

SPACE WOLVES FANDEX

WRITTEN BY ANDILUS GREATSWORD



Changes in V1.0: Made Blood Claws (and their variants) more useful and unique; made Iron Priests, Whirlwinds and Ulrik the Slayer not suck; rebalanced Lukas the Trickster; made Sagas a bit fluffier and gave Oaths an in-game effect; updated Psychic Powers for 6th edition based on the *Chaos Space Marines Codex* (and removed Jaws of the World Wolf from play haha); adjusted many units' and equipment's points costs in effort to re-balance them (using the *Chaos Space Marines Codex* as precedent) – now, HQs are cheaper in general, while Grey Hunters and Long Fangs are more expensive; added Wulfen Packs; added options for a couple fluffy and balanced Forge World units; added Assault Vehicle upgrade for Rhinos

Changes in V1.1: Upped character costs and other units somewhat; changed Blood Claw unit sizes; made Assault Ramps a bit more balanced; fixed typos, oversights and formatting issues; added Leman Russ tank; added new Sagas and changed others; fixed some special rules and added “Glory Hound”

THE WARRIORS OF THE FANG

SPACE WOLVES SPECIAL RULES

See the *Space Wolves Codex*, page 24.

Glory Hound

While lesser members of the Space Wolves are seeking to prove their worth, those whom have already done so are always seeking higher degrees of glory. If challenged, a Space Wolf will never back down from a fight.

Any Space Wolves character with this special rule must always issue/accept challenges if possible. If multiple models have this special rule, then you may choose which takes precedence. Every time a Space Wolves character with this special rule kills an enemy character in a challenge, place an

Honour Counter on that character. The number of Honour Counters on the character will determine what additional special rule he receives. These rules do stack.

Honour Counters	Special Rule
1	Hatred
2	Rampage
3+	Feel No Pain

UNIT SPECIAL RULES

Any changes to a unit's special rules are listed in the Unit Special Rules section – for a unit's full profile, see their Army List entry.

THE LEADERS OF THE PACK

See the *Space Wolves Codex*, page 83.

UNIT SPECIAL RULES

See the Army List for a full list of special rules for each unit. Note that, unless otherwise specified, Space Wolves units use the special rules listed in the Space Wolves 5th Edition Codex. This section lists the changed rules, which supersede or replace previous rules.

BLOOD CLAWS

Headstrong: Blood Claws are renowned for their reckless charges, which often puts them in harm's way as much as their opponents.

A unit of Blood Claws within 6" of an enemy unit may not shoot in the Shooting Phase.

Furthermore, they must declare a charge against an enemy unit within range in the Assault Phase.

However, they may re-roll the result of the charge roll if it is unsuccessful. If the Blood Claws are accompanied by a Wolf Priest or Wolf Guard, the owning player may choose to ignore this rule (and therefore be able to shoot but will not get a charge re-roll – an intentional tactical trade-off!).

GREY HUNTERS

Wolf Standard: Once per game, the Space Wolves player may declare they are activating a Wolf Standard. This may be done during the Charge Sub-phase when a charge is declared against the Grey Hunter unit, or if the unit

declares a charge itself. Once activated, the Grey Hunters (and any attached Characters) may reroll any roll of a 1 until the end of the assault phase.

SKYCLAW ASSAULT PACKS

See Blood Claws' **Headstrong** entry.

SWIFTCLAW BIKER PACKS

See Blood Claws' **Headstrong** entry.

IRON PRIEST

Battlesmith: See *Space Wolves Codex*, page 38. See Battlesmith entry in the FAQ.

Anvil of the Gods: The Iron Priests forge new artifacts for the chapter constantly, redoubling the morale of the Rout.

Choose 1 non-vehicle model in your army from the *Space Wolves Codex* before deployment. Their armour save is improved by +1 (to a maximum of 2+). After this model suffers a wound, this bonus

is immediately lost.

WULFEN PACKS

The Beast Unleashed: Wulfen are bloodthirsty monsters, more beast than man.

Roll once at the beginning of the Assault Phase to determine how many attacks the unit gets from the Mark of the Wulfen. Furthermore, if the squad's Wolf Priest is killed, the squad's remaining Wulfen gain the Rage special rule and must always move towards the closest visible enemy and declare a charge if within 12". Wulfen may never be joined by an Independent Character.

RHINO

Assault Ramps: Some Iron Priests are of a more aggressive and up-close-and-personal nature, and as such they have modified certain Rhinos with specialized assault ramps.

A Rhino with this upgrade is an Assault Vehicle if it remains stationary in the Movement Phase.

WHIRLWIND

Hyperios Launcher: These Whirlwinds are meant to shoot down incoming reserves:

Range	STR	AP	Type
48"	8	3	Heavy 1, Skyfire, Interceptor, Heat Seeker*

*May re-roll failed To Hit rolls vs Flyers and Fast Skimmers.

LEMAN RUSS

Exterminator Autocannon: This is a huge autocannon which uses the following profile:

Range	STR	AP	Type
48"	7	4	Heavy 4, Twin-linked

Morkai Cannon: This monstrous cannon sends foes to the gates of Morkai with haste:

Range	STR	AP	Type
72"	8	3	Heavy 1, Large Blast, Ordnance

ULRIK THE SLAYER

Slayer's Oath: As the head of the Wolf Priests, Ulrik has seen centuries of war and carries libraries of knowledge in his sharp mind. Ulrik and his unit (from the *Space Wolves Codex*) have the Preferred Enemy rule as long as he is alive. In addition, Ulrik may re-roll all failed hits and wounds in a challenge.

LUKAS THE TRICKSTER

The Last Laugh: Lukas is a sly opponent, willing to perform all manner of underhanded tricks in order to get the upper-hand on his foe.

Should Lukas ever be removed as a casualty, place a marker where the model was. At the end of that player turn, roll a D6. On a 4+, return Lukas to play with 1 wound remaining. He must be placed within 6" of the marker, inside unit coherency if applicable (and into combat if his unit is engaged).

ANDILUS GREATSWORD

Greatsword: Andilus earned his namesake from the unique sword that he wields in battle. It is so heavy that bionics have been fitted into his arm to take some of the weight away, allowing him to wield it one-handed.

The Greatsword counts as a master-crafted Frost Blade. Alternatively, at the start of the Fight Sub-phase, the player controlling Andilus can declare that he is wielding the Greatsword as a Thunder Hammer instead. He cannot split his attacks between these 2 stances.

The Animal: Andilus is exceedingly aggressive, throwing himself headlong at opponents as he wrestles with the Curse of the Wulfen.

Andilus gains +D3 Attacks on the charge, rather than +1, and he and his unit benefit from the Fleet special rule.

A Glorious Death: If Andilus is reduced to 1 wound, he gains the Furious Charge, It Will Not Die and Feel No Pain special rules as he launches into a frenzy, attempting to bring as many enemies down with him as he can.

SPACE WOLVES PSYCHIC DISCIPLINE

Rune Priests roll for their psychic powers from the Space Wolves, Biomancy, Divination and/or Telekinesis disciplines.

Primaris Power

Murderous Hurricane (Warp Charge 1): The psyker directs a hurricane to batter the foe. Murderous Hurricane is a **Witchfire** power with the following profile:

Range	STR	AP	Type
18"	3	-	Assault 3D6, Hurricane*

**The target unit treats all ground as difficult and dangerous terrain until the start of the next Space Wolves Movement Phase.*

1. Thunderclap (Warp Charge 1): The Rune Priest slams his gauntlets together and causes a terrifying thunder crack which is enough to shake an enemy's resolve.

Thunderclap is a **Malediction** that hits all enemy units within 12" of the caster. Affected units immediately take a morale check.

2. Tempest's Wrath (Warp Charge 1): A storm rages above the battlefield, its winds making it dangerous to navigate the skies. Tempest's Wrath is a **Blessing** cast at the beginning of the Space Wolves' Movement phase. If successful, it creates a 24" radius around the caster. All enemy skimmers, jetbikes, jump infantry and units deploying by Deep Strike which enter this radius treat all ground as difficult and dangerous. Furthermore, enemy flyers which end their movement phase inside this radius are forced to enter Hover Mode (if possible) on a 4+.

3. Storm Caller (Warp Charge 1): The psyker calls the power of Fenris down from the heavens, obscuring their allies.

Storm Caller is a **Blessing** that affects all units within 6" of the caster. These units receive a 5+ cover save.

4. Fury of the Wolf Spirits (Warp Charge 1): The caster calls upon the spirits of the two great wolf spirits to assail the foe once more.

Fury of the Wolf Spirits is a **Witchfire** power with the following profile:

Range	STR	AP	Type
12"	5	-	Assault 3+D3, Rending

5. Living Lightning (Warp Charge 1): The Rune Priest directs their attention to an enemy unit, which is immediately ravaged by lightning.

Living Lightning is a **Witchfire** power with the following profile:

Range	STR	AP	Type
48"	7	5	Assault D6

6. Savage Blizzard (Warp Charge 2): A great and terrible storm brews as the Rune Priest channels all their psychic energy into ravaging the battlefield with it.

Savage Blizzard is a **Blessing** that is cast on the Rune Priest. The Night Fighting rules come into effect immediately.



SAGAS

Sagas are meant to be a way to flesh out your character. Each Saga can only be taken once per army (Unique Characters do not count towards this limit). If the character fulfils their Oath, the Space Wolves get +1VP. However, if they fail to then the enemy receives +1VP instead!

Saga of the Wolfkin: The character is seen as an alpha male amongst Fenrisian Wolves.

All Fenrisian Wolves in the same army have I5 and Ld7. Furthermore, 1 Fenrisian Wolf unit may be taken as a Troops choice for each Grey Hunter or Blood Claws pack in your army.

Oath: Honour the Wolfkin. At least 1 Fenrisian Wolf or Thunderwolf must survive the battle.

Saga of the Bear: The character has survived wounds that would have felled a lesser man. The character has the Eternal Warrior special rule. Furthermore, 1 unit of Wolf Guard may be taken as a Troops choice.

Oath: Visit Fury Upon the Enemy. The character must slay at least 1 enemy character during the battle.

Saga of Majesty: The character barks orders which are followed immediately.

The character, their unit and all friendly units within 6" may re-roll failed Morale tests.

Oath: Lead By Example. The character may not fall back during the battle.

Saga of the Iron Wolf: The hero can command the machine spirits to greater acts by arcane lore. The character adds +1 to repair rolls. In addition, Space Wolf vehicles may move an additional +D3" (this bonus does not count as movement).

Oath: Mastery of the Machine. The character must repair 1 damage result or Hull Point by the end of the game.

Saga of the Hunter: The character is an accomplished hunter of great renown. The character and his unit have the Outflank and Stealth special rules. Furthermore, any unit they join has the Infiltrate special rule.

Oath: Attack Unseen. The character must defeat an enemy unit in close combat.

Saga of the Warrior Born: The character charges headlong into battle, rending foes left and right.

The Space Wolf has the Furious Charge special rule and gets +1 Attack for each Honour Counter he has on him.

Oath: Reap a Great Tally. The character must kill at least 10 models by the end of the game.

Saga of the Beast Slayer: The character considers themselves a hero of Fenrisian lore and seeks out the largest foes as a result.

The character has Preferred Enemy (Monstrous Creatures, Flying Monstrous Creatures, Walkers, models with T5 or more).

Oath: Fear Not the Beast. The character must slay one of their Preferred Enemies.

Saga of the Braggart: The character is a notorious teller of tall tales... but occasionally they surprise even themselves.

The character has the Feel No Pain rule while contesting or controlling an objective.

Oath: Back Thy Word. If the character is controlling or contesting an objective at the end of the game, they receive an additional +D3 VPs.

This supersedes the normal +1VP for fulfilling an Oath.

Saga of the Wounded Animal: When wounded, the character goes into a blood-frenzy.

The character has the Rage special rule. In addition, the character receives +1 Weapon Skill for each wound he is missing below his starting Wounds value.

Oath: Berzerker's Rage. The character should have lost at least 1 wound by the end of the game and survived.

ARMY LIST



LOGAN GRIMNAR **.250pts** **Special Rules:**

WS	BS	S	T	W	I	A	Ld	Sv
6	5	4	4	3	5	5	10	2+

Composition:

-1 (Character, Unique)

Unit Type:

-Infantry

Warlord Trait:

-Intimidating Presence

Wargear:

- Terminator Armour
- The Axe Morkai
- Wolf Tooth Necklace
- Wolf Tail Talisman
- Storm Bolter
- The Belt of Russ
- Saga of Majesty

- And They Shall Know No Fear
- Acute Senses
- Counter-Attack
- Eternal Warrior
- Independent Character
- Stubborn
- Living Legend
- The High King
- Glory Hound

The Great Wolf: Wolf Guard count as Troops in an army that includes Logan Grimnar.

NJAL STORMCALLER **.230pts** **Special Rules:**

WS	BS	S	T	W	I	A	Ld	Sv
5	4	4	4	2	4	3	10	2+

Composition:

-1 (Character, Unique)

Unit Type:

-Infantry

Warlord Trait:

-The Dust of a Thousand Worlds

Wargear:

- Runic Armour
- Wolf Tooth Necklace
- Staff of the Stormcaller
- Nightwing
- Bolt Pistol
- Frag/Krak Grenades
- Saga of Majesty

- And They Shall Know No Fear
- Acute Senses
- Counter-Attack
- Independent Character
- Psyker (Mastery Level 2)
- Lord of Tempests

Options:

-May replace Runic Armour, Frag and Krak Grenades for Runic Terminator Armour
 *15 points*

Psychic Powers:

-Njal knows all the **Space Wolves** powers.

ULRIK THE SLAYER **.180pts** **Wargear:**

WS	BS	S	T	W	I	A	Ld	Sv
6	5	4	4	2	5	3	10	3+

Composition:

-1 (Character, Unique)

Unit Type:

-Infantry

Warlord Trait:

-Coordinated Assault

Special Rules:

- Acute Senses
- Counter-Attack
- Independent Character
- Fearless
- Slayer's Oath
- Mentor
- Glory Hound

- Power Armour
- Plasma Pistol
- Frag/Krak Grenades
- Power Maul
- Fang of Morkai
- Wolf Tooth Neclace
- Wolf Amulet
- Wolf Helm of Russ

RAGNAR BLACKMADE . . .200pts

WS	BS	S	T	W	I	A	Ld	Sv
6	5	4	4	3	6	4	10	3+

Composition:

-1 (Character, Unique)

Unit Type:

-Infantry

Warlord Trait:

-Legendary Fighter

Wargear:

-Power Armour

-Bolt Pistol

-Wolftooth Necklace

-Wolf Tail Talisman

-Frost Sword

-Meltabombs

-Frag/Krak Grenades

-Saga of the Warrior

Born

Special Rules:

-And They Shall Know No Fear

-Acute Senses

-Counter-Attack

-Independent Character

-Insane Bravado

-War Howl

-Incredible Reflexes

-Glory Hound

Options:

-May take 2 Fenrisian Wolves 10 points each

-May take Runic Armour 20 points

CANIS WOLFBORN 185pts

WS	BS	S	T	W	I	A	Ld	Sv
5	2	5	5	3	5	5	8	3+

Composition:

-1 (Character, Unique)

Unit Type:

-Cavalry

Warlord Trait:

-Master of Offence

Wargear:

-Power Armour

-Wolftooth Necklace

-Wolf Tail Talisman

-Two Wolf Claws

-Frag/Krak Grenades

-Fangir

-Saga of the Wolfkin

Special Rules:

-And They Shall Know No Fear

-Acute Senses

-Counter-Attack

-Independent Character

-Rending

-Wrath of the Savage

-Lord of the Wolfkin

The Wolf Kin: Fenrisian Wolves count as Troops in an army that includes Canis Wolfborn.

BJÖRN THE FELL-HANDED 240pts

WS	BS	S	F	S	R	I	A	HP
6	6	7	13	12	10	4	4	4

Composition:

-1 (Character, Unique)

Unit Type:

-Vehicle (Walker)

Warlord Trait:

-Immovable Object

Wargear:

-Assault Cannon

-Dreadnought Close

Combat Weapon with

Heavy Flamer

-Wolf Tail Talisman

-Smoke Launchers

-Extra Armour

-Saga of Majesty

Special Rules:

-Venerable

-Ancient Tactician

-Ward of the Primarch

-Living Relic

Options:

May exchange Assault Cannon with:

-Plasma Cannon free

-Lascannon 10 points

WOLF LORD BRAN REDMAW

See *Imperial Armour 11: The Doom of Mymeara*, page 127.

In addition, all **Grey Hunter**, **Blood Claw**, **Skyclaw**, **Swiftclaw** and **Wolf Scout** packs may take an additional Mark of the Wulfen than normally permitted for +15 points per model.

Warlord Trait: Master of Offence

Additional Special Rule: Glory Hound

WOLF LORD ANDILUS GREATSWORD 220pts

WS	BS	S	T	W	I	A	Ld	Sv
6	5	4	4	3	5	4	10	2+

Special Rules:

- And They Shall Know No Fear
- Acute Senses
- Counter-Attack
- Independent Character
- The Animal
- A Glorious Death
- Glory Hound

Composition:

- 1 (Character, Unique)

Wargear:

- Runic Armour
- Greatsword
- Storm Shield
- Wolf Tooth Necklace
- Wolf Tail Talisman
- Saga of the Bear
- Frag/Krak Grenades

Unit Type:

- Infantry

Options:

- May exchange Runic Armour and Frag/Krak Grenades for Terminator Armour *free*
- Take up to 2 Fenrisian Wolves . . . *10 points each*

Warlord Trait:

- Legendary Fighter



WOLF LORD80pts

WS	BS	S	T	W	I	A	Ld	Sv
6	5	4	4	3	5	4	10	3+

Composition:

-1 (Character)

Unit Type:

-Infantry

Special Rules:

- And They Shall Know
- No Fear
- Acute Senses
- Counter-Attack
- Independent Character
- Glory Hound

Options:

Replace bolt pistol and/or close combat weapon:

- Boltgun *free*
- Storm Bolter *3 points*
- Combi-flamer/melta/plasma *10 points*
- Power Weapon or Plasma Pistol *10 points*
- Wolf Claw or Frost Blade/Axe *20 points*
- Power Fist *25 points*
- Thunder Hammer or Storm Shield *30 points*

Replace Power Armour with Runic

Armour *20 points*

Wargear:

- Power Armour
- Frag/Krak Grenades
- Close Combat Weapon
- Bolt Pistol

Options (continued):

Replace Power Armour, Close Combat Weapon, Bolt Pistol and Frag/Krak Grenades with Terminator Armour, Power Weapon and Storm Bolter *30 points*

Replace Terminator's Storm Bolter with:

- Combi-flamer/melta/plasma *5 points*
- Wolf Claw *15 points*
- Power Fist *20 points*
- Thunder Hammer, Storm Shield or Chainfist *25 points*

Replace Terminator's Power Weapon with:

- Wolf Claw *5 points*
- Power Fist *10 points*
- Thunder Hammer, Storm Shield or Chainfist *15 points*

If Terminator Armour is not chosen, make have one of the following:

- Jump Pack *25 points*
- Space Marine Bike *30 points*
- Thunderwolf Mount *55 points*

May choose any of the following:

- Meltabombs *5 points*
- Wolf Tail Talisman *5 points*
- Wolf Tooth Necklace *10 points*
- Up to 2 Fenrisian Wolves *10 points each*
- Mark of the Wulfen *15 points*
- Belt of Russ *25 points*

May choose one saga from the following list:

- Saga of the Beastslayer *10 points*
- Saga of the Wolfkin *10 points*
- Saga of Majesty *15 points*
- Saga of the Wounded Animal *20 points*
- Saga of the Warrior Born *25 points*
- Saga of the Bear *35 points*



RUNE PRIEST 100pts Options (continued):

WS	BS	S	T	W	I	A	Ld	Sv
5	4	4	4	2	4	2	10	3+

Composition:

-1 (Character)

Unit Type:

-Infantry

Special Rules:

- And They Shall Know No Fear
- Acute Senses
- Counter-Attack
- Independent Character

Wargear:

- Power Armour
- Frag/Krak Grenades
- Close Combat Weapon
- Bolt Pistol

Psychic Powers:

-Generate 2 psychic powers from the

Divination, Biomancy,

Telekinesis or Space

Wolves disciplines.

Options:

Upgrade to Master of Runes (Mastery Level 2) 25 points

Replace bolt pistol with:

-Boltgun *free*

-Storm Bolter 3 points

-Plasma Pistol 10 points

Replace Power Armour with Runic Armour 20 points

Replace Power Armour, Close Combat Weapon, Bolt Pistol and Frag/Krak Grenades with Terminator Armour and Storm Bolter . . . 20 points

Replace Terminator's Storm Bolter with:

-Combi-flamer/melta/plasma 5 points
If Terminator Armour is not chosen, make have one of the following:

-Jump Pack 25 points

-Space Marine Bike 30 points

May choose any of the following:

-Meltabombs 5 points

-Wolf Tail Talisman 5 points

-Wolf Tooth Necklace 10 points

-Chooser of the Slain 10 points

May choose one saga from the following list:

-Saga of the Beastslayer 10 points

-Saga of the Warrior Born 25 points

WOLF PRIEST 95pts Options (continued):

WS	BS	S	T	W	I	A	Ld	Sv
5	4	4	4	2	4	2	10	3+

Composition:

-1 (Character)

Special Rules:

- Acute Senses
- Counter-Attack
- Independent Character
- Fearless
- Oath of War

Unit Type:

-Infantry

Wargear:

- Power Armour
- Frag/Krak Grenades
- Power Maul
- Bolt Pistol
- Fang of Morkai
- Wolf Amulet

Options:

Replace bolt pistol with:

-Boltgun *free*

-Storm Bolter 3 points

-Plasma Pistol 10 points

-Combi-flamer/melta/plasma 10 points

Replace Power Armour with Runic Armour 20 points

Replace Power Armour, Close Combat Weapon, Bolt Pistol and Frag/Krak Grenades with Terminator Armour and Storm Bolter . . . 20 points

Replace Terminator's Storm Bolter with:

-Combi-flamer/melta/plasma 5 points
If Terminator Armour is not chosen, make have one of the following:

-Jump Pack 25 points

-Space Marine Bike 30 points

May choose any of the following:

-Meltabombs 5 points

-Wolf Tail Talisman 5 points

-Wolf Tooth Necklace 10 points

May choose one saga from the following list:

-Saga of the Beastslayer 10 points

-Saga of the Hunter 10 points

-Saga of the Wolfkin 10 points

-Saga of the Wounded Animal 20 points

-Saga of the Warrior Born 25 points

WOLF GUARD BATTLE LEADER 55 pts

WS	BS	S	T	W	I	A	Ld	Sv
5	5	4	4	2	5	3	9	3+

Composition:

-1 (Character)

Unit Type:

-Infantry

Special Rules:

- And They Shall Know No Fear
- Acute Senses
- Counter-Attack
- Independent Character
- Glory Hound

Wargear:

- Power Armour
- Frag/Krak Grenades
- Close Combat Weapon
- Bolt Pistol

Options:

- Replace bolt pistol and/or close combat weapon:
 - Boltgun *free*
 - Storm Bolter *3 points*
 - Combi-flamer/melta/plasma *10 points*
 - Power Weapon or Plasma Pistol *10 points*
 - Wolf Claw or Frost Blade/Axe *20 points*
 - Power Fist *25 points*
 - Thunder Hammer or Storm Shield *30 points*
- Replace Power Armour with Runic Armour *20 points*

Options (continued):

- Replace Power Armour, Close Combat Weapon, Bolt Pistol and Frag/Krak Grenades with Terminator Armour, Power Weapon and Storm Bolter *30 points*
- Replace Terminator's Storm Bolter with:
 - Combi-flamer/melta/plasma *5 points*
 - Wolf Claw *15 points*
 - Power Fist *20 points*
 - Thunder Hammer, Storm Shield or Chainfist *25 points*
- Replace Terminator's Power Weapon with:
 - Wolf Claw *5 points*
 - Power Fist *10 points*
 - Thunder Hammer, Storm Shield or Chainfist *15 points*
- If Terminator Armour is not chosen, make have one of the following:
 - Jump Pack *25 points*
 - Space Marine Bike *30 points*
 - Thunderwolf Mount *55 points*
- May choose any of the following:
 - Meltabombs *5 points*
 - Wolf Tail Talisman *5 points*
 - Wolf Tooth Necklace *10 points*
 - Up to 2 Fenrisian Wolves *10 points each*
 - Mark of the Wulfen *15 points*
- May choose one saga from the following list:
 - Saga of the Beastlayer *10 points*
 - Saga of the Hunter *10 points*
 - Saga of the Wolfkin *10 points*
 - Saga of the Wounded Animal *20 points*
 - Saga of the Braggart *20 points*
 - Saga of the Warrior Born *25 points*



~elites~

WOLF GUARD PACK . .20pts/model

WS	BS	S	T	W	I	A	Ld	Sv
5	4	4	4	1	4	2	9	3+

Composition:

-3-10 Wolf Guard

Unit Type:

-Infantry

Special Rules:

- And They Shall Know No Fear
- Acute Senses
- Counter-Attack

Options:

Replace Bolt Pistol and/or Close Combat with:

- Boltgun *free*
- Storm Bolter *3 points*
- Combi-flamer/melta/plasma *5 points*
- Power Weapon or Plasma Pistol *10 points*
- Wolf Claw or Frost Sword/Axe *15 points*
- Power Fist *20 points*
- Thunder Hammer or Storm Shield *25 points*

Replace Power Armour, Close Combat Weapon, Bolt Pistol and Frag/Krak Grenades with Terminator Armour, Power Weapon and Storm Bolter *15 points*

Replace Terminator's Storm Bolter with:

- Combi-flamer/melta/plasma *5 points*
- Wolf Claw or Power Fist. *5 points*

Wargear:

- Power Armour
- Frag/Krak Grenades
- Close Combat Weapon
- Bolt Pistol

Dedicated Transport:

-May select a Drop Pod, Rhino, Razorback or a Land Raider of any type.

Options (continued):

-Thunder Hammer, Storm Shield or Chainfist *10 points*

Replace Terminator's Power Weapon with:

- Wolf Claw or Frost Sword/Axe *5 points*
- Power Fist or Storm Shield *10 points*

For every 5 models in the squad, one Terminator may choose one of the following:

- Replace Storm Bolter with Heavy Flamer *5 points*
- Replace Storm Bolter with Assault Cannon *30 points*

-Take a Cyclone Missile Launcher *30 points*

If Terminator Armour is not chosen, make have one of the following:

- Jump Pack *15 points*
- Space Marine Bike *20 points*

May choose any of the following:

- Meltabombs *5 points*
- One Wolf Guard may take:

-Mark of the Wulfen *15 points*

One Wolf Guard may be upgraded to **Arjac**

Rockfist, the Anvil of Fenris *180 points*

Pack Leaders: During deployment, each Wolf Guard may be assigned to lead a different pack from the following list: **Blood Claws, Skyclaw Assault Packs, Swiftclaw Bike Packs, Grey Hunters, Wolf Scouts, Long Fangs.** Only 1 Wolf Guard may join each pack in this manner. Wolf Guard in Terminator Armour, with Jump Packs or on Bikes may not join Wolf Scouts. Only Wolf Guard with Jump Packs may join Skyclaw Assault Packs. Terminators with a heavy weapon may not be a Pack Leader.

ARJAC ROCKFIST

WS	BS	S	T	W	I	A	Ld	Sv
5	5	5	4	2	4	3	9	2+

Composition:

-1 (Character, Unique)

Unit Type:

-Infantry

Wargear:

- Terminator Armour
- Wolf Tooth Necklace
- Foehammer
- Anvil Shield

Special Rules:

- And They Shall Know No Fear
- Acute Senses
- Counter-Attack
- Stubborn
- Grimnar's Champion
- Eternal Warrior
- Glory Hound

DREADNOUGHT 100pts Options:

WS	BS	S	F	S	R	I	A	HP
4	4	6	12	12	10	4	2	3

Composition:

-1 Dreadnought

Unit Type:

- Vehicle (Walker)

Dedicated Transport:

May select a Drop Pod.

Wargear:

-Assault Cannon
 -Dreadnought Close
 Combat Weapon with
 Storm Bolter
 -Smoke Launchers
 -Searchlight

May exchange Storm Bolter with:
 -Heavy Flamer *10 points*
 May exchange Assault Cannon with:
 -Twin-linked Heavy Flamer or Multi-melta . . *free*
 -Twin-linked Heavy Bolter *free*
 -Twin-linked Autocannon *10 points*
 -Plasma Cannon *10 points*
 -Twin-linked Lascannon *15 points*
 Replace Dreadnought Close Combat weapon with:
 -Twin-linked Autocannon or Missile Launcher . . .
 *10 points*
 May choose any of the following:
 -Extra Armour *5 points*
 -Wolf Tail Talisman *5 points*
 -Wolf Tooth Necklace *10 points*

VENERABLE DREADNOUGHT 160 pts Options:

WS	BS	S	F	S	R	I	A	HP
5	5	6	13	12	10	4	3	3

Composition:

-1 Venerable
 Dreadnought

Unit Type:

- Vehicle (Walker)

Special Rules:

-Venerable

Wargear:

-Assault Cannon
 -Dreadnought Close
 Combat Weapon with
 Storm Bolter
 -Smoke Launchers
 -Searchlight

Dedicated Transport:

May select a Drop Pod.

May exchange Storm Bolter with:
 -Heavy Flamer *10 points*
 May exchange Assault Cannon with:
 -Twin-linked Heavy Flamer or Multi-melta . . *free*
 -Twin-linked Heavy Bolter *free*
 -Twin-linked Autocannon *10 points*
 -Plasma Cannon *10 points*
 -Twin-linked Lascannon *15 points*
 Replace Dreadnought Close Combat weapon with:
 -Twin-linked Autocannon or Missile Launcher . . .
 *10 points*
 May choose any of the following:
 -Extra Armour *5 points*
 -Wolf Tail Talisman *5 points*
 -Wolf Tooth Necklace *10 points*
 -Saga of Majesty *15 points*

SPACE WOLVES CONTEMPTOR DREADNOUGHT

See *Imperial Armour: Apocalypse Second Edition*, page 27.

IRON PRIEST 50 pts

Iron Priest

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	1	4	2	9	2+

Cyberwolves

WS	BS	S	T	W	I	A	Ld	Sv
4	0	4	5	1	4	3	6	4+

Thrall-servitors

WS	BS	S	T	W	I	A	Ld	Sv
3	3	3	3	1	3	1	8	4+

Composition:

- 1 Iron Priest
- 0-4 Cyberwolves
- 0-3 Thrall-servitors

Unit Type:

- Infantry

Wargear (Iron Priest):

- Runic Armour
- Frag/Krak Grenades
- Thunder Hammer
- Bolt Pistol or Bolter
- Servo-arm

Wargear (Thralls):

- Servo-arm

Special Rules:

- And They Shall Know No Fear
- Acute Senses
- Counter-Attack
- Battlesmith
- Anvil of the Gods

Options:

The Iron Priest may be accompanied by:

- Up to 4 Cyberwolves *15 points each*
- Up to 3 Thrall-servitors *10 points each*

The Iron Priest may ride:

- Space Marine Bike *30 points*
- Thunderwolf Mount *55 points*

Up to 2 Thralls may replace their Servo-arm with:

- A Heavy Bolter *5 points*
- A Multi-melta *10 points*
- A Plasma Cannon *15 points*

The Iron Priest may choose any of the following:

- Wolf Tail Talisman *5 points*
- Wolf Tooth Necklace *10 points*
- Saga of the Iron Wolf *15 points*

1-3 Iron Priests may be taken as a single Elites choice. They occupy the same Elites slot, but are otherwise separate units.

WOLF SCOUTS 15pts/model

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	1	4	1	8	4+

Composition:

- 5-10 Wolf Scouts

Unit Type:

- Infantry

Wargear:

- Power Armour
- Frag/Krak Grenades
- Close Combat Weapon
- Bolt Pistol

Special Rules:

- And They Shall Know No Fear
- Acute Senses
- Counter-Attack
- Infiltrate
- Move Through Cover
- Scout
- Behind Enemy Lines

Options:

Any model may replace his Bolt Pistol and/or Close Combat Weapon with:

- Boltgun *free*
- Sniper Rifle *free*

The entire squad may take:

- Camo Cloaks *3 points each*
- Meltabombs *5 points each*

One Wolf Scout may take:

- The Mark of the Wulfen *15 points*

One Wolf Scout may replace his bolt pistol with:

- Flamer or Heavy Bolter *5 points*
- Meltagun or Missile Launcher *10 points*
- Plasma Gun *15 points*

Up to 2 Wolf Scouts may replace their Bolt Pistol/Close Combat Weapon with:

- Plasma Pistol or Power Weapon . . *15 points each*

~TROOPS~

GREY HUNTERS PACK **16pts/model** Options:

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	1	4	1	8	3+

Composition:

-5-10 Grey Hunters

Unit Type:

-Infantry

Special Rules:

-And They Shall Know
No Fear
-Acute Senses
-Counter-Attack

Wargear:

-Power Armour
-Frag/Krak Grenades
-Close Combat Weapon
-Bolt Pistol
-Bolter

Dedicated Transport:

-May select a Drop Pod, Rhino or Razorback.

For every 5 Grey Hunters in the pack, one may replace his Bolter with:

-Flamer *free*
-Meltagun *5 points*
-Plasma Gun *10 points*
One Grey Hunter may replace his Bolt Pistol with:
-Plasma Pistol *10 points*
One Grey Hunter may replace his Close Combat Weapon with:
-Power Weapon *10 points*
-Power Fist *20 points*
One Grey Hunter may have the honour of taking:
-Wolf Standard *15 points*
One Grey Hunter may take:
-Mark of the Wulfen *15 points*

BLOOD CLAWS PACK . **14pts/model** Options:

WS	BS	S	T	W	I	A	Ld	Sv
3	3	4	4	1	4	1	8	3+

Composition:

-10-20 Blood Claws

Unit Type:

-Infantry

Special Rules:

-And They Shall Know
No Fear
-Acute Senses
-Counter-Attack
-Headstrong
-Berserk Charge

Wargear:

-Power Armour
-Frag/Krak Grenades
-Close Combat Weapon
-Bolt Pistol

Dedicated Transport:

-May select a Drop Pod or Rhino.

One Blood Claw may replace his Bolt Pistol with:

-Flamer *free*
-Meltagun *5 points*
-Plasma Gun *10 points*
If the squad numbers 15 models, a second Blood Claw may replace his Bolt Pistol with a weapon from the above list for free.
One Blood Claw may replace his Bolt Pistol with:
-Plasma Pistol *10 points*
For every 5 models in the squad, one Blood Claw may replace his Close Combat Weapon with:
-Power Weapon *15 points*
-Power Fist *25 points*
One Blood Claw may take:
-Mark of the Wulfen *15 points*
One Blood Claw may be upgraded to **Lukas the Trickster** *116 points*

LUKAS THE TRICKSTER

WS	BS	S	T	W	I	A	Ld	Sv
5	5	4	4	2	5	3	8	3+

Composition:

-1 (Character, Unique)

Unit Type:

-Infantry

Wargear:

-Power Armour
-Wolf Tooth Necklace
-Wolf Tail Talisman
-Wolf Claw
-Plasma Pistol
-Pelt of the Doppegangrel

Special Rules:

-And They Shall Know No Fear
-Acute Senses
-Counter-Attack
-Rebellious
-The Last Laugh
-Glory Hound

~FAST ATTACK~

WULFEN PACK 175 pts

Wulfen

WS	BS	S	T	W	I	A	Ld	Sv
4	0	5	4	1	5	D6+1	8	3+

Special Rules:

- Fearless
- Acute Senses
- Counter-Attack
- The Beast Unleashed
- Oath of War (Wolf Priest only)

Wolf Priest

WS	BS	S	T	W	I	A	Ld	Sv
5	4	4	4	2	4	2	10	3+

Options:

May take up to 7 additional Wulfen
 25 points each

Composition:

- 1 Wolf Priest
- 3-10 Wulfen

Unit Type:

- Beasts (the Wolf Priest is a Character)

Shock Troops: Wulfen are horrible to behold on the battlefield, but all their animal intelligence has slipped away when they succumbed to the curse. Wulfen never count as a scoring unit.

Wargear (Wulfen):

- Power Armour
- Mark of the Wulfen
- 2 Close Combat Weapons

Wargear (Wolf Priest):

- Power Armour
- Frag/Krak Grenades
- Power Maul
- Bolt Pistol
- Fang of Morkai
- Wolf Amulet

FENRISIAN WOLF PACK 8pts/model

Fenrisian Wolf

WS	BS	S	T	W	I	A	Ld	Sv
4	0	4	4	1	4	2	5	6+

Wargear:

- Claws and Fangs (Close Combat Weapon)

Special Rules:

- Counter-Attack

Cyberwolf

WS	BS	S	T	W	I	A	Ld	Sv
4	0	4	5	1	4	3	6	4+

Options:

One Fenrisian Wolf may be upgraded to:
 -Cyberwolf 8 points

Composition:

- 5-15 Fenrisian Wolves

Unit Type:

- Beasts

Supernumerary: Fenrisian Wolves may never capture objectives under any circumstances.



SWIFTCLAW BIKER PACK 25pts/model

Swiftclaw Biker

WS	BS	S	T	W	I	A	Ld	Sv
3	3	4	5	1	4	1	8	3+

Swiftclaw Attack Bike

WS	BS	S	T	W	I	A	Ld	Sv
3	3	4	5	2	4	2	8	3+

Composition:

-3-10 Swiftclaw Bikers

Unit Type:

-Bikes

Wargear:

- Power Armour
- Frag/Krak Grenades
- Close Combat Weapon
- Bolt Pistol
- Space Marine Bike

Special Rules:

- And They Shall Know No Fear
- Acute Senses
- Counter-Attack
- Headstrong
- Berserk Charge

SKYCLAW ASSAULT PACK 18pts/model

WS	BS	S	T	W	I	A	Ld	Sv
3	3	4	4	1	4	1	8	3+

Composition:

-5-10 Skyclaws

Unit Type:

-Jump Infantry

Wargear:

- Power Armour
- Frag/Krak Grenades
- Close Combat Weapon
- Bolt Pistol
- Jump Pack

Special Rules:

- And They Shall Know No Fear
- Acute Senses
- Counter-Attack
- Headstrong
- Berserk Charge

Options:

One Swiftclaw Biker may replace his Bolt Pistol with:

- Flamer 5 points
- Meltagun 10 points
- Plasma Gun or Plasma Pistol 15 points

For every 5 Bikes in the unit, one Swiftclaw Biker may replace his Close Combat Weapon with:

- Power Weapon 10 points each
- Power Fist 20 points each

Add one Heavy Bolter-armed Swiftclaw Attack Bike 30 points

The Swiftclaw Attack Bike may upgrade its Heavy Bolter to:

- Multi-melta 10 points

The entire pack may take:

- Meltabombs 5 points each

Pack Synergy: For each Blood Claws pack in your army, one Swiftclaw Biker pack may be taken as a Troops choice.

Options:

One Skyclaw may replace his Bolt Pistol with:

- Flamer 5 points
- Meltagun 10 points
- Plasma Gun or Plasma Pistol 15 points

For every 5 models in the unit, one Skyclaw may replace his Close Combat Weapon with:

- Power Weapon 10 points each
- Power Fist 20 points each

One Skyclaw may take:

- Mark of the Wulfen 15 points

Pack Synergy: For each Blood Claws pack in your army, one Skyclaw Assault pack may be taken as a Troops choice.

STORM EAGLE ASSAULT GUNSHIP

See *Imperial Armour Aeronautica*, page 28.

THUNDERWOLF CAVALRY **.50pts/model**

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	2	4	4	8	3+

Composition:
 -1-3 Thunderwolf Cavalry

Wargear:
 -Power Armour
 -Frag/Krak Grenades
 -Close Combat Weapon
 -Bolt Pistol

Unit Type:
 -Cavalry

Special Rules:
 -And They Shall Know No Fear
 -Acute Senses
 -Counter-Attack
 -Rending (close combat only)
 -Wolfkin

Options:
 Any Thunderwolf Rider may replace his Bolt Pistol with:
 -Boltgun *free*
 -Plasma Pistol *15 points each*
 -Storm Shield *30 points each*
 Any Thunderwolf Rider may take:
 -Meltabombs *5 points each*
 One Thunderwolf Rider may replace his Close Combat Weapon with:
 -Power Weapon *15 points*
 -Wolf Claw or Frost Blade/Axe *20 points*
 -Power Fist *25 points*
 -Thunder Hammer or Storm Shield *30 points*
 One Thunderwolf Rider may take:
 -Mark of the Wulfen *5 points*

LAND SPEEDER SQUADRON **.50pts/model**

BS	F	S	R	HP
4	10	10	10	2

Composition:
 -1-3 Land Speeders

Unit Type:
 - Vehicle (Fast, Skimmer)

Wargear:
 -Heavy Bolter

Special Rules:
 -Deep Strike

Options:
 Any Land Speeder may replace its Heavy Bolter with:
 -Heavy Flamer *free*
 -Multi-melta *10 points each*
 Any Land Speeder may be upgraded to a Land Speeder Tornado with one of the following:
 -Heavy Flamer *10 points each*
 -Heavy Bolter *10 points each*
 -Multi-melta *20 points each*
 -Assault Cannon *30 points each*
 Alternatively, a Land Speeder may be upgraded to a Land Speeder Typhoon armed with:
 -Typhoon Missile Launcher *40 points each*



~HEAVY SUPPORT~

LONG FANGS PACK . . . 20pts/model

Long Fang

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	1	4	1	9	3+

Squad Leader

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	1	4	2	9	3+

Composition:

- 1-5 Long Fangs
- 1 Squad Leader

Unit Type:

- Infantry

Wargear:

- Power Armour
- Frag/Krak Grenades
- Close Combat Weapon
- Bolt Pistol

Dedicated Transport:

- May select a Drop Pod, Rhino, Razorback.

Special Rules:

- And They Shall Know No Fear
- Acute Senses
- Counter-Attack
- Fire Control

Options:

- The Squad Leader may replace his Close Combat Weapon and/or Bolt Pistol with:
- Flamer 5 points
 - Meltagun or Power Weapon 10 points
 - Plasma Pistol or Plasma Gun 15 points
 - Power Fist 20 points
- The Squad Leader may take:
- Meltabombs 5 points
- Each Long Fang, apart from the Squad Leader, **must** replace his bolt pistol with:
- Heavy Bolter 5 points each
 - Multi-melta 10 points each
 - Missile Launcher (Frag/Krak) . . . 10 points each
 - Plasma Cannon 15 points each
 - Lascannon 20 points each
- Any Long Fang with a Missile Launcher may also take Flakk Missiles 5 points each

PREDATOR 75pts

BS	F	S	R	HP
4	13	11	10	3

Composition:

- 1 Predator

Unit Type:

- Vehicle (Tank)

Wargear:

- Autocannon
- Smoke Launchers
- Searchlight

Options:

- Replace Autocannon with:
- Twin-linked Lascannon 25 points
- May take side sponsons with:
- Heavy Bolters 20 points
 - Lascannons 40 points
- May take any of the following:
- Dozer Blade 5 points
 - Hunter-killer Missile 5 points
 - Storm Bolter 10 points
 - Extra Armour 10 points

WHIRLWIND 75pts

BS	F	S	R	HP
4	11	11	10	3

Composition:

- 1 Whirlwind

Unit Type:

- Vehicle (Tank)

Wargear:

- Whirlwind Multiple Missile Launcher
- Smoke Launchers
- Searchlight

Options:

- Replace Whirlwind Multiple Missile Launcher with:
- Hyperios Launcher 20 points
- May take any of the following:
- Dozer Blade 5 points
 - Hunter-killer Missile 5 points
 - Storm Bolter 10 points
 - Extra Armour 10 points

VINDICATOR 120pts Options:

BS	F	S	R	HP
4	13	11	10	3

Composition:

-1 Vindicator

Unit Type:

-Vehicle (Tank)

Wargear:

-Demolisher Cannon

-Storm Bolter

-Smoke Launchers

-Searchlight

-Siege Shield

May take any of the following:

-Dozer Blade 5 points

-Hunter-killer Missile 5 points

-Storm Bolter 10 points

-Extra Armour 10 points

LAND RAIDER 230pts Options:

BS	F	S	R	HP
4	14	14	14	4

Composition:

-1 Land Raider

Unit Type:

-Vehicle (Tank)

Special Rules:

-Assault Vehicle

-Power of the Machine

Spirit

Wargear:

-Twin-linked Heavy

Bolter

-2 Twin-linked

Lascannons

-Smoke Launchers

-Searchlight

Transport Capacity:

-10 models

May take any of the following:

-Hunter-killer Missile 5 points

-Storm Bolter 10 points

-Extra Armour 10 points

-Multi-melta 10 points

LAND RAIDER CRUSADER 240pts Options:

BS	F	S	R	HP
4	14	14	14	4

Composition:

-1 Land Raider

Crusader

Unit Type:

-Vehicle (Tank)

Special Rules:

-Assault Vehicle

-Power of the Machine

Spirit

Wargear:

-Twin-linked Assault

Cannon

-2 Hurricane Bolters

-Smoke Launchers

-Searchlight

-Frag Assault

Launchers

Transport Capacity:

-15 models

May take any of the following:

-Hunter-killer Missile 5 points

-Storm Bolter 10 points

-Extra Armour 10 points

-Multi-melta 10 points

LAND RAIDER REDEEMER.230pts Options:

BS	F	S	R	HP
4	14	14	14	4

Composition:

-1 Land Raider Redeemer

Unit Type:

-Vehicle (Tank)

Special Rules:

-Assault Vehicle
-Power of the Machine Spirit

Wargear:

-Twin-linked Assault Cannon
-2 Flamestorm Cannons
-Smoke Launchers
-Searchlight
-Frag Assault Launchers

Transport Capacity:

-12 models

May take any of the following:

-Hunter-killer Missile 5 points
-Storm Bolter 10 points
-Extra Armour 10 points
-Multi-melta 10 points

LEMAR RUSS 160pts Options:

BS	F	S	R	HP
4	14	13	10	3

Composition:

-1 Predator

Unit Type:

-Vehicle (Tank, Heavy)

Wargear:

-Exterminator Autocannon
-Heavy Bolter
-Smoke Launchers
-Searchlight

May exchange Exterminator Autocannon for:

-Morkai Cannon free

May replace Heavy Bolter with:

-Heavy Flamer free
-Lascannon 15 points

May take side sponsons with:

-Heavy Bolters or Heavy Flamers 20 points
-Multi-melta or Plasma Cannons 30 points

May take any of the following:

-Dozer Blade 5 points
-Hunter-killer Missile 5 points
-Storm Bolter 10 points
-Extra Armour 10 points



~DEDICATED TRANSPORTS~

Rhino **.35pts**

BS	F	S	R	HP
4	11	11	10	3

Composition:

-1 Rhino

Unit Type:

-Vehicle (Tank)

Special Rules:

-Repair

Wargear:

- Storm Bolter
- Smoke Launchers
- Searchlight

Transport Capacity:

-10 models

Options:

May take any of the following:

- Dozer Blade *5 points*
- Hunter-killer Missile *5 points*
- Storm Bolter *10 points*
- Extra Armour *10 points*
- Assault Ramps *15 points*

RAZORBACK **40pts**

BS	F	S	R	HP
4	11	11	10	3

Composition:

-1 Razorback

Unit Type:

-Vehicle (Tank)

Special Rules:

-Repair

Wargear:

- Twin-linked Heavy Bolter
- Smoke Launchers
- Searchlight

Transport Capacity:

-6 models

Options:

Replace twin-linked Heavy Bolter with:

- Twin-linked Heavy Flamer *10 points*
- Twin-linked Assault Cannon *30 points*
- Twin-linked Lascannon *35 points*
- Lascannon and Twin-linked Plasmagun *35 points*

May take any of the following:

- Dozer Blade *5 points*
- Hunter-killer Missile *5 points*
- Storm Bolter *10 points*
- Extra Armour *10 points*

DROP POD **.35pts**

BS	F	S	R	HP
4	12	12	12	3

Composition:

-1 Drop Pod

Special Rules:

- Inertial Guidance System
- Immobile
- Drop Pod Assault

Unit Type:

-Vehicle (Open-topped)

Wargear:

-Storm Bolter

Transport Capacity:

-10 models or 1 Dreadnought

Options:

Replace Storm Bolter with:

- Deathwind Missile Launcher *15 points*

SUMMARY

TROOP TYPES

Name	WS	BS	S	T	W	I	A	Ld	Sv
Andilus Greatsword	6	5	4	4	3	5	4	10	2+
Arjac Rockfist	5	5	5	4	2	4	3	9	2+
Battle Leader	5	5	4	4	2	5	3	9	3+
Blood Claw	3	3	4	4	1	4	1	8	3+
*Bran Redmaw	6	5	4	4	3	5	4	10	2+
Canis Wolfborn	5	2	5	5	3	5	5	8	3+
Cyberwolf	4	0	4	5	1	4	3	6	4+
Fenrisian Wolf	4	0	4	4	1	4	2	5	6+
Grey Hunter	4	4	4	4	1	4	1	8	3+
Iron Priest	4	4	4	4	1	4	2	9	2+
Logan Grimnar	6	5	4	4	3	5	5	10	2+
Lone Wolf	4	4	4	4	2	4	2	8	3+
Long Fang	4	4	4	4	1	4	1	9	3+
Lukas the Trickster	5	5	4	4	2	5	3	8	3+
Njal Stormcaller	5	4	4	4	2	4	3	10	2+
Ragnar Blackmane	6	5	4	4	3	6	4	10	3+
Rune Priest	5	4	4	4	2	4	2	10	3+
Skyclaw	3	3	4	4	1	4	1	8	3+
Swiftlaw Biker	3	3	4	5	1	4	1	8	3+
Swiftlaw Attack Bike	3	3	4	5	2	4	2	8	3+
Thrall-servitor	3	3	3	3	1	3	1	8	4+
Thunderwolf Cavalry	4	4	5	5	2	4	4	8	3+
Ulrik the Slayer	6	5	4	4	2	5	3	10	3+
Wolf Guard	5	4	4	4	1	4	2	9	3+
Wolf Lord	6	5	4	4	3	5	4	10	3+
Wolf Priest	5	4	4	4	2	4	2	10	3+
Wolf Scout	4	4	4	4	1	4	1	8	3+
Wulfen	4	4	5	4	1	5	D6+1	8	3+

*These units have additional special rules.

VEHICLES

Name	WS	BS	S	Fr	Sd	Re	I	A	HP
Björn the Fell-Handed	6	6	7	13	12	10	4	4	4
Dreadnought	4	4	6	12	12	10	4	2	3
Venerable Dreadnought	5	5	6	13	12	10	4	3	4
Contemptor Dreadnought	5	4	7	13	12	11	4	2	3

Name	BS	Fr	Sd	Re	HP
Storm Eagle Assault Gunship	4	12	12	12	4
Leman Russ	4	14	13	10	3

For other vehicles and weapons, see Space Wolves Codex.



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