

# **Dragon's Claw**

## **(Special Character)**

One of the traditions and practices of the Space Wolves, which stems from their nomadic background of Fenris, is claiming of trophies or spoils of war from a defeated foe. In this manner the Space Wolves have taken many trophies from personal items such as weapons, relics, and artifacts to much larger items such as combat vehicles and aircraft. The Space Wolves have even laid claim to star ships as trophies much to the protest of the Imperial Navy, Adeptus Mechanicus, and various other offices of the Imperium.

One particular war trophy was claimed by Wolf Lord Tolan Grimfang during the Englaco Campaign. The Dragon's Claw, as it is now known, is a war machine walker created by the rogue Tech Priest turned heretic Ancharcio as a heavy fire support knight variant. Ancharcio originally had created a number of knight and titan variants for his renegades which were known as the Mekwor'r.

When Tolan Grimfang's Great Company liberated the forge world Englaco III from Ancharico's insurrection, Ancharico and his followers were burned in a giant pyre which could be seen for hundreds of miles. The Adeptus Mechanicus ordered all of the renegade's war machines destroyed as heretical leading to them being mined and detonated over the course of the next three weeks. However, it is now known that Tolan Grimfang laid claim to one smaller machine that he had personally defeated in combat. The machine was discovered in a routine sweep by Inquisitor Archebald. It's discovery led to Grimfang's Great Company being immediately assigned to Artemis IV.

Although the Dragon's Claw is a trophy, it is still a formidable weapon of war. Thus it is only fielded in major engagements; and then only specially trained Wolf Guard Battle Leaders and their retinues are allowed to pilot the Dragon's Claw

Dragon's Claw							
Dragon's Claw	Points	BS	WS	Armor			Ld
				front	side	rear	
	590	5	4	13	12	11	10

**Substitution:** The Dragon's Claw is a Special Character and completely unique. It can only be fielded as an HQ choice or High Commander for a force of Space Wolves.

**Type:** Walker

**Structure:** 2

**Shields:** The Dragon's Claw carries a single void shield.

**Crew:** 2, the Dragon's Claw will always be piloted by a Wolf Guard Battle leader whose points cost is included. The Wolf Guard Battle Leader counts as a mandatory HQ choice in accordance with the Space Wolves rules.

**Transport:** None

**Fire Points:** None

**Access Points:** None

**Options:** The technology to make the Dragon's claw is unknown and probably heretical, as such it can take no upgrades.

**Weapons:** The Dragon's claw carries two cyclone cannons and an Long Range missile system.

**Cyclone cannon**

Range	Str	AP	Special
72"	9	2	Heavy D3

**Long Range Missile System**

Range	Str	AP	Special
72"	8	3	Ordnance 1Blast

**SPECIAL RULES**

**Large:** A Knight is larger than most vehicles, but not nearly the size of a full titan. A Knight may reroll difficult and dangerous terrain effects.

**Knight:** A Knight uses the Targeting and Void Shields Rules from the Warhound entry in Imperial Armor update 2005.

**Blasphomy!:** The Dragon's Claw is considered an abomination by the Adeptus Mechanicus that should have been destroyed years ago and the Ordo Maleus consider it an instrument of the dark gods. Because of this, all Forces of Mars and Deamonhunter units will hit it in close combat on a 3+ regardless of relative weapon skills.