

**WARHAMMER**  
40,000



Δ HQ REF EVF(FIO) 23-1101

CODEX SUPPLEMENT

**SPACE WOLVES**

Δ HQ REF EVF(FIO) 23-1101



# SUCCESSOR CHAPTERS

A Space Wolves successor Chapter is one for which the Space Wolves are their First Founding Chapter. You can find out more information on successor Chapters, and how to determine if your Chapter is a successor of the Space Wolves, in *CodeX: Space Wolves*. If your Chapter is a successor of the Space Wolves, the following rules apply.

## DETACHMENT ABILITIES

If you have a Space Wolves successor Chapter, then for the purposes of using any Space Wolves Detachment rules, you can replace the **SPACE WOLVES** keyword in all instances with the name of your chosen successor Chapter.

## STRATAGEMS

All units from Space Wolves successor Chapters are considered to have the **SPACE WOLVES** keyword for the purpose of using Space Wolves Stratagems.

## WARLORD TRAITS

If your Warlord is a **CHARACTER** model from a Space Wolves successor Chapter, you can use the Space Wolves Warlord Traits table on page 48 to determine what Warlord Trait they have. Replace the **SPACE WOLVES** keyword in all instances with the Warlord Trait (if any) with the name of the successor Chapter from which that **CHARACTER** is drawn.

## SAGAS

If a **CHARACTER** from a Space Wolves successor Chapter has a Space Wolves Warlord Trait, they will gain the associated Deed and Saga, as described on page 49. Replace the **SPACE WOLVES** keyword in all instances in that Deed and Saga (if any) with the name of the successor Chapter from which that **CHARACTER** is drawn.

## CHAPTER RELICS

Space Wolves successor Chapters have access to Special-issue Wargear Relics (pg 51); Relics of the Fang cannot be given to a **CHARACTER** model from a successor Chapter unless you use the A Trophy Bestowed Stratagem (pg 47).

## PSYCHIC POWERS

**PSYKER** models from Space Wolves successor Chapters can know psychic powers from the *Tempestas* discipline (pg 52) in the same manner as **PSYKER** models in **SPACE WOLVES** Detachments. When such a model uses one of these psychic powers, replace the **SPACE WOLVES** keyword in all instances (if any) with the name of the successor Chapter from which that **PSYKER** is drawn.

## CHAPTER APPROVED RULES

All units from Space Wolves successor Chapters are considered to have the **SPACE WOLVES** keyword for the purpose of using the Chapter Approved rules on page 53.

## CRUSADE RULES

If you have a Space Wolves successor Chapter, then for the purposes of using any Space Wolves Crusade rules, you can replace the **SPACE WOLVES** keyword in all instances with the name of your successor Chapter. Legendary Crusade Relics can never be given to a model from a Space Wolves successor Chapter.

## DATASHEETS

With the exception of named characters, you can nominate any **SPACE WOLVES** units from your army to be from a Space Wolves successor Chapter. If you do, replace the **SPACE WOLVES** keyword in every instance on its datasheet with the name of your chosen successor Chapter. For example, if you include a Wolf Lord on Thunderwolf in your army, and you decide it is from the Wolf Spear Chapter, its **SPACE WOLVES** keyword becomes **WOLF SPEAR** and its Rites of Battle ability reads "While a friendly **WOLF SPEAR CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1."

**S**kand Frostmane moved slowly, but there was no trudging heavy tread, no clanking footfall to ring out above the storm's howling wrath. Skand's immense Terminator armour moved smoothly as he circled, its ancient servos producing barely a hum to alert his prey. He and the misshapen abomination had clashed once in a flurry of blows mere moments ago before parting, his prey's hooks and counter-strikes surprisingly swift. But it was not Skand who now hobbled loudly, spraying foulness onto the snow. Skand could smell rotting fluids, none of the blood and lubricants his slashes should have exposed. Above the roar of the wind and the detonation of ordnance, the Wolf Guard's lerra hearing made out the Death Guard's purpling wheeze. The echo of snow pattering on armour, the minute differentials of heat all told Skand exactly where the traitor stood, how he moved, where he looked for his tormentor. The storm wreathed Skand in its embrace, cloaking him as he moved closer. The long blades of his lightning claws were dull as he waited for his moment, no glaring disruptor field, no sizzle of driving snow as it superheated. Now, he sensed the weakness. The brittle grind of armour, gristle and bone where his right claw had driven through the traitor's knee joint. Skand bared his fangs in an ugly, humourless grin. The storm took up his howl as he plunged forward for the kill.



# COMBAT PATROL

This Combat Patrol-sized force is the perfect way to start a Space Wolves army, regardless of whether you want to play an open play game, forge an epic narrative with a Crusade army, or assemble a force to compete in a matched play mission.

Created from the contents of the Combat Patrol, Space Wolves boxed set, this collection can be used in a battle-forged army, and in itself comprises a Patrol Detachment as described in the Warhammer 40,000 Core book.

On the battlefield, the Intercessors unit forms a resilient and hard-hitting mainstay, with an array of weapon options

to suit long-range fire or devastating volleys at short range. These Intercessors could even be taken as two units of five models and armed for different duties. Equipped with stalker bolt rifles, one squad could deliver penetrating fire from afar, while the other can be armed with bolt rifles or auto bolt rifles – this load-out would make them ideal for advancing up the battlefield and capturing objective markers while laying down a hail of fire.

The Intercessors are led by the force's Lieutenant, a potent fighter in his own right who can also boost the abilities of nearby warriors with his Tactical Precision ability.

Bolstering the force is a unit of Reivers. Equipped with grav-chutes or grapnel launchers, these elite terror troops excel at getting behind the foe's lines to assault your opponent's support units and artillery, and being resilient close-combat fighters, can tie up vital enemy units.

The Invictor Warsuit's potent firepower makes it ideal for accompanying an advancing force, and can use its speed and mobility to attack enemy targets that are potentially out of range of your force's infantry. The walker can also use its firepower to engage enemy vehicles from afar, before closing the gap and tearing them apart with its powerful fist.



*Listen but closely my brothers,  
for my life's breath is all but  
spent. There shall come a time  
far from now when our Chapter  
shall be dying, even as I am  
now dying, and our lives shall  
rather to destroy us. Then, my  
children, I shall listen for your  
call in whatever realm of death  
holds me, and I shall come no  
matter what the laws of life and  
death forbid. At the end I will be  
there. For the final battle. For  
the Wulfstone.*

*- Repeated last words of Lemax Russ,  
Primarch of the Space Wolves*



## DETACHMENT ABILITIES

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

- **SHYFFCLAW** units in **SPACE WOLVES** Detachments gain the **Headstrong** and **Berserk Charge** abilities (pg 61).
- If every unit in your army (excluding **UNALIGNED** units) has the **SPACE WOLVES** keyword, then every unit that has the **Combat Doctrines** ability and is in a **SPACE WOLVES** Detachment gains the **Savage Fury** ability, below.

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

While the **Assault Doctrine** is active for your army, each time a model in this unit makes a melee attack, an unmodified hit roll of 6 scores 1 additional hit.



*'He is in there. Skall, I can smell it. Somewhere in that nebula, his degenerate followers raiding for him, shielding his cowardly hide. You heard the vid-log as well as I. "Iron Claw," the shipmaster screamed, but it's Voidheart, I know it is. So, he's replaced the arm I took, has he? I never did the same for the eye he cut out - the one I have left reminds me every day of his escape. Voidheart is mine now, the hunt ends here.'*

*- Rannulf Ironfang,  
from the bridge of the Gladius-class frigate, Jarclaw*

BATTLE-FORGED RULES



# STRATAGEMS

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

BATTLE-FORGED RULES

## GO FOR THE THROAT

**Space Wolves - Battle Tactic 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 out in a furious blood-letting.

Use this Stratagem in your Command phase if the Assault Doctrine is active for your army. Until your next Command phase, each time a **SPACE WOLVES** model from your army makes an attack with a Pistol or melee weapon, on an unmodified wound roll of 6 improve the Armour Penetration characteristic of that attack by 1. This bonus is cumulative with Combat Doctrines. You can only use this Stratagem once per battle.

## CUNNING OF THE WOLF

**Space Wolves - Battle Tactic Stratagem**  
The most successful hunts are those where the prey doesn't know they are being hunted.

Use this Stratagem during deployment. Select one **SPACE WOLVES** INFANTRY unit from your army. All models in that unit gain the Outflank ability (see *Codex: Space Marines*).

## THE EMPEROR'S EXECUTIONERS

**Space Wolves - Battle Tactic Stratagem**  
The Space Wolves have never forgotten their ten-thousand-year-old charge to deliver the Emperor's vengeance to the sons of Magnus.

Use this Stratagem in the Fight phase, when a **SPACE WOLVES** unit from your army is selected to fight. Until the end of the phase, each time a model in that unit makes a melee attack against a **THOUSAND SONS** unit, you can re-roll the hit roll and you can re-roll wound roll.

## SAVAGE STRIKE

**Space Wolves - 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 in a single surge of feral strength.

Use this Stratagem in your Fight phase, when a **SPACE WOLVES** unit from your army is selected to fight. If that unit made a charge move this turn, then until that fight is resolved, each time a model in that unit makes a melee attack, add 1 to that attack's wound roll. If that unit has 5 or fewer models, this Stratagem costs 1CP; otherwise it costs 2CP.

## HEALING BALMS

**Space Wolves - Battle Tactic Stratagem**  
Learned in arcane biomechanics and chirurgery, Wolf Priests apply their rough surgery, shamanistic rites and medicinal balms to drag warriors back from the gates of Morkai's realm of death.

Use this Stratagem at the end of your Movement phase. Select one **SPACE WOLVES** INFANTRY, **SPACE WOLVES** BIKER or **SPACE WOLVES** CAVALRY model from your army within 3" of a friendly **SPACE WOLVES** WOLF PRIEST to be healed. That model regains up to D3 lost wounds. Each model can only be healed once per turn.

## PACK HUNTERS

**Space Wolves - Battle Tactic Stratagem**  
Where the sons of Russ hunt, the wolves of Fenris are never far behind, the beasts seeing them as their pack leaders.

Use this Stratagem in your Charge phase. Select one enemy unit within Engagement Range of any **SPACE WOLVES** units from your army.

- Until the end of the turn, each time a friendly **SPACE WOLVES** BEAST or **SPACE WOLVES** CAVALRY unit declares a charge that targets the selected unit, roll one additional D6 and discard one of the dice.
- Until the end of the turn, each time a friendly **SPACE WOLVES** CAVALRY model makes an attack with its crushing teeth and claws against the selected unit, and each time a friendly **SPACE WOLVES** BEAST model makes an attack with its teeth and claws against the selected unit, you can re-roll the wound roll.

## RELENTLESS ASSAULT

**Space Wolves - Battle Tactic 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.

Use this Stratagem in the Fight phase, when a **SPACE WOLVES** unit from your army consolidates. Each model in that unit can move up to an additional 3" for that consolidation move. This is not cumulative with any other rule that increases the distance models can pile in or consolidate.

## CLOAKED BY THE STORM

**Space Wolves - Epic Deed Stratagem**  
Where the Rune Priest unleashes his might, blinding Fenrisian tempests are sure to follow.

Use this Stratagem in your Psychic phase, after resolving the effects of a psychic power from the Tempestas discipline manifested by a **SPACE WOLVES** PSYKER model from your army. Until the start of your next Psychic phase, each time a ranged attack is made against a friendly **SPACE WOLVES** unit within 6" of that **PSYKER** model, subtract 1 from that attack's hit roll.

## DEED WORTHY OF A SAGA

**Space Wolves - Epic Deed Stratagem**  
Legendary deeds in the midst of battle are an intoxicating mood. Those of the hero's retinue are inspired to greater feats of daring and valour, proving themselves worthy of their champion.

Use this Stratagem in any phase, when a **SPACE WOLVES** CHARACTER model (excluding **VEHICLE** models) from your army that does not have a Warlord Trait meets the requirements for a Deed (pg 49). At the end of the phase, until the end of the battle, that model gains the Saga ability associated with that Deed.

## A TROPHY BESTOWED

**Space Wolves - Requisition Stratagem**  
There are few more meaningful tokens of brotherhood among the sons of Russ than the gifting of a war trophy - heavy with glory and steeped in tales of honour - from one warrior to another.

Use this Stratagem after nominating a model drawn from a **SPACE WOLVES** successor Chapter to be your Warlord. You can give one Relic of the Fang (pg 50) to a **CHARACTER** model from your army that is drawn from a **SPACE WOLVES** successor Chapter instead of giving them a Special-issue Wargear Relic (pg 51) or a Chapter Relic from *Codex: Space Marines*. If you do, replace the that model's successor Chapter keyword. You can only use this Stratagem once.

## THANE OF THE RETINUE

**Space Wolves - Requisition Stratagem**  
The lords of the Fang are stern but generous masters, who may reward a worthy warrior with an artefact of great power.

Use this Stratagem before the battle, when you are mustering your army, if your **WARLORD** has the **SPACE WOLVES** keyword. Select one **SPACE WOLVES** model from your army that has the word 'Sergeant' or 'Pack Leader' in their profile. That model can have one of the following Special-issue Wargear Relics (pg 51), even though they are not a **CHARACTER**: Master-crafted Weapon; Digital Weapons; Frost Weapon; Morkai's Teeth Bolts. Each Relic in your army must be unique, and you cannot use this Stratagem to give a model two Relics. You can only use this Stratagem once.

## WARRIOR OF LEGEND

**Space Wolves - Requisition Stratagem**  
The greatest champions of Fenris have hunted near-mythical monsters, bested dark champions and waded through seas of blood - throughout all, howling with joy in the face of death.

Use this Stratagem after nominating a **SPACE WOLVES** CHARACTER model that is not a named character to be your Warlord. You can generate one additional Warlord Trait for them; this must be from the Space Wolves Warlord Traits table (pg 48). Each Warlord Trait in your army must be unique (if randomly generated, re-roll duplicate results) and that model has access to each Saga (pg 49) associated with their Warlord Traits. You can only use this Stratagem once.

## BESTIAL NATURE

**Space Wolves - Strategic Play Stratagem**  
Every son of Russ feels the instinctive feral impulses flood through them in battle, a howling and vicious urge to hunt.

Use this Stratagem in your Command phase if a combat doctrine is active for your army. Select one **SPACE WOLVES** INFANTRY, **SPACE WOLVES** CAVALRY or **SPACE WOLVES** BIKER unit from your army. Until the start of your next Command phase, that unit gains the bonus of the Assault Doctrine instead of the active combat doctrine.

## COUNTER CHARGE

**Space Wolves - Strategic Play Stratagem**  
The inter-pack dynamism of the Space Wolves ensures a fluid coordination of support that sees the Chapter's battle-brothers launch themselves at the enemy's throats from unexpected quarters.

Use this Stratagem in your opponent's Charge phase. Select one **SPACE WOLVES** unit from your army. Until the end of the phase, that unit is eligible to perform a Heroic Intervention if it is within 6" horizontally of an enemy unit, and when performing a Heroic Intervention with that unit, you can move each model in that unit up to 6". All other rules for Heroic Interventions still apply. This Stratagem costs 0CP if the **SPACE WOLVES** unit you select is a **CHARACTER**.

## KEEN SENSES

**Space Wolves - Strategic Play Stratagem**  
The heightened senses of the Space Wolves allow them to sniff out prey wherever, or however, it is hidden.

Use this Stratagem in your Shooting phase. Select one **SPACE WOLVES** INFANTRY, **SPACE WOLVES** BIKER or **SPACE WOLVES** CAVALRY unit from your army. Until the end of the turn, you can ignore any or all hit roll, Ballistic skill and Weapon skill modifiers, and each time you make a charge roll for that unit, you can ignore any or all modifiers to that charge roll.

## RUNIC WARDS

**Space Wolves - Wargear Stratagem**  
Imbued with the cunning psychic might of the Rune Priests, shamanistic totems, tattoos and fetishes are a potent shield against the foul sorcery of witches.

Use this Stratagem in your opponent's Psychic phase, after a Psychic test is passed for an enemy **PSYKER** unit. Select one **SPACE WOLVES** unit from your army within 12" of that **PSYKER** unit. The unit you selected can attempt to deny that psychic power by taking a Deny the Witch test as if they were a **PSYKER**.

ADDITIONAL CP  
BATTLE-FORGED RULES

## WARLORD TRAITS

If a SPACE WOLVES CHARACTER model is your WARLORD, you can use the table below to determine what Warlord Trait they have. You can either roll one D6 to randomly generate one, or you can select one.

### 1. BEASTSLAYER

This warlord has slain some of the worst creatures that the galaxy has to offer. Such a lone emboldens their ferocity and courage.

- While this WARLORD is within Engagement Range of any enemy MONSTER or VEHICLE unit, add 1 to its Attacks characteristic.
- Each time this WARLORD makes an attack against a MONSTER or VEHICLE unit, add 1 to that attack's hit roll and wound roll.

### 2. WOLFKIN

The warlord has a primal potency, unleashing his bestial predatory instinct and sending his warriors into a frenzy until not a single enemy stands before him.

For the purposes of its Shock Assault ability, this WARLORD is always treated as having made a charge move, and makes D3 additional attacks instead of 1 as a result of that ability.

### 3. WARRIOR BORN

Endowed with preternatural prowess, the warlord strikes swift and savage at all who stand before him.

At the start of the Fight phase, if this WARLORD is within Engagement Range of any enemy units, it can fight first that phase.

### 4. HUNTER

A master of the chase, ever is this hero on the move, tracking and running down his prey with the speed and inevitability of an alpha predator. Such a warrior exemplifies his Primarch's hunting instincts.

- Add 1 to Advance and charge rolls made for this WARLORD.
- This WARLORD is eligible to charge in a turn in which it Advanced or Fell Back.

### 5. AURA OF MAJESTY

The warlord speaks with the wisdom of the ages and the deep growl of long years of experience, inspiring his packs to acts of valour and greatness.

- Add 3" to the range of this WARLORD's Rites of Battle, Tactical Precision, Chapter Master or Spiritual Leaders abilities (to a maximum of 9").
- Add 3" to the range of any litanies recited by this WARLORD (to a maximum of 9").

### 6. RESOLVE OF THE BEAR

When this hero plants his feet firmly, he stands as enduring as the mountains of Asaheim.

- Each time this WARLORD would lose a wound, roll one D6; on a 6, that wound is not lost.
- Each time an attack is made against this WARLORD, your opponent cannot re-roll the wound roll and cannot re-roll the damage roll.

### NAMED CHARACTERS

If one of the following characters gains a Warlord Trait, they must have the one shown below.

Named Character	Warlord Trait
Ariac Rockfist	Resolve of the Bear
Bjorn the Fell-handed	Aura of Majesty
Ganis Wolfborn	Wolfkin
Harald Deathwolf	Hunter
Krom Drangogaze	Warrior Born
Logan Grimnar	Aura of Majesty
Logan Grimnar on Stormrider	Aura of Majesty
Njal Stormcaller	Resolve of the Bear
Ragnar Blackmane	Warrior Born
Ulrik the Slayer	Aura of Majesty



## SAGAS

Every CHARACTER model (excluding VEHICLE models) that has a Space Wolves Warlord Trait (pg 48) can attempt to complete a Deed during the battle – those that do so will gain a Saga ability. Each Deed, and so each Saga ability, is associated with a specific Warlord Trait. If a CHARACTER accomplishes their Warlord Trait's Deed, then at the end of that phase they gain the associated Saga ability for the rest of the battle.

In addition, the Deed Worthy of a Saga Stratagem (pg 47) can be used when a SPACE WOLVES CHARACTER model (or a CHARACTER model from one of its successor Chapters) accomplishes one of the Deeds below in order to gain the associated Saga ability for the rest of the battle, even if the model in question does not have a Space Wolves Warlord Trait.

The Deeds and Sagas associated with each Warlord Trait are as follows:

### BEASTSLAYER

Witnessing a champion of Asaheim strike down the largest and most powerful of the enemy inspires warriors to feats of extraordinary strength.

**Deed of the Beastlayer:** An enemy MONSTER or VEHICLE unit is destroyed as the result of an attack made by this model.

**Saga of the Beastlayer (Aura):** While a friendly SPACE WOLVES CORE unit is within 6" of this model, each time a model in that unit makes a melee attack against a MONSTER or VEHICLE unit, add 1 to that attack's wound roll.

### WOLFKIN

The howl of victory the warlord unleashes as his enemies fall before him is taken up by his kin as they savagely tear into their foes and the battlefield echoes to slaughter.

**Deed of the Wolfkin:** An enemy model is destroyed as the result of a melee attack made by this model.

**Saga of the Wolfkin (Aura):** While a friendly SPACE WOLVES CORE unit is within 6" of this model, that unit is always treated as having made a charge move for the purposes of its Shock Assault ability.

### WARRIOR BORN

The slaying of an enemy champion draws a great roar from the hero's warriors, who plough into the foe with challenges on their lips and swift strikes like snapping jaws.

**Deed of the Warrior Born:** An enemy CHARACTER model is destroyed as the result of a melee attack made by this model.

**Saga of the Warrior Born (Aura):** At the start of the Fight phase, each friendly SPACE WOLVES CORE unit that is within 6" of this model and within Engagement Range of any enemy units fights first that phase.

### HUNTER

There is nowhere the sons of Russ would rather be than fighting alongside the greatest warriors of the age, and they push their transhuman bodies to their limits in the hope there are enemies left to slay.

**Deed of the Hunter:** Successfully charge an enemy unit with this model.

**Saga of the Hunter (Aura):** While a friendly SPACE WOLVES CORE unit is within 6" of this model, that unit is eligible to declare a charge in a turn in which they Advanced. While a friendly SPACE WOLVES CORE unit with the Swift Hunters ability is within 6" of this model, that unit is eligible to declare a charge in a turn in which they Fell Back.

### AURA OF MAJESTY

Leading from the front, the warlord's wider strategic acumen and inspirational authority emboldens those under his command.

**Deed of Majesty:** At the start of your Command phase, this model is within range of an objective marker that is more than 6" away from your deployment zone.

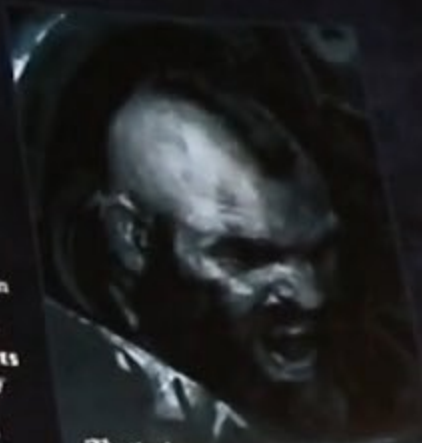
**Saga of Majesty (Aura):** While a friendly SPACE WOLVES CORE unit is within 6" of this model, each time a Morale test is taken for that unit, it is automatically passed.

### RESOLVE OF THE BEAR

Gasping by the sight of their champion relentlessly taking the fight to the foe despite horrendous wounds, his warriors stubbornly seek to emulate his tenacity.

**Deed of the Bear:** This model loses any wounds.

**Saga of the Bear (Aura):** While a friendly SPACE WOLVES CORE unit is within 6" of this model, each time a model in that unit would lose a wound, roll one D6; on a 6, that wound is not lost.



That's three now, Olaf. Three, and the last one had four arms! Hah, come on you rusting, stinking sons of trolls. I swear by the Wolf's Eye you're uglier than a real Ork. Keep up, Olaf, there's more of these shambling contraptions over the ridge and I've no plans to leave you any!

- Gunnar Redhammer

BATTLE-FORGED RULES

ARMY RULES

ARMY RULES

Each time I see a model with a Warlord Trait, I must have the one shown below. If one of the following characters gains a Warlord Trait, they must have the one shown below.

## RELICS

If your army is led by a **SPACE WOLVES WARLORD**, you can, when assembling your army, give one of the following Relics of the Fang to a **SPACE WOLVES CHARACTER** model in your army instead of giving them a Relic from *Codex: Space Marines*. These are considered to be Chapter Relics for all rules purposes. Named characters and **WOLF** models cannot be given any of the following Relics.

Note that some Relics replace one of the model's existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Write down any Relics your models have on your army roster.

### THE ARMOUR OF RUSS

This ancient suit of armour excels in a glacial crowd. It is nearby enemies, during their movements in a glacial crowd. It is said that during the Second Great Hunt a piece of battle plate was recovered from the Temple of Horus and worked into this armour. Some signs suggest that it formed part of the panoply of none other than the Wolf King himself.

- The bearer has a Save characteristic of 2+ and a 4+ invulnerable save.
- At the start of the Fight phase, you can select one enemy unit within Engagement Range of the bearer. That unit is not eligible to fight this phase until after all eligible units from your army have done so.

### THE WULFEN STONE

This large rough diamond was crafted by the Iron Priest Fergus, the greatest artificer of his time, to house the raging spirit of the Wulfen. It is carried in battle only in the most extreme circumstances, and in its presence the caped, bestial nature deep within the sons of Russ is set free, filling them with violent and uncontrollable rage.

- The bearer has the following ability: **Bestial Charge (Aura):** While a friendly **SPACE WOLVES CORE** unit is within 6" of the bearer, you can re-roll charge rolls made for that unit.
- Once per battle, at the start of the Fight phase, the bearer can evoke the spirits of the Wulfen. If it does, select one friendly **SPACE WOLVES** unit within 6" of the bearer that has the **Savage Fury** ability (pg 45); until the end of the phase, each time a model in that unit makes an attack, the additional hit scored as a result of the **Savage Fury** ability is achieved on an unmodified hit roll of 5+ for that attack.

### FIREHEART

This ancient plasma pistol appears in the sagas of several heroes of the Chapter. Within its power cells is said to be restrained the burning fury of the Season of Fire at its incandescent height.

Model equipped with plasma pistol only. This Relic replaces a plasma pistol and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Fireheart	18"	Pistol 1	9	-4	3

### 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 obsidian blades glow darkly in battle, transforming the bearer into a relentless killing machine.

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

WEAPON	RANGE	TYPE	S	AP	D
Black Death	Melee	Melee	+2	-2	1

**Ability:** Each time the bearer fights, it makes D6 additional attacks with this weapon.

### MOUNTAIN-BREAKER HELM

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

After making close combat attacks with the bearer, before they consolidate, you can select one enemy unit within 1" of the bearer and roll one D6; on a 2+, that unit suffers D3 mortal wounds.

### THE STORM'S EYE

This rune-scribed stone is carried on a thong of kraken hide. In a tale told only among the Rune Priests, the stone came from the bottom of the sea. Its tempestuous power caused a miles-wide maelstrom to churn the waves and the skies for a long Fenrisian year until the World Wolf itself spat it up in disgust during a vicious Season of Fire. It is attuned also to the far stranger tides of the immaterium. As the wearer commands the elements, the wrathful energies of a storm swirl around him to batter his foes.

**LIBRARIAN** model only. Once per turn, in your Psychic phase, after resolving the effects of a psychic power from the **Tempestas** discipline that was successfully manifested by the bearer, roll one D6 for each enemy unit within 12" of the bearer; on a 4+, that enemy unit suffers 1 mortal wound.

### 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.

Each time a melee attack is made against the bearer, subtract 1 from that attack's hit roll and wound roll.

## SPECIAL-ISSUE WARGEAR

If your army is led by a **SPACE WOLVES WARLORD** or a **WARLORD** from a Space Wolves successor Chapter, you can, when assembling your army, give one of the following Special-issue Wargear Relics to a **SPACE WOLVES CHARACTER** model in your army, or a **CHARACTER** model in your army that is drawn from a from *Codex: Space Marines*. These are considered to be Chapter Relics for all rules purposes. Named characters and **VEHICLE** models cannot be given any of the following Relics.

Note that some Relics replace one of the model's existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Write down any Relics your models have on your army roster.

### ADAMANTINE MANTLE

Flowing fur-lined cloaks or entire wolf pelts may be threaded with nano-braided adamantine, hide energy field projectors in leering, are proof against even the strongest attacks.

Each time the bearer would lose a wound, roll one D6; on a 5+, that wound is not lost.

### ARTIFICER ARMOUR

Crafted by the finest artificers of the Chapter, these ornately detailed suits of armour may be graven with details of the warrior's heroic deeds, inlaid with marbling lupine motifs and defensive capabilities that rival even Terminator plate.

The bearer has a Save characteristic of 2+ and a 5+ invulnerable save.

### MASTER-CRAFTED WEAPON

Though the Space Wolves maintain many traditions that appear simple, atavistic or even barbarous, the exquisite workmanship poured into their deadly weapons is widely lauded. Entire halls forged for one of the Chapter's greatest heroes.

When you give a model this Relic, select one weapon that model is equipped with (this cannot be a weapon whose profile characteristic of that weapon. That weapon is considered to be a Chapter Relic.

### DIGITAL WEAPONS

Concealed weapons may be fitted into bionic implants, the knuckles of a power-armoured gauntlet, the fanged maw of a sculpted wolf helm or countless other places. Some are lasers or small flame weapons, while others take the form of hidden power talons fitted to armoured boots. Short-ranged and powerful, they are typically triggered in the midst of melee to attack from an unexpected angle.

Each time the bearer fights, it can make 1 additional attack using the close combat weapon profile (see the Warhammer 40,000 Core Book). If that attack scores a hit, the target suffers 1 mortal wound and the attack sequence ends.

### MORKAI'S TEETH BOLTS

Tipped with slivers of dark, unmelting ice mined from the deepest caves on auspicious moonless nights, these bolts mark their luckless victims' very spirits, drawing the eye of Morkai to them.

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

### 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.

In the Psychic phase, each time a model in the bearer's unit would lose a wound as a result of a mortal wound, roll one D6; on a 4+, that wound is not lost.

### 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 forged from the diamond-sharp fangs of the Ice Kraken while others are shards of energised diamond, giving them the appearance of blades forged from purest ice.

When you give a model this Relic, select one of the following weapons that model is equipped with: lightning claw; master-crafted power axe; master-crafted power sword; power axe; power sword. Add 1 to the Strength and Damage characteristic of that weapon (if the model is equipped with two lightning claws, improve the characteristics of both weapons). That weapon (or weapons, if the model is equipped with two lightning claws) is considered to be a Chapter Relic.

### RUNIC WEAPON

These graven and psychically conductive weapons are covered in ancient runes that glow red-hot when empyric power is channelled through them. Each is a unique and deadly tool of the Rune Priest's art, carved with protective sigils and canticles of banishment that afford protection against the powers of the warp.

**LIBRARIAN** model only.

- Add 1 to Deny the Witch tests taken for the bearer.
- When you give a model this Relic, select one of the following weapons that model is equipped with: force axe; force stave; force sword. Add 1 to the Strength characteristic of that weapon. That weapon is considered to be a Chapter Relic.

In what manner of life or death the Wolf King wants, not even the very wisest know for sure. For in what manner of life or death the Wolf King wants, not even the wisest shall know. The wulfen shall know, and the thing is certain. Though, when he returns the wulfen shall know of his spirit.

# TEMPESTAS DISCIPLINE

PSYKER models in SPACE WOLVES Detachments can know all of their psychic powers from the Tempestas discipline instead of the Librarian or Obscurator disciplines (see *Chapter: Space Marines*). Before the battle, generate the psychic powers for PSYKER models that know powers from the Tempestas discipline using the table below. You can either roll one D6 to generate each power randomly (re-rolling duplicate results), or you can select which powers the PSYKER knows.

## 1. LIVING LIGHTNING

Intense electricity crackles amid the swirling flames above as the Rune Priest summons the elements to unite his foes. At the psyker's command, lightning arcs into the ranks of the enemy, leaving a trail of blackened corpses in its wake.

**Witchfire:** Living Lightning has a warp charge value of 6. If manifested, the closest enemy unit within 18" and visible to this PSYKER suffers D3 mortal wounds. Then roll one D6 on a 2-4, the closest other enemy unit within 6" and visible to that unit suffers 1 mortal wound; on a 5+, it suffers D3 mortal wounds.

## 2. MURDEROUS HURRICANE

The Rune Priest bellows an ancient curse, and within moments his foes are all but consumed in a hurricane of freezing shards, a thousand blades of psychically formed ice plunging into their flesh.

**Malediction:** Murderous Hurricane has a warp charge value of 6. If manifested, select one enemy unit within 18" of this PSYKER. Until the start of your next Psychic phase:

- If that unit is not wholly on or within a terrain feature, that unit cannot fire Overwatch.
- In the Fight phase, that unit is not eligible to fight until after all eligible SPACE WOLVES units from your army have done so.

## 3. TEMPEST'S WRATH

The Rune Priest brings the rage of the storm to a roaring crescendo, frost-fingered wind spirits whipping at his enemies, tearing at their eyes and snatching weapons from their hands.

**Malediction:** Tempest's Wrath has a warp charge value of 6. If manifested, select one enemy unit within 24" of this PSYKER. Until the start of your next Psychic phase, each time a model in that unit makes an attack, subtract 1 from that attack's hit roll.

## 4. INSTINCTS AWOKEN

Maintaining the balance between the controlled aggression of his brothers and the roaring beast at their hearts, the Rune Priest awakens the savage spirit within them.

**Blessing:** Instincts Awoken has a warp charge value of 6. If manifested, select one friendly SPACE WOLVES unit within 18" of this PSYKER. Until the start of your next Psychic phase, each time a model in that unit makes an attack, the Assault Doctrine is considered to be active for that attack instead of the currently active doctrine. If the Assault Doctrine is already active for your army, then on an unmodified wound roll of 6 improve the Armour Penetration characteristic of that attack by 1. This is cumulative with the bonus from the Assault doctrine.

## 5. STORM CALLER

The Rune Priest chants an ancient rite that builds into a terrifying howl. Roaring winds and furious blizzards rage about him in a vortex of ice and snow that obscures him from sight.

**Blessing (Aura):** Storm Caller has a warp charge value of 6. If manifested, until the start of your next Psychic phase, while their unit is within 6" of this PSYKER, friendly SPACE WOLVES models receive the benefits of light cover.

## 6. JAWS OF THE WORLD WOLF

The Rune Priest implores the spirit of the world upon which he hunts to open its rock-fanged maw, and a chasm cracks open under the feet of his chosen enemy, sending them tumbling to their death below.

**Witchfire:** Jaws of the World Wolf has a warp charge value of 7. If manifested, select one enemy unit within 18" and visible to this PSYKER. Roll one D6 for each model in that unit, adding 1 to the result if the result of the Psychic test was 9 or more. For each roll of a 6+, that unit suffers 1 mortal wound.

There are runes, and there are runes, young pup. In the years after the Test of Morkal, you may have first witnessed the kind of stone which now hangs from your neck: a wave-smoothed rock I inscribed with my own hand. For the casting of runes and the reading of wyrd, you will learn to use a great many more, of every kind. See here, this lumpen tooth of the ice troll Morlbok, carved with the sigil of our jarl, this too is a rune of power, and this ironbark splinter, too.

Now, still the tempest in your heart and I will show you runes you cannot even touch.

- Rune Priest Virgand Stonesoul, instructing his apprentice

ARMY RULES  
BATTLE-FORGED RULES

# CHAPTER APPROVED RULES

If every model in your army (excluding AGENTS OF THE IMPERIUM and UNALIGNED units) has the SPACE WOLVES keyword, and your WARLORD has the SPACE WOLVES keyword, you can, if you are playing a matched play battle that instructs you to select secondary objectives (e.g. a mission from the Eternal War mission pack in the Warhammer 40,000 Core Book), select one of them to be from the Space Wolves secondary objectives listed below.

Like all other secondary objectives, each of the secondary objectives listed below has a category, and they follow all the normal rules for secondary objectives (for example, when you select secondary objectives, you cannot choose more than one from each category; you can score no more than 15 victory points from each secondary objective you select during the mission etc.).

## PURGE THE ENEMY

### GLORY KILLS

#### Progressive Objective

The sagas of the Space Wolves are replete with legendary deeds of heroic battle-brothers slaying dark conquerors and gutting vile monstrosities, and every living warrior seeks to do likewise.

If you select this objective, you score victory points as follows:

- Score 2 victory points if any CHARACTER units were destroyed by a SPACE WOLVES unit from your army during this battle round. If no CHARACTER units were destroyed, but a CHARACTER by SPACE WOLVES units from your army, score 1 victory point instead.
- Score 3 victory points if any MONSTER units were destroyed by a SPACE WOLVES unit from your army during this battle round. If no MONSTER units were destroyed, but a MONSTER unit suffered 3 or more wounds as a result of attacks made by SPACE WOLVES units from your army, score 1 victory point instead.

A CHARACTER MONSTER unit cannot count towards both parts of this objective. You must select whether to treat that unit as a CHARACTER or a MONSTER for the purposes of this objective.

### HEROIC CHALLENGE

#### End Game Objective

The greatest champions among the sons of Russ must take the fight to the enemy, leading by example to inspire their warriors by upholding the honour of their Chapter.

At the start of the first Command phase, you must select one SPACE WOLVES CHARACTER model from your army to issue the challenge and your opponent must select one CHARACTER model from their army to accept the challenge. If either player does not have a CHARACTER model, they must instead select their WARLORD.

Score 5 victory points at the end of the battle for each of the following conditions that have been achieved:

- The model that accepted the challenge was destroyed.
- The model that accepted the challenge was destroyed as the result of a melee attack.
- The model that accepted the challenge was destroyed as the result of a melee attack made by the model that issued the challenge.

## NO MERCY, NO RESPITE

### A MIGHTY SAGA

#### Progressive Objective

Every warrior of Fenris is a hero, but none are looked to as much as the lord leading the hunt. The commanders of the Space Wolves are both cunning strategists and savage combatants of exceptional skill, and prove it in every battle they fight.

If you select this objective, you score 2 victory points at the end of each battle round for each of the following achieved by your SPACE WOLVES WARLORD, for a maximum of 5 victory points:

- An enemy MONSTER or VEHICLE unit loses any wounds as the result of a melee attack made by this WARLORD.
- An enemy MONSTER or VEHICLE unit is destroyed as the result of a melee attack made by this WARLORD.
- An enemy CHARACTER is destroyed as the result of a melee attack made by this WARLORD.
- 5 or more models were destroyed as the result of attacks made by this WARLORD.
- At the start of your Command phase, this WARLORD is within range of an objective marker that is wholly within your opponent's deployment zone.

### WARRIOR PRIDE

#### Progressive Objective

No one pack will long lead the hunt alone, for fierce pride ensures the Space Wolves compete for glory and the occasional wager.

Score 3 victory points at the end of your turn if two or more SPACE WOLVES units from your army are within Engagement Range of any enemy units or have completed a charge move this turn.

MATCHED PLAY RULES



# CRUSADE RULES

In this section you'll find additional rules for playing Crusade battles with Space Wolves, such as Agendas, Battle Traits and Crusade Relics that are bespoke to Space Wolves units. You can find out more about Crusade armies in the Warhammer 40,000 Core Book.

This content, available exclusively to Space Wolves and their successor Chapters, is in addition to the Crusade rules found in the Core Book, and contains the following sections:

## AGENDAS

Space Wolves units attempt to achieve unique Agendas in Crusade battles, which can be found on the page opposite. These Agendas reflect the unique goals of Space Wolves armies on the battlefield and help to represent their particular methods of waging war. You can find out more about Agendas in Crusade mission packs, such as that presented in the Warhammer 40,000 Core Book.

## REQUISITIONS

Space Wolf armies have access to a number of additional Requisitions, suited to their methods of waging war. You can find these on page 56.

## BATTLE TRAITS

Space Wolves units can select one of the Battle traits presented on page 57 as they gain experience and are promoted in your Crusade force. These help to better reflect the unique upgrades and battle honours that are bestowed to Space Wolves units.

## DEEDS OF MAKING

Deeds of Making (pg 58) are titles that can be bestowed upon Space Wolves characters. They help to tell the saga of the greatest heroes of your army, and are an exciting new way to further personalise the heroes in your Crusade force.

## CRUSADE RELICS

In addition to the Crusade Relics presented in the Warhammer 40,000 Core Book and CodeX: Space Marines, Space Wolves characters can quest to search for one of the Crusade Relics described on page 59; these Relics are unique to the Space Wolves, and are symbols of martial prowess for any worthy son of Fenris.

## SPACE WOLVES AND SUCCESSOR CHAPTERS

If you are using a Space Wolves successor chapter, replace the **SPACE WOLVES** keyword in any of the following Agendas, Requisitions, Battle Traits, Deeds of Making or Relics with the name of your chosen successor Chapter.

**S**moke from wrecked and burning tanks blew in Dargan's face. The smell of burning flesh assailed his senses and he powered forward with a strength and a speed that was exhilarating. His body and his armour, as one, rode out the hordes of the ground as detonations rocked the battlefield around him, throwing up showers of material. His eyes seemed to catch every falling particle of river masonry and bloody earth as it rained down. This was the Call of Panora, so Aevor the Battle Leader had said. This was Dargan's first battle as a warrior of the Fang. This was what he'd yearned for. This was the joy of the hunt!

The dozen or so young warriors of his pack surged forward with him, but Dargan had ever been the swiftest of them and he laughed as he pushed to maintain his lead. Not far ahead, trench lines that as he pushed to maintain his lead. Not far ahead, trench lines that pooled with traitors lay before Dargan and his pack like infected scars, bubbling with the movements of infantry. Prey, he thought. Whiskering flashes of las-fire lanced out from the trenches like a forest of bright fingers, reaching for his heart. They sparked from his thick power armour. He heard grunts behind him as some brothers took hits to armour seals or were unbalanced by glancing shots. In a moment, Dargan had reached the paltry defensive lines. Micro-fibre bundles of artificial muscle bunching, he leapt the final thirty feet straight into a heaving mass of small, terrified faces. They were men, he realised. Men, like he had been once. No, he corrected: worthless, dishonourable traitors. With a savage backhand, he sent the closest heretic sailing out of the trench with a crushed ribcage before thumbing his chainsword's activation rune. He had never felt so alive.

## AGENDAS

If your Crusade army includes any **SPACE WOLVES** units, you can select one Agenda from the Space Wolves Agendas, listed below. This is a new Category of Agendas, and follows all the normal rules for Agendas (for example, when you select Agendas, you cannot choose more than one Space Wolves Agenda).

### AN AUDACIOUS BOAST

#### Space Wolves Agenda

The greatest warriors of the Space Wolves are known not only for their martial prowess, but also for their bravado, often spending the night before the battle swearing mighty oaths to out-do their fellow warriors on the battlefield.

When you select this Agenda, select one **SPACE WOLVES CHARACTER** unit from your army, and then select one or more of the boasts from the list below (make a list of each boast your select):

- **First to the Fray:** Your **CHARACTER** will always be the first unit in your army to declare a charge in every one of your turns (assuming that it is eligible to charge).
- **Never Back Down From a Fight:** Your **CHARACTER** will perform a Heroic Intervention in every one of your opponent's Charge phases (assuming it eligible to do so).
- **Tear Through Their Armour:** Your **CHARACTER** will destroy an enemy **VEHICLE** unit\* during the battle.
- **Slay the Beast:** Your **CHARACTER** will destroy an enemy **MONSTER** unit\* during the battle.
- **Bring Back Their Heads:** Your **CHARACTER** will destroy an enemy **CHARACTER** unit\* during the battle.
- **Cut Down the Tyrant:** Your **CHARACTER** will destroy the enemy **WARLORD**\* during the battle.
- **Leave Behind a Trail of Corpses:** Your **CHARACTER** will destroy 10 or more enemy models throughout the battle (keep a tally if you select this boast).
- **Break Through Their Lines:** Your **CHARACTER** will be wholly within your opponent's deployment zone at the end of the battle.
- **Claim the Prize:** Your **CHARACTER** will be within range of an objective marker at the end of the battle.
- **... Without a Scratch:** Your **CHARACTER** will end the battle with all its wounds remaining.

At the end of the battle, if the selected **CHARACTER** has achieved all of the selected boasts, that unit gains a number of experience points equal to the number of boasts selected. If they fail to achieve any of the selected boasts, that unit does not gain any experience points for this Agenda. Note that all the boasts marked \* are mutually exclusive – if your **CHARACTER** destroys a unit that has several of these keywords, its destruction only counts towards achieving one boast (of your choice).

'I will break that traitor Blackheart in two with my own hands and see him thrown down the black gullet of Morkai itself before his Maelstrom filth have one more hour upon this world!'

- Wolf Lord Vorek Gnarlflist

### SHOW THEM HOW WE FIGHT

#### Space Wolves Agenda

The hand-picked elite of each Great Company are not only expected to uphold the martial honour of their Wolf Lord, but also to provide an inspirational example to the youngest members of the company.

Each time an enemy unit is destroyed by a **WOLF GUARD** model from your army, you can select one friendly **BLOOD CLAWS** unit that is within 6" of them. If you do, that **BLOOD CLAWS** unit gains 1 experience point.

### A WORTHY TROPHY

#### Space Wolves Agenda

Each Space Wolf seeks to bring down the mightiest foe the enemy can throw at them, both to prove their martial prowess to their fellows and earn a great tale to tell.

At the start of the battle, identify which 3 models in your opponent's army have the highest Wounds characteristics – these are trophy targets. If any units are tied, you can select which of those will be trophy targets. Each time a trophy target is destroyed by a melee attack made by a **SPACE WOLVES** model from your army, that model's unit gains 3 experience points.

### CIRCLING WOLVES

#### Space Wolves Agenda

Like the flesh-hungry predators of their home world, the warriors of Fenris encircle their foe, ensuring no escape, before launching devastating attacks from multiple angles.

At the end of the battle, you can select either three or four friendly **SPACE WOLVES** units from your army (excluding **AIRCRAFT** units). Each unit selected must be wholly within 9" of a different corner of the battlefield. Each of the selected units gains 2 experience points.

### A GLORIOUS DEATH

#### Space Wolves Agenda

Those who witness a Lone Wolf meet their glorious end with a snarl on their lips and a weapon in their hand regale each other with tales of honour regained.

You can only select this Agenda if you have a **LONE WOLF** in your army (see page 56). If that **LONE WOLF** is destroyed during the battle by an attack made by an enemy **CHARACTER**, **VEHICLE** or **MONSTER** model, you can remove that unit from your Order of Battle instead of taking an Out of Action test for it. If you do, each other **SPACE WOLVES** unit in your army gains 2 experience points.

## CRUSADE RULES

*It was like the tale of old Fenris upon to Fenris. Morkai of the Wolf Lord had done the Blackheart, the traitor upon him as upon the Blackheart. He was like the tale of old Fenris upon to Fenris. Morkai of the Wolf Lord had done the Blackheart, the traitor upon him as upon the Blackheart. He was like the tale of old Fenris upon to Fenris. Morkai of the Wolf Lord had done the Blackheart, the traitor upon him as upon the Blackheart.*

CRUSADE RULES  
BATTLE-FORGED RULES



## DEEDS OF MAKING

Deeds of Making are a new type of Battle Honour that can be given to SPACE WOLVES CHARACTER models. When a SPACE WOLVES CHARACTER model from your army would gain a Battle Honour, you can instead choose to gain one of the Deeds of Making listed below.

Each model can only have a single Deed of Making, and your Order of Battle cannot include more than one Character from the same Chapter with the same Deed of Making. As with any Battle Honour, make a note on the unit's Crusade Card when it gains an Deed of Making, and increase its Crusade points total by 1.

### WYRMSLAYER

In his headstrong youth, Targul had once launched himself from an airborne Thunderhawk to catch a giant leathery-winged serpent. Intercepting it mid-flight, he crunched into its carapace like a comet before plunging his blade through its foul heart.

Each time this model is selected to fight, if an enemy MONSTER unit is within Engagement Range, until the end of the phase add D3 to this model's Attacks characteristic.

### VOIDSAILOR

Jaeger was a far traveller; he had crossed and re-crossed the Sea of Stars and the Sea of Souls to reach battlefields beyond count.

This model gains 1 additional experience point each time it successfully completes an action whilst it is wholly within your opponent's deployment zone.

### IRONBROW

The wayward Forger had a humourless resolve and a skull so hard he once headbutted an Ork into unconsciousness.

If you use the Only in Death Does Duty End Stratagem (see Codex: Space Marines) when this model is destroyed, it costs 0CP.

### WYRDMEET

Gladly did Ottar plunge headlong into the fiercest fray again and again as if seeking his own doom, daring it to face him.

Out of Action tests taken for this model are automatically passed.

### GRYMBANE

A black anger possessed Onurtha the day he vowed to vent his monumental fury against those Necrons who had severed his arm.

Each time this model is destroyed, make a note on this model's Crusade card of the name of the Crusade Army that the unit that destroyed it belonged to. The next time this model destroys a unit from that army, this model gains 5 experience points.

### REDAXE

Never did his Great Company forget the day on Alaric Prime when Hauger's axe wept great sheets of blood in frenzied attacks.

Each time this model fights, if there are 5 or more enemy models within Engagement Range of it, then until that fight is resolved, add 1 to this model's Attacks characteristic.

### STARSPEAR

With the fury of a star's heart, Leif called down a precision lance strike that was like a spiteful glance from the Wolf's Eye.

While this model is on the battlefield, the Orbital Barrage Stratagem (see Codex: Space Marines) costs 1 Command point.

### KEELCLEAVE

Upprich broke the metal spine of the heretics' 'pleasure barque' with his bare hands, ripping out its entrails of pipes with his fangs.

Each time this model makes a melee attack against a VEHICLE unit, if the saving throw is failed, the target suffers 1 mortal wound in addition to any normal damage.

### MURKSTALKER

Jenes stalked like a spirit that day, moving as a silent ghost through the thickening gloom before taking his prey unaware.

This model gains the Outflank ability (see Codex: Space Marines).

### HEARTHBREAKER

Only Kjelen saw the weakness in the xenos Phai's tetrasphere, and he razed their home: their fortress, the very essence of their being.

This model has the following ability: **'Hearthbreaker (Aura):'** While a friendly SPACE WOLVES CORE unit is within 6" of this model, each time a model in that unit makes an attack against a BUILDING unit, you can re-roll the wound roll.

### FIRE-EYE

At the Feast of a Thousand Blades, Narvun silently stared into the firepit. What he saw in there, he would never tell, but on the eve of battle his uncanny advice averted disastrous defeat.

If this model is part of your Crusade army, after Agendas are revealed, roll one D6; on a 4+, you can replace one of your selected Agendas with another.

### STORMSTRIDE

When Jerrudh fought at the Blood Palace, his entry into battle was like a lightning bolt, a violent burst of energy from which emerged his bloody, rasping blades.

This model gains the Teleport Strike ability (see Codex: Space Marines).

### BLACKHOWL

Darvi's chilling howl seemed drawn from the gullet of Morkai himself, a deep resonance that set his brothers' bestial urges racing.

Each time you select this model as the target of the Bestial Nature Stratagem (pg 47), you gain 1 Command point.

### SCARSTRUCK

Like a cratered nest of vipers were the ugly scars to Karulf's front, and many brothers had he lost; yet mere scars were all they were, for even overwhelming odds could not pierce his powerful frame.

Each time a melee attack is made against this model's unit, subtract 1 from that attack's wound roll.

## CRUSADE RELICS

When a SPACE WOLVES CHARACTER gains a Crusade Relic, you can instead select one of the Relics listed below. All the usual rules for selecting Crusade Relics, as described in the Warhammer 40,000 Core Book, apply.

### ANTIQUITY RELIC

A SPACE WOLVES CHARACTER model of Heroic rank or higher can be given the following Antiquity Relic instead of one of the ones presented in the Warhammer 40,000 Core Book. Add 1 to a unit's total Crusade points for each Antiquity Relic it has - this is in addition to the +1 from gaining a Battle Honour, for a total of +2.

### Wyrdmaker's Helm

This snarling wolf helm contains lenses crafted from slivers of endothermic ice-diamond, mined miles beneath the fortress of the Fang and micro-etched with runes of far-seeing. Many of its wearers have carefully discarded it, claiming it is cursed, but those who persevere gain glimpses of a future which flicker as brief visions, warning of danger to come.

- Once per turn, you can re-roll one hit roll, one wound roll or one damage roll made for the bearer.
- The bearer has a 4+ invulnerable save.

### LEGENDARY RELIC

A SPACE WOLVES CHARACTER of Legendary rank can be given the following Legendary Relic instead of one of the ones presented in the Warhammer 40,000 Core Book. In order to give a model a Legendary Relic, you must also pay 1 Requisition point (if you do not have enough Requisition points, you cannot give that model points for each Legendary Relic it has - this is in addition to the +1 from gaining a Battle Honour, for a total of +3).

### The Spear of Russ

Gifted to him by the Emperor himself, Lemman Russ considered this a weapon of ill omen and rarely carried it to war. Containing a short-ranged micro-teleportation array, the weapon possesses the ability to return to the wielder's hand when thrown. This would hurl the weapon away in moments of anger, leaving it to be retrieved by his bemused Wolf Guard. Whether blessed or cursed, this ancient weapon has been used in battle by some of the greatest heroes of the Space Wolves, turning the tide of many a battle at the crucial moment.

Once per battle, in your Command phase, the bearer can take up the Spear of Russ and wield it. If it does, they cannot use any other ranged or melee weapons for the rest of the battle round, but are equipped with the following weapons:

RANGE	TYPE	S	AP	D
Spear of Russ (shooting) 18"	Assault 1	x2	-4	6
Spear of Russ (melee)	Melee	x2	-4	3

**Abilities:** While a SPACE WOLVES unit is within 6" of the bearer, each time a model in that unit makes a melee attack, subtract 1 from that attack's hit roll.

In Fenris' darkest hour, when the daemonic minions of Magnus the Red sought to consume the Space Wolves' home world in sorcery, the mutable warp-spawned fires of the gibbering entities were held back countless times by the cold fury of the sons of Russ.



## NAME GENERATOR

If you wish to generate a name for your mighty warriors, you can roll a D66 and consult the first table to create your warrior's personal name. Then, if you feel your warrior has truly earned one through his heroic deeds, roll again on the second table to discover their epithet. To roll a D66, simply roll two D6, one after the other – the first represents tens and the second represents digits, giving you a result between 11 and 66.

D66	PERSONAL NAME	D66	EPITHET
11	Gunnar	11	Bloodtooth
12	Ulfrik	12	Wolfskin
13	Laars	13	Ghostwolf
14	Sven	14	Icefang
15	Wulfgar	15	Stormcrow
16	Enk	16	Redhowl
21	Dolf	21	Ironaxe
22	Leif	22	Icefang
23	Olaf	23	Blackhelm
24	Torrvald	24	the Red
25	Logan	25	Wyrmslayer
26	Amkar	26	Thunderhowl
31	Om	31	Stormrider
32	Isulf	32	Stoneshield
33	Krom	33	Troilbane
34	Karlran	34	Greymane
35	Baldr	35	Shortfang
36	Yarald	36	Iceblade
41	Aesir	41	Warfist
42	Jorin	42	the Berserker
43	Brannak	43	Wyrdfang
44	Kargir	44	Umberclaw
45	Bran	45	Stormhowl
46	Bjom	46	Thunderbrow
51	Kjarl	51	Frostskull
52	Berek	52	Stonehelm
53	Bulveye	53	Hammerfist
54	Haldor	54	Grimfang
55	Ingvarr	55	the Reaver
56	Karulf	56	Fellhammer
61	Torfin	61	Crowhelm
62	Nesmiv	62	Dirksbane
63	Runik	63	Blackblood
64	Ottar	64	Stonefist
65	Haegr	65	Frostcrow
66	Enyrll	66	Eagle-eye

"I do not know what sort of omen the Great Rift is, but I know, like the Season of Fire, it has thrown every kind of filth out into the Allfather's realm and churned up hungry, stinking things. Things we already know well how to hunt."

— Halther Loappelt,  
Jelversser Pack Leader



## DATASHEETS

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

### WARGEAR & WEAPON LISTS

The weapon profiles found on a unit's datasheet describe the primary weapons that models in that unit can be equipped with. Some weapons are only referenced on a datasheet, if they are unique to the Space Wolves, their profiles can be found on page 84. Profiles for those weapons widely available to all Space Marine Chapters can instead be found in *CodeX: Space Marines*. In addition, some datasheets reference one or more weapon lists (e.g. Combi-weapon list); these can be found in *CodeX: Space Marines*.

### ABILITIES

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

### BERSERK CHARGE

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

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

### HEADSTRONG

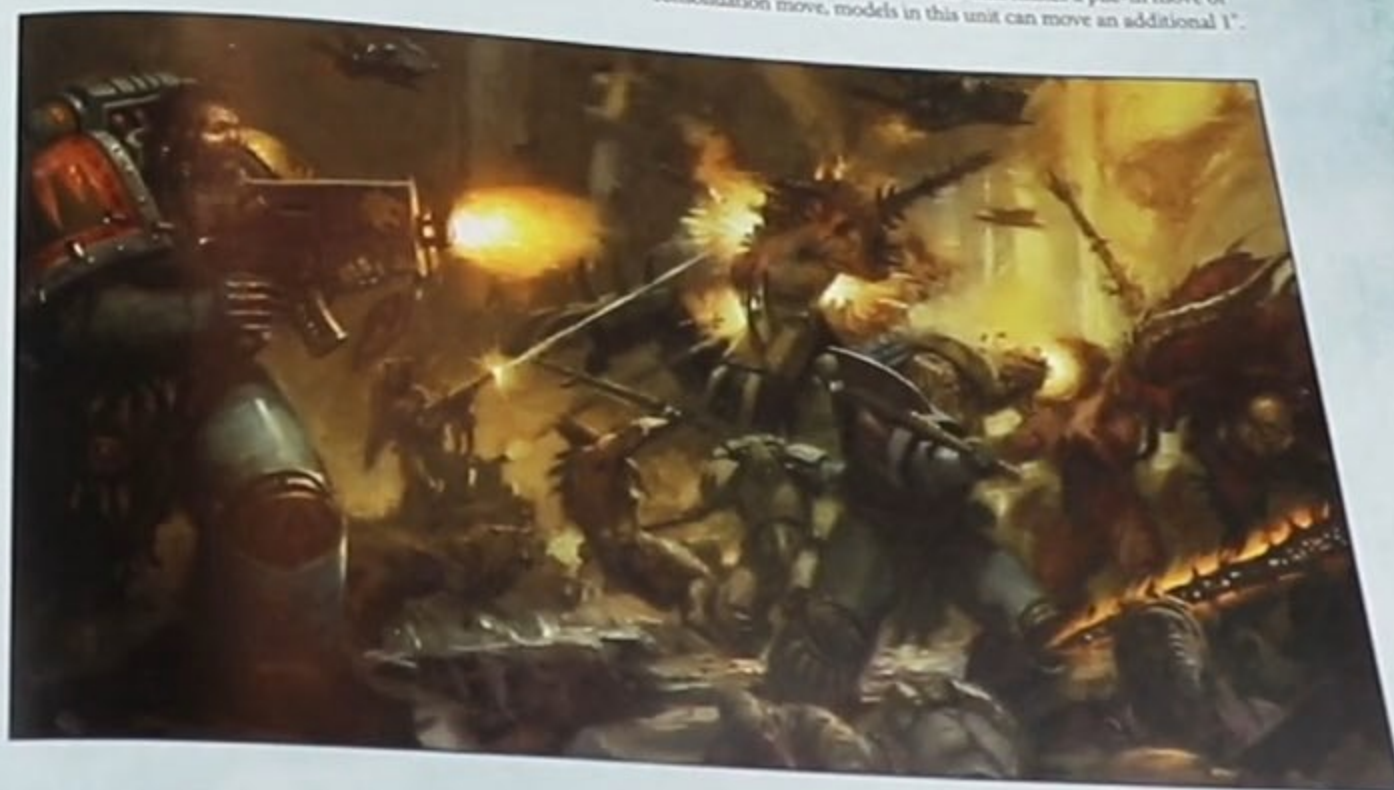
Unless tempered by the wise growls of a veteran, young blood claws eager to prove themselves will gladly plunge into any foe they can reach.

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

### SWIFT HUNTERS

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

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



Logan Grimnar – 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.

## LOGAN GRIMNAR

8 POWER

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

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

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

**ABILITIES**  
**Angels of Death, Teleport Strike** (see Codex: Space Marines)  
**Chapter Master:** In your Command phase, select one friendly SPACE WOLVES CORE or SPACE WOLVES CHARACTER unit within 6" of this model. Until the start of your next Command phase, each time a model in that unit makes an attack, you can re-roll the hit roll.  
**Rites of Battle (Aura):** While a friendly SPACE WOLVES CORE unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.  
**High King of Fenris:** If this model is your Warlord, it is always treated as having completed the Deed associated with its Warlord Trait (pg 48-49).  
**Belt of Russ:** This model has a 4+ invulnerable save.

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

## NJAL STORMCALLER

7 POWER

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

Njal Stormcaller is equipped with bolt pistol, Nighthwing, Staff of the Stormcaller. Your army can only include one NJAL STORMCALLER model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Nighthwing	12"	Assault 3	3	0	1	-
Staff of the Stormcaller	Melee	Melee	+3	-2	03	-

**ABILITIES**  
**Angels of Death, Teleport Strike** (see Codex: Space Marines)  
**Lord of Tempests:** Add 1 to Psychic tests taken for this model.  
**Staff of the Stormcaller:** You can re-roll Deny the Witch tests taken for this model.  
**Runic Armour:** This model has a 5+ invulnerable save.  
**Psychic Hood:** Each time a Deny the Witch test is taken for this model, if the unit attempting to manifest the psychic power is within 12" of this model, add 1 to that Deny the Witch test.

**PSYKER**  
 This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny two psychic powers in your opponent's Psychic phase. It knows *Smite* and three psychic powers from the *Tempestas* discipline (pg 52).

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES  
 KEYWORDS: INFANTRY, CHARACTER, PSYKER, LIBRARIAN, CHIEF LIBRARIAN, TERMINATOR, 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 his enemies' sorcery. Njal is attended by the psyber-raven Nighthwing, whose sharp eyes and beak aid him.

## LOGAN GRIMNAR ON STORMRIDER

9 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Logan Grimnar on Stormrider (7+ wounds)	30"	2+	2+	4	6	14	5	9	2+
	Logan Grimnar on Stormrider (4-6 wounds)	7"	2+	2+	4	6	NR	5	9	2+
	Logan Grimnar on Stormrider (1-3 wounds)	4"	2+	2+	4	6	NR	5	9	2+

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

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

**ABILITIES**  
**Angels of Death** (see Codex: Space Marines), **Swift Hunters** (pg 61)  
**Belt of Russ:** This model has a 4+ invulnerable save.  
**High King of Fenris:** If this model is your Warlord, it is always treated as having completed the Deed associated with its Warlord Trait (pg 48-49).  
**Chapter Master:** In your Command phase, select one friendly SPACE WOLVES CORE or SPACE WOLVES CHARACTER unit within 6" of this model. Until the start of your next Command phase, each time a model in that unit makes an attack, you can re-roll the hit roll.  
**Rites of Battle (Aura):** While a friendly SPACE WOLVES CORE unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES  
 KEYWORDS: CHARIOT, CHARACTER, STORMRIDER, CHAPTER MASTER, LOGAN GRIMNAR

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.



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

## BJORN THE FELL-HANDED

10 POWER

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

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

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

### WARDGEAR OPTIONS

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

### ABILITIES

**Angels of Death** (see Codex: Space Marines)  
**Duty (Dama)**: Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).  
**Legendary Tenacity**: Each time this model would lose a wound, roll one D6; on a 5+, that wound is not lost.

**FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES**  
**KEYWORDS: VEHICLE, CHARACTER, DREADNOUGHT, SMOKECREEN, BJORN THE FELL-HANDED**

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

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

## ARJAC ROCKFIST

6 POWER

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

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Foehammer (shooting)	12"	Assault 1	+2	-3	3	Each time an attack made with this weapon is allocated to a <b>CHARACTER</b> or <b>MONSTER</b> model, add 1 to the Damage characteristic of that attack.
Foehammer (melee)	Melee	Melee	+2	-3	3	Each time an attack made with this weapon is allocated to a <b>CHARACTER</b> or <b>MONSTER</b> model, add 1 to the Damage characteristic of that attack.

**ABILITIES**  
**Angels of Death, Teleport Strike** (see Codex: Space Marines)  
**Champion of the Kingsguard**: Each time this model makes a melee attack against a **CHARACTER** unit, you can re-roll the hit roll.  
**Tactical Precision (Aura)**: While a friendly **SPACE WOLVES CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a wound roll of 1.  
**The Anvil Shield**: This model has a 3+ invulnerable save.

**FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES**  
**KEYWORDS: INFANTRY, CHARACTER, TERMINATOR, WOLF GUARD, LIEUTENANT, ARJAC ROCKFIST**



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.

## ULRIK THE SLAYER

6 POWER

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

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

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

### ABILITIES

**Angels of Death** (see Codex: Space Marines)  
**Wolf Helm of Russ (Aura)**: While a friendly **SPACE WOLVES CORE** unit is within 9" of this model, models in that unit can use this model's Leadership characteristic instead of their own.  
**Slayer's Oath**: If an enemy **CHARACTER** or **MONSTER** model is destroyed by an attack made by this model, then until the end of the battle, do not roll to see if litanies recited by this model are inspiring; they are automatically inspiring.  
**Wolf Amulet**: This model has a 4+ invulnerable save.

### PRIEST

This model knows the *Litany of Hate* and two other litanies from the *Litanies of Battle* (see Codex: Space Marines). In your Command phase, if this model is on the battlefield, it can recite two litanies it knows that have not already been start of your next Command phase.

**FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES**  
**KEYWORDS: INFANTRY, CHARACTER, CHAPLAIN, MASTER OF SANCTITY, WOLF PRIEST, PRIEST, ULRIK THE SLAYER**



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.

I was on Prospero, brothers. I was there when we burned their heresy from the galaxy. I saw Leman Russ lay waste to their cherished places. I saw Traitors weep from corrupted eyes as we turned their pyramids of glass into barren wasteland.

That will not happen here. They were made weak by the knowledge of their treachery. We are made strong by the knowledge of our fidelity. Where Taza fell, the Aett will stand.

Though it may cost the lives of us all, the Aett will stand.

- Bjorn the Fell-Handed, addressing the defenders of the 'Aett', a term used for the Fang during the Battle of the Fang, 32nd Millennium



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.



## RAGNAR BLACKMANE

7 POWER

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

Ragnar Blackmane is equipped with: bolt pistol, frag grenades, Krak grenades. Your army can only include one Ragnar Blackmane model.

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

**ABILITIES**  
**Angels of Death** (see Codex: Space Marines)  
**Howl** (Aura): While a friendly SPACE WOLVES CORE unit is within 6" of this model, you can re-roll charge rolls made for that unit.  
**Rites of Battle** (Aura): While a friendly SPACE WOLVES CORE unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.  
**Berserker Rage**: This model makes 3 additional attacks instead of 1 as a result of its Shock Assault ability.  
**Battle-lust** (Aura): While a friendly SPACE WOLVES CORE unit is within 6" of this model, each time that unit makes a consolidation move, models in that unit can move an additional 3".  
**Belt of Russ**: This model has a 4+ invulnerable save.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES  
 KEYWORDS: INFANTRY, CHARACTER, PRIMARIS, CAPTAIN, RAGNAR BLACKMANE

## KROM DRAGONGAZE

5 POWER

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

Krom Dragongaze is equipped with: bolt pistol, Wymclaw; frag grenades; Krak grenades. Your army can only include one Krom Dragongaze model.

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

**ABILITIES**  
**Angels of Death** (see Codex: Space Marines)  
**Rites of Battle** (Aura): While a friendly SPACE WOLVES CORE unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.  
**Belt of Russ**: This model has a 4+ invulnerable save.  
**The Fierce-eye** (Aura): While an enemy unit is within 3" of this model, subtract 1 from Combat Attrition tests taken for models in that unit.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES  
 KEYWORDS: INFANTRY, CHARACTER, CAPTAIN, KROM DRAGONGAZE

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

7 POWER

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

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	
Crushing teeth and claws	Melee	Melee	+1	-2	1	
Glaivus	Melee	Melee	-2	-2	2	

**OTHER WARGEAR**  
 Storm shield

**ABILITIES**  
**Angels of Death, Outflank** (see Codex: Space Marines), Swift Hunters [pg 61]  
**Lord of the Wolfkin** (Aura): While a friendly SPACE WOLVES CAVALRY or SPACE WOLVES BEAST unit is within 6" of this model, models in that unit can use this model's Leadership characteristic instead of their own.  
**Rites of Battle** (Aura): While a friendly SPACE WOLVES CORE unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.  
**Mantle of the Troll King**: Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES  
 KEYWORDS: CAVALRY, CHARACTER, CAPTAIN, 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.





The most loyal 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 snarl and growl, and on the battlefield his frenzied snarl, slashing claws and Thunderwolf's jaws are all the communication he needs.

## CANIS WOLFBORN

6 POWER

No.	NAME	M	WS	BS	S	T	W	A	Ld	Sv
1	Canis Wolfborn	10"	2+	5+	4	1	6	0	0	3+

Canis Wolfborn is equipped with bolt pistol, crushing teeth and claws, Canis' wolf claws, frag grenades, Krak grenades, Thunderwolf's claws, and Krak grenades. Canis Wolfborn's Thunderwolf is equipped with bolt pistol, Astartes chainsword, crushing teeth and claws, Krak grenades, and Krak grenades.

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

**ABILITIES**  
**Angels of Death** [see Codex: Space Marines] **Swift Hunters** [pg 61]  
**Honour or Death** This model is eligible to perform a Heroic Intervention if it is within 6" horizontally and 5" vertically of any enemy unit, instead of 3" horizontally and 5" vertically. Each time this model makes a Heroic Intervention move, so long as it ends that move either closer to the closest enemy model or within Engagement Range of an enemy CHARACTER unit, it can move up to 6". All other rules for Heroic Interventions still apply.

**Born of Wolves (Aura)**: While a friendly SPACE WOLVES CAVALRY, SPACE WOLVES BEAST or SPACE WOLVES CHARACTER unit is within 6" of this model, each time that unit fights, until that fight is resolved, each model in that unit can make 3 additional attacks with its teeth and claws or crushing teeth and claws, or 2 additional attacks with its flurry of teeth and claws.

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

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES  
 KEYWORDS: CHARACTER, CAVALRY, WOLF GUARD, COMPANY CHAMPION, CANIS WOLFBORN

## WOLF GUARD BATTLE LEADER IN TERMINATOR ARMOUR

5 POWER

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

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

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

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

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

**ABILITIES**  
**Angels of Death, Teleport Strike** [see Codex: Space Marines]  
**Crux Terminatus**: This model has a 5+ invulnerable save.

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

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES  
 KEYWORDS: INFANTRY, CHARACTER, TERMINATOR, LIEUTENANT, WOLF GUARD, BATTLE LEADER

Wolf 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.



## WOLF LORD ON THUNDERWOLF

7 POWER

No.	NAME	M	WS	BS	S	T	W	A	Ld	Sv
1	Wolf Lord on Thunderwolf	10"	2+	2+	4	0	7	4	0	3+

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	
Astartes chainsword	Melee	Melee	4	0	1	
Crushing teeth and claws	Melee	Melee	+1	-2	1	Each time the bearer fights, it makes 1 additional attack with this weapon.

**OTHER WARGEAR**  
 Storm shield  
**ABILITIES**  
 The bearer has a 6+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.

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

**ABILITIES**  
**Angels of Death** [see Codex: Space Marines] **Swift Hunters** [pg 61]  
**Rites of Battle (Aura)**: While a friendly SPACE WOLVES CORE unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

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



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 willful 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.

Jorin the Reaver closed his eyes and lifted his face to the grey skies. He inhaled deeply of the ice-cold air and exhaled slowly, savouring its crisp freshness and purity. He felt the pinprick of every flake of snow as it landed on his warm face, and the freezing wind as it flowed through his mane of thick blonde hair. He had endured blizzards and hailstorms on many worlds in his long life, but none like this. None like those of beautiful Fenris, his home.

He opened his eyes, taking in the glorious sight of snow-topped mountains and their sides of razor-sharp crags. He could see the Worldsea, or rather the thick layer of ice it became at this point of the long year. The Great Peaks of Tror, Astryk and Kragsgard reached into the sky above the cloud-line. The others were, for now, out of sight. His mount, the Thunderwolf Steelpelt, growled softly as she sniffed at the snow. She began to take a few paces forwards, then more, growing in speed.

He laughed as her pace built to a run. "What prey have you found? What do we hunt today?" He sniffed at the air himself, letting Steelpelt lead them, trusting her completely as he had in hunts and battles uncounted. It took him some time to pick up the scent, for even Space Wolves could not match the stalking abilities of the Thunderwolves. It was a bear. Jorin could tell it had a fresh kill. He gripped his long hunting spear tightly. The point was three feet long, barbed, and so sharp he was sure could kill the bear with a single thrust of it. Runes ran along its entire length, names of brothers lost and battles won.

There were few things that made his hearts beat as fast as the full pace of Steelpelt's run, as they charged into battle or on the hunt. If this was war he would whoop and howl, but now he was silent - he could cheer when he returned to the Fang with a bear skull for his banner top, bear meat for his pack's table and a bear pelt for a cloak.





## WOLF GUARD BATTLE LEADER ON THUNDERWOLF 6 POWER

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

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

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

Crushing teeth and claws

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

Storm shield

### WARGEAR OPTIONS

The bearer's Astartes chainsword can be replaced with one of the following: 1 item from the Melee Weapons list, 1 storm shield.

This model's bolt pistol can be replaced with one of the following: 1 boltgun; 1 plasma pistol; 1 weapon from the Combi-weapons list, 1 weapon from the Melee Weapons list.

### ABILITIES

Angels of Death (see Codex: Space Marines), Swift Hunters (pg 61)

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

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

KEYWORDS: CAVALRY, CHARACTER, LIEUTENANT, WOLF GUARD BATTLE LEADER

As champions possessing great tactical acumen and leadership, Battle Leaders are hand-picked by their lord from among his Great Company's Wolf Guard. Acting as mentors and leading forces of their own, the most aggressive and impulsive often choose to ride to war on the back of a Thunderwolf, at the head of ferocious charges.



## BLOOD CLAWS 6 POWER

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

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

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

Crushing teeth and claws

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

Storm shield

### WARGEAR OPTIONS

If this unit contains 14 or fewer BLOOD CLAW models, 1 Blood Claw's Astartes chainsword can be replaced with 1 weapon from the Special Weapons list.

If this unit contains 15 BLOOD CLAW models, up to 2 Blood Claws' Astartes chainswords can be replaced with 1 weapon from the Special Weapons list.

1 Blood Claw's bolt pistol can be replaced with 1 plasma pistol.

The Blood Claw Pack Leader's Astartes chainsword can be replaced with 1 power sword.

The Wolf Guard Pack Leader's boltgun can be replaced with one of the following: 1 power axe; 1 power fist; 1 power maul; 1 thunder hammer; 1 storm shield (maximum one per model).

The Wolf Guard Terminator Pack Leader's power sword can be replaced with one of the following: 1 chainfist; 1 lightning claw; 1 power axe; 1 power fist; 1 power maul; 1 thunder hammer; 1 storm shield.

A Wolf Guard Terminator Pack Leader's storm bolter can be replaced with one of the following: 1 chainfist; 1 lightning claw; 1 power axe; 1 power fist; 1 power maul; 1 thunder hammer; 1 weapon from the Combi-weapons list.

### ABILITIES

Angels of Death (see Codex: Space Marines), Berserk Charge, Headstrong (pg 61)

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

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

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

KEYWORDS (OTHERS): INFANTRY, CORE, BLOOD CLAWS



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.



## GREY HUNTERS

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv	6 POWER
0.0	Grey Hunter	6"	3+	3+	4	4	4	2	1	7	3+
0.1	Grey Hunter Pack Leader	6"	3+	3+	4	4	4	2	2	7	3+
0.2	Wolf Guard Terminator Pack Leader	6"	3+	3+	4	4	4	2	2	7	3+

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

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

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

### WARGEAR OPTIONS

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

**ABILITIES**  
 Angels of Death (see Codex: Space Marines)  
**FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES**  
**KEYWORDS (WOLF GUARD PACK LEADER): INFANTRY, CORE, WOLF GUARD**  
**KEYWORDS (WOLF GUARD TERMINATOR PACK LEADER): INFANTRY, CORE, TERMINATOR, WOLF GUARD**  
**KEYWORDS (OTHERS): INFANTRY, CORE, GREY HUNTERS**

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.

## WOLF GUARD

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv	6 POWER
0.0	Wolf Guard	6"	3+	3+	4	4	4	2	2	8	3+
0.1	Wolf Guard Pack Leader	6"	3+	3+	4	4	4	2	2	8	3+

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

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

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

### WARGEAR OPTIONS

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

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

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



Earning their place through exceptional feats of arms, every Wolf Guard is a heroic warrior chosen by their lord. They act as his council and household companions, advising him and tearing apart foes at his side. In preparation for command, Wolf Guard also serve as inspiring leaders of other packs, sharing their sage wisdom.

## LUKAS THE TRICKSTER

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

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

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

### ABILITIES

- Angels of Death** (see Codex: Space Marines)
- Blood Claws Hero (Aura)**: While a friendly **BLOOD CLAWS**, **SKYCLAWS** or **SWIFTCLOUDS** unit is within 6" of this model, each time a **BLOOD CLAWS**, **SKYCLAWS** or **SWIFTCLOUDS** model in that unit makes a melee attack, you can re-roll the hit roll.
- Rebellious Presence**: While another friendly **SPACE WOLVES** unit is within 3" of this model, subtract 1 from the Leadership characteristic of models in that unit.
- The Last Laugh**: In the Fight phase, if this model is destroyed by a melee attack made by an enemy model, roll off with your opponent; if you win the roll off, that enemy model's unit suffers D6 mortal wounds.
- Pelt of the Doppgangrel**: Each time an attack is made against this unit, an unmodified hit roll of 1-3 always fails, irrespective of any abilities that the weapon or the model making that attack may have.
- Master of Mischief**: This model cannot be a Warlord and cannot have a Warlord Trait.

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



A legend among 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.

## WOLF GUARD TERMINATORS

9 POWER

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

0-0: Wolf Guard Terminator. If this unit contains 6 or more models, it has **Power Rating 18**. The Wolf Guard Terminator Pack Leader is equipped with storm bolter, power fist.

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

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

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

**WARGEAR OPTIONS**  
Any number of models can each have their power fist or power sword replaced with one of the following: 1 chainfist; 1 lightning claw; 1 power axe; 1 power maul; 1 thunder hammer; 1 storm shield.

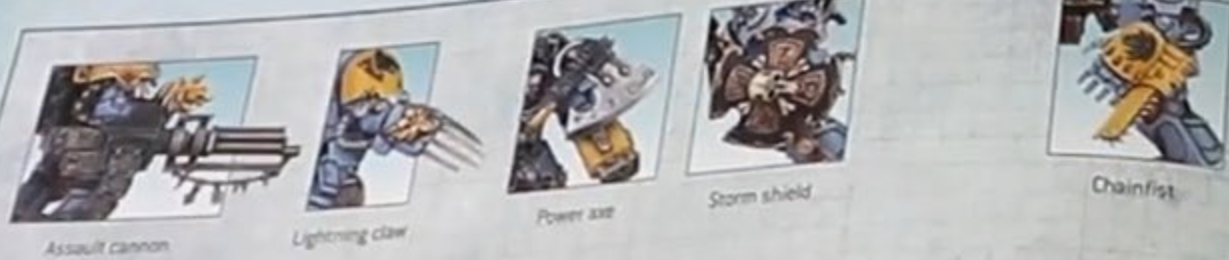
Any number of models can each have their storm bolter replaced with one of the following: 1 chainfist; 1 lightning claw; 1 power axe; 1 power maul; 1 power sword; 1 thunder hammer; 1 weapon from the Combi-weapons list.

For every 5 models this unit contains, 1 Wolf Guard Terminator can have its storm bolter replaced with one of the following: 1 assault cannon; 1 heavy flamer; 1 storm bolter and 1 cyclone missile launcher.

**ABILITIES**  
Angels of Death, Teleport Strike [see Codex: Space Marines].  
Cruz Terminatus: Every model in this unit has a 5+ invulnerable save.

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

Wolf Guard bedeck their Terminator armour with totems, trophies and marks of honour gained over their years of battle. As a pack, the earth shakes beneath their heavy tread as they play with stunning skill. Their abilities see some serve as mentors, their intimidating bulk as fearsome as their weapons.



## HOUNDS OF MORKAI

5 POWER

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

If this unit contains 6 or more models, it has **Power Rating 10**. Every model is equipped with special issue bolt pistol, combat knife, grapnel launcher, frag grenades, Krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Special issue bolt pistol	12"	Pistol 1	4	-2	1	
Combat knife	Melee	Melee	User	0	1	Each time the bearer fights, it makes 1 additional attack with this weapon.

**OTHER WARGEAR**  
The bearer has the Outflank ability [see Codex: Space Marines]. When the bearer's unit makes a Normal Move, Advances or Falls Back, the bearer does not count any vertical distance it moves against the total that it can move this turn.

**ABILITIES**  
Angels of Death [see Codex: Space Marines].  
Hunters Beyond Death: Models in this unit ignore the Look Out, Sir rule if the target is a PSYKER. In addition, each time a model in this unit makes an attack against an enemy PSYKER unit, add 1 to that attack's hit roll and add 1 to the Damage characteristic of that attack.

**Runic Totems:** This unit can only be selected as the target of an enemy psychic power if it is the closest enemy unit to the model manifesting that psychic power. In addition, each time this unit would lose a wound in the Psychic phase, roll one D6; on a 4+, that wound is not lost.

**Morkai's Howl (Aura):** While an enemy PSYKER unit is within 18" of this unit, subtract 1 from Psychic tests taken for it. While that PSYKER unit is within 6" of this unit, subtract an additional 1 from Psychic tests taken for it.

**FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES**  
**KEYWORDS: INFANTRY, CORE, PHOBOS, PRIMARIS, REIVER, 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.



## WULFEN

No.	Name	M	WS	BS	S	T	W	A	L <sub>B</sub>	Sv
4-8	Wulfen	6"	3+	5+	5	5	2	3	7	4+
1	Wulfen Pack Leader	6"	3+	5+	5	5	2	4	7	4+

If this unit contains 8 or more models, it has **Power Rating 8B**. The Wulfen Pack Leader is equipped with Wulfen frost claws. Every other model is equipped with Wulfen claws.

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

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

## WARGEAR OPTIONS

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

## ABILITIES

- Angels of Death** (see Codex: Space Marines)
- Death Frenzy**: Each time a model in this unit is destroyed by a melee attack, if that model has not fought this phase, it does not remove it from play. The destroyed model can fight after the attacking model's unit has finished making attacks, and is then removed from play.
- Bestial Rage**: This unit cannot perform any actions, as described in the Warhammer 40,000 Core book.

**Wulfen Howl (Aura)**: While a friendly SPACE WOLVES INFANTRY, SPACE WOLVES BIKER or SPACE WOLVES CAVALRY unit is within 6" of this unit, you can re-roll charge rolls made for that unit. While a friendly SPACE WOLVES BLOOD CLAWS unit is within 12" of this unit, you can re-roll charge rolls made for that unit.

**Savage Killers**: Each time you make an attack for a model in this unit, if your army benefits from Combat Doctrines, the Assault Doctrine is treated as being active for your army for that attack. In addition, this unit is always treated as having made a charge move for the purposes of the Shock Assault ability.

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

Wulfen 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.

## WULFEN DREADNOUGHT

No.	Name	M	WS	BS	S	T	W	A	L <sub>B</sub>	Sv
1	Wulfen Dreadnought	6"	3+	5+	6	7	8	4	7	3+

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

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

**OTHER WARGEAR** ABILITIES  
Blizzard shield: The bearer has a 4+ invulnerable save.

## WARGEAR OPTIONS

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

## ABILITIES

- Angels of Death** (see Codex: Space Marines)
- Murderlust**: You can re-roll charge rolls made for this unit.
- Duty Eternal**: Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).
- Bestial Rage**: This unit cannot perform any actions, as described in the Warhammer 40,000 Core Book.
- Explodes**: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES  
KEYWORDS: VEHICLE, DREADNOUGHT, WULFEN

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 rage and mindless hunger for violence.

Balveye paused at the sight of hangar four's decking. The area was large enough for three whole Thunderhawk Gunships to berth, and three quarters of it, if not more, was caked with blood. Lumps of torn flesh coated the floor like pebbles on the shore of the Isles of Iron. Splatters of viscera oozed down the walls. Chunks of what could have been heavy armour plate or weaponry were liberally spread over the deck. All were a rich crimson – whether from the gore or the manner in which they were originally painted, Balveye could not tell.

'Have your servitors get to work, serf. Our Battle Leader needs this hangar fully operational in a matter of hours,' said a voice behind Balveye. He jumped at the deep, vaguely metallic sound and turned around. It was the strike force's Iron Priest, Bjurn Isenlyr.

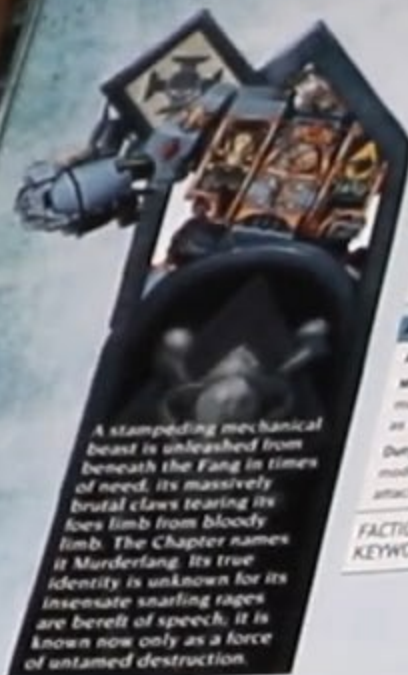
'My apologies, lord,' he stammered, frantically pressing rune-icons on his left wrist-mounted kyypad with his bionic right hand. He took a few steps forward into the hangar, and the servitors that had lined the corridor behind him stomped out. The rhythmic clanking of their mechanical legs striking the iron deck echoed throughout the hangar. Utterly unfazed by the hideous sight and foul stench that was emanating from the oceans of drying viscera, they began to scour it off with sprays of sanctification oils that jetted out at enormous pressures from long, snake-like hoses. Slowly, portions of the hangar's floor began to resemble how it used to look before being so heavily befouled.

'I can scarcely imagine what happened here,' Balveye said, as much to himself as to the Iron Priest. As a serf of the Space Wolves who had served for three decades, he was used to the sight of blood, but this was beyond anything he had ever seen.

'The traitors landed hundreds of their deranged cultists here,' said Isenlyr. 'Maybe more. The Word Bearers sought to drown us in waves of their own human filth. They thought we were outnumbered, and that they could seize Primarch's Fang for their own.' He chuckled. 'The Brothers Berzerk took umbrage at that notion. As you can see.'

Balveye gaped. His eyes widened. 'The Brothers Berzerk? The Triplets of Boundless Rage? The Thrice Fang-cursed? They are... real? I believed them to be mere legend, lord.'

Isenlyr stopped chuckling. 'They are real. Only rarely do we even stir one to wakefulness. To win this battle, to defend this vessel, the Battle Leader ordered all three awakened. That should tell you much. I have served this Chapter for nearly three centuries, serf, and I have never witnessed such slaughter. Scores of the heretics were dead in the time it took me to blink. Where once frothing lunatics stood, baying for our blood and screaming out blasphemies, all that remained was gore. Their screams were blocked out by the Brothers' howls. I swear the fury of the Primarch was upon them, for nothing else could surely match it. We were always going to win the battle, of course, but the Brothers... they turned an invading army into this mess in minutes. Glorious!'



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.

## MURDERFANG

8 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Murderfang	8"	2+	5+	5	7	0	5	8	3+

Murderfang is equipped with heavy flamer, storm bolter, the Murderclaws. Your army can only include one Murderclaws model.

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

### ABILITIES

Angels of Death (see Codex: Space Marines)

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

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

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

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

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

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES  
KEYWORDS: VEHICLE, CHARACTER, DREADNOUGHT, WULFEN, MURDERFANG

## CYBERWOLVES

1 POWER

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

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

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

### ABILITIES

Swift Hunters (pg 61)

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES  
KEYWORDS: BEAST, CYBERWOLVES

The largest and most ferocious wolves, if critically injured, are rebuilt by the Chapter's Iron Priests. Some of these Cyberwolves return to lead their old pack, while some instinctively seek out others of their hybrid kind. Mechanically augmented. Cyberwolves hunt with bionically enhanced strength and steel fangs.

## THUNDERWOLF CAVALRY

7 POWER

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

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

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

### OTHER WARGEAR

Storm shield

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

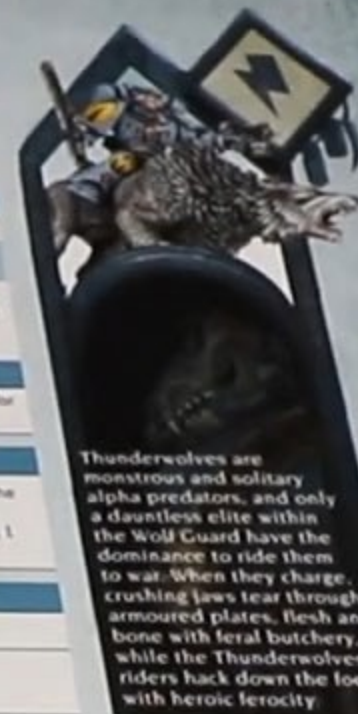
### WARGEAR OPTIONS

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

### ABILITIES

Angels of Death (see Codex: Space Marines), Swift Hunters (pg 61)

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



Thunderwolves are monstrous and solitary alpha predators, and only a 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.

## FENRISIAN WOLVES

2 POWER

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

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

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

### ABILITIES

Swift Hunters (pg 61)

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

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



Among 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.

## STORMFANG GUNSHIP

16 POWER

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

Hit Points	W	WS	BS	S	T	M	A	Lk	Sw
1 Stormfang Gunship (8+ wounds remaining)	20-50"	6+	3+	0	7	14	6	0	3+
Stormfang Gunship (4-7 wounds remaining)	20-35"	6+	4+	0	7	N/A	D6	0	3+
Stormfang Gunship (1-3 wounds remaining)	20-25"	6+	5+	0	7	N/A	D3	0	3+

A Stormfang Gunship is equipped with: Hellfrost Destructor, Skyhammer missile launcher, 2 stormzike missile launchers.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hellfrost Destructor	36"	Heavy 301	6	-2	1	Blast
Dispersed	36"	Heavy 301	10	-4	6	Blast
Focused	48"	Heavy 1	9	-3	D6	Blast. Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Lascannon	24"	Heavy D3	0	-4	D6	Blast. Each time an attack is made with this weapon against an AIRCRAFT unit, add 1 to that attack's hit roll.
Meeta array	60"	Heavy 3	7	-1	D3	Each time an attack is made with this weapon against an AIRCRAFT unit, add 1 to that attack's hit roll.
Skyhammer missile launcher	72"	Heavy 1	8	-3	3	
Stormzike missile launcher	36"	Heavy 6	5	-1	2	
Twin heavy bolter	36"	Heavy 2	8	-4	4	

### WARGEAR OPTIONS

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

### ABILITIES

**Angels of Death** [see Codex: Space Marines]

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

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

### TRANSPORT

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

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES  
KEYWORDS: VEHICLE, TRANSPORT, AIRCRAFT, MACHINE SPIRIT, FLY, STORMFANG GUNSHIP

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

## STORMWOLF

16 POWER

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

Hit Points	W	WS	BS	S	T	M	A	Lk	Sw
1 Stormwolf (8+ wounds remaining)	20-50"	6+	3+	0	7	14	6	0	3+
Stormwolf (4-7 wounds remaining)	20-35"	6+	4+	0	7	N/A	D6	0	3+
Stormwolf (1-3 wounds remaining)	20-25"	6+	5+	0	7	N/A	D3	0	3+

A Stormwolf is equipped with: 2 lascannons, skyhammer missile launcher, twin hellfrost cannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Lascannon	48"	Heavy 1	9	-3	D6	
Meeta array	24"	Heavy D3	0	-4	D6	Blast. Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Skyhammer missile launcher	60"	Heavy 3	7	-1	D3	Each time an attack is made with this weapon against an AIRCRAFT unit, add 1 to that attack's hit roll.
Twin heavy bolter	36"	Heavy 6	5	-1	2	
Twin hellfrost cannon	Before selecting targets, select one of the profiles below to make attacks with.					
Dispersed	36"	Heavy 301	6	-2	1	Blast
Focused	36"	Heavy 2	8	-4	4	Blast

### WARGEAR OPTIONS

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

### ABILITIES

**Angels of Death** [see Codex: Space Marines]

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

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

### TRANSPORT

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

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

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

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

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

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.

# WEAPON PROFILES

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

WARPCEN

RANGED WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Foehammer (shooting)	12"	Assault 1	+2	-3	1	Each time an attack made with this weapon is allocated to a CHARACTER or MONSTER model, add 1 to the Damage characteristic of that attack.

Wolvenstomper	35"	Heavy 203	6	-2	1	Blast
Dispersed	30"	Heavy 03	10	-4	6	Blast
Focused	24"	Heavy 03	6	-4	06	Blast. Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6-2.

Lightning	12"	Assault 1	3	0	1	Blast
Storming auto-launcher	12"	Assault 03	4	0	1	Blast

MELEE WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Artificer crozier	Melee	Melee	+2	-2	2	Each time an attack is made with this weapon, select one of the profiles below to make that attack with.

The Axe Wreaker	Melee	Melee	+2	-3	1	Each time an attack is made with this weapon profile, make 2 hit rolls instead of 1.
-----------------	-------	-------	----	----	---	--

One-handed	Melee	Melee	+2	-3	3	Each time an attack is made with this weapon, you can re-roll the wound roll.
------------	-------	-------	----	----	---	---

Two-handed	Melee	Melee	+1	-2	2	Each time an attack is made with this weapon, you can re-roll the wound roll.
------------	-------	-------	----	----	---	---

Cannic wolf claws	Melee	Melee	+1	-2	2	Each time the bearer fights, it makes 3 additional attacks with this weapon and no more than 3 attacks can be made with this weapon.
-------------------	-------	-------	----	----	---	--

Claw of the Jackalwolf	Melee	Melee	+1	-2	1	Each time the bearer fights, it makes 6 additional attacks with this weapon.
------------------------	-------	-------	----	----	---	--

Crushing teeth and claws	Melee	Melee	+1	-2	1	Each time the bearer fights, it makes 6 additional attacks with this weapon.
--------------------------	-------	-------	----	----	---	--

Flurry of teeth and claws	Melee	Melee	+2	-3	3	Each time an attack made with this weapon is allocated to a CHARACTER or MONSTER model, add 1 to the Damage characteristic of that attack.
---------------------------	-------	-------	----	----	---	--

Foehammer (melee)	Melee	Melee	+2	-4	2	Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.
-------------------	-------	-------	----	----	---	---

Froetfang	Melee	Melee	+2	-2	2	Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.
-----------	-------	-------	----	----	---	---

Gladius	Melee	Melee	+2	-2	2	Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.
---------	-------	-------	----	----	---	---

Great frost axe	Melee	Melee	+3	-3	2	Each time an attack is made with this weapon, you can re-roll the wound roll.
-----------------	-------	-------	----	----	---	---

Staff of the Stormcaller	Melee	Melee	+3	-2	03	Each time an attack is made with this weapon, you can re-roll the wound roll.
--------------------------	-------	-------	----	----	----	---

The Murderclaws	Melee	Melee	+2	-3	3	Each time an attack is made with this weapon, you can re-roll the wound roll.
-----------------	-------	-------	----	----	---	---

Teeth and claws	Melee	Melee	User	-1	1	Each time an attack is made with this weapon, you can re-roll the wound roll.
-----------------	-------	-------	------	----	---	---

Ironclaw	Melee	Melee	+5	-4	06	Each time an attack is made with this weapon, you can re-roll the wound roll.
----------	-------	-------	----	----	----	---

Wulfen claws	Melee	Melee	User	-1	1	Each time the bearer fights, it can make 1 additional attack with this weapon. Each time an attack is made with this weapon, you can re-roll the wound roll.
--------------	-------	-------	------	----	---	--

Wulfen frost claws	Melee	Melee	+1	-2	1	Each time the bearer fights, it can make 1 additional attack with this weapon. Each time an attack is made with this weapon, you can re-roll the wound roll.
--------------------	-------	-------	----	----	---	--

Wymclaw	Melee	Melee	+3	-2	2	Each time the bearer fights, it can make 1 additional attack with this weapon. Each time an attack is made with this weapon, you can re-roll the wound roll.
---------	-------	-------	----	----	---	--



# POINTS VALUES

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

POINTS

## HO

**Arise Rockfist (pg 53)**  
Unit size: 1 model  
Unit cost: 120 pts

**Ruin the Fall-Handed (pg 54)**  
Unit size: 1 model  
Unit cost: 175 pts  
• Halfway cannon: +5 pts  
• Multi-melta: +5 pts  
• Twin lascannon: +20 pts

**Canis Wolfborn (pg 68)**  
Unit size: 1 model  
Unit cost: 120 pts

**Herald Deathwolf (pg 67)**  
Unit size: 1 model  
Unit cost: 140 pts

**Krom Dragongaze (pg 68)**  
Unit size: 1 model  
Unit cost: 100 pts

**Logan Grimnar (pg 62)**  
Unit size: 1 model  
Unit cost: 155 pts

**Logan Grimnar on Stormrider (pg 63)**  
Unit size: 1 model  
Unit cost: 180 pts

**Njal Stormcaller (pg 62)**  
Unit size: 1 model  
Unit cost: 140 pts

**Ragnar Blackmane (pg 66)**  
Unit size: 1 model  
Unit cost: 130 pts

**Ulrik the Slayer (pg 65)**  
Unit size: 1 model  
Unit cost: 110 pts

**Wolf Guard Battle Leader in Terminator Armour (pg 68)**  
Unit size: 1 model  
Unit cost: 85 pts

• Combi-flamer: +5 pts  
• Combi-grav: +5 pts  
• Combi-melta: +5 pts  
• Combi-plasma: +5 pts  
• Chainfist: +5 pts  
• Power fist: +5 pts  
• Storm shield: +5 pts  
• Thunder hammer: +15 pts

## TROOPS

**Blood Claws (pg 71)**  
Unit size: 5-15 models  
Unit cost: 18 pts/model

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

This unit can also include one of the following:  
Wolf Guard Pack Leader: +18 pts  
• Combi-flamer: +10 pts  
• Combi-grav: +10 pts  
• Combi-melta: +10 pts  
• Combi-plasma: +10 pts  
• Lightning claw: +5 pts  
• Plasma pistol: +5 pts  
• Power axe: +5 pts  
• Power fist: +10 pts  
• Power maul: +5 pts  
• Power sword: +5 pts

**Wolf Guard Battle Leader on Thunderwolf (pg 70)**  
Unit size: 1 model  
Unit cost: 85 pts

• Combi-flamer: +5 pts  
• Combi-grav: +10 pts  
• Combi-melta: +5 pts  
• Combi-plasma: +5 pts  
• Plasma pistol: +5 pts  
• Lightning claw: +10 pts  
• Power axe: +5 pts  
• Power fist: +5 pts  
• Power maul: +5 pts  
• Power sword: +10 pts  
• Storm shield: +20 pts  
• Thunder hammer: +5 pts

**Wolf Lord on Thunderwolf (pg 69)**  
Unit size: 1 model  
Unit cost: 110 pts

• Combi-flamer: +10 pts  
• Combi-grav: +10 pts  
• Combi-melta: +5 pts  
• Combi-plasma: +5 pts  
• Lightning claw: +5 pts  
• Plasma pistol: +5 pts  
• Power axe: +10 pts  
• Power fist: +5 pts  
• Power maul: +5 pts  
• Power sword: +5 pts  
• Storm bolter: +10 pts  
• Storm shield: +20 pts  
• Thunder hammer: +5 pts

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

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

## Grey Hunters (pg 72)

Unit size: 5-10 models  
Unit cost: 18 pts/model

• Astartes chainsword: +1 pts  
• Flamer: +5 pts  
• Grav-gun: +5 pts  
• Meltagun: +10 pts  
• Plasma gun: +10 pts  
• Plasma pistol: +5 pts  
• Power axe: +5 pts  
• Power fist: +10 pts  
• Power sword: +5 pts  
• Wolf standard: +5 pts

This unit can also include one of the following:

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

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

## ELITES

**Howls of Morkai (pg 75)**  
Unit size: 5-10 models  
Unit cost: 22 pts/model

**Lukas the Trickster (pg 73)**  
Unit size: 1 model  
Unit cost: 80 pts

**Munsterfang (pg 79)**  
Unit size: 1 model  
Unit cost: 150 pts

**Wolf Guard (pg 73)**  
Unit size: 5-10 models  
Unit cost: 19 pts/model

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

**Wolf Guard Terminators (pg 74)**  
Unit size: 5-10 models  
Unit cost: 33 pts/model

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

**Wulfen (pg 76)**  
Unit size: 5-10 models  
Unit cost: 25 pts/model

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

**Wulfen Dreadnought (pg 77)**  
Unit size: 1 model  
Unit cost: 120 pts

• Heavy flamer: +5 pts  
• Blizzard shield: +5 pts

## FAST ATTACK

**Cyberwolves (pg 79)**  
Unit size: 5-10 models  
Unit cost: 15 pts/model

**Ferocious Wolves (pg 79)**  
Unit size: 5-15 models  
Unit cost: 7 pts/model

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

**Skyclaws (pg 80)**  
Unit size: 5-15 models  
Unit cost: 20 pts/model

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

This unit can also include one of the following:

Wolf Guard Skyclaw Pack Leader: +20 pts  
• Combi-flamer: +10 pts  
• Combi-grav: +10 pts  
• Combi-melta: +10 pts  
• Combi-plasma: +10 pts  
• Lightning claw: +5 pts  
• Plasma pistol: +5 pts  
• Power fist: +5 pts  
• Power maul: +5 pts  
• Power sword: +5 pts  
• Storm bolter: +5 pts  
• Storm shield: +5 pts  
• Thunder hammer: +15 pts

**Thunderwolf Cavalry (pg 79)**  
Unit size: 3-6 models  
Unit cost: 45 pts/model

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

## HEAVY SUPPORT

**Lang-Fingn (pg 81)**  
Unit size: 5-6 models  
Unit cost: 18 pts/model

• Assaunt Cannon: +5 pts  
• Flamer: +5 pts  
• Grav-cannon: +10 pts  
• Grav-gun: +5 pts  
• Heavy bolter: +10 pts  
• Lascannon: +15 pts  
• Meltagun: +10 pts  
• Missile launcher: +15 pts  
• Multi-melta: +20 pts  
• Plasma cannon: +15 pts  
• Plasma gun: +10 pts  
• Plasma pistol: +5 pts  
• Power axe: +5 pts  
• Power fist: +10 pts  
• Power sword: +5 pts

This unit can also include one of the following:

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

**Wolf Guard Terminator Pack Leader** +33 pts  
• Assault cannon: +5 pts  
• Combi-flamer: +5 pts  
• Combi-grav: +5 pts  
• Combi-melta: +5 pts  
• Combi-plasma: +5 pts  
• Chainfist: +5 pts  
• Cyclone missile launcher: +25 pts  
• Heavy flamer: +5 pts  
• Power fist: +5 pts  
• Storm shield: +5 pts  
• Thunder hammer: +10 pts

## FLYERS

**Stormfang Gunship (pg 82)**  
Unit size: 1 model  
Unit cost: 300 pts

• Lascannon: +10 pts  
• Melta array: +25 pts  
• Twin heavy bolter: +20 pts

**Stormwolf (pg 83)**  
Unit size: 1 model  
Unit cost: 300 pts

• Melta array: +25 pts  
• Twin heavy bolter: +20 pts

POINTS



# GLOSSARY

On this page you will find a glossary that contains a number of terms used in this codex as well a bullet-pointed summary of several Space Wolves rules. These supplement the glossary and reference sections found in *Codex: Space Marines*.

**Deed (pg 48):** A deed is specific feat or an event that a SPACE WOLVES model which has a Warlord Trait can accomplish during a battle. Each Warlord Trait has a different, specific deed associated with it.

**Deeds of Making (pg 58):** A Crusade Battle Honour category that can only be taken by SPACE WOLVES CHARACTER models.

**Relic of the Fang:** A type of Relic that can be given to SPACE WOLVES CHARACTER models.

**Pack Leaders:** Some SPACE WOLVES units can include a Wolf Guard Pack Leader, Wolf Guard Skyclaw Pack Leader or Wolf Guard Terminator Pack Leader in addition to its other models.

**Sagas:** A Saga is an additional ability that applies to a SPACE WOLVES model that has a Warlord Trait. After that model completes the listed deed (see left) for their Warlord Trait, they gain the listed Saga ability.

**SPACE WOLVES Detachment (pg 45):** A Detachment is a Battle-forged army where every model has the SPACE WOLVES keyword (excluding models with the AGENT OF THE IMPERIUM or UNALIGNED keywords). Such a detachment is also an ADEPTUS ASTARTES Detachment (see *Codex: Space Marines*).

**SPACE WOLVES secondary objectives (pg 63):** Additional secondary objectives that can be used in certain matched play mission packs if every Detachment in your army is an SPACE WOLVES Detachment.

**Special-issue Wargear:** A type of Relic that can be given to models from the SPACE WOLVES Chapter, or to a model from a Space Wolves Successor Chapter.

**Tempestas Discipline:** A unique psychic power discipline used by Space Wolves and Space Wolves successor Chapters.

# REFERENCE

## BERSERK CHARGE (PG 61)

- Each time this unit fights, each model in the unit (excluding WOLF GUARD models) makes 1 additional attack with one of its melee weapons if its unit has made a charge move this turn.

## DEEDS OF MAKING (PG 58)

- SPACE WOLVES CHARACTERS can have a single Deed of Making instead of gaining a Battle Trait.
- Increases model's Crusade points by 1.
- Cannot have two CHARACTERS in your Order of Battle drawn from the same Chapter with the same Deed of Making.

## DETACHMENT ABILITIES (PG 45)

- If army Battle-forged, SWIFTCRAW units in SPACE WOLVES Detachments gain the Headstrong and Berserk Charge abilities (see below).
- If army Battle-forged and every unit in your army is SPACE WOLVES (or UNALIGNED), every unit in a SPACE WOLVES Detachment that has the Combat Doctrines ability gains Savage Fury ability (see right).

## HEADSTRONG (PG 61)

- Unless this unit contains a WOLF GUARD model, when it declares a charge, it must select the closest eligible enemy unit as one of the targets of that charge.

## SAGAS (PG 49)

- Each Space Wolves Warlord Trait has an associated deed.
- If a SPACE WOLVES model with a Warlord Trait completes that deed during the battle, they gain the additional listed ability until the end of the battle.
- Deed of the Beastlayer:** Destroy a VEHICLE or MONSTER.
- Saga of the Beastlayer:** Model gains following aura ability: 'SPACE WOLVES CORE units within 6" add 1 to hit rolls against VEHICLES and MONSTERS.'
- Deed of the Wolfkin:** Destroy an enemy model with a melee attack.
- Saga of the Wolfkin:** Model gains following aura ability: 'SPACE WOLVES CORE units within 6" always count as having made a charge move for the purposes of the Shock Assault ability.'
- Deed of the Warrior Born:** Destroy a CHARACTER with a melee attack.
- Saga of the Warrior Born:** Model gains following aura ability: 'SPACE WOLVES CORE units within 6" fight first in the Fight phase.'
- Deed of the Hunter:** Make a successful charge move.
- Saga of the Hunter:** Model gains following aura ability: 'SPACE WOLVES CORE units within 6" can Advance and charge in the same turn (units with Swift

Hunter ability can also do so in turn they Fell Back).'

- Deed of Majesty:** At start of your Command phase, control an objective marker more than 6" from your deployment zone.
- Saga of Majesty:** Model gains following aura ability: 'SPACE WOLVES CORE units within 6" automatically pass Morale tests.'
- Deed of the Bear:** Lose a wound.
- Saga of the Bear:** Model gains following aura ability: 'SPACE WOLVES CORE units within 6" ignore wounds suffered on a roll of a 6.'

## SAVAGE FURY (PG 45)

- While Assault Doctrine is active, when a friendly model with the Combat Doctrines ability makes a melee attack, an unmodified hit roll of 6 scores 1 additional hit.

## SWIFT HUNTERS (PG 61)

- This unit can charge in a turn in which it Advanced.
- Models in this unit can move up an extra 1" each time it makes a pile-in or consolidation move.