

SPACE WOLF ARMY LIST

HAGGER REDCLAW

115 points + wargear cards

Your Army may include Hagger Redclaw as its commander instead of the Wolf Lord.

WEAPONS Bolt Pistol, Frag and Krak Grenades, Powerfist, Chainsword.

ARMOR Power Armour (3+ save).

WARGEAR Hagger Redclaw may have up to three Wargear cards. The first two of these will always be a *Master Crafted Plasma Pistol* and *The Pelt of Wulfen*. The third can be selected freely.



STRATEGY RATING: If you have Hagger Redclaw as your army commander he has a strategy rating of 5.

Hagger Redclaw has been a Wolf Lord for two hundred years. His ferocity and desire to get close to his enemies have meant that Hagger has a higher than normal number of Wolf Scouts and Blood Claws within his Company as many of his fellow Space Wolves decide to spend longer in each speciality. Even the Grey Hunters that he leads always carry close combat weapons, in the hope that they will manage to engage the enemy up close.

During the Defence of Helmgart, Hagger led a counter-attack which tore through the heart of the attacking Tyranids, striking straight through to destroy the main Hive Tyrant, though he was too late to save the life of another group of Space Wolves, led by a Rune Priest. Before he died, the Rune Priest bestowed upon Hagger Runic inscribed parts of his armour which would ward off further psychic assaults from the Tyranids monsters, which he used to great effect - getting close enough to disturb the psychic connection between them and destroy their Synapse creatures, leaving the rest of the host as easy pickings.

SPECIAL RULES

SPACE MARINES: The usual Break Test and Rapid Fire special rules apply. In addition, the Space Wolves Acute Sense and Hatred rules also apply.

RUNIC ARMOUR: Hagger Redclaw's armour has potent Runes inscribed upon its surface. If any hostile Psychic Power is used and contains Hagger in its effect, the whole power is nullified by the Runes on a 5+.