

STERNHAMMER'S WULFEN GUARD

POINTS: 50 + MODELS

The legend of the 13th Company of the Space Wolves is one never told outside of the Chapter itself. Even then, it is only whispered in private, lest the young Blood Claws overhear lore not meant for their ears.

The 13th Company of the Space Wolves Legion is said to have fought at the forefront of the greatest battles of the Horus Heresy. Every brother of the legion bore the mark of the Canis Helix – the beast that lurks within every Space Wolf. In the warriors of the 13th Company however, the mark was fully manifest, turning the noble brethren into slaving beasts on the eve of battle. At the height of the terrible conflict, the entire company disappeared, pursuing, it is said, some foe they would hunt until the end of time, rather than allow it to escape.

After the heresy, the 13th Company passed into dim legend. The Canis Helix remained the source of the chapter's ferociousness, yet was never as fully manifest as it was in the 13th Company. In recent times the legend of the

13th Company has resurfaced. Tales have been told of a band of savage warriors, wearing the grey armour of the second legion, yet supplemented by fragments of armour torn from the bodies of fallen Chaos Space Marines. This band has been seen to emerge as from nowhere upon the field of battle, falling upon the servants of the Ruinous Powers with savage ferocity. They are led by a mighty warrior-priest, named the Sternhammer by the Imperium's troops, an individual reportedly able to control the beasts in combat, though barely. After each battle, the band has disappeared before stunned Imperial forces could make contact. Many have reported being glad of this fact, for the beasts appeared as ready to attack them as the enemy.

None can say whether this band truly is some vestige of the long-lost 13th Company, or even if it is the same band that has been seen in each instance. Yet, where the forces of the Imperium are hard-pressed by the Great Enemy, there too may the mournful howl of the Wulfen pierce the night, chilling the hearts of friend and foe alike.

WOLF PRIEST

Sternhammer
Space Wolves 13th
Company Wolf Priest



WULFEN GUARD SQUAD

Squad Helfang



WULFEN GUARD SQUAD

Squad Jorungclaw



"Like frenzied beasts, they was. But I tell you, there was never a sweeter sound than the howls of the Wulfen that dark night."

– Sgt. Pridman, veteran of the Tlax Slaughter

FORMATION:

1 Wolf Priest, chosen from Codex: Space Wolves
2+ Wulfen Guard Packs

SPECIAL RULES

Hunters: The Wulfen Guard strikes suddenly and from an unexpected quarter. The models in Sternhammer's Wulfen Guard have the Flank March strategic asset. They always start the game in strategic reserve. All Wulfen Guard Packs must enter the table within 12" of the Wolf Priest.

WULFEN GUARD PACK

POINTS COST: 240 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Wulfen Guard	5	0	5	4	1	5	2+1	10	3+

Number/squad: 10

Weapons: Though some of the Wulfen Guard may still bear the remnants of their former weaponry, they use only their savage claws in close combat. These are counted as two close combat weapons (included in the profile above).

SPECIAL RULES

Rending, Fleet

Animal Rage: Should their Wolf Priest fall, the Wulfen Guard will be filled with atavistic fury at the loss. If the Wolf Priest is removed as a casualty, all subsequent movement by the Wulfen must be towards the closest enemy, and assaults must be made if possible.