silent companion that extends a brother's awareness beyond his own eyes. Part reliquary, part instrument, it is the Chapter's reverence for its fallen turned to practical use.

✕ SIGNUM

ACCESSORY

COST inherent

TECHMARINE: GRANT A NEARBY BROTHER A FREE AIM

The signum is a targeting relay slaved to a Techmarine's servo-harness, feeding firing solutions and range-data to the brethren around him. With it he grants a nearby brother a free Aim — a comrade's next shot sharpened into a certain one. This is the Techmarine's gift to a firing line: the machine-spirit's cold precision, lent to a brother's eye, turning good marksmanship into unerring aim.

✕ SMOKE

GRENADES

COST inherent

THROW A SMOKE SCREEN BLOCKS LINE OF SIGHT

Smoke grenades throw up a dense, drifting bank of concealment rather than a killing blast. A brother pitches one to raise a screen that blocks line of sight, covering an advance across open ground or breaking the aim of an enemy gunline. It kills nothing on its own, but the ground it lets the strike force cross unseen — and the shots it spoils — can decide a fight as surely as any weapon.

✕ SPECIAL ISSUE AMMO

ACCESSORY

COST inherent

PICK: KRAKEN (+AP) HELLFIRE (POISON) DRAGONFIRE (IGNORE COVER) VENGEANCE (RENDING)

Special-issue bolt ammunition is the veteran's edge — a selection of specialised rounds a brother may load in place of standard shells. Kraken rounds bite deeper into armour. Hellfire rounds carry a killing venom against massed flesh. Dragonfire rounds seek out a foe hiding in cover; Vengeance rounds are cut to tear and rend. A brother chooses the round the battle calls for, and a single bolt weapon becomes the answer to many different foes.

✕ STORM SHIELD

FIELD ARMOUR

COST inherent

4+ FIELD SAVE (MELEE)

The storm shield is a slab of armour crowned with a projected energy field, carried into the press of melee by brothers who mean to hold the line. It grants a 4+ field save against the blows of close combat — strikes that would punch clean through plate, turned aside. The brother who bears one gives up a hand that might have held a second weapon. He chooses instead to become an immovable point, the place the enemy breaks upon.

☠ WEAPON TRAITS

✂ BACKSTAB

WEAPON TRAIT

Bonus when attacking a target that cannot see the attacker (rear/sneak) — extra Strength or to-hit. Skinblades, stilettos.

✂ BLAST

WEAPON TRAIT

An area attack. Centre a circular blast marker of diameter X" (commonly 3" or 5") over the target point; **every** fighter (friend or foe) fully or partially under it is hit. Blast weapons do **not** roll to-hit against BS in the normal way — a scatter/placement mechanic applies if the shot misses its aim point. The signature trait of frag grenades, frag missiles, plasma cannons.

✂ CONCUSSION

WEAPON TRAIT

The hit rattles the target: it counts as having **lower Initiative / is dazed** for reaction or knockdown purposes, making follow-up knockdowns/pinning easier. Maces, concussion weapons, some grav.

✂ KNOCKBACK

WEAPON TRAIT

If the weapon's **Strength** exceeds the target's **Strength** (or simply on a hit, per the weapon), the target is pushed **1"** directly away from the firer. Can shove fighters off ledges or out of cover (stub guns, shotguns, heavy stubbers).

✂ MELEE

WEAPON TRAIT

The weapon can only be used at **Engagement range** (close combat). Baseline tag for CC weapons.

✂ MELTA

WEAPON TRAIT

Anti-armour heat lance. At **Short range** the weapon's Damage is **doubled** (and it is brutal vs vehicles/structures). At Long range it is an ordinary, weaker hit. The signature of meltaguns/multi-meltas/melta bombs.

✂ PAIRED

WEAPON TRAIT

The weapon is one of a **matched pair**; wielding both grants an extra attack die in close combat (matched blades, twin chainswords).

✂ PARRY

WEAPON TRAIT

Defensive blade trait. When the fighter is attacked in melee, for each Parry weapon they hold they can **force** the attacker to re-roll one successful hit dice (one of the attacker's hits). Swords, knives. Two Parry weapons can give two re-rolls in some printings.

✂ POWER

WEAPON TRAIT

A power-field melee weapon. **Ignores** the target's armour save entirely (the save cannot be taken at all — distinct from AP, which merely modifies it). Power swords/axes/mauls/fists. Often paired with other traits (e.g. Power + Unwieldy on a power fist).

✂ RAPID FIRE

WEAPON TRAIT

The weapon can put out multiple hits. When you make the hit roll you may roll X **additional** Firepower/ammo dice; each that would normally hit scores an extra hit (subject to a -1 to-hit per extra dice after the first in some printings). More dice = more hits but more chances to trigger an Ammo check. The classic "spray" trait of autoguns/heavy stubbers/storm weapons.

✂ RENDING

WEAPON TRAIT

On a **natural 6** to wound, the attack improves: it gains additional AP and/or +1 Damage (the "rends armour" effect). Turns a mid-Str weapon into an armour-killer on lucky rolls (needle weapons, some blades).

✂ SCARCE

WEAPON TRAIT

The opposite of Plentiful. Ammo is rare; once the weapon runs out it ****cannot be reloaded**** during the battle (it stays out of ammo). Common on exotic/heavy ordnance and special ammo. Pushes a weapon's effective cost down per-shot.

✂ SCATTERSHOT

WEAPON TRAIT

A short-range spray (e.g. scatter shotgun shells). Typically grants extra hit dice at close range / hits more reliably up close, representing a shotgun cone. Often pairs with poor long-range Acc.

✂ SILENT

WEAPON TRAIT

Firing does not break stealth in the same way — does not automatically reveal/wake or trigger reactions that noisy weapons would (needle weapons, suppressed stubbers). Strong in scenarios with sentries/sneaking.

✂ TEMPLATE

WEAPON TRAIT

Uses the flame/teardrop ****Flamer template**** instead of a to-hit roll. Place the template with its narrow end touching the firer; every fighter under it is automatically hit (they may get a chance to be hit on a roll, but there is no BS test). Ignores cover positioning to a large degree. The flamer family. Targets hit by a Template count as having been hit by a "guaranteed" attack.

✂ UNSTABLE

WEAPON TRAIT

Risky high-energy weapon (plasma overcharge style). On a particular Ammo/Firepower result the weapon misfires and can injure or knock out the wielder. The price you pay for plasma's punch.

✂ UNWIELDY

WEAPON TRAIT

Big, heavy, two-handed. The weapon takes ****two hands**** (cannot pair it with another weapon for extra attacks) and imposes a penalty when used (e.g. counts as fewer attacks, or a to-hit/Initiative penalty). The cost balancer on power fists, heavy melee, and some heavy ranged weapons (firing a heavy weapon unbraced).

✂ VERSATILE

WEAPON TRAIT

The melee weapon has ****reach****: the wielder can fight in close combat from slightly further away (e.g. up to 1-2") and can attack/strike fighters before they reach base contact, and benefits when being charged. Spears, glaives, whips.

SKILLS

✧ BOLTER DISCIPLINE

ASTARTES SET

Bolter Discipline. The battle-brother's mastery of the bolt weapon, drilled until firing is as sure as breathing. When this fighter makes a Shoot action with a bolt weapon against a target within half that weapon's long range, the shot rings out a second time, granting one extra shot. Discipline rewards patience: the brother who lets the foe close to killing range rather than loosing at distance is answered with a heavier volley. In the massed-fire phase of the battle it turns a firing line of Marines into a wall of detonating rounds.

✧ COMBAT SQUADS

ASTARTES SET

Combat Squads. The doctrine of dividing and redeploying, so no brother is ever caught out of the fight for long. Once per battle, this fighter may break free: if he is Pinned or engaged in combat, he is freed from that state and immediately makes a free Move. It is the strike force's refusal to be fixed in place — a squad peeling away from a stalled engagement to strike where it is needed, turning a brother the enemy thought pinned down into one already gone.

✧ OATH OF MOMENT

ASTARTES SET

Oath of Moment. A brother swears a battlefield oath to see one foe dead above all others, and the whole strike force bends its aim to fulfil it. When this fighter uses the skill, mark a single enemy fighter. Until that mark is slain or the battle ends, friendly fighters re-roll a failed Hit roll against it, and re-roll 1s when rolling to Wound it. It is the Chapter turning its discipline to a single purpose — a champion, a beast, a warlord singled out and hunted down by every gun and blade in the force at once.

✧ RITES OF BATTLE

ASTARTES SET

Rites of Battle. The quiet authority of a leader whose brethren fight the better for his presence. While this fighter is on the field, any friendly fighter beginning an activation within 6" of him may re-roll a single failed Hit roll during that activation. There is no fury to it and no flourish — only the steadying certainty of a command well kept, the strike force fighting with the precision of warriors who trust the brother beside them. An aura that makes a good position deadly and a firing line relentless.

✧ TACTICAL INFILTRATION

ASTARTES SET

Tactical Infiltration. The strike force's gift for being where the enemy least expects it. When the battle begins, this fighter may set up by Infiltrate — placed more than 6" from any enemy and out of their line of sight — or instead make a free move before the first round. Either way, a brother who does so may not charge in the opening round; the advantage gained is position, not an instant kill. It is the Chapter arriving on its own terms, seizing the ground that decides the fight before a shot is fired.

✧ TELEPORT ASSAULT

ASTARTES SET

Teleport Assault. The prerogative of the Terminator-armoured elite, who strike from the warp itself into the heart of the foe. A fighter in Terminator plate may be held in reserve rather than deployed. From the second round on, he teleports in by Deep Strike, set up more than 6" from any enemy — and unlike a brother who infiltrates, he may charge in the very round he arrives. It is the hammer-blow of the Adeptus Astartes: armour that shrugs off return fire, arriving without warning exactly where the enemy line is weakest, and falling upon it at once.



SPACE MARINES · HOUSE DOSSIER

SPACE WOLVES

The great hunt

The Space Wolves field the standard Astartes line and fight it as a wolf-pack. Where the Codex-standard sons of Guilliman prize discipline and combined arms, the wild sons of Fenris lean the doctrine hard toward Assault, close the distance on the first drum of the charge, and hunt in tight coherency so that no brother stands alone. They fight fiercer the nearer their pack-mates run, and they are the one loyal Chapter that bonds beasts — Fenrisian wolves loping in the line beside the warriors, teeth and transhuman muscle striking as a single body.

This House is built to reach the enemy and break it in the press. Its strength is not the perfected Codex but the Codex spat upon: swarm together, run the prey to ground, and sing the killing afterward as a saga worth the telling. A Space Wolves gang rewards the player who commits — who keeps the pack close, times the charge, and turns every wound the enemy takes at range into a debt collected in melee.



GANG COMPOSITION

CREDITS 1500

LEADERS 1

CHAMPIONS 2

BUILD RULES

- ♦ Starting credits: 1500 (converter-wide default)
- ♦ Every fighter fights to the gang's Combat Doctrines; the pack's savage temper biases those doctrines toward Assault
- ♦ Exactly 1 Leader (Wolf Lord); 0-2 Champions (Wolf Guard / Priests); each Priest specialist 0-1
- ♦ Backbone: Grey Hunters + Blood Claws $\geq$ Leaders + Champions (the pack is line-brothers and savage young, not command)
- ♦ Thunderwolf Cavalry 0-3, Wulfen 0-2, Fenrisian Wolves 0-4, Centurion 0-1 (off-identity), 0-1 \$5c Vehicle (Dreadnought/Redemptor — Ash-Wastes vehicle track, §Vehicles)
- ♦ No Scout/Carapace tier - the cheap plentiful body is the Blood Claw, and the Wolf Scouts / Hounds of Morkai are a Grey Hunter running Tactical Infiltration
- ♦ Fight as a pack: fighters draw the Counter-Charge coherency bonus from nearby pack-mates and wolf-kin (see Signature). Wolf Guard / Priest / Wulfen / wolf-kin slots unlock with Reputation

A Space Wolves gang musters on 1,500 credits. The controlling player fields exactly one Leader — the Wolf Lord — and up to two Champions drawn from the Wolf Guard, the Priests and the Wulfen, with each Priest specialist limited to one. The backbone is the pack itself: the count of Grey Hunters and Blood Claws must at least match the number of Leaders and Champions, so the force reads as line-brothers and savage young rather than a knot of command.

Beyond the core, the pack may run up to three Thunderwolf Cavalry, up to two Wulfen, up to four Fenrisian Wolves, a single off-identity Centurion, and a single \$5c war-engine — a Dreadnought or Redemptor, reckoned through the Ash-Wastes vehicle rules (§Vehicles) rather than the old Brute grid. There is no Scout or Carapace tier — the cheap, plentiful body is the Blood Claw, and a Grey Hunter running Tactical Infiltration is the Wolf Scout or Hound of Morkai. Fighters draw their coherency bonus from nearby pack-mates and wolf-kin, so a starting gang is built to deploy and advance as one body. Wolf Guard, Priest, Wulfen and wolf-kin slots open as the gang earns Reputation across the campaign.

🦴 GANG RULES

✂ CURSE OF THE WULFEN

GANG RULE

The Curse of the Wulfen is the beast in the blood made mechanical — a frenzy that cuts both ways. A Wulfen is Unwavering: it auto-passes Nerve tests and can never be Pinned or Broken. While it is within 6" of any enemy, it gains +1 Attack, the curse rising as prey draws near. But the Wulfen is never fully commanded — at the start of its activation, if any enemy is in sight, it must pass a Cool check or charge the nearest enemy, willed or not.

The Curse also plays out across a campaign, feeding on the pack's own wounded. When a Space Wolf is taken Seriously Injured within 6" of an enemy, a Curse roll in the post-battle sequence may see that brother rise as a Wulfen, the dark half of the saga growing battle by battle. The controlling player who embraces it gains a frenzied, unbreakable killer for each brother the enemy fells too close; the price is a fighter that hunts to its own logic, dragging the plan toward the nearest throat.

✂ THE PACK HUNTS

GANG RULE

The Pack Hunts lays a coherency overlay across the gang's Combat Doctrines: the wild sons of Fenris fight harder the closer they run. The controlling player declares and shifts one Doctrine each round as normal. While a Space Wolf is within 3" of two or more friendly pack-mates — Marines or Fenrisian Wolves — it gains Counter-Charge: when an enemy charges it, or charges a pack-mate within 3", it may make a free Reaction attack against that enemy.

The pack biases toward Assault. On the round the gang reaches the Assault stance, every friendly wolf-kin beast gains +1" Move, and the whole body surges into contact together. There is nothing to spend and nothing to track — the rule simply reads the pack's spacing on the field. This rewards the player who keeps the warriors and their beasts tight and advancing as one; it punishes the player who lets a wolf stray, because a Space Wolf alone is only a single fighter, and the bonus dies the moment the pack breaks apart.

FIGHTERS

CAPTAIN

LEADER

✖ 305 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	2+	4	5	4	2+	4	4+	3+	4+	5+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W4 transhuman command body*)

Combat Doctrines (*declares the gang doctrine each round*)

Finest Hour

The Pack Hunts (*gains Counter-Charge within 3in of two or more pack-mates or wolf-kin*)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- +1
- re-roll Wound
- grant-action Fight free
- +1

PRIMARY

Brawn

Combat

Ferocity

Leadership

Signature

SECONDARY

Agility

Savant

Shooting

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

Storm Bolter 65 credits

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

SPECIAL

Plasma Gun 100 credits

Meltagun 135 credits

Flamer 140 credits

CLOSE-COMBAT

Chainsword 25 credits

Power Sword 45 credits

Power Fist 60 credits

Axe Morkai

in kit

Frost Weapon

in kit

Frostfang

in kit

GRENADE		WARGEAR	
Frag Grenade	30 credits	Fenrisian Wolf Bond	
Krak Grenade	45 credits	<i>in kit</i>	
ARMOUR		STATUS	
Mark Gravis	35 credits	Wolf Helm Of Russ	
Mark Terminator	135 credits	<i>in kit</i>	
Mark Power			
<i>included</i>			

The Wolf Lord is the gang's Leader and the tip of its charge — a warrior-king of Fenris who fights from the front rank, not the command post. WS 2+, four Attacks and four Wounds on a T5 body make him the surest killer the pack owns, and his power sword and bolt pistol let him carve a path the moment contact is made. He declares the gang's Combat Doctrines each round and leans them toward Assault, calls his Finest Hour once per battle, and — standing in the press with his brothers — draws Counter-Charge from The Pack Hunts. Where he wades in, the pack grinds hardest.

Special Rules

- **And They Shall Know No Fear:** This fighter cannot be Pinned and automatically passes Nerve tests.
- **Astartes Physiology:** A transhuman command body — T5 and four Wounds carry the punishment a front-rank leader always takes.
- **Combat Doctrines:** This fighter declares the gang's Doctrine each round and leans it toward Assault.
- **Finest Hour:** Once per battle, this fighter may call its command aura.
- **The Pack Hunts:** While within 3" of two or more friendly pack-mates or wolf-kin, this fighter gains Counter-Charge.

CHAPLAIN

CHAMPION

× 190 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	4+	4+	6+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman warrior-priest body*)

Combat Doctrines (*fights to the declared doctrine stance*)

The Pack Hunts (*gains Counter-Charge within 3in of two or more pack-mates or wolf-kin*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- grant-action Fight free
- +1

PRIMARY

Combat

Ferocity

Leadership

Savant

SECONDARY

Brawn

Shooting

Signature

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

CLOSE-COMBAT

Chainsword 25 credits

Crozius 40 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Power

included

WARGEAR

Fenrisian Wolf Bond

in kit

Narthecium

in kit

The Wolf Priest is the Great Company's warrior-priest and healer in one — keeper of the Curse, tender of the fallen, and a hard fighter in his own right. His crozius and bolt pistol on a T5 transhuman body put him in the thick of the press, where his presence steadies the pack and his rites carry the dying back to the fight. He fights to the declared Doctrine and gains Counter-Charge from The Pack Hunts when his brothers stand close. He walks the line between the beast and the brother, and it is his voice the pack listens for when the blood runs highest.

Special Rules

- **And They Shall Know No Fear:** This fighter cannot be Pinned and automatically passes Nerve tests.

- **Astartes Physiology:** A transhuman warrior-priest body — T5 and three Wounds.
- **Combat Doctrines:** This fighter fights to the declared Doctrine stance.
- **The Pack Hunts:** While within 3" of two or more friendly pack-mates or wolf-kin, this fighter gains Counter-Charge.

LIBRARIAN

CHAMPION

× 230 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	4+	4+	6+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman psyker body*) **Combat Doctrines** (*fights to the declared doctrine stance*)

The Pack Hunts (*gains Counter-Charge within 3in of two or more pack-mates or wolf-kin*) SEE SPECIAL RULES

PSYKER (*the storm-seer of Fenris - manifests the Storms of Fenris discipline (Wyrd powers) + Smite; only the Rune Priest touches the warp in the pack*)

A fighter with the **Psyker** keyword may manifest the Wyrd Powers of the Storms of Fenris it has access to. Among the Space Wolves the keyword belongs to the Rune Priests alone — the storm-seers of Fenris who read the runes and call the tempest — and to no other brother of the pack, for the Chapter keeps a single caste of witches and hunts down every other kind. Through the keyword the Rune Priest draws on its known storms and on the universal witch-blast of Smite, and every working courts the warp's own price. The powers are drawn free at creation, the gift baked into the Rune Priest's cost rather than bought a working at a time.

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- grant-action Fight free
- +1

PRIMARY

Savant **Storms of Fenris**

SECONDARY

Combat **Cunning** **Ferocity**
Leadership **Shooting** **Signature**
Smite

STARTING GEAR Mark Power

EQUIPMENT LIST

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

CLOSE-COMBAT

Force Weapon 60 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Terminator 135 credits

Mark Power

included

ACCESSORY

Wolf Tail Talisman

in kit

The Rune Priest is the pack's storm-caller, a psyker of Fenris who reads the runes and turns the tempest on the enemy. On a T5 transhuman body with a force weapon and bolt pistol, he fights in the line rather than behind it, his blade lethal to daemon and sorcerer alike. He fights to the declared Doctrine and, standing among his brothers, gains Counter-Charge from The Pack Hunts. The Wolves keep an old hatred of the witch, and the Rune Priest is the answer they trust — one of their own to stand against the enemy's sorcery.

Special Rules

- **And They Shall Know No Fear:** This fighter cannot be Pinned and automatically passes Nerve tests.
- **Astartes Physiology:** A transhuman psyker body — T5 and three Wounds.
- **Combat Doctrines:** This fighter fights to the declared Doctrine stance.
- **The Pack Hunts:** While within 3" of two or more friendly pack-mates or wolf-kin, this fighter gains Counter-Charge.

LIEUTENANT

CHAMPION

✖ 295 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	3+	4	5	3	2+	3	5+	4+	5+	6+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman veteran body*)

Combat Doctrines (*fight to the declared doctrine*)

Finest Hour

The Pack Hunts (*gains Counter-Charge within 3in of two or more pack-mates or wolf-kin*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- +1
- re-roll Wound
- grant-action Fight free
- +1

PRIMARY

Brawn

Combat

Ferocity

Signature

SECONDARY

Agility

Leadership

Shooting

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

Storm Bolter 65 credits

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

CLOSE-COMBAT

Lightning Claws 55 credits

Power Fist 60 credits

✦ *Fenrisian Great Axe* 70 credits

Kitbash from the Space Wolves Fenrisian great-axe / Wulfen great frost-axe bitz (Codex: Space Wolves) onto a Wolf Guard - a two-handed frost power-axe. Priced above the stock power-fist 60 / lightning-claws 55.

Thunder Hammer 70 credits

Frost Weapon

in kit

GRENADE

Frag Grenade 30 credits

ARMOUR

Mark Terminator 135 credits

Mark Power

included

STATUS

Wolf Helm Of Russ

in kit

The Wolf Guard is the Great Company's veteran champion, a killer earned over a century of hunts and given the honour of the Terminator plate. WS 2+, three Attacks and a power fist make him a close-combat anchor who breaks armour the line cannot, while the storm-bolter keeps a foe honest on the approach. He fights to the declared Doctrine leaned toward Assault, may call his Finest Hour once per battle, and gains Counter-Charge from The Pack Hunts when his brothers run close. He is the hard blade the Wolf Lord sets where the fight is fiercest.

Special Rules

- **And They Shall Know No Fear:** This fighter cannot be Pinned and automatically passes Nerve tests.
- **Astartes Physiology:** A transhuman veteran body — T5 and three Wounds.
- **Combat Doctrines:** This fighter fights to the declared Doctrine, leaned toward Assault.
- **Finest Hour:** Once per battle, this fighter may call its command aura.
- **The Pack Hunts:** While within 3" of two or more friendly pack-mates or wolf-kin, this fighter gains Counter-Charge.

TECHMARINE

CHAMPION

✖ 215 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	4+	4+	6+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman tech-priest body*)

Combat Doctrines (*fights to the declared doctrine stance*)

The Pack Hunts (*gains Counter-Charge within 3in of two or more pack-mates or wolf-kin*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- grant-action Fight free
- +1

PRIMARY

Brawn

Savant

SECONDARY

Combat

Shooting

Signature

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

SPECIAL

Grav Gun 110 credits

Meltagun 135 credits

CLOSE-COMBAT

Power Fist 60 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Power

included

WARGEAR

Cyber Wolf

in kit

Servo Skull

in kit

The Iron Priest is the smith of the Great Company — keeper of its wargear, mender of its wounded machines, and the one warrior who builds and bonds the cyber-wolves that run in the pack. A power fist and boltgun on a T5 transhuman body make him no soft artisan; he fights in the line and gains Counter-Charge from The Pack Hunts among his brothers. Half tech-priest and half wolf-keeper, he is the reason the pack's iron holds and its bionic hounds hunt. Where the machines fail, the Iron Priest is the hand that wakes them again.

Special Rules

- **And They Shall Know No Fear:** This fighter cannot be Pinned and automatically passes Nerve tests.

- **Astartes Physiology:** A transhuman tech-priest body — T5 and three Wounds.
- **Combat Doctrines:** This fighter fights to the declared Doctrine stance.
- **The Pack Hunts:** While within 3" of two or more friendly pack-mates or wolf-kin, this fighter gains Counter-Charge.

WULFEN

CHAMPION

× 250 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	2+	4+	5	5	3	2+	3	6+	4+	7+	8+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3*)

Combat Doctrines (*fights to the declared doctrine*)

Curse of the Wulfen (*Unwavering; +1 Attack within 6in of an enemy; must pass Cool or charge the nearest foe*)

The Pack Hunts (*gains Counter-Charge within 3in of two or more pack-mates or wolf-kin*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- grant-immunity Pinned
- grant-immunity Broken
- auto-test-result Nerve pass
- +1
- grant-action Fight free
- +1

PRIMARY

Brawn

Combat

Ferocity

SECONDARY

Agility

Signature

STARTING GEAR Mark Power

EQUIPMENT LIST

PISTOL

Bolt Pistol 45 credits

CLOSE-COMBAT

Lightning Claws 55 credits

✦ Paired Frost Claws 65 credits

Kitbash from paired frost-etched wolf-claws (a frost-relic rework of the lightning-claw kit; Codex: Space Wolves Wulfen / Wolf Guard). Priced above the stock lightning-claws 55 - the frost-craft premium.

Thunder Hammer 70 credits

Frost Weapon

in kit

GRENADE

Frag Grenade 30 credits

ARMOUR

Mark Power

included

The Wulfen is a brother taken by the Curse in his blood — a Space Wolf swollen into something faster, stronger and half-loosed from command. S5, WS 2+, six inches of movement and lightning claws make him the pack's frenzied spear-tip, hitting harder and reaching further than any line-brother. He is Unwavering, never Pinned and never Broken, and the nearer an enemy stands the more the fury feeds him. But he is not fully the controlling player's to com-

mand: with a foe in sight he must master the beast or charge it. He arrives to kill, and the pack points him and lets him run.

Special Rules

- **And They Shall Know No Fear:** This fighter cannot be Pinned and automatically passes Nerve tests.
- **Astartes Physiology:** The curse-swollen body — S5 and faster than a line-brother.
- **Combat Doctrines:** This fighter fights to the declared Doctrine, always leaning into the charge.
- **Curse of the Wulfen:** This fighter is Unwavering and gains +1 Attack within 6" of an enemy; at the start of its activation with an enemy in sight, it must pass a Cool check or charge the nearest enemy.
- **The Pack Hunts:** While within 3" of two or more friendly pack-mates or wolf-kin, this fighter gains Counter-Charge.

LONG FANG

GANGER

× 205 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	5+	5+	6+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman veteran body*)

Combat Doctrines (*fights to the declared doctrine, holding to Devastator while the pack charges*)

The Pack Hunts (*gains Counter-Charge within 3in of two or more pack-mates or wolf-kin*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- grant-action Fight free
- +1

PRIMARY

Brawn

Shooting

SECONDARY

Combat

Ferocity

Leadership

Signature

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

HEAVY

Plasma Cannon 150 credits

Lascannon 155 credits

Heavy Bolter 160 credits

Missile Launcher 165 credits

CLOSE-COMBAT

Chainsword 25 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Gravis 35 credits

Mark Power

included

The Long Fang is the pack's grey-maned veteran, the heavy-weapon brother who holds the line while the young charge. A T5 transhuman body with a heavy bolter and bolt pistol, he anchors the gunline and holds the Devastator lean of the Doctrine, laying down the fire that thins the enemy before the pack reaches it. He still stands with his brothers, drawing Counter-Charge from The Pack Hunts should the fight come to him. Old, scarred and patient, he is the weight of years the mob leans on — the killer who has done this a hundred times and means to do it once more.

Special Rules

- **And They Shall Know No Fear:** This fighter cannot be Pinned and automatically passes Nerve tests.

- **Astartes Physiology:** A transhuman veteran body — T5 and three Wounds.
- **Combat Doctrines:** This fighter fights to the declared Doctrine, holding the Devastator lean while the pack charges.
- **The Pack Hunts:** While within 3" of two or more friendly pack-mates or wolf-kin, this fighter gains Counter-Charge.

MARINE

GANGER

× 205 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	6+	5+	6+	7+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 - durability is the body, not the save*)

Combat Doctrines (*fight to the declared doctrine*)

The Pack Hunts (*gains Counter-Charge within 3in of two or more pack-mates or wolf-kin*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- grant-action Fight free
- +1

PRIMARY

Combat

Ferocity

Shooting

SECONDARY

Brawn

Signature

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Bolt Carbine 50 credits

Boltgun 55 credits

Storm Bolter 65 credits

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

SPECIAL

Plasma Gun 100 credits

Meltagun 135 credits

Flamer 140 credits

CLOSE-COMBAT

Chainsword 25 credits

Power Sword 45 credits

Power Fist 60 credits

Frost Weapon

in kit

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Gravis 35 credits

Mark Power

included

The Grey Hunter is the line-brother of the pack — the seasoned killer who forms its backbone and does the bulk of its work. A boltgun, chainsword and grenades on a T5 transhuman body make him equally deadly at range and in the press, and the Doctrine leans him toward the Assault the pack lives for. He fights shoulder to shoulder with his brothers, drawing Counter-Charge from The Pack Hunts wherever two or more run close. A Grey Hunter running Tactical

Infiltration is the Wolf Scout or Hound of Morkai; the Chapter fields no separate scout tier. He is the pack made flesh: veteran, versatile, and always straining toward contact.

Special Rules

- **And They Shall Know No Fear:** This fighter cannot be Pinned and automatically passes Nerve tests.
- **Astartes Physiology:** T5 and three Wounds — durability is the body, not the save.
- **Combat Doctrines:** This fighter fights to the declared Doctrine, leaned toward Assault.
- **The Pack Hunts:** While within 3" of two or more friendly pack-mates or wolf-kin, this fighter gains Counter-Charge.

MOUNTED MARINE

GANGER

✖ 280 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
9"	3+	3+	4	5	4	3+	3	6+	5+	6+	7+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W4 transhuman cavalry body*)

Combat Doctrines (*fights to the declared doctrine*)

The Pack Hunts (*gains Counter-Charge within 3in of two or more pack-mates or wolf-kin; the wolf-kin surge with it on the Assault round*)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- grant-action Fight free
- +1

PRIMARY

Agility

Combat

Cunning

Ferocity

Signature

SECONDARY

Brawn

Shooting

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

Storm Bolter 65 credits

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

CLOSE-COMBAT

Chainsword 25 credits

Power Sword 45 credits

Lightning Claws 55 credits

Frost Weapon

in kit

GRENADE

Frag Grenade 30 credits

ARMOUR

Mark Power

included

The Thunderwolf Cavalry is a Grey Hunter riding a monstrous Fenrisian wolf into battle — nine inches of movement, four Wounds and three Attacks of transhuman warrior and beast fused into one charging weight. He crosses the board faster than any brother on foot, arrives with the mount's fury adding to his own, and hits the enemy line where it is thinnest. He fights to the Assault-leaned Doctrine and draws Counter-Charge from The Pack Hunts, and the wolf-

kin surge with him on the Assault round. This is the pack's hammer: a rider who does not skirmish but closes, breaks a flank, and runs the survivors down.

Special Rules

- **And They Shall Know No Fear:** This fighter cannot be Pinned and automatically passes Nerve tests.
- **Astartes Physiology:** A transhuman cavalry body — the Thunderwolf mount adds the fourth Wound and the extra Attack.
- **Combat Doctrines:** This fighter fights to the declared Doctrine, leaned toward Assault.
- **The Pack Hunts:** While within 3" of two or more friendly pack-mates or wolf-kin, this fighter gains Counter-Charge; the wolf-kin surge with it on the Assault round.

BLOOD CLAW

JUVE

× 165 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	4+	4	5	2	3+	2	7+	6+	7+	8+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W2*) **Combat Doctrines** (*fights to the declared doctrine - always straining into the charge*)

The Pack Hunts (*gains Counter-Charge within 3in of two or more pack-mates or wolf-kin*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- grant-action Fight free
- +1

PRIMARY

Agility

Combat

Ferocity

SECONDARY

Brawn

Shooting

Signature

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

CLOSE-COMBAT

Chainsword 25 credits

GRENADE

Frag Grenade 30 credits

ARMOUR

Mark Power

included

WARGEAR

Jump Pack

in kit

The Blood Claw is the pack's savage young — a newly-made Space Wolf with a transhuman body and none of a veteran's patience. Cheap for what he is, he brings a chainsword, bolt pistol and two Wounds of T5 flesh, and every instinct in him strains toward the charge. The Doctrine only encourages it, and standing among his brothers he gains Counter-Charge from The Pack Hunts. His discipline is a Juve's — Ld 7+, Cl 6+ — so he is best pointed at the enemy and loosed, not asked to hold. This is the plentiful body of the gang: reckless, eager, and hungry to earn his first saga.

Special Rules

- **And They Shall Know No Fear:** This fighter cannot be Pinned and automatically passes Nerve tests.
- **Astartes Physiology:** A transhuman body on a Juve's discipline — T5 and two Wounds.
- **Combat Doctrines:** This fighter fights to the declared Doctrine, always straining into the charge.
- **The Pack Hunts:** While within 3" of two or more friendly pack-mates or wolf-kin, this fighter gains Counter-Charge.

FENRISIAN WOLF

EXOTIC BEAST

85 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
9"	3+	-	4	4	2	4+	2	8+	7+	8+	-

SAVE 6+

SPECIAL RULES

The Pack Hunts (wolf-kin - counts as a pack-mate for coherency, gains Counter-Charge near two or more pack-mates, and surges +1in Move on the Assault round)

SEE SPECIAL RULES

Typed Effects

- grant-action Fight free
- +1

PRIMARY

Agility

Combat

Cunning

Ferocity

EQUIPMENT LIST

CLOSE-COMBAT

Combat Knife

in kit

The Fenrisian Wolf is no machine and no man but a great grey beast of Fenris, bonded into the pack and fighting beside the brothers as kin. Nine inches of movement make it the fastest thing the gang fields, and its rending jaws bite through armour a lesser animal never could. It carries no wargear and wears no plate — a 6+ hide is its only defence — so it lives on speed, teeth and the pack-bond. It counts as a pack-mate for coherency, gains Counter-Charge near two or more pack-mates, and surges +1" of Move on the Assault round. Loose it ahead of the line and let it run the prey down.

Special Rules

- The Pack Hunts:** This wolf-kin counts as a pack-mate for coherency, gains Counter-Charge while within 3" of two or more pack-mates, and surges +1" Move on the Assault round.

CENTURION

ELITE

× 365 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	3+	3+	5	6	4	4+	3	5+	4+	5+	6+

SAVE 2+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T6/W4 heavy warsuit body*)

Combat Doctrines (*fights to the declared doctrine straight*)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free

PRIMARY

Brawn

Ferocity

Shooting

SECONDARY

Combat

Signature

STARTING GEAR Mark Centurion Warsuit · Heavy Bolter

EQUIPMENT LIST

HEAVY

Heavy Bolter

included

Lascannon

in kit

Multi Melta

in kit

ARMOUR

Mark Centurion Warsuit

included

The Centurion is a warrior sealed into a heavy siege warsuit — T6, a 2+ save and twin heavy weapons fitted to the frame rather than carried. He is a walking strongpoint, soaking fire and answering it with the heavy bolter's weight, ceding speed for armour and firepower the line body cannot match. The warsuit is too slow and too solitary to hunt in coherency, so he fights the declared Doctrine straight and takes no bonus from The Pack Hunts. He sits off the Space Wolves' identity — a static gun-platform among a Chapter built to charge — and is fielded rarely, only where a wall of armour is what the fight demands.

Special Rules

- **And They Shall Know No Fear:** This fighter cannot be Pinned and automatically passes Nerve tests.
- **Astartes Physiology:** A heavy warsuit body — T6 and four Wounds.
- **Combat Doctrines:** This fighter fights the declared Doctrine straight — the lumbering warsuit does not hunt in coherency.

VEHICLES

DREADNOUGHT

VEHICLE

✖ 300 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
5"	8	7	6	6	6+	3+	3+	5+	4+	5+	6+

LOCOMOTION Walker

HARDPOINTS

- ♦ Multi Melta — Front arc (Crew)
- ♦ Power Fist — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Venerable — or the savage Murderfang — is the lesser walker of the Great Company: an ancient Long Fang interred in a walking sarcophagus, kept in service across the centuries, no longer a fighter on the gang grid but a \$5c war-engine resolved through the Ash-Wastes vehicle rules. Sv 3+ plate armours six Hull Points behind a front-weighted hull (Toughness 8 to the front, 7 flank, 6 rear), and it grinds forward at Movement 5" as the pack's ancient bulwark rather than its spearhead. Its multi-melta cracks armour at range while the great Dreadnought fists tear apart anything that closes; both are fixed Front hardpoints, so the walker must face its prey. It knows no fear — the brother within has already died once — and it shrugs off fire that would fell a lesser hull, its damage and handling and every catastrophic Loss of Control reckoned through the Ash-Wastes vehicle rules. Its re-derived price is provisional, priced from the profile rather than ported from the Brute chassis it left behind.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

LAND SPEEDER

VEHICLE

✖ 115 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
10"	5	4	4	4	5+	5+	4+	6+	6+	7+	7+

LOCOMOTION Skimmer

HARDPOINTS

- ♦ Heavy Bolter — Front arc (Crew)
- ♦ Multi Melta — Front arc (Crew)

SPECIAL RULES

- ♦ Skimmer (ignores ground)
- ♦ Fast Attack

The Land Speeder is a fast-attack anti-grav skimmer, an open-topped platform that floats over broken ground, wreckage and gullies as if they were flat road. It is tissue-thin — the lightest facing armour and only four Hull Points on the whole vehicle track — but it buys survival with speed and its Skimmer mobility, striking from an angle the enemy cannot cover and gone before the return fire lands. In its Tornado pattern it pairs a heavy bolter with a multi-melta, a flanker that rips open a tank’s flank then repositions; the Typhoon pattern swaps to a missile launcher to harass from further out. It is a glass hunter, not a line unit: point it at a high-value target, let it burn through the armour, and pull it back into cover before the reprisal. It resolves its handling and its facing Toughness through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

PREDATOR

VEHICLE

✖ 210 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	8	7	6	7	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Autocannon — Turret arc (Crew)
- ♦ Heavy Bolter — Left arc (Crew)
- ♦ Heavy Bolter — Right arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Predator is the Chapter's main battle tank. Built on the Rhino hull, then up-armoured and up-gunned until it is a different beast entirely — its heavy front facing shrugs off fire that would gut a transport, and it trades the Rhino's speed for that protection and a turret that hits hard. In its Destructor pattern the turret mounts an autocannon, reaching out to crack light armour and heavy infantry. The Annihilator twin-links a lascannon instead, to burn through the enemy's dearest assets. Sponsons on each flank carry heavy bolters — or lascannons, for a gun-line that means to kill nothing but tanks — so the machine engages across three arcs at once. Slow. Front-heavy. Expensive. It anchors a battle-line rather than flanking, and it sits deliberately below the superheavy tier. One per gang, it plugs into the Ash-Wastes vehicle rules for its facing Toughness, Hull Points and handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

RAZORBACK

TRANSPORT

✖ 140 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	7	6	6	6	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Heavy Bolter — Turret arc (Crew)
- ♦ Storm Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (6 fighters)

The Razorback is the Rhino turned gunboat — the same armoured hull, the same Tracked chassis, but with half its cargo bay given over to a 360-degree turret. It gives up carrying a full squad to gain a weapon that hammers. A gang fields it when it wants a transport that both delivers a fireteam and holds a fire-lane once the ramp drops. The default turret twin-links a heavy bolter to rake infantry; the mount swaps readily for a twin lascannon to kill armour, or a twin assault cannon to hunt fast movers. A pintle storm bolter adds close-in volume. Its facing armour and six Hull Points match the Rhino's — proof against small-arms, thin against war-engines — so it lives on Movement and its turret's reach, not on trading blows. One per gang. It resolves its handling, its facing Toughness and its Loss of Control through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

REDEMPTOR DREADNOUGHT

VEHICLE

✖ 450 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
6"	9	8	7	8	6+	3+	3+	5+	4+	5+	6+

LOCOMOTION Walker

HARDPOINTS

- ♦ Plasma Cannon — Front arc (Crew)
- ♦ Power Fist — Front arc (Crew)
- ♦ Storm Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Redeemptor is the greater walker that crowns the Space Wolves vehicle roster — a modern sarcophagus of enormous size, no fighter but a \$5c war-engine resolved through the Ash-Wastes vehicle rules. Thick front armour (Toughness 9 to the front, 8 flank, 7 rear) shields eight Hull Points under a Sv 3+ hull, and it advances at Movement 6", faster and deadlier than the older pattern. It hammers the board from three fixed Front hardpoints — a macro plasma incinerator that breaks the heaviest targets, a great Redeemptor fist that tears apart what closes, and a storm bolter for the swarms in between. Facing matters: all three arms fire forward, so the Redeemptor must front its prey. Like its lesser kin it fears nothing, and it is the single most punishing body the pack can field — and the methodology's own **450 calibration anchor** (Guardsman 50 → Genestealer 150 → Marine 200 → Redeemptor 450), so its provisional \$5c price sits at the reference point itself, the top of the roster; its every Loss of Control still reckoned through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

RHINO

TRANSPORT

✖ 110 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	7	6	6	6	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Storm Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (10 fighters)

The Rhino is the armoured workhorse of the Adeptus Astartes — a fast, boxy Tracked transport that every Chapter fields in one pattern or another, carrying a squad of transhumans across open ground under fire. Its armour is proof against small-arms, thin by war-engine standards. It trades protection for speed and reliability. The point is not to trade blows; the point is to get bodies into the fight. A pintle-mounted storm bolter lets the crew hose down infantry as they close, though the hull leans on Movement and its six Hull Points rather than firepower to survive. Fielded one at a time, it resolves its handling, its facing armour and its Loss of Control through the Ash-Wastes vehicle rules — the same rolling fortress the whole Chapter learns to ride.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

STORMRAVEN

TRANSPORT

× 340 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
14"	7	6	6	8	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Flyer

ALTITUDE ACCESS Hover — reaches Grounded/Low

MINIMUM MOVE Hover — may hold station (no minimum move)

TURN CAP wide (Hover)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

TRANSPORT Transport capacity: 6 (embark Grounded only)

HARDPOINTS

- ♦ Assault Cannon — Turret arc (Crew)
- ♦ Multi Melta — Front arc (Crew)
- ♦ Missile Launcher — Hull arc (Crew)
- ♦ Storm Bolter — Hull arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (6 fighters or 1 Brute/Dreadnought)

The Stormraven is the apex assault-transport gunship, a Hovering flyer that lifts an entire squad — or a Dreadnought slung beneath its hull — into the heart of the fight under a hurricane of guns. Its Hover keyword frees it from the interceptor's tyranny of motion: it may hold station and settle to Low or even Grounded altitude to disgorge its passengers where they are needed, then climb away. Everything about it is heavy. A turret twin-links an assault cannon, the nose mounts a twin multi-melta to gut armour on the approach, and hull hardpoints add stormstrike missiles and a storm of hurricane bolter fire, so it clears a landing zone as it arrives. Eight Hull Points and thick facing armour let it push through fire that would down a lesser craft. It is a fortune-gatekeeper, priced just below the superheavy tier and limited to one per gang. It plugs into the Ash-Wastes vehicle rules for its Hull Points and facing Toughness, and into the Flight rules (Flying Mechanics) for its altitude, its Hover station and its ingress.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

STORMTALON

GUNSHIP

× 230 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	7	6	5	8	5+	4+	4+	6+	6+	7+	7+

- LOCOMOTION Flyer
- ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)
- MINIMUM MOVE Minimum move 8"
- TURN CAP tight (Interceptor)
- FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire
- FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ♦ Assault Cannon — Front arc (Crew)
- ♦ Lascannon — Wing arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Stormtalon is a pure interceptor gunship — a fast, forward-firing flyer built to own the airspace above a battle and nothing else. It carries no cargo and cannot land: with no Hover capability it holds no station, so it must make its minimum move every round, screaming across the field at Low or High altitude and swinging back for another firing pass. Its nose twin-links an assault cannon to shred fast movers and light armour in a single strafing run, with a wing-mounted twin lascannon — or a skyhammer missile launcher — to reach out at heavier targets. Eight Hull Points and a good handling let it survive the odd hit, but its true defence is velocity and altitude: a target it has already overflown cannot easily answer. A gang fields one to deny the sky and hunt what moves fast below it. It plugs into the Ash-Wastes vehicle rules for its facing Toughness and Hull Points, and into the Flight rules (Flying Mechanics) for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

WHIRLWIND

VEHICLE

× 150 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	7	6	6	6	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Whirlwind Launcher — Turret arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Indirect Fire

The Whirlwind is the Chapter's artillery piece, the Rhino hull with its cargo bay replaced by a raised missile battery. It keeps the transport's durable body — the same facing armour and six Hull Points — but exists to do a single thing supremely well: drop indirect ordnance on targets it cannot see. Where the rest of the roster must draw line of sight, the Whirlwind arcs its salvo over walls and ridgelines to fall on foes who thought a corner or a rooftop kept them safe, scattering massed infantry with each blast. It is slow, lightly self-defended, and best kept to the rear with a spotter feeding it targets, but a gang that fields one turns cover from a shield into a trap. One per gang, it resolves its handling, its facing Toughness and its Loss of Control through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).



PSYCHIC DISCIPLINES

× THE STORMS OF FENRIS

PSYCHIC DISCIPLINE

The Storms of Fenris are the storm-magic of the Rune Priests — a single discipline of ice, lightning, beast-spirit and the old Fenrisian hatred of sorcery. Where a Librarian lectures the warp into obedience, the Rune Priest calls the tempest of his home world and looses the spectral wolves, and where a witch would blast he answers with lightning and the killing cold. Six workings pass through the discipline: the leaping storm-bolt, the sheltering gale, the murderous ice-wind, the ground-swallowing jaws, the fury of the wolf-spirits, and the runic ward that turns an enemy's own sorcery against him. Each is a Wyrd power, and each courts the warp's price for the one who calls it. At creation a Rune Priest with access picks or rolls its power from the table below, and adds to it the universal witch-blast of Smite.

ROLL

POWER

1	Living Lightning. A bolt of Fenrisian storm-lightning leaps from the Rune Priest to a chosen enemy fighter within range, which suffers an automatic hit resolved at Strength 5, AP -1. If that fighter is taken Out of Action by the strike, the lightning arcs on to the nearest other enemy within 4", which suffers a second automatic hit at Strength 4, AP -. The storm hunts down the line. It leaps from a felled foe to the next, and a single working can carry death through a bunched pack of the enemy.
2	Storm Caller. While this power is sustained, a howling Fenrisian gale wraps the target friendly fighter — the Rune Priest itself or a brother within 6". Enemies suffer -1 to Hit it with ranged attacks, and it may not be picked as the target of an enemy Aim action from beyond 12". The storm-wall of Fenris turns the enemy's marksmanship to a guess. Driving wind and snow shroud the one it protects until the working ends.
3	Murderous Hurricane. A screaming ice-wind tears across the chosen enemy fighter and every other enemy within 2" of it. Each caught in the squall suffers an automatic hit at Strength 3, AP -, and has its Movement reduced by 2" until the end of the round. The ground within 2" of the chosen fighter is churned to ice and driven snow, treated as difficult terrain for the rest of the round. A wounding, slowing storm — it breaks a charge or pins a knot of the enemy in place for the pack to reach.
4	Jaws of the World Wolf. A fissure roars open along a straight line drawn from the Rune Priest, up to 12" long. Every enemy fighter the line crosses must pass an Initiative check or be dragged down as Fenris itself opens beneath it, suffering an automatic hit at Strength 6, AP -2. Those quick enough to leap clear take nothing; the rest are swallowed whole. It is the Wolves' most feared curse, the ground turned traitor beneath a whole rank of the enemy at once.
5	Fury of the Wolf Spirits. While this power is sustained, spectral Fenrisian wolves surge around the target friendly Space Wolf — the Rune Priest itself or a brother within 6". Its close-combat attacks gain the Rending trait, and it re-rolls Wound rolls of 1 in melee. The wolf-spirits bite where its blade bites, tearing at the wound it opens, so a warrior wreathed in the pack's dead hunts as savagely as the living wolves that run beside it.
6	Runic Ward. While this power is sustained, the Rune Priest's ancient hatred of sorcery hardens into a ward. The Rune Priest and friendlies within 6" re-roll a failed Willpower test made against an enemy psychic power, and any enemy psyker suffering Perils of the Warp within 12" worsens the result by one severity step. It is the anti-witch of Fenris made manifest — distinct from the single-fighter charm of a wolf-tail talisman, this is the caster's own aura, the runes turned outward against every enemy that dares call the warp.

GANG TACTICS

D66

ROLL	TACTIC	TIMING
11	The Pack Encircles. The pack does not line up — it surrounds. Play this at deployment, after both gangs have set up. Choose up to three of your fighters and redeploy them anywhere on the board more than 6" from an enemy, spreading the pack around the foe rather than facing him in one body. The enemy wakes to find the wolves already at every edge.	DEPLOYMENT

12	For The Wolftime. There comes a moment when the pack stops hunting and simply kills. Play this at the start of a round. Until the end of that round, every friendly fighter that ends its move in an enemy's engagement range gains +1 Attack for the following close-combat. The Wolftime is on them, and the whole pack throws itself into the press.	START OF ROUND
13	Fight As One. The pack moves as a single body or not at all. Play this once, at any time. Until the end of the round, every friendly fighter within 3" of two or more pack-mates counts as being within coherency for The Pack Hunts regardless of the exact spacing, and none of them may be Pinned. For that round the wolves fight shoulder to shoulder as one animal.	ANY (ONCE)
14	Close The Circle. When one wolf is threatened, the nearest brother is already moving. Play this as a Reaction when an enemy charges a friendly fighter. One other friendly fighter within 4" of that enemy, and not itself engaged, may immediately make a free move of up to 3" to close on the charger. The circle tightens the instant the enemy commits.	REACTION
15	Shoulder To Shoulder. Packed close, the wolves are harder to break. Play this at the start of a round. Until the end of that round, any friendly fighter within 2" of another friendly fighter may re-roll a failed Nerve or Cool test. The brothers steady one another; no wolf that stands beside another gives ground easily.	START OF ROUND
16	The Wolves Answer. Strike a wolf and the whole pack answers. Play this once, at any time, immediately after a friendly fighter is taken Out of Action. Every friendly fighter within 6" of where it fell gains +1 to Hit in close combat until the end of the round. The pack does not mourn in the moment — it avenges.	ANY (ONCE)
21	Thunderwolf Charge. The great wolves hit like falling rock. Play this when a friendly Thunderwolf rider or wolf-kin declares a charge. Add 2" to that charge move, and if it reaches the enemy, its close-combat attacks are made at +1 Strength for that round. The weight of the mount turns a charge into a hammer-blow.	WHEN CHARGING
22	Charge After The Run. The pack closes the distance in one breathless surge. Play this when activating a friendly fighter. That fighter may make a Move (Simple) action and then still declare a Charge in the same activation, running flat-out and hurling itself into contact at the end of the sprint. The prey does not get the extra step it was counting on.	WHEN ACTIVATING
23	Run Them Down. A fleeing enemy is a wolf's favourite prey. Play this as a Reaction when an enemy fighter breaks from combat or falls back within 6" of a friendly fighter. That friendly fighter may immediately make a free move of up to its Movement toward the fleeing enemy, and if it reaches engagement range it counts as charging. The pack runs the coward down.	REACTION
24	Into The Teeth. The Wolves charge into fire that would stop a lesser warrior. Play this when a friendly fighter declares a Charge. That fighter ignores any Pinning from enemy Reaction fire during the charge and may not be forced to stop short — it presses through the volley and reaches the line regardless. The pack goes into the teeth of the guns because that is where the enemy is.	WHEN CHARGING
25	The Headlong Rush. The pack crosses the open ground before the enemy is ready. Play this in the first round of the battle. Every friendly fighter adds 2" to its first Move or Charge this round, the whole gang surging forward off the line. The Wolves close the gap fastest when the fight is youngest.	FIRST ROUND
26	No Ground Given. A Space Wolf holds where he stands. Play this once, at any time, on a friendly fighter that has just failed a Nerve or Bottle-related test. That fighter automatically passes instead and does not Break or fall back this round. The pack does not yield the ground it has bled for.	ANY (ONCE)

31	Saga Of The Slayer. A warrior fights hardest with a saga to earn. Play this when a friendly fighter attacks an enemy Leader, Champion or the enemy's most expensive fighter. That fighter re-rolls failed Hit rolls against such a foe for the rest of the round. The Wolves save their fiercest blows for the mightiest quarry — the bigger the name, the harder they swing.	WHEN ATTACKING
32	A Killing Remembered. The skalds mark the deeds worth keeping. Play this in the post-battle sequence if a friendly fighter took an enemy Leader or Champion Out of Action during the battle. That fighter gains 1 bonus experience, the killing set into the saga of the Great Company. What the pack remembers, it fights to live up to.	POST-BATTLE
33	The Boast Made Good. A Wolf who boasts at the feast must make it good on the field. Play this at deployment. Name one friendly fighter and one enemy fighter as its boast. While the named fighter is within 6" of that enemy, it re-rolls failed Hit rolls against it — but if the battle ends with the enemy still standing and the boaster not, the pack tells the tale sourly. The boast drives the warrior to the deed.	DEPLOYMENT
34	Sung By The Skalds. A saga sung mid-battle lifts the whole pack. Play this at the start of a round. Choose one friendly fighter; until the end of that round, every friendly fighter within 6" of it re-rolls failed Willpower and Cool tests, carried by the telling of the tale. The skald's voice reaches further than a shout and steadies harder.	START OF ROUND
35	Honour Of The Great Company. The honour of the Company is a weight. Every brother carries it. Play this once, at any time, on a friendly Leader or Champion. Until the end of the round, that fighter and every friendly fighter within 6" of it auto-pass Nerve tests. No wolf will be the one who shamed the Great Company — they hold because the others are watching.	ANY (ONCE)
36	The Trophy Taken. The pack takes a trophy from every worthy kill. Play this in the post-battle sequence if your gang won the battle and took an enemy fighter Out of Action. Claim a modest bonus to the credits earned from the battle — spoils stripped from the fallen. The Wolves fight for the saga. They do not leave good iron on the field.	POST-BATTLE
41	The Wulfen Rise. The curse in the blood answers a brother's fall. Play this once, at any time, immediately after a friendly Space Wolf is taken Seriously Injured within 6" of an enemy. That fighter is not laid low but rises as the beast takes him — for the rest of the battle he counts as Unwavering and gains +1 Attack while within 6" of an enemy, though he must charge the nearest foe each activation. The wound wakes the Wulfen early.	ANY (ONCE)
42	The Curse Stirs. The beast stirs in the pack's blood as the fight sharpens. Play this at the start of a round on a friendly fighter. Until the end of that round, that fighter gains +1 Attack while within 6" of an enemy, but must charge the nearest enemy if any is in sight when it activates. The curse gives its strength and takes its own price.	START OF ROUND
43	Feral Fury. The fury takes over. The blows fall like rain. Play this when a friendly fighter attacks in close combat. That fighter re-rolls failed Hit rolls of 1 for this fight, striking wild and fast with the beast half-loosed — the pack is at its deadliest when it stops thinking and simply tears.	WHEN ATTACKING
44	The Beast Unleashed. The leash comes off and the Wulfen goes in. Play this when a friendly Wulfen declares a Charge. Add 3" to that charge move, and if it reaches the enemy, its close-combat attacks are made at +1 Strength for that round. When the beast is unleashed, nothing short of death stops it reaching the throat.	WHEN CHARGING

45	Blood In The Snow. The scent of blood drives the pack into a killing hunger. Play this once, at any time, after an enemy fighter has been taken Out of Action. Until the end of the round, every friendly fighter that charges gains +1 to Hit in the ensuing close combat. First blood only whets the pack's appetite.	ANY (ONCE)
46	The Frenzy Takes Him. A brother loses himself to the fight entirely. Play this when activating a friendly fighter. That fighter gains +1 Attack and re-rolls failed Hit rolls in close combat this activation, but must make a Charge or a Move toward the nearest enemy and may take no other action. The frenzy gives everything to the killing and nothing to caution.	WHEN ACTIVATING
51	The Wolf Kin Surge. When the pack presses, the beasts surge with it. Play this at the start of a round. Until the end of that round, every friendly wolf-kin and Fenrisian Wolf adds 2" to its Move and Charge. The wolves run ahead of the brothers to open the enemy line for the blades that follow.	START OF ROUND
52	Hunters Of Fenris. The sons of Fenris were hunting monsters before they were ever Marines. Play this when a friendly fighter attacks an enemy with more Wounds on its profile than the attacker. That fighter's attacks count as having the Rending trait for this fight. The pack knows how to bring down bigger prey — go for the soft places and do not let go.	WHEN ATTACKING
53	Loose The Wolves. The wolf-kin are loosed ahead of the line to run the flanks. Play this at deployment. Any friendly wolf-kin or Fenrisian Wolves may be set up after all other fighters, anywhere on the board more than 6" from an enemy. The beasts range wide before the fight begins, already in position to strike where the enemy is thinnest.	DEPLOYMENT
54	The Cyber Hound Strikes. The Iron Priest's bionic hound hits with the force of forged muscle. Play this once, at any time, when a friendly cyber-wolf makes a close-combat attack. That cyber-wolf gains +1 Strength and re-rolls failed Hit rolls for this fight. Steel jaws close where flesh ones might have slipped. The enemy learns the difference.	ANY (ONCE)
55	Beasts At The Flank. The wolves strike from the side the enemy forgot to guard. Play this as a Reaction when an enemy fighter within 6" of a friendly wolf-kin activates or is charged. That wolf-kin may immediately make a free move of up to 4" to take the enemy in the flank. The beasts are always where they are least wanted.	REACTION
56	The Pack Grows. A great hunt draws new blood to the Company. Play this in the post-battle sequence after a decisive win. The pack gains a discount on recruiting one new fighter or bonding one new wolf-kin before the next battle, drawn in by the tale of the victory. Wolves follow strength, and a winning pack never wants for more.	POST-BATTLE
61	Hunt The Prey. The pack marks its quarry before the first blow is struck. Play this at deployment. Name one enemy fighter as the prey. For the rest of the battle, friendly fighters re-roll failed charge distances made against that enemy, the whole pack bending toward the marked kill. What the Wolves name, they run down.	DEPLOYMENT
62	The Wolf Scouts Strike. The Wolf Scouts are already behind the enemy when the fight begins. Play this at deployment. One friendly Grey Hunter — a Wolf Scout or Hound of Morkai running Tactical Infiltration — may be set up after all other fighters, anywhere on the board more than 6" from an enemy, including the enemy's own half. The pack strikes from the direction no gunline can face.	DEPLOYMENT

63	The Old Hatred. The Wolves keep an ancient hatred of the witch and the sorcerer. Play this as a Reaction when an enemy uses a psychic power within 12" of a friendly fighter. That friendly fighter may immediately make a free move of up to its Movement toward the psyker, and re-rolls failed Willpower tests against that enemy's powers for the rest of the round. The pack answers sorcery with teeth.	REACTION
64	Storm Of Fenris. A Rune Priest calls the tempest of the home world down on the foe. Play this when activating a friendly Rune Priest. Choose one enemy fighter within 12" and in sight; that enemy suffers a Strength 4 hit and is Pinned as the storm breaks over it. The old sky of Fenris follows its sons to war.	WHEN ACTIVATING
65	The Frost Bites. The cold of the frost blades stills the blood of what they cut. Play this when a friendly fighter attacks in close combat with a frost weapon or other Power weapon. Any enemy wounded by that fighter this fight suffers -1 to Hit until the end of the following round, sluggish and slowed by the bite of the cold. The Wolves' blades leave more than wounds.	WHEN ATTACKING
66	The Sky Falls. The Great Company drops from the sky onto the enemy's ground. Play this at deployment. Choose up to two friendly fighters to be held back and arrive by drop in the second round, set up anywhere on the board more than 6" from an enemy when they land. The pack comes down where the enemy least expects the sky to open.	DEPLOYMENT

ALLIANCES

THE PATIENT GUNLINE

ALLIANCE

WHO	the patient gunline (a disciplined, static shooting force built to punish a headlong rush - a fortified firebase, a massed gunline, any gang that wins by making the enemy cross open ground into its fire; the Space Wolves' natural predator)
TERMS	campaign-level feud: while it stands, the Space Wolves gain bonus Reputation for a decisive win where the pack closed and broke the gunline in melee, but the enemy gains Reputation for every battle in which it held the line and thinned the pack at range before it arrived; the feud runs until one side is driven off the contested world

Some enemies wait. The patient gunline is one of them — a disciplined, static shooting force that wins by making the pack cross open ground into its fire, a fortified firebase, a massed line of guns, any gang built to thin an onrushing foe before it arrives. Reach it or die trying. That is the whole of the feud, and it runs deep.

While the feud stands, the Space Wolves gain bonus Reputation for a decisive win where the pack closed the distance and broke the gunline in melee. The gunline gains Reputation for every battle in which it held the line and bled the pack at range before it arrived. Neither side yields. The feud burns until one of them is driven off the contested world entirely.

WHO	the wild kindred (a loyal successor of the Wolves, another honourable Chapter that keeps the same wars, or any zealous Imperial force that shares the Wolves' hatred of the witch and the traitor)
TERMS	campaign-level alliance: while it stands, the Space Wolves and their kindred observe a map-level non-aggression and may lend one favour to each other per post-battle sequence; both gain a small Reputation bonus for a campaign won together. The pact is grudging - the Wolves keep no diplomat's patience - and it breaks the instant the kindred are found consorting with sorcerers, which the Wolves will not forgive

The wild kindred are those the Wolves count as brothers-in-war — a loyal successor of the Chapter, another honourable warband that keeps the same wars, or any zealous Imperial force that shares the old hatred of the witch and the traitor. The bond is one of shared enemies rather than shared counsel, but it holds where it matters.

While the alliance stands, the Space Wolves and their kindred observe a map-level non-aggression and may lend one favour to each other in each post-battle sequence, and both gain a small Reputation bonus for a campaign won together. The pact is a grudging one — the Wolves keep no diplomat's patience — and it breaks the instant the kindred are found consorting with sorcerers, a betrayal the sons of Fenris will never forgive and never forget.

FAVOURS

2D6

ROLL	FAVOUR	PATRON
2	Muster Of The Great Company. The Wolf Lord's own hall answers the call, but grudgingly and at a price. When you seek the muster's favour, a single veteran of the Great Company marches with your gang for the coming battle as a hired brother — but the hall expects its due, and you must give up a share of the credits earned from that battle in return. The veteran fights hard and leaves when the work is done; the debt to the hall is paid whether he lives or falls.	THE GREAT COMPANY'S MUSTER (THE WOLF LORD'S OWN HALL OF VETERANS)
3	The Fenrisian Kennels. The wolf-keepers of the Fang open the kennels to you. When you seek their favour, a great grey Fenrisian wolf is loosed to run with your pack for the coming battle, bonded into the gang as wolf-kin for that fight. It hunts at your side, counts as a pack-mate, and returns to the kennels afterward. The keepers give freely to those the wolves already follow, and ask only that you loose the beast toward the enemy and not waste it.	THE FENRISIAN KENNELS (THE WOLF-KEEPERS OF THE FANG)
4	The Iron Priests Forge. The smiths of the Great Company put their forge at your service. When you seek the Iron Priests' favour, they mend what the last battle broke: you may repair one piece of the gang's wargear or restore one fighter's bionics that was lost or damaged in the post-battle sequence, at no cost. The Priests work the iron for those who fight beside them, and hand back the mended gear with a grunt and no ceremony.	THE IRON PRIESTS' FORGE (THE SMITHS OF THE GREAT COMPANY)

5	Aid Of The Kindred Chapter. A kindred loyal Chapter keeps the same wars, and honours the bond when you call. When you seek their aid, a single allied Astartes fights alongside your gang in the coming battle as a hired brother, arriving with his own wargear and standing in your line. He keeps his own counsel and fights to his own honour, but while the enemy is shared he is yours to point. He departs when the field is won, the debt between the two Chapters settled for now.	A KINDRED LOYAL CHAPTER (A SUCCESSOR OR ALLIED ASTARTES FORCE THAT KEEPS THE SAME WARS)
6	Counsel Of The Rune Priests. The rune-casters read the storm and lend you their sight. When you seek the Rune Priests' counsel, you may re-roll one Nerve, Cool or Willpower test for a fighter of the gang in the coming battle, the storm-caller's ward steadying the mind at the moment it would break. Their counsel is spare and their words few, but the pack learns to trust the runes: what the Priests foresee, they help you turn.	THE RUNE PRIESTS OF THE CHAPTER (THE RUNE-CASTERS AND STORM-CALLERS)
7	The Thunderwolf Muster. The wolf-riders of the Great Company thunder in to run beside you. When you seek the Thunderwolf muster's favour, a single Thunderwolf rider joins your gang for the coming battle as a hired brother, crossing the field at speed to break the flank you point him at. He arrives spoiling for the charge and leaves once it is spent. The muster lends its riders to those who fight the way the Wolves are meant to — closing hard and running the prey down.	THE THUNDERWOLF MUSTER (THE WOLF-RIDERS OF THE GREAT COMPANY)
8	Blessing Of The Wolf Priest. The healers of the Chapter, keepers of the Curse, tend your fallen. When you seek the Wolf Priest's blessing, you may re-roll one Lasting Injury result for a fighter taken Out of Action in the last battle, the Priest's craft and rites drawing a brother back from the worst of it. Those the Wolf Priests save owe the Chapter their lives twice over — once for the making, and once for the mending.	THE WOLF PRIESTS (THE CHAPTER'S HEALERS AND KEEPERS OF THE CURSE)
9	The Skalds Boon. The keepers of the saga sing your gang's deeds louder than they were earned. When you claim the skalds' boon, one fighter of your choosing gains a measure of bonus experience for the coming battle's honours, the telling of the tale lifting a warrior toward the legend the skalds have already named him. A deed sung by the skalds is a deed made greater; the pack fights all the harder to be worth the song.	THE SKALDS OF THE GREAT COMPANY (THE KEEPERS OF THE SAGA)

SUB-PLOTS

THE GROWING SAGA

SUB-PLOT

Reward: The Great Company comes into its own: the gang permanently unlocks one extra Champion slot and one extra wolf-kin or Thunderwolf slot beyond its normal caps, and may assign a Legendary Name to one fighter at a discount of 3 XP. This sub-plot can be claimed only once per campaign.

A war-band becomes a legend one deed at a time. This sub-plot fires once your gang's fighters have earned three separate Sagas across the campaign, or taken three enemy Leaders or Champions Out of Action — a Great Company whose deeds have grown into a legend the skalds cannot stop singing.

When it does, the Great Company comes into its own. Your gang permanently unlocks one extra Champion slot and one extra wolf-kin or Thunderwolf slot beyond its normal caps, and you may assign a Legendary Name to one fighter at a discount of 3 experience. The saga only grows once this way — you may claim this sub-plot a single time in a campaign.

✧ THE RISING CURSE

SUB-PLOT

Reward: The pack learns to live with what it is becoming: it gains a permanent third Wulfen slot beyond its normal cap, and once more before the campaign ends the Wolf Priest may choose to raise a fallen brother as a Wulfen automatically rather than rolling. But the Curse deepens too - from now on, whenever a friendly fighter is taken Out of Action within 6" of an enemy, the nearest Wulfen must pass a Cool check or immediately charge, willed or not. This sub-plot can be claimed only once per campaign.

The beast in the blood spreads battle by battle. This sub-plot fires once the Curse has claimed three fighters across the campaign — three brothers taken Seriously Injured within reach of the enemy and risen as Wulfen on the Curse roll, the dark half of the saga growing from the pack's own wounded.

When it does, the pack learns to live with what it is becoming. You gain a permanent third Wulfen slot beyond your normal cap, and once more before the campaign ends the Wolf Priest may choose to raise a fallen brother as a Wulfen automatically rather than rolling. But the Curse deepens too: from now on, whenever a friendly fighter is taken Out of Action within 6" of an enemy, the nearest Wulfen must pass a Cool check or immediately charge, willed or not. You may claim this sub-plot only once in a campaign.

💀 LEGENDARY NAMES

✧ SAGA OF THE SLAYER

ANY FIGHTER

XP cost (random): 6

XP cost (chosen): 12

The Slayer is a warrior who has run down and killed a foe worth the telling, and earned a saga of his own for it. Any fighter of the gang may take the name, for a random cost of 6 experience or a chosen cost of 12.

The Slayer hunts the mighty and grows on the killing. This fighter re-rolls failed Hit rolls against enemy Leaders, Champions and the enemy's most expensive fighter, and gains 1 bonus experience each time it takes such a foe Out of Action. But the Slayer will not break off a worthy fight: once in combat with an enemy Leader or Champion, it may not leave that combat voluntarily until one of them is down — and a tough foe who simply refuses to fall can tie the Slayer up for the whole battle.

✧ THE WULFEN WHO ENDURED

WULFEN

XP cost (random): 6

XP cost (chosen): 12

The Wulfen Who Endured is a cursed brother who has carried the Curse through a whole campaign and not been lost to it. Only a Wulfen may take the name, for a random cost of 6 experience or a chosen cost of 12.

The one who endured has learned to hold the beast where others cannot. This Wulfen may re-roll its Curse compulsion Cool check each activation, and while it is on the field friendly Wulfen within 6" also re-roll their compulsion checks, steadied by its example. But the Curse never truly releases: at the start of each battle, roll a die, and on a 1 this Wulfen begins Unwavering yet must charge the nearest enemy every activation for the whole game, friend or foe of the plan — the beast that was mastered still slips its leash.

✧ WOLF LORD OF A GREAT COMPANY

LEADER

XP cost (random): 6

XP cost (chosen): 12

The Wolf Lord of a Great Company is a Leader raised to master a full hall of Fenris, in the tradition of the great lords whose names the sagas keep. Only a Leader may take the name, for a random cost of 6 experience or a chosen cost of 12.

The pack fights harder in the shadow of a legend. While this fighter is on the field, friendly fighters within 9" auto-pass Nerve tests and re-roll a single failed charge distance each round. But the Wolf Lord must always issue the challenge: if an enemy Leader or Champion is within 12", this fighter must move toward and, if able, charge it, and may not target a lesser foe while such a challenge stands — a great hunter cannot be seen to hunt the weak.



TERRAIN

✧ THE FANG OUTPOST

TERRAIN

The Fang Outpost is a forward strongpoint of the Chapter's fortress-monastery — part barracks, part kennel, where the wolf-keepers house the Fenrisian wolf-kin and the pack musters between hunts.

The Space Wolves player may place the Fang Outpost wholly within their deployment zone. It counts as a fortified strongpoint, granting a 4+ field save to any friendly fighter wholly within it, and any friendly wolf-kin that begins the battle inside it may make a free 6" Move in the first round. Held as a campaign territory, the Fang Outpost also grants the pack one free Fenrisian Wolf recruit each campaign cycle, drawn from the Fenrisian kennels within its walls.

The Hammerfall Bunker is a drop-deployed strongpoint. The Great Company plants it to anchor a held flank — an armoured redoubt set to pour fire onto the ground the pack is driving the enemy across.

The Space Wolves player may place the Hammerfall Bunker anywhere in their half of the board at deployment. It is impassable terrain that grants full cover, and one friendly fighter carrying a heavy or basic weapon may begin the game garrisoning it, firing from within at +1 to hit and immune to being charged from more than one direction. A Long Fang garrisoning the bunker ignores the -1 penalty for firing at a target in cover. The redoubt becomes a fixed killing point, and the enemy must cross open ground to silence it.

THE ENCIRCLEMENT

SCENARIO

ATTACKER	the Space Wolves (a pack that means to close on turn one and encircle the enemy, fighting in tight coherency so every brother and wolf draws Counter-Charge, and running the prey down before it can break free)
DEFENDER	the opposing gang (a force that must break the pack apart - open distance, split the wolves off from one another, and thin the wolf-kin and Thunderwolves before they converge into a single tightening ring)
DEPLOY	the Space Wolves deploy around the board edges in up to three groups (the encircling pack), with the wolf-kin and Thunderwolf riders free to start on any edge; the defender deploys in a single body near the centre, holding an objective it must keep control of
OBJECTIVE	the Space Wolves win by closing the ring - having a majority of their fighters within 6in of the enemy body and taking the central objective; the defender wins by breaking out, moving the majority of its fighters off the far edge or holding the objective uncontested to the end
VICTORY	the Space Wolves win if, at the end of any round from round three onward, they control the central objective and no enemy fighter has escaped the encirclement (moved off a board edge); the defender wins if, by the end of round five, it still holds the objective uncontested or has moved half or more of its starting fighters clear of the ring
REWARDS	a Space Wolves win grants bonus Reputation and a Control-Track step; a fighter that took an enemy Out of Action inside the ring gains 1 bonus XP; a defender win that broke out grants the defender bonus Reputation for slipping the pack
CONTROL TRACK	a Space Wolves win advances their Control-Track claim on the district by one step (the pack has run the ground's defenders down); a defender win holds the marker and denies the advance, and the pack takes an attrition penalty for a hunt that let its prey escape

The pack does not push the enemy — it surrounds him. In the Encirclement the Space Wolves come from every side at once, closing the ring until the quarry has nowhere left to run.

ATTACKER & DEFENDER The Space Wolves are the attacker, meaning to close on the first turn and encircle the enemy, fighting in tight coherency so every brother and wolf draws Counter-Charge. The defender is the opposing gang, which must break the pack apart — open distance, split the wolves from one another, and thin the wolf-kin and Thunderwolves before they converge.

BATTLEFIELD Open ground around a central strongpoint or objective the defender means to hold, with terrain enough at the edges to let the encircling pack approach from several directions.

DEPLOYMENT The Space Wolves deploy around the board edges in up to three separate groups — the encircling pack — with the wolf-kin and Thunderwolf riders free to start on any edge. The defender deploys in a single body near the centre, holding the objective it must keep control of.

THE HUNT The Space Wolves close the ring, aiming to hold a majority of their fighters within 6" of the enemy body and take the central objective. The defender fights to break out — moving the majority of its fighters clear of the ring or holding the objective uncontested to the end.

ENDING THE BATTLE The battle runs until one side meets its victory condition, a gang bottles out, or the fifth round ends.

VICTORY The Space Wolves win if, at the end of any round from the third onward, they control the central objective and no enemy fighter has escaped the encirclement by moving off a board edge. The defender wins if, by the end of round five, it still holds the objective uncontested or has moved half or more of its starting fighters clear of the ring.

REWARDS A Space Wolves win grants bonus Reputation and a Control-Track step, and any fighter that took an enemy Out of Action inside the ring gains 1 bonus experience. A defender win that broke out grants the defender bonus Reputation for slipping the pack.

THE SIEGE A Space Wolves win advances their Control-Track claim on the district by one step — the pack has run the ground's defenders down. A defender win holds the marker and denies the advance, and the pack takes an attrition penalty for a hunt that let its prey escape.

ATTACKER	the Space Wolves (a war-pack that has named a quarry and means to run it down for the saga, racing across the board to take a single marked enemy Out of Action and earn the killing worth singing)
DEFENDER	the opposing gang (a force protecting its prized fighter - the named quarry - while trying to bleed the onrushing pack, keeping the quarry alive and mobile until the Wolves have spent themselves on the charge)
DEPLOY	at the start, the Space Wolves player names one enemy fighter as the quarry. The defender deploys anywhere in its half with the quarry no further forward than the rest; the Space Wolves deploy along their board edge, free to hold up to half the pack in reserve to arrive from an edge in round two
OBJECTIVE	the Space Wolves win by taking the quarry Out of Action; the defender wins by keeping the quarry alive and either holding the field or driving the pack off
VICTORY	the Space Wolves win if the named quarry is taken Out of Action by the end of round five; the defender wins if the quarry is still standing at the end of round five, or if the Space Wolves are bottled out first
REWARDS	a Space Wolves win grants bonus Reputation, a Control-Track step and a Saga honour (per the Legendary Name) to the fighter that felled the quarry; a defender win that kept the quarry alive grants the defender bonus Reputation for denying the hunt
CONTROL TRACK	a Space Wolves win advances their Control-Track claim on the district by one step (the quarry is run to ground and the saga sung); a defender win holds the marker and denies the advance, and the pack takes a morale penalty for a hunt that failed to make its kill

A war-pack has named its quarry and means to run it down for the saga. In the Wolftime nothing else on the field matters — only the marked enemy, and the killing worth singing.

ATTACKER & DEFENDER The Space Wolves are the attacker, racing across the board to take a single named enemy Out of Action. The defender is the opposing gang, protecting its prized fighter — the quarry — while bleeding the onrushing pack, keeping the quarry alive and mobile until the Wolves have spent themselves on the charge.

BATTLEFIELD Broken ground between the two forces, terrain enough for the defender to screen and delay the pack, but open lanes the Wolves can use to close.

DEPLOYMENT At the start, the Space Wolves player names one enemy fighter as the quarry. The defender deploys anywhere in its half, with the quarry set no further forward than the rest. The Space Wolves deploy along their board edge and may hold up to half the pack in reserve to arrive from an edge in round two.

THE HUNT The Space Wolves fight to take the quarry Out of Action. The defender fights to keep the quarry alive and either hold the field or drive the pack off.

ENDING THE BATTLE The battle ends when the quarry falls, a gang bottles out, or the fifth round closes.

VICTORY The Space Wolves win if the named quarry is taken Out of Action by the end of round five. The defender wins if the quarry is still standing at the end of round five, or if the Space Wolves bottle out first.

REWARDS A Space Wolves win grants bonus Reputation, a Control-Track step, and a Saga honour to the fighter that felled the quarry. A defender win that kept the quarry alive grants the defender bonus Reputation for denying the hunt.

THE SIEGE A Space Wolves win advances their Control-Track claim on the district by one step — the quarry is run to ground and the saga sung. A defender win holds the marker and denies the advance, and the pack takes a morale penalty for a hunt that failed to make its kill.