



FOR RUSS!

The Marines may not attack with ranged fire. Each Marine who defeats an Alien figure in hand-to-hand combat, can move a second time and attack again in hand-to-hand combat.
Discard this card after use.




HURRY!

All Marines can move an extra 2 spaces in this, and in their next turn. If an Order card is played in the next turn, the effect is retained, in addition to the new order.
Discard this card after use.




BY SECTIONS!

Each of your Marine figures may EITHER move twice OR fire twice. They may not move AND fire.
Discard this card after use.




TAKE THEIR SCENT!

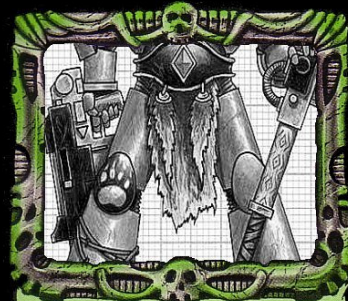
Name a target group. Orks (with Gretchin), Chaos Marines, Machines (Androids and Dreadnoughts) or Clones (Tyrannids). Any Marine attacking a miniature of the target group in hand-to-hand combat, may re-roll one die. Discard the card after use.




PUSH THEM DOWN!

All Marines may only move a max of 3 spaces this turn, and only attack in ranged combat. When they fire, all light weapons may fire 3 times, all heavy weapons 2 times.
Discard the card after use.





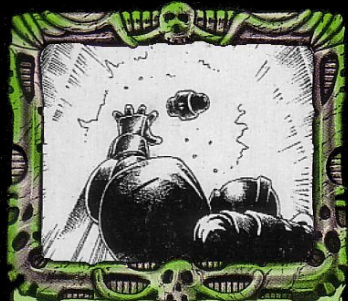
WOLF TAILS

If an Alien event card is played against the "Space Wolves", that player may throw a heavy weapons die. On a 3, the card may not be applied to the "Space Wolves", the Alien player can select another squad. Remains in use for the entire Mission.



MELTA BOMB

Any of your Marine miniatures may roll two extra heavy weapon dice in a hand-to-hand combat attack. Discard this card after use.



FRAGMENTATION GRENADES

In his next turn, the Alien player must pull away from the line of sight, each of his figures in line of sight of a Marine or Commander. If he cannot, or if he does not, the "Space Wolves" player can immediately conduct a ranged fire attack with 3 light weapons dice on each Alien figure that is still in line of sight. Discard the card after use.



WOLF'S TOOTH CHAIN

A Commander is allowed to refuse any opponent. In addition, during each melee, he can throw up to 2 spaces before throwing up the melee result, himself and his opponent. In attack and defence applicable. However, it must be possible to continue in the close combat, with defence. It may only be drawn to open fields. Remains in use for the entire Mission.



TARGETER

Mark one of the four weapon boxes on your Scanner. Any of your Marines who uses this weapon may try to improve his score by re-rolling one die after firing. Remains in use for the entire Mission.



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CYBERWOLF

All Fenris Wolves have an armor value of 2 and are allowed to roll 2 heavy weapons dice in close combat. Remains in use for the entire Mission.



PACK

Roll a heavy weapons die after playing each Order card. On a 3, do not discard the Order card, it can be re-used again. Remains in use for the entire Mission.



RUNE

If the player achieves the Primary Mission, he receives an additional mark of honour at the end of the game regardless of his total score. If he does not achieve the Primary Mission, he has to give an already received mark of honour, if possible, and deduct all the surviving Marines (not a commander) of the squad as losses from his total result.



SPACE WOLVES
ORDER



FOR RUSS!
This order lets the Space Wolves wildly attack the enemy in close combat and defeat them in the proud manner of the son of Russ.



SPACE WOLVES
ORDER



HURRY!
This command encourages the Space Wolves to reach their goal faster. It increases their movement rate.



SPACE WOLVES
ORDER



BY SECTIONS!
This command places scattered fighters in more favourable positions with simultaneous fire protection of the group.




SPACE WOLVES
ORDER




TAKE THEIR SCENT!
This command ensures that the Space Wolves capture the enemy's scent with their sharp senses and hunt them down without mercy.



SPACE WOLVES
ORDER



PUSH THEM DOWN!
This command is used when Space Wolves are firing their guns at the enemy until the magazines are empty.



SPACE WOLVES
EQUIPMENT



WOLF TAIL
The faith of the Space Wolves in these talismans is so strong that to have these seems to make you actually stronger. All squad members will wear one.



SPACE WOLVES
EQUIPMENT



WOLF'S TOOTH CHAIN
A Commander who has excelled in combative and athletic training will be rewarded with a wolf tooth chain. He is far more powerful and skilful in close combat.



SPACE WOLVES
EQUIPMENT



FRAGMENTATION GRENADES
These shells scatter sharp metal splinters through narrow corridors. They are ideal to force the enemy to retreat.



SPACE WOLVES
EQUIPMENT



CYBERWOLF
Fenris Wolves, who have survived several battles, have been equipped with cyber-parts because of their wounds. They are much tougher.



SPACE WOLVES
EQUIPMENT



TARGETER
The targeter is an advanced weapon sight. It combines an image intensifier with a full spectrum scope.



SPACE WOLVES
EQUIPMENT



TARGETER
The targeter is an advanced weapon sight. It combines an image intensifier with a full spectrum scope.



SPACE WOLVES
EQUIPMENT



MELTA BOMB
This device once attached, explodes, the blast of super-heat atomising the target. It is especially useful against Androids and Dreadnoughts.



SPACE WOLVES
EQUIPMENT



PACK
All the members of the squad have been a well-trained team since their formation, or even for some time after their initiation. Often only subtle signs are required, to implement an order.



SPACE WOLVES
EQUIPMENT



RUNE
The squad gets a rune that represents both an honour and an obligation. Each member has vowed to achieve the primary mission. No Space Wolf worthy of his name dares to live in the shame of breaking the oath.

