

SPACE WOLVES – CHAMPIONS OF RUSS

DETACHMENT RULE

The Space Wolves are a savage Space Marine Chapter of merciless hunters. They hail from the icy death world of Fenris and strive to emulate the strength, cunning and howling ferocity of their Primarch: Leman Russ, the Wolf King. In their pursuits of the enemies of Mankind across the Sea of Stars, the Space Wolves employ the advanced technology and deadly weapons of the Adeptus Astartes under a skin of seemingly feral barbarity. With audacious boasts, the taking of impetuous risks and the joyful roars of warriors born, the Space Wolves are a Chapter of heroes who wage war without fear or doubt, each seeking to forge a saga worthy of immortalisation.

If your Army Faction is **ADEPTUS ASTARTES**, you can use this Champions of Russ Detachment rule.

RESTRICTIONS

- Your army can include **SPACE WOLVES** units, but it cannot include any **ADEPTUS ASTARTES** units drawn from any other Chapter.
- Your army cannot include any of the following units: **TACTICAL SQUAD; ASSAULT SQUAD; ASSAULT SQUAD WITH JUMP PACKS; DEVASTATOR SQUAD; COMMAND SQUAD; APOTHECARY.**

DEEDS WORTHY OF SAGA

Legendary deeds in the midst of battle are an intoxicating mead. Those who witness them are inspired to greater feats of daring and valour, determined to prove themselves worthy of their champions.

At the end of the battle round, you can select one of the Sagas listed below. If that Saga was completed by your army during that battle round, all **ADEPTUS ASTARTES** models from your army gain the associated benefit until the end of the battle. You can only select each Saga once per battle.

SAGA OF THE WARRIOR BORN

- This Saga is completed if one or more **ADEPTUS ASTARTES CHARACTER** models from your army destroyed one or more enemy **CHARACTER** models during the battle round.
- **Benefit Once Completed:** Melee weapons equipped by **ADEPTUS ASTARTES** models from your army have the **[SUSTAINED HITS 1]** ability.

SAGA OF MAJESTY

- This Saga is completed if you controlled one or more objective markers in your opponent's deployment zone at the end of either player's turn during the battle round, and one or more **ADEPTUS ASTARTES CHARACTER** models from your army were within range of that objective marker.
- **Benefit Once Completed:** Improve the Objective Control characteristic of **ADEPTUS ASTARTES** models from your army by 1.

SAGA OF THE BEAR

- This Saga is completed if one or more **ADEPTUS ASTARTES CHARACTER** models from your army were reduced to below half of their starting number of wounds during the battle round, but were not destroyed at the end of the battle round.
- **Benefit Once Completed:** **ADEPTUS ASTARTES** models from your army have the **Feel No Pain 6+** ability.

SAGA OF THE BEASTSLAYER

- This Saga is completed if one or more **ADEPTUS ASTARTES CHARACTER** models from your army destroyed one or more enemy **MONSTER** or **VEHICLE** models during the battle round.
- **Benefit Once Completed:** Melee weapons equipped by **ADEPTUS ASTARTES** models from your army have the **[LETHAL HITS]** ability.





SPACE WOLVES – CHAMPIONS OF RUSS

STRATAGEMS

If you are using the Champions of Russ Detachment rule, you can use these Champions of Russ Stratagems.



ARMOUR OF CONTEMPT

CHAMPIONS OF RUSS – BATTLE TACTIC STRATAGEM

The belligerency and transhuman physiologies of the Adeptus Astartes make them unyielding foes.

WHEN: Your opponent's Shooting phase or the 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 an attack targets a model in your unit, worsen the Armour Penetration characteristic of that attack by 1.



1CP



1CP

GO FOR THE THROAT

CHAMPIONS OF RUSS – BATTLE TACTIC STRATAGEM

With the scent of blood in the air and the rushing joy of battle surging through every true warrior's hearts, even the greatest quarry can be brought down.

WHEN: Fight phase.

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

EFFECT: Until the end of the phase, improve the Armour Penetration characteristic of melee weapons equipped by models in your unit by 1. If the Saga of the Beastslayer has been completed by your army, until the end of the phase, such weapons have the **[LANCE]** ability as well.



RUNIC WARDS

CHAMPIONS OF RUSS – WARGEAR STRATAGEM

Imbued as they are with the cunning psychic might of the Rune Priests, shamanistic totems, tattoos and fetishes are a potent shield against baleful attacks and the foul sorcery of witches.

WHEN: Your opponent's Shooting phase or the 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, models in your unit have the Feel No Pain 5+ ability against mortal wounds and Psychic Attacks. If the Saga of the Bear has been completed by your army, until the end of the phase, models in your unit have the Feel No Pain 4+ ability against mortal wounds and Psychic Attacks instead.



1CP



SPACE WOLVES – CHAMPIONS OF RUSS

STRATAGEMS

If you are using the Champions of Russ Detachment rule, you can use these Champions of Russ Stratagems.



DEATH HOWL

CHAMPIONS OF RUSS – STRATEGIC PLOY STRATAGEM

Having stalked their prey or run them to ground, all that remains is to go for the enemy's weakest points, to rip them apart in a furious bloodletting. Onlookers are stricken with terror at the bloody spectacle, an instant before the sons of Russ pounce upon them.

WHEN: Fight phase.

TARGET: One **ADEPTUS ASTARTES** unit from your army that destroyed one or more enemy units this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes a Consolidation move, it can move up to 6" instead of up to 3", provided your unit ends that Consolidation move in Unit Coherency and within Engagement Range of one or more enemy units. In addition, if the Saga of Majesty has been completed by your army, each enemy unit within 6" of your unit when it ends that Consolidation move must take a Battle-shock test.

1CP



WARRIOR PRIDE

CHAMPIONS OF RUSS – EPIC DEED STRATAGEM

The greatest champions amongst the sons of Russ must take the fight to the enemy, leading by example to uphold the honour of their Chapter.

WHEN: Your Command phase.

TARGET: One **ADEPTUS ASTARTES** **CHARACTER** model from your army.

EFFECT: Select one Saga that has not yet been completed by your army. Until the end of the turn, models in your **CHARACTER**'s unit have the benefit of the selected Saga as if it had been completed by your army.

1CP



RELENTLESS ASSAULT

CHAMPIONS OF RUSS – STRATEGIC PLOY STRATAGEM

Once their blades and claws run red with the enemy's blood, nothing will hold the savage sons of Russ back from new prey.

WHEN: Your Movement phase, just after an **ADEPTUS ASTARTES** unit from your army makes a Fall Back or Advance move.

TARGET: That **ADEPTUS ASTARTES** unit.

EFFECT: Until the end of the turn, your unit is eligible to shoot even though it Fell Back or Advanced this phase. If the Saga of the Warrior Born has been completed by your army, until the end of the turn, your unit is also eligible to declare a charge.

1CP



SPACE WOLVES – CHAMPIONS OF RUSS

ENHANCEMENTS

If you are using the Champions of Russ Detachment rule, you can use these Champions of Russ Enhancements.

THE PELT OF BALEWOLF

The pelts of wolves are plentiful trophies amongst the heroes of Fenris. However, some of these mantles are rare and steeped in legend, belonging to one of the near-mythical Blackmaned wolves. The Pelt of Balewolf came from a giant of its massive kind. Even now, when the name of its heroic slayer is barely recalled, Balewolf's raw spirit still permeates the long-dead creature's pelt, a bestial aura that reaches into primitive fear centres. Even the mighty instinctively tremble before the wearer, sensing the presence of a terrifying alpha predator.

ADEPTUS ASTARTES model only. At the start of the Fight phase, each enemy unit within Engagement Range of the bearer must take a Battle-shock test.

BLACK DEATH

The sagas of Torvald Fangbreaker, of Gerd the Bloody and many others detail the sickening monsters and fell champions slain by Black Death. They tell of how the runic enchantments etched into the ebon weapon glow darkly in battle, transforming the bearer into a relentless killing machine.

ADEPTUS ASTARTES model only. The bearer's melee weapons have the [ANTI-MONSTER 4+] and [ANTI-VEHICLE 4+] abilities.

WOLF TAIL TALISMAN

Although seen by the sons of Russ as tokens of luck and protection against evil, wolf tail talismans are regarded by most outside the Chapters of Russ' genetic legacy as trinkets of mere superstition. Yet whether through the power of the bearer's belief, some attribute inherent in the creatures they are taken from or some stranger reason, these talismans appear to bestow the warrior with a measure of protection against malicious attacks.

ADEPTUS ASTARTES model only. Each time an attack is allocated to the bearer, subtract 1 from the Damage characteristic of that attack.

FROST WEAPON

Amongst the most prized weapons of the sons of Russ – himself the Lord of Winter and War – these blisteringly cold weapons are specially crafted by a master Iron Priest. Some are wrought from the razor-sharp fangs of the Ice Kraken, while others are shards of energised diamond, giving them the appearance of blades forged from purest ice.

ADEPTUS ASTARTES model only. The bearer's melee weapons have the [PRECISION] ability, and the Strength and Armour Penetration characteristics of those weapons are improved by 1.





LOGAN GRIMNAR

M	T	SV	W	LD	OC
5"	5	2+	6	6+	1



⚔ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Storm bolter [RAPID FIRE 2]	24"	2	2+	4	0	1
⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
➤ The Axe Morkai – one-handed	Melee	10	2+	6	-2	1
➤ The Axe Morkai – two-handed	Melee	6	2+	8	-2	3

➤ Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, TERMINATOR, CHAPTER MASTER, LOGAN GRIMNAR

ABILITIES

CORE: Deep Strike, Leader

FACTION: Oath of Moment

High King of Fenris: Once per battle, in your Charge phase, this model can use this ability. If it does, until the end of the turn, you can re-roll Charge rolls made for **ADEPTUS ASTARTES** units from your army and, until the end of the turn, each time an **ADEPTUS ASTARTES** model from your army makes a melee attack, you can re-roll the Hit roll.

The Great Wolf: Each time this model destroys an enemy unit, you gain 1CP.

INVULNERABLE SAVE

4+

FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES



LOGAN GRIMNAR

Logan Grimnar – Great Wolf and High King of Fenris – is one of the longest serving Chapter Masters. Waging war against any who threaten the Space Wolves or the Imperium, Grimnar's charisma and centuries of heroic victories have immortalised him as one of the most lauded warriors in the galaxy.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- Logan Grimnar – EPIC HERO

This model is equipped with: storm bolter; the Axe Morkai.

LEADER

This model can be attached to the following units:

- RELIC TERMINATOR SQUAD
- TERMINATOR ASSAULT SQUAD
- TERMINATOR SQUAD
- WOLF GUARD TERMINATORS

LOGAN GRIMNAR

Your army cannot contain both **LOGAN GRIMNAR** and **LOGAN GRIMNAR ON STORMRIDER**.

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, TERMINATOR, CHAPTER MASTER, LOGAN GRIMNAR








FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES

LOGAN GRIMNAR ON STORMRIDER

M	T	SV	W	LD	OC
10"	6	2+	12	6+	4



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Storm bolter [RAPID FIRE 2]	24"	2	2+	4	0	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
 The Axe Morkai – one-handed	Melee	10	2+	6	-2	1
 The Axe Morkai – two-handed	Melee	6	2+	8	-2	3
Flurry of teeth and claws [EXTRA ATTACKS]	Melee	6	4+	5	-1	1

 Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: MOUNTED, CHARACTER, EPIC HERO, IMPERIUM, CHAPTER MASTER, LOGAN GRIMNAR ON STORMRIDER

ABILITIES

CORE: Deadly Demise D3, Leader

FACTION: Oath of Moment

High King of Fenris: Once per battle, in your Charge phase, this model can use this ability. If it does, until the end of the turn, you can re-roll Charge rolls made for **ADEPTUS ASTARTES** units from your army and, until the end of the turn, each time an **ADEPTUS ASTARTES** model from your army makes a melee attack, you can re-roll the Hit roll.

The Great Wolf: Each time this model destroys an enemy unit, you gain 1CP.

INVULNERABLE SAVE

4+

FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES



LOGAN GRIMNAR ON STORMRIDER

When riding to battle upon his ornate anti-grav chariot, Stormrider, Logan Grimnar is a destructive and swift tempest of war. Drawn by a pair of giant and ferocious Thunderwolves, Stormrider's saga-inscribed hull bears the grizzled leader into the heart of the enemy, there to reap a fell tally with the Axe Morkai.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Logan Grimnar on Stormrider – EPIC HERO

This model is equipped with: storm bolter; the Axe of Morkai; flurry of teeth and claws.

LEADER

This model can be attached to the following unit:

- THUNDERWOLF CAVALRY

LOGAN GRIMNAR

Your army cannot contain both **LOGAN GRIMNAR** and **LOGAN GRIMNAR ON STORMRIDER**.

KEYWORDS: MOUNTED, CHARACTER, EPIC HERO, IMPERIUM, CHAPTER MASTER, LOGAN GRIMNAR ON STORMRIDER



FACTION KEYWORDS: ADEPTUS ASTARTES, SPACE WOLVES

NJAL STORMCALLER

M

5"

T

5

SV

2+

W

5




LD

6+


OC

1



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
 Living Lightning – witchfire [PSYCHIC, SUSTAINED HITS 2]	24"	D6	3+	7	-1	1
 Living Lightning – focused witchfire [HAZARDOUS, PSYCHIC, SUSTAINED HITS 2]	24"	2D6	3+	7	-1	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Staff of the Stormcaller [PSYCHIC, SUSTAINED HITS 2]	Melee	4	3+	7	-1	D3

 Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, PSYKER, IMPERIUM, TERMINATOR,
NJAL STORMCALLER

ABILITIES

CORE: **Deep Strike, Leader**

FACTION: **Oath of Moment**

Stormcaller (Psychic): While this model is leading a unit, models in that unit have the Stealth ability.

Runic Armour: Each time a Psychic Attack targets this model's unit, subtract 1 from the Wound roll.

INVULNERABLE SAVE

4+

FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES



NJAL STORMCALLER

Summoning ice-toothed blizzards to scatter his foes, Njal Stormcaller is an elemental focus of psychic fury. He is High Rune Priest of the Space Wolves and wields a crackling staff by which he nullifies enemy sorceries.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Njal Stormcaller – EPIC HERO

This model is equipped with: bolt pistol; Living Lightning; Staff of the Stormcaller.

LEADER

This model can be attached to the following units:

- RELIC TERMINATOR SQUAD
- TERMINATOR ASSAULT SQUAD
- TERMINATOR SQUAD
- WOLF GUARD TERMINATORS

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, PSYKER, IMPERIUM, TERMINATOR, NJAL STORMCALLER



FACTION KEYWORDS: ADEPTUS ASTARTES, SPACE WOLVES

BJORN THE FELL-HANDED

M

8"

T

9

SV

2+

W

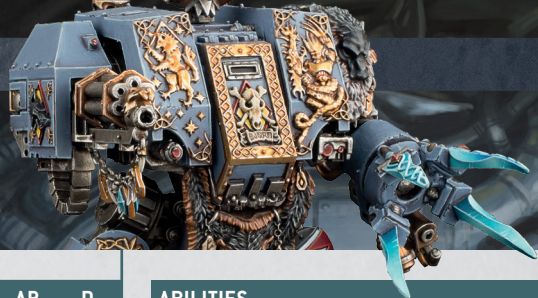
8

LD

6+

OC

3



RANGED WEAPONS

RANGE

A

BS

S

AP

D

Assault cannon [DEVASTATING WOUNDS]

24"

6

2+

6

0

1

Heavy flamer [IGNORES COVER, TORRENT]

12"

D6

N/A

5

-1

1



Heavy plasma cannon – standard [BLAST]

36"

D3

2+

7

-2

2

Heavy plasma cannon – supercharge
[BLAST, HAZARDOUS]

36"

D3

2+

8

-3

3



Helfrost cannon – dispersed [TORRENT]

12"

D6

N/A

6

-1

2



Helfrost cannon – focused

36"

1

2+

9

-3

5

Multi-melta [MELTA 2]

18"

2

2+

9

-4

D6

Twin lascannon [TWIN-LINKED]

48"

1

2+

12

-3

D6+1



MELEE WEAPONS

RANGE

A

WS

S

AP

D

Trueclaw [LETHAL HITS]

Melee

6

2+

12

-2

3



Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, WALKER, CHARACTER, EPIC HERO, SMOKE, IMPERIUM, DREADNOUGHT, BJORN THE FELL-HANDED



ABILITIES

CORE: Deadly Demise 1, Feel No Pain 5+

FACTION: Oath of Moment

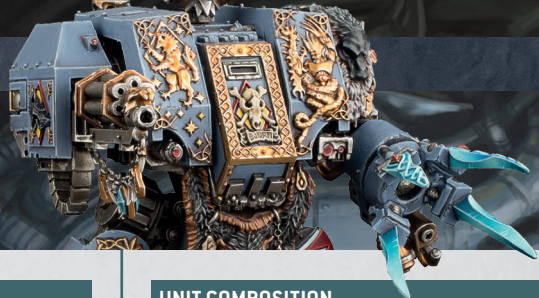
Legendary Tenacity: Each time an attack is allocated to this model, halve the Damage characteristic of that attack.

Ancient Tactician: Once per battle, after your opponent uses a Stratagem, this model can use this ability. If it does, until the end of the battle, increase that Stratagem's cost to your opponent by 1CP.

FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES

BJORN THE FELL-HANDED

Most ancient of all Space Marines and last of the Company of Russ, Bjorn the Fell-Handed has fought for millennia within a Dreadnought's sarcophagus. The Space Wolves revere Bjorn as a living link to their deepest past, waking him only in times of dire need, and he still fights as furiously as he did at Russ' side.



WARGEAR OPTIONS

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

UNIT COMPOSITION

- 1 Bjorn the Fell-Handed– EPIC HERO

This model is equipped with: assault cannon; heavy flamer; Trueclaw.

KEYWORDS: VEHICLE, WALKER, CHARACTER, EPIC HERO, SMOKE, IMPERIUM, DREADNOUGHT, BJORN THE FELL-HANDED



FACTION KEYWORDS: ADEPTUS ASTARTES, SPACE WOLVES

ARJAC ROCKFIST

M

5"

T

5

SV

2+

W

6

LD

6+

OC

1



⚔ RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Foehammer [ANTI-MONSTER 2+, ASSAULT]	6"	1	2+	8	-2	3

⚔ MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Foehammer [ANTI-MONSTER 2+]	Melee	5	2+	8	-2	3

ABILITIES

CORE: Deep Strike, Leader

FACTION: Oath of Moment

Anvil of Endurance: While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Hit roll if that unit is below its Starting Strength, and add 1 to the Wound roll as well if that unit is Below Half-strength.

Champion of the Kingsguard: You can target this model with the Epic Challenge Stratagem for OCP. In addition, each time this model makes a melee attack that targets a **CHARACTER** unit, you can re-roll the Hit roll and you can re-roll the Wound roll.

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, TERMINATOR, ARJAC ROCKFIST

FACTION KEYWORDS: ADEPTUS ASTARTES, SPACE WOLVES



ARJAC ROCKFIST

Arjac Rockfist is a towering mass of muscle and a taciturn anvil of endurance. Wielding the enormous Foehammer – recalling his former role as an Iron Priest of the forge – Arjac crushes his foes with pulverising strength. As personal champion of the Great Wolf, Arjac upholds the honour of the Chapter.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Arjac Rockfist – EPIC HERO

This model is equipped with: Foehammer.

LEADER

This model can be attached to the following units:

- RELIC TERMINATOR SQUAD
- TERMINATOR ASSAULT SQUAD
- TERMINATOR SQUAD
- WOLF GUARD TERMINATORS

You can attach this model to one of the above units even if one CAPTAIN or CHAPTER MASTER model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, TERMINATOR, ARJAC ROCKFIST



FACTION KEYWORDS: ADEPTUS ASTARTES, SPACE WOLVES

ULRIK THE SLAYER



M

6"

T

4

SV

3+

W

4

LD

5+

OC

1

⚙️	RANGED WEAPONS	RANGE	A	BS	S	AP	D
➡️	Plasma pistol – standard [PISTOL]	12"	1	2+	7	-2	1
➡️	Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	2+	8	-3	2
⚔️	MELEE WEAPONS	RANGE	A	WS	S	AP	D
	Artificer crozius	Melee	5	2+	6	-2	2

➡️ Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, GRENADES, IMPERIUM, ULRIK THE SLAYER

ABILITIES

CORE: **Feel No Pain 6+, Leader**

FACTION: **Oath of Moment**

Slayer's Oath: While this model is leading a unit, at the start of the Fight phase, select one enemy unit within Engagement Range of this model's unit. Until the end of the phase, each time a model in this model's unit makes a melee attack that targets that enemy unit, re-roll a Hit roll of 1 and re-roll a Wound roll of 1. If that enemy unit is a **CHARACTER, VEHICLE** or **MONSTER** unit, until the end of the phase, each time a model in this model's unit makes a melee attack that targets that enemy unit, you can re-roll the Hit roll and you can re-roll the Wound roll.

Wolf Helm of Russ (Aura): While a friendly **ADEPTUS ASTARTES** unit is within 6" of this model, models in that unit have a Leadership characteristic of 5+.

INVULNERABLE SAVE

4+

FACTION KEYWORDS: ADEPTUS ASTARTES, SPACE WOLVES



ULRIK THE SLAYER

A paragon of wisdom and experience, Ulrik the Slayer has mentored many of the Space Wolves' greatest champions. He is the Wolf High Priest, inspiring all who fight alongside him with his aggression and martial prowess. Turning his fearsome gaze upon mighty foes, Ulrik swears weighty oaths to cut them down.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Ulrik the Slayer – EPIC HERO

This model is equipped with: plasma pistol; artificer crozius.

LEADER

This model can be attached to the following units:

- BLOOD CLAWS
- GREY HUNTERS
- LONG FANGS
- WOLF GUARD

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, GRENADES, IMPERIUM,
ULRIK THE SLAYER



FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES

RAGNAR BLACKMANE

M

6"

T

4

SV

3+

W

5

LD

6+

OC

1



RANGED WEAPONS

RANGE

A

BS

S

AP

D

Bolt pistol [PISTOL]

12"

1

2+

4

0

1



MELEE WEAPONS

RANGE

A

WS

S

AP

D

Frostfang [SUSTAINED HITS 1]

Melee

8

2+

6

-3

2

ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

War Howl: While this model is leading a unit, that unit is eligible to declare a charge in a turn in which it Advanced.

Battle-lust: Each time this model ends a Charge move, until the end of the turn, add 2 to the Attacks and Strength characteristics of this model's Frostfang.

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, GRENADES, TACTICUS, CAPTAIN, RAGNAR BLACKMANE



FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES

RAGNAR BLACKMANE

Supremely confident and eager always to be first into the fray, Wolf Lord Ragnar Blackmane regularly leads his Great Company in devastating planetary invasions. No longer as headstrong as in his youth, Ragnar's berserk rages are still furious hurricanes of violence, and his terrifying howls freeze the blood of his foes.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Ragnar Blackmane – EPIC HERO

This model is equipped with: bolt pistol; Frostfang.

LEADER

This model can be attached to the following units:

- WOLF GUARD
- BLOOD CLAWS
- GREY HUNTERS
- ASSAULT INTERCESSOR SQUAD
- BLADEGUARD VETERAN SQUAD
- INTERCESSOR SQUAD

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, GRENADES, TACTICUS, CAPTAIN, RAGNAR BLACKMANE



FACTION KEYWORDS: ADEPTUS ASTARTES, SPACE WOLVES

KROM DRAGONGAZE

M

6"

T

4

SV

3+

W

4

LD

6+

OC

1



⚔ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Wyrmlaw [LETHAL HITS]	Melee	6	2+	7	-2	2

ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

Refuse to Accept Defeat: While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Hit roll if that unit is below its Starting Strength, and add 1 to the Wound roll as well if that unit is Below Half-strength.

The Fierce Eye: In your Shooting phase, you can select one enemy **INFANTRY** unit within 12" of and visible to this model. That enemy unit must take a Battle-shock test.

INVULNERABLE SAVE

4+

KEYWORDS: **INFANTRY, CHARACTER, EPIC HERO, GRENADES, IMPERIUM, CAPTAIN, KROM DRAGONGAZE**

FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES



KROM DRAGONGAZE

Belligerent, violent and seldom suffering anyone gainsaying his bloodthirsty tactics, Krom Dragongaze is notoriously short of temper. His fierce gaze is petrifying to lesser men, yet his critical eye seeks deeds of valour and his Great Company boasts many veteran Wolf Guard. Wildly competitive, Krom refuses to accept defeat.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Krom Dragongaze

This model is equipped with: bolt pistol; Wyrmlaw.

LEADER

This model can be attached to the following units:

- BLOOD CLAWS
- GREY HUNTERS
- WOLF GUARD

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, GRENADES, IMPERIUM, CAPTAIN, KROM DRAGONGAZE



FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES

HARALD DEATHWOLF

M	T	SV	W	LD	OC
10"	6	3+	7	6+	2



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
MELEE WEAPONS	RANGE	A	WS	S	AP	D
Crushing teeth and claws [EXTRA ATTACKS]	Melee	3	3+	5	-1	1
Gladius	Melee	6	2+	6	-2	2

ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

Lord of the Wolfkin: While this model is leading a unit, each time that unit makes a Charge move, until the end of the turn, crushing teeth and claws equipped by models in that unit have the **[DEVASTATING WOUNDS]** ability.

Mantle of the Troll King: Once per phase, when resolving an attack made against this model, after you make a saving throw for this model, you can change the Damage characteristic of that attack to 0.

INVULNERABLE SAVE

4+

KEYWORDS: MOUNTED, CHARACTER, EPIC HERO, GRENADES, IMPERIUM, CAPTAIN, HARALD DEATHWOLF



FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES

HARALD DEATHWOLF

Harald Deathwolf is attuned to the lupine beasts of Fenris as few others are. The lair of his Great Company resounds to their howls, and many of these wolves fight with his warriors. A peerless hunter, Harald tracks his prey with speed and stealth, launching his ferocious strikes from atop his giant Thunderwolf, Icetooth.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Harald Deathwolf – EPIC HERO

This model is equipped with: bolt pistol; crushing teeth and claws; Gladius.

LEADER

This model can be attached to the following unit:

- THUNDERWOLF CAVALRY

KEYWORDS: MOUNTED, CHARACTER, EPIC HERO, GRENADES, IMPERIUM, CAPTAIN, HARALD DEATHWOLF



FACTION KEYWORDS: ADEPTUS ASTARTES, SPACE WOLVES

CANIS WOLFBORN

M	T	SV	W	LD	OC
10"	6	3+	6	6+	2



⚔ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	5+	4	0	1
⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Crushing teeth and claws [EXTRA ATTACKS]	Melee	3	4+	5	-1	1
Wolf claws [TWIN-LINKED]	Melee	8	2+	5	-2	1

ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

Born of Wolves: While this model is leading a unit, melee weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.

Alpha Predator: Each time this model ends a Charge move, select one enemy unit within Engagement Range of it and roll one D6: on a 2-3, that enemy unit suffers D3 mortal wounds; on a 4-5, that enemy unit suffers 3 mortal wounds; on a 6, that enemy unit suffers D3+3 mortal wounds.

KEYWORDS: MOUNTED, CHARACTER, EPIC HERO, IMPERIUM, CANIS WOLFBORN



FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES

CANIS WOLFBORN

The most feral of Harald Deathwolf's veterans, Canis Wolfborn moves with animalistic assurance. Believed to have been raised by a she-wolf, Canis speaks to his brothers in snarls and growls, and on the battlefield his frenzied rages, slashing claws and Thunderwolf's jaws are all the communication he needs.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Canis Wolfborn – EPIC HERO

This model is equipped with: bolt pistol; crushing teeth and jaws; Wolf claws.

LEADER

This model can be attached to the following units:

- FENRISIAN WOLVES
- THUNDERWOLF CAVALRY

KEYWORDS: MOUNTED, CHARACTER, EPIC HERO, IMPERIUM, CANIS WOLFBORN



FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES

WOLF GUARD BATTLE LEADER IN TERMINATOR ARMOUR



M

5"

T

5

SV

2+

W


5


LD

6+

OC

1

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	3+	4	0	1
Storm bolter [RAPID FIRE 2]	24"	2	2+	4	0	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Chainfist [ANTI-VEHICLE 3+]	Melee	4	3+	8	-2	2
Close combat weapon	Melee	5	3+	4	0	1
Power weapon	Melee	5	2+	5	-2	1
Power fist	Melee	4	2+	8	-2	2
Thunder hammer [DEVASTATING WOUNDS]	Melee	4	3+	8	-2	2
Twin lightning claws [TWIN-LINKED]	Melee	6	3+	5	-2	1

ABILITIES

CORE: Deep Strike, Leader

FACTION: Oath of Moment

Tactical Precision: While this model is leading a unit, weapons equipped by models in that unit with have the [LETHAL HITS] ability.

Huskarl to the Jarl: While this model is attached to a unit that contains another **CHARACTER** model, all **CHARACTER** models in that unit have the Feel No Pain 4+ ability.

WARGEAR ABILITIES

Relic Shield: The bearer has a Wounds characteristic of 6.

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, TERMINATOR,
WOLF GUARD BATTLE LEADER IN TERMINATOR ARMOUR



FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES

WOLF GUARD BATTLE LEADER IN TERMINATOR ARMOUR

Wolf Guard Battle Leaders possess vast experience and dominant personalities, using them to guide others in the art of war. Each combines preternatural combat prowess with the greatest relics from their lord's armouries, the most prized of which are suits of fearsome Terminator armour.



WARGEAR OPTIONS

- This model's power weapon can be replaced with one of the following:
 - 1 chainfist
 - 1 power fist
 - 1 relic shield and 1 close combat weapon
 - 1 thunder hammer
- This model's storm bolter can be replaced with one of the following:
 - 1 chainfist
 - 1 power fist
 - 1 power weapon
 - 1 thunder hammer
 - 1 combi-weapon
- This model's storm bolter and power weapon can be replaced with 1 twin lightning claws.

UNIT COMPOSITION

- 1 Wolf Guard Battle Leader in Terminator Armour

This model is equipped with: storm bolter; power weapon.

LEADER

This model can be attached to the following units:

- RELIC TERMINATOR SQUAD
- TERMINATOR ASSAULT SQUAD
- TERMINATOR SQUAD
- WOLF GUARD TERMINATORS

You can attach this model to one of the above units even if one CAPTAIN or CHAPTER MASTER model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, TERMINATOR,
WOLF GUARD BATTLE LEADER IN TERMINATOR ARMOUR



FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES

WOLF LORD ON THUNDERWOLF

M	T	SV	W	LD	OC
10"	6	3+	6	6+	2

⚡	RANGED WEAPONS	RANGE	A	BS	S	AP	D
	Bolt pistol [PISTOL]	12"	1	2+	4	0	1
	Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	3+	4	0	1
	Master-crafted boltgun	24"	2	2+	4	0	2
➡	Plasma pistol – standard [PISTOL]	12"	1	2+	7	-2	1
➡	Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	2+	8	-3	2
	Storm bolter [RAPID FIRE 2]	24"	2	2+	4	0	1

⚔	MELEE WEAPONS	RANGE	A	WS	S	AP	D
	Close combat weapon	Melee	6	3+	4	0	1
	Crushing teeth and claws [EXTRA ATTACKS]	Melee	3	4+	5	-1	1
	Power fist	Melee	5	2+	8	-2	2
	Relic weapon	Melee	6	2+	5	-2	2
	Thunder hammer [DEVASTATING WOUNDS]	Melee	5	3+	8	-2	2
	Twin lightning claws [TWIN-LINKED]	Melee	7	3+	5	-2	1

➡ Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: MOUNTED, CHARACTER, GRENADES, IMPERIUM, CAPTAIN,
WOLF LORD ON THUNDERWOLF



ABILITIES

CORE: Leader

FACTION: Oath of Moment

Rites of Battle: Once per battle round, one unit from your army with this ability can be targeted with a Stratagem for OCP, even if another unit from your army has already been targeted with that Stratagem this phase.

Speed of the Hunter: Add 1 to Advance and Charge rolls made for this model's unit.

WARGEAR ABILITIES

Relic Shield: The bearer has a Wounds characteristic of 7.

INVULNERABLE SAVE

4+

FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES

WOLF LORD ON THUNDERWOLF

Raised from a pup or bested in the wastes, a Thunderwolf makes for a savage and fearsome mount for a Wolf Lord. Often leading wild and wilful Great Companies, these Wolf Lords meld their centuries of experience and strategic acumen with the ferocity and speed of a hunter as deadly as the lord himself.

WARGEAR OPTIONS

- This model's relic weapon can be replaced with one of the following:
 - 1 plasma pistol
 - 1 power fist
 - 1 thunder hammer
 - 1 relic shield and 1 close combat weapon
- This model's bolt pistol can be replaced with one of the following:
 - 1 combi-weapon
 - 1 master-crafted boltgun
 - 1 plasma pistol
 - 1 storm bolter
 - 1 power fist
 - 1 relic weapon
 - 1 thunder hammer
- This model's bolt pistol and relic weapon can be replaced with 1 twin lightning claws.

KEYWORDS: MOUNTED, CHARACTER, GRENADES, IMPERIUM, CAPTAIN,
WOLF LORD ON THUNDERWOLF



UNIT COMPOSITION

- 1 Wolf Lord on Thunderwolf

This model is equipped with: bolt pistol; crushing teeth and claws; relic weapon.

LEADER

This model can be attached to the following unit:




- THUNDERWOLF CAVALRY


FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES


WOLF GUARD BATTLE LEADER ON THUNDERWOLF

M	T	SV	W	LD	OC
10"	6	3+	5	6+	2



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	3+	4	0	1
Master-crafted boltgun	24"	2	2+	4	0	2
 Plasma pistol – standard [PISTOL]	12"	1	2+	7	-2	1
 Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	2+	8	-3	2
Storm bolter [RAPID FIRE 2]	24"	2	2+	4	0	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	5	3+	4	0	1
Crushing teeth and claws [EXTRA ATTACKS]	Melee	3	4+	5	-1	1
Power fist	Melee	4	2+	8	-2	2
Relic weapon	Melee	5	2+	5	-2	2
Thunder hammer [DEVASTATING WOUNDS]	Melee	4	3+	8	-2	2
Twin lightning claws [TWIN-LINKED]	Melee	6	3+	4	-2	1

 Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: MOUNTED, CHARACTER, GRENADES, IMPERIUM,
WOLF GUARD BATTLE LEADER ON THUNDERWOLF



ABILITIES

CORE: Leader

FACTION: Oath of Moment

Tactical Precision: While this model is leading a unit, weapons equipped by models in that unit have the [LETHAL HITS] ability.

Aggressive Hunter: Once per battle, in your opponent's Shooting phase, after an enemy unit has finished making its attacks, if this model's unit was targeted by one or more of those attacks, this model's unit can make a Normal move of up to D6", but must end that move as close as possible to the closest enemy unit. When doing so, models in this model's unit can be moved within Engagement Range of that enemy unit.

WARGEAR ABILITIES

Storm Shield: The bearer has a 4+ invulnerable save.

FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES

WOLF GUARD BATTLE LEADER ON THUNDERWOLF

Battle Leaders are champions possessing great tactical acumen, and are hand-picked by their lord to lead forces of their own. The most aggressive often choose to ride to war on the back of a Thunderwolf.



WARGEAR OPTIONS

- This model's relic weapon can be replaced with one of the following:
 - 1 plasma pistol
 - 1 power fist
 - 1 thunder hammer
 - 1 storm shield and 1 close combat weapon
- This model's bolt pistol can be replaced with one of the following:
 - 1 combi-weapon
 - 1 master-crafted boltgun
 - 1 plasma pistol
 - 1 storm bolter
 - 1 power fist
 - 1 relic weapon
 - 1 thunder hammer
- This model's bolt pistol and relic weapon can be replaced with 1 twin lightning claws.

UNIT COMPOSITION

- **1 Wolf Guard Battle Leader on Thunderwolf**

This model is equipped with: bolt pistol; crushing teeth and claws; relic weapon.

LEADER

This model can be attached to the following unit:

- **THUNDERWOLF CAVALRY**

*You can attach this model to the above unit even if one **CAPTAIN** or **CHAPTER MASTER** model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.*

KEYWORDS: MOUNTED, CHARACTER, GRENADES, IMPERIUM,
WOLF GUARD BATTLE LEADER ON THUNDERWOLF



FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES

BLOOD CLAWS

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



RANGED WEAPONS

RANGE

A

BS

S

AP

D

Bolt pistol [PISTOL]

12"

1

3+

4

0

1

Boltgun

24"

2

3+

4

0

1

Flamer [IGNORES COVER, TORRENT]

12"

D6

N/A

4

0

1

Grav-gun [ANTI-VEHICLE 2+]

18"

2

3+

5

-1

2

Meltagun [MELTA 2]

12"

1

3+

9

-4

D6



Plasma gun – standard [RAPID FIRE 1]

24"

1

3+

7

-2

1



Plasma gun – supercharge [HAZARDOUS, RAPID FIRE 1]

24"

1

3+

8

-3

2



Plasma pistol – standard [PISTOL]

12"

1

3+

7

-2

1



Plasma pistol – supercharge [HAZARDOUS, PISTOL]

12"

1

3+

8

-3

2



MELEE WEAPONS

RANGE

A

WS

S

AP

D

Astartes chainsword

Melee

3

3+

4

-1

1

Close combat weapon

Melee

2

3+

4

0

1

Power fist

Melee

2

3+

8

-2

2

Power weapon

Melee

3

3+

5

-2

1



Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, BATTLELINE, GRENADES, IMPERIUM, BLOOD CLAWS



ABILITIES

FACTION: **Oath of Moment**

Berserk Charge: Each time this unit makes a Charge move, until the end of the turn, add 1 to the Attacks and Strength characteristics of melee weapons equipped by models in this unit.

FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES

BLOOD CLAWS

Young and fiery warriors full of belligerent enthusiasm, Blood Claws hunger to prove themselves in savage battle. With relentless exuberance they plunge headlong into the foe, straddling the line between sheer heroism and recklessness. Many great sagas start with the Blood Claws' glory hunts.



WARGEAR OPTIONS

- The Blood Claw Pack Leader'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 fist
 - 1 power weapon
- Up to 2 Blood Claws can each have their Astartes chainsword replaced with one of the following:
 - 1 flamer and 1 close combat weapon
 - 1 grav-gun and 1 close combat weapon
 - 1 meltagun and 1 close combat weapon
 - 1 plasma gun and 1 close combat weapon

UNIT COMPOSITION

- 1 Blood Claw Pack Leader
- 9-14 Blood Claws

Every model is equipped with: bolt pistol; Astartes chainsword.

ATTACHED UNIT

If a **CHARACTER** unit from your army with the Leader ability can be attached to an **ASSAULT INTERCESSOR SQUAD** or **ASSAULT SQUAD**, it can be attached to this unit instead.

KEYWORDS: INFANTRY, BATTLELINE, GRENADES, IMPERIUM, BLOOD CLAWS



FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES

GREY HUNTERS

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



RANGED WEAPONS

RANGE

A

BS

S

AP

D

Bolt pistol [PISTOL]

12"

1

3+

4

0

1

Boltgun

24"

2

3+

4

0

1

Flamer [IGNORES COVER, TORRENT]

12"

D6

N/A

4

0

1

Grav-gun [ANTI-VEHICLE 2+]

18"

2

3+

5

-1

2

Meltagun [MELTA 2]

12"

1

3+

9

-4

D6



Plasma gun – standard [RAPID FIRE 1]

24"

1

3+

7

-2

1



Plasma gun – supercharge [HAZARDOUS, RAPID FIRE 1]

24"

1

3+

8

-3

2



Plasma pistol – standard [PISTOL]

12"

1

3+

7

-2

1



Plasma pistol – supercharge [HAZARDOUS, PISTOL]

12"

1

3+

8

-3

2



MELEE WEAPONS

RANGE

A

WS

S

AP

D

Astartes chainsword

Melee

3

3+

4

-1

1

Close combat weapon

Melee

2

3+

4

0

1

Power fist

Melee

2

3+

8

-2

2

Power weapon

Melee

3

3+

5

-2

1



Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, BATTLELINE, GRENADES, IMPERIUM, GREY HUNTERS



FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES

ABILITIES

FACTION: **Oath of Moment**

Cunning Hunters: This unit is eligible to shoot in a turn in which it Fell Back or Advanced.

GREY HUNTERS

With their instinctive raw aggression tempered – but never quashed – by countless battlefield victories, Grey Hunters are patient, cunning and adaptable. Some packs take and hold ground, unleashing volleys of disciplined firepower, while others stalk the flanks. When the trap is set, Grey Hunters leap in for the kill.



WARGEAR OPTIONS

- Any number of models can each be equipped with 1 Astartes chainsword.
- The Grey Hunter Pack Leader's close combat weapon can be replaced with one of the following:
 - 1 power fist
 - 1 power weapon
- Up to 2 Grey Hunters can each have their boltgun replaced with one of the following:
 - 1 flamer
 - 1 grav-gun
 - 1 meltagun
 - 1 plasma gun
- 1 Grey Hunter's bolt pistol can be replaced with 1 plasma pistol.

UNIT COMPOSITION

- 1 Grey Hunter Pack Leader
- 4-9 Grey Hunters

Every model is equipped with: bolt pistol; boltgun; close combat weapon.

ATTACHED UNIT

If a **CHARACTER** unit from your army with the Leader ability can be attached to a **TACTICAL SQUAD**, it can be attached to this unit instead.

KEYWORDS: INFANTRY, BATTLELINE, GRENADES, IMPERIUM, GREY HUNTERS



FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES

WOLF GUARD

M	T	SV	W	LD	OC
6"	4	3+	2	5+	1



⚔	RANGED WEAPONS	RANGE	A	BS	S	AP	D
	Bolt pistol [PISTOL]	12"	1	3+	4	0	1
	Boltgun	24"	2	3+	4	0	1
	Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
➡	Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
➡	Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2
	Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

⚔	MELEE WEAPONS	RANGE	A	WS	S	AP	D
	Heirloom weapon	Melee	4	3+	5	-1	1

➡ Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, WOLF GUARD

ABILITIES

FACTION: Oath of Moment

Chosen Companions: While a **CHARACTER** model is leading this unit, each time a model in this unit makes an attack, add 1 to the Hit roll.

WARGEAR ABILITIES

Storm Shield: The bearer has a 4+ invulnerable save.

FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES



WOLF GUARD

Earning their place through exceptional feats of arms, every Wolf Guard is a heroic warrior chosen by their lord. They act as his council and household companions, and when not tearing apart foes at his side, they form bodyguards around other senior warriors or pursue dangerous missions in their own right.



WARGEAR OPTIONS

- Any number of models can have their bolt pistol replaced with one of the following:
 - 1 boltgun
 - 1 combi-weapon
 - 1 plasma pistol
 - 1 storm bolter
 - 1 storm shield

UNIT COMPOSITION

- 1 Wolf Guard Pack Leader
- 4-9 Wolf Guard

Every model is equipped with: bolt pistol; heirloom weapon.

ATTACHED UNIT

If a **CHARACTER** unit from your army with the Leader ability can be attached to a **STERNGUARD VETERAN SQUAD** or **VANGUARD VETERAN SQUAD**, it can be attached to this unit instead.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, WOLF GUARD



FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES

LUKAS THE TRICKSTER

M

6"

T

4

SV

3+

W

4

LD

6+

OC

1



⚙️	RANGED WEAPONS	RANGE	A	BS	S	AP	D
➡️	Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
➡️	Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2
⚔️	MELEE WEAPONS	RANGE	A	WS	S	AP	D
	Claw of the Jackalwolf	Melee	6	2+	5	-2	1

➡️ Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, GRENADES, IMPERIUM, LUKAS THE TRICKSTER

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Pelt of the Doppegangrel: While this model is leading a unit, each time an attack targets that unit, subtract 1 from the Hit roll.

Last Laugh: If this model is destroyed by a melee attack, after the attacking unit has finished making its attacks, roll one D6: on a 4+, the attacking unit suffers D6 mortal wounds and is Battle-shocked.

FACTION KEYWORDS: ADEPTUS ASTARTES, SPACE WOLVES



LUKAS THE TRICKSTER

A legend amongst impulsive warriors, Lukas – called the Trickster by his many detractors – is synonymous with the irreverence and spirit of youth. His inventive sabotages and murderous jests rank him as one of the most cunning in the Chapter. A dirty fighter, rebel and rogue, Lukas' skills are as deadly as they are mischievous.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Lukas the Trickster – EPIC HERO

This model is equipped with: plasma pistol; Claw of the Jackalwolf.

LEADER

This model can be attached to the following unit:

- BLOOD CLAWS

MASTER OF MISCHIEF

This model cannot be your **WARLORD**.

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, GRENADES, IMPERIUM, LUKAS THE TRICKSTER



FACTION KEYWORDS: ADEPTUS ASTARTES, SPACE WOLVES

WOLF GUARD TERMINATORS

M	T	SV	W	LD	OC
5"	5	2+	3	6+	1



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Assault cannon [DEVASTATING WOUNDS]	24"	6	3+	6	0	1
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
➤ Cyclone missile launcher – frag [BLAST]	36"	2D6	3+	4	0	1
➤ Cyclone missile launcher – krak	36"	2	3+	9	-2	D6
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Chainfist [ANTI-VEHICLE 3+]	Melee	3	4+	8	-2	2
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1
Thunder hammer [DEVASTATING WOUNDS]	Melee	3	4+	8	-2	2
Twin lightning claws [TWIN-LINKED]	Melee	5	3+	5	-2	1

➤ Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, TERMINATOR,
WOLF GUARD TERMINATORS

ABILITIES

CORE: Deep Strike

FACTION: Oath of Moment

Wolf Guard: Each time a model in this unit makes an attack, you can ignore any or all modifiers to that attack's Ballistic Skill or Weapon Skill characteristic and/or to the Hit roll. In addition, each time a model in this unit makes an attack that targets the enemy unit you selected for the Oath of Moment ability this turn, add 1 to the Hit roll.

WARGEAR ABILITIES

Storm Shield: The bearer has a Wounds characteristic of 4.

INVULNERABLE SAVE

4+

FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES



WOLF GUARD TERMINATORS

Wolf Guard bedeck their Terminator armour with totems, trophies and marks of honour gained over their years of battle. They fight at the spearhead of assaults, eagerly seeking glory as enemy fire deflects harmlessly from their relic armour, the earth shaking beneath their heavy tread as they slay with stunning skill.



WARGEAR OPTIONS

- Any number of models can each have their power fist and storm bolter or power weapon and storm bolter replaced with two of the following:
 - 1 storm bolter*
 - 1 combi-weapon*
 - 1 chainfist
 - 1 power fist
 - 1 power weapon
 - 1 thunder hammer
 - 1 storm shield*
- For every 5 models in this unit, one Wolf Guard Terminator can replace its storm bolter with one of the following:
 - 1 assault cannon
 - 1 heavy flamer
 - 1 storm bolter and 1 cyclone missile launcher (this model's storm bolter cannot be replaced)
- Any number of models can each have their power fist and storm bolter or power weapon and storm bolter replaced with 1 twin lightning claws.

** Each model cannot have duplicates of these pieces of wargear and cannot have both a storm bolter and a combi-weapon.*

UNIT COMPOSITION

- 1 Wolf Guard Terminator Pack Leader
- 4-9 Wolf Guard Terminators

The Wolf Guard Terminator Pack Leader is equipped with:
storm bolter; power weapon.

Every Wolf Guard Terminator is equipped with: storm bolter;
power fist.

ATTACHED UNIT

If a **CHARACTER** unit from your army with the Leader ability can be attached to a **TERMINATOR SQUAD**, it can be attached to this unit instead.

**KEYWORDS: INFANTRY, GRENADES, IMPERIUM, TERMINATOR,
WOLF GUARD TERMINATORS**



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

HOUNDS OF MORKAI

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



⚔ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Morkai bolt pistol [ANTI-PSYKER 4+, DEVASTATING WOUNDS, PISTOL, PRECISION]	12"	1	3+	4	-1	1
⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Morkai combat knife [ANTI-PSYKER 4+, DEVASTATING WOUNDS, PRECISION]	Melee	4	3+	4	0	1

ABILITIES

CORE: Scouts 6"

FACTION: Oath of Moment

Morkai's Howl: In your Shooting phase, you can select one enemy unit within 12" of this unit (if a **LIEUTENANT IN REIVER ARMOUR** is leading this unit, you can select one enemy unit within 18" instead). That unit must take a Battle-shock test, subtracting 1 from the result if it is a **PSYKER** unit. If that test is failed, in addition to being Battle-shocked, that unit is Stunned until the start of your next Shooting phase. While a unit is Stunned, each time a model in that unit makes a Psychic Attack, subtract 1 from the Hit roll.

INVULNERABLE SAVE*

6+

* This invulnerable save is improved to 4+ against Psychic Attacks.

KEYWORDS: INFANTRY, GRENADES, SMOKE, IMPERIUM, PHOBOS, HOUNDS OF MORKAI



FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES

HOUNDS OF MORKAI

Daubed beneath their Phobos armour with runes of warding and abjuration, Hounds of Morkai are hunters of psykers. Sniffing them out with psycept detectors, these obsessed warriors emit uniquely pitched howls. Runic circuitry augments their hunting call, disrupting their prey's powers and sowing fear before the kill.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Hound of Morkai Pack Leader
- 4-9 Hound of Morkai

Every model is equipped with: Morkai bolt pistol; Morkai combat knife.

ATTACHED UNIT

If a **CHARACTER** unit from your army with the Leader ability can be attached to a **REIVER SQUAD**, it can be attached to this unit instead.

KEYWORDS: INFANTRY, GRENADES, SMOKE, IMPERIUM, PHOBOS, HOUNDS OF MORKAI



FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES

WULFEN

M

8"

T

5

SV

4+

W

2

LD

6+

OC

0



RANGED WEAPONS

RANGE

A

BS

S

AP

D

Stormfrag auto-launcher [ASSAULT, BLAST]

12"

D6

5+

4

0

1



MELEE WEAPONS

RANGE

A

WS

S

AP

D

Wulfen claws and melee weapons

Melee

6

3+

5

-1

1

Wulfen hammer

Melee

4

3+

5

-1

1

ABILITIES

CORE: **Feel No Pain 6+**

FACTION: **Oath of Moment**

Death Frenzy: Each time a model in this unit is destroyed by a melee attack, if that model has not fought this phase, roll one D6. On a 4+, do not remove it from play; that destroyed model can fight after the attacking model's unit has finished making its attacks, and is then removed from play.

WARGEAR ABILITIES

Storm Shield: The bearer has a 4+ invulnerable save.

KEYWORDS: INFANTRY, IMPERIUM, WULFEN



FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES

WULFEN

Wulfen exist on the brink of constant berserk rages, and their chilling howls unleash the inner beast in sons of Russ nearby. Wulfen are bestial warriors, altered by the Curse lying in the blood of all scions of the Wolf King. They are hunters, bounding forward with fangs bared and claws outstretched, ripping foes apart with inhuman speed.



WARGEAR OPTIONS

- Any number of models can each be equipped with 1 stormfrag auto-launcher.
 - Any number of models can each have their Wulfen claws and melee weapons replaced with 1 Wulfen hammer and 1 storm shield.
-

UNIT COMPOSITION

- 1 Wulfen Pack Leader
- 4-9 Wulfen

Every model is equipped with: Wulfen claws and melee weapons.

KEYWORDS: INFANTRY, IMPERIUM, WULFEN



FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES

WULFEN DREADNOUGHT

M

8"

T

9

SV

2+

W

8

LD

6+

OC

0



RANGED WEAPONS

RANGE

A

BS

S

AP

D

Heavy flamer [IGNORES COVER, TORRENT]

12"

D6

N/A

5

-1

1

Storm bolter [RAPID FIRE 2]

24"

2

3+

4

0

1



MELEE WEAPONS

RANGE

A

WS

S

AP

D



Fenrisian great axe – strike

Melee

5

3+

10

-2

D6+1



Fenrisian great axe – sweep

Melee

10

3+

6

-2

1

Great wolf claw

Melee

5

3+

10

-3

3



Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, WALKER, IMPERIUM, DREADNOUGHT, WULFEN DREADNOUGHT



ABILITIES

CORE: **Deadly Demise 1, Feel No Pain 6+**

FACTION: **Oath of Moment**

Bestial Rage: Each time this model is selected to fight, you can select one enemy unit within Engagement Range of it and roll one D6, adding 2 to the result if this model made a Charge move this turn: on a 4-5, that enemy unit suffers D3 mortal wounds; on a 6+, that enemy unit suffers D3+3 mortal wounds.

WARGEAR ABILITIES

Blizzard Shield: The bearer has a 4+ invulnerable save.

FACTION KEYWORDS:

ADEPTUS ASTARTES, SPACE WOLVES

WULFEN DREADNOUGHT

Even near death and interred in a Dreadnought sarcophagus, a warrior may yet succumb to the Curse of the Wulfen. Joints and servos twitch and spasm like a crazed animal's muscles as a Wulfen Dreadnought seeks to maul and eviscerate. From emitters, baleful howls blare its mindless hunger for violence.

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 number of this model's storm bolters can each be replaced with 1 heavy flamer.

UNIT COMPOSITION

- **1 Wulfen Dreadnought**

This model is equipped with: storm bolter; Fenrisian great axe; great wolf claw.

KEYWORDS: VEHICLE, WALKER, IMPERIUM, DREADNOUGHT, WULFEN DREADNOUGHT



FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES

MURDERFANG

M	T	SV	W	LD	OC
8"	9	2+	8	6+	0



⚡	RANGED WEAPONS	RANGE	A	BS	S	AP	D
	Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
	Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
⚔	MELEE WEAPONS	RANGE	A	WS	S	AP	D
	The Murderclaws [TWIN-LINKED]	Melee	8	3+	14	-2	3

ABILITIES

CORE: **Deadly Demise 1, Feel No Pain 6+**

FACTION: **Oath of Moment**

Murder-maker: Each time an enemy unit targets this model, after that unit has finished making its attacks, this model can either shoot as if it were your Shooting phase or fight as if it were the Fight phase.

KEYWORDS: **VEHICLE, WALKER, CHARACTER, EPIC HERO, IMPERIUM, DREADNOUGHT, MURDERFANG**



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

MURDERFANG

A stampeding mechanical beast is unleashed from beneath the Fang in times of need, its massively brutal claws tearing its foes limb from bloody limb. The Chapter names it Murderfang. Its true identity is unknown for its insensate snarling rages are bereft of speech; it is known now only as a force of untamed destruction.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- Murderfang – EPIC HERO

This model is equipped with: heavy flamer; storm bolter; the Murderclaws.

FORCE OF UNTAMED DESTRUCTION

This model cannot be your **WARLORD**.

KEYWORDS: VEHICLE, WALKER, CHARACTER, EPIC HERO, IMPERIUM, DREADNOUGHT, MURDERFANG



FACTION KEYWORDS: ADEPTUS ASTARTES, SPACE WOLVES

THUNDERWOLF CAVALRY

M	T	SV	W	LD	OC
10"	6	3+	4	6+	2



⚡	RANGED WEAPONS	RANGE	A	BS	S	AP	D
	Bolt pistol [PISTOL]	12"	1	3+	4	0	1
	Boltgun	24"	2	3+	4	0	1
➡	Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
➡	Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2
⚔	MELEE WEAPONS	RANGE	A	WS	S	AP	D
	Crushing teeth and claws [EXTRA ATTACKS]	Melee	3	4+	5	-1	1
	Heirloom weapon	Melee	4	3+	5	-1	1

➡ Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: MOUNTED, GRENADES, IMPERIUM, THUNDERWOLF CAVALRY

ABILITIES

FACTION: Oath of Moment

Ferocious Charge: Each time this unit makes a Charge move, until the end of the turn, add 1 to the Damage characteristic of melee weapons equipped by models in this unit.

WARGEAR ABILITIES

Storm Shield: The bearer has a 4+ invulnerable save.

FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES



THUNDERWOLF CAVALRY

Thunderwolves are monstrous and solitary alpha predators, and only the most dauntless elite within the Wolf Guard have the dominance to ride them to war. When they charge, crushing jaws tear through armoured plates, flesh and bone with feral butchery, while the Thunderwolves' riders hack down the foe with heroic ferocity.



WARGEAR OPTIONS

- Any number of models can each have their bolt pistol replaced with one of the following:
 - 1 boltgun
 - 1 plasma pistol
 - 1 storm shield

UNIT COMPOSITION

- 1 Thunderwolf Cavalry Pack Leader
- 2-5 Thunderwolf Cavalry

Every model is equipped with: bolt pistol; crushing teeth and claws; heirloom weapon.

KEYWORDS: MOUNTED, GRENADES, IMPERIUM, THUNDERWOLF CAVALRY



FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES

FENRISIAN WOLVES

M	T	SV	W	LD	OC
10"	4	6+	1	8+	0



MELEE WEAPONS

Teeth and claws

RANGE

Melee

A

2

WS

4+

S

4

AP

0

D

1

ABILITIES

FACTION: Oath of Moment

Swift Hunters: This unit is eligible to declare a charge in a turn in which it Advanced.

KEYWORDS: BEASTS, IMPERIUM, FENRISIAN WOLVES



FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES

FENRISIAN WOLVES

Amongst the most vicious and intelligent predators in the galaxy, Fenrisian Wolves accompany the sons of Russ to battle, following them as the pack follows the alpha. Even the sleekest are as big as a Human, yet they prowl silently before pouncing in a swift and coordinated flurry of razor-sharp teeth and claws.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 5-10 Fenrisian Wolves

Every model is equipped with: teeth and claws.

KEYWORDS: BEASTS, IMPERIUM, FENRISIAN WOLVES





FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES

SKYCLAWS

M	T	SV	W	LD	OC
12"	4	3+	2	6+	1



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1
Grav-gun [ANTI-VEHICLE 2+]	18"	2	3+	5	-1	2
Meltagun [MELTA 2]	12"	1	3+	9	-4	D6
➤ Plasma gun – standard [RAPID FIRE 1]	24"	1	3+	7	-2	1
➤ Plasma gun – supercharge [HAZARDOUS, RAPID FIRE 1]	24"	1	3+	8	-3	2
➤ Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
➤ Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	3	3+	4	-1	1
Close combat weapon	Melee	2	3+	4	0	1
Power fist	Melee	2	3+	8	-2	2
Power weapon	Melee	3	3+	5	-2	1

➤ Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, JUMP PACK, FLY, GRENADES, IMPERIUM, SKYCLAWS

ABILITIES

CORE: **Deep Strike**

FACTION: **Oath of Moment**

Headstrong: You can re-roll Charge rolls made for this unit. Each time this unit makes a Charge move, until the end of the turn, each time a model in this unit makes a melee attack, add 1 to the Hit roll.

FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES



SKYCLAWS

Especially headstrong Blood Claws are reassigned to jump pack wearing Skyclaw packs. Rebellious and free-spirited, Skyclaws seize any opportunity to push their luck. They rocket forward fearlessly in great loping bounds, chainswords roaring as they slay, plunging into the enemy's heart with reckless fury.



WARGEAR OPTIONS

- The Skyclaw Pack Leader's bolt pistol can be replaced with 1 plasma pistol.
- The Skyclaw Pack Leader's Astartes chainsword can be replaced with one of the following:
 - 1 power fist
 - 1 power weapon
- Up to 2 Skyclaws can each have their bolt pistol and Astartes chainsword replaced with one of the following:
 - 1 plasma pistol and 1 Astartes chainsword
 - 1 flamer and 1 close combat weapon
 - 1 grav-gun and 1 close combat weapon
 - 1 meltagun and 1 close combat weapon
 - 1 plasma gun and 1 close combat weapon

UNIT COMPOSITION

- 1 Skyclaw Pack Leader
- 4-14 Skyclaws

Every model is equipped with: bolt pistol;
Astartes chainsword.

ATTACHED UNIT

If a **CHARACTER** unit from your army with the Leader ability can be attached to **ASSAULT INTERCESSORS WITH JUMP PACKS** or an **ASSAULT SQUAD WITH JUMP PACKS**, it can be attached to this unit instead.

KEYWORDS: INFANTRY, JUMP PACK, FLY, GRENADES, IMPERIUM, SKYCLAWS



FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES

LONG FANGS

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



⚙️	RANGED WEAPONS	RANGE	A	BS	S	AP	D
	Bolt pistol [PISTOL]	12"	1	3+	4	0	1
	Boltgun	24"	2	3+	4	0	1
	Grav-cannon [ANTI-VEHICLE 2+, HEAVY]	24"	3	4+	6	-1	3
	Heavy bolter [HEAVY, SUSTAINED HITS 1]	36"	3	4+	5	-1	2
	Lascannon [HEAVY]	48"	1	4+	12	-3	D6+1
➡️	Missile launcher – frag [BLAST, HEAVY]	48"	D6	4+	4	0	1
➡️	Missile launcher – krak [HEAVY]	48"	1	4+	9	-2	D6
	Multi-melta [HEAVY, MELTA 2]	18"	2	4+	9	-4	D6
➡️	Plasma cannon – standard [BLAST, HEAVY]	36"	D3	4+	7	-2	1
➡️	Plasma cannon – supercharge [BLAST, HAZARDOUS, HEAVY]	36"	D3	4+	8	-3	2

⚔️	MELEE WEAPONS	RANGE	A	WS	S	AP	D
	Astartes chainsword	Melee	3	3+	4	-1	1
	Close combat weapon	Melee	2	3+	4	0	1
	Power fist	Melee	2	3+	8	-2	2
	Power weapon	Melee	2	3+	5	-2	1

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, LONG FANGS

ABILITIES

FACTION: Oath of Moment

Fire Discipline: Each time this unit Remains Stationary, if it includes a Long Fang Pack Leader, you can select one enemy unit that is visible to that model. Until the end of the turn, each time a model in this unit makes a ranged attack that targets that enemy unit, re-roll a Hit roll of 1.

Armorium Cherub: Once per battle, after making a Hit roll for a model in this unit, you can change that roll to an unmodified 6.

Designer's Note: Place an Armorium Cherub token next to the unit, removing it once this ability has been used.

➡️ Before selecting targets for this weapon, select one of its profiles to make attacks with.

FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES



LONG FANGS

Dour and grizzled veterans, Long Fangs are steady of hand and temperament, hoary with wisdom and literally long of fang. To these patient warriors are granted some of the Great Company's most devastating ranged weapons. Keen of eye, Long Fangs hunt the monstrous beasts and battle tanks of the foe.



WARGEAR OPTIONS

- Any number of Long Fangs can each have their boltgun replaced with one of the following:
 - 1 grav-cannon
 - 1 heavy bolter
 - 1 heavy flamer*
 - 1 lascannon
 - 1 missile launcher
 - 1 multi-melta
 - 1 plasma cannon
- The Long Fang Pack Leader's close combat weapon can be replaced with one of the following:
 - 1 Astartes chainsword
 - 1 power fist
 - 1 power weapon
- The Long Fang Pack Leader's boltgun can be replaced with one of the following:*

** The profiles for these weapons can be found on the Space Wolves Armoury card.*

UNIT COMPOSITION

- 1 Long Fang Pack Leader
- 4-5 Long Fangs

Every model is equipped with: boltgun; bolt pistol; close combat weapon.

ATTACHED UNIT

If a **CHARACTER** unit from your army with the Leader ability can be attached to a **DEVASTATOR SQUAD**, it can be attached to this unit instead.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, LONG FANGS



FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES

STORMFANG GUNSHIP

M	T	SV	W	LD	OC
20+"	10	3+	14	6+	0



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Helfrost destructor – dispersed [SUSTAINED HITS D3]	36"	D3	3+	11	-3	7
Helfrost destructor – focused [TORRENT]	12"	D6+6	N/A	8	-1	2
Skyhammer missile launcher [ANTI-FLY 2+]	48"	3	3+	8	-1	D3
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2
Twin lascannon [TWIN-LINKED]	48"	1	3+	12	-3	D6+1
Twin multi-melta [MELTA 2, TWIN-LINKED]	18"	2	3+	9	-4	D6
Twin stormstrike missile launcher [TWIN-LINKED]	48"	1	3+	10	-2	3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	6	4+	8	0	1

Before selecting targets for this weapon, select one of its profiles to make attacks with.

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

ABILITIES

CORE: **Deadly Demise D6, Hover**

FACTION: **Oath of Moment**

Frozen Prey: In your Shooting phase, after this model has shot, if an enemy **MONSTER** or **VEHICLE** unit was hit by one or more of those attacks made with this model's helfrost destructor, until the end of your opponent's next turn, that enemy unit is Frozen. While a unit is Frozen, subtract 2 from that unit's Move characteristic, and subtract 2 from Advance and Charge rolls made for that unit.

DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES



STORMFANG GUNSHIP

Dominating the skies like the dread ice wyrms of myth, Stormfang Gunships are heavily armed and armoured vessels, bludgeoning their way through enemy aerial assets. Each is built around a monstrous helfrost destructor that freezes its target; even monstrous flesh is ice-burned, and unyielding tank armour swiftly cracks and shatters.



WARGEAR OPTIONS

- This model's 2 skyhammer missile launchers can be replaced with one of the following:
 - 2 twin multi-meltas
 - 2 twin heavy bolters
- This model's twin stormstrike missile launcher can be replaced with 1 twin lascannon.

UNIT COMPOSITION

■ 1 Stormfang Gunship

This model is equipped with: helfrost destructor; 2 skyhammer missile launchers; twin stormstrike missile launcher; armoured hull.

TRANSPORT

This model has a transport capacity of 6 **ADEPTUS ASTARTES INFANTRY** models. Each **JUMP PACK**, **WULFEN**, **GRAVIS** or **TERMINATOR** model takes up the space of 2 models and each **CENTURION** model takes up the space of 3 models.

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



FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES

STORMWOLF

M	T	SV	W	LD	OC
20+"	10	3+	14	6+	0



⚙️	RANGED WEAPONS	RANGE	A	BS	S	AP	D
	Skyhammer missile launcher [ANTI-FLY 2+]	48"	3	3+	8	-1	D3
	Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2
➡️	Twin helfrost cannon – dispersed [TORRENT, TWIN-LINKED]	12"	D6	N/A	6	-1	2
➡️	Twin helfrost cannon – focused [TWIN-LINKED]	36"	1	3+	9	-3	5
	Twin lascannon [TWIN-LINKED]	48"	1	3+	12	-3	D6+1
	Twin multi-melta [MELTA 2, TWIN-LINKED]	18"	2	3+	9	-4	D6

⚔️	MELEE WEAPONS	RANGE	A	WS	S	AP	D
	Armoured hull	Melee	6	4+	8	0	1

➡️ Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, AIRCRAFT, FLY, TRANSPORT, STORMWOLF

ABILITIES

CORE: **Deadly Demise D6, Hover**

FACTION: **Oath of Moment**

Into the Foe: If a unit disembarks from this **TRANSPORT** before it moves, until the end of the turn, that unit is eligible to charge in a turn in which it Advanced.

DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES



STORMWOLF

Stormwolves enable the sons of Russ to bring the fight to the enemy wherever they hide. Within their wide hold, packs of warriors are borne with incredible speed into the foe's midst. As the packs leap out to attack, Stormwolves saturate the area with an array of heavy fire, before rising to hunt for yet more targets.



WARGEAR OPTIONS

- This model's 2 skyhammer missile launchers can be replaced with one of the following:
 - 2 twin heavy bolters
 - 2 twin multi-meltas

UNIT COMPOSITION

- **1 Stormwolf**

This model is equipped with: 2 skyhammer missile launchers; twin helfrost cannon; twin lascannon; armoured hull.

TRANSPORT

This model has a transport capacity of 16 **ADEPTUS ASTARTES INFANTRY** models. Each **JUMP PACK**, **WULFEN**, **GRAVIS** or **TERMINATOR** model takes up the space of 2 models and each **CENTURION** model takes up the space of 3 models.


KEYWORDS: VEHICLE, AIRCRAFT, FLY, TRANSPORT, STORMWOLF




FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES

WOLF GUARD PACK LEADER

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

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Boltgun	24"	2	3+	4	0	1
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	3+	4	0	1
► Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
► Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	4	3+	4	-1	1
Close combat weapon	Melee	3	4+	4	0	1
Power fist	Melee	2	3+	8	-2	2
Power weapon	Melee	3	3+	5	-2	1
Thunder hammer [DEVASTATING WOUNDS]	Melee	2	4+	8	-2	2
Twin lightning claws [TWIN-LINKED]	Melee	4	3+	5	-2	1

► Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, PACK LEADER, WOLF GUARD PACK LEADER



ABILITIES

CORE: Leader

FACTION: Oath of Moment

Inspiring Leader: While this model is leading a unit, once per battle, when a Battle-shock test is taken for that unit, you can re-roll that test.

Pack Leader: This model cannot be your **WARLORD** and cannot be given Enhancements.

WARGEAR ABILITIES

Storm Shield: The bearer has a 4+ invulnerable save.

FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES

WOLF GUARD PACK LEADER

Wolf Guard of proven leadership ability and bellicose charisma may be assigned to lead packs of battle-brothers. These warriors' extensive battlefield wisdom and saga-worthy combat prowess are inspirational to the Space Wolves under their charge, and fighting alongside them is seen as a great honour.

WARGEAR OPTIONS

- This model's bolt pistol and boltgun can be replaced with two different weapons from the following list:
 - 1 bolt pistol
 - 1 boltgun
 - 1 combi-weapon
 - 1 plasma pistol
 - 1 storm bolter
 - 1 Astartes chainsword
 - 1 power fist
 - 1 power weapon
 - 1 thunder hammer
 - 1 storm shield
- This model's bolt pistol and boltgun can be replaced with 1 twin lightning claws.

**This model can only be equipped with two ranged weapons if one of them is a Pistol (and it can only have one Pistol).*

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, PACK LEADER, WOLF GUARD PACK LEADER



UNIT COMPOSITION

■ 1 Wolf Guard Pack Leader

This model is equipped with: bolt pistol; boltgun; close combat weapon.

LEADER

This model can be attached to the following units:





- **BLOOD CLAWS**
- **GREY HUNTERS**
- **LONG FANGS**


*You must attach this model to one of the above units, and can do so even if one or more **CHARACTER** units have already been attached to that unit, but a unit can never include more than one **PACK LEADER** model. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths. If it is not possible to attach this model to a unit, it does not take part in the battle and counts as having been destroyed.*

FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES

WOLF GUARD PACK LEADER WITH JUMP PACK

M	T	SV	W	LD	OC
12"	4	3+	2	6+	1

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	3+	4	0	1
 Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
 Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	4	3+	4	-1	1
Power fist	Melee	2	3+	8	-2	2
Power weapon	Melee	3	3+	5	-2	1
Thunder hammer [DEVASTATING WOUNDS]	Melee	2	4+	8	-2	2
Twin lightning claws [TWIN-LINKED]	Melee	4	3+	5	-2	1

 Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, CHARACTER, JUMP PACK, FLY, GRENADES, IMPERIUM, PACK LEADER, WOLF GUARD PACK LEADER WITH JUMP PACK



ABILITIES

CORE: Deep Strike, Leader

FACTION: Oath of Moment

Inspiring Leader: While this model is leading a unit, once per battle, when a Battle-shock test is taken for that unit, you can re-roll that test.

Pack Leader: This model cannot be your **WARLORD** and cannot be given Enhancements.

WARGEAR ABILITIES

Storm Shield: The bearer has a 4+ invulnerable save.

FACTION KEYWORDS: ADEPTUS ASTARTES, SPACE WOLVES

WOLF GUARD PACK LEADER WITH JUMP PACK

Wolf Guard entrusted with leading packs of free-spirited Skyclaws wear powerful jump packs that allow them to pounce on the foe in arcing leaps. Their stern composure reins in the reckless excesses of their headstrong wards, but in the bloodletting brutality of the charge, the Pack Leader is a blizzard of furious destruction.

WARGEAR OPTIONS

- This model's bolt pistol and Astartes chainsword can be replaced with two different weapons from the following list:*
 - 1 bolt pistol
 - 1 combi-weapon
 - 1 plasma pistol
 - 1 storm bolter
 - 1 Astartes chainsword
 - 1 power fist
 - 1 power weapon
 - 1 thunder hammer
 - 1 storm shield
- This model's bolt pistol and Astartes chainsword can be replaced with 1 twin lightning claws.

**This model can only be equipped with two ranged weapons if one of them is a Pistol (and it can only have one Pistol).*

UNIT COMPOSITION

- 1 Wolf Guard Pack Leader with Jump Pack

This model is equipped with: bolt pistol; Astartes chainsword.

LEADER

This model can be attached to the following unit:

- **SKYCLAWS**

*You must attach this model to the above unit, and can do so even if one or more **CHARACTER** units have already been attached to that unit, but a unit can never include more than one **PACK LEADER** model. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths. If it is not possible to attach this model to a unit, it does not take part in the battle and counts as having been destroyed.*


KEYWORDS: INFANTRY, CHARACTER, JUMP PACK, FLY, GRENADES, IMPERIUM, PACK LEADER, WOLF GUARD PACK LEADER WITH JUMP PACK




FACTION KEYWORDS: ADEPTUS ASTARTES, SPACE WOLVES

WOLF GUARD PACK LEADER IN TERMINATOR ARMOUR

M	T	SV	W	LD	OC
5"	5	2+	3	6+	1

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Assault cannon [DEVASTATING WOUNDS]	24"	6	3+	6	0	1
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, IGNORES COVER]	24"	2	3+	4	0	1
► Cyclone missile launcher – frag [BLAST]	36"	2D6	3+	4	0	1
► Cyclone missile launcher – krak	36"	2	3+	9	-2	D6
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Chainfist [ANTI-VEHICLE 3+]	Melee	2	4+	8	-2	2
Power fist	Melee	2	3+	8	-2	2
Power weapon	Melee	3	3+	5	-2	1
Thunder hammer [DEVASTATING WOUNDS]	Melee	2	4+	8	-2	2
Twin lightning claws [TWIN-LINKED]	Melee	4	3+	4	-2	1

► Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, TERMINATOR,
PACK LEADER, WOLF GUARD PACK LEADER IN TERMINATOR ARMOUR



ABILITIES

CORE: Deep Strike, Leader

FACTION: Oath of Moment

Inspiring Leader: While this model is leading a unit, once per battle, when a Battle-shock test is taken for that unit, you can re-roll that test.

Pack Leader: This model cannot be your **WARLORD** and cannot be given Enhancements.

WARGEAR ABILITIES

Storm Shield: The bearer has a Wounds characteristic of 4.

INVULNERABLE SAVE

4+

FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES

WOLF GUARD PACK LEADER IN TERMINATOR ARMOUR

Those Wolf Guard granted the raw power afforded by Terminator armour bestride the battlefield as nigh-invulnerable champions. Amongst the packs they lead, they serve as indomitable anvils, anchoring their battle-brothers' lines with their intimidating bulk and unleashing the power of their ornate weapons to destructive effect.

WARGEAR OPTIONS

- This model's storm bolter and power weapon can be replaced with two different options from the following list:*
 - 1 assault cannon
 - 1 heavy flamer
 - 1 cyclone missile launcher and 1 storm bolter
 - 1 storm bolter
 - 1 chainfist
 - 1 power fist
 - 1 thunder hammer
 - 1 storm shield
- This model's storm bolter and power weapon can be replaced with 1 twin lightning claws.
 - This model's storm bolter can be replaced with 1 combi-weapon.

**This model can only be equipped with two ranged weapons if one of them is a cyclone missile launcher and the other is either a storm bolter or a combi-weapon.*

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, TERMINATOR, PACK LEADER, WOLF GUARD PACK LEADER IN TERMINATOR ARMOUR



UNIT COMPOSITION

- **1 Wolf Guard Pack Leader in Terminator Armour**

This model is equipped with: storm bolter; power weapon.

LEADER

This model can be attached to the following units:

- **BLOOD CLAWS**
- **GREY HUNTERS**
- **LONG FANGS**

*You must attach this model to one of the above units, and can do so even if one or more **CHARACTER** units have already been attached to that unit, but a unit can never include more than one **PACK LEADER** model. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths. If it is not possible to attach this model to a unit, it does not take part in the battle and counts as having been destroyed.*

FACTION KEYWORDS: ADEPTUS ASTARTES, SPACE WOLVES

IRON PRIEST

M

6"

T

4

SV

2+

W

4

LD

6+

OC

1



RANGED WEAPONS

RANGE

A

BS

S

AP

D



Helfrost pistol – dispersed [PISTOL, TORRENT]

12"

D3

N/A

3

-1

1



Helfrost pistol – focused [PISTOL]

12"

1

2+

6

-3

3



MELEE WEAPONS

RANGE

A

WS

S

AP

D

Servo-arm [EXTRA ATTACKS]

Melee

1

3+

8

-2

3

Tempest hammer

Melee

3

4+

8

-2

3



Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, TECHMARINE,
IRON PRIEST

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Iron Priest: While this model is within 3" of one or more friendly **ADEPTUS ASTARTES VEHICLE** units, this model has the Lone Operative ability

Blessing of the Omnissiah: In your Command phase, you can select one friendly **ADEPTUS ASTARTES VEHICLE** model within 3" of this model. That model regains up to D3 lost wounds and, until the start of your next Command phase, each time that **VEHICLE** model makes an attack, add 1 to the Hit roll. Each model can only be selected for this ability once per turn.

Vengeance of the Omnissiah: If a friendly **ADEPTUS ASTARTES VEHICLE** model is destroyed within 12" of this model, until the end of the battle, this model's tempest hammer has an Attacks characteristic of 6.



FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES

IRON PRIEST

Space Wolves Techmarines – the Iron Priests – are holders of arcane technological lore that they use to repair the Chapter's damaged war engines and soothe their affronted machine spirits. Warriors of Fenris first and foremost, Iron Priests will not hesitate to bring their own esoteric weapons to bear on the foe if needed.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Iron Priest

This model is equipped with: helfrost pistol; servo-arm; tempest hammer.

LEADER

This model can be attached to the following units:

- ASTARTES SERVITORS
- BLOOD CLAWS
- GREY HUNTERS
- LONG FANGS

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, TECHMARINE,
IRON PRIEST



FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES

CYBERWOLF

M

10"

T

4

SV

6+

W

2

LD

7+

OC

0



MELEE WEAPONS

Teeth and claws

RANGE

Melee

A

4

WS

4+

S

4

AP

0

D

1

ABILITIES

CORE: **Leader**FACTION: **Oath of Moment**

Alpha Hunter: While this model is leading a unit, models in that unit have the Scouts 6" ability.

Close In for the Kill: Each time this model makes an attack that targets an enemy unit that is Below Half-strength, add 1 to the Hit roll and add 1 to the Wound roll.

INVULNERABLE SAVE

6+

KEYWORDS: **BEAST, CHARACTER, IMPERIUM, CYBERWOLF**FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES

CYBERWOLF

If critically injured, the largest and most ferocious Fenrisian Wolves are rebuilt, mechanically augmented by the Chapter's Iron Priests. These Cyberwolves may return to their old pack, to lead their kin and hunt with bionically enhanced muscles and steel fangs. Exhibiting such strength, flesh-and-blood wolves instinctively follow them.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Cyberwolf

This model is equipped with: teeth and claws.

LEADER

This model can be attached to the following unit:

- **FENRISIAN WOLVES**

*You must attach this model to the above unit, even if **CANIS WOLFBORN** has been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths. If it is not possible to attach this model to a unit, it does not take part in the battle and counts as having been destroyed.*

WOLFKIN

This model cannot be your **WARLORD** and cannot be given Enhancements.

KEYWORDS: BEAST, CHARACTER, IMPERIUM, CYBERWOLF



FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES

WOLF SCOUTS

M

6"

T

4

SV

4+

W

2

LD

6+

OC

1



RANGED WEAPONS

RANGE

A

BS

S

AP

D

Astartes shotgun [ASSAULT]

18"

2

3+

4

0

1

Bolt pistol [PISTOL]

12"

1

3+

4

0

1

Boltgun

24"

2

3+

4

0

1

Heavy bolter [HEAVY, SUSTAINED HITS 1]

36"

3

4+

5

-1

2

➤ Missile launcher – frag [BLAST, HEAVY]

48"

D6

4+

4

0

1

➤ Missile launcher – krak [HEAVY]

48"

1

4+

9

-2

D6

➤ Plasma pistol – standard [PISTOL]

12"

1

3+

7

-2

1

➤ Plasma pistol – supercharge [HAZARDOUS, PISTOL]

12"

1

3+

8

-3

2



MELEE WEAPONS

RANGE

A

WS

S

AP

D

Astartes chainsword

Melee

4

3+

4

-1

1

Close combat weapon

Melee

2

3+

4

0

1

Combat knife

Melee

3

3+

5

0

1

Power fist

Melee

2

3+

8

-2

2

Power weapon

Melee

3

3+

5

-2

1

Thunder hammer [DEVASTATING WOUNDS]

Melee

2

4+

8

-2

2

Twin lightning claws [TWIN-LINKED]

Melee

4

3+

5

-2

1

KEYWORDS: INFANTRY, GRENADES, SMOKE, IMPERIUM, SCOUT SQUAD, WOLF SCOUTS



ABILITIES

CORE: **Infiltrators, Scouts 6"**

FACTION: **Oath of Moment**

Guerrilla Tactics: At the end of your opponent's turn, if this unit is more than 6" away from all enemy models, you can remove this unit from the battlefield and place it into Strategic Reserves.

➤ Before selecting targets for this weapon, select one of its profiles to make attacks with.

FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES

WOLF SCOUTS

Wolf Scouts are brooding stalkers and taciturn killers, at ease prowling behind enemy lines or at a battle's edges. Commonly experienced battle-brothers rather than neophytes, Wolf Scouts employ patience and guile in their roles as reconnaissance experts and forward hunters, sniffing out isolated foes and falling upon them with fury.

WARGEAR OPTIONS

- Any number of models can each have their boltgun replaced with one of the following:
 - 1 Astartes shotgun
 - 1 combat knife
- 1 Wolf Scout's boltgun can be replaced with one of the following:
 - 1 flamer*
 - 1 grav-gun*
 - 1 heavy bolter
 - 1 meltagun*
 - 1 missile launcher
 - 1 plasma gun*
- 1 Wolf Scout's boltgun and bolt pistol can be replaced with one of the following:
 - 1 bolt pistol and 1 power weapon
 - 1 plasma pistol and 1 boltgun
- The Wolf Scout Pack Leader's bolt pistol and boltgun can be replaced with with 1 twin lightning claws, or two different weapons from the following list:**
 - 1 bolt pistol
 - 1 boltgun
 - 1 combi-weapon*
 - 1 grav-pistol*
 - 1 hand flamer*
 - 1 inferno pistol*
 - 1 plasma pistol
 - 1 storm bolter*
 - 1 Astartes chainsword
 - 1 power fist
 - 1 power weapon
 - 1 thunder hammer

**The profiles for these weapons can be found on the Space Wolves Armoury card.*

***This model can only be equipped with two ranged weapons if one of them is a Pistol (and it can only have one Pistol).*

UNIT COMPOSITION

- 1 Wolf Scout Pack Leader
- 4-9 Wolf Scouts

Every model is equipped with: bolt pistol; boltgun; close combat weapon.

KEYWORDS: INFANTRY, GRENADES, SMOKE, IMPERIUM, SCOUT SQUAD, WOLF SCOUTS





FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES

SPACE WOLVES VENERABLE DREADNOUGHT

M	T	SV	W	LD	OC
6"	9	2+	8	6+	3



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Assault cannon [DEVASTATING WOUNDS]	24"	6	3+	6	0	1
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	3+	5	-1	1
➤ Helfrost cannon – dispersed [TORRENT]	12"	D6	N/A	6	-1	2
➤ Helfrost cannon – focused	36"	1	3+	9	-3	5
➤ Missile launcher – frag [BLAST]	48"	D6	3+	4	0	D6
➤ Missile launcher – krak	48"	1	3+	9	-2	1
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
➤ Plasma cannon – standard [BLAST]	36"	D3	3+	7	-2	2
➤ Plasma cannon – supercharge [BLAST, HAZARDOUS]	36"	D3	3+	8	-3	3
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Twin lascannon [TWIN-LINKED]	48"	1	3+	12	-3	D6+1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	5	3+	6	0	1
Dreadnought combat weapon	Melee	5	3+	12	-2	3
➤ Fenrisian great axe – strike	Melee	5	3+	10	-2	D6+1
➤ Fenrisian great axe – sweep	Melee	10	3+	6	-2	1

KEYWORDS: VEHICLE, WALKER SMOKE, IMPERIUM, DREADNOUGHT, VENERABLE DREADNOUGHT

ABILITIES

CORE: Deadly Demise 1

FACTION: Oath of Moment

Wisdom of the Ancients (Aura): While a friendly ADEPTUS ASTARTES INFANTRY unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.

WARGEAR ABILITIES

Blizzard Shield: The bearer has a 4+ invulnerable save.

➤ Before selecting targets for this weapon, select one of its profiles to make attacks with.

FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES



SPACE WOLVES VENERABLE DREADNOUGHT

Venerable Dreadnoughts are priceless relics steeped in centuries of battle. The ancient warriors at the heart of each are living legends of the Space Wolves, with wisdom as deep as the ocean and intuition as sharp as krakens' teeth. Awoken from dormancy, they fight as lords of battle, seemingly stepping from the sagas to kill in the name of Russ.



WARGEAR OPTIONS

- This model's assault cannon can be replaced with one of the following:
 - 1 helfrost cannon
 - 1 multi-melta
 - 1 plasma cannon
 - 1 twin lascannon
- This model's Dreadnought combat weapon and storm bolter can be replaced with one of the following:
 - 1 missile launcher and 1 close combat weapon
 - 1 Dreadnought combat weapon and 1 heavy flamer
- This model's assault cannon, storm bolter and Dreadnought combat weapon can be replaced with one of the following:
 - 1 Fenrisian great axe, 1 blizzard shield and 1 storm bolter
 - 1 Fenrisian great axe, 1 blizzard shield and 1 heavy flamer

UNIT COMPOSITION

- 1 Space Wolves Venerable Dreadnought






This model is equipped with: assault cannon; storm bolter; Dreadnought combat weapon.


KEYWORDS: VEHICLE, WALKER SMOKE, IMPERIUM, DREADNOUGHT, VENERABLE DREADNOUGHT



FACTION KEYWORDS: ADEPTUS ASTARTES, SPACE WOLVES

SPACE WOLVES ARMOURY

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
Flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1
Grav-gun [ANTI-VEHICLE 2+]	18"	2	3+	5	-1	2
Grav-pistol [ANTI-VEHICLE 2+, PISTOL]	18"	1	3+	4	-1	2
Hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	3	0	1
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Inferno pistol [MELTA 2, PISTOL]	6"	1	3+	8	-4	D3
Meltagun [MELTA 2]	12"	1	3+	9	-4	D6
 Plasma gun – standard [RAPID FIRE 1]	24"	1	3+	7	-2	1
 Plasma gun – supercharge [HAZARDOUS, RAPID FIRE 1]	24"	1	3+	8	-3	2
 Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
 Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2
Storm bolter [RAPID FIRE 2]	24"	2	4+	4	0	1

 Before selecting targets for this weapon, select one of its profiles to make attacks with.

WEAPON LISTS

Some **SPACE WOLVES** models can be equipped with one or more weapons whose profiles are not listed on their datasheet. The profiles for these weapons are instead listed on this card.



