



## COMBAT PATROL: SPACE WOLVES

# THORYK'S VOID HUNTERS

Every warrior who follows Battle Leader Thoryk into war was hand-chosen by him for their ferocity, suicidal courage and hunter's instincts. These sons of Russ have battled together on many alien worlds, stalking enemy champions and war leaders like prey before descending upon them in a howling pack to tear their luckless quarry apart.

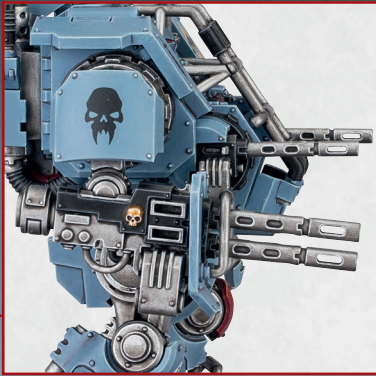
This Combat Patrol includes the units shown below.

- A Battle Leader Thoryk**  
(1 model)
  - This model is equipped with: bolt pistol; master-crafted bolt rifle; master-crafted power weapon.
- B Intercessor Squad**  
(10 models)
  - 1 Intercessor Sergeant is equipped with: bolt pistol; Astartes chainsword.
  - 9 Intercessors are equipped with: bolt rifle; bolt pistol; close combat weapon.
- C Reiver Squad**  
(5 models)
  - Every model is equipped with: special issue bolt pistol; combat knife; Reiver grav-chute.
- D Invictor Tactical Warsuit**  
(1 model)
  - This model is equipped with: fragstorm grenade launcher; heavy bolter; twin ironhail autocannon; twin ironhail heavy stubber; Invictor fist.





Twin ironhail autocannon



Special issue bolt pistol

Reiver grav-chute

Combat knife



Reivers

D

B

C

A





# COMBAT PATROL: SPACE WOLVES

## THORYK'S VOID HUNTERS

### ABILITIES

The datasheets required to use Thoryk's Void Hunters can be found on the following pages, and are designed exclusively for Combat Patrol games. A unit's datasheet will list all the abilities it has. This will include a Faction ability – Oath of Moment – that is referenced on each unit's datasheet, and is described below.

#### OATH OF MOMENT

*In battle, Space Marines swear mighty oaths to destroy the enemies of the Emperor and uphold the honour of their Chapter, and such vows are sacrosanct. When the Angels of Death strike, they do so with the precision of a surgeon and the force of a thunderbolt. Experience and strategic expertise help them to read the shifting shape of the battle with post-human speed and clarity, directing their wrath towards one priority target after another. Command assets are annihilated, leaving the enemy reeling leaderless. Heavy armour, potent artillery and the vaunted elites of the foe's forces are laid waste with horrifying speed, until the Emperor's Angels of Death stand victorious over a field of smouldering wreckage and bolt-riddled corpses, and honour is finally satisfied.*

At the start of your Command phase, select one unit from your opponent's army. Until the start of your next Command phase, that enemy unit is your Oath of Moment target. Each time a model with this ability makes an attack that targets your Oath of Moment target, you can re-roll the Hit roll.

### ENHANCEMENTS

Your **BATTLE LEADER** model is your **WARLORD** and has the Tireless Hunter Enhancement. You can replace this with Ferocious.

#### DEFAULT ENHANCEMENT

##### TIRELESS HUNTER

*Once this warrior has the scent of their quarry, they will pursue them doggedly and fight with cold ferocity to bring them down.*

At the start of the first battle round, select one enemy unit. Each time the bearer makes an attack that targets that unit, add 1 to the Wound roll.

OR

#### OPTIONAL ENHANCEMENT

##### FEROCIOUS

*Ever eager to wet his blade with the enemy's blood, this fierce combatant launches themselves into close-quarters battle at the slightest opportunity.*

You can target the bearer's unit with the Heroic Intervention Stratagem for OCP, and can do so even if you have already used that Stratagem on a different unit this phase.

## SECONDARY OBJECTIVES

You will use the Mighty Saga secondary objective. You can replace this with Reiving Conquerors.

### DEFAULT SECONDARY OBJECTIVE

#### MIGHTY SAGA

*Every Space Wolf hopes one day to perform great deeds worthy of a memorable saga. Chief amongst such potential achievements is the slaying of a great beast or fell champion of the foe.*

At the start of the first battle round, select one enemy **CHARACTER**, **MONSTER** or **VEHICLE** model.

At the end of the battle, you score 8VP if that enemy model is destroyed. If that enemy unit was destroyed by your **BATTLE LEADER** model, you score 12VP instead.

OR

### OPTIONAL SECONDARY OBJECTIVE

#### REIVING CONQUERORS

*Even before their recruitment into the Chapter, those who will become Space Wolves fight amongst the ranks of Fenris' warring tribes and learn to seize their foes' territories in swift and decisive raids. These ingrained lessons never leave them.*

At the end of your opponent's turn, you score 3VP if you control at least one objective marker in No Man's Land and you control at least as many objective markers in No Man's Land as your opponent does.

## STRATAGEMS

You can use the following Stratagems:



### A WARRIOR'S DEATH

THORYK'S VOID HUNTERS – EPIC DEED STRATAGEM

*Space Wolves fight to the bloodied end, gladly embracing what they see as a good death earned in battle.*

1CP

**WHEN:** Fight phase, just after an enemy unit has selected its targets.

**TARGET:** One **ADEPTUS ASTARTES** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

**EFFECT:** Until the end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, roll one D6. On a 4+, do not remove the destroyed model from play; it can fight after the attacking model's unit has finished making its attacks, and is then removed from play.



### KEEN SENSES

THORYK'S VOID HUNTERS – BATTLE TACTIC STRATAGEM

*Even by the standards of Space Marines, Space Wolves' ability to scent their foes and perceive them in low light conditions is remarkable. It makes them all but impossible to hide from.*

1CP

**WHEN:** Your Shooting phase.

**TARGET:** One **ADEPTUS ASTARTES** unit from your army that has not been selected to shoot this phase.

**EFFECT:** Until the end of the phase, ranged weapons equipped by models in your unit have the **[IGNORES COVER]** ability and each time a model in your unit makes an attack that targets a **CHARACTER** unit, re-roll a Hit roll of 1.



### PACK AMBUSH

THORYK'S VOID HUNTERS – STRATEGIC PLOY STRATAGEM

*The first the enemy knows of their peril is a fusillade from the shadows that smashes warriors from their feet. Then the howling begins from all around, and the terror sets in ...*

1CP

**WHEN:** Your Shooting phase, just after a **REIVER SQUAD** unit from your army has finished making its attacks.

**TARGET:** One enemy unit that was hit by one or more of those attacks and is not within Engagement Range of that **REIVER SQUAD** unit.

**EFFECT:** That enemy unit must take a Battle-shock test. When doing so, subtract 2 from the result.



# BATTLE LEADER THORYK

M	T	SV	W	LD	OC
6"	4	3+	4	6+	1



## Combat Patrol Datasheet

In the Space Wolves Chapter, Lieutenants are often known as Wolf Guard Battle Leaders. Heroes such as Thoryk epitomise both the predatory fury and the hard-won martial skill for which their Chapter is known, and against even the greatest horrors their courage is as unbreakable as Fenrisian bedrock.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Master-crafted bolt rifle	24"	2	2+	4	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Master-crafted power weapon	Melee	5	2+	5	-2	2

### LEADER

This model can be attached to the following unit: **INTERCESSOR SQUAD**

### ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

**Target Priority:** This model's unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

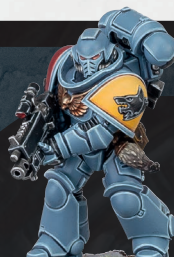
KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, TACTICUS, BATTLE LEADER, THORYK



FACTION KEYWORDS:  
**ADEPTUS ASTARTES, SPACE WOLVES**

# INTERCESSOR SQUAD

M	T	SV	W	LD	OC
6"	4	3+	2	6+	2



## Combat Patrol Datasheet

Intercessor Squads are capable of laying down punishing fire while advancing or holding ground against the enemy. They have access to a range of bolt weaponry suited to varied battlefield assignments, from engaging enemies at long range to cleansing bunker complexes.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Bolt rifle [ASSAULT, HEAVY]	24"	2	3+	4	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	5	3+	4	-1	1
Close combat weapon	Melee	3	3+	4	0	1

### PATROL SQUADS

At the start of the Declare Battle Formations step, before any units have been set up, this unit can be split into two units, each containing five models.

### ABILITIES

FACTION: **Oath of Moment**

KEYWORDS: INFANTRY, BATTLELINE, IMPERIUM, TACTICUS, INTERCESSOR SQUAD



FACTION KEYWORDS:  
**ADEPTUS ASTARTES, SPACE WOLVES**



## REIVER SQUAD

M	T	SV	W	LD	OC
6"	4	3+	2	6+	1



### Combat Patrol Datasheet

Rapid-insertion terror troops, Reiver Squads often deploy using grav-chutes and directional fins to land with pinpoint accuracy. Operating with near perfect stealth to reach the optimum location to strike from, when ready they unleash their fury, surging forward with augmented guttural roars and blasts of weapons fire.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Special issue bolt pistol [PISTOL, PRECISION]	12"	1	3+	4	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Combat knife [PRECISION]	Melee	4	3+	4	0	1

#### WARGEAR ABILITIES

**Reiver Grav-chute:** The bearer has the Deep Strike ability.

#### ABILITIES

CORE: Scouts 6"

FACTION: Oath of Moment

**Fearsome Assault:** At the start of the Fight phase, each enemy unit within Engagement Range of one or more units with this ability must take a Battle-shock test.

KEYWORDS: INFANTRY, SMOKE, IMPERIUM, PHOBOS, REIVER SQUAD

FACTION KEYWORDS:  
ADEPTUS ASTARTES, SPACE WOLVES

## INVICTOR TACTICAL WARSUIT

M	T	SV	W	LD	OC
8"	8	3+	12	6+	4



### Combat Patrol Datasheet

Outfitted with silent reactors and servos, the Invictor Tactical Warsuit is a combat walker ideally suited to supporting Vanguard operations and functioning independently from a main Space Marine strike force. In battle they are piloted by hand-picked warriors dedicated to defending their battle-brothers.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Fragstorm grenade launcher [BLAST]	18"	D6	3+	4	0	1
Heavy bolter [SUSTAINED HITS 1]	36"	3	3+	5	-1	2
Twin ironhail autocannon [TWIN-LINKED]	48"	3	3+	9	-1	3
Twin ironhail heavy stubber [RAPID FIRE 3, TWIN-LINKED]	36"	3	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Invictor fist	Melee	5	3+	14	-2	3

#### DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

#### ABILITIES

CORE: Deadly Demise D3, Scouts 8"

FACTION: Oath of Moment

KEYWORDS: VEHICLE, WALKER, IMPERIUM, PHOBOS, INVICTOR TACTICAL WARSUIT

FACTION KEYWORDS:  
ADEPTUS ASTARTES, SPACE WOLVES