

## INDEX ASTARTES:

# SPACE WOLVES

This document contains supplementary rules for *Codex: Space Marines*, including datasheets, weapon profile and points values that enable you to use your Space Wolves miniatures alongside your other Space Marines. It also includes some rules that were previously published in *Psychic Awakening: Saga of the Beast*.

*Codex: Space Wolves* will soon be replaced with *Codex Supplement: Space Wolves*, and will fully integrate with the latest edition of *Codex: Space Marines*. In the meantime, this document will allow you to wage war using your Space Wolves-specific units alongside those units presented in *Codex: Space Marines*, as well as use a selection of Space Wolves rules that were published in *Psychic Awakening: Saga of the Beast*. The rules presented in the 8th edition (printed 2018) version of *Codex: Space Wolves* are no longer supported, and cannot be used. Similarly, if a Space Wolves rule from *Psychic Awakening: Saga of the Beast* does not feature within this document, it cannot be used. When *Codex Supplement: Space Wolves* is released, all of the rules within that will then replace and supersede this entire document, at which point none of the rules here can be used.

Some of the rules found in this section have previously been published in *Psychic Awakening: Saga of the Beast*. With the exceptions noted below, these rules have not been revised or altered since they were originally published, and no new rules have been added. If the wording of a previously published rule has changed, it will be due to one of the following circumstances:

- The original rule contained an error, or else an ambiguity that caused us to publish an FAQ. In either case, the rule has been reworded to incorporate any previously published errata and clarify any raised ambiguities.
- The original rule required updating as the result of rules presented in either the 9th edition of Warhammer 40,000 or the 9th edition of *Codex: Space Marines*, in order to function as intended with the rules and terminology presented in one of these books (Engagement Range, use of the **CORE** keyword, etc.). Such rules have been reworded, but are functionally the same.
- If the original rule had two separate effects, those rules have been reformatted so each individual effect is presented with its own bullet point. In all such instances, the effect of the rules remains unchanged; it is simply a style and formatting change to match how such rules are presented in other 9th edition publications.
- Stratagems have had labels applied to them (Battle Tactic, Strategic Ploy, Epic Deed, Requisition etc.) and if a rule is an aura ability, then that rule has been reworded or labelled in such a way as to make it clear it is an aura ability. None of these changes have rules implications and the effect of the rule remains unchanged – it is simply to match the style of rules that appear in other 9th edition publications.

This document also contains fully updated datasheets, weapon profiles and points values for all the Space Wolves-specific units and weapons. These take into account all of the commensurate changes and updates made in *Codex: Space Marines*. The points values and Power Ratings presented in this document supersede any that have been previously published.

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# LORDS OF WINTER AND WAR

In this section you'll find additional army rules and Battle-forged rules for Space Wolves. These include Detachment abilities, Stratagems and Relics that help to reflect the tactics used by the sons of Lemman Russ on the battlefield.

## DETACHMENT ABILITIES

A **SPACE WOLVES** Detachment is one that only includes models with the **SPACE WOLVES** keyword (excluding models with the **AGENT OF THE IMPERIUM** or **UNALIGNED** keywords). Note that such a Detachment is also an **ADEPTUS ASTARTES** Detachment, as described in *Codex: Space Marines*, and as such all the **ADEPTUS ASTARTES** Detachment abilities also apply to that Detachment.

If every unit in your army (excluding **UNALIGNED** units) has the **SPACE WOLVES** keyword, then every unit that has the Combat Doctrines ability and is in a **SPACE WOLVES** Detachment gains the Savage Fury ability, below.

### SAVAGE FURY

*In the maelstrom of battle, the Space Wolves crash head first into enemy lines, their blades rising and falling in red arcs. All those who would oppose them are left bloodied and broken in their wake.*

Whilst the Assault Doctrine is active, if an unmodified hit roll of 6 is made for an attack made with a melee weapon by a unit with this ability, that attack scores 1 additional hit on the target.

# STRATAGEMS

If your army includes any **SPACE WOLVES** Detachments (excluding Auxiliary Support, Super-heavy Auxiliary or Fortification Network Detachments), you have access to these Stratagems, and can spend CPs to use them.

## VICIOUS EXECUTIONERS 1CP

### *Space Wolves – Battle Tactic Stratagem*

*Veterans of many wars, Wolf Guard are ferocious warriors who stop at nothing to slay their foes.*

Use this Stratagem in the Fight phase when a **WOLF GUARD** unit from your army is chosen to fight with. Until the end of that phase, when resolving an attack made by a model in that unit against an **INFANTRY** unit, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any other damage.

## PACK HUNTERS 1CP

### *Space Wolves – Battle Tactic Stratagem*

*Fenrisian Wolves see sons of Russ as true packmates*

Use this Stratagem in the Fight phase when a **FENRISIAN WOLVES** or **CYBERWOLVES** unit from your army is chosen to fight with. Until the end of that phase, when resolving an attack made by a model in that unit, if that unit is within 3" of a friendly **SPACE WOLVES INFANTRY** unit or **SPACE WOLVES CAVALRY** unit, you can re-roll the hit roll.

## DEATH GRIP BITE 1CP

### *Space Wolves – Battle Tactic Stratagem*

*A foe in a Thunderwolf's jaws is utterly powerless.*

Use this Stratagem in the Fight phase when a **THUNDERWOLF CAVALRY** unit from your army is chosen to fight with. Until the end of that phase, crushing teeth and claws weapons models in that unit are equipped with have a Damage characteristic of 2.

## TOUCH OF THE WILD 1CP

### *Space Wolves – Epic Deed Stratagem*

*Space Wolves are ferocious fighters.*

Use this Stratagem in the Fight phase. Select one **SPACE WOLVES CHARACTER** model in your army. Until the end of that phase, when resolving an attack made by that model, an unmodified hit roll of 4+ scores 1 additional hit.

## KNOWLEDGE OF THE FOE 0CP

### *Space Wolves – Strategic Ploy Stratagem*

*Many Space Wolves make full use of their Omophagea.*

Use this Stratagem in the Fight phase when an enemy **CHARACTER** is destroyed by an attack made by a **SPACE WOLVES** model in your army. You receive 1 Command Point.

## COUNTER-CHARGE 1CP

### *Space Wolves – Strategic Ploy Stratagem*

*To the Space Wolves, attack is the best form of defence.*

Use this Stratagem in your opponent's Charge phase. Select one **SPACE WOLVES** unit from your army. Until the end of that phase

- That unit can perform a Heroic Intervention as if it were a **CHARACTER**.
- That unit can perform a Heroic Intervention if there are any enemy units within 6" of it, instead of 3", and when doing so can move up to 6" instead of 3".

## CRUSHING ASSAULT 1CP

### *Space Wolves – Strategic Ploy Stratagem*

*With physiques more akin to Terran rhinoceroses than Terran canines, a Thunderwolf charge is deadly indeed.*

Use this Stratagem in your Charge phase when a **THUNDERWOLF CAVALRY** unit from your army finishes a charge move. For each model in that unit, you can select one enemy unit within 1" of that model and roll one D6; on a 2+ that enemy unit suffers 1 mortal wound.

# RELICS OF THE FANG

Each Wolf Lord of Fenris keeps a vast armoury of priceless and deadly artefacts of war. On the eve of battle, they will open these armouries to their chosen warriors. Some of these are storied weapons, millennia old and with great sagas of their own, whilst others are more recently crafted, but no less glorious.

If your army is led by a **SPACE WOLVES** Warlord, you can, when mustering your army, give one of the following Relics of the Fang to a **SPACE WOLVES CHARACTER** model in your army instead of giving them a Relic from *Codex: Space Marines*. These are considered to be Chapter Relics for all rules purposes.

Named characters and **VEHICLE** models cannot be given any of the following Relics. Note that some Relics replace one of the model's existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Write down any Chapter Relics your models have on your army roster.

## MOUNTAIN-BREAKER HELM

*The Wolf Lord Eirik Firemane was renowned for brawling with his warriors, often finishing such fights with a thunderous headbutt. In jest, his Wolf Guard charged their Iron Priests to fit their lord's helm with reinforced front plating and micro-accelerators. Impressed with the savage effectiveness of this alteration, Firemane ensured many an enemy warlord was laid low in brutal fashion.*

**INFANTRY CHARACTER** only. After you have resolved the bearer's attacks in the Fight phase, but before they consolidate, you can select one enemy unit within 1" of the bearer and roll one D6; on a 2+ that unit suffers D3 mortal wounds.

## TALISMAN OF STORMS

*Appearing as simple tokens or runic stones, these potent adornments – worn by the most storied of Rune Priests – are attuned to the tides of the immaterium. As the wearer commands the elements, the wrathful energies of the storm swirls around him to batter his foes.*

**RUNE PRIEST** only. After resolving the first psychic power for the bearer in your Psychic phase, roll one D6 for each enemy unit within 12" of the bearer; on a 4+ that enemy unit suffers 1 mortal wound.

## WYRMSPLITTER

*At the start of the Season of Fire, Fenrisian tradition dictates that warriors hunt the great sea dragons that inhabit the worlds oceans. The warrior who can slay the largest creature will be granted the honour of bearing this brutal axe, which can split the skull of even the most gargantuan beast with a single blow.*

Model with power axe or master-crafted power axe only. This Relic replaces a power axe or master-crafted power axe and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Wyrmsplitter	Melee	Melee	+2	-2	2

**Abilities:** When resolving an attack made with this weapon against a **MONSTER** or **VEHICLE**, this weapon has a Damage characteristic of 4 for that attack.

## STORMSONG

*Harek Hawkseye was a patient and skilled hunter, able to pick out and slay even the most evasive prey at long distances. Against the instruction of the Iron Priests, he constantly tinkered with his rifle, and in doing so produced a truly terrifying weapon capable of eliminating even the most evasive foe.*

Model equipped with a master-crafted stalker bolt rifle only. This Relic replaces a master-crafted stalker bolt rifle and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Stormsong	36"	Heavy 1	6	-3	3

**Abilities:** Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.

## WYRDBANE

*The saga of this weapon can be traced back to the Space Wolves invasion of Prospero. Carved with hexagrammic runes, it is the bane of those who would wield fell sorcery against the Emperor's chosen sons.*

Model equipped with a runic sword only. This Relic replaces a runic sword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Wyrdbane	Melee	Melee	+1	-4	D3

**Abilities:** When resolving an attack made with this weapon, you can re-roll the wound roll. In addition, if the target of that attack is a **PSYKER**, this weapon has a Damage characteristic of 3 for that attack.

## ADAMANTINE MANTLE

*These rugged cloaks are crafted from the thickest ironweave, and are lined with leather taken from only the fiercest and most resilient of those beasts slain by its wearer. Even the heaviest blow can be turned aside by its unbreakable fabric.*

When a model with this Relic would lose a wound, roll one D6; on a 5+ that wound is not lost.

## RUNIC ARMOUR

*Whilst many see them as uncivilised barbarians, the sons of Russ maintain and craft wargear with the same reverence as any other Chapter. The runic armour crafted in concert between their Rune Priests and Iron Priests are an example of this exquisite craft.*

A model with this Relic has a Save characteristic of 2+ and a 5+ invulnerable save.

## MORKAI'S TEETH BOLTS

*Tipped with slivers of dark, unmelting ice mined from the deepest caves of Fenris, these bolts mark their victims' very spirit, drawing the eye of Morkai to them.*

When you give a model this Relic, select one bolt weapon (see *Codex: Space Marines*) that model is armed with. When that model is chosen to shoot with, you can choose for that weapon to fire a Morkai's Teeth bolt. If you do, you can only make one attack with that weapon, but if a hit is scored, the target unit suffers 1 mortal wound and that unit is marked by Morkai until the end of the turn. When resolving an attack against a unit that is marked by Morkai, re-roll a wound roll of 1.

## MASTER-CRAFTED WEAPON

*The armouries of each Great Company contain potent weapons crafted by the most skilled of artificers. Those who distinguish themselves in battle may be granted the honour of bearing one of these weapons.*

When you give a model this Relic, select one weapon that model is equipped with (this cannot be a weapon whose profile includes the word 'master-crafted'). Add 1 to the Damage characteristic of that weapon. That weapon is considered to be a Relic of the Fang.

## DIGITAL WEAPONS

*Digital weapons are concealed lasers fitted into bionic implants or power-armoured gauntlets. Short-ranged and powerful, they can be triggered in the midst of melee to blast the enemy point-blank.*

When a model with this Relic fights, it can make 1 additional attack using the close combat weapon profile (see the *Warhammer 40,000 Core Book*). When resolving that attack, if a hit is scored the target suffers 1 mortal wound and the attack sequence ends.

## COMPANION'S BLADE

*Upon announcing the first Great Hunt, Bjorn the Fell-Handed decreed that Russ' armouries be opened and the mightiest sons of Russ be permitted to take up the blades of the Wolf Guard sealed within.*

Model with power sword or master-crafted power sword only. This Relic replaces a power sword or master-crafted power sword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Companion's Blade	Melee	Melee	+2	-3	2

**Abilities:** When resolving an attack made with this weapon, if the bearer is within 3" of another friendly **SPACE WOLVES CHARACTER** unit, you can re-roll the wound roll.

## WOLF TAIL TALISMAN

*Carried for millennia by the sons of Russ as tokens of luck, many consider the carrying of such trinkets to be mere superstition. When taken from creatures who hunted under the light of the Cicatrix Maledictum, however, these innocuous talismans actually bestow their bearer with a measure of protection against malicious magics.*

The bearer has the following ability: '**Wolf Tail Talisman (Aura):** When a Psychic test is taken for an enemy model within 18" of the bearer, subtract 2 from the result.'

# DATASHEETS

This section contains the datasheets that you will need to fight battles with your Space Wolves miniatures, as well as details of army-specific abilities. You can find out how to use datasheets in the Warhammer 40,000 Core Book.

## WARGEAR & WEAPON LISTS

The weapon profiles found on a unit's datasheet describe the primary weapons that models in that unit can be equipped with. Some weapons are only referenced on a datasheet. If they are unique to the Space Wolves, their profiles can be found on page 28. Profiles for those weapons widely available to all Space Marine Chapters can instead be found in *Codex: Space Marines*. In addition, some datasheets reference one or more weapon lists (e.g. *Combi-weapons* list); these can be found in *Codex: Space Marines*.

## NAMED CHARACTERS AND WARLORD TRAITS

If any of the named characters in this document gain a Warlord Trait, that Warlord Trait must be Beastslayer (see *Codex: Space Marines*).

## ABILITIES

A unit's datasheet will describe all the abilities it has. Certain abilities that are common to many units are instead referenced on the datasheets themselves. Some of them are common to all **ADEPTUS ASTARTES** units (e.g. Angels of Death), and are therefore described in *Codex: Space Marines*. Other abilities are specific to **SPACE WOLVES** units, and are described below.

### BERSERK CHARGE

*Still revelling in their transhuman adaptations, a Great Company's aggressive young warriors plunge headlong into battle in a furious display of innate talent, rigorous conditioning and recklessness.*

If this unit has either the Hunters Unleashed Chapter Tactic, or it has the Inheritors of the Primarch successor tactic and it is using the Chapter Tactic of the Space Wolves, then each time it fights, if it made a charge move this turn, then until that fight is resolved, add 1 to the Attacks characteristic of models (excluding **WOLF GUARD** models) in this unit.

### HEADSTRONG

*Unless tempered by the wise growls of a veteran, young blood claws eager to prove themselves will gladly plunge into any foe they can reach.*

If this unit does not contain a **WOLF GUARD** model, then each time this unit declares a charge, you must select the closest eligible enemy unit as one of the targets of that charge.

### SWIFT HUNTERS

*Perfectly adapted as unavoidable predators, the lupine allies of the Space Wolves easily outpace their doomed quarry.*

This unit is eligible to declare a charge with even if it Advanced this turn. In addition, each time this unit makes a pile-in move or consolidation move, models in this unit can move an additional 1".



# LOGAN GRIMNAR

**8** POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Logan Grimnar	5"	2+	2+	4	4	7	5	9	2+

Logan Grimnar is equipped with: storm bolter; the Axe Morkai. Your army can only include one **LOGAN GRIMNAR** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Storm bolter	24"	Rapid Fire 2	4	0	1	-
The Axe Morkai	Each time an attack is made with this weapon, select one of the profiles below to make that attack with.					
- One-handed	Melee	Melee	+2	-3	1	Each time an attack is made with this weapon profile, make 2 hit rolls instead of 1.
- Two-handed	Melee	Melee	x2	-3	3	-

## ABILITIES

**Angels of Death, Teleport Strike** (see *Codex: Space Marines*)

**Chapter Master:** In your Command phase, select one friendly **SPACE WOLVES CORE** or **SPACE WOLVES CHARACTER** unit within 6" of this model. Until the start of your next Command phase, each time a model in that unit makes an attack, you can re-roll the hit roll.

**Rites of Battle (Aura):** While a friendly **SPACE WOLVES CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

**Belt of Russ:** This model has a 4+ invulnerable save.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES  
**KEYWORDS:** INFANTRY, CHARACTER, TERMINATOR, CHAPTER MASTER, LOGAN GRIMNAR



# NJAL STORMCALLER

**7** POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Njal Stormcaller	5"	2+	2+	4	4	6	3	9	2+

Njal Stormcaller is equipped with: bolt pistol; Nightwing; Staff of the Stormcaller. Your army can only include one **NJAL STORMCALLER** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Nightwing	12"	Assault 3	3	0	1	-
Staff of the Stormcaller	Melee	Melee	+3	-2	D3	-

## ABILITIES

**Angels of Death, Teleport Strike** (see *Codex: Space Marines*)

**Lord of Tempests:** Add 1 to Psychic tests taken for this model.

**Staff of the Stormcaller:** You can re-roll Deny the Witch tests taken for this model.

**Runic Armour:** This model has a 5+ invulnerable save.

**Psychic Hood:** Each time a Deny the Witch test is taken for this model, if the unit attempting to manifest the psychic power is within 12" of this model, add 1 to that Deny the Witch test.

## PSYKER

This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny two psychic powers in your opponent's Psychic phase. It knows *Smite* and three psychic powers from the Librarian discipline (see *Codex: Space Marines*).

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES  
**KEYWORDS:** INFANTRY, CHARACTER, PSYKER, LIBRARIAN, CHIEF LIBRARIAN, TERMINATOR, NJAL STORMCALLER



# LOGAN GRIMNAR ON STORMRIDER

**9** POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Logan Grimnar on Stormrider (7+ wounds)	<b>10"</b>	2+	2+	4	6	14	5	9	2+
	Logan Grimnar on Stormrider (4-6 wounds)	<b>7"</b>	2+	2+	4	6	N/A	5	9	2+
	Logan Grimnar on Stormrider (1-3 wounds)	<b>4"</b>	2+	2+	4	6	N/A	5	9	2+

Logan Grimnar on Stormrider is equipped with: storm bolter; the Axe Morkai; flurry of teeth and claws. Your army can only include one **LOGAN GRIMNAR** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Storm bolter	24"	Rapid Fire 2	4	0	1	-
The Axe Morkai	Each time an attack is made with this weapon, select one of the profiles below to make that attack with.					
- One-handed	Melee	Melee	+2	-3	1	Each time an attack is made with this weapon profile, make 2 hit rolls instead of 1.
- Two-handed	Melee	Melee	x2	-3	3	-
Flurry of teeth and claws	Melee	Melee	+1	-2	1	Each time the bearer fights, it makes 6 additional attacks with this weapon.

## ABILITIES

**Angels of Death** (see *Codex: Space Marines*), **Swift Hunters** (pg 6)

**Belt of Russ:** This model has a 4+ invulnerable save.

**Chapter Master:** In your Command phase, select one friendly **SPACE WOLVES CORE** or **SPACE WOLVES**

**CHARACTER** unit within 6" of this model. Until the start of your next Command phase, each time a model in that unit makes an attack, you can re-roll the hit roll.

**Rites of Battle (Aura):** While a friendly **SPACE WOLVES CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

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

KEYWORDS: **CHARIOT, CHARACTER, STORMRIDER, CHAPTER MASTER, LOGAN GRIMNAR**



# BJORN THE FELL-HANDED

**10** POWER

No.	NAME	M	WS	BS	S	T	W	A	Ld	Sv
1	Bjorn the Fell-Handed	6"	2+	2+	7	8	8	5	9	3+

Bjorn the Fell-Handed is equipped with: assault cannon; heavy flamer; Trueclaw. Your army can only include one **BJORN THE FELL-HANDED** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Assault cannon	24"	Heavy 6	6	-1	1	-
Heavy flamer	12"	Heavy D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Heavy plasma cannon	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	36"	Heavy D3	7	-3	2	Blast
- Supercharge	36"	Heavy D3	8	-3	3	Blast. Each time an unmodified hit roll of 1 is made for an attack with this weapon profile, the bearer suffers 1 mortal wound after shooting with this weapon.
Helfrost cannon	Before selecting targets, select one of the profiles below to make attacks with.					
- Dispersed	36"	Heavy D3	6	-2	1	Blast
- Focused	36"	Heavy 1	8	-4	D3+3	-
Multi-melta	24"	Heavy 2	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Twin lascannon	48"	Heavy 2	9	-3	D6	-
Trueclaw	Melee	Melee	+5	-4	D6	Each time an attack is made with this weapon, you can re-roll the wound roll.

## WARGEAR OPTIONS

- This model's assault cannon can be replaced with one of the following: 1 heavy plasma cannon; 1 helfrost cannon; 1 multi-melta; 1 twin lascannon.

## ABILITIES

**Angels of Death** (see *Codex: Space Marines*)

**Duty Eternal:** Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).

**Legendary Tenacity:** Each time this model would lose a wound, roll one D6; on a 5+, that wound is not lost.

**Rites of Battle (Aura):** While a friendly **SPACE WOLVES CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

**Explodes:** When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.

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

**KEYWORDS:** VEHICLE, CHARACTER, DREADNOUGHT, SMOKESCREEN, BJORN THE FELL-HANDED



## ARJAC ROCKFIST

6 POWER

No.	NAME	M	WS	BS	S	T	W	A	Ld	Sv
1	Arjac Rockfist	5"	2+	2+	5	4	5	4	8	2+

Arjac Rockfist is equipped with: Foehammer. Your army can only include one **ARJAC ROCKFIST** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Foehammer (shooting)	12"	Assault 1	x2	-3	3	Each time an attack made with this weapon is allocated to a <b>CHARACTER</b> or <b>MONSTER</b> model, add 1 to the Damage characteristic of that attack.
Foehammer (melee)	Melee	Melee	x2	-3	3	Each time an attack made with this weapon is allocated to a <b>CHARACTER</b> or <b>MONSTER</b> model, add 1 to the Damage characteristic of that attack.

### ABILITIES

**Angels of Death, Teleport Strike** (see *Codex: Space Marines*)

**Champion of the Kingsguard:** Each time this model makes a melee attack against a **CHARACTER** unit, you can re-roll the hit roll.

**Tactical Precision (Aura):** While a friendly **SPACE WOLVES CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a wound roll of 1.

**The Anvil Shield:** This model has a 3+ invulnerable save.

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

**KEYWORDS:** INFANTRY, CHARACTER, TERMINATOR, WOLF GUARD, LIEUTENANT, ARJAC ROCKFIST



## ULRIK THE SLAYER

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Ulrik the Slayer	6"	2+	2+	4	4	5	4	9	3+

Ulrik the Slayer is equipped with: plasma pistol; artificer crozius; frag grenades; krak grenades. Your army can only include one **ULRIK THE SLAYER**.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Plasma pistol	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Artificer crozius	Melee	Melee	+2	-2	2	-

### ABILITIES

**Angels of Death** (see *Codex: Space Marines*)

**Wolf Helm of Russ (Aura):** While a friendly **SPACE WOLVES CORE** unit is within 9" of this model, models in that unit can use this model's Leadership characteristic instead of their own.

**Slayer's Oath:** If an enemy **CHARACTER** or **MONSTER** model is destroyed by an attack made by this model, then until the end of the battle, do not roll to see if litanies recited by this model are inspiring; they are automatically inspiring.

**Wolf Amulet:** This model has a 4+ invulnerable save.

### PRIEST

This model knows the *Litany of Hate* and two other litanies from the Litanyes of Battle (see *Codex: Space Marines*). In your Command phase, if this model is on the battlefield, it can recite two litanies it knows that have not already been recited by a friendly model that battle round. Roll one D6; on a 3+ the recited litany is inspiring and takes effect until the start of your next Command phase.

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

**KEYWORDS:** INFANTRY, CHARACTER, CHAPLAIN, MASTER OF SANCTITY, WOLF PRIEST, PRIEST, ULRIK THE SLAYER



## RAGNAR BLACKMANE

7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Ragnar Blackmane	6"	2+	2+	4	4	6	7	9	3+

Ragnar Blackmane is equipped with: bolt pistol; Frostfang; frag grenades; krak grenades. Your army can only include one **RAGNAR BLACKMANE** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Frostfang	Melee	Melee	+2	-4	2	-

### ABILITIES

**Angels of Death** (see *Codex: Space Marines*)

**War Howl (Aura):** While a friendly **SPACE WOLVES CORE** unit is within 6" of this model, you can re-roll charge rolls made for that unit.

**Rites of Battle (Aura):** While a friendly **SPACE WOLVES CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

**Berserker Rage:** This model makes 3 additional attacks instead of 1 as a result of its Shock Assault ability.

**Battle-lust (Aura):** While a friendly **SPACE WOLVES CORE** unit is within 6" of this model, each time that unit makes a consolidation move, models in that unit can move an additional 3".

**Belt of Russ:** This model has a 4+ invulnerable save.

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

KEYWORDS: **INFANTRY, CHARACTER, PRIMARIS, CAPTAIN, RAGNAR BLACKMANE**



## KROM DRAGONGAZE

5 POWER

No.	NAME	M	WS	BS	S	T	W	A	Ld	Sv
1	Krom Dragongaze	6"	2+	2+	4	4	5	5	9	3+

Krom Dragongaze is equipped with: bolt pistol; Wyrmlaw; frag grenades; krak grenades. Your army can only include one **KROM DRAGONGAZE** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Wyrmlaw	Melee	Melee	+3	-2	2	-

### ABILITIES

**Angels of Death** (see *Codex: Space Marines*)

**Rites of Battle (Aura):** While a friendly **SPACE WOLVES CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

**Belt of Russ:** This model has a 4+ invulnerable save.

**The Fierce-eye (Aura):** While an enemy unit is within 3" of this model, subtract 1 from Combat Attrition tests taken for models in that unit.

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

KEYWORDS: **INFANTRY, CHARACTER, CAPTAIN, KROM DRAGONGAZE**



# HARALD DEATHWOLF

**7** POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Harald Deathwolf	10"	2+	2+	4	5	7	5	9	3+

Harald Deathwolf is equipped with: bolt pistol; crushing teeth and claws; Gladius; frag grenades; Krak grenades; storm shield. Your army can only include one **HARALD DEATHWOLF** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Crushing teeth and claws	Melee	Melee	+1	-2	1	Each time the bearer fights, it makes 3 additional attacks with this weapon and no more than 3 attacks can be made with this weapon.
Gladius	Melee	Melee	+2	-2	2	Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.

OTHER WARGEAR	ABILITIES
Storm shield	The bearer has a 4+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.

ABILITIES	
<p><b>Angels of Death, Outflank</b> (see <i>Codex: Space Marines</i>), <b>Swift Hunters</b> (pg 6)</p> <p><b>Lord of the Wolfkin (Aura)</b>: While a friendly <b>SPACE WOLVES CAVALRY</b> or <b>SPACE WOLVES BEAST</b> unit is within 6" of this model, models in that unit can use this model's Leadership characteristic instead of their own.</p>	<p><b>Rites of Battle (Aura)</b>: While a friendly <b>SPACE WOLVES CORE</b> unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.</p> <p><b>Mantle of the Troll King</b>: Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).</p>

**FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES**  
**KEYWORDS: CAVALRY, CHARACTER, CAPTAIN, HARALD DEATHWOLF**



## CANIS WOLFBORN

6 POWER

No.	NAME	M	WS	BS	S	T	W	A	Ld	Sv
1	Canis Wolfborn	10"	2+	5+	4	5	6	6	8	3+

Canis Wolfborn is equipped with: bolt pistol; crushing teeth and claws; Canis' wolf claws; frag grenades; krak grenades. Your army can only include one **CANIS WOLFBORN** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Crushing teeth and claws	Melee	Melee	+1	-2	1	Each time the bearer fights, it makes 3 additional attacks with this weapon and no more than 3 attacks can be made with this weapon.
Canis' wolf claws	Melee	Melee	+1	-2	2	Each time an attack is made with this weapon, you can re-roll the wound roll.

### ABILITIES

**Angels of Death** (see *Codex: Space Marines*), **Swift Hunters** (pg 6)

**Honour or Death:** This model is eligible to perform a Heroic Intervention if it is within 6" horizontally and 5" vertically of any enemy unit, instead of 3" horizontally and 5" vertically. Each time this model makes a Heroic Intervention move, so long as it ends that move either closer to the closest enemy model or within Engagement Range of an enemy **CHARACTER** unit, it can move up to 6". All other rules for Heroic Interventions still apply.

**Born of Wolves (Aura):** While a friendly **SPACE WOLVES CAVALRY**, **SPACE WOLVES BEAST** or **SPACE WOLVES CHARIOT** unit is within 6" of this model, each time that unit fights, until that fight is resolved, each model in that unit can make 1 additional attack with its teeth and claws or crushing teeth and claws, or 2 additional attacks with its flurry of teeth and claws.

**Martial Superiority:** At the start of the Fight phase, if this model is within Engagement Range of any enemy **CHARACTER** units, it can fight first that phase.

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

KEYWORDS: **CHARACTER, CAVALRY, WOLF GUARD, COMPANY CHAMPION, CANIS WOLFBORN**



## WOLF GUARD BATTLE LEADER IN TERMINATOR ARMOUR 5 POWER

No.	NAME	M	WS	BS	S	T	W	A	Ld	Sv
1	Wolf Guard Battle Leader in Terminator Armour	5"	2+	2+	4	4	5	3	8	2+

A Wolf Guard Battle Leader in Terminator Armour is equipped with: storm bolter; power sword.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Power sword	Melee	Melee	+1	-3	1	-

### OTHER WARGEAR ABILITIES

Storm shield The bearer has a 4+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.

### WARGEAR OPTIONS

- This model's power sword can be replaced with one of the following: 1 chainfist; 1 lightning claw; 1 power axe; 1 power fist; 1 power maul; 1 thunder hammer; 1 storm shield.
- This model's storm bolter can be replaced with one of the following: 1 chainfist; 1 lightning claw; 1 power axe; 1 power fist; 1 power maul; 1 power sword; 1 thunder hammer; 1 weapon from the *Combi-weapons* list.

### ABILITIES

**Angels of Death, Teleport Strike** (see *Codex: Space Marines*)

**Crux Terminatus:** This model has a 5+ invulnerable save.

**Tactical Precision (Aura):** While a friendly **SPACE WOLVES CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a wound roll of 1.

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

KEYWORDS: **INFANTRY, CHARACTER, TERMINATOR, LIEUTENANT, WOLF GUARD, BATTLE LEADER**



## WOLF LORD ON THUNDERWOLF

7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Wolf Lord on Thunderwolf	10"	2+	2+	4	5	7	4	9	3+

A Wolf Lord on Thunderwolf is equipped with: bolt pistol; Astartes chainsword; crushing teeth and claws; frag grenades; Krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Astartes chainsword	Melee	Melee	User	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Crushing teeth and claws	Melee	Melee	+1	-2	1	Each time the bearer fights, it makes 3 additional attacks with this weapon and no more than 3 attacks can be made with this weapon.

OTHER WARGEAR	ABILITIES
Storm shield	The bearer has a 4+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.

WARGEAR OPTIONS
<ul style="list-style-type: none"> <li>This model's Astartes chainsword can be replaced with one of the following: 1 plasma pistol; 1 item from the <i>Melee Weapons</i> list; 1 storm shield.</li> <li>This model's bolt pistol can be replaced with one of the following: 1 boltgun; 1 plasma pistol; 1 weapon from the <i>Combi-weapons</i> list; 1 weapon from the <i>Melee Weapons</i> list.</li> </ul>

ABILITIES	
<p><b>Angels of Death</b> (see <i>Codex: Space Marines</i>) <b>Swift Hunters</b> (pg 6)</p> <p><b>Belt of Russ:</b> This model has a 4+ invulnerable save.</p>	<p><b>Rites of Battle (Aura):</b> While a friendly <b>SPACE WOLVES CORE</b> unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.</p>

FACTION KEYWORDS: **IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES**  
 KEYWORDS: **CAVALRY, CHARACTER, CAPTAIN, WOLF LORD**



## WOLF GUARD BATTLE LEADER ON THUNDERWOLF 6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Wolf Guard Battle Leader on Thunderwolf	10"	2+	2+	4	5	6	3	8	3+

A Wolf Guard Battle Leader on Thunderwolf is equipped with: bolt pistol; Astartes chainsword; crushing teeth and claws; frag grenades; Krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Astartes chainsword	Melee	Melee	User	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Crushing teeth and claws	Melee	Melee	+1	-2	1	Each time the bearer fights, it makes 3 additional attacks with this weapon and no more than 3 attacks can be made with this weapon.

OTHER WARGEAR	ABILITIES
Storm shield	The bearer has a 4+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.

- WARGEAR OPTIONS**
- This model's Astartes chainsword can be replaced with one of the following: 1 item from the *Melee Weapons* list; 1 storm shield.
  - This model's bolt pistol can be replaced with one of the following: 1 boltgun; 1 plasma pistol; 1 weapon from the *Combi-weapons* list; 1 weapon from the *Melee Weapons* list.

- ABILITIES**
- Angels of Death** (see *Codex: Space Marines*), **Swift Hunters** (pg 6)
- Tactical Precision (Aura)**: While a friendly **SPACE WOLVES CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a wound roll of 1.

**FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES**  
**KEYWORDS: CAVALRY, CHARACTER, LIEUTENANT, WOLF GUARD BATTLE LEADER**



# BLOOD CLAWS

**6** POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-14	Blood Claw	6"	3+	3+	4	4	2	1	7	3+
1	Blood Claw Pack Leader	6"	3+	3+	4	4	2	2	7	3+
0-1	Wolf Guard Pack Leader	6"	3+	3+	4	4	2	2	8	3+
0-1	Wolf Guard Terminator Pack Leader	5"	3+	3+	4	4	3	2	8	2+

If this unit contains between 6 and 10 **BLOOD CLAW** models, it has **Power Rating 11**. If this unit contains 11 or more **BLOOD CLAW** models, it has **Power Rating 16**. If this unit contains a Wolf Guard Pack Leader or Wolf Guard Terminator Pack Leader, it has **Power Rating +2**. This unit can only contain 1 **WOLF GUARD** model. Every Blood Claw and Blood Claw Pack Leader is equipped with: bolt pistol; Astartes chainsword; frag grenades; Krak grenades. A Wolf Guard Pack Leader is equipped with: bolt pistol; boltgun; frag grenades; Krak grenades. A Wolf Guard Terminator Pack Leader is equipped with: storm bolter; power sword.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Astartes chainsword	Melee	Melee	User	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Power sword	Melee	Melee	+1	-3	1	-

OTHER WARGEAR	ABILITIES
Storm shield	The bearer has a 4+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.

## WARGEAR OPTIONS

- If this unit contains 14 or fewer **BLOOD CLAW** models, 1 Blood Claw's Astartes chainsword can be replaced with 1 weapon from the *Special Weapons* list.
- If this unit contains 15 **BLOOD CLAW** models, up to 2 Blood Claws' Astartes chainswords can each be replaced with 1 weapon from the *Special Weapons* list.
- 1 Blood Claw's bolt pistol can be replaced with 1 plasma pistol.
- The Blood Claw Pack Leader's Astartes chainsword can be replaced with one of the following: 1 power axe; 1 power fist; 1 power sword.
- The Wolf Guard Pack Leader's boltgun can be replaced with one of the following: 1 plasma pistol; 1 weapon from the *Melee Weapons* list; 1 weapon from the *Combi-weapons* list; 1 storm shield (maximum one per model).
- The Wolf Guard Pack Leader's bolt pistol can be replaced with one of the following: 1 plasma pistol; 1 weapon from the *Melee Weapons* list; 1 storm shield (maximum one per model).
- The Wolf Guard Terminator Pack Leader's power sword can be replaced with one of the following: 1 chainfist; 1 lightning claw; 1 power axe; 1 power fist; 1 power maul; 1 thunder hammer; 1 storm shield.
- A Wolf Guard Terminator Pack Leader's storm bolter can be replaced with one of the following: 1 chainfist; 1 lightning claw; 1 power axe; 1 power fist; 1 power maul; 1 power sword; 1 thunder hammer; 1 weapon from the *Combi-weapons* list.

## ABILITIES

**Angels of Death** (see *Codex: Space Marines*), **Berserk Charge**, **Headstrong** (pg 6)

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

**KEYWORDS (WOLF GUARD PACK LEADER): INFANTRY, CORE, WOLF GUARD**

**KEYWORDS (WOLF GUARD TERMINATOR PACK LEADER): INFANTRY, CORE, TERMINATOR, WOLF GUARD**

**KEYWORDS (OTHERS): INFANTRY, CORE, BLOOD CLAWS**



# GREY HUNTERS

**6** POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Grey Hunter	6"	3+	3+	4	4	2	1	7	3+
1	Grey Hunter Pack Leader	6"	3+	3+	4	4	2	2	7	3+
0-1	Wolf Guard Pack Leader	6"	3+	3+	4	4	2	2	8	3+
0-1	Wolf Guard Terminator Pack Leader	5"	3+	3+	4	4	3	2	8	2+

If this unit contains 6 or more **GREY HUNTER** models, it has **Power Rating 11**. If this unit contains a Wolf Guard Pack Leader or Wolf Guard Terminator Pack Leader, it has **Power Rating +2**. This unit cannot contain both a Wolf Guard Pack Leader and a Wolf Guard Terminator Pack Leader. A Wolf Guard Terminator Pack Leader is equipped with: storm bolter; power sword. Every other model is equipped with: bolt pistol; boltgun; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Astartes chainsword	Melee	Melee	User	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Power sword	Melee	Melee	+1	-3	1	-

OTHER WARGEAR	ABILITIES
Storm shield	The bearer has a 4+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.
Wolf standard	Each time an Advance roll or charge roll is made for the bearer's unit, you can re-roll any dice rolls of 1.

## WARGEAR OPTIONS

- Any number of Grey Hunters can each be equipped with 1 Astartes chainsword.
- 1 Grey Hunter can be equipped with 1 wolf standard.
- For every 5 models this unit contains, 1 Grey Hunter can have its boltgun replaced with 1 weapon from the *Special Weapons* list.
- 1 Grey Hunter can have its bolt pistol replaced with 1 plasma pistol.
- The Grey Hunter Pack Leader can be equipped with one of the following: 1 Astartes chainsword; 1 power axe; 1 power fist; 1 power sword.
- The Wolf Guard Pack Leader's boltgun can be replaced with one of the following: 1 plasma pistol; 1 weapon from the *Melee Weapons* list; 1 weapon from the *Combi-weapons* list; 1 storm shield (maximum one per model).
- The Wolf Guard Pack Leader's bolt pistol can be replaced with one of the following: 1 plasma pistol; 1 weapon from the *Melee Weapons* list; 1 storm shield (maximum one per model).
- The Wolf Guard Terminator Pack Leader's power sword can be replaced with one of the following: 1 chainfist; 1 lightning claw; 1 power axe; 1 power fist; 1 power maul; 1 thunder hammer; 1 storm shield.
- The Wolf Guard Terminator Pack Leader's storm bolter can be replaced with one of the following: 1 chainfist; 1 lightning claw; 1 power axe; 1 power fist; 1 power maul; 1 power sword; 1 thunder hammer; 1 weapon from the *Combi-weapons* list.

## ABILITIES

**Angels of Death** (see *Codex: Space Marines*)

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

**KEYWORDS (WOLF GUARD PACK LEADER): INFANTRY, CORE, WOLF GUARD**

**KEYWORDS (WOLF GUARD TERMINATOR PACK LEADER): INFANTRY, CORE, TERMINATOR, WOLF GUARD**

**KEYWORDS (OTHERS): INFANTRY, CORE, GREY HUNTERS**



## WOLF GUARD

**6** POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Wolf Guard	6"	3+	3+	4	4	2	2	8	3+
1	Wolf Guard Pack Leader	6"	3+	3+	4	4	2	3	8	3+

If this unit contains 6 or more models, it has **Power Rating 12**. Every model is equipped with: bolt pistol; boltgun; frag grenades; Krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-

OTHER WARGEAR	ABILITIES
Jump pack	The bearer has a Move characteristic of 12", the Death from Above ability (see <i>Codex Space Marines</i> ) and the <b>FLY</b> and <b>JUMP PACK</b> keywords.
Storm shield	The bearer has a 4+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.

### WARGEAR OPTIONS

- Any number of models can each have their boltgun replaced with one of the following: 1 plasma pistol; 1 weapon from the *Melee Weapons* list; 1 weapon from the *Combi-weapons* list; 1 storm shield (maximum one per model).
- Any number of models can each have their bolt pistol replaced with one of the following: 1 plasma pistol; 1 weapon from the *Melee Weapons* list; 1 storm shield (maximum one per model).
- All of the models in the unit can be equipped with 1 jump pack each (**Power Rating +1** if the unit contains 5 models, **Power Rating +2** if the unit contains 6 or more models).

### ABILITIES

**Angels of Death** (see *Codex: Space Marines*)

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES  
**KEYWORDS:** INFANTRY, CORE, WOLF GUARD



## LUKAS THE TRICKSTER

**4** POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Lukas the Trickster	6"	2+	3+	4	4	4	5	8	3+

Lukas the Trickster is equipped with: plasma pistol; Claw of the Jackalwolf; frag grenades; Krak grenades. Your army can only include one **LUKAS THE TRICKSTER** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Plasma pistol	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Claw of the Jackalwolf	Melee	Melee	+1	-2	2	Each time an attack is made with this weapon, you can re-roll the wound roll.

### ABILITIES

**Angels of Death** (see *Codex: Space Marines*)

**Blood Claws Hero (Aura):** While a friendly **BLOOD CLAWS**, **SKYCLAWS** or **SWIFTCLAWS** unit is within 6" of this model, each time a **BLOOD CLAWS**, **SKYCLAWS** or **SWIFTCLAWS** model in that unit makes a melee attack, you can re-roll the hit roll.

**Rebellious Presence:** While another friendly **SPACE WOLVES** unit is within 3" of this model, subtract 1 from the Leadership characteristic of models in that unit.

**The Last Laugh:** In the Fight phase, if this model is destroyed by a melee attack made by an enemy model, roll off with your opponent; if you win the roll off, that enemy model's unit suffers D6 mortal wounds.

**Pelt of the Doppengangrel:** Each time an attack is made against this unit, an unmodified hit roll of 1-3 always fails, irrespective of any abilities that the weapon or the model making that attack may have.

**Master of Mischief:** This model cannot be a **WARLORD** and cannot have a Warlord Trait.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES  
**KEYWORDS:** INFANTRY, CHARACTER, BLOOD CLAWS, LUKAS THE TRICKSTER



# WOLF GUARD TERMINATORS

**9** POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Wolf Guard Terminator	5"	3+	3+	4	4	3	2	8	2+
1	Wolf Guard Terminator Pack Leader	5"	3+	3+	4	4	3	3	8	2+

If this unit contains 6 or more models, it has **Power Rating 18**. The Wolf Guard Terminator Pack Leader is equipped with: storm bolter; power sword. Every other model is equipped with: storm bolter; power fist.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Power fist	Melee	Melee	x2	-3	2	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Power sword	Melee	Melee	+1	-3	1	-

OTHER WARGEAR	ABILITIES
Storm shield	The bearer has a 4+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.

## WARGEAR OPTIONS

- Any number of models can each have their power fist or power sword replaced with one of the following: 1 chainfist; 1 lightning claw; 1 power axe; 1 power fist; 1 power maul; 1 thunder hammer; 1 storm shield.
- Any number of models can each have their storm bolter replaced with one of the following: 1 chainfist; 1 lightning claw; 1 power axe; 1 power fist; 1 power maul; 1 power sword; 1 thunder hammer; 1 weapon from the *Combi-weapons* list.
- For every 5 models this unit contains, 1 Wolf Guard Terminator can have its storm bolter replaced with one of the following: 1 assault cannon; 1 heavy flamer; 1 storm bolter and 1 cyclone missile launcher.

## ABILITIES

**Angels of Death, Teleport Strike** (see *Codex: Space Marines*)

**Crux Terminatus:** Every model in this unit has a 5+ invulnerable save.

FACTION KEYWORDS: **IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES**  
 KEYWORDS: **INFANTRY, CORE, TERMINATOR, WOLF GUARD**



# WULFEN

**8** POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Wulfen	8"	3+	5+	5	5	2	3	7	4+
1	Wulfen Pack Leader	8"	3+	5+	5	5	2	4	7	4+

If this unit contains 6 or more models, it has **Power Rating 16**. The Wulfen Pack Leader is equipped with: Wulfen frost claws. Every other model is equipped with: Wulfen claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Stormfrag auto-launcher	12"	Assault D3	4	0	1	Blast
Wulfen frost claws	Melee	Melee	+1	-2	1	Each time the bearer fights, it can make 1 additional attack with this weapon. Each time an attack is made with this weapon, you can re-roll the wound roll.
Great frost axe	Melee	Melee	+3	-3	2	-
Thunder hammer	Melee	Melee	x2	-2	3	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Wulfen claws	Melee	Melee	User	-1	1	-

OTHER WARGEAR	ABILITIES
Storm shield	The bearer has a 4+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.

- WARGEAR OPTIONS**
- Any number of models can each be equipped with 1 stormfrag auto-launcher.
  - Any number of Wulfen can each have their Wulfen claws replaced with one of the following: 1 great frost axe; 1 Wulfen frost claws; 1 thunder hammer and 1 storm shield.

- ABILITIES**
- Angels of Death** (see *Codex: Space Marines*)
- Death Frenzy:** Each time a model in this unit is destroyed by a melee attack, if that model has not fought this phase, do not remove it from play. The destroyed model can fight after the attacking model's unit has finished making attacks, and is then removed from play.
- Bestial Rage:** This unit cannot perform any actions, as described in the Warhammer 40,000 Core book.
- Wulfen Howl [Aura]:** While a friendly **SPACE WOLVES INFANTRY**, **SPACE WOLVES BIKER** or **SPACE WOLVES CAVALRY** unit is within 6" of this unit, you can re-roll charge rolls made for that unit. While a friendly **SPACE WOLVES BLOOD CLAWS** unit is within 12" of this unit, you can re-roll charge rolls made for that unit.
- Savage Killers:** Each time you make an attack for a model in this unit, if your army benefits from Combat Doctrines, the Assault Doctrine is treated as being active for your army for that attack. In addition, this unit is always treated as having made a charge move for the purposes of the Shock Assault ability.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES  
**KEYWORDS:** INFANTRY, WULFEN



# WULFEN DREADNOUGHT

7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Wulfen Dreadnought	8"	3+	5+	6	7	8	4	7	3+

A Wulfen Dreadnought is a single model equipped with: Fenrisian great axe; great wolf claw; storm bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy flamer	12"	Heavy D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Fenrisian great axe	Each time an attack is made with this weapon, select one of the profiles below to make that attack with.					
- Cleave	Melee	Melee	+4	-3	D3+3	Each time an attack is made with this weapon profile, subtract 1 from that attack's hit roll.
- Scythe	Melee	Melee	User	-3	1	Each time an attack is made with this weapon profile, make 2 hit rolls instead of 1.
Great wolf claw	Melee	Melee	+4	-2	3	Each time an attack is made with this weapon, you can re-roll the wound roll.

## OTHER WARGEAR ABILITIES

Blizzard shield The bearer has a 4+ invulnerable save.

## WARGEAR OPTIONS

- This model's Fenrisian great axe or great wolf claw and storm bolter can be replaced with 1 blizzard shield and 1 storm bolter.
- Any of this model's storm bolters can each be replaced with a heavy flamer.

## ABILITIES

**Angels of Death** (see *Codex: Space Marines*)

**Murderlust:** You can re-roll charge rolls made for this unit.

**Duty Eternal:** Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).

**Bestial Rage:** This unit cannot perform any actions, as described in the Warhammer 40,000 Core Book.

**Explodes:** When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.

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

**KEYWORDS:** VEHICLE, DREADNOUGHT, WULFEN



## MURDERFANG

**8** POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Murderfang	8"	2+	5+	6	7	8	5	8	3+

Murderfang is equipped with: heavy flamer; storm bolter; the Murderclaws. Your army can only include one **MURDERFANG** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy flamer	12"	Heavy D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
The Murderclaws	Melee	Melee	x2	-3	3	Each time an attack is made with this weapon, you can re-roll the wound roll.

### ABILITIES

**Angels of Death** (see *Codex: Space Marines*)

**Murder-maker:** You can re-roll charge rolls made for this model. This model makes 3 additional attacks instead of 1 as a result of its Shock Assault ability.

**Duty Eternal:** Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).

**Force of Untamed Destruction:** This model cannot be a **WARLORD** and cannot have a Warlord Trait.

**Bestial Rage:** This unit cannot perform any actions, as described in the Warhammer 40,000 Core Book.

**Explodes:** When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.

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

**KEYWORDS:** VEHICLE, CHARACTER, DREADNOUGHT, WULFEN, MURDERFANG



## CYBERWOLVES

**1** POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-5	Cyberwolf	10"	3+	-	4	4	2	3	6	4+

If this unit contains between 2 and 3 Cyberwolf models, it has **Power Rating 2**. If this unit contains between 4 and 5 Cyberwolf models, it has **Power Rating 3**. Every model is equipped with: teeth and claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Teeth and claws	Melee	Melee	User	-1	1	-

### ABILITIES

**Swift Hunters** (pg 6)

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

**KEYWORDS:** BEAST, CYBERWOLVES



## THUNDERWOLF CAVALRY

**7** POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
2-5	Thunderwolf Cavalry	10"	3+	3+	4	5	4	2	8	3+
1	Thunderwolf Cavalry Pack Leader	10"	3+	3+	4	5	4	3	8	3+

If this unit contains 4 or more models, it has **Power Rating 14**. Every model is equipped with: bolt pistol; Astartes chainsword; crushing teeth and claws; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Astartes chainsword	Melee	Melee	User	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Crushing teeth and claws	Melee	Melee	+1	-2	1	Each time the bearer fights, it makes 3 additional attacks with this weapon and no more than 3 attacks can be made with this weapon.

OTHER WARGEAR	ABILITIES
Storm shield	The bearer has a 4+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.

- WARGEAR OPTIONS**
- Any number of models can each have their Astartes chainsword replaced with one of the following: 1 weapon from the *Melee Weapons* list; 1 storm shield.
  - Any number of models can each have their bolt pistol replaced with one of the following: 1 boltgun; 1 plasma pistol; 1 weapon from the *Melee Weapons* list.

**ABILITIES**

**Angels of Death** (see *Codex: Space Marines*), **Swift Hunters** (pg 6)

**FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES**  
**KEYWORDS: CAVALRY, CORE, WOLF GUARD, THUNDERWOLF CAVALRY**



## FENRISIAN WOLVES

**2** POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
5-15	Fenrisian Wolf	10"	3+	-	4	4	1	2	4	6+
0-1	Cyberwolf	10"	3+	-	4	4	2	3	6	4+

If this unit contains between 6 and 10 Fenrisian Wolf models, it has **Power Rating 4**. If this unit contains between 11 and 15 Fenrisian Wolf models, it has **Power Rating 6**. If this unit contains a Cyberwolf, it has **Power Rating +1**. Every model is equipped with: teeth and claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Teeth and claws	Melee	Melee	User	-1	1	-

**ABILITIES**

**Swift Hunters** (pg 6)

**Pack Mentality:** While this unit contains 5 or more models, add 1 to the Leadership characteristic of models in this unit. While this unit contains 10 or more models, add 2 to the Leadership characteristic of models in this unit instead.

**FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES**  
**KEYWORDS: BEAST, FENRISIAN WOLVES**



# SKYCLAWS

**6** POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-14	Skyclaw	12"	3+	3+	4	4	2	1	7	3+
1	Skyclaw Pack Leader	12"	3+	3+	4	4	2	2	7	3+
0-1	Wolf Guard Skyclaw Pack Leader	12"	3+	3+	4	4	2	2	8	3+

If this unit contains between 6 and 10 **SKYCLAW** models, it has **Power Rating 11**. If this unit contains 11 or more **SKYCLAW** models, it has **Power Rating 16**. If this unit contains a Wolf Guard Skyclaw Pack Leader, it has **Power Rating +2**. Every model is equipped with: bolt pistol; Astartes chainsword; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
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Bolt pistol	12"	Pistol 1	4	0	1	-
Astartes chainsword	Melee	Melee	User	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.

OTHER WARGEAR	ABILITIES
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Storm shield	The bearer has a 4+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.
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### WARGEAR OPTIONS

- Up to two Skyclaw and Skyclaw Pack Leaders' bolt pistols can be replaced with one of the following: 1 plasma pistol; 1 weapon from the *Special Weapons* list.
- The Skyclaw Pack Leader's Astartes chainsword can be replaced with one of the following: 1 power axe; 1 power fist; 1 power sword.
- A Wolf Guard Skyclaw Pack Leader's Astartes chainsword can be replaced with one of the following: 1 plasma pistol; 1 weapon from the *Melee Weapons* list; 1 weapon from the *Combi-weapons* list; 1 storm shield (maximum one per model).
- A Wolf Guard Skyclaw Pack Leader's bolt pistol can be replaced with one of the following: 1 plasma pistol; 1 weapon from the *Melee Weapons* list; 1 storm shield (maximum one per model).

### ABILITIES

**Angels of Death, Death from Above** (see *Codex: Space Marines*), **Berserk Charge, Headstrong** (pg 6)

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES  
**KEYWORDS (WOLF GUARD SKYCLAW PACK LEADER):** INFANTRY, CORE, JUMP PACK, MELTA BOMB, FLY, WOLF GUARD  
**KEYWORDS (OTHERS):** INFANTRY, CORE, BLOOD CLAWS, JUMP PACK, MELTA BOMB, FLY, SKYCLAWS



# LONG FANGS

**7** POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-5	Long Fang	6"	3+	3+	4	4	2	1	8	3+
1	Long Fang Pack Leader	6"	3+	3+	4	4	2	2	8	3+
0-1	Wolf Guard Pack Leader	6"	3+	3+	4	4	2	2	8	3+
0-1	Wolf Guard Terminator Pack Leader	5"	3+	3+	4	4	3	2	8	2+

If this unit contains 6 or more **LONG FANG** models, it has **Power Rating 11**. If this unit contains a Wolf Guard Pack Leader or Wolf Guard Terminator Pack Leader, it has **Power Rating +2**. This unit cannot contain both a Wolf Guard Pack Leader and a Wolf Guard Terminator Pack Leader. The Long Fang Pack Leader is equipped with: bolt pistol; boltgun; Astartes chainsword; frag grenades; krak grenades. A Wolf Guard Terminator Pack Leader is equipped with: storm bolter; power sword. Every other model is equipped with: bolt pistol; boltgun; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Assault cannon	24"	Heavy 6	6	-1	1	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Cyclone missile launcher	Before selecting targets, select one of the profiles below to make attacks with.					
- Frag missile	36"	Heavy 2D6	4	0	1	Blast
- Krak missile	36"	Heavy 2	8	-2	D6	-
Heavy flamer	12"	Heavy D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Astartes chainsword	Melee	Melee	User	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Power sword	Melee	Melee	+1	-3	1	-
OTHER WARGEAR	ABILITIES					
Armorium Cherub	Once per battle, in your Shooting phase, after this unit has shot, one model in this unit can immediately shoot with one of its ranged weapons again. <i>We recommend placing an Armorium Cherub model next to the unit as a reminder, removing it once this ability has been used (an Armorium Cherub does not count as a model for any rules purposes).</i>					
Storm shield	The bearer has a 4+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.					

## WARGEAR OPTIONS

- Any number of Long Fangs can each have their boltgun replaced with 1 weapon from the *Heavy Weapons* list.
- The Long Fang Pack Leader's boltgun and bolt pistol can be replaced with one of the following: 1 plasma pistol; 1 weapon from the *Special Weapons* list.
- The Long Fang Pack Leader's Astartes chainsword can be replaced with one of the following: 1 power axe; 1 power fist; 1 power sword.
- The Wolf Guard Pack Leader's boltgun can be replaced with one of the following: 1 plasma pistol; 1 weapon from the *Melee Weapons* list; 1 weapon from the *Combi-weapons* list; 1 storm shield (maximum one per model).
- The Wolf Guard Pack Leader's bolt pistol can be replaced with one of the following: 1 plasma pistol; 1 weapon from the *Melee Weapons* list; 1 storm shield (maximum one per model).
- The Wolf Guard Terminator Pack Leader's power sword can be replaced with one of the following: 1 chainfist; 1 lightning claw; 1 power axe; 1 power fist; 1 power maul; 1 thunder hammer; 1 storm shield.
- The Wolf Guard Terminator Pack Leader's storm bolter can be replaced with one of the following: 1 assault cannon; 1 cyclone missile launcher and 1 storm bolter; 1 heavy flamer.
- The Wolf Guard Terminator Pack Leader's storm bolter can be replaced with one of the following: 1 chainfist; 1 lightning claw; 1 power axe; 1 power fist; 1 power maul; 1 power sword; 1 thunder hammer; 1 weapon from the *Combi-weapons* list.
- The unit can be equipped with 1 Armorium Cherub.

## ABILITIES

**Angels of Death** (see *Codex: Space Marines*)

**Signum:** In your Shooting phase, each time this unit shoots, if it contains a Long Fang Pack Leader, you can select one model in this unit. Until the end of the phase, that model has a Ballistic Skill characteristic of 2+.

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

**KEYWORDS (WOLF GUARD PACK LEADER):** INFANTRY, CORE, WOLF GUARD

**KEYWORDS (WOLF GUARD TERMINATOR PACK LEADER):** INFANTRY, CORE, TERMINATOR, WOLF GUARD

**KEYWORDS (OTHERS):** INFANTRY, CORE, LONG FANGS



# STORMFANG GUNSHIP

**16** POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Stormfang Gunship (8+ wounds remaining)	20-50"	6+	3+	8	7	14	6	8	3+
	Stormfang Gunship (4-7 wounds remaining)	20-35"	6+	4+	8	7	N/A	D6	8	3+
	Stormfang Gunship (1-3 wounds remaining)	20-25"	6+	5+	8	7	N/A	D3	8	3+

A Stormfang Gunship is equipped with: helfrost destructor; skyhammer missile launcher; 2 stormstrike missile launchers.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Helfrost destructor	Before selecting targets, select one of the profiles below to make attacks with.					
- Dispersed	36"	Heavy 3D3	6	-2	1	Blast
- Focused	36"	Heavy D3	10	-4	6	Blast
Lascannon	48"	Heavy 1	9	-3	D6	-
Melta array	24"	Heavy D3	8	-4	D6	Blast. Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Skyhammer missile launcher	60"	Heavy 3	7	-1	D3	Each time an attack is made with this weapon against an AIRCRAFT unit, add 1 to that attack's hit roll.
Stormstrike missile launcher	72"	Heavy 1	8	-3	3	-
Twin heavy bolter	36"	Heavy 6	5	-1	2	-

## WARGEAR OPTIONS

- This model's skyhammer missile launcher can be replaced with one of the following: 2 melta arrays; 2 twin heavy bolters.
- This model's 2 stormstrike missile launchers can be replaced with 2 lascannons.

## ABILITIES

**Angels of Death** (see *Codex: Space Marines*)

**Explodes:** When this model is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

**Airborne:** You cannot declare a charge with this model, and it can only be chosen as a target of a charge if the unit making the charge can FLY. You can only fight with this model if it is within Engagement Range of any enemy units that can FLY, and this model can only make melee attacks against units that can FLY. Enemy units can only make melee attacks against this model if they can FLY.

**Hover Jet:** In your Command phase, this model can hover. If it does, then until the start of your next Command phase its Move characteristic becomes 20", and it loses the Airborne, Hard to Hit and Supersonic abilities.

**Supersonic:** Each time this model makes a Normal move, Advances or Falls Back, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), then move the model straight forwards. It cannot pivot again after the initial pivot.

**Hard to Hit:** Each time a ranged attack is made against this model, subtract 1 from that attack's hit roll.

## TRANSPORT

This model has a transport capacity of 6 SPACE WOLVES INFANTRY models. Each JUMP PACK, WULFEN or TERMINATOR model takes the space of two INFANTRY models and each CENTURION takes the space of three INFANTRY models. It cannot transport PRIMARIS models.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

KEYWORDS: VEHICLE, TRANSPORT, AIRCRAFT, MACHINE SPIRIT, FLY, STORMFANG GUNSHIP



# STORMWOLF

**16** POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Stormwolf (8+ wounds remaining)	20-50"	6+	3+	8	7	14	6	8	3+
	Stormwolf (4-7 wounds remaining)	20-35"	6+	4+	8	7	N/A	D6	8	3+
	Stormwolf (1-3 wounds remaining)	20-25"	6+	5+	8	7	N/A	D3	8	3+

A Stormwolf is equipped with: 2 lascannons; skyhammer missile launcher; twin helfrost cannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Lascannon	48"	Heavy 1	9	-3	D6	-
Melta array	24"	Heavy D3	8	-4	D6	Blast. Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Skyhammer missile launcher	60"	Heavy 3	7	-1	D3	Each time an attack is made with this weapon against an AIRCRAFT unit, add 1 to that attack's hit roll.
Twin heavy bolter	36"	Heavy 6	5	-1	2	-
Twin helfrost cannon	Before selecting targets, select one of the profiles below to make attacks with.					
- Dispersed	36"	Heavy 2D3	6	-2	1	Blast
- Focused	36"	Heavy 2	8	-4	4	-

## WARGEAR OPTIONS

- This model's skyhammer missile launcher can be replaced with one of the following: 2 melta arrays; 2 twin heavy bolters.

## ABILITIES

**Angels of Death** (see *Codex: Space Marines*)

**Explodes:** When this model is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

**Airborne:** You cannot declare a charge with this model, and it can only be chosen as a target of a charge if the unit making the charge can FLY. You can only fight with this model if it is within Engagement Range of any enemy units that can FLY, and this model can only make melee attacks against units that can FLY. Enemy units can only make melee attacks against this model if they can FLY.

**Hover Jet:** In your Command phase, this model can hover. If it does, then until the start of your next Command phase its Move characteristic becomes 20", and it loses the Airborne, Hard to Hit and Supersonic abilities.

**Supersonic:** Each time this model makes a Normal move, Advances or Falls Back, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), then move the model straight forwards. It cannot pivot again after the initial pivot.

**Hard to Hit:** Each time a ranged attack is made against this model, subtract 1 from that attack's hit roll.

## TRANSPORT

This model has a transport capacity of 16 SPACE WOLVES INFANTRY models. Each JUMP PACK, WULFEN or TERMINATOR model takes the space of two INFANTRY models and each CENTURION takes the space of three INFANTRY models. It cannot transport PRIMARIS models.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES  
**KEYWORDS:** VEHICLE, TRANSPORT, AIRCRAFT, MACHINE SPIRIT, FLY, STORMWOLF

# WEAPON PROFILES

Below you will find the weapon profiles for many unique weapons that Space Wolves models can be equipped with. Weapon profiles for all the other weapons that Space Wolves models can be equipped with can be found in *Codex: Space Marines*. Note that some weapons have the Blast ability; this ability is detailed in full in the Warhammer 40,000 Core Book.

RANGED WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Foehammer (shooting)	12"	Assault 1	x2	-3	3	Each time an attack made with this weapon is allocated to a <b>CHARACTER</b> or <b>MONSTER</b> model, add 1 to the Damage characteristic of that attack.
Hel frost destructor	Before selecting targets, select one of the profiles below to make attacks with.					
- Dispersed	36"	Heavy 3D3	6	-2	1	Blast
- Focused	36"	Heavy D3	10	-4	6	Blast
Melta array	24"	Heavy D3	8	-4	D6	Blast. Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Nightwing	12"	Assault 3	3	0	1	-
Stormfrag auto-launcher	12"	Assault D3	4	0	1	Blast
Twin hel frost cannon	Before selecting targets, select one of the profiles below to make attacks with.					
- Dispersed	36"	Heavy 2D3	6	-2	1	Blast
- Focused	36"	Heavy 2	8	-4	4	-

MELEE WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Artificer crozius	Melee	Melee	+2	-2	2	-
The Axe Morkai	Each time an attack is made with this weapon, select one of the profiles below to make that attack with.					
- One-handed	Melee	Melee	+2	-3	1	Each time an attack is made with this weapon profile, make 2 hit rolls instead of 1.
- Two-handed	Melee	Melee	x2	-3	3	-
Canis' wolf claws	Melee	Melee	+1	-2	2	Each time an attack is made with this weapon, you can re-roll the wound roll.
Claw of the Jackalwolf	Melee	Melee	+1	-2	2	Each time an attack is made with this weapon, you can re-roll the wound roll.
Crushing teeth and claws	Melee	Melee	+1	-2	1	Each time the bearer fights, it makes 3 additional attacks with this weapon and no more than 3 attacks can be made with this weapon.
Flurry of teeth and claws	Melee	Melee	+1	-2	1	Each time the bearer fights, it makes 6 additional attacks with this weapon.
Foehammer (melee)	Melee	Melee	x2	-3	3	Each time an attack made with this weapon is allocated to a <b>CHARACTER</b> or <b>MONSTER</b> model, add 1 to the Damage characteristic of that attack.
Frostfang	Melee	Melee	+2	-4	2	-
Glacius	Melee	Melee	+2	-2	2	Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.
Great frost axe	Melee	Melee	+3	-3	2	-
Staff of the Stormcaller	Melee	Melee	+3	-2	D3	-
The Murderclaws	Melee	Melee	x2	-3	3	Each time an attack is made with this weapon, you can re-roll the wound roll.
Teeth and claws	Melee	Melee	User	-1	1	-
Trueclaw	Melee	Melee	+5	-4	D6	Each time an attack is made with this weapon, you can re-roll the wound roll.
Wulfen claws	Melee	Melee	User	-1	1	-
Wulfen frost claws	Melee	Melee	+1	-2	1	Each time the bearer fights, it can make 1 additional attack with this weapon. Each time an attack is made with this weapon, you can re-roll the wound roll.
Wyrmlaw	Melee	Melee	+3	-2	2	-

# POINTS VALUES

You can use this section to determine the points (pts) value of each unit in your army. Each entry lists the unit's size (i.e. how many models the unit can contain) and how many points the unit costs. If an entry has a unit cost of 'x pts/model', then the unit costs x points for every model in that unit. You must then add points for each weapon, or item of wargear, that is included in that unit if it is listed in that unit's entry (weapons and wargear not listed in a unit's entry cost no additional points to include in that unit).

## HQ

Arjac Rockfist (pg 10)	
Unit size	1 model
Unit cost	120 pts

Bjorn the Fell-Handed (pg 9)	
Unit size	1 model
Unit cost	175 pts
	<ul style="list-style-type: none"> <li>• Helfrost cannon ..... +5 pts</li> <li>• Multi-melta ..... +5 pts</li> <li>• Twin lascannon ..... +20 pts</li> </ul>

Canis Wolfborn (pg 13)	
Unit size	1 model
Unit cost	120 pts

Harald Deathwolf (pg 12)	
Unit size	1 model
Unit cost	140 pts

Krom Dragongaze (pg 11)	
Unit size	1 model
Unit cost	100 pts

Logan Grimnar (pg 7)	
Unit size	1 model
Unit cost	155 pts

Logan Grimnar on Stormrider (pg 8)	
Unit size	1 model
Unit cost	180 pts

Njal Stormcaller (pg 7)	
Unit size	1 model
Unit cost	140 pts

Ragnar Blackmane (pg 11)	
Unit size	1 model
Unit cost	130 pts

Ulrik the Slayer (pg 10)	
Unit size	1 model
Unit cost	110 pts

Wolf Guard Battle Leader in Terminator Armour (pg 13)	
Unit size	1 model
Unit cost	85 pts
	<ul style="list-style-type: none"> <li>• Combi-flamer ..... +5 pts</li> <li>• Combi-grav ..... +5 pts</li> <li>• Combi-melta ..... +5 pts</li> <li>• Combi-plasma ..... +5 pts</li> <li>• Chainfist ..... +5 pts</li> <li>• Power fist ..... +5 pts</li> <li>• Storm shield ..... +5 pts</li> <li>• Thunder hammer ..... +15 pts</li> </ul>

### Wolf Guard Battle Leader on Thunderwolf (pg 15)

Unit size	1 model
Unit cost	95 pts
	<ul style="list-style-type: none"> <li>• Combi-flamer ..... +10 pts</li> <li>• Combi-grav ..... +10 pts</li> <li>• Combi-melta ..... +10 pts</li> <li>• Combi-plasma ..... +10 pts</li> <li>• Plasma pistol ..... +5 pts</li> <li>• Lightning claw ..... +5 pts</li> <li>• Power axe ..... +5 pts</li> <li>• Power fist ..... +10 pts</li> <li>• Power maul ..... +5 pts</li> <li>• Power sword ..... +5 pts</li> <li>• Storm bolter ..... +5 pts</li> <li>• Storm shield ..... +10 pts</li> <li>• Thunder hammer ..... +20 pts</li> </ul>

### Wolf Lord on Thunderwolf (pg 14)

Unit size	1 model
Unit cost	110 pts
	<ul style="list-style-type: none"> <li>• Combi-flamer ..... +10 pts</li> <li>• Combi-grav ..... +10 pts</li> <li>• Combi-melta ..... +10 pts</li> <li>• Combi-plasma ..... +10 pts</li> <li>• Lightning claw ..... +5 pts</li> <li>• Plasma pistol ..... +5 pts</li> <li>• Power axe ..... +5 pts</li> <li>• Power fist ..... +10 pts</li> <li>• Power maul ..... +5 pts</li> <li>• Power sword ..... +5 pts</li> <li>• Storm bolter ..... +5 pts</li> <li>• Storm shield ..... +10 pts</li> <li>• Thunder hammer ..... +20 pts</li> </ul>

## TROOPS

### Blood Claws (pg 16)

Unit size	5-15 models
Unit cost	18 pts/model
	<ul style="list-style-type: none"> <li>• Flamer ..... +5 pts</li> <li>• Grav-gun ..... +5 pts</li> <li>• Meltagun ..... +10 pts</li> <li>• Plasma gun ..... +10 pts</li> <li>• Plasma pistol ..... +5 pts</li> <li>• Power axe ..... +5 pts</li> <li>• Power fist ..... +10 pts</li> <li>• Power sword ..... +5 pts</li> </ul>

This unit can also include one of the following:

Wolf Guard Pack Leader	+18 pts
• Combi-flamer	+10 pts
• Combi-grav	+10 pts
• Combi-melta	+10 pts
• Combi-plasma	+10 pts
• Lightning claw	+5 pts
• Plasma pistol	+5 pts
• Power axe	+5 pts
• Power fist	+10 pts
• Power maul	+5 pts
• Power sword	+5 pts

• Storm bolter	+5 pts
• Storm shield	+5 pts
• Thunder hammer	+15 pts

Wolf Guard Terminator Pack Leader	+33 pts
• Combi-flamer	+5 pts
• Combi-grav	+5 pts
• Combi-melta	+5 pts
• Combi-plasma	+5 pts
• Chainfist	+5 pts
• Power fist	+5 pts
• Storm shield	+5 pts
• Thunder hammer	+10 pts

### Grey Hunters (pg 17)

Unit size	5-10 models
Unit cost	18 pts/model
	<ul style="list-style-type: none"> <li>• Astartes chainsword ..... +1 pts</li> <li>• Flamer ..... +5 pts</li> <li>• Grav-gun ..... +5 pts</li> <li>• Meltagun ..... +10 pts</li> <li>• Plasma gun ..... +10 pts</li> <li>• Plasma pistol ..... +5 pts</li> <li>• Power axe ..... +5 pts</li> <li>• Power fist ..... +10 pts</li> <li>• Power sword ..... +5 pts</li> <li>• Wolf standard ..... +5 pts</li> </ul>

This unit can also include one of the following:

Wolf Guard Pack Leader	+18 pts
• Astartes chainsword	+1 pts
• Combi-flamer	+10 pts
• Combi-grav	+10 pts
• Combi-melta	+10 pts
• Combi-plasma	+10 pts
• Lightning claw	+5 pts
• Plasma pistol	+5 pts
• Power axe	+5 pts
• Power fist	+10 pts
• Power maul	+5 pts
• Power sword	+5 pts
• Storm bolter	+5 pts
• Storm shield	+5 pts
• Thunder hammer	+15 pts

Wolf Guard Terminator Pack Leader	+33 pts
• Combi-flamer	+5 pts
• Combi-grav	+5 pts
• Combi-melta	+5 pts
• Combi-plasma	+5 pts
• Chainfist	+5 pts
• Power fist	+5 pts
• Storm shield	+5 pts
• Thunder hammer	+10 pts

## ELITES

### Lukas the Trickster (pg 18)

Unit size ..... 1 model  
Unit cost ..... 80 pts

### Murderfang (pg 22)

Unit size ..... 1 model  
Unit cost ..... 150 pts

### Wolf Guard (pg 18)

Unit size ..... 5-10 models  
Unit cost ..... 19 pts/model

- Combi-flamer ..... +10 pts
- Combi-grav ..... +10 pts
- Combi-melta ..... +10 pts
- Combi-plasma ..... +10 pts
- Jump pack ..... +2 pts
- Lightning claw ..... +3 pts
- Plasma pistol ..... +5 pts
- Power axe ..... +3 pts
- Power fist ..... +8 pts
- Power maul ..... +3 pts
- Power sword ..... +3 pts
- Storm bolter ..... +5 pts
- Storm shield ..... +4 pts
- Thunder hammer ..... +12 pts

### Wolf Guard Terminators (pg 19)

Unit size ..... 5-10 models  
Unit cost ..... +33 pts/model

- Assault cannon ..... +10 pts
- Chainfist ..... +5 pts
- Combi-flamer ..... +5 pts
- Combi-grav ..... +5 pts
- Combi-melta ..... +5 pts
- Combi-plasma ..... +5 pts
- Cyclone missile launcher ..... +25 pts
- Heavy flamer ..... +5 pts
- Power fist ..... +5 pts
- Thunder hammer ..... +10 pts

### Wulfen (pg 20)

Unit size ..... 5-10 models  
Unit cost ..... 25 pts/model

- Great frost axe ..... +8 pts
- Stormfrag auto-launcher ..... +3 pts
- Thunder hammer ..... +16 pts
- Wulfen frost claws ..... +5 pts

### Wulfen Dreadnought (pg 21)

Unit size ..... 1 model  
Unit cost ..... 120 pts

- Heavy flamer ..... +5 pts
- Blizzard shield ..... +5 pts

## FAST ATTACK

### Cyberwolves (pg 22)

Unit size ..... 1-5 models  
Unit cost ..... 15 pts/model

### Fenrisian Wolves (pg 23)

Unit size ..... 5-15 models  
Unit cost ..... 7 pts/model

This unit can also contain one of the following:  
Cyberwolf ..... +15 pts

### Skyclaws (pg 24)

Unit size ..... 5-15 models  
Unit cost ..... 20 pts/model

- Flamer ..... +5 pts
- Grav-gun ..... +5 pts
- Meltagun ..... +10 pts
- Plasma gun ..... +10 pts
- Plasma pistol ..... +5 pts
- Power axe ..... +5 pts
- Power fist ..... +10 pts
- Power sword ..... +5 pts

This unit can also include one of the following:  
Wolf Guard Skyclaw Pack Leader ..... +20 pts

- Combi-flamer ..... +10 pts
- Combi-grav ..... +10 pts
- Combi-melta ..... +10 pts
- Combi-plasma ..... +10 pts
- Lightning claw ..... +5 pts
- Plasma pistol ..... +5 pts
- Power axe ..... +5 pts
- Power fist ..... +10 pts
- Power maul ..... +5 pts
- Power sword ..... +5 pts
- Storm bolter ..... +5 pts
- Storm shield ..... +5 pts
- Thunder hammer ..... +15 pts

### Thunderwolf Cavalry (pg 23)

Unit size ..... 3-6 models  
Unit cost ..... 45 pts/model

- Lightning claw ..... +5 pts
- Plasma pistol ..... +5 pts
- Power axe ..... +5 pts
- Power fist ..... +10 pts
- Power maul ..... +5 pts
- Power sword ..... +5 pts
- Storm shield ..... +5 pts
- Thunder hammer ..... +15 pts

## HEAVY SUPPORT

### Long Fangs (pg 25)

Unit size ..... 5-6 models  
Unit cost ..... 18 pts/model

- Armorium Cherub ..... +5 pts
- Flamer ..... +5 pts
- Grav-cannon ..... +10 pts
- Grav-gun ..... +5 pts
- Heavy bolter ..... +10 pts
- Lascannon ..... +15 pts
- Meltagun ..... +10 pts
- Missile launcher ..... +15 pts
- Multi-melta ..... +20 pts
- Plasma cannon ..... +15 pts
- Plasma gun ..... +10 pts
- Plasma pistol ..... +5 pts
- Power axe ..... +5 pts
- Power fist ..... +10 pts
- Power sword ..... +5 pts

This unit can also include one of the following:  
Wolf Guard Pack Leader ..... +18 pts

- Combi-flamer ..... +10 pts
- Combi-grav ..... +10 pts
- Combi-melta ..... +10 pts
- Combi-plasma ..... +10 pts
- Lightning claw ..... +5 pts
- Plasma pistol ..... +5 pts
- Power axe ..... +5 pts
- Power fist ..... +10 pts
- Power maul ..... +5 pts
- Power sword ..... +5 pts
- Storm bolter ..... +5 pts
- Storm shield ..... +5 pts
- Thunder hammer ..... +15 pts

Wolf Guard Terminator Pack Leader ..... +33 pts

- Assault cannon ..... +5 pts
- Combi-flamer ..... +5 pts
- Combi-grav ..... +5 pts
- Combi-melta ..... +5 pts
- Combi-plasma ..... +5 pts
- Chainfist ..... +5 pts
- Cyclone missile launcher ..... +25 pts
- Heavy flamer ..... +5 pts
- Power fist ..... +5 pts
- Storm shield ..... +5 pts
- Thunder hammer ..... +10 pts

## FLYERS

### Stormfang Gunship (pg 26)

Unit size ..... 1 model  
Unit cost ..... 300 pts

- Lascannon ..... +10 pts
- Melta array ..... +25 pts
- Twin heavy bolter ..... +20 pts

### Stormwolf (pg 27)

Unit size ..... 1 model  
Unit cost ..... 300 pts

- Melta array ..... +25 pts
- Twin heavy bolter ..... +20 pts