

Ice Stalkers

Founding Chapter:	Space Wolves
Founding:	Ultima Founding
Chapter Master:	Dai'nu Amaroq
Homeworld:	Helgaard
Fortress-Monastery:	Hungerstone
Colours:	White, with grey, black, and red markings
Specialty:	Shock-assault
Strength:	Estimated 1,000

"Beware of the blood-hungry ghosts who stalk the ice at night, boy. If they catch you, better hope they're hungry, and eat your entrails while you're still breathing. If they don't, they'll take you instead, cut you up, wrench your bones inside out, and remake you into one of them. Then you too will hunt the ice at night, under the moons, craving the flesh of those who were once your kin."

Descended from a member of Bran Bloodmaw's great company who crossed the Rubicon Primaris, along with fresh gene-stocks from the Ultima Founding, the Ice Stalkers are garbed in stark white armour with intricate grey markings, icy blue power-fields shimmering on their weapons, and blood-red faceplates on their helmets, honouring their founder.

Their recruiting populations greatly fear them as hungry ghosts that jealously guard their populations from other monsters, not out of love, but out of a cursed bond. The Ice Stalkers come to outcasts mystics living alone in the icy wastes, and demand tribute from their communities. *You are under our protection*, they say, *because there are worse things that haunt the night than us*. And they are right.

They value their sagas as much as their progenitors, but are decidedly more sombre and morose than the get of Fenris. Where Fenris has its fierce summers, their world, Helgaard, has nought but cold, bitter ice. The native populations subsist on hunting above, on, and beneath the ice floes of the world. Their primarily meat-based diet is supplemented with small amounts of dairy from the herds of domesticated animals they husband, and hardy roots gathered from beneath the ice. Helgaard breeds dangerous warriors, with every man and woman well aware that after battle's end, the bitter cold will still demand a price of those who survive. Kin-bands lead a semi-nomadic existence, migrating with prey to different hunting sites.

Recruits are taken by force. Seldom are they offered willingly by the tribes. A particularly spiteful child, cursed by their parents and community, may be offered to the Ice Stalkers, and if such an individual passes the tests, the chapter takes a particular pride in their accomplishments, naming them Forsworn. Such individuals are particularly auspicious in the eyes of the chapter. The Ice Stalkers take what is offered, and temper it into a weapon of malice.

The chapter has a number of cultural traits that differ from their progenitors, including the practice of cannibalism. They will eat their own dead, believing this preserves the strength of

the individual, and they will also eat the flesh of their enemies, provided these are declared pure by their priesthood. In practice, this rarely happens when on campaign, and never against xenos or corrupted foes, but on the rare occasion that a tribe attempts to rise up against their transhuman wardens, the Ice Stalkers descend to wreak punishment upon the transgressors, making a show of consuming a portion of the tribe. Thus are the rebellious cowed into submission.

The chapter's fortress monastery, Hungerstone, is located on a plateau in the highest mountains of the world, a mountain range considered cursed by the natives. Those who wander within sight of it are often mauled by great white wolves, or, it is said, by the Ice Stalkers themselves. A gifted youth may find themselves dragged back to the fortress for testing, but more often trespassers are simply food for the wolves that never existed on the planet before the Ice Stalkers arrived.

Founded as part of the Ultima Founding, the chapter has already made a name for itself in brutal engagements throughout the Segmentum Obscurus and beyond.