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; Primaris 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.
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

**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.

1CP

**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
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.

**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.

**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.
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

RANGED WEAPONS

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Storm bolter [RAPID FIRE 2]</td>
<td>24&quot;</td>
<td>2</td>
<td>2+</td>
<td>4</td>
<td>0</td>
</tr>
</tbody>
</table>

MELEE WEAPONS

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>The Axe Morkai – one-handed</td>
<td>Melee</td>
<td>10</td>
<td>2+</td>
<td>6</td>
<td>-2</td>
</tr>
<tr>
<td>The Axe Morkai – two-handed</td>
<td>Melee</td>
<td>6</td>
<td>2+</td>
<td>8</td>
<td>-2</td>
</tr>
</tbody>
</table>

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+

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

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

### Keywords:
- Mounted
- Character
- Epic Hero
- Imperium
- Chapter Master
- Logan Grimnar on Stormrider

### Faction Keywords:
- Adeptus Astartes
- Space Wolves

### 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+

### Ranged Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Storm bolter [RAPID FIRE 2]</td>
<td>24&quot;</td>
<td>2</td>
<td>2+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

### Melee Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
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</tr>
</thead>
<tbody>
<tr>
<td>The Axe Morkai – one-handed</td>
<td>Melee</td>
<td>10</td>
<td>2+</td>
<td>6</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td>The Axe Morkai – two-handed</td>
<td>Melee</td>
<td>6</td>
<td>2+</td>
<td>8</td>
<td>-2</td>
<td>3</td>
</tr>
<tr>
<td>Flurry of teeth and claws [EXTRA ATTACKS]</td>
<td>Melee</td>
<td>6</td>
<td>4+</td>
<td>5</td>
<td>-1</td>
<td>1</td>
</tr>
</tbody>
</table>

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

### 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

KEYWORDS: Infantry, Character, Epic Hero, Psyker, Imperium, Terminator, Njal Stormcaller

FACTION KEYWORDS: Adeptus Astartes, Space Wolves

RANGED WEAPONS

<table>
<thead>
<tr>
<th>NAME</th>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bolt pistol [PISTOL]</td>
<td>12&quot;</td>
<td>1</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Living Lightning – witchfire [PSYCHIC, SUSTAINED HITS 2]</td>
<td>24&quot;</td>
<td>D6</td>
<td>3+</td>
<td>7</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Living Lightning – focused witchfire</td>
<td>24&quot;</td>
<td>2D6</td>
<td>3+</td>
<td>7</td>
<td>-1</td>
<td>1</td>
</tr>
</tbody>
</table>

MELEE WEAPONS

<table>
<thead>
<tr>
<th>NAME</th>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Staff of the Stormcaller [PSYCHIC, SUSTAINED HITS 2]</td>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>7</td>
<td>-1</td>
<td>D3</td>
</tr>
</tbody>
</table>

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+

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

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

<table>
<thead>
<tr>
<th>Weapon Type</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Assault cannon</td>
<td>24&quot;</td>
<td>6</td>
<td>2+</td>
<td>6</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>[Devastating Wounds]</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Heavy flamer</td>
<td>12&quot;</td>
<td>D6</td>
<td>N/A</td>
<td>5</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>[Ignored Cover, Torrent]</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Heavy plasma cannon – standard</td>
<td>36&quot;</td>
<td>D3</td>
<td>2+</td>
<td>7</td>
<td>-2</td>
<td>2</td>
</tr>
<tr>
<td>[Blast]</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Heavy plasma cannon – supercharge</td>
<td>36&quot;</td>
<td>D3</td>
<td>2+</td>
<td>8</td>
<td>-3</td>
<td>3</td>
</tr>
<tr>
<td>[Blast, Hazardous]</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Helfrost cannon – dispersed</td>
<td>12&quot;</td>
<td>D6</td>
<td>N/A</td>
<td>6</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>[Torrent]</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Helfrost cannon – focused</td>
<td>36&quot;</td>
<td>1</td>
<td>2+</td>
<td>9</td>
<td>-3</td>
<td>5</td>
</tr>
<tr>
<td>Multi-melta [Melta 2]</td>
<td>18&quot;</td>
<td>2</td>
<td>2+</td>
<td>9</td>
<td>-4</td>
<td>D6</td>
</tr>
<tr>
<td>Twin lascannon [Twin-Linked]</td>
<td>48&quot;</td>
<td>1</td>
<td>2+</td>
<td>12</td>
<td>-3</td>
<td>D6+1</td>
</tr>
</tbody>
</table>

### Melee Weapons

<table>
<thead>
<tr>
<th>Weapon Type</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Trueclaw [Lethal Hits]</td>
<td>Melee</td>
<td>6</td>
<td>2+</td>
<td>12</td>
<td>-2</td>
<td>3</td>
</tr>
</tbody>
</table>

**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.

**Keywords:** Vehicle, Walker, Character, Epic Hero, Smoke, Imperium, Dreadnought, Bjorn the Fell-Handed

**Faction Keywords:** Adeptus Astartes, Space Wolves
**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

**Keywords:** Infantry, Character, Epic Hero, Imperium, Terminator, Arjac Rockfist

<table>
<thead>
<tr>
<th>Ranged Weapons</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Foehammer [Anti-Monster 2+, Assault]</td>
<td>6”</td>
<td>1</td>
<td>2+</td>
<td>8</td>
<td>-2</td>
<td>3</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Melee Weapons</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Foehammer [Anti-Monster 2+]</td>
<td>Melee</td>
<td>5</td>
<td>2+</td>
<td>8</td>
<td>-2</td>
<td>3</td>
</tr>
</tbody>
</table>

**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 0CP. 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+

**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**

**KEYWORDS:** Infantry, Character, Epic Hero, Grenades, Imperium, Ulrik the Slayer

**MELEE WEAPONS**

**Artificer crozius**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Melee</td>
<td>5</td>
<td>2+</td>
<td>6</td>
<td>-2</td>
<td>2</td>
</tr>
</tbody>
</table>

**RANGED WEAPONS**

- **Plasma pistol – standard** ([PISTOL])
  - Range: 12"
  - A: 1
  - BS: 2+
  - S: 7
  - AP: -2
  - D: 1

- **Plasma pistol – supercharge** ([HAZARDOUS, PISTOL])
  - Range: 12"
  - A: 1
  - BS: 2+
  - S: 8
  - AP: -3
  - D: 2

**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+

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

KEYWORDS: Infantry, Character, Epic Hero, Grenades, Imperium, Ulrik the Slayer

FACTION KEYWORDS: Adeptus Astartes, Space Wolves

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
RAGNAR BLACKMANE

RANGED WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bolt pistol</td>
<td>12&quot;</td>
<td>1</td>
<td>2+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

MELEE WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Frostfang</td>
<td>Melee</td>
<td>8</td>
<td>2+</td>
<td>6</td>
<td>-3</td>
<td>2</td>
</tr>
</tbody>
</table>

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**

**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

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**Ranged Weapons**

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<tr>
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<td>Bolt pistol [Pistol]</td>
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<td>2+</td>
<td>4</td>
<td>0</td>
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<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wyrmclaw [Lethal Hits]</td>
<td>Melee</td>
<td>6</td>
<td>2+</td>
<td>7</td>
<td>-2</td>
</tr>
</tbody>
</table>

**M T SV W LD OC**

6'' 4 3+ 4 6+ 1
### Wargear Options
- None

### Unit Composition
- **1 Krom Dragongaze**
  
  This model is equipped with: bolt pistol; Wyrmclaw.

### 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

---

**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.
**HARALD DEATHWOLF**

**RANGED WEAPONS**

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<tr>
<th>Weapon</th>
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<td>2+</td>
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<td>1</td>
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<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Crushing teeth and claws <strong>EXTRA ATTACKS</strong></td>
<td>Melee</td>
<td>3</td>
<td>3+</td>
<td>5</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Glacius</td>
<td>Melee</td>
<td>6</td>
<td>2+</td>
<td>6</td>
<td>-2</td>
<td>2</td>
</tr>
</tbody>
</table>

**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; Glacius.

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

**KEYWORDS:** Mounted, Character, Epic Hero, Imperium, Canis Wolfborn

**Faction Keywords:** Adeptus Astartes, Space Wolves

#### 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.

#### Ranged Weapons

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<tr>
<td>Bolt pistol [Pistol]</td>
<td>12&quot;</td>
<td>1</td>
<td>5+</td>
<td>4</td>
<td>0</td>
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#### Melee Weapons

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</thead>
<tbody>
<tr>
<td>Crushing teeth and claws [Extra Attacks]</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>5</td>
<td>-1</td>
</tr>
<tr>
<td>Wolf claws [Twin-Linked]</td>
<td>Melee</td>
<td>8</td>
<td>2+</td>
<td>5</td>
<td>-2</td>
</tr>
</tbody>
</table>

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**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: 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**

**Keywords:** Infantry, Character, Imperium, Terminator, Wolf Guard Battle Leader in Terminator Armour

**Faction Keywords:** Adeptus Astartes, Space Wolves

<table>
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<tr>
<th>Ranged Weapons</th>
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<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Combi-weapon</td>
<td>24&quot;</td>
<td>1</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Storm bolter</td>
<td>24&quot;</td>
<td>2</td>
<td>2+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

<table>
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<tr>
<th>Melee Weapons</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Chainfist</td>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>8</td>
<td>-2</td>
<td>2</td>
</tr>
<tr>
<td>Close combat weapon</td>
<td>Melee</td>
<td>5</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Power weapon</td>
<td>Melee</td>
<td>5</td>
<td>2+</td>
<td>5</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td>Power fist</td>
<td>Melee</td>
<td>4</td>
<td>2+</td>
<td>8</td>
<td>-2</td>
<td>2</td>
</tr>
<tr>
<td>Thunder hammer</td>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>8</td>
<td>-2</td>
<td>2</td>
</tr>
<tr>
<td>Twin lightning claws</td>
<td>Melee</td>
<td>6</td>
<td>3+</td>
<td>5</td>
<td>-2</td>
<td>1</td>
</tr>
</tbody>
</table>

**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+
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
### Ranged Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
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<tbody>
<tr>
<td>Bolt pistol [Pistol]</td>
<td>12&quot;</td>
<td>1</td>
<td>2+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Combi-weapon [Anti-Infantry 4+, Devastating Wounds, Rapid Fire 1]</td>
<td>24&quot;</td>
<td>1</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Master-crafted boltgun</td>
<td>24&quot;</td>
<td>2</td>
<td>2+</td>
<td>4</td>
<td>0</td>
<td>2</td>
</tr>
<tr>
<td>Plasma pistol – standard [Pistol]</td>
<td>12&quot;</td>
<td>1</td>
<td>2+</td>
<td>7</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td>Plasma pistol – supercharge  [Hazardous, Pistol]</td>
<td>12&quot;</td>
<td>1</td>
<td>2+</td>
<td>8</td>
<td>-3</td>
<td>2</td>
</tr>
<tr>
<td>Storm bolter [Rapid Fire 2]</td>
<td>24&quot;</td>
<td>2</td>
<td>2+</td>
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<tbody>
<tr>
<td>Close combat weapon</td>
<td>Melee</td>
<td>6</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Crushing teeth and claws [Extra Attacks]</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>5</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Power fist</td>
<td>Melee</td>
<td>5</td>
<td>2+</td>
<td>8</td>
<td>-2</td>
<td>2</td>
</tr>
<tr>
<td>Relic weapon</td>
<td>Melee</td>
<td>6</td>
<td>2+</td>
<td>8</td>
<td>-2</td>
<td>2</td>
</tr>
<tr>
<td>Thunder hammer [Devastating Wounds]</td>
<td>Melee</td>
<td>5</td>
<td>3+</td>
<td>8</td>
<td>-2</td>
<td>2</td>
</tr>
<tr>
<td>Twin lightning claws [Twin-linked]</td>
<td>Melee</td>
<td>7</td>
<td>3+</td>
<td>5</td>
<td>-2</td>
<td>1</td>
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</tbody>
</table>

### 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 0CP, 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+
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.

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

KEYWORDS: Mounted, Character, Grenades, Imperium, Captain, Wolf Lord on Thunderwolf

FACTION KEYWORDS: Adeptus Astartes, Space Wolves
### Wolf Guard Battle Leader on Thunderwolf

**Keywords:** Mounted, Character, Grenades, Imperium, Wolf Guard Battle Leader on Thunderwolf

#### Ranged Weapons

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<td>Storm bolter [Rapid Fire 2]</td>
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</tr>
<tr>
<td>Power fist</td>
<td>Melee</td>
<td>4</td>
<td>2+</td>
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<td>-2</td>
<td>2</td>
</tr>
<tr>
<td>Relic weapon</td>
<td>Melee</td>
<td>5</td>
<td>2+</td>
<td>5</td>
<td>-2</td>
<td>2</td>
</tr>
<tr>
<td>Thunder hammer [Devastating Wounds]</td>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>8</td>
<td>-2</td>
<td>2</td>
</tr>
<tr>
<td>Twin lightning claws [Twin-Linked]</td>
<td>Melee</td>
<td>6</td>
<td>3+</td>
<td>4</td>
<td>-2</td>
<td>1</td>
</tr>
</tbody>
</table>

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

#### 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
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
### RANGED WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bolt pistol</td>
<td>12&quot;</td>
<td>1</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Boltgun</td>
<td>24&quot;</td>
<td>2</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Flamer [IGNORES COVER, TORRENT]</td>
<td>12&quot;</td>
<td>D6</td>
<td>N/A</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Grav-gun [ANTI-VEHICLE 2+]</td>
<td>18&quot;</td>
<td>2</td>
<td>3+</td>
<td>5</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Meltagun [MELTA 2]</td>
<td>12&quot;</td>
<td>1</td>
<td>3+</td>
<td>9</td>
<td>-4</td>
<td>D6</td>
</tr>
<tr>
<td>Plasma gun – standard [RAPID FIRE 1]</td>
<td>24&quot;</td>
<td>1</td>
<td>3+</td>
<td>7</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td>Plasma gun – supercharge [HAZARDOUS, RAPID FIRE 1]</td>
<td>24&quot;</td>
<td>1</td>
<td>3+</td>
<td>8</td>
<td>-3</td>
<td>2</td>
</tr>
<tr>
<td>Plasma pistol – standard [PISTOL]</td>
<td>12&quot;</td>
<td>1</td>
<td>3+</td>
<td>7</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td>Plasma pistol – supercharge [HAZARDOUS, PISTOL]</td>
<td>12&quot;</td>
<td>1</td>
<td>3+</td>
<td>8</td>
<td>-3</td>
<td>2</td>
</tr>
</tbody>
</table>

### MELEE WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Astartes chainsword</td>
<td>Melee</td>
<td>3</td>
<td>3+</td>
<td>4</td>
<td>-1</td>
</tr>
<tr>
<td>Close combat weapon</td>
<td>Melee</td>
<td>2</td>
<td>3+</td>
<td>4</td>
<td>0</td>
</tr>
<tr>
<td>Power fist</td>
<td>Melee</td>
<td>2</td>
<td>3+</td>
<td>8</td>
<td>-2</td>
</tr>
<tr>
<td>Power weapon</td>
<td>Melee</td>
<td>3</td>
<td>3+</td>
<td>5</td>
<td>-2</td>
</tr>
</tbody>
</table>

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

### 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.

**KEYWORDS:** Infantry, Battline, Grenades, Imperium, Blood Claws

**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 Squad**, it can instead be attached to this unit.

**KEYWORDS:** Infantry, Batteline, Grenades, Imperium, Blood Claws

**FACTION KEYWORDS:** Adeptus Astartes, Space Wolves
## GREY HUNTERS

### RANGED WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
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<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bolt pistol [PISTOL]</td>
<td>12&quot;</td>
<td>1</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Boltgun</td>
<td>24&quot;</td>
<td>2</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Flamer [IGNORES COVER, TORRENT]</td>
<td>12&quot;</td>
<td>D6</td>
<td>N/A</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Grav-gun [ANTI-VEHICLE 2+]</td>
<td>18&quot;</td>
<td>2</td>
<td>3+</td>
<td>5</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Meltagun [MELTA 2]</td>
<td>12&quot;</td>
<td>1</td>
<td>3+</td>
<td>9</td>
<td>-4</td>
<td>D6</td>
</tr>
<tr>
<td>Plasma gun – standard [RAPID FIRE 1]</td>
<td>24&quot;</td>
<td>1</td>
<td>3+</td>
<td>7</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td>Plasma gun – supercharge [HAZARDOUS, RAPID FIRE 1]</td>
<td>24&quot;</td>
<td>1</td>
<td>3+</td>
<td>8</td>
<td>-3</td>
<td>2</td>
</tr>
<tr>
<td>Plasma pistol – standard [PISTOL]</td>
<td>12&quot;</td>
<td>1</td>
<td>3+</td>
<td>7</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td>Plasma pistol – supercharge [HAZARDOUS, PISTOL]</td>
<td>12&quot;</td>
<td>1</td>
<td>3+</td>
<td>8</td>
<td>-3</td>
<td>2</td>
</tr>
</tbody>
</table>

### MELEE WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Astartes chainsword</td>
<td>Melee</td>
<td>3</td>
<td>3+</td>
<td>4</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Close combat weapon</td>
<td>Melee</td>
<td>2</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Power fist</td>
<td>Melee</td>
<td>2</td>
<td>3+</td>
<td>8</td>
<td>-2</td>
<td>2</td>
</tr>
<tr>
<td>Power weapon</td>
<td>Melee</td>
<td>3</td>
<td>3+</td>
<td>5</td>
<td>-2</td>
<td>1</td>
</tr>
</tbody>
</table>

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

### ABILITIES

**FACTION:** Oath of Moment

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

**KEYWORDS:** Infantry, Battline, Grenades, Imperium, Grey Hunters

**FACTION KEYWORDS:** Adeptus Astartes, Space Wolves
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

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 instead be attached to this unit.

KEYWORDS: Infantry, Battleline, Grenades, Imperium, Grey Hunters

FACTION KEYWORDS: Adeptus Astartes, Space Wolves
### WOLFGUARD

**KEYWORDS:** Infantry, Grenades, Imperium, Wolf Guard

<table>
<thead>
<tr>
<th>M</th>
<th>T</th>
<th>SV</th>
<th>W</th>
<th>LD</th>
<th>OC</th>
</tr>
</thead>
<tbody>
<tr>
<td>6&quot;</td>
<td>4</td>
<td>3+</td>
<td>2</td>
<td>5+</td>
<td>1</td>
</tr>
</tbody>
</table>

#### RANGED WEAPONS

<table>
<thead>
<tr>
<th>Weapon Type</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bolt pistol</td>
<td>12&quot;</td>
<td>1</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Boltgun</td>
<td>24&quot;</td>
<td>2</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Combi-weapon</td>
<td>24&quot;</td>
<td>1</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Plasma pistol – standard</td>
<td>12&quot;</td>
<td>1</td>
<td>3+</td>
<td>7</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td>Plasma pistol – supercharge</td>
<td>12&quot;</td>
<td>1</td>
<td>3+</td>
<td>8</td>
<td>-3</td>
<td>2</td>
</tr>
<tr>
<td>Storm bolter</td>
<td>24&quot;</td>
<td>2</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

**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.

---

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

**KEYWORDS:** Infantry, Grenades, Imperium, Wolf Guard

**FACTION KEYWORDS:** Adeptus Astartes, Space Wolves
**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 **VANGUARD VETERAN SQUAD**, it can instead be attached to this unit.

**KEYWORDS:** Infantry, Grenades, Imperium, Wolf Guard

**FACTION KEYWORDS:** Adeptus Astartes, Space Wolves
LUKAS THE TRICKSTER

KEYWORDS: Infantry, Character, Epic Hero, Grenades, Imperium, Lukas the Trickster

RANGED WEAPONS

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Plasma pistol – standard [PISTOL]</td>
<td>12&quot;</td>
<td>1</td>
<td>3+</td>
<td>7</td>
<td>-2</td>
</tr>
<tr>
<td>Plasma pistol – supercharge [HAZARDOUS, PISTOL]</td>
<td>12&quot;</td>
<td>1</td>
<td>3+</td>
<td>8</td>
<td>-3</td>
</tr>
</tbody>
</table>

MELEE WEAPONS

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Claw of the Jackalwolf</td>
<td>Melee</td>
<td>6</td>
<td>2+</td>
<td>5</td>
<td>-2</td>
</tr>
</tbody>
</table>

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

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

## Keywords:
- Infantry
- Grenades
- Imperium
- Terminator
- Wolf Guard Terminators

## Ranged Weapons

<table>
<thead>
<tr>
<th>Weapon Type</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Assault cannon [Devastating Wounds]</td>
<td>24&quot;</td>
<td>6</td>
<td>3+</td>
<td>6</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Combi-weapon [Anti-Infantry 4+, Devastating Wounds, Rapid Fire 1]</td>
<td>24&quot;</td>
<td>1</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Cyclone missile launcher – frag [Blast]</td>
<td>36&quot;</td>
<td>2D6</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Cyclone missile launcher – krak</td>
<td>36&quot;</td>
<td>2</td>
<td>3+</td>
<td>9</td>
<td>-2</td>
<td>D6</td>
</tr>
<tr>
<td>Heavy flamer [Ignores Cover, Torrent]</td>
<td>12&quot;</td>
<td>D6</td>
<td>N/A</td>
<td>5</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Storm bolter [Rapid Fire 2]</td>
<td>24&quot;</td>
<td>2</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

## Melee Weapons

<table>
<thead>
<tr>
<th>Weapon Type</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Chainfist [Anti-Vehicle 3+]</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>8</td>
<td>-2</td>
<td>2</td>
</tr>
<tr>
<td>Power fist</td>
<td>Melee</td>
<td>3</td>
<td>3+</td>
<td>8</td>
<td>-2</td>
<td>2</td>
</tr>
<tr>
<td>Power weapon</td>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>5</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td>Thunder hammer [Devastating Wounds]</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>8</td>
<td>-2</td>
<td>2</td>
</tr>
<tr>
<td>Twin lightning claws [Twin-Linked]</td>
<td>Melee</td>
<td>5</td>
<td>3+</td>
<td>5</td>
<td>-2</td>
<td>1</td>
</tr>
</tbody>
</table>

## 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+**

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**Keywords:** Adeptus Astartes, Space Wolves

---

*Before selecting targets for this weapon, select one of its profiles to make attacks with.*
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 power fist and storm bolter with one of the following:
  ◦ 1 assault cannon
  ◦ 1 heavy flamer
  ◦ 1 storm bolter and 1 cyclone missile launcher

■ 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 instead be attached to this unit.

KEYWORDS: Infantry, Grenades, Imperium, Terminator, Wolf Guard Terminators

FACTION KEYWORDS: Adeptus Astartes, Space Wolves
HOUNDS OF MORKAI

**KEYWORDS:** Infantry, Grenades, Smoke, Imperium, Phobos, Hounds of Morkai

### RANGED WEAPONS

<table>
<thead>
<tr>
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<th>A</th>
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</thead>
<tbody>
<tr>
<td>Morkai bolt pistol</td>
<td>12”</td>
<td>1</td>
<td>3+</td>
<td>4</td>
<td>-1</td>
</tr>
<tr>
<td>[ANTI-PSYKER 4+, DEVASTATING WOUNDS, PISTOL, PRECISION]</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### MELEE WEAPONS

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Morkai combat knife</td>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>4</td>
<td>0</td>
</tr>
<tr>
<td>[ANTI-PSYKER 4+, DEVASTATING WOUNDS, PRECISION]</td>
<td></td>
<td></td>
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</tr>
</tbody>
</table>

### 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.

**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 instead be attached to this unit.

KEYWORDS: Infantry, Grenades, Smoke, Imperium, Phobos, Hounds of Morkai

FACTION KEYWORDS: Adeptus Astartes, Space Wolves
**Wulfen**

**Keywords:** Infantry, Imperium, Wulfen

<table>
<thead>
<tr>
<th>M</th>
<th>T</th>
<th>SV</th>
<th>W</th>
<th>LD</th>
<th>OC</th>
</tr>
</thead>
<tbody>
<tr>
<td>8&quot;</td>
<td>5</td>
<td>4+</td>
<td>2</td>
<td>6+</td>
<td>0</td>
</tr>
</tbody>
</table>

**Ranged Weapons**

<table>
<thead>
<tr>
<th><strong>RANGE</strong></th>
<th><strong>A</strong></th>
<th><strong>BS</strong></th>
<th><strong>S</strong></th>
<th><strong>AP</strong></th>
<th><strong>D</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Stormfrag auto-launcher [<em>Assault, Blast</em>]</td>
<td>12&quot;</td>
<td>D6</td>
<td>5+</td>
<td>4</td>
<td>0</td>
</tr>
</tbody>
</table>

**Melee Weapons**

<table>
<thead>
<tr>
<th><strong>RANGE</strong></th>
<th><strong>A</strong></th>
<th><strong>WS</strong></th>
<th><strong>S</strong></th>
<th><strong>AP</strong></th>
<th><strong>D</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Wulfen claws and melee weapons</td>
<td>Melee</td>
<td>6</td>
<td>3+</td>
<td>5</td>
<td>-1</td>
</tr>
<tr>
<td>Wulfen hammer</td>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>5</td>
<td>-1</td>
</tr>
</tbody>
</table>

**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.

**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

**Keywords:** Vehicle, Walker, Imperium, Dreadnought, Wulfen Dreadnought

### Ranged Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Heavy flamer [IGNORES COVER, TORRENT]</td>
<td>12”</td>
<td>D6</td>
<td>N/A</td>
<td>5</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Storm bolter [RAPID FIRE 2]</td>
<td>24”</td>
<td>2</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

### Melee Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fenrisian great axe — strike</td>
<td>Melee</td>
<td>5</td>
<td>3+</td>
<td>10</td>
<td>-2</td>
<td>D6+1</td>
</tr>
<tr>
<td>Fenrisian great axe — sweep</td>
<td>Melee</td>
<td>10</td>
<td>3+</td>
<td>6</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td>Great wolf claw</td>
<td>Melee</td>
<td>5</td>
<td>3+</td>
<td>10</td>
<td>-3</td>
<td>3</td>
</tr>
</tbody>
</table>

### 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.

---

**Keynotes:** Vehicle, Walker, Imperium, Dreadnought, Wulfen Dreadnought

**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

**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Heavy flamer [IGNORES COVER, TORRENT]</td>
<td>12&quot;</td>
<td>D6</td>
<td>N/A</td>
<td>5</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Storm bolter [RAPID FIRE 2]</td>
<td>24&quot;</td>
<td>2</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
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**MELEE WEAPONS**

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<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
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<th>S</th>
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<th>D</th>
</tr>
</thead>
</table>

### 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.

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.

WARGEAR OPTIONS

- None

KEYWORDS: Vehicle, Walker, Character, Epic Hero, Imperium, Dreadnought, Murderfang

FACTION KEYWORDS: Adeptus Astartes, Space Wolves
# THUNDERWOLF CAVALRY

**KEYWORDS:** Mounted, Grenades, Imperium, Thunderwolf Cavalry

<table>
<thead>
<tr>
<th>RANGED WEAPONS</th>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bolt pistol [PISTOL]</td>
<td>12&quot;</td>
<td>1</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Boltgun</td>
<td>24&quot;</td>
<td>2</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Plasma pistol – standard [PISTOL]</td>
<td>12&quot;</td>
<td>1</td>
<td>3+</td>
<td>7</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td>Plasma pistol – supercharge [HAZARDOUS, PISTOL]</td>
<td>12&quot;</td>
<td>1</td>
<td>3+</td>
<td>8</td>
<td>-3</td>
<td>2</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>MELEE WEAPONS</th>
<th>RANGE</th>
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<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Crushing teeth and claws [EXTRA ATTACKS]</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>5</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Heirloom weapon</td>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>5</td>
<td>-1</td>
<td>1</td>
</tr>
</tbody>
</table>

### 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.

**KEYWORDS:** Mounted, Grenades, Imperium, Thunderwolf Cavalry

**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.

**KEYWORDS:** Mounted, Grenades, Imperium, Thunderwolf Cavalry

**FACTION KEYWORDS:** Adeptus Astartes, Space Wolves

### 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.
**FENRISIAN WOLVES**

**KEYWORDS:** Beasts, Imperium, Fenrisian Wolves

<table>
<thead>
<tr>
<th>MELEE WEAPONS</th>
<th>RANGE</th>
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<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Teeth and claws</td>
<td>Melee</td>
<td>2</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

**ABILITIES**

**FACTION:** Oath of Moment

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

Keywords: Infantry, Jump Pack, Fly, Grenades, Imperium, Skyclaws

### Ranged Weapons

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bolt pistol [Pistol]</td>
<td>12&quot;</td>
<td>1</td>
<td>3+</td>
<td>4</td>
<td>0</td>
</tr>
<tr>
<td>Flamer [Ignores Cover, Torment]</td>
<td>12&quot;</td>
<td>0</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Grav-gun [Anti-Vehicle 2+]</td>
<td>18&quot;</td>
<td>2</td>
<td>3+</td>
<td>5</td>
<td>-1</td>
</tr>
<tr>
<td>Meltagun [Melta 2]</td>
<td>12&quot;</td>
<td>1</td>
<td>3+</td>
<td>9</td>
<td>-4</td>
</tr>
<tr>
<td>Plasma gun – standard [Rapid Fire 1]</td>
<td>24&quot;</td>
<td>1</td>
<td>3+</td>
<td>7</td>
<td>-2</td>
</tr>
<tr>
<td>Plasma gun – supercharge [Hazardous, Rapid Fire 1]</td>
<td>24&quot;</td>
<td>1</td>
<td>3+</td>
<td>8</td>
<td>-3</td>
</tr>
<tr>
<td>Plasma pistol – standard [Pistol]</td>
<td>12&quot;</td>
<td>1</td>
<td>3+</td>
<td>7</td>
<td>-2</td>
</tr>
<tr>
<td>Plasma pistol – supercharge [Hazardous, Pistol]</td>
<td>12&quot;</td>
<td>1</td>
<td>3+</td>
<td>8</td>
<td>-3</td>
</tr>
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</table>

### Melee Weapons

<table>
<thead>
<tr>
<th>Range</th>
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<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Astartes chainsword</td>
<td>Melee</td>
<td>3</td>
<td>3+</td>
<td>4</td>
<td>-1</td>
</tr>
<tr>
<td>Close combat weapon</td>
<td>Melee</td>
<td>2</td>
<td>3+</td>
<td>4</td>
<td>0</td>
</tr>
<tr>
<td>Power fist</td>
<td>Melee</td>
<td>2</td>
<td>3+</td>
<td>8</td>
<td>-2</td>
</tr>
<tr>
<td>Power weapon</td>
<td>Melee</td>
<td>3</td>
<td>3+</td>
<td>5</td>
<td>-2</td>
</tr>
</tbody>
</table>

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

### 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
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 an Assault Squad with Jump Packs, it can instead be attached to this unit.

KEYWORDS: Infantry, Jump Pack, Fly, Grenades, Imperium, Skyclaws

FACTION KEYWORDS: Adeptus Astartes, Space Wolves
LONG FANGS

**KEYWORDS:** Infantry, Grenades, Imperium, Long Fangs

### RANGED WEAPONS

<table>
<thead>
<tr>
<th>Ranged Weapon</th>
<th>Range</th>
<th>A</th>
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<th>S</th>
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<tbody>
<tr>
<td>Bolt pistol [PISTOL]</td>
<td>12”</td>
<td>1</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Boltgun</td>
<td>24”</td>
<td>2</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Grav-cannon [ANTI-VEHICLE 2+, HEAVY]</td>
<td>24”</td>
<td>3</td>
<td>4+</td>
<td>6</td>
<td>-1</td>
<td>3</td>
</tr>
<tr>
<td>Heavy bolter [HEAVY, SUSTAINED HITS 1]</td>
<td>36”</td>
<td>3</td>
<td>4+</td>
<td>5</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Lascannon [HEAVY]</td>
<td>48”</td>
<td>1</td>
<td>4+</td>
<td>12</td>
<td>-3</td>
<td>D6+1</td>
</tr>
<tr>
<td>Missile launcher – frag [BLAST, HEAVY]</td>
<td>48”</td>
<td>D6</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Missile launcher – krak [HEAVY]</td>
<td>48”</td>
<td>1</td>
<td>4+</td>
<td>9</td>
<td>-2</td>
<td>D6</td>
</tr>
<tr>
<td>Multi-melta [HEAVY, MELTA 2]</td>
<td>18”</td>
<td>2</td>
<td>4+</td>
<td>9</td>
<td>-4</td>
<td>D6</td>
</tr>
<tr>
<td>Plasma cannon – standard [BLAST, HEAVY]</td>
<td>36”</td>
<td>D3</td>
<td>4+</td>
<td>7</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td>Plasma cannon – supercharge [BLAST, HAZARDOUS, HEAVY]</td>
<td>36”</td>
<td>D3</td>
<td>4+</td>
<td>8</td>
<td>-3</td>
<td>2</td>
</tr>
</tbody>
</table>

### MELEE WEAPONS

<table>
<thead>
<tr>
<th>Melee Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
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</tr>
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<tbody>
<tr>
<td>Astartes chainsword</td>
<td>Melee</td>
<td>3</td>
<td>3+</td>
<td>4</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Close combat weapon</td>
<td>Melee</td>
<td>2</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Power fist</td>
<td>Melee</td>
<td>2</td>
<td>3+</td>
<td>8</td>
<td>-2</td>
<td>2</td>
</tr>
<tr>
<td>Power weapon</td>
<td>Melee</td>
<td>2</td>
<td>3+</td>
<td>5</td>
<td>-2</td>
<td>1</td>
</tr>
</tbody>
</table>

### 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.
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:*+
  - 1 flamer
  - 1 grav-gun
  - 1 meltagun
  - 1 plasma gun
  - 1 plasma pistol

* 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 instead be attached to this unit.

KEYWORDS: Infantry, Grenades, Imperium, Long Fangs

FACTION KEYWORDS: Space Wolves
STORMFANG GUNSHIP

RANGED WEAPONS

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Helfrost destructor – dispersed [SUSTAINED HITS D3]</td>
<td>36&quot;</td>
<td>D3</td>
<td>3+</td>
<td>11-3</td>
<td>7</td>
</tr>
<tr>
<td>Helfrost destructor – focused [TORRENT]</td>
<td>12&quot;</td>
<td>D6+6</td>
<td>3+</td>
<td>8-1</td>
<td>2</td>
</tr>
<tr>
<td>Skyhammer missile launcher [ANTI-FLY 2+]</td>
<td>48&quot;</td>
<td>3</td>
<td>3+</td>
<td>8-1</td>
<td>D3</td>
</tr>
<tr>
<td>Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]</td>
<td>36&quot;</td>
<td>3</td>
<td>3+</td>
<td>5-1</td>
<td>2</td>
</tr>
<tr>
<td>Twin lascannon [TWIN-LINKED]</td>
<td>48&quot;</td>
<td>1</td>
<td>3+</td>
<td>12-3</td>
<td>D6+1</td>
</tr>
<tr>
<td>Twin multi-melta [MELTA 2, TWIN-LINKED]</td>
<td>18&quot;</td>
<td>2</td>
<td>3+</td>
<td>9-4</td>
<td>D6</td>
</tr>
<tr>
<td>Twin stormstrike missile launcher [TWIN-LINKED]</td>
<td>48&quot;</td>
<td>1</td>
<td>3+</td>
<td>10-2</td>
<td>3</td>
</tr>
</tbody>
</table>

MELEE WEAPONS

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Armoured hull</td>
<td>Melee</td>
<td>6</td>
<td>4+</td>
<td>8</td>
<td>0</td>
</tr>
</tbody>
</table>

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

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

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

Dominating the skies like the dread ice wyrm 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

**Keywords:** Vehicle, Aircraft, Fly, Transport, Stormwolf

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

<table>
<thead>
<tr>
<th>MELEE WEAPONS</th>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Armoured hull</td>
<td>Melee</td>
<td>6</td>
<td>4+</td>
<td>8</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

### 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.

---

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

**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 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**

<table>
<thead>
<tr>
<th>RANGED WEAPONS</th>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bolt pistol [PISTOL]</td>
<td>12&quot;</td>
<td>1</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Boltgun</td>
<td>24&quot;</td>
<td>2</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]</td>
<td>24&quot;</td>
<td>1</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Plasma pistol – standard [PISTOL]</td>
<td>12&quot;</td>
<td>1</td>
<td>3+</td>
<td>7</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td>Plasma pistol – supercharge [HAZARDOUS, PISTOL]</td>
<td>12&quot;</td>
<td>1</td>
<td>3+</td>
<td>8</td>
<td>-3</td>
<td>2</td>
</tr>
<tr>
<td>Storm bolter [RAPID FIRE 2]</td>
<td>24&quot;</td>
<td>2</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

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

**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.

---

**KEYWORDS:** Infantry, Character, Grenades, Imperium, Pack Leader, Wolf Guard Pack Leader

**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).

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.

KEYWORDS: Infantry, Character, Grenades, Imperium, Pack Leader, Wolf Guard Pack Leader

FACTION KEYWORDS: Adeptus Astartes, Space Wolves
### Wolf Guard Pack Leader with Jump Pack

**KEYWORDS:** Infantry, Character, Jump Pack, Fly, Grenades, Imperium, Pack Leader, Wolf Guard Pack Leader with Jump Pack

<table>
<thead>
<tr>
<th>M</th>
<th>T</th>
<th>SV</th>
<th>W</th>
<th>LD</th>
<th>OC</th>
</tr>
</thead>
<tbody>
<tr>
<td>12&quot;</td>
<td>4</td>
<td>3+</td>
<td>2</td>
<td>6+</td>
<td>1</td>
</tr>
</tbody>
</table>

#### Ranged Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bolt pistol [PISTOL]</td>
<td>12&quot;</td>
<td>1</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]</td>
<td>24&quot;</td>
<td>1</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Plasma pistol – standard [PISTOL]</td>
<td>12&quot;</td>
<td>1</td>
<td>3+</td>
<td>7</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td>Plasma pistol – supercharge [HAZARDOUS, PISTOL]</td>
<td>12&quot;</td>
<td>1</td>
<td>3+</td>
<td>8</td>
<td>-3</td>
<td>2</td>
</tr>
<tr>
<td>Storm bolter [RAPID FIRE 2]</td>
<td>24&quot;</td>
<td>2</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

#### Melee Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Astartes chainsword</td>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>4</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Power fist</td>
<td>Melee</td>
<td>2</td>
<td>3+</td>
<td>8</td>
<td>-2</td>
<td>2</td>
</tr>
<tr>
<td>Power weapon</td>
<td>Melee</td>
<td>3</td>
<td>3+</td>
<td>5</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td>Thunder hammer [DEVASTATING WOUNDS]</td>
<td>Melee</td>
<td>2</td>
<td>4+</td>
<td>8</td>
<td>-2</td>
<td>2</td>
</tr>
<tr>
<td>Twin lightning claws [TWIN-LINKED]</td>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>5</td>
<td>-2</td>
<td>1</td>
</tr>
</tbody>
</table>

**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
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.


FACTION KEYWORDS: Adeptus Astartes, Space Wolves
**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Assault cannon [DEVASTATING WOUNDS]</td>
<td>24&quot;</td>
<td>6</td>
<td>3+</td>
<td>6</td>
<td>0</td>
</tr>
<tr>
<td>Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, IGNORES COVER]</td>
<td>24&quot;</td>
<td>2</td>
<td>3+</td>
<td>4</td>
<td>0</td>
</tr>
<tr>
<td>Cyclone missile launcher – frag [BLAST]</td>
<td>36&quot;</td>
<td>2D6</td>
<td>3+</td>
<td>4</td>
<td>0</td>
</tr>
<tr>
<td>Cyclone missile launcher – krak</td>
<td>36&quot;</td>
<td>2</td>
<td>3+</td>
<td>9</td>
<td>-2</td>
</tr>
<tr>
<td>Heavy flamer [IGNORES COVER, TORRENT]</td>
<td>12&quot;</td>
<td>D6</td>
<td>N/A</td>
<td>5</td>
<td>-1</td>
</tr>
<tr>
<td>Storm bolter [RAPID FIRE 2]</td>
<td>24&quot;</td>
<td>2</td>
<td>3+</td>
<td>4</td>
<td>0</td>
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</tbody>
</table>

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>Range</th>
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<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Chainfist [ANTI-VEHICLE 3+]</td>
<td>Melee</td>
<td>2</td>
<td>4+</td>
<td>8</td>
<td>-2</td>
</tr>
<tr>
<td>Power fist</td>
<td>Melee</td>
<td>2</td>
<td>3+</td>
<td>8</td>
<td>-2</td>
</tr>
<tr>
<td>Power weapon</td>
<td>Melee</td>
<td>3</td>
<td>3+</td>
<td>5</td>
<td>-2</td>
</tr>
<tr>
<td>Thunder hammer [DEVASTATING WOUNDS]</td>
<td>Melee</td>
<td>2</td>
<td>4+</td>
<td>8</td>
<td>-2</td>
</tr>
<tr>
<td>Twin lightning claws [TWIN-LINKED]</td>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>4</td>
<td>-2</td>
</tr>
</tbody>
</table>

**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+

**KEYWORDS:** Infantry, Character, Grenades, Imperium, Terminator, Pack Leader, Wolf Guard Pack Leader in Terminator Armour

**FACTION KEYWORDS:** Adeptus Astartes, Space Wolves

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

---

**UNIT COMPOSITION**

- **1 Wolf Guard Pack Leader in Terminator Armour**
  - This model is equipped with: storm bolter; power weapon.

---

**LEADER**

- **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.

---

**KEYWORDS:** Infantry, Character, Grenades, Imperium, Terminator, Pack Leader, Wolf Guard Pack Leader in Terminator Armour

**FACTION KEYWORDS:** Adeptus Astartes, Space Wolves
IRON PRIEST

**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>RANGE WEAPON</th>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Helfrost pistol – dispersed [PISTOL, TORRENT]</td>
<td>12&quot;</td>
<td>D3</td>
<td>N/A</td>
<td>3</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Helfrost pistol – focused [PISTOL]</td>
<td>12&quot;</td>
<td>1</td>
<td>2+</td>
<td>6</td>
<td>-3</td>
<td>3</td>
</tr>
</tbody>
</table>

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>MELEE WEAPON</th>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Servo-arm [EXTRA ATTACKS]</td>
<td>Melee</td>
<td>1</td>
<td>3+</td>
<td>8</td>
<td>-2</td>
<td>3</td>
</tr>
<tr>
<td>Tempest hammer</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>8</td>
<td>-2</td>
<td>3</td>
</tr>
</tbody>
</table>

**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.

**KEYWORDS:** Infantry, Character, Grenades, Imperium, Techmarine, Iron Priest

**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

<table>
<thead>
<tr>
<th>M</th>
<th>T</th>
<th>SV</th>
<th>W</th>
<th>LD</th>
<th>OC</th>
</tr>
</thead>
<tbody>
<tr>
<td>10&quot;</td>
<td>4</td>
<td>6+</td>
<td>2</td>
<td>7+</td>
<td>0</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Melee Weapons</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Teeth and claws</td>
<td>Melee</td>
<td>4</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

## Abilities

**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
### Ranged Weapons

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>Profile</th>
</tr>
</thead>
<tbody>
<tr>
<td>18&quot;</td>
<td>2</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td>Astartes shotgun [Assault]</td>
</tr>
<tr>
<td>12&quot;</td>
<td>1</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td>Bolt pistol [Pistol]</td>
</tr>
<tr>
<td>24&quot;</td>
<td>2</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td>Boltgun</td>
</tr>
<tr>
<td>36&quot;</td>
<td>3</td>
<td>4+</td>
<td>5</td>
<td>-1</td>
<td>2</td>
<td>Heavy bolter [Heavy, Sustained Hits 1]</td>
</tr>
<tr>
<td>48&quot;</td>
<td>D6</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td>Missile launcher – frag [Blast, Heavy]</td>
</tr>
<tr>
<td>48&quot;</td>
<td>1</td>
<td>4+</td>
<td>9</td>
<td>-2</td>
<td>D6</td>
<td>Missile launcher – krak [Heavy]</td>
</tr>
<tr>
<td>12&quot;</td>
<td>1</td>
<td>3+</td>
<td>7</td>
<td>-2</td>
<td>1</td>
<td>Plasma pistol – standard [Pistol]</td>
</tr>
<tr>
<td>12&quot;</td>
<td>1</td>
<td>3+</td>
<td>8</td>
<td>-3</td>
<td>2</td>
<td>Plasma pistol – supercharge [Hazardous, Pistol]</td>
</tr>
</tbody>
</table>

### Melee Weapons

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>Profile</th>
</tr>
</thead>
<tbody>
<tr>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>4</td>
<td>-1</td>
<td>1</td>
<td>Astartes chainsword</td>
</tr>
<tr>
<td>Melee</td>
<td>2</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td>Close combat weapon</td>
</tr>
<tr>
<td>Melee</td>
<td>3</td>
<td>3+</td>
<td>5</td>
<td>0</td>
<td>1</td>
<td>Combat knife</td>
</tr>
<tr>
<td>Melee</td>
<td>2</td>
<td>3+</td>
<td>8</td>
<td>-2</td>
<td>2</td>
<td>Power fist</td>
</tr>
<tr>
<td>Melee</td>
<td>3</td>
<td>3+</td>
<td>5</td>
<td>-2</td>
<td>1</td>
<td>Power weapon</td>
</tr>
<tr>
<td>Melee</td>
<td>2</td>
<td>4+</td>
<td>8</td>
<td>-2</td>
<td>2</td>
<td>Thunder hammer [Devastating Wounds]</td>
</tr>
<tr>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>5</td>
<td>-2</td>
<td>1</td>
<td>Twin lightning claws [Twin-Linked]</td>
</tr>
</tbody>
</table>

### 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.

**Keywords:** Infantry, Grenades, Smoke, Imperium, Scout Squad, Wolf Scouts

**Faction Keywords:** Adeptus Astartes, Space Wolves

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

Faction Keywords:

- Adeptus Astartes, Space Wolves

Keywords: Infantry, Grenades, Smoke, Imperium, Scout Squad, Wolf Scouts
**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Assault cannon [DEVASTATING WOUNDS]</td>
<td>24&quot;</td>
<td>6</td>
<td>3+</td>
<td>6</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Heavy flamers [IGNORES COVER, TORRENT]</td>
<td>12&quot;</td>
<td>D6</td>
<td>3+</td>
<td>5</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Helfrost cannon – dispersed [TORRENT]</td>
<td>12&quot;</td>
<td>D6</td>
<td>N/A</td>
<td>6</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Helfrost cannon – focused</td>
<td>36&quot;</td>
<td>1</td>
<td>3+</td>
<td>9</td>
<td>-3</td>
<td>5</td>
</tr>
<tr>
<td>Missile launcher – frag [BLAST]</td>
<td>48&quot;</td>
<td>D6</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>D6</td>
</tr>
<tr>
<td>Missile launcher – krak</td>
<td>48&quot;</td>
<td>1</td>
<td>3+</td>
<td>9</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td>Multi-melta [MELTA 2]</td>
<td>18&quot;</td>
<td>2</td>
<td>3+</td>
<td>9</td>
<td>-4</td>
<td>D6</td>
</tr>
<tr>
<td>Plasma cannon – standard [BLAST]</td>
<td>36&quot;</td>
<td>D3</td>
<td>3+</td>
<td>7</td>
<td>-2</td>
<td>2</td>
</tr>
<tr>
<td>Plasma cannon – supercharge [BLAST, HAZARDOUS]</td>
<td>36&quot;</td>
<td>D3</td>
<td>3+</td>
<td>8</td>
<td>-3</td>
<td>3</td>
</tr>
<tr>
<td>Storm bolter [RAPID FIRE 2]</td>
<td>24&quot;</td>
<td>2</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Twin lascannon [TWIN-LINKED]</td>
<td>48&quot;</td>
<td>1</td>
<td>3+</td>
<td>12</td>
<td>-3</td>
<td>D6+1</td>
</tr>
</tbody>
</table>

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Close combat weapon</td>
<td>Melee</td>
<td>5</td>
<td>3+</td>
<td>6</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Dreadnought combat weapon</td>
<td>Melee</td>
<td>5</td>
<td>3</td>
<td>12</td>
<td>-2</td>
<td>3</td>
</tr>
<tr>
<td>Fenrisian great axe – strike</td>
<td>Melee</td>
<td>5</td>
<td>3+</td>
<td>10</td>
<td>-2</td>
<td>D6+1</td>
</tr>
<tr>
<td>Fenrisian great axe – sweep</td>
<td>Melee</td>
<td>10</td>
<td>3+</td>
<td>6</td>
<td>-2</td>
<td>1</td>
</tr>
</tbody>
</table>

**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.

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

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

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]</td>
<td>24&quot;</td>
<td>1</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Flamer [IGNORES COVER, TORRENT]</td>
<td>12&quot;</td>
<td>D6</td>
<td>N/A</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Grav-gun [ANTI-VEHICLE 2+]</td>
<td>18&quot;</td>
<td>2</td>
<td>3+</td>
<td>5</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Grav-pistol [ANTI-VEHICLE 2+, PISTOL]</td>
<td>18&quot;</td>
<td>1</td>
<td>3+</td>
<td>4</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Hand flamer [IGNORES COVER, PISTOL, TORRENT]</td>
<td>12&quot;</td>
<td>D6</td>
<td>N/A</td>
<td>3</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Heavy flamer [IGNORES COVER, TORRENT]</td>
<td>12&quot;</td>
<td>D6</td>
<td>N/A</td>
<td>5</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Inferno pistol [MELTA 2, PISTOL]</td>
<td>6&quot;</td>
<td>1</td>
<td>3+</td>
<td>8</td>
<td>-4</td>
<td>D3</td>
</tr>
<tr>
<td>Meltagun [MELTA 2]</td>
<td>12&quot;</td>
<td>1</td>
<td>3+</td>
<td>9</td>
<td>-4</td>
<td>D6</td>
</tr>
<tr>
<td>Plasma gun – standard [RAPID FIRE 1]</td>
<td>24&quot;</td>
<td>1</td>
<td>3+</td>
<td>7</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td>Plasma gun – supercharge [HAZARDOUS, RAPID FIRE 1]</td>
<td>24&quot;</td>
<td>1</td>
<td>3+</td>
<td>8</td>
<td>-3</td>
<td>2</td>
</tr>
<tr>
<td>Plasma pistol – standard [PISTOL]</td>
<td>12&quot;</td>
<td>1</td>
<td>3+</td>
<td>7</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td>Plasma pistol – supercharge [HAZARDOUS, PISTOL]</td>
<td>12&quot;</td>
<td>1</td>
<td>3+</td>
<td>8</td>
<td>-3</td>
<td>2</td>
</tr>
<tr>
<td>Storm bolter [RAPID FIRE 2]</td>
<td>24&quot;</td>
<td>2</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

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.