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**SPACE WOLVES  
PAINTING GUIDE**



**COMPANIES  
OF FENRIS™**







# COMPANIES OF FENRIS: SPACE WOLVES PAINTING GUIDE



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# INTRODUCTION

The history of the Space Wolves Chapter is filled with valorous deeds and hard-fought victories. Their annals detail the exploits of a brotherhood of heroes. The warriors of Fenris are unique amongst the Adeptus Astartes – they do not follow the strict mandates laid down by the Codex Astartes, preferring to follow the teachings of their Primarch, Leman Russ. It is their heroism and individuality that makes collecting a Space Wolves army so appealing.

## THE SONS OF RUSS

The Space Wolves were one of the founding Legions of the Space Marines. Created by the Emperor in his preparations for the Great Crusade and gifted to the Primarch Leman Russ, the Space Wolves have protected the Imperium since its inception.

Leman Russ grew to manhood on the violent death world of Fenris. It is a planet of ice and fire, one so inimical to life that the oceans covering its surface reclaim the land each year, forcing the inhabitants to survive in primitive longships for months on end. Those who survive this deadly environment are hardy warriors, perfectly matched for life as a Space Marine.

The tribes of Fenris have provided warriors for the Space Wolves for millennia, and continue to do so to the present day. The mark of Fenris can be seen everywhere in the Space Wolves Chapter, from the pack structures that makes up each of the Great Companies to the runic script covering armour and banners alike. These traditions may seem atavistic in nature, and many of them are. But those who take the Space Wolves as simple barbarians are mistaken. The warriors of Fenris are bound by strict codes of honour; their loyalty to pack, Great Company, Chapter and Humanity is unquestioned. It is these Space Marines whose valour has saved the Imperium on countless occasions.

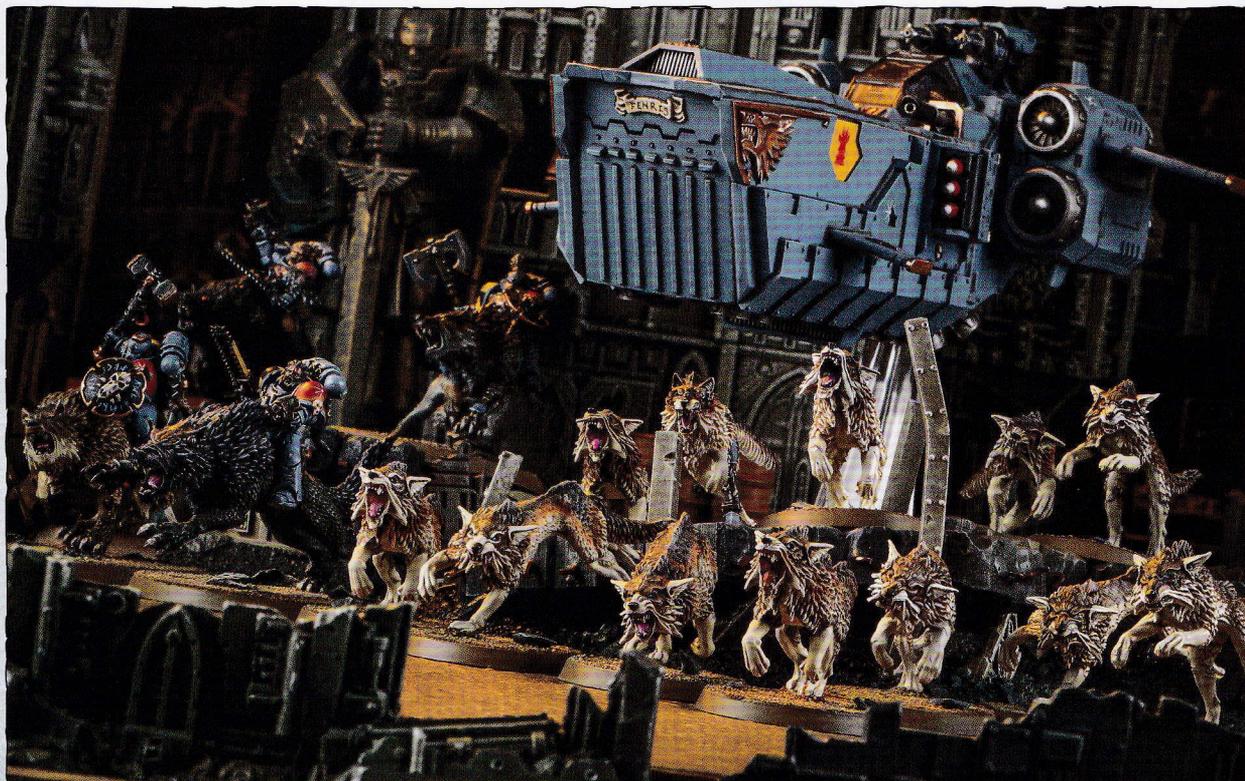
## A GALAXY OF WAR

This book is an in-depth guide to collecting and painting an army of Space Wolves. It is split into three sections, each filled with information guaranteed to inspire you.

The first section will guide you through four distinct collections of Space Wolves miniatures, each one assembled to represent a force from one of the mighty Great Companies of the Chapter. Filled with useful information on the background of the Great Companies, it also details the unique colour schemes and iconography relevant to each force.

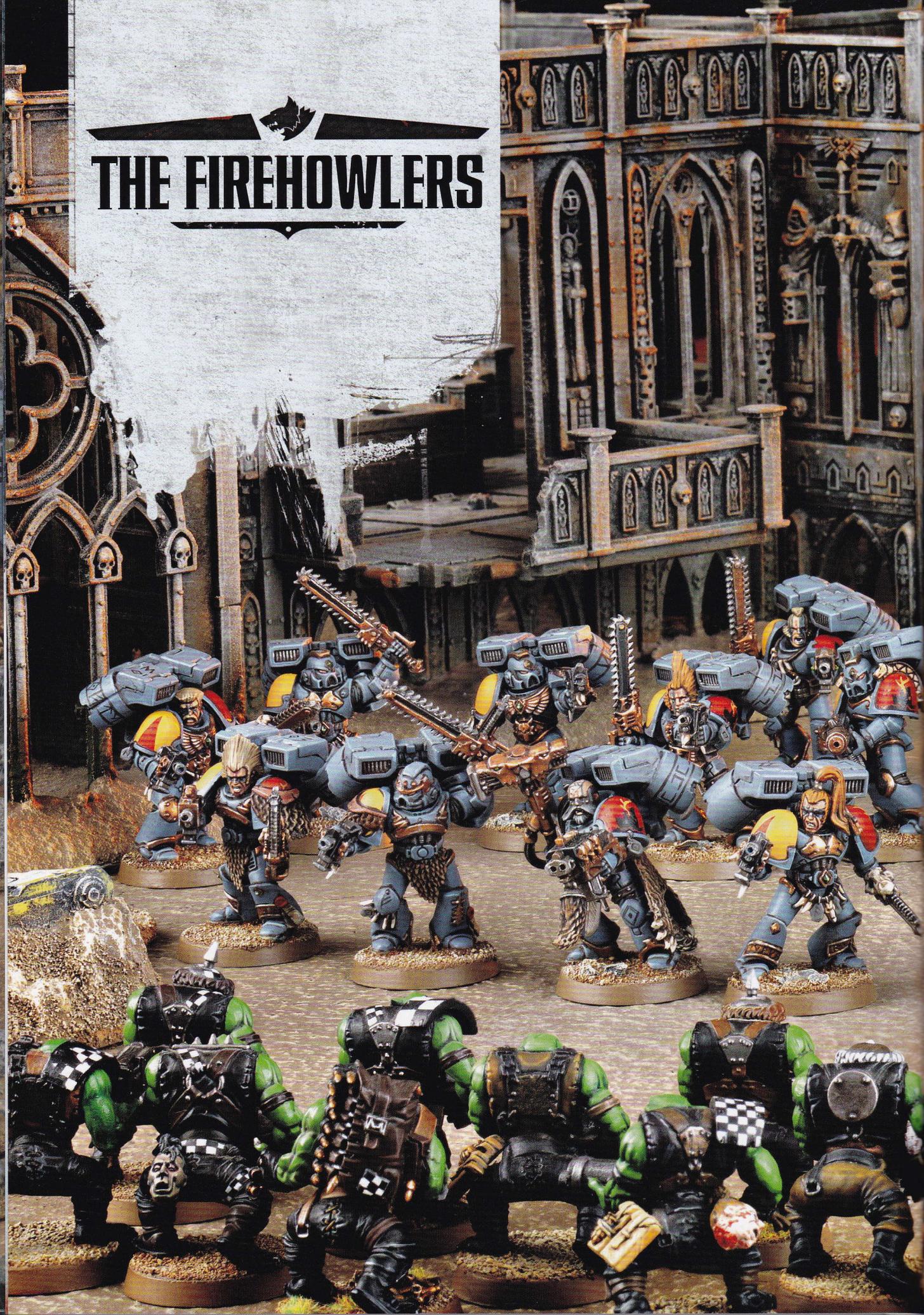
The next section is packed with stage-by-stage painting guides. Each guide details the techniques and colours used to bring these amazing collections to life. Whether you choose to follow the guides exactly and recreate one of the forces shown, or use the tips and techniques to paint your own Great Company, this section is an invaluable guide to all Space Wolves collectors.

The final part of the book details a selection of Space Wolves miniatures that are available. This section is ideal if you are thinking of starting a new collection and are unsure of where to begin, or if you are planning the next addition to your army and are looking for inspiration.





# THE FIREHOWLERS





# SVEN BLOODHOWL

Sven Bloodhowl is Wolf Lord of the Great Company, known as the Firehowlers. Unlike many of his compatriots, Sven still feels the joyous abandon of close-quarters fighting as keenly as he did when he was a Blood Claw. A formidable opponent, Sven is fairly young in comparison to the others who sit around the Grand Annulus. Though he may lack in years compared to most of the other lords, Sven's saga is legend across all of Fenris, partly due to his heroic deeds and partly due to the fact that they are inked onto his face.

Even for a Blood Claw, Sven was wild and reckless. Almost immediately after being inducted, he requested the honour of serving as a Swiftclaw, and he would happily have done so for the rest of his days. Amongst his pack were the most headstrong warriors to have worn the grey of the Space Wolves. Through his martial prowess and confident personality, it did not take long before his brothers looked to Sven for leadership. When his Wolf Lord, Finn Goresson, drafted him into his Wolf Guard, few were surprised.

What did surprise Sven's new packmates was the sight of his body. The tales of his deeds were inked deep into his skin as a permanent record. In any other individual, this would have been seen as arrogant in the extreme, but for Sven, it seemed to enhance his energetic personality. The habit was quickly taken up by the Blood Claw and Skyclaw packs he was sent to fight alongside, then by his Wolf Guard brothers. As his saga grew, it spread from his skin onto his armour and weapons.

Years later, Finn Goresson met his end battling the Traitor Marines of the Death Guard, Sven Bloodhowl at his side. A bloated Daemon of Nurgle was to be his undoing. Finn tore the beast apart with his bare hands, but it was through Warp-tainted pestilence that the beast got its revenge. For days, the Wolf Lord struggled with the disease that wracked his body, before finally succumbing to the fatal curse. Around Goresson's death pyre, the Wolf Guard elected Sven as his successor.

While Wolf Lords tend to lead from the front, Sven Bloodhowl takes this to extremes. The Space Wolves of Sven's Great Company often hear his raucous laughter as he swings his weapons, inspiring his followers with his bravery. Upon their return to Fenris, it is the Space Wolves' turn to laugh as Sven regales them with the tales of his victories.



Sven wields the great frost axe, Frostclaw. The weapon is the height of a man, but Sven carries it with one hand – testament to both his strength and the unnatural balance gifted to it by its creator. Alongside Frostclaw, Sven wields his chainsword, Firefang. The flame motifs adorning its casing are a bright contrast to the metal the teeth are forged from.



*Sven's Great Company marking is a stylised motif representing the vast volcano known as the Fire Breather. The tribes living within sight of this indomitable landmark are shaped by its fickle nature. When Fenris draws close to its sun, the mountain spews forth fiery devastation; as the world freezes over in winter, the geysers surrounding the volcano release vast jets of steam, blanketing the region in a scalding mist that burns the skin. It takes a hardy folk to survive within sight of this angry giant.*

## THE FIREHOWLERS

Each Great Company has its own nuances, be they in fighting style, organisation or battle-tactics. Sven Bloodhowl's battle-brothers are the closest in nature to the tribesmen of Fenris, facing the trials of combat with joyful exuberance.

The Blood Claws in Sven Bloodhowl's Great Company are as daring as those in any other Space Wolves force. Their glory-hunting may be seen by other Great Companies as a flaw, but Sven considers them to be the fighting heart of the Sons of Fenris. Many of the initiates of the Space Wolves still carry their tribal rites and traditions with them. It is the greatest honour for a Fenrisian to be selected to join the Sky Warriors, and their pride at their selection often leads to an abundance of ambition to prove themselves worthy of this honour. It is this determination that Sven values.

Where a Blood Claw pack who have proven their combat efficiency in another Great Company will be promoted to Grey Hunters, many in Sven Bloodhowl's Great Company refuse to leave the vanguard. Instead, they will choose to join the Swiftclaws or Skyclaws – an unusual selection usually reserved as a 'reward' for particularly unruly and headstrong individuals. Many of those who do progress to the rank of Grey Hunter still

feel the draw of hand-to-hand combat. It is common for Grey Hunter packs in Sven's Company to openly encourage their enemy to charge them, so that they might once again test their blades.

Those who seek the rush of close-quarters fighting risk dying gloriously, even amongst so efficient a breed of killers as the Adeptus Astartes. As such, it is rare for a Grey Hunter of the Firehowlers to live long enough to become a Long Fang. Those few individuals who do fulfil the fire-support role of the Long Fang pack are still influenced by their tribal heritage. It is for this reason that when Sven Bloodhowl deploys a Long Fang pack they are most often armed with multi-meltas. These shorter-ranged weapons fire blasts of super-heated air, which the Space Wolves liken to the eruptions of the mighty Fire Breather.

The members of Sven Bloodhowl's Great Company who display the greatest skill in hand-to-hand combat may find themselves honoured by elevation to the Wolf Guard. It is to these warriors that Sven entrusts the most dangerous of missions: destroying the elite of the enemy forces. Only the strongest amongst the Firehowlers can hope to accomplish what their lord asks of them, but those who do have their deeds woven into their sagas for all to remember.



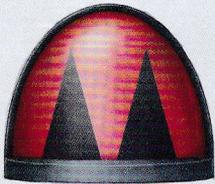
*Bloodhowl's Riders' pack marking symbolises the piercing winds that howl through the valleys surrounding the Fire Breather volcano – winds so strong that they can send even the great mountain beasts of Fenris plummeting to their doom.*



*The Firekin are a Blood Claw pack already carving a fearsome reputation for their ability to unleash their inner rage on the enemy. Their pack marking is shaped like the great red maw of the Fire Breather, ready to spew forth destruction at a moment's notice.*



*The Stormbringers' pack marking is a single lightning bolt. Storms often rage around the Fire Breather, pelting the inhabitants of the nearby valleys with frozen rain, whilst forks of lightning strike rocks, dwellings and mortals like spears thrown by an angry god.*



*The Stoneclaws are a Grey Hunter pack in Sven's Great Company. Their pack marking combines the imagery of the mountain with that of a wolf's paw. These two potent symbols give the Stoneclaws a distinctive appearance.*



*The Firestones bear a pack marking common within Sven Bloodhowl's Great Company. The design is a simple, bold wedge that drives upward from the bottom of their shoulder pad. It conjures the image of the great volcano and all of its destructive potential.*



*The mountain range around the Fire Breather sits like a great bastion, protecting the region's tribesmen from invasion. The Long Fangs of the Stoneshields have chosen a symbol that evokes this image, as their battlefield role is one of indomitable defence.*

# THE BLOODGUARD

The Bloodguard battle alongside Sven Bloodhowl, where the fighting is at its most brutal. These hand-picked heroes are Sven's Wolf Guard. Loyal and ferocious, each has forged his reputation in the crucible of war a hundred times over, fighting the enemies of the Chapter. Eschewing the heavy suits of Terminator armour that typify the bodyguards of other Wolf Lords, the Bloodguard are instead equipped with powerful jump packs.



## OLAF BLACKSTONE

Nominal leader of the Bloodguard, Olaf's saga is second only to Sven's in length. His armour and skin are almost completely covered in tales of victories won in the service of his Wolf Lord. Armed with a pair of wolf claws, he is a devastating opponent. The influence of the Canis Helix is obvious in Olaf; his hair is long and grey, and his eyes are the same yellow as those of the wolves of Fenris. It is appropriate then that his pack marking is a great wolf's head.



## TORVIND MORKAI

Torvind Morkai is the youngest member of the Bloodguard. Promoted directly from his Blood Claw pack after slaying the Ork Warboss Grokksmak, his name is now legend in the halls of Sven's Great Company. His single wedge-shaped pack marking is as direct as his temperament, endearing him even more to his Wolf Lord.



## KREGGA LONGTOOTH

One of the two remaining Wolf Guard from Goresson's own pack, Kregga is Sven's most trusted advisor. While Sven is vibrant and reckless, Kregga is calm and insightful. His pack marking is based on the ring of mountains surrounding the Fire Breather – an apt symbol for this stalwart bodyguard. In battle, Kregga will wait patiently for the opportune moment to strike with his power fist.



## ISTUN FIRESTORM

The other member of Goresson's Wolf Guard still fighting alongside Sven, Istun is a kindred spirit. The first of the pack to begin inscribing his saga on his armour, Istun will always be at his Wolf Lord's side, roaring his battle-lust as he swings his power axe around in violent arcs of destruction. His pack marking is a stylised aerial view of the Fire Breather as it belches forth its fury.



## UUNTIR WOLFSKULL

When promoted to the Wolf Guard, the solemn Uuntir Wolfskull vowed to protect his Wolf Lord with his life. Uuntir's storm shield has since stood countless times between Sven Bloodhowl and his enemies. His pack marking is reminiscent of the mountain shield protecting the Fenrisian tribe from which he hails.

The saga of each Space Wolf in the Firehowlers is carved across their armour and tattooed across their flesh, making them a unique fighting force in the Space Wolves Chapter. Each saga is carved in the runic script of Fenris, an archaic language handed down through the generations and preserved by the Chapter, despite the misgivings of the Adeptus Terra.



*The skull of the Ork in front of Torgen exploded, showering him with blood. The Skyclaw hardly noticed as he searched for another enemy in the swirling combat, the smoking barrel of his bolt pistol tracking across the melee.*

*'Beginning to tire, Torgen?' The booming voice of Horgar pierced the Skyclaw's trance. The big Fenrisian grinned as he flicked the congealing blood from his weapons.*

*'I was imagining my first inscription – I hope you are ordered to strike the rune!'*

*'That whelp wasn't worthy of a tale,' said Horgar, barrelling forward into the enemy. 'He barely came up to your knees.'*

*The mob of Orks pressed around them again, and the two Skyclaws were swept apart. Torgen's vision began to blur as his instincts took over. His bolt pistol shuddered in his hand as he fired round after round into the mass of greenskins. Even in his battle-fever, Torgen sensed the press of Orks lessen.*

*A snapping metal claw shot from the side towards Torgen's neck. Reacting purely on instinct, he ducked low, searching for this new attacker. He caught the briefest glimpse of a mass of glistening green muscle before the massive Ork charged.*

*A violent jolt sent him flying. He crashed into the road, chunks of ferrocrete clouding the air around him. His right arm was a pulsing source of pain. Feeling an overwhelming sense of failure pierce his battle-trance, he raised his chainsword in defiance.*

*The leering face of the Ork moved into his view. Torgen, filled with righteous anger, drove his foot out, kicking towards the Ork's knees. The Ork sneered before stamping down on his outstretched foot. The greenskin raised its massive claw, flexing the blades in preparation for the killing stroke.*

*A flash of steel swept past Torgen. The giant claw fell to the ground in front of him, blood spurting from the Ork's mutilated shoulder. Torgen searched out the source of his salvation.*

*'Now that one was worthy of a tale!' bellowed Horgar as he reversed his stroke and removed the Ork's head, leaving Torgen to roll aside lest the falling corpse crush him.*

*'Are you trying to kill me or the Ork?!' shouted Torgen, laughing through the pain.*

*Horgar grinned as he fired his jump pack once again, charging forward. Torgen dragged himself to his feet, before launching himself after his battle-brother, howling with the joy of battle.*



## THE FIREHOWLERS COLLECTION

The first of our collections represents a force chosen from the Great Company of Sven Bloodhowl, known as the Firehowlers. Whereas many Great Companies have a variety of troops at their call, from seasoned Grey Hunters to hoary Long Fangs, Sven Bloodhowl still remembers his days as a headstrong Blood Claw and surrounds himself with those who display the same reckless individuality of the newly inducted.

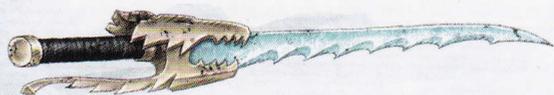
Many Space Wolves collectors are inspired by the wild and barbaric nature of the Sons of Russ. Sven's saga-hungry warriors epitomise this side of the Space Wolves. For individuals who enjoy forging a saga in the crucible of close combat, a collection based on Sven Bloodhowl's Great Company is an ideal choice.

Sven selects only the very best – and most ferocious – hand-to-hand specialists, making the Firehowlers a disembowelling claw of a force. There is little need for subtlety or delicacy in Sven Bloodhowl's eyes, as the Firehowlers' ethos is based around one simple goal: to close with the enemy as quickly as possible and deliver a single, earth-shattering blow.

On the tabletop, this collection lends itself to those who enjoy the brutal, unforgiving nature of the Assault phase. This army is highly unlikely to win a firefight, and its numbers are not sufficient to survive a protracted war of attrition. Its methodology is simple but effective, and the sight of so many highly mobile power-armoured warriors on the battlefield is enough to intimidate even the most stalwart of opponents.

## DEEDS WORTHY OF A SAGA

A Space Wolf's saga is his legacy. The tale of his deeds, if glorious enough, will live through the generations. Many Space Wolves hand down their sagas by recounting their deeds to the younger generations; others chisel their victories onto the rough stone





that surrounds their fortress monastery. For those inducted into the Great Company of Sven Bloodhowl, even this is not enough. The members of the Firehowlers tattoo their bodies and engrave their armour with the runes of their sagas, allowing them to proclaim their victories during every waking moment. Sven Bloodhowl himself has covered almost every inch of his skin with tales of his deeds, and his armour is a rune-covered shell. The many deeds written there spur Sven on to even greater acts of heroism, as he constantly strives to outdo his past glories.

For the Space Wolves collector, this presents a unique opportunity. The armour and skin of each warrior in the Firehowlers is a blank canvas upon which to inscribe his saga. Before putting brush to miniature, you must consider the warrior's back-story, as knowing about his victories will give each squad member his own individual character. Do not be put off at the thought of painting these designs freehand. The runes of Fenris were meant to be inscribed in stone and each is a simple geometric shape, which makes for a bold and effective design.



<p><b>A</b> Sven Bloodhowl</p> <p><b>B</b> The Bloodguard</p> <p><b>C</b> Bloodhowl's Riders</p> <p><b>D</b> The Stormbringers</p>	<p><b>E</b> The Firestones</p> <p><b>F</b> <i>Bloodhowl's Wrath</i></p> <p><b>G</b> Bloodhowl's Ravens</p>
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## SVEN BLOODHOWL

Converted from the Space Marine Lord Executioner, this miniature represents the leader of the Firehowlers, Sven Bloodhowl.

One of the first things on the model to catch the viewer's eye is the enormous axe, Frostclaw. Double-edged and the size of a fully grown man, Sven wields this weapon in one hand. In his other, he holds the chainsword, Firefang, emblazoned with the stylised flames of the Fire Breather.

Covering the grey of Sven's armour are a variety of runic markings that tell his personal saga. Nowhere can these be seen more clearly than on the top of his ornate jump-pack, which detail two of his greatest feats in battle.

Hinting at his fiery temperament, Sven has blazing orange hair, streaked with the white of age. The orange contrasts strongly with the blue streak of his facial tattoo, which in turn serves to give the Wolf Lord an intimidating appearance.



## THE BLOODGUARD

Charging into the fray alongside Sven Bloodhowl are his trusted Wolf Guard. Equipped with jump-packs, these fearsome warriors are the hammer of the force, despatched to deal with the greatest threats the enemy has to offer.

As is typical with a squad of Wolf Guard, each miniature has been painted with its own unique pack marking. These highly individual symbols make them a joy to paint, providing you the opportunity to come up with iconography that befits the personality of each member.

The Bloodguard are armed with a wide variety of close combat weaponry. With wolf claws, power fist, thunder hammer and frost axe, they have the right tool to destroy their foe, whatever it might be.

In the foreground, the fiery red topknot of Torvind Morkai stands out next to the silver hair of the aged Kregga Longtooth – a reminder that not all Wolf Guard need have served long to have proven their battle-prowess.



## BLOODHOWL'S RIDERS

Not every member of the Firehowlers is equipped with a jump pack. Bloodhowl's Riders are a squad of Swiftclaws, each riding into battle atop a Space Marine bike. Sven deploys his riders either as a screen for his assault troops, where their armoured bikes offer them extra protection against enemy fire, or as a hard-hitting flanking force. In this latter role the bikes will sweep around an enemy formation before thundering into the fray, ensuring that the enemy has nowhere to run.

Each of the bare-headed Swiftclaws has been painted with a blue facial tattoo, in honour of a great victory won by Bloodhowl's Riders.

## THE STORMBRINGERS

The first of the two Skyclaw packs in this collection, the Stormbringers' pack marking is a jagged lightning bolt. The Fire Breather is constantly assailed by furious thunderstorms, and any who have witnessed the brutal charge of the Stormbringers know that these Space Wolves have chosen their device well.

Using their jump packs to launch themselves into the largest concentrations of enemy troops, the Stormbringers lay down a barrage of bolter shells and burning promethium, before carving up any surviving foes with their revving chainswords. For tougher enemies, the pack sports a mighty power fist – a weapon more than capable of tearing holes in battle tanks.

They are led to war by Jorri Iceblade, who, like Sven, is as reckless and hungry for battle as he was when he first joined the Chapter. Painted with the black and yellow park marking of a Wolf Guard, he has been modelled wielding a mighty axe, guiding his charges to where they can earn the most renown.



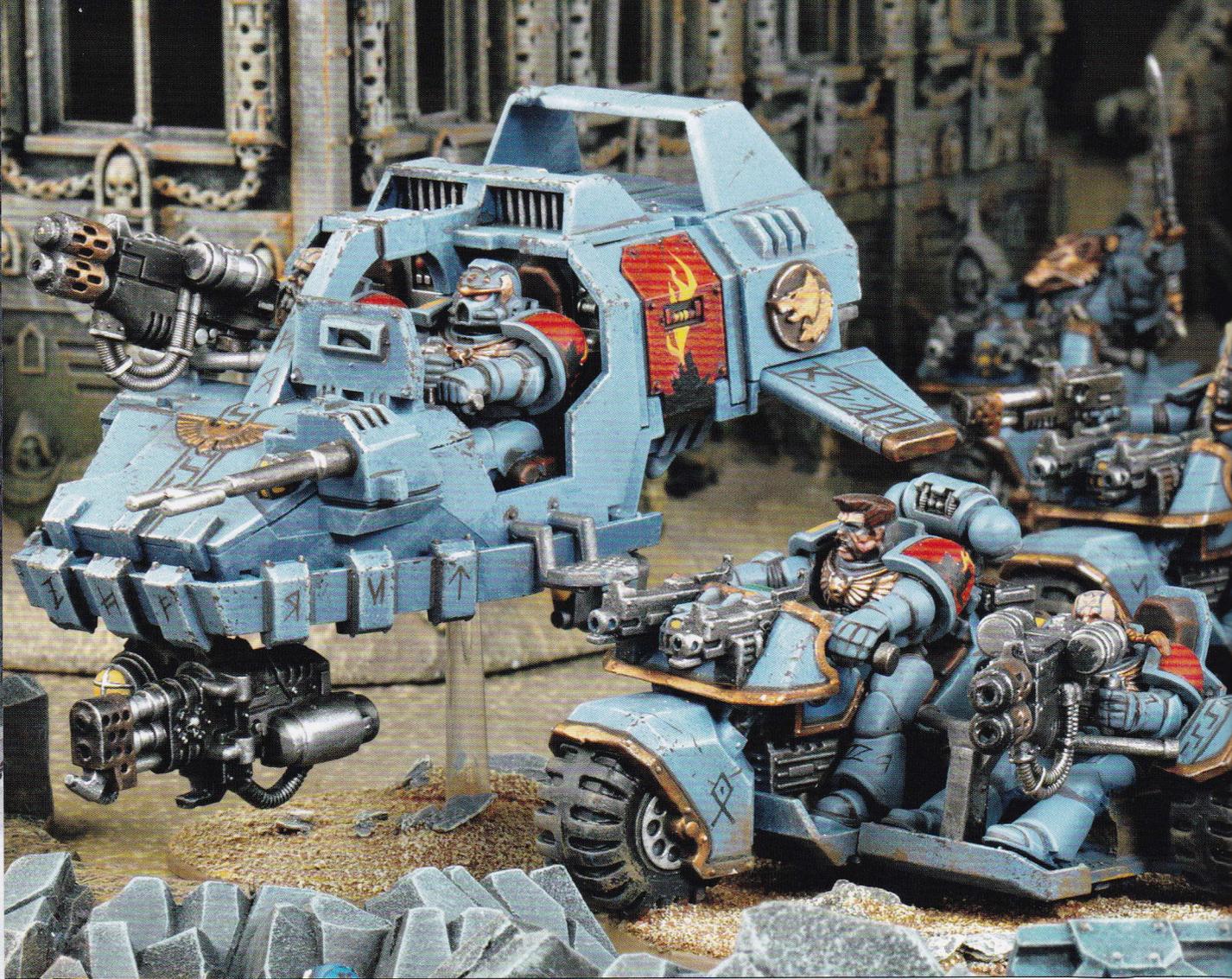


## THE FIRESTONES

The Firestones are the second pack of Skyclaws in this collection. As with all Skyclaws, they still feel the call of close-quarters fighting, and use their jump packs to join the battle as swiftly as possible.

While the Stormbringers are reckless and individualistic in their approach, each seeking to prove himself above the others, the Firestones work in unison. Led by Asgar Rockshard, the Firestones have had their wild nature honed and shaped to a single purpose. The grizzled Wolf Guard guides his packmates towards the enemy's transports before unleashing their wild spirits – and the squad's meltagun. Any unfortunate passengers who stumble from the wreckage are soon torn apart by the whirring teeth of the Swiftclaws' chainblades.

The Firestones follow their pack leader without question, and each member bears Rockshard's pack marking as their own.



## BLOODHOWL'S WRATH

The Attack Bike, *Bloodhowl's Wrath*, plays an essential part in Sven Bloodhowl's battlefield strategy. Although ferocious in assault, the force is lacking in anti-armour capability to combat the heavily armoured tanks of the foe. So it is that Sven sends *Bloodhowl's Wrath* to counter such threats, leaving the Wolf Lord and the rest of the Firehowlers to the joys of the melee.

The Attack Bike is ridden by two fearsome individuals: Jossi Bloodfang and Helmgard Iceclaw. While Helmgard skilfully guides the vehicle through the treacherous conditions of the warzone, it is Jossi who fires the bike's powerful multi-melta. Jossi and Helmgard have brought so many enemy war machines low that their skin is covered in tattoos; indeed, it might be said that their skin is now more blue than flesh-hued.

The pack marking these two warriors bear is that of three blades sweeping forward, symbolising the piercing winds that they emulate as they take the fight to their target.



## BLOODHOWL'S RAVENS

The pair of Land Speeders that complete the roster of this collection are as vital as any part of the force in ensuring that the Firehowlers emerge victorious. Both Land Speeders are armed with multi-meltas, allowing Sven to despatch his Ravens to deal with any heavily armoured threats before the battle begins in earnest. Often the craft will swoop in to deliver the killing blow before the enemy can even respond.

As with all the vehicles in Bloodhowl's Great Company, the craft do not bear the sagas of their pilots or gunners. Instead, each is marked by its crew whenever they deem the machine spirit within to have saved their lives. Each line of script is testament to a time when the armour plates deflected an incoming salvo, or the control shaft seemed to twitch in the pilot's hand, moving the craft out of harm's way. The Firehowlers, like many in their Chapter, are highly superstitious, and read great meaning into events that would be dismissed as mere coincidence by other, more 'civilised', warriors.





# THE DEATHWOLVES





# HARALD DEATHWOLF

Harald Deathwolf is the appointed Huntsman of the Great Wolf. It is a title that has earned him honour and envy in equal measure from his fellow Wolf Lords, and the favour Logan Grimnar shows him rankles at the pride of the Deathwolf's contemporaries. However, this animosity is kept in check by Harald's undeniable skill as a slayer of the Chapter's enemies.

Harald is a loner. Silent and solitary by nature, the Wolf Lord is only found at the Great Annulus when summoned by the Great Wolf himself. He rarely fraternizes with the other Wolf Lords, and this aloofness is sometimes viewed with suspicion. However, Harald's absence usually goes unnoticed as he so rarely speaks when called to council.

Harald was brought into this world as Harald Bloodborn of the Tide Hounds tribe. As he grew to manhood, his prowess as a killer became apparent. Many champions from other tribes challenged the young Harald, though each and every one of them failed in the attempt, their blood staining the ice-packed ground. It did not take long for the Sky Warriors to recognize his talents and recruit him to their number.

As Harald rose through the ranks of the Space Wolves, it was not only his martial skill that was plain for all to see; he also demonstrated an unusual affinity with the Fenrisian Wolf packs

that often follow the Chapter into battle. It was whilst serving as a Grey Hunter in Leif Snowfang's Great Company that Harald was chosen for the Thunderwolf Cavalry. His initiation demanded that he tame one of those mighty creatures – something Harald accomplished in the course of a single night. He returned not with the broken beast his Wolf Lord expected to see, but rather with a trusted companion.

Years later, when Snowfang fell in battle, the Wolf Guard elected Harald to take his place. In that moment, Harald chose 'Deathwolf' as his title: a mythical beast of Fenrisian legend that protects the dead, and only ventures from its lair to exact revenge on those who have committed grievous acts against the people of that icy planet.

Harald has led his Great Company to many glorious victories. His coordinated attacks are reminiscent of a pack of wolves stalking their prey. Like the alpha wolf, Harald knows the strengths of each individual in his company, and how best to employ them. With every year that passes, the bond between his pack-brothers becomes stronger, and they hunt as a single, resolute predator.

Harald wields a frost axe and carries a storm shield carved with intricate runes. Fighting atop his Thunderwolf, Icetooth, he is rightly feared by the enemies of the Great Wolf.

*Blood. Rokyr could smell it on the wind. The killing had begun. Crouched in a firing position, he waited, patient as the wolf. To one without the acute senses of a Space Wolf, the night air would have seemed silent; to Rokyr, the slight mechanical whirring of his own power armour as he adjusted his position was almost deafening.*

*The broken wall that he crouched behind was carved with an elaborate depiction of the Emperor. The Allfather. The ancient stone was crumbling, worn by the slow passage of time and the brutality of war. It was barely recognisable now. Rokyr could identify it only through memory – memory of a vibrant blue standard he had seen whilst fighting alongside the Ultramarines. Those days had been filled with the wild abandon of his life as a Blood Claw. He felt a smile creep onto his face at the recollection: the joy of battle and the feasts that inevitably followed. The smile faded. He was no longer that whelp; his pack were no longer Blood Claws. Now Rokyr's role was different. He was the silent hunter, who waited while others drew first blood.*

*Rokyr tightened his hold on his boltgun, feeling the worn shape of the grip meshing perfectly with his armoured gauntlet. The time was coming. The courtyard beyond the wall was empty – only broken statues and rocky craters decorated it now. Beyond it, the vast woodland was a dark hole that swallowed the light. Even the photolenses of his helmet could pick out no detail in that darkness.*

*A sudden roar broke the silence. Rokyr recognised the sound as a bolt weapon of some sort. It was closely followed by others. The staccato*

*beat of drill-honed bolter fire could signal only one thing: Adeptus Astartes. Their enemies, the traitors, had long ago given up any sense of discipline. The sound was approaching ever closer to Rokyr's position. He could feel the tension rising in his pack-mates. There was no noise, no abrupt change of posture or position – only the slightest twitch of a gun barrel or the smallest movement of a helmeted head. It was enough for Rokyr. He had fought alongside these warriors for decades, and knew their every movement like his own.*

*A great howl echoed through the trees. The Blood Claws had charged. Rokyr couldn't help but bare his fangs in response, feeling the chipped incisors sliding against his lips. He could taste the scent of spilt blood through his helmet's respirator.*

*The first flash was like a glaring sun to his hyper-sensitive eyes, his helmet's ocular display magnifying the pin-prick of light. From the gloomy woodland came the silhouettes of the traitor marines. They were falling back from the Space Wolves' attack, retreating towards the safety of the ruined city. It took only moments for the corrupted Space Marines to clear the forest and begin crossing the courtyard. Rokyr moved his boltgun to follow his target. There was no sound, no signal. Rokyr just knew it was time. Squeezing the trigger he began firing on the stranded enemy. Alongside him, the rest of his pack added their fire to his assault. As the first Space Wolf emerged from the trees at the far side of the courtyard, Rokyr howled. He was joined by his brothers first, then from all sides of the courtyard. The trap was sprung; the hunt was over. Now it was time to kill.*



Harald Deathwolf's chosen emblem is that of the Ravening Jaw. It symbolises the Wolftime; the time when the Fenrisians believe Morkai will devour the sun, plunging the world into eternal darkness. It is a melancholy myth, and one which suits the solitary nature of the Wolf Lord well. Even the symbol's colours are sombre: a black wolf's head on a deep crimson field, with the white sun as the only light in the darkness.



Harald's pack marking is emblazoned across his right shoulder pad and knee. Symbolising the wolf's jaws, it is an apt marking for the Huntsman of the Space Wolves, who tears out the throat of the Chapter's enemies. Most initiates into Harald's Great Company are gifted a marking signifying some part of the wolf, be it jaws, fangs or claws.



Harald Deathwolf's standard displays a stylised version of the Great Company's symbol: the mythical beast Morkai rearing up to eat the sun. The same bleak colours of his own emblem are represented on the banner, a parchment scroll bearing the Wolf Lord's name standing out in stark contrast.

At the bottom of the banner are displayed the Great Company's honour and campaign badges. These vary over time, depending on the current campaign or recent victories won by the Deathwolves. Those displayed on this banner represent the wars against the Thousand Sons Chaos Space Marines on the orbital citadel, 'Pride of Sol'. The wolf theme is constant throughout the chosen designs, stylised images of the beast's claws and skull both featuring upon these badges.



# PACK MARKINGS



*Morkai's Hunters are the foremost Grey Hunter pack in the Deathwolves – a high accolade in a Great Company that includes high numbers of such warriors. This squad is given the honour of carrying the wolf standard, and it has never fallen whilst under their watch. Their pack marking symbolises the jaws of a Fenrisian Wolf.*



*The Blood Claws of the Deathwolves pack have high expectations placed upon them. The Deathwolf assigned each individual to the pack himself, and the squad's potential is clear for even their peers to see. Their pack marking indicates their chosen status, the stylised single wolf's claw marking them out as chosen by their Wolf Lord.*



*Lokyar's Stalkers are one of the many Wolf Scout packs in service to Harald Deathwolf. Harald fields a greater number of Wolf Scouts than the other Great Companies, as the solitary and free existence of the Wolf Scout speaks to the wild nature of the Wolf Lord.*

*Wolf Scouts play a key role in many of the Deathwolf's strategies, and their ability to track the enemy unseen often proves invaluable. Conversely, the sight of a lightly armoured target is the perfect bait to lure an unsuspecting foe into an ambush.*



*The Nightwolves have an unusual pack marking in Harald Deathwolf's Great Company. Their device has no overt connotations to the Deathwolf, and instead features a single wedge of black on a red field. The design may well signify their favoured tactic of applying singular, overwhelming force to deliver the killing stroke. Their relentless bolter fire frequently destroys a cornered enemy who have been hounded to exhaustion by the rest of the army.*

*The Soul Guardians each bear the marking chosen for them upon their initiation to the pack, marked in the colours of the Wolf Guard.*







## THE DEATHWOLVES COLLECTION

The Deathwolves collection represents the warriors of Harald Deathwolf's Great Company. Known within the Chapter as Grimnar's Huntsmen, the Deathwolves are sent across the galaxy to track down the enemies of the Great Wolf and destroy them. They are patient predators who stalk their prey relentlessly.

In Harald Deathwolf, the army has a leader perfectly suited to their appointed task. His keen affinity with the wolves of Fenris combined with his natural skill as a hunter allows him to track his prey from miles away. Harald coordinates his forces to strike where and when the enemy is weakest, driving them into his chosen attack site before launching the perfect ambush. Like a true wolf pack, the Deathwolves will often use stealth and cunning over brute force in their approach to the hunt.

The Deathwolves are an eclectic force, making the best use of the troops available to them. Through instinct and ruthless training, they are able to counter any enemy. On the tabletop,

this is reflected by the collection's broad variety of infantry, supported by fast and hard-hitting units of Fenrisian Wolves and Thunderwolf Cavalry. From battle-hungry Blood Claws to grizzled Long Fangs and veteran Wolf Scouts, the Deathwolves have an answer for every challenge they face.

For the painter, a Deathwolves collection provides great variety. Miniatures from all across the Space Wolves range are a great fit for this force, so whichever unit draws your eye next is a perfectly viable contender for the next addition to your army.

## THE WOLVES OF FENRIS

Harald rides to war atop his Thunderwolf, Icetooth, and is usually accompanied by howling packs of Fenrisian Wolves. It is his closeness with these beasts that gives Harald an almost spiritual hold over his battle-brothers; one that is reflected in many of his Great Company's customs.



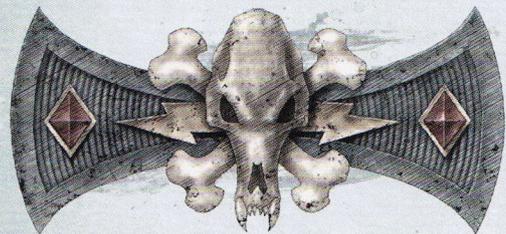
Whether by design or by accident, many of the loners of the Fenrisian tribes who are chosen to become Space Wolves are found in Harald Deathwolf's company. In these outsiders he sees himself reflected, and he knows how to get the most from his sometimes truculent warriors.

The heraldry of the Deathwolves reflects Harald's lonesome spirit and kinship with the wolves of Fenris. Packs will often display the icon of the wolf or the claw. Morkai, the Deathwolf of ancient Fenrisian mythology, is also featured in the Great Company's iconography. Harald's choice of title was no accident, as the symbol of the silent guardian of the dead is a creature which the inductees of this company can relate to.

The packs of Fenrisian Wolves that accompany the Deathwolves give the painter and modeller a unique challenge. Amongst the smooth curves of armour plates, the organic wolf pelts provide an opportunity for contrasting colours, and a range of different textures and details.



- |                              |                                     |
|------------------------------|-------------------------------------|
| <b>A</b> Harald Deathwolf    | <b>F</b> The Deathhows              |
| <b>B</b> The Soul Guardians  | <b>G</b> Stormwolf, <i>Runeclaw</i> |
| <b>C</b> Morkai's Hunters    | <b>H</b> Lokyar's Stalkers          |
| <b>D</b> The Nightwolves     | <b>I</b> The Icefangs               |
| <b>E</b> Fenrisian Wolf Pack |                                     |



## HARALD DEATHWOLF

The breathtaking Harald Deathwolf miniature is the head of this impressive collection. His two most prominent features are his frost axe and his scaled cloak. The frost axe, *Glacius*, is painted as if it was carved from ice, its cold blue colours standing out across the tabletop. The *Mantle of the Ice Troll King* draped over Harald's shoulders is fashioned from the hide of the enormous beast which threatened his ancestral village, and protects the Deathwolf from the even the hottest of flames. It is painted in blue-green tones that are evocative of the foul creature from which it was flayed.

Astride his *Thunderwolf*, *Iceetooth*, Harald Deathwolf is an intimidating sight – even more so when he is surrounded by his

loyal bodyguard, the *Soul Guardians*. Each miniature in this unit is captured mid-charge, as though he is just about to descend upon an unsuspecting enemy. Their pack markings and Great Company colours stand out against the traditional light grey armour of the *Space Wolves*, and the otherwise individualistic designs are painted in a uniform black and yellow, giving the pack a cohesive look despite the distinct sagas of its members.

The members of Harald's *Wolf Guard* wield potent close combat weapons which they use to great effect, carving their prey apart at the hunt's climax. Their monstrous mounts also lend their savage jaws to the onslaught, leaving little of their enemies but bloody carcasses and torn shreds of unidentifiable viscera.



Surrounding the Thunderwolf Cavalry is a pack of Fenrisian Wolves. These slaving creatures are also modelled charging forwards, and the two units side by side make a perfect centrepiece for the Deathwolves collection.

The Fenrisian Wolves have been painted in varying shades of brown and grey to give a natural, realistic look to the models. Significantly lighter tones have been used for the Fenrisian Wolves than the larger Thunderwolves, making them seem faster and more agile than their heavily muscled cousins.

In battle, this unit provides a protective screen for the elite assault unit following behind. They are, however, an extremely effective close combat unit on their own, and many an unwary foe has fallen prey to these ferocious predators.



## MORKAI'S HUNTERS & THE NIGHTWOLVES

Two packs of Grey Hunters form the core of this collection. Both squads seem very similar at first glance, but they have subtle differences which define their background and battlefield role.

Morkai's Hunters have a pack marking based on the fanged jaws of a wolf. This simple design gives the unit a menacing look. The squad is equipped with the wolf standard, and armed for close to mid-range fighting. This makes them perfectly suited to holding key objectives in the centre of the battle, while inspiring the Deathwolves around them to greater deeds.

The Nightwolves are a much more aggressive unit, their bold, direct pack marking indicating a more violent role in the force. Armed with both a plasma gun and a meltagun, they can take on even heavily armoured foes. In close combat this unit will bring its power fist to bear, bringing their chosen prey down face to face.





## FENRISIAN WOLF PACK

Harald Deathwolf's armies are always accompanied by packs of vicious Fenrisian Wolves. This one is no different, with two packs bounding alongside their Space Wolf kin. This dynamic element in the collection makes the whole force appear more aggressive and fast-moving. The pale browns and greys of the unit breaks up the uniformity of the Space Wolves' armour, giving the collection a more feral look.

These wolves have a key part to play in the attack strategies of Harald Deathwolf, as their massed numbers provide an effective screen against enemy fire for his Space Wolf troops. They can also be used to bait an opponent's units into a trap or to hound fleeing enemies into the darkness.





## THE DEATHHOWLS

The exuberant nature of the Deathhowls, and their unblooded status, belies their potency on the battlefield. Hand-picked by Harald Deathwolf himself, this squad has had great expectations put upon it. So far they have exceeded them.

The Deathhowls are the most numerous squad in the force; they can bring down almost any enemy in close combat, whether through the ferociousness of their onslaught or sheer weight of numbers.

The unit has been painted in vibrant colours to show the vigour of its warriors. As yet, none of the members of the Deathhowls have had the colour leeches from their hair by the *Canis Helix*. For this reason they have diverse hair colours, from reds and oranges to varying shades of brown.

## RUNECLAW

*Runeclaw* delivers the Deathhowls to the heart of the fighting. The brutal-looking Stormwolf assault carrier is the Bloodclaws' preferred method of transport. Its breakneck velocity and resilient hull ensure that its passengers are delivered, swiftly and safely to where they can cause the most carnage.

*Runeclaw* bears the pack marking of the Deathhowls on its side panels, signifying it as part of the unit. Its wolf's head silhouette has particular spiritual significance to the Deathhowls, urging them onwards as if their Wolf Lord's gaze were upon them.

## LOKYAR'S STALKERS

A pack of Wolf Scouts is less a closely bonded unit and more a loose collection of individuals. The solitary personalities of these reclusive individuals makes them ideal scouts, but poor pack-brothers.

One such pack, Lokyar's Stalkers, have drifted apart to such an extent that the squad has split in two, the two factions separated by their battlefield methodologies. The first pack prefer to infiltrate the enemy camp, sowing destruction right at the heart. Each member of the squad is equipped with close range weaponry. With stealth and surprise their greatest ally, they accomplish their goal with grenades and pistols. Once their mission is complete, they melt away before any reprisal can be visited upon them.



## THE ICEFANGS

The Icefangs give the Deathwolves an array of devastating, long-range firepower. Each member is equipped with the finest heavy weapons the Space Wolves armoury can provide. With their veteran battlefield knowledge, the Long Fangs efficiently select and destroy their targets, pinning enemy infantry down on one side of the battlefield, before destroying an armoured tank on the other. The flexibility gifted the squad by its various weaponry allows these seasoned individuals to take on all manner of roles in the force.

Their battle-leader has been painted with fully grey hair. This shows his age, and also hints at how far the Canis Helix has taken over his body. Armed with a power fist, he provides much-needed protection should the enemy get too close. On his right shoulder pad he bears an honour marking, rather than the pack's emblem. The fanged skull symbolises some valiant deed performed in service of the Chapter, marking him out as a hero of Fenris.





The other half of Lokyar's Stalkers prefer a different tactic. Harrying an opponent's force as it approaches, they lay down a precise hail of bolter and plasma fire.

Although the squads have fractured they both display the same pack marking, as their bond with their former pack-mates is not entirely broken. On occasion, Harald will order both packs to form into one to secure a particular objective, the two halves becoming whole again, if only for a brief time.

All the scouts in this collection have been painted with muted colours. Their skin tones are painted with hints of grey. Gone are the vibrant reds and oranges of the Blood Claws, replaced with faded browns, blacks and pale blondes.





# THE IRONWOLVES





# EGIL IRON WOLF



Egil Iron Wolf was born Egil Silverhand to the Stoneface tribe of Fenris. His path to Wolf Lord was as unique as his personality.

Egil Silverhand was a gifted smith amongst the nomadic tribes of Fenris. Fashioning the finest swords and armour, his skills were highly sought after across all of Asaheim. Like many metalworkers before him, Egil made the journey to meet the Gods of Iron. A savant of the mechanical, his mind could see the workings of a machine long before he had cracked open its casing. Egil would have made a fine Iron Priest, but his unwillingness to follow time-honoured procedures led to him take a different path.



Unsuited to the prescribed learnings of the Adeptus Mechanicus, Egil was transferred to Ossric Three-fists' Great Company. His tribal ferocity coupled with his love for machines marked him as a unique initiate. As the decades passed, more and more of the company came to owe their lives to a weapon or vehicle that had been improved by the hands of Egil. On Ossric's death, these life-debts led to Egil's ascension to Wolf Lord.

## THE IRON GUARD

The Iron Guard are Egil's loyal Wolf Guard pack. Their primary duty is to accompany the Iron Wolf in battle. They defend their Wolf Lord from harm, while smiting his enemies with their ferocious assaults. Wielding the finest weaponry, often improved and tailored to their own needs, the Iron Guard are a wall of ceramite, advancing to victory.

Although Egil has but a single pack of Wolf Guard protecting him, he often splits them into smaller combat squads during times of war. This way, they can be deployed quickly and effectively in Razorback transports. Like the rest of the Ironwolves, each squad will act as a cog in the machine of Egil's strike force.

Each of the Iron Guard have learned valuable secrets from their lord of the machines they wield. In honour of this arcane knowledge, the pack members commonly change the traditional black colouring of their pack markings, replacing it with a steel that gleams in the light of war.



*Borgen 'Fire-eye'*



*Moln Stormbrow*



*Conran Wulfhide*



*Olaf Ironhide*



*Orven Highfell*



*Bjorn Bloodfist*

*'Prepare to disembark.'*

Hrothgar could barely hear the driver's voice over the rumbling drone of the Razorback's engines. The occasional drum-beat of rounds hammering into the tank's hull added to the already deafening roar. He was ready for the command, though. Hefting his weapon, he prepared to rejoin the combat.

Hrothgar braced himself as the tank came to a shuddering halt. The exit ramp clanged as it dropped down onto the earth outside, a blast of cold, clear air cleansing the air around him. Wincing as the blazing sunlight banished the gloom, Hrothgar pushed his body through the hatch, down into the carnage beyond.

Eyes scanning the battle, Hrothgar took in the swirling picture before him. Down to his left, the two hulks of Iron Hunter and Iron Vengeance were moving in unison, unleashing their weaponry into the ragged formations of the enemy. Smiling with satisfaction, Hrothgar watched as a giant bipedal Daemon Engine was blasted apart by two searing lances of lascannon fire. To the right, the rest of the armoured assault had ploughed into the enemy's defences.

Hrothgar's study was broken by a sudden boom. A shift in the landscape drew his vision. One of the distant buildings, a dark, gothic structure began to collapse. He could just make out the desperate screams of the traitors within as their makeshift fortress came crashing down around them.

*'This battle seems won,'* said Hrothgar.

*'Aye, but the traitors will never surrender,'* came the gruff voice of Bjorn, his pack-brother.

*'Never have yet...'*

A bloodcurdling roar echoed across the windswept ruins. Hrothgar tensed, bringing his weapon up to its firing position. He scanned the horizon for the source of the sound. It came from the shattered building. Out of the ruins it charged, belching fire. Great steel-clad tentacles whipped around the beast's armoured hide. Hrothgar watched as the Daemon-beast hurled itself towards the Space Wolves. Beams of las fire arced towards the beast, and its hull sparked as bolter shells detonated across the cursed plates.

Hrothgar looked away from the beast's charge. He had seen this battle a thousand times before, on a thousand different worlds. He knew what would happen next.

*'There will be another one,'* he murmured, raising his weapon to sweep the ruins beyond.

*'Aye,'* said Bjorn, his own weapon mirroring Hrothgar's.

Glancing down at the first Daemon Engine, Hrothgar saw that the Ironwolves had finally halted its charge. Their attention, though, was fully on the beast. In the shadows behind them, Hrothgar's eye caught a gleam of metal. Roaring as it came, another of the fiends bounded towards the Space Wolves. Hrothgar smiled, baring his long fangs as he squeezed the trigger.



*Egil's standard depicts the Iron Wolf on the red and black field of the Adeptus Mechanicus – a nod to the path he so nearly trod.*

## IRON PRIESTS

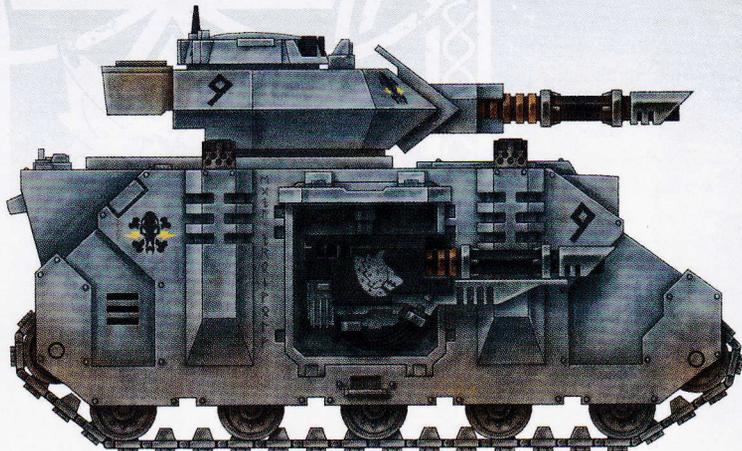
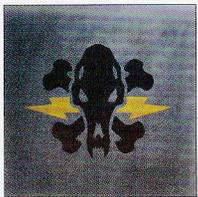
Many Iron Priests find their spiritual home in the Great Company of Egil Ironwolf. While on active duty, the Iron Priests either bear the symbol of the Great Wolf's company, or of the Wolf Lord to whom they have been assigned. In place of their pack marking an Iron Priest is expected to bear the device of the Adeptus Mechanicus. The individualistic nature of the Space Wolves, however, leads many to personalise that symbol with some Fenrisian icon.



# VEHICLE MARKINGS

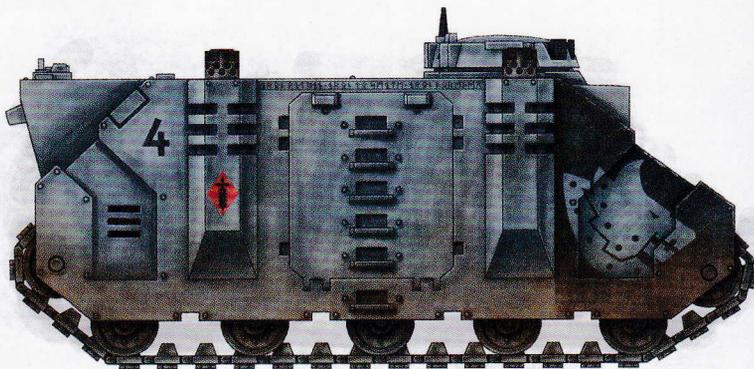
## PACK MARKINGS

The armoured vehicles of the Space Wolves bear much of the same ritualised iconography as the warriors themselves. Transports share the pack marking of their passengers, while battle tanks and support vehicles often bear the pack symbols of their crewmen.



## HONOUR MARKS

Where a vehicle or its crew have performed extraordinary feats of bravery or sacrifice, it will be marked by an honour badge. These badges take many forms. In some, ancient Fenrisian runes tell of a great victory won. In others, a stylised heraldic symbol is used to honour both vehicle and crew.



## LONG FANGS

The Long Fangs in Egil Iron Wolf's Great Company tend to share his affinity for machines to some extent, and packs of these venerable warriors often take to the field mounted in Razorbacks.

Egil values these packs highly, as their flexible firepower and ability to coordinate their attacks with the rest of the armoured assault makes them invaluable.

These Long Fang packs keep to the honoured tradition of displaying their pack marking in black and white.



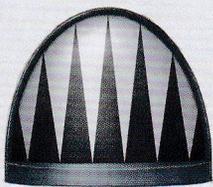
*The Frostclaws*



*The Iron Shield*



*Many of the Long Fangs' pack leaders bear an honour marking instead of their pack symbol. This one, belonging to Olf Brondgren of the Snowfangs, depicts a skull-and-bones motif. It was gifted to him due to his part in the felling of a massive Lord of Skulls of the traitorous Crimson Slaughter.*



*The Snowfangs*



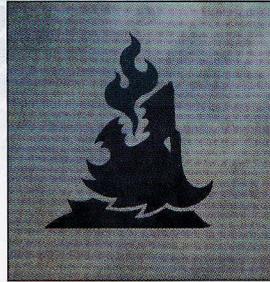
*The Iceriders*

## THE GREAT COMPANIES

Vehicles assigned to a Great Company usually bear the symbol of their Wolf Lord in a prominent position on the forward bulkhead.



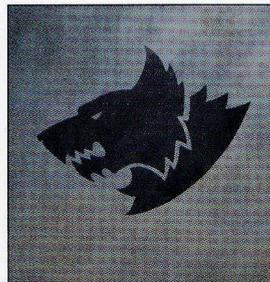
Egil Iron Wolf



Sven Bloodhowl



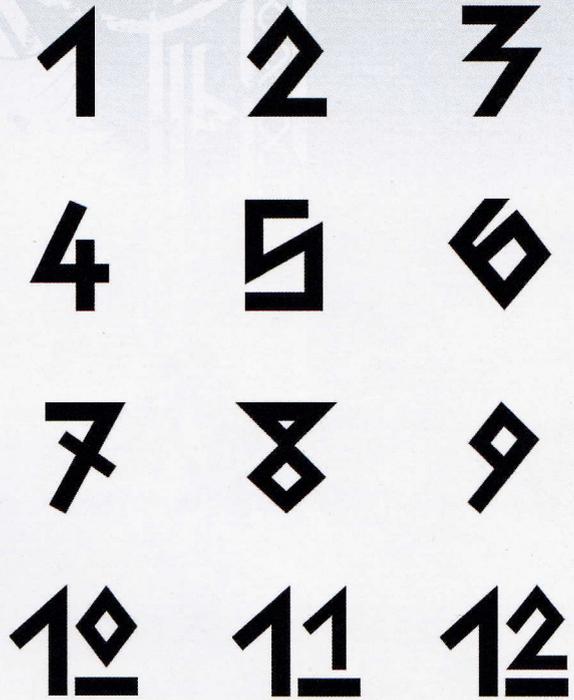
Harald Deathwolf



Space Wolves

## IDENTIFICATION NUMBERS

Many of the Space Wolves vehicles have been in service for millennia. Although many of these venerable machines will have born the symbols of many Wolf Lords, some instead bear standard identification numbers styled after Fenrisian runes.

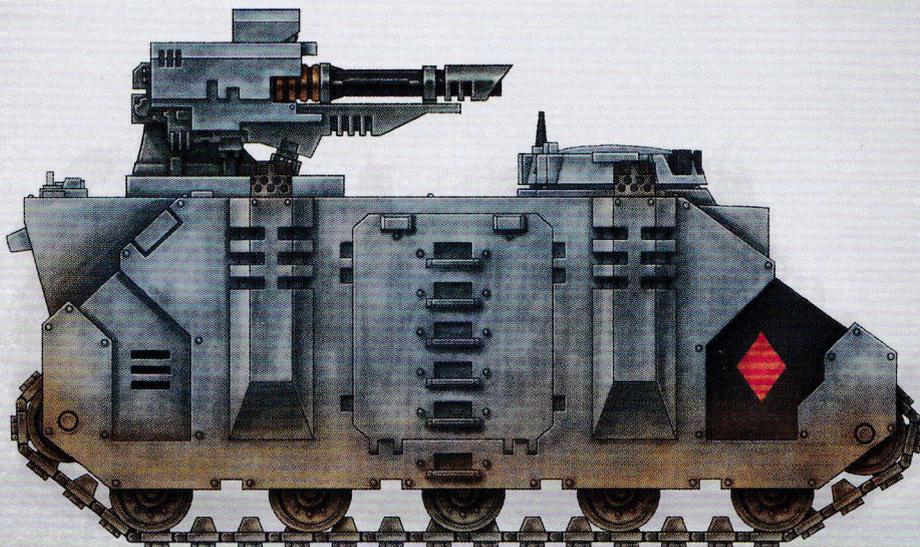
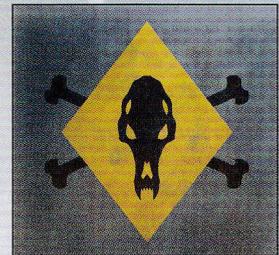


*Unlike their passengers or crew, vehicles usually use a simple monotone silhouette to represent their Great Company allegiance.*

*This Razorback, Spear of Russ, has been assigned to the Blackwolves Grey Hunter pack. The Blackwolves' pack marking is painted on the front of one of the tread guards.*

*The symbol of Egil Iron Wolf is marked on the left side panel, the silver wolf's head shining from a field of black.*

*Finally, the Razorback features three honour markings. Each representing a heroic act performed by either the vehicle or the squad it has been assigned to guard.*





## THE IRONWOLVES COLLECTION

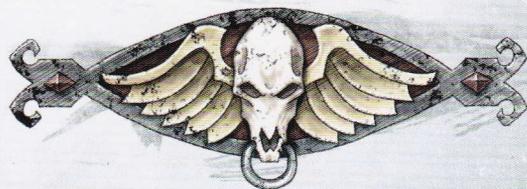
The third collection in this book is an intimidating wall of adamantium; an armoured fist that strikes fear into hearts of the enemy. It is possibly the most impressive collection on the tabletop, as it includes no fewer than six Space Marine tanks. This is not unusual in a strike force from the Ironwolves – the Great Company of Egil Iron Wolf.

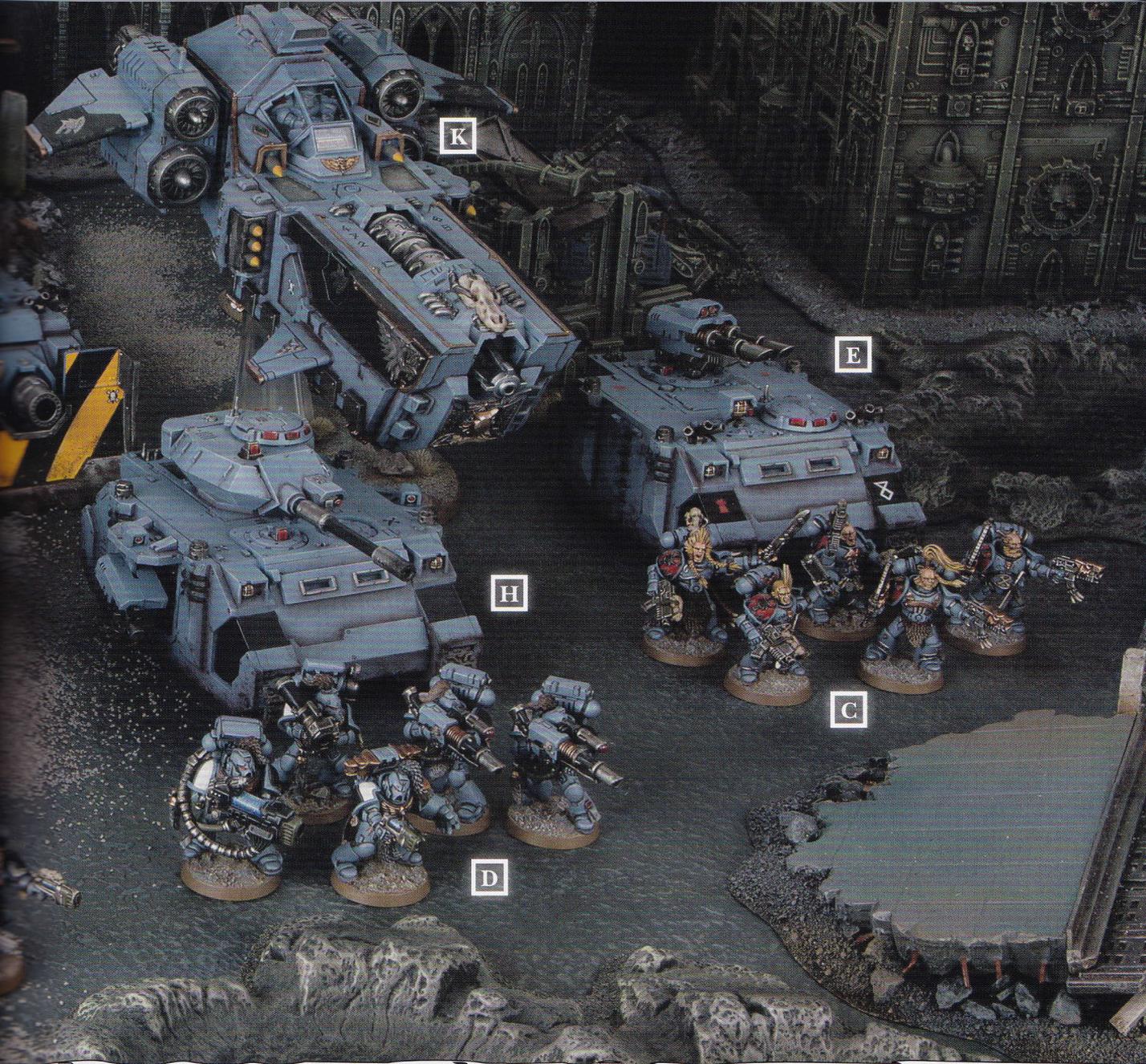
Egil Iron Wolf's path to Wolf Lord was long and difficult. Rather than being chosen to join the Space Wolves by a Wolf Priest, Egil made the arduous journey to the smithies of the Gods of Iron. He passed the Test of the Iron Gauntlet, and seemed destined for the red planet of Mars. However, he was instead drafted directly into the Great Company of Ossric Three-fists.

Egil's affinity with the machines of war remained. His uncanny ability to repair a crippled Rhino, or get one last charge out of a damaged lascannon led to his brother Space Wolves naming him the 'Iron Wolf'. When he assumed the mantle of Wolf Lord, he adopted the moniker as his official title.

The Great Company Egil leads has been moulded around his aptitude for everything mechanical. Their armoured assaults have become legendary across the Fang, as each Space Wolf in the strike force rides to war inside a great armoured behemoth. The other Wolf Lords grow more confident when they know that Egil and his Ironwolves will be fighting alongside them, lending their heavy firepower and mobile defence to the assault.

The armoury of this Great Company is as renowned as their Wolf Lord. Due to the almost obsessive care the company takes in maintaining its weapons, the number of prized relics available to them far exceeds any other Great Company, save perhaps that of the Great Wolf, Logan Grimnar himself.





## THE COGS IN THE MACHINE

Egil prefers that only recruits who show the skills of a natural smith be inducted into his Great Company. This has left the Ironwolves with a much smaller pool of Space Wolves to call upon, but this suits the fighting style of Egil Iron Wolf, who prefers to send small, elite squads of trusted troops to war inside the Chapter's tanks. Each squad works in perfect unison with the others, like the delicate parts in a finely crafted machine.

The armies of Egil Iron Wolf will suit any hobbyist who loves to collect and paint a huge array of tanks. As with this collection, every pack should be accompanied by an armoured vehicle. The Ironwolves are equipped with a staggering array of firepower to destroy their enemies. Whether that doom is delivered by small packs of Long Fangs, mighty battle tanks or fired from the skies by Stormfang Gunships is irrelevant – in either case the enemies of the Space Wolves will be annihilated in a blizzard of las fire and bolter shells.

- 
- |   |  |
|---|--|
| <b>A</b> Egil Iron Wolf                       | <b>G</b> Predator,<br><i>Iron Hunter</i>         |
| <b>B</b> The Ironguard                        | <b>H</b> Predator,<br><i>Iron Vengeance</i>      |
| <b>C</b> The Blackwolves                      | <b>I</b> Vindicator,<br><i>Wrath of Morkai</i>   |
| <b>D</b> The Frostclaws                       | <b>J</b> Land Raider,<br><i>Ironfist</i>         |
| <b>E</b> Razorback,<br><i>Spear of Russ</i>   | <b>K</b> Stormfang Gunship,<br><i>Iron Spear</i> |
| <b>F</b> Razorback,<br><i>Spear of Morkai</i> |  |

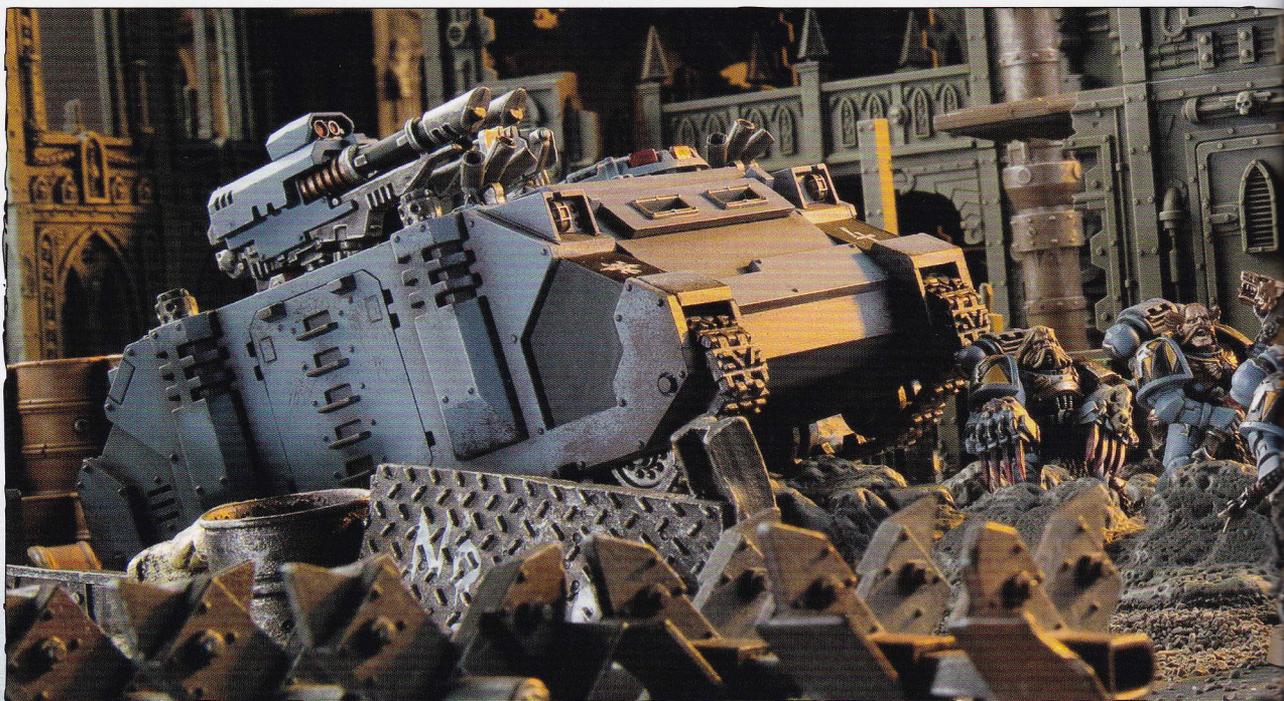


## THE BLACKWOLVES

The Blackwolves are a pack of Grey Hunters in the Ironwolves. Each member of this pack was inducted from the same tribe, and their shared heritage is displayed in their similar hair colouring. However, it is their history since they became Space Marines that has forged bonds of unshakeable loyalty between the pack members.

The Blackwolves' pack marking is a black wolf's head between a wolf's jaws. This device symbolises the tribal wars that each member had to overcome before they joined the ranks of the Space Wolves.

The squad is armed with boltguns and chainswords, ready to defend the ground the strike force has captured, and the pack deploys with its Razorback, *Spear of Russ*. This tank allows the pack to redeploy rapidly, securing the objectives identified by their Wolf Lord.

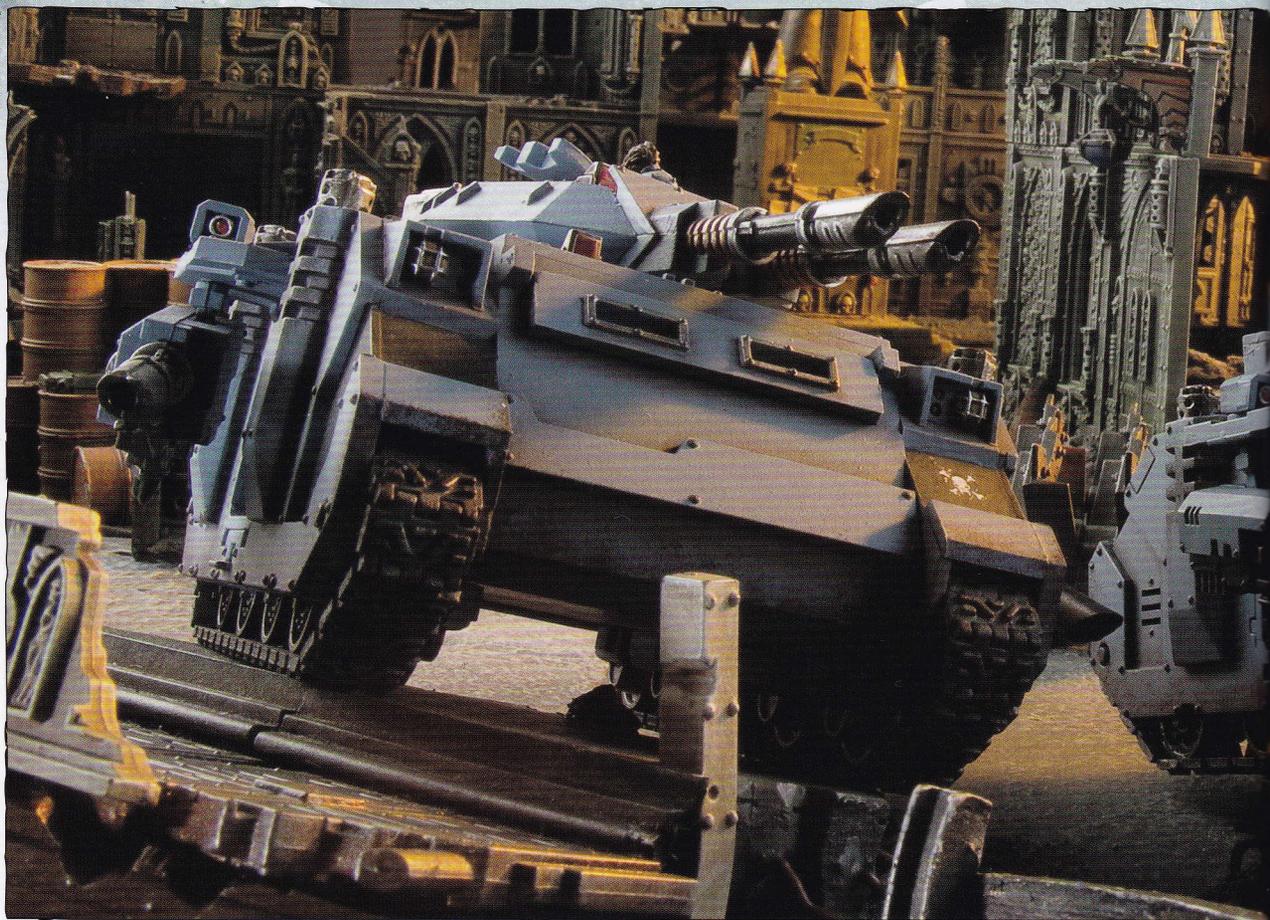




## THE IRONGUARD

Egil's Wolf Guard are often deployed in several small, autonomous, combat squads. These smaller units are capable of lending their fighting prowess exactly where they are needed, allowing Egil to spread his most valuable assets across the entire battlefield.

This pack has been assigned a Razorback transport, allowing them to react quickly to the unfolding conflict. *Spear of Morkai* is a revered vehicle in the Space Wolves armoury, its hull protecting the lives of the warriors within while its lascannons mete out its wrath.



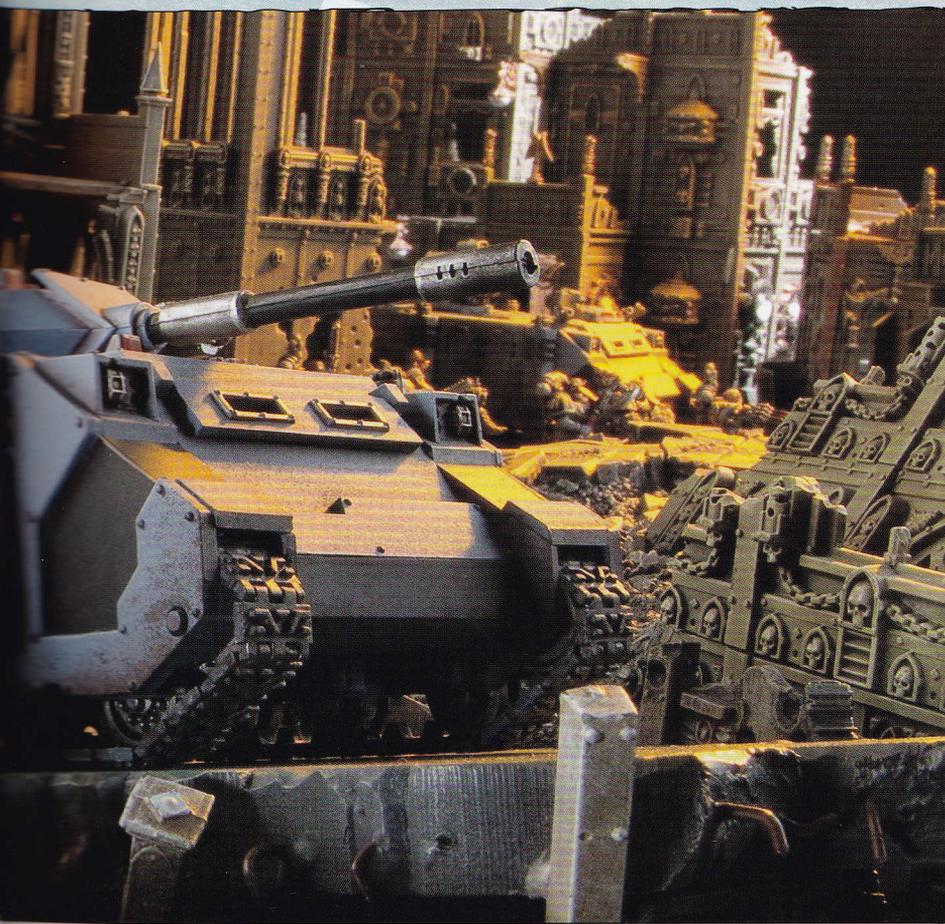
## WRATH OF MORKAI

One of the most powerful weapons in the Ironwolves armoury is mounted upon *Wrath of Morkai*. This Vindicator tank can level even the most heavily built of fortresses with its demolisher cannon.

*Wrath of Morkai* is perhaps at its best when deployed in urban environments. Equipped with a massive siege shield, the tank can clear a war-torn street of both enemies and rubble in minutes. This allows the rest of the company to advance safely in its wake.

*Wrath of Morkai* has enormous hazard lines painted on its siege shield. This bold design forewarns any who see it that their doom is upon them.





## IRON HUNTER & IRON VENGEANCE

Supporting the assault by lending their overwhelming firepower to the force are two Predator tanks. *Iron Hunter* is an 'Annihilator' pattern tank, equipped to take on enemy armour. Its armament of four powerful lascannons is a devastating prospect, able to pierce the hulls of super-heavy vehicles with a single barrage.

*Iron Vengeance* is a 'Destructor' pattern Predator, able to deliver a ceaseless hail of fire. Designed for anti-personnel missions, even the massed swarms of a Tyranid assault can be brought to a shuddering halt by this tank's salvos.

Having served together for decades, the tank crews of these vehicles have formed a powerful pack-bond. They recognise this kinship by painting similar pack symbols on the hulls of their tanks.

## THE FROSTCLAWS

The Frostclaws are a veteran squad of Long Fangs. These revered heroes of the Great Company have sagas longer than many Wolf Guard. Each member of this squad has faced a thousand horrors of the galaxy, and not one of them has faltered.

To survive to be a Long Fang is no mean feat. The life of a Space Wolf is dangerous beyond compare, for they stand as a bulwark against all the enemies of the Imperium. With their experience, this pack can read the course of a battle with ease, marking the possible movements of the enemy, before firing a precise barrage to destroy them.

With their flexible firing patterns the Frostclaws are capable of dealing with both enemy infantry and armour. They will bring their missile launcher and plasma cannon to bear on the enemy's troops, while the lascannons hunt out any armoured vehicles.





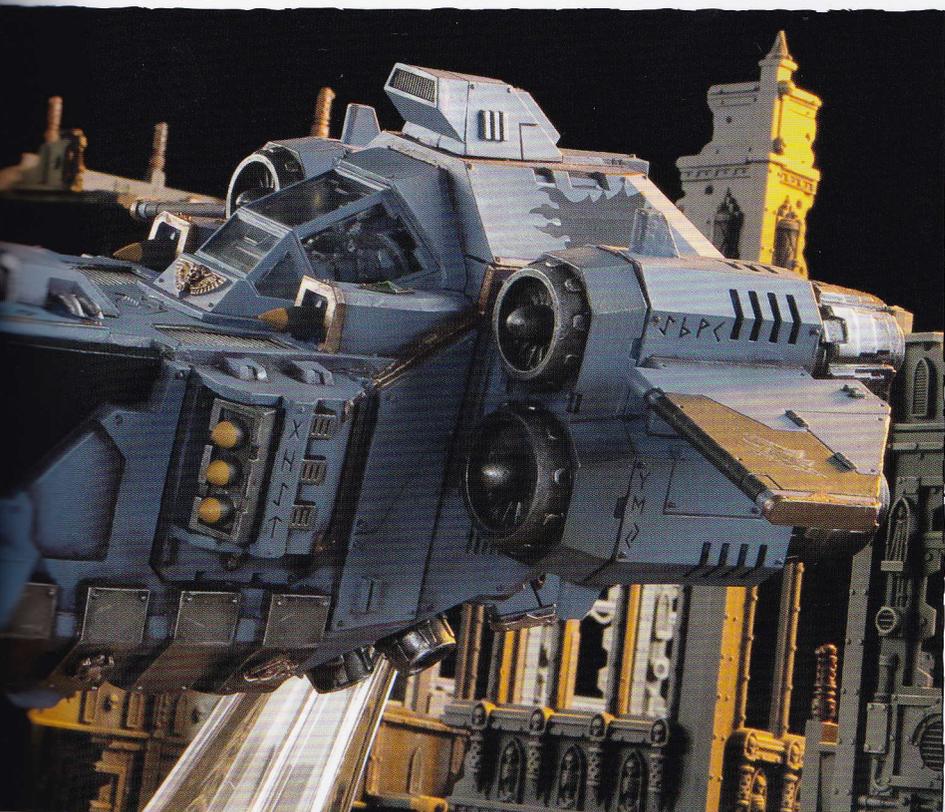


## EGIL IRON WOLF

The Wolf Lord Egil Iron Wolf is depicted in this collection wielding a pair of exquisite lightning claws. Converted from the Space Marine Techmarine miniature, he makes an understated but distinctive leader model, as befits the Iron Wolf's character.

Accompanying Egil to war are a pack of his Ironguard. These veterans are armed to the teeth with all manner of close range weaponry. Each member of the Ironguard bears his own personal pack marking, although they have all been painted in metallic colours in honour of their lord.

Egil Iron Wolf rides to war in his own personalised Land Raider Crusader, *Ironfist*. This mighty centrepiece model conveys the Wolf Lord and his honour guard into battle.



## IRON SPEAR

*Iron Spear* is the pinnacle of the Iron Priests' art. This deadly vehicle fits perfectly amongst Egil Iron Wolf's Great Company. Adding air superiority to the armoured ground assault, the Stormfang gunship is equipped with the most powerful weapon in the Space Wolves' arsenal: the helfrost destructor. Capable of destroying any foe, *Iron Spear* will hunt out the greatest war machines of the enemy.

*Iron Spear* is painted with the icon of the Iron Wolf featuring prominently across its hull. Marked across the top panels is an identification number in stylised numerals.



# CHAMPIONS OF FENRIS





# LOGAN GRIMNAR

Logan Grimnar has battled the enemies of Mankind for centuries. Across countless worlds, against a myriad of foes, the Great Wolf has protected the Imperium with courage and honour. He is the warrior-king of the Space Wolves Chapter, a living legend, a true lord of war.

Logan was inducted into the ranks of the Space Wolves at an early age. The young tribesman had already won the leadership of the Iron Blood tribe, and his prowess was known across the seas of Fenris. During a bloody ambush, Logan battled the Sea Devil tribe nearly single-handed. Besting their towering leader in combat, the young warrior stood triumphant, covered in the blood of his enemies and his kin. High above the killing ground, a Wolf Priest watched over the battle. Through the mists that whipped around the juvenile warrior a dark shadow fell – a shadow in the form of a giant power-armoured figure, with a flowing mane of hair. The Wolf Priest knew it to be the image of their Primarch. Commanding his bodyguard down the steep slopes of the hill on which they stood, he spirited Logan Grimnar away to join the ranks of the Space Wolves.

A warrior named Ulrik mentored Logan throughout his ascension. The young aspirant's skill and cunning marked him as a future leader, and his charisma endeared him even to the most grim-faced of Long Fangs. With Ulrik guiding his actions, and the spirit of Lemman Russ pulsing through his veins, Logan Grimnar's rise from initiate to battle-brother was swift, and it was only a matter of time before he joined the Wolf Lords.

As a leader, Grimnar was beyond compare. Few Space Marine Captains commanded their men with such skill. Fewer still could match his ability with a blade, for he proved not only to be a bold and brilliant general but also a fearsome warrior. These traits meant that it was no surprise when he was elected as Great Wolf. From that time, he has led the Space Wolves through a golden age of glory, during which their victories and conquests have, at the very least, been the equal of any other Chapter.

Logan's pack marking was chosen for him by Ulrik. It is a series of ancient Fenrisian runes around a wolf skull, the meaning of which is known only to the old Wolf Priest. Amongst the Space Wolves it is rumoured to be a blessing of Russ, marking Logan as his chosen heir.

Logan goes to war equipped with a storm bolter and the Axe Morkai. The axe pulses with inner power, and when wielded by the Old Wolf it is the bane of the Imperium's enemies.



*As Great Wolf, Logan bears the icon of the Wolf That Stalks Between Stars – the ancient symbol of Lemman Russ himself. His Great Company also bear this mark, although on occasion they may also bear Logan's own symbol, the Night Runner.*



*Like all suits of Terminator armour, Logan Grimnar's bears a Crux Terminatus on the left shoulder. It is unusual as it is overlaid with a relief of a wolf skull and crossbones set above a precious gemstone, as befits the armour of the Great Wolf.*

# THE KINGSGUARD

Logan Grimnar's Wolf Guard are the finest warriors the Space Wolves Chapter has at its disposal, all of whom have blooded themselves in hundreds of war zones across the galaxy. Each path towards becoming a bodyguard of the Great Wolf himself is unique, and every one of these warriors bears a specific pack marking indicative of their personal saga.



## TORFIN DAGGERFIST

*Torfin Daggerfist is the finest warrior-leader amongst the Champions of Fenris. His pack marking is a wolf skull which he bears on his armour's shield plate. Four centuries of war have left him covered in scars, but have made him a formidable tactician and a deadly fighter.*



## ARJAC ROCKFIST

*Arjac is Logan's personal champion and will rarely be found far from his Wolf Lord's side. Arjac's armour features many symbols of the anvil, recalling his heritage as a disciple of the Iron Priests. His armour is marked with a bear's claw: a nod to his former tribe on Fenris.*



## HAGRIK WYRDFANG

*Hagrik is a stern, taciturn individual. He slashes his wolf claws in silence, carving up his enemies with each violent stroke of focussed violence. His pack marking symbolises the sheer mountain of his homeland, long since claimed by the wild Fenrisian seas.*



## RUNSTUN WOLFBROTHER

*Few of Logan's Wolf Guard have been promoted from the Wolf Scouts. Runstun is even more unusual as the only known survivor of the lost Strike Force Iceclaw. His black wolf skull and crossbones marking honours his fallen pack-mates, and is a constant reminder of the fate he escaped.*



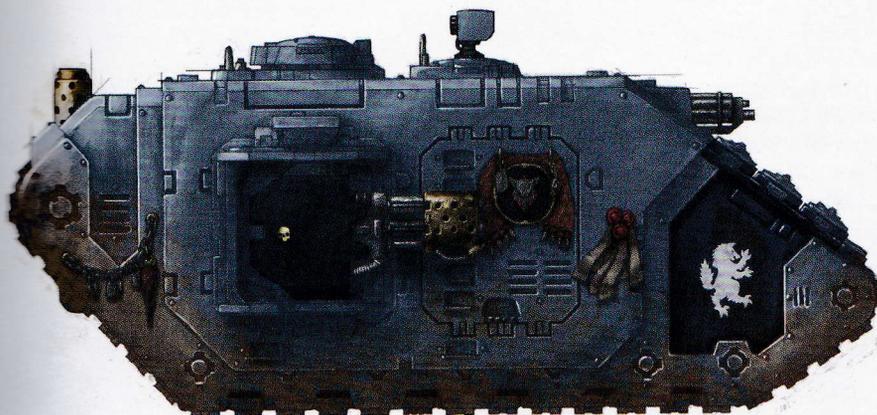
## VOLKBAD WOLFTONGUE

*Wielding a great rune-encrusted storm shield, Volkbad is his brothers' bulwark, entrusted to hold back the enemy, before driving them into the jaws of the trap. His pack marking incorporates an ancient shield-rune showing his tribal heritage.*



## BENSSON IRONJAW

*Besson Ironjaw is the bearer of two archaic bionic fists, in place of his mutilated hands. To avoid his damaging of further weapon hilts, the Wolf Guard bears a chainfist and heavy flamer in battle. His pack's chosen marking is a proverb of bravery, carved in Fenrisian runes.*



## FIRE OF FENRIS

*Ulstvan Morkaison and his assigned bodyguard of Wolf Guard Terminators ride to war in an ancient Land Raider Redeemer, known as 'Fire of Fenris'.*

*The revered battle-tank is adorned with relics and charms sacred to the Space Wolves Chapter. Emblazoned across the side of the machine's hull is the symbol of the Great Wolf: the wolf rampant on a starfield, inspiring the descendants of Leman Russ to ever greater acts of bravery and heroism.*

# HEROES OF LEGEND



## ULRIK THE SLAYER

Ulrik the Slayer is High Wolf Priest of the Space Wolves. He is both their spiritual leader and a fearsome warrior. The longest living Space Wolf, barring those interred inside a Dreadnought, he has battled the enemies of the Imperium for close to a millennium. Ulrik was the first Space Wolf to turn down the honour of becoming a Wolf Lord. When selected by his battle-brothers to take the mantle after his heroics in the First War for Armageddon, he chose instead the role of Wolf Priest.

The Wolf Priests' duties include those of both Chaplain and Apothecary. They are responsible for the spiritual wellbeing of their charges, as well as the physical. It is also their task to reclaim the gene-seed from fallen Space Wolves and protect the continued existence of the Chapter.

The Wolf Priest brotherhood are traditionally clad all in black, and their sinister helms resemble wolf skulls. Each commonly wields a crozius arcanum and bears wolf amulets that protect him from even the most grievous of blows from the enemy.

Wolf Priests bear the symbol of the Wolf Lord to whose company they have been assigned. On their opposite shoulder pad they display an icon of the priesthood. This usually consists of a white wolf's skull motif on a field of black. Most Wolf Priests still mark their armour with their pack emblem, though the colours change to white on black: Ulrik's is a stylised wolf's claw.



### JENS IRONFIST

*Jens is Logan's chosen Iron Priest, responsible for the Great Wolf's chariot, Stormrider, and the phalanx of Land Raiders which his Wolf Guard ride to war in. His marking is a wolf's head on the cog of the Adeptus Mechanicus.*



### NJAL STORMCALLER

*Njal and the Rune Priests serve as the Chapter's diviners and mystics. Theirs is the way of the wyrd, and each lends his psychic mastery of the elements to the assault. A Rune Priest displays a runic pack symbol in the black and yellow of the Wolf Guard.*



### OLAF SKYSTALKER

*Amongst Logan Grimnar's Great Company, there are few who would turn down a place in the Wolf Guard. Olaf Skystalker was one such individual. The ageing Wolf Scout will never be at home amongst the feast halls and the training cells, so serves the Great Wolf in his own way.*



### ULSTVAN MORKAISON

*Under the guidance of Ulrik the Slayer, Ulstvan has risen high in the ranks of the Wolf Priests, and now serves alongside the Champions of Fenris. His Terminator armour displays his own pack marking of bared wolf fangs in black and white upon his left greave.*

## BJORN THE FELL-HANDED

Interred inside a Dreadnought sarcophagus, Bjorn has battled through all the ages since the time of the Horus Heresy, making him truly ancient. He fought as a member of Lemman Russ' Wolf Guard, and was the only member of that pack to be left behind when the Primarch made his journey into the Eye of Terror. Now Bjorn acts as the moral force of the Chapter, guiding the actions of the Great Wolf and his Wolf Lords. He also ensures that the warriors of the Chapter never forget their past, recounting it to them in tales at the Great Feasts.

Bjorn's sarcophagus is one of the most intricately decorated in the armouries of the Imperium. The front armour plates bear two distinct images: one is the symbol of the Great Wolf, denoting his service to the Chapter; the other depicts a battle scene – the image of Bjorn as a Blood Claw battling a scaled beast of Fenris. It is a symbol of Bjorn's unrelenting struggle against the enemies of the Space Wolves.

Bjorn wields the massive Trueclaw – a great wolf claw of masterful construction. His other arm can be fitted with one of the Chapter's most destructive weapons: from the mighty assault cannon to the devastating helfrost cannon.



*Vulstan steeled himself for the trial ahead, silently preparing his mind for the onslaught he would face. His pack-mates stood beside him, so close that the ceramite plates that covered them brushed occasionally, breaking the solemn silence.*

*'It is time,' chimed the voice of a withered form, shrouded in shadows at the far corner of the chamber.*

*Closing his eyes, Vulstan began to chant an ancient Fenrisian battle-song. His mind became calmer as the bass tones of his comrades joined his own. As the simple tune reached its crescendo, Vulstan opened his eyes. Clamping his teeth together and grasping the handle of his thunder hammer tight, he braced himself for the journey.*

*The world changed. A horrific image burned upon the Wolf Guard's retina, daemonic faces leering at him. Whispered voices, half-remembered, half-imagined, echoed through his mind. He blinked, but the scene now in front of him was no more comforting.*

*Gone was the vaulted teleport-crypt of the Holmgang, in its place a world of swirling, violent combat. The silhouettes of Traitor Space Marines stood against a blazing sun. His voyage forgotten, Vulstan turned his mind to the task at hand. Uttering his battle-cry, he strode forward to meet the ancient enemy.*

*Before the mutated warriors could turn to face their danger, Vulstan's pack were upon them. A blood-red helmet burst under the weight of Vulstan's hammer. Moments later, he felt searing heat on his face as Saarskel doused another enemy in burning promethium. The renegades were no match for them.*

*With a powerful backswing of his hammer, Vulstan crushed the ribcage of the last remaining heretic.*

*Vulstan's eyes moved beyond the dying. He marked a lone figure standing defiantly against them. The crested helm of the Chaos Lord was adorned with skull-trophies. Vulstan snarled, noting Astartes helmets amongst the spoils.*

*'Your time has come, traitor,' he snarled, advancing.*

*'You think you can best me, little one?' The voice that emerged from the former Space Marine had a bestial tone. It reverberated around Vulstan's skull. 'You will be one more trophy for my master.'*

*The pack circled their quarry. No word was uttered, nor signal given. They struck as one. A gout of flame burst into the circle, but Vulstan charged through it, raising his rune-shield.*

*'Your master will receive no more skulls from you!' he bellowed, lowering his body as the flames licked his armour.*

*A jolting impact halted his charge. An obsidian blade cracked Vulstan's shield and wedged itself in the ancient ceramite, sparks flying around the point of fracture. The Chaos Lord roared in rage as he tried to free his weapon, but it was lodged fast. Vulstan stood his ground, the joints of his armour groaning under the frenzied assault.*

*A hammer, wreathed in lightning, crashed into the Chaos Lord's leg, smashing through his armour. The mutated giant dropped to his remaining knee, howling in agony and frustration. Vulstan stepped forward. As he swung his thunder hammer down, he knew this war was won.*



## CHAMPIONS OF FENRIS COLLECTION

For a Warhammer 40,000 hobbyist there can be few tales more inspiring than that of Logan Grimnar and his Space Wolves. Our final collection features this charismatic individual and a selection of his most trusted battle-brothers.

Logan Grimnar is of the firm belief that the courage of a few heroes can carry the battle, if they are deployed in the right place at the right time. This collection epitomises that belief. Forged from a few squads of elite Wolf Guard Terminators, the force represents the very best that the Space Wolves Chapter has to offer.

Competition to serve in Logan Grimnar's Wolf Guard is extreme. The pride of serving in the Great Wolf's personal bodyguard inspires these warriors to ever greater acts of bravery. This collection contains three packs of Wolf Guard. Each of these warriors is a hardened veteran of hundreds of warzones.

Only in this collection could these elite squads make up the core fighting force. Each Wolf Guard could be a leader in another army, but here they must vie with the greatest heroes of the Chapter for recognition and glory.

Supporting the Wolf Guard are several impressive centrepiece miniatures, the first of which is the Great Wolf himself. Logan Grimnar leads this army to war atop *Stormrider*, his ornate war chariot. A relic of the Space Wolves Chapter, it has been handed down from the time of their Primarch, Leman Russ. It is also a fabulous focal point for the collection and a suitable mount for the Great Wolf who leads them.

Only one warrior still walks who fought at Russ' side and can recall the days when the Primarch fought alongside his sons. Bjorn the Fell-Handed is the longest serving warrior of the Space Wolves, now a mighty Dreadnought. Bjorn is a living legend, inspiring those around him by his mere presence on



the battlefield. Covered in ornate detail and towering above the infantry around him, Bjorn has great presence.

Ulstvan Morkaison is another miniature that stands out in this collection. Contrasting with the grey armoured warriors around him, the Wolf Priest is a dark and intimidating figure. With his skull helm and black armour, Ulstvan strikes fear into even the most stalwart of adversaries. In this collection he adds a sombre counterpoint to the classic Space Wolves colour scheme, as well as some extra punch on the tabletop.

Finally, the Land Raider, *Fire of Fenris*, is the only tank suitable to accompany this prestigious force. The mightiest of all the Space Marine tanks, the Land Raider is as impressive visually as it is in a game of Warhammer 40,000. It is an armoured fist that punches across the battlefield, disgorging a pack of snarling Terminators into the very heart of the combat. Victory can be the only outcome for these Champions of Fenris.



<ul style="list-style-type: none"> <li><b>A</b> Logan Grimnar</li> <li><b>B</b> Bjorn the Fell-Handed</li> <li><b>C</b> Ulstvan Morkaison</li> <li><b>D</b> Daggerfist's Voidclaws</li> </ul>	<ul style="list-style-type: none"> <li><b>E</b> Wulf tongue's Shieldbrothers</li> <li><b>F</b> The Winterfangs</li> <li><b>G</b> Land Raider Redeemer, <i>Fire of Fenris</i></li> </ul>
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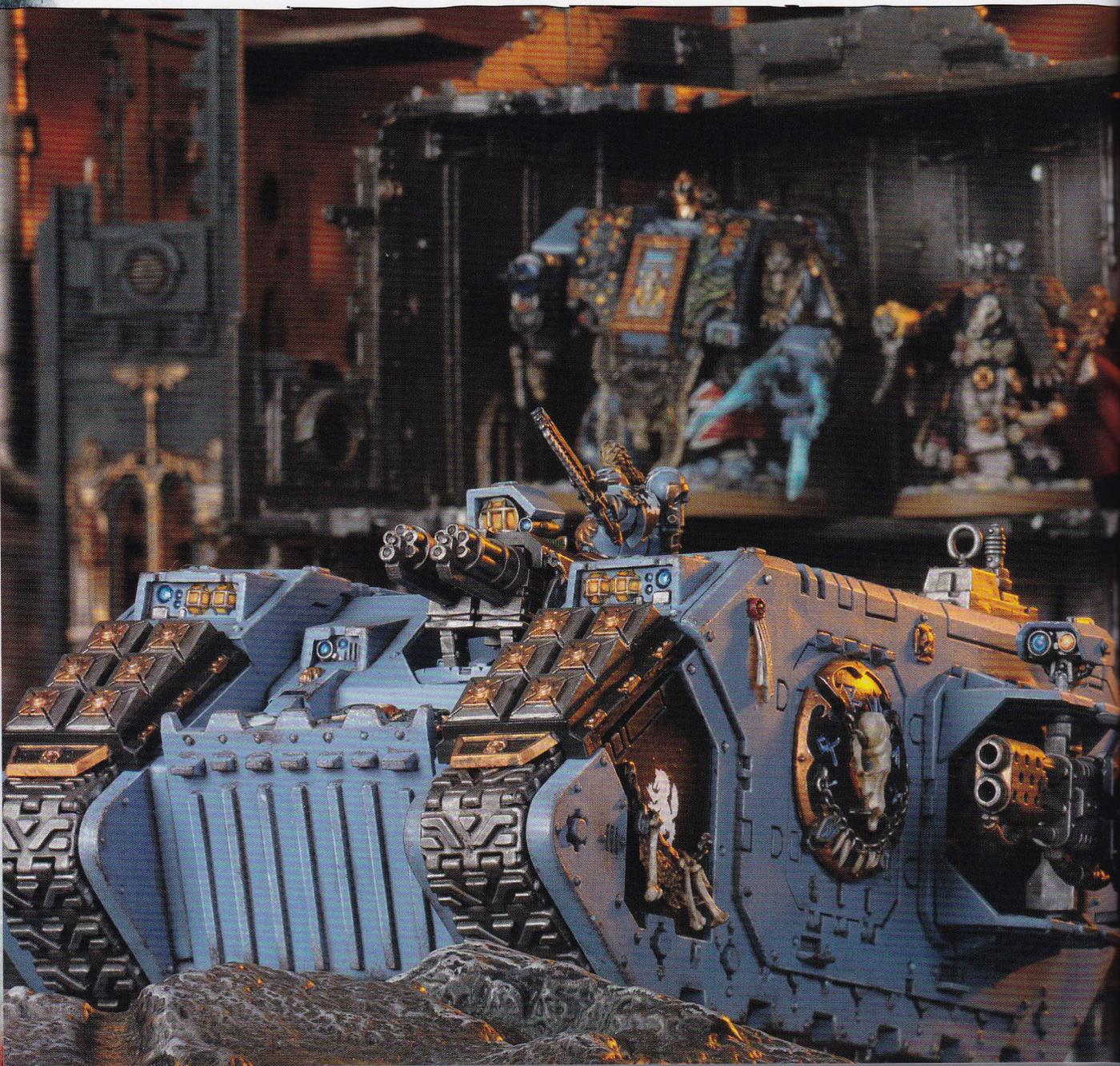


## ULSTVAN MORKAISON & DAGGERFIST'S VOIDCLAWS

Ulstvan Morkaison is a Wolf Priest of the Space Wolves, his distinctive black armour both inspiring and humbling to the sons of Fenris. Each member of the Champions of Fenris was chosen and inducted into the Chapter by a member of this most revered priesthood, and several of those fighting in this force were chosen by Ulstvan himself. The honour of joining the Space Wolves is not given lightly, and the chosen few will spend the rest of their lives attempting to prove that the choice was a good one. The presence of a Wolf Priest in a force is seen as a good omen for the warriors of Fenris, for to earn the respect of one of these veteran warriors is an honour beyond compare.

Ulstvan Morkaison has been modelled using the Space Marine Terminator Chaplain miniature. This model has been turned into a Wolf Priest by adding spare parts from the Space Wolves range. A wolf skull in place of the model's original head gives the miniature a suitably intimidating and Fenrisian appearance.

The Voidclaws have all been modelled as though they are mid-combat, their wolf claws cleaving through the air towards their enemies. This gives the pack an aggressive, dynamic look suited to its role on the tabletop. With the Wolf Priest Morkaison leading them, and his Oath of War inspiring them to tear apart their targets with fury and vigour, the Voidclaws are a brutal assault unit, able to unleash a whirlwind of lightning-wreathed death upon their foes.



## FIRE OF FENRIS

The massive Land Raider at the heart of this collection has a saga far longer than those of the warriors whom it carries into battle. Named after the huge volcanic eruptions that ravage Fenris, this battle tank can unleash its own brand of fiery destruction upon the Chapter's enemies. In addition to its flamestorm cannons, *Fire of Fenris* has twin-linked assault cannons ready to spit violent death as it races forward. Only when the tank is within range will it unleash its lethal cargo.

The Land Raider miniature is one of the most impressive tanks in the Citadel range. It is a mobile fortress that dominates the battlefield, its sheer bulk crushing anything that crosses its path. Painting the tank is an exciting challenge – with a combination of large flat areas and intricate details, the Land Raider allows you to show off a number of skills. The bold markings of the Space Wolves are painted across *Fire of Fenris*, and the wolf rampant of Lemn Russ stands proud on the side panels. This tank has also been modified with spare parts from the plastic

kits used to make the rest of the force, including the Space Wolf crewman who is leaning out of the tank's top hatch, pointing his weapon towards the enemy. Details like these allow you to personalise your tanks, marking the collection as your own.



On the tabletop, *Fire of Fenris* is a suitably terrifying foe. Packed with formidable firepower and extremely difficult to destroy, many games of Warhammer 40,000 have been won thanks to the presence of a single Land Raider. Its near impregnable hull also protects its valuable cargo, for inside the metal behemoth are the finest warriors of Fenris, and they could have no better support than this revered tank.





## LOGAN GRIMNAR

At the head of this impressive force stands none other than the Great Wolf, Logan Grimnar. Riding atop his sky-chariot, *Stormrider*, the High King of Fenris makes a perfect centrepiece for this collection. A painter's dream, the miniature is covered in fine details begging to be picked out. From the shields representing Grimnar's long and illustrious past, to the intricate armour plates protecting him, this is a truly heroic miniature.

Logan wields the Axe Morkai, the head of which was fashioned to resemble the twin-headed wolf of the underworld. The weapon is charged with the power of the Warp, and hence has been painted with a glowing red light.

Riding atop *Stormrider*, Logan Grimnar is a truly devastating force on the tabletop, his own already formidable combat prowess augmented by his chariot and the Thunderwolves, Tyrnak and Fenrir, pulling it to war.

## **BJORN THE FELL-HANDED**

The ancient Dreadnought Bjorn the Fell-Handed is an inspiration to all Space Wolves. A hero of the Horus Heresy who fought alongside their Primarch, he is a symbol of all that the warriors of Fenris aspire to be.

Bjorn's miniature is an intricately crafted Dreadnought. With fine murals carved into his sarcophagus, and wolf pelts draped over his hull, Bjorn invites the painter to employ various techniques and colours. The reliefs are particularly striking, and have been picked out in bold tones. This splash of colour makes the ancient hero stand out amongst his brother Space Wolves.

On the tabletop, Bjorn is a flexible warrior, able to deal with a myriad of foes. When equipped with a helfrost cannon, he can shatter the hulls of tanks and the bones of Tyranid bio-monstrosities alike. When the enemy is within his grasp, Bjorn can unleash Trueclaw, tearing the foe asunder with its powered blades, or incinerating them with its built-in heavy flamer.

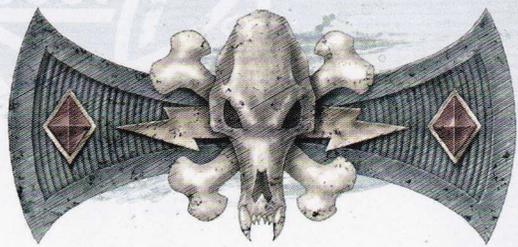


## WULFTONGUE'S SHIELDBROTHERS

The Shieldbrothers play a vastly different role to the Voidclaws. Where the Voidclaws charge headlong into the enemy lines, the Shieldbrothers are a bulwark that the enemy forces will break upon. Carrying rune-carved storm shields and encased in Terminator armour, Wulftongue and his kin have faced the most furious of foes and emerged unscathed. Once the foe's charge is spent, the Shieldbrothers will destroy them with blows from their thunder hammers. In this way do these Wolf Guard protect the ground claimed by the rest of the Champions of Fenris.

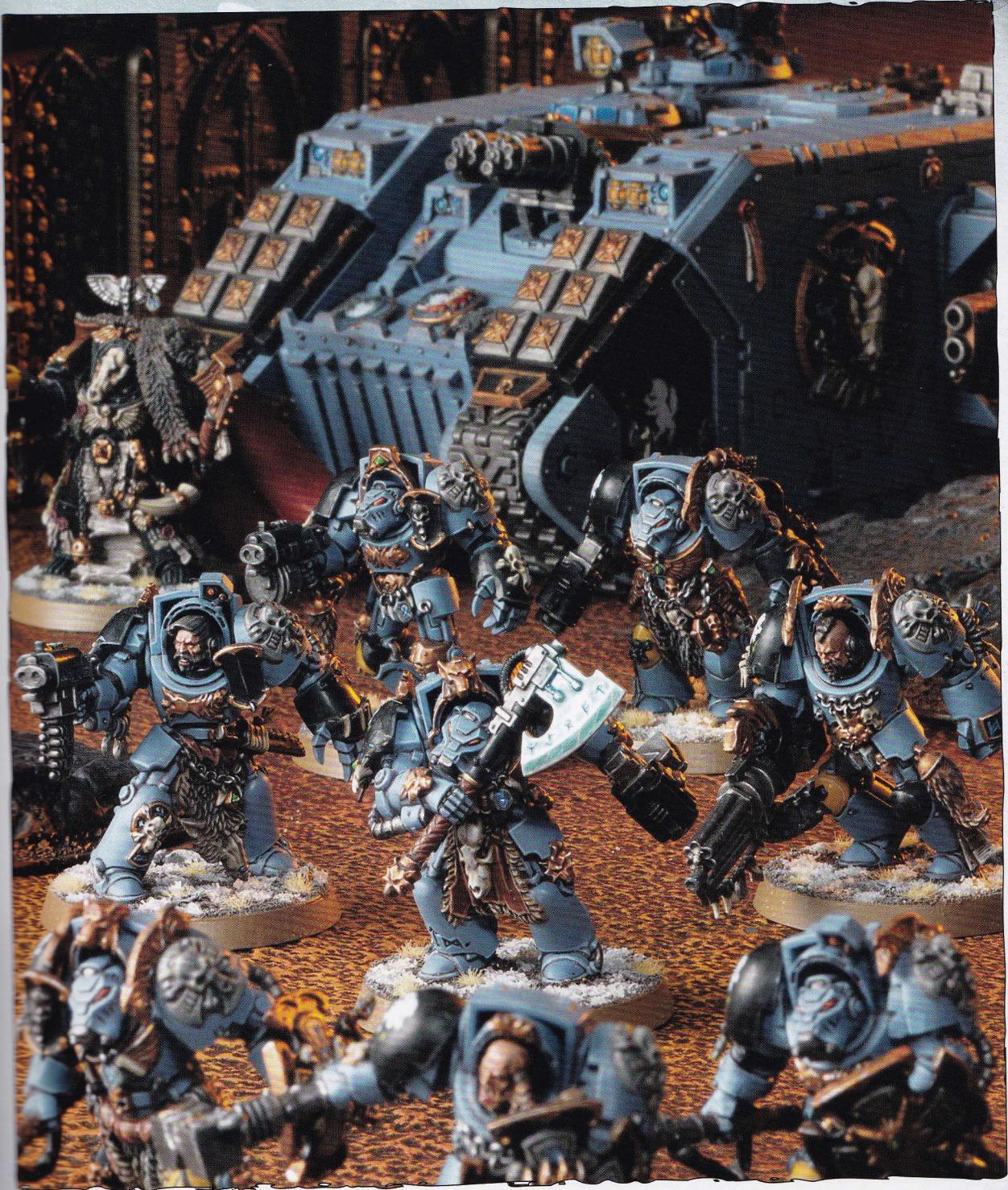
Volkbad Wulftongue leads this pack to war when Arjac Rockfist is not present in the force. The Wulftongue is a stalwart defence against the enemies of the Great Wolf and so he and his pack are equipped to hold the line wherever the fighting is most brutal. Plugging gaps in broken fortifications, or protecting other units from the enemy's elite, this wall of adamantium and ceramite will stand strong. The Shieldbrothers have fulfilled this task on countless battlefields, against numberless foes, and each member has earned a saga worthy of the great halls of the Fang.

The Shieldbrothers have been modelled to reflect their stalwart nature, their stocky forms radiating indomitable strength. They are a living fortress that would cause even the most determined attacker to pause before launching an attack.



Like the other parts of Logan's Wolf Guard, Volkbad and the Shieldbrothers each bear their former pack marking. These individualistic symbols give the unit an eclectic look, as befits a squad composed of heroes. The unifying colour palette of their armour and Great Company badge keeps the unit looking like they belong together, and with the collection.





## THE WINTERFANGS

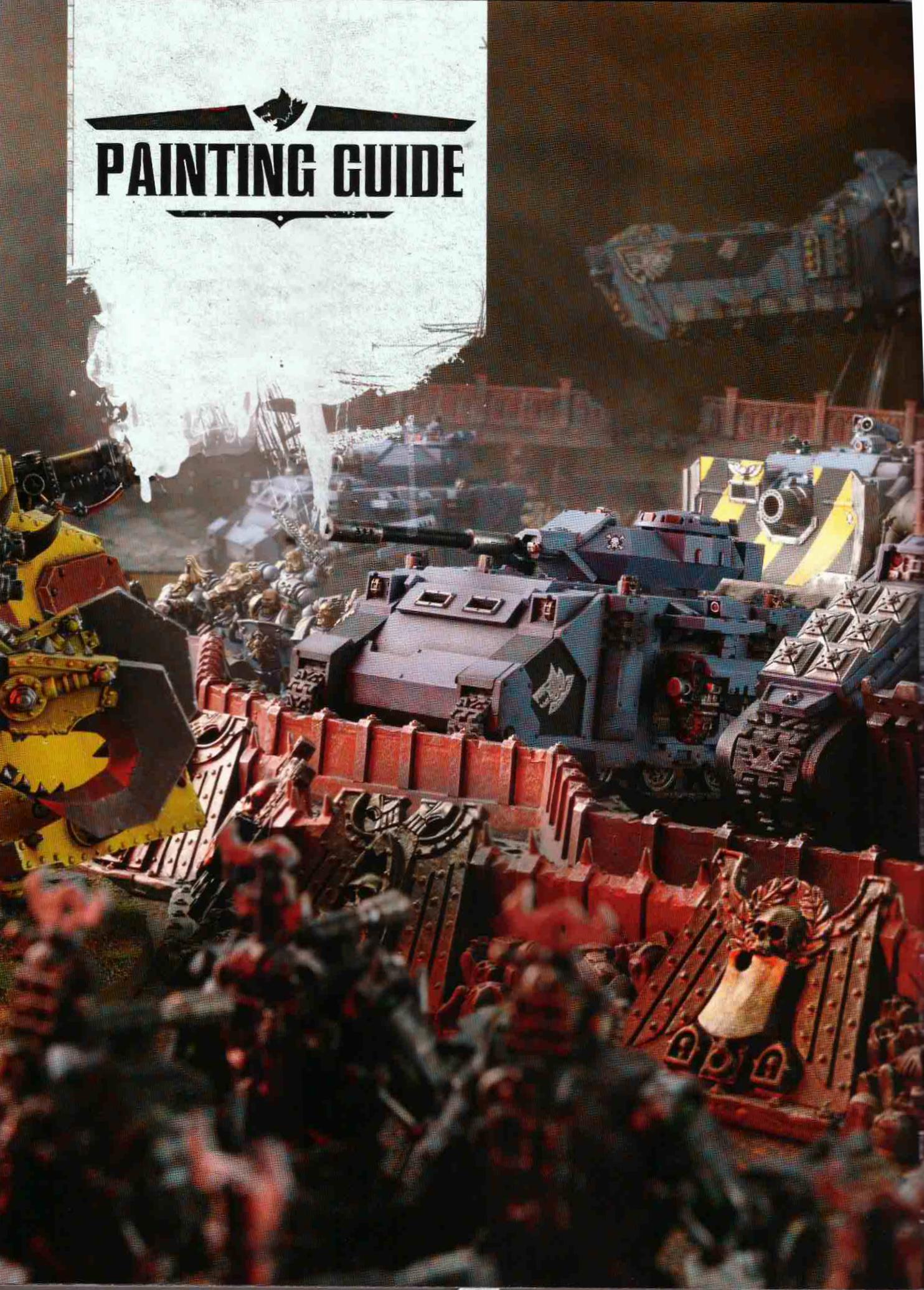
The Winterfangs are the final part of this collection. A veteran band of Wolf Guard, these pack-brothers have fought together for decades. They have faced countless horrors across the galaxy and emerged victorious time and again. Because of their vast experience, these grizzled warriors are able to read the course of a battle, each deploying his unique talents to bring down the enemies of the Space Wolves. Their assault cannon and storm bolters lay down a punishing hail of fire, before their brutal power fists tear apart anything left standing.

The most flexible tool in the Great Wolf's armoury, the Winterfangs can fulfil a number of battlefield roles. Logan Grimnar has chosen each of these individuals for their ability to react to any combat situation and take action to secure the desired outcome.

Because of this the unit is equipped with a variety of weapons, allowing it to deal with any mission handed to them by their lord. They are Logan's personal strike team, deployed where the need is greatest and where only these heroes can prevail.



# PAINTING GUIDE





# GREY HUNTER



This Space Wolf Grey Hunter miniature is painted using most of the basic techniques that you will need for a Space Wolves army. The same techniques are applied across all of the collections for areas such as armour, fur and weapons. Once you have mastered these commonly used methods, you have the choice of recreating the collections presented in this book, or combining these techniques with your own personal style to create a unique force.



## SPACE WOLVES ARMOUR



**Russ Grey**



**Agrax Earthshade**

Coat the model with Russ Grey using the Citadel Spray Gun (1). Once it is dry, use a Standard Brush to apply Agrax Earthshade into the recesses (2). Tidy up any mistakes with Russ Grey.



**Fenrisian Grey**

Then, apply Fenrisian Grey to the edges of each plate of armour using a Fine Detail Brush (3).

## GREY HUNTER PLUME



**Karak Stone**

Basecoat the plume using a Detail Brush.



**Agrax Earthshade**

Then, apply a wash of Agrax Earthshade.



**Nuln Oil**

Wash the base of the plume with Nuln Oil.



**Tyrant Skull**

Drybrush Tyrant Skull over the whole plume.



**Terminatus Stone**

Then, lightly drybrush the very tips of the fur.

## PELT



**Karak Stone**

To paint a pelt, begin with a basecoat of Karak Stone.



**Seraphim Sepia**

Then, wash the whole pelt with a coat of Seraphim Sepia.



**Agrax Earthshade**

Once that coat is dry, apply a wash of Agrax Earthshade.



**Nuln Oil**

Next, apply Nuln Oil in the centre of the fur, avoiding the edges.



**Tyrant Skull**

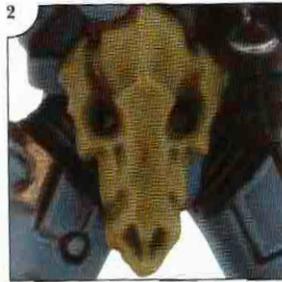
Finally, lightly drybrush the pelt with a little Tyrant Skull.

## BONE

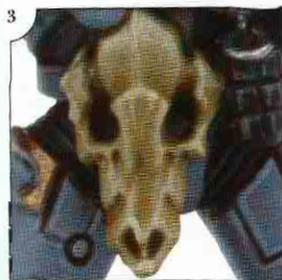


**Zandri Dust**

Basecoat bones with Zandri Dust (1), then apply a wash (2).



**Reikland Fleshshade**



**Screaming Skull**

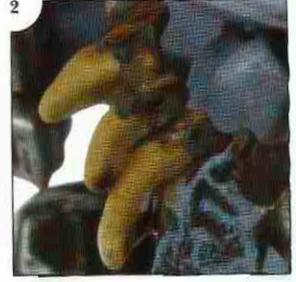
Then, use a Fine Detail Brush to highlight the very edges.

## FANGS

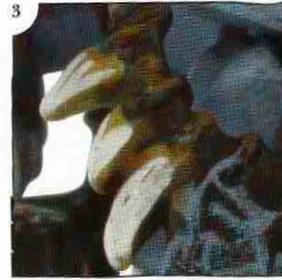


**Zandri Dust**

To paint fangs, begin with a basecoat (1), then a wash (2).



**Reikland Fleshshade**



**Screaming Skull**

Then, paint streaks of Screaming Skull towards the tip of each fang.

# GREY HUNTER PACK MARKINGS



1 Mephiston Red



2 Abaddon Black



3 Abaddon Black

Begin with a basecoat (1), then paint a line of Abaddon Black down the centre (2) and form it into a peak (3) using a Fine Detail Brush.



4 Abaddon Black



5 Dawnstone



6 Troll Slayer Orange  
Agrax Earthshade

Complete the markings as shown (4). Then, highlight the edges of the black triangles with Dawnstone using a Fine Detail Brush (5). Highlight the edges of the red triangles with Troll Slayer Orange, and shade the shoulder pad edges with Agrax Earthshade (6).

## SPACE WOLF PACK MARKINGS

Space Wolf initiates are bound together into packs once they have completed the Test of Monkai. At this point, the Wolf Priests will discuss the future of these raw recruits, recently reborn as superhumans. They will mark the newly formed pack with a symbol, one which encapsulates their history or presages their future.

As the pack progresses through the ranks of the Space Wolves, their pack marking stays with them. The marking will change from the red and yellow of the Blood Claw, to the black and red of the Grey Hunter, then the black and white of the Long Fang. If one of the pack is so chosen, the marking will change to the yellow and black of the Wolf Guard.



## GREY HUNTER EYES



1 Khorne Red

2 Nuln Oil  
Troll Slayer Orange

3 White Scar

Begin with a basecoat (1). Apply Nuln Oil in the top corner and highlight the opposite corner with Troll Slayer Orange (2), then add a dot of White Scar (3).

## RUNE TOKEN



1 Dawnstone

2 Agrax  
Earthshade

3 Administratum  
Grey

4 White Scar

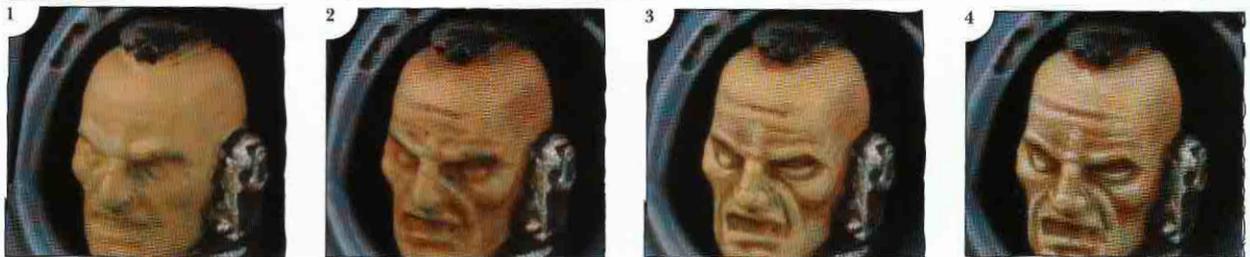
5 Guilliman Blue

Basecoat the token with Dawnstone (1), then wash it (2). Highlight the edges (3), and then paint the rune itself with White Scar (4), then a glaze (5).

# FACES AND HAIR



## WOLF GUARD TERMINATOR



1 Cadian Fleshtone

2 Reikland Fleshshade

3 Kislev Flesh

4 Pallid Wych Flesh



5 Abaddon Black



6 White Scar

To paint this face, begin with a basecoat of Cadian Fleshtone, using a Detail Brush (1). Wash the face with Reikland Fleshshade, and once this is dry apply a layer of Kislev Flesh, avoiding the recesses (3). Then, apply a fine highlight of Pallid Wych Flesh on the raised areas and edges of the face, such as the nose, cheeks and brow (4). Simply paint the eyes and mouth with Abaddon Black using a Fine Detail Brush (5), and then use White Scar to paint the teeth (6).

## WOLF SCOUT



1  Cadian Flestone



2  Reikland Fleshshade



3  Kislev Flesh

Start with a basecoat of Cadian Flestone using a Detail Brush (1), and then apply a wash of Reikland Fleshshade (2).

Paint a layer of Kislev Flesh, avoiding the recesses so that some of the darker tone shows.



4  Pallid Wych Flesh



5  Abaddon Black



6  White Scar

Then, paint a fine highlight of Pallid Wych Flesh on the edges and raised areas using a Fine Detail Brush (4). Carefully paint the eyes and mouth with Abaddon Black (5).

Finish off the teeth with a layer or two of White Scar using a Fine Detail Brush.

## LONG FANG



1  Bugman's Glow



2  Agrax Earthshade  
Cadian Flestone



3  Kislev Flesh

For this weathered look, begin with a basecoat of Bugman's Glow using a Detail Brush (1). Apply a wash of Agrax Earthshade, pooling it in the eyes and mouth, and then apply a layer of Cadian Flestone, avoiding the recesses (2). Finally, apply a highlight to the very edges (3).

## BLOOD CLAW



1  Bugman's Glow



2  Reikland  
Fleshshade



3  Cadian  
Flestone



4  Kislev Flesh



5  Rhinox Hide

Apply a basecoat (1) and a wash (2), then a layer of Cadian Flestone, avoiding the recesses (3). Add a final edge highlight (4) and dot the eyes (5).

# WOLF GUARD



**Bugman's Glow**

To paint this face, first apply a basecoat of Bugman's Glow using a Detail Brush (1). Once that is dry, apply a wash of Reikland Fleshshade, again using a Detail Brush (2).



**Reikland Fleshshade**



**Bugman's Glow**

Tidy up the raised areas by reapplying Bugman's Glow with a Detail Brush.



**Cadian Flestone**

Next, apply a layer of Cadian Flestone with a Detail Brush, avoiding the recesses (4). Switch to a Fine Detail Brush to highlight the raised areas with Kislev Flesh (5).



**Kislev Flesh**



**Rhinox Hide**

Paint the mouth with a Fine Detail Brush.



**Pallid Wych Flesh**



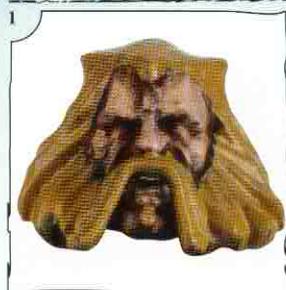
**White Scar**



**Abaddon Black**

To paint the teeth, use a layer of Pallid Wych Flesh first (7), and then one of White Scar (8). Finally, dot the eyes with Abaddon Black using a Fine Detail Brush (9).

# HAIR



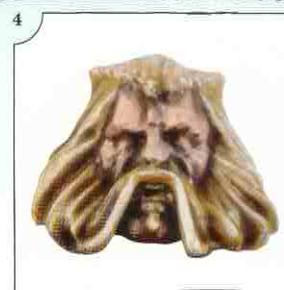
**XV-88**



**Agrax Earthshade**



**Skrag Brown**



**Karak Stone**

Basecoat the hair with XV-88 (1), and then apply a wash of Agrax Earthshade with a Detail Brush (2).

Apply a layer of Skrag Brown, avoiding the recesses.

Then, highlight the raised areas with a Fine Detail Brush.



**Rhinox Hide**



**Doombull Brown**



**Nuln Oil**



**Gorthor Brown**

Basecoat brown hair with Rhinox Hide (1), then apply a layer of Doombull Brown, avoiding the recesses (2).

Apply a wash of Nuln Oil, pooling it in the recesses.

Finally, highlight the raised areas using a Fine Detail Brush.



**Rhinox Hide**



**Gorthor Brown**

A simple method of painting hair is to begin with a basecoat of Rhinox Hide, using a Detail Brush and then simply to apply a highlight of Gorthor Brown to the edges using a Fine Detail Brush.

# HAIR



1 Rhinox Hide



2 Nuln Oil



3 Doombull Brown

For another simple method, begin with a basecoat of Rhinox Hide (1), then a wash of Nuln Oil (2), and finally a highlight of Doombull Brown (3).



1 Mechanicus Standard Grey



2 Nuln Oil



3 Dawnstone



4 Administratum Grey

Basecoat the hair (1), then apply a wash of Nuln Oil (2). Paint the raised areas with Dawnstone (3), and then apply a highlight (4).



1 Mournfang Brown



2 Nuln Oil



3 Mournfang Brown



4 Skrag Brown

For a lighter colour, begin with Mournfang Brown (1), apply a wash (2) and tidy up the raised areas (3), then apply a highlight of Skrag Brown (4).

# WOLF HELMET



1 Abaddon Black



2 Eshin Grey



3 Dawnstone

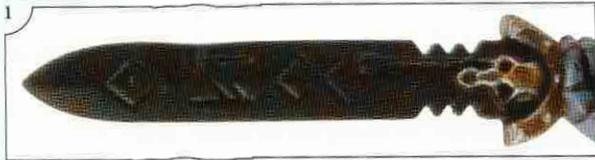
Basecoat the whole face with Abaddon Black using a Standard Brush (1). Then, highlight the edges with Eshin Grey using a Detail Brush or Fine Detail Brush (2).

Finally, apply an extreme highlight of Dawnstone using a Fine Detail Brush.

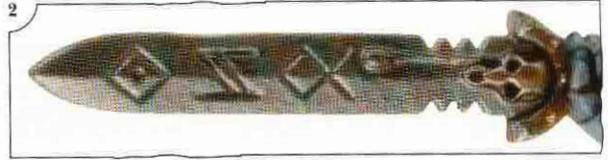
# WEAPONS



## POWER SWORD



1 **Abaddon Black**



2 **Leadbelcher**

Basecoat the blade with Abaddon Black (1), then paint over it with a layer of Leadbelcher (2) using a Standard Brush.



3 **Nuln Oil**



4 **Runefang Steel**

Wash the whole sword with Nuln Oil, again using a Standard Brush (3), then highlight the edges and the runes with a Fine Detail Brush (4).



5 **White Scar**



6 **Guilliman Blue**

Paint a layer of White Scar in the runes themselves using a Fine Detail Brush (5), and then glaze the runes and the power couplings with Guilliman Blue to give them a glowing effect (6).

## FROST AXE



1 **Runefang Steel**



2 **Coelia Greenshade**

Basecoat the frost axe with Runefang Steel (1), and then apply a light coat of Coelia Greenshade using a Standard Brush (2).



3 **Guilliman Blue**

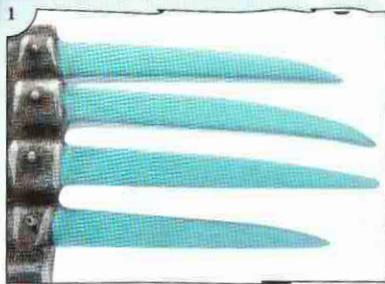
When that is dry, apply a glaze of Guilliman Blue.



4 **Necron Compound**

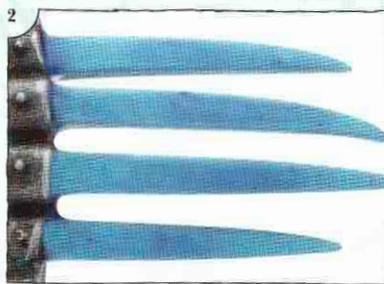
Finally drybrush the axe head with Necron Compound.

# LIGHTNING CLAWS



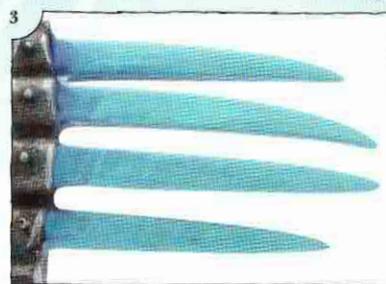
1 **Temple Guard Blue**

Begin with a layer of Temple Guard Blue using a Detail Brush.



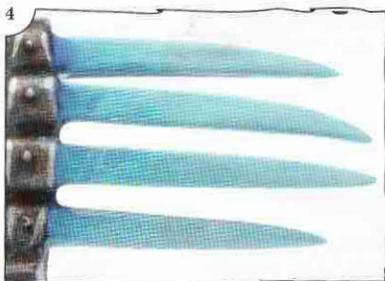
2 **Guilliman Blue**

Once that is dry, apply a glaze of Guilliman Blue using a Detail Brush.



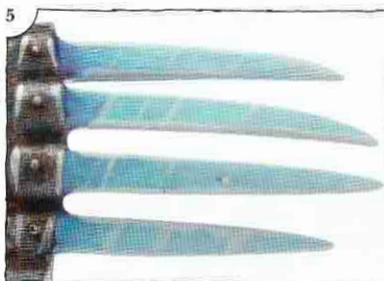
3 **Temple Guard Blue**

Tidy up the tips of the claws with some more Temple Guard Blue.



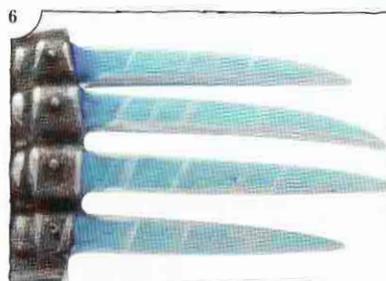
4 **Longbeard Grey**

Lightly drybrush Longbeard Grey across the claws, keeping towards the tips.



5 **Pallid Wych Flesh**

Apply a neat edge highlight, and in places paint streaks across the claws to give a sheen effect (5). To emphasise this effect, apply very fine lines of White Scar on the streaks added in the previous stage (6).



6 **White Scar**

# MISSILE LAUNCHER



1 **Leadbelcher**

Basecoat the metal with Leadbelcher, using a Standard Brush (1), and then apply a wash of Nuln Oil across the whole weapon, again using a Standard Brush (2).



2 **Nuln Oil**



3 **Runefang Steel**

Then, highlight the edges with Runefang Steel, using a Fine Detail Brush.



4 **Abaddon Black**

For the casing, begin with a basecoat of Abaddon Black (4) using a Detail Brush. Then, use a Fine Detail Brush to highlight the edges of the casing with Eshin Grey (5).



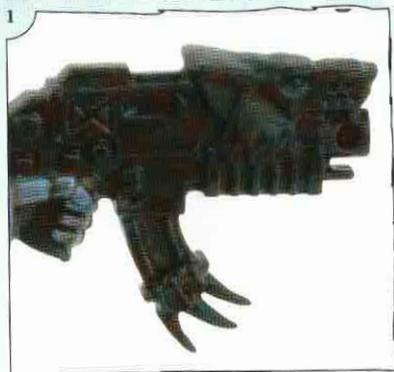
5 **Eshin Grey**



6 **Administratum Grey**

Finally, highlight the very corners of the casing with Administratum Grey.

# BOLTGUN



1 **Abaddon Black**

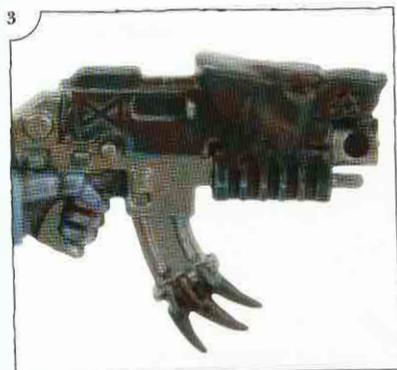


2 **Dawnstone**

To paint the casing on a boltgun, first basecoat it with Abaddon Black using a Standard Brush (1), then give it an edge highlight of Dawnstone (2).

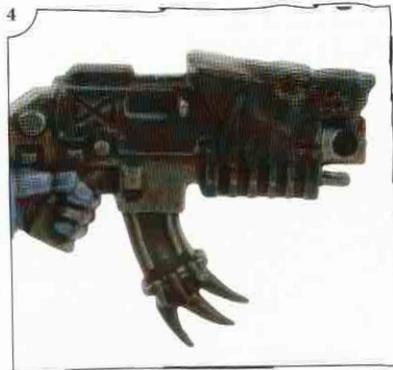
## TOP TIP

You can use this technique, and that for the gold below, on any of the weapons employed by the Space Wolves, from lascannons to bolt pistols and even the mighty weapons on Dreadnoughts and other vehicles.



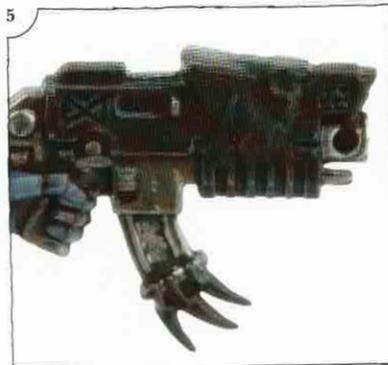
3 **Leadbelcher**

To paint the metal, begin with a basecoat of Leadbelcher using a Detail Brush.



4 **Nuln Oil**

Wash the metal with Nuln Oil using a Standard Brush (4), then once that is dry apply Runefang Steel to the raised areas and edges using a Fine Detail Brush (5).



5 **Runefang Steel**

# GOLD



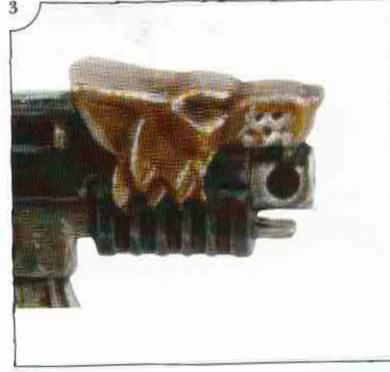
1 **Balthasar Gold**

Basecoat the gold areas with Balthasar Gold using a Detail Brush.



2 **Gehenna's Gold**

Then apply a layer of Gehenna's Gold, avoiding the recesses.



3 **Runefang Steel**

Finally, apply an edge highlight of Runefang Steel using a Fine Detail Brush.

## PLASMA CANNON



**Leadbelcher**

*Basecoat the metallic parts of the cannon with Leadbelcher.*



**Nuln Oil**

*Apply Nuln Oil over all of the areas you painted in stage 1.*



**Runefang Steel**

*Once that is dry, carefully highlight the edges with a Fine Detail Brush.*



**Abaddon Black**

*Basecoat the casing with Abaddon Black, using a Standard Brush.*



**Eshin Grey**

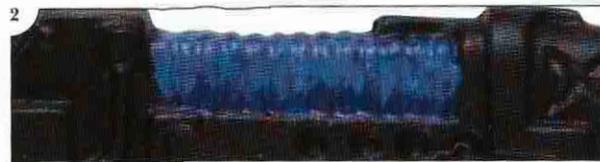
*Then, apply an edge highlight with a Fine Detail Brush.*

## PLASMA COIL (BLUE)



**Kantor Blue**

*To paint a plasma coil, begin with a basecoat of Kantor Blue.*



**Alaitoc Blue**

*Apply a layer of Alaitoc Blue, but avoid the base of the coil.*



**Hoeth Blue**

*Then, highlight further up the coil with Hoeth Blue using a Detail Brush.*



**Pallid Wych Flesh**

*Finally, highlight the very edges of the coil with a Fine Detail Brush.*

## PLASMA COIL (GREEN)



**Moot Green**

For a different effect, you can begin with a layer of Moot Green.



**Biel-Tan Green**

Apply a wash of Biel-Tan Green, using a Standard Brush.



**Moot Green**

Then, highlight the raised coils with some more Moot Green.



**Pallid Wych Flesh**

Finally, highlight the very edges of the coils using a Fine Detail Brush.

## HELFROST CANNON



**Leadbelcher**  
**Abaddon Black**

Basecoat the metallic areas with Leadbelcher, and the casing with Abaddon Black, using a Standard Brush (1). It makes sense to do the casing after the metal as you will get a neater finish. Then, wash the metallic areas with Nuln Oil using a Standard Brush (2).



**Nuln Oil**



**Runefang Steel**

Edge highlight the metal areas with a Fine Detail Brush (3). To paint the runes, begin by applying a layer of White Scar with a Fine Detail Brush (4).



**White Scar**



**Guilliman Blue**



**Dawnstone**

Then, apply a glaze of Guilliman Blue into the runes (5). To finish the cannon, neaten up the casing with some Abaddon Black if necessary, and then apply an edge highlight around the edges and details of the casing with a Fine Detail Brush (6).

# DETAILS



## CRUX TERMINATUS



**Mechanicus Standard Grey**



**Nuln Oil**



**Dawnstone**

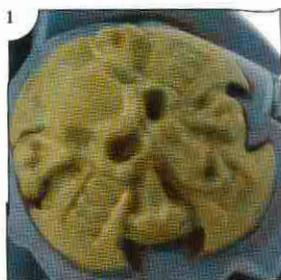


**Administratum Grey**

Basecoat the Crux with Mechanicus Standard Grey (1). Once that is dry, wash it with Nuln Oil (2) using a Standard Brush.

Use a Detail Brush to apply a layer of Dawnstone, avoiding recesses.

Finally, apply an edge highlight of Administratum Grey.



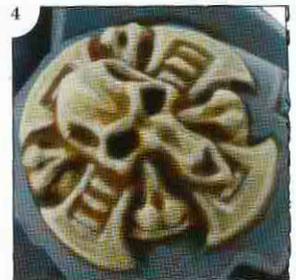
**Zandri Dust**



**Reikland Fleshshade**



**Ushabti Bone**



**Screaming Skull**

Alternatively, begin with a basecoat of Zandri Dust using a Standard Brush (1). Follow this with a wash of Reikland Fleshshade (2).

Apply a layer of Ushabti Bone to the raised areas.

Finish with an edge highlight of Screaming Skull.

## GEM



**Caliban Green**



**Warpstone Glow**



**Moot Green**



**White Scar**

Basecoat the gem (1), and apply an edge highlight in a cross shape (2).

Then apply a finer highlight.

Add a white dot in the centre.

# PARCHMENT



1  Rakarth Flesh

Basecoat the parchment with Rakarth Flesh, avoiding other details (1). Then, apply a wash of Agrax Earthshade using a Detail Brush (2).



2  Agrax Earthshade



3  Rakarth Flesh

Tidy up the raised areas using a Fine Detail Brush.



4  Pallid Wych Flesh

Then, highlight the edges with Pallid Wych Flesh.

# PURITY SEALS



1  Screamer Pink

Apply a basecoat of Screamer Pink to the wax seals (1) and then apply a wash of Nuln Oil (2).



2  Nuln Oil



3  Screamer Pink

Tidy up the raised areas with a Detail Brush.



4  Pink Horror



5  Emperor's Children

Highlight the edges of the seals (4), and then apply a final very fine edge highlight (5).

## TOP TIP

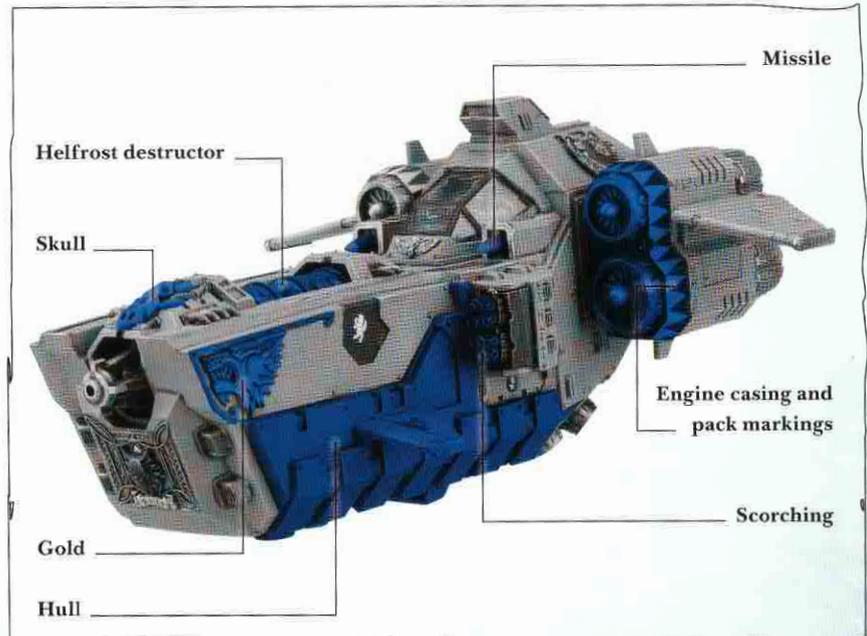
When tidying up parchment after the wash stage, apply the paint in horizontal streaks across the parchment, as this will help give you the effect of faded text or (for the very keen) act as guidelines for scribbles.

When highlighting the purity seal, apply the paint in dots. This makes the wax seal look uneven, as it should.

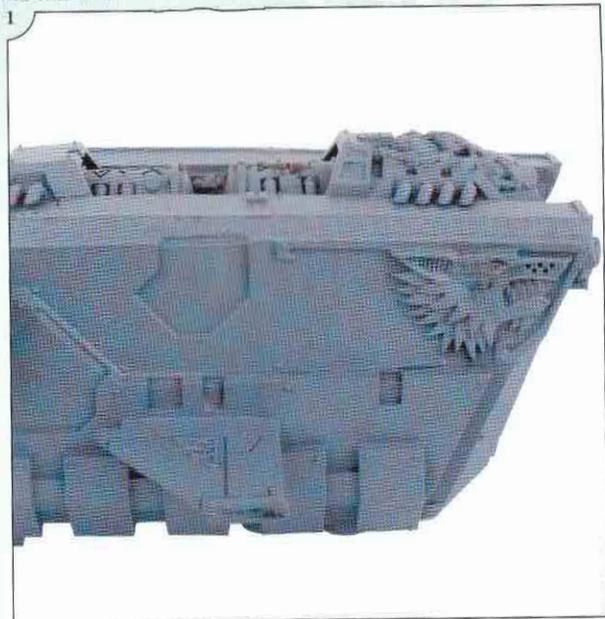
# STORMFANG GUNSHIP



As with the Grey Hunter miniature, this vehicle has been painted with many of the basic vehicle painting techniques required to complete a Space Wolves collection. The techniques for painting individual Space Wolves are very different to those employed on the vehicles from the Fang's armoury. Once you have mastered the techniques on the following pages, you will be able to add these metal behemoths to your own collection.



# HULL



**Russ Grey**

Apply Russ Grey all over the hull with a Citadel Spray Gun. You may need to apply a couple of coats for an even coverage.



**Agrax Earthshade**

Apply a careful wash of Agrax Earthshade in the recesses and around the armour plates using a Detail Brush. Taking care here will save you time in the next stage.



**Russ Grey**

Should any of the wash have strayed from the recesses, tidy it up at this stage with Russ Grey, using a Standard Brush.



**Fenrisian Grey**

Finally, drybrush edge highlights of Fenrisian Grey, using a Medium Drybrush and being careful to avoid recesses.

# GOLD



 **Balthasar Gold**

*Basecoat the panels of gold and the trim with Balthasar Gold.*



 **Agrax Earthshade**

*Once that coat is dry, apply Agrax Earthshade to all of the gold areas with a Standard Brush.*



 **Gehenna's Gold**

*Paint a layer of Gehenna's Gold on the raised areas using a Standard Brush. Avoid getting any in the recesses, but if you slip up, it is easily corrected with some carefully applied Agrax Earthshade.*



 **Runefang Steel**

*Finally, paint a highlight of Runefang Steel on all of the edges using a Fine Detail Brush.*

# HELFROST DESTRUCTOR



 Leadbelcher



 Nuln Oil



 Necron Compound

Apply a basecoat of Leadbelcher (1), and then a wash of Nuln Oil (2) to the helfrost destructor.

Then, drybrush the helfrost destructor with Necron Compound using a Small Drybrush.



 White Scar



 Guilliman Blue

Paint White Scar (4) and then apply a glaze of Guilliman Blue into the runes using a Fine Detail Brush (5).

## TOP TIP

When applying White Scar into the runes, we recommend thinning it down with Lahmian Medium. This will allow it to run into the recesses more easily.

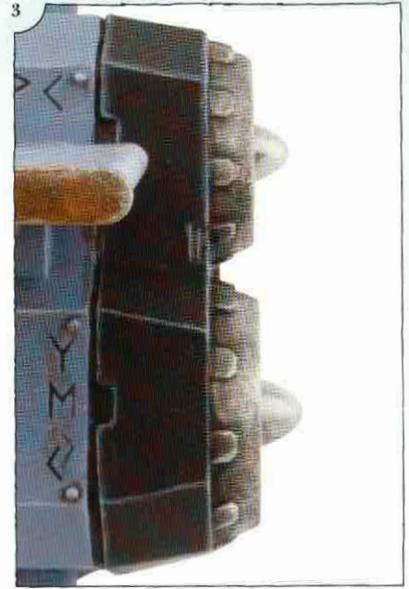
## ENGINE CASING



1 **Abaddon Black**



2 **Eshin Grey**



3 **Dawnstone**

Paint the engine casing by starting with a basecoat of Abaddon Black (1), and then an edge highlight with Eshin Grey, using a Fine Detail Brush (2).

Finally, paint an extreme edge highlight of Dawnstone using a Fine Detail Brush.

## MISSILE



1 **Mephiston Red**



2 **Ceramite White**



3 **Troll Slayer Orange**

Basecoat each missile with Mephiston Red using a Standard Brush.

Paint the tips of the missiles Ceramite White with a Fine Detail Brush.

Finally, paint a stripe of Troll Slayer Orange on each one using a Fine Detail Brush.

## SKULL



1 **Zandri Dust**



2 **Reikland Fleshshade**



3 **Ushabti Bone**



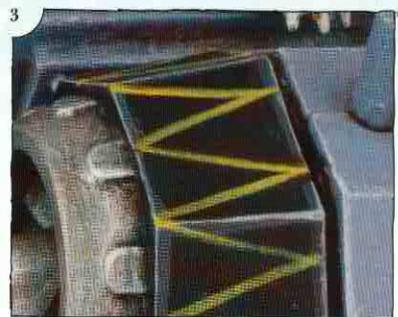
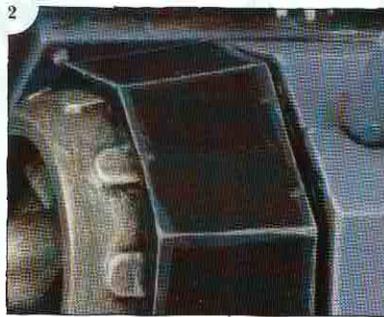
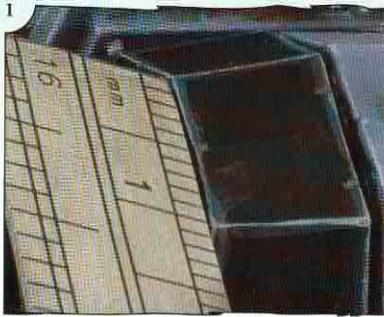
4 **Screaming Skull**

Basecoat the skull with Zandri Dust using a Detail Brush (1). Then, apply a wash of Reikland Fleshshade, again using a Detail Brush (2).

Apply a layer of Ushabti Bone to the raised areas of the skull.

Then, apply an edge highlight, using a Fine Detail Brush.

## ENGINE CASING PACK MARKINGS



**Averland Sunset**

Use a Fine Detail Brush to mark out the triangles in Averland Sunset.

Using a ruler and pencil, make marks one centimetre apart. One side should be half a centimetre offset from the other side, as shown above. This will help when you mark out the triangles, next.



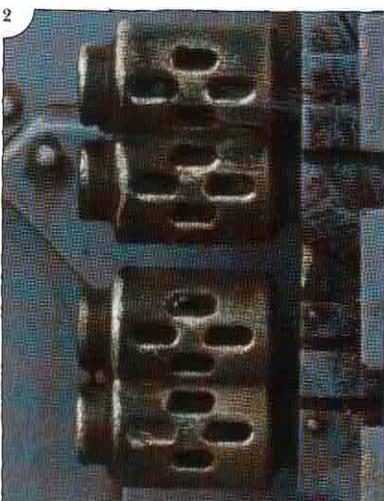
**Averland Sunset**

**Yriel Yellow**

**Pallid Wych Flesh**

Then, fill in the triangles using a Fine Detail Brush (4). You may need to apply a couple of coats to get an even finish. Then, apply a layer of Yriel Yellow with a Fine Detail Brush (5). Finally, highlight each of the triangles where they meet the edge of the casing with Pallid Wych Flesh (6).

## SCORCHING



**Abaddon Black**

**Runefang Steel**

To paint scorch marks, drybrush Abaddon Black over completed metal areas, focusing on the ends of the barrels (1). Then, apply a highlight to the edges of the barrels with a Fine Detail Brush (2).

### TOP TIP

Work along the length of the barrel when drybrushing, beginning from the muzzle, and apply more of the paint near the muzzle. The Runefang Steel highlight makes it look as though the guns have fresh wear and tear.

# THE FIREHOWLERS

## SVEN BLOODHOWL



Face & hair

Crux & purity seal

Chainsword

Axe grip

Axe blade



## FACE



**Bugman's Glow**

Basecoat the face with a Standard Brush.



**Reikland Fleshshade**

Then, apply a wash of Reikland Fleshshade, again using a Standard Brush.



**Cadian Flestone**

Highlight raised areas like the forehead, nose, and cheeks with a Detail Brush.



**Kislev Flesh**

Then, apply a finer highlight of Kislev Flesh.



**Rhinox Hide**

Finally, paint the eyes, mouth and scar with Rhinox Hide using a Fine Detail Brush.

### TOP TIP

When painting faces, we tend to focus on the forehead, cheeks, nose, jaw or lips, depending on what is visible (due to mighty beards and suchlike). As we paint, we gradually make the highlights on these areas crisper and finer, giving the results shown here.

## HAIR AND TATTOOS



**Bestigor Brown**

First, basecoat the hair using a Detail Brush.



**Skrag Brown**

Then, apply a highlight of Skrag Brown.



**Dawnstone**

Paint streaks of Dawnstone in the hair.



**Pallid Wych Flesh**

Highlight the temples with a Fine Detail Brush.

### TOP TIP

We wanted this Sven's hair to show his vigour as well as his age, so have painted his temples white and just added streaks of grey elsewhere.

Thin down paints with Lahmian Medium to make it easier to apply, and to give more natural gradients.



**Incubi Darkness  
Lahmian Medium**

Use a Fine Detail Brush to add tattoos.

# CHAINSWORD



1  Mephiston Red

Basecoat the chainsword in Mephiston Red using a Standard Brush (1). Then, apply a wash of Agrax Earthshade, again using a Standard Brush (2).



2  Agrax Earthshade



3  Evil Sunz Scarlet

Highlight the edges with Evil Sunz Scarlet, using a Fine Detail Brush.



4  Averland Sunset

For the flame design, begin with a basecoat of Averland Sunset using a Fine Detail Brush (4). Then, paint a layer of Yriel Yellow straight over this design (5).



5  Yriel Yellow

## TOP TIP

We painted the chainsword casing first, and only when we had completed the metals across the rest of the model did we paint the flame design. This meant there was no need to redo it if we made a mistake when painting another stage.

The design ties in with the Firehowlers' obsession with flamer weapons, and the other markings you can see in his Great Company.

# CRUX TERMINATUS



1  Dawnstone

Basecoat the stone using Dawnstone (1), and then, once that is dry, apply a wash of Agrax Earthshade using a Detail Brush (2).



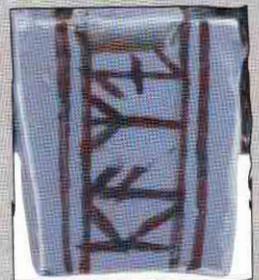
2  Agrax Earthshade



3  Administratum Grey

Highlight all of the raised areas with Administratum Grey.

## RUNES



 Rhinox Hide

Use a Fine Detail Brush to apply runes of Rhinox Hide to the jump pack.

## PURITY SEALS



**Ushabti Bone**

Basecoat the parchment with Ushabti Bone using a Detail Brush.



**Seraphim Sepia**

Next, wash the parchment with Seraphim Sepia, again using a Detail Brush.



**Screaming Skull**

Highlight the parchment with horizontal streaks of Screaming Skull.



**Khorne Red**

To paint the seals, begin with a basecoat of Khorne Red using a Detail Brush.



**Agrax Earthshade**

Wash the seals with Agrax Earthshade using a Detail Brush.



**Wazdakka Red**

Finally, dot Wazdakka Red onto the raised areas of the seals using a Fine Detail Brush.

## AXE BLADE



**Leadbelcher**

Start with a basecoat of Leadbelcher using a Standard Brush (1). When that is dry, apply a wash of Nuln Oil (2).



**Nuln Oil**



**Runefang Steel**

Highlight the blade and other edges using a Fine Detail Brush (3), and then glaze the head of the axe with Guilliman Blue (4).



**Guilliman Blue**

## AXE GRIP



**Rhinox Hide**

Basecoat the grip with Rhinox Hide, using a Detail Brush.



**Gorthor Brown**

Highlight the grip with a Fine Detail Brush.



**Baneblade Brown**

Finally, apply a very fine edge highlight of Baneblade Brown using a Fine Detail Brush.

## WOLF GUARD SHOULDER PAD



1  Averland Sunset



2  Yriel Yellow



3  White Scar  
 Lahmian Medium

Basecoat the shoulder pad with Averland Sunset using a Standard Brush (1), then apply Yriel Yellow to the areas shown in stage 2.

Highlight the edges of the yellow areas with thinned down White Scar.



4  Abaddon Black



5  Dawnstone

Carefully fill in the recessed and raised areas with Abaddon Black using a Detail Brush (4). Then, apply a highlight to the edges of the black areas with Dawnstone using a Fine Detail Brush (5).

### TOP TIP

The colours on this shoulder pad could easily be inverted to give a yellow claw and zigzag on a black background – the Wolf Guard are highly individual so you shouldn't feel that they all have to look like this. You can always refer to the pictures in *Codex: Space Wolves* for inspiration.

## BLOOD CLAW SHOULDER PAD (TRANSFER)



1  Averland Sunset



2  Agrax Earthshade

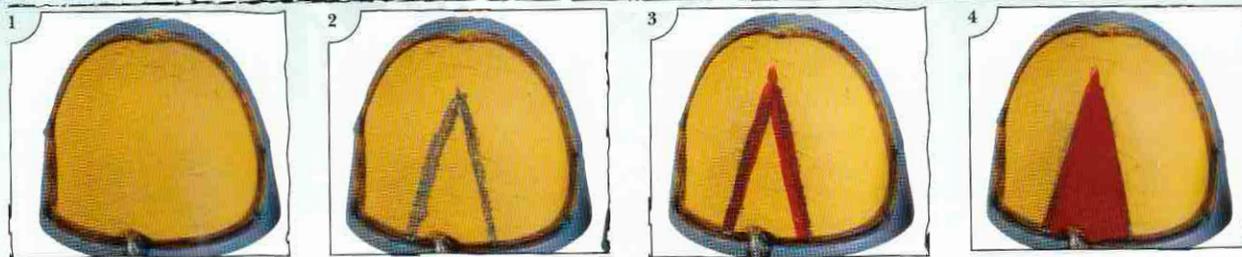


3  'Ardcoat  
 Lahmian Medium

Apply a basecoat of Averland Sunset with a Standard Brush (1). Then, apply Agrax Earthshade to the edges of the shoulder pad (2). If you make a mistake, neaten it up with Averland Sunset.

Apply the Blood Claw transfer and seal it with 'Ardcoat, then Lahmian Medium.

## BLOOD CLAW SHOULDER PAD (FREEHAND)



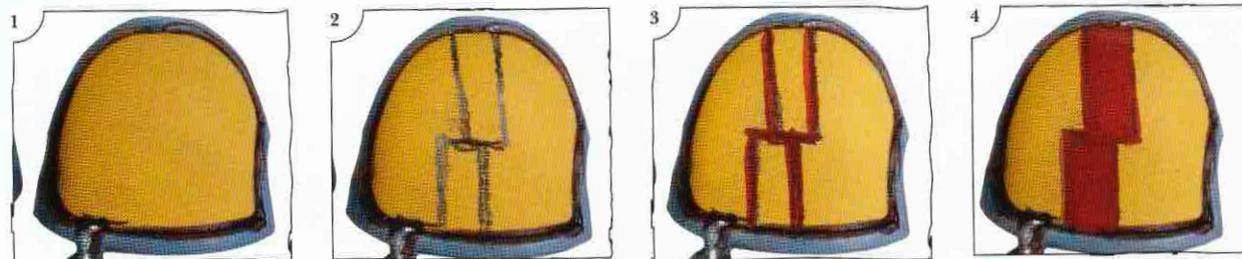
Beginning with a completed shoulder pad (1) (see the previous page), outline your desired design with a pencil (2).

 Mephiston Red

Using the pencil marks as guides, paint lines of Mephiston Red.

 Mephiston Red

Then, simply fill in the design with Mephiston Red.



To copy this design, use a pencil to draw two rectangles that are slightly offset from each other but still touching.

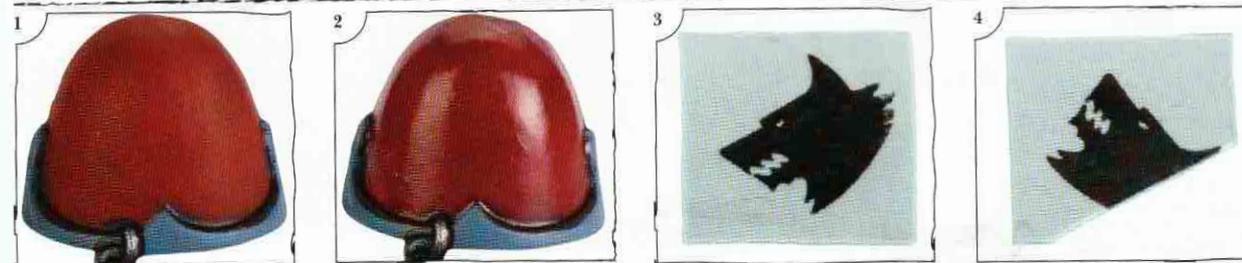
 Mephiston Red

Paint over the pencil lines with a Fine Detail Brush.

 Mephiston Red

Then, fill in the design using a Fine Detail Brush.

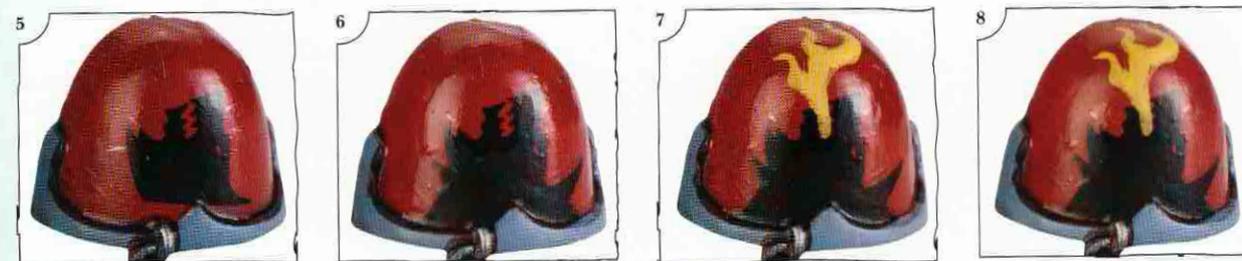
## SVEN BLOODHOWL'S GREAT COMPANY SHOULDER PAD



 Ardcoat

Paint a layer of Ardcoat over a completed shoulder pad. This provides an even surface, which makes it easier to apply a transfer.

Take a Ragnar Blackmane transfer and a hobby knife and cut off the back of the wolf's head and mane.



Transfer

 Abaddon Black

 Averland Sunset

 Lahmian Medium

Place the wolf's head facing upwards (5), and then fill the gaps around the base as shown, using Abaddon Black (6).

Paint a flame of Averland Sunset with a Fine Detail Brush.

Finally, apply a layer of Lahmian Medium over the whole pad.

# THE DEATHWOLVES



## HARALD DEATHWOLF



Frost axe

Face and hair

Shoulder pad

Troll pelt

Claws



# FACE AND HAIR



**Bugman's Glow**



**Cadian Flestone**

Basecoat the face with Bugman's Glow using a Detail Brush (1), and then apply a layer of Cadian Flestone all over (2).



**Reikland Fleshshade**



**Cadian Flestone**

Next apply a wash of Reikland Fleshshade using a Detail Brush (3). Reapply Cadian Flestone, avoiding the recesses (4).



**Kislev Flesh**



**Carroburg Crimson**

Use a Fine Detail Brush to apply a highlight of Kislev Flesh to the raised areas (5). Next, apply a glaze of Carroburg Crimson to the nose (6).



**Guilliman Blue**



**Flayed One Flesh**

Apply a glaze of Guilliman Blue around the eyes using a Fine Detail Brush (7), and then a very fine edge highlight to the face (8).



**Mechanicus Standard Grey**

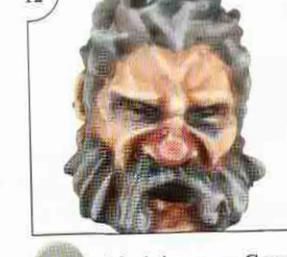


**Agrax Earthshade**

To paint Harald's hair, begin with a basecoat of Mechanicus Standard Grey (9), and then apply a wash of Agrax Earthshade (10).

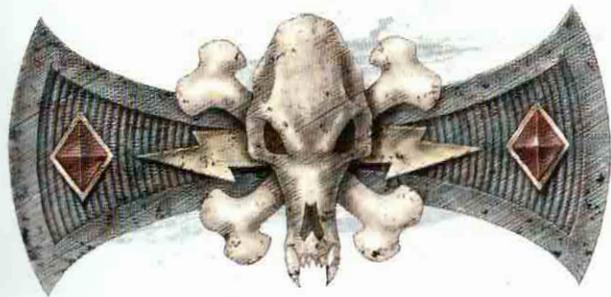


**Stormvermin Fur**



**Administratum Grey**

Paint the raised areas, avoiding the recesses, with Stormvermin Fur (11). Finally, apply an edge highlight of Administratum Grey (12).



## TOP TIP

We wanted Harald to stand out on the tabletop as the leader of this collection, and as he already has a very characterful face we decided to make the most of that. We chose to give him a very weathered look by glazing his nose with a red tone, and to make it look as though he is fighting in the bitter cold of Fenris we glazed the area around his eyes with Guilliman Blue. These colours work well together, and give Harald a bit of a frostbitten look!

# TROLL PELT



1  
● Stegaddon Scale Green  
● Temple Guard Blue

To paint Harald's Troll Pelt begin with a basecoat of Stegaddon Scale Green, and then a couple of coats of Temple Guard Blue.



2  
● Coelia Greenshade

Next apply a wash of Coelia Greenshade over the whole pelt. You will notice that we painted the pelt separately to the rest of the model.



3  
● Temple Guard Blue

Apply Temple Guard Blue to the raised areas to brighten them back up – apply the paint in vertical lines to give the effect of gnarled skin.



4  
● Administratum Grey

Next, apply an edge highlight of Administratum Grey, but also paint some vertical streaks over those visible from the last stage.



5  
● Flayed One Flesh

Then, apply a very fine edge highlight of Flayed One Flesh, and again add some in vertical streaks as shown here, finer than the last.



6  
● Coelia Greenshade

Finally, carefully pool Coelia Greenshade into the scales on the cloak, using a Detail Brush.

## CLAWS



**Incubi Darkness**

Begin with a basecoat of *Incubi Darkness* using a *Fine Detail Brush*.



**Dawnstone**

Highlight the edges with *Dawnstone*, again using a *Fine Detail Brush*.



**Administratum Grey**

Finally, apply a very fine edge highlight of *Administratum Grey*.

## FROST AXE



**Stegadon Scale Green**

Basecoat the blade in *Stegadon Scale Green* with a *Detail Brush*.



**Altdorf Guard Blue**

Paint a layer of *Altdorf Guard Blue* over the whole of the blade.



**Drakenhof Nightshade**

Then wash the blade with *Drakenhof Nightshade* using a *Detail Brush*.



**Alaitoc Blue**  
**Russ Grey**

Paint the raised areas with *Alaitoc Blue*, and then apply an edge highlight of *Russ Grey*.



**Guilliman Blue**

Next, glaze the whole of the blade with *Guilliman Blue*.



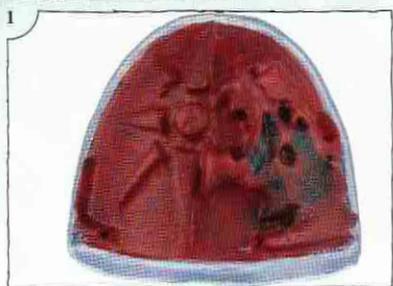
**Blue Horror**

Then, apply a final edge highlight of *Blue Horror* using a *Fine Detail Brush*.

### TOP TIP

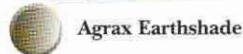
Harald's Thunderwolf, Ictetooth, has a shard of a frost axe in place of one of its teeth. We used the same technique when painting this tooth as we did for the frost axe, above, so that the model has a unified look – though obviously we used a *Fine Detail Brush* at every stage!

# SHOULDER PAD



**Khorne Red**

*Basecoat the shoulder pad with a Detail Brush.*



**Agrax Earthshade**

*Wash the recesses with Agrax Earthshade.*



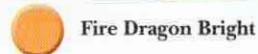
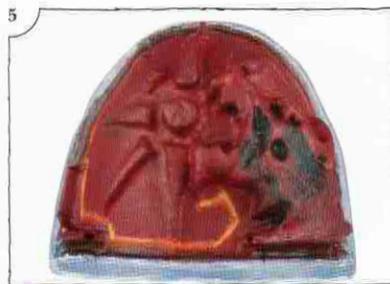
**Khorne Red**

*Neaten up the red with a Detail Brush.*



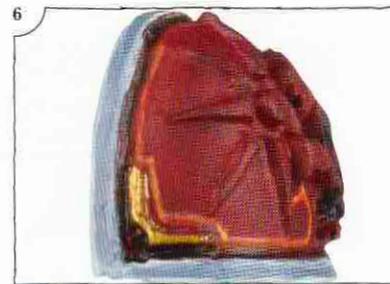
**Evil Sunz Scarlet**

*Use a Fine Detail Brush to paint a fine line.*



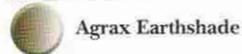
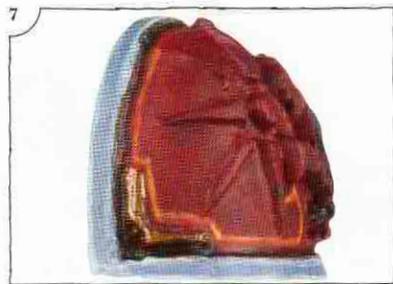
**Fire Dragon Bright**

*Apply Fire Dragon Bright over that line.*



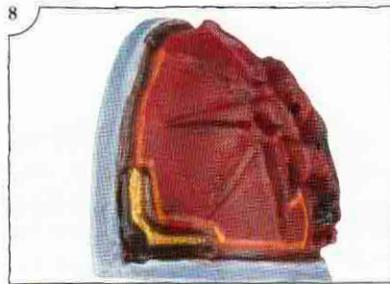
**Balthasar Gold**

*Basecoat the gold with Balthasar Gold.*



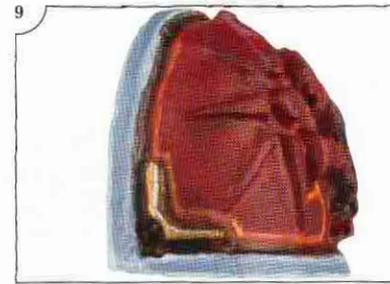
**Agrax Earthshade**

*Then, carefully apply a wash to the gold.*

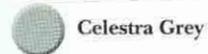
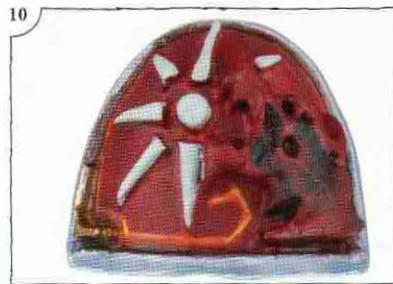


**Gehenna's Gold**

*Apply a fine highlight of Gehenna's Gold then a final highlight of Runefang Steel.*

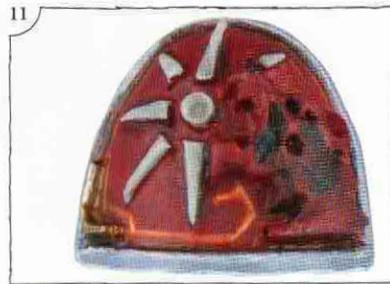


**Runefang Steel**



**Celestra Grey**

*Basecoat the sun with Celestra Grey.*



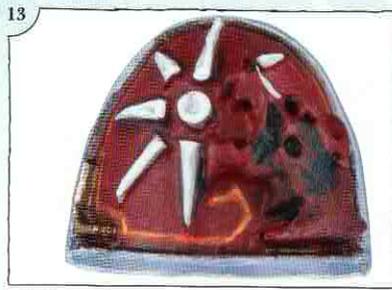
**Nuln Oil**

*Neatly apply Nuln Oil to the grey areas.*



**Ulthuan Grey**

*Then use Ulthuan Grey to highlight the edges.*



13 **White Scar**

Use White Scar for a final edge highlight.



14 **Abaddon Black**

Basecoat the wolf's head in Abaddon Black.



15 **Skavenblight Dinge**

Highlight the edges using a Fine Detail Brush.

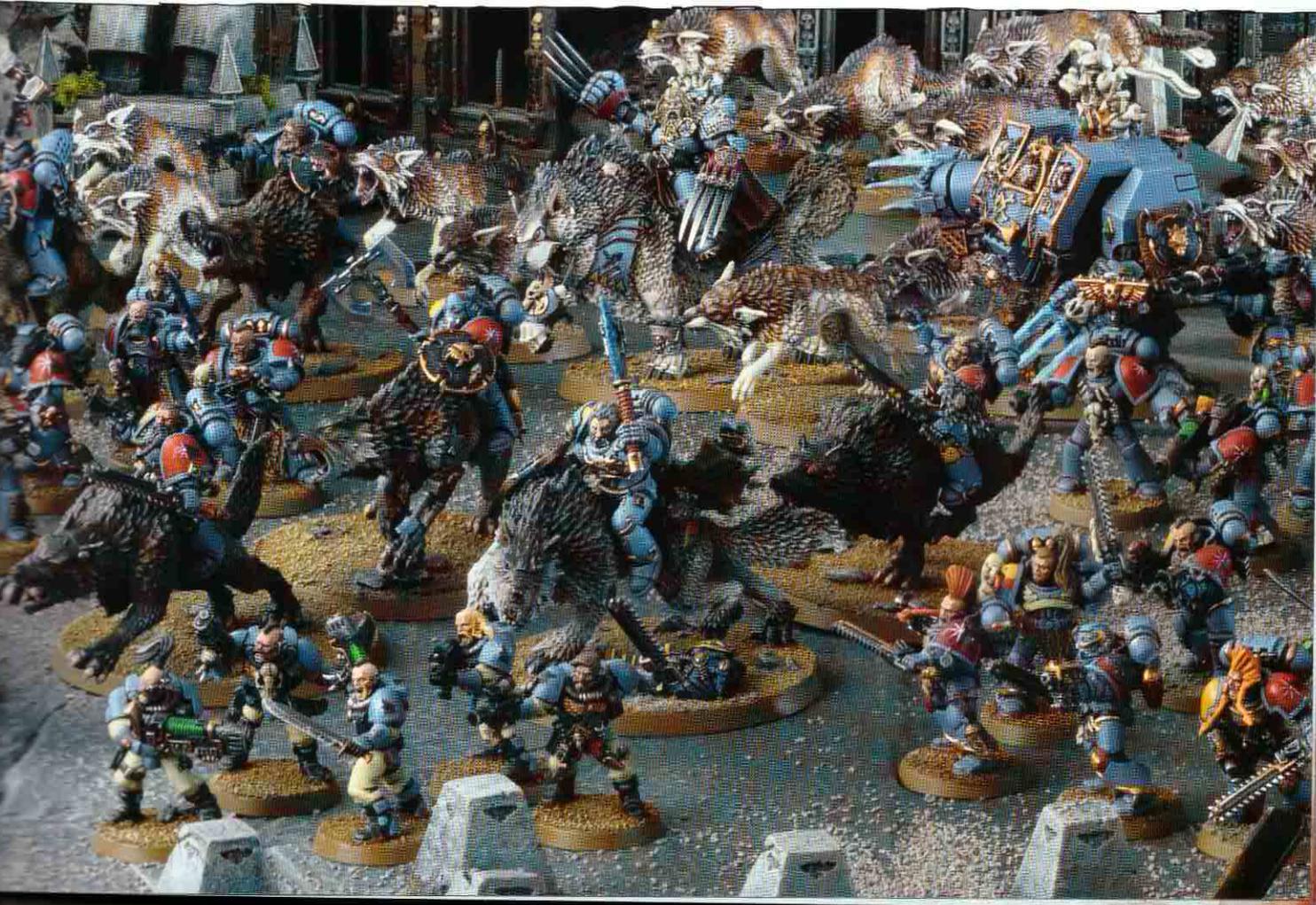


16 **Dawnstone**

Apply a final edge highlight of Dawnstone.

## TOP TIP

When painting a detailed shoulder pad, it is best to highlight the edges of all of the separate elements. In this example we have the black wolf's head and the white sun – the edges of both of these elements should be picked out with a highlight so that the design is clear even from a distance. As shown elsewhere in this painting guide, when using transfers or painting the design freehand it is not necessary to highlight every edge, as the designs are flat. However, sculpted shoulder pads are not only great visually – they are also an easier option for less experienced painters who want to have great-looking iconography on their models.



# GREAT COMPANY BANNER



1 **Mephiston Red**

Basecoat the banner with Mephiston Red, leaving a border (1). When this is dry, apply a wash over the whole banner with a Wash Brush (2).



2 **Agrax Earthshade**



3 **Abaddon Black**  
**Lahmian Medium**

Use thinned down Abaddon Black for the initial wolf design.



4 **Abaddon Black**

Apply a layer of Abaddon Black to complete the wolf design.



5 **White Scar**

Using a Fine Detail Brush, first paint a dot (5), then eight lines of White Scar radiating outward (6). Then, thicken the lines as shown in stage 7.



6 **White Scar**



7 **Zandri Dust**

Paint a scroll design in Zandri Dust with a Detail Brush.



8 **Rhinox Hide**  
**Lahmian Medium**

Outline the scroll with thinned down Rhinox Hide.



9 **Agrax Earthshade**

Shade the scroll in the corners and the recesses using Agrax Earthshade (9). When this is dry, highlight the edges with Screaming Skull (10).



10 **Screaming Skull**



11 **Evil Sunz Scarlet**

Finally, highlight all of the raised areas of the cloth, first with Evil Sunz Scarlet (11) and then very finely with Wild Rider Red (12).



12 **Wild Rider Red**



1 Rhinox Hide  
Lahmian Medium



2 Rhinox Hide  
Lahmian Medium



3 Rhinox Hide  
Lahmian Medium

Paint the first, last and middle letters of the inscription to begin, using thinned down Rhinox Hide and a Fine Detail Brush (1). Then, in a long inscription like this, fill in the next set of middle letters (2), and then the next, until it is completed (3).



1 Abaddon Black



2 Zandri Dust



3 Rhinox Hide  
Lahmian Medium

Over an Abaddon Black basecoat (1), neatly paint a smaller shape of Zandri Dust, being careful to leave a border of black (2).

Apply thinned down Rhinox Hide with a Fine Detail Brush to give the impression of writing.



1 Rakarth Flesh



2 Agrax Earthshade



3 Pallid Wych  
Flesh



4 Khorne Red  
Agrax Earthshade



5 Evil Sunz Scarlet

Paint the parchment with a basecoat of Rakarth Flesh (1), then apply a wash (2) and a highlight as shown (3). Then paint the wax seals, first with a base of Khorne Red followed by a wash of Agrax Earthshade (4), and then a highlight of Evil Sunz Scarlet using a Fine Detail Brush (5).

## GREAT COMPANY SHOULDER PAD



1 Khorne Red



2 Agrax Earthshade  
Wazdakka Red



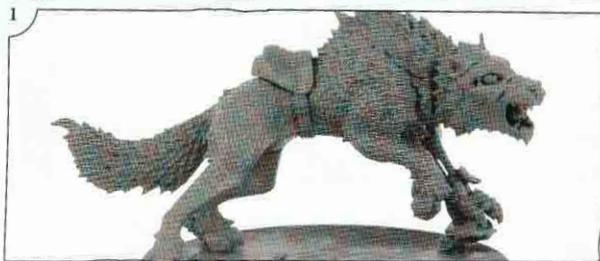
3 Lahmian Medium  
'Ardcoat

Basecoat the shoulder pad in Khorne Red with a Standard Brush. Apply a wash of Agrax Earthshade to the edges with a Detail Brush, then a layer of Wazdakka Red, avoiding the edges.

Apply the Harold Deathwolf transfer, and seal it with 'Ardcoat, then Lahmian Medium.

# THUNDERWOLF CAVALRY

## FUR



**Dawnstone**

First, basecoat the whole wolf in Dawnstone using a Basecoat Brush.



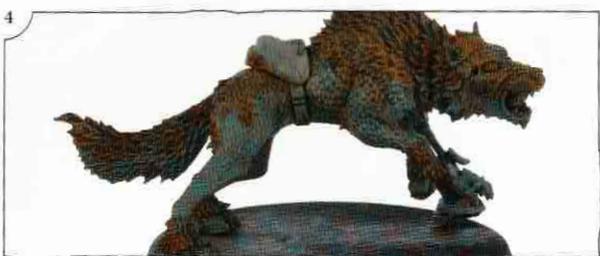
**Nuln Oil**

Then, wash the model all over with Nuln Oil, using a Wash Brush.



**XV-88**

Paint markings with XV-88. You may find it helps to use photos of wolves for reference.



**Agrax Earthshade**

Then, wash the whole model again, this time with Agrax Earthshade, again using a Wash Brush.



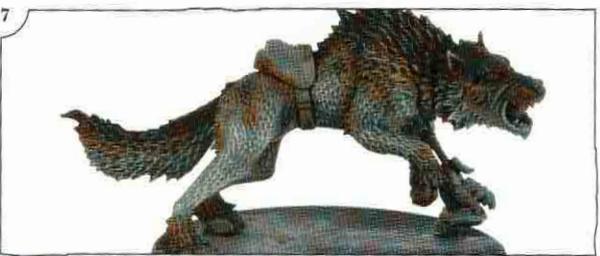
**Dryad Bark**

Apply Dryad Bark in the centres of the dark areas with a Standard Brush.



**Tyrant Skull**

Drybrush Tyrant Skull lightly all over the model.



**Longbeard Grey**

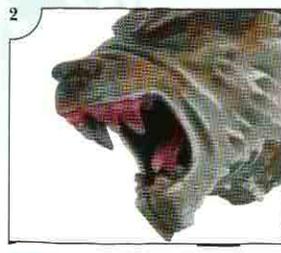
Finally, drybrush the very tips of the fur using a Small Drybrush.



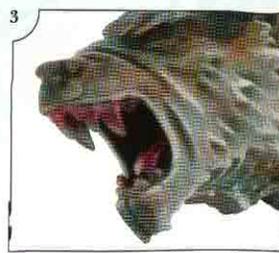
## GUMS



1 **Screamer Pink**



2 **Pink Horror**



3 **Bloodletter**



4 **Kislev Flesh**

Basecoat the gums in Screamer Pink using a Detail Brush (1). Then, highlight the bases of the gums using a Fine Detail Brush (2).

Glaze the gums all over with Bloodletter, using a Detail Brush.

Finally, apply a fine edge highlight of Kislev Flesh.

## BIONIC LEG



1 **Leadbelcher**



2 **Nuln Oil**



3 **Runefang Steel**

Basecoat the metal parts with Leadbelcher using a Standard Brush (1). When this is dry, wash the metal areas with Nuln Oil (2).

Then, highlight the edges with Runefang Steel, using a Fine Detail Brush.

## ARMOUR PLATES



1 **Russ Grey**



2 **Agrax Earthshade**



3 **Russ Grey**



4 **Fenrisian Grey**

Basecoat the armour using a Detail Brush (1), and then carefully apply Agrax Earthshade around the rivets and the edges of the armour (2).

Tidy up the armour plates with a little bit of Russ Grey.

Finally, highlight the edges using a Fine Detail Brush.

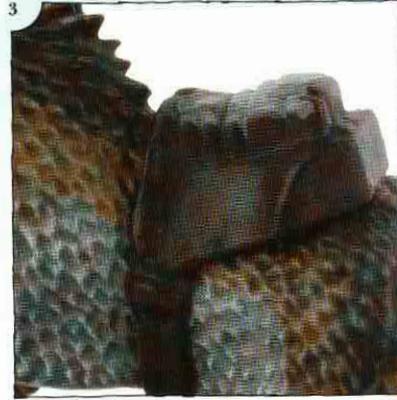
## SADDLE



1 Rhinox Hide



2 Nuln Oil



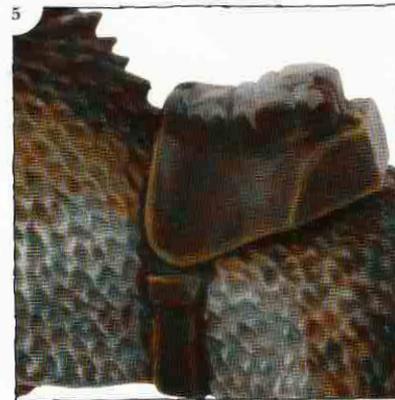
3 Rhinox Hide

Begin with a basecoat of Rhinox Hide using a Standard Brush (1), then wash the saddle and strap with Nuln Oil, again using a Standard Brush (2).

Tidy around the saddle and strap using a Detail Brush.



4 XV-88



5 Balor Brown

Highlight the edges with XV-88 using a Fine Detail Brush (4). Finally, apply an extreme highlight of Balor Brown on the corners and the edges with a Fine Detail Brush (5).

## EYE



1 Averland Sunset

Use a Fine Detail Brush to paint the eyes.



2 Abaddon Black

Then add a dot of black in the centre.

## BIONIC EYE



1 Abaddon Black



2 Khorne Red



3 Evil Sunz Scarlet



4 Fire Dragon Bright



5 White Scar

Basecoat the whole eye in Abaddon Black using a Detail Brush (1). Then, paint the lens with Khorne Red, leaving the top right corner of the eye black (2). Paint the opposite corner of lens with Evil Sunz Scarlet (3), and then add a fine highlight of Fire Dragon Bright using a Fine Detail Brush (4). Finally, add just a dot of White Scar in the dark area in the top corner of the lens using a Fine Detail Brush (5).

## CLAWS



Rakarth Flesh



Agrax Earthshade



Rakarth Flesh



Pallid Wych Flesh

For these claws, begin with a basecoat of Rakarth Flesh, using a Detail Brush (1), then a wash of Agrax Earthshade (2).

Apply a highlight of Rakarth Flesh on the edges of each claw.

Then apply a finer edge highlight of Pallid Wych Flesh.

## SHIELD



Abaddon Black



Mechanicus Standard Grey



Administratum Grey

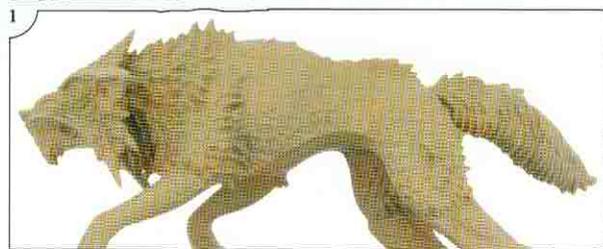
Basecoat the shield with Abaddon Black using a Detail Brush (1), then paint an edge highlight around the edges of the shield and the runes with a Fine Detail Brush (2).

Paint a thinner highlight of Administratum Grey over those of the previous stage.



# FENRISIAN WOLVES

## FUR



**Zandri Dust**



**Reikland Fleshshade**

Basecoat the whole wolf in Zandri Dust using a Standard Brush (1). Then, wash the upper areas of the fur with Reikland Fleshshade (2).



**Seraphim Sepia**



**Agrax Earthshade**

Wash the whole wolf in Seraphim Sepia using a Standard Brush (3), and then apply Agrax Earthshade selectively to the centre of the darker areas (4).



**Tyrant Skull**



**Bestigor Flesh**

Drybrush the lighter areas with Tyrant Skull (5), and the edges of the markings with Bestigor Flesh (6), using a Small Drybrush.



**Longbeard Grey**



**Screaming Skull**

Then, drybrush Longbeard Grey along the ridge of the spine using a Small Drybrush (7). Finally, apply Screaming Skull carefully as an edge highlight to the tips of the ears and the lighter areas of fur using a Fine Detail Brush (8).

## GUMS AND TEETH



 Cadian Fleshtone



 Carroburg Crimson

Basecoat the gums with Cadian Fleshtone using a Fine Detail Brush (1), and then wash them with Carroburg Crimson using a Detail Brush (2).



 Emperor's Children



 Agrax Earthshade

Next, highlight the gums with Emperor's Children using a Fine Detail Brush (3). Wash the teeth with Agrax Earthshade using a Detail Brush (4).



 Screaming Skull

Finally, highlight the teeth with Screaming Skull using a Fine Detail Brush.

### TOP TIP

As the fur on these wolves is a light colour, we were able to use the same base and washes on the teeth, giving us the starting point you see in stage 1. You can just paint the teeth at the same time as the fur up to stage 4, which will save you time.

## NOSE



Abaddon Black



Skavenblight Dinge

Begin with a basecoat of Abaddon Black using a Fine Detail Brush (1). Then, highlight the edges with Skavenblight Dinge (2).



Pallid Wych Flesh

Finally, apply a dot of Pallid Wych Flesh in one corner of the nose, giving it a moist appearance.

### TOP TIP

A time-saving alternative: if you are painting a large pack of Fenrisian Wolves, simply paint the noses with Abaddon Black and then give them a layer of Ardcoat, which will achieve a similar effect.

## EYES

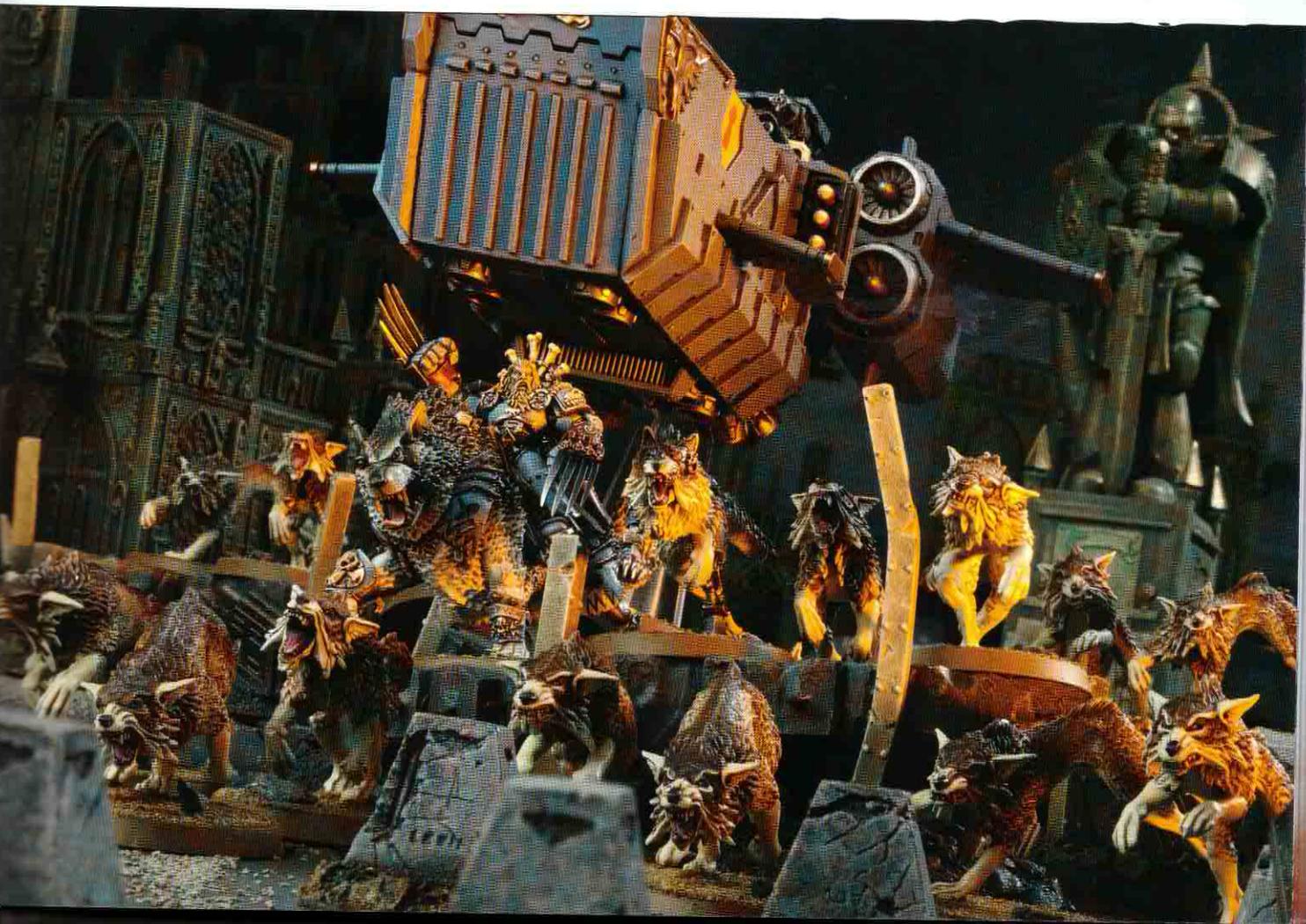
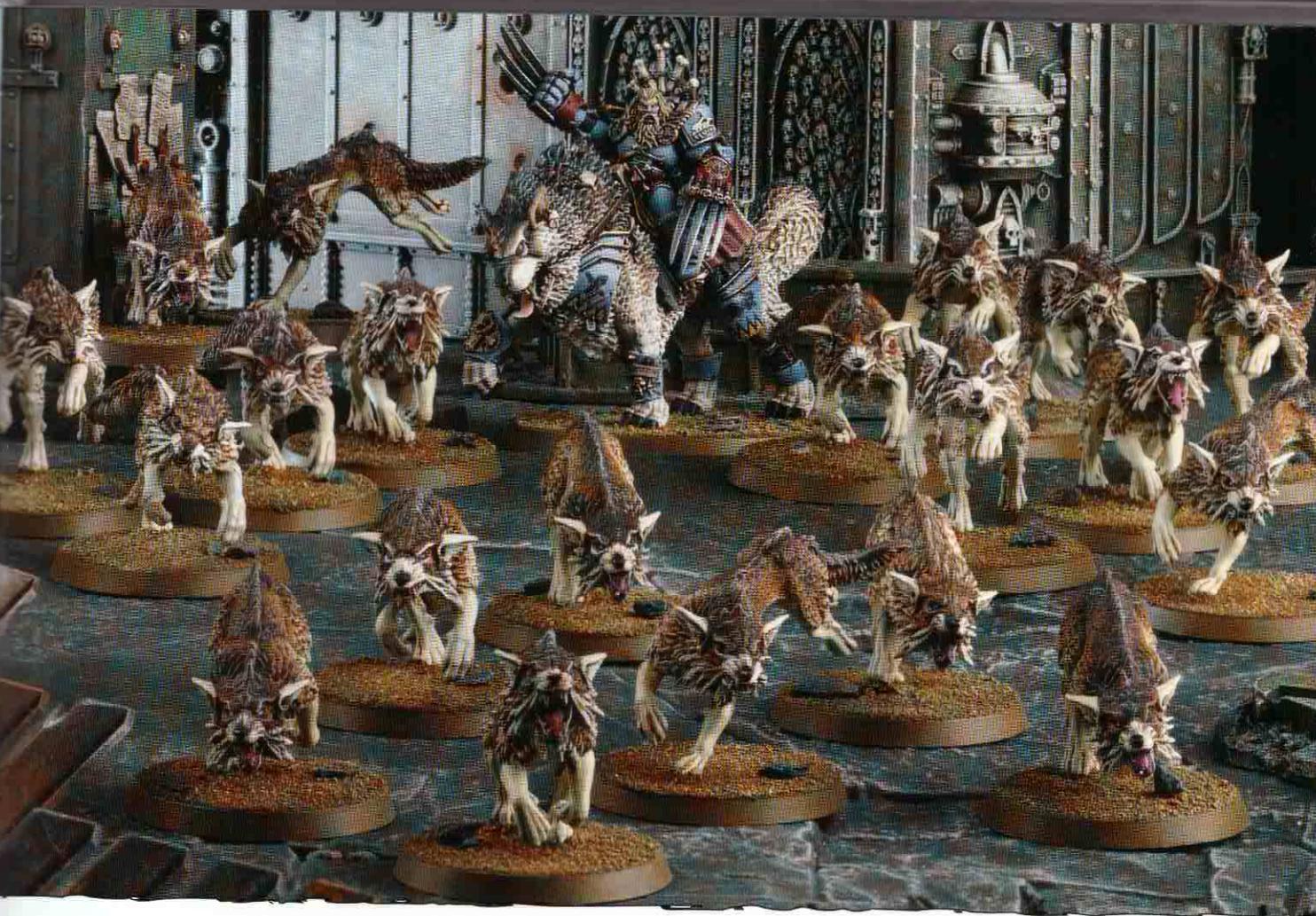


White Scar



Guilliman Blue

Using a Fine Detail Brush, paint the eyes with White Scar (1) and then apply a glaze of Guilliman Blue (2).



# WOLF SCOUTS

## TROUSERS



1 Zandri Dust



2 Ushabti Bone

Paint a basecoat of Zandri Dust on the trousers using a Standard Brush (1), then apply a layer of Ushabti Bone, avoiding the recesses (2).



3 Agrav Earthshade



4 Ushabti Bone

Carefully apply a wash of Agrav Earthshade into the recesses using a Detail Brush (3), and then tidy up any mistakes with some Ushabti Bone (4).



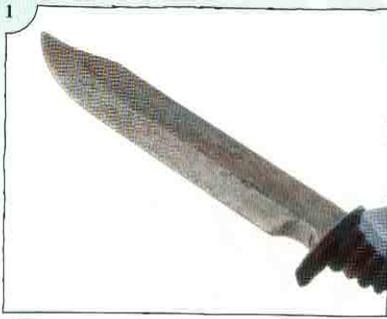
5 Screaming Skull

Finally, highlight the edges and folds with Screaming Skull.

### TOP TIP

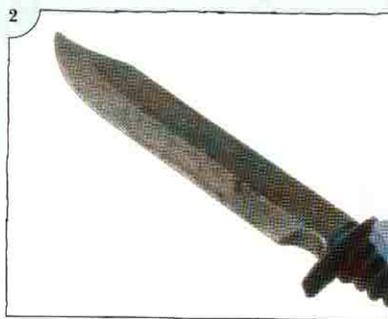
Sometimes, when you are painting over black, you will want to paint both a basecoat and then a layer of a lighter colour that completely covers the basecoat. In this case, Zandri Dust on its own would have been too dark and a bit yellow, but after a layer of Ushabti Bone the trousers looked much brighter and cleaner.

## KNIFE



1 **Leadbelcher**

Basecoat the blade in *Leadbelcher* using a *Standard Brush*.



2 **Nuln Oil**

Then, wash the blade with *Nuln Oil*.



3 **Runefang Steel**

Paint a highlight on the edges and (as shown above) to look like chips on the blade.

## BOOTS



1 **Abaddon Black**

To paint the boots, basecoat them with *Abaddon Black* using a *Detail Brush*.



2 **Eshin Grey**

Then, apply an edge highlight of *Eshin Grey*, using a *Fine Detail Brush*.



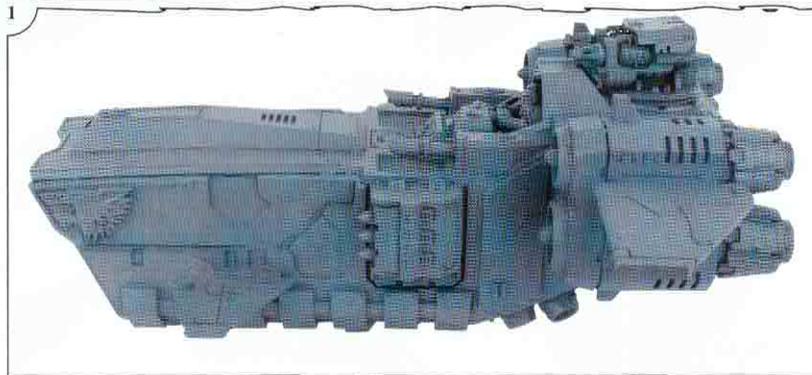
3 **Stormvermin Fur**

Finally, apply an edge highlight of *Stormvermin Fur* using a *Fine Detail Brush*.



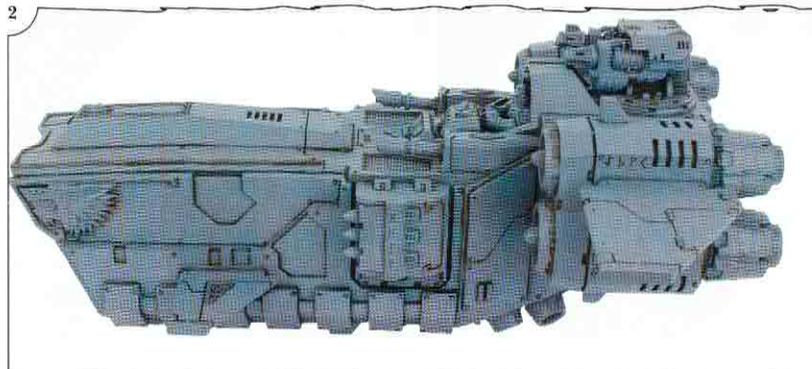
# STORMWOLF

## HULL



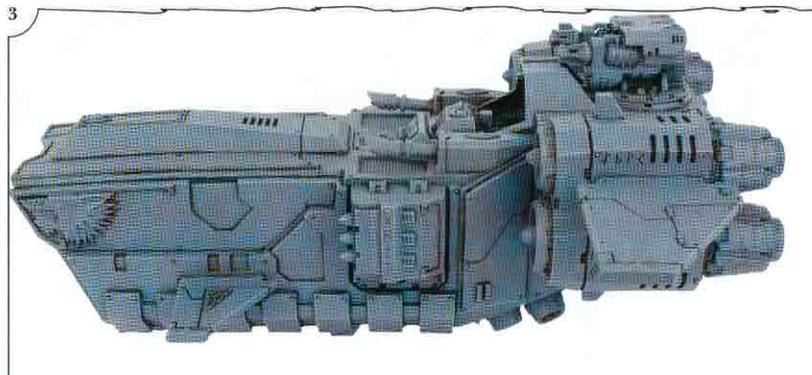
### Russ Grey

Apply Russ Grey over the whole model using the Citadel Spray Gun.



### Agrax Earthshade

Apply the shade carefully into the recesses so that you don't need to tidy it up afterwards.



### Fenrisian Grey

Either gently drybrush Fenrisian Grey over the edges of armour panels to give a highlight, or paint the same areas carefully to give this highlight. We painted the edge highlight for a crisper finish.

## GOLD



### Balthasar Gold

Apply basecoat with a Standard Brush.



### Reikland Fleshshade

Apply this wash with a Wash Brush.



### Gehenna's Gold

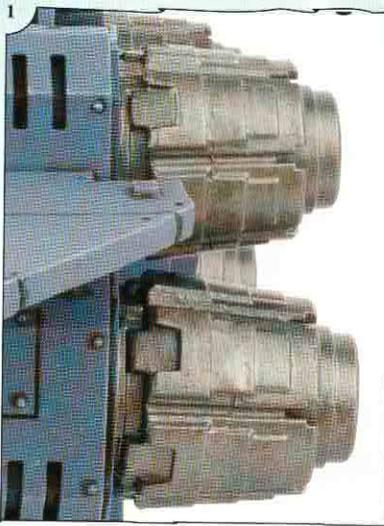
Next, neatly layer the raised areas.



### Runefang Steel

Highlight the edges with a Detail Brush.

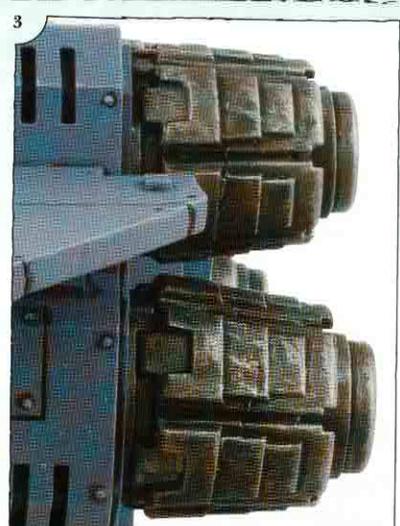
## EXHAUSTS



1  **Leadbelcher**



2  **Nuln Oil**



3  **Necron Compound**

Paint a basecoat of Leadbelcher with a Basecoat Brush (1). When the basecoat is dry, apply a wash of Nuln Oil using a Wash Brush (2).

When the wash is dry, carefully drybrush Necron Compound onto the edges of each plate.

## LENSES



1  **Mephiston Red**



2  **Troll Slayer Orange**



3  **Nuln Oil**



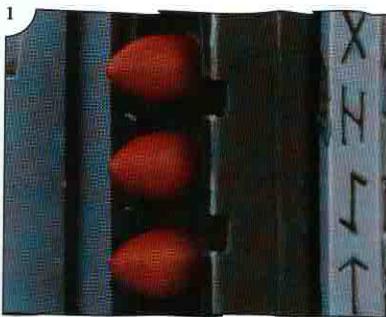
4  **White Scar**

Apply a basecoat with a Detail Brush (1). Then, apply an edge highlight of Trollslayer Orange in the bottom corner with a Fine Detail Brush (2).

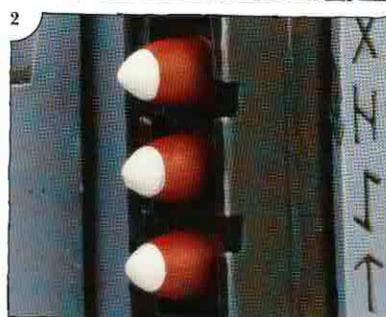
Apply Nuln Oil in the opposite corner to the highlight.

Apply a dot of White Scar in same corner once that coat is dry.

## SKYHAMMER MISSILES



1  **Mephiston Red**



2  **Ceramide White**



3  **Troll Slayer Orange**

Basecoat the missiles with Mephiston Red using a Standard Brush (1). Then, paint the tips with Ceramide White, using a Standard or Detail Brush (2).

Paint a line of Trollslayer Orange where the red meets the white with a Fine Detail Brush.

# STONE SCROLL



**Zandri Dust**

Basecoat the scroll with Zandri Dust using a Standard Brush (1). Once this coat is dry, apply a wash of Reikland Fleshshade across the scroll, paying particular attention to the recesses (2).



**Reikland Fleshshade**



**Ushabti Bone**

Avoiding the recesses, paint a layer of Ushabti Bone over the scroll using a Detail Brush (3). Then, apply a thin highlight of Screaming Skull to the very edges of the scroll with a Fine Detail Brush.



**Screaming Skull**



**Rhinox Hide  
Lahmian Medium**

Use Rhinox Hide thinned with Lahmian Medium to paint the lettering onto the scroll (see the Top Tip).

## TOP TIP

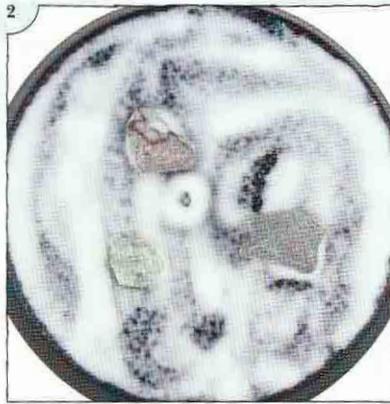
When doing any lettering on models it is usually a good idea to practise on a piece of paper or spare bit of plastic first, making the design smaller and smaller until you are comfortable with the size you need. You may find it helpful to try painting the first, last and middle letters of the design first (rather than painting left to right, as you would write) to help you space it evenly. With the paint thinned down, it will be easier to paint over any mistakes.

Alternatively, you can always use a fineliner pen for lettering – though again we would recommend that you practise writing your inscription before applying it to your painstakingly painted model.

# BASE



1 To paint the base, begin by applying a layer of PVA Glue.



2 Scatter a few stones from a Citadel basing kit onto the PVA.



3 Submerge the base in Citadel Sand to give it an even covering.



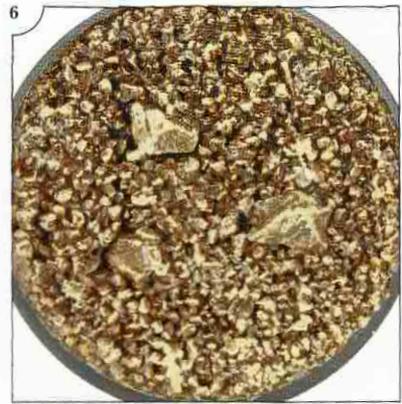
 **Mournfang Brown**

Next, basecoat the sand with some thinned down Mournfang Brown.



 **Balor Brown**

Drybrush the whole base with Balor Brown, using a Medium Drybrush.



 **Ushabti Bone**

Then, tightly drybrush the base with Ushabti Bone, again using a Medium Drybrush.



 **Skavenblight Dinge**

To paint the stones, begin with a basecoat of Skavenblight Dinge.



 **Administratum Grey**

Using a Small Drybrush, carefully apply some Administratum Grey to the edges of the stones.



 **Steel Legion Drab**

Finally, paint the edge of the base with a couple of coats of Steel Legion Drab.

# THE IRONWOLVES

## EGIL IRON WOLF



# ARMOUR

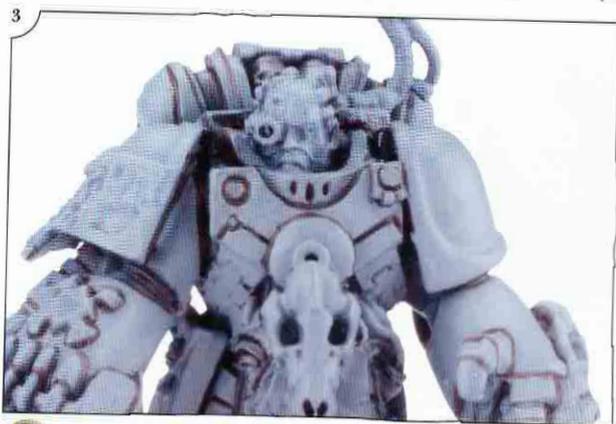


**The Fang Spray**



**Russ Grey**

Use *The Fang Spray* for a basecoat (1). Then, apply a layer of *Russ Grey* (2), followed by a careful recess wash (3), and finally an edge highlight (4).



**Agrax Earthshade**



**Fenrisian Grey**

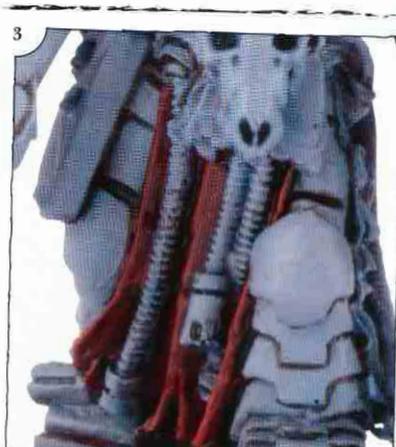
# LOINCLOTH



**Khorne Red**



**Nuln Oil**



**Wazdakka Red**

Basecoat the loincloth with *Khorne Red* (1). When that is dry, apply a wash of *Nuln Oil* over the cloth (avoiding the armour) with a *Standard Brush* (2).

Use a *Fine Detail Brush* to apply a highlight to the edges of the cloth.

# METAL



1 **Leadbelcher**



2 **Nuln Oil**



3 **Runefang Steel**

Apply a basecoat of **Leadbelcher** using a **Detail Brush** (1). Once this coat dries, wash the metal parts with **Nuln Oil** using a **Standard Brush** (2). (We suggest using a **Standard Brush** because it holds more of the shade than the **Detail Brush**, thereby speeding up the process.)

Once the **Nuln Oil** is dry, use a **Fine Detail Brush** to add a highlight of **Runefang Steel** to the raised areas and edges.

# WOLF PELT



1 **Mechanicus Standard Grey**



2 **Dawnstone**



3 **Nuln Oil**



4 **Longbeard Grey**

Basecoat the pelt with **Mechanicus Standard Grey**, using a **Standard Brush** (1). Then, drybrush the pelt with **Dawnstone** (2).

Apply a wash of **Nuln Oil** with a **Standard Brush**.

Lightly drybrush the fur using a **Small Drybrush**.



5 **Ratskin Flesh**



6 **Agrax Earthshade**



7 **Deathclaw Brown**



8 **Seraphim Sepia**

Basecoat the leathery section of the pelt with **Ratskin Flesh** using a **Standard Brush** (5), then wash this section with **Agrax Earthshade** (6).

Highlight the edges of the leathery section, avoiding the recesses.

Finally, apply a thin wash over the whole of the leathery section.

# SERVO SKULL



**Leadbelcher**

Basecoat the whole skull with Leadbelcher using a Standard Brush (1), then wash the skull with Nuln Oil using a Wash Brush (2).



**Nuln Oil**



**Runefang Steel**



**Rakarth Flesh**

Apply a highlight of Runefang Steel on the metal areas using a Detail Brush (3). Then, apply a basecoat of Rakarth Flesh to the skull itself (4).



**Agrax Earthshade**

Apply a shade (5) and then repaint the skull (6), avoiding the recesses.



**Rakarth Flesh**



**Pallid Wych Flesh**



**Evil Sunz Scarlet**

Apply a highlight of Pallid Wych Flesh to the raised areas of the skull using a Fine Detail Brush (7). Next, paint the eye with Evil Sunz Scarlet (8).



**Wild Rider Red**



**White Scar**

Highlight the bottom of the eye with a line of Wild Rider Red (9), and then add a dot of White Scar in the opposite corner (10).

# CLAWS



**Abaddon Black**

Apply a basecoat using a Standard Brush (1). Then, carefully drybrush the bottom two-thirds of each claw using a Medium Drybrush (2).



**Screamer Pink**



**Pink Horror**

Lightly drybrush Pink Horror further down the claws.



**Slaanesh Grey**

Finally, drybrush the very tips of the claws using a Small Drybrush.

## BRASS



**Balthasar Gold**



**Agrax Earthshade**



**Runelord Brass**



**Runefang Steel**

Basecoat the brass with *Balthasar Gold* using a *Detail Brush* (1). Then, wash the brass with *Agrax Earthshade* using a *Standard Brush* (2).

Apply a layer of *Runelord Brass*, being careful to avoid the recesses.

Finally, apply a highlight to the edges with a *Fine Detail Brush*.

## CABLES



**Caliban Green**



**Kabalite Green**



**Warpstone Glow**

For the green cables, apply a basecoat of *Caliban Green* using a *Fine Detail Brush* (1). Then, apply a layer of *Kabalite Green* using a *Fine Detail Brush*, leaving *Caliban Green* in the recesses (2).

Use a *Fine Detail Brush* to apply a fine highlight on the upper surfaces of the cables.



**Celestra Grey**



**Nuln Oil**



**Ulthuan Grey**

For the white cables, begin with a basecoat of *Celestra Grey* (4) using a *Fine Detail Brush*. When this is dry, apply a wash of *Nuln Oil* using a *Detail Brush*.

Finally, apply a fine highlight of *Ulthuan Grey* on the upper surfaces of the cables.

# FACE



**Rakarth Flesh**

Apply a basecoat of Rakarth Flesh using a Detail Brush (1). Once this coat is dry, wash the whole face with Reikland Fleshshade (2).



**Reikland Fleshshade**



**Kislev Flesh**

Next, apply a layer of Kislev Flesh, avoiding the recesses.



**Rakarth Flesh**

Highlight the raised areas like the cheeks, brow, and nose.



**Ushabti Bone**

Finally, apply a final highlight to the very edges using a Fine Detail Brush (5). To paint the eyes, begin by carefully adding a layer of White Scar (6).



**White Scar**



**Rhinox Hide**

Add a dot of Rhinox Hide in the centre of the eye.



**Leadbelcher**

To paint the bionic eye, begin with a basecoat of Leadbelcher.



**Nuln Oil**

Next, wash the metal with Nuln Oil.



**Runefang Steel**

Apply a highlight of Runefang Steel using a Fine Detail Brush.



**Warpstone Glow**

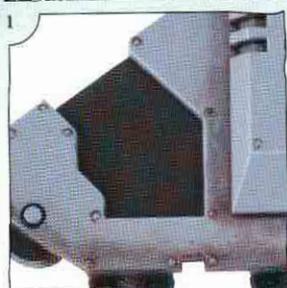
Paint the lens of the eye with a Fine Detail Brush.



**Biel-Tan Green**

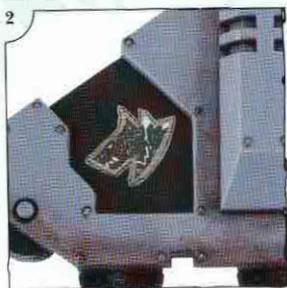
Finally, wash the lens with Biel-Tan Green.

# TANK INSIGNIA

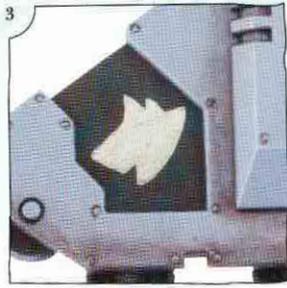


1 Abaddon Black

Begin with a basecoat of black, then apply a Ragnar Blackmane transfer.



2 Transfer



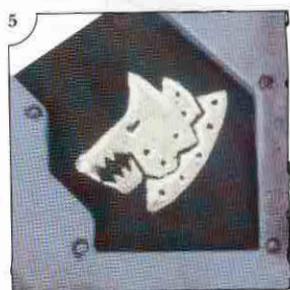
3 Ironbreaker

Paint over the whole transfer.



4 Abaddon Black

Add the details in Abaddon Black.



5 Runefang Steel

Apply highlights to the top edges.



# SHOULDER PADS



1 Start with a completed shoulder pad and then outline a design using a pencil (you can copy a transfer).



3 Runefang Steel

Paint Runefang Steel over the outline.



4 Runefang Steel

Fill in the design using a Fine Detail Brush.



5 Abaddon Black

Add the details in Abaddon Black.



1 Start with a completed pad. Using a pencil, add one point at the top and three at the bottom.



3 Connect the lines as shown here.



4 Abaddon Black

Fill in the design using a Fine Detail Brush.



5 Dawnstone

Finally, add a thin edge highlight on two sides.

# BASE



**Armageddon Dust**



**Agrax Earthshade**

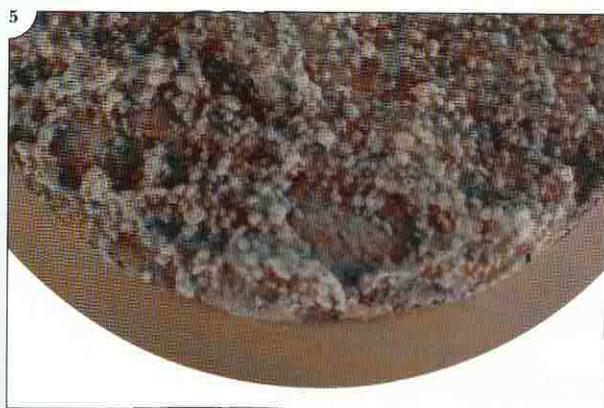


**Dawnstone**



**Terminatus Stone**

Drybrush Dawnstone heavily over the base (3), and follow this with a lighter drybrush of Terminatus Stone, using a Medium Drybrush (4). When we describe drybrushing as heavy or light, we are referring to the pressure you put on the brush.



**Steel Legion Drab**

Apply Steel Legion Drab to the rim of the base using a Standard Brush. You will find that two coats should give you an even finish.

## TOP TIP

When using textured paints we recommend applying one coat first, and then allowing it time to dry before applying a second coat. The second coat should be a little thicker than the first. To add extra height to your models, you can always clip out bits of sprue and add them to the base, as once the texture paint is applied these bits will be hidden.

While it is possible to base Citadel miniatures just using textured paints, we add a wash stage and drybrush stages because these give far greater definition, and give you great looking models!

# CHAMPIONS OF FENRIS



## LOGAN GRIMNAR



## ARMOUR



● Russ Grey

Paint a layer of Russ Grey over all of the armour segments using a Detail Brush. You may need a couple of coats to get an even finish.



● Agrax Earthshade

Now, apply Agrax Earthshade into all of the recesses and around the edges of the armour plates using a Detail Brush. If you make any mistakes at this stage simply correct them a bit of Russ Grey.



● Fenrisian Grey

Finally, highlight all of the edges of the armour plates with Fenrisian Grey using a Fine Detail Brush.

### TOP TIP

You'll find it far easier to paint Logan Grimnar separately to his chariot, *Stormrider*, so that you can paint all of the details and fiddly bits. It will also allow you to paint the interior of *Stormrider* to a far higher standard.

As you can see here, we put Logan on a 25mm base while we were painting him – but we were careful not to use too much glue, so that he could be removed easily once we were ready to put him in his chariot.

## GOLD



**Balthasar Gold**



**Gehenna's Gold**



**Seraphim Sepia**

Basecoat the gold areas with Balthasar Gold using a Detail Brush (1). Next, apply a layer of Gehenna's Gold straight over the Balthasar Gold using a Detail Brush (2).

Use a Detail Brush to wash all of the golden areas with Seraphim Sepia.



**Auric Armour Gold**



**Runefang Steel**

Now, apply a highlight with Auric Armour Gold, avoiding the recesses (4). Finally, apply a highlight of Runefang Steel to the raised areas and edges using a Fine Detail Brush (5).

### TOP TIP

We really wanted Logan Grimnar to stand out, so we paid extra attention when painting the gold on this model. After all, he is the Great Wolf and leader of the Space Wolves Chapter – he should therefore have all the best equipment! It also makes him stand out on the tabletop. If you prefer, you can simply follow the stages for gold used earlier in this painting guide for a simpler scheme.

## CABLES



**Mephiston Red**



**Nuln Oil**



**Mephiston Red**



**Evil Sunz Scarlet**

Paint a basecoat on the cables using a Standard Brush (1), and then apply a wash of Nuln Oil, again with a Standard Brush (2).

Tidy up the raised areas with Mephiston Red.

Finally, apply an extreme highlight of Evil Sunz Scarlet.

# FUR



1 Steel Legion Drab

Smooth the fur using a Standard Brush.



2 Agrax Earthshade

Wash the whole fur with Agrax Earthshade.



3 Nuln Oil

Apply Nuln Oil in the centre of the fur.



4 Tyrant Skull

Drybrush the whole fur with Tyrant Skull.



5 Longbeard Grey

Drybrush the centre of the fur lightly.

## TOP TIP

Fur marking on wolves tends to be quite varied, so use reference photos when deciding what type of fur you would like to replicate. We used a German Shepherd as our inspiration for this model!

# LEATHER



1 Mournfang Brown

Apply a basecoat of Mournfang Brown (1), and then wash the leather with Nuln Oil (2).



2 Nuln Oil



3 Mournfang Brown

Tidy up the raised areas with a Detail Brush.



4 Tuskgor Fur

Next, highlight the folds of the leather.



5 Baneblade Brown

Finally, apply an extreme highlight to the folds of the leather using a Fine Detail Brush.

## RUNE TOKENS



Dawnstone



Guilliman Blue



Administratum Grey

Give the tokens a basecoat of Dawnstone (1), and then apply a glaze of Guilliman Blue to the runes using a Fine Detail Brush (2).

Then, apply an edge highlight around the rune and on the edges of the stones.

## EMBLEM



Apply a layer of Administratum Grey...



...then a highlight of White Scar.

## TEETH AND BONE



Zandri Dust



Agrax Earthshade



Ushabti Bone



Screaming Skull

Apply a basecoat of Zandri Dust (1), then a wash of Agrax Earthshade using a Detail Brush (2).

Apply a highlight of Ushabti Bone to the raised areas (3), then a final edge highlight (4).

## CRUX TERMINATUS



Dawnstone



Administratum Grey



Agrax Earthshade



Administratum Grey

Paint a basecoat of Dawnstone using a Standard Brush (1), then a layer of Administratum Grey, avoiding the recesses, with a Detail Brush (2). Wash the recesses with Agrax Earthshade, again using a Detail Brush (3) and then tidy up the raised areas with a Fine Detail Brush (4).

## HAIR AND BEARD



**Mechanicus Standard Grey**

Paint the hair and beard in Mechanicus Standard Grey, using a Detail Brush. This will take time, but you'll want to be careful to avoid getting any grey on the surrounding areas.



**Agrax Earthshade**

Then apply a wash all over of Agrax Earthshade with a Detail Brush.



**Skavenblight Dingo**

Next, apply a layer of Skavenblight Dingo, leaving the darker recesses visible, using a Detail Brush.



**Administratum Grey**

Finally, apply a fine highlight of Administratum Grey to help emphasise the individual strands of hair and the plaitwork of his beard. A Fine Detail Brush is best for this stage.

# FACE



1 Cadian Fleshtone



2 Reikland Fleshshade

*For the skin, first paint an even coat of Cadian Fleshtone using a Detail Brush (1), and then a wash of Reikland Fleshshade (2).*



3 Cadian Fleshtone

*Tidy up the raised areas with a Fine Detail Brush.*



4 Kislev Flesh

*Now, highlight areas like the brow, nose, and cheeks.*



5 Screaming Skull

*Finally, for the skin, apply an extreme highlight of Screaming Skull with a Fine Detail Brush (5). Next, paint the eyes and service studs black (6).*



6 Abaddon Black



7 White Scar

*Pick out the eyes and teeth using a Fine Detail Brush.*



8 Runefang Steel

*Finally, apply a dot of Runefang Steel to each service stud.*

## THE AXE MORKAI – BLADE



**Khorne Red**

Highlight the edges and the detail of the axe with Khorne Red using a Fine Detail Brush (1). Then, apply a fine highlight over the previous stage (2). Be careful noting that if you have highlights that are too thick or you make mistakes at this stage you can just tidy it up with Abaddon Black.



**Evil Sunz Scarlet**



**Fire Dragon Bright**

On the extreme corners and edges, apply a final highlight of Fire Dragon Bright (3). Then, simply glaze the whole blade with Bloodletter using a Standard Brush. This helps to draw the colours together and give an impression of the axe's power.



**Bloodletter**

## THE AXE MORKAI – GEM



**Khorne Red**

Apply a basecoat of Khorne Red to the gem using a Fine Detail Brush (1). Then, paint highlights along the edges, forming a cross (2).



**Evil Sunz Scarlet**



**Fire Dragon Bright**

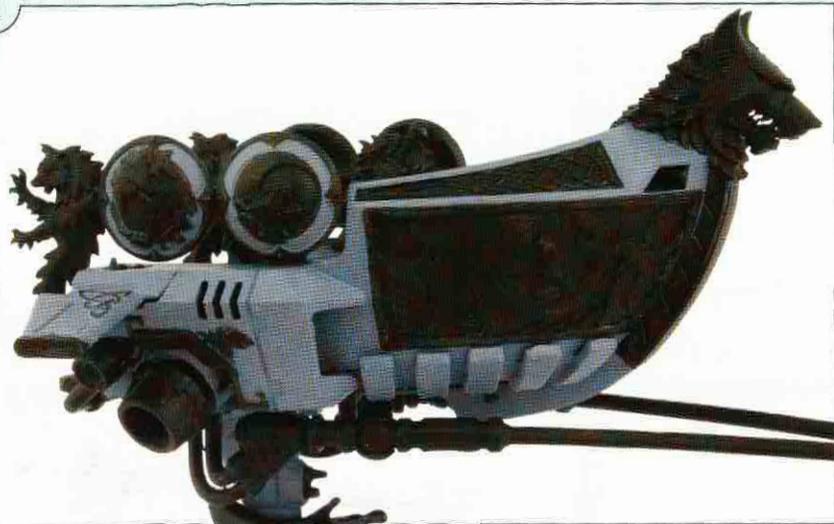
Apply an even finer highlight over the previous stage (3). Finally, use a Fine Detail Brush to paint dots of White Scar in the corners (4).



**Yriel Yellow**

# STORMRIDER HULL

1



## Russ Grey

To paint the hull, first basecoat the armour plates with Russ Grey using a Standard Brush.

2



## Agrax Earthshade

Neatly apply Agrax Earthshade into the recesses and around raised areas, like rivets, using a Detail Brush. If you make mistakes, simply tidy them up with some Russ Grey.

3



## Fenrisian Grey

Finally, apply Fenrisian Grey as a highlight to all the edges and raised areas using a Fine Detail Brush.

## GOLD



**Balthasar Gold**



**Gehenna's Gold**



**Reikland Fleshshade**

Basecoat the gold details with Balthasar Gold (1), then apply a layer of Gehenna's Gold straight over the base (2). Apply a wash over the gold (3).



**Agrax Earthshade**



**Auric Armour Gold**



**Runefang Steel**

Apply Agrax Earthshade in the deeper recesses (4), then Auric Armour Gold to the raised areas (5). Finally, apply a highlight to the edges.

## MARKINGS



**Averland Sunset**

Paint a basecoat of Averland Sunset on one side of the prow using a Fine Detail Brush. You may need more than one coat for an even finish.



**Pallid Wych Flesh**

Then, highlight the edges of each of the yellow triangles with Pallid Wych Flesh using a Fine Detail Brush.

## KNOTWORK



**Mephiston Red**

Basecoat the knotwork using a Detail Brush.



**Agrax Earthshade**

Then, wash it using a Standard Brush.

## CONTROLS



1 **Khorne Red**



2 **Wazdakka Red**



3 **Wild Rider Red**

Basecoat the buttons and displays with Khorne Red using a Fine Detail Brush. Then, apply edge highlights of Wazdakka Red, again with a Fine Detail Brush.

Apply a final edge highlight to the top corners as shown here, using a Fine Detail Brush.

## EXHAUSTS



1 **Leadbelcher**



2 **Nuln Oil**



3 **Runefang Steel**

Basecoat the exhausts, and any other metal areas, with Leadbelcher (1) using a Standard Brush, and then wash them with Nuln Oil (2).

Then, apply a highlight to corners and edges with Runefang Steel, using Fine Detail Brush.

## STONE SLAB



1 **Skavenblight Dingie**



2 **Nuln Oil**



3 **Karak Stone**

Begin with a basecoat of Skavenblight Dingie (1), and then apply a wash of Nuln Oil with a Wash Brush (2). Be sure to allow the paint time to dry between stages.

Then, apply an edge highlight to the edges, cracks and runes using a Fine Detail Brush.

## SKULL AND PELT



**Zandri Dust**

Basecoat both the skull and pelt with Zandri Dust, using a Standard Brush (1). Then, wash the skull and pelt with Agrax Earthshade (2).

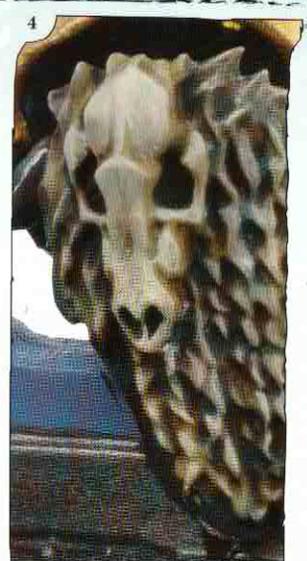


**Agrax Earthshade**



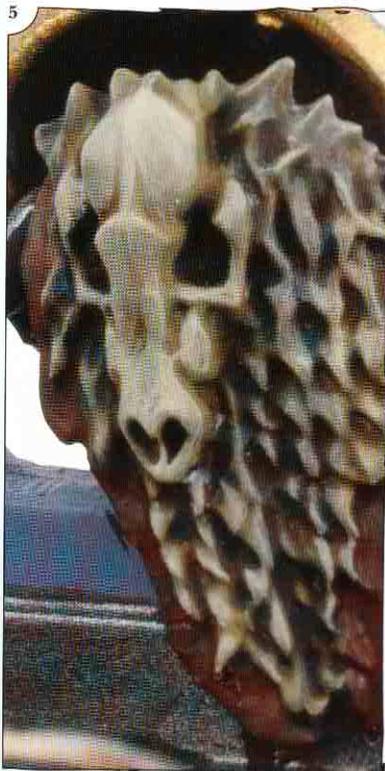
**Zandri Dust**

Tidy up the raised areas with some more Zandri Dust using a Fine Detail Brush.



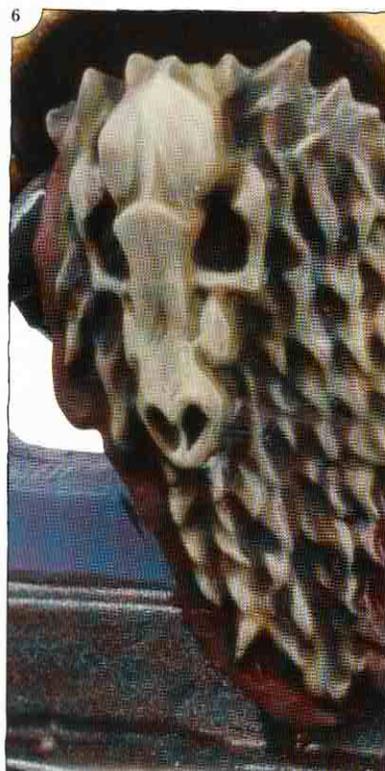
**Screaming Skull**

Highlight the raised areas on the skull and the tips of the fur with a Fine Detail Brush.

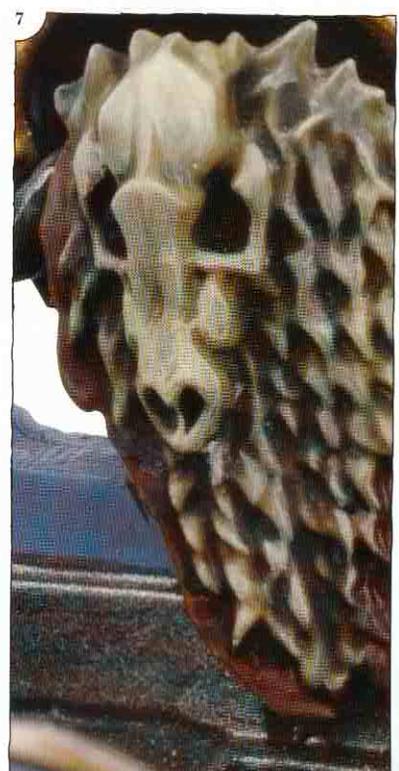


**Doombull Brown**

To paint the leather part of the pelt, start with a basecoat of Doombull Brown using a Detail Brush (5). Then, wash the leather areas with Agrax Earthshade (5). A Detail Brush is best at this stage. Finally, tidy up the edges of the leather by reapplying some Doombull Brown (6).



**Agrax Earthshade**



**Doombull Brown**

# THUNDERWOLF FUR



**Zandri Dust**

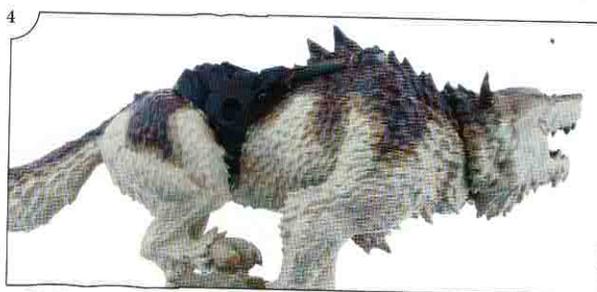


**Rakarth Flesh**

Basecoat the fur in Zandri Dust, using a Basecoat Brush (1). Then basecoat the underbelly with Rakarth Flesh to create a natural-looking pattern (2).



**Reikland Fleshshade**

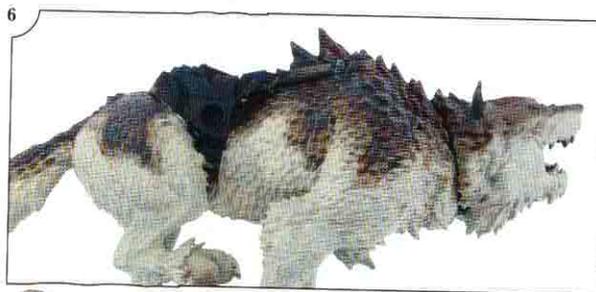


**Rhinox Hide  
Lahmian Medium**

Next wash the darker areas using a Wash Brush (3). Once this is dry, paint the inner areas of the dark fur with some thinned down Rhinox Hide (4).

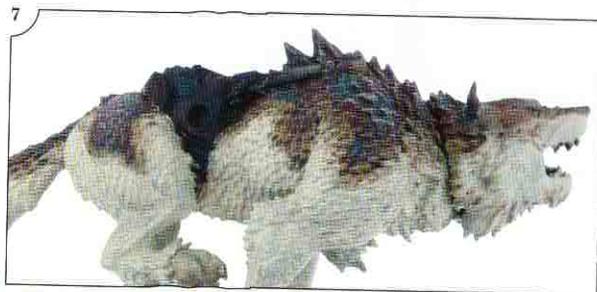


**Nuln Oil**

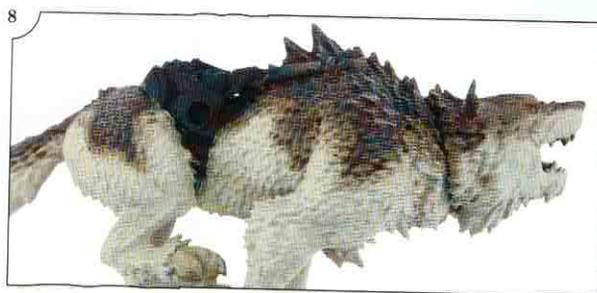


**Gorthor Brown**

Now use Nuln Oil in the very centres of the dark areas, graduating from the previous stages (5). Then, drybrush Gorthor Brown on the darker fur (6).



**Tyrant Skull**



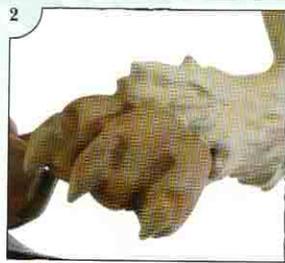
**Seraphim Sepia  
Longbeard Grey**

Lightly drybrush Tyrant Skull over the dark fur with a Medium Drybrush (7). Thin down some Seraphim Sepia with Lahmian Medium, and apply it across all of the fur. Once the wash is dry, lightly drybrush the very tips of the darker fur with Longbeard Grey (8).

## PAWS



**Zandri Dust**



**Reikland Fleshshade**



**Abaddon Black**



**Administratum Grey**

Apply a basecoat of Zandri Dust (1), and then a wash of Reikland Fleshshade (2). Tidy up the raised areas with Ungor Flesh (see stage 3).

To paint the claws, first give them a basecoat of Abaddon Black.

Then give them an edge highlight using a Fine Detail Brush.



**Steel Legion Drab**



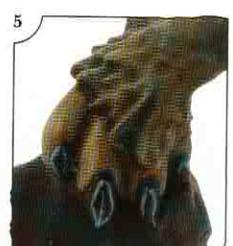
**Reikland Fleshshade**



**Steel Legion Drab**



**Abaddon Black**



**Administratum Grey**

Next, basecoat the paw using a Detail Brush.

Then, wash the paw with Reikland Fleshshade.

Tidy up the raised areas with a Fine Detail Brush.

Basecoat the claws with Abaddon Black using a Fine Detail Brush.

Then, give them an edge highlight of Administratum Grey.

## BIONICS



**Abaddon Black**



**Leadbelcher**



**Nuln Oil**



**Runefang Steel**

Basecoat the metallic areas with Abaddon Black using a Fine Detail Brush (1), then apply a layer of Leadbelcher (2).

Wash the metallic areas with Nuln Oil using a Detail Brush.

Finally, highlight the raised areas with a Fine Detail Brush.

## SCARS



1 Ceramite White



2 Carroburg Crimson



3 Fulgrim Pink

Basecoat the scars using a Fine Detail Brush (1), and then wash them with Carroburg Crimson (2). Then highlight the scars with Fulgrim Pink.

## EYES



1 Yriel Yellow

Use a Fine Detail Brush to paint a layer of Yriel Yellow in the eyes. You may need two coats.



2 Abaddon Black

Then, carefully paint a little dot of Abaddon Black in the centre of each eye.

## MOUTH



1 Screamer Pink



2 Carroburg Crimson

Basecoat the tongue in Screamer Pink using a Fine Detail Brush (1), and then wash it with Carroburg Crimson using a Detail Brush (2).

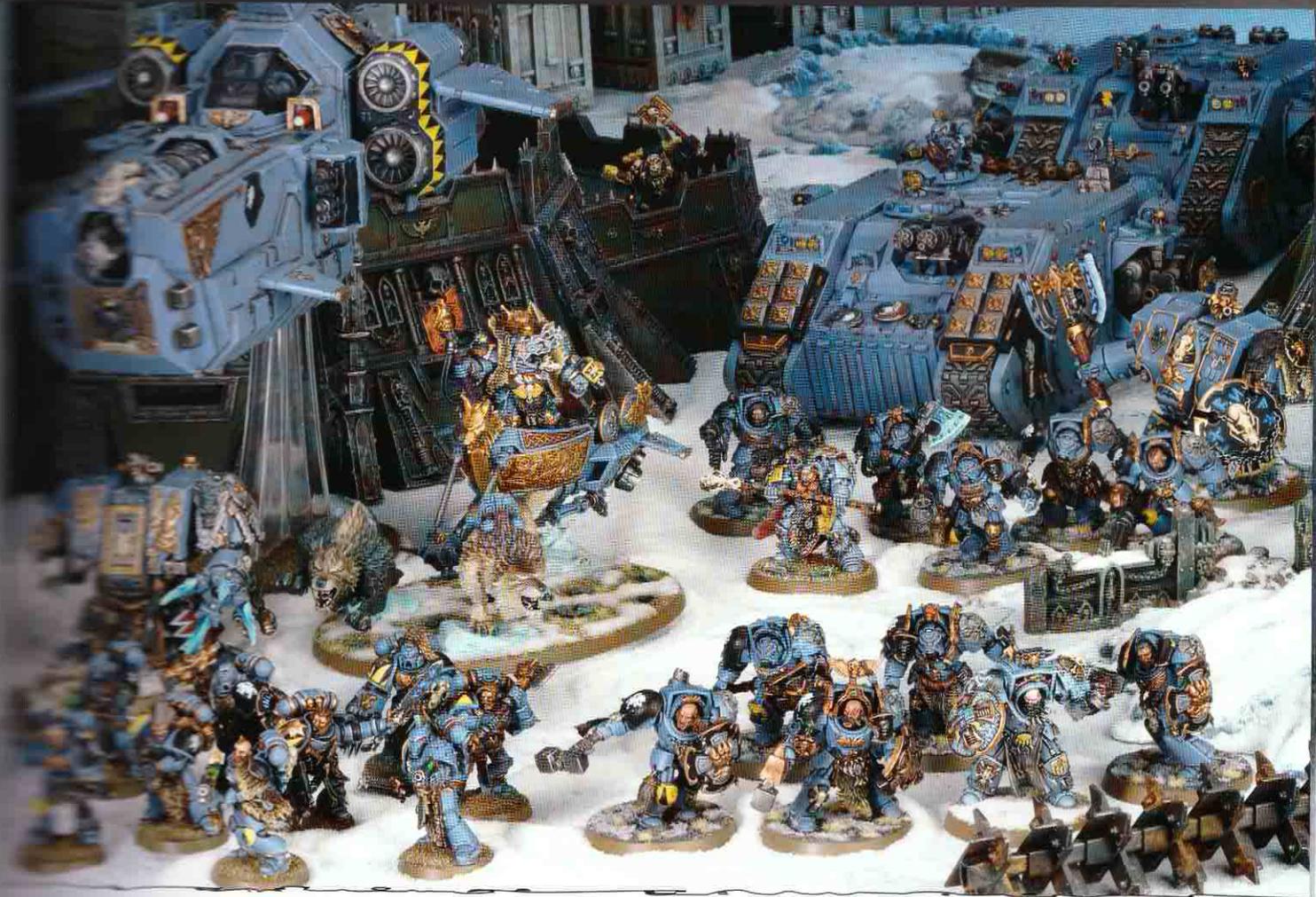


3 Rhinox Hide



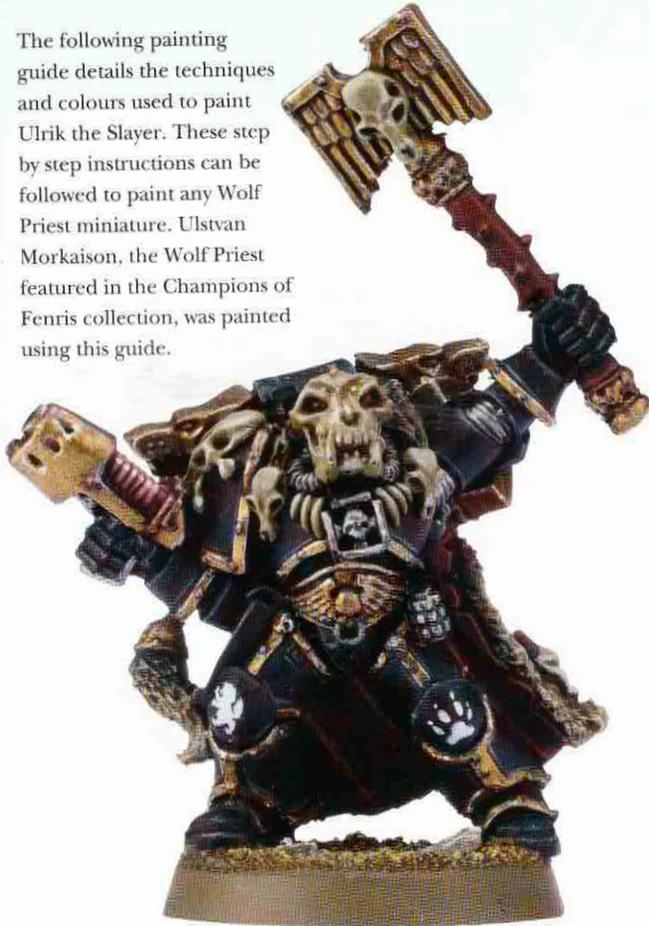
4 Ushabti Bone

Basecoat the teeth and then give them an edge highlight of Ushabti Bone.



# ULRIK THE SLAYER

The following painting guide details the techniques and colours used to paint Ulrik the Slayer. These step by step instructions can be followed to paint any Wolf Priest miniature. Ulstvan Morkaison, the Wolf Priest featured in the Champions of Fenris collection, was painted using this guide.



# ARMOUR



● Chaos Black Spray

*Spray the whole model with Chaos Black Spray.*



● Mechanicus Standard Grey

*Next, highlight the edges of the armour plates with Mechanicus Standard Grey using a Fine Detail Brush.*



● Administratum Grey

*Finally, apply a highlight of Administratum Grey on the edges and corners using a Fine Detail Brush.*

## TOP TIP

When painting power-armoured models, it is always worth starting with the armour before painting the other areas of the model, as generally this is the lowest layer – the rest of the model will be in higher relief. After you have completed the rest of the model it will be easy to correct any mistakes on the black armour.

# FUR



1  Rakarth Flesh



2  Seraphim Sepia



3  Agrax Earthshade

To paint the fur cloak, begin by basecoating it with Rakarth Flesh using a Standard Brush (1), then wash the fur with Seraphim Sepia, again with a Standard Brush (2).

Selectively apply Agrax Earthshade on the cloak in patterns as shown here.



4  Nuln Oil



5  Tyrant Skull

Apply a wash of Nuln Oil further into the dark areas (4), and then lightly drybrush the fur all over (5).

## TOP TIP

A fairly easy way of getting a natural-looking pattern on furs and pelts is to use a sequence of washes, as shown here. Washes dry with an opaque effect so if you use the same colour several times it gets darker and darker. However, here we have used a sequence of natural tones from lightest to darkest as this is a quicker way of achieving a similar effect.

# GOLD



1  Balthasar Gold



2  Reikland Fleshshade



3  Gehenna's Gold



4  Runefang Steel

Basecoat the gold using a Standard Brush (1), then wash it with Reikland Fleshshade using a Standard Brush (2).

Layer the gold with Gehenna's Gold, avoiding the recesses.

Finally, apply an edge highlight of Runefang Steel.

## PLASMA COIL (RED)



 Lugganath Orange

To paint a red plasma coil, basecoat it with Lugganath Orange using a Detail Brush (1). Then, wash it with Carroburg Crimson (2).



 Carroburg Crimson



 Lugganath Orange

Highlight the coils using a Fine Detail Brush.



 White Scar

Finally, dot the edges with White Scar using a Fine Detail Brush.

## RED LEATHER



 Khorne Red

Basecoat the leather in Khorne Red (1), then wash it with Nuln Oil (2).



 Nuln Oil



 Wazdakka Red

Highlight the folds of the cloak with a Fine Detail Brush.



 Squig Orange

Finally, apply a very fine edge highlight of Squig Orange.

## SILVER



 Ironbreaker

To paint the silver details, begin with a basecoat of Ironbreaker using a Fine Detail Brush (1) and then apply a wash of Nuln Oil using a Detail Brush (2).



 Nuln Oil



 Runefang Steel

Then, highlight the edges and raised areas with Runefang Steel using a Fine Detail Brush.

# BJORN THE FELL-HANDED



Gold \_\_\_\_\_ Silver

Emblem \_\_\_\_\_ Flamer casing

Armour \_\_\_\_\_

Fur \_\_\_\_\_

Pack markings \_\_\_\_\_

Lenses \_\_\_\_\_

Metal \_\_\_\_\_

Claws \_\_\_\_\_



# METAL



● Chaos Black Spray



● Leadbelcher

First, spray the legs with Chaos Black Spray (1). Once that is dry, basecoat the entire area with Leadbelcher using a Basecoat Brush (2).



● Nuln Oil



● Necron Compound

Once the basecoat is dry, wash the entire metal area with Nuln Oil using a Wash Brush (3). The more Nuln Oil you use in the recesses, the greater the definition you will get. Once the wash is completely dry, drybrush the metal with Necron Compound using a Medium Drybrush (4).



● Runefang Steel

Carefully paint Runefang Steel onto edges and raised areas (such as the rivets) with a Fine Detail Brush to give a highlight.

## TOP TIP

Note that if you're happy with how the model looks after stage 4, you don't need to do the highlight at stage 5 – the model will be table-ready at this stage. With a model like Bjorn, which is sure to be a centrepiece, we tend to go the extra mile!

# ARMOUR



1 Chaos Black Spray



2 Russ Grey

In stage 1, follow the painting guide for metal on the previous page for the metallic areas (such as the grill and hinges shown above, and the exhausts on the back). Then apply Russ Grey to the armour using a Basecoat Brush (2).



3 Agrax Earthshade



4 Fenrisian Grey

Apply Agrax Earthshade neatly to the recesses and around all of the raised areas using a Wash Brush (3). You may need to tidy up afterwards with some Russ Grey. This brings out the details sculpted onto the model. Then apply Fenisian Grey to the edge of the panels using a Fine Detail Brush (4).



5 Pallid Wych Flesh

Finally, add a fine highlight into the very edges of the armour panels, and particularly in the corners.

## TOP TIP

It is best to complete the metal areas before starting on the armour as many of the metal areas are recessed – if you paint them later, then the (often messy) drybrush stage could undo all of your hard work, and you will be more likely to need to correct mistakes.

# GOLD



**Balthasar Gold**

Using a Standard Brush, neatly paint Balthasar Gold on all the details you want to be gold. If you change your mind about some of these details later, the Balthasar Gold is easily painted over.



**Agrax Earthshade**

Neatly apply Agrax Earthshade to the gold areas. We recommend using a Standard Brush or smaller at this stage, to give you more control.



**Gehenna's Gold**

Next, apply a layer of Gehenna's Gold to the raised areas. If you accidentally get some of the Gehenna's Gold in the recesses, you can always apply Agrax Earthshade (once it is dry) to restore the shade.



**Runefang Steel**

Apply a highlight of Runefang Steel to the raised areas using a Fine Detail Brush.

# SILVER



 **Ironbreaker**

*Apply as a layer using a Standard Brush.*



 **Drakenhof Nightshade**

*Apply as a wash using a Standard Brush.*



 **Runefang Steel**

*Apply a highlight using the Fine Detail Brush.*



# EMBLEM



**1**  **Averland Sunset**

*Carefully apply Averland Sunset into the diamond using a Fine Detail Brush, trying to avoid the areas you've painted (1). Then, apply Abaddon Black to the wolf using a Fine Detail Brush (2).*



**2**  **Abaddon Black**



**3**  **Reikland Fleshshade**

*Using a Standard Brush, apply a wash of Reikland Fleshshade over the yellow areas.*



**4**  **Yriel Yellow**

*Carefully apply Yriel Yellow with a Fine Detail Brush to the edges of the diamond. Then, if you're feeling brave, apply an even finer highlight using Flash Gitz Yellow.*



**5**  **Flash Gitz Yellow**



**6**  **Eshin Grey**

*Layer Eshin Grey over the wolf using a Fine Detail Brush, leaving black in the recesses.*



**7**  **Administratum Grey**

*Finally, apply a highlight on the very tips of the ear, using a Fine Detail Brush.*

## TOP TIP

When painting this emblem it is better to work from the lowest area of the emblem to the uppermost area. This is why we completed the yellow diamond before the wolf. As we have mentioned before, you do not need to complete all of these stages for a table-ready model – but remember that this could be a centrepiece for your army!

## FUR



1  **Karak Stone**



2  **Seraphim Sepia**



3  **Agrax Earthshade**

First, apply **Karak Stone** as the basecoat for the fur (1). Once that is dry, liberally apply **Seraphim Sepia** using a Wash Brush (2). Wait until that layer is entirely dry before applying the next shade – **Agrax Earthshade** – further into the pelt, to give natural-looking markings (3).



4  **Nuln Oil**



5  **Tyrant Skull**

Apply **Nuln Oil** to the same areas you washed with **Agrax Earthshade** (4). Once that wash is dry, gently drybrush **Tyrant Skull** over the areas of fur most likely to catch the light using a Medium Drybrush (5).

## HEAVY FLAMER CASING



1  **Abaddon Black**

Apply **Abaddon Black** as a basecoat using a Standard Brush.



2  **Eshin Grey**

Next, apply a highlight of **Eshin Grey** to the edges of the casing using a Fine Detail Brush.



3  **Dawnstone**

Apply an extreme highlight of **Dawnstone** to the edges and corners using the same brush.

## LENSES



1  **Mephiston Red**



2  **Nuln Oil**



3  **Troll Slayer Orange**



4  **White Scar**

Apply a base of **Mephiston Red** using a Detail Brush (1). Then, apply **Nuln Oil** to the lenses, deliberately pooling it in one corner (2). In the opposite corner, paint a very thin line of **Trollslayer Orange** (3). Finally, dot **White Scar** in the middle of the dark area to give the impression of a reflection (4).

## CLAWS



● Leadbelcher

Begin with a basecoat of Leadbelcher (1), then apply a glaze of Guilliman Blue in the same way as you would apply a shade (2).

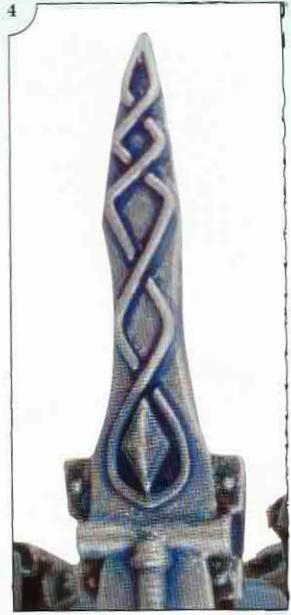


● Guilliman Blue



● Ironbreaker

Apply Ironbreaker around the knotwork with a Fine Detail Brush.



● Runefang Steel

Then, apply a highlight to the edges with a Fine Detail Brush.

## PACK MARKING



● Mechanicus Standard Grey  
● Nuln Oil

Apply grey on one side, then wash with Nuln Oil.



● Administratum Grey

Highlight the edge with a Fine Detail Brush.



● Ulthuan Grey

Paint the zigzag using a Detail Brush.



● Khorne Red

Paint the right side using a Standard Brush.



● Evil Sunz Scarlet

Highlight the edge with a Fine Detail Brush.



● Wild Rider Red

Then, paint a very fine edge highlight.

# WOLF GUARD PACK MARKINGS



1 Abaddon Black  
Lahmian Medium



2 Abaddon Black  
Lahmian Medium



3 Abaddon Black



4 Flash Gitz Yellow



5 Mechanicus Standard Grey

Apply a highlight of Flash Gitz Yellow to the lightning bolt with a Fine Detail Brush (1), and an edge highlight of Mechanicus Standard Grey to the black area of the kneepad (2).

## TOP TIP

Use thinned down colour or a pencil to mark out a design before painting it. For this design we painted two lines diagonally across the area. We then made two horizontal markings. This gave us the skeleton for the design. We blocked out the areas outlined by these markings, and then filled in the rest of the kneepad.

## WOLF GUARD PACK MARKINGS

Each of the Space Wolf Lords surrounds himself with a band of his most loyal and trusted warriors. Formed into squads, they are named the Wolf Guard, and their pack iconography is changed to reflect their status. Most packs continue with the standard progression, maintaining their own pack symbol but altering the colours to the black and yellow of the Wolf Guard.

It is not uncommon for some Wolf Guard squads to put aside their own personal pack marking, instead choosing to display their loyalty by taking the insignia of their Wolf Lord. These packs will all bear the same sigil, displayed in the black and yellow of the Wolf Guard. As with most Space Wolf traditions there are no clear rules as to how and when each pack chooses its approach; it is left to the individual warriors to decide.



# BASE



**PVA Glue**  
**Citadel Sand**

*Apply PVA Glue to the base and then coat it in sand. Allow it to dry.*



**Rhinox Hide**  
**Lahmian Medium**

*Wash the base with Rhinox Hide, thinned with Lahmian Medium.*



**Mechanicus Standard Grey**

*Next, drybrush Mechanicus Standard Grey over the whole base.*



**Dawnstone**

*Then, drybrush Dawnstone over the whole base.*



**Administratum Grey**

*Lightly drybrush Administratum Grey over the whole base.*



**Super Glue - Thin**  
**Citadel Dead Grass**

*Apply patches of Super Glue - Thin and sprinkle on the grass.*



**Citadel Snow**  
**Steel Legion Drab**

*Mix PVA Glue with Citadel Snow and apply this paste in patches using a stiff brush (such as an old drybrush).*

*Apply Steel Legion Drab around the edge of the base in two layers for an even, neutral tone (let the first layer dry completely before applying the second layer).*





# THE CATALOGUE

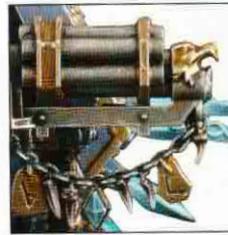


Space Wolves Stormfang Gunship



Space Wolves Stormwolf

Space Wolves Venerable Dreadnought



Murderfang



Bjorn the Fell-Handed



Logan Grimnar on Stormchaser



Space Wolves Fenrisian Wolf Pack



Space Wolves Skyclaws



Space Wolves Long Fangs



Wolf Guard with wolf claws

Ulrik the Slayer

Space Wolves Rune Priest



Lukas the Trickster



Space Wolves Grey Hunter with Wolf Standard



Ragnar Blackmane



Njal Stormcaller



Space Wolves Cyberwolf



Arjac Rockfist, The Anvil of Fenris



Space Wolves Wolf Guard Terminators



Space Wolves Pack



Space Wolves Thunderwolf Cavalry



Canis Wolfborn



Harald Deathwolf

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