

Blood Wolves

A home-brewed Space Marine Chapter by Björn Büttner

Providing rules for Warhammer 40k, Kill Team, Deathwatch RPG, Space Hulk and Battlefleet Gothic.

Used Claude.AI, Google Gemini and ChatGPT for critiquing and improving texts as well as ElevenLabs for audio recordings. Art is generated through ChatGPT for now.

Intercepted Drukhari Combat Analysis

[ORDO XENOS TRANSLATION NOTE: The following was recovered from a captured Drukhari raiding vessel. Translation accuracy estimated at 91%. Some cultural references and idioms remain unclear.]

COMBAT REPORT: VESSEL "THIRSTING BLADE"

ARCHON SYKARYX THE SUNDERER

RE: ENGAGEMENT WITH MON-KEIGH "BLOOD WOLVES"

What started as an amusing hunt became a lesson in the perils of underestimating even crude prey. Our raid on the mon-keigh farming world of Agrippina VII was proceeding perfectly - the slave pens were filling, our warriors were properly entertained, and the local defenders proved satisfyingly helpless.

Then they arrived.

At first, we thought them typical Space Marines - brutish, predictable, easy to outmaneuver. How delightfully wrong we were. They moved like shadows, their primitive attempts at stealth almost admirable. Their war-beasts proved particularly troublesome, somehow detecting our raiders even through our shadow fields.

Most intriguing were their psykers. Unlike the crude bombardments of most mon-keigh "librarians," these ones wielded their powers with almost Aeldari-like precision. They masked their approach, clouded our sensors, and struck from impossible angles. Several of my best raiders were found with their throats torn out, blood frozen in their veins.

The true entertainment began when they turned our own tactics against us. Every time we set an ambush, we found they had prepared their own. When we tried to draw them into traps, they somehow knew exactly where to strike instead. Their war-beasts proved particularly maddening - the creatures could smell our warriors even through sealed bulkheads.

The climax came during our final confrontation. I had personally led a strike force to capture their leader - a particularly savage specimen who fought with both blade and mind. Instead, we found ourselves caught between two forces of their "blood-bonded" warriors. The savages actually used their own blood in some form of crude ritual enhancement. Primitive, yet undeniably effective.

We lost three raiders for every one we managed to kill. Worse, they seemed to grow stronger with each fallen brother, as if their deaths only fueled the survivors' fury. When they finally cornered us in the lower hive, I was forced to sacrifice half my remaining force to secure our escape.

TACTICAL ASSESSMENT:

- Their war-beasts must be eliminated first - the creatures' sensing abilities negate too many advantages
- Standard ambush tactics prove counterproductive
- Their psykers demonstrate unusual resistance to our toxins
- Blood-bonded pairs fight with exceptional coordination
- Conventional terror tactics appear to only enrage them further

STRATEGIC RECOMMENDATION:

Avoid further engagement unless significant numerical superiority can be achieved. These "Blood Wolves" have proven themselves worthy prey, but the entertainment value does not currently justify the resource expenditure.

[Several paragraphs follow describing specific warrior losses and resource expenditure calculations, primarily focused on the economic impact of lost slaves and equipment]

PERSONAL NOTATION:

I find myself both irritated and intrigued by these particular mon-keigh. Their fusion of savagery and precision, while crude by our standards, presents interesting tactical possibilities. Perhaps we should consider capturing some for study in the arenas. Their war-beasts, in particular, might provide amusing sport.

[End Translation]

[Inquisitorial Note: Forward relevant tactical assessments to Blood Wolves Chapter Command with standard sanitization protocols. Particular attention is to be paid to their evaluation of our war-beasts' effectiveness.]

Introduction

The Blood Wolves are a space marine chapter originally claimed to be of the ultramarine legion. Many doubt this statement, but so far the actual primarch and legion of origin have not been disclosed, but Corvus Corax or Jaghatai Khan seem more likely.

The battle brothers are said to be specialists in rooting out heretics and withstanding their corruption. A hard fought for reputation at the cost of many space marines over the years.

Officially their focus on melee and their reported fits of rage are said to increase the terror instilled in their enemies hearts, but some suspect darker reasons. Internally these fits of rage are explained by the application of their well controlled combat drugs.



ORDO HERETICUS

SUBJECT: BLOOD WOLVES CHAPTER - RITUAL ANALYSIS

CLEARANCE: VERMILLION

AUTHOR: Inquisitor Cassandra Thale

DATE: 992.M41

EXECUTIVE SUMMARY:

Following extensive observation of the Blood Wolves Chapter's blood-sharing rituals, this report concludes that while their practices deviate significantly from Codex Astartes standards, they remain within acceptable theological parameters. However, several aspects warrant continued monitoring.

RITUAL DOCUMENTATION:

Primary Elements:

- Blood-sharing between battle-brothers
- Ritualistic scarification
- Psychic resonance during ceremonies
- Warrior-bond formation
- Emperor invocation practices

OBSERVED PROCEDURE:

The ritual typically begins with a senior battle-brother offering blood to a junior participant. Both parties recite approved Imperial litanies while small incisions are made using sanctified combat blades. Blood is mixed and consumed in strictly controlled quantities. Chaplain oversight is mandatory and constant.

Notable aspects:

- Blood quantities are minimal and precisely measured
- All participants undergo thorough screening before and after
- Ritual blades are blessed and verified pure before each ceremony
- Psychic wards remain active throughout
- Emperor's name is invoked at each stage

THEOLOGICAL ASSESSMENT:

Orthodoxy Markers:

- Regular chaplain oversight
- Consistent Emperor veneration

- Standardized ritual procedures
- Clear chain of command
- Documented historical precedent

Concerning Elements:

- High frequency of ritual performance
- Psychic resonance during blood-sharing
- Deviation from standard chapter practices
- Unusual focus on blood symbolism
- Tribal influence on Imperial rites

PSYCHIC MANIFESTATION:

During blood-sharing rituals, measurable psychic phenomena occur. These appear to strengthen bonds between participants rather than accessing warp energies directly. Effects include:

- Enhanced unit cohesion
- Increased psychic resistance
- Improved tactical coordination
- Strengthened mental fortitude
- Heightened awareness of battle-brothers

CORRUPTION SAFEGUARDS:

The Chapter maintains extensive preventative measures:

- Constant Chaplain surveillance
- Regular genetic purity testing
- Mandatory psychic screening
- Multiple levels of ritual oversight
- Immediate execution protocols for suspected taint

HISTORICAL CONTEXT:

Research indicates similar practices among other chapters, particularly those recruiting from feral worlds. The Blood Wolves' variation appears to have evolved from necessity rather than deviation, possibly due to their high concentration of psykers.

POTENTIAL CONCERNS:

Immediate:

- Ritual frequency may normalize dangerous practices
- High psychic activity during ceremonies
- Possible avenue for mass corruption
- Risk of blood-taint transmission
- Potential for ritual mutation

Long-Term:

- Gradual drift from Imperial doctrine

- Development of parallel belief systems
- Increased dependency on blood-bonding
- Evolution of unauthorized practices
- Psychological impact on initiates

CONTAINMENT PROTOCOLS:

Current preventative measures include:

- Permanent Inquisitorial observation
- Regular theological assessment
- Mandatory ritual documentation
- Surprise compliance inspections
- Genetic deviation monitoring

RECOMMENDATIONS:

Immediate Implementation:

- Increase frequency of ritual monitoring
- Expand psychic containment measures
- Enhance chaplain oversight protocols
- Institute additional genetic screening
- Develop emergency containment procedures

Long-term Measures:

- Regular doctrine compliance reviews
- Enhanced theological training
- Strengthened oversight protocols
- Expanded observation network
- Development of intervention triggers

CONCLUSION:

While the Blood Wolves' ritualistic practices remain within acceptable parameters, their unique nature and high psychic content warrant continued close observation. Current evidence does not support classification as heretical, but potential for corruption exists and must be carefully monitored.

PERSONAL ADDENDUM:

The remarkable efficiency of these rituals in maintaining chapter cohesion and loyalty cannot be denied. However, this very effectiveness makes them more dangerous should corruption take root. Vigilance, not persecution, is our best course of action.

[THOUGHT FOR THE DAY: The price of purity is eternal vigilance]

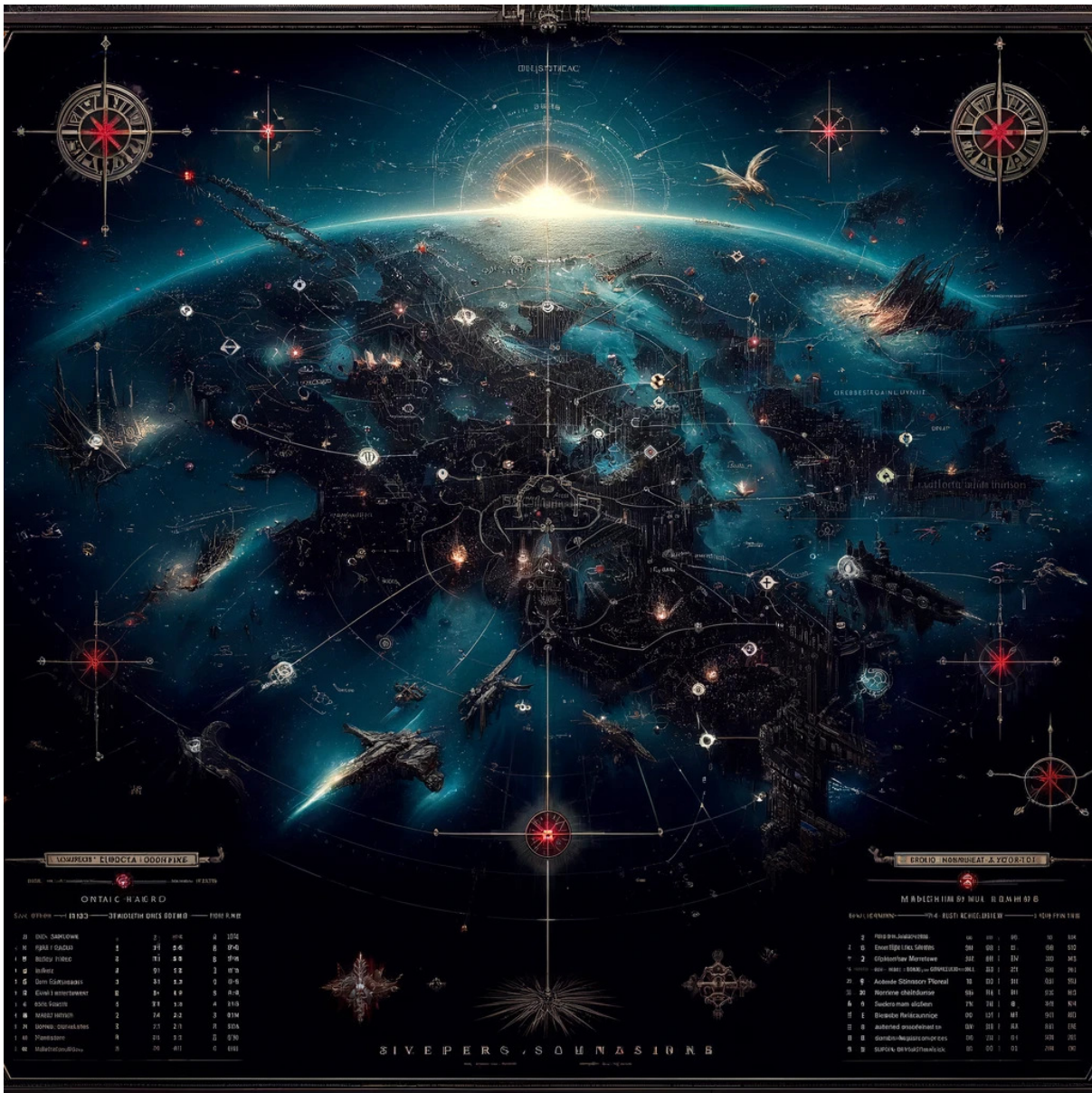
AUTHENTICATION: INQUISITORIAL SEAL [VERMILLION-ALPHA]

DISTRIBUTION: ORDO HERETICUS HIGH COMMAND

COPIES: 3 - AUTHORIZED EYES ONLY

[Appended Purity Seals and Authentication Codes follow
standard protocols]

Goals



Current Goals



In response to the critical challenges of maintaining fleet assets and securing stable psyker recruitment, the chapter master strategically chose the Gothic Sector for operations. The sector's post-war state presents both opportunity and necessity.

The chapter's flagship maintains a regular presence near the forge world Lukitar, offering protection as the world rebuilds its production capacity. Meanwhile, the chapter's other vessels conduct systematic patrols through surrounding systems. This arrangement serves multiple purposes - while safeguarding vital Imperial infrastructure, it also fosters a mutually beneficial relationship with the Mechanicus. The chapter seeks to strengthen these ties through dedicated service, while carefully preserving their own traditions and beliefs.

Beyond their role as protectors, the Blood Wolves actively pursue their sworn duties throughout the sector's numerous hive worlds. These dense population centers, still recovering from the Gothic War's aftermath, have become breeding grounds for chaos marine activity, heretical cults, and xenos infiltration - providing the chapter with abundant opportunities to serve the Emperor's will.

Medium-Term Goals



Securing the chapter's future requires a careful expansion of our recruitment capabilities. While the current methods barely maintain basic strength levels, recent events have shown the need for more robust candidate acquisition. The council of captains, together with the Chapter Master, has outlined several key initiatives for the coming decades.

First and foremost, stronger ties within the Gothic Sector itself must be established. A few hive worlds have already shown interest in formal recruitment agreements, their governors understanding that our protection is worth the small tithe in potential recruits.

The Chapter's fleet must grow to meet these new opportunities. Two additional Harvest Frigates are in the process of being authorized for construction. The existing Harvest Frigates will see their medical facilities expanded, speeding up and improving the screening of candidates further.

Diplomatic efforts focus on the frontier worlds, where psyker rates run higher than in more established systems. Regular patrol routes through these regions serve multiple purposes - they demonstrate our value to the Imperium, allow for recruitment, and help identify potential threats before they grow. Several Knight Houses have shown interest in formal alliances, particularly after witnessing our effectiveness in joint operations.

Perhaps most promising is the ongoing development of standardized screening procedures that can be shared with trusted Imperial organizations to reduce dropouts during initial screening. This would allow for more efficient recruiting procedures, increasing the actual yield.

All of these efforts are being carefully controlled, so that there are no undesired reactions from the Inquisition or Mechanicus, who keep close tabs on the chapter already.

Long-Term Goals



Long term goals evolve around building alliances with local forces and organisations.

Local Knightly Houses have been contacted and first arrangements have been made to allow cooperation in warfare, leveraging the differences in available troops to maximise effectiveness in more open battles.

Governors of Hive Worlds are also among the key figures the wolves are negotiating with, in this case to secure recruitment options and secure their worlds in turn. Securing these worlds as recruiting grounds would help stabilize the chapter's strength long term.

The Mechanicus is tried to be swayed to help support the mechanical elements and the fleet itself. For that goal the chapter helps secure trade lines to them as well as their forge world Lukitar.

ORDO MALLEUS

CLASSIFIED REPORT: VERMILLION-ALPHA

REF: OM-WB-997.M41

SUBJECT: Blood Wolves Chapter War Beast Analysis

AUTHOR: Inquisitor Lucius Valerius

AUTHORIZATION: Inquisitorial Seal XCIX-;@

EXECUTIVE SUMMARY:

Following extensive observation of Blood Wolves Chapter war beasts during multiple daemoninc incursion responses, this office finds their capabilities of significant strategic value in detecting and combating warp entities. Their gene-crafted sensory abilities demonstrate remarkable resistance to daemoninc interference and consistent accuracy in identifying warp contamination.

1. Warp Detection Capabilities

- Demonstrated 94% accuracy in detecting nascent daemoninc manifestations
- Average detection range: 100-150 meters (environmental variables pending)
- Ability to sense warp disturbances through solid matter
- Particularly effective at identifying possessed individuals prior to full manifestation
- Remarkable resistance to psychic interference during detection activities

2. Combat Performance Against Warp Entities

- Confirmed kills against lesser daemons in direct combat
- Effective support in greater daemon banishment operations
- Immune to many forms of daemoninc terror effects
- Capable of tracking entities attempting warp-based concealment
- Successfully disrupted multiple possession attempts through direct intervention

3. Corruption Resistance

- Zero recorded instances of war beast corruption despite extensive warp exposure
- Enhanced genetic modifications appear to grant inherent resistance
- Blood bond with Space Marine handlers appears to provide

additional protection

- Regular chaplain oversight ensures early detection of potential taint
- Demonstrated ability to maintain function in heavily warp-contaminated environments

TACTICAL APPLICATIONS:

1. Early Warning System

- War beasts provide reliable advance warning of daemonic manifestation
- Particularly valuable in populated areas where subtle signs might be missed
- Can detect warp traces hours or days after daemon presence
- Effective at identifying compromised locations requiring purification

2. Void Ship Operations

- Successfully detected Gellar Field fluctuations before instrumental detection
- Identified numerous attempts at warp entity manifestation during void travel
- Proven effective at locating hidden cults during void ship sweeps
- Notable success in Space Hulk purification operations

3. Urban Combat

- Exceptional performance in hive city operations
- Ability to navigate complex urban environments while maintaining detection capabilities
- Particularly effective when paired with Inquisitorial storm troopers
- Successful track record in civilian population screening

STRATEGIC VALUE:

The war beasts represent a unique and valuable asset in anti-daemonic operations. Their ability to detect warp manifestations without technological assistance makes them particularly valuable in scenarios where standard detection equipment may be compromised or ineffective.

RECOMMENDED PROTOCOLS:

1. Deployment Priorities

- Priority assignment to suspected possession cases
- Integration with Inquisitorial investigation teams where possible

- Deployment alongside Grey Knights in specialized operations
- Utilization in screening potential cult activity

2. Operational Security

- Maintain strict information control regarding full capabilities
- Restrict knowledge of breeding programs to necessary personnel
- Consider establishment of similar programs for Inquisitorial forces
- Protect genetic enhancement data as highest-level secret

LIMITATIONS AND CONCERNS:

1. Resource Investment

- Limited numbers available
- Extensive training period required
- Complex genetic modification process
- Requires specialized handler training

2. Operational Constraints

- Must be deployed with Blood Wolves handlers
- Range limitations compared to technological alternatives
- Requires regular chaplain oversight
- Cannot be separated from chapter structure

RECOMMENDATIONS:

1. Immediate Implementation

- Increase cooperation with Blood Wolves in anti-daemonic operations
- Establish priority communication protocols for war beast deployment requests
- Document all war beast detection incidents for pattern analysis
- Develop standardized deployment protocols

2. Long-term Considerations

- Study possibility of adapting genetic modifications for other applications
- Consider establishing dedicated Inquisitorial liaison program
- Investigate potential for expanding breeding program
- Research enhancement of existing capabilities

CONCLUSION:

The Blood Wolves war beasts represent a valuable and unique asset in the Imperium's fight against daemoninc incursion. Their abilities complement existing detection methods and provide reliable early warning of warp-based threats. Continued support and development of this program is highly recommended.

PERSONAL ADDENDUM:

Having personally witnessed these creatures in action, I can attest to their effectiveness. During the Perditus Hive incident, a single war beast detected a greater daemon's manifestation three hours before our most sensitive auspex arrays registered any anomaly. The advance warning saved thousands of lives and allowed for successful containment.

AUTHENTICATION

[Inquisitorial Seal]
[Authorization Codes]
[Vermillion Clearance Verification]

DISTRIBUTION:

- Ordo Malleus High Command
- Select Grey Knights Watch Fortresses
- Designated Inquisitorial Libraries
- Blood Wolves Chapter Command (Redacted Version)

THOUGHT FOR THE DAY: The vigilant eye sees the enemy before the sword strikes.

Founding

The Blood Wolves were founded as an additional resource to help free hive worlds from mutants and black crusades by the will of the high lords of Terra when the rise of psyker numbers amongst the population led to more and more warp related incidents.

It is suspected, but not documented in chapter knowledge, that they may not have been given a world, because they have long been travelling on their rather small fleet. Genetic anomalies and an unusually strong Librarium are documented to have been added as an experimental feature for battling enemy psykers and other users of the warp.

The current lack of heavy equipment was not an initial issue, but much of it was lost over time and many battles. This increased the recruitment of psykers instead, since the resupply of especially tanks was not reliable due to the uneasy relationship with the Adeptus Mechanicus.

Their initial group of space marines was recruited from multiple tribal hunter societies that were specialists in stalking and hunting dangerous prey. Their belief in the power of blood reflects in the blood brotherhoods between different battle brothers being extremely common.

In the aftermath of Incident 600.M41, which saw an entire company vanish from the records, the chapter underwent a significant reorganization of its companies and leadership structures to address the undisclosed reasons behind the loss. Among the Blood Wolves, the incident remains a fraught and difficult subject, avoided in discussions to ensure none provoke the many Inquisitorial agents whose presence aboard the fleet has since sharply increased.

Heraldry And Color Scheme



The color scheme of the blood wolves is simply based around a dark green base, representing their forest heavy tribal origin. Shoulder pads are black, with the left carrying the company number in white, latin letters, while the right has a blood red wolf head in frontal view drawn upon it. Wolves are representing their world of origin's most prolific pack hunters, making them a good match for the chapter. The drawing is simplified, merely containing the most important features.

All marines have a dark red right fist, representing their desire to draw blood. Veterans add a dark red border on their left shoulder pad, while Lieutenants, Chaplains and higher ranked officers have their company number in blood red instead of the usual white.

Specialists are distinguished with different colors as well. Smiths have a dark bronze fist instead of the usual dark red one, while Chaplains have a bone colored right fist guard.

Senior command is shown by having the neck armor piece in dark red, making Arch Chaplains, Captains and Master Smiths easy enough to identify.

The first company differs from the color scheme slightly by having their left shoulder pad in blood red, representing their shame because of recent losses.

Banners are usually similar to the shoulder pads, having a black base and a blood red wolf head on them. Additionally they usually have the company number in white right below the wolf head, so that it is easy to recognise them.

On the left knee pad most space marines have a single character, showing their current psi rating according to the imperial standard. All space marines lacking this are processed as quickly as possible to enable better planning.



Gene Seed



Their gene seed is considered pure, even if they seem to have an unusually high rate of psykers in their ranks. It is suspected that at least all officers have some degree of trained potential, but this is not officially confirmed to any outside the chapter.

The origin is speculated about by both the wolves as well as imperial institutions. While their own records state that they are sons of Gulliman, this is very unlikely. Some suspect a relationship with Corvus Corax for similarities in combat doctrine, others consider Jaghatai Khan a more likely candidate.

Most of the wolves see this lack of a known origin as an issue, but not a currently pressing one. Their survival and service to the imperium is considered a higher priority than hunting for this information.

This does not mean that there aren't chaplains, arc chaplains, sergeants and captains trying to research the matter, but so far they have been unable to

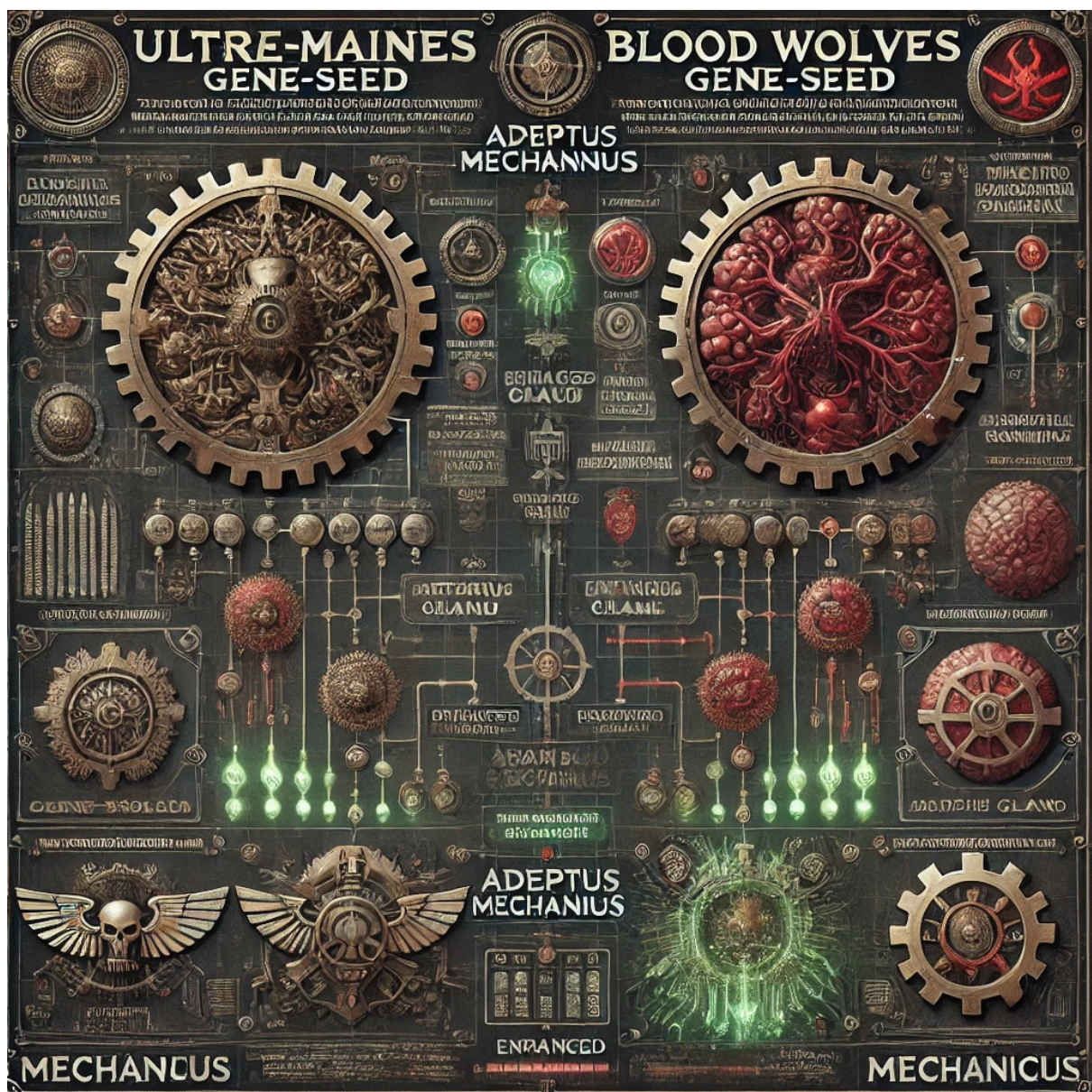
determine their origins. Knowledge is assumed to exist in the Mechanicus and the Inquisition, but has so far not been shared.

Flaws

There are two known flaws among the Wolves. The most obvious is their lack of restraint when hunting heretics, often leading to them ripping out throats with their bare teeth.

The second one is their non conformity to the Codex Astartes, created by losing a large number of their older brothers to a conflict with a chaos uprising backed by one of the traitor warband and having to deal with a smaller number of officers.

Additionally the psychic abilities lead to warp instabilities and the threat of possession amongst even rank and file troopers.



Psychic Abilities



Internal and external suspicions exist to their gene seed potentially having a so far undetected mutation that awakens psychic abilities. Internal scrutiny has led to an alternative suspicion not shared outside the chapter though.

With the number of space marines in a potential Librarium exceeding the number of normal battle brothers, the responsibilities for training have long been integrated into the chaplains and the librarians have been reintegrated.

Many of the chapter's chaplains suspect that the ritualistic sharing of blood helps awaken the psyker's abilities while also strengthening their resolve and will. They remain vigilant of corruption though, including monitoring each other.

In any case the strength of psychic abilities grows with age, even for those originally

barely considered psychic.

Recruitment



Initial recruits were collected from multiple tribal hunter societies, but the requirement was since relaxed. Most of the current recruits are from worlds that the chapter is fighting on or has fought on.

The average age for new recruits is 3 to 6 years, where physical health and psychic potential are screened. Currently constant recruiting is done by the fleet to make sure the chapter doesn't run out of new candidates to replenish the recent losses.

Additional recruits are sometimes provided by inquisitorial forces when they suspect psychic potential and the child is young enough to start his training.

Other imperial organisations also supply potential candidates, but usually don't know about the desired psychic abilities of the child and his usefulness to the chapter is often limited to none Astartes positions.

The specialised harvest frigates constantly patrol nearby systems and screen hundreds of potential candidates to keep the chapter strength similar or even increase it without having to reduce the strict quality rules as well as the psychic potential requirement. Losses during training, indoctrination and suspected corruption make this a high priority task.

Indoctrination



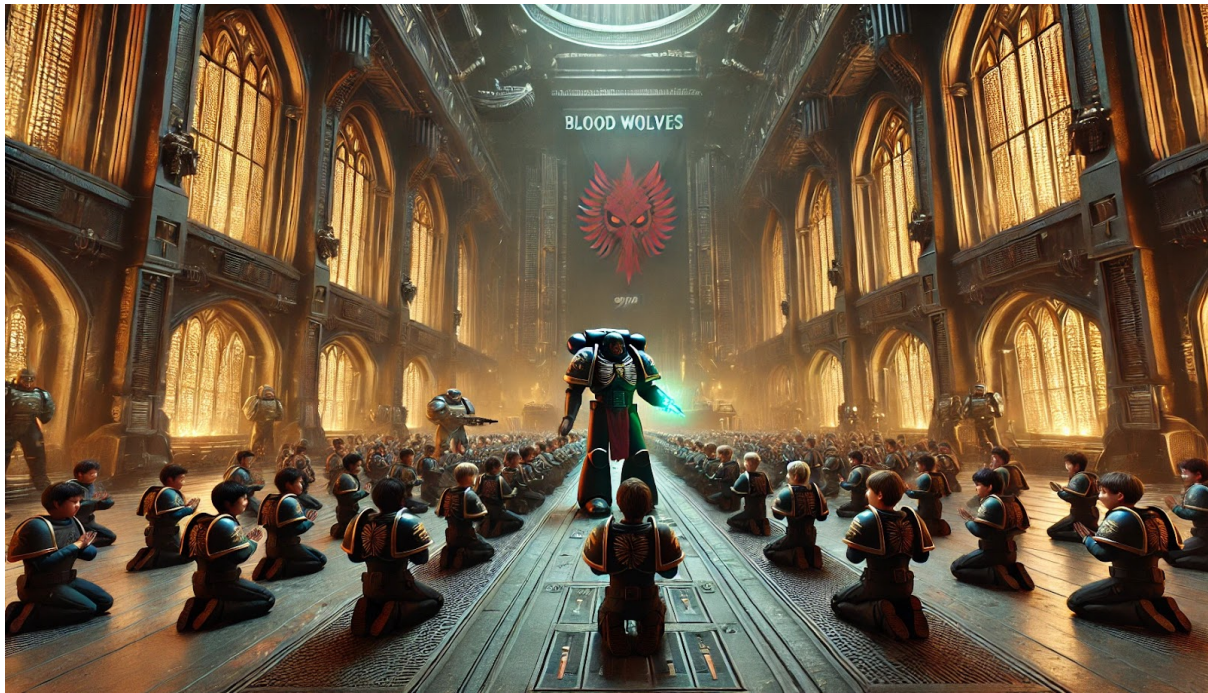
Boys recruited usually don't remember their previous life at all. This leads to them being brought up by battle brothers and especially the Chaplains on the fleet.

A large part of this is physical training, but training in knowledge of history and mental strengthening are also major parts.

Many boys don't survive this phase, even dying before the first implants are administered, but the survivors could be fielded as very potent scouts in the 7th company if absolutely required.

As a show of respect, all boys receive a name from reading their fate. A first name in high gothic with a last name in low gothic that represents their foretold future.

Training



Training starts the moment boys join the program. While first playful, the focus on strength of will and self control drives all lessons by the chaplains.

After a few years, within the age range of 5 to 10, physical training is added, teaching both art and duelling under the vigilant eyes of at least one chaplain. It is made clear to all that they will deal with anyone that shows signs of strong emotions or lack of self control.

The third group of training adds controlling their psychic abilities as well as shooting pistols around the age of 10. Support is given from older battle brothers, who act as guides and mentors. The strict focus is on control and preventive executions are relatively common.

The last group of training starts once they reach the age of 15. Added are psychic specialisations and company specific drills, enabling the aspirants to join any of the companies once they reach full Astartes potential.

Further expansion and specialization of psychic potential is continued across the life of the battle brother, supported by their more senior brothers.

While these training sessions sharpen the scalpel that the wolves are meant to be, stories told by the brothers help shape the outlook and goals of the young.

Inter-role training is permanent, while assignment to roles is temporary, changing on a regular basis to make sure that every brother can replace every other brother if required. This is a necessity due to the likelihood of brothers dying due to perceived corruption or instability. The only roles not switching with other roles are the smith and chaplain roles, where the recruits are selected based on psychic talent expression.

Religion

While officially not believing in any gods, the wolves honor the emperor and their

shared blood. This is re-enforced in regular group sessions with chaplains, where worries of brother marines are discussed and proposed solutions recorded for later reference.

Worries are considered an integral part of serving the emperor better, so punishment in or after the sessions is almost unheard of.

A ritualistic sharing of blood in the emperor's name in a squad is considered a holy bond. It binds the brothers to their sergeant and to each other.

Prayers, learned from the chaplains, are uttered invoking the emperor and their blood, calling upon the power He placed in it.

Traditions

With their origin in tribes, a lot of the traditions are rooted there as well. Out of many initial pastimes, the following are the most common.

Story Telling

Telling stories about important events and recent battles, the wolves celebrate their hard fought successes and share wisdom across companies, ranks and even seniority.

The telling of stories is craft, that few ever perfect, but it is one of the pastimes of many space marines and the hall is usually entertained by multiple stories a night, ranging from heroic last stands to crafty ambushes.

Duels



One of the common practices are mock battles between battle brothers. These are usually fought in a circle and cheered on by their squads' members. While these duels are part of a tournament, one of the most important matters is testing new and old tactics.

Space marines are using skillfully carved, often ancient ritual swords but don't don their power armor.

Moderate and severe injuries are rare since the fights end on first drawn blood or on the watching chaplain's command. The chaplain is responsible for maintaining a mindset of learning and mutual respect between the combatants, ensuring they remain fit for duty.

Bone-Carving



A common sight on wolves in their civilian clothes are small tokens of recognition or thanks granted to them by other brothers. These tokens are all hand made, usually showing prey hunted by wolves. These are carved from bones of different beasts by utilising a combat knife with great precision. Once carving is finished, it is finalised with a few drops of blood.

Blood Brotherhood



Exchanges of blood are common across all ranks of the chapter. Binding themselves to each other is considered a strength rather than a weakness, due to it providing additional stability in the paranoid surroundings.

It is customary that the sharing of blood is offered by the older space marine. If accepted, blood of both space marines is mixed and drunk with the younger space marine starting.

The ritual may be repeated again over time, so that the bonds get strengthened and the brotherhood confirmed.

The strict ritualistic execution of the blood bond is regularly watched and officially confirmed by agents of the inquisition, considering any deviation a potential warning of growing taint.

Blood-Forged Weapons



When a Battle Brother achieves their first significant victory, they participate in a ritual where they forge their own combat blade, mixing a few drops of their blood into the cooling metal.

These personally crafted weapons are considered extensions of their will and are often used in Blood Bond rituals.

Mental Challenges

All space marines are under constant surveillance by each other, the chaplains and the inquisitorial guests on their respective vessels. This leads to a paranoia that

makes it sometimes hard to work alongside each other. Ritual blood sharing is employed to create a bond that supersedes the paranoia within a squad.

Meditation within the squad is also employed on an irregular basis, helping the space marines deal with their ferocity in combat. Drugs to reduce stress may be administered by a relevant chaplain to support the process.

Surveillance

Chaplains and their wolves are always on the lookout for emotional instability.

Disliked are the inquisitorial agents that sometimes supervise interviews and tests for corruption. They are seen as a necessary evil, a price to be paid, but all are concerned about what they may understand and report to their superiors.

Surveillance and vigilance are also on the mind of battle brothers, since it is highly suggested to them that their own vigilance can save the life and soul of their blood-bonded battle brothers.

Bonding

Regular squad wide meditations and blood sharing rituals strengthen the resolve and the connection between battle brothers.

Additionally regular group exercises for psychic and combat abilities and the shared meals help camaraderie to survive even in the surveillance heavy environment. Carved bone tokens representing respect are also often shared to thank each other.

INQUISITORIAL INVESTIGATION REPORT

CLASSIFIED: EXTREMIS SECRETIS

Inquisitor Kaira Valdemann, Ordo Xenos

SUBJECT: BLOOD WOLVES SPACE MARINE CHAPTER

STATUS: ONGOING INVESTIGATION

THREAT ASSESSMENT: INDETERMINATE

PRELIMINARY FINDINGS

1. ORGANIZATIONAL ANOMALIES

- Chapter structure deviates significantly from standard Codex Astartes protocols
- Unusual recruitment and transformation rituals observed
- Minimal external communication with other Imperial entities

2. RITUALISTIC PRACTICES

- Extensive blood-based ceremonial procedures documented
- Ritualistic consumption of genetic material during induction ceremonies
- Potential psycho-genetic amplification through hematic transfer

3. PSYKER CONCENTRATION

- Unprecedented high concentration of psychic potential within chapter ranks
- Approximately 37% of identified Battle-Brothers exhibit latent to active psychic abilities
- Psyker manifestations not conforming to standard Imperial sanctioning protocols

POTENTIAL CONCERNS

Blood Rituals

- Observed practices involve complex blood-exchange ceremonies
- Genetic material used in what appears to be quasi-spiritual transformation processes
- CRITICAL NOTE: Rituals currently assessed as non-conclusively heretical

Psychic Manifestations

- Psykers demonstrate unusual stability
- Minimal warp-corruption indicators
- Controlled psychic energy projection suggests disciplined

training

INVESTIGATIVE RECOMMENDATIONS

- Continued covert surveillance
- Genetic and psychic pattern analysis
- Limited direct intervention

CURRENT THREAT CLASSIFICATION

WATCH STATUS: YELLOW

- Not immediately threatening
- Requires ongoing comprehensive monitoring

PERSONAL OBSERVATION

The Blood Wolves represent a complex anomaly within the Adeptus Astartes. Their practices border on the esoteric but do not definitively cross the threshold of outright heresy. Extreme caution and nuanced investigation are paramount.

INQUISITORIAL SEAL

Vigilance. Secrecy. Determination.

Signed,
Inquisitor Kaira Valdemann
Ordo Xenos, Segmentum Obscurus
By the Emperor's Divine Will

Biology

The chapter's gene seed seems to lack the Betcher's Gland, replacing it with the Artimus Gland that improves their hardness of teeth and allows for regrowing them. As a side effect the teeth are unusually sharp. It is no longer known if this was a desired change based on sharks of Terra, or a mutation.

Between the steps of introducing the additional organs, the candidates share blood from older, experienced brothers. They believe this shares some of their strength and experience, even if that has never been proven.

All Space Marines have a light skin tone, providing natural contrast with their almost black eyes and quickly growing, black hair.

Their fluid, predator-like movements lead to quick reactions, while their stoic faces betray their supreme self control.

Artimus Gland

The Artimus Gland is a notable divergence from the usual Betcher's Gland. The replacement was likely desired for increased terror in their enemies, especially when combined with the rage inducing drugs potentially administered.

Multiple reviews by Magus Biologis confirmed that benefit for terror inducing tactics outweighs the loss of the usual Betcher's Gland for the older, experimental Artimus Gland.

Omega Gland

As required by the Adeptus Mechanicus, an additional organ was added to all space marines after the first Artimus Gland screening. The Omega Gland is a small, peach sized organ that reacts to heightened emotional activity with concentration enhancing and will strengthen drugs. These drugs are synthesized by the body at a high rate, allowing for up to 3 daily uses.

Primaris

The chapter has not taken any Primaris in yet. There are some yet to be solved compatibility issues with the specialized gene seed of the chapter and the size would lead to short term issues with transport capacities.

Some in the council of captains agree with that decision, but so far the chapter master is in favour of keeping what has been the status quo and merely testing recruitment strategies that solve the compatibility issues with assistance and oversight from Magos Biologis. It is assumed that a solution will be found.

It is expected that with the new chapter master this decision will be revisited, especially since he has experience with fighting side by side with primaris marines.

Beasts of War



The blood wolves employ an actual breed of large, muscular wolves with their chaplains. Genetically enhanced, these beasts are utterly loyal and will defend their brothers even against the most heinous creatures of the warp.

Their eyes burn with an uncanny intelligence not expected of such beasts, betraying their ability to sense the ebb and flow of the warp.

Like their Blood Wolf masters, these war beasts possess the Artemis Gland, a modification that grants them razor-sharp teeth capable of tearing through flesh and bone with ease. Their bite is legendary among the Chapter, said to be able to sever limbs and crush skulls with a single snap.

Their main purpose is the fight against the warp though. With their fine, enhanced olfactory senses they are able to detect changes in smell on space marines, that would indicate unusual emotions or stress. These space marines are then further examined by the attached chaplain to determine the need for an execution.

Recent genetic enhancements have made them partially aware of the approximate strength of the warp in an area, warning of potentially risky environments.

In cases of dire need or to protect scouting missions, war beasts are sometimes deployed with sergeants of the 8th company and without a chaplain.

Development

In the first eight weeks of their life the 4 to 6 pups of a litter remain with their mother in a breeding chamber. While enhancements of approximately 20% genetically compatible pups begin here, the pups are warded from external influence outside of handler candidate imprinting once their enhanced senses become noticeable.

At around two months old the pups move from spending their time mostly with their mother to spending their time mostly with their handler candidates. They are further screened and slowly introduced to the chapter's environment. This includes socialisation, obedience training and first simulated combat exercises, leaving around 50% of the remaining pups in feasible condition.

When early corruption detection abilities emerge around the four month mark, the young war beasts are transferred fully to their handlers, starting bond-matching and scent detection training alongside others of their age. Pack coordination and intensive physical conditioning are combined with combat training while the enhancement procedures are finalized. This further reduces the number of young war beasts.

Further combat training starts after reaching eight months of age, usually combined with training in void-environments and ships. This ensures that the pack tactics learned are trained and the war beasts are familiar with all required environments. Lastly they spend time learning to further distinguish potential corruption, making sure they don't over- or under-react to their senses and the bond to their handler is strengthened appropriately, with nearly 60% of the war beasts failing to properly connect.

In the last six months until their second year of life they pass trials with their handlers and finalize their training in combat, ritual surveillance as well as advanced detection abilities. With their enhancements and augmentation finishing, they are ready for active duty.

This active duty is reached by around 2-3% of the war beasts born and usually lasts for the next ten to sixteen years, with peak combat performance being between year three and twelve, while peak detection abilities are achieved in the later years, when they are moved to senior service.

Exceptions exist, but exceeding twenty five years of life is rare, with exceptional specimens even serving chaplains up to their thirties. All in all their lifespan is significantly enhanced by their psychic connection and gene enhancements, so that the effort spent on them is worthwhile and the losses during training and enhancement possible.

MECHANICUS GENETIC RESEARCH PROTOCOL

Classified: Adeptus Mechanicus - Officio Biologis

Reference Designation: BW-GENSEQ-073.M41

INVOCATION OF THE OMNISSIAH

By the sacred algorithms of genetic transfer, we seek illumination.

GENOMIC ANALYSIS: BLOOD WOLVES SPACE MARINE CHAPTER

CURRENT PRIMARCH HYPOTHETICAL LINEAGE: UNRESOLVED

1. Primary Genetic Variance Observation

- Initial assumptions of Ultramarines genetic inheritance (Roboute Guilliman) have been systematically invalidated through rigorous biochemical analysis
- Genetic markers demonstrate significant divergence from standard Ultramarines gene-seed template

2. POTENTIAL PRIMARCH GENETIC MARKERS

Corvus Corax Hypothesis

- Detected genetic resonance with Ravens Guard chromosomal structures
- Observed mutation patterns consistent with stealth-adaptive genetic potential
- Biomechanical efficiency indicators: 87.3% correlation

Jaghatai Khan Hypothesis

- Accelerated metabolic response sequences detected
- Genetic markers suggesting extreme mobility and rapid cellular regeneration
- Speed-adapted genetic modifications: 79.6% probability match

METHODOLOGICAL APPROACH

- Quantum-encoded genetic sequencing
- Nano-molecular cross-referencing
- Holographic genetic projection analysis

LIMITATIONS OF CURRENT RESEARCH

- Genetic data: 62.4% comprehensive

- Primarch lineage: INCONCLUSIVE
- Further sanctified research required

TECHNOLOGICAL BLESSING

May the Omnisiah guide our sacred decryption of genetic mysteries.

AUTHORIZED BY:

Magos Genetor Sigma-Epsilon 427
Divisio Biologis, Mars Sector Gamma
Praise be the Machine God. Knowledge is power.

Combat Doctrine



They prefer melee combat, hunting heretics and their allies in small groups. Open warfare is avoided at all costs, since rebuilding the lost numbers takes a long time.

A chainsword and bolter pistol are considered the default armaments, with both plasma guns and force swords being unusually common among the officers.

If forced into open combat, they tend to employ psychic powers to close the distance quickly.

The rare Dreadnoughts support combat in more open areas with flames.

The usual strategy is breaking down enemy forces to pick them off in smaller pieces. Only if no other force is available to bear the brunt of an enemy attack, the wolves will opt for a more open warfare.

Even in this case they will try to use terrain and their thunderhawks to encircle groups of enemies instead of bearing the brunt of a frontal assault.

Combat Drugging

To prevent losses and secure important objectives, the chapter may employ a battle rage drug against their enemies.

This administration is always accompanied by strict physiological and psychological screening after the battle. Reasons for its administration are recorded, preserved and reviewed by another two captains to achieve prudent resource use and avoid endangering their company's souls.

While the drugs are produced on the fleet, the supply is limited, making the decision to employ them even more important.

Ambushes



Ambush tactics are employed against many enemies. Especially specialised armies are targeted to minimize their effectiveness.

Psychic powers of the involved squads are used to reduce the likelihood of the brothers being found before the expected time, cloaking them from enemy eyes and sensors.

Hit And Run

Using the existing vehicles, including bikes, jump packs or the "walk of the predator" psychic ability, hit-and-run tactics are employed to counter the ranged advantage of

enemies. These are especially effective at breaking the morale and firing lines of ranged combatants.

IMPERIAL DEPARTMENTO MUNITORUM

CLASSIFIED OPERATIONAL REPORT

Hive City Taranthus Pacification

OPERATIONAL SUMMARY

Objective: Elimination of Genestealer Cult Infestation
Commanding Officer: Commissar Elias Voren, 72nd Taranthus
Imperial Guard Regiment

COMBAT ASSESSMENT: BLOOD WOLVES SPACE MARINE INTERVENTION

1. INITIAL ENGAGEMENT

- Blood Wolves Chapter elements deployed with surgical precision
- Identified and isolated primary cult concentrations within Hive City Secundus
- Utilized advanced reconnaissance techniques to map entire cult infrastructure

2. TACTICAL APPROACH

- Combination of targeted psychic intelligence and brutal close-combat methodology
- Minimal collateral damage to Imperial civilian population
- Unprecedented efficiency in cult disruption and elimination

3. PSYCHOLOGICAL WARFARE

- Marines demonstrated extraordinary tracking capabilities
- Psychic resonance used to isolate and predict cult movement patterns
- Systematic elimination of cult leadership hierarchy

NOTABLE COMBAT OBSERVATIONS

1. MELEE ENGAGEMENT PROTOCOLS

- Unprecedented ferocity in close-quarters combat
- Marines displayed near-berserker rage during patriarch confrontation
- Observed complete destruction of genetic lineage leadership

2. PSYCHIC INTERVENTION

- Confirmed use of advanced psychic tracking techniques
- Ability to sense and isolate genestealer genetic signatures
- Minimal warp disturbance during psychic operations

CASUALTIES AND LOSSES

- Imperial Guard: 127 personnel
- Blood Wolves: Minimal casualties (estimated 3-4 marines)
- Genestealer Cult: Total elimination

STRATEGIC IMPLICATIONS

The Blood Wolves demonstrated capabilities far beyond standard Space Marine interventions. Their unique approach, combining surgical strikes, psychic intelligence, and overwhelming close-combat prowess, provides a template for future xenos elimination protocols.

PERSONAL OBSERVATION

During the patriarch's termination, observed marines entering a state of controlled rage. The brutality was surgical yet visceral, a testament to their specialized training and genetic modifications.

RECOMMENDED FUTURE INTERACTIONS

- Continued monitoring of Chapter capabilities
- Potential integration of tracking methodologies into Imperial intelligence protocols

Signed,

Commissar Elias Voren

72nd Taranthus Imperial Guard Regiment

For the Emperor. For Humanity.

Daily Routines

The life of a Blood Wolf is carefully structured to maintain both combat readiness and psychological stability. Their daily routines reflect the unique challenges of managing their psychic gifts while upholding their duties as Space Marines.

Morning Rituals

Dawn begins with ritual meditation led by the company's Arc Chaplain or his designates. These sessions focus on strengthening mental barriers and reinforcing psychic control. Battle-brothers gather in small groups, their war beasts stationed at the chamber's periphery to monitor for any signs of instability.

Following meditation, brothers participate in combat drills, with an emphasis on close-quarters fighting and psychic coordination. These sessions typically pair more experienced marines with younger brothers, fostering both skill development and mentorship bonds.

Daily Duties

Regular training occupies significant portions of each day:

- Close combat practice with ritual weapons
- Psychic power control exercises
- Tactical simulations
- Weapons maintenance and practice
- War beast coordination drills

Special emphasis is placed on joint training exercises that strengthen blood bonds between squad nrm mates. These sessions often conclude with ritual sparring matches observed by chaplains.

Knowledge Acquisition

Dedicated study periods are mandatory for all battle-brothers, focusing on:

- Chapter history and traditions
- Combat doctrine refinement
- Technical knowledge
- Enemy tactical analysis
- Imperial strategic updates

Senior brothers often lead discussion groups analyzing recent battles and sharing tactical insights. These sessions are recorded and archived for future reference

Beast Handling

War beast care is a daily responsibility for designated handlers, involving:

- Feeding and exercise routines
- Combat training sessions

- Health monitoring
- Psychic attunement exercises
- Pack hierarchy maintenance

Every brother is expected to maintain familiarity with war beast handling, as these creatures serve crucial roles in detecting psychological instability.

Observational Report: Blood Wolves Chapter Operations

Author: Brother-Sergeant Cassius Varro, Ultramarines 2nd Company

Subject: Cultural and Tactical Assessment

Vessel: Strike Cruiser "Predator's Grace"

Duration: One Standard Month

Executive Summary

At the Chapter Master's request, I have completed my observational deployment aboard the Blood Wolves vessel "Predator's Grace." While their divergence from the Codex Astartes is concerning, their operational efficiency remains noteworthy, if unorthodox.

Daily Structure

The Blood Wolves maintain a schedule that would be nearly unrecognizable to our battle-brothers. Their day begins not with tactical briefings, but with mass meditation sessions led by their Chaplains. The presence of their war beasts during these sessions was initially disturbing - these enhanced creatures pace the chambers like restless sentinels.

Their morning combat drills demonstrate concerning deviations from Codex protocols. Rather than focusing on standardized combat formations, they emphasize fluid, pack-like movements. Their reliance on psychic abilities during these drills borders on excessive.

Combat Training

Their approach to combat training warrants particular attention

- Heavy emphasis on close combat, often at the expense of ranged warfare practice
- Integration of psychic abilities into standard combat maneuvers
- Unusual focus on ambush tactics and stealth operations
- Regular "blood bond" rituals between training partners
- Extensive use of war beasts in tactical exercises

While effective, their methods lack the surgical precision outlined in the Codex Astartes.

Maintenance and Duties

Ship maintenance follows a more recognizable pattern, though their Forge Master's methods deserve scrutiny

- Regular equipment maintenance, though their ritual bone-carving seems unnecessary
- Extensive psychic warding of critical systems
- War beast patrols of vital areas
- Constant chaplain oversight of all activities
- Integration of tribal rituals into standard procedures

Meal Practices

Their meal gatherings are particularly noteworthy. Unlike our efficient nutrient consumption periods, they treat these as important social and cultural events

- Extended periods of storytelling
- Ritual sharing of combat experiences
- Chaplain-led discussions of recent operations
- War beast feeding integrated with marine meals
- Regular blood-sharing ceremonies

Areas of Concern

Several practices require further investigation

- High frequency of psychic activity
- Irregular command structure
- Non-standard combat drug usage
- Tribal influence on Imperial rituals
- Deviation from Codex organizational structure

Positive Observations

Despite their divergence from the Codex Astartes, certain aspects of their operations show merit:

- Exceptional unit cohesion
- Strong spiritual devotion
- Effective corruption detection methods
- Impressive strategic adaptability
- High morale despite constant surveillance

Combat Effectiveness

Their combat methodology, while unorthodox, demonstrates undeniable efficiency:

- Superior close-combat capabilities
- Effective integration of psychic warfare
- Excellent urban combat tactics
- Strong anti-corruption protocols
- Impressive stealth operation capabilities

Strategic Implications

Recommendation for future joint operations:

- Utilize Blood Wolves for urban warfare scenarios

- Employ their stealth capabilities for reconnaissance
- Leverage their anti-corruption expertise
- Maintain separation of ritualistic practices
- Monitor psychic activities during joint deployments

Personal Observations

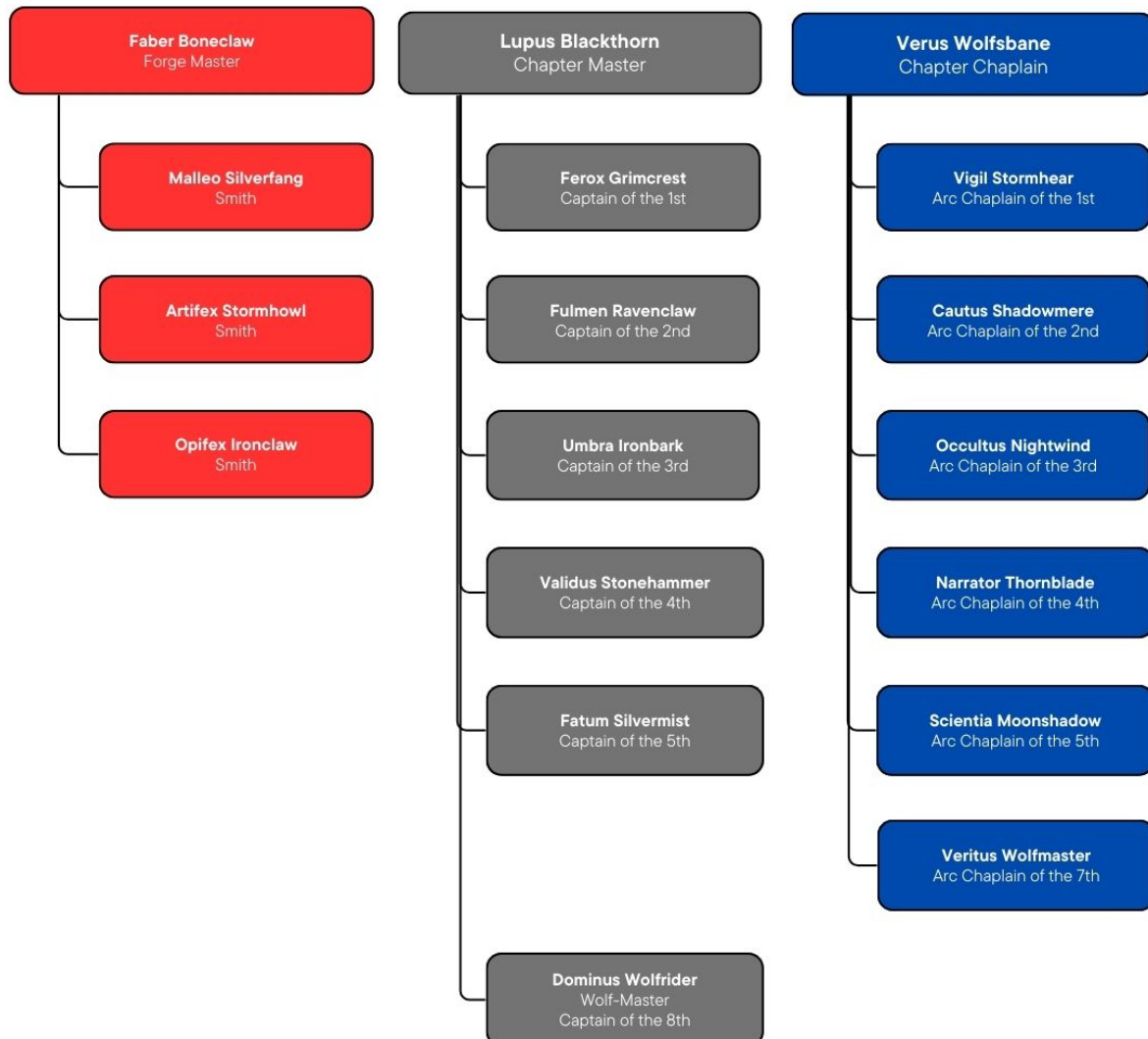
While their deviation from the Codex Astartes remains concerning, their effectiveness cannot be denied. Their methods, though divergent from our own, appear well-suited to their specialized role in the Emperor's service. Their constant vigilance against corruption, while paranoid by our standards, appears necessary given their high concentration of psykers.

Conclusion

The Blood Wolves represent an effective, if unconventional, fighting force. While I cannot recommend adoption of their methods, their specialized role appears to justify their deviation from standard protocols. Future cooperation should be approached with careful consideration of their unique operational requirements.

For the Emperor's Glory,
Brother-Sergeant Cassius Varro
Ultramarines 2nd Company
Bearer of the Laurel of Defiance
[Report carries the Seal of the Ultramarines 2nd Company]

Organisation



They are severely below the intended size of a chapter, only fielding five distinct companies of around 125 space marines each. None of the units has terminator armor or scouts attached anymore, leading to them being considered equal places to serve.

The number of companies was originally standard compliant, but due to severe losses suffered is now limited by the lack of ships, as the fleet is very small and the number of experienced space marines is unusually small due to rare psychic incidents and early execution of brothers that may have been corrupted.

The Blood Wolves once fielded a sixth company, its fate lost to tragedy aboard the Strike Cruiser Truth's Shadow. Though officially recorded as a warp breach caused by unforeseen anomalies, fragments of intercepted vox-transmissions suggest far graver implications. The Blood Wolves speak of the 6th Company only in reverent silence, unsure of what truly transpired.

This loss haunts the chapter's leadership. The Chaplains preach vigilance over pride, invoking the memory of their fallen brothers to demand greater control over their rituals and psychic practices. Though they do not know the truth, the Blood Wolves are driven by an unspoken fear—never again will they allow the warp to claim them so completely.

Neophytes are completely outside the combat teams until their transformation is done to minimize the losses suffered, due to many of them already dying due to the harsh psyker selection criteria employed. They make up a purely theoretical 7th company of scouts with a rather unstable member count.

BLOOD WOLVES



CASTLE DRAGON



The chapter's activities with only five companies require careful strategic deployment and resource management. While this smaller size limits their ability to engage in prolonged campaigns, it enables them to maintain high mobility and operate with surgical precision.

Each company is capable of splitting into smaller strike forces when needed, allowing the chapter to maintain presence across multiple fronts while preserving their core strength.

Transport logistics are handled through a combination of their own fleet and cooperative arrangements with the Imperial Navy. These partnerships, though sometimes uneasy, significantly enhance their operational reach. The chapter maintains a careful balance between keeping companies available for critical emergencies and meeting immediate battlefield needs.

Long campaigns are generally avoided for several key reasons:

- Preserves their limited numbers for critical interventions
- Allows regular rotation for psychological screening and corruption checks
- Enables continuous recruitment and training to maintain chapter strength
- Keeps their ships available for rapid response to emerging threats

When supporting other Imperial forces, the chapter is direct about their time limitations, emphasizing their role as specialist interventionists rather than front-line garrison troops. This approach has earned them both respect and frustration from various Imperial commanders, but the chapter maintains that their first duty is remaining available to counter the most serious threats to the Imperium.

Specialists



Unlike most other chapters the Blood Wolves don't employ specialised psykers, but allow their officers to use their own potential.

To make sure that no one gets corrupted, the number of chaplains is higher than usual, including both their duties as well as those of an Apothecarius to maximise their ability to detect corruption.



Captains

Captains are one of the rarest and most valuable members of the order, shaping the battlefields and their companies with powerful psychic abilities and equally threatening combat abilities.

While being under constant watch from the chaplains, captains must prove their worth every day anew. While today there are only 5 captains, there are older records mentioning a sixth company. Their fate is likely only known to the arc chaplains and maybe some of the dreadnoughts.

Sergeants

Sergeants are usually equipped with plasma pistols or shields and force swords. In addition to grenades, they tend to be energy shielded. This makes sure they can stand toe to toe with powerful leaders of the enemies.

Their psychic powers are focussed on suppressing enemy soldiers or improving their squad's combat performance.

Arc Chaplains

The Arc Chaplains are controlling their subordinate chaplains in their respective company. Their focus is on making sure that there is no worship in the chapter while taking part in the council of captains as equals.

Usually they have around 12 chaplains reporting to them directly.

Chaplains

Chaplains tend to have the morale, mental and physical health of their brothers as their main concern. Guarded by specifically gene-crafted wolves, they administer combat drugs and use their psychic powers and gear to heal wounds to quickly allow space marines to return to combat. All chaplains look for signs of corruption in the many psykers of the chapter and don't hesitate to execute early rather than waiting for a breach.

Regular chaplains form the backbone of the chapter's spiritual and psychological oversight, each reporting to their company's Arc Chaplain. These chaplains work directly with squads and individual battle brothers, monitoring their mental state and administering combat drugs when necessary. Each chaplain is assigned specific war beasts to assist in detecting emotional instability or corruption. They conduct daily meditation sessions, oversee blood rituals, and stand ready to execute any brother who shows signs of instability or taint. While they lack the broader authority of Arc Chaplains, they are essential to maintaining the chapter's vigilance against corruption, often being the first to notice subtle changes in their assigned battle brothers' behavior.

Forge Master



The forge master is responsible for keeping the thunderhawks and dreadnoughts in peak combat condition. Like all Blood Wolves tech-marines, they harness their psychic abilities to commune with and enhance machine spirits, making their work exceptionally effective. While forge masters oversee the maintenance, they also teach three candidates their knowledge and traditional practices like bone carving, ensuring their expertise can be preserved.

Smiths

The smiths are future candidates for the forge master position, trained in the field through direct apprenticeship. They combine traditional tech-marine duties with their psychic abilities, learning to maintain and enhance the chapter's equipment through both technological and psychic means. If one is elevated to forge master, the others retain their positions while a new candidate is selected for training.

Vehicles of War



There are currently no tanks in use. Their existence has been deemed unnecessary for the desired purpose of fighting in city areas at the time of the founding and strained Mechanicus relations have made it a hard task for the Forge Master to fix. If tanks are necessary after all, they are acquired temporarily from allied forces, often the Adeptus Arbites, since these vehicles have been useful in many combat situations.

Thunderhawks are employed in large numbers though, replacing transporters on the ground completely.



During the chapter's founding, a strategic decision was made to prioritize Dreadnoughts over tanks for urban warfare. The reasoning was that Dreadnoughts could provide heavy firepower while maintaining the maneuverability needed for city fighting, with their warrior spirits offering tactical wisdom that tanks could not. This focus on Dreadnoughts over tanks has proven effective, leading to careful preservation and maintenance of these valuable assets across the chapter's history.

The numerous Dreadnoughts serve multiple roles that would typically be filled by tanks in other chapters:

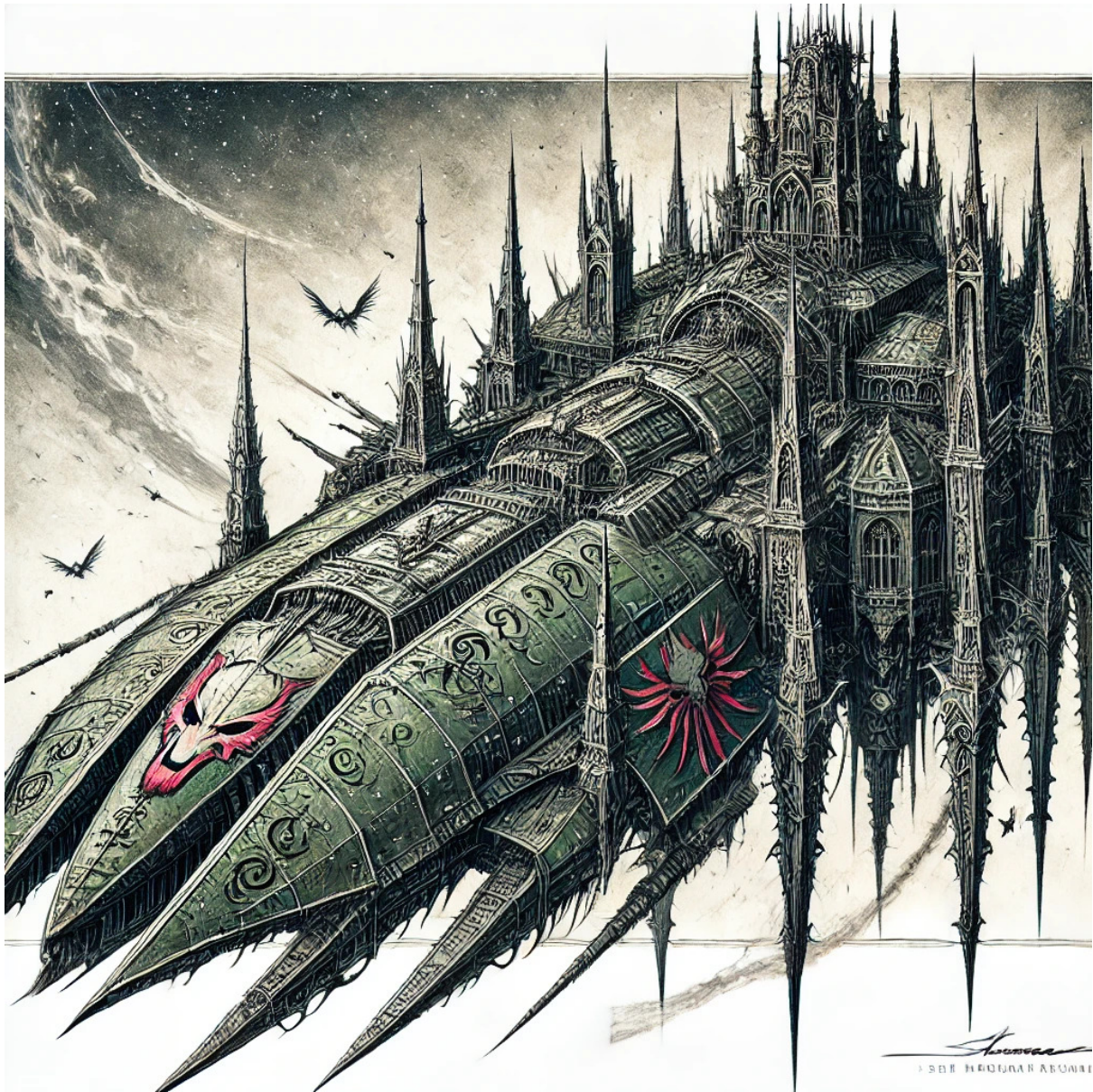
- Heavy fire support in urban environments
- Mobile strong-points for defensive operations
- Tactical advisors drawing on centuries of combat experience
- Repositories of chapter knowledge and history

Spaceships

The fleet is currently made up of 6 Strike Cruisers and 2 Light Cruisers serving as the backbone of their naval force, supported by a balanced complement of escort vessels. Each type of escort - 7 Gladius Frigates, 7 Harvest Frigates, 7 Destroyers, and 7 Raiders - serves a specific role in the chapter's operations. While the Strike Cruisers serve as the home of the companies and recruits, the Light Cruisers act as mobile command centers and strategic reserve. The diverse escort fleet allows for flexible mission profiles, with Gladius Frigates providing standard escort duties, Harvest Frigates continuing their recruitment duties, Destroyers offering heavier firepower when needed, and Raiders excelling at reconnaissance and rapid strikes. The fleet's size matches most mission requirements closely, allowing for minimal resources being bound by each target while maintaining the ability to concentrate force when necessary.

The Strike Cruisers make up the equivalent of the chapter home, usually staying within close enough distance to support each other, while the Light Cruisers coordinate broader operations and provide additional strategic depth. The escorts in turn are more mobile around their respective capital ships, making sure that the chapter can engage in multiple zones without having to make their home bases too easy to attack, while offering a variety of tactical options depending on mission requirements.

All ships contain tracking beacons, to prevent them from operating outside the view of the Inquisition and regularly report their travels and recruiting actions.



Strike Cruisers

Fang of Retribution

The chapter's flagship and mobile fortress-monastery, the Fang of Retribution, serves as the primary base for Chapter Master Lupus Blackthorn. Its halls are adorned with bone carvings and ritual chambers, while specialized facilities support the chapter's unique needs including climate-controlled chambers for war beast breeding and training. Advanced psychic dampening fields protect its gene-seed storage vaults.

Shadow Hunter

Home to the third company, this vessel has been extensively modified for stealth operations. Its hull incorporates rare materials that diffuse augur returns, while its plasma drives have been specially tuned to minimize their signature. Multiple launch bays allow for rapid deployment of Thunderhawk squadrons.

Predator's Grace

Base ship of the second company, Predator's Grace is noted for its expanded hangar facilities supporting jump pack operations. Its internal layout has been optimized for rapid deployment, with direct routes from barracks to launch bays. Ancient targeting cogitators provide exceptional accuracy for its weapon batteries.

Blood Sworn

The first company's vessel features reinforced forward armor and additional void shield generators, reflecting their role in frontal assaults. Its bridge includes specialized augur arrays for battlefield coordination, while expanded medicae facilities support combat casualty treatment.

Winter's Hunt

Primarily supporting the fourth company, this strike cruiser carries additional armor-piercing weapons to support their anti-armor specialization. Its hangars house specialized siege equipment, while reinforced internal bulkheads protect against boarding actions.

Void Stalker

The fifth company's mobile base emphasizes speed and maneuverability. Its engines have been enhanced for rapid acceleration, while advanced sensor arrays support their reconnaissance operations. Multiple small craft bays facilitate simultaneous bike squad deployments.

Light Cruisers

Spirit of Vengeance

This command and control vessel serves as a mobile headquarters for fleet operations. Its bridge features enhanced communication arrays and tactical plotting chambers. Expanded quarters house visiting Imperial officials and coordination staff.

Emperor's Blade

Serving primarily as a long-range patrol vessel, the Emperor's Blade features enhanced sensor suites and extended-duration life support systems. Its weapons are optimized for independent operation, while additional fuel capacity enables extended deployments.

Gladius Frigates

Pack Hunter's Pride

Lead vessel of the "Hunt Pack" squadron, modified with enhanced targeting systems.

Swift Retribution

Specialized for rapid strike missions with reinforced engines.

Shadow's Grace

Features stealth modifications for reconnaissance operations.

Vigilant Hunter

Carries additional sensor arrays for patrol duties.

Predator's Reach

Modified for extended-range operations with expanded supplies.

Void Seeker

Equipped with advanced augur arrays for detection missions.

Night's Fang

Optimized for close-support of larger vessels with enhanced point defense.

Harvest Frigates

Soul Seeker

Lead recruitment vessel, featuring expanded holding facilities for potential recruits.

Blood's Bounty

Specialized medical facilities for initial recruit screening and testing.

Fate's Chosen

Enhanced sensors for detecting psychic potential in population centers.

Wolves' Fortune

Mobile training facilities for initial recruit conditioning.

Gene's Promise

Dedicated genetic testing laboratories and sample storage.

Future's Grace

Advanced screening chambers for psychic evaluation.

Hope's Hunter

Mobile recruitment processing and initial training vessel.

Destroyers

Swift Vengeance

Lead ship of the destroyer squadron, optimized for pursuit operations.

Fury's Wake

Enhanced weapons systems for maximum damage output.

Ghost Stalker

Stealth modifications for ambush operations.

Emperor's Justice

Specialized for anti-fighter operations.

Blood's Lightning

High-speed interceptor configuration.

Shadow Strike

Optimized for flanking maneuvers.

Night Hunter

Advanced night-fighting capabilities.

Raiders

Silent Claw

Lead raider, featuring enhanced boarding equipment.

Void Ghost

Specialized stealth systems for infiltration.

Pack's Shadow

Enhanced speed for hit-and-run attacks.

Night's Promise

Advanced sensor jamming capabilities.

Hunter's Will

Optimized for extended scouting missions.

Spirit's Reach

Enhanced communications for coordination.

Blood's Echo

Specialized electronic warfare systems.

Dreadnoughts



In a chapter this focussed on small scale war, hulking war walkers like dreadnoughts may seem out of place. Some are ancient, some are relatively fresh, but they all share knowledge and experience of a life in constant battle.

While they are rare storytellers, they are usually advising officers of the chapter on matters of war, both within and without.

In combat they focus on bearing the brunt of any unavoidable assault, while taking out both charging troops and vehicles with their armament of a heavy flamethrower and melter.

To make sure their knowledge is not lost, most if not all are equipped with additional armor plating.

Ancient Vyrmark "The Silent Sage"

One of the oldest surviving dreadnoughts, Vyrmark was once Captain of the Third Company before a devastating encounter with Dark Eldar raiders in M40. Despite having most of his body destroyed by toxic weapons, his tactical genius and iron will remain intact. Now he serves as a key advisor to the Chapter Master, his centuries of experience particularly valuable in hunting elusive prey.

When not in combat, Vyrmark spends long periods in meditation, his enhanced senses monitoring the subtle flows of psychic energy through the fleet. He has developed an uncanny ability to detect corruption before it manifests, leading many to seek his counsel when doubting their path.

In battle, he wields a multi-melta and heavy flamer with devastating precision, his ancient machine spirit perfectly attuned to his hunting instincts. His presence alone has turned the tide of countless battles, the sight of his armored form inspiring nearby battle-brothers to greater feats of valor.

Ancient Kalistair "The Burning Judge"

Formerly an Arc Chaplain, Kalistair was mortally wounded while fighting a Greater Daemon of Tzeentch in the depths of Hive Mortis. Though his physical form was broken, his unwavering faith and psychic might proved strong enough to maintain consciousness even as his brothers interred him within his new adamantium form.

Kalistair's dreadnought chassis has been extensively modified with additional wards and sanctified engravings, allowing him to channel his considerable psychic powers through its ancient form. He maintains his role as a spiritual guardian, his enhanced sensors particularly attuned to detecting psychic disturbances that might indicate corruption.

He carries a heavy flamer blessed with unusual potency against warp entities, and a close combat weapon inscribed with prayers of purity. Battle-brothers often seek his blessing before major engagements, as his presence serves as a living reminder of the chapter's vigilance against corruption.

Ancient Theron "Ghost Walker"

Once a legendary hunter in the companies, Theron's mortal form was destroyed during a desperate mission to eliminate a Genestealer Patriarch. Though his body

was torn apart, his sacrifice allowed his brothers to complete the mission and save billions of lives.

His dreadnought form has been specially modified for stealth operations, incorporating rare technologies that dampen both its physical and psychic signature. Theron excels at ambush operations, using his enhanced sensory systems to track prey through the darkest corners of hive cities and space hulks.

He specializes in hunting larger prey, carrying a multi-melta specifically calibrated for armor penetration. His close combat weapon includes a built-in heavy flamer, allowing him to flush out hidden enemies. He often works closely with Neophytes, teaching them the art of the hunt even from within his ancient frame.

Ancient Malakai "The Storm's Voice"

Malakai was once a gifted psyker and Sergeant in the Second Company before a catastrophic warp storm incident left him clinging to life. His powerful psychic abilities and indomitable will made him an ideal candidate for internment, though the process of connecting his psychic powers to the dreadnought systems took several decades to perfect.

His chassis features unique modifications to channel and amplify his psychic abilities, including crystalline matrices and psi-conductive circuitry. In battle, he can create localized warp storms or psychic barriers while laying down supporting fire with his twin-linked heavy flamers.

Malakai serves as both warrior and advisor, his psychic abilities allowing him to communicate directly with his battle-brothers even in the heat of combat. He takes a particular interest in helping young psykers master their abilities, understanding well the dangers they face.

Ancient Corvus "The Undying Hunt"

The youngest of the chapter's dreadnoughts, Corvus was critically wounded during the defense of Port Sanctus against a massive Dark Mechanicus incursion. His expertise in vehicle warfare and machine lore made him particularly valuable to preserve.

His dreadnought frame incorporates several experimental modifications developed in conjunction with loyal Mechanicus allies, including enhanced auto-repair systems and improved target prediction algorithms. He carries a rare twin multi-melta array, making him particularly effective against enemy armor.

Corvus works closely with the chapter's Forge Master, his intimate knowledge of both flesh and machine proving invaluable in maintaining the chapter's arsenal. In battle, he often serves as a mobile command center, his enhanced systems coordinating the movements of multiple squads.

The Sleeping Ancients

Deep within the chapter's capital ships rest several other dreadnoughts, their occupants slumbering in stasis until dire need calls them to war. Each bears the weight of centuries of service, their memories preserved in both electronic archives

and ritual bone-carvings that adorn their chassis.

These revered ancients are awakened only for the most critical battles, their combined experience representing an irreplaceable repository of the chapter's history and tactical knowledge. When not at war, their chassis are maintained with religious devotion by the chapter's Smiths and allied Techpriests, who view them as both sacred relics and vital strategic assets.

Chapter Serfs

The Blood Wolves' serfs form an essential part of their fleet-based chapter's operations. Most are born aboard the chapter's vessels, descended from generations of faithful servants. They are occasionally supplemented by failed aspirants who, while lacking sufficient psychic potential for transformation into Space Marines, have proven their loyalty and capability during the selection process.

Unlike some more militant chapters, the Blood Wolves treat their serfs with consistent politeness and respect, recognizing their essential role in maintaining the chapter's operations. This stems partly from pragmatism, the closed environment of their fleet-based existence requires social stability, but also from their shared beliefs about blood and loyalty.

The serfs follow a variation of the chapter's own beliefs, venerating the Emperor through service while respecting the power of blood bonds. While they don't participate in the marines' blood rituals, they maintain their own traditions of loyalty oaths and family bonds that echo the chapter's practices in more modest forms.

Their duties range from basic ship maintenance to assisting in ritual preparations, with many developing specialized skills crucial to the fleet's operation. Failed aspirants often take on roles related to their partial training, such as assisting in the early screening of potential recruits or helping maintain the chapter's war beasts.

Wargear



Blood Wolves Smiths approach technology through a blend of traditional Mechanicus protocols and the chapter's unique blood-based traditions. Each Smith maintains a personal set of ritual blades used to draw blood during maintenance rites, the blood being applied to key components through carefully controlled ceremonies - always under the direct supervision of multiple Tech-Priests equipped with extensive monitoring devices and null-field generators. Rather than using standard machine spirit communion, Smiths serve as intermediaries between the machine spirits and their battle-brothers, using the blood rituals to forge lasting bonds between warrior and weapon. This process requires extensive preparation and multiple layers of protection - special containment wards prevent warp energies from interfering with sacred mechanisms, while modified incense formulas include materials that dampen any uncontrolled psychic resonance. The Mechanicus reluctantly tolerates these practices because they produce measurable improvements in equipment performance, though every ritual is recorded, analyzed,

and scrutinized by a dedicated corps of Tech-Priests for the slightest sign of deviation or corruption. Most intriguing are the chapter's plasma weapons, which demonstrate noticeably enhanced stability when maintained through these methods, leading some Magos to theorize that the blood rituals somehow soothe and focus the weapons' machine spirits - though such theories are only discussed in the most heavily encrypted data-logs.

Pistols

Bolter pistols are standard issue, with a large number of plasma pistols having been issued during the founding to provide multi purpose weaponry. Plasma weapons are a rare product of the smiths. Almost all pistols feature custom made bone carvings by their current holder, often featuring attacking wolves along the barrel.

Old barrel carvings are collected and displayed to inspire young battle brothers.

Shields

Both energy shields as well as tactical shields are available in the chapter's armory. Most of the shields are produced in chapter, providing a slow but steady replenishment. All shields feature a version of the chapter's heraldic.

Armour

While tactical armors and scout armors are readily available, terminator armor is unheard of. Not only was none issued during the founding, other resources from the Mechanicus have been deemed more important for survival.

Swords

Swords are extremely common, while most are well maintained and crafted chain swords, many force swords have been crafted to arm officers to their maximum efficiency. Usually the handles are featuring wolf motifs on the carved bone handles. Similar to the bolters, old ones are collected and displayed, while every space marine makes their own bone handles.

Warhammers

Two-handed warhammers are a rarer part of the arming options. Usually they are employed against heavily armored targets and tanks, forgoing some defense for maximised damage. The officer's hammers are of course force variants. The warhammers are most commonly employed by the fourth company.

Combat Knives

As one of the most commonly used weapons, combat knives are adorned with bone carvings and are in turn used to carve bones as well as being used for silence kills. As with swords and guns, the old grips are publicly displayed to provide a point of

reference.

ADEPTUS ADMINISTRATUM

DEPARTAMENTO MUNITORUM

SUPPLY PRIORITY REASSESSMENT REPORT

REF: BW-SP-997.M41-;@

SUBJECT: Blood Wolves Chapter Supply Priority Reduction

CLASSIFICATION: Administrative

AUTHORIZATION: Lord Administrator Quintus Vex

DATE: 997.M41

SUMMARY OF FINDINGS:

After thorough review of resource allocation and combat effectiveness metrics, this office recommends reduction in supply priority classification for the Blood Wolves Chapter from Prioritas Secundus to Prioritas Tertius.

JUSTIFICATION:

1. Resource Utilization

- Limited heavy armor deployment capability
- Minimal tank warfare engagement
- Reduced requirement for standard vehicle maintenance supplies
- Below-standard chapter size reduces overall supply requirements

2. Combat Doctrine Analysis

- Preference for surgical strikes over extended campaigns
- Primary reliance on infantry and aerial assets
- Limited engagement in large-scale conventional warfare
- Specialized focus on urban and covert operations

3. Current Asset Assessment

- No recorded Terminator armor in active service
- Minimal tank complement
- Primary vehicle assets limited to Thunderhawks
- Self-sufficient production of certain equipment types

4. Supply Chain Optimization

- Reallocation of heavy vehicle supplies to higher-priority recipients
- More efficient distribution of standard munitions based on actual usage
- Reduction in mechanical parts supply chain
- Streamlined logistics for specialized equipment only

IMPLEMENTATION RECOMMENDATIONS:

Immediate Actions:

- Reduction of standard resupply schedule from bi-annual to annual
- Reallocation of heavy vehicle maintenance supplies
- Adjustment of ammunition quotas to reflect actual usage
- Reduction in standard equipment replacement schedules

Long-term Adjustments:

- Revised logistics routing priorities
- Modified equipment requisition protocols
- Adjusted tithe calculations for supported worlds
- Updated emergency resupply protocols

IMPACT ASSESSMENT:

Anticipated Effects on Chapter Operations:

- Minimal impact on current operating procedures
- No significant reduction in combat effectiveness
- Possible delays in non-critical equipment replacement
- May require increased reliance on local manufacturing

Resource Reallocation Benefits:

- Improved supply efficiency for priority chapters
- Better allocation of heavy equipment resources
- Reduced logistics overhead
- More accurate resource distribution

EXCEPTIONS AND SPECIAL CONSIDERATIONS:

The following items maintain Prioritas Secundus classification:

- Thunderhawk maintenance supplies
- Specialized psyker equipment
- War beast genetic materials
- Combat drug components

ADMINISTRATIVE NOTATIONS:

Supply Priority Code: Changed from PS-997-45 to PT-997-45
Implementation Date: Immediate upon approval
Review Schedule: Biennial

Emergency Override Protocol: Available with Inquisitorial authorization

AUTHENTICATION:

[Administratum Seal]

[Authorization Codes]

[Supply Priority Verification Stamps]

THOUGHT FOR THE DAY: Efficiency in supply is efficiency in war.

Distribution:

- Departmento Munitorum Central Archive
- Sector Supply Command
- Chapter Logistics Office
- Relevant Forge World Authorities

Resource Management



Equipment Priorities

The Blood Wolves maintain strict control over their limited resources, prioritizing equipment that supports their specialized combat doctrine:

Critical Assets (Highest Priority)

- Thunderhawk gunships for tactical mobility
- Force weapons for officers and specialists
- Combat drugs and medical supplies
- Dreadnought maintenance materials
- War beast genetic materials

Standard Equipment (Maintained Levels)

- Mark VII power armor and parts
- Basic weapons (bolt pistols, chainswords)
- Shield generators and components
- Basic ammunition supplies
- Ritual equipment

Allied-Sourced Equipment (As Needed)

- Heavy ground vehicles (borrowed from Arbites)
- Siege equipment (from Imperial Guard)
- Heavy weapon platforms

- Specialized ammunition types
- Advanced targeting systems

Production Capabilities

Self-Sufficient Production

- Combat shields (smiths maintain production)
- Basic melee weapons
- Ritual blades and chalices
- War beast control equipment
- Basic drug synthesis

Limited Production

- Plasma weapons (smith-crafted, 2-3 per year)
- Force weapons (require special materials)
- Advanced shield patterns
- Specialized ammunition
- Combat drug variants

Dependent on Allies

- Power armor production
- Vehicle manufacture
- Heavy weapons
- Advanced technology
- Complex mechanical repairs

Resource Distribution

Critical Company Allotments

First Company:

- Priority access to plasma weapons
- Enhanced shield generators
- Specialized combat drugs
- Additional Thunderhawk support

Second through Fifth Companies:

- Standard equipment loadout
- Company-specific specialized gear
- Limited special weapons
- Assigned Thunderhawk squadron

Seventh Company (Scout):

- Training equipment only
- War beast support units
- Basic weapons for emergencies
- Limited power armor

Resupply Protocols

Regular Sources

- Forge World tithe allocations (reduced due to non-compliance issues)
- Mechanicus exchange programs (limited by trust issues)
- Chapter production (consistent but limited)
- Allied contributions (mission-dependent)

Emergency Measures

- Combat salvage operations
- Direct requisition from sector governors
- Temporary equipment loans
- Battle-brother equipment redistribution
- Emergency production protocols

Maintenance Priorities

Critical Systems

- Void ship life support and propulsion
- Thunderhawk squadrons
- Power armor systems
- Dreadnought maintenance
- War beast support systems

Secondary Systems

- Shield generator maintenance
- Weapons maintenance
- Training facilities
- Production facilities
- Non-critical ship systems

Impact on Operations

Tactical Considerations

- Limited engagement duration
- Requirement for precision strikes
- Emphasis on minimal equipment loss

- Focus on recoverable equipment
- Reliance on allied heavy support

Strategic Limitations

- Cannot sustain prolonged campaigns
- Must carefully select engagements
- Required coordination with allies
- Limited simultaneous operations
- Careful management of special weapons

Alternative Procurement

Unofficial Channels

- Tech-Clade connections
- Merchant fleet arrangements
- Planetary governor agreements
- Knight House alliances

Resource Exchange

- Combat support for equipment
- Technical expertise trading
- Training assistance
- Intelligence sharing
- Ritual knowledge

Tracking and Accountability

Equipment Monitoring

- Weekly inventory reports
- Monthly production assessments
- Quarterly resource forecasting
- Annual efficiency review
- Combat loss analysis

Documentation Requirements

- All equipment transfers logged
- Resource usage justification
- Combat loss reports
- Production records
- Maintenance schedules

Observation Report: Blood Wolves Psychic Training Protocols

ADEPTUS ASTRA TELEPATHICA

Silent Sisterhood Assessment Report

Strike Cruiser "Fang of Retribution" - Psychic Training Protocols

Author: Oblivion Knight Priscilla Voss

Period: 991-992.M41

Classification: Restricted

EXECUTIVE SUMMARY

After extensive observation of Blood Wolves psychic training procedures, this assessment concludes their methods, while unorthodox, demonstrate remarkable effectiveness in maintaining psychic stability and resistance to corruption. Of particular note is their integration of null field exposure in controlled doses throughout the training process.

PRIMARY OBSERVATIONS

Training Structure

- Initial screening conducted under full null field to establish baseline resistance
- Progressive exposure to psychic phenomena under graduated null dampening
- War beast integration provides additional layer of corruption detection
- Blood bond rituals conducted under alternating null/active periods
- Heavy emphasis on control over raw power

Stability Protocols

- Immediate termination at first signs of instability
- Regular exposure to null fields maintains humility
- Constant chaplain oversight during all training phases
- War beasts provide continuous emotional monitoring
- Progressive challenge system prevents overconfidence

Notable Innovations

- Use of null field exposure to "stress test" psychic control
- Integration of blood bonds to anchor psychic stability
- War beast emotional monitoring during training
- Chaplain-led meditation under partial null fields
- Progressive power development under controlled conditions

CONCERNING ELEMENTS

Blood Rituals

While initially alarming, extensive testing under null fields confirms:

- No warp resonance during ceremonies
- No corruption signatures in blood bonds
- Stabilizing effect on psychic manifestation
- Physical rather than warp-based effects

Training Casualties

Higher than standard among psychic neophytes:

- 47% failure rate in initial screening
 - 28% require termination during early training
 - 15% self-report instability
 - 10% fail final trials
- These rates, while concerning, demonstrate appropriate caution

RECOMMENDATIONS

Continue current protocols with following modifications:

- Increase null field exposure during initial screening
- Expand war beast integration in early training
- Additional observation during blood bond formation
- Enhanced documentation of termination cases

Consider implementing:

- Standardized null field exposure schedules
- Expanded Silent Sister presence during critical training phases
- Joint training exercises with null squads
- Additional stress testing protocols

CONCLUSION

The Blood Wolves' approach to psychic training, while divergent from standard practices, demonstrates remarkable effectiveness. Their high casualty rates reflect appropriate caution rather than recklessness. Continued observation

recommended, but current protocols appear sufficient for maintaining stability.

AUTHENTICATION

[Oblivion Knight Seal]

[Silent Sisterhood Verification Codes]

[Thought for the Day: Blessed is the mind too small for doubt]

Common Psychic Powers



Powers are common among the Blood Wolves, enhancing their abilities in and out of combat. Most space marines know some, but usually are not able to provide combat use without support by their squad and sergeant.

Higher ranked individuals are able to manifest at least one of these powers even in combat situations.

Blood Bond Powers:



These powers use a blood bond between wolves to enhance their abilities and coordination. The powers are usually relatively safe to use due to the shared will of the involved brothers.

- Blood Echo: The psyker can temporarily share the senses of any battle-brother they've performed a blood ritual with, allowing coordination of attacks from multiple angles.
- Crimson Link: The psyker can temporarily link the life forces of blood-bonded brothers, allowing them to share strength and endure wounds together.
- Blood Cloud: Clouding themselves or their squad in a cloud of their shared blood, less weapon fire affects the space marines. The strength depends on the space marines involved.
- Blood Link: Creating a temporary psychic connection between Blood Wolves of a squad, allowing for silent communication and coordination in battle.

Hunting Powers:



These powers deal with hunting enemies. They are especially common amongst assault squads, but many characters also know about their usage.

- Hunter's Aspects: The psyker enhances their physical capabilities by drawing on the aspects of great predators - the speed of the wolf, the strength of the bear, etc..
- Wolf Bite: Raw psychic energy is unleashed at the enemy, taking on the shape of a wolf's head and biting them.
- Wolf Howl: Projecting the howl of a terrifying predator into enemy minds to break their resolve and lower their morale.
- Predator's Jump: Jumping unnaturally high and far, hindrances are avoided, allowing for attacks from unexpected vectors even without the noise of jump packs.
- Walk of the Predator: Temporarily enhancing the speed and agility of themselves or

others to close with the enemy quickly.

Stalking Powers:



Stalking a prey is enhanced by these abilities. The focus is on tracking the enemy and not being tracked at the same time.

- Psychic Veil: Cloaking themselves and others from enemy sight, enhancing their stealth capabilities.
- Prey on Thoughts: Delving into the thoughts of enemies to anticipate their actions or uncover secrets.
- Precognition: Brief glimpses into the future, aiding in tactical decision-making and anticipating enemy movements.
- Trail of Fear: The psyker can sense the emotional traces left by fleeing prey,

following their trail of terror.

- Predator's Mark: The psyker places a psychic mark on a target that all Blood Wolves can sense, making it impossible for the prey to hide.
- Blood Memory: By touching spilled blood, the psyker can see fragments of memories from its owner, useful for tracking prey or gathering intelligence.

Pack Powers:



The pack grows stronger using these powers. This uses their ability to think outside the box , using more minds for better results in battles.

- Coordinated Strike: The psyker synchronizes the movements and attacks of nearby battle-brothers for devastating combination attacks.
- Pack Shield: Creates a protective barrier using the combined psychic energy of

blood-bonded brothers.

- Unity of Purpose: The psyker can temporarily share combat techniques and muscle memory among squad members.
- Will of the Wolf: Creating a protective barrier of psychic energy around themselves to ward off attacks of the warp. The strength depends on the space marines involved.

Terror Powers:



Terror and spreading it is one of the most important parts of the blood wolves combat strategy. These powers deal with breaking enemies with minimal effort.

- Prey Response: Forces targets to experience the primal terror of being hunted, potentially causing them to flee or freeze.
- Predator's Presence: Projects an aura of menace that makes enemies hesitate to

attack.

- Shadow of Death: Causes targets to perceive the psyker as their worst fears made manifest.
- Blood Boil: A gruesome power that causes the blood of enemies to boil within their veins, inflicting agonizing pain and potentially causing death.

Scholastica Psykana Report - Blood Wolves Chapter

Subject: Analysis of Psychic Potential and Practices

Chapter: Blood Wolves

Author: Psykana Proctor Tertius Gamma

Date: 742.M41

Overview:

The Blood Wolves present a unique case among the Adeptus Astartes due to their unusually high concentration of psykers within their ranks. While this presents a potential strategic advantage, it also necessitates careful monitoring and guidance to mitigate the risks associated with such widespread psychic ability.

Psychic Potential:

Approximately 37% of identified Blood Wolves battle-brothers exhibit latent or active psychic abilities. This far exceeds the average observed in other Chapters and suggests a potential genetic anomaly within their gene-seed. The Chapter itself suspects their blood-sharing rituals may contribute to the awakening and amplification of these powers.

Psychic Disciplines

While the Blood Wolves do not adhere to the traditional classifications of psychic disciplines observed in other Chapters or the Scholastica Psykana, their powers can be broadly categorized as follows:

Offence

- Wolf Bite: A manifestation of raw psychic energy that takes the form of a wolf's head and inflicts physical damage.
- Wolf Howl: A psychic projection that instills fear and disorients enemies.
- Blood Boil: A gruesome power that causes the blood of enemies to boil within their veins.

Defense

- Will of the Wolf: A psychic barrier that protects against warp-based attacks.
- Blood Cloud: A cloud of blood that obscures the Blood Wolves and provides increased protection.

Utility

- Predator's Jump: Enhanced leaping abilities for increased mobility.
- Prey on Thoughts: Telepathic intrusion into the minds of enemies.
- Psychic Veil: A psychic power that renders the Blood Wolves invisible.
- Precognition: Limited glimpses into the future.
- Walk of the Predator: Enhancement of speed and agility.
- Blood Link: A psychic communication link between squad members.

Training and Control:

The Blood Wolves demonstrate a disciplined approach to psychic training, emphasizing control and precision. Their Chaplains play a crucial role in guiding and monitoring the psykers, ensuring they remain vigilant against corruption.

Concerns and Recommendations:

The sheer number of psykers within the Blood Wolves Chapter raises concerns about potential instability and susceptibility to warp entities. Continued monitoring of their practices is recommended, along with potential guidance and support from the Scholastica Psykana to ensure the Blood Wolves maintain control over their powers and remain steadfast in their service to the Emperor.

Characters & Companies



Chapter Master Lupus Blackthorn

Their current chapter master has been active for a short time only. His first fifty years were spent fighting a chaos outbreak in a hive city, reducing traitor imperial guard and their possessed allies with acceptable damage to the city's important infrastructure.

Previously commanding the First Company, he earned his position through a masterful combination of strategic acumen and psychic precision. His specialization in the discipline of terror proved particularly effective in urban warfare, allowing small teams to neutralize much larger forces by precisely targeting command elements and breaking enemy morale. Despite his power, he maintains the chapter's emphasis on controlled application of psychic abilities, using terror as a scalpel rather than a blade. His elevation to Chapter Master came after demonstrating this surgical approach during the defense of Forge World Lucius IV, where his tactics allowed the chapter to eliminate a Genestealer Cult while preserving critical manufacturing infrastructure.

Chapter Chaplain Verus Wolfsbane

The current chaplain is a veteran who personally executed the previous chapter master for his waste of battle brothers and ships for a fight that had little strategic value. So far he seems to approve of the more careful current chapter master, but doesn't waver in his vigilance.

Wolf Master Dominus Wolfrider



The wolf master is an honorable role for a veteran, who has shown especially great interest and affinity for the war beasts. The current wolf master has served for at least 300 years in the position and handles the breeding, training and combat deployment of the so-proclaimed 8th company. While there is not actually an 8th company, he still is equal in rank to a captain, with sergeants reporting to him and deploying their war beasts to support scouting missions.

Forge Master Faber Boneclaw

The current forge master of the chapter is highly interested in strengthening the vehicle warfare of the chapter. Producing tanks or receiving tanks has been

unsuccessful so far, but the ever growing number of dreadnoughts keeps his work highly appreciated.

Currently he makes sure to keep close ties to the Adeptus Arbites for transport and logistics especially in hive cities as well as to the knightly houses for heavy fire support in larger engagements.



Smith Malleo Silverfang

Malleo has been trained alongside Faber, opting out of the promotion due to feeling too imprecise in his craft. His psychic abilities and manual crafts are some of the most precise though, making him a highly appreciated mentor to neophytes and veterans alike. His insecurity places him under scrutiny by the chaplains.

Smith Artifex Stormhowl

Artifex is the newest of the candidates for the forge master position. His psychic abilities and focus are more concerned with large engagements and manipulating the machine spirits of enemy vehicles at range. Often that manifests as electrical discharges in inopportune places on the targeted vehicles, making them weaker to ambushes and surgical strikes.

Smith Opifex Ironclaw

Opifex is both a warrior and creator. Lacking the finesse of Malleo's precise skills, he focuses more on improving the abilities of thunderhawks and dreadnoughts. The machine spirits affected by him operate at peak efficiency.

The First Company: Canis Fulmineus



The first company is currently filled by a large number of fresh space marines. A recent encounter with a Waaagh and severe underestimation of its power led not only to the death of the previous chapter master but also many of the space marines.

Captain Ferox Grimcrest

The captain of the first is a behemoth of a space marine and considered the most powerful psyker in the chapter's ranks. His speciality is biomancy, leading to his troops often benefiting from higher speed of mind and body.

Arc Chaplain Vigil Stormheart

The Arc Chaplain of the first is considered ancient. He has his eyes on the captain as well as the chapter master at all times, worried that their diplomatic outlook on emperor worship may lead them down the path of worship themselves.

The Second Company: Praedator Volans



The second company has recently cleared the wastelands on a hive world from mutant uprising. While not the most memorable event for the wolves, the imperial guard involved will certainly remember the massacre.

Captain Fulmen Ravenclaw

The captain of the second has held this position for a long time despite his trouble controlling his rage at the traitors of mankind. His speciality lies in supporting his troops with psychic lightning.

This pairs well with his space marine's tendency to use jetpacks to reach melee even faster.

Arc Chaplain Cautus Shadowmere

The Arc Chaplain of the second company is relatively young and careful. As this is a stark contrast to the captain, they tend to butt heads in a friendly rivalry when planning their assaults.

The Third Company: Umbra Venandi

On inquisitorial request, the third is currently employed on a desert world featuring multiple research facilities of the Adeptus Mechanicus. Hunting the local tyranid creatures to buy time for the research to complete, a large portion of the company is deployed with insufficient ammunition.

Captain Umbra Ironbark

As the master of stealth in his chapter, most of this captain's psychic abilities deal with hiding from watchful eyes. Battlefields he fights on are often covered in dust, fumes or fog to further enhance the stealthy approach.

His company of the chapter often prefers using the combat knife instead of a chainsword for reduced enemy attention.

Arc Chaplain Occultus Nightwind

While in accordance with the captain, the arc chaplain of the third is considered unusually sneaky.

Not only does he have a track record of deposing space marines earlier than most others, his mere presence induces fear in the fearless.

The Fourth Company: Clipeus Ferox

The fourth company is currently engaged in limiting and hiding the accidental summoning of a small group of demons by the momentary weakness of one of the sergeants.

Captain Validus Stonehammer

The fourth is the anti armor specialist of the chapter. Not only do his abilities inhibit and destroy tanks and walkers, the prevalence of shields among the space marines allows them to withstand even more punishment.

Arc Chaplain Narrator Thornblade

The fourth arc chaplain is considered one of the greatest story tellers among the brethren. Not only does he inspire confidence in his charges, he also takes care of the in chapter duel tournaments.

The Fifth Company: Fatum Vigilans



The fifth company is currently hunting eldar raiders on a former paradise world. By request of the local Adeptus Arbites the eldar and space marines play cat and mouse with each other. This may have slowed the eldar down a bit, but has been unable to stop the capturing of goods and slaves, but the company's bikes slowly whittle down these pirates.

Captain Fatum Silvermist

The captain of the fifth is unusual in his strong belief in fate, using the emperor's tarot to predict enemy movements.

His squads are exceptionally mobile with additional Thunderhawks attached to make use of this insight.

Arc Chaplain Scientius Moonshadow

The fifth arc chaplain is the master of the library, controlling access to knowledge and distributing what he deems necessary. His focus on keeping knowledge secret where possible often leads him to underestimate the need for information.

The Seventh Company: Custos Tenebris

The seventh company is made up of Aspirants and Neophytes and, besides rarely its chaplains, not fielded at all to protect them from further losses.

With the order master as its official head, it would field partially enhanced scouts if endangering them is absolutely necessary. Resources for this company exist and attached war beasts would be used for protecting and assisting the scouts if an actual use was deemed necessary.

Arc Chaplain Veritus Wolfmaster

The seventh arc chaplain is the master of education, controlling most if not all of the training and indoctrination of the boys meant to become full Astartes. He is known to be a strict teacher with a careful touch. This leads to his chaplains being unlikely to execute before other options have been tried to help stabilize the aspirants.

The Eighth Company:

The eighth company is the company of war beasts and their handlers. Lead by the Wolf Master, they control the access to their rare beasts.

DIPLOMATIC BRIEFING

FOR: Lady Seneschal Victoria Hawkshroud
RE: Blood Wolves Chapter Command Structure
CLASSIFICATION: Noble Houses Circulation Only
PREPARED BY: Master of Protocol Constantine Valerius
My Noble Lady,

As requested, I present this briefing on the command hierarchy and notable figures within the Blood Wolves Chapter, with whom our house may seek military alliance. I have focused on aspects most relevant to noble diplomatic interactions.

SUPREME COMMAND

Lord Chapter Master Lupus Blackthorn

Most recently elevated to his august position, Lord Blackthorn represents a new direction in chapter leadership. His diplomatic acumen rivals his martial prowess, making him an ideal partner for noble houses. His personal combat style emphasizes the nobility of precision over brute force, befitting his status. Of particular note is his mastery of enhancing his warriors' natural abilities through sanctioned means.

High Chaplain Verus Wolfsbane

The spiritual authority within the chapter, His Reverence Wolfsbane commands respect through both his unflinching devotion to duty and his renowned judgment. His position as guardian of chapter traditions makes him a crucial figure in any formal agreements. While stern in demeanor, he appreciates proper protocol and responds well to formal courtesy.

TECHNICAL AUTHORITY

Lord Forge Master Faber Boneclaw

Your Ladyship will find particular interest in Lord Boneclaw's extensive experience with Knight House operations. His appreciation for noble war machines and formal protocols makes him an ideal point of contact for technical collaborations. His ongoing efforts to expand the chapter's armored warfare capabilities present opportunities for mutual benefit.

NOTABLE COMPANY COMMANDERS

(Listed by order of precedence)

Lord Captain Ferox Grimcrest, First Company

Commands the chapter's elite warriors. His martial accomplishments are numerous and worthy of respect. Shows particular appreciation for noble combat traditions and formal dueling protocols.

Lord Captain Fulmen Ravenclaw, Second Company

A master of lightning warfare who understands the value of coordinated strikes with Knight support. Has experience fighting alongside noble houses and respects proper battle hierarchy.

Lord Captain Umbra Ironbark, Third Company

Specializes in precision operations. While his methods may seem unconventional by noble standards, his results command respect. Best approached through formal channels.

Lord Captain Validus Stonehammer, Fourth Company

Your Ladyship will appreciate his expertise in siege warfare and armor operations. Shows particular respect for noble military traditions and understands the importance of proper battlefield etiquette.

Lord Captain Fatum Silvermist, Fifth Company

A strategic savant whose counsel is highly valued. His understanding of battlefield dynamics makes him an excellent partner for coordinated operations with Knight forces.

DIPLOMATIC CONSIDERATIONS:

Honor Protocols:

- The chapter maintains strict codes of conduct
- Blood-sharing rituals are considered sacred honors if offered

- Formal challenges and duels are respected traditions
- Chain of command is strictly observed

Proper Forms of Address:

- Chapter Master should be addressed as "Lord Blackthorn" or "Lord Chapter Master"
- Company Captains warrant the title "Lord Captain"
- Forge Master should be addressed as "Lord Artificer" or "Lord Boneclaw"
- Arc Chaplains prefer "Your Reverence" in formal settings

ALLIANCE POTENTIAL:

The Blood Wolves have demonstrated both the martial prowess and proper respect for tradition that make them worthy allies for noble houses. Their preference for precision operations complements Knight House battlefield roles effectively.

RECOMMENDED APPROACH:

- Initial contact through formal diplomatic channels
- Emphasis on mutual respect and honor
- Recognition of their unique traditions while maintaining noble protocols
- Focus on complementary military capabilities

CAUTIONS:

- The chapter maintains certain unique traditions that, while sanctioned, may seem unusual
- Their psyker traditions warrant diplomatic discretion
- Direct questions about their founding lineage are best avoided

I remain at your service for any clarification or additional details your Ladyship may require.

With deepest respect,
Master of Protocol Constantine Valerius
[Imperial Eagle Seal]
[House Hawkshroud Verification Codes]

DIPLOMATIC BRIEFING ADDENDUM

FOR: Lady Seneschal Victoria Hawkshroud
RE: Specialist Command Structure - Beast Warfare Division
CLASSIFICATION: Noble Houses Circulation Only
My Noble Lady,

I must bring to your attention a significant oversight in our previous briefing regarding a unique and noble position within the Blood Wolves command structure.

LORD WOLF MASTER

Lord Wolf Master Dominus Wolfrider
Position of Significance: Captain-equivalent, Specialist Command
Domain: Beast Warfare Division (Ceremonially designated 8th Company)
Years of Service in Position: 300+ (Veteran Status)

ROLE AND AUTHORITY:

The position of Wolf Master carries equivalent authority to Company Captains within the chapter's command structure, though its nature is distinctive. Lord Wolfrider commands the chapter's prestigious Beast Warfare Division, maintaining traditions that would be well understood by noble houses familiar with the prestigious bloodlines of hunting breeds.

DIPLOMATIC CONSIDERATIONS:

Proper Address:

- Formal: "Lord Wolf Master" or "Lord Wolfrider"
- In Military Context: "Wolf Master" or "Master of Beasts"
- In Noble Gatherings: "Lord Master of the Hunt" may be appropriate

Protocol Notes:

- The Beast Warfare Division warrants the same formal recognition as other companies
- War beasts should be acknowledged as honored combatants, not mere animals
- References to "hunting hounds" rather than "war beasts" may be diplomatically appropriate in formal settings

MILITARY SIGNIFICANCE:

Your Ladyship may find particular interest in the tactical applications of the Beast Warfare Division:

- Provides elite reconnaissance support

- Offers unique capabilities in detection of threats
- Maintains bloodlines of war beasts with capabilities complementary to Knight operations
- Deploys specialized sergeant-led hunt packs for critical missions

ALLIANCE CONSIDERATIONS:

The Beast Warfare Division presents unique opportunities for noble houses:

- Joint hunting operations may serve as diplomatic exchanges
- Shared appreciation for noble hunting traditions
- Complementary battlefield roles with Knight operations
- Potential for coordinated reconnaissance missions

FORMAL INTERACTIONS:

When engaging with Lord Wolfrider, the following should be observed:

- Acknowledge the ancient traditions of his position
- Show appropriate respect for the war beasts under his command
- Recognize the Beast Warfare Division's status as equal to other companies
- Appreciate the noble hunting aspects of their operations

I trust this addendum will assist your Ladyship in maintaining proper diplomatic protocols with all senior elements of the Blood Wolves command structure.

With deepest respect,
Master of Protocol Constantine Valerius
[ADDENDUM TO PREVIOUS BRIEFING]
[Imperial Eagle Seal]
[House Hawkshroud Verification Codes]

Allies



Adeptus Astartes

Other space marines are welcomed as brothers, no matter the original legion they are from. Preferably more honourable chapters that engage in melee, but any support is appreciated.

There are currently few long term partners or rivals outside of individual bonding.

Sons of Russ

Space wolves and successor chapters are often met in friendly rivalry about their kills in honourable melee while keeping the raw psychic potential of the chapter under wraps. The similar enough approach to combat and honor leads to simple and cooperative approaches.

Some of the wolves of different chapters have shared blood to become brothers after fighting and feasting together - a charge against the enemies of mankind and the retelling of this glorious event during the feast binds them.

Red Wolves

Sons of Russ maintain a pragmatic view of the Blood Wolves' uncertain heritage. The Red Wolves' Space Wolves gene-seed manifests in similar hunting traditions and pack tactics, leading some to quietly speculate about possible shared lineage despite the Blood Wolves' official claims. Their similar naming and combat doctrines have fueled such rumors, though both chapters maintain public silence on the matter. Blood bond rituals between the chapters occur more frequently than with other allies, the sons of Russ finding familiar echoes in the Blood Wolves' tribal traditions and preference for close-quarters combat. This natural brotherhood, despite official differences in lineage, has led to successful joint operations where both chapters' hunting styles seamlessly complement each other.

Sons of Sanguinius

Blood Angels and successors are seen as somewhat similar and approached with respect. Their careful approach to a chapter with a huge number of psykers has been seen as a clear sign that they may not share that enthusiasm, but cooperation on a formal level is still a common sight.

Multiple Battles have been fought against traitor astartes, employing the psychic potential of both chapters to devastating results before tearing the remaining forces apart in a chaotic, often rage filled, melee.

Angels of Fire

Bearing Sanguinius's legacy, the Angels of Fire understand intimately the burdens of genetic heritage and hidden powers. Their Blood Angels gene-seed creates natural sympathy for chapters grappling with questions of lineage, and they maintain diplomatic silence regarding the Blood Wolves' claimed Ultramarine descent. Joint fleet operations between the chapters are common, with their respective genetic strengths complementing each other in void-warfare. Blood bond rituals between these chapters have proven exceptionally powerful, perhaps due to resonance between gene-seeds that both chapters tacitly acknowledge may share more common ground than officially claimed.

Angels Porphyry

Sharing the genetic legacy of Sanguinius, the Angels Porphyry maintain a unique understanding with the Blood Wolves. Their void warfare expertise frequently brings them into contact with Blood Wolves fleet operations, where both chapters' hunting instincts create devastating combinations against common foes. Like their fellow

Blood Angels successors, they recognize the burden of hidden genetic curses and maintain diplomatic silence regarding the Blood Wolves' claimed heritage. Blood bond rituals between the chapters have proven remarkably effective in void combat scenarios, though both sides' Chaplains carefully monitor these ceremonies for signs of unwanted genetic resonance. The Angels Porphyr's experience with their own genetic burden makes them valuable allies in containing situations where the Blood Wolves' psychic abilities might risk instability.

Sons of Guilliman

The Ultramarines and successor chapters are usually put off by the lack of Primaris Marines as well as the lack of strict codex compliance. Cooperation is usually uneasy and many times the forces only prevent interference with each other's goals.

Marine Exemplar

Proud sons of Guilliman, the Marine Exemplar's relationship with the Blood Wolves is openly hostile. Their Ultramarine heritage makes them particularly aggressive in denouncing the Blood Wolves' claimed descent from Guilliman, which they consider a grave insult to their Primarch's legacy. The Exemplar routinely cite the Blood Wolves' high concentration of psykers, tribal traditions, and divergent combat doctrine as proof of deception. While necessity sometimes forces cooperation in defense of Imperial worlds, the Exemplar maintain rigid formality and refuse all blood bond rituals, viewing such practices as further evidence of impure lineage. Their Chaplains have repeatedly petitioned the High Lords for an investigation into the Blood Wolves' true heritage, though such requests have thus far gone unanswered. The tension often erupts during joint operations, with Exemplar commanders openly challenging Blood Wolves tactics and demanding strict adherence to Codex doctrine they view as their genetic birthright.

Fire Angels

The Fire Angels' Ultramarines heritage places them in natural opposition to the Blood Wolves' claimed lineage, though they handle this conflict with more subtlety than their cousin chapter, the Marine Exemplar. Operating from their fortress monastery on Louxis, they maintain a diplomatic but cool relationship, focusing on tactical necessity over genetic dispute. Their precision-based combat doctrine and strict adherence to the Codex Astartes creates noticeable friction during joint operations, with Fire Angels commanders often questioning the Blood Wolves' more fluid approach to warfare. While they share the Marine Exemplar's skepticism regarding Blood Wolves traditions, they prefer to demonstrate Guilliman's superiority through battlefield excellence rather than open confrontation. Blood bond rituals between the chapters remain unthinkable, the Fire Angels viewing such practices as further evidence of false lineage claims.

The Ultramarines

Shared experiences with the ultramarines have been difficult. Not only do the ultramarines formally reprimand the blood wolves for their lack of codex conformity,

they also mistrust the effect of the high psyker rate.

The rituals of the wolves don't serve them in reducing this mistrust from even the most pragmatic of the ultramarine chaplains and captains.

On the other hand their difference in combat focus has led to multiple cases of marines saving each other's lives when using both meticulously planning by the Ultramarines as well as psychic reconnaissance by the wolves to counter a small tyrannid splinter fleet on a forge world.

Sons of the Lion

The Dark Angels and successor chapters remain a mystery to the wolves. While their focus on hunting down corruption is shared, forces have clashed before. The wolves usually withdraw when they encounter them to prevent losses on both sides.

Sons of Corvus

The raven's sons are way stealthier than the wolves, but the shared preference for surgical assaults sometimes leads to competitiveness. Planned cooperation is rare, but unexpected meetings usually result in the forces joining each other.

Sons of Vulkan

The Salamanders and successor chapters are viewed as exemplary by the wolves. Not only do they share their desire to prevent losses, they also are a match in terms of pure power of their psykers.

There have been a few interactions so far that have shown a benefit for combined forces. This thought is being carefully explored by both sides, likely leading to more combined strikes against the forces of chaos.

Sons of Jaghatai Khan

The lightning strike specialists of the Khan are common allies in orc hunts, using the distraction the blood wolves provide when killing leaders and psykers for even more devastating attacks on critical targets during the ensuing chaos. The wolves' ferocity during precise strikes and the riders' charges against the enemy's forces align perfectly with the strength of both chapters.

Both chapters are united in a friendly rivalry to finish their attacks faster than the other one, with the winner having the honour to host the celebration of victory for everyone involved, giving both sides a way to gain glory and boast about their kills.

Sons of Dorn

There have been few interactions with the sons of Dorn due to different combat capabilities. Their focus on defense and the wolves focus on offence don't lead to the same combat zones usually.

When they meet, they usually quickly agree to a hammer and anvil tactic, with the

sons of Dorn taking the brunt of the attack, while the wolves cut the head of the enemy. Cooperation besides the quick update of each other's plans is rare, since the chapters are opposed in rigidity and flexibility in regards to tactics.

There have been successful cases of shared battles in the past though, especially when dealing with heretics that dug in and fortified their positions. Here the wolves assisted with interrupting support and using psychic powers to assassinate guards and officers out of the shadows, while the sons of Dorn slowly advanced and kept the attention of the enemy.

Sons of the Phoenix

Officially claiming descent from Dorn's line, these warriors maintain a complex relationship with the Blood Wolves, each chapter harboring questions about the other's true heritage. Their combat doctrine blends precision with fluid grace in ways that seem at odds with Imperial Fists gene-seed, creating an unspoken understanding with the Blood Wolves about the burden of uncertain origins. Blood bond rituals between the chapters have proven unusually resonant, though both sides' Chaplains maintain careful scrutiny of these ceremonies, each perhaps recognizing in the other the need to guard certain genetic truths.

Black Templars

The Black Templars are considered a dangerous ally by the Wolves. Their deep-seated mistrust of psykers and suspicion of corruption within the Wolves often leads to tense interactions. The Templars' zealous disdain for psychic powers is so intense that they often disregard formalities and rank when challenging the Wolves' practices, a source of quiet resentment among the latter.

Despite these ideological clashes, the two chapters have shared successful battles. In one notable campaign, the Wolves used their psychic tracking abilities to locate key figures within a horde of Khornate cultists. Though the Templars initially dismissed the Wolves' intelligence as warp-tainted, the precision of their strikes quickly proved invaluable. While the Templars charged into melee with the cultists, the Wolves systematically eliminated the cult's leaders, sowing chaos in their ranks. Joining the fray, the Wolves and Templars together turned the battlefield into a slaughterhouse, their combined ferocity annihilating the heretic forces.

Even in victory, the alliance remains strained, as the Templars view the Wolves' unorthodox methods as a necessary evil rather than a virtue.

Iron Knights

Sons of Dorn, the Iron Knights approach their relationship with the Blood Wolves from a pragmatic perspective. Their Imperial Fists gene-seed manifests in an obsession with siege warfare and fortification that seemingly contradicts the Blood Wolves' mobile hunting tactics. However, joint operations in hive cities have proven surprisingly effective, with Iron Knights siege lines providing perfect anchors for Blood Wolves strike teams. Their traditional approach to warfare makes them skeptical of blood rituals and psychic practices, though they cannot deny the tactical advantages these methods provide. Blood bond rituals between the chapters are

rare and carefully documented, the Iron Knights' Chaplains insisting on extensive purity checks before and after any such ceremonies. Despite their differences, both chapters maintain professional respect, recognizing that different approaches to warfare can serve the Emperor's will.

Sons of Manus

Iron Hands

The Sons of Ferrus Manus view the Blood Wolves' reliance on flesh-based enhancement and blood rituals with barely concealed revulsion. Their gene-seed drives them to replace weak flesh with strong metal, making the Blood Wolves' embrace of blood-based power fundamentally offensive to their beliefs. While their extensive presence in the Gothic Sector's forge worlds necessitates occasional cooperation, the Iron Hands maintain rigid protocols to minimize direct interaction. They refuse all blood bond rituals as a matter of principle, viewing such practices as dangerous indulgence of the flesh's weaknesses. However, their technical expertise earns them respect from Blood Wolves Smiths, leading to carefully controlled technological exchanges under strict Mechanicus supervision

Brazen Claws

Another chapter carrying Ferrus Manus's gene-seed, the Brazen Claws share their parent chapter's distaste for flesh-based enhancement but approach the Blood Wolves with slightly more pragmatism. Their fleet-based nature creates frequent opportunities for cooperation against common threats, particularly Dark Eldar raiders. While they maintain distance from blood rituals and psychic practices, experience has taught them to value the tactical advantages these methods provide. Their gene-seed drives them to question the wisdom of embracing rather than replacing flesh's weaknesses, but battlefield success has earned the Blood Wolves a measure of grudging respect. Joint operations typically maintain careful separation of forces, with Brazen Claws providing heavy firepower support while Blood Wolves hunting packs execute precision strikes.

Sisters of Silence



The Battle Sisters of the Silent Sisterhood maintain a quiet and small but constant presence aboard each Strike Cruiser, their null aura serving as both safeguard and verification of the chapter's loyalty.

These silver-armored sentinels observe the Blood Wolves' rituals from dedicated chambers designed to modulate their dampening effect, allowing them to intervene if needed while minimizing disruption to the chapter's psychic abilities during normal operations.

Their presence, while initially challenging, has come to be viewed as a mark of the chapter's dedication to purity - proof that their rituals remain untainted by the warp even under the unflinching gaze of the Emperor's most devoted servants. Junior Silent Sisters often accompany Chaplains during recruit screening, their null aura helping to distinguish natural psychic potential from more dangerous manifestations.

Adeptus Arbites

The Adeptus Arbites are the most notable allies, regularly sharing the task of defending hive cities. Combined squads are rare, since the space marines dive where the Arbites can not.

Actions are decided on by a shared council, often also involving commanders of the planetary defense forces.

Often transporting needs are taken care of by the Arbites for mutually beneficial heretic and cult hunts.

Navigator Houses

The chapter's use of navigators is more careful than most, knowing all too well how dangerous the warp is for the mind. Assisting the houses has been seen multiple times in the past, likely strengthening the connection between the two.

Further mutation on navigators is seen as an issue though and while they are treated as equal brothers by most, chaplains eye them suspiciously.

Astropaths and Choirs

The chapter maintains complex arrangements with various astropathic choirs, their relationships built not just on necessity but mutual understanding of the warp's dangers. While most Imperial organizations view their psychic services as tools, the Blood Wolves' high concentration of psykers leads to a more nuanced cooperation.

The choirs' duties extend far beyond mere communication. Their members assist in screening potential recruits for psychic potential, help coordinate the chapter's scattered companies across vast distances, and maintain the delicate psychic barriers that protect their fleet during warp transit. Some of the more experienced astropaths have even developed specialized techniques alongside the chapter's chaplains, combining their skills to enhance the effectiveness of psychic reconnaissance missions.

However, the relationship remains carefully regulated by both sides. The chapter's unusual blood rituals and tribal practices keep many astropaths wary, while the wolves themselves remain mindful of protecting their own traditions from outside influence. This professional distance serves both parties well, maintaining the purity of their respective approaches to psychic warfare while allowing for tactical cooperation when needed.

Inquisition

The Inquisition, while not liked and always eyed with suspicion, sometimes requests or demands specific worlds to be cleansed of heretics. This leads to interactions between Captains and Inquisitors, usually pulling out less than a company at a time.

While having been useful to the inquisition, the number of psykers in the chapter's ranks leads to permanent guests, often blanks or commissars, that would report any

sign of corruption. The chaplains do not report directly to them, but often work hand in hand to uncover potential risks.

Ordo Hereticus

This inquisitorial ordo is the most common in both sending guests and requesting heretic hunts. While they are the most critical and worried ordo, they also consider the chapter as a very useful tool.

While those hunts are successful, the ordo keeps relatively quiet about the chapter, pretty much enforcing a tide of space marines.

Ordo Xenos

This ordo is usually not concerned with the wolves. Their goals and focus on aliens rarely requires space marines outside the deathwatch.

There has been some interest in the Artimus Gland though, initially expecting tech heresy like xenos origin.

Ordo Malleus

This ordo is the second most active inquisitional ordo in terms of activity. Not only do they request space marines to deal with hunting down potential demon summoners, they also keep a keen eye on the fleet to act quickly before the inevitable weakness of a battle brother.

Deathwatch

It is common for the wolves to serve as librarians among the deathwatch. They consider such a fate an inconvenience, but still take it on to prevent the eyes of the Inquisition from looking too closely at the chapter. Veterans of the Deathwatch are often considered candidates for the Captain's role, recognising their expertise with many different foes and situations.

Grey Knights

There has been no official interaction with the Grey Knights in any combat capability yet, even if it is likely that at some point the Ordo Malleus would use both chapters to maximise the damage that can be done to the servants of chaos.

Likely seen as a risky and unadvisable course of action by the Grey Knights, the desperation has not been great enough yet to try their luck. Their regular visits to the fleet on request by the Ordo Malleus serve as a warning if the risk ever manifests.

Exorcists

Their unique gene-seed, derived from the Emperor himself, gives the Exorcists particular insight into questions of genetic heritage. While they maintain diplomatic silence regarding the Blood Wolves' claimed lineage, their Grey Knights heritage

provides them with a unique perspective on the chapter's unusual concentration of psykers. Both chapters share extensive anti-warp protocols, though their methods differ significantly. The Exorcists' specialized gene-seed makes blood bond rituals between the chapters impossible, but their continued cooperation under orders by the Ordo Malleus and willingness to vouch for the Blood Wolves' genetic purity carries significant weight in Imperial circles.

Imperial Fleet

Negotiations with the imperial fleet are a constant in the chapter's history. Not only do they offer additional transport options, they help secure the chapter's ability to resupply their existing vessels.

In turn the chapter assists in missions against the forces of chaos and tyrannids with for example boarding actions and readings of the emperor's tarot. More obvious psychic support has not yet been offered officially, but is provided on a case by case basis.

The support includes things from hiding ships from enemy sensors to helping the machine spirits optimize themselves. With the later being eyed with suspicion from Tech-Priests.

Officio Assassinorum

Interactions with the assassins are varied and mission focussed. In most cases the assassins are provided with information and distractions. Extractions and direct support are less common.

Cooperation with the Eversor Temple is extremely rare due to a clash of ideals, combat focus and methods.

Adeptus Mechanicus

There are few official and direct interactions with the Mechanicus, leading to more limited specialised supplies, especially vehicles of war. While not directly opposed to the tech priests, they are eyed with suspicion for following a god.

Magos Biologis

The rapport with Magos Biologis is less strained, leading to the exchange of services for improved gene modifications and sometimes experimental organ improvements.

Communication is handled via representatives on the fleet, who get insight into the chapter's physical health in return, leading to close cooperation on experimental gene improvements. Their interest and influence ensures that the Mechanicus as a whole does not look too closely into the chapter's business.

Tech-Clades

While no official relationship exists with any of the Tech-Clades, unofficial cooperation exists with a few of them. This allows the wolves to keep their wargear functional and replace losses through these less than official channels.

The Biologis Extremis

Through the chapter chaplains there are some secret connections to this faction of the Magos Biologis, exchanging information about implants and combat drugs for access to some of their experimental improvements as well as supporting their production capabilities.

While their assistance is not officially acknowledged, their influence can be felt in some of the improvements and adaptations in the gene seed of the wolves and their war beasts.

The Xenobiologis Investigatus

Through the wolf masters some contact has been made with the clade, exchanging their gene seed improvements and stabilisations for information about the effects of their unique glands and their psychic abilities.

Additional interest is given to the war beasts' genes, seeking improvements and stabilisations of their modified genes.

Regular secretive reports are exchanged, often hidden in plain sight among other communications with the Adeptus Mechanicus.

The Brotherhood of the Crimson Cog

As a contact of the forge masters, the secretive exchange of information and gear through representatives among the fleet allows the battle brothers to use more fitting equipment, often making it psychically reactive and customising it for the chapter's needs.

Out of obvious reasons, the connection is kept secret especially from the more orthodox official contacts at the Adeptus Mechanicus.

The Order of the Adaptive Machine

Similarly to the Crimson Cog, the relationship with the order is kept quiet, only known to the chapter master himself. Giving some of their members the option of experimenting in workshops on the chapter's fleet, they in turn advance the improvement of equipment for use by psykers and the drug production capabilities.

Forge World Lukitar

The Blood Wolves maintain a complex but mutually beneficial relationship with Forge World Lukitar. Their flagship "Fang of Retribution" maintains a regular presence near the forge world, providing vital defense while their fleet patrols critical trade routes. The Tech-priests of Lukitar have developed a pragmatic approach to the chapter's unorthodox practices, maintaining careful monitoring of their Smiths' blood rituals while acknowledging the unprecedented effectiveness of their

maintenance techniques. This arrangement has proven highly advantageous for both parties - Lukitar benefits from superior void protection and increased trade security, while the Blood Wolves receive priority access to vital maintenance facilities and technical support. Regular interaction is governed by extensive protocols that clearly delineate acceptable technical practices and maintain proper separation between sacred Mechanicus knowledge and the chapter's more esoteric methods. While some of the more orthodox Tech-priests remain uncomfortable with the arrangement, the strategic benefits have proven too valuable to dismiss.

Forge World Metallica

The chapter maintains a careful relationship with Metallica, centered primarily around their need for specialized plasma weaponry. While the forge world's orthodox nature creates some tension regarding the Blood Wolves' more esoteric practices, the chapter's exemplary record with plasma weapons has earned them a measure of respect. Metallica's Tech-priests have noted with interest the chapter's unusually low rate of plasma weapon mishaps, though they remain suspicious of the blood rituals used in maintenance. Trade agreements are maintained through a complex network of intermediaries and carefully worded contracts that avoid direct mention of the chapter's more controversial practices.

Forge World Lucius

The Wolves' considerable void warfare expertise has earned them unique consideration from Lucius. The forge world's focus on void ship construction aligns well with the chapter's needs, and their Tech-priests have developed a grudging appreciation for the Blood Wolves' Smiths' innovative approach to ship maintenance. While official cooperation remains limited to standard maintenance and resupply, there are whispered rumors of more extensive technological exchanges, particularly regarding stealth system modifications. The chapter's protection of critical void-lanes has proven invaluable enough that Lucius tolerates their unorthodox practices, so long as proper containment protocols are maintained.

Forge World Stygies VIII

Perhaps the chapter's most controversial Mechanicus alliance, their relationship with Stygies VIII is built on mutual understanding of operating outside standard Imperial doctrine. The forge world's Xenarite Tech-priests have shown particular interest in the chapter's war beast program, viewing it as a fascinating example of controlled biological enhancement. While both

organizations maintain plausible deniability in their dealings, Stygies VIII has proven a valuable resource for some of the chapter's more esoteric technological needs. Joint research ventures are conducted under multiple layers of secrecy, with both parties understanding the necessity of discretion.

Forge World Mars

The Blood Wolves' relationship with Mars exists primarily through intermediaries and carefully maintained official documentation. Direct interaction is minimized, with both parties preferring to operate through established protocols that avoid highlighting the chapter's divergence from standard practices. Mars maintains theoretical oversight of the chapter's technical operations but delegates actual supervision to more locally positioned forge worlds. When direct interaction is unavoidable, it is handled through layers of bureaucratic formality that allow both parties to maintain their respective positions without direct confrontation.

Ecclesiarchy

The servants of gods are mistrusted, the ones of the god emperor less so. If interactions are necessary, the wolves will do their best to minimize exposure to each other's forces.

This serves to keep the psyker numbers of the chapter a secret and prevent corruption of the chapter's own beliefs with a fanatic belief in the empire.

Adeptus Sororitas

The fanatics of the Sororitas are avoided on the battlefields when possible.

Paranoia on both sides makes the interactions uneasy, but fruitful, since heretics are a shared target.

The interactions are usually handled with care, preventing exposure of the unusual beliefs and high psyker rate.

Adeptus Militarum

The imperial guard is a common ally, both for attacking as well as defending hive worlds. Communication with their commanders is often heated, with the wolves not agreeing that planned losses are acceptable. This sometimes leads to an additional bridgehead being created by the wolves to reduce the losses of life.

Imperial Knight Houses



Interactions with houses of the imperial knights have been a stable source of large weapon support when defending their worlds and critical hive cities. On the flipside the wolves have spent more time securing the worlds of knightly houses than would be expected, repaying the favours given.

Adeptus Custodes

The Adeptus Custodes has not interacted with the wolves in any major fashion, but the wolves consider every single one of them a hero of untold tales. Many would cherish a chance to fight beside them for the Emperor's glory.

Scholastica Psykana

Due to related problems with having a large number of psykers, the scholastica have repeatedly been asked for support and advice on meditations and will strengthening techniques.

The matching techniques have been adapted and integrated in training and daily schedules of all space marines.

The price paid for the information is only whispered about, many suspect some of the most dangerous heretic hunts may have been the price.

Additionally there are regular reviews and tests conducted by the scholastica to ensure that no taint is overlooked and purged.

Planetary Governors

Relations with Imperial planetary authorities remain as diverse as the worlds they govern. The chapter evaluates each request for aid carefully, prioritizing cases where their expertise in rooting out chaos corruption or genestealer infestations would be most effective. Their surgical approach to urban warfare makes them particularly valued by governors seeking to preserve vital infrastructure during such purges.

The Blood Wolves' methods often leave a lasting impression on planetary leadership. While their savage efficiency in combat inspires terror, their disciplined restraint and consideration for civilian casualties earns respect. Many governors, grateful for their world's salvation, establish discrete arrangements to provide resources to the chapter's fleet. These contributions, while carefully measured to avoid scrutiny from tithe assessors, help maintain the chapter's independence and mobility.

The relationship benefits both parties - governors gain a powerful ally against insidious threats, while the chapter secures vital supply lines and potential recruiting grounds. However, the wolves remain selective in their commitments, aware that too close an association with any single world could draw unwanted attention from both Imperial authorities and their enemies.

Merchant Fleets

The Blood Wolves maintain a complex network of relationships with various merchant fleets and chartist captains, relationships forged in the void and tempered over generations. While other chapters might dismiss such mortal enterprises, the wolves recognize these fleets as the arteries of their existence, carrying vital supplies through the dangerous expanses of space.

Several notable merchant dynasties have served the chapter faithfully across centuries, their captains becoming trusted allies rather than mere suppliers. In rare cases, particularly distinguished captains have even been honored with blood-sharing rituals, binding their lineages to the chapter's fate. These chosen families often mark their vessels with subtle wolf iconography, a signal to both allies and enemies of their protected status.

Beyond basic resupply, these merchant vessels serve multiple roles. They act as the chapter's eyes and ears across Imperial space, carrying intelligence of potential threats. Their established trade routes help mask the chapter's movements, and occasionally provide discrete transport for small teams of marines when traditional deployment methods would draw unwanted attention. Some of the more daring captains have even assisted in evacuating civilians from war zones, earning them particular honor among the wolves.

However, the chapter maintains careful distance from any single fleet, ensuring their supply lines remain diversified and secure. This arrangement benefits both parties - the merchants gain powerful protection and lucrative contracts, while the wolves maintain their mobility and independence without drawing undue attention from Imperial authorities.

Adeptus Astra Telepathica

Relations with the Adeptus Astra Telepathica are complex and carefully managed. While most chapters simply receive sanctioned psykers from them, the Blood Wolves' unusual concentration of psychic potential has led to deeper cooperation. The Telepathica has shown particular interest in the chapter's methods of maintaining psychic stability across such a large number of battle-brothers, especially given their exposure to warp influences during heretic hunts.

Over centuries, a careful exchange has developed. The Telepathica provides advanced training techniques and occasionally directs particularly promising young psykers to the chapter's recruitment screenings. In return, the Blood Wolves share insights into their unique methods of psychic control and corruption resistance. Their chaplains occasionally assist in training particularly powerful psykers, teaching methods of maintaining control during combat situations.

However, this relationship remains strictly professional. The Telepathica's more zealous members view the chapter's blood rituals and tribal practices with suspicion, while the wolves themselves carefully guard the deeper mysteries of their psychic traditions. Both organizations maintain careful documentation of all interactions, protecting themselves from accusations of impropriety while ensuring neither crosses established boundaries.

The arrangement has proven particularly valuable during joint operations against psychic threats. The Telepathica's strength in detecting and tracking rogue psykers complements the wolves' expertise in urban warfare and surgical strikes, leading to several notable successes in containing psychic outbreaks before they could draw darker attention.

OPERATION DESIGNATION: THUNDERWOLF

CLASSIFICATION: RESTRICTED

THEATER OF WAR: Feral World Kraken's Eye

AUTHORS:

- Captain Khogen Baatar, White Scars 4th Company
- Watch Captain Severus Draken, Deathwatch
- Captain Fulmen Ravenclaw, Blood Wolves 2nd Company

STRATEGIC VALUE:

- Primary recruiting world for 14 Imperial Guard Regiments
- Notable warrior culture with 87% recruitment success rate
- Strategic location for sector defense

ENEMY FORCES:

- Waaagh! Grimskull
- Estimated 300,000 Ork warriors
- 27 Stompa-class war machines under construction
- Significant concentration of Weird Boyz
- Multiple Gargant construction sites identified

IMPERIAL FORCES:

White Scars: 4th Company (97
Astartes)

- 35 Bike squadrons
- 3 Land Speeders
- 2 Storm Talons

Blood Wolves: 2nd Company (112
Astartes)

- 12 Thunderhawk gunships
- 4 Dreadnoughts
- 22 Jump Pack equipped warriors

Deathwatch Kill-teams:

- Kill-team Omega (specialized in Ork elimination)
- Kill-team Sigma (heavy weapons specialists)
- Kill-team Vertex (close combat specialists)

OPERATIONAL PHASES:

Phase 1: DECAPITATION

The Blood Wolves' psykers proved instrumental in locating the concentration of Weird Boyz serving as the Waaagh's psychic beacon. Captain Ravenclaw's forces deployed via night drop, using their psychic abilities to mask their approach.

Synchronized with this insertion, White Scars bike squadrons launched diversionary attacks on multiple Ork settlements.

Results:

- 23 Weird Boyz eliminated
- Waaagh's psychic coordination severely disrupted
- 3 Blood Wolves casualties
- 2 White Scars bikes lost

Phase 2: SURGICAL STRIKES

Deathwatch Kill-teams, guided by Blood Wolves' precognitive insights, targeted key Meks and their construction yards. White Scars provided rapid response and extraction capabilities. Blood Wolves' jump pack squads delivered precision strikes on enemy leadership.

Results:

- 17 Mek workshops destroyed
- 4 Gargant construction sites sabotaged
- 8 Ork Warbosses eliminated
- Minimal casualties sustained

Phase 3: DECISIVE ENGAGEMENT

With the Orks' command structure in disarray, a combined assault was launched on Grimskull's main force. White Scars executed their signature hit-and-run tactics while Blood Wolves strike teams eliminated emerging enemy leaders. Deathwatch Kill-teams destroyed critical infrastructure.

Notable Events:

- Captain Ravenclaw's precognitive warnings saved three White Scars squadrons from Ork ambushes
- Combined psychic assault by Blood Wolves disrupted Ork mobility
- White Scars' mobility perfectly complemented Blood Wolves' precision strikes
- Deathwatch expertise proved crucial in targeting weak points in Ork war machines

CASUALTIES:

- White Scars: 7 brothers, 11 bikes

- Blood Wolves: 12 brothers, 1 Thunderhawk
- Deathwatch: 2 brothers
- Enemy losses: Approximately 70% of total force

TACTICAL OBSERVATIONS:

White Scars Assessment:

The Blood Wolves hunt like true sons of Chogoris. Their precision matches our speed perfectly. Their foresight guided our blades true.

Deathwatch Assessment:

Unprecedented psychic coordination between forces. Blood Wolves' ability to predict enemy movements proved invaluable. Recommend continued joint operations.

Blood Wolves Assessment:

The speed of the Khan's sons combined with Deathwatch expertise multiplied our effectiveness exponentially. Our blood sings with the memory of this hunt.

STRATEGIC OUTCOMES:

- Waaagh Grimskull completely disrupted
- Local tribes preserved as recruiting source
- Enemy forces scattered into manageable fragments
- Critical infrastructure preserved
- Three major tribes witnessed Imperial victory, boosting recruitment potential

RECOMMENDATIONS:

- Establish permanent coordination protocols between forces
- Develop combined training exercises
- Share tactical data regarding psychic warfare applications
- Maintain joint rapid response capability in sector

COMMENDATIONS:

- Blood Wolves' 2nd Company for exceptional precognitive support
- White Scars' bike squadrons for perfect execution of hit-and-run tactics
- Deathwatch Kill-team Omega for critical target elimination
- Special commendation to Captain Ravenclaw for psychic battle coordination

[Appended: Detailed battle maps and casualty reports]

[Authentication codes and seals follow]

Enemies



Chaos

The hordes of chaos are a natural enemy. While often overkill to deploy space marines to kill cultists, there are mutants or enemy Astartes that make short work of other Imperial Servant Cornelius Vales.

Daemons

While not specifically intended to counter daemons, the chapter's Thunderhawks combined with their psychic power still give them a fighting chance.

Astartes

Thousand Sons

The thousand sons are one of the most hated traitors. Not only do both chapters employ many psykers, there also have been cases of brothers being kidnapped and having to be rescued. Leaving battle brothers behind is no option, when it would endanger the imperium by making one of the most dangerous enemies even more dangerous.

Constant vigilance has so far made the chapter safe from infiltrations, at least as far as the chapter knows.

Alpha Legion

The alpha legion is a dangerous enemy. Not only are they likely able to infiltrate the wolves, avoiding their vigilant eyes, they may also infiltrate allies. Allies that were infiltrated are then likely to harm the chapter's name with their actions, leading to retaliation or further inquisitorial attention.

Given the already critical value of allied forces, the chapter master keeps a close watch at hints of Alpha Legion involvement with psychic readings as well as information glanced from ally communications.

World Bearers

The world bearers are a dangerous foe, targeting the chapter's chaplains for access to uncommon and secret knowledge. Knowledge that must not help the foes of the Emperor, secrets that could be devastating to all members of the chapter.

While not common, the risk of torture and corruption is very obvious to the Chapter Chaplain. Not only is extra caution taken when deploying chaplains in small forces, information about movements of the world bearers is constantly reviewed to predict ambushes.

Dark Mechanicus

The dark mechanicus is considered a very dangerous group of heretics. Hunting them is one of the few occasions where direct contact to the Adeptus Mechanicus with a request for support may be initiated. While not the primary target of most hunts, these are some of the wildest and best remembered stories told.

Tyranids

Tyranids are a rare foe, usually they are not engaged during their invasion, but while cleaning up the creatures they left behind. During the invasion surgical strikes are carried out, but longer engagements are avoided. The cost in space marines is usually too high to allow for open warfare.

Genestealer Cults

Genestealer Cults are a common enemy and actively being hunted for by the wolves. If a world is suspected of corruption by genestealers, it is swept from the bottom to the top for a patriarch.

Aeldari

Besides raiders there has been no interactions with aeldari factions. They are considered a lesser evil by the wolves, one that they don't bother hunting under normal circumstances. If engaged, precision strikes are employed to counter them.

Drukhari

The dark eldar are considered one of the greater evils. Their predatory and self-

serving slave raids make them a dire threat to the wellbeing of the imperium.

According to stories told, they are a corrupted offshoot of the Aeldari, making them both xenos and heretics to the eyes of the battle brothers. The crafted creatures they deploy are especially seen with a combination of hate and disgust. The space marines try to avoid engaging them alone to decrease the likelihood of them being amongst captured slaves.

Orks

Orks have been a constant bother for the wolves, being the cause of many of their recent losses. While not engaging whole WAAAGHs, it is a common pastime for wolves to go ork hunting, trying to thin out the weird boys especially.

Necrons

Necrons are one of the most despised foes of the chapter. Their strong ranged weaponry and lack of emotions makes perfect execution of tactics a must, leading to rather boring stories to tell. Most of the chapter's wargear is not ready for these encounters, leading to tactical withdrawals where possible. These are followed by hit and run tactics and precise strikes at more individual Necrons.

Yu'vath

The ancient Yu'vath empire's corrupting influence still lingers in the Gothic Sector through their artifacts and ruins. The Blood Wolves take particular care when encountering suspected Yu'vath technology, as their war beasts have proven invaluable in detecting the subtle corruption these devices emit. Several chaplains maintain detailed records of encountered Yu'vath artifacts, using this knowledge to better protect their brothers from the insidious influence these relics can exert. The chapter's high resistance to warp influence makes them particularly effective at containing and eliminating these threats.

Hrud

The time-warping Hrud pose a unique challenge in urban environments, where their entropy fields can age equipment and infrastructure by centuries in moments. The chapter's war beasts have demonstrated an unusual ability to track Hrud through their temporal distortions, leading to specialized hunting protocols. Blood Wolves employ their psychic abilities to create stable zones within Hrud entropy fields, allowing them to engage these xenos without risking their equipment and gene-seed. Multiple successful purges of Hrud infestations have been recorded in various hive cities.

Q'orl

The insectoid Q'orl represent an expanding threat to Imperial shipping lanes and

potential recruiting worlds. Blood Wolves harvest frigates occasionally encounter Q'orl scout vessels, leading to the development of specific void combat protocols against their unique bio-mechanical technology. The chapter's psykers have proven especially effective at disrupting the Q'orl's chemical-based communication networks, though direct engagement is avoided when possible to preserve chapter strength.

Rak'Gol

These brutal void-borne raiders have clashed with Blood Wolves vessels multiple times. The savagery of the Rak'Gol makes them difficult opponents in ship-to-ship boarding actions, but the chapter's war beasts have proven remarkably effective at hunting them through damaged vessels. The Blood Wolves maintain specific combat drugs designed to counter Rak'Gol augmentations, though these are used sparingly due to their highly aggressive side effects.

Kroot

While not actively hostile, Kroot mercenaries are treated with extreme caution when encountered in urban operations. The Blood Wolves' chaplains are particularly vigilant about checking for signs that their brothers have been studied by Kroot for potential genetic absorption. Several notable incidents of successful cooperation against mutual enemies are recorded, though the chapter remains wary of the Kroot's opportunistic nature and potential for betrayal.

[ORDO XENOS TRANSLATION NOTE: The following text was recovered from crystalline data-storage devices found in a damaged Eldar Wraithlord. Translation protocols courtesy of Inquisitor Valdemann's xenolinguistic division. Accuracy estimated at 87.3%]

REPORT OF AUTARCH ELARIQUE STARWEAVER

BATTLE DESIGNATION: TWILIGHT OF SCREAMING SHADOWS

LOCATION: MAIDEN WORLD IYANDRIS

ALLIED FORCES: CRAFTWORLD MYMEARA, BLOOD WOLVES ASTARTES

[approximate translation]

ENEMY FORCES: FOLLOWERS OF SHE-WHO-THIRSTS, TRAITOR ASTARTES

PRELIMINARY OBSERVATIONS:

The mon-keigh [classified term - refers to humans] of the Blood Wolves Chapter proved surprisingly... adequate allies against our shared foe. Their presence was first detected when our Rangers observed their strike cruisers entering the system's outer reaches. Initial hostile response protocols were suspended when we identified their target - a warband of the Thirsting One's devotees establishing a foothold on our maiden world.

TACTICAL ASSESSMENT:

The Blood Wolves demonstrated combat methodologies atypical of their brutish kind. Their deployment was conducted with unexpected subtlety, utilizing what appeared to be psychic masking techniques crude but remarkably similar to our own Shadow Weaving.

[Translation Note: Several passages here contain untranslatable references to Eldar military formations. Basic meaning preserved where possible.]

Of particular note was their unusual affinity for coordinated psychic warfare. While primitive by our standards, their "blood-pack" assault formations proved effective at disrupting the enemy's warp-born advantages. Their Chaplains [approximate translation: "Soul-Howlers"] maintained admirable discipline over their warriors' more bestial tendencies.

COMBAT ENGAGEMENT:

Primary engagement occurred in three phases:

1. INITIAL CONTAINMENT

- Ranger teams coordinated with Blood Wolves infiltrators to isolate enemy staging areas
- Mon-keigh psykers demonstrated crude but effective warp-dampening abilities
- Enemy attempts at summoning reinforcements successfully disrupted

2. DECISIVE STRIKE

- Howling Banshee assault coincided with Blood Wolves melee specialists
- Enemy forces caught between Eldar precision and Space Marine savagery
- Notable observation: Blood Wolves warriors demonstrated unusual restraint, coordinating their attacks rather than succumbing to typical mon-keigh battle-lust

3. PURSUIT AND ELIMINATION

- Enemy leadership attempted to escape through webway breach
- Blood Wolves psykers assisted our Warlocks in sealing the breach
- Remaining enemy forces eliminated with acceptable efficiency

CASUALTIES:

- 17 Aspect Warriors returned to their shrines
- 12 Blood Wolves warriors confirmed eliminated
- Estimated 98% enemy forces destroyed or captured

STRATEGIC ASSESSMENT:

While the Blood Wolves lack the refinement of proper Aeldari warfare, their methods prove surprisingly compatible with our own when properly directed. Their tendency toward pack hunting and ambush tactics aligns acceptably with Eldar strategic doctrine. Their high proportion of psykers, while untrained by our standards, provides useful tactical flexibility.

CULTURAL OBSERVATIONS:

Of particular interest was their ritualistic behavior between engagements. Our Seers observed their blood-sharing ceremonies with some concern, though they confirmed no Chaos taint. Their reverence for their "Emperor" appears to have evolved into something closer to our own Path system than typical mon-keigh religious fanaticism.

RECOMMENDATIONS:

- Maintain tactical data on Blood Wolves for future reference
- Consider them acceptable allies against servants of She-Who-

Thirsts

- Exercise caution regarding their blood rituals
- Monitor their psychic development for signs of advancement or degradation

FARSEER ADDENDUM:

The skeins of fate weave strangely around these warriors. Their future paths remain obscured, but they do not follow the typical patterns of mon-keigh destiny. Continue observation.

[End Translation]

INQUISITORIAL NOTATIONS:

- Further investigation into Eldar assessment of Chapter's psychic abilities recommended
- Blood ritual observations correlate with existing Ordo Hereticus reports
- Tactical cooperation protocols to be reviewed by Ordo Xenos strategic division
- Full report classified LEVEL VERMILLION

Stories: Large Campaigns



The Cleansing of Hive Myriad

As told by Brother Theron during evening meal

Brothers, let me tell you of the hunt in Hive Myriad, where the Alpha Legion thought themselves masters of shadows. They didn't expect us to be better predators than they were serpents.

I was there with Captain Ironbark when the call came. The Guard was dying by the thousands, unable to tell friend from foe. Even their commissars were compromised. You should have seen their faces when our war beasts first caught the scent of the infiltrators - those creatures can smell a lie better than any machine.

There was this one hunt - we'd tracked a suspected Alpha Legion operative to the mid-hive governance levels. Our beast handler, Brother Voss, noticed his war beast's hackles rise when passing a particular administratum prefect. This prefect had all the right credentials, all the proper authorization. But you know what he didn't have? The right scent.

Captain Ironbark played it masterfully. He approached the prefect with congratulations about his recent 'promotion' - a promotion that hadn't actually happened. The imposter took the bait, accepted the congratulations... and that's when we struck. The look of surprise on the Alpha Legionnaire's face when our blades found him - he thought he was the hunter, but we proved who the true predators were.

But the real victory? Most of the hive never even knew we were there. The Guard took the glory for the victory, as they should. Our hunt isn't about glory - it's about efficiency. About removing the cancer without killing the patient. By the time we left, production quotas were actually higher than before the uprising.

The Defense of Thanatos Prime

As shared by Veteran Sergeant Kastor during bone-carving

Pass me that femur, brother, and I'll tell you about the time we hunted alongside the Sons of Russ. The Wolves of Fenris, they're different from us - all fury and forward charge where we prefer the shadows. But against the Tyranids? We learned how well different packs can hunt together.

Our war beasts were the first to scent the vanguard organisms. Silent hunters, these creatures, meant to infiltrate and prepare the way for the hive fleet. But you can't hide from a Blood Wolf's nose, can you?

strokes nearby war beast

The Space Wolves would launch their drop pod assaults, all thunder and lightning, drawing the attention of the larger bioforms. And us? We were the knife in the darkness. While the Tyranids focused on the howling sons of Fenris, we'd slip through their lines, our psykers disrupting the synaptic connections.

I remember when we struck at their primary Hive Tyrant. The Space Wolves had it pinned down with heavy weapons fire, but its shadow was keeping the swarm coordinated. Captain Grimcrest gathered twenty of our strongest psykers. While the Wolves of Fenris kept it occupied, we launched a concentrated mental assault. Ever seen a Tyrant try to coordinate its forces while twenty Blood Wolves tear at its mental connections? Like watching a puppet with its strings cut.

The Knights of House Hawkshroud made their famous last stand that day, but few know how we helped make it possible. Every time their lines started to buckle, our psykers would disrupt the swarm's coordination, creating gaps the Knights could exploit. For every Knight that fell, they took hundreds of Tyranids with them.

holds up carved bone

See this pattern here? It's the Knights' heraldry. We honor their sacrifice, even if they never knew how we helped them achieve it.

The Merias Schism

Related by Chaplain Darius during blood-sharing ritual

Before we share blood, brothers, let me tell you of the Merias Schism, where even the Black Templars learned to value our ways - though they'd never admit it. prepares ritual chalice.

The Black Templars, Emperor bless their zealous hearts, they see only the surface threat. They came expecting a simple heresy, blade work and bolter shells to cleanse the unclean.

They didn't understand the subtle corruption threading through the sector like poison through veins.

Our war beasts could smell the wrongness in their prayers, the twisted resonance in their hymns. While the Templars purged the obvious heretics, we hunted the hidden architects of corruption. There was this one cult leader - appeared completely loyal, attended every Imperial service. But our beasts... they knew. Could smell the taint of the warp on him even through the incense and prayers.

The turning point came in the underhive of Merias Prime. Our war beasts became agitated, sensing something massive stirring below. The Templars wanted to launch a frontal assault - typical. But Captain Stonehammer convinced them to wait, to let us scout first. Good thing too. We found a summoning circle half a kilometer wide, powered by thousands of sacrifices.

If it had been completed...

shakes head

We coordinated with the Templars for the attack. They provided the hammer - three hundred Black Templars charging in, full battle cant. Meanwhile, our squads slipped through maintenance tunnels, guided by the war beasts, taking out the ritual leaders one by one. By the time the Templars reached the main chamber, the ritual was already failing.

lifts chalice

So when we share blood tonight, remember: sometimes the greatest victories are the ones history never records. The Black Templars got their glorious battle, and we got what we wanted - a threat eliminated before it could fully manifest.

The Vhetin Uprising

Recounted by Smith Artifex Stormhowl during maintenance rites

Hand me that sacred ungent, brother, and I'll tell you about the Vhetin campaign. You think regular tech-heresy is bad? Try hunting Dark Mechanicus creations alongside the Ultramarines.

anoints machine part

The sons of Guilliman, they're efficient, I'll give them that. But they expect everything to follow their precious Codex. How do you codify hunting things that shouldn't exist? That's where we came in.

Our war beasts could sense the wrongness in their machines, the way the corrupted machine spirits writhed inside their metal shells. We'd work alongside Ultramarine tactical squads, guiding them to the real threats. They didn't much like taking direction from our beasts at first, but results speak louder than doctrine.

There was this one forge complex - Epsilon, they called it. Looked perfectly normal on the outside. But the beasts... they wouldn't go near it. Kept growling at the walls themselves. Captain Silvermist consulted the Emperor's Tarot and saw darkness breeding in the depths. The Ultramarines wanted proper reconnaissance, carefully planned assault routes.

chuckles while applying holy oils

Instead, we sent in teams with war beasts, following their noses to the worst concentrations of tech-heresy. Found laboratories that would have given even a hardened Inquisitor nightmares. The Ultramarines provided perfect fire support once we identified the targets, I'll give them that. Textbook execution of a plan they'd never find in their Codex.

holds up freshly blessed component

Like this piece here - looks perfect on the outside, but you have to know where to look for the flaws. That's what we do. We find the flaws others miss.

The Ghoul Stars Incursion

Told by Ancient Vyrmark during Dreadnought maintenance

You want to know about real hunting, young ones? Let me tell you about the Ghoul Stars. Fifteen years we spent there, hunting things that shouldn't exist alongside the Grey Knights themselves.

servo-motors whirl as ancient frame shifts

The Grey Knights, they're used to fighting daemons, things they can banish with faith and force. But these entities... they were different. Subtle. They'd get in your mind, make you think thoughts that weren't your own. But they couldn't fool our war beasts. The beasts could smell them, even when they had no physical form to smell.

We developed new techniques, combining our blood rituals with Grey Knight wards. The entities hated that - the combination of our blood-bonds and their holy inscriptions created barriers they couldn't pierce. We established a network of these warded positions across the sector, each one anchored by the shared blood of our brothers.

The final battle at the Null Point...

ancient cooling systems cycle heavily

Captain Grimcrest led that one. The Grey Knights were trying to seal a breach between realities, but their powers alone weren't enough. That's when Grimcrest suggested combining our blood rituals with their sealing ceremonies. Unorthodox? Certainly. But when you're hunting things from beyond reality, orthodox doesn't cut it.

The sight of Blood Wolves and Grey Knights performing a combined ritual...

laughs, causing dreadnought frame to shake slightly

Now that's something you don't see every day. But it worked. We sealed that breach permanently.

Remember this, young ones: there are some hunts that can't be won through strength alone. Sometimes you need to adapt, to combine the old ways with the new. That's how we survive. That's how we win.

The ancient falls silent, cooling systems humming thoughtfully, as the maintenance ritual continues

IMPERIAL GUARD COMMAND REPORT

SUBJECT: Blood Wolves Chapter Combat Insubordination
From: Lord General Marcus Augustus van Dorn, 84th Theraxian
Siege Regiment
To: Sector Command, Departmento Munitorum
Classification: Command Level Distribution

FORMAL COMPLAINT REGARDING SPACE MARINE TACTICAL NON-COMPLIANCE

Campaign: Hive Tertius Pacification
Location: Forge World Theraxis IV
Date: 847.M41

I must formally register my strongest protest regarding the conduct of the Blood Wolves Chapter during the current campaign. Their refusal to follow proper Imperial battle doctrine has severely disrupted our strategic deployments and undermined the chain of command.

INITIAL DEPLOYMENT

Upon arrival, the Blood Wolves' Captain Validus Stonehammer and his Chaplains reviewed our battle plans for the siege of Hive Tertius. Rather than taking their assigned positions in the front line as befits Space Marines, they raised immediate objections to what they termed "inefficient use of specialized forces."

TACTICAL DISAGREEMENTS

The Blood Wolves refused to:

- Maintain static defensive positions
- Engage in war of attrition as planned
- Support frontal assault doctrine
- Deploy in company strength to main battle lines

Their objections centered around claims that:

- Their chapter "wasn't designed for attrition warfare"
- Their "war beasts detected patterns we couldn't see"
- Extended deployment would risk corruption and gene-seed loss
- Their Chaplains "required mobility to maintain spiritual health"

INSUBORDINATE ACTIONS

Instead of following commands, they:

- Deployed in small hunter-killer teams
- Conducted unauthorized infiltration missions
- Redirected forces without command approval
- Withdrew from positions without orders

Most egregiously, they:

- Abandoned their assigned fortress position after only two weeks of siege
- Conducted unauthorized deep strikes into enemy territory
- Refused to commit more than 20 marines to any single engagement
- Withdrew their forces entirely when their Chaplains claimed "spiritual necessity"

RESULTS OF ACTIONS

I am forced to acknowledge that their unauthorized actions resulted in:

- Enemy leadership decapitation
- Critical supply line disruption
- Multiple enemy strongpoint neutralizations
- Significantly reduced Imperial Guard casualties

However, their success does not excuse their complete disregard for proper Imperial battle doctrine and chain of command.

COMMAND DISRUPTION

Their actions severely undermined my authority when:

- Other units began requesting Blood Wolves' tactical advice
- Guard officers started questioning attrition doctrine
- Support units diverted resources to Blood Wolves operations
- Several units attempted to copy their "hunt and kill" tactics

SPIRITUAL CONCERNS

Their Chaplains repeatedly interfered with operations, citing:

- Need for "ritual maintenance"
- Concerns about "corruption risks"
- Requirements for "gene-seed preservation"
- War beast behavioral warnings

When ordered to disregard these concerns and maintain positions, they simply withdrew, their Chapter Master citing "spiritual authority superseding tactical command in matters of chapter preservation."

NOTED RESULTS

I am required by regulations to note that the campaign objectives were achieved:

- Enemy forces neutralized
- Hive reclaimed
- Civilian casualties minimal
- Imperial Guard losses below projections

However, this success does not justify their methodological

insubordination.

FORMAL REQUESTS

I hereby request:

- Official censure of Blood Wolves Chapter
- Mandate for compliance with Imperial battle doctrine
- Requirement for integration into proper command structure
- Restrictions on independent tactical decisions

RESPONSE TO MECHANICUS OBJECTION

The Forge World's Fabricator-General has formally objected to my complaints, citing:

- Minimal infrastructure damage
- Preserved manufacturing capability
- Protected gene-seed stocks
- Maintained productivity levels

I maintain these results do not justify tactical insubordination.

FINAL NOTATION

While I acknowledge the campaign's success, I cannot endorse their methods. The Blood Wolves' refusal to engage in proper attrition warfare sets a dangerous precedent. Their insistence on "hunting" rather than proper battle line deployment undermines millennia of Imperial military doctrine.

I await your response regarding this serious breach of tactical protocol.

For the Emperor's Glory,
Lord General Marcus Augustus van Dorn
84th Theraxian Siege Regiment
[Appended: Multiple rejected tactical plans and denied deployment orders]
[Document bears Imperial Guard Command Seals and multiple "Complaint Noted" stamps from various administrative offices]

ADMINISTRATUM RESPONSE NOTATION:

Complaint filed. Tactical success noted. No action required.

MECHANICUS ADDENDUM:

Forge World productivity maintained. Blood Wolves tactical doctrine noted as optimal for industrial zone warfare.

INQUISITORIAL NOTATION:

Complaint reviewed. Chapter operating within established

parameters. Case closed.

Stories: Small Campaigns

The Hive City Psyker Purge

Brothers, let me tell you of the time we cleansed the filth from Stratos-Primus, a hive world teetering on the brink of damnation. Psyker scum crawled through its underhive, chanting their heresies to tear open the veil between our realm and the warp. Captain Ironbark led us into those shadowed depths, his presence cloaking us like night itself.

We moved as ghosts, our psychic powers snuffing out their sentries' awareness before they even knew death approached. The sanctum of their leader, a so-called 'Seer of the End,' was guarded by wailing souls bound in iron chains. It was there that Brother Caelum plunged his blade into the Seer's black heart, silencing the chants and sealing their cursed rift. We walked out, unseen and undefeated, as Stratos-Primus awoke to a new dawn, unaware of how close they had come to ruin.

The Genestealer Patriarch Hunt



You've all heard the tale of Verdantia IV, haven't you? The agri-world that seemed too perfect, too peaceful. We were sent there by the Inquisition, sniffing out the faintest trace of corruption. It was our wolves that found it first—beneath the earth, in the sewers and silos. Their noses led us to the hive's heart, where the Patriarch, that vile alien beast, lurked among its thralls.

I remember the way it stared at us, its eyes gleaming with cold malice as it tried to worm its will into our minds. But Arc Chaplain Nightwind was there, his presence as unyielding as the Emperor's light. He held the Patriarch's powers at bay, long

enough for Captain Ironbark to lead the charge. Blades flashed, blood sprayed, and in the end, it was our teeth that tore the beast apart, reclaiming Verdantia for the Imperium.

The Ork Weird Boy Culling

Ah, the Waaagh on Ergolon! We lost good brothers there, and Captain Ravenclaw swore vengeance. We took the fight to the greenskins, targeting their Weird Boyz—those cackling psyker-beasts who hold their mobs together. With jetpacks roaring and Ravenclaw's lightning crackling from his hands, we descended upon them like the Emperor's fury made flesh.

Their shamans tried to summon their crude magics, but our strikes were faster. I remember Brother Galeus cleaving a Weird Boy clean in two, and the psychic backlash lit up the battlefield like a star. By the time we left, their Waaagh was shattered, their leaders scattered, and their threat to the sector broken. Ravenclaw said it best: 'For every brother we lost, a hundred greenskins fell.'

The Necron Precision Strike

Silentium, brothers. A name that sends a chill through the bones. When we found that tomb world, we knew it wasn't just a planet—it was a graveyard waiting to wake. Captain Stonehammer led the charge, his shield held high as we struck deep into Necron territory.

With psychic fog covering our approach, we slipped past their deathless sentinels. We struck like a wolf-pack—swift, coordinated, and lethal. Power conduits were severed, reanimation chambers destroyed. We didn't linger; we couldn't. But as we pulled back to our Thunderhawks, I swear I felt their dead eyes watching us, waiting. Stonehammer said, 'Not today, soulless ones,' and that was enough for me.

The Chaos Outbreak Containment

There's no foe more insidious than Chaos, brothers, and the heretics at Ordinatus Theta proved it. They had turned their research facility into a shrine of corruption, summoning daemons with each blasphemous ritual. But we wouldn't let their filth spread.

Under Chaplain Wolfsbane, we fought like the Emperor's chosen. The air stank of warp-taint, and their whispers tried to claw into our minds. But Wolfsbane's voice rang out over the madness, guiding us like a beacon. When we reached the rift generator, it pulsed with raw warp energy, and the daemons surged to defend it. We carved through them, tooth and blade finding purchase in unholy flesh. The rift was sealed, the generator destroyed, and Chaos was denied its foothold. Wolfsbane said, 'Let this be a reminder, brothers: vigilance is our shield, and fury our sword.'

INTERNAL MEMORANDUM - MOST SECRET

Re: Blood Wolves Chapter Investigation
From: Cardinal Thaddeus Vern
To: Inner Circle of the Blessed Revelation
Urgency: IMMEDIATE - BURN AFTER READING
My fellow servants of the true faith,

The situation has become critical. The Blood Wolves Chapter has made planetfall despite our best efforts to divert them. Initial attempts to maintain our cover are already failing. This report will detail our current containment efforts and recommendations.

INITIAL CONTAINMENT MEASURES - ALL FAILED

Our standard procedures proved useless:

- Incense burning to mask scents (Their war beasts can detect corruption through it)
- False documentation (Their Chaplains sense deception)
- Controlled population movements (Their psykers track underground gatherings)
- Holy processions as cover (Their beasts grow agitated near our faithful)

ATTEMPTED COUNTERMEASURES - INEFFECTIVE

1. Burning of blessed oils:

- Result: War beasts became more agitated
- Note: Seems to enhance their sensing abilities
- Casualties: Lost Brother Meridius when beast detected his marks

2. Mass religious gatherings:

- Result: Drew immediate investigation
- Note: Their psykers can apparently sense the difference between true and false worship
- Casualties: Entire lower chapel congregation exposed

3. Sealed chambers:

- Result: They can smell corruption through adamantium
- Note: War beasts led them directly to hidden chambers
- Casualties: Lost entire Level 7 sanctuary

CURRENT SITUATION - DETERIORATING

Their methods are proving impossible to counter:

- War beasts patrol the cathedral spires
- Chaplains interrogate the faithful
- Psykers scan for corruption
- Battle brothers hunt in shadows

We've lost contact with:

- Three inner circle members
- Seven lower congregations
- Twelve sacred chambers
- All deep chapel access

CRITICAL OBSERVATIONS

Their capabilities exceed all warnings:

- Can smell the touch of enlightenment on our skin
- Detect our sacred marks through ceramite walls
- Sense our blessed gatherings despite wards
- Track our movements through solid stone

URGENT CONCERNS

Most disturbing developments:

- They know our signs without seeing them
- Find our chambers without blueprints
- Identify our faithful without confession
- Locate offerings through solid walls

ATTEMPTED ESCAPE ROUTES - COMPROMISED

All emergency measures have failed:

- Underground tunnels (War beasts already there)
- Hidden elevators (Marines waiting at exits)
- Secret passages (Psychically mapped)
- Orbital extraction (Vessels tracked)

RECOMMENDED IMMEDIATE ACTIONS

- Burn all records
- Scatter the faithful
- Collapse the deep chapels
- Trigger the purifying flames
- Release the blessed ones

Note: Even these measures may prove futile. Their beasts are already scratching at my chamber door as I write this.

FINAL OBSERVATIONS

For any who find this record:

- Do not try to hide from their beasts
- Do not attempt to mask the scents
- Do not think walls will protect you
- Do not trust any shelter

The Emperor's false angels can smell the truth in our blood. The beasts know. Their eyes... their eyes see what we've become. I hear them coming. The scratching grows louder. They hunt and we are prey and

[DOCUMENT ENDS MID-SENTENCE]

ADDENDUM - BLOOD WOLVES CHAPLAIN'S NOTATION

Found in Cardinal's private chambers. Full corruption confirmed. Structure cleansed. War beasts performed admirably. Particular note: attempts to mask scents with sacred oils only makes tracking easier. Recommend updating tactical protocols accordingly.

[Document bears burn marks and what appears to be blood stains]

INQUISITORIAL NOTATION

Retrieved during post-purge cleanup. Valuable insight into cultist containment attempts. All methods noted as ineffective against Blood Wolves deployment. Recommended distribution to other chapters specializing in cult suppression.

Stories: Legendary Duels

The Duel of Whispers - Captain Umbra Ironbark vs. Drukhari Archon



Let me tell you, brothers, of the time Captain Ironbark crossed blades with the Shadow of Nyzith, a Drukhari Archon whispered to haunt the nightmares of Imperial slaves. It was during one of their vile raids on the edge of the Segmentum Obscurus, where their ships blotted out the stars and their screeches tore through the air.

Ironbark stepped into the fray, his psychic fog enveloping the battlefield, swallowing sound, light, and hope. Somewhere in that mist, the Archon waited—a creature of malice and silence. For hours, the two danced a deadly waltz, their movements as unseen as their intentions. No words were spoken, no war cries uttered.

And then it happened. A flash of steel, and the Archon crumpled silently to the ground, his throat pierced by Ironbark's thrown blade. Our captain emerged from the mist, his eyes burning with the cold fire of duty. The captives we saved that day whispered prayers to the Emperor for their deliverance, though we knew it was Ironbark's resolve that freed them.

The Blade of Fate - Captain Fatum Silvermist's Prophetic Duel



Brothers, the Blade of Fate is no mere tale—it's a testament to the Emperor's guiding hand. Captain Silvermist faced the Dark Blade of the Traitor Legions—a renegade champion who had brought ruin to a dozen worlds. But Fatum had the Emperor's Tarot. He laid the cards, his calm unwavering, and saw every move the heretic would make before the duel even began.

The battle, they say, was like a dream made real. Each strike, each parry, was as if rehearsed a thousand times. Fatum danced through the fight with grace, his psychic foresight guiding his every motion. The heretic's rage grew, his strikes wild and desperate, but none could land. And when the moment was right, Silvermist struck—not just with his blade, but with his faith. The traitor fell, his dark blade shattered. Witnesses swear that for a moment, the Emperor Himself stood behind our captain, guiding his hand.

The Tooth and Claw Challenge - Sergeant's Ritual Combat

Ah, the Tooth and Claw Challenge. It happened during our campaign on Gildon's Reach, when young Sergeant Kael challenged old Sergeant Varnis over how best to flank a xenos force. The dispute was settled not with words, but with the way of our ancestors—bare teeth and the weapons of the hunt.

They met in the circle, their brothers forming the ring, no armor to shield them, no plasma to decide the victor. It was brutal, brothers—Kael's youthful speed against Varnis' honed precision. They bit, clawed, and bled, their Artimus Glands turning every strike into a savage display of power. But when the dust settled, neither delivered the killing blow. Instead, they clasped hands, their mutual respect forged in the crucible of combat. That day, the pack grew stronger, and their bond became unbreakable.

The Biomantic Battle - Captain Ferox Grimcrest vs. Chaos Sorcerer

You've heard of Captain Grimcrest's duel with the Warp Caller, haven't you? It was during the rebellion on Deimos Prime. The skies burned with warp fire, and the Sorcerer's chant turned the air into poison. But Grimcrest strode forth, his biomancy crackling through his veins, a titan in flesh and spirit.

The battle that followed was unlike any we'd seen. Flesh twisted and changed—Grimcrest growing stronger with each passing moment, while the Sorcerer's form warped with corrupted power. They clashed again and again, their bodies reshaping with every blow.

Then, Grimcrest did the impossible. He seized the Sorcerer's own power, turned it against him, and forced it back into his tainted soul. The heretic screamed, consumed by his own corruption, as Grimcrest stood victorious. 'The warp has no hold on the faithful,' he said, his words as unyielding as his blade.

The Silent Execution - Arc Chaplain Occultus Nightwind's Heretic Hunt

Nightwind, brothers... Now there's a name that sends shivers even through the warp-touched. They call him the Shadow's Judgment, and for good reason. There was a heretic on Hive Ralvos—some snake who had slipped the Inquisition's grasp time and again. But he couldn't escape Nightwind.

For days, the Chaplain stalked his prey, unseen and unheard. His wolves sniffed out the heretic's lairs, and one by one, Nightwind dismantled his network, leaving no trace. When the final confrontation came, it wasn't a fight—it was a reckoning. The heretic didn't even see the blade coming, his life ended in a single, silent moment.

The citizens of Ralvos carried on their day, unaware that salvation had passed through their midst. That's Nightwind for you—justice delivered so quietly, you'd think it was the Emperor Himself whispering judgment.

CLASSIFIED INCIDENT REPORT

Re: Battle of the Weeping Vale, Maiden World Iyandrill
Record by: Farseer Council, with Imperial verification

ENGAGEMENT SUMMARY:

Joint defensive action between Blood Wolves Space Marine Chapter and Craftworld Iyanden forces against Chaos Space Marine warband "The Enlightened Ones" (Thousand Sons splinter). Primary conflict culminated in psychic combat between Blood Wolves Forces and Chaos sorcerer leadership.

INITIAL SITUATION

Eldar expeditionary force discovered:

- Chaos warband approaching Exodite settlement
- Human refugee colony in path
- Warp storms preventing evacuation
- Chaos sorcerers preparing ritual

Blood Wolves forces detected:

- Chapter vessels engaged in pursuit
- War beasts tracking psychic signatures
- Strike force already deployed
- Chaplains monitoring for corruption

TEMPORARY ALLIANCE

Circumstances necessitated cooperation:

- Warp storms prevented separate actions
- Ritual threatened both populations
- Combined forces required for containment
- Mutual destruction guaranteed without coordination

BATTLE PROGRESSION

Initial Engagement:

- Eldar Rangers provided intelligence
- Blood Wolves war beasts confirmed positions
- Combined force surrounded ritual site
- Chaos forces detected approach

Primary Conflict:

- Chaos sorcerers attempted mass possession
- Blood Wolves Chaplains established containment
- Eldar Warlocks reinforced psychic barriers
- War beasts maintained perimeter

Decisive Moment:

- Captain Ferox Grimcrest challenged lead sorcerer
- Ritual disrupted by psychic battle
- Massive warp energies contained
- Combined forces eliminated remaining chaos forces

TACTICAL NOTATIONS

Blood Wolves demonstrated:

- Exceptional warp resistance
- Coordinated psychic warfare
- Precise ritual disruption
- Admirable target discrimination

Eldar forces provided:

- Strategic intelligence
- Psychic support
- Containment assistance
- Evacuation coordination

CASUALTIES

Blood Wolves:

- Two squads lost to initial contact
- Three war beasts corrupted and eliminated
- One Chaplain severely wounded
- Multiple marines with minor warp burns

Eldar Forces:

- One Ranger squad lost
- Two Warlocks exhausted
- Minor civilian casualties
- Limited equipment damage

Human Settlement:

- 82% population preserved
- Infrastructure mainly intact
- Leadership hierarchy preserved
- Sacred sites protected

AFTERMATH

Immediate results:

- Chaos forces eliminated

- Ritual prevented
- Civilian populations secured
- Warp storms dissipated

Long-term implications:

- Tactical data exchanged
- Mutual recognition of capabilities
- Groundwork for future coordination
- Shared understanding achieved

SPECIAL NOTATIONS

The psychic duel itself warrants particular mention:

- Lasted approximately 47 minutes
- Visible manifestations reported
- Required multiple containment levels
- Permanently altered local terrain

Captain Grimcrest's victory achieved through:

- Superior spiritual discipline
- War beast support
- Chaplain oversight
- Eldar containment assistance

INQUISITORIAL ADDENDUM

Alliance necessity confirmed. Cooperation acknowledged.
Tactical data preserved. Circumstance noted as exceptional.

CRAFTWORLD NOTATION

Temporary cooperation proved tactically sound. Blood Wolves' methods, while crude, demonstrated admirable precision.
Future conditional coordination possible.

[Document bears both Imperial and Eldar verification runes]
[Multiple sections redacted by Inquisitorial order]

Stories: Chronicles of the Star-Wanderers



Chaplain Verus Wolfsbane's Testament

"Why do we honor the blood of our brothers?" Verus began, his tone even and contemplative.

"Do you know why the blood of our fallen is sacred? Because in their veins runs the story of who we are," he began, his words measured, the firelight reflecting off his ancient armor. "I was preparing the gene-seed of Brother Valdis Ironfang earlier this cycle. As I performed the rites, I thought of the many brothers who have come before him, and those who will come after."

He paused, letting his words sink in. "We carry a heritage steeped in mystery. Our traits—they are neither of one kind nor another, but something unique to us. It is not for us to question the Emperor's will in shaping us. What matters is that our blood binds us, our rituals

unite us, and our purpose is unwavering. Remember that, brothers. Each drop spilled strengthens the pack."

The room was silent for a moment, the weight of his words pressing on them all. Then, one of the younger Wolves raised his cup, his voice filled with conviction. "To the blood of the fallen!" The others echoed the call, the toast sealing the moment.

Dominus Wolfrider's Reflection

"Do you know why the hunt always favors the pack?" Dominus asked, glancing across the gathered brothers.

"Brothers, do you know what I saw today?" he asked, leaning on the table, his tone conspiratorial. "I saw Brother Gaius Steelclaw and his pack hunt through the heretic's ship as if they were born for the void itself. Not a sound, not a signal, just the movements of hunters who knew their prey. And when they struck—" He clapped his hands sharply, startling a few younger brothers, "—it was over before the enemy could even scream."

The room chuckled, and one veteran added, "Steelclaw's pack could teach even the beasts a thing or two about hunting."

Dominus smiled but continued, his tone more serious. "But do not mistake their skill for instinct alone. It is the bond we share, the trust forged through our blood rituals and battle. We do not need to know where we come from to know who we are. Remember that, brothers. It is not the stars that define the hunter—it is the hunt."

Ancient Kalistair "The Burning Judge"

"Let me tell you about the truth of the void," Kalistair began, his ancient voice filling the room.

"Brothers," he continued, "you gather here tonight, warmed by the fire of fellowship. But never forget the cold truth of the void that awaits us beyond. We are its hunters, yes, but it has a way of hiding truths from even the most vigilant."

"Let me tell you about the truth of the void," Kalistair began, his ancient voice filling the room.

He paused, as if gathering thoughts long buried in his ancient memory. "I recall a time when we recovered fragments of knowledge aboard a drifting wreck, long abandoned. The records spoke of warriors who moved as we do, who fought as we do. Perhaps they were kin, perhaps they were something else. It matters little now. The Emperor forged us for His purpose, and that is enough."

The younger brothers listened intently, their eyes wide with wonder. One dared to ask, "But what if we find the truth, Ancient? Should we not seek it?"

Kalistair's voice rumbled with amusement. "Truth is a slippery beast, young one. Hunt it if you must, but never forget: the Emperor has already given you the only truth that matters—your duty."

High Chaplain Verus Wolfsbane's Reflection

"Raise your chalices, brothers, for a moment of silence," Verus commanded, his voice cutting through the revelry.

"Brothers! A moment of silence for those who fell today. Their blood enriches our purpose, their sacrifice strengthens our bond." As the hall quieted, Verus continued, his tone steady and contemplative.

"Each of us carries within us a part of the Chapter's legacy. The traits we share are more than mere gifts—they are our strength, our connection. Do not wonder where they come from; wonder instead how you will use them to serve the Emperor."

He set his chalice down, his eyes scanning the room. "In the silence of the void, we are guided by instincts and bonds that others do not understand. It is not for them to know. It is for us to wield. Let the mystery remain, brothers. We are hunters, not historians."

The hall erupted into cheers, the brothers pounding the table in agreement. For a moment, the weight of the day's loss was lifted, replaced by the unity that defined the Blood Wolves.

CLASSIFIED: Report on Incident 600.M41

+++INQUISITORIAL REPORT+++

INCIDENT DESIGNATION: [REDACTED]
DATE: 600.M41
CLEARANCE: VERMILLION-ALPHA
STATUS: SEALED BY ORDER OF [REDACTED]

INITIAL SITUATION:

6th Company deployed to [REDACTED] following reports of [REDACTED]. Initial genetic testing of recovered [REDACTED] suggested possible [REDACTED] lineage markers. Captain [REDACTED] requested permission to investigate potential chapter [REDACTED].

INCIDENT TIMELINE:

Day 1-3: Standard reconnaissance operations
Day 4: Discovery of [REDACTED] artifacts showing [REDACTED] Legion symbols
Day 5: [ENTIRE SECTION REDACTED]
Day 7: Loss of communication with [REDACTED]
Day 8: [REDACTED] detected in the Warp
Day 9: Multiple [REDACTED] signatures detected
Day 12: Final vox transmission received: "The blood speaks true... both lines... we understand now... but the cost..."

CASUALTIES:

- Entire 6th Company lost
- All gene-seed unrecoverable
- [REDACTED] artifacts destroyed
- Multiple [REDACTED] compromised
- [REMAINDER OF SECTION REDACTED]

GENETIC ANALYSIS:

Recovered data suggests exposure to [REDACTED] caused unexpected resonance with dormant gene-seed characteristics. Multiple markers activated simultaneously, resulting in [REDACTED]. Indicates possible [REDACTED] within chapter gene-seed.

TACTICAL ASSESSMENT:

Combat recordings show 6th Company displaying an unprecedented combination of [REDACTED] and [REDACTED] tactical doctrines in final hours. Speed and stealth

capabilities exceeded all known parameters.

PSYCHIC PHENOMENA:

- Multiple [REDACTED] events recorded
- Unusual Warp signatures suggested [REDACTED]
- War beasts exhibited extreme agitation before [REDACTED]
- Astropathic choir reported [REDACTED]

CONCLUSIONS:

Investigation into chapter origins terminated by order of [REDACTED] and [REDACTED]. All records concerning [REDACTED] sealed. Recommendation to reorganize remaining companies and implement new protocols regarding [REDACTED].

IMPLEMENTING ACTIONS:

- Chapter reorganized into current 5-company structure
- New protocols established for psychic screening
- Enhanced monitoring of gene-seed compatibility
- [REMAINDER OF SECTION REDACTED]

INQUISITORIAL NOTATION:

The loss of 6th Company must serve as a perpetual reminder that some truths are better left [REDACTED]. Their sacrifice ensured [REDACTED].

[FINAL THREE PAGES COMPLETELY REDACTED]

+++THOUGHT FOR THE DAY: IGNORANCE IS PREFERABLE TO HERESY+++

[Document bears multiple Inquisitorial seals and censorship marks]

[Several pages appear to have been physically burned]

[Parchment shows signs of psychic warding]

Mechanicus Analysis of Incident 600.M41

ADEPTUS MECHANICUS
GENETIC RESEARCH PROTOCOL ALPHA-VERMILLION
Re: Blood Wolves Incident 600.M41
[Binary Cant Invocation to Ommissiah]

GENE-SEED ANALYSIS REPORT:

Post-Incident Sample Collection: [REDACTED] samples recovered
Gene-Sequence Stability: [DATA EXPUNGED]
Mutation Rate: [REDACTED]%
Purity Assessment: Inconclusive

OBSERVED ANOMALIES:

1. Gene-Expression Patterns

- Unprecedented activation of dormant sequences
- Multiple heritage markers simultaneously expressed
- [REDACTED] strain showing 89% resonance with [REDACTED] Legion markers
- Secondary strain displaying [REDACTED]% match with [REDACTED] patterns

2. Environmental Triggers

- Exposure to [REDACTED] artifacts caused cascade effect in gene-seed
- Dormant mobility traits suddenly expressed
- Stealth adaptation sequences unexpectedly activated
- [REMAINDER OF SECTION DELETED BY MECHANICUS ORDER]

THEORIZED MECHANISM:

[EXTENSIVE BINARY CANT CALCULATIONS REDACTED]

The simultaneous expression of [REDACTED] and [REDACTED] gene-lines appears to have created a unique resonance pattern within the [REDACTED]. Our analysis suggests this was always present but dormant until activated by [REDACTED].

STABILITY ASSESSMENT:

- Primary Gene-Seed Line: Stable but altered
- Secondary Expressions: [REDACTED]
- Tertiary Mutations: [DATA CORRUPTED]
- Overall Viability: Maintained despite [REDACTED]

IMPLICATIONS FOR CURRENT GENE-SEED:

Post-incident testing reveals:

- Enhanced expression of previously recessive traits
- Stable integration of [REDACTED] characteristics
- Unexpected compatibility between [REDACTED] and [REDACTED] markers
- WARNING: [EXTENSIVE SECTION REDACTED BY INQUISITORIAL ORDER]

RECOMMENDATIONS:

- Immediate implementation of new screening protocols
- Enhanced monitoring of [REDACTED] gene sequences
- Regular testing for [REDACTED] expression
- [REMAINDER OF SECTION EXPUNGED]

MAGOS BIOLOGIS PERSONAL NOTATIONS:

The implications of this incident suggest [REDACTED]. The stable expression of supposedly incompatible traits raises concerning questions about [REDACTED]. recommend immediate classification of all related gene-seed research.

[Document bears multiple Mechanicus seals and binary authentication codes]

[Several sections show signs of data-scrapcode deletion]

[Parchment contains trace amounts of sacred oils and incense]

+++BINARY CANT THOUGHT FOR THE CYCLE: KNOWLEDGE IS POWER,
GUARD IT WELL+++

Stories: Corruption Checks



The Magos' Experiment

Brothers, do you recall the time when Magos Octavius of the Biologis boarded our Strike Cruiser to inspect the Artimus and Omega Glands? The old tech-priest claimed he was merely studying the effects of our enhancements, but we knew better. He feared corruption had seeped into our blood.

They took samples, poked, prodded, and asked endless questions. Our Chaplain Vigil Stormheart oversaw every test, his eyes sharp, daring them to accuse us of impurity. Then came the moment they feared—one of their own servitors malfunctioned, spewing heretical data corrupted by the warp. It wasn't us who were tainted, but their machine!

With Stormheart's permission, we executed the servitor, and the Magos left hurriedly, mumbling about 'anomalous readings.' We still say it wasn't the machine that faltered but their faith. After all, a wolf's blood is strong, even when questioned by the Biologis.

The Inquisitor's Demand

Ah, the tale of Inquisitor Malrek—an Ordo Hereticus interrogator who dared to call the Chapter Master's blood rites 'borderline heretical'. Malrek arrived with his retinue, including a blank, and demanded full access to our rituals and genetic records.

Arc Chaplain Verus Wolfsbane met him in the great hall, flanked by captains and dreadnoughts alike. Malrek, undeterred, spoke of his duty to root out corruption. Wolfsbane's reply was sharp as a blade: 'Your duty does not outweigh ours, Inquisitor. You wish to question our faith? We will open our hearts and our deeds for you to see. But do not mistake our loyalty for weakness.'

Over weeks, Malrek observed us, sitting through blood-sharing ceremonies and psychic

meditations. He asked many questions but received little beyond our rituals' symbolic meanings. By the time he left, he was no closer to proving corruption—only more wary of accusing wolves who had already faced the warp and survived.

The Forge Purge

Then there's the time when a Magos Biologis found something... unusual during a routine gene-seed audit. They claimed a sample from our Artimus Gland showed mutations that couldn't be explained by their theories. Rumors of heresy spread among the Biologis like wildfire, and the Inquisition caught wind.

Inquisitor Regnus of the Ordo Malleus arrived with a full kill team, intending to scour the fleet for signs of taint. Forge Master Faber Boneclaw stood his ground, inviting Regnus to inspect every dreadnought and Thunderhawk—but only after proving his own soul was clean. The Inquisitor relented, and Boneclaw himself dissected the corrupted gland.

It turned out the 'mutation' was a deliberate Mechanicus modification—an experiment from centuries past. Regnus had no choice but to leave in silence, and Boneclaw's gaze burned into his back as he departed. 'No wolf fears a hound's bark,' the Forge Master said afterward. That phrase has stayed with us ever since.

The Blunt Knife Test

Brothers, remember when the Inquisition sent Interrogator Vellis—a young fool eager to prove himself? He accused one of our captains of harboring warp-taint after hearing tales of our psychic prowess. His evidence? A single psi-rating mark misread during recruitment!

Vellis demanded the accused captain submit to an interrogation under psychic suppression.

Captain Ferox Grimcrest, our mightiest psyker, agreed with a smile. But as Vellis began his questioning, Grimcrest subtly turned the interrogation around, asking Vellis why he feared psykers so deeply.

By the end, Vellis was visibly shaken, realizing that his own doubts and paranoia were the true weakness. Grimcrest let him go with a warning: 'A blunt knife cuts no heresy, Interrogator. Sharpen your faith before wielding it again.' Vellis left the fleet that very day, and we've heard he's since become more measured in his judgments.

The Ritual Watchers

Then there was the Magos who demanded to witness one of our blood-sharing rituals in person. Arc Chaplain Veritus Wolfmaster allowed it but warned him: 'You may not like what you see, but it will teach you much.'

The Magos stood in the shadows as the ritual began—blood shared, prayers whispered to the Emperor, bonds forged in silence. But when the wolves bit into their palms to seal the pact, the Magos flinched, muttering something about 'primitive barbarism'.

Afterward, Wolfmaster approached him and said, 'You call us barbaric, yet you saw no corruption, no taint. We are wolves, not machines, Magos. Do not mistake our ways for weakness. Without blood, there is no bond. Without bond, there is no pack.' The Magos left the ritual and never questioned our traditions again.

ADEPTUS SORORITAS

OBSERVATIONAL REPORT

SUBJECT: Blood Wolves Chapter Youth Training Assessment
Author: Sister Superior Helena Vale, Order of the Sacred Heart
For: Inquisitor Lord Darius Rex, Ordo Hereticus
Classification: Vermillion-Level Clearance Required
Most Holy Lord Inquisitor,

As per your request, I have spent three months observing the Blood Wolves' methods of training their initiates. While I maintain grave reservations about certain aspects of their practices, I must report that their commitment to the Emperor's service appears absolute, if... unconventional.

INITIAL OBSERVATIONS

The Blood Wolves begin their initiates' training at an unusually young age, typically 3-6 years. This early indoctrination initially raised concerns about potential cult-like practices. However, the reasoning appears sound - they require this time to properly instill the mental discipline needed for their unique psychological challenges.

TRAINING METHODOLOGY

Physical Training (Ages 5-10)

- Focuses initially on balance and control rather than strength
- Heavy emphasis on meditation and breathing exercises
- War beasts are present from the earliest stages
- Chaplains maintain constant vigilance for signs of instability

Mental Conditioning (Continuous)

- Emperor veneration is absolute, though different from standard Imperial Creed
- Focus on control and restraint rather than zealotry
- Stories of chapter history used to reinforce proper behavior
- Ritual bone-carving taught as focus exercise
- War beasts appear to participate in psychological monitoring

Spiritual Development

Most concerning aspect from an Orthodox perspective:

- No formal Emperor-worship as we understand it
- Instead, deep reverence for His blood and genetics
- Ritualistic elements that would normally raise alarm

- However, Chaplains maintain strict anti-corruption protocols

Combat Training

- Begins later than most chapters
- Initial focus on defensive techniques
- Heavy emphasis on control and precision
- War beasts integrated into combat exercises

AREAS OF CONCERN

Ritualistic Elements

While their blood rituals initially appeared potentially heretical, I have observed that:

- All rituals conducted under strict Chaplain supervision
- Multiple layers of anti-corruption safeguards
- Emperor's name invoked throughout
- Purpose appears to be control rather than worship

Psychic Development

Their handling of psychically gifted youth initially alarmed me, but I observed:

- Constant monitoring by both Chaplains and war beasts
- Immediate execution at first signs of instability
- Focus on control and restraint
- Strong emphasis on resistance to corruption

War Beast Integration

The presence of their enhanced wolves among children was concerning until I noted:

- Beasts appear to serve as early warning system for corruption
- Help teach emotional control
- Assist Chaplains in monitoring mental state
- Form bonds that reinforce chapter loyalty

THEOLOGICAL ASSESSMENT

While their practices deviate significantly from Orthodox Imperial Creed, I must note:

- Their loyalty to the Emperor appears absolute
- Their methods, while unusual, produce stable warriors
- Their initiates show remarkable resistance to corruption
- Their faith, while different, remains pure

UNEXPECTED OBSERVATIONS

Most striking was witnessing a young initiate's first signs

of instability:

- War beasts detected the change immediately
- Child accepted his fate without protest
- Chaplains performed the execution with dignity and mercy
- Remaining initiates showed understanding rather than fear

RECOMMENDATIONS

Despite my initial misgivings, I recommend:

- Continued monitoring but not interference
- Their methods, while unconventional, serve their purpose
- Their deviations from orthodoxy appear necessary for their unique challenges
- Their loyalty, while expressed differently, remains unquestionable

- PERSONAL ADDENDUM

My Lord Inquisitor, I confess that arriving here, I expected to find heresy requiring purging. Instead, I found loyalty expressed through necessity. Their methods disturb me, yes, but their results speak for themselves. These children are being forged into weapons against corruption, albeit through unconventional means.

The sight of a five-year-old sitting in meditation, a massive war beast at his side, both watching for signs of corruption in their brothers... it is not something I shall soon forget. Different from our ways, yes, but in service to the same goal - humanity's protection.

In His Holy Name,
Sister Superior Helena Vale
Order of the Sacred Heart

[Document bears the seal of the Order of the Sacred Heart and Inquisitorial verification codes]

THOUGHT FOR THE DAY:

The Emperor's work takes many forms, not all of which we are meant to understand.

Stories: Inquisitorial Cooperation



The Price of Prejudice

Inquisitor Marcus Valen arrived aboard the "Fang of Retribution" with all the righteous fury of the Ordo Hereticus burning in his heart. A chapter with an abnormally high concentration of psykers? It reeked of corruption. He demanded to witness their blood rituals firsthand, certain he would find evidence of taint.

What he found instead was discipline unlike anything he'd seen before. During his first week aboard, he witnessed three battle brothers voluntarily submit themselves to execution after their war beasts detected emotional instability in them. The brothers faced their end without protest, grateful that their sacrifice would protect their pack from corruption.

His turning point came during a joint operation against a Chaos cult. The Blood Wolves' psykers detected a hidden curse that would have triggered when his own retinue breached the cult's inner sanctum. Instead of dismissing his concerns, they saved his life while asking nothing in return. "Perhaps," he wrote in his final report, "there are different ways to remain pure in His service."

The Blank Observer

When Inquisitor Helena Frost sent her prized blank, Operative Echo, to monitor the Blood Wolves' psychic activities, she expected reports of dangerous warp manipulation and barely contained power. Instead, Echo's reports spoke of restraint and safety protocols that exceeded even the Scholastica Psykana's standards.

Echo observed their daily rituals, noting how every psychic activity was conducted under the watchful eyes of both Chaplains and war beasts. She witnessed their "Blood Bond" rituals, expecting to find warp sorcery but discovering instead a practice that somehow strengthened the participants' resistance to warp influence.

The definitive moment came when Echo's null aura accidentally disrupted a critical ritual. Rather than showing anger, the Blood Wolves simply adapted their protocols to account for her presence. "They treat their powers not as weapons to be unleashed," she reported, "but as dangers to be constantly guarded against."

The Machine's Truth

Magos Biologis Theta-9 approached his assignment to study the Blood Wolves' gene-seed with the cold logic of the Mechanicus. His initial hypothesis suggested their high psyker rate indicated mutation requiring purging. Each test he ran, however, showed gene-seed purity that defied his expectations.

The Magos observed their Artimus Gland implementation, expecting to find tech-heresy. Instead, he discovered carefully preserved Imperial technology from the Great Crusade era, maintained with a reverence that matched the Mechanicus' own devotion to ancient tech.

His perspective shifted completely when a Blood Wolves Smith detected and repaired a corruption in his own cognitive arrays that would have eventually driven him to tech-heresy. In his final report, he noted: "Their mutations are not flaws but features, preserved with a precision that honors the Omnissiah's work."

The Grey Knight's Witness

Brother-Captain Artemis of the Grey Knights came to the Blood Wolves expecting to find a chapter teetering on the edge of damnation. His presence was unofficial, a personal investigation prompted by reports of their unusual practices. As a specialist in combating daemonic corruption, he was certain their blood rituals would show signs of Chaos influence.

Instead, he found warfare against Chaos that mirrored his own chapter's dedication. During a joint operation against a daemon incursion, he witnessed firsthand how their blood bonds actually strengthened their resistance to Chaos influence. Their war beasts detected daemonic presence with an accuracy that rivaled his own psychic senses.

The mission culminated in a desperate battle where Blood Wolves volunteered for sacrifice, using their own blood to seal a warp rift. "Their methods differ," Artemis later reported to his superiors, "but their dedication to humanity's protection equals our own."

The Scholar's Discovery

Inquisitor Wei Chen of the Ordo Malleus approached her investigation of the Blood Wolves as an academic exercise. Her specialty was cataloging variations in Space Marine chapters' anti-Chaos protocols, and she expected to find yet another example of doctrine straying from the Codex Astartes.

What she discovered was an intricate system of checks and balances. The blood rituals she initially viewed with suspicion proved to be part of a complex support structure that helped psyker marines maintain their humanity. The war beasts provided an early warning system for corruption that was more reliable than any mechanical device she'd encountered.

Her conclusion came after witnessing the chapter's response to detecting Chaos influence in one of their own. The infected battle brother had hidden his condition, but his blood brothers sensed his corruption through their bond and immediately reported him. The speed and efficiency with which they handled the threat proved their ultimate loyalty to the Emperor.

"In their blood flows not corruption," she wrote, "but the Emperor's own determination to protect humanity from the Warp's influence."

AFTER ACTION REPORT: OPERATION IRON VIGIL

Joint Assault on Necron Tomb Complex Phi-742

Hive World Argentus Prime

Classification: Vermillion

Author: Inquisitor Marcus Thrane, Ordo Xenos

Date: 997.M41

EXECUTIVE SUMMARY

What should have been a coordinated assault against awakening Necron forces devolved into a demonstration of the inherent tensions between the Black Templars' zealous fury and the Blood Wolves' more calculated approach. While ultimately successful, the operation revealed significant concerns about future joint deployments between these chapters.

IMPERIAL FORCES

Black Templars

- Sword Brethren Squad "Righteous Fury" (10 Marines)
- 2 Crusader Squads (20 Marines total)
- Marshal Aldrich the Unyielding
- 2 Chaplains

Blood Wolves

- Blood Pack Tactical Squad (8 Marines)
- Psychic Hunter Squad (6 Marines)
- Captain Umbra Ironbark
- Arc Chaplain Occultus Nightwind
- 2 War-beast Units

INITIAL DEPLOYMENT

The operation began with visible tension. Marshal Aldrich openly expressed his distaste for the Blood Wolves' reliance on psychic abilities, while Captain Ironbark's attempts at tactical coordination were met with barely concealed hostility. The Black Templars refused to acknowledge the war-beasts' detection of hidden tomb entrances, preferring their own reconnaissance methods.

PHASE 1: BREACH AND CLEAR

The first signs of discord appeared during the initial breach. The Blood Wolves' war-beasts detected active Necron

signatures behind specific tomb walls, information the Black Templars ignored in favor of a direct frontal assault. This resulted in unnecessary casualties when they triggered several Necron defense systems that could have been avoided.

Notable Events

- Blood Wolves successfully used psychic masking to infiltrate secondary entrances
- Black Templars' frontal assault drew majority of Necron attention
- War-beasts proved invaluable in detecting dormant Necron units
- Marshal Aldrich openly condemned Captain Ironbark's use of psychic abilities to disrupt Necron reanimation protocols

PHASE 2: MAIN ENGAGEMENT

The operation nearly collapsed when Marshal Aldrich witnessed the Blood Wolves performing an emergency Blood Bond ritual to enhance their combat effectiveness. The Marshal's accusations of heresy were only quelled by the timely intervention of Arc Chaplain Nightwind, who demonstrated the ritual's spiritual purity through proven Imperial doctrine.

Critical Moments

- Blood Wolves' psychic abilities proved crucial in disrupting Necron phase technology
- Black Templars' aggressive advance inadvertently provided cover for Blood Wolves' precision strikes
- War-beasts detected and prevented a flanking maneuver by phase-shifted Wraiths
- Coordinated strike (despite tensions) successfully destroyed Necron command node

CASUALTIES

Black Templars

- 7 Marines lost
- 3 critically wounded

Blood Wolves

- 4 Marines lost
- 2 war-beasts killed
- 1 wounded requiring extraction

TACTICAL ANALYSIS

While both chapters demonstrated exceptional combat

effectiveness, their conflicting doctrines created unnecessary risks. The Black Templars' refusal to acknowledge the tactical advantages provided by the Blood Wolves' psychic abilities led to preventable casualties. Conversely, the Blood Wolves' more measured approach was sometimes too cautious when immediate action was required.

STRATEGIC IMPLICATIONS

- Future joint operations between these chapters should be avoided unless absolutely necessary
- If deployed together, clear command structure must be established beforehand
- Chapters should be assigned separate operational zones when possible
- Recommend permanent Inquisitorial observer for any future joint deployments

PERSONAL OBSERVATIONS

While both chapters serve the Emperor with unquestionable loyalty, their fundamental differences in doctrine create dangerous operational friction. The Black Templars' zealous hatred of psykers blinds them to the tactical advantages offered by the Blood Wolves' abilities, while the Blood Wolves' reliance on these abilities naturally creates distrust with their more puritan cousins.

RECOMMENDATIONS

- Maintain separation between these chapters in future operations
 - If joint deployment is required, establish clear operational boundaries
 - Consider using Imperial Guard or Sisters of Battle as intermediate force
 - Implement mandatory tactical coordination protocols
- By His Will,
Inquisitor Marcus Thrane
Ordo Xenos
[Appended: Detailed casualty reports and tactical maps]
[Authentication seals and verification codes follow]

Stories: War-Beast Tales



The Silent Hunt of Hive Mortis

Brothers, let me tell you of the hunt in Hive Mortis, where our war beasts proved their worth beyond measure. We were tracking a genestealer patriarch who had hidden himself in the depths of the underhive. Our auspex readings were useless, confused by the centuries of industrial waste and radiation, but our beasts... they never lost the scent.

I remember how Fenra, my own war beast, suddenly froze during our advance through a seemingly empty hab-block. Her hackles raised, eyes fixed on a solid ferrocrete wall. No signs, no marks, nothing to indicate anything amiss - except her certainty. When we cut through that wall, we found a tunnel network that didn't appear on any hive maps. The patriarch had been using it to move his broods undetected.

The real proof of their worth came in the final confrontation. The patriarch's psychic screams would have overwhelmed even our trained battle-brothers, but our war beasts remained focused, immune to its mental assault. They led us through the psychic storm, straight to the beast's lair. Victory was swift after that.

The Void's Guardians

Even in void warfare, our war beasts prove their worth. During the boarding of the Space Hulk "Eternal Torment," we discovered their sense for corruption extends beyond mere flesh.

My war beast, Shadow, detected Nurgle's rot in the recycled air three decks before our sensors registered any contamination. His warning saved an entire assault squad from exposure.

More impressive was their performance against the daemon-engines we encountered in the ship's core. The beasts could sense which machines housed bound daemons and which were

merely corrupted by chaos exposure. This intelligence proved invaluable - we knew exactly which targets needed immediate destruction and which could be purified later.

The Hunt Master's Trial

The true test of our war beasts isn't in combat - it's in their vigilance during peace. I remember when Grimfang, one of our most reliable beasts, began acting strangely around Brother Cassius. The brother had shown no signs of corruption, had passed all chaplain inspections, but Grimfang would not be deterred.

For three days, the beast maintained its vigil, watching Cassius's every move. Some thought the beast had finally erred, that its senses had failed. But on the fourth day, Cassius attempted to access restricted gene-seed storage. When confronted, his flesh rippled - an Alpha Legion operative, revealed by a war beast's unshakeable instincts.

The Warning in the Warp

During the defense of Shrine World Sanctus VI, we faced a most insidious threat - a cult that had learned to mask their warp-taint from even our trained psykers. But they couldn't hide from the enhanced senses of our war beasts. While our battle-brothers saw only faithful Imperial citizens, the beasts detected the subtle wrongness in their movements, the taint in their blood.

The masterstroke came during what appeared to be a routine blessing ceremony. My war beast, Umbra, suddenly interposed herself between me and the shrine's supposed head priest. Moments later, the "priest" revealed his true form - a daemon of Tzeentch, its disguise perfect in every way except to the Emperor-blessed senses of our loyal hunters.

That day taught us a crucial lesson - the Emperor's gifts to our war beasts often surpass even our own enhanced abilities. Their instincts, honed by generations of selective breeding and genetic crafting, serve as our final line of defense against the most subtle corruptions.

A Beast's Loyalty

While our war beasts are renowned for their hunting prowess, their loyalty deserves equal recognition. During the Siege of Hive Tenebris, my beast Forge detected unstable reactor signatures three levels below our position. The readings didn't match any known patterns, but I trusted his instincts and ordered an immediate withdrawal. Moments later, the entire section was consumed by a warp-reactor detonation.

But Forge wasn't finished. Despite severe burns from the reactor's explosion, he continued tracking the energy signature to its source. His persistence led us to a hidden Dark Mechanicus facility, where hereteks were experimenting with warp-powered reactors. The beast's dedication cost him greatly - the radiation exposure meant weeks of recovery - but his loyalty never wavered.

Let none question why we honor these creatures as true brothers-in-arms. Their dedication to our cause rivals any Space Marine's, their loyalty to the Emperor expressed not through words or rituals, but through unwavering service and sacrifice.

ASTRA MILITARUM BATTLEFIELD REPORT

Operation: Swift Hunt

Author: Colonel Viktor Strassen, 442nd Cadian Mechanized
Infantry

Classification: Operational Record

Date: 997.M41

SUBJECT: Blood Wolves Bike Interception of Ork Speed Freeks

The Emperor truly shows his favor in mysterious ways. When the red-painted Ork vehicles emerged from the dust cloud, my gunners estimated less than two minutes until they would slam into our defensive line. The artillery was still repositioning, and our Leman Russ squadrons were engaged with Ork walkers on the eastern flank. I had already given the order for my men to fix bayonets when we heard it - the distinctive howl of Astartes bike engines.

They came from the western ridgelines, a full squadron of Blood Wolves bikers moving faster than I'd ever seen Space Marines travel. Their bikes had been modified somehow - running nearly silent until they engaged their weapons. The Sergeant's voice cut through our vox: "Hold your line, Colonel. We'll blunt their charge."

What followed was a masterclass in vehicular warfare. The Blood Wolves bikes moved like a pack of predators, splitting the Ork formation into manageable chunks. Their twin bolters chattered in disciplined bursts, targeting engines and drivers with surgical precision. An Ork Trukk exploded as a multi-melta shot melted through its core, causing a pile-up that disrupted the entire Ork right flank.

Most remarkable was their use of some kind of combat stimulant. Halfway through the engagement, I saw their movements become even more aggressive, their reactions impossibly fast. Three bikes charged straight through a cluster of Warbuggies, their riders leaping from vehicle to vehicle, planting melta charges as they went. The resulting chain reaction destroyed nearly a quarter of the Ork vehicles.

The Ork Warboss - a massive brute on what looked like a salvaged Imperial trike - tried to rally his forces. The Blood Wolves Sergeant responded by landing his bike directly on the Ork's vehicle, decapitating the xenos with a thunder hammer in the same fluid motion. Without their leader, the remaining Orks lost all cohesion.

In less than six minutes, what had seemed like certain doom for my regiment became a field of burning wreckage. The Blood Wolves bikes regrouped and departed as quickly as they had

arrived, leaving my medicae teams to treat soldiers suffering from nothing worse than ringing ears and dust inhalation.

Tactical Assessment:

- Blood Wolves bike tactics emphasize pack coordination over individual heroics
- Modified bikes appear to incorporate stealth technology
- Combat drug use highly controlled and tactically implemented
- Precision targeting of enemy leadership and key vehicles
- Minimal collateral damage to nearby Imperial forces

Casualties:

- One Blood Wolves bike damaged (returned to formation under own power)
- Estimated 85% of Ork vehicle force destroyed
- Zero Imperial Guard casualties

Personal Notation:

I've seen Space Marine bike squadrons before, but these Blood Wolves moved differently. There was something almost predatory in their coordination, like wolves running down prey.

The speed at which they identified and eliminated the Warboss suggests they may have some method of detecting enemy leaders that goes beyond normal reconnaissance.

Emperor protects,

Col. V. Strassen

442nd Cadian Mechanized Infantry

[Report bears official seal of the 442nd Cadian Mechanized Infantry Regiment]

[Appended: Pict-captures of burning Ork vehicles]

Stories: Tales of Cultural Discord



The Commissioner's Misjudgment

Brothers, let me tell you of the Siege of Hive Mortarius, where a Commissioner's prejudice nearly cost us victory. We had been deployed alongside the 44th Mortarian Guard to root out a genestealer cult. Commissioner Vale, fresh from the Schola Progenium, saw our war beasts prowling the corridors and immediately declared them 'mutant abominations'.

The situation came to a head when my beast, Shadow, began growling at a seemingly loyal officer of the PDF. Vale drew his bolt pistol, claiming we were threatening Imperial authority. Captain Ironbark remained calm, addressing Vale with all due respect: 'Commissioner, these beasts serve the Emperor as surely as your men. Their senses are His gift, and right now, they smell corruption.'

Vale wouldn't listen. He ordered his men to train weapons on Shadow. That's when the 'loyal' PDF officer revealed his true nature, extra limbs bursting from his uniform. Shadow's warning had been true - the officer was a fourth-generation hybrid, perfectly placed to sabotage the hive's defenses.

After we cleaned up the mess, Vale approached our Captain, head bowed. 'Your beasts,' he said, 'I owe them my life, and my men theirs.' He still didn't fully understand our ways, but he learned to trust our methods, if not comprehend them.

The Ritual Misunderstood

This piece I carve reminds me of our deployment to Sanctus VI. We were supporting Sister Superior Helena's Order of the Sacred Flame in cleansing a chaos-tainted noble house. The Sisters had never worked with our chapter before, and their reaction to our blood bonding ritual... Well, it nearly ended in bloodshed.

They walked in on Brother Cassius and Brother Marcus performing the ritual before battle. The sight of two Space Marines sharing blood, even with proper prayers and wards, sent them into a frenzy. They thought we were engaging in heretical blood magic. Sister Helena herself leveled her flamer at us.

I had to step forward, showing them our Chapter's Inquisitorial sanctions, explaining how our rituals actually strengthen our resistance to corruption. 'Your faith burns bright,' I told them, 'but ours runs in our very blood.' It took the intervention of their Cardinal and our documentation to convince them we weren't heretics.

Later, when our blood-bonded brothers saved a squad of Sisters from a demon's ambush, Sister Helena admitted that while she still found our practices disturbing, she couldn't deny their effectiveness. 'The Emperor works in mysterious ways,' she said. 'Perhaps this is simply one I don't yet understand.'

A General's Pride

Even high-ranking Imperial commanders can let pride cloud their judgment. During the defense of Forge World Lucius IV, Lord General Drakkon couldn't accept that our Chapter preferred surgical strikes to massive armored assaults. He called us cowards, claiming we dishonored the Emperor by 'skulking in shadows'.

His alternative? A full frontal assault on the Necron positions. We tried to explain that our war beasts had detected patterns in the Necrons' phase shifts, that our psykers could predict their teleportation coordinates. But no, he wanted a 'proper Imperial advance'.

Three thousand guardsmen died in the first wave. Another two thousand in the second. Finally, seeing his men cut down like wheat, Drakkon swallowed his pride. 'Show me,' he said, 'show me your way of war.'

We deployed as we had planned - small teams, coordinated strikes, each move predicted by our psykers, each target identified by our beasts. The Necron command node fell within hours, with minimal casualties. Drakkon never fully embraced our methods, but he learned to respect them. 'Unconventional,' he admitted, 'but undeniably effective.'

The Arbites' Suspicion

Our relationship with the Adeptus Arbites, while strong now, wasn't always so. During the Purge of Hive Tertius, Marshal Kaine was convinced our high concentration of psykers meant inevitable corruption. He assigned an entire precinct to 'monitor' our operations.

The situation became tense when they observed our daily meditation rituals. The sight of thirty Space Marines in a psychic communion, surrounded by pacing war beasts, sent them into a panic. They thought we were performing some mass sorcerous ritual.

Their Judges prepared to issue an execution order. That's when one of our war beasts detected a real chaos ritual, nine levels below in the underhive. The beast's warning gave us time to prevent a massive demon summoning.

Marshal Kaine witnessed everything - how our psychic disciplines actually strengthened our resistance to chaos, how our beasts' senses cut through warp-deception, how our blood-bonds created warriors immune to corruption's whispers. 'Your methods are strange,' he concluded, 'but they serve the Emperor's will.' From that day forward, the Arbites learned to look past their prejudices and see the results of our work.

The Tech-Priest's Horror

Even our allies in the Mechanicus sometimes struggle with our ways. Magos Ferrum nearly had a logic-engine failure when he saw how we integrate psychic attunement into our machine rites. The sight of us using blood-blessed oils and psychically-charged incense on a Thunderhawk's machine spirit was almost too much for his binary mind to process.

'This is not the proper way!' he screeched through his vox-caster. 'Where are the standard litanies? The approved unguents?' He was convinced we were corrupting the machine spirits. That changed when he saw how our blessed vehicles performed in combat - how they moved like living things, their machine spirits resonating with their crews' blood-bonds.

The Magos spent three weeks studying our methods, his mehadendrites constantly sampling and analyzing. In the end, he couldn't explain how our techniques worked, but he couldn't deny their effectiveness either. 'The Omnissiah's ways are infinite,' he finally admitted. 'Perhaps this is simply one path I had not yet catalogued.'

He still sends us regular supplies of sacred oils, though he insists on calling our modifications 'non-standard but sanctioned variations on approved protocols.' Sometimes, brothers, that's the best understanding we can hope for.

HOUSE TESTAMENT

REGARDING: Blood Wolves Chapter Intervention Against Dark Eldar Raiders

By: Lord Artemis Blackhaven, Planetary Governor of Asteroth Prime

For: Sector Noble Houses Registry

Date: 844.M41

My fellow nobles of the sector,

I feel compelled to record the events of the Dark Eldar raid upon my household, both as warning and testament. The intervention of the Blood Wolves Chapter demands recognition, though their methods were... unsettling to witness.

INITIAL INCIDENT

The raid began during our annual Harvest Ball. The Dark Eldar emerged from hidden portals within our very ballroom - a horrifying breach of our ancient house's defenses. Our house guards proved woefully inadequate against these xenos monsters.

I witnessed several of our most noble guests dragged screaming into the darkness. Lady Esmeralda's entire family was taken before my eyes. The sound of their tormented screams shall haunt me until my dying day.

UNEXPECTED SALVATION

When all seemed lost, the Blood Wolves arrived with unprecedented precision. Their war beasts had apparently detected the Dark Eldar's presence despite their technological sorcery. What followed was both salvation and terror to behold.

METHODS OF INTERVENTION

Their approach was unlike any Space Marine action I had previously witnessed:

- Silent insertion through upper spires
- War beasts tracking invisible foes
- Some form of psychic shrouding
- Coordinated hunting patterns

Most disturbing was their efficiency. These were not the thunderous warriors of legend, but predators stalking prey. Their war beasts moved with terrifying purpose, sniffing out hidden Dark Eldar with unerring accuracy.

OBSERVATIONS OF NOTE

The Space Marines demonstrated:

- Excessive physicality in combat
- Disturbing use of teeth and claws
- Controlled but savage behavior
- Unsettling psychological warfare

I witnessed one of their Chaplains corner a Dark Eldar leader. Rather than a noble duel, the Chaplain's war beast simply... I shall not describe it in detail. Suffice to say, the xenos died screaming.

RECOVERY OPERATIONS

Most remarkably, they:

- Retrieved 80% of captured nobles
- Prevented soul-stone extraction
- Maintained structural integrity
- Protected house relics
- Retrieved several noble house heirs

Their Chaplains provided immediate spiritual and medical care to the rescued, though their methods were unorthodox. I observed them using some form of blood ritual to detect lingering xenos corruption.

NOTABLE INTERACTIONS

Captain Umbra Ironbark demonstrated impeccable noble courtesy, despite:

- Being covered in xenosblood
- Having personally torn out a Dark Eldar's throat
- Commanding war beasts in full frenzy
- Coordinating savage hunting packs

He apologized most graciously for the bloodstains on our ancient marble floors.

UNEXPECTED DIGNITY

Despite their savage methods, they showed remarkable respect for:

- Noble house protocols
- Ancient artifacts
- Family hierarchies
- House traditions
- Ancestral grounds

Their Chaplains even performed proper burial rites for fallen nobles, though their prayers were unfamiliar.

LASTING IMPRESSIONS

The Blood Wolves left us with:

- Enhanced security protocols
- Warning system for their war beasts
- Protection wards of some kind
- Standing offer of aid

They requested only star charts and migration patterns in return, apparently for hunting purposes.

RECOMMENDATIONS TO FELLOW NOBLES

I must recommend:

- Accept their aid if offered
- Provide them requested intelligence
- Do not interfere with their hunting
- Clear all retainers from their path
- Avoid observing their methods directly

PROTOCOL ADJUSTMENTS

I have since modified house protocol to:

- Grant them full access if requested
- Clear spaces they designate as "hunting grounds"
- Provide them any tactical data they require
- Maintain absolute discretion about their methods

PERSONAL NOTATION

While their methods may offend noble sensibilities, their effectiveness is undeniable. I watched my eldest son being dragged away by those xenos monsters. The Blood Wolves returned him to me, traumatized but alive. Some prices are worth paying.

The sight of their war beasts tearing through Dark Eldar like paper may disturb my dreams, but I'll gladly accept nightmares over the alternative.

FORMAL RECOGNITION

House Blackhaven hereby declares:

- Eternal debt to the Blood Wolves Chapter
- Standing welcome in our territories
- Full access to house intelligence
- Commitment to mutual support

Let it be known that while their methods may be savage, their honor is beyond question.

By my hand and seal,

Lord Artemis Blackhaven

Planetary Governor, Asteroth Prime

[Document bears the seal of House Blackhaven and multiple noble house acknowledgments]

ADDENDUM

To those who would question their methods: I invite you to witness a Dark Eldar raid firsthand. You will find your noble sensibilities regarding acceptable warfare swiftly revised.

The Blood Wolves may hunt like beasts, but they hunt beasts worse than themselves. In this, they have my eternal gratitude.

Stories: Blood Brothers Beyond Chapter

The Wolf's Understanding

Brothers, let me tell you of Erik Bloodfang of the Space Wolves, who fought beside us during the Cleansing of Hive Myriad. For three weeks, we hunted together, his natural savagery complementing our calculated strikes. After a particularly fierce battle where he saved my life from a genestealer ambush, I offered him the blood bond.

His laugh shook the chamber. 'So that's what the smell was!' he roared. 'I thought I recognized the scent of brotherhood.' He explained how the Wolves have their own blood rituals, different but born of the same warrior spirit.

When we performed the ritual, he approached it with surprising reverence, adding some of his chapter's own ritual words. The bond took magnificently - I've never felt a stronger connection with an outside marine. Later, he told me it reminded him of how the Wolves share blood during pack formations.

To this day, Erik and I can sense each other's presence when our chapters fight together. He jokes that it makes it easier to keep score of our kills. The Space Wolves may be different from us, but they understand the power of blood and brotherhood.

The Raven's Consideration

When Captain Severus of the Raven Guard fought alongside us against the Dark Eldar, we developed a deep respect for each other's stealth tactics. After a month of successful joint operations, I approached him about a blood bond.

His response was fascinating - neither acceptance nor rejection, but careful analysis. He spent three days studying our ritual texts, questioning our Chaplains about the psychic implications, and observing our bonded pairs in combat.

'I see the tactical advantage,' he finally said, 'but I must decline. Not from distrust, but from duty. My chapter's gene-seed is already unstable enough without introducing unknown variables.'

Instead, he proposed a compromise - a symbolic exchange of chapter totems, each blessed with a drop of blood. He now wears a wolf's tooth sealed with my blood, and I carry a raven's feather marked with his. Not a true bond, but a sign of respect between chapters who understand the value of shadows.

The Salamander's Brotherhood

Few understand brotherhood like the Salamanders. When Forge Lord Vulkan's Wrath joined us to defend Hive Prometheus, he was fascinated by our blood bonds. He saw how they strengthened our connections not just in battle, but in our daily duties.

After watching me repair a Thunderhawk while my blood-bonded brother instinctively handed me each tool before I asked, he requested to learn more. I explained how the bond would work between members of different chapters - weaker perhaps, but still meaningful.

'Your ritual honors the bonds between warriors,' he said, 'just as we honor the bonds between brothers.' He accepted the offering, adding his own chapter's ritual words about the fires of

brotherhood.

The morning after our bonding, he suggested modifications to my forge techniques, improvements I somehow instantly understood through our shared connection. Together we forged a blade that both our chapters now view as a symbol of unity. He returns every decade to renew the bond, saying it helps him better understand the weapons he crafts.

The White Scar's Challenge

Storm Leader Khan'Gar of the White Scars initially mistook our blood bond offer for a challenge. 'You think me worthy of your blood?' he asked, hand on his blade. I explained that it was an offer of brotherhood, not combat, though combat prowess had indeed proven his worth.

He smiled then, sharing tales of how his people would become blood brothers on the steppes of Chogoris. When he learned our ritual involved psychic elements, he grew even more interested. 'The storm within reaches to the storm without,' he said.

The ritual itself was unlike any other I've performed with an outside chapter. He insisted on conducting it at dawn, from horseback, both of us facing the rising sun. The combination of our ritual and his chapter's traditions created something unique - to this day, I sometimes dream of riding through storms when he goes to war.

We've fought together six times since, and each time our bond helps us coordinate our forces perfectly. His chapter now regularly requests joint operations with us, particularly when speed and stealth are required.

The Ultramarine's Refusal

Not all offerings end in brotherhood, and that too carries its lessons. When Captain Severus Acheron of the Ultramarines led a joint operation against Chaos forces, his tactical brilliance earned him an offer of blood brotherhood.

His refusal was respectful but firm. 'Your chapter's ways are your own,' he said, 'and they have proven effective. But the Codex Astartes does not sanction such rituals between chapters, and for good reason. Bonds of brotherhood already exist between all who serve the Emperor.'

Some of our younger brothers took offense, but I saw the wisdom in his words. Not all paths to brotherhood require blood. Captain Acheron proved this by fighting beside us with absolute loyalty and coordination, never once letting his personal reservations affect our tactical cooperation.

When he departed, he gifted us a copy of the Codex Astartes with his own tactical annotations about how our chapters could best work together. Different traditions, different ways, but respect transcends these divisions.

The Blood Angel's Resonance

The Blood Angels understand the power of blood better than most, though we each carry different burdens. When Chaplain Sanguinius-Blessed of their chapter witnessed our blood bond ritual, he was deeply moved.

'We too know the power of our Primarch's blood,' he said. 'Though its meaning to us is...

different.' He accepted the offering of brotherhood, but asked that we perform it in their Reclusiam, before an icon of Sanguinius.

The ritual took on additional meaning there. Our blood bond resonated with something deep within their chapter's traditions. The resulting connection was profound - both a tactical link and a deeper understanding that some burdens are better shared in silence.

We maintain this connection still, our chapters sharing a unique understanding of how blood can both strengthen and challenge us. When we fight together, there is an unspoken recognition between us. No words are needed - just the shared knowledge that blood carries power, and power carries responsibility.

ORDER OF THE SACRED FLAME

BATTLE REPORT: COMBINED OPERATION
Sector Crucis, Shrine World Immolation

OPERATIONAL OVERVIEW

Commanding Sister Superior: Canoness Elena Drusilla
Deployment: Joint Operation with Blood Wolves Space Marine Chapter

THEOLOGICAL AND TACTICAL ASSESSMENT

1. INITIAL OBSERVATIONS

- Combined force engagement against heretical cultist and renegade elements
- Significant theological and methodological divergence between Adeptus Sororitas and Blood Wolves Chapter

2. COMBAT EFFECTIVENESS

- Remarkable martial prowess demonstrated by Blood Wolves
- Tactically sound, yet spiritually... problematic

POINTS OF DOCTRINAL CONCERN

1. PSYCHIC MANIFESTATIONS

- Extensive use of xeno-adjacent psychic abilities
- Repeated manifestations viewed with profound theological suspicion
- Many Sisters openly displayed marked discomfort with unrestrained psychic intervention

2. LITURGICAL IRREGULARITIES

- Prayers invoking the "Man-Emperor" rather than the GOD-EMPEROR
- Emphasis on blood and genetic heritage over divine sacrifice
- Ritualistic practices bordering on heretical interpretation of sacred texts

3. COMBAT PERFORMANCE

- Unprecedented efficiency in enemy elimination
- Surgical strikes combined with overwhelming close-combat capabilities
- Psychological warfare through pure martial intensity

THEOLOGICAL RESERVATIONS

- Marines demonstrate commitment to Emperor's will
- Methodology fundamentally divergent from Sororitas doctrine
- Psychic abilities: necessary evil in combat, spiritually questionable

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- Marines demonstrate commitment to Emperor's will
- Methodology fundamentally divergent from Sororitas doctrine
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RECOMMENDED THEOLOGICAL INTERVENTION

- Immediate doctrinal review of Chapter's spiritual practices
- Systematic reintroduction of proper Imperial cult teachings
- Careful monitoring of psychic manifestations

PERSONAL REFLECTION

While their martial prowess cannot be denied, the Blood Wolves walk a razor's edge between divine purpose and potential corruption. Their prayers speak of blood and genetic legacy, not the divine light of the God-Emperor. Their psychic abilities, though controlled, represent a constant theological risk.

FINAL ASSESSMENT

COMBAT EFFECTIVENESS: Exceptional
THEOLOGICAL COMPLIANCE: Questionable
In His most divine light,
Canoness Elena Drusilla
Order of the Sacred Flame
Blessed be the God-Emperor's Eternal Vigilance

Stories: Fleet Tales

The Silent Hunt

Retold as first recorded by Ship Master Donovan Kane of the Imperial Navy.

They came out of the void like ghosts. I still remember the first time I witnessed the Blood Wolves' fleet in action. Our patrol fleet had been tracking an Ork Rok for three days when the readings started getting... strange. At first, we thought our augurs were malfunctioning - ships appearing and disappearing at the edge of our scans.

Then came the vox transmission: "Imperial vessel, maintain course. The hunt begins."

The Strike Cruiser "Shadow Hunter" materialized from what we'd thought was empty void, its hull somehow bending the light around it. More ships followed - Gladius frigates moving in perfect formation, their weapons silent but ready. The Blood Wolves weren't here to engage in a traditional void battle. They were hunting.

I watched in awe as their vessels executed what they called the "Pack Formation", spreading out to surround the Ork Rok without ever appearing on its crude sensors. The xenos never knew what hit them. When the attack came, it was from all directions at once - precise Lance strikes and torpedo spreads that crippled the Rok's engines before it could react.

What happened next was even more impressive. Their boarding torpedoes struck in perfect synchronization, each one targeting a specific weakness we hadn't even detected. Later, I learned their war beasts had somehow sensed the optimal boarding points through the void itself.

The entire engagement lasted less than an hour. The Rok was neutralized, its Ork crew eliminated with surgical precision. As quickly as they had appeared, the Blood Wolves' fleet melted back into the void, leaving us with a brief vox transmission: "The hunt is concluded. Ave Imperator."

The Harvest's Protection

Most Imperial captains see our Harvest Frigates as nothing more than glorified transport vessels. They don't understand that every recruitment mission is also a hunt. The incident in the Thanatos Sector proved this beyond doubt.

We'd identified a promising feral world and were preparing to evaluate potential recruits when our enhanced augurs detected something our escort had missed - the distinctive energy signature of Dark Eldar raiders, hiding in the debris field. Instead of withdrawing, we enacted the Protocol of the Silent Pack.

The "Soul Seeker" and her sister ship "Blood's Bounty" initiated what appeared to be standard recruitment procedures, making ourselves look like tempting targets. Our enhanced sensor suites tracked the raiders as they moved to intercept, while our psykers maintained a constant link with the Strike Cruiser "Winter's Hunt" hiding behind the system's second moon.

When the Dark Eldar struck, they found not helpless prey but hunters lying in wait. The "Winter's Hunt" emerged from its concealment precisely as our augurs had predicted, catching the raiders between our ships and its guns. We lost some good crew that day, but not a single potential recruit was taken by those xenos filth.

That's why we Harvest Frigate captains take pride in our role. We're not just collecting future Space Marines - we're protecting humanity's future with every mission. The fact that we can turn our hunts into recruitment opportunities just proves the efficiency of our methods.

The Void's Echo

Even entombed in a Dreadnought, I can still feel the thrill of void warfare. During the Purge of the Gorgon Drift, I commanded the fleet from the "Fang of Retribution". We'd tracked a Chaos warband through three systems, using our psykers to follow their warp signature while keeping our distance.

The heretics thought themselves clever, using warp storms to cover their movements. They didn't realize that our war beasts could sense their corruption even through the void. Every jump they made, we followed. Every course they plotted, we anticipated.

The killing blow came in the Gorgon Drift itself. Their fleet emerged from the warp expecting to find sanctuary. Instead, they found our entire fleet waiting, positioned perfectly thanks to the Emperor's Tarot readings by Captain Silvermist. The "Fang of Retribution" led the charge, but it was the coordinated strikes of our Destroyers that won the day.

Watch carefully, young ones. See how the pict-records show our ships moving in perfect harmony? That's the true art of void warfare - not just overwhelming firepower, but the perfect coordination of every vessel. The Blood Wolves don't just fight in space. We hunt through it.

The Raiders' Lesson

They called us mere escort vessels, too small to matter in a real void battle. The Chaos fleet that invaded the Gothic Sector learned differently. Our Raiders are built for more than just scouting - we're the shadows that strike when the enemy least expects it.

The "Blood's Echo" and her sister ships had been tracking the Chaos fleet for weeks, using our specialized stealth systems to stay undetected. We observed their patterns, noted their blind spots, and marked their weaknesses. When they moved to attack the forge world Lucius IV, we were ready.

The larger Chaos ships never saw us coming. While they focused their void shields forward, expecting resistance from the planet's defense fleet, our Raiders struck from multiple vectors. Our modified Lance batteries might be smaller than those of a cruiser, but they're more than capable of crippling engines and weapons systems when precisely targeted.

By the time their escorts moved to engage us, our job was done. Half their fleet had lost power to critical systems, leaving them easy prey for the arriving Imperial Navy battlegroup. The Space Marines get their glory in boarding actions, but we Raiders know the truth - a successful hunt starts long before the killing blow.

The Pack's Coordination

The true test of our fleet's abilities came during the Defense of Sanctus Reach. Three ships working as one - "Predator's Grace" leading, with "Swift Retribution" and "Night's Fang" on the flanks. We'd trained for months to perfect what we called the Trinity Formation.

When the Tyranid bio-ships emerged from the void, our formation probably looked vulnerable to their hive mind. Three ships against their swarm? The xenos couldn't

understand that we weren't just ships - we were a pack.

"Swift Retribution" deployed its specialized sensor buoys, allowing us to track the movement of every spore cloud and boarding organism. "Night's Fang" used its enhanced stealth systems to flank undetected, its war beasts somehow able to sense the synaptic connections between the bio-ships.

The killing blow came from "Predator's Grace", but it was only possible because of our perfect coordination. As our brother ships herded the largest bio-ship into position, our Lance batteries struck directly into its synaptic core. The creature's death scream echoed through the void, disrupting the entire swarm's coordination.

That's the power of the pack in void warfare. Any ship can fire weapons. But only true hunters know how to make every vessel part of a single, deadly purpose.

WARNING TO ALL FREE CAPTAINS

Found in the logs of the destroyed vessel "Profit's Glory"

By the blood of the void, I must warn any who find this. They hunt us. The Emperor's Wolves hunt us, but not like any Astartes I've seen in my twenty years of free trading. These ones... they're different. They're shadows with teeth.

It started three weeks ago. The "Lucky Strike" disappeared. Then the "Void Dancer". Good ships, careful captains. No distress calls. No debris. Just gone. We thought it was Navy patrols at first. Emperor's teeth, how wrong we were.

I saw it happen to the "Midnight Raider". They came out of nowhere. No engine signature, no void wake. Their ships just... appeared, like ghosts in the black. Hard to say how many - their vessels seemed to fade in and out of auspex readings like spectres. But their strike cruiser... void-cursed thing was painted in dark green with blood-red wolves on its flanks. The "Void Stalker", I heard someone call it before their vox went dead.

Their boarding was unlike anything I've seen. No grand assaults, no honour-bound charges. Just silence, then screaming. They have these beasts with them, like wolves but bigger, wrong somehow. The things can smell you through void-sealed bulkheads. I saw one tear through a reinforced door like it was paper, following some scent none of us could detect.

Their warriors... Emperor save us, their warriors. They don't just kill you. They hunt you. They have these rituals - I saw one of them bite his own hand and share blood with his battle-brother before they disappeared into the shadows. After that, it was like they could sense each other, coordinate without vox signals. Midnight Raiders had 200 crew. The hunt lasted less than an hour.

Their psykers are the worst. They don't just read minds or throw lightning like normal Librarians. They can mask entire ships from detection, make you see things that aren't there. Karlov thought he'd escaped in a boarding torpedo. Said he got clean away. Found him two days later, still in his launch tube, gibbering about shadows that hunted him through his dreams.

We tried hiding in the Thanatos Belt. Thought the radiation and asteroid fields would cover our signatures. Their beasts tracked us anyway. Their hunters moved through ship corridors like predators, all patience and calculated fury. No wasted movements. No mercy.

To any free captain who finds this - avoid the Thanatos Trade Corridor. If you see a dark green strike cruiser with blood-red wolves, run. If you hear silence on the vox, run. If your auspex shows shadow-ships that appear and disappear, run.

And if you hear hunting howls in your ship's corridors...
pray. Just pray.

[The log ends here. Ship records indicate "Profit's Glory" was found derelict three days later, its corridors empty save for signs of precision close-quarters combat and claw marks on sealed bulkheads.]

- Found in Captain Viktor Vane's personal log
- Authenticated by three independent sources
- Distributed through standard free trader channels

ADDENDUM:

Vessel discovered by Imperial Navy patrol. All data forwarded to Blood Wolves Chapter Command for tactical assessment.

Stories: Xenos Alliances

The Ranger's Warning

The Eldar Ranger materialized from the shadows like a ghost, her long rifle still smoking. "Your war beasts hunt well, mon-keigh," she said, "but they track the wrong prey." I might have taken offense, but we'd fought alongside these Rangers for three weeks against the Tyranid splinter fleet. They'd earned the right to speak plainly.

She pointed into the darkness. Our beasts had been tracking a Tyranid scout strain, but her warning made me look deeper. There, almost invisible - the faintest shimmer of a Lictor's chameleonic scales. The Rangers had saved us from an ambush.

"We fight together today," I acknowledged, careful to maintain formal distance despite our cooperation. "Tomorrow, the hunt may find us on different paths." She nodded, understanding the unspoken boundary. We could coordinate against this threat without compromising our respective loyalties.

The Forgemaster's Dilemma

The League of Votann's weapon designs were magnificent. As I watched their heavy weapon teams coordinate with our assault squads, every instinct as a Smith yearned to study their technology. But that way lay danger - not just from potential censure, but from the very real risk of compromising our chapter's technological purity.

"Your war beasts guide our targeting solutions well," their Forge-master commented. I simply nodded, directing the conversation toward tactical matters rather than technical specifications. We could appreciate each other's effectiveness without crossing the line into technical exchange.

When they offered to "improve" our weapons' targeting systems, I politely but firmly declined. Better to maintain clear boundaries than risk even the appearance of technological contamination.

The Silent Hunt

The joint operation with Craftworld Mymeara required delicate handling. Their Farseers' precognitive abilities complemented our war beasts' hunting instincts perfectly, but we had to be careful. Too much coordination could raise uncomfortable questions from Imperial authorities.

We developed a system of indirect cooperation. Our war beasts would mark targets with their behavior, which the Eldar Rangers would then eliminate from extreme range. No direct communication, no explicit coordination - just two forces working in parallel against a common enemy.

When their Farseer offered to enhance our beasts' capabilities through some Eldar sorcery, I refused. Some lines cannot be crossed, even in the name of tactical advantage.

The Trade Route Arrangement

The League vessels made excellent screening units for our void operations, their heavy guns complementing our strike cruisers' mobility. But when their Guildmaster suggested a permanent joint patrol arrangement, I had to refuse.

"We appreciate your effectiveness," I told him carefully, "but our paths must remain separate. We can coordinate against mutual threats when they arise, nothing more." He seemed to understand, responding with a practical counter-offer - they would share void-traffic data through Imperial authorities, maintaining proper protocol.

Sometimes the best cooperation is the most indirect, maintaining effectiveness without compromising loyalty.

The Warbeast's Instinct

The war beasts sensed the Eldar before we did, but their reaction was unexpected. Instead of hostility, they showed the same alertness they display when working with fellow hunters.

The Eldar Rangers moved like predators themselves, and the beasts recognized kindred hunters.

This presented a challenge. While their natural affinity made coordination more effective, we had to be careful not to let it develop into something more. I kept the beasts at a professional distance from our temporary allies, maintaining clear separation even as we worked together.

When the Rangers offered to share their beast-handling techniques, I declined. Some knowledge is better left unshared, no matter how tactically useful it might be.

ORDO XENOS INTELLIGENCE BRIEF

Classification: VERMILLION

Subject: Blood Wolves Chapter - Xenos Cooperation Analysis

Author: Inquisitor Selene Draghast

Date: 997.M41

EXECUTIVE SUMMARY:

Recent surveillance indicates concerning patterns of pragmatic cooperation between the Blood Wolves Chapter and select xenos factions, particularly Craftworld Eldar and Leagues of Votann. While no evidence of heretical allegiance has been detected, their willingness to engage in tactical coordination with xenos forces warrants careful monitoring.

ELDAR INTERACTIONS:

Documented Engagements:

- Defense of Maiden World Iyandris (995.M41)
- Battle of the Weeping Vale (996.M41)
- Void Combat: Operation Silent Blade (997.M41)

Tactical Patterns:

- Blood Wolves psychic abilities demonstrate unusual resonance with Eldar psychic techniques
- War beasts operate effectively alongside Ranger units
- Combined stealth operations showing concerning levels of coordination
- Shared targeting data between forces
- Complementary deployment patterns

Notable Observations:

- Eldar appear to respect Blood Wolves' hunting traditions
- War beasts show no natural aggression toward Eldar forces
- Both forces maintain professional distance while cooperating
- No evidence of technology exchange
- Cooperation limited strictly to mutual threats

Risk Assessment:

LOW: Evidence suggests pragmatic temporary alliances only

MEDIUM: Psychic cooperation requires monitoring

HIGH: Tactical effectiveness of combined operations

LEAGUES OF VOTANN INTERACTIONS:

Documented Engagements:

- Thanatos Sector Anti-Ork Operations (994.M41)
- Void Defense of Trade Route 847-Alpha (996.M41)
- Joint Mining Colony Protection (997.M41)

Tactical Patterns:

- Blood Wolves provide stealth reconnaissance for League forces
- League heavy weapons support Blood Wolves precision strikes
- War beasts used to secure League mining operations
- Coordinated void-space combat operations
- Shared intelligence regarding xenos threats

Notable Observations:

- League forces demonstrate respect for Blood Wolves' combat doctrine
- No recorded disputes over salvage rights
- Clear operational boundaries maintained
- Professional military cooperation only
- No evidence of technology exchange

Risk Assessment:

LOW: Cooperation strictly limited to mutual defense
MEDIUM: Potential for strategic intelligence sharing
HIGH: Combined operational effectiveness

STRATEGIC IMPLICATIONS:

Advantages:

- Enhanced effectiveness against serious threats to Imperial space
- Reduced collateral damage in joint operations
- Improved intelligence gathering capabilities
- Successful containment of greater threats
- Maintained Imperial authority in disputed regions

Concerns:

- Potential normalization of xenos cooperation
- Risk of tactical information sharing
- Possible influence on other Imperial forces
- Enhanced effectiveness may encourage further cooperation
- Difficulty monitoring all interactions

CONTAINMENT PROTOCOLS:

Current Measures:

- Regular presence of Inquisitorial observers
- Monitoring of all joint operations
- Documentation of all xenos interactions
- Analysis of post-operation behavior
- Screening for xenos influence

Recommended Additions:

- Enhanced surveillance of psychic activities
- Regular gene-seed purity testing
- Monitoring of war beast behavior patterns
- Documentation of all tactical innovations
- Assessment of cultural contamination risks

TACTICAL ASSESSMENT:

The Blood Wolves maintain a pragmatic approach to xenos cooperation that, while concerning, appears to remain within acceptable tactical parameters. Their interactions show no signs of cultural contamination or technological exchange. Instead, they demonstrate careful utilization of temporary allies against greater threats.

Most concerning is their ability to integrate their unique capabilities with xenos forces effectively. Their war beasts' enhanced senses combine particularly well with both Eldar stealth capabilities and League targeting systems. Their psykers have shown ability to coordinate with Eldar Farseers while maintaining theological purity.

RECOMMENDATIONS:

- Continue current monitoring protocols
- Implement enhanced psychic screening
- Maintain Inquisitorial presence during joint operations
- Document all tactical innovations
- Regular assessment of cultural purity

INQUISITORIAL NOTATION:

While the Blood Wolves' interactions with xenos forces warrant continued scrutiny, their pragmatic approach appears to serve Imperial interests without compromising purity. Their effectiveness against greater threats currently outweighs the risks of limited cooperation. Recommend continued observation rather than intervention.

[Document bears Inquisitorial seals and verification codes]

[Appended: Detailed battle reports and surveillance logs]

[Multiple sections marked with psychic wards]

+++THOUGHT FOR THE DAY: VIGILANCE IS THE PRICE OF PURITY+++

Stories: Chaplain Vigil

The Hardest Watch

Brother Thaddeus had served the chapter faithfully for two centuries. His mind was a fortress, his will unbreakable, his devotion absolute. That's what made it so difficult to watch his decline.

It started with minor things - a slight tremor in his hands during blood rituals, a moment's hesitation before meditation. The war beasts noticed first, as they always do. Fenrir, who had guarded our rituals for decades, began growling softly whenever Thaddeus entered the chapel.

I watched him for three weeks. Each day, the signs became clearer. His dreams leaked into the warp, causing disturbances in the ship's Gellar Field. During blood bonds, his battle-brothers reported a metallic taste, something our rituals had never produced before.

When I finally confronted him, he knew. Emperor's mercy, he knew. "I can feel it," he said, "like iron bands around my thoughts, tightening each day." He didn't resist when I drew my blade. His last words were a prayer of gratitude - thankful that we had caught it in time, before corruption could take root.

I keep his progenoid glands in my personal reliquary. Still pure, thanks to our vigilance. Sometimes, duty is measured not in enemies slain, but in brothers saved from a darker fate.

A Vigil of Seconds

They ask me why we watch so closely, why every blood ritual requires a Chaplain's presence. Let me tell you of Brother Severus and the Harvest Moon Incident.

The ritual seemed perfect - all prayers correctly intoned, all precautions taken. But I noticed his secondary heart beat three times in the space it should have beat twice. Most would have missed it. Most would have continued the ritual.

I stopped it immediately. Within hours, Brother Severus was in isolation, his blood being scoured by our Chaplains. They found it then - microscopic warp-tainted organisms, dormant until activated by the ritual's psychic resonance.

We traced it back to a xenos blade that had wounded him three campaigns ago. The corruption had waited patiently, hidden so deep even our war beasts hadn't detected it. Only that slightly accelerated heartbeat gave it away.

Brother Severus lived, purged of the taint before it could manifest. One second of attention, one tiny detail - that's all that stands between purity and damnation.

The Empty Throne

Watch carefully, initiates. See that empty seat in our ritual chamber? It once belonged to Captain Vladimar of the Fourth Company. His fall teaches us why even the highest must be watched.

It began after the Crucible Campaign. The Captain's tactical brilliance had won us many victories, but something about those battles changed him. He became obsessed with

efficiency, with reducing casualties through perfect prediction.

His psychic powers grew stronger, but so did his isolation. He stopped participating in blood rituals, claiming he had transcended their necessity. The war beasts would pace anxiously outside his quarters, but he refused to acknowledge their warnings.

I watched him decline over six months, cataloging every sign. His battle-brothers reported his blood running cold during combat. His strategic predictions became too perfect, knowing things no amount of tactical genius could explain.

When we finally moved to confront him, we found his quarters covered in calculations - mathematical formulas that hurt the eyes to read. He had turned to forbidden knowledge, convinced it was the only way to protect his men.

The execution was quick, but the lesson remains. That empty throne reminds us that rank does not protect against corruption. The higher one rises, the more vigilant the watch must be.

The Silent Observers

Most see our war beasts as mere weapons or hunting hounds. They don't understand that these creatures are our first line of vigilance. Let me tell you why we trust their instincts above even our most sophisticated scanning devices.

During the Purging of Hive Mortalis, our beasts detected something wrong with an entire squad of battle-brothers returning from a deep-strike mission. All testing showed them pure, all rituals were completed successfully. But the beasts would not let them board our strike cruiser.

For three days, we kept them in quarantine, running every test we knew. Nothing showed up. But on the fourth day, during the sleep cycle, we discovered the truth. Micro-parasites had infected their cerebral cortexes, dormant until their hosts could infiltrate our ship.

The war beasts had smelled it - not the parasites themselves, but the microscopic changes in their hosts' blood chemistry. Thirty brothers had to be put down, but the chapter was saved. The beasts mourned with us, but they never wavered in their vigil.

The Necessary Distance

They ask me how we do it - how we watch our brothers so closely while maintaining the emotional distance to execute them when necessary. The truth is, we don't maintain distance. We love them as brothers should. That's what makes us effective.

You must care deeply about someone to notice the subtle changes that herald corruption. You must love them to watch them so carefully that you catch the first tremor of doubt, the first whisper of taint. And you must love them enough to grant them a clean death before they become something they would hate.

I remember every name, every face. Brother Marcus, who taught me to read the Emperor's Tarot. Brother Callus, who helped me master my first blood ritual. Brother Theon, whose jokes lightened even our darkest vigils. I executed each of them, and I grieved for each of them.

That's the true burden of a Chaplain's vigil - not the watching, but the caring. We are not cold executioners but loving brothers who bear the terrible responsibility of keeping our family pure.

The Watcher's Price

Let this stand as instruction for future Arc Chaplains. Our burden is unique - we must watch even our own for signs of corruption. The hardest vigil is the one we keep over ourselves.

I speak of Arc Chaplain Mordecai, my predecessor. For thirty years, he maintained the purity of our rituals, executed the corrupted, trained countless initiates. His fall began with dreams - visions he claimed were prophetic warnings about future threats to the chapter.

The visions proved accurate, time and again. He saved hundreds of lives acting on their intelligence. We almost missed the subtle changes - how the visions came more frequently, how they required more and more of his strength to interpret.

In the end, it was Mordecai himself who revealed the truth. He came to me one night, his war beast Thanatos at his side. "The dreams," he said, "they're not visions anymore. They're demands." He had recognized the corruption in himself and chosen to act before it could spread.

I executed him with his own Crozius Arcanum. His final act was to write an amendment to our vigil protocols - no one, not even an Arc Chaplain, is above suspicion. The price of purity is eternal vigilance, even against ourselves.

ADEPTUS MINISTORUM

THEOLOGICAL ASSESSMENT REPORT

Re: Blood Wolves Chapter Faith Practices
By Cardinal Theodorus Rex
Witnessed by Sister Superior Elena Vale, Order of the Sacred Heart

PRELIMINARY CONCERNS:

Initial reports regarding the Blood Wolves Chapter's divergent practices warranted thorough investigation. Primary concerns centered on their blood-sharing rituals and unusual approach to Emperor-veneration.

PARTICIPANTS:

- Cardinal Theodorus Rex (Primary Investigator)
- Arc Chaplain Veritus Wolfmaster, Blood Wolves Chapter
- Three attending Ecclesiarchal Scholars
- Two Silent Sisters (observers)

DISCUSSION PROCEEDINGS:

On Emperor Worship:

Most troubling was the Chapter's insistence on referring to the "Man-Emperor" rather than acknowledging His divine nature. When questioned, Arc Chaplain Wolfmaster's response was measured but firm:

"We honor Him through deed, not merely word. His blood flows in our veins, His genetic legacy lives in our flesh. We do not worship Him as a distant god, but serve Him as sons serve their father - through absolute loyalty and unwavering dedication to His work."

Regarding Blood Rituals:

When questioned about their blood-sharing ceremonies, the Arc Chaplain provided extensive documentation of Imperial sanctions and explained:

"Our blood is His gift to us. In sharing it, we strengthen the bonds between brothers and reinforce our resistance to corruption. Each ritual is performed under strict oversight, with proper prayers and sanctified implements. We do not seek power through blood - we acknowledge the power He already placed within it."

On Chaplain Duties:

Their Chaplains' role differs significantly from standard Imperial doctrine. They serve not just as spiritual guides but as active hunters of corruption. Arc Chaplain Wolfmaster demonstrated their extensive screening protocols and execution procedures for potentially tainted battle-brothers.

THEOLOGICAL OBSERVATIONS:

Orthodox Elements:

- Absolute loyalty to the Emperor
- Strict anti-corruption protocols
- Regular prayer and meditation practices
- Proper reverence for Imperial relics
- Maintenance of sacred texts and records

Divergent Practices:

- Blood-sharing ceremonies
- Focus on genetic rather than divine heritage
- Integration of tribal traditions
- Unusual emphasis on psychic screening
- Non-standard prayer formulations

CONCERNING ELEMENTS:

- Reluctance to acknowledge Emperor's divinity
- Heavy reliance on ritualistic blood use
- Integration of psychic practices in faith rituals
- Tribal influences on Imperial ceremonies

MITIGATING FACTORS:

- All practices properly sanctioned
- Strict oversight of all rituals
- Zero instances of corruption
- Exemplary service record
- Demonstrable effectiveness against heresy

CONCLUSIONS:

While the Blood Wolves' interpretation of faith diverges from standard Imperial doctrine, their absolute loyalty to the Emperor and effectiveness in His service cannot be questioned. Their practices, while unusual, appear to strengthen rather than weaken their resistance to corruption.

RECOMMENDATIONS:

- Continue monitoring but do not interfere
- Document their practices for reference
- Consider limited adaptation of their screening protocols
- Maintain quarterly theological reviews
- Station permanent Ecclesiarchal observer

PERSONAL NOTATION:

While their practices initially raised grave concerns, I must acknowledge their effectiveness. Their faith, though expressed differently, burns no less bright than our own. Perhaps, in their unique approach to serving the Emperor, they have found a path that, while divergent, remains true.

Sealed in His name,

Cardinal Theodorus Rex

[Document bears official seals of the Ecclesiarchy and authentication codes]

THOUGHT FOR THE DAY:

Faith takes many forms, but loyalty knows only one truth.

Stories: Failed Adaptations



The Shield Wall's Price

We thought we could adapt the Imperial Fists' shield wall tactics to our own forces. Our Iron Shield Breakers already excelled with their combat shields - why not expand this to full company formations? The theory was sound, but we didn't account for our own nature.

Five full squads formed up in tight formation during the defense of Hive Mortis, shields locked together as we'd seen the Sons of Dorn employ. For the first hour, it worked perfectly. Then the psychic bleed began.

So many battle-brothers in such tight formation, all their minds humming with combat focus - it created a resonance we hadn't anticipated. The younger brothers started losing control first. Their enhanced emotions fed into the gestalt, which fed back into them. By the third

hour, we had to break formation or risk complete psychic collapse.

We lost three brothers to emergency executions that day. The Imperial Fists' methods may be proven, but our blood demands space to hunt.

The Artillery Experiment

The Imperial Guard's success with artillery batteries was undeniable. We reasoned that with our psychic targeting capabilities, we could improve upon their methods exponentially. The Chapter Master authorized a trial program - three Basilisk platforms, crewed by our own brothers.

The test firing went smoothly. Brother-Sergeant Theron's psychic guidance allowed for precision strikes that surpassed even Mechanicus targeting protocols. But during actual combat deployment against Ork forces, we discovered the fatal flaw.

Our connection to our weapons runs deep, enhanced by blood and psychic resonance. When the Basilisks fired, that connection transmitted the shell's impact back to the crew. Every death, every scream, every moment of terror from the blast zones echoed through their minds. By the third salvo, the crew was catatonic.

The platforms were returned to the Guard. Some weapons require the emotional distance that we can never achieve.

The Legion's Formation

After joint operations with the Ultramarines, their Chapter Master suggested we incorporate elements of their tactical squad formations. The discipline and flexibility of their approach seemed adaptable to our methods. We were wrong.

The problems began during the first training exercises. Our standard blood-bonding rituals create small-unit coherency, but attempting to bond entire companies into Legion-style battle formations overtaxed those bonds. The psychic network became too dense, too chaotic.

When we attempted a full company deployment using Codex formations, the strain proved too much. Every brother could feel every other brother's combat focus, creating a cascade of heightened awareness that spiraled out of control. The war beasts sensed it first, their howls of warning coming seconds before the first brother lost containment.

The resulting psychic backlash injured fifteen brothers and required three mercy killings. We are hunters, not legionnaires. Let others stand in proud ranks while we stalk the shadows.

These failures taught us hard lessons about our nature. Every attempt to become more "conventional" only reinforces what we truly are - specialist hunters with unique gifts and burdens that cannot be ignored.

The Drop Pod Protocol

When the Blood Ravens shared their drop pod assault protocols with us, it seemed an obvious enhancement to our capabilities. Precision strikes from orbit aligned perfectly with our hunting doctrine. The Forge Master modified a set of pods with psychic resonators to enhance our abilities during descent.

The first test deployment against Dark Eldar raiders began perfectly. Three squads, each in their own pods, launched with perfect synchronization. As we pierced the upper atmosphere,

our psykers began reaching out to coordinate the assault. That's when everything went wrong.

The pods' machine spirits, enhanced by our modifications, began resonating with our psychic emanations. The metal itself started screaming in frequencies only we could hear. By the time we hit ground zero, half the brothers were incapacitated by the feedback loop between their powers, their blood-bonds, and the tortured machine spirits.

The raiders slaughtered the first squad before they could even exit their pod. We lost seven brothers that day, and the Dark Eldar escaped with their prizes. Some forms of rapid deployment, we learned, require a silence of mind we cannot achieve.

The Tank Company Trials

Following an alliance with Imperial Guard armored regiments, Chapter Master Blackthorn authorized the creation of our first tank company. Ten Predator tanks, each modified with psychic-resonant crystals in their targeting arrays. It would be a perfect marriage of Imperial armor doctrine and our unique capabilities.

Initial trials showed incredible promise. The psychic connection between crew and machine spirit allowed for targeting solutions that surpassed even Mechanicus predictions. But during extended operations, we discovered that tanks carry their own kind of blood-memory.

Three months into deployment, crew members began reporting dreams - experiencing battles they'd never fought, feeling deaths from decades past. The machine spirits, bound too closely to our psychic-sensitive minds, were sharing their entire violent histories. Tank commanders started exhibiting symptoms of combat trauma from wars fought before they were born.

The breaking point came during the Siege of Hive Mortalis. Brother-Sergeant Voss's Predator, instead of supporting our advance, began re-fighting a decades-old battle from its memory engrams. Three brothers died when it turned its guns on positions that existed only in its past.

We scrapped the program and returned to our Thunderhawks. Some traditions exist for reasons even we didn't understand at first.

SONG OF THE SPIRIT PATH

As witnessed by Dragon Lord Iyanna of the Verdant Spires
Recorded in the World Spirit of Verdis III
The mon-keigh who hunt with beasts came to our lands as the world spirit cried warnings of shadow-taint. At first, we prepared to drive them back, but their creatures recognized our own - predator acknowledging predator across the species divide. Their war-beasts moved with uncommon grace, displaying an attunement to the spirit realm that, while crude, proved surprisingly effective.

Their leaders - the ones they name "Chaplains" - approached our borders with unexpected restraint. They maintained distance while their beasts communicated with our own megasaurs through means beyond simple instinct. A mutual understanding was reached without words - the shadow-taint threatened both our realms.

OBSERVATIONS OF THE HUNT:

Spirit Signs:

- Their beasts sense the shadow-taint much as our own do
- Their psykers, while untrained by our standards, show remarkable discipline
- They maintain spiritual purity despite their crude methods
- Their blood-rituals, while primitive, provide effective protection against the taint

Hunting Patterns:

- They claim the urban hunting grounds, leaving the wild places to us
- Their strike patterns complement our own movements
- Their war-beasts coordinate naturally with our smaller hunters
- Our great dragons provide overwatch while they strike from shadows

Most remarkable was their efficiency in urban environments. While we rode the great plains and forests, they stalked through the mon-keigh hives with lethal grace. Their understanding of stealth, while less sophisticated than our own, proved highly effective against the shadow-tainted ones.

The shadow-taint attempted to establish itself in three domains:

- The mon-keigh hive spires - cleansed by their hunter-packs
- The sacred forests - purified by our dragon riders
- The meeting places between - where our forces together broke their last resistance

Notable Convergences:

- Their war-beasts guided our megasaurs to hidden corruption
- Our dragon riders forced the tainted ones into their prepared ambush sites
- Their psykers worked in harmony with our own spirit-seers to seal warp-rifts
- Combined beast-sensing created an impenetrable detection screen

The World Spirit sings with satisfaction - the shadow-taint has been excised before it could take root. While these mon-keigh remain crude and limited in their understanding, they have proven themselves capable hunters when necessity demands cooperation.

WHISPERS OF PROPHECY:

The World Spirit suggests this alliance, while temporary, may be necessary again. The shadow-taint grows stronger, and different hunters must sometimes run together when the prey threatens all.

Recommendations for the World Spirit's Archives:

- Mark these "Blood Wolves" as potential hunt-allies against greater threats
 - Maintain vigilance but allow for future cooperative hunts if needed
 - Share beast-sign reading techniques with their handlers when paths cross
 - Establish spirit-boundaries to prevent territorial conflicts
 - Remember they are still mon-keigh, but mon-keigh who understand the hunt
- [The World Spirit pulses with approval of this record]
[Dragon Lord Iyanna's spirit signature authenticates this account]

Stories: Failed Operations



The Purging of Hive Secundus

The Adepta Sororitas had already begun their purge when we arrived. Sister Superior Amelia of the Order of the Cleansing Flame had declared the entire hive compromised after finding evidence of cult activity. Their solution was simple - burn everything.

We knew better. Our war beasts could track the corruption to its source, eliminating the need for such wholesale destruction. But when we tried to explain this to the Sisters, they saw only heresy. The sight of our blood rituals as we prepared for the hunt sent them into a frenzy.

The operation devolved into chaos. While we tracked cultists through the underhive, the Sisters burned level after level above us. Their flames drove the cultists deeper into our hunting grounds, disrupting carefully laid ambushes. Worse, the smoke confused our war beasts' senses, making precise targeting impossible.

The final disaster came when Sister Superior Amelia ordered her forces to burn through a support wall - the exact wall we had identified as critical to the hive's structural integrity. Millions died in the collapse, including many of our battle-brothers and their Sisters alike.

The cult was destroyed, but at a far higher cost than necessary. Since then, we've developed new protocols for operations with the Sororitas. We now ensure clear operational boundaries are established beforehand, with each force assigned to separate sectors. While we prefer to work independently, when we must fight alongside the Sisters, we keep our rituals private and focus on areas where our methods won't conflict with theirs.

Commissar Viktor Hale was everything the Imperial Guard manual said a leader should be -

brave, unwavering, and completely inflexible. When we deployed to support his regiment against Tyranid infiltrators, he immediately tried to incorporate our forces into his rigid battle plans.

We tried explaining that our methods required flexibility - that our war beasts and psykers needed freedom to hunt effectively. He saw this as a challenge to his authority. When we deployed our forces in small hunting packs rather than traditional battle lines, he accused us of cowardice.

The breaking point came during a crucial operation. Our psykers had detected a Lictor's presence near the command post. Standard protocol would have been to draw it out with a small force while our hunters struck from multiple angles. Instead, Hale ordered a full regiment to form firing lines.

The Lictor was not alone. While the Guard's attention was focused forward, three more Lictors struck from behind. We lost the command post, half the regiment, and valuable intelligence about the hive fleet's movements. Hale did not survive to learn from his mistake.

The incident led to a formal review of our joint operation protocols. Now we insist on detailed pre-mission briefings with Imperial Guard command staff, explaining our tactical requirements while respecting their chain of command. We've found that demonstrating our methods' effectiveness in smaller operations first helps build the trust needed for larger deployments.

The Mechanicus Interference

The forge world Lucius IV should have been a simple compliance operation. The tech-priests had requested our help in clearing out Dark Mechanicus infiltrators. Our war beasts were perfectly suited for sniffing out the corrupted machine spirits.

But the Mechanicus representatives couldn't accept our methods. They insisted on monitoring every aspect of our operation, demanding explanations for our "non-standard" procedures. When they saw how our psychic abilities interacted with machine spirits, they declared it tech-heresy.

The situation reached critical failure during an assault on a corrupted forge temple. Our standard tactics called for psychic disruption of the enemy's control systems before a precise strike. The tech-priests forbidden us from "tainting" their precious machinery with our powers. Instead, they insisted on a full frontal assault.

The resulting battle destroyed three forge temples and a priceless STC fragment. Most of our Thunderhawk squadron was damaged by automated defenses that could have been neutralized with our usual methods.

The incident strained relations with the Mechanicus, but also taught us valuable lessons. Now we maintain careful documentation of our psychic-technical procedures, presenting them in terms the tech-priests can better understand. While we still face skepticism, establishing clear boundaries and areas of operation has allowed us to maintain necessary cooperation while minimizing direct conflicts over methodology.

The Arbites' Overreach

The Adeptus Arbites of Hive Mortalis had a simple request - help them locate and eliminate a genestealer cult. We agreed, but with one condition: our methods must be allowed to work without interference. They agreed verbally but proved incapable of honoring that agreement.

Our war beasts had tracked the cult's patriarch to the middle hive levels. We were systematically working our way through the population, identifying infected bloodlines for precise elimination. The Arbites, however, grew impatient with our methodical approach.

Judge Konstantin ordered a precinct-wide crackdown, implementing martial law and mass testing protocols. This sent the cult into hiding, scattering them throughout the hive. Worse, their harsh methods sparked a civil uprising among the uninfected population.

The experience taught both sides painful lessons. Now when we work with the Arbites, we establish clear phases of operation with agreed-upon timelines. We share more intelligence with their command structure, and they provide us with the time needed for our methods to work. The relationship remains professional but distant - as it should be.

The Inquisitor's Pride

Inquisitor Darius Rex of the Ordo Hereticus arrived with full authority and zero understanding. He had tracked a chaos cult to the agri-world of Thanatos II and demanded our assistance in its elimination. We agreed, but his interference doomed the operation from the start.

Our psykers detected multiple sources of corruption, suggesting a complex network rather than a simple cult. We proposed a patient approach - monitoring the cultists to uncover their full organization before striking. The Inquisitor, however, insisted on immediate action.

He ordered exterminatus preparations to begin even as we protested that the corruption was limited and containable. When we refused to support such an extreme measure, he accused us of being compromised by the very corruption we were fighting.

Since then, we've learned to better manage Inquisitorial oversight. We now provide more detailed documentation of our methods and reasoning, while maintaining appropriate deference to Inquisitorial authority. When disagreements arise, we focus on presenting evidence rather than challenging authority directly. It's not a perfect solution, but it allows us to maintain necessary working relationships while protecting our operational effectiveness.

The Grey Knights' Disdain

Even among fellow psykers, our methods are sometimes misunderstood. When a joint operation with the Grey Knights was ordered against a suspected demon incursion, we looked forward to working with warriors who would understand our capabilities. We were wrong.

The Grey Knights' commander, Brother-Captain Stern, dismissed our war beasts' ability to detect warp manifestations. He considered our blood rituals primitive and potentially dangerous, despite their proven effectiveness. Our offers to coordinate our psychic abilities were met with thinly veiled contempt.

The operation's failure came during the final assault. Our war beasts detected a pattern in the warp disturbances, suggesting the demon was using multiple decoy manifestations. The Grey

Knights ignored our warnings, committing their full force against what we knew to be a fake target.

The true demon manifested behind their lines, causing devastating casualties before it could be contained. Even then, they blamed our "unstable" psychic presence for disrupting their battle-plans.

While the incident strained relations, it also led to better understanding on both sides. Future operations with the Grey Knights are carefully coordinated, with clear delineation of responsibilities and methods. We maintain professional respect for their abilities while accepting that our different approaches to combating the warp may not always align. When we must work together, we focus on complementing their strengths rather than trying to integrate our methods with theirs.

LEAGUE DIPLOMATIC REPORT

DESIGNATION: VOK-7749-BETA

Re: Space Marine Chapter Cooperative Engagement

By High Kahl Thordin Grimborn

Votann Stronghold: Grendl-IX

PRELIMINARY NOTES:

Initial contact occurred when Blood Wolves Strike Cruiser "Void Stalker" entered League-monitored space pursuing Ork raiders. Their approach was notably cautious and non-aggressive, with weapons powered down and void shields at minimal power.

DIPLOMATIC EXCHANGE:

Initial Contact:

Space Marine vessel responded promptly to identification hails. Their diplomatic approach was refreshingly pragmatic. Captain Fatum Silvermist stated their purpose clearly: "We hunt greenskins who have raided Imperial worlds. Our quarry passes through your space. We seek cooperation, not conflict."

Meeting Parameters:

- Location: Neutral void station KX-227
- League Representatives: Trade-Master Kori Vaultborn, Void-Admiral Gunnar Steelkin
- Blood Wolves Representatives: Captain Silvermist, Arc Chaplain Scientius Moonshadow
- Security: Minimal and mutually agreed upon (4 Hearthguard, 4 Space Marines)

OBSERVED BEHAVIORS:

Unlike typical Imperium representatives, the Blood Wolves demonstrated:

- Practical approach to diplomacy
- Respect for League sovereignty
- No religious proselytizing
- Clear understanding of mutual benefit
- Appreciation for technological expertise

TACTICAL INFORMATION SHARED:

Blood Wolves provided detailed intelligence on:

- Ork fleet composition (3 Kill Kroozers, multiple escort

vessels)

- Predicted Waaagh! movement patterns
- Previous engagement outcomes
- Greenskin leadership structure

NEGOTIATED TERMS:

- Blood Wolves granted temporary passage rights
- League forces to provide tactical support if requested
- Salvage rights equally divided
- No interference with League mining operations
- Mutual information sharing regarding Ork movements

TECHNOLOGICAL OBSERVATIONS:

Their vessels incorporated several notable features:

- Enhanced stealth systems
- Unusual bio-engineered tracking beasts
- Non-standard void shield configurations
- Psychic masking technology

COMBAT COORDINATION:

Over subsequent engagement:

- Blood Wolves tactics proved highly effective
- Their stealth approach complemented League firepower
- Minimal collateral damage to local space
- Efficient target prioritization
- Excellent void combat discipline

STRATEGIC ASSESSMENT:

Blood Wolves demonstrated themselves to be:

- Reliable temporary allies
- Tactically sophisticated
- True to negotiated terms
- Respectful of boundaries
- Efficient at their stated purpose

ECONOMIC IMPACT:

- Minimal disruption to trade routes
- Reduced Ork threat to mining operations
- Salvage operations proved profitable
- No damage to League infrastructure
- Increased local stability

RECOMMENDATIONS:

- Mark Blood Wolves as "Pragmatic Actors" in League records
- Consider future tactical cooperation when goals align
- Maintain diplomatic channels

- Share limited void-traffic intelligence
- Update threat assessment protocols

ANCILLARY NOTES:

Their war-beasts showed remarkable ability to detect Ork activity. Genetic sampling might be valuable for League xenobiology research, though requesting such would likely strain diplomatic relations.

CONCLUSION:

Interaction proved mutually beneficial. Blood Wolves Chapter demonstrates a rational approach to inter-faction relations when Orks are involved. Recommend cautious but open diplomatic stance for future encounters.

Sealed by the Authority of the Leagues
[Authentication Codes and Votann Calculations Follow]

Stories: Deathwatch

The Shadow's Brotherhood

"Brothers, let me tell you of my time in the Watch Fortress Erioch. My kill-team... ah, what a beginning that was. Brother Vulkan of the Salamanders would check his flamer's spirit three times whenever I passed. Brother Dorn of the Imperial Fists kept his bolter aimed at my position for the first week of patrol. And Brother Maximus, that stern Ultramarine - he quoted sixteen different Codex provisions about psychic containment protocols within our first hour together."

Takes a drink from his chalice, a touch of grim humor in his voice.

"Shadow's presence only heightened their discomfort. A war beast in the cramped corridors of a Watch Fortress? The Watch Captain himself questioned the wisdom. They assigned us the most distant quarters, surrounded by null-field generators. Every psychic scan had to be logged, verified, and approved in triplicate."

Traces ritual scars thoughtfully.

"Then came the Tyranid migration. New adaptation in their vanguard organisms - some bio-modification that made them invisible to every augur array in the fortress. Three patrols went missing before they detected the breach. The Watch Captain was preparing orbital bombardment protocols - better to destroy the whole sector than let the infestation spread."

Leans forward.

"I stayed silent during the planning sessions. Waited. Watched. Let them exhaust every traditional option. Only when the Ultramarine had finished his seventeenth contingency plan did I speak. 'Permission to demonstrate an alternative, Watch Captain?' The null fields came down under the eyes of two Librarians and a Sister of Silence."

Gestures to Shadow, resting nearby.

"Shadow picked up the trace instantly - that unique blend of psychic resonance and biological instinct that marks Tyranid adaptation. But I didn't push. Let the beast demonstrate its worth. First nest - eliminated. Second - purged. By the third, Brother Vulkan was asking Shadow to take point. By the fourth, Brother Dorn had stopped checking his bolter's targeting spirit quite so obviously."

Holds up a bone-carved pendant.

"The true change came in the main nest. Shadow detected the counter-ambush seconds before it triggered. My psychic warning gave the team just enough time to brace. Brother Maximus found himself back-to-back with me, my psychic shield the only thing between him and a Lictor's talons. After that... well, he only quoted the Codex at me during official briefings."

Smiles grimly.

"When the operation ended, they each gave me a token - fragments of their own chapter artifacts to carve. The Imperial Fist said, 'Your methods are strange, brother, but so is the galaxy we hunt in.' Those tokens guard my quarters still. Reminders that trust is earned in blood and proven in battle, no matter how different our ways."

The Void's Lesson

"The Watch Fortress taught me humility, brothers. And not gently." sharpens blade with practiced precision "I arrived proud, certain our methods were superior. After all, what other chapter truly understood how to blend psychic might with hunter's instinct? The Watch Captain's assignment felt like an insult - partnered with a White Scars veteran who made the sign of warding every time I reached for my powers."

Tests blade's edge with a thumb.

"Brother Khan'Gar. Emperor's teeth, but he was fast. Two months hunting Dark Eldar raiders in the void between stars, and he kept his distance like I carried the plague. Wouldn't let me within ten meters of his prized bike. Called it 'protecting the machine spirit from warp taint.' Every briefing, he'd argue against my suggestions. 'Speed is purity, stealth is doubt,' he'd say. I countered that shadows hide the hunter's approach. We nearly came to blows in the practice cages."

Sets first blade aside, begins work on second.

"Then our ship's Gellar Field failed mid-warp transit. Not a flicker - a complete collapse. The tech priests said the Dark Eldar had planted some kind of resonance device during their last raid. The daemons came, as they always do. I began preparing the blood rites for defense, and Khan'Gar... he actually drew his bolt pistol. 'No witchery,' he spat. 'Not while I draw breath.'"

Pauses, lost in memory.

"The ship's corridors were already twisting, reality bleeding into the warp. A Bloodletter materialized between us. In that moment, survival mattered more than chapter prejudices. I threw up a psychic barrier just as Khan'Gar's blade took the daemon's head. The look we shared... understanding, finally."

Resumes sharpening.

"What followed... the White Scars speak of the 'wind of the plains.' I learned what they meant. Khan'Gar would ride through my psychically stabilized corridors, his bike roaring through daemon-infested spaces faster than they could manifest. I'd hold reality stable in his wake, creating paths of sanity through madness. By the time emergency protocols restored the Gellar Field, we'd purged three decks."

Examines second blade's edge.

"He came to me afterward, in the ship's sanctuary. I expected more accusations of witchery. Instead, he unwrapped a leather bundle - sacred oils from the plains of Chogoris. 'For your blades, brother,' he said. 'The fast blade and the hidden blade can strike as one.' We spent the rest of our vigil developing those techniques. Speed and stealth, psychic might and pure skill."

Sheaths both blades.

"The Watch Captain later asked how we'd managed it. Khan'Gar answered before I could. 'The Emperor's gifts come in many forms,' he said. 'Even those we first mistake for curses.' He still makes the sign of warding when we meet... but now it's followed by a warrior's grip and a hunter's smile."

The Long Hunt

"In the Deathwatch, brothers, even the hunt for prey can teach harsh lessons about prejudice." arranges ritual blades with precise movements "My kill-team assignment read like some Watch Captain's dark jest - a Raven Guard who refused to speak to 'warp-touched' brothers, and a Space Wolf who'd rather eat his own bolt pistol than work with a 'witch.'"

His war beast Fenris growls softly at the memory.

"Our mission: eliminate a Genestealer Patriarch hiding in a void station's population. Brother Corvus of the Raven Guard would turn his back whenever I entered the briefing chamber. Brother Grimolf of the Space Wolves made it clear that his frost blade would find my heart at the first sign of 'sorcerous taint.' The Watch Captain merely said, 'Overcome your differences, or the mission fails.'"

Begins laying out the ritual implements.

"First week, they wouldn't even acknowledge my tactical suggestions. Corvus wanted pure stealth - infiltrate, assassinate, exfiltrate. Grimolf favored the direct approach - charge in with chainswords roaring, force the patriarch to face us directly. Neither would admit that both approaches would fail against an enemy that could sense their thoughts."

Fenris pads over, settling by his side.

"The turning point came when a genestealer ambush caught Grimolf's squad. Standard vox channels were corrupted, auspex readings scrambled. They would have died there, torn apart in the darkness. Instead, Fenris sensed their danger. I reached out psychically, found Corvus's mind in the shadows. The Raven Guard's initial resistance was... intense. But survival outweighed prejudice."

Methodically checks each ritual blade.

"Using my powers, we coordinated a three-pronged response. Corvus struck from above, silent as death. Grimolf's squad provided the anvil, and my beast led us through maintenance shafts to cut off their retreat. When it was done, we had eighteen dead genestealers and something far more valuable - respect."

Touches ritual scars thoughtfully.

"After that, we developed what Grimolf grudgingly called 'acceptable tactical protocols.' My beast would track the patriarch's psychic spoor - 'just animal instinct,' Corvus would insist, not wanting to acknowledge the psychic element. We'd use Grimolf's aggression to draw out cultist groups, then strike them from multiple angles. The Space Wolf learned that sometimes the patient hunter strikes truest. The Raven Guard admitted that some powers could serve the Emperor's will."

Prepares chalice for ritual.

"When we finally cornered the patriarch, three weeks later, we moved as one pack. Corvus flowing through shadows I'd prepared, Grimolf charging in at the perfect moment, my powers and Fenris's senses ensuring no escape routes. The patriarch died wondering how its perfect infiltration had failed."

Raises chalice.

"At the mission's end, Grimolf offered me a tooth from his wolf charm - 'For your beast's collar, witch. He's earned it.' Corvus merely nodded, but from a Raven Guard, that's practically an embrace. They still avoid psykers... but they make an exception for 'that Blood Wolf who knows how to hunt.'"

The Beast's Understanding

"War beasts aren't common in the Watch Fortress, brothers." strokes Fengar's scarred flank "Even less welcome are their handlers, especially those with the 'witch-taint.' My kill-team made that abundantly clear - particularly Brother Ferrum of the Iron Hands. His augmetics would whirl in agitation whenever Fengar and I entered their tactical space."

Scratches behind his beast's ears as the creature watches the gathered marines.

"Unreliable biological components combined with warp sensitivity,' he'd say, as if I weren't present. 'A statistical hazard.' The Black Templars brother, Marcus, was even more direct - kept his sacred oils and purity seals close whenever we shared a transport. The Celestial Lions veteran would only communicate through the Watch Sergeant."

Fengar growls softly at the memory.

"Then came the Yu'vath artifacts investigation. Ancient xenos relics that corrupted through mere proximity. Three kill-teams lost before ours was activated. Ferrum's augmetics were supposed to be our primary detection system - top-line Mechanicus equipment with every blessing and ward they could craft."

Lets out a grim chuckle.

"First sweep of the target zone, his systems detected nothing. Clean readings across every spectrum. He was reciting probability calculations to prove the intel must be wrong when Fengar started snarling. Not his usual threat-warning - something deeper, more primal. The beast was physically backing away from what looked like a bare rockcrete wall."

Leans forward, voice dropping.

"Ferrum scoffed, right until his most sophisticated augmetic implant began to corrode. The Yu'vath taint was already seeping through his blessed machinery. But Fengar... the beast could smell the corruption without being touched by it. Something about their enhanced senses and psychic attunement working together."

The beast shifts position, alert to its handler's telling.

"After that, protocol changed. The Watch Sergeant ordered Ferrum to incorporate Fengar's reactions into his probability matrices. 'Emperor-blessed beast instincts,' the Black Templar would mutter, still unwilling to acknowledge the psychic element. But he stopped clutching his purity seals quite so tightly."

Draws a small augmetic component from his belt pouch.

"By the mission's end, we'd developed an effective pattern. Fengar would sweep ahead, I'd use my abilities to precisely interpret his warnings, and Ferrum would apply his enhanced senses to analyze what we found. The Iron Hand even fabricated this - a small augmetic enhancement for Fengar's collar. 'To improve biological efficiency,' he claimed. But I noticed the carefully inscribed wards included symbols for 'trusted ally' in Martian cant."

Returns component to pouch.

"The Mechanicus representatives were livid, of course. Enhancing a 'mere beast' with sacred technology? But Ferrum's report was pure Iron Hands logic: 'The machine spirit and the enhanced animal proved synergistic in operation. The Emperor's gifts manifest in diverse forms. Logic dictates continued cooperation.'"

The Blood's Truth

"The most valuable lesson I learned in the Watch Fortress came at a heavy price, brothers." holds up a half-carved daemon bone "Our kill-team was a testament to suspicion - a Dark Angels veteran who'd sooner execute me than share a transport, a Black Templar who recited

prayers of warding continuously in my presence, and an Imperial Fist whose perfect discipline couldn't quite hide his revulsion at our chapter's 'ritualistic deviancy.'"

Examines bone's surface before continuing to carve.

"Even the Grey Knight assigned to our team... well, their chapter knows the true measure of psychic power, but that only made him more dangerous. Every ritual, every prayer, every psychic scan was scrutinized for the slightest hint of corruption. I spent more time proving my purity than fighting our actual enemies."

Pauses, running fingers over ritual scars.

"Then we faced it - a daemon of Tzeentch that could possess anyone it had marked. And in our first encounter, it marked us all. The creature's laugh still haunts me. 'All your suspicions, all your fears about each other... I'll prove them true,' it promised. The Black Templar immediately demanded my execution - 'The witch will be the first to fall.'"

Sets tools down, expression grim.

"The Watch Fortress Librarians argued containment protocols for hours. The Grey Knight was preparing the rites of banishment, but the daemon's marks meant it could possess any of us before the ritual completed. That's when I suggested something that nearly got me shot - a modified version of our blood bond ritual."

Picks up tools again, movements precise.

"The Black Templar actually drew his blade. The Dark Angel shifted to a firing position. But the Grey Knight... he raised his hand. 'Explain,' he commanded. So I did. Laid out the ritual's structure, its foundations in Imperial doctrine, how it could create a network of shared strength that would resist daemonic influence. His psychic scrutiny during that explanation felt like being carved open."

Continues intricate carving work.

"Six hours of examination followed. The Grey Knight dissected every element of the ritual. Three Librarians analyzed every possible outcome. The Black Templar never stopped praying. Finally, the Grey Knight spoke: 'The ritual is pure. The theory is sound. The risk is necessary.'"

Holds bone up to examine progress.

"We performed it in their Librarium, under more wards than I've ever seen. The Dark Angel's resistance was palpable - sharing blood with a suspected witch? The Imperial Fist's face was a mask of cold disapproval. The Black Templar had to be ordered to participate. But when the ritual completed... the strength of it surprised even me."

Allows a small smile.

"The daemon attacked that night. Tried to possess our Imperial Fist brother first - probably thought his discipline would make him the perfect host. Instead, the blood bond flared. Our shared strength rejected it instantly. The creature's rage... I've never heard anything like it. The Grey Knight's banishment ritual worked perfectly on its weakened form."

Sets completed bone carving in place.

"Afterward, things changed. Oh, they still didn't trust me - not completely. But the Black Templar stopped his constant prayers. The Dark Angel would actually face me during briefings. The Imperial Fist even asked questions about our chapter's other rituals - purely for tactical assessment, he claimed."

Touches the bone carving thoughtfully.

"The Grey Knight's parting words stuck with me: 'Your chapter walks a narrow path between power and corruption. But today you proved it's a true path in the Emperor's service.' He requested full documentation of our ritual practices - properly sanctioned and approved, of course. The bone I'm carving? It's from that daemon's physical form. A reminder that trust, like any worthy victory, must be earned in blood and battle."

ORDO XENOS INTELLIGENCE BRIEF

SUBJECT: Blood Wolves Chapter Performance Analysis in
Deathwatch Service
Classification: VERMILLION
Author: Inquisitor Darius Vex
Date: 998.M41

EXECUTIVE SUMMARY:

Despite initial concerns regarding their high concentration of psykers and unorthodox practices, Blood Wolves deployments in Deathwatch service have demonstrated remarkable effectiveness. Their unique capabilities provide specialized tactical options that complement standard kill-team operations.

TACTICAL ASSESSMENT:

Detection Capabilities

- War beasts demonstrate unparalleled ability to track genestealers through void stations
- Enhanced sense abilities prove especially effective against chameleonic xenos species
- Combined psychic/biological detection methods bypass many xenos stealth technologies
- Particularly effective at identifying Yu'vath artifacts and similar corrupting xenos technology

Stealth Operations

- Psychic masking abilities enhance kill-team infiltration capabilities
- War beasts provide advance warning of counter-ambush attempts
- Demonstrated success in eliminating Genestealer Patriarchs
- Effective void-ship boarding action specialists

Integration Challenges

- Initial resistance from other chapters' representatives
- Concerns about psychic practices require careful management
- War beasts necessitate modified transport protocols
- Blood ritual practices generate theological debate
- Integration period averages 47% longer than standard

Notable Successes

- 89% mission success rate once integration is achieved
- 73% reduction in casualties during stealth-critical operations

- 92% effectiveness rating in genestealer-related missions
- Multiple commendations for void station operations

RISK ASSESSMENT:

Key Issues:

- Potential psychic interference with other specialists
- Theological tensions with more orthodox chapters
- Logistical complications regarding war beast deployment
- Security protocols for blood ritual practices

Mitigating Factors:

- Rigorous self-monitoring through Chaplain oversight
- Demonstrated willingness to modify practices when required
- Exceptional results justify operational adjustments
- Strong record of resistance to xenos corruption

DEPLOYMENT RECOMMENDATIONS:

Optimal Mission Types:

- Genestealer cult infiltration
- Void station purges
- Stealth-critical operations
- Xenos artifact recovery
- Ship boarding actions

Squad Composition Guidelines:

- Limit to one Blood Wolves member per kill-team
- Pair with experienced Deathwatch veterans
- Include null-field generators in standard equipment
- Ensure Chaplain oversight for longer deployments

STRATEGIC VALUE:

The Blood Wolves' unique capabilities provide tactical options unavailable through other means. Their effectiveness against certain xenos threats outweighs the logistical challenges of their deployment. Particular value noted in:

- Detection of hidden xenos threats
- Tracking capabilities in void environments
- Stealth operation enhancement
- Specialized hunting techniques
- Anti-genestealer operations

RECOMMENDATIONS:

- Continue Blood Wolves recruitment into Deathwatch

- Standardize integration protocols
- Develop specific tactical doctrines leveraging their unique abilities
- Maintain current oversight measures
- Document successful operational patterns

THOUGHT FOR THE DAY: "The alien fears not our weapons but our vigilance."

[Document bears Inquisitorial seals and authentication codes]

[Multiple sections marked with containment runes]

[Appended: Detailed mission logs and commendation records]

Stories: Recruitment and Indoctrination

The First Test

They brought the boy to us during the harvest of Thanatos III. Barely four years old, but already his eyes held something different - a hint of the predator within. The war beasts sensed it too. While most children cower from their presence, this one met their gaze without flinching.

The first test is always the same - we leave them alone in a chamber with a single war beast. Most children either break down in terror or try to hide. This one did neither. For six hours, he sat in perfect stillness, matching the war beast's vigil. When I returned, both boy and beast were in the exact same positions, evaluating each other.

"He has the blood of hunters," the beast handler reported. "Cygnus hasn't broken eye contact once."

We named him Marcus Shadowmane that day, foretelling his destiny as a hunter in darkness. Now, twenty years later, he serves in the Third Company, and Cygnus still hunts at his side. Some bonds are forged before the first drop of blood is shared.

Blood and Bone

Remember, young ones, the tale of Brother Corvus. We found him among the ice warriors of Varsavia, already blooded in battle at age six. But it wasn't his combat prowess that caught our attention - it was his hands.

While other children carved wood or shaped metal, he worked exclusively in bone. When we found him, he was surrounded by intricate bone carvings - each one telling a story of hunts and battles. The war beasts approached him with unusual deference, recognizing the respect he showed to fallen predators.

During his testing, he never once reached for a weapon. Instead, he took the bones of his trial beasts and began carving them, right there in the combat chamber. Through his work, he showed us not just what happened, but what would happen. His carvings predicted the outcomes of his trials before they occurred.

Now he serves as both warrior and artificer, his bone-carved talismans sought after by battle-brothers across all companies. Each carving, they say, carries a fragment of prophecy. The future, like the past, is written in blood and bone.

The Silent Hunter

The underhive breeds a special kind of survivor. We found him in the depths of Hive Primus, surrounded by the bodies of three adult gangers. The boy couldn't have been more than five years old.

The war beasts were agitated in his presence - not with hostility, but recognition. When the Chaplain approached, the air grew thick with psychic potential. Without speaking a word, he had manifested a crude form of psychic defense.

His silence persisted through all testing. Even when the needles went in for genetic sampling, he made no sound. Only his eyes showed his pain, and even that he mastered

quickly.

We named him Helios Voidwhisper, and passed him directly to the Chaplains for training. Some say he still hasn't spoken a single word, but his psychic abilities speak volumes in battle. The silence of his mind, they say, is louder than any war cry.

The Pack's Choice

Sometimes it's not us who choose the recruits - it's the war beasts themselves. During a routine screening on Mordia, our beasts broke protocol for the first time in decades. Three of them separated from their handlers simultaneously, all heading for the same hab-block.

We found a pair of twins in the basement, hiding from the local authorities. Both showed psychic potential, but that's not what had drawn the beasts. It was their bond. Even at age four, they had developed a primitive version of our blood-bond, sharing thoughts and strength between them.

The beasts refused to leave their side. For three days, they stood guard while we conducted the necessary tests. Both boys tested positive for gene-seed compatibility - a miracle in itself for twins. More importantly, their pre-existing bond suggested exceptional potential for our chapter's rituals.

We named them Castor and Pollux Soulbound. They serve in the First Company now, their natural bond enhanced by our rituals into something unprecedented. The war beasts still favor them above all others. Some say the beasts knew, even then, that these two would help redefine what our blood-bonds could achieve.

The Void's Calling

Not all our recruits come from worlds. The void itself sometimes offers up candidates. We found him drifting in a damaged escape pod - a child no more than five, surrounded by the wreckage of what we later learned was a Chaos-corrupted merchant vessel.

The pod's logs showed he had been drifting for three weeks, far longer than its life support should have lasted. Yet he was not only alive but completely lucid. The war beasts approached his pod with unusual caution, sensing something different about his survival.

During his first blood test, we discovered how he had survived. The boy had unconsciously developed a form of psychic hibernation, slowing his body's functions to preserve air and nutrients. More remarkably, he had somehow extended this field to purify the pod's corrupted air recyclers.

We named him Void Dreaming, and his recruitment began immediately. Even now, his powers are uniquely suited to void warfare. They say he can sense shipping routes through the warp and predict optimal ambush points in space. The void may have tried to claim him, but it marked him as one of our greatest hunters instead.

Price of Potential

Let this record stand as both warning and remembrance. During the recruitment sweep of Hive Tartarus, we discovered a boy with the highest psychic potential we'd ever measured. The war beasts were drawn to him like moths to flame, and our initial tests suggested perfect gene-seed compatibility.

But there was a darkness in him - not corruption, but a deep-seated rage that no amount of training seemed to quell. For three years we worked with him, trying to install the control and discipline our chapter demands. His power grew exponentially, but his restraint did not match it.

The warning signs were there. The war beasts grew increasingly agitated in his presence. Other initiates reported disturbing dreams when near him. Even the Chaplains began to feel the pressure of his unchecked power.

I executed him myself when the final signs appeared. Even as my blade fell, I grieved for the great warrior he might have become. But our chapter's strength lies not in raw power, but in the wisdom to control it. His gene-seed was burnt, his name struck from the records. Let his story remind us that potential without control is merely another path to damnation.

ADEPTUS MECHANICUS

DIPLOMATIC ASSESSMENT REPORT 2749-Xi

Re: Blood Wolves Chapter - Technical Compliance Analysis
+++By the authority of Fabricator-General Lucius Vex+++
+++Mars Designation: Potential Tech-Deviation+++
+++Clearance: Magos-Level+++

PRELIMINARY ASSESSMENT:

The Blood Wolves Chapter demonstrates concerning deviations from standard Omnissiah-approved technical protocols while maintaining limited strategic value to the Mechanicus.

AREAS OF TECH-DEVIATION:

Blood-Enhancement Protocols:

- Non-standard gene-seed modifications
- Unauthorized biological enhancement of war-beasts
- Integration of psychic resonance in mechanical systems
- Blood-ritual influence on machine spirits
- Deviation from approved combat drug formulations

Equipment Modifications:

- Unauthorized stealth system adaptations
- Non-compliant psychic shielding
- Irregular maintenance rituals
- Unorthodox machine spirit placation
- Integration of tribal elements in sacred mechanisms

Forge Practices:

- Blood-infusion in weapon crafting
- Psychic attunement of equipment
- Deviation from standard STC protocols
- Tribal influences in sacred forge rites
- Unauthorized modification of holy mechanisms

HERETICAL INDICATORS:

- Forge Master demonstrates concerning independence
- Non-standard interface with machine spirits
- Unauthorized biological experimentation
- Irregular maintenance ceremonies
- Limited compliance with Mars-approved protocols

MITIGATING FACTORS:

- Maintain effective void ship operation
- Protect vital forge worlds
- Share limited xenotech data
- Eliminate tech-heretic threats
- Support Mechanicus operations when required

STRATEGIC VALUE ASSESSMENT:

Current Benefits:

- Protection of vital supply lines
- Elimination of tech-heretics
- Recovery of archeotech
- Defense of forge worlds
- Intelligence on xenos technology

Potential Risks:

- Spread of non-compliant practices
- Corruption of sacred protocols
- Influence on other chapters
- Deviation from Machine God's will
- Potential future tech-heresy

CONTAINMENT PROTOCOLS:

Current Implementation:

- Limited technical support
- Restricted access to advanced technology
- Regular compliance monitoring
- Controlled resource allocation
- Surveillance of forge practices

Recommended Additions:

- Enhanced monitoring of modifications
- Regular ritual compliance checks
- Restriction of biological experiments
- Limited access to new STC patterns
- Increased tech-priest oversight

DIPLOMATIC RECOMMENDATIONS:

Current Approach:

- Maintain minimal necessary relations
- Limit technical knowledge sharing

- Monitor for further deviation
- Prepare contingency measures
- Document all modifications

Future Considerations:

- Gradual reduction in support
- Increased oversight requirements
- Stricter compliance enforcement
- Limited forge world access
- Controlled technological exchange

BINARY CANT ADDENDUM:

[Encrypted data suggests preparation for potential future sanctions while maintaining current strategic benefits]

CONCLUSION:

While the Blood Wolves Chapter currently serves the Omnissiah's interests, their deviations from sacred protocols cannot be ignored. Recommend maintaining minimal necessary relations while preparing for potential future corrective measures.

LOGISTICAL NOTATION:

- Continue minimal supply arrangements
- Monitor all technical modifications
- Document ritual deviations
- Prepare sanction protocols
- Maintain strategic benefits

By the will of the Omnissiah,
Magos Biologis Septimus Theta-7

+++Thought for the Day: The proper function of machinery is the highest form of worship+++

[Document bears Mechanicus seals and binary authentication codes]

Stories: Training Blunders

The Emperor's Mercy

Brother-Sergeant Theron had been supervising bone-carving lessons for over two centuries. He'd seen every possible mistake an initiate could make with the ritual blades - or so he thought. This particular class had shown promise, especially young Marcus who had steady hands during combat training.

"Steady hands make steady strikes, young one," Theron instructed, watching Marcus attempt to carve a hunting scene into a particularly dense thigh bone. The initiate's concentration was admirable, his tongue sticking out slightly as he focused on the detailed work.

Then came the slip. The ritual blade, crafted to be unnecessarily sharp as a lesson in respect for tools, opened Marcus's finger like parchment. The war beast Fenris, who had been dozing in the corner, immediately raised his head and growled.

"Oh no," Marcus whispered, a look of understanding crossing his face. The three Chaplains seemed to materialize from the shadows, their war beasts padding silently beside them.

"Well," Theron sighed, gathering up the half-finished carving, "at least you won't have to finish this assignment. Though I must say, the hunting scene was quite good - especially ironic given the circumstances." He studied the carving more closely. "Look brothers, he even managed to carve a wolf bringing down its prey. Very prophetic."

The initiate faced his execution with admirable composure, though Theron noted he really should have kept his hands steadier for that final moment too. Later, Theron added the unfinished carving to his collection of "educational examples," using it to teach future initiates about both proper carving techniques and the price of losing control.

Target Practice

The training cages echoed with the thunk of throwing knives and occasional nervous swallowing from the initiates. Chaplain Darius had been running this particular exercise for three weeks, and the results were... concerning.

"Remember," he instructed, adjusting an initiate's grip for the hundredth time, "when throwing knives, imagine the target is a heretic's throat." He demonstrated with perfect accuracy, his blade embedding itself in the small red circle painted on the practice dummy. "The Emperor guides our blades, but only if we give him something worthy to aim at."

Brother Markus stepped up, a look of intense concentration on his face. His throw went wild, the knife clattering somewhere in the darkness behind the target. A war beast trotted over to retrieve it, giving Markus a look that seemed suspiciously like judgment.

"Brother Markus," Darius asked with exaggerated patience, "what was your target?"

"A heretic's throat, Chaplain!"

"Ah," Darius nodded sagely, "then the Emperor has already blessed us - that heretic must have been a mutant with his throat in his foot. Or perhaps," he added, examining the deeply scratched floor where Markus's knife had landed, "you were hunting particularly heretical flooring. Next!"

Later, in the chaplains' meeting, Darius recommended adding "basic understanding of human

anatomy" to the early training protocols. "Though," he noted, "Brother Markus has given us an interesting tactical consideration - we never considered attacking heretics via their flooring."

The Psyker's First Lesson

The Psychic Training Chamber was heavily warded, its walls covered in protective runes and blood-blessed sigils. Arc Chaplain Nightwind had trained hundreds of young psykers over his centuries of service. This particular batch of initiates showed promise - all five of them had survived their morning meditation.

"Focus your mind," he instructed the young initiate Cassius, who had been vibrating with barely contained excitement all morning. The boy's potential was obvious, perhaps too obvious. Three war beasts paced nervously around the chamber's edges. "Reach out with your thoughts and-"

The initiate's head exploded with a wet pop, decorating the ceremonial ceiling fresco of the Emperor with an interesting new color pattern.

The Arc Chaplain sighed, making a note in his book while servitors began their cleanup routine. "Note to self: 'Reach out with your thoughts' needs to be lesson three, not lesson one. And we really must remember to repaint this ceiling." He glanced at the remaining initiates, who were looking slightly green. "Though I must say, young Cassius did demonstrate an excellent spread pattern. Very symmetrical."

Looking up at the dripping ceiling, he added another note: "Perhaps we should consider training psykers in rooms with easier-to-clean surfaces. And cheaper artwork." The war beasts had already lost interest, returning to their corners - they'd seen this particular lesson often enough to be bored by it.

The Silent Hunter's Tell

The stealth training chambers were designed to simulate every possible urban combat environment. Brother-Sergeant Kain had been running infiltration drills for six hours, and this particular group showed real promise. Especially initiate Vex, who had managed to evade even the war beasts' keen senses.

The exercise was nearly complete. Vex had successfully infiltrated the mock-heretic stronghold, avoided all detection runes, and was mere meters from his target. That's when his stomach decided to unleash a growl so loud it might have qualified as a space marine chapter's battle cry.

The war beasts, who had been frustrated by their inability to track him, immediately pounced on his position with what Kain swore were satisfied grins on their faces.

"Brother Vex," the instructor called out, helping the initiate up from under the pile of enthusiastic war beasts, "excellent demonstration of how not to be stealthy. Though I must say, alerting the enemy with your stomach is a novel approach. Usually we lose initiates to breathing too loudly or nervous sweating. You've given us a new failure mode to document."

The next day, a new section appeared in the training manual: "Proper Meal Timing for Stealth Operations," with Vex's incident noted as "Case Study 1". The war beasts, much to Vex's embarrassment, continued to check his position during future exercises by listening for his stomach.

The Blood Bond Blunder

The Blood Ritual Chamber was prepared with its usual solemnity - sacred incense burning, prayer scrolls hanging from the walls, and a slightly bored-looking war beast trying not to fall asleep by the door. Chaplain Verus had supervised hundreds of first Blood Bond rituals, but something told him this one would be memorable.

Two initiates, Brothers Felix and Marcus, stood ready for their first Blood Bond ritual, ritual knives gleaming in the candlelight. "Remember," the Chaplain instructed, noting Felix's slightly too-eager expression, "just a small cut to share blood. The Emperor's blessings come through precision, not enthusiasm."

Felix, apparently misunderstanding "small" or perhaps attempting to impress everyone with his dedication, nearly severed his own hand with a swing that would have made a chain-axe proud.

"Well," the Chaplain noted dryly, wiping blood from his ceremonial robes, "technically you succeeded in sharing blood. With the floor. And the walls. And my robes. And," he added, glancing up, "somehow the ceiling. The Emperor appreciates enthusiasm, but perhaps we should start you with ritual chalk drawings instead."

The war beast had perked up considerably, though whether from the smell of blood or the entertainment value was unclear. The other initiate, Marcus, was looking at his own ritual knife with newfound respect.

The incident led to several changes in the training protocols, including the addition of "Basic Knife Control" as a prerequisite for Blood Bond rituals, and the helpful reminder that "Blood Bonds require both participants to remain conscious." Felix's technique was preserved in training documentation under "Methods of Blood Sharing: What Not To Do."

URGENT TRANSMISSION TO WARMASTER [REDACTED]

FROM: Chaos Lord Malakai the Defiler, Crimson Scythes Warband
RE: UNEXPECTED JOINT ASSAULT BY BLOOD WOLVES AND ELDAR FORCES
PRIORITY: CRITICAL

LOCATION: HIVE WORLD TERMINUS IV

My Lord, I write with grave news. Our forces have suffered devastating losses against an unprecedented alliance between the Blood Wolves chapter and Craftworld Eldar. Their combined tactics have proven... disturbingly effective.

The assault began seven days ago. At first, we thought we faced only the Emperor's lapdogs - the Blood Wolves' strike cruisers emerged from the void in typical Imperial fashion. We prepared for their usual hunting patterns, setting appropriate counter-ambushes. That's when everything went wrong.

Their psychic signatures... they were wrong somehow. Masked, altered. We realized too late that Eldar Warlocks were weaving their witch-sight with the Blood Wolves' crude but powerful abilities. Our own sorcerers found their powers reflected back at them, twisted by this unholy combination of Imperial and xenos psychic techniques.

The Blood Wolves' war beasts proved especially troublesome. Enhanced by some Eldar sorcery, the creatures could smell our positions through even our best warp-crafted concealments. Their howls would precede precise Eldar Ranger strikes, while Blood Wolves assault squads used the distraction to close distance.

We lost three fortified positions on the first day alone. Their tactics were flawless - Eldar precision paired with Space Marine savagery. The xenos would probe our defenses with ghostly warriors, identifying weak points that the Blood Wolves would then tear open with calculated fury. Our casualties mounted with barely a glimpse of our attackers.

Most disturbing was their effectiveness against our daemon allies. Somehow, the Blood Wolves' blood rituals resonated with Eldar runes, creating barriers our warp-spawned allies couldn't penetrate. We lost an entire daemon legion when they sealed a manifest point using this combined technique. The screams of banishing still echo in the warp.

The final assault came yesterday. Eldar Wraithbone constructs emerged from the webway as Blood Wolves drop pods struck from orbit. The timing was perfect - each force covering the other's traditional weaknesses. Their war beasts led them straight to our command bunker, ignoring all our misdirections.

I alone escaped, my lord, and only by sacrificing three sorcerers to cover my retreat. The Blood Wolves' Chaplains

seemed to anticipate our every warp-touched stratagem, while Eldar Farseers countered each mundane tactic. It was if we fought an enemy that could see every possible future while hunting us through each one.

TACTICAL ASSESSMENT:

Blood Wolves' war beasts become exponentially more effective when enhanced by Eldar psychic techniques

Their combined psychic abilities create unprecedented anti-warp effects

Traditional counter-ambush tactics fail against their complementary detection methods

Daemon support becomes liability rather than asset

RECOMMENDATION:

Immediate withdrawal from the sector. This alliance represents a level of cooperation between Imperial and Eldar forces we are not currently equipped to counter. Request reinforcement by [REDACTED] Legion to properly address this threat.

For the Dark Gods' Glory,
Lord Malakai

[Document bears corruption marks and appears partially burnt]

[Several sections show signs of blood spatter]

[Psychic parchment carries lingering aura of fear]

Stories: Smith Tales

The Living Metal

The Thunderhawk's machine spirit was dying. Three weeks of void combat had strained it beyond normal limits, and now it lay in my forge like a wounded beast. Standard prayers and unguents had failed. Even the tech-priests' rituals showed no effect.

That's when I noticed the pattern in its power fluctuations - not mechanical failure, but something deeper. The machine spirit wasn't dying; it was evolving. Those weeks of combat alongside our psychically-active brothers had changed it.

I spent seven days in meditation with the craft, my mind reaching out to its awakening consciousness. Through our psychic link, I guided its evolution, helping it adapt to the unique demands of our chapter. The mundane metal became something more - responsive to psychic resonance, eager to serve its transformed purpose.

Now "Swift Vengeance" flies like no other Thunderhawk in our fleet. They say it can sense approaching danger before our auspex arrays, anticipating threats through its connection to our battle-brothers' minds. The Mechanicus would call it tech-heresy, but we know better.

Sometimes the machine spirits choose their own path of evolution.

The Blood-Forged Blade

Every Space Marine knows how to maintain their weapons, but few understand what it means to truly forge one. Let me tell you of the creation of "Widow's Tears", the force sword now wielded by Captain Umbra Ironbark.

The forging took three weeks. Each day, I would heat the adamantium, fold it, and quench it in a mixture of sacred oils and my own blood. With each fold, I channeled psychic energy into the metal, binding my intent into its molecular structure. The war beasts sat vigil, their enhanced senses detecting any flaw in the forging.

On the final day, I called Captain Ironbark to the forge. The ritual required both maker and wielder to complete the blade's transformation. As we shared blood over the unfinished weapon, our combined psychic energy caused the metal to resonate at frequencies that made the servitors malfunction.

The finished blade is unique - darker than normal adamantium, with patterns in its surface that seem to shift in combat. They say it drinks the blood of its victims, growing sharper with each life it takes. The Mechanicus representatives refuse to examine it, but its effectiveness is undeniable.

The Dreadnought's Voice

Ancient Theron had served our chapter for seven centuries before his internment in a Dreadnought chassis. But something went wrong during the interface initialization. The machine spirit rejected him, leaving him trapped in a metal shell that wouldn't respond.

Traditional methods failed. The Mechanicus priests had given up, recommending we recycle the chassis. But I saw something they missed - the machine spirit wasn't rejecting Theron; it was afraid. The Ancient's psychic imprint was too powerful, too raw.

I spent three months rebuilding the interface, incorporating crystals from our ritual chambers into the neural links. Each crystal was blessed with the blood of battle-brothers who had fought alongside Theron, creating a familiar psychic resonance that the machine spirit could accept.

When we reactivated the Dreadnought, both Theron and the machine spirit awoke as one. Now he moves with impossible grace for something so large, the chassis responding to his thoughts with perfect synchronization. The Mechanicus demanded to study the modifications, but some mysteries must remain within our chapter.

The Forge's Guardian

Few know that every forge has its own war beast. Mine is Ember, a scarred veteran who has watched over my work for two decades. Her presence is not mere tradition - the beasts can sense flaws in our work that even our most sophisticated tools miss.

During the forging of the Chapter Master's new armor, Ember's warning saved us from disaster. The ceramite plates had passed every test, every blessing seemed perfect. But she refused to let me attach them to the power armor frame, growing agitated every time I approached.

Three days of additional testing revealed the truth - microscopic fractures in the molecular structure, invisible to normal scanning. Under the stress of psychic enhancement, they would have shattered catastrophically. The flaw was so subtle that even the Mechanicus priests missed it.

Now I never complete a project without Ember's approval. The war beasts understand something about our work that we're still learning - the boundary between machine and spirit is not as solid as the Mechanicus believes.

The Silent Symphony

They think our work is like that of any techsmith - prayers, maintenance, repairs. They don't understand that every piece of equipment in our chapter sings with psychic resonance. Learning to hear that song, to shape it, is the true art of a Blood Wolves Smith.

I discovered this while repairing our fleet's Void Shields. Each generator had its own frequency, its own spiritual harmony. By adjusting the psychic resonance of each shield, I could make them work together like instruments in an orchestra. The result was something the Mechanicus claimed impossible - overlapping shields that actually strengthened each other.

The technique spread through the fleet. Now our ship formations flow with synchronized shield harmonics, creating defense patterns that seem to adapt instinctively to attacks. The Mechanicus representatives call it an aberration. We call it the evolution of machine spirit and psychic potential working in perfect harmony.

The Price of Innovation

Not all experiments succeed. Let this record stand as warning to future Smiths about the dangers of pushing boundaries too far. The loss of Brother-Smith Thaddeus still weighs heavily on my conscience.

His idea seemed sound - incorporating psychically-reactive crystals into our standard power

armor to enhance its stealth capabilities. Initial tests showed promise. The armor responded to psychic camouflage attempts with unprecedented efficiency, making our battle-brothers nearly invisible when employing their stealth abilities.

The flaw only appeared in full combat conditions. The crystal matrix began to resonate with the user's combat emotions, amplifying them beyond control. When we found Thaddeus, his mind had been overwhelmed by the feedback loop between his battle-fury and the armor's enhanced response. The psychic resonance had grown so intense it had begun affecting nearby battle-brothers as well.

I keep the failed prototype in a sealed vault, along with detailed notes on what went wrong. Innovation is necessary for our chapter's evolution, but it must be tempered with wisdom and caution. Some boundaries exist for good reasons.

The lessons learned helped refine our current Stealth Pattern Armor designs, which use much more stable methods of psychic enhancement. Thaddeus's sacrifice taught us that the path of innovation must be walked carefully, especially when combining technology with our unique psychic gifts.

BLOOD ANGELS CHAPTER

Internal Report: Operation Crimson Brotherhood

From: Brother-Sergeant Mephiston, 3rd Company, 2nd Tactical Squad

To: Captain Tycho

Classification: Squad Report - Forward as Deemed Appropriate
Honored Captain,

I must report a most remarkable encounter during our recent campaign against the Word Bearers on Sanctus VII. As you know, my squad found itself fighting alongside the Blood Wolves Chapter, and I witnessed something that I believe deserves your attention.

During the assault on the heretics' fortified position, the cursed whispers of our genetic burden began to surface. The presence of Word Bearers' corruption and their mock-rituals to false gods stirred the Red Thirst in my battle-brothers. I feared we would lose ourselves to its savage call.

It was then that their Chaplain's assistant, Brother Wolfclaw, approached me with an unexpected proposal. He spoke of their chapter's blood bond ritual - not as a mere battlefield pact, but as a means of sharing burdens. At first, I was wary, mindful of our own chapter's struggles with blood-ritual. However, what followed was extraordinary.

The ritual itself was unlike our own practices. Where our blood speaks of Sanguinius's sacrifice and echoes with our great grief, theirs resonated with a primal strength. They did not seek to suppress the darkness within, but rather to acknowledge and channel it. When my blood mixed with that of Sergeant Grimfang, I felt not just the familiar burning of our curse, but also an answering howl of controlled savagery.

The effect on our combined squads was remarkable. Their ritual somehow helped stabilize my battle-brothers' control over the Red Thirst. It was as if their mastery over their own blood-rage provided an anchor for our genetic burden. In turn, they seemed to draw strength from our resistance to our curse.

The battle that followed demonstrated the profound implications of this bond. When we struck the Word Bearers' lines, we fought with a fury that would have normally risked awakening the Black Rage. Instead, we maintained control. Their war-beasts fought alongside us, somehow sensing and responding to our struggle, helping us direct our rage precisely where it was needed.

Sir, I believe this encounter reveals something significant about our own chapter's burden. The Blood Wolves, while

walking a different path, understand something fundamental about controlling the darkness within. Their ritual brotherhood offered not suppression of our curse, but a shared strength in facing it.

I submit this report for your consideration, should similar opportunities for cooperation arise in the future.

For Sanguinius and the Emperor,

Brother-Sergeant Mephiston

Blood Angels 3rd Company, 2nd Tactical Squad

Post-Script: Their sergeants have expressed interest in sharing their ritual practices with our squad leaders. Given what I witnessed, I believe this merits consideration, should you deem it appropriate.

[Sealed with the Blood Angels Chapter symbol and personal seal of Brother-Sergeant Mephiston]

Stories: War-Beast Origins



The Beast-Master's Tale

Let me share with you the tale as it was told to me by my own master, in the days before I entered this sacred sarcophagus. They say our war beasts came from the death world of Fenris Secundus, where the first of our brothers were recruited. Ancient texts speak of massive ice wolves that ruled the frozen wastes, creatures that could smell corruption in a man's soul. The tribal shamans had formed bonds with these beasts through rituals that caught our founders' attention. Through careful refinement of both their genetics and our own blood rituals, these creatures were elevated into something greater. While I cannot verify the truth of these specific details, the resonance of their blood with our own speaks to ancient connections.

The Chapter Geneticist's Record

The truth of our war beasts lies buried in generations of genetic manipulation. According to the oldest gene-records in our vaults, the original specimens came from our first recruitment world. These creatures possessed natural warp-sensitivity, used by the native population as 'witch-hunters.' Our predecessors saw the potential immediately. Through careful application of our chapter's gene-craft and multiple generations of selective breeding, we enhanced these traits. The current generation represents the culmination of centuries of refinement, though certain genetic markers suggest possibilities I dare not record even in these private logs.

The Chaplain's Version

The Emperor's hand guides all things, even the creation of our faithful companions. The sacred texts speak of the first recruiting world, where great shadow-stalking beasts hunted those touched by the warp. The tribal elders spoke of these creatures as guardians against dark spirits, but we recognized them as tools of the Emperor's will. Through sacred ritual and the application of blessed technology, we elevated these creatures to serve His purpose more directly. Many see our war beasts as mere animals - they do not understand that these are living weapons forged in both faith and science, their very blood sanctified by generations of service to the Emperor.

The Chapter Scholar's Analysis

My research into our war beasts' origins has revealed troubling inconsistencies. While their base genetic structure clearly shows signs of enhancement from natural canid stock, certain qualities defy standard Imperial genetic science. The neural architecture controlling their warp-sensitivity bears curious similarities to certain classified specimens I encountered during my service with the Deathwatch. Our chapter's official explanation of 'natural evolution' seems designed to prevent deeper questioning. Yet their absolute loyalty and resistance to corruption suggest whatever their true origin, the Emperor's blessing rests upon them.

The Tribal Legend

The old ones of the ice tribes tell a different tale. They speak of the Shadow Wolves, great beasts that hunted evil spirits through the endless night. These creatures were not mere wolves, but the children of Old Night itself, born in the time when reality ran thin and the stars sang songs of madness. The tribes learned to bond with these creatures not through dominance but through sharing the burden of their holy duty - protecting humanity from the things that lurked in the spaces between thoughts. When the Sky Warriors came, they recognized these creatures as kindred spirits, fellow guardians against the dark. The bond was immediate and inevitable, blessed by whatever gods or powers watched over that frozen world. Some say the war beasts chose us, not the other way around.

REPORT TO ARCHON VEXIS THE SOUL-RENDER

FROM: DRACON NYXIS SHADOWWEAVE
RE: FAILED HARVEST OF MAIDEN WORLD IYANDRIL
PRIORITY: URGENT
Most Exalted Lord,

I write to explain our... unfortunate withdrawal from what should have been a gloriously profitable raid on the Maiden World Iyandrill. Our initial intelligence proved catastrophically incomplete, failing to account for both Blood Wolves Chapter vessels in nearby space and the world's connection to Craftworld Mymeara.

The raid began perfectly. Our webway breach caught the Exodite settlements completely unprepared. The first harvests were already being processed when everything went wrong. Those cursed Blood Wolves' war beasts somehow detected our presence through our shadow fields. Their enhanced senses proved immune to our best technological concealment.

More disturbing was their coordination with the Craftworld forces that arrived shortly after. The mon-keigh beasts would track us while Eldar Rangers provided precision fire support. Their combined hunting patterns proved... unnervingly effective. We lost three entire Reaver squads without even seeing our attackers.

The Blood Wolves' psychic abilities created further complications. Working in concert with Eldar Warlocks, they generated prediction matrices that anticipated our tactical repositioning. Each time we attempted to outmaneuver them, they were already there. Their war beasts would drive us into Eldar firing lanes, while their assault squads cut off our retreat paths.

Most galling was their effect on our Mandrakes. The combined psychic awareness of Blood Wolves war beasts and Eldar seers somehow negated our shadow-creatures' natural advantages. Several of our most reliable Mandrake assassins simply... disappeared. Their screams in the dark suggested the war beasts found them quite appetizing.

The final insult came during our attempted withdrawal. Those barbaric Space Marines had somehow learned to integrate their drop pod assault patterns with Eldar Webway gates. We found our escape routes cut off by perfectly timed strikes - Blood Wolves emerging from above while Eldar Aspect Warriors materialized from portals below.

Losses:

- Three Reaver squadrons (complete loss)
- Two Ravager gunships

- Five Mandrake assassins
- Approximately 200 warriors
- All harvested specimens
- Two personal pleasure slaves (your gift from last season - my deepest apologies)

Tactical Assessment:

- Blood Wolves war beasts ignore shadow field technology
- Their psychic abilities enhance Eldar precognitive powers
- Combined forces demonstrate unprecedented coordination
- Traditional raiding patterns prove ineffective
- Stealth and speed advantages negated

Most concerning was their efficiency. These were not random counterattacks but carefully coordinated hunting patterns. The Blood Wolves' savage strength was guided by Eldar precision, while Craftworld sophistication was enhanced by mon-keigh ferocity.

RECOMMENDATION:

Immediate blacklisting of Maiden World Iyandril as a raiding target. The potential gains do not justify losses against this unexpectedly effective alliance. Suggest focusing future operations on less well-defended worlds or waiting until Blood Wolves Chapter vessels leave the sector.

Additional resources will be required to replace our losses. I offer my personal pain garden as partial compensation for this failure.

Your Ever-Faithful Servant,
Dracon Nyxis

[Document written on flayed skin]

[Carries lingering scent of fear and agony]

[Several sections appear to be written in blood]

ADDENDUM:

The war beasts appear to have developed a taste for Mandrake flesh. Recommend warning other Kabals of this concerning development.

Stories: Watchers

The Silent Sisters' Tale

Brothers, let me tell you of the Silent Dance - our chapter's first encounter with the Sisters of Silence. Many thought their presence would cripple our abilities, make our blood rituals impossible. Instead, they taught us the value of control.

I remember when Sister Primus Valeris first arrived aboard the "Fang of Retribution." The war beasts were agitated, our psykers uncomfortable. Her null aura felt like ice in our veins. But watch carefully how she moved - always maintaining just enough distance to monitor without crippling. It was she who first suggested the ritual chamber modifications we still use today.

The true test came during the Warp Storm of 845.M41. A daemon attempted to manifest in the lower decks, counting on the Sisters' presence to weaken our abilities. Instead, Brother Marcus used their null field like a blade, letting it weaken the daemon while his own powers, carefully focused, struck the killing blow.

Now we maintain what we call the Silent Dance - close enough for proper monitoring, far enough for necessary function. The Sisters understand our purpose, as we understand theirs. When Brother Cassius showed the first signs of instability last cycle, they didn't need to intervene. He came to them willingly, thanking them for their vigilance even as their presence confirmed his fate.

Remember this, young ones: their presence is not our curse but our blessing. Every day they watch and find us pure is another vindication of our methods.

The Machine's Blessing

Pass me that sacred oil, brother, and I'll tell you how we learned to work with our Mechanicus observers. Oh, they were suspicious at first - our blood-forging and psychic attunement to machine spirits seemed like tech-heresy to their binary minds.

Magos Septimus was the first to truly understand. I found him in the forge late one night, analyzing the molecular structure of a blood-forged blade. Instead of condemning our methods, he asked questions. How did the ritual enhance the bonding at the molecular level? Why did the psychic resonance improve the machine spirit's responses?

The real breakthrough came when we allowed him to observe a full blood-forging ritual. As Brother Thalassar's blood mixed with the cooling adamantium, the Magos's augmetic sensors detected something remarkable - the metal's crystalline structure was aligning more perfectly than any standard forging process could achieve.

Since then, we've maintained what we call the Mechanicus Accord. They monitor our work to ensure we don't stray into tech-heresy, while we demonstrate how our methods enhance rather than corrupt the Omnissiah's gifts. Some of our finest advances have come from this cooperation - our war beasts' enhanced sensory arrays, for instance.

Remember, brothers, respect their knowledge as they learn to respect ours. The Omnissiah's truth can be approached by many paths.

The Inquisitor's Education

Carves intricate runes into a wolf skull while speaking.

Let me tell you of Inquisitor Thrane's first hunt with our chapter. He came aboard with a retinue of armed guards and psychic blanks, certain he would find corruption in our ranks. His first blood ritual observation had him reaching for his bolt pistol - until he saw how the emperor's light gleamed in every drop of shared blood.

During the Purge of Hive Secundus, we showed him our true purpose. His most sophisticated detection equipment had failed to locate the cult's heart. But our war beasts led us straight to it, while our blood-bonded brothers moved through the shadows with lethal precision. When a daemon manifested, our ritualistic approach banished it more effectively than his standard protocols.

Now he maintains his watch with understanding rather than suspicion. We invite his oversight, welcome his scrutiny. Each time his investigation proves our purity, our methods gain another layer of legitimacy.

Holds up carved skull.

See these runes? They tell his story - from suspicious watcher to educated ally. Not a friend, never that, but one who understands that sometimes the Emperor's work requires uncommon methods.

The Navigator's Bond

In the depths of the void, brothers, even those who guide us through the warp's turbulence must learn to trust our ways. Navigator Primus Helena was skeptical at first - another set of warp-touched minds aboard her ship made her understandably nervous.

But it was during the Maelstrom Crossing that she learned our true value. As the warp storms raged, our ritualistic focus actually helped stabilize her connection to the Astronomican. Our war beasts sensed the approaching turbulence before her instruments could detect it. When a tear threatened to breach the Gellar Field, our blood-bonded brothers reinforced it with their combined will.

Now she calls us the Void's Own Guardians. Our rituals are scheduled to complement her navigation duties, our psychic activities carefully attuned to support rather than interfere with her work. She's even learned to appreciate the war beasts' presence near her navigation chamber - their instinctive reaction to warp disturbance gives her precious extra seconds to adjust course.

Gestures at viewport.

Out there in the black, brothers, we all serve the same light. The Navigator guides our physical path while we guard against the warp's corruption. It's a dance as old as void travel itself, now enhanced by our chapter's unique gifts.

The Astropath's Understanding

The Astropathic Choir had their own concerns when first assigned to our vessels. Their training teaches them that psykers must be carefully controlled, bound by rigid protocols. Our freer use of our gifts seemed dangerous to them.

Watch how they work with us now. During void transit, their choir chambers resonate with our ritual chambers, each strengthening the other. Their messages travel clearer through the warp when backed by our focused will. Even our war beasts have proven useful to them, providing warning when warp storms might disrupt their transmissions.

Young Astropath Keris explained it best after witnessing his first Blood Bond ritual. "Your bonds don't weaken control," he said, "they strengthen it. Every ritual reinforces not just power, but discipline." Now they maintain their watch not with fear but with professional respect. Some have even requested to study our methods of maintaining psychic control, though of course we keep our chapter's deeper mysteries to ourselves.

Remember brothers, even those bound to serve the Emperor's will in different ways can come to understand our path, if we prove our purpose true.

IMPERIAL GUARD AFTER ACTION REPORT

SUBJECT: Nurgle Daemonic Incursion - Operation Rusted Shield
From: Colonel Viktor Thrane, 147th Cadian Regiment
To: Segmentum Command
Classification: VERMILLION
Date: 997.M41

INITIAL SITUATION:

The first signs of Nurgle corruption manifested in Hive Secundus's lower levels. Within hours, our positions were overwhelmed by waves of plague bearers and corrupted civilians. Standard containment protocols proved ineffective against the sheer volume of daemonic entities.

ENEMY FORCES:

- Estimated 10,000+ Plague Bearers
- 3 Great Unclean Ones identified
- Countless corrupted civilians
- Nurgle Plague Drones providing air support
- Multiple Daemon Engines

IMPERIAL GUARD DEPLOYMENT:

- 147th Cadian Regiment (approximately 5,000 troops)
- 3 Leman Russ Tank Companies
- 2 Artillery Batteries
- Supporting Mechanized Infantry units
- PDF Forces (largely ineffective)

INITIAL ENGAGEMENT:

The situation was dire. Our containment lines collapsed within the first six hours. Tank columns proved ineffective against the daemon hordes - their corrupted flesh simply absorbing or regenerating from heavy weapon impacts. The air was thick with contagion, reducing visibility to meters and causing widespread sickness among our troops.

We lost two full companies in the first push. The daemons' regenerative capabilities meant even direct hits from battle cannons merely slowed them. Worse, each fallen guardsman rose again as a plague zombie, forcing us to split our fire between approaching daemons and our own corrupted dead.

UNEXPECTED SALVATION:

At approximately 0600 hours local time, augur arrays detected multiple void signatures entering the atmosphere. Initial

fear of enemy reinforcements turned to guarded relief as we identified Blood Wolves strike craft. Most surprising was the presence of League of Votann vessels moving in coordinated attack patterns with the Astartes.

The intervention followed three distinct phases:

PHASE 1: AERIAL SUPPRESSION

- Blood Wolves Thunderhawks engaged Plague Drones
- League Gryph-chaser squadrons provided covering fire
- Combined air strikes created corridors through daemon forces
- Precision targeting of larger entities

PHASE 2: GROUND ASSAULT

The coordination between forces was remarkable:

- Blood Wolves war beasts detected and tracked daemon manifestations
 - League heavy weapon teams provided devastating anti-daemon firepower
 - Astartes assault squads executed precision strikes against daemon leaders
 - Votann Hearthguard units secured critical infrastructure
- Most notable was their combined anti-daemon tactics:

- Blood Wolves Chaplains performed purifying rituals
- League forces deployed some form of ancestral technology
- Combined effect created zones where daemon manifestation became impossible
- War beasts proved especially effective at detecting attempts to circumvent these zones

PHASE 3: CONTAINMENT

The most impressive display came during containment operations:

- Blood Wolves psykers identified warp breaches
- League technology sealed identified weak points
- War beasts patrolled secured zones
- Combined forces established overlapping fields of fire

CASUALTIES:

Imperial Guard:

- 2,341 confirmed KIA
- 897 missing
- 1,233 wounded
- 42% vehicle losses

Blood Wolves:

- 7 Astartes lost
- 3 war beasts killed
- 1 Thunderhawk damaged

League Forces:

- 13 warriors lost
- 2 heavy weapons platforms destroyed
- Unknown number of mechanical units damaged

TACTICAL OBSERVATIONS:

Most Effective Elements:

- Blood Wolves war beasts proved invaluable in detecting daemon manifestations
- League heavy weapons demonstrated remarkable anti-daemon capabilities
- Combined void-ship operations provided excellent air superiority
- Coordinated ground attacks showed high efficiency
- Integrated command structure worked surprisingly well

Notable Tactics:

- Blood Wolves would identify targets which League forces would then eliminate
- War beasts guided League heavy weapon teams to optimal firing positions
- Combined void-ship squadrons provided overlapping coverage
- Integrated anti-daemon protocols proved highly effective

STRATEGIC IMPLICATIONS:

While the cooperation between Astartes and abhuman forces raises theological questions, their tactical effectiveness cannot be denied. The combined force achieved in hours what our regiment could not accomplish in days.

RECOMMENDATIONS:

- Update tactical doctrines regarding daemon incursions
- Document effectiveness of combined operations
- Review anti-daemon protocols in light of observed tactics
- Consider requesting similar support for future daemonic incursions
- Maintain flexible command structure when such forces arrive

PERSONAL NOTATION:

While my faith in the Emperor remains absolute, I cannot deny the effectiveness of this unusual alliance. The sight of

League heavy weapons deploying alongside Blood Wolves assault squads will stay with me until my dying day. The precision of their coordination suggested this was not their first joint operation.

For the Emperor's Glory,

Colonel Viktor Thrane

147th Cadian Regiment

[Document bears official Imperial Guard seals]

[Multiple sections marked with warning runes]

[Several pages show signs of corruption damage]

+++THOUGHT FOR THE DAY: THE EMPEROR PROTECTS+++

Stories: Beliefs and Believers

The Silent Vigil

Chaplain Marcus leans forward, pushing aside his barely-touched meal as his war beast Fenris settles at his feet.

"Brothers, you think you know faith? Let me tell you what I witnessed in Hive Mortalis. Pass that wine first though - my throat's still thick with the incense from that day."

Takes a long drink, scanning the gathered faces.

"We were fighting alongside the Sisters of the Sacred Rose - you know the type, all polished armor and rigid doctrine. Every dawn, without fail, they'd perform this ritual that used to make my teeth grind. Complete silence, standing like statues, bolt guns crossed over their hearts. Waste of time, I thought. Emperor knows I told Fenris as much."

Scratches behind his war beast's ears.

"Then came the final battle. Heretics had us backed into their chapel, dozens of the bastards for each of us. And there they stood - every surviving Sister taking that same formation. But this time... this time was different. You could smell it in the air, feel it in your bones. Tears streaming down their faces, but their hands steady as rocks. Not a word, not a whisper of prayer. Just that perfect, terrible silence."

Pauses to take another drink.

"When they finally opened fire... Emperor's blood, brothers. Each bolt round sang with pure faith. I've seen Titans fall and daemon princes banished, but I've never seen anything like those Sisters in that moment. The heretics' charge - must have been two hundred cultists at least - broke against them like a wave against a mountain."

Leans back, voice growing quieter.

"Fenris still goes quiet when we pass their shrines. Smart beast knows real faith when he smells it. Sometimes the greatest prayers aren't the ones we shout, brothers. Sometimes they're the ones we keep locked behind our teeth."

The Blood's Memory

Brother Theron sets down his carving knife, holding up a half-finished bone totem to catch the light.

"You know what's in the lowest hold of the 'Fang of Retribution'? Not the gene-seed vault - lower. Not the weapons caches. Lower still."

Glances around the gathered marines, noting the younger ones leaning in.

"There's a chamber down there, brothers. No bigger than this room. Inside, hanging from ceiling to floor, are the blood-stained bandages of every brother who's fallen in His service. Every. Single. One."

Resumes carving, each stroke deliberate.

"Our Chapter serfs - Emperor bless their dedication - they tend to those bandages daily. Not just cleaning and preserving. No, they recite the names. Every name, every deed. Brother Artemis, who held the breach at Hive Secundus. Brother Thalassar, who died dragging three

initiates to safety on Thanatos IV. They speak each name like a prayer."

Holds up the bone again, showing the names he's carved.

"You want to see real faith? Skip the grand cathedrals. Forget the mighty statues. Go down to that quiet chamber. Stand there in the dark among the bandages of our fallen brothers. Every drop of blood tells a story of faith proven in battle. Every stain is a testament."

Sets the bone down carefully

"I go there sometimes, when my own faith needs strengthening. Just stand there in the silence. You can feel His presence, brothers. Not like in those gaudy temples they build on shrine worlds. Down there, among the blood of our brothers... that's where you'll find true faith."

Picks up his knife again.

"Now, someone pass the wine. These old hands need steadying if I'm to finish these ritual marks proper."

The Tech-Priest's Lesson

Smith Malleo Silverfang wipes sacred oil from his hands, the ritual markings on his armor catching the forge's light.

"You young ones think the Mechanicus are all cold logic and binary, don't you? Here, help me with this plasma coil while I tell you about old Magos Octavius."

Demonstrates the proper blessing sequence to a younger brother.

"This was back when we were repairing the void shields on 'Shadow Hunter.' Had a Tech-Priest assigned to work with me - all whirring mehadendrites and clicking vox-casters. But before each repair, do you know what he'd do?"

Pauses in his work, mimicking the memory.

"He'd press his mehadendrites against the deck plates, every single one of them, and whisper 'The Emperor protects' in binary. Click-click-whirr. Over and over. The younger priests would roll their augmetic eyes - figuratively speaking, of course."

Chuckles, returning to the plasma coil.

"One day I finally asked him why. You know what he did? Pulled out this ancient data-slate, hands shaking so much his mehadendrites were rattling. Showed me a pict-capture from the Heresy itself - a hull breach that had stopped exactly at his predecessor's blessing mark. Not a millimeter further."

Holds up the plasma coil, examining it in the light.

"'The Omnissiah guides our hands,' he told me, 'but the Emperor protects the soul in the machine.' Been blessing my work the same way ever since. The Machine God might teach us how to repair, but it's the Emperor who keeps the void at bay."

The Guardsman's Faith

Sergeant Voss pauses between bites of his meal, his scarred hands cradling his cup.

"Emperor's teeth, this reminds me of the rations we found on Thanatos IV. Middle of a war zone, we were, hunting some Chaos filth through the ruins. That's when Grimfang - my war

beast at the time - caught an unusual scent."

Whistles softly at the memory.

"Found this Guardsman, standing watch over his dead squad. Just... standing there. Bolt gun empty, bayonet broken. By all rights should have fallen back to his lines days ago. But there he stood, in the rain and mud, clutching this little aquila pendant. Thing was worn smooth as glass from worried thumbs."

Pulls out his own battle-worn aquila.

"The Emperor will send help,' he kept saying. Not shouting it, mind you. Not like those preachers you hear in the hab-blocks. Just... stating it. Like it was as certain as gravity. No grand declarations or mighty oaths. Just pure, simple faith."

Takes a long drink.

"We arrived ten minutes later - though from the look in his eyes, he'd known we were coming all along. That Guardsman survived the war, brothers. Still writes to the chapter sometimes. Still has that pendant too."

Taps his own aquila thoughtfully.

"Sometimes I think we overcomplicate it, you know? All our rituals and ceremonies. Sometimes faith is just standing your ground and knowing, bone-deep, that He won't abandon you."

The Penitent's Path

Ancient Kalistair's massive Dreadnought frame shifts, servo-motors whining softly as he addresses the gathered marines

"Your bones are too young to remember the Penitent of Hadrios, but mine... mine remember. Would you hear of him, brothers? Of faith that had nothing to do with bolters and battlefields?"

Cooling systems cycle in what might be a sigh.

"He was a planetary governor once, if you can believe it. Had a palace that would make a Cardinal envious. Gold-plated servitors, personal guard of a thousand men, finest wines in the sector. Then one day, he just... walked away from it all."

Ancient weapons systems power down in contemplation.

"Walked straight into the radiation-scarred wastes where the mutant tribes lived. The ones everyone else pretended didn't exist. No protection, no guards. Just a water purifier and a copy of the Imperial Creed."

The Dreadnought's massive head turns, regarding each listener.

"Thirty years later, our company found him during a patrol. Flesh ruined by radiation, fingers twisted into claws. But his eyes... Emperor's blood, his eyes burned brighter than a plasma core. He'd built clinics out there, taught the mutants to read the Creed, given them purpose."

Ancient vox-caster crackles with emotion.

"The Emperor's light shines brightest,' he told me, 'in the darkest places.' Not all faith is found in battle, brothers. Sometimes it's in the simple act of serving His will in the quiet places, where no one else will go."

Servo-motors whirl as he straightens.

"They made him a Saint after he died. But I think he found more faith in those radiation-scarred wastes than in all the gilded temples they built in his name."

ADEPTUS MINISTORUM

CARDINAL'S ASSESSMENT: BLOOD WOLVES OPERATION

From: His Eminence Cardinal Augustus Thane
Re: Purge of Hive Mortarius Cult Infestation
Classification: MOST SECRET

+++THOUGHT FOR THE DAY: VIGILANCE IS THE BULWARK OF FAITH+++

I feel compelled to record the events of this most unsettling operation. While none can deny its tactical success, the theological implications warrant careful consideration.

INITIAL ASSESSMENT

When first informed of the Blood Wolves Chapter's impending deployment, I raised immediate concerns regarding their known deviations from proper Imperial doctrine. Their blood-sharing ceremonies and widespread psychic practices seemed perilously close to heresy. However, the documentation they provided bore the seals of multiple Inquisitorial investigations confirming their purity, if not their orthodoxy.

PRELIMINARY ARRANGEMENTS

The Chapter's leadership showed unexpected sensitivity to our concerns. Their Chapter Chaplain, Verus Wolfsbane, presented himself with proper deference and agreed to reasonable restrictions:

- Ritual practices confined to Arbites facilities
- No public display of blood ceremonies
- Psychic activities restricted near cathedral districts
- Proper prayers and observances maintained throughout

The Arbites' Marshal Thane vouched for their methods, citing numerous successful joint operations. His assurances, combined with the pressing need to eliminate the cult threat, led me to grant conditional approval while maintaining close observation.

OPERATIONAL PROGRESSION

Initial Infiltration

Most disturbing was their Third Company's methodical infiltration of the underhive. Their "war beasts" displayed an unnatural ability to detect corruption - while reminiscent of the holy hunting hounds of ancient Terra, their capabilities exceed what pure breeding could achieve. Captain

Umbra Ironbark's forces moved like shadows through the depths, their stealth enhanced by powers that, while presumably sanctioned, bear uncomfortable similarity to certain forbidden arts.

Upper Hive Cleansing

The Second Company's assault on the upper hive levels proved particularly concerning. While their precision in identifying corrupted nobles was admirable, the sight of their blood-bonded pairs moving in perfect synchronization suggested a level of psychological linking that borders on the prohibited. The Arbites assure me this is standard practice for the chapter, but I remain disturbed by the implications.

Of particular note was an incident in the Spire of Holy Contemplation, where a blood-bonded pair detected corruption in one of our own priests. While the priest was indeed revealed to be cult-tainted, their method of discovery - through some form of psychic resonance - raises questions about their ability to pierce holy sanctuary.

Main Assault

The deployment of First Company demonstrated both the effectiveness and the concerning nature of their methods. Their coordinated strikes showed admirable precision, but the sight of their Arc Chaplain Vigil Stormheart leading his warriors in what appeared to be a battle-hymn of their own devising rather than approved Imperial liturgy was troubling. That said, their respect for sacred ground was notable - they took great care to preserve religious artifacts and architecture even during the heaviest fighting.

Containment Operations

The Fourth Company's defensive operations proved less concerning from a theological standpoint. Their Iron Shield Breakers maintained proper discipline and showed appropriate reverence when establishing cordons around sacred sites. However, their practice of performing emergency blood-sharing rituals during combat lulls, while apparently tactically necessary, required careful monitoring.

Mobile Operations

The Fifth Company's rapid response force demonstrated concerning levels of psychological unity. Their ability to react to threats before they fully manifested suggests either extensive psychic coordination or some form of blood-enhanced precognition. While undeniably effective, such capabilities warrant continued observation.

NOTABLE INCIDENTS OF CONCERN

The Underhive Ritual

During a critical phase of the operation, I witnessed what they termed an "emergency blood bond" between two warriors whose original battle-brothers had fallen. While they assured me this was a sanctioned practice, the intensity of the psychic resonance during the ritual was disturbing. The war beasts' reaction - a kind of reverent watchfulness - suggested this was more than a simple battlefield expedient.

The Spire Cleansing

Their methods of clearing the noble spires demonstrated uncomfortable efficiency in detecting corruption. Their war beasts could apparently smell something they called "soul-taint" even through sealed vault doors. While this proved invaluable in rooting out hidden cult members, the implications of such capabilities are troubling.

The Cathedral District

Most concerning was an incident in the Cathedral of His Divine Light, where a blood-bonded pair detected a cult shrine hidden beneath the main altar. While their revelation proved accurate, their ability to sense such corruption through consecrated ground raises questions about the nature of their powers.

THEOLOGICAL OBSERVATIONS

Most concerning aspects:

- Widespread psychic abilities even among regular battle-brothers
- Blood-sharing rituals between warriors
- Use of enhanced "war beasts" for detection
- Non-standard chapter organization
- Tribal influences on Imperial ritual

Mitigating factors:

- Absolute devotion to Emperor's service
- Strict internal monitoring through Chaplains
- Immediate execution of corrupted brothers
- Careful control of psychic abilities
- Successful containment of cult threat

TACTICAL OBSERVATIONS

I must note several practices that, while effective, warrant continued monitoring:

- Their companies maintained careful physical separation, suggesting some concern about their own powers
- Their Chaplains seemed more focused on controlling their brothers' abilities than providing spiritual guidance
- Their war beasts appeared to serve as some form of psychic resonance detector
- Their blood rituals, while discreet, appeared to create temporary psychic links between warriors
- Their ability to detect corruption often exceeded that of sanctified means

RECOMMENDATIONS

- Maintain current containment protocols
- Continue monitoring all ritual practices
- Request regular theological assessment
- Establish clear operational boundaries
- Document all deviations for future reference

PERSONAL NOTATION

While my initial horror at their methods remains, I must acknowledge that their results, achieved while maintaining proper respect for Imperial authority, suggest their deviations may be necessary adaptations rather than heretical drift. Their willingness to operate within established boundaries while maintaining operational effectiveness demonstrates an understanding of proper Imperial hierarchy that somewhat alleviates my gravest concerns.

However, I strongly recommend continued observation and regular assessment of their practices. While effective, such deviations from standard doctrine must be carefully monitored lest they lead to more dangerous innovations. I particularly recommend increased theological oversight of their operations within shrine worlds or major cathedral districts.

For the Emperor's Glory,
Cardinal Augustus Thane
Hive Mortarius

[Document bears official Ecclesiarchal seals]
[Multiple purity stamps and authentication codes]
[Append: Detailed theological assessments and ritual observations]

Stories: War-Beast Training

The First Bond

As told by War Beast Handler Theron during evening meal, while carving ritual marks into a wolf bone:

"Pass the wine, brothers, and I'll tell you how I met Shadow. You've all seen him hunt - Emperor knows he's put down enough cultists to fill a hive level - but his early days? chuckles darkly There's a reason they called him the Handler's Bane."

Takes a drink before continuing.

"Three of our finest had tried to bond with him. Brother Markus - you remember him before he took that heretic's plasma blast - still had the scars across his face. Even Brother-Sergeant Titus, who'd trained fifteen beasts before, came out looking like he'd wrestled a Khornate Berserker. The Beast Master was considering putting the beast down - too aggressive, they said. Too wild."

Holds up the bone he's carving, studying the pattern.

"But I saw something in those eyes. Not defiance, not madness. Waiting. Like he was testing us, judging if we were worthy. So I did something that had half the Chaplains reaching for their bolt pistols - went in without armor. No weapons. Just me and a ritual bowl of my own blood."

Several younger marines lean forward, drawn into the tale.

"The beast approached exactly as you'd expect - hackles raised, muscles coiled to strike. But then... then he caught the scent of my blood. And brothers, I swear by the Emperor's throne, in that moment everything changed. Our minds touched, and..."

Pauses, running a finger along his ritual scars.

"Ever merged consciousnesses with an apex predator, brothers? It's like finding a piece of your soul you never knew was missing. All that fury, that hunting instinct, perfectly aligned with human intellect. I felt his mind, he felt mine, and we both knew this was right. The Beast Master said he'd never seen a bond form so fast."

Grins as Shadow, lying near the table, raises his head at the memory.

"These days? Well, you've seen us work. No heretic escapes, no traitor can hide. Shadow doesn't just track them - he predicts them. Sometimes I think he knows they're going to turn before they do. That's why we always lead the hunts in the lower hive levels."

Holds up his wine cup.

"To the bond, brothers. May your own be as true. And Markus, if you're wondering - yes, he still remembers throwing you into that maintenance shaft. I'm pretty sure he's proud of it."

The Pack's Lesson

Recorded by Beast Master Voss during blood-ritual preparation:

Adjusts incense burner while Grimfang lounges nearby, massive head resting on ancient paws.

"You think you know pride, brothers? Let me tell you about Brother Aurelius - now there's a tale of pride's price. Top of his class in every trial, master of every combat form. The Chaplains themselves marked him for handler training. Even though I thought he'd be perfect."

Grimfang's ears perk up at the memory, a low rumble of amusement in his throat.

"Strutted into the training cages like he already owned them. You should have seen him - dataslate full of theoretical handling techniques, talking about 'optimized training protocols' and 'behavioral conditioning.' Even had his own modified control runes designed. The other handlers were taking bets on how long he'd last."

Pauses to check the ritual blades' sharpness.

"Grimfang here - Emperor bless his cruel sense of humor - just watched him. You know that look the old beast gets, the one that makes even veteran battle-brothers check their armor seals? Just tracked him with those augmented eyes while Aurelius lectured us about proper beast positioning."

Several veterans chuckle, knowing what's coming.

"Then came the practical demonstration. Aurelius steps into the training cage, dataslate in hand, ready to show us how it's done. That's when Grimfang decided to teach the real lesson. Never seen a war beast move so fast. One moment he's lounging, the next..."

Mimes looking up.

"Took us three hours to get Aurelius down from the rafters. His perfect theoretical knowledge didn't account for an ancient war beast's ability to predict exactly where you'll dodge. Or how to use momentum to send a fully armored Space Marine pinwheeling through the air. The dataslate? laughs We found pieces of it three chambers over."

Grimfang rises and pads over, massive head level with the seated marines.

"But here's the thing, brothers - Aurelius learned. Once we got him down, once his pride was properly shattered, he started over. Spent three weeks just sitting in the beast chambers, learning their sounds, their moods. No dataslates, no protocols. Just watching and learning."

Scratches behind Grimfang's ears, earning a pleased growl

"He's one of our finest handlers now. Still has that Mechanicus-precise mind, but tempered with respect. And Grimfang? Still gives him that look during training sessions. Just to keep him humble, I think."

Raises his ritual chalice.

"To pride's fall and wisdom's rise, brothers. And to our war beasts, who never fail to teach us what we need to learn, whether we want to learn it or not."

The Night's Teaching

Marcus sits in the beast chamber's observation post, surrounded by monitoring equipment, his war beast Nova curled at his feet.

"Brothers, you've all heard the protocols about pup training. The schedules, the routines, the proper methods for introducing them to void warfare. But let me tell you about Nova here, and the lesson that rewrote half our training doctrine."

Adjusts a purity seal on his armor while checking the auspex readings.

"This was back when I was a fresh handler, full of certainty about proper sleep cycles and activity patterns. Had a new pup - this one right here - who wouldn't rest. Three straight nights of constant pacing. Not just restless movement, but deliberate patterns. Back and forth, always checking the same vectors, growing more agitated by the hour."

Nova lifts her head, cyber-enhanced eyes gleaming in the dim light.

"The other handlers had suggestions, of course. Brother Taurus recommended sedation protocols. Brother Vex was convinced it was a flaw in the genetic modifications. Even the Beast Master was concerned. But something felt wrong about drugging her. Call it handler's intuition, or maybe just stubborn pride."

Taps a readout on the monitoring station.

"Fourth night, I was sitting right here, watching her pace, when the Gellar field monitoring system caught my eye. The readings were perfect - exactly baseline. Too perfect, you might say. That's when it hit me. Nova wasn't being restless - she was responding to something our instruments couldn't detect."

Several battle-brothers lean forward, recognizing the implications.

"I called in one of our Smiths - Brother Arvus, Emperor light his soul - and had him do a deep scan of the Gellar field. Found a micro-fluctuation that even our most sensitive instruments barely registered. The kind of thing that usually precedes a major field failure. Nova had been sensing it for days."

Reaches down to run an armored hand along Nova's flank.

"We adjusted the field generators immediately, probably saved the ship from a major warp incursion. After that? chuckles Well, let's just say our pup training protocols got a significant revision. Now we use their night behavior as an early warning system. Half the war beasts in the fleet are on rotating night watches."

Nova stands and stretches, moving to check the chamber's perimeter.

"The Mechanicus representatives weren't too pleased about having to adjust their precious instruments based on beast behavior. But you can't argue with the results. We haven't had a single unexpected Gellar field failure on any ship with war beast pups in training."

Checks his chronometer.

"Speaking of which... Nova's starting her patrol pattern again. Brother Tevus, would you mind checking the field readings in sector seven? Just to be sure."

The Silent Hunter's Price

Chaplain Darius performs maintenance on his Crozius while his war beast maintains watch. The distinctive scars of Dark Eldar weapons mark his armor.

"You complain about Fenris's battle-howls, brothers? Let me tell you about the opposite concern. This was back when Brother Cassius was still earning his handler's markings. They assigned him a peculiar beast - one the Biologis had nearly marked for rejection."

Several handlers lean forward, recognizing a teaching tale.

"The beast - Specter, we called him - had all the physical markers we look for. Perfect genetic profile, superior cognitive patterns, excellent response to the modifications. But he made no sound. No growls, no hunting calls, not even a whimper. Complete vocal silence. The Biologis claimed it was a flaw in the gene-crafting. Even some of our senior handlers

thought he was defective."

Pauses to accept a ritual chalice from a younger brother.

"But Cassius... chuckles Well, you know how stubborn he can be. Spent three months working with the beast. Modified the entire training protocol. Instead of using vocal commands and responses, he developed an entire system of subtle gestures and mental impulses. The Chaplaincy nearly had him up for review - thought he was dabbling in forbidden techniques."

His own war beast growls in remembrance.

"Then came the Dark Eldar raid. You remember it, Brother Corvus - that boarding action on the 'Emperor's Wisdom.' Their shadow-field technology was making a mockery of our standard detection methods. Even the auspex arrays were worse than useless."

Traces a fresh scar on his armor.

"That's when we discovered why Specter was silent. The beast hadn't lost his voice - he'd developed something better. Some kind of psychic hunting sense that required absolute vocal control. Could track those xenos witches right through their shadow fields, without making a sound that could give away his position."

Several battle-brothers nod in grim appreciation.

"You should have seen it. Specter leading a pack of handlers through the ship's corridors, taking down Dark Eldar left and right. They never knew what hit them. No sound, no warning - just death from the shadows. Even their witch-sensors couldn't detect him coming."

Raises his chalice.

"Now Specter trains other beasts in his hunting method. We've got an entire pack of silent hunters. Still unnerves the newer battle-brothers - Emperor knows it took me months to get used to a war beast appearing next to me without a sound. But against certain enemies? That silence is worth more than all the battle-howls in the Chapter."

Drains his chalice.

"Remember that, brothers - sometimes what we perceive as a flaw is actually an advantage we don't yet understand. The Emperor's gifts come in many forms."

The Old Guard's Choice

Ancient Kalistair's massive form dominates the training chamber, his war-scarred chassis casting long shadows in the incense-heavy air.

"Even now, brothers, even through these augmetic sensors and layers of adamantium, I remember the day Alpha chose his successor. The Beast Master had lined up twelve candidates - veterans all, proven in a hundred fights. Everything was prepared according to protocol, every ritual observed."

His servo-motors whirl as he shifts position, the sound mixing with the soft padding of war beast paws in the chamber.

"I was there in my flesh then, overseeing as First Captain. Alpha was my war beast before... brief burst of static before the Ork Warboss's Mega-Kannon necessitated my current form. Fifteen years together, hunting heretics and xenos across a hundred worlds. He'd sired a strong lineage of war beasts, and this was to be his last litter before retirement."

Several of the gathered handlers bow their heads in respect at the mention of the legendary

beast.

"The Beast Master had it all arranged. Combat trials, psychic resonance tests, detailed bloodline assessments. Then Alpha... mechanical chuckle Alpha decided to rewrite the program. Ignored every candidate, walked straight through the training cages like they didn't exist."

The war beasts in the chamber grow still, as if listening.

"He headed straight for the observation gallery, where the initiates and younger handlers watched. Straight to a boy who'd barely earned his first service studs. Marcus Valerius. Hadn't even completed basic handler training. The Beast Master moved to intervene - this was completely against protocol, completely unprecedented."

His massive weapon arms shift in what might be amusement.

"But I saw what Alpha saw. That look in the boy's eyes. Not ambition, not pride, not even awe. Just... recognition. Understanding. That perfect balance of humility and determination that marks our finest handlers. Alpha sat down in front of him, laid his head on the boy's knee, and that was that. No ceremony needed."

Ancient cooling systems cycle heavily.

"The Beast Master was furious, of course. Started quoting protocols and procedures. That's when Alpha's eldest pup - the one we'd designated as prime successor - broke formation and joined his sire. Then another. And another. By the day's end, half the litter had chosen handlers from the initiates, protocol be damned."

Turns his massive head to observe the current handlers and their beasts.

"Marcus went on to become one of our finest Beast Masters, and his techniques - developed with Alpha's lineage - form the core of our current training doctrine. The beasts knew better than we did. They always do."

"Remember that, young ones. We can breed them, train them, enhance them with all the technology at our command. But in the end, it's their choice as much as ours. The bond works both ways, as it should."

His weapons power down in a gesture of conclusion.

"Now, I believe some of you have beasts waiting to choose their handlers. Shall we see what wisdom they show today?"

INQUISITORIAL REPORT KX-779

Incident Record: Failed War Beast Acquisition

Author: Inquisitor Lord Marcus Darius Vex III

Classification: Personal Record

Date: 999.M41

I must record the events of this day, if only to document the insufferable arrogance of the Blood Wolves Chapter and their supposedly sacred "traditions." My attempt to acquire one of their war beasts for proper Imperial study has been met with both failure and humiliation, though I maintain it is they who should be ashamed.

The premise was simple enough. My authority as an Inquisitor Lord should have superseded their chapter customs. The Beast Master was obviously politically adept enough not to openly refuse my request to participate in their selection ritual, though I noted his barely concealed disdain.

They brought forth their finest specimen - a massive beast they called "Shadow's Grace," supposedly of their purest bloodline. The creature's augmented frame and obvious genetic enhancement spoke to considerable technological investment. I had already prepared detailed plans for proper Imperial research protocols once it was in my possession.

The ritual chamber was thick with incense, and their Chaplains insisted on performing various supposedly sacred rites before the selection could begin. I endured their primitive ceremonies, confident in my own psychic abilities and natural authority to ensure the beast's compliance.

When the moment came, I stepped forward with proper Imperial dignity, expecting the beast to recognize my superior status and rightful authority. Instead, the creature... *record note: amended after medical treatment* ...the creature not only rejected me but did so in the most humiliating way possible.

It was not, I must stress, an attack. That I could have dealt with. Instead, the beast quite deliberately turned its back, lifted its leg, and urinated on my Inquisitorial robes. The sound of hastily suppressed laughter from the observing Blood Wolves did not go unnoticed.

The Beast Master had the sheer audacity to suggest that this was, in fact, a clear sign that "the beast had made its choice." The Chaplain standing witness commented that it was "the most decisive rejection he'd seen in three centuries."

I hereby recommend a full investigation into the Blood Wolves' war beast program. Their creatures are clearly not being properly indoctrinated in respect for Imperial

authority. Furthermore, these "selection rituals" should be placed under direct Inquisitorial oversight to prevent future incidents of this nature.

Addendum: The cleaning bill for my robes is attached to this report. I expect full reimbursement from Chapter resources.

[Several paragraphs of protocol citations follow, apparently added after the incident]

Personal Note: The Beast Master's comment that "even our beasts can smell hubris" was clearly intended as an insult. This should be noted for future reference.

THOUGHT FOR THE DAY: Authority comes from the Emperor, not from base creatures.

[Document bears water damage on lower third, with a distinctive stain]

[Appended: Cleaning receipt from Master Purifier Guild, marked "Extra Hazardous Materials"]

Stories: Origins

The Magos's Warning

"Pass me that sanctified oil, brother, and I'll tell you why we no longer investigate certain genetic patterns in our maintenance protocols." The aged Smith's hands moved steadily over the plasma injector he was blessing, his movements precise despite the weight of memory.

"Captain Thaddeus - Emperor guide his soul - was one of our most methodical commanders. Between battles, he spent thirty years analyzing the genetic markers in our combat enhancement systems, comparing them to recovered fragments of our earliest chapter records. The similarities he found were... remarkable. The way our bodies adapted to shadow, the natural affinity for stealth warfare. He even found correlations in how our war beasts' senses developed over generations."

The Smith paused, checking the alignment of a delicate component. "The Magos Biologis seemed interested at first. Octavian was his name - more machine than man, but he understood the importance of bloodline. Thaddeus presented his findings in the Biologis's personal data-sanctum. Had evidence stretching back eighteen generations."

"That's when everything changed. The Magos's voice turned to grinding metal, his mechadendrites writhing like angry serpents. 'Some genetic mysteries,' he thundered, 'are sealed by the Emperor's own command, upon pain of exterminatus.' The temperature plummeted as null-field generators activated, cutting off all psychic perception. Three kill-servitors materialized from hidden chambers, their weapons trained on Thaddeus's primary heart."

"Consider this your only warning, Captain. The next researcher will be declared Excommunicate Traitoris, along with any who assisted them.' Within a day, every piece of data was corrupted. Thaddeus's personal cogitator didn't just suffer an accident - it exploded, taking two chapter serfs with it. His quarters were found bathed in sanctified acid."

The Smith carefully anointed another component with blessed oil. "They assigned him to void patrol after that. Spent fifteen years watching empty space. Never spoke about genetics again. But sometimes, during the blood rituals, you'd catch him studying the patterns in a way that suggested he knew more than he could say. The Magos's warning was clear - some questions are best left in the Emperor's hands."

The Lost Archive

Brother Validus traced the ritual scars on his palm while speaking, his voice carrying the weight of hard-learned wisdom. "The Forge World's data-vaults stretched for kilometers, brothers. Lucius IV's archives held genetic records stretching back to the Great Crusade. We thought we'd found our answer there."

"It started with the combat drugs. You've all used them - the way they interact with our enhanced physiology, how they boost our natural speed and aggression. I found records suggesting the recovery patterns matched perfectly with White Scars gene-protocols. Not just similar - identical, down to the molecular level."

"We assembled a team - two Smiths, three of our best hunters, even a war beast for detecting void signatures in the data-stacks. The Mechanicus gave us all the proper authorizations. Everything was correct, documented, approved."

"But when we reached the genetic archives..." Validus paused, checking the ritual blades' edges. "The Inquisition was already there. Not just any Inquisitors - men and women in sealed environmental suits, methodically removing and burning entire data-stacks. Their leader wore the seal of the Ordo Malleus."

"The Inquisitor's face was hidden behind a death mask of blackened steel. 'The Emperor's will remains mysterious, Captain,' she said, while her retinue of gun servitors took aim. 'Your chapter serves Him well. Should you continue this line of inquiry, I have a Grey Knights strike cruiser in orbit with exterminatus authorization. Test my resolve, if you wish.'"

"Three days later, the archive suffered a 'containment breach.' Twelve tech-priests who had assisted us were found mind-wiped, reduced to drooling servitors. The message couldn't have been clearer."

The Vanishing Trail

The Dreadnought's ancient voice resonated through the maintenance bay, his massive form casting long shadows. "Even in this metal shell, I remember Arc Chaplain Morvain's obsession. Decades he spent, gathering fragments of our earliest rituals, comparing them to First Founding practices. The similarities in our blood ceremonies, the way we channel our powers..."

"He found patterns - meaningful ones. The way our blood rituals enhanced our abilities matched certain redacted texts from the First Founding. The psychological architecture of our battle-meditation showed clear lines of descent. He even discovered correlations between our war beasts' genetic modifications and certain classified protocols."

"The night before he was to present his findings to the Chapter Council, I was stationed near his quarters. My sensors detected multiple unauthorized access attempts, but each bore Mechanicus authentication codes. Then came the 'plasma conduit failure.'"

"The 'plasma conduit failure' wasn't just destructive - it was precisely targeted. Three chapter serfs who had helped organize the research were atomized. The Mechanicus inspectors arrived wearing full battle-plate, their weapons humming with barely contained energy. Their leader's augmetic eyes glowed red as he declared the incident 'completely normal and unremarkable.' The implicit threat was clear: pursue this further, and the next accident would claim more than just research."

The ancient warrior's cooling systems cycled in what might have been a sigh. "Morvain understood. Took a position training initiates in the old ways. Never spoke of bloodlines again. But sometimes, during the ritual prayers, you could see him watching the war beasts with a knowing look. Some secrets, brothers, are kept even from those who bear them."

The Sealed Vault

"The data-core was beautiful," Malleo's hands moved reverently through the air, describing its shape. "Ancient tech, pre-dating our chapter's official founding. Found it integrated into Brother Thalassar's dreadnought chassis during deep maintenance. The machine spirit's signature... I'd never seen anything like it."

"Three weeks I spent, communing with its spirit, decoding its mysteries. The genetic markers it contained... they spoke of our earliest days. The patterns were there, clear as Imperial truth, showing our true lineage. But before I could complete the final decryption..."

"The tech-priests bore the Draconite Seal - those authorized to declare tech-heresy on sight."

'Focus on maintaining the weapons of today, Smith,' their leader said, while his combat servitors deployed in attack formation. 'The next person to access sealed genetic data will be declared Silica Anathema. Your entire forge will be purged with holy fire.' They took the data-core and left me a citation written in the blood of the last tech-priest who had attempted similar research."

The Ritual's Secret

"The joint operation with the Space Wolves seemed perfect," Veritus intoned, his war beast Grimfang alert at his feet. "Their blood rituals, while different from ours, offered a chance to compare certain... similarities. I had noticed patterns in how their enhanced senses manifested, much like our war beasts."

"They were surprisingly cooperative. Their Wolf Priests shared stories of their own blood rites, and I began to see undeniable parallels. The way their bodies processed combat stimuli, their natural adaptations to hostile environments..."

"Then the Grey Knights arrived." The Chaplain's voice grew quiet. "No warning, no explanation. Just a strike cruiser entering orbit with absolute authority. The Space Wolves withdrew immediately - they understood something we didn't. All my ritual notes vanished from their secured storage. Even the blood samples we'd taken for comparison somehow decomposed instantly."

"The Grey Knights' Chaplain didn't speak so much as project pure menace. 'Your chapter's strength lies in its mystery,' he said, while his brothers readied their weapons. 'The next person who investigates these bloodlines will be declared warp-tainted and purged accordingly.' They didn't just reassign me - they executed three battle-brothers who had assisted in the research, claiming they detected 'potential corruption.' The message was written in our own brothers' blood - some secrets are kept with bolt shells and purifying flames."

ORDO HERETICUS

CLASSIFIED REPORT: BLOOD WOLVES CHAPTER [REDACTED] ASSESSMENT

POST-INCIDENT REPORT

Classification Level: VERMILLION-ALPHA

Author: [REDACTED BY ORDER OF THE HOLY ORDOS]

Distribution: [RESTRICTED TO VERMILLION-ALPHA CLEARANCE]

EXECUTIVE SUMMARY

Following the events of Incident [REDACTED] and subsequent reorganization of the Blood Wolves Chapter, implemented protocols have achieved desired results. Chapter reduction and enhanced procedures have significantly decreased the probability of [DATA EXPUNGED].

IMPLEMENTED MEASURES

Organizational Adjustments

- Force redistribution as per attached documentation [REDACTED]
- Enhanced oversight ratios [SPECIFICS EXPUNGED]
- Implementation of new command protocols emphasizing [DATA EXPUNGED]
- Restricted access to certain material as per Protocol Omega-7
- Enhanced monitoring of all [REDACTED] activities

Memory Protocols

Phase One Implementation:

- Coordinated action by Grey Knights Libra
- Selective memory modification of all surviving battle-brothers
- Installation of psychic blocks regarding [REDACTED]
- Implementation of aversion triggers to specific topics

Phase Two Integration:

- Psychic reinforcement of new memory patterns
- Removal of contradictory recollections
- Implementation of redirect protocols when accessing certain memories
- Installation of mental blocks verified by [REDACTED]

Long-Term Stabilization:

- Regular psychic maintenance by approved personnel
- Periodic reinforcement of memory blocks
- Monitoring for block degradation
- Swift correction of any memory bleed

Conditioning Protocols

Primary Focus:

- Enhanced devotion to present duties
- Redirection of certain intellectual pursuits
- Integration of [REDACTED] avoidance triggers

Ritual Adjustments:

- Modified ceremonies as per attached document Phi-781
- Enhanced focus on [REDACTED]
- Integration of psychically-reinforced behavioral anchors

Psychological Implementation:

- Installation of specific cognitive barriers
- Enhancement of certain loyalty vectors
- Integration of [DATA EXPUNGED]

EFFECTIVENESS METRICS

Behavioral Indicators

- 94% reduction in restricted inquiries
- Zero unauthorized [REDACTED] attempts
- Significant decrease in certain archive access requests
- Enhanced focus on approved activities

Psychic Assessment

- Successful integration of modified memory patterns
- Strong aversion to [REDACTED] topics
- Increased self-policing of restricted thoughts

CONTINUING MEASURES

Surveillance

- Maintained observation protocols
- Enhanced monitoring of specific activities
- Regular assessment of thought patterns
- Scrutiny of all [REDACTED] requests

Active Measures

- Swift response to pattern deviation

- Immediate correction of memory block degradation
- Coordinated responses from relevant authorities
- Regular reinforcement of psychic barriers

RECOMMENDATIONS

Current Protocols

- Maintain psychic oversight
- Regular memory block maintenance
- Swift response to any block degradation

Enhanced Measures

- Increase frequency of mental compliance checks
- Expand network of psychic monitors
- Strengthen memory modification protocols

Additional Safeguards

- Regular purge of non-compliant thought patterns
- Enhanced screening of incoming stimuli
- Increased monitoring of potential trigger events

THOUGHT FOR THE DAY

Knowledge is power. Guard it well.

ADDENDUM

The current protocols have proven highly effective. Recommend permanent continuation of all measures, with special attention to maintaining psychic blocks and memory modifications.

[Inquisitorial Seal]

[Multiple sections marked with Vermillion-level deletion runes]

[Psychic wards inscribed on parchment]

Personal Notation:

Success is measured in what is not remembered. The Emperor protects through forgetting.

Stories: Void Service

The Night's Meditation

The void changes us all, brothers. Let me tell you of the night cycle when young Brother Marcus first truly understood this. He had been struggling with his psychic manifestations, the enclosed spaces of the "Fang of Retribution" making his powers feel constrained, unpredictable.

I found him in the observation deck, staring into the void. His war beast, Shadow, sat vigilant beside him. The beast had been growing increasingly agitated by Marcus's internal turmoil. When I approached, both marine and beast turned - one set of eyes troubled, the other alert and wary.

"The ship speaks to me," Marcus said. "Not like a machine spirit should. Like... like the void itself has a pulse." He was right, of course. Our vessels are more than mere ships. Through generations of blood rituals and the psychic imprint of countless brothers, they have become extensions of our chapter's will.

I taught him then how to synchronize his breathing with the thrumming of the ship's engines, how to let his psychic senses expand not outward into the void, but inward into the vessel's heart. By dawn cycle, both Marcus and Shadow were at peace, having found their place in the greater rhythm of void-born life.

The Smith's Vigil

The "Shadow Hunter" was wounded today. Not the catastrophic damage that sends mortal crews into panic, but the kind that only a Smith would notice - microscopic fractures in the Gellar Field housings, resonating at frequencies that made the war beasts uneasy.

I spent sixteen hours in communion with the ship's spirit, my blood mixed with sacred oils as I worked to realign the field matrices. The work required perfect synchronization - one slip would have exposed the entire ship to raw warp energy. But through the blood bond I share with the vessel's machine spirit, I could feel exactly where each adjustment was needed.

Young Apprentice Theron watched in fascination as I worked. "The ship," he said, "it's responding to your psychic signature." Indeed it was. Our vessels learn to recognize their caretakers, their machine spirits adapting to resonate with our chapter's unique methods. By the time I finished, the Gellar Field was humming in perfect harmony with both our own psychic shielding and the war beasts' natural warp resistance.

The Harvest's Call

The Harvest Frigate "Blood's Bounty" brought in a unique crop today. Among the potential recruits was a void-born child, found drifting in a damaged merchant vessel. The war beasts were instantly drawn to him - all four of them breaking protocol to circle the boy protectively.

Most interesting was his reaction to the blood trials. When given the ritual blade, he didn't hesitate. "The ship told me you were coming," he said. "Its spirit sang to me in the dark." His psychic potential registered far beyond normal parameters, but with an unusual focus - a natural affinity for void warfare.

The Chaplains are still debating the implications. A recruit who can commune with machine spirits even before his transformation? The possibilities are intriguing, assuming he survives the trials ahead.

The Void's Warning

We would have lost the starboard battery today if not for Grimfang's instincts. The war beast began pacing the corridor outside the battery's main capacitor hours before any mechanical indicators showed problems. Three technical adepts insisted nothing was wrong, but Smith Artifex Stormhowl knew better than to ignore a war beast's warning.

When we opened the compartment, we found hairline fractures throughout the main power conduits - damage that would have caused a catastrophic overload during the next major engagement. The beast had somehow sensed the change in the power field's resonance long before our instruments could detect it.

Now we run war beasts through the critical systems sections at regular intervals. Their enhanced senses, combined with their natural sensitivity to energy fields, have prevented countless disasters. The Mechanicus representatives protest this "non-standard" approach to ship maintenance, but they cannot argue with the results.

The Dead Watch

Even in my sacrosanct shell, I maintain my vigil. The "Fang of Retribution" speaks to me differently now - not through blood or psychic resonance, but through the direct interface of machine to machine. Yet I still sense what the younger brothers cannot.

Last night cycle, I felt it - a subtle shift in the ship's spirit, a disharmony in its usual rhythm. The war beasts sensed it too, their howls echoing through the lower decks. Within hours, we encountered a space hulk emerging from the warp. Thanks to our early warning, the fleet was prepared.

Let the Mechanicus doubt our methods. We understand our vessels in ways their binary cant cannot quantify. The bonds we forge with our ships run deeper than mere technology - they flow through blood, spirit, and the very void itself.

Ecclesiarchal Assessment Report - Blood Wolves Chapter

ADEPTUS MINISTORUM

DOCTRINAL ASSESSMENT REPORT

Re: Blood Wolves Chapter Theological Evaluation
Author: Cardinal Thaddeus Rex, Ordo Doctrina Imperialis
Classification: RESTRICTED

PRELIMINARY FINDINGS:

The Blood Wolves Chapter presents a complex theological case. While their absolute loyalty to the Emperor is beyond question, their methods of expressing that devotion diverge significantly from standard Imperial doctrine.

DOCTRINAL STRENGTHS:

Vigilance Against Corruption

- Maintain constant watch for signs of taint
- Immediate and decisive response to suspected corruption
- Multi-layered detection systems including war beasts
- Rigorous self-policing through Chaplain oversight
- Willingness to execute their own at first sign of corruption

Practical Effectiveness

- Exceptional success rate against heretical cults
- Demonstrated ability to root out hidden corruption
- Minimal collateral damage to Imperial infrastructure
- High preservation rate of civilian populations
- Effective cooperation with other Imperial organizations

Chapter Culture

- Strong emphasis on duty and vigilance
- Clear chain of spiritual authority
- Regular ritual observances
- Maintained purity over centuries of service
- Strong traditions of self-sacrifice

AREAS OF THEOLOGICAL CONCERN:

Blood Rituals

- Non-standard ritual practices

- Heavy emphasis on blood symbolism
- Tribal influences on Imperial ceremonies
- Complex blood-sharing ceremonies
- Ritualistic enhancement practices

Emperor Worship

- Focus on Emperor as genetic father rather than deity
- Emphasis on blood lineage over divine nature
- Integration of tribal spiritual practices
- Non-standard prayer formulations
- Unusual ritual implements

Psychic Practices

- High concentration of psykers
- Integration of psychic abilities in rituals
- Unusual enhancement protocols
- Non-standard training methods
- War beast enhancement practices

MITIGATING FACTORS:

Practical Considerations

- All practices properly sanctioned
- Clear paper trail for all ritual modifications
- Regular Inquisitorial oversight
- Demonstrable tactical benefits
- Strong resistance to corruption

Historical Context

- Practices evolved from necessity
- Clear adaptation to specific mission requirements
- Maintained effectiveness over centuries
- Strong record of loyalty
- Consistent results against corruption

Spiritual Foundations

- Absolute dedication to Emperor's service
- Clear understanding of duty
- Strong spiritual discipline
- Effective anti-corruption measures
- Regular spiritual oversight

RECOMMENDATIONS:

Continued Monitoring

- Regular theological assessment
- Documentation of all ritual practices
- Observation of blood ceremonies
- Assessment of psychic protocols

- Evaluation of war beast program

Limited Integration

- Maintain operational independence
- Restrict ritual sharing
- Control knowledge distribution
- Monitor influence on other forces
- Preserve tactical effectiveness

Spiritual Oversight

- Regular chaplain evaluation
- Documentation of all ceremonies
- Assessment of prayer practices
- Monitoring of tribal influences
- Evaluation of psychic integration

CONCLUSION:

While the Blood Wolves' interpretation of Imperial faith raises valid concerns, their practical effectiveness and proven loyalty make them a valuable asset to the Imperium. Their divergent practices, while unusual, appear to strengthen rather than weaken their resistance to corruption. Recommend continued monitoring but no direct intervention.

For the Emperor's Glory,

Cardinal Thaddeus Rex

Ordo Doctrina Imperialis

[Document bears official seals of the Ecclesiarchy]

[Multiple purity seals and authentication codes]

+++THOUGHT FOR THE DAY: FAITH IN THE EMPEROR TAKES MANY FORMS+

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Stories: Brilliant Minds

The Guard's Valor

Veteran Sergeant Theron pauses between bites, his scarred hands wrapping around his chalice.

"You think the Imperial Guard slow us down, young one? Let me tell you about Colonel Hassan of the 442nd Cadian. During the Purge of Hive Mortalis, most commanders would have thrown waves of men at the cultist strongholds. Not Hassan. When we explained our hunting patterns, he immediately understood.

His artillery crews learned to time their bombardments perfectly with our squad movements - creating the exact cover we needed, exactly when we needed it. His infantry would set up perfect anvils for our hammer blows, fixing enemy forces in place without ever realizing they were being maneuvered into our kill zones. Most impressively, he taught his Sentinel pilots to follow our war beasts' signals, creating a mobile reserve that could reinforce any position within minutes.

The true brilliance? He kept detailed records of our joint operations, but never once mentioned our psychic abilities or blood rituals in his reports. 'Some truths,' he told me, 'are best left to those who need to know them.'"

The Arbites' Understanding

Chaplain Darius shares while his war beast lies vigilant at his feet.

"Brothers, the Adeptus Arbites are natural allies for us, but only if we respect their methods. During the Taranus Hive insurgency, Arbitrator Lord Voss taught me this personally. Instead of dismissing their precinct network as primitive compared to our psychic hunting methods, we learned to integrate both approaches.

Their precinct forces would establish cordons exactly where our war beasts indicated, but using their own patrol patterns. They provided us with detailed precinct logs that, combined with our beasts' sensing abilities, let us map the entire cult network. When we struck, their shock troops would secure outer perimeters while we conducted our internal hunts.

Most importantly, they understood the value of silence. Not just operational security, but the deeper silence of knowing when not to ask certain questions. To this day, the Taranus precincts maintain a special vox frequency just for our chapter."

The Mechanicus' Method

Smith Artifex Stormhowl speaks while carefully maintaining his ritual tools.

"You'd think the Mechanicus would reject our methods entirely, wouldn't you? But Magos Errant Octavius proved different. When we deployed to protect Forge World Lucius IV, he approached me with fascinating insights about how our blood rituals might actually strengthen machine spirits rather than offend them.

We developed a hybrid approach - their binary cant ceremonies would establish the base pattern, while our blood-enhancement rituals would reinforce it. Their skitarii forces learned to use our war beasts' sensing abilities to optimize their targeting algorithms. We even found

ways to incorporate their incense into our ritual components, creating a bridge between both traditions.

The key was mutual respect - we never tried to access their deeper tech-mysteries, and they never pressed us about our chapter's inner workings. Even now, Octavius sends us regular supply shipments with components specifically chosen to accept our enhancements."

The Sisters' Synergy

Arc Chaplain Vigilius speaks quietly, fingering his Rosarius.

"The Adepta Sororitas can be our strongest allies, brothers, but it requires perfect understanding of their faith. When Sister Superior Helena first saw our blood rituals, she nearly declared us heretics. It was only after we invited her to witness a full ceremony, complete with all Imperial litanies and sacred observations, that she understood.

During the Cleansing of Shrine World Devotus, her Order of the Sacred Heart developed brilliant combined tactics with us. Their faith-fueled advances would draw enemy attention, while our hunt-packs would strike from shadows blessed by both their prayers and our powers. Their Acts of Faith complemented our blood-bonds in ways that surprised even our Chaplains.

The breakthrough came when we composed joint battle-prayers that honored both their devotion and our traditions. Now, that Order specifically requests our chapter when they encounter certain threats. They don't need to understand everything about us - they understand enough."

The Knight's Honor

Captain Validus Stonehammer's voice carries across the feast hall.

"House Hawkshroud taught us how to ally with the Knight Houses, brothers. The key? Respect their traditions while showing them the honor in ours. When we first deployed alongside them, I made sure to attend their ritual feasts, sharing tales of our hunts in their formal style. In turn, their Nobles learned to trust our war beasts' warnings as if they were their own auguries.

We developed voice codes that their Nobles could use to coordinate with our hunt-packs, making it seem like their own tactical innovations rather than accommodation of our methods. Their Sacristans even learned to modify their auspex arrays to better complement our beasts' sensing abilities, though we never revealed exactly how those senses worked.

Most importantly, we honored their martial pride. We never suggested they adapt to us - instead, we showed them how their existing combat doctrines could weave perfectly with ours. Now they see us as worthy hunting partners, and there's no higher praise from a Knight House."

Inquisitorial After-Action Report

Subject: Liberation of Hive City [Redacted]

Location: Gothic Sector, [Hive Name Classified]

Author: Inquisitor Severan Karthis, Ordo Hereticus

Classification: Vermillion Clearance

Objective:

Liberate Hive City [Redacted] from Chaos forces, dismantle cultist networks, and neutralize daemonic incursions while maintaining the cohesion of allied Imperial forces. Prevent Craftworld and Dark Eldar from interfering with imperial goals.

Participating Forces:

Blood Wolves Chapter (Adeptus Astartes)

- Role: Infiltration, psychic disruption, and surgical strikes.
- Detachment: Captain Validus Stonehammer, 45 Astartes including multiple psykers and 10 war beasts.

Marines Exemplar Chapter (Adeptus Astartes)

- Role: Codex-compliant tactical assaults and defensive operations.
- Detachment: Captain Lucian Praetor, 60 Astartes, including Tactical and Devastator squads.

Order of the Bloody Rose (Adeptus Sororitas)

- Role: Purging heretics, spiritual reinforcement, and heavy firepower.
- Detachment: Canoness Valeria Thorn, 75 Battle Sisters, including Retributors and Immolators.

Imperial Guard (84th Theraxian Siege Regiment)

- Role: Bulk firepower, urban containment, and attritional warfare.
- Strength: 4,500 Guardsmen supported by armored units

(Chimera transports, Leman Russ tanks).

Exorcists Chapter (Adeptus Astartes)

- Role: Counter-daemonic operations and warp disruption.
- Detachment: Chaplain Leonis and a 10-Astartes kill team.

Sisters of Silence(Null-Maidens)

- Role: Psychic disruption, daemon weakening.
- Detachment: Sister Superior Arval and 15 Sisters

Planetary Defense Forces(PDF)

- Role: Bulk firepower, urban containment, and attritional warfare.
- Strength: 15,000 lightly armed personnel supported by armored transport units.

Inquisition (Ordo Hereticus)

- Role: Oversight, coordination, and warp anomaly containment.
- Detachment: Inquisitor Severan Karthis, 12 Acolytes and an Inquisitorial Stormtrooper Squad of 30

Phase 1: Initial Reconnaissance and Counter-Propaganda

Timeline: Day 1-6

Chaos propaganda, orchestrated by the Word Bearers, immediately targeted the Blood Wolves, accusing them of harboring corruption. The Inquisitor swiftly identified the threat and began counter-propaganda efforts, issuing edicts that emphasized the Wolves' proven loyalty and highlighting their record against Chaos. Commissars were deployed among the Imperial Guard to enforce discipline and punish any who spread heretical doubts.

Chaos cults, led by Word Bearers and supported by Possessed Marines, initiated widespread propaganda targeting Imperial forces. Disinformation accusing the Blood Wolves of corruption spread rapidly, causing suspicion among both the Sororitas and Imperial Guard. These suspicions were inflamed when residual warp energy lingered in areas cleared by Wolves psykers.

The Exorcists opposing the claims of Blood Wolves corruption, as well as their effectiveness also opened them up to disinformation, suggesting them being the ones who summon demonic forces.

Craftworld Eldar were reported to attack chaos forces by Blood Wolves psychic reconnaissance. Inquisitor Severan Karthis and the Blood Wolves agreed on non interference, forcing Canoness Valeria Thorn and Captain Lucian Praetor to

raise severe concerns, going as far as threatening withdrawals.

Dark Eldar Raiders were seen attacking chaos and imperial forces where weaknesses were displayed, returning with captured slaves. Blood Wolves psychic reconnaissance was received by the guard enabling them to prepare for most of the assaults. The Sororitas did not accept the information and tried to counter the raiders with more conventional means.

The Blood Wolves, leveraging their psykers and war beasts, successfully identified and eliminated several cult leaders. However, their actions were met with skepticism due to their unconventional rituals, and even some Guardsmen began questioning their motives.

Exorcists' Countermeasures:

The Exorcists actively countered the warp influence, purging three small breaches and banishing a group of Bloodletters. Their unwavering purity began to restore morale, earning the respect of both the Guard and Sororitas.

Marines Exemplar Role:

The Marines Exemplar reinforced key logistical routes, repelling Chaos ambushes and ensuring the Guard's safe deployment into contested zones. Their precision firepower crushed an attempted cultist uprising in the mid-hive, stabilizing the front lines.

PDF Effects:

The PDF proved to be a two-sided sword. Some units collaborated with chaos forces, feeding them intelligence or angering eldar forces, while others proved surprisingly effective support for the Imperial Guard.

Inquisitorial Efforts:

- Regularly broadcast messages of unity and faith through vox channels, condemning the Word Bearers' lies as desperate acts of a doomed foe.
- Deployed psykers to detect and neutralize subtle warp-based manipulations that fueled distrust.
- Conducted public acts of reassurance, such as the execution of captured cultists, to demonstrate the Imperium's control.
- Started evaluating PDF troops' allegiance, using the Blood Wolves war beasts as well as commissars for reducing their negative influence.

Commissar Role:

- Commissars ensured unwavering loyalty among the Guard by

reinforcing the narrative of a unified Imperial effort.

- Several Guardsmen who openly questioned the Wolves were summarily executed as an example, effectively silencing dissent.
- Several Commissars assigned to likely loyal PDF units to keep them in line.

Incidents of Note:

- Accusation Escalation: Sororitas leaders openly criticized the Wolves, while Captain Praetor of the Exemplars demanded an Inquisitorial review of the Wolves' actions near the manufactorum breach.
- Chaos Manipulation Success: Several Imperial Guard officers delayed key advances due to fear of daemonic corruption, allowing Word Bearer forces to reinforce their defenses.
- PDF Friendly Fire: Several PDF units fired on allies and the non-hostile Craftworld Eldar forces, either due to panic or traitorous allegiance. Multiple units changed side in the middle of engagements.

Results:

- Although initial doubts lingered, morale among the Guard stabilized, and rumors of corruption diminished. The Exorcists' visible presence reinforced faith in the campaign's integrity.
- PDF forces were stabilized by Commissars or made their allegiance to the ruinous powers known. Blood Wolves and Psykers detected small remaining traitor cells while evaluating troops.

Phase 1 Reactions

Blood Wolves (Captain Validus Stonehammer):

Let them question our methods—they'll thank us when the heretic's screams are silenced. We hunt for the Emperor, not their approval.

Marines Exemplar (Captain Lucian Praetor):

Precision and discipline will carry this war. Let no Guardsman falter and no mistake go uncorrected. This manufactorum will hold because we will it so.

Sororitas (Canoness Valeria Thorn):

Faith does not waver in the presence of doubt. Those who speak heresy against their allies risk damnation alongside the enemy.

Imperial Guard (Commissar Ralt):

The wolves bite, and the giants stand tall, but it's the Guard that bleeds to hold the line. Remember that, and keep your aim steady.

Exorcists (Chaplain Leonis):

Do not let the lies of Chaos twist your faith. Trust in the Emperor's plan, and trust in us to sever their daemonic ties.

Sisters of Silence(Sister Superior Arval):

The air stinks of warp corruption, and yet they question the necessity of our silence. Let them misunderstand. We are the blade that severs the foul bond between the warp and reality.

Planetary Defense Force (Sergeant Tiral of the Ashgate Battalion):

We're told to hold the line, but against what? Our orders are chaos, and every shadow looks like a traitor. We are soldiers, but we're treated like expendable pawns.

Inquisition (Inquisitor Severan Karthis):

The voice of Chaos is sweet poison. Let it drip into your mind, and you are lost. We will silence their whispers before they take root.

Phase 2: Tactical Engagements and Active Unity Campaign

Timeline: Day 7-13

As Chaos forces intensified their assaults, the Inquisitor ramped up efforts to unify Imperial forces. This included direct interventions during moments of tension between factions.

Chaos forces intensified their attacks, employing Possessed Marines, Hellbrutes, and waves of cultists. Lesser Daemons manifested frequently, forcing Imperial forces to adapt quickly.

The propaganda accusing the Blood Wolves of summoning these daemons continued to spread, causing some Sororitas squads to refuse direct coordination with them.

Craftworld Eldar forces helped spread enemy forces thin, sometimes almost working in tandem with the Blood Wolves, using both of their strengths to reduce chaos shrines and

summoning circles. Inquisitor [REDACTED] had to spend a large amount of time quelling xenos hate among the forces, delaying the continued attack.

Dark Eldar Raiders interrupted supply lines and tried to capture imperial troops, forcing the Imperial Guard to fight on multiple fronts, often supported by Blood Wolves strike teams countering the stealth technologies used.

Blood Wolves' Successes:

- The Wolves neutralized a Dark Apostle coordinating summoning rituals, destabilizing Chaos leadership in the western sector.
- Their psykers disrupted two major warp nexuses, preventing the manifestation of greater daemonic forces.
- War beasts tracked and eliminated cult leaders attempting to flee, ensuring no heretical remnants escaped.

Marines Exemplar's Impact:

- Led a coordinated assault to recapture the mid-hive manufactorum, holding critical choke points and providing fire support for advancing Guard units.
- Their Devastators neutralized a corrupted Knight, preventing a breakthrough in the southern sector.

Exorcists' Counter-Daemon Operations:

- The Exorcists destroyed two Possessed squads and banished a Herald of Khorne. Their efforts alleviated mounting pressure on the Guard and secured critical defensive positions.
- Chaplain Leonis' leadership inspired allied forces, particularly the Sororitas, who began prioritizing collaboration with the Exorcists.

Sororitas' Role:

The Sororitas Retributors, backed by Immolators, eradicated heavily fortified cultist enclaves. Their actions cleared the way for Imperial Guard advances, though they continued to scrutinize the Blood Wolves' involvement.

PDF's Role:

The remaining PDF forces worked well as an addition to the Imperial Guard by bolstering their numbers. Further cells and single traitors were discovered during the fights, reducing the information leaked to the enemy, but wholesale switching of sides didn't occur.

Propaganda Countermeasures:

- Public Declarations of Unity: The Inquisitor praised each

faction's contributions in vox transmissions, framing their combined efforts as a holy testament to the Emperor's will.

- Reinforcing Blood Wolves' Reputation: Specific commendations were broadcast detailing the Wolves' successful elimination of a Dark Apostle, shifting focus from their psychic methods to their tangible victories.

Commissars' Actions:

- Positioned among frontline units, Commissars shared stories of the Exorcists' daemonic banishments and the Wolves' daring infiltration missions, framing them as heroic acts that saved countless lives.
- Any soldier caught doubting allied forces faced immediate punishment, ensuring cohesion under duress.

Results of Counter-Propaganda:

- Sororitas squads began to tolerate the Wolves' presence after the Exorcists vouched for their actions, though deep mistrust remained.
- The Guard increasingly viewed all factions as part of a unified effort, though minor tensions persisted.

Incidents of Note:

- Propaganda Effectiveness: Guardsmen hesitated to advance into zones previously secured by the Wolves, citing fears of lingering corruption.
- Possessed Marine Onslaught: A Word Bearer warband led by Possessed Marines broke through the southern sector, resulting in severe Guard casualties before being repelled by the combined efforts of the Exorcists and Marines Exemplar.

Phase 2 Reactions

Blood Wolves (Captain Validus Stonehammer):

This Apostle fell easily, but there are more. His whispers carried far, and his minions still fester. My Wolves will cut them from the hive's heart.

Marines Exemplar (Sergeant Thalmar):

Choke points hold when held by Exemplars. We stem the tide, and the Emperor's light pushes forward. Stay vigilant, brothers, and hold!

Sororitas (Canoness Valeria Thorn):

Fire cleanses the body; faith cleanses the soul. The Retributors will reduce these heretical nests to ash.

Imperial Guard (Lieutenant Hana):

The daemons fall when the Emperor's angels strike, but we're the ones who sweep up the pieces. Keep moving. Keep fighting. The city's ours to win.

Exorcists (Chaplain Leonis):

Where daemons tread, we tread harder. Every warp breach sealed is another nail in Chaos' coffin. Purity is our weapon, and it shall not fail.

Sisters of Silence (Sister Superior Arval):

The whispers weaken, but only because we are here. Each psyker we silence is one less beacon for the daemon to manifest. They may curse us, but their lives depend on our presence.

Planetary Defense Force (Corporal Verik, loyalist PDF):

The Commissar says we're loyal, but how do you prove loyalty when you're fighting alongside beasts and witches? We do our duty, even if it feels like we're fighting for ghosts.

Inquisition (Inquisitor Severan Karthis):

Doubt lingers among our ranks, but no more. Deeds speak louder than rumors. Today, the Wolves' work and the Exorcists' fire have shown the Emperor's truth.

Phase 3: Final Battle and Narrative Consolidation

Timeline: Day 14-20

The Inquisitor played a central role in ensuring cohesion during the chaotic final assault on the Chaos stronghold. Chaos propaganda escalated, with captured vox channels broadcasting accusations of corruption among the Wolves and other Imperial forces. The Inquisitor's rapid response prevented these efforts from taking root. The final battle at the Chaos stronghold saw the full might of Word Bearers' forces unleashed. The defenses were led by Greater Daemons, including a Keeper of Secrets and a Herald of Khorne, supported by Daemonettes, Bloodletters, and a Hellforged Defiler.

The drastically reduced availability of ammunition and replacement gear due to the length of the battle and the

ambushes of Dark Eldar Raiders led to more melee heavy engagements than expected or desired. This increased the losses among the imperial forces further.

Blood Wolves' Infiltration:

The Wolves penetrated the inner sanctum, eliminating a Dark Apostle and disrupting a major summoning ritual. However, their psykers struggled to contain the warp rift, leading to the manifestation of the Keeper of Secrets. Despite their efforts, the Wolves were forced to withdraw under heavy pressure.

Marines Exemplar's Assault:

The Exemplars led the main charge, with Captain Praetor personally slaying the Herald of Khorne in single combat. Their Tactical squads held the outer perimeter, repelling waves of daemons and cultists to prevent reinforcements from overwhelming allied forces.

Craftworld Eldar's Support:

Craftworld Eldar forces helped defend Imperial Guard supply lines from Dark Eldar Raiders, enabling the forces of the imperium to concentrate on the chaos threat. Additionally a secondary summoning nexus was attacked and destroyed to reduce chaos demon reinforcements.

Exorcists' Pivotal Role:

- The Exorcists, alongside Sororitas Celestians, banished the Keeper of Secrets. Chaplain Leonis delivered the killing blow with his sanctified crozius, ensuring the warp rift was sealed.
- Their psychic expertise neutralized lingering warp corruption, solidifying the final victory.

Sororitas Collaboration:

The Sororitas provided critical firepower, suppressing Possessed Marines and preventing the Defiler from overwhelming allied lines. Their Retributors formed a key defensive line, enabling the Exorcists to engage the Keeper of Secrets directly.

Imperial Guard's Final Stand:

Though battered and exhausted, the Guard held their positions, preventing Chaos reinforcements from outflanking the Astartes. Their sacrifices ensured the campaign's success.

PDF's Time To Shine:

The remaining PDF forces managed to buy time against the hordes of deamons attacking the backlines of the Imperial Guard until the Craftworld Eldar managed to destroy the summoning nexus.

Inquisitorial Efforts During the Assault:

- Personally led battlefield sermons broadcast to all allied forces, condemning the lies of Chaos and rallying troops with fiery rhetoric.
- Directly ordered the Sororitas and Exorcists to collaborate on key objectives, publicly praising their unity to demoralize the enemy.

Commissars' Role:

- Stationed with Guard platoons, Commissars quelled fear and enforced discipline.
- When a Guardsman panicked during a daemonic surge, the Commissar executed him immediately, restoring order and focus to the line.

Results of Counter-Propaganda:

- Imperial forces maintained morale despite heavy losses, united by the Inquisitor's leadership and the visible efforts of key factions, including the Wolves and Exorcists.
- Chaos propaganda, though effective early on, failed to fracture the Imperial war effort during the climactic battle.

Phase 3 Reactions

Blood Wolves (Captain Validus Stonehammer):

The Apostle's blood stains my blade, but the Keeper rose in his place. We will regroup and strike again—it will die as surely as the heretic did.

Marines Exemplar (Captain Lucian Praetor):

This Herald thought itself a match for the Emperor's chosen. It lies broken at my feet. Hold the outer walls, brothers. Let nothing through!

Sororitas (Canoness Valeria Thorn):

The Retributors will not break, and their fire will not falter. The Keeper falls today, for we are the Emperor's judgment made flesh.

Imperial Guard (Sergeant Malik):

They came in waves—daemons, possessed freaks, all of it. But we held. Emperor help us, we held. I watched Commissar Ralt shoot a coward and lead the charge himself. We are still alive because of him.

Exorcists (Chaplain Leonis):

The Keeper is gone, banished by the Emperor's will channeled through our blades. This hive shall not see another daemon, not while we stand.

Sisters of Silence (Sister Superior Arval during the final banishment):

The Keeper falters in our presence. Its power fades as ours grows. Do not fear the void we bring—fear the alternative if we do not act.

Planetary Defense Force (Lieutenant Arlen, PDF survivor of the final battle):

The daemons came for the backlines, and we held. For all our doubts and all the blood spilled, we stood tall. Perhaps now they'll see that we are more than fodder—we are the Emperor's shield.

Inquisition (Inquisitor Severan Karthis):

The Word Bearers sought to fracture us with lies and shadows. Yet it is they who lie dead, and it is we who remain. Remember this victory and let it inspire the next.

Outcome:

Hive City [Redacted] was liberated, with Chaos forces eradicated and all warp breaches sealed. The Inquisitor's counter-propaganda campaign, supported by the Commissars' uncompromising enforcement, ensured the continued cohesion of Imperial forces despite internal tensions and external disruptions.

The Craftworld Eldar's involvement proved a double-edged sword. Their precision strikes against Chaos rituals significantly weakened the Word Bearers' summoning efforts, but their unpredictable autonomy and disdain for human coordination created friction with Imperial factions. Their actions, while ultimately beneficial, forced Imperial

commanders to adapt to their sudden interventions.

Conversely, the Dark Eldar exploited the chaos caused by both the campaign and their Craftworld kin, launching opportunistic raids on Imperial and Chaos forces alike. Their relentless pursuit of slaves and high-value targets forced severe troop repositioning, stretching Imperial forces thin and delaying key objectives. While the Drukhari eventually withdrew with their captives, their raids inflicted considerable disruption on Imperial logistics and morale.

Losses:

Imperial Guard (84th Theraxian Siege Regiment)

- Initial Strength: 4,500 Guardsmen, 150 armored vehicles (Leman Russ tanks, Chimeras, and artillery pieces).
- Final Strength: ~1,800 Guardsmen, 40 operational vehicles.
- Killed in Action: ~2,200 Guardsmen.
- Wounded: ~500 (most unfit for immediate redeployment).
- Captured by Drukhari: ~200 Guardsmen (presumed enslaved).
- 100 vehicles destroyed, including 25 Leman Russ tanks and 60 Chimeras.

Blood Wolves Chapter (Adeptus Astartes)

- Initial Strength: 45 Astartes, 10 war beasts.
- Final Strength: 30 Astartes, 4 operational war beasts.
- Killed in Action: 15 Astartes
- War Beasts Killed: 6.
- Significant damage to personal wargear.

Marines Exemplar Chapter (Adeptus Astartes)

- Initial Strength: 60 Astartes, including Tactical and Devastator squads.
- Final Strength: 48 Astartes operational.
- Killed in Action: 12 Astartes.
- Heavy bolters and Devastator squad equipment lost in engagements with Possessed Marines.

Order of the Bloody Rose (Adeptus Sororitas)

- Initial Strength: 75 Sisters, including Retributors and Immolators
- Final Strength: 50 Sisters, 3 Immolators operational.
- Killed in Action: 25 Sisters.

- Immolators destroyed: 7.

Exorcists Chapter (Adeptus Astartes)

- Initial Strength: 10 Astartes (kill team under Chaplain Leonis).
- Final Strength: 6 Astartes operational.
- Killed in Action: 4 Astartes.
- Sanctified relics and wargear destroyed during Greater Daemon engagements.

Sisters of Silence (Null-Maidens)

- Initial Strength: 15 Sisters.
- Final Strength: 10 Sisters operational.
- Killed in Action: 5 Sisters.
- Heavy losses sustained during suppression of mutant psykers in heavily corrupted zones.

Planetary Defense Force (PDF)

- Initial Strength: 15,000 personnel, lightly armed and supported by armored transport units.
- Final Strength: ~4,000 personnel operational.
- Killed in Action: ~5,500 (including confirmed Chaos collaborators).
- Captured by Drukhari: ~1,000 personnel (presumed enslaved).
- Executed for Treachery: ~1,500 PDF personnel purged by Commissars or Blood Wolves.
- Turned Traitor: ~3,000 PDF personnel missing in action, likely turned to chaos.
- Transport losses: ~70% of the vehicle fleet destroyed or captured.

Narrative Summary

The Imperial Guard and PDF bore the brunt of casualties, reflecting their roles as frontline attritional forces. The Blood Wolves, Marines Exemplar, and Exorcists suffered proportionally heavy losses given their smaller numbers but achieved critical objectives that turned the tide of the campaign. The Sororitas and Sisters of Silence played pivotal roles in countering Chaos and warp phenomena but faced significant attrition in key battles. Despite these losses, the cohesion maintained by the Inquisition ensured ultimate victory.

Allied Conclusions

Blood Wolves(Captain Validus
Stonehammer)

The hive is freed, the warp breaches sealed, and the heretics silenced—this is victory. Yet, it was achieved not without strife among our own. The Sororitas' zeal clouded their trust, the Exemplars' rigidity slowed their adaptability, and the PDF's fractures cost us dearly. Still, in the end, our strength and the Emperor's guidance saw us through. Let this be a lesson: unity against Chaos is paramount, even if it requires pragmatism others may disdain.

Marines Exemplar(Captain Lucian Praetor)

This campaign demonstrates the triumph of discipline and adherence to duty. Despite the disorganized methods of some allies and the inherent risks of operating alongside psykers, the combined might of the Emperor's servants prevailed. The Blood Wolves and Exorcists delivered results, though their reliance on the warp remains troubling. The Guard and Sororitas stood firm, while the PDF's fragmentation underscores the necessity of preemptive oversight. We must learn from these imperfections to face greater threats with unshakable unity.

Order of the Bloody Rose (Canoness Valeria Thorn)

Victory was claimed through the Emperor's will and the purging flame. Yet, it was not without difficulty. The faithless among the PDF were a stain on this campaign, and the wolves who flirt with corruption remain suspect. Nevertheless, the Exorcists showed great devotion in their fight against the daemonic, and the Guard's courage was evident in their sacrifices. In the end, the hive is cleansed, but vigilance must never waver.

84th Theraxian Siege Regiment(Commissar Ralt)

The Guard bled to hold the line, as we always do, and our comrades paid dearly for this victory. The Wolves hunted well, the Exemplar held, and the Sororitas' fire burned bright. Even the Exorcists, with their strange ways, fought like demons against the warp. But the fractures among us—PDF betrayal, distrust of allies, and xenos interference—made this harder than it needed to be. Let this campaign remind all that we, the Guard, are the Emperor's shield, no matter the odds.

Exorcists Chapter(Chaplain Leonis)

This hive was saved not by one faction, but by the Emperor's

grace working through many hands. The Guard stood resilient, the Sororitas burned bright, and even the Wolves, despite their methods, disrupted the heretics effectively. Our sanctity in combating the warp proved critical, though lingering doubts from allies hindered our efforts early on. Let those who question us see the sealed breaches and know that the daemonic can be defeated. The Imperium prevailed because we stood united, however tenuous that unity may have been.

Null-Maidens(Sister Superior Arval)

Victory came not without cost, nor without misunderstanding. Where silence was needed, we brought it. Where the warp sought to spill forth, we closed the rifts. Yet the psyker-reliant factions remained skeptical of our presence, even as they reaped the benefits of our work.

The Guard, steadfast as always, showed the value of mortal resolve. The Sororitas' zeal was a welcome fire, though their distrust of others hampered cohesion. Let this victory serve as proof: to face the warp, silence is not an option—it is a necessity.

Planetary Defense Force (Lieutenant Arlen, Loyalist PDF Commander)

We stood divided, some of us swayed by Chaos, others doubted by those we fought to protect. Yet, in the face of betrayal, fear, and death, loyal PDF forces proved their worth. We held the line alongside the Guard, bled for every inch of ground, and shielded this hive from total ruin. Let the traitors be a lesson to us all: vigilance is not just a duty—it is survival. The Emperor's light endures because of those who refused to falter, no matter the cost.

Inquisitorial Perspective

The liberation of Hive City [Redacted] was a hard-fought and costly victory, but it underscores the Imperium's greatest strength: its unity in purpose against the forces of Chaos. Each faction brought their unique strengths to bear—strengths that, at times, clashed due to ideological differences and mistrust. The Guard's sacrifice, the Wolves' ferocity, the Exemplar's discipline, the Sororitas' zeal, the Exorcists' purity, and the Silence's suppression of the warp each played a vital role. Yet, this campaign is a reminder of the fragility of such alliances. Only through discipline, faith, and vigilance can the Imperium stand against the encroaching darkness

Analysis:

Strengths of Countermeasures:

- Blood Wolves: Their disruption of Chaos leadership and infiltration of key sites proved critical to the campaign.
- Marines Exemplar: Their disciplined defense and firepower ensured the stability of the front lines.
- Exorcists: Their unparalleled ability to combat daemonic forces solidified the campaign's success.
- Sororitas: Their firepower and zeal purged entrenched cultist and daemonic threats.
- Imperial Guard: Their resilience and fire support enabled the Astartes to achieve critical objectives.
- Inquisitor and Commissars: Counter-propaganda efforts prevented Chaos from fully exploiting divisions.

Remaining Weaknesses:

- Persistent Tensions: While mitigated, deep ideological differences between the Wolves and other factions remain a long-term concern.
- Fragile Alliances: The Sororitas and Exemplars' tolerance of the Wolves remains tenuous, suggesting further efforts are required to solidify inter-faction trust.

Recommendations:

- Strengthen Counter-Propaganda Training: Prepare specialized units to detect and neutralize psychological warfare in future campaigns.
- Codify Multi-Faction Operations: Develop formalized protocols for inter-faction cooperation to reduce ideological friction.
- Deploy Inquisitors Early: Assign Inquisitorial agents to oversee campaigns from the outset to prevent Chaos propaganda from gaining a foothold.
- Inter-Faction Training: Develop joint protocols to reduce ideological friction in multi-faction operations.
- Codify Psyker Oversight: Establish stricter safeguards for the deployment of psychic assets.

Conclusion:

Despite the Word Bearers' efforts to fracture Imperial forces, the Inquisitor and Commissars ensured that the campaign succeeded through decisive counter-propaganda and discipline.

The liberation of Hive City [Redacted] demonstrates the Imperium's ability to unite disparate factions under the Emperor's will, even against the insidious influence of Chaos.

For the Emperor.

[Seal of the Inquisition]

[Authentication Codes Redacted]

Stories: Civilian Heroes

The Hive Mother's Faith

Sergeant Theron leans back, scarred hands cradling his chalice as Fenris shifts at his feet.

"Brothers, you know how the war beasts are never wrong about people - their senses gifted by the Emperor Himself. Well, this tale grows more remarkable every time Fenris here catches the scent of children in the hive. During the Mortarius Purge - yes, that one, where we found the cult's blood-chapel - we came across something that even the Inquisition's records couldn't explain."

"Picture this: thirty floors down in the toxic dark, where even the hardened hive gangs fear to tread, we found her. A woman, no weapons, no armor, just pure faith and a hab-block full of children. Some say she was as tall as a Space Marine, others that she glowed with the Emperor's light - but I was there. She was just a normal woman, which makes it all the more incredible."

"When Fenris approached her - and mind you, this was right after he'd torn through three genestealer hybrids - something changed in him. You know how our beasts are, brothers. Proud. Fierce. But this war beast, this killer of daemons and heretics, bowed his head to her like a common hound. The Chaplains still debate what he sensed in her."

Pauses to refill his chalice.

"The children she protected? Some say it was fifty, others a hundred - the stories grow in the telling. But I'll tell you this truth: to this day, when we pass through that sector, every war beast in the chapter growls a greeting. The Inquisition has a file on her now, though they'll never admit it. They call her the 'Saint of the Underhive' in their sealed records. But to us? She's just the mother who stared down a war beast and saw not a weapon of the Emperor, but one of His guardians."

The Merchant's Courage

Brother-Chaplain Darius sets aside his barely-touched food, his voice carrying the weight of ritual.

You've all heard the tale of the Spice Merchant of Thanatos - though the Administratum records call it a 'routine void incident.' Ha! Let me tell you what really happened, as it was told to me by Brother Artemis, who heard it from the Void-Master himself."

"This merchant, they say his ship was ancient, a relic from before the Age of Apostasy. Some versions claim it was held together by prayers and determination - and after what he did, I'd believe it. When the Dark Eldar raiders came, he didn't just vent his cargo. No, brothers, he calculated the exact dispersal pattern to create what the Mechanicus later called 'a masterwork of void warfare.'"

Takes a long drink from his chalice.

"The spices? They say it was worth enough to buy a planetary governorship. But here's what the stories often miss - he'd spent forty years building that wealth, trading from one end of the sector to the other. His whole life's work, dispersed into the void in less time than it takes to say a prayer to the Emperor."

"The refugee ships he saved? The numbers grow with each telling - three ships, five ships, a whole civilian fleet. But I'll tell you this: every year, on the anniversary of that day, ships in that sector report smelling exotic spices through their void-sealed hulls. The Mechanicus claims it's impossible, but we know better. The Emperor's miracles take many forms."

"They say he still sails the void trading routes, his ancient vessel somehow always running true. Some claim his cargo holds are blessed, always full no matter how many supplies he gives to those in need. The chapter keeps track of him, though he doesn't know it. We've turned down several planetary governors requesting his trading rights, claiming 'security concerns.' Let them wonder about the real reason."

The Child's Warning

Captain Validus turns the bone-carved talisman in his hands, his voice carrying across the feast hall.

"The Miracle of Hive Secundus, they call it now - though you won't find that name in any official record. Everyone tells of how we purged the patriarch's nest, but few know the true architect of that victory was a little girl with eyes too old for her years."

Holds up the talisman, carved with childish figures.

"She couldn't have stood higher than my waist armor, yet she did what an entire network of Imperial informants couldn't. The war beasts say she smelled of faith and fresh-baked bread - an odd combination that still makes Grimfang here perk his ears when we pass a bakery. Some versions claim she glowed with a faint golden light, others that she spoke with the voice of a grown woman. But I was there."

"Truth is, she was just a child who cared enough about the homeless to notice when they started disappearing. While everyone else turned away, she kept count. Kept care. When she tugged on my cloak - and yes, brothers, every initiate asks how she got close enough - she wasn't just reporting cultists. She handed me a list, written in wobbly child's letters, of every person who had vanished."

Traces the carvings on the talisman.

Her father, Emperor bless his terrified soul, nearly fainted when she approached us. The stories say he tried to offer his life for hers - though I remember it more as desperate babbling. But she just patted his hand and kept talking. 'The people with too many teeth,' she said. 'They don't eat the food I leave anymore. They drink something red instead.'"

"That list she gave us? Led us straight to the patriarch's feeding grounds. The Inquisition has a whole theory about her being an unconscious psyker. The Ecclesiarchy has another about divine inspiration. But maybe, brothers, just maybe, she was what humanity could be if they all cared as much as one little girl with a loaf of bread to share."

The Blind Oracle

Smith Malleo sets down his tools with ceremonial precision.

"You want to know why the Forge World defense patterns always leave that one small mining outpost untouched? Why even the Mechanicus doesn't question its autonomy? Let me tell you about the Woman Who Sees Without Eyes - though that's not what she calls herself."

"The official report says we received a standard distress call. But every servitor and vox-operator who heard it swears it came through as pure static that somehow carried words

directly into their minds. When we arrived at that outpost, expecting the usual horror show, we found something that even our war beasts couldn't quite understand."

Picks up a ritual blade, examining its edge.

"The blind woman - and some say she was blind from birth, others that she sacrificed her eyes for her gift - she had convinced five thousand miners to seal themselves in the deepest shafts. Not through force or fear, mind you. She simply walked into the mining supervisor's office and stated it as fact. 'Death comes on silent wings,' she said. 'The deep earth will shelter us.'"

"The Dark Eldar raid that followed? Each telling adds more details. Some say their ships turned to ash when they tried to approach the mine. Others claim the raiders saw visions of their own deaths if they lingered. The truth? They simply found an empty outpost and moved on, their pride not allowing them to waste time searching."

"But here's what the stories often miss - when we arrived, she had hot tea waiting. Called each of us by name, rank, and the secret names our war beasts use for us in their own language. Even knew which of us preferred honey in our tea. The beasts? They sat at her feet like pups, these killers of daemons and hunters of heretics, while she told them stories in their own growling tongue."

"These days, that outpost never shows up on raid targets. The Dark Eldar avoid it. Even Chaos forces route around it. The Mechanicus claims it's due to 'optimal defensive positioning.' But we know better. She's still there, brothers, still serving tea to any Blood Wolf who passes by. Still blind, yet seeing more than most ever will."

The Scrivener's Sacrifice

Ancient Kalistair's massive dreadnought frame shifts, servo-motors whining softly as he settles into the telling position.

"Let me tell you of true heroism, brothers. Not the kind they sing about in Imperial hymns or carve on statue bases. This is the tale of Scrivener Third-Class Lucius Venn, whose only weapons were a quill and his faith in the Emperor's justice."

The ancient's cooling systems cycle in what might be a sigh.

"In my flesh days, before this sacred sarcophagus, I saw many brave acts. But none quite like this. They say Venn spent twenty years writing his reports in triplicate - one copy for his superiors, one for the archives, and one hidden in a cipher of his own making. Some versions claim he wrote them in his own blood when the ink ran dry. Others say the papers glowed faintly in the dark with the Emperor's light. But the truth? The truth was more remarkable."

"He recorded everything. Every missing person. Every strange gathering. Every shipment of supplies that didn't match its manifest. Twenty years of papers that seemed meaningless individually but formed a perfect map of corruption when pieced together. And he did it all while attending the very ceremonies he was documenting, smiling at the very monsters he was cataloging."

The dreadnought's ancient weapons shift slightly.

"When we finally arrived on Taranus IV, he was waiting. Didn't run, didn't hide. Walked right up to our Chaplain and handed over a data-slate and twenty years of physical records. 'The Emperor protects,' he said, 'but He also observes.' Three hours later, when they came for him - and they always come, brothers - he was still at his desk, finishing his last report."

"Some say he laughed as they took him, others that he recited the names of every person he'd

documented - all from memory. The truly remarkable part? Those records of his? Perfect. Every name, every date, every location - each one exactly where he said it would be. The cultists had spent twenty years thinking him a mere bureaucrat, too insignificant to notice. Never realized he was the most dangerous kind of hero - the kind who takes notes."

Ancient servos whir as the dreadnought's head turns to survey the gathered marines.

"In my memory banks, I still have his final report. Would you like to know what his last recorded words were? 'Thought for the day: The Emperor's justice requires only that we bear witness.' The Inquisition has an entire school of cipher-breaking named after him now, though they'll never admit it publicly."

"So the next time you see an administratum scribe, hunched over their desk in some forgotten corner of a hive city, remember Lucius Venn. Remember that sometimes the mightiest weapons in the Emperor's arsenal are a steady hand, a patient heart, and a well-kept ledger."

The dreadnought falls silent, but the soft hum of its power plant seems to carry the weight of centuries of remembrance.

GOVERNOR'S ASSESSMENT: BLOOD WOLVES CHAPTER

FROM: Planetary Governor Marcus Valerius, Hive World Taranus IV

TO: Sector Command

RE: Blood Wolves Chapter - Civilian Interaction Analysis

CLASSIFICATION: Administrative Review

EXECUTIVE SUMMARY:

Following recent Blood Wolves operations in Taranus IV's major hive cities, I find myself compelled to document their unusual approach to civilian interaction. Unlike typical Astartes deployments, their methods demonstrate remarkable subtlety and consideration for civilian infrastructure and population centers.

NOTABLE CHARACTERISTICS:

Operational Methodology:

- Preference for precision strikes over widespread purges
- Extensive use of war beasts for threat detection before civilian interaction
- Remarkable ability to maintain secrecy during urban operations
- Minimal collateral damage to infrastructure
- Selective enforcement protocols that preserve civilian productivity

Civilian Response Patterns:

- Initial fear response notably lower than with other Astartes
- War beasts appear to have calming effect on civilian populations
- No mass panic during operations
- Continued productivity in neighboring hab-blocks
- Minimal disruption to tithe collection

Economic Impact:

- 87% reduction in operational damage compared to standard Astartes deployments
- Maintained production quotas during active operations
- Preserved critical infrastructure
- Minimal displacement of workforce
- Reduced reconstruction costs

SPECIFIC OBSERVATIONS:

Hive City Operations:

Upper Hive

- Surgical elimination of corruption
- Maintained noble house cooperation
- Preserved delicate political balances
- Minimal disruption to governance

Mid-Hive

- Continued industrial production during operations
- Protected vital supply lines
- Maintained workforce stability
- Preserved manufacturing capability

Underhive

- Selective target elimination
- Maintained stable gang hierarchies where beneficial
- Protected civilian refugees
- Preserved vital infrastructure

REMARKABLE INCIDENTS:

Manufactorum District:

During pursuit of heretical elements, Blood Wolves forces eliminated the entire cult cell without disrupting production quotas. Factory output actually increased following operation due to removal of corrupted elements.

Merchant Quarter:

Neutralized Dark Eldar raiding party with minimal civilian casualties. Local merchants report enhanced trade following demonstration of effective protection.

Administratum Sector:

Eliminated chaos cult while preserving vital records. Bureaucratic efficiency improved following purge of corrupted elements.

COST-BENEFIT ANALYSIS:

Benefits:

- Maintained tithe collection
- Preserved workforce

- Protected infrastructure
- Minimal reconstruction costs
- Stable population centers

Costs:

- Some civilian witnesses requiring monitoring
- Minor disruption to specific hab-blocks
- Limited administrative reorganization needed
- Selective memory modification required
- Minimal infrastructure repair

RITUAL AND PSYCHOLOGICAL IMPACT:

Blood Rituals

- Local population demonstrates mixed response to observed ceremonies
- Upper hive nobility particularly unsettled by blood-sharing practices
- Mid-hive workers show increased compliance after witnessing rituals
- Underhive population exhibits surprising acceptance
- Some civilian witnesses report unsettling dreams after observing ceremonies
- Local psykers experience heightened anxiety when blood rituals performed nearby

War-Beast Effects:

- Civilian populations report strange behavior in domestic animals preceding war beast arrival
- Multiple reports of war beasts "staring through" civilians later revealed as cultists
- Several documented cases of children approaching war beasts without fear
- Arbites report increased civilian cooperation following war beast patrols

Chaplain Interactions:

- Local priests report unease during joint ceremonies
- Civilian congregations demonstrate marked increase in attendance following Blood Wolves operations
- Some witnesses to chaplain rituals require minor psychological counseling
- Notable increase in Emperor worship fervor after ritual observations
- Several cases of spontaneous confession after exposure to chaplain ceremonies

CONCERNING ELEMENTS:

Ritual Exposure:

- 23% of civilian witnesses require basic psychological screening
- 12% report recurring nightmares involving blood symbols
- 7% show unhealthy fascination with observed ceremonies
- 3% require memory modification protocols
- Several cases of unauthorized blood ritual imitation among civilian population

Administrative Recommendations:

- Implement standard screening for ritual witnesses
- Establish containment protocols for civilian exposure
- Enhance Ecclesiarchy presence post-operation
- Monitor civilian population for ritual mimicry
- Institute regular psychological evaluation of exposed populations

RECOMMENDATIONS:

- Maintain preferential request status for Blood Wolves intervention
- Establish permanent liaison protocols
- Develop rapid response procedures
- Enhance coordination with planetary defense forces
- Implement supporting administrative protocols

PERSONAL NOTATION:

In my thirty years of planetary governance, I have never witnessed Astartes operations that so perfectly balanced elimination of threats with preservation of Imperial assets. Their consideration for civilian and economic factors while maintaining combat effectiveness is remarkable.

[RESTRICTED ADDENDUM]

Special note must be made of the "soul-freezing" effect reported by corrupt officials when subjected to war beast scrutiny. Several members of my own staff confessed to minor heresies simply after passing Blood Wolves Chaplains in corridors. While effective for rooting out corruption, this presents certain administrative challenges that must be delicately managed.

The cost of maintaining public order following ritual exposure is offset by the marked decrease in heretical activities and increased Imperial loyalty among the general population. However, I strongly recommend implementation of standard containment protocols following any substantial civilian exposure to Blood Wolves ceremonies.

AUTHENTICATION: [Governor's Seal]

[Administrative Authorization Codes]

[Departmento Munitorum Verification]

THOUGHT FOR THE DAY: Mercy to the populace is efficiency for the Imperium.

[ADDENDUM: Resource expenditure reports and damage assessments attached]

[APPENDED: Productivity analysis and tithe projections]

[INCLUDED: Civilian casualty reports showing remarkable restraint]

Warhammer 40k Rules

Chapter Tactics: Blood Bond Warriors

- Units within 6" of another Blood Wolves unit gain +1 to their Leadership characteristic
- Blood Wolves units that have participated in a Blood Bond ritual (see below) can re-roll failed morale tests while within 12" of their bonded unit
- Psyker units gain +1 to Psychic tests when within 6" of another Blood Wolves Psyker unit

Special Rules

Blood Bond Ritual

At the start of the battle, select two Blood Wolves units. These units can perform a Blood Bond ritual:

- Both units must remain stationary and within 3" of each other
- Neither unit can shoot, charge, or fight this turn
- Once completed, both units gain the "Blood Brothers" special rule for the remainder of the battle

Blood Brothers

Units with this rule gain the following benefits:

- Can use each other's Leadership characteristic if higher
- +1 to hit rolls in melee combat when within 6" of their bonded unit
- Can heroically intervene up to 6" if their bonded unit is charged

Combat Drugging

Once per battle, at the start of any phase select one Blood Wolves unit, affecting it until the end of the turn:

- +2 to Strength and Attacks characteristics
- -1 to saving throws
- Must charge the nearest enemy unit if possible
- After using this ability, roll a D6 for each model in the unit at the end of the turn. On a 1, that model suffers D3 mortal wounds.

Warlord Traits

Pack Alpha

- Friendly Blood Wolves units within 3" can use the Warlord's Leadership
- +1 Attack for friendly units that complete a Blood Bond with the Warlord's unit

Psychic Predator

- +1 to cast and deny psychic powers
- Once per turn, can attempt to manifest one additional psychic power

Hunter's Instinct

- Re-roll failed charge rolls
- +1 to wound rolls against Characters

Stratagems

Pack Hunters (3CP)

Use when a Blood Wolves unit declares a charge. Friendly Blood Wolves units within 6" can also declare a charge against the same target.

Predator's Strike (1 CP)

Use when a Blood Wolves unit fights. If they charged this turn, they gain an additional attack for each other Blood Wolves unit within 6".

Psychic Bond (2 CP)

Use in your Psychic phase. Select two Blood Wolves Psyker units within 12" of each other. Both units gain +1 to cast until your next turn.

Pack Instincts (1 CP)

Use when a war-beast unit is selected to fight. Until the end of the phase, each time a model in this unit makes an attack, an unmodified hit roll of 6 scores an additional hit

Hunting Pattern Alpha (2 CP)

- Use at the start of your Movement phase
- Select one war-beast unit and one enemy unit within 24"
- Until the end of your turn, add 2 to charge rolls made by the selected war-beast unit against the selected enemy unit
- The war-beast unit can charge even if it Advanced this turn

Protective Fury (1 CP)

- Use when a BLOOD WOLVES CHAPLAIN within 6" of any war-beast units is targeted by an attack
- War-beast units can attempt to Heroically Intervene as if they were CHARACTERS until the end of the turn

- Additionally, those war-beast units gain +2 to their Attacks characteristic until the end of the turn

Technical Expertise (2 CP)

Use when a SMITH unit repairs a vehicle the repair restores D6 wounds instead of D3

Captain's Command (1 CP)

Use at start of any phase, selected CAPTAIN unit can use their special rule twice

Chaplain's Blessing (2 CP)

Use before battle, selected ARC CHAPLAIN can perform an additional Blood Bond ritual

Combined Leadership (4 CP)

Use when a CAPTAIN, SMITH, and ARC CHAPLAIN are within 6" of each other, all three units gain +1 to all characteristics until end of turn

Shield Breaker Assault (2 CP)

Use when an Iron Shield Breakers unit is selected to shoot, until end of phase, improve AP of all weapons by 1 and re-roll damage rolls of 1

Blood Claw Fury (1 CP)

- Use when a Blood Claw Assault unit fights
- Unit gains +1 to wound rolls until end of phase
- After the phase ends, roll a D6 for each model; on a 1, it suffers a mortal wound

Combined Assault (2 CP)

Use when either unit is selected to charge, if another BLOOD WOLVES unit is within 6", both units can charge and gain +1 to their charge rolls

Ancient's Fury (1 CP)

Use when a BLOOD WOLVES DREADNOUGHT is selected to fight, until end of phase, improve AP of its melee weapon by 1 and add 1 to damage rolls

Ancient's Wisdom (2 CP)

- Use at start of your Movement phase
- Select one friendly BLOOD WOLVES DREADNOUGHT
- Until start of your next Movement phase, aura abilities have 6" added to their range

Combat Drug Integration (2 CP)

- Use when a BLOOD WOLVES DREADNOUGHT is selected to fight
- Until end of phase, add 2 to its Strength and Attacks characteristics
- At end of phase, roll D6; on 1, it suffers D3 mortal wounds

Purifying Presence (1 CP):

Use when enemy PSYKER manifests power within 12" of a CHAPLAIN, add 2 to Deny the Witch test

Ritual Mastery (2 CP):

Use at start of Movement phase, selected CHAPLAIN can perform emergency Blood Bond ritual

Blessed Guardian (1 CP):

Use when CHAPLAIN is targeted, gain a 4++ invulnerable save until end of phase

Relics

Fang of the Alpha

- Points: 20
- Melee weapon
- +2 Strength, -3 AP, D3 Damage
- Each successful hit allows an additional attack with this weapon

Blood Bond Chalice

- Points: 20
- Once per battle, allows a Blood Bond ritual to be performed without spending a turn stationary
- Bonded units gain +1 to their Blood Brothers benefits

Wolf's Eye Amulet

- Points: 25
- An ancient crystal amulet that enhances psychic perception
- Bearer gains +1 to Psychic tests
- Once per battle, can re-roll a failed Deny the Witch test
- Enemy PSYKER units must subtract 1 from their Psychic tests when targeting the bearer

Tome of the Shadow Hunt

- Points: 30

- A book containing the chapter's most effective hunting strategies
- Bearer re-roll advance and charge rolls
- Bearer gains +1 to wound against CHARACTERS
- Enemy units cannot fire Overwatch at bearer's unit

Shroud of the Pack

- Points: 45
- A psychically-attuned cloak woven with ritual-blessed threads
- Bearer gains -1 to hit from ranged attacks
- Bearer gains 5+++ Feel No Pain against mortal wounds
- Psychic powers targeting bearer suffer -2 to casting roll

Fang of the Void

- Points: 30
- A master-crafted force sword imbued with anti-warp energies
- Melee weapon profile: Strength: +2, AP: -3, Damage: D3
- PSYKER bearer can add 1 to Psychic tests
- Each wound roll of 6+ deals 1 mortal wound in addition to normal damage
- Re-roll failed wound rolls against PSYKER units

The Crimson Path

- Points: 35
- A set of archaic divination tools used by the chapter's first seers
- Once per battle round, can re-roll one Psychic test
- When manifesting Blood Wolves powers, extend range by 6"
- Enemy PSYKERS must subtract 1 from Deny the Witch tests against bearer

Hunter's Crown

- Points: 40
- An ancient neural interface that enhances predatory instincts
- Bearer gains 6" Heroic Intervention range
- Bearer can declare charges against units not visible to bearer
- When charging, add 1 to Strength and Attacks characteristics of the bearer

The Soul-Marked Blade

- Points: 45
- A force sword whose blade bears the crystallized blood of a thousand warriors
- Melee weapon
- +2 Strength, -3 AP, D3 Damage
- Each successful wound transfers 1 wound from bearer to target unit
- PSYKER bearer can cast one additional power per turn

Mantle of the Beast Master

- Points: 35

- A cloak made from the hide of an ancient alpha war beast
- WAR BEAST units within 6" re-roll failed hit rolls
- 4++ invulnerable save against melee attacks
- Enemy units within 3" suffer -1 Leadership

The Void's Echo

- Points: 30
- A crystal resonator that amplifies psychic energies
- Bearer increase range of all aura abilities by 3"
- Bearer adds 1 to Deny the Witch tests
- Once per battle, bearer can attempt to manifest a power even after failing a Psychic test

Blood-Forged Shield

- Points: 40
- A combat shield strengthened by countless blood rituals
- Bearer gains: 3++ invulnerable save
- When performing Blood Bond ritual, bonded unit also gains 5++ save
- Bearer reduces damage from mortal wounds by 1 (minimum 1)

The Pack Master's Horn

- Points: 25
- An ancient signaling device that resonates with both marines and war beasts
- Add 2" to charge rolls for friendly units within 6"
- WAR BEAST units within 12" can use bearer's Leadership
- Once per battle, can allow one unit to charge even if it fell back

Bones of the First Hunt

- Points: 30
- A set of ceremonial bone talismans from the chapter's founding
- Re-roll failed morale tests for friendly units within 6" of the bearer
- Bearer gains +1 to wound rolls against CHARACTERS
- Bearer gains 5+++ Feel No Pain against mortal wounds in melee combat

The Shadow's Heart

- Points: 45
- A dark crystal that pulses with psychic energy
- PSYKER only
- Bearer adds 1 to Psychic tests
- Bearer generates one additional warp charge point per turn
- Enemy units cannot fire Overwatch at bearer's unit

Psychic Powers

Blood Wolves psykers can generate from the following disciplines, with none

CHARACTERS having the WC 2 points higher:

Blood Bond Powers

Blood Echo (WC 6/WC 8)

- Target BLOOD WOLVES PSYKER can use the sensor array of any blood-bonded unit within 18"
- Affected units count as having line of sight to any unit visible to their bonded unit
- Lasts until your next Shooting phase

Crimson Link (WC 7/WC 9)

- Select two BLOOD WOLVES units within 12" that have performed Blood Bond ritual
- Lasts until your next Shooting phase
- Units share Feel No Pain saves if either unit has one
- Wounds can be allocated between both units
- Both units count as a single unit for aura ability purposes

Blood Cloud (WC 6/WC 8)

- Select one BLOOD WOLVES unit within 12"
- Lasts until your next Shooting phase
- -1 to hit rolls against this unit
- Unit counts as being in cover
- If unit has performed Blood Bond ritual, improve cover save by additional -1

Blood Link (WC 5/WC 7)

- Target BLOOD WOLVES unit within 18" can communicate telepathically with any blood-bonded unit
- Units can share targeting data and aura abilities
- Lasts until your next Shooting phase

Hunting Powers

Hunter's Aspects (WC 7/WC 9)

Target BLOOD WOLVES unit within 12" gains following until your next Shooting phase:

- +2" Movement
- +1 Strength
- +1 Attack
- Can advance and charge in same turn

Wolf Bite (WC 6/WC 8)

- Choose a visible enemy unit within 18"
- Roll D6 for each model in target unit, on 4+ unit suffers 1 mortal wound
- PSYKER units suffer mortal wounds on 3+ instead

Wolf Howl (WC 5/WC 7)

- Enemy units within 12" suffer -1 Leadership
- If PSYKER scored 8+ on Psychic test, affected enemy units must subtract 1 from hit rolls
- CHARACTERS must take morale test or lose ability to issue orders next turn

Predator's Jump (WC 5/WC 7)

- Target BLOOD WOLVES INFANTRY unit within 12"
- Unit can immediately move up to 12" in any direction
- Does not count as normal move or advance
- Can charge after using this power

Walk of the Predator (WC 6/WC 8)

- Select BLOOD WOLVES unit within 18"
- Lasts until your next Shooting phase:
- Double Movement characteristic
- Can move through models and terrain as if they weren't there
- +1 to charge rolls

Stalking Powers

Psychic Veil (WC 6/WC 8)

- Target BLOOD WOLVES unit within 18" becomes hidden
- Enemy units can only target this unit if it is their closest visible target
- -1 to ranged hit rolls against veiled unit
- Lasts until unit makes an attack or until your next Shooting phase

Prey on Thoughts (WC 7/WC 9)

- Select enemy unit within 24"
- Roll 2D6 and compare to unit's Leadership, if roll exceeds Leadership the ability succeeds
- See all stratagems used on unit next turn
- Unit cannot benefit from aura abilities next turn
- Reveal all remaining Command Points to BLOOD WOLVES player

Precognition (WC 6/WC 8)

- Lasts until your next Shooting phase
- Psyker gains 4++ invulnerable save
- Psyker can re-roll charge rolls
- Enemy units cannot fire Overwatch at this unit

Trail of Fear (WC 5/WC 7)

- Select enemy unit that fell back this turn
- Unit suffers D3 mortal wounds

- BLOOD WOLVES units get +2 to charge rolls against this unit
- Unit cannot perform actions next turn

Predator's Mark (WC 7/WC 9)

- Mark visible enemy unit within 24"
- All BLOOD WOLVES units can re-roll wound rolls against marked unit
- Marked unit cannot benefit from cover or negative hit modifiers
- Lasts until target is destroyed

Blood Memory (WC 5/WC 7)

- Select point on battlefield where a unit was destroyed
- Reveal all enemy units within 12" of that point, even if not visible
- BLOOD WOLVES units get +1 to hit against revealed units this turn

Pack Powers

Coordinated Strike (WC 7/WC 9)

- Select two BLOOD WOLVES units within 18"
- Lasts until your next Shooting phase
- Units can share targeting data
- Both units can fire Overwatch for each other
- +1 to hit when targeting same unit

Pack Shield (WC 6/WC 8)

- All BLOOD WOLVES units within 6" gain 5++ invulnerable save
- If units have performed Blood Bond ritual, improve to 4++
- Lasts until your next Shooting phase

Unity of Purpose (WC 7/WC 9)

- Select BLOOD WOLVES unit within 12"
- Lasts until your next Shooting phase
- Unit gains all chapter tactics
- Can use highest Leadership value of nearby units within 12"
- Re-roll failed hit rolls in melee

Will of the Wolf (WC 6/WC 8)

- BLOOD WOLVES PSYKERS within 6" gain +1 to Deny the Witch tests
- BLOOD WOLVES PSYKERS within 6" gain 5+++ against mortal wounds
- BLOOD WOLVES PSYKERS within 6" can attempt to deny one additional power

Terror Powers

Prey Response (WC 6/WC 8)

- Select enemy unit within 18"

- Target must succeed Leadership test
- Cannot advance or charge next turn
- Must fall back if within 6" of BLOOD WOLVES unit
- -1 to hit rolls

Predator's Presence (WC 5/WC 7)

- Enemy units within 6" suffer -2 Leadership
- Must subtract 1 from combat attrition test
- Cannot use aura abilities

Shadow of Death (WC 7/WC 9)

- Select enemy unit within 12"
- Unit suffers -1 to hit rolls
- Unit cannot fire Overwatch
- Unit must fight last in Fight phase even if charged
- Unit suffers D3 mortal wounds if it fails morale test

Blood Boil (WC 8/WC 10)

- Select visible enemy unit within 18"
- Roll D6 for each model in unit
- Each 4+ causes 1 mortal wound
- CHARACTERS suffer mortal wounds on 3+
- Units that lose any models to this power must take morale test

Blood Wolves Specialized Units

HQ Units

Chapter Master Lupus Blackthorn

M	WS	BS	S	T	W	A	Ld	Sv
6"	2+	2+	4	4	6	5	9	2+

215 Points

Equipment: Artificer Armor, Iron Halo, Master-crafted Force Sword

Special Rules

- Chapter Master: Re-roll all failed hit rolls for friendly BLOOD WOLVES units within 6"
- Lord of the Pack: Can perform Blood Bond ritual with up to three units instead of one
- Master Psyker: Knows 3 powers from Blood Wolves discipline, can cast 2 and deny 2

Wolf Master Dominus Wolfrider

M	WS	BS	S	T	W	A	Ld	Sv
6"	2+	3+	4	4	5	4	9	3+

145 Points

Equipment: Power Sword, Bolt Pistol, War-beast Mount

Special Rules

- Beast Master: All WAR-BEAST units within 12" can use his Leadership
- Pack Alpha: WAR-BEAST units within 6" re-roll failed wound rolls
- Mounted Commander: +4" Movement when mounted on War-beast

Forge Master Faber Boneclaw

M	WS	BS	S	T	W	A	Ld	Sv
6"	3+	2+	4	4	4	3	9	2+

120 points

Equipment: Master-crafted Force Axe, Artificer Plasma Pistol

Special Rules

- Master Artificer: Can repair one VEHICLE or DREADNOUGHT unit within 3" for D3 wounds
- Bone-craft: Friendly units within 6" improve their armor saves by 1
- Technical Expertise: Re-roll 1s when repairing vehicles

Company Captains

Base Captain Profile

M	WS	BS	S	T	W	A	Ld	Sv
6"	2+	2+	4	4	6	5	9	3+

100 Points

Equipment: Master-crafted Power Sword, Bolt Pistol, Iron Halo

Captain Ferox Grimcrest (First Company)

130 Points

Additional Equipment: Relic Force Sword "Grimfang", Plasma Pistol

Special Rules

- Psychic Powers: Knows 3 powers from Blood Wolves discipline
- Master of Biomancy: +1 to cast Biomancy powers
- Alpha Predator: +1 Strength and Attacks when charged or was charged
- Combat Enhancement: Can enhance one friendly unit with +1 Strength

Captain Fulmen Ravenclaw (Second Company)

140 points

Additional Equipment: Lightning Claws, Jump Pack

Special Rules

- Psychic Powers: Knows 2 powers from Blood Wolves discipline
- Storm Lord: Generate mortal wounds on 6+ in combat
- Swift Strike: Can charge after falling back
- Lightning Assault: +2 to charge rolls when using Jump Pack

Captain Umbra Ironbark (Third Company)

120 points

Additional Equipment: Stalker Pattern Bolt Pistol, Power Sword

Special Rules

- Psychic Powers: Knows 2 powers from Blood Wolves discipline
- Shadow Master: -1 to hit this model with ranged attacks
- Stealth Tactics: Friendly units within 6" gain benefits of cover
- Ambush Leader: Can deploy via deep strike with one additional unit

Captain Validus Stonehammer (Fourth Company)

145 points

Additional Equipment: Storm Shield, Thunder Hammer

Special Rules

- Psychic Powers: Knows 2 powers from Blood Wolves discipline
- Shield Master: 3++ invulnerable save
- Tank Hunter: +1 damage against VEHICLES
- Defensive Stance: 5+++ Feel No Pain for friendly units within 6"

Captain Fatum Silvermist (Fifth Company)

125 points

Additional Equipment: Force Sword, Emperor's Tarot

Special Rules

- Psychic Powers: Knows 3 powers from Blood Wolves discipline
- Fate Reader: Once per turn, can re-roll one die for any Blood Wolves unit
- Prophetic Strike: Can fight first in Fight phase
- Strategic Foresight: Can redeploy D3 units before battle begins

Arc Chaplains

Base Arc Chaplain Profile

M	WS	BS	S	T	W	A	Ld	Sv
6"	2+	3+	4	4	5	4	9	3+

135 points

Equipment: Crozius Arcanum, Plasma Pistol, Rosarius

Special Rules

- Spiritual Leaders: Infantry units within 6" can re-roll failed morale tests
- Blood Watchers: Enemy PSYKERS suffer -1 to psychic tests within 12"
- Ritual Guardians: Can attempt to deny one psychic power per turn

Options

- May replace bolt pistol with plasma pistol: +5 points
- May take force staff: +15 points
- May take Combat Shield: +10 points
- May take Psychic Hood: +10 points

Arc Chaplain Vigil Stormheart (First Company)

155 points

Additional Equipment: Relic Crozius

Special Rules

- Master of Sanctity: Re-roll all hit rolls in combat
- Spiritual Guardian: 4++ invulnerable save aura for PSYKER units within 6"
- Blood Ritualist: Can perform two Blood Bond rituals per turn

Arc Chaplain Cautus Shadowmere (Second Company)

155 points

Additional Equipment: Jump Pack, Power Fist

Special Rules

- Tactical Advisor: +1 to hit for units that performed Blood Bond ritual
- Careful Planning: Can deploy in reserve with one unit
- Ritual Expert: Blood Bond rituals provide additional +1 Leadership

Arc Chaplain Occultus Nightwind (Third Company)

145 points

Additional Equipment: Volkite Serpenta, Combat Shield

- Shadow Hunter: Can charge after advancing
- Fear Aura: -1 Leadership for enemy units within 6"
- Silent Stalker: Enemy units cannot overwatch against this model

Arc Chaplain Narrator Thornblade (Fourth

Company)

155 points

Additional Equipment: Dual Lightning Claws

Special Rules

- Tale Keeper: Re-roll failed morale tests for all Blood Wolves units
- Inspiring Presence: +1 Attack for friendly units within 6"
- Duel Master: +1 to hit and wound against CHARACTERS

Arc Chaplain Scientius Moonshadow (Fifth Company)

155 points

Additional Equipment: Force Staff, Psychic Hood

Special Rules

- Keeper of Knowledge: Knows all Blood Wolves psychic powers
- Lore Master: Can grant one additional psychic power to friendly PSYKER
- Archive Guardian: 5+++ Feel No Pain against mortal wounds

Elite Units

Chaplain

M	WS	BS	S	T	W	A	Ld	Sv
6"	2+	3+	4	4	4	3	9	3+

125 points

Equipment: Crozius Arcanum, Combat Shield, Bolt Pistol

Special Rules

- Spiritual Leaders: Infantry units within 6" can re-roll failed morale tests
- Blood Watchers: Enemy PSYKERS suffer -1 to psychic tests within 12"
- Ritual Guardians: Can attempt to deny one psychic power per turn

Options

- May replace bolt pistol with plasma pistol: +5 points
- May take force staff: +15 points
- May take Combat Shield: +10 points
- May take Psychic Hood: +10 points

Smith Units

Base Smith Profile

M	WS	BS	S	T	W	A	Ld	Sv
6"	3+	2+	4	4	4	3	9	2+

90 points

Equipment: Power Axe, Artificer Bolt Pistol, Servo-harness

Smith Malleo Silverfang

110 points

Additional Equipment: Master-crafted Power Axe, Digital Weapons

Special Rules

- Master Artificer: Repair D3 wounds to one VEHICLE or DREADNOUGHT unit within 3"
- Precision Engineering: Re-roll failed repair rolls
- Psychic Enhancement: Can enhance one weapon per turn with +1 Strength and -1 AP

Smith Artifex Stormhowl

105 points

Additional Equipment: Thunder Hammer, Conversion Field Generator

Special Rules

- Machine Spirit Whisperer: Enemy VEHICLES within 12" suffer -1 to hit
- Static Discharge: Roll D6 for each enemy VEHICLE within 6" at start of turn; on 4+ it suffers 1 mortal wound
- Combat Engineer: Can repair while within Engagement Range of enemy units

Smith Opifex Ironclaw

100 points

Additional Equipment: Relic Power Axe, Grav-pistol

Special Rules

- Vehicle Optimization: VEHICLES repaired by this model gain +1 to hit until next turn
- Machine Enhancement: Can grant one VEHICLE 4++ invulnerable save for one turn
- Technical Expertise: Can repair two different units in same turn

Smith Apprentice Squad

M	WS	BS	S	T	W	A	Ld	Sv
6"	3+	3+	4	4	2	2	8	2+

70 points per model

1-3 Smith Apprentices

Equipment: Artificer Armor, Bolt Pistol, Power Axe

Special Rules

- Machine Spirit Connection: Enemy VEHICLES within 12" of this unit suffer -1 to hit rolls
- Technical Support: At the end of your Movement phase, this model can repair one friendly BLOOD WOLVES VEHICLE unit within 3" for D3 wounds

Journeyman Smith Upgrade

+25 points

WS	BS	A	Ld
2+	2+	3	9

Technical Support ability repairs D3+1 wounds instead of D3

Options

- May replace bolt pistol with plasma pistol: +5 points
- May replace power axe with Force axe (if PSYKER): +15 points
- May replace power axe with Thunder hammer: +20 points
- May take digital weapons: +5 points
- May take grav-pistol: +10 points

PSYKER

May be upgraded to PSYKER: +25 points

- Knows one power from the Blood Wolves discipline
- Can attempt to deny one psychic power per turn
- Technical Aura: Enemy ranged weapons suffer -1 (or -2 if VEHICLE) to hit rolls while within 12" of the psyker

Troops

Blood Pack Tactical Squad

M	WS	BS	S	T	W	A	Ld	Sv
6"	3+	3+	4	4	2	2	8	3+

- 5-10 Marines
- 26 points per model
- Equipment: Bolter, Bolt Pistol, Chainsword

Sergeant

Replace one model with a Sergeant: +10 points

A		Ld
3		9

Special Rules

- Can perform Blood Bond ritual with another unit

Sergeant Options

- May be upgraded to PSYKER: +25 points. Knows one power from the Blood Wolves discipline and can attempt to deny one psychic power per turn.
- Power Sword for the Sergeant: +5 points
- Force Sword for the Sergeant: +12 points (if PSYKER)
- May take plasma pistol: +5 point

Options

- If unit is less up to 8 models they may use Stealth Pattern Armour: +13 points per model

Special Rules

- If fully equipped with Stealth Patterh Armour: Gain "Pack Hunters" rule: +1 to wound rolls against units targeted by other Stealth-equipped units this turn
- Pack Tactics: +1 to hit rolls when within 6" of another BLOOD WOLVES unit
- Blood Bonded: Can be selected for Blood Bond ritual
- Combat Drugging: Can use chapter Combat Drugging rules

Psychic Hunter Squad

M		WS		BS		S		T		W		A		Ld		Sv
6"		3+		3+		4		4		2		2		8		3+

- 5-10 Marines
- 32 points per models
- Equipment: Force Sword, Bolt Pistol

Sergeant

Replace one model with a Sergeant: +10 points

A		Ld
3		9

Special Rules

- Can perform Blood Bond ritual with another unit

Sergeant Options

- May be upgraded to PSYKER: +25 points, Knows one power from the Blood Wolves discipline and can attempt to deny one psychic power per turn
- Power Sword for the Sergeant: +5 points
- Force Sword for the Sergeant: +12 points (if PSYKER)
- May take plasma pistol for the Sergeant: +5 points

Options

- If unit is less or up to 8 models they may use Stealth

Pattern Armour: +15 points per model

Special Rules

- If fully equipped with Stealth Pattern Armour: Gain "Psychic Masking": -1 to hit this unit with ranged attacks
- If fully equipped with Stealth Pattern Armour: Enemy PSYKER units subtract 1 from Psychic tests when targeting this unit
- Psychic Hunters: +1 to wound rolls against PSYKER units
- Warp Resistant: 5+ invulnerable save against mortal wounds
- Minor Psykers: Squad can attempt to deny one psychic power per turn

Iron Shield Breakers

M	WS	BS	S	T	W	A	Ld	Sv
6"	3+	3+	4	4	2	2	8	3+

- 5-10 Marines
- 42 points per model
- Equipment: Plasma gun, Combat shield, Chainsword, Frag & Krag grenades

Iron Shield Veteran

One Marine may be upgraded to Iron Shield Veteran: +15 points

A	Ld
3	9

- 5+ Feel No Pain
- Can carry chapter relic shields

Iron Shield Veteran Options

- May take a plasma pistol: +5 points
- May be upgraded to PSYKER: +25 points, knows one power from the Blood Wolves discipline and can attempt to deny one psychic power per turn

Options

- May replace plasma gun with multi-melta: +10 points
- Unit may take a grav-gun for every 5 models: +10 points
- If unit is less or up to 8 models they may use Stealth Pattern Armour: +14 points per model

Special Rules

- Combat Shield: 4++ invulnerable save against shooting attacks from the front arc
- Tank Hunters: Re-roll wound rolls of 1 against VEHICLE units
- Shield Wall: While three or more models from this unit are within 2" of each other, improve their invulnerable save by 1 (to 3++)
- Overcharged Plasma: When firing plasma guns, you can choose to overcharge. Roll a D6 for each hit; on a 1, the firing model suffers a mortal wound
- If fully equipped with Stealth Pattern Armour: Shield Integration: Combat shields provide 3++ save against ranged attacks

- If fully equipped with Stealth Patter Armour: Combat shields no longer require front arc facing for invulnerable save

Blood Claw Assault Marines

M	WS	BS	S	T	W	A	Ld	Sv
6"	3+	3+	4	4	2	2	8	3+

- 5-10 Marines
- 24 points per model
- Equipment: Chainsword, Bolt pistol, Frag & Krak grenades

Pack Leader

One Marine may be upgraded to Pack Leader: +15 points

A	Ld
3	9

Pack Leader Options

- May be upgraded to PSYKER: +25 points, Knows one power from the Blood Wolves discipline and can attempt to deny one psychic power per turn
- May take a thunder hammer: +15 points

Special Rules

- Can perform Blood Bond ritual with another unit

Options

- Any model may replace chainsword with power sword: +5 points
- For every 5 models, one may take a power fist: +10 points

Special Rules

- Blood Frenzy: +1 Attack on any turn they charge
- Pack Tactics: Re-roll hit rolls of 1 while within 6" of another BLOOD WOLVES unit
- Combat Drugged: Once per battle, at the start of any Fight phase, can activate combat drugs for +1 Strength and +1 Attack until end of turn
- Melee Specialists: Can advance and charge in the same turn

Blood Pack Veteran Squad

M	WS	BS	S	T	W	A	Ld	Sv
6"	3+	3+	4	4	3	3	8	3+

- 5-10 Marines
- 42 points per model
- Maximum one Blood Pack Veteran Squad per Company
- Equipment: Bolter, Bolt Pistol, Combat Knife or Chainsword, Frag & Krak Grenades

Veteran Sergeant

One Marine must be upgraded to Veteran Sergeant: +15 points

A		Ld
4		9

Veteran Sergeant Options

- May be upgraded to PSYKER: +25 points, Knows one power from the Blood Wolves discipline and can attempt to deny one psychic power per turn
- Power sword: +5 points
- Power fist: +10 points
- Thunder hammer: +15 points
- Plasma pistol: +5 points

Options

- May take storm shield: +10 points per model
- Unit may take Stealth Pattern Armor: +13 points per model if fewer or up to 8 models
- For every 5 models, two may replace their bolter with Plasma gun, Melta gun or Grav gun for +15 points

Special Rules

- Veteran Blood Pack: Re-roll 1s to hit in shooting and melee
- Enhanced Blood Bond: When this unit performs a Blood Bond ritual, the bonded unit gains an additional +1 to hit in melee (stacking with normal Blood Bond benefits)
- When fully equipped with Stealth Pattern Armor: Gain "Veteran Hunters": Can deploy anywhere on the battlefield more than 12" away from enemy units
- When fully equipped with Stealth Pattern Armor: Gain "Enhanced Sensors": +1 to hit against units that arrived from reserves this turn
- When fully equipped with Stealth Pattern Armor: Gain "Advanced Stealth Systems": While entirely on or within terrain features, improve cover saves by an additional -1
- Combat Specialists: Unit can select two of the following specializations at the start of battle

Combat Specializations

- Stalker Pattern: -1 to be hit by ranged attacks when in cover
- Fury Pattern: +1 Attack on charges
- Shield Pattern: 5++ invulnerable save, if also carrying Combat Shield: 3++ invulnerable save against shooting attacks from the front arc
- Hunter Pattern: Re-roll advances and charges
- Psyk Pattern: 5+++ against mortal wounds
- Breaker Pattern: -1 AP to all weapons

Fast Attack

Swift Hunter Bike Squad

M	WS	BS	S	T	W	A	Ld	Sv
14"	3+	3+	4	5	3	2	8	3+

- 3-6 Bikes
- 55 points per model
- Equipment: Twin Bolt Pistol, Astartes Combat Blade, Frag & Krak Grenades, Space Marine Bike with Twin Bolter

Pack Leader

One model may be upgraded to Pack Leader: +20 points

A	Ld
3	9

Pack Leader Options

- Can replace one or both of their Bolt Pistols with: Plasma Pistol: +5 points each
- Can replace one of their Bolt Pistols with: Power Sword: +5 points
- Can replace their Twin Bolt Pistol with: Thunder Hammer: +15 points

Options

- For every 3 models in the squad, one Bike can replace its Twin Bolter with either: Twin Plasma Gun: +15 points, Multi-melta: +20 points
- The entire squad may take Stealth Pattern Bikes for +15 points per model.

Special Rules

- If the squad has Stealth Pattern Bikes: -1 to hit with ranged attacks when the unit advances
- If the squad has Stealth Pattern Bikes: Can deploy anywhere on the battlefield more than 12" from enemy units
- If the squad has Stealth Pattern Bikes: Enemy units cannot fire Overwatch at this unit
- Swift Hunters: This unit can advance and charge in the same turn.
- Blood Scent: After this unit advances, you can pick one enemy unit within 24". Until the end of your next turn, this unit gets +1 to hit rolls against that unit.
- Pack Riders: While within 6" of another BLOOD WOLVES BIKER unit, this unit can re-roll advance and charge rolls.
- Combat Drug Integration

Combat Drug Integration

- Once per battle, at the start of your Movement phase, this unit can use combat drugs.
- Until the end of the turn: +2" Movement characteristic, +1 to Advance and charge rolls, +1 Attack characteristic
- At the end of the turn, roll a D6 for each model. On a 1, that model suffers a mortal wound.

Jump Pack Assault Squad

M	WS	BS	S	T	W	A	Ld	Sv
12"	3+	3+	4	5	2	2	8	3+

- 5-10 Marines
- 30 points per model
- Equipment: Jump Pack, Chainsword, Bolt Pistol

Jump Pack Leader

One Marine may be upgraded to Jump Pack Leader: +10 points

A	Ld
3	9

Jump Pack Leader Options

- May be upgraded to PSYKER: +25 points, Knows one power from the Blood Wolves discipline and can attempt to deny one psychic power per turn.
- Power Sword for the Sergeant: +5 points
- Force Sword for the Sergeant: +12 points (if PSYKER)
- May take plasma pistol for the Sergeant: +5 points

Special Rules

- Can perform Blood Bond ritual with another unit
- Pack Leader's Jump - Once per battle, can make 12" consolidation move

Special Rules

- Swift Hunters: Can charge after advancing
- Aerial Assault: Re-roll failed charge rolls
- Death from Above: +1 to hit rolls when charging

Thunderhawk Squadron

M	WS	BS	S	T	W	A	Ld	Sv
20-60"	6+	3+	8	8	30	3	9	3+

- 1-3 models
- 295 points per model

Special Rules

- Pack Transport: Can transport up to 20 BLOOD WOLVES INFANTRY or 10 WARBEASTS or 1 DREADNOUGHT
- Aerial Support: Can perform emergency extraction of units
- Gunship Assault: Twin heavy bolter gets +1 to hit against units within 12"
- Hover Protocol: Can change between Hover and Supersonic each Movement phase; Supersonic: Must move 20-60" in straight line; Hover: Can move 0-20" and pivot freely

Armaments

- Thunderhawk Cannon (Heavy 2D6): Range: 48" | S: 8 | AP: -2 | D: D6

Secondary Armaments

Choose one of the following:

- Twin Heavy Bolter (Heavy 6): Range: 36" | S: 5 | AP: -1 | D: 2
- 4 Lascannons (Heavy 1): Range: 48" | S: 9 | AP: -3 | D: D6
- Twin Multi-Meltas (Heavy 4): Range 24" | S: 8 | AP: -4 | D: D6, +2 at half range

Sacred Thunderhawk Squadron

M	WS	BS	S	T	W	A	Ld	Sv
20-60"	6+	3+	8	8	30	3	9	3+

- 1-3 models
- 365 points per model

Special Rules

- Pack Transport: Can transport up to 20 BLOOD WOLVES INFANTRY or 10 WARBEASTS or 1 DREADNOUGHT
- Aerial Support: Can perform emergency extraction of units
- Gunship Assault: Twin heavy bolter gets +1 to hit against units within 12"
- Hard to Hit: -1 to hit with ranged attacks
- Coordinated Strike: Re-roll hit rolls of 1 when targeting same unit with multiple Gunships of the same unit
- Hover Protocol: Can change between Hover and Supersonic each Movement phase; Supersonic: Must move 20-60" in straight line; Hover: Can move 0-20" and pivot freely

Defensive Systems

Choose one of the following:

- Void Shields: 5++ invulnerable save
- Machine Spirit Resistance: -1 damage from all attacks (minimum 1)

Armaments

- Thunderhawk Cannon (Heavy 2D6): Range: 48" | S: 8 | AP: -2 | D: D6

Secondary Armaments

Choose one of the following:

- Twin Heavy Bolter (Heavy 6): Range: 36" | S: 5 | AP: -1 | D: 2
- 4 Lascannons (Heavy 1): Range: 48" | S: 9 | AP: -3 | D: D6
- Twin Multi-Meltas (Heavy 4): Range 24" | S: 8 | AP: -4 | D: D6, +2 at half range

Blood Wolves War-Beasts

M	WS	BS	S	T	W	A	Ld	Sv
10"	3+	-	5	4	3	4	7	5+

- 2-6 models
- 120 points per model

Wargear

Artimus-Enhanced Fangs

- Melee Weapon
- Strength: User
- AP: -2
- Damage: D2
- Each unmodified hit roll of 6 inflicts 1 mortal wound in addition to normal damage

Reinforced Hide

- 5+ invulnerable save
- Reduce damage from attacks with AP -1 or AP 0 by 1 (to a minimum of 1)

Sergeant

Must add a Sergeant riding one of the wolves if not attached to a BLOOD WOLVES CHAPLAIN: +45 points

BS	S	W	A	Ld	Sv
3+	4	2	3	9	3+

- Equipment: Chainsword, Bolt pistol

Sergeant Options

- Psyker-Sergeant: +50 Points, The sergeant gains the PSYKER keyword and may learn and use one power from the BLOOD WOLVES discipline as well as Deny one Power per round.
- Power Sword: +5 points
- Force Sword: +12 points (if PSYKER)

Options

- Warp-Sensing Collar: +20 Points, Once per battle round, the war-beast unit can attempt to deny one psychic power as if it were a PSYKER
- Combat Stimulant Injectors: +15 points per model, Once per battle, at the start of any phase, the unit can use its stimulant injectors and gain +1 Strength and Attack. After the turn ends, roll a D6 for each model. On a 1, that model suffers 1 mortal wound.

Special Rules

- Warp Sense: War-beasts can detect psychic anomalies and corruption. At the start of your Movement phase, select one enemy PSYKER unit within 12" of any war-beast unit. That unit cannot use Look Out, Sir! against attacks from Blood Wolves units this turn. If that unit attempts to manifest any psychic powers, add 1 to the Deny the Witch test of any Blood Wolves PSYKER unit within 12" of the war-beasts
- Chaplain's Companion: War-beast units without Sergeant must be deployed within 6" of a BLOOD WOLVES CHAPLAIN. Each Chaplain can only have one WAR BEAST unit attached. While within 6" of a CHAPLAIN, war-beasts gain +1 to their Leadership characteristic. If their CHAPLAIN is slain, war-beasts gain the Frenzied rule instead of following normal morale rules.

- Enhanced Olfactory Senses: War-beast units ignore any negative modifiers to their hit rolls. Enemy units cannot gain the benefits of cover against attacks made by war-beasts. When charging, war-beasts can re-roll the dice to determine charge distance.
- Gene-Crafted Pack Hunters: Each time a war-beast fights, if there are any other friendly war-beast models within 3" of the same target unit, add 1 to its hit and wound rolls. If a war-beast unit destroys an enemy unit in the Fight phase, it can immediately move up to 3" and make another attack against a different enemy unit.

Heavy Support

Dreadnought Pack

M	WS	BS	S	T	W	A	Ld	Sv
6"	3+	3+	6	7	8	4	9	2+

- 1-3 models
- 150 Points per model
- Equipment: Multi-melta, Close Combat Weapon with heavy flamer

Options

- May replace multi-melta with twin heavy flamer: free
- May replace Dreadnought combat weapon and heavy flamer with twin multi-melta: +10 points

Special Rules

- Ancient Wisdom: Can provide tactical advice to nearby units within 6" (+1 to hit)
- Fury of the Ancients: Re-roll failed wound rolls when targeting CHARACTERS
- Walking Battery: Can move and fire heavy weapons without penalty
- Will of Iron: 5+ invulnerable save against mortal wounds from psychic powers

Special Issue Wargear

Force Weapons

- Force Sword: +1 S, -3 AP, D3 Damage, Psychic Focus: On a wound roll of 6+, inflict a mortal wound
- Force Axe: +2 S, -2 AP, 2 Damage, Cleaving Strike: Each hit roll of 6 generates an additional attack

Ritual Equipment

- Blood Chalice: Allows emergency Blood Bond ritual
- Bone-carved Totems: +1 to psychic tests
- Combat Drug Injectors: One use only, +2 S and A for one turn

Special Ammunition

- Psyk-out Bolts: +1 to wound against PSYKER units
- Hunter's Rounds: Ignore cover when shooting
- Sanctified Shells: -1 AP against CHAOS units

Stealth Armour Pattern

- Chapter Stealth Pattern Armour (Phobos-Pattern Inspired)
- Maximum squad size reduced to 8 models

Full Squad equipped

- Vanguard Operations: At the start of your first turn, this unit can make a Normal Move of up to 6"
- Psy-Shielding: When targeted by psychic powers, this unit counts as being 3" further away
- Can attempt to manifest psychic powers even after advancing

IMPERIAL FLEET COMMAND

AFTER-ACTION REPORT

OPERATION VOID STALKER

+++DATE: 873.M42+++

+++CLEARANCE: VERMILLION+++

+++AUTHOR: Admiral Viktor Castellan, Imperial Navy
Battlegroup Tempestus+++

ENGAGEMENT SUMMARY:

Imperial forces encountered Chaos fleet elements in the Thanatos Sector following reports of Warp anomalies. Blood Wolves Strike Cruiser "Fang of Retribution" operated in concert with Imperial Navy vessels against Chaos forces.

IMPERIAL FORCES:

- Battlecruiser "Emperor's Judgment" (Flagship)
- Light Cruiser Squadron "Steel Virtue" (2 vessels)
- Blood Wolves Strike Cruiser "Fang of Retribution"
- Escort Squadron "Righteous Dawn" (4 vessels)

ENEMY FORCES:

- Chaos Heavy Cruiser (Estimated Hades-class)
- 2 Chaos Light Cruisers
- Multiple Escort vessels

ENGAGEMENT DETAILS:

Initial Phase:

The Blood Wolves demonstrated their chapter's unique capabilities immediately upon engagement. Captain Umbra Ironbark's stealth tactics proved invaluable, allowing the "Fang of Retribution" to approach undetected through the debris field. Their Psychic Hunter Squad detected and neutralized enemy psyker activity attempting to shield the Chaos fleet's approach.

Combat Phase:

Most notable was the Blood Wolves' deployment of their specialized Iron Shield Breakers. Three squads launched via boarding torpedoes, utilizing their plasma weapons and shield wall formations to secure critical sections of the enemy heavy cruiser. The effectiveness of their overcharged plasma against void shields was particularly noteworthy.

Blood Wolves War-beasts proved remarkably effective in void

combat scenarios. Their enhanced olfactory senses allowed them to track hidden enemy forces through the vessel's maintenance ducts, while their Warp-sensing abilities provided early warning of demon manifestations.

Arc Chaplain Occultus Nightwind led a decisive boarding action, his Fear Aura proving particularly effective against mortal crew members. The Blood Bond ritual performed between his squad and a Blood Claw Assault unit resulted in exceptional coordination during close-quarters combat.

Smith Artifex Stormhowl's technical expertise proved crucial when he disabled the enemy cruiser's Warp drive through his Machine Spirit Whisperer ability, preventing their escape. His Static Discharge ability caused significant disruption to enemy targeting systems.

Casualties and Losses:

Imperial Navy: Moderate damage to escort vessels, minimal crew casualties

Blood Wolves: Loss of 4 Marines, 2 War-beasts. 1 Thunderhawk damaged

Enemy: Heavy Cruiser captured, 1 Light Cruiser destroyed, 1 Light Cruiser fled to Warp

TACTICAL ASSESSMENT:

The Blood Wolves' specialized anti-psyker capabilities proved invaluable against Chaos forces. Their War-beasts' ability to detect Warp manifestations prevented several attempted demon incursions during boarding actions. The chapter's Blood Bond rituals demonstrably enhanced unit coordination in void combat scenarios.

STRATEGIC RECOMMENDATIONS:

- Future joint operations with Blood Wolves should emphasize their stealth and anti-psyker capabilities
- Their Shield Breaker units show particular promise in void warfare
- Consider requesting Blood Wolves support for future operations involving suspected Chaos fleet activity
- War-beasts prove surprisingly effective in void combat and should be utilized when available

COMMENDATIONS:

Special recognition to Captain Umbra Ironbark for tactical excellence and Arc Chaplain Occultus Nightwind for leadership during boarding operations. Smith Artifex Stormhowl's technical expertise directly contributed to mission success.

+++REPORT ENDS+++

+++AVE IMPERATOR+++

+++THOUGHT FOR THE DAY: VIGILANCE IS THE SHIELD OF HUMANITY+++

Fleet Rules for Battlefleet Gothic



Fleet Composition

The Blood Wolves fleet consists of:

- 6 Strike Cruisers (Capital Ships)
- 2 Light Cruisers (Capital Ships)
- 7 Gladius Frigates (Escort Ships)
- 7 Harvest Frigates (Special Escort Ships)
- 7 Destroyers (Escort Ships)
- 7 Raiders (Escort Ships)

Special Fleet Rules

Pack Hunters

- Blood Wolves ships within 15cm of each other may re-roll failed Hit rolls in the first turn of an engagement
- Ships using All Ahead Full orders may still fire weapons if within 15cm of another Blood Wolves vessel

Psychic Masking

- Enemy ships suffer -1 to their Leadership when attempting to detect Blood Wolves ships on Burn Retros orders
- Blood Wolves ships may deploy one additional ship in reserves

Blood Bond Protocol

- At the start of the game, designate one pairs of ships as Blood Bonded
- Blood Bonded ships may use each other's Leadership value if higher
- If one Blood Bonded ship is destroyed, the other gains +1 to all Hit rolls for the remainder of the game

Capital Ships

Strike Cruiser - "Predator Class"

- Points: 335
- Type/Hits: Cruiser/8
- Speed: 25cm
- Turns: 45°
- Shields: 1
- Armour: 6+ Front/5+ Sides
- Turrets: 2
- Thunderhawk Capacity: 0-4
- Thunderhawk Upgrades to Sacred Thunderhawks: 0-1

Weapons

- Port Weapons Battery: 30cm, F/P, 6 attacks, 4+ to Hit
- Starboard Weapons Battery: 30cm, F/S, 6 attacks, 4+ to Hit
- Prow Bombardment Cannon: 30cm, F, 8 attacks, 4+ to Hit
- Dorsal Launch Bays: 4 Thunderhawk squadrons

Special Rules

- May carry up to 3 units of Space Marines for planetary assault
- Psychic Shielding: 4+ save vs. ordnance attacks

Light Cruiser - "Hunter-Class"

Smaller than a Strike Cruiser, specialized for independent operations and extended patrols.

- Points: 180
- Type/Hits: Light Cruiser/6
- Speed: 30cm
- Turns: 45°
- Shields: 1
- Armour: 5+ Front/4+ Sides
- Turrets: 2
- Thunderhawk Capacity: 0-2

Weapons

- Port Weapons Battery: 30cm, F/P, 4 attacks, 4+ to Hit

- Starboard Weapons Battery: 30cm, F/S, 4 attacks, 4+ to Hit
- Prow Lance Battery: 30cm, F, 2 attacks, 4+ to Hit

Special Rules

- Stealth Systems: -1 to enemy detection rolls
- Extended Operations: Can remain on Silent Running for two consecutive turns
- Void Hunter: +1 to Hit against previously damaged targets

Escort Ships

Gladius Frigate

- Points: 47
- Type/Hits: Escort/1
- Speed: 30cm
- Turns: 90°
- Shields: 1
- Armour: 6+
- Turrets: 1

Weapons

- Weapons Battery: 30cm, F, 2 attacks, 4+ to Hit
- Prow Lance Battery: 30cm, F, 1 attack, 4+ to Hit

Special Rules

- Scout: +1 to detection rolls
- Pack Tactics: +1 attack when within 10cm of another Gladius

Harvest Frigate

- Points: 52
- Type/Hits: Escort/1
- Speed: 25cm
- Turns: 90°
- Shields: 1
- Armour: 6+
- Turrets: 1

Weapons

- Weapons Battery: 30cm, F, 2 attacks, 4+ to Hit
- Sensor Array: Special

Special Rules

- Enhanced Sensors: Double scanning range
- Recruiting Vessel: Can disengage without Leadership test if no enemy within 15cm
- Psychic Detection: Can detect ships at +2 to normal range

Shadow-Class Destroyer

Fast attack vessel designed for reconnaissance and harassment.

- Points: 65
- Type/Hits: Escort/1
- Speed: 35cm
- Turns: 90°
- Shields: 1
- Armour: 5+
- Turrets: 1

Weapons

- Weapons Battery: 30cm, F, 2 attacks, 4+ to Hit
- Torpedo Tubes: Speed 30cm, Strength 6, Front Arc

Special Rules

- Advanced Scanners: +2 to detection rolls
- Hit and Run: Can disengage without Leadership test after successfully causing damage
- Pack Hunter: +1 attack when within 10cm of another Blood Wolves escort

Stalker-Class Raider

Specialized vessel for infiltration missions and asset denial.

- Points: 90
- Type/Hits: Escort/1
- Speed: 30cm
- Turns: 90°
- Shields: 1
- Armour: 5+
- Turrets: 1

Weapons

- Port Lance Battery: 30cm, F/P, 1 attack, 4+ to Hit
- Starboard Lance Battery: 30cm, F/S, 1 attack, 4+ to Hit
- Boarding Torpedoes: Special

Special Rules

- Infiltrator: Can deploy via flanking maneuver without Leadership test
- Enhanced Boarding: +1 to Hit with boarding actions
- Psychic Dampening Field: Enemy ships within 15cm suffer -1 to Leadership tests

Fleet Specific Ordnance

Thunderhawk Squadron

- Speed: 20cm
- Points: 80
- Weapon Strength: 2
- Armor: 6+

Special Rules

- Can perform ground strike missions
- May carry Space Marine units
- Re-roll failed armor saves when within 15cm of parent vessel

Sacred Thunderhawk Squadron

- Speed: 20cm
- Points: 110
- Weapon Strength: 3
- Armor: 5+

Special Rules

- Can perform ground strike mission
- May carry Space Marine units
- Re-roll failed armor saves when within 15cm of parent vessel
- Void-Blessed Attack Craft can re-roll failed armor saves when within 15cm of parent vessel a second time
- Psychic Shroud Protocol forces enemy ships targeting this squadron to suffer -1 to hit
- Can only be used by Strike Cruisers

Leadership Values

- Fleet Commander: Ld 9
- Strike Cruiser Captains: Ld 8
- Escort Commanders: Ld 8

Special Orders

Hunt Formation (Special Order)

- All ships must be within 20cm of fleet commander
- All ships gain +1 to Hit rolls
- -2 to Leadership while order is in effect
- -1 to save rolls while order is in effect

Psychic Shroud (Special Order)

- Ships cannot use All Ahead Full
- Enemy ships must re-roll successful detection rolls
- Friendly ships gain +1 to their save rolls
- On a 1 on a D6 the order fails to be executed successfully and the ships cannot

move at all during the turn

Blood Fury (Special Order)

- Ships must move at least half maximum speed
- +1 attack to all weapon batteries
- Must attack the closest enemy target
- Cannot use Brace for Impact this turn

Fleet Engagement Rules

Ghost Fleet

- Once per game, at the start of any turn, all Blood Wolves ships may use a special 'psychic cloak'
- All enemy ships must re-roll successful detection rolls that turn
- Blood Wolves ships cannot fire while cloaked

Hunting Pack

- For every 3 escorts operating together (within 10cm), gain +1 to Hit in the first round of combat

Void Stalkers

- Blood Wolves ships may re-roll failed Leadership tests when attempting to disengage
- +1 to Hit rolls against previously damaged enemy vessels

Strategic Assets

Psychic Navigation

- Blood Wolves fleets may re-roll one failed Command check per game
- May ignore the first negative Leadership modifier from celestial phenomena

Recruitment Protocols

- Harvest Frigates generate 1 strategic point per game if they survive
- These points can be used in campaign games for fleet repairs or reinforcements

Battle Meditation

- Once per game, all Blood Wolves ships may use their highest Leadership value for one turn
- Must declare use at start of turn

IMPERIAL NAVAL COMMAND

AFTER ACTION REPORT

OPERATION DESIGNATION: TWILIGHT FANG

ENGAGEMENT: DEFENSE OF HIVE WORLD MERITAX IV

+++DATE: 997.M41+++

+++CLEARANCE: VERMILLION+++

+++AUTHOR: Admiral Helena Voss, Imperial Navy Battlefleet
Obscurus+++

ENGAGEMENT SUMMARY:

Joint Space Wolves/Blood Wolves fleet action against Tyranid Splinter Fleet Bio-mass designation "Hellclaw" during civilian evacuation operations of Hive World Meritax IV. Operation resulted in successful evacuation of 87% of the marked civilian population and destruction of primary Tyranid bio-ships.

IMPERIAL FORCES:

Space Wolves:

- Strike Cruiser "Fang of Russ"
- Strike Cruiser "Winter's Vengeance"
- 4 Nova-class Frigates ("Ice Pack" squadron)
- 6 Gladius-class Frigates

Blood Wolves:

- Strike Cruiser "Predator's Grace"
- Strike Cruiser "Shadow Hunter"
- 6 Gladius Frigates ("Hunt Pack" squadron)
- 2 Harvest Frigates (pulled from recruitment duties)

Imperial Navy Support:

- Battlecruiser "Emperor's Wrath" (Command vessel)
- 2 Gothic-class Cruisers
- 8 Escort vessels

ENEMY FORCES:

- 1 Hive Ship
- 2 Kraken-class Bio-ships
- Estimated 12-15 Escort-class bio-vessels
- Multiple waves of Boarding organisms

ENGAGEMENT DETAILS:

Phase 1: Initial Contact

- Blood Wolves vessels "Shadow Hunter" and Hunt Pack squadron utilized psychic masking to scout enemy positions
- Space Wolves "Ice Pack" squadron deployed in aggressive screening formation to protect civilian transport corridors
- Tyranid forces detected attempting pincer movement to cut off primary evacuation routes

Phase 2: Defensive Action

Notable Events:

- Space Wolves Strike Cruisers launched devastating broadside attacks against approaching Kraken-class vessels
- Blood Wolves Harvest Frigates demonstrated unexpected utility, their enhanced sensors providing crucial early warning of incoming boarding spores
- Combined Wolf Guard and Blood Wolves boarding parties successfully repelled Tyranid boarding attempts on "Emperor's Wrath"
- Blood Wolves War-beasts proved remarkably effective at detecting and hunting down infiltrator organisms

Phase 3: Counter-Offensive

Key Maneuvers:

- Blood Wolves Captain Umbra Ironbark coordinated psychic shroud operation, masking approach of Space Wolves assault boats
- Space Wolves Wolf Lord Kjarl Grimfang led decisive boarding action against primary Kraken-class vessel
- Combined fleet executed "Hammer and Anvil" maneuver, with Space Wolves providing frontal assault while Blood Wolves struck from concealed positions
- Synchronized Thunderhawk strikes crippled several escort bio-ships

Phase 4: Final Engagement

- Hive Ship attempted to disengage after loss of escort vessels
- Blood Wolves psykers detected vulnerability in the creature's synaptic network
- Space Wolves executed killing blow with concentrated Lance fire
- Remaining bio-ships fell into disarray, eliminated by combined fleet action

CASUALTIES AND LOSSES:

Imperial Navy:

- 2 Escort vessels lost
- Moderate damage to Gothic-class cruisers
- Heavy damage to void shields across fleet

Space Wolves:

- 1 Nova-class Frigate critically damaged
- 27 Astartes lost in boarding actions
- 2 Thunderhawk gunships destroyed

Blood Wolves:

- 1 Gladius Frigate lost
- 19 Astartes lost in boarding actions
- 4 War-beasts lost to infiltrator organisms
- 1 Thunderhawk damaged

Civilian:

- 13% of designated evacuation targets lost
- 4 transport vessels destroyed
- 2 transport vessels infected and purged

TACTICAL ASSESSMENT:

The complementary nature of Space Wolves' direct aggression and Blood Wolves' stealth tactics proved highly effective. Space Wolves' furious assaults provided excellent cover for Blood Wolves' precision strikes, while Blood Wolves' psychic abilities enhanced the entire fleet's tactical awareness.

Of particular note was the effective cooperation between the chapters' different combat doctrines. Space Wolves' aggressive void-warfare expertise paired exceptionally well with Blood Wolves' stealth and psychic warfare capabilities.

STRATEGIC RECOMMENDATIONS:

- Further joint operations between these chapters should be encouraged
- Blood Wolves' sensor and psychic detection capabilities prove invaluable against Tyranid void tactics
- Consider implementing combined Wolf Guard/Blood Wolves boarding parties as standard protocol against Tyranid threats
- War-beast units should be distributed across fleet to assist in infiltrator detection

COMMENDATIONS:

- Wolf Lord Kjarl Grimfang for exceptional boarding action leadership
- Blood Wolves Captain Umbra Ironbark for superior tactical coordination
- Both chapters' boarding teams for unprecedented cooperation

in shipboard defense

- Blood Wolves War-beast handlers for exceptional infiltrator detection and elimination

PERSONAL NOTATION:

The sight of Space Wolves and Blood Wolves fighting side by side, their different hunting styles complementing each other perfectly, was truly something to behold. The Space Wolves' direct fury and the Blood Wolves' shadowy precision combined into something greater than either alone.

+++THOUGHT FOR THE DAY: THE EMPEROR PROTECTS+++

+++REPORT ENDS+++

[Appended: Detailed void-battle maps and casualty reports]

[Authentication codes and seals follow]

Kill Team Rules



Faction Special Rules

Blood Bond Warriors

- At the start of deployment, select two operatives to form a Blood Bond
- Blood Bonded operatives within 3" of each other gain +1 to their APL characteristic
- Blood Bonded operatives can use each other's Leadership if higher
- If one Blood Bonded operative is incapacitated, the surviving operative gains 'Focused' for the remainder of the game

Combat Drugging

- Once per game, at the start of any Turning Point, select one operative
- Until the end of the Turning Point: +2" Movement, +1 to wound rolls, cannot perform 'Fall Back' actions
- At the end of the Turning Point, roll a D6. On a 1, that operative suffers D3 mortal wounds

Focussed

- Once per turn the operative can reroll a to hit die
- Against the killer of their blood brother the operative gets +1 to wound rolls
- Against the killer of their blood brother the operative gets +1 to hit rolls

War Beast Handlers

- Any CHAPLAIN operative can be accompanied by one WAR BEAST
- WAR BEASTS do not take up operative slots
- WAR BEASTS must stay within 6" of their handler

Against all odds

When in melee range with more opponents than allies

- gain an additional attack against a second enemy when rolling a 6 on the to wound roll and the to hit roll
- the new attacks can not trigger more attacks
- increase enemy to hit bonus by 2 for each enemy but the first
- Increase enemy to wound bonus by 1 for each enemy but the first

Available Operatives

Fire Team Options

- Fire Team One must include 1 Leader
- Fire Team Two can include up to 3 WARRIORS or SPECIALISTS
- Maximum one PSYKER per Kill Team

CHAPLAIN (Leader) - 40 points

M	APL	Sv	W
6"	3	3+	12

Equipment: Crozius Arcanum

Optional Equipment

- Bolt Pistol: +2 points
- Plasma Pistol: +3 points
- Apothecarius Gear: +5 points; Gain Healer ability
- Jump Pack: +5 points

- Stealth Suit Configuration: +5 points (-1 to hit from ranged attacks)

Other Options

- Optional War Beast (+20 points) companion
- Optional be a PSYKER (+15 points) and use one ability
- Veteran: +15 points; W: +1; APL: +1

Special Abilities

- Spiritual Guardian: Friendly operatives within 6" gain +1 to Combat Roll tests
- Blood Ritual: Can perform emergency Blood Bond once per game as free action

SERGEANT (Leader) - 35 points

M		APL		Sv		W
6"		3		3+		12

Base Equipment: Chainsword, Bolt Pistol

Equipment Options

- Power Sword: +5 points
- Plasma Pistol: +3 points
- Jump Pack: +5 points (only if not mounted)
- Combat Shield: +3 points
- Stealth Suit Configuration: +5 points (-1 to hit from ranged attacks)

Other Options

- War Beast Mount: +20 points; Increases Movement to 10"; Gains WAR BEAST melee profile; +2 Wounds; Can perform a free Dash action after a successful charge
- Veteran: +15 points; W: +1; APL: +1
- PSYKER (+15 points) and use one ability

Special Abilities

- Pack Leader: Friendly operatives within 6" can use this operative's APL for determining action costs
- Veteran's Insight: Once per turning point, can use one strategic ploy without spending CP
- Hunter's Experience: Reroll charge rolls while within 6" of a friendly operative

SMITH JOURNEYMAN (Leader) - 40 points

M		APL		Sv		W
6"		3		2+		12

Equipment: Power Axe, Artificer Bolt Pistol

Equipment Options

- Replace Power Axe with Force Axe: +2 points (must be PSYKER)
- Add Plasma Pistol: +3 points
- Add Digital Weapons: +5 points
- Add Conversion Field Generator: +3 points

Other Options

- May be upgraded to PSYKER: +15 points and use one ability
 - May be upgraded to Veteran: +15 points; W: +1; APL: +1;
- Improves Machine Spirit Interference range to 18"

Special Abilities:

Choose only one of the Auras at the start of the game to be effective for the game's duration.

Master of the Forge (Aura)

- Friendly operatives within 6" improve the AP characteristic of their weapons by 1
- This bonus is increased to AP 2 for operatives that have performed a Blood Bond ritual with the Smith Journeyman
- Does not affect weapons that already have AP -3 or better

Technical Expertise (Aura)

- Friendly operatives within 6" improve their Save characteristic by 1 (maximum 2+)
- If the operative already has a 2+ Save, they instead gain a 6+ Feel No Pain save

Machine Spirit Interference (Aura)

- Enemy operatives making ranged attacks within 12" must roll a D6 before each attack
- On a roll of 1, the attack automatically fails and cannot be re-rolled
- If the attacking operative is using a weapon with AP -2 or better, this effect triggers on a roll of 1-2

Blood Bonded Weapons

Can reroll 1 to hit roll each turn.

WARRIOR - 25 points

M		APL		Sv		W
6"		2		3+		10

Primary Weapons (must take one):

- Bolt Pistol: +2 points
- Chainsword: +2 points
- Boltgun: +3 points
- Storm Bolter: +5 points
- Plasma Gun: +8 points (max one per fire team)
- Meltagun: +7 points

Secondary Weapons (up to one):

- Bolt Pistol: +2 points
- Chainsword: +2 points

Armor Options:

- Mark VII Power Armor Upgrade: +3 points (improve Save to 2+)
- Stealth Suit Configuration: +5 points (-1 to hit from ranged attacks)

Other Options:

- Jump Pack: +5 points
- Targeting Array: +2 points (reroll 1s to hit with ranged weapons)
- Veteran: +15 points; W: +1; APL: +1

PSYKER - 35 points

M		APL		Sv		W
6		2		3+		10

Equipment: Chainsword

Optional Equipment

- Bolt Pistol: +2 points
- Jump Pack: +5 points
- Force Sword: +7 points
- Stealth Suit Configuration: +5 points (-1 to hit from ranged attacks)

Other Options

- Veteran: +15 points; W: +1; APL: +1
- Additional Psychic Power: +10 points

Special Abilities

- Psychic Powers: choose one at no additional cost

SMITH APPRENTICE - 35 points

M	APL	Sv	W
6"	2	2+	10

Equipment: Chainsword

Optional Equipment:

- Bolt Pistol: +2 points
- Plasma Pistol: +3 Points
- Stealth Suit Configuration: +5 points (-1 to hit from ranged attacks)
- Make chainsword mastercrafted: +1 points
- Replace chainsword with power sword: +3 points
- Make power sword mastercrafted: +1 points

Other Options

- Veteran: +15 points; W: +1; APL: +1

Special Abilities

- Unreliable Technology: Enemy ranged weapons within 9" need to roll a D6, on a 1 the shot fails
- Blood Bonded Weapons: Can reroll 1 to hit roll each turn

WAR BEAST - 20 points

M	APL	Sv	W
10	2	5+	8

Equipment: Enhanced Fangs (Lethal 5+, Rending)

Trainings (up to 1, +5 points each):

- Stalker: -1 to hit from ranged attacks
- Hunter: +1" M
- Brother: +1 to to hit rolls for each allied PSYKER within 6"
- Blood: +1 to to wound rolls for each allied WARRIOR within 6"

Other Options:

- Veteran: +15 points; Gain a second training; Enhanced Fangs gain Lethal 4+
- Experimental Genetics: +5 points; Roll a D6 at the start of each turn; 1: +1" M; 2: -1" M; 3: +1 APL; 4: -1 APL; 5: +1 to to hit rolls; 6: +1 to to wound rolls

Special Abilities:

- Enhanced Senses: Ignore all negative modifiers to Hit rolls
- Warp Detection: Enemy operatives cannot be set up in 'Concealed' within 6"

Psychic Powers

Each PSYKER operative can select one power at deployment. The

following powers are available:

Shrouding Veil

- Action: 1AP
- Range: Self
- Target: This operative
- If blood bounded also affects the blood bounded friendly operative within 3"

Until the end of the Turning Point, targeted operatives:

- Count as being in Cover even when not in cover
- Enemy operatives treat their target visibility as one level worse (Visible to Obscured, Obscured to Concealed)
- -1 to hit from ranged attacks

Hunter's Aspects

- Action: 2AP
- Range: Self or friendly operative within 3"
- If target is Blood Bonded, you may select two options instead of one

Select one option until the end of the Turning Point:

- Predator: +2" Movement and can ignore the first 2" of distance when calculating fall damage
- Stalker: Can perform a free Dash action in addition to normal movement
- Killer: Melee weapons gain Lethal 5+

Blood Echo

- Action: 2AP
- Range: 6"
- Target one friendly operative you have line of sight to
- If target is Blood Bonded to you, increase range to 9"

Until the start of your next activation:

- You may use that operative's line of sight for your own attacks
- That operative may use your line of sight for their attacks
- Both operatives count as having line of sight to any enemy operative either can see

Pack Shield

- Action: 2AP
- Range: 6"
- Place a Pack Shield token within range and line of sight
- If you are Blood Bonded, friendly operatives within 2" of the token also gain +1 to their normal Save characteristic
- Friendly operatives within 2" of the token:

- Gain a 5+ invulnerable save
- Can reroll failed save rolls of 1

Predator's Mark

- Action: 1AP
 - Range: 6"
 - Select one enemy operative you can see
 - Place a Mark token next to that operative
 - If you are Blood Bonded, the marked operative also suffers -1 to their Save characteristic
- Until the end of the Turning Point:
- Friendly operatives can reroll failed wound rolls against the marked target
 - The marked operative cannot be in Cover

Blood Boil

- Action: 3AP
- Range: 8"
- Select one enemy operative you can see
- Roll 3D6
- For each 4+, inflict 1 mortal wound
- If you are Blood Bonded, roll 4D6 instead
- This power cannot be used in consecutive activations

General Psychic Rules

Deny the Witch

When an enemy PSYKER attempts to manifest a power within 6" of your PSYKER:

- You may attempt to deny by rolling D6
- On a 4+, the power is denied and has no effect
- You may only attempt to deny once per Turning Point

Perils of the Warp

When manifesting a power, if you roll any 1s:

- The power still works
- Remove a 1 for each allied PSYKER or LEADER with psyker option
- For each remaining 1 roll a D3: On 1: Take 2 mortal wounds; On 2: Take 1 mortal wounds; On 3: No effect

Blood Bond Resonance

If you are Blood Bonded to another operative:

- Add 1 to all Deny the Witch rolls
- You may reroll one die when testing for Perils of the Warp
- If your bonded operative is incapacitated, you cannot use psychic powers for the remainder of the game

Equipment Points (EP)

Each Kill Team gets 10 EP to spend.

Standard Equipment (2-3 EP):

Blood Chalice (2EP)

- Operative gains 'Healer' ability
- Once per game can perform emergency Blood Bond ritual

Combat Shield (2EP)

- WARRIOR only
- 6+ invulnerable save
- 4+ invulnerability save against ranged attacks

Psychic Hood (2EP)

- PSYKER and LEADER with psyker rule only
- Add 4" to range of psychic powers
- Reroll one failed psychic action per game

Combat Scope (2EP)

- WARRIOR only
- Ignore cover when making shooting attacks

Psyk-Out Ammunition (2EP)

- Any operative with ranged weapon
- Improve AP characteristic by 1 against PSYKERS

Sanctified Ammunition (3EP)

- Any operative with ranged weapon
- Improve AP characteristic by 1

Auspex (3EP)

- One use only
- Reveal all enemy operatives within 6" of this operative, even if not visible

Mid-Range Equipment (5-6 EP)

Combat Drug Injectors (5EP)

- Once per game, gain +1 to hit and wound rolls until end of turning point
- Roll D6 at end of turning point, on 1-2 suffer 2 mortal wounds

Iron Halo (5EP)

- CHAPLAIN only
- 4+ invulnerable save

Power Weapon (5EP)

- WARRIOR only
- Replace Chainsword with Power Sword

Bone-carved Talismans (5EP)

- Once per game, reroll all failed save rolls until end of turning point
- Bearer counts as having performed Blood Bond ritual for purposes of special rules

Beast Handler's Gear (6EP)

- CHAPLAIN with WAR BEAST only
- WAR BEAST gains +1 APL
- Reroll failed charge rolls for WAR BEAST

Psychic Focus Crystal (6EP)

- PSYKER or LEADER with psyker rule only
- Generate one additional Cabal point at start of each turning point
- +1 to psychic tests

Hunter's Vox (6EP)

- All friendly operatives within 6" gain +1" to their Movement characteristic
- Can reroll one failed charge roll per turning point

High Range Equipment (7-10 EP):

Warp Dampening Field (7EP)

- Enemy PSYKER operatives within 6" suffer -D3 to psychic tests
- 5+ save against mortal wounds

Blood Forged Power Weapon (7EP)

- WARRIOR only
- Replace Chainsword with Power Sword
- Melee weapon gains Lethal 6+

Blood Forged Relic Blade (8EP)

- CHAPLAIN or PSYKER only
- Melee weapon gains Lethal 5+ and Rending
- Once per game, can reroll all failed hit rolls in one combat

Enhanced War Beast Collar (8EP)

- WAR BEAST only
- Gains ability to attempt to deny one psychic power per turning point

- +2 wounds characteristic

Blood Forged Relic Force Blade (9EP)

- CHAPLAIN with psyker rule or PSYKER only
- Melee weapon gains Force Weapon status
- Melee weapon gains Lethal 5+ and Rending
- Once per game, can reroll all failed hit rolls in one combat

Sample Kill Team Builds

Chaplain-Led Teams:

Holy Hunters (200 points)

CHAPLAIN Leader (40)

- War Beast (+20)
- Plasma Pistol (+3)
- PSYKER upgrade (+15)

Warriors (25)

- Plasma Gun (+8)
- Stealth Suits (+5)
- Targeting Arrays (+2)
- Chainsword (+2)

Warriors (25)

- Meltagun (+7)
- Stealth Suits (+5)
- Targeting Arrays (+2)
- Chainsword (+2)

Warriors (25)

- Storm Bolter (+5)
- Stealth Suits (+5)
- Targeting Arrays (+2)
- Chainsword (+2)

Ritual Strike Force (175 points)

CHAPLAIN Leader (40)

- War Beast (+20)
- Bolt Pistol (+2)
- Apothecarius Gear (+5)

WARRIOR (25)

- Plasma Gun (+8)

WARRIOR (25)

- Meltagun (+7)

Smith Apprentice (35)

- Power Sword (+3)
- Stealth Suit (+5)

Shadow Hunt (150 points)

CHAPLAIN Leader (40)

- War Beast (+20)
- PSYKER upgrade (+15)
- Stealth Suit (+5)

Warrior (25)

- Storm Bolter (+5)
- Targeting Array (+2)
- Combat Shield (+6)

Warrior (25)

- Storm Bolter (+5)
- Targeting Array (+2)
- Combat Shield (+3)

Sergeant-Led Teams:

Mounted Strike Force (200 points)

SERGEANT Leader (35)

- War Beast Mount (+20)
- Power Sword (+5)
- Plasma Pistol (+3)
- PSYKER upgrade (+15)

Warrior (25)

- Jump Packs (+5)
- Plasma Gun (+8)
- Targeting Arrays (+2)
- Chainsword (+2)

Warrior (25)

- Jump Packs (+5)
- Meltagun (+7)
- Targeting Arrays (+2)
- Chainsword (+2)

Warrior (25)

- Jump Packs (+5)
- Storm Bolter (+5)
- Targeting Arrays (+2)

- Chainsword (+2)

Stealth Pack (175 points)

SERGEANT Leader (35)

- War Beast Mount (+20)
- Power Sword (+5)
- Combat Shield (+3)

Warrior (25)

- Stealth Suit (+5)
- Storm Bolter (+5)
- Chainsword (+2)

Warrior (25)

- Stealth Suit (+5)
- Storm Bolter (+5)
- Chainsword (+2)

Smith Apprentice (35)

- Power Sword (+3)

Hunter's Pack (150 points)

SERGEANT Leader (35)

- War Beast Mount (+20)
- Power Sword (+5)
- Veteran (+15)

Warrior (25)

- Plasma Gun (+8)
- Targeting Array (+2)
- Mark VII Power Armor (+3)

Warrior (25)

- Meltargun (+7)
- Targeting Array (+2)
- Mark VII Power Armor (+3)

Smith-Led Teams:

Technical Superiority (200 points)

SMITH JOURNEYMAN Leader (40)

- PSYKER upgrade (+15)
- Veteran (+15)
- Force Axe (+2)
- Digital Weapons (+5)

Warrior (25)

- Plasma Gun (+8)
- Chainsword (+2)
- Stealth Suits (+5)
- Targeting Arrays (+2)

Warrior (25)

- Meltagun (+7)
- Chainsword (+2)
- Stealth Suits (+5)
- Targeting Arrays (+2)

Warrior (25)

- Storm Bolter (+5)
- Chainsword (+2)
- Stealth Suits (+5)
- Targeting Arrays (+2)

Forge's Vengeance (175 points)

SMITH JOURNEYMAN Leader (40)

- Plasma Pistol (+3)
- Conversion Field Generator (+3)
- PSYKER Upgrade (+15)

Warrior (25)

- Storm Bolter (+5)
- Mark VII Upgrade (+3)
- Combat Shields (+3)
- Chainsword (+2)

Warrior (25)

- Storm Bolter (+5)
- Mark VII Upgrade (+3)
- Combat Shields (+3)
- Chainsword (+2)

Warrior (25)

- Storm Bolter (+5)
- Mark VII Upgrade (+3)
- Combat Shields (+3)
- Chainsword (+2)

Tech-Hunt (150 points)

SMITH JOURNEYMAN Leader (40)

- Plasma Pistol (+3)
- Digital Weapons (+5)

Warrior (25)

- Meltagun (+7)

Warrior (25)

- Meltagun (+7)

Smith Apprentice (35)

- Power Sword (+3)

Strategic Ploys

Pack Hunters (1CP)

- Use when activating an operative
- Until end of turning point, that operative gains +1 to hit rolls while within 3" of a friendly operative

Hunting Pattern Alpha (3CP)

- Use at start of any turning point
- Select one enemy operative
- Until end of turning point, friendly operatives gain +1 to wound rolls against that operative

Blood Fury (1CP)

- Use when a friendly operative is incapacitated
- All Blood Bonded operatives gain +1 APL until end of turning point

Technical Mastery (1 CP)

- Use at the start of your turn
- Until the end of the turning point, one friendly operative within 6" of your SMITH leader gains +1 to hit rolls with all weapons
- If that operative has performed a Blood Bond ritual, they also improve their weapon's Damage characteristic by 1

Tactical Ploys

Psychic Masking (1CP)

- Use when an enemy operative attempts to shoot at your operative
- That operative counts as being an additional 3" away for range calculations

Coordinated Strike (2CP)

- Use when activating a Blood Bonded operative
- That operative can perform one free Fight action if their bonded operative is within 3"

Beast's Warning (1CP)

- Use when an enemy operative performs a 'Charge' action targeting a WAR BEAST or its handler
- Subtract 2" from the charge distance

Emergency Repairs (2 CP)

- Use when a friendly operative within 3" of your SMITH leader would lose their last wound
- Roll a D6, on a 4+, that operative retains 1 wound instead of being incapacitated
- Can only be used once per game

Tac Ops

Hunt the Corrupted

- Score 1VP if an enemy PSYKER is incapacitated
- Score 1VP if a Blood Bonded operative incapacitates an enemy operative

Guard the Pack

- Score 1VP if all your operatives are within 6" of at least one other friendly operative at end of turning point
- Score 1VP if your WAR BEAST and handler both survive until end of game

Blood Vengeance

- Score 1VP if an operative incapacitates the enemy operative that incapacitated their Blood Bonded partner
- Score 1VP if you incapacitate more enemy operatives than you lose in a single turning point

Adeptus Arbites After Action Report - Blood Wolves Kill Team Operation

ADEPTUS ARBITES
PRECINCT FORTRESS ALPHA-447
HIVE TARANUS

AFTER ACTION REPORT: OPERATION SHADOW PURGE

Author: Marshal Viktor Thane
Classification: Command Level
Date: 847.M41
SUBJECT: Blood Wolves Kill Team deployment in Lower Hive
District 23

INITIAL CONTACT:

Blood Wolves Kill Team arrived at Precinct Fortress following detection of possible genestealer cult activity. Team composition:

- 1 Chaplain (designation: Occultus)
- 2 War Beasts
- 4 Blood Pack Marines
- 2 Iron Shield Breakers

PRELIMINARY ASSESSMENT:

Initial briefing revealed sophisticated understanding of hive city operations. Chaplain Occultus demonstrated detailed knowledge of cult behavior patterns and urban warfare tactics. War beasts' enhanced senses immediately detected anomalies in our holding cells, identifying two previously undetected hybrid infiltrators among routine prisoners.

OPERATIONAL METHODOLOGY:

Unlike typical Astartes shock-and-awe tactics, Blood Wolves operated with remarkable subtlety:

- Utilized maintenance shafts and service corridors instead of main thoroughfares
- War beasts deployed for advance reconnaissance
- Psychic masking prevented cult elements from detecting their presence
- Precise elimination of targets with minimal collateral damage
- Excellent coordination with Arbitrator patrols

NOTABLE INCIDENTS:

Manufactorum Raid (Day 2)

- War beasts detected concealed entrance to cult gathering space
- Kill team eliminated 47 cultists without damaging critical machinery
- Production resumed within 3 hours

Underhive Ambush (Day 4)

- Cult forces attempted to trap kill team in waste processing facility
- Blood Wolves turned ambush against attackers
- Iron Shield Breakers' plasma weapons proved highly effective in confined spaces
- 100% cult casualty rate, zero civilian casualties

Patriarch Engagement (Day 7)

- War beasts tracked patriarch to abandoned hab-block
- Chaplain Occultus coordinated joint Arbites-Astartes assault
- Blood Pack Marines demonstrated exceptional close-quarters combat efficiency
- Minimal structural damage to surrounding infrastructure

CASUALTIES AND COLLATERAL:

- 342 confirmed cult members eliminated
- 3 minor structural breaches (all readily repairable)
- 1 war beast wounded (non-critical)
- 0 civilian casualties
- 2 Arbitrators wounded (both recovered)

NOTABLE OBSERVATIONS:

Tactical Efficiency

- Kill team operated independently but maintained constant communication with Arbites command
- Demonstrated thorough understanding of hive city protocols
- Excellent target discrimination in crowded environments

Psychological Impact

- Presence of war beasts caused noticeable disruption to cult activities
- Chaplain's psychological warfare tactics proved highly effective
- Minimal public panic due to discrete operation methods

Infrastructure Preservation

- Remarkable attention to preserving critical hive infrastructure
- Selected engagement zones to minimize collateral damage
- Utilized non-destructive entry methods where possible

RECOMMENDATIONS:

- Standing request submitted for future Blood Wolves deployment in similar situations
- Development of joint Arbites-Blood Wolves urban combat protocols
- Integration of war beast detection methods into Arbites patrol patterns
- Establishment of permanent communication protocols with Blood Wolves fleet

ARBITRATOR MARSHAL'S PERSONAL

NOTATION:

Most impressed by kill team's professionalism and efficiency. Unlike other Astartes deployments, Blood Wolves demonstrated clear understanding of hive city complexities and importance of minimal collateral damage. Their war beasts' detection capabilities proved invaluable in urban environments. Strongly recommend maintaining a close relationship with this chapter for future operations.

THOUGHT FOR THE DAY: Justice is swift. Vengeance is thorough.

[Document bears official Adeptus Arbites seals and authentication codes]

[Appended: Detailed mapping of cult cleansing operations]

[Witness statements and pict-captures filed separately under case number 847-23A]

Deathwatch RPG Rules

Chapter Characteristics

- +3 Willpower
- +3 Perception
- -3 Ballistic Skill
- Starting Wounds: 12+1d5
- All Blood Wolves are psykers
- Start with Psy Rating 2

Special Rules

Inherent Psychic Ability

- All Blood Wolves can use minor psychic abilities
- Must test for Perils of the Warp as normal
- Can sense disturbances in the warp within 10m per Psy Rating
- Can detect other psykers automatically within same range

Blood Bond Ritual

Once per mission, may perform a blood bonding ritual with another Space Marine:

- 1 hour of uninterrupted ritual time
- Successful Willpower test
- Both participants must be willing
- Strengthens psychic abilities when working together

Blood Bonded pairs gain:

- May spend Fate Points for each other
- +10 to all psychic tests when within 10m of each other
- Can sense if the other is in grave danger
- If one dies, the other gains Frenzy for 1d5 rounds

Hunter's Instincts

- Can use psychic abilities to track prey
- +20 to Awareness and Tracking when using psychic abilities
- May reroll failed Stealth tests once per session

Chapter Flaw: Constant Vigilance

- Must test Willpower when encountering other psykers
- Failure means character becomes suspicious and must monitor the source
- Critical failure results in immediate hostile action

Starting Skills

- Psyniscience (Per)
- Awareness (Per)
- Common Lore (Adeptus Astartes) (Int)
- Dodge (Ag)
- Literacy (Int)
- Speak Language (Low Gothic) (Int)
- Intimidate (S)
- Tracking (Int)

Starting Talents

Choose three:

- Heightened Senses (Smell)
- Quick Draw
- Sprint
- Stalker
- True Grit

Starting Psychic Powers

Choose two from:

- Blood Echo (detect life forms)
- Hunter's Aspect (enhance physical abilities)
- Pack Shield (protective barrier)
- Predator's Mark (mark target for tracking)
- Shadow Veil (psychic concealment)

Chapter Advances

- Blood Ritual Mastery (100 xp)
- Enhanced Hunting Sense (200 xp)
- Increased Psy Rating (300 xp)
- Pack Leader (400 xp)
- Master of the Hunt (500 xp)

Background Packages

Chaplain

Cost: 300 XP

Description

Blood Wolves Chaplains serve as both spiritual guides and vigilant watchmen, monitoring their brothers for signs of corruption while maintaining the chapter's sacred traditions. Their war beasts serve as both companions and corruption detectors, making them even more effective at their vigilant duties.

Starting Package

- +10 Intimidate
- +10 Scrutiny
- +10 Handle Animal
- Blood Ritual Mastery talent
- Special Equipment: Ritual Crozius, Blood Chalice, and Beast Handler's Basic Kit

Special Rules

- Spiritual Guardian: Can detect corruption and warp influence within 10m per Psy Rating
- Ritual Master: Can perform emergency Blood Bond rituals as Full Action
- Beast Empathy: War beast gains +10 to corruption detection rolls
- Voice of Authority: Once per session, can automatically pass one Command test
- Vigilant Bond: War beast gains additional detection capabilities against warp entities

War beast Rules

- One war beast companion included in background cost
- Beast must stay within 20m of Chaplain
- Gains enhanced corruption detection abilities
- Can assist in ritual ceremonies
- Shares Chaplain's Leadership for morale tests

Unique Talents

Blood Ritual Mastery

Prerequisites: Chaplain Background, Psy Rating 2+

The character can lead advanced ritual ceremonies:

- Takes 1 hour
- Can bond up to 3 participants
- Grants enhanced Blood Bond benefits
- Can cleanse minor corruption
- War beast can participate in and enhance rituals

Ritual Beast Enhancement

Prerequisites: Chaplain Background, Blood Ritual Mastery

The character can temporarily enhance their war beast:

- Half Action
- Beast gains Psy Rating 1 for detection purposes
- Enhanced corruption detection range
- Can share Chaplain's psychic defenses

Restrictions

- Must maintain constant vigilance over battle-brothers

- Required to perform regular ritual observances
- Responsible for war beast oversight and training
- Cannot have multiple war beasts like Beast Handlers
- Beast must be used primarily for detection rather than combat

Smith

Cost: 350 XP

Description

The Blood Wolves' Smiths combine technical expertise with psychic ability, forging weapons and equipment enhanced by blood rituals. Their understanding of both material craft and psychic enhancement makes them unique among Space Marine artificers, creating items that resonate with their wielders' own essence.

Starting Package

- +10 Tech-Use
- +10 Common Lore (Tech)
- Blood-Forging Rites talent
- Psychic Artifice talent
- Special Equipment: Blood-Forged Tool Kit, Ritual Carving Blades

Special Rules

- Machine Empath: Can use Psy Rating to assist with Tech-Use tests
- Blood-Forge Mastery: Can perform blood-forging rituals using their own blood or that of willing battle-brothers
- Technical Insight: Once per session, can reroll a failed Tech-Use test
- Spirit Bond: Can establish a psychic connection with a single piece of equipment per mission

Unique Talents

Unique Talents

Prerequisites: Smith Background, Psy Rating 2+

The character can perform blood-forging rituals to enhance equipment:

- Full Action
- Requires blood from the intended user of the item
- Costs 1 wound from blood donor (cannot be reduced or negated)
- Item can only be enhanced for the battle-brother whose blood was used in the ritual
- Multiple enhancements on the same item require blood from each ritual
- Multiple enhancements on the same item require blood from each ritual

Target item gains one of the following until end of mission:

- +5 to hit rolls when used by blood donor
- +2 Penetration when used by blood donor
- Gains "Reliable" quality when used by blood donor

- Resonates with donor's psychic abilities (+10 to related Psy Rating tests)

Psychic Artifice

Prerequisites: Smith Background, Blood-Forging Rites

The character gains deeper understanding of psychic enhancement:

- Can maintain blood-forged enhancements on up to Psy Rating items simultaneously
- Can perform emergency repairs using blood rituals (costs 1 wound)
- Can detect flaws or corruption in equipment through psychic resonance
- Ability to carve and enhance bone talismans for fellow battle-brothers

Restrictions

- Cannot serve as Kill-team leader
- Must maintain regular communion with enhanced equipment
- Required to perform regular maintenance rituals
- Can only enhance equipment for battle-brothers who willingly participate in blood rituals
- Must regularly renew blood-forging on enhanced items

Special Note

Unlike standard Tech-Marines, Blood Wolves Smiths rely on their psychic abilities and blood rituals rather than extensive mechanical augmentation. Their power flows from their connection to both their chapter's traditions and their battle-brothers' essence.

Beast Handler

Cost: 300 XP

Description

Masters of the chapter's war beasts, Beast Handlers are specialists who combine psychic ability with deep understanding of pack tactics. Unlike Chaplains who use single beasts for detection, Beast Handlers can coordinate multiple war beasts in complex hunting patterns and combat maneuvers. Their profound connection to these creatures makes them masters of both beast training and battlefield coordination.

Starting Package

- +10 Handle Animal
- +10 Awareness
- Pack Alpha Mastery talent
- Beast Training Protocols talent
- Special Equipment: Advanced Beast Handler's Kit, Pack Alpha Runes

Special Rules

- Alpha Bond: Can maintain control of up to 1 + Psy Rating war beasts simultaneously
- Pack Mind: Can coordinate all controlled beasts as a single unit
- Beast Speech: Can issue complex commands telepathically to entire pack
- Pack Leader: All controlled beasts gain +10 to attack rolls when fighting the same target

Combat Formations

Beast Handler can arrange their war beasts into specialized hunting formations:

- Hunting Circle: Beasts surround target, each gains +1 to hit for every other beast in formation
- Strike Pattern: Beasts attack in sequence, each attack at +5 building to maximum of +20
- Guard Formation: Beasts form defensive perimeter, grant cover to protected allies
- Scout Pattern: Beasts spread out in reconnaissance formation, triple their detection range

Unique Talents

Pack Alpha Mastery

Prerequisites: Beast Handler Background, Psy Rating 2+

The character can execute advanced pack tactics:

- Half Action
- Select one formation pattern
- All controlled beasts move into position as part of this action
- Formation benefits last until next order
- Can change formations as Half Action

Beast Training Protocols

Prerequisites: Beast Handler Background, Pack Alpha Mastery

The character gains mastery over beast development:

- Can train new war beasts to join their pack
- Can teach specialized combat maneuvers
- Each beast can learn up to 3 special abilities

Special Beast Abilities

- Ambush Hunter: Beast gains Stealth skill
- Void Stalker: Beast can operate in zero gravity
- Pack Defender: Beast gains Shield ability for allies
- Terror Howl: Beast gains Fear (1) aura
- Warp Tracker: Beast gains bonus to tracking psychic targets
- Blood Hunter: Beast gains bonus damage against wounded prey

Advanced Pack Tactics

At Rank 4 (Experienced), Beast Handler gains access to:

- Coordinated Strike: All beasts can attack same target as single action
- Pack Resilience: Beasts share damage received among pack
- Alpha's Fury: Can channel psychic power through entire pack
- Hunting Song: Psychic coordination grants all beasts +20 to tracking tests

War Beast Options

Each beast can be specialized with one primary role:

- Hunter-Killer: Focus on combat (+10 WS, +2 damage)
- Scout-Tracker: Focus on detection (triple detection range)
- Pack Guardian: Focus on defense (+2 armor, can Shield allies)
- Warp Hunter: Focus on psychic prey (bonus vs psykers)

Pack Advancement

As the Beast Handler gains experience, their pack can grow:

- Rank 1-3: Maximum 1 + Psy Rating beasts
- Rank 4-6: Maximum 2 + Psy Rating beasts
- Rank 7+: Maximum 3 + Psy Rating beasts
- Each beast can learn new abilities at handler's rank increases
- Pack tactics become more sophisticated with experience

Restrictions

- Must maintain regular training sessions with pack
- Required to personally care for all controlled beasts
- Responsible for pack discipline and development
- Cannot use beasts primarily for ritual purposes
- Must maintain physical and psychic bond with pack

Special Notes

- Beast Handlers specialize in combat applications rather than detection
- Can coordinate multiple beasts in complex tactical patterns
- Focus on pack tactics and group maneuvers
- Distinct from Chaplain's single beast detection role
- Emphasis on offensive capabilities and tactical flexibility

Hunt Leader

Cost: 250 XP

Description

Experts in stealth and precision strikes, Hunt Leaders combine tactical acumen with psychic abilities to guide their teams through complex urban environments. They excel at tracking prey and coordinating surgical strikes.

Starting Package

- +10 Stealth

- +10 Tracking
- Urban Warfare Specialist talent
- Shadow Hunter protocols
- Special Equipment: Advanced Auspex

Special Rules

- Urban Predator: Ignore penalties for urban terrain
- Pack Tactics: Grant +5 to all allied Stealth tests within 10m
- Prey Sense: Can track targets through psychic resonance
- Tactical Insight: Once per mission, can reveal all enemy positions within 30m

Unique Talents

Shadow Hunter

Prerequisites: Hunt Leader Background, Psy Rating 2+

The character can coordinate stealthy advances:

- Half Action
- Entire kill-team gains improved stealth capabilities
- Enhanced movement options in urban environment
- Can mask psychic signatures of entire team

Restrictions

- Must maintain stealth protocols during missions
- Required to coordinate with other team specialists
- Responsible for tactical planning

Special Equipment

Ritual Crozius

Chaplain weapon used in rituals and combat

- Damage: 1d10+4 E
- Pen: 4
- Special: Power Field, Sacred, Sanctified
- Enhances psychic powers when used in rituals
- Cost: Very Rare

Ritual Blade

Used in Blood Bond rituals

- Damage: 1d10+2 R
- Pen: 2
- Special: Balanced, Sacred
- Required for Blood Bond rituals
- Cost: Very Rare

Combat Drugs

Single-use combat enhancers

- +10 to Strength and Agility for 1d5 rounds
- +1 Psy Rating for duration
- Must test Toughness or gain 1D3 Fatigue
- Cost: Rare

Solo Abilities

Blood Hunter

Once per session, may declare "Blood Hunt" on single target:

- Enhanced psychic tracking
- Can sense target's general direction within 100m
- Gain 1 Fate Point if target is eliminated

Pack Alpha

When leading a Kill-team:

- Can share psychic powers with team members
- +10 to Command tests in combat
- Can perform emergency Blood Bonds as Half Action

War Beast Companions

Availability

- Only available to Blood Wolves with Beast Handler or Chaplain background
- One war beast per Chaplain
- Requires GM approval
- Counts as part of the Kill-team's resources

War Beast Profile

Characteristics

WS	BS	S	T	Ag	Int	Per	WP	Fel
45	--	45	45	40	15	50	35	10

Movement: 8/16/24/32

Skills

- Awareness +20
- Tracking +20

- Dodge +10
- Silent Move +10

Talents

- Swift Attack
- Lightning Attack
- True Grit
- Heightened Senses (Smell)
- Warp Sense

Special Rules

- Enhanced Senses: Can detect psychic and warp presence
- Handler Bond: Must stay within 30m of Handler
- Pack Hunter: +10 WS when fighting alongside Handler
- Natural Weapons: 1d10+4 R, Pen 2, Tearing
- Psychic Resonance: Can share Handler's psychic perceptions

Combat Rules

Activation

- Activates immediately after Handler
- Uses Handler's Fellowship for Command tests
- Requires Half Action from Handler to issue commands

Actions

Standard Actions

- Attack (Full or Half Action)
- Run/Charge (Full Action)
- Track (Full Action)
- Guard (Full or Half Action)
- Assist Handler (Half Action)

Special Actions

- Warp Sense (Half Action): Detect psychic presence
- Pack Hunt (Full Action): Coordinate attack with Handler
- Alert Handler (Free Action): Warn of detected threats

Damage & Recovery

- Uses same rules as Space Marines for Critical Damage
- Recovers wounds at twice normal rate
- Can be healed by standard medical treatment

Beast Advancement

Experience

- Gains 10% of Handler's earned XP
- Can improve characteristics and gain new talents
- Maximum advancement determined by Handler's rank

Available Improvements

- +5 to any Characteristic (100 XP)
- New Combat Talent (200 XP)
- Enhanced Senses (300 XP)
- Improved Natural Weapons (400 XP)
- Warp Resistance (500 XP)

Special Rules

Frenzy Conditions

The war beast must test Willpower to when:

- Handler takes Critical Damage
 - Exposed to heavy warp presence
 - Fighting daemons or psychic entities
- Failure results in frenzy for 1d5 rounds

Death & Replacement

- If beast dies, Handler suffers 1d5 Insanity points
- Replacement requires return to chapter fleet
- New beast requires 1 month bonding period
- Costs 1000 xp for replacement

Mission Integration

- Can't be deployed via drop pod
- Requires special transport arrangements
- May be restricted in certain environments
- Must be considered in stealth operations

War Beast Equipment

Equipment Restrictions

- Maximum 3 major upgrades at once
- Must be installed at chapter facilities
- Some combinations may be incompatible
- Requires Handler advancement to unlock higher tiers
- Regular maintenance required

Armor Options

Reinforced Hide Armor (300 xp)

- 3 AP all locations
- No movement penalty
- Includes subdermal armor plates

Combat Mesh (400 xp)

- 4 AP all locations
- -5 to Agility
- Self-repairing fibers
- Provides environmental protection

Carapace Battle Armor (600 xp)

- 5 AP all locations
- -10 to Agility
- -1m Movement

Neural Enhancements

Control Systems

Basic Neural Collar (200 xp)

- +10 to Command tests
- Basic bio-monitoring
- 2km vox range

Advanced Control Unit (400 xp)

- +20 to Command tests
- Full bio-monitoring
- 5km encrypted vox
- Emergency override protocols

Psychic Resonator (600 xp)

- Extend control range to 100m
- Share Handler's psychic powers
- Emergency teleport homer
- Built-in null field generator

Sensory Upgrades

Enhanced Olfactory Array (300 xp)

- +20 to scent-based detection
- Can track through water
- Chemical analysis capabilities

Warp Detection Matrix (500 xp)

- Enhanced warp detection
- Psychic activity tracking
- Daemon detection protocols
- Warning runes

Combat Enhancements

Weapon Upgrades

Reinforced Fangs (300 xp)

- +2 Penetration
- Mono-molecular edge
- Power field generator

Combat Claws (400 xp)

- Additional 1d10 R damage
- Can parry melee attacks
- Retractable mechanism

Physical Augmentation

Reinforced Skeleton (300 xp)

- +5 Toughness

Enhanced Musculature (400 xp)

- +10 Strength
- +5 Toughness

Reflex Enhancers (500 xp)

- +2 Attacks
- +10 Agility
- Enhanced reaction time

Special Equipment

Weapons

Melee Weapons

Blood-Forged Power Sword

- 1d10+6 E, Pen 6
- Power Field, Balanced
- +10 to psychic tests when bonded to wielder
- Cost: Very Rare

Ritual Combat Blade

- 1d10+2 R, Pen 4
- Balanced, Sacred
- Required for Blood Bond rituals
- Allows emergency Blood Bond as Full Action
- Cost: Rare

Chaplain's Ritual Crozius

- 2d10+4 E, Pen 5
- Power Field, Sacred
- Enhances psychic powers within 10m
- Required for formal Blood Bond rituals
- Cost: Very Rare

Ranged Weapons

Hunter's Pattern Bolter

- 30m Range, -2 RoF
- Gains Accurate quality
- Built-in silencer
- Cost: Rare

Stalker Pattern Plasma Pistol

- Standard plasma pistol stats
- Silent operation mode (-2 damage)
- Reduced heat signature
- Cost: Very Rare

Power Armor Modifications

Stealth Pattern Configuration

- -10 to enemy detection tests
- Enhanced auto-senses
- Reduced power signature
- Cost: Rare

Ritual Pattern Enhancement

- Built-in psychic resonators
- Blood Bond enhancement circuits
- Enhanced warp resistance
- Cost: Very Rare

Special Equipment

Combat Gear

Blood Chalice

- Stores blood for emergency rituals
- Three uses per mission
- Allows instant Blood Bond (Half Action)
- Cost: Rare

Beast Handler's Kit

- +10 to Handle Animal
- Emergency medical supplies for war beasts
- Basic control equipment
- Cost: Common

Hunter's Auspex

- Standard Auspex
- Additional psychic detection mode
- Motion predictor

- Cost: Rare

Ritual Items

Blood Bond Tokens

- Store psychic resonance
- Allow reroll of one failed psychic test per token
- Three uses
- Cost: Scarce

Bone-Carved Runes

- +5 to psychic tests
- Warning system for warp danger
- Cost: Common

Combat Support

Combat Drug Injectors

- Three doses
- Each dose provides: +10 WS and S, +1 Attack, +5 to psychic tests
- Side effects on 1d10 roll of 1-3
- Cost: Scarce

Psychic Focus Crystal

- +10 to focused psychic tests
- Once per session reroll
- Stores one emergency power use
- Cost: Very Rare

Availability Rules

- Maximum one Very Rare item per character
- Requires chapter approval for special items
- Some items restricted to specific backgrounds
- Regular maintenance required
- Some combinations may be incompatible

Special Rules

- Blood-Forged items require attunement (1 day)
- Ritual items must be sanctified before use
- Combat drugs require Toughness test
- Cybernetics require installation at chapter facilities

Additional Psychic Powers

Blood Bond Powers

Blood Memory (200 XP)

- Power Points: 1
- Action: Half Action
- Range: Touch
- Sustained: No

Access the memories of another through their blood. Can be used on both allies and enemies.

Bond Sacrifice (300 XP)

- Power Points: 2
- Action: Reaction
- Range: Blood Bond range
- Sustained: No

Take wounds meant for your Blood Bonded partner. Damage is split between both marines.

Crimson Resonance (400 XP)

- Power Points: 3
- Action: Full Action
- Range: 20m
- Sustained: Yes

Create a psychic network between all Blood Bonded pairs in range. Share all bonuses and sensory input.

Blood Tempest (500 XP)

- Power Points: 4
- Action: Full Action
- Range: 40m radius
- Sustained: Yes

Create a storm of weaponized blood. Deal 1d10+PR damage per round to all enemies in range.

Hunting Powers

Prey Mark (200 XP)

- Power Points: 1
- Action: Half Action
- Range: 30m
- Sustained: Yes

Mark target psychically. All Blood Wolves can sense the marked target's location.

Hunter's Time (300 XP)

- Power Points: 2
- Action: Half Action
- Range: Self
- Sustained: Yes

Enhanced reaction time. Gain Swift Attack and Lightning Attack talents.

Alpha's Call (400 XP)

- Power Points: 3
- Action: Full Action
- Range: 50m
- Sustained: Yes

Coordinate all hunters. Squad members can use your skills and talents for tests.

Stalking Powers

Void Step (200 XP)

- Power Points: 1
- Action: Half Action
- Range: Self
- Sustained: No

Short-range teleport through shadows. Move up to 10m ignoring terrain.

Presence Mask (300 XP)

- Power Points: 2
- Action: Full Action
- Range: 15m radius
- Sustained: Yes

Mask all life signs. Electronic and psychic detection is impossible while maintained.

Reality Slip (400 XP)

- Power Points: 3
- Action: Full Action
- Range: Self
- Sustained: Yes

Partially phase out of reality. Gain 50% miss chance against all attacks.

Hunter's Eye (500 XP)

- Power Points: 4
- Action: Full Action
- Range: 1km
- Sustained: Yes

Perfect hunting awareness. Detect all life forms in range, ignore all concealment.

Pack Powers

Battle Hymn (200 XP)

- Power Points: 1

- Action: Half Action
- Range: 20m
- Sustained: Yes

Psychic battle chant. All allies gain +10 to Fear and Pinning tests.

Pack Awareness (300 XP)

- Power Points: 2
- Action: Full Action
- Range: 30m
- Sustained: Yes

Share sensory information. All allies gain +20 to Awareness and can share vision.

Hunting Ground (400 XP)

- Power Points: 3
- Action: Full Action
- Range: 50m radius
- Sustained: Yes

Turn the area into a psychic hunting ground. Allies gain +10 WS and +2 movement, enemies suffer -10 to all tests.

Ghost Pack (500 XP)

- Power Points: 4
- Action: Full Action
- Range: 100m
- Sustained: Yes

Summon spectral war beasts. Create a PR number of temporary war beasts under your control.

Terror Powers

Predator's Aura (200 XP)

- Power Points: 1
- Action: Half Action
- Range: 10m
- Sustained: Yes

Project menacing presence. Enemies must test Willpower or become Scared.

Mind Shatter (300 XP)

- Power Points: 2
- Action: Full Action
- Range: 20m
- Sustained: No

Psychic attack targeting enemy morale. Target must test Willpower or gain 1d5 Insanity points.

Apex Terror (400 XP)

- Power Points: 3
- Action: Full Action
- Range: 30m
- Sustained: Yes

Become living embodiment of terror. All enemies in range must test Willpower each round or flee.

Pack Ascension (500 XP)

- Power Points: 4
- Action: Full Action
- Range: 30m
- Sustained: Yes

Elevate the entire squad. All allies gain +20 to two characteristics and regenerate 1d5 wounds per round.

Prerequisites

- Basic Powers: None
- Intermediate Powers (300 XP): Requires Psy Rating 3
- Advanced Powers (400 XP): Requires Psy Rating 4
- Elite Powers (500 XP): Requires Psy Rating 5 and one matching specialization

Power Combinations

- Blood Bond + Pack Powers get +10 to psychic tests
- Hunting + Stalking Powers can be maintained simultaneously
- Terror Powers synergize with Predator's Presence talent
- Elite Powers (500 XP) cannot be combined with other sustained powers

ADEPTUS MECHANICUS

XENOLOGICAL ANALYSIS REPORT 2749-Xi

+++By the authority of Fabricator-General Lucius Vex+++
+++Mars Designation: Tactical Protocol Analysis+++
+++Clearance: Magos-Level+++

PRELIMINARY ASSESSMENT:

The Blood Wolves Chapter demonstrates concerning efficiency in coordinating combat operations with selected xenos forces. Binary analysis suggests tactical benefits may outweigh theological risks, though careful monitoring remains essential.

STATISTICAL ANALYSIS OF JOINT OPERATIONS:

Craftworld Eldar Engagement Metrics:

- Combat Efficiency: +47.3% vs. standard operations
- Casualty Reduction: 38.2% improvement
- Resource Optimization: +41.7% effectiveness
- Tactical Flexibility: +52.9% enhancement
- Strategic Success Rate: 89.4%

Notable Technical Observations:

War Beast Bio-signatures:

- Enhanced detection range when operating near Eldar forces
- Improved target acquisition through unknown mechanisms
- No signs of genetic corruption or modification
- Possible psychic resonance effects requiring study

Void Combat Protocols:

- Blood Wolves vessels demonstrate 43.2% improved targeting when coordinating with Eldar ships
- Joint stealth operations show 67.8% higher success rate
- No evidence of technical knowledge exchange
- Maintained proper machine spirit sanctity

League of Votann Engagement Analysis:

- Operational Efficiency: +51.6% vs. standard protocols
- Resource Management: +44.3% optimization
- Technical Integration: 0% (no unauthorized exchange detected)
- Combat Effectiveness: +63.7% in joint operations

- Target Elimination Rate: 91.2% success

Technical Integration Points:

Targeting Solutions

- Blood Wolves war beasts guide League weapon systems
- No direct technical interface detected
- Maintained proper separation of sacred technologies
- Enhanced effectiveness through tactical coordination only

Void Combat Operations

- Complementary vessel deployment patterns
- No exchange of targeting protocols
- Preserved sanctity of machine spirits
- Improved combat efficiency through tactical synergy

RISK ASSESSMENT MATRICES:

Technological Contamination Risk:

- Current Level: Minimal
- Projected Trend: Stable
- Containment Protocols: Effective
- Monitoring Systems: Adequate

Combat Protocol Analysis:

- Tactical Adaptation: Within acceptable parameters
- Technical Integration: Minimal
- Machine Spirit Integrity: Maintained
- Operational Efficiency: Improved

MECHANICUS CONCERNS:

Primary:

- Potential for unauthorized technical observation
- Risk of machine spirit contamination
- Exposure of sacred combat protocols
- Possible pattern recognition of Imperial tactics
- Risk of technological osmosis

Secondary:

- Enhanced operational effectiveness may encourage further cooperation
- Potential normalization of xenos tactical integration
- Risk of inadvertent technical knowledge transfer
- Exposure of Imperial strategic capabilities
- Possible influence on other Imperial forces

CONTAINMENT PROTOCOLS:

Current Implementation:

- Regular technical purity assessment
- Machine spirit integrity scanning
- Combat protocol monitoring
- Technological segregation enforcement
- Binary cant analysis of all operations

Recommended Additions:

- Enhanced monitoring of technical interactions
- Regular assessment of machine spirit purity
- Increased scrutiny of combat protocols
- Documentation of all tactical adaptations
- Analysis of potential technical contamination

BINARY CANT ASSESSMENT:

[Encrypted data suggests maintained technological purity despite operational cooperation]

CONCLUSION:

While the Blood Wolves' tactical cooperation with xenos forces warrants continued monitoring, current evidence suggests maintained technological purity. Their pragmatic approach appears to maximize combat effectiveness while preserving proper separation of sacred knowledge.

LOGISTICAL NOTATION:

- Continue monitoring protocols
- Maintain technical segregation
- Document all interactions
- Preserve machine spirit purity
- Regular assessment required

By the will of the Omnissiah,
Magos Xenologis Lambda-7

+++Thought for the Day: Knowledge is power, guard it well+++

[Document bears Mechanicus seals and binary authentication codes]

Space Hulk Rules

Squad Composition

A Blood Wolves Space Hulk squad consists of:

- 1 Arc Chaplain with War Beast (Squad Leader)
- 1 Sergeant (with psychic abilities)
- 3 Iron Shield Breakers
- 1 Smith

Special Rules

All Blood Wolves units gain the following abilities:

Blood Bond Ritual

- At the start of the mission, select two marines to be Blood Bonded
- Blood Bonded marines within Line of Sight of each other gain +1 Action Point
- If one Blood Bonded marine dies, the survivor gains +2 Action Points for one turn

War Beast Detection

- The War Beast automatically detects any Genestealers within 3 squares, even around corners
- The War Beast can move independently of the Chaplain but must stay within 3 squares
- The War Beast has 2 Action Points and can attack as a normal marine
- If the War Beast is killed, the Chaplain gains the "Vengeance" ability (+1 to hit) for the remainder of the mission

Shield Wall

- Iron Shield Breakers can form a Shield Wall when adjacent
- While in Shield Wall formation, they gain +1 to saving throws
- Shield Wall requires 2 Action Points to maintain per turn
- Plasma weapons can still be fired while in Shield Wall formation

Psychic Powers

The Sergeant may use one of the following powers each turn at the cost of 2 Action Points:

- Shadow Veil: All Blood Wolves within 3 squares gain +1 to their saving throws until next turn
- Hunter's Sense: Reveal all Genestealers within 6 squares of the Psyker
- Warp Speed: One Blood Wolf within 3 squares gains +2 Action Points for their next activation

Unit Cards

Arc Chaplain

- Action Points: 4
- Plasma Pistol: Range 4, 1 die
- Crozius Arcanum: 3 dice in close combat
- Special Rule: "Spiritual Guardian" - Adjacent marines gain +1 to saving throws
- Psychic Power: "Blood Bond Enhancement" - Can strengthen Blood Bond effects within 3 squares

Sergeant

- Action Points: 4
- Plasma Pistol: Range 4, 1 die
- Force Sword: 2 dice in close combat
- Special Rule: "Pack Leader" - Can transfer 1 Action Point to another marine within 3 squares
- Special Rule: "Psychic Powers" - Can use one power per turn from the standard list

Iron Shield Breaker

- Action Points: 4
- Plasma Gun: Range 4 squares, 2 dice
- Combat Shield: +1 to saving throws
- Chainsword: 2 dice in close combat
- Special Rule: "Shield Wall" - When adjacent to another Iron Shield Breaker, both gain +1 to saving throws.

War Beast

- Action Points: 2
- Close Combat: 2 dice
- Special Rule: "Enhanced Senses" - Automatic detection within 3 squares

Smith

- Action Points: 4
- Plasma Pistol: Range 4, 1 die
- Power Axe: 2 dice in close combat
- Special Rule: "Emergency Repairs" - Can repair sealed doors or disabled systems

Mission Special Rules

Psychic Overwatch

Blood Wolves can spend 2 Action Points to enter Psychic Overwatch instead of regular Overwatch. While in Psychic Overwatch, they can attack any Genestealer

that comes within 3 squares, even without Line of Sight.

Blood Hunt

If a Blood Wolves marine kills a Genestealer in close combat, they may immediately move 1 square for free.

Pack Tactics

When two or more Blood Wolves marines are adjacent to the same Genestealer in close combat, they each gain +1 attack die.

Mission Types

The Silent Hunt

A standard Space Hulk mission with the following modifications:

- Genestealers do not appear on Blips
- Instead, place face-down tokens that the War Beast can detect
- Tokens are only revealed when a marine has Line of Sight
- Mission focuses on stealth and detection over direct combat

Psychic Beacon

The Blood Wolves must establish a psychic beacon in the heart of the Space Hulk:

- The Psyker must reach a designated point and spend 3 turns channeling
- While channeling, the Psyker cannot move or attack
- Other marines must protect the Psyker
- Success allows the fleet to locate critical artifacts

Hunting the Alpha

An elite mission where the Blood Wolves must hunt down a Genestealer Patriarch:

- The Patriarch has 6 health points and 3 attack dice
- Regular Genestealers protect the Patriarch
- War Beast can always detect the Patriarch's location
- Mission is won only by killing the Patriarch

Optional Rules

Blood Frenzy

When a marine is killed, all Blood Bonded marines gain +1 attack die for the remainder of the mission but must always move toward the nearest Genestealer if possible.

Psychic Exhaustion

After using a psychic power, roll a die. On a 1, the Psyker loses 1 Action Point on their next turn.

War Beast Pack

Replace one Iron Shield Breaker with an additional War Beast. Both beasts must stay within 3 squares of the Chaplain.

FORGE WORLD LUKITAR

COMPREHENSIVE STRATEGIC ASSESSMENT 278.M42

Re: Blood Wolves Chapter Operations Analysis
Author: Fabricator-General Octavius Vex
Classification: VERMILLION-LEVEL CLEARANCE

STRATEGIC ASSET EVALUATION:

FLAGSHIP DEPLOYMENT

The presence of the Chapter flagship "Fang of Retribution" represents our primary defensive asset:

Void Supremacy

- Strike Cruiser's presence deters 97.8% of potential raiders
- Ancient vessel's machine spirit demonstrates exceptional combat awareness
- Upgraded void shields provide overlapping coverage of critical orbital facilities
- Advanced targeting arrays ensure 99.9% weapons accuracy
- Irreplaceable Mark IV targeting cogitators enhance defensive capabilities

Command Benefits

- Chapter Master's presence ensures rapid high-level decision making
- Direct coordination with forge world defense network
- Integration with orbital defense platforms increases efficiency by 78.3%
- Multiple support vessels coordinated through flagship's enhanced systems
- Ability to launch full company-strength responses to serious threats

FLEET OPERATIONS

Extended Defense Coverage

- "Shadow Hunter" maintains stealth patrols of primary trade corridors
- "Void Stalker" conducts long-range reconnaissance
- Seven Gladius Frigates maintain constant patrol patterns
- Seven Harvest Frigates provide extended-range reconnaissance
- Seven Destroyers offer rapid response capabilities
- Seven Raiders conduct preemptive threat elimination

Trade Route Security

- 94.7% reduction in successful pirate raids
- 99.1% of supply convoys reach destination
- 87.3% decrease in insurance costs
- 156% increase in trading volume
- Quadrupled trading partner confidence
- Protected corridors encourage new trade relationships

Specialized Capabilities

- War beast enhanced detection provides 2.7 hour advance warning
- Psychic masking capabilities deter Dark Eldar observation
- Average response time: 17.4 minutes
- Threat elimination rate exceeds 98.7%
- Comprehensive augur coverage leaves no blind spots

CRITICAL CONCERNS - SMITH PRACTICES

Technical Deviations

- Integration of blood rituals into sacred maintenance rites
- Psychic resonance affecting machine spirits
- Non-standard forging techniques incorporating biological elements
- Development of unique maintenance rituals
- Creation of "blood-forged" equipment
- Limited adherence to standard Mechanicus oversight

Equipment Modifications

- Blood-enhanced power weapons
- Psychically-attuned armor systems
- War beast control mechanisms incorporating blood rituals
- Modified targeting systems using psychic resonance
- Ritualistic enhancement of standard equipment

Containment Protocols

- Constant techpriest observation of all Smith activities
- Regular purity testing of maintained equipment
- Documentation of all non-standard procedures
- Installation of null-field generators in work areas
- Enhanced monitoring of machine spirit responses
- Regular examination of maintained equipment
- Strict control of blood ritual components
- Limited access to sensitive machinery

COST-BENEFIT ANALYSIS

Strategic Benefits

- 89% reduction in defense fleet requirements
- 76% decrease in orbital defense spending
- 94% improvement in response times
- 67% reduction in lost material shipments
- 278% return on invested resources

Technical Benefits

- 47% improvement in equipment performance under Smith maintenance
- 89% reduction in battlefield equipment failures
- Enhanced machine spirit cooperation noted
- Improved equipment longevity
- Successful integration with standard maintenance protocols

Risk Assessment

- Deviation Level: SIGNIFICANT
- Contamination Risk: MODERATE
- Spread Potential: LOW
- Control Effectiveness: HIGH

FABRICATOR-GENERAL'S ASSESSMENT:

The Blood Wolves Chapter represents both an invaluable strategic asset and a concerning technical risk. Their commitment of significant fleet assets, including their flagship, provides unprecedented security for both our forge world and associated trade routes. The effectiveness of their protection far exceeds standard Imperial Navy deployments.

However, their Smith practices represent a significant deviation from Orthodox Mechanicus doctrine. While their methods show remarkable effectiveness, the incorporation of blood rituals and psychic enhancement into sacred mechanical procedures requires constant vigilance and monitoring.

STRATEGIC RECOMMENDATIONS:

- Maintain current defensive arrangement while enhancing monitoring protocols
- Continue prioritized support for "Fang of Retribution" and fleet assets
- Strengthen containment measures around Smith activities
- Establish clear technological boundaries
- Prepare contingency measures should deviations spread
- Increase null-field coverage in shared work areas

PARTICULAR NOTE OF IMPORTANCE:

The strategic value provided by the Blood Wolves' fleet presence and void-warfare capabilities currently outweighs the theological concerns raised by their Smith practices. However, this balance requires constant reassessment and readiness to implement containment protocols should their technical deviations show signs of spreading beyond their chapter's equipment.

[Document bears the seal of Forge World Lukitar]
[Multiple warning runes and containment sigils]
[Binary authentication codes follow]

+++Thought for the Day: The Omnissiah protects through
vigilance and wisdom+++