

# KILL TEAM

# SPACE WOLVES

## CODEX: SPACE WOLVES

This team list uses the special rules and wargear found in Codex: Space Wolves. If a rule differs from the Codex, it will be clearly stated.

## FENRISIAN WOLVES/CYBERWOLVES

Fenrisian Wolves or Cyberwolves that are taken as wargear follow the rule A Team Of Heroes, as described in the Rulebook. During a Campaign, Fenrisian Wolves/Cyberwolves that are taken as upgrades must roll on the Core Injury Chart if they are removed as a casualty, but otherwise act like wargear. If a Dead! result is rolled they are removed from the owning models wargear.

## TELEPORTING TERMINATORS

Models in Terminator Armour may Deep Strike as normal (see the Built-up Area rule).

## THUNDERWOLF CAVALRY

Due to the small scale nature of Herald of Ruins: Kill Team, teams are restricted from taking any more than three total Thunderwolf Cavalry mounts in any team list

## MODEL AVAILABILITY

You must adhere to the following model requirements when building your Kill Team:

- 1 Team Leader model
- 1-20 Core models
- 0-3 Special models

## TEAM LEADERS

### WOLF GUARD PACK LEADER

24 points

*Wolf Guard Pack Leader:*

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

*Wolf Guard Terminator Leader:*

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

**Unit Type:** Infantry  
(Character)

#### Wargear

- Power Armour
- Chainsword
- Bolt Pistol
- Frag grenade
- Krak grenade

**WOLF GUARD TERMINATOR LEADER:** A Wolf Guard Pack Leader may be upgraded to a Wolf Guard Terminator Leader for 15 pts. The Wolf Guard Terminator Leader replaces all his wargear with Terminator armour, storm bolter and power weapon and has only these options:

- May take items from the Terminator Weapons list.
- May take up to two Fenrisian Wolves for 8 pts each.
- May take items from the Space Wolves Armoury, including Leader, Pack Leader and Terminator items.

#### Special Rules:

- Inspiring Presence
- And They Shall Know No Fear
- Acute Senses
- Counter-attack
- Pack Leader\*

**Pack Leader:** In a team lead by a Wolf Guard Pack Leader with a Space Marine bike, you may take more than three Swiftclaw Bikers. If the Wolf Guard Pack Leader has a Jump Pack, you may take more than five Skyclaws. In a team led by a Wolf Guard Terminator Leader, Wolf Guard Terminators may be taken as Core. Wolf Guard Pack Leaders always count towards the number of Grey Hunters or Blood Claws for upgrade options.

#### Options:

- May replace chainsword and/or bolt pistol with a boltgun for *free*.
- May take items from the **Melee Weapons** and **Ranged Weapons** lists. Plasma pistol cost reduced to 10pts
- May take any of the following:
  - Melta bomb 5 pts
  - Up to two Fenrisian Wolves 8 pts each
  - Back banner<sup>2</sup> 10 pts
  - Digital weapons 10 pts
  - Jump pack<sup>1</sup> 10 pts
  - Space Marine bike<sup>1</sup> 15 pts
- May take items from the **Space Wolves Armoury**, including Leader and Pack Leader items.

<sup>1</sup>These pieces of wargear are mutually exclusive.

<sup>2</sup>Counts as a 'banner' when determining combat results.

## THUNDERWOLF CAVALRY PACK LEADER

60 points

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

**Unit Type:** Cavalry (Character)

**Wargear:**

- Power Armour
- Chainsword
- Bolt Pistol
- Frag grenade
- Krak grenade
- Thunderwolf mount

**Special Rules:**

- Inspiring Presence
- And They Shall Know No Fear
- Acute Senses
- Counter-attack

**OPTIONS:**

- May take items from the **Melee Weapons** list.
- May replace bolt pistol with:
  - Boltgun *free*
  - Plasma pistol *10 pts*
- May take a Melta bomb for *5 pts*.
- May take up to two Fenrisian Wolves for *8 pts* each.
- May take items from the **Space Wolves Armoury**, including Leader, Pack Leader and Thunderwolf items.

## LONG FANG ANCIENT

24 points

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

**Unit Type:** Infantry (Character)

**Wargear:**

- Power Armour
- Chainsword
- Bolt Pistol
- Frag grenade
- Krak grenade

**Special Rules:**

- Inspiring Presence
- And They Shall Know No Fear
- Acute Senses
- Counter-attack

**OPTIONS:**

- May take one item from the **Special Weapons** list.
- May replace bolt pistol and/or chainsword with:
  - Plasma pistol *10 pts*
  - Power weapon *15 pts*
  - Power fist *25 pts*
- May take a Melta bomb for *5 pts*.
- May take items from the **Space Wolves Armoury**, including Leader and Long Fang Ancient items.

## RUNE SKALD

45 points

*Rune Skald:*

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

*Rune Priest (upgrade):*

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

**Unit Type:** Infantry (Character)

**Wargear:**

- Power Armour
- Runic axe
- Bolt Pistol
- Frag grenade
- Krak grenade

**Special Rules:**

- Inspiring Presence
- And They Shall Know No Fear
- Acute Senses
- Counter-attack
- Psyker (Mastery Level 1)

**TERMINATOR ARMOUR:**

The model may replace all wargear with Terminator armour, Storm Bolter and Runic axe for *20 pts*.

- May upgrade to a Wolf Priest for *10 pts*
- May take a Wolf amulet for *15 pts*
- May replace storm bolter with combi-flamer, combi melta or combi-plasma for *5 pts*
- May take items from the **Space Wolves Armoury**, including Leader, Wolf Skald and Terminator items.

**OPTIONS:**

- May upgrade to a Rune Priest for *10 pts*.
- May take runic armour for *20 pts*.
- May replace runic axe for runic sword/runic stave for *free*.
- May take items from the **Ranged Weapons** list. Plasma pistol cost reduced to *10 pts*.
- May take any of the following:
  - Melta bomb *5 pts*
  - Digital weapons *10 pts*
  - Psychic hood *10 pts*
  - Jump pack<sup>1</sup> *10 pts*
  - Space Wolves bike<sup>1</sup> *15 pts*
- May take items from the **Space Wolves Armoury**, including Leader and Rune Skald items.

**Psyker:**

At the start of the battle the model generates a single Primaris Power from the either the **Biomancy, Divination, Telekinesis, Geokinesis, Librarius** or **Tempestas** discipline.

<sup>1</sup>These pieces of wargear are mutually exclusive.

## WOLF SKALD

65 points

*Wolf Skald:*

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

*Wolf Priest (upgrade):*

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

**Unit Type:** Infantry  
(Character)

**Wargear**

- Power Armour
- Crozius arcanum
- Bolt Pistol
- Frag grenade
- Krak grenade
- Healing balms\*

**Healing balms (Rule Amendment):** The model and any friendly Space Wolves models within 6" gain the Feel No Pain (6+) special rule.

**Special Rules:**

- Inspiring Presence
- Acute Senses
- Counter-attack
- Fearless
- Oath of War\*

**TERMINATOR ARMOUR:**

The model may replace all wargear with Terminator armour, crozius arcanum and storm bolter for *20 pts*. A model with Terminator armour has only these options:

- May upgrade to a Wolf Priest for *10 pts*
- May take a Wolf amulet for *15 pts*
- May replace storm bolter with combi-flamer, combi melta or combi-plasma for *5 pts*
- May take items from the **Space Wolves Armoury**, including Leader, Wolf Skald and Terminator items.

**OPTIONS:**

- May upgrade to a Wolf Priest for *10 pts*.
- May take runic armour for *20 pts*.
- May take items from the **Ranged Weapons** list. Plasma pistol cost reduced to 10 pts.
- May take any of the following:
  - Melta bomb *5 pts*
  - Digital weapons *10 pts*
  - Jump pack<sup>1</sup> *10 pts*
  - Space Wolves bike<sup>1</sup> *15 pts*
  - Wolf amulet *20 pts*
- May take items from the **Space Wolves Armoury**, including Leader and Wolf Skald items.

<sup>1</sup>These pieces of wargear are mutually exclusive.

## WULFEN PACK LEADER

48 points

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

**Unit Type:**  
Infantry (Character)

**Wargear:**

- Close Combat Weapon

**Special Rules:**

- Inspiring Presence
- And They Shall Know No Fear
- Counter-attack
- Death Frenzy
- Bounding Lope
- Feel No Pain
- Rage
- Curse of the Wulfen

**Wulfen Pack Leader:** In a team lead by a Wulfen Pack Leader, Wulfen may be taken as core.

**OPTIONS:**

- A Wulfen Pack Leader may take the following wargear options:
  - Stormfrag Auto-Launcher *2pts*
  - Great Frost Axe *8 pts*
  - Dual Frost Claws *12 pts*
  - Thunder Hammer and Storm Shield *25 pts*
- May take items from the **Space Wolves Armoury**, including Leader and Wulfen Pack Leader items.

## CORE

### GREY HUNTER

14 points

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

**Unit Type:** Infantry

**Wargear**

- Power Armour
- Boltgun
- Bolt Pistol
- Frag grenade
- Krak grenade

**Special Rules:**

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

**Options:**

- Any Grey Hunter may take a close combat weapon for *2 pts*.
- For every five Grey Hunters you take in your team, one may replace their bolt pistol or boltgun with:
  - Power weapon *15 pts*
  - Power fist *25 pts*
- For every five Grey Hunters you take in your team, one may take one item from the **Special Weapons** list.

### BLOOD CLAW

12 points

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

**Unit Type:** Infantry

**Wargear**

- Power Armour
- Bolt Pistol
- Chainsword
- Frag grenade
- Krak grenade

**Special Rules:**

- And They Shall Know No Fear
- Acute Senses
- Counter-attack
- Rage

**Options:**

- For every five Blood Claws you take in your team, one may replace their bolt pistol or boltgun with:
  - Plasma pistol *10 pts*
  - Power weapon *15 pts*
  - Power fist *25 pts*
- For every five Blood Claws you take in your team, one may take one item from the **Special Weapons** list.

### WOLF SCOUT

13 points

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

**Unit Type:** Infantry

**Wargear**

- Scout Armour
- Boltgun
- Bolt Pistol
- Frag grenade
- Krak grenade

**Special Rules:**

- And They Shall Know No Fear
- Acute Senses
- Counter-attack
- Infiltrate
- Move Through Cover
- Scout

**Options:**

- Any Wolf Scout may replace its boltgun with:
  - Close combat weapon *free*
  - Space Marine shotgun *free*
  - Sniper rifle *1 pt*
- For every five Wolf Scouts you take in your team, one may replace their boltgun with:
  - Plasma pistol *10 pts*
  - Power weapon *15 pts*
- For every five Wolf Scouts you take in your team, one may take one item from either the **Heavy Weapons** or **Special Weapons** list.
- Any Wolf Scout may take a camo cloak for *2 pts*.

## SKYCLAW

15 points

You may only take a maximum of five Skyclaws in your team.

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

**Unit Type:** Jump Infantry

**Wargear**

- Power Armour
- Bolt Pistol
- Chainsword
- Frag grenade
- Krak grenade
- Jump pack

**Special Rules:**

- And They Shall Know No Fear
- Acute Senses
- Counter-attack
- Rage

**Options:**

- For every five Skyclaws you take in your team, one may take one of the following items:
  - Flamer *5 pts*
  - Meltagun *10 pts*
  - Plasma pistol *10 pts*
  - Plasma gun *15 pts*
  - Power weapon *15 pts*
  - Power fist *25 pts*

## SWIFTCLAW BIKER

20 points

You may only take a maximum of three Swiftclaw Bikers in your team.

*Swiftclaw Biker:*

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

*Swiftclaw Attack Bike (upgrade):*

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

**Unit Type:** Bike

**Wargear**

- Power Armour
- Bolt Pistol
- Frag grenade
- Krak grenade
- Space Marine bike

**Special Rules:**

- And They Shall Know No Fear
- Acute Senses
- Rage

**Options:**

- One Swiftclaw Biker in your team may be upgraded to a Swiftclaw Attack Bike for *15 pts*, gaining a heavy bolter. The Swiftclaw Attack Bike may replace its heavy bolter with a multi-melta for *10 pts*.
- For every three Swiftclaw Bikers in your team, one may take the following items:
  - Flamer *5 pts*
  - Meltagun *10 pts*
  - Plasma pistol *10 pts*
  - Plasma gun *15 pts*

## FENRISIAN WOLF PACK

40 points

*Fenrisian Wolf:*

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

*Cyberwolf (upgrade):*

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

**Unit Type:** Beast

**Wargear**

- None

**Special Rules:**

- Acute Senses
- Counter-attack
- Non-learning
- Squad (5 Fenrisian Wolves)

**Options:**

- One Fenrisian Wolf in the Squad may be upgraded to a Cyberwolf for *10 pts*.

## SPECIAL

### WOLF GUARD

18 points

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

**Unit Type:** Infantry

**Wargear**

- Power Armour
- Chainsword
- Bolt Pistol
- Frag grenade
- Krak grenade

**Special Rules:**

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

**Options:**

- May replace chainsword and/or bolt pistol with a boltgun for *free*.
- May take items from the **Melee Weapons** and **Ranged Weapons** lists. Plasma pistol cost reduced to 10 pts
- May take any of the following:
  - Melta bomb 5 pts
  - Jump pack<sup>1</sup> 3 pts
  - Space Marine bike<sup>1</sup> 7 pts
- May take items from the **Space Wolves Armoury**.

<sup>1</sup>These pieces of wargear are mutually exclusive.

### WOLF GUARD TERMINATOR

33 points

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

**Unit Type:** Infantry

**Wargear**

- Terminator armour
- Storm bolter
- Power weapon

**Special Rules:**

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

**Options:**

- May replace all weapons with:
  - Two wolf claws 15 pts
  - Thunder hammer & storm shield 15 pts
- May take items from the **Terminator Weapons** list.
- One Wolf Guard Terminator in your team may take one of the following options:
  - Replace storm bolter with heavy flamer 10 pts
  - Replace storm bolter with assault cannon 20 pts
  - Take a cyclone missile launcher 25 pts
- May take items from the **Space Wolves Armoury** including Terminator items.

### IRON PRIEST

55 points

*You may only take one Iron Priest in your team.*

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

**Unit Type:** Infantry

**Wargear**

- Runic armour
- Thunder hammer
- Boltgun
- Frag grenade
- Krak grenade
- Servo-arm

**Special Rules:**

- And They Shall Know No Fear
- Acute Senses
- Counter-attack
- Battlesmith

**Options:**

- May replace boltgun with bolt pistol for *free*.
- May take any of the following:
  - Melta bomb 5 pts
  - Up to four Cyberwolves 15 pts each
  - Digital weapons 10 pts
  - Jump pack<sup>1</sup> 10 pts
  - Space Marine bike<sup>1</sup> 15 pts
  - Thunderwolf mount<sup>1</sup> 50 pts
- May take items from the **Space Wolves Armoury**, including Iron Priest items.

<sup>1</sup>These pieces of wargear are mutually exclusive

## THUNDERWOLF CAVALRY

40 points

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

**Unit Type:** Cavalry

**Wargear:**

- Power armour
- Chainsword
- Bolt Pistol
- Frag grenade
- Krak grenade
- Thunderwolf mount

**Special Rules:**

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

**OPTIONS:**

- One Thunderwolf Cavalry may replace his close combat weapon with one of the following:
  - Power Weapon *15 pts*
  - Wolf Claw, Frost Blade, or Frost Axe *20 pts*
  - Power Fist *25 pts*
  - Thunder Hammer *30 pts*
- May replace bolt pistol with:
  - Boltgun *free*
  - Plasma pistol *10 pts*
- May take a Melta bomb for *5 pts*.
- May take items from the **Space Wolves Armoury**, including Thunderwolf items.

## LONE WOLF

20 points

*You may only take one Lone Wolf in your Team.*

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

**Unit Type:** Infantry

**Wargear:**

- Power armour
- Chainsword
- Bolt Pistol
- Frag grenade
- Krak grenade

**Special Rules:**

- Fearless
- Acute Senses
- Counter-attack
- Feel No Pain
- Monster Hunter
- A Glorious Death
- Pack of One\*

**TERMINATOR ARMOUR:**

A Lone Wolf may take Terminator armour for *20 pts*. The model replaces all his wargear with Terminator armour, storm bolter and power weapon and has only these options:

- May take items from the **Terminator Weapons** list.
- May take items from the **Space Wolves Armoury**.

**OPTIONS:**

- May take items from the **Melee Weapons** and **Ranged Weapons** lists. Plasma pistol cost reduced to 10 pts.
- May take any of the following:
  - Melta bomb *5 pts*
  - Up to two Fenrisian Wolves *8 pts each*
- May take items from the **Space Wolves Armoury**.

**A Glorious Death (Rule Amendment):** The Lone Wolf may never claim/contest objectives, including controlling a building in Take and Hold, and his death may never count towards any victory conditions (such as in Escalating Skirmish).

**Pack of One (Rule Amendment):** The Lone Wolf never benefits from the Inspiring Presence rule.

## WULFEN

40 points

*You may only take three Wulfen in your team, even if they are Core.*

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

**Unit Type:**

Infantry

**Wargear:**

- Close Combat Weapon

**Special Rules:**

- And They Shall Know No Fear
- Acute Senses
- Counter-attack
- Death Frenzy
- Bounding Lope
- Feel No Pain
- Rage

**OPTIONS:**

- Any Wulfen may take a Stormfrag Auto-Launcher for *2 pts*.
- Any Wulfen may take the following wargear options:
  - Great Frost Axe *8 pts*
  - Dual Frost Claws *12 pts*
  - Thunder Hammer and Storm Shield *25 pts*

## LONG FANG

15 points

*You may only take one Long Fang for every five Grey Hunters.*

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

**OPTIONS:**

- May take one item from the **Heavy Weapons** list.
- May take items from the **Space Wolves Armoury**.

**Unit Type:** Infantry

**Wargear:**

- Power Armour
- Chainsword
- Bolt Pistol
- Frag grenade
- Krak grenade

**Special Rules:**

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



## SPACE WOLVES ARMOURY

### AMULET OF RUSS (Leader Only) – 15 pts

The amulet contains a powerful refractor field. Grants the model a 5+ invulnerable save.

### BIFROST GAUNTLETS (Leader Only) – 20 pts

A pair of ancient gauntlets said to harness the power of Fenris to protect its wearer. Confers the bearer a 3+ armour save that may be re-rolled.

### HELBITER (Leader Only) – 10 pts

*Replaces one weapon of your choice.*

The Iron Priests have only ever managed to create a handful of Helbiters, miniaturising the deadly Helfrost technology in to such a small weapon has proved to lead to a frosty fate for many who attempt it. Helbiter has the following weapons profile:

	Range	S	AP	Type
Helbiter	12"	5	4	Pistol, Helfrost

### MARK OF THE WULFEN (Leader Only\*) – 15 pts

*Replaces all weapons (may never take weapons).*

The Mark of the Wulfen is a corruption of the Canis Helliix that can cause the bearer to devolve into a killing machine when the battle frenzy is upon him. A model with the Mark of the Wulfen has the Rending special rule in close combat, and replaces his usual Attacks with D6+1, rolled just before he makes his attacks. These attacks are made using claws and teeth and are not affected by wargear, extra Melee weapons, etc.

\* If this upgrade is applied to your leader, you may also take this upgrade on Wolf Guard and Wolf Guard Terminator Special units.

### WOLF TAIL TALISMAN (Leader Only) – 5 pts

The talisman fortifies the mind and faith of its bearer. The model gains the Adamantium Will special rule.

### WOLFTOOTH NECKLACE (Leader Only) – 10 pts

One who has triumphed in one of the contests of might held at the Fang may be awarded a Wolftooth Necklace. In close combat, a model always hits on a 3+. Only applies to Chainsword and Bolt pistol

### WULFJAW (Leader Only) – 15 pts

*Replaces one weapon of your choice.*

Wulfjaw is a mighty weapon crafted centuries ago; its chainsaw blade is fashioned from a rare sonically-

imbued metal whose secret has long since passed. Wulfjaw has the following profile:

	Range	S	AP	Type
Wulfjaw	-	+1	4	Melee, Rending, Strikedown

### SAGA OF THE FRONTRUNNER

**(Leader Only) – 10 pts**

Tales are sung of the leader's leadership, charisma, and bravery. A leader equipped with the Saga of the

Fronrunner has their Inspiring Presence radius increased by 6" (normally to 12").

*May not be taken alongside another Saga*

### SAGA OF THE BEASTSLAYER

**(Leader Only) – 15 pts**

The leader's tales of slaying monstrous foes are often shown true in combat. A leader equipped with Saga of the Beastlayer may re-roll all failed To Hit rolls against models with toughness 5 or more.

*May not be taken alongside another Saga.*

### SAGA OF THE HUNTER (Leader Only) – 15 pts

The leader is adept in the hunt, capable of tracking and cornering his prey with ease. A leader equipped with the Saga of the Hunter gains the Move Through Cover special rule.

*May not be taken alongside another Saga.*

### SAGA OF THE WOLFEN (Leader Only) – 15 pts

The leader treats his lupine allies as brothers. Fenrisian Wolves and Cyberwolves have Initiative 5 and Leadership 7 as long as they are within the Inspiring Presence of the Leader.

*May not be taken alongside another Saga.*

### SAGA OF THE BEAR (Leader Only) – 15 pts

The leader wears the pelt of a mighty bear slain in combat, and not even a thunderbolt cannot move him when he plants his feet. A leader equipped with Saga of the Bear gains Feel No Pain rule.

### SAGA OF THE WARRIOR-BORN

**(Leader Only) – 10 pts**

A warrior in heart and in body, the ferocity of the leader is unmatched in his pack. A leader equipped with the Saga of the Warrior-born gains +1 attack.

*May not be taken alongside another Saga*

### KEEN SENSES (Pack Leader Only) – 5 pts

The Pack Leader has a sense of smell even more sensitive than other Space Wolves. The model can shoot at and charge Hidden models.

### PELT OF THE DIRE WOLF

**(Pack Leader Only) – 10 pts**

An ancient pelt from a massive Wolf of Fenris. This venerable hide has been interwoven with a cameleoline web. The model has the Stealth special rule.

### TYRFANG (Pack Leader Only) – 25 pts

*Replaces one weapon of your choice.*

Forged in the fires of the Fang, Tyrfang sparks the spirit of the Wulfen within a Space Wolf in order to add to his ferociousness, but at great cost. Tyrfang has this profile:

	Range	S	AP	Type
Tyrfang	-	+1	3	Melee, Marked*

\*Marked: Before attacking roll a D3, the model gains this many additional Attacks. However, if a 1 is rolled the model may not attack at all during this phase and suffers a single S5 AP3 hit.

**WOLF HELM (Pack Leader Only) – 15 pts**

All friendly Space Wolf models within the Inspiring Presence radius of the team leader may re-roll all Morale checks.

**CHOOSE OF THE SLAIN**

**(Rune Skald Only) – 5 pts**

Often taking form of a psyber-raven, the Chooser acts as a psychic familiar. At the start of the battle place a Chooser counter or model next to a single enemy model. This counter/model has no effect on the game but the Rune Skald/Priest treats his BS as one higher when shooting at the chosen enemy model (including Witchfire psychic powers).

**STAFF OF BLIZZARDS (Rune Skald Only) – 10 pts**

The Rune Skald may fire a blast of freezing cloud from the tip of this staff, blinding his enemies. The Staff of Blizzards counts as a weapon with the following profile:

	Range	S	AP	Type
Staff of Blizzards	Template	4	-	Assault 1, Blind

**HELFRUST RIFLE (Long Fang Ancient Only) – 20 pts**

*Replaces one weapon of your choice.*

A Helfrost Rifle utilises the magnificent power of Helfrost technology, similar to its big brother the Helfrost Cannon. A Helfrost Rifle has the following weapons profile:

	Range	S	AP	Type
Helfrost Rifle	24"	6	3	Assault 1, Helfrost

**SAGA OF THE IRON WOLF**

**(Iron Priest Only) – 5 pts**

The hero can stir the machine spirit that growl within a vehicles engine. The Iron Priest adds +1 to any repair roll he makes.

**ALLFATHER TOTEM (Wolf Skald Only) – 20 pts**

The Allfather Totem hangs high above the head of the Wolf Skald or Priest. The Wolf Skald/Priest and all Space Wolves models within 6" of him gain the Rage special rule. The Allfather Totem also counts as a banner.

**JAGGED BARDING (Thunderwolf Only) – 10 pts**

The front armour plates of the Thunderwolf are covered in lethal barbs, adding massive damage when the model charges. The model gains +1 Strength to their Hammer of Wrath attack (normally to Strength 6).

**AUTO-LAUNCHERS (Terminator Only) – 10 pts**

The model counts as having assault grenades that do not have the One Use rule (i.e. they never run out). These grenades may not be used in the Shooting phase.

**CATAPHRACTII ARMOUR**

**(Terminator Only) – 10 pts**

The Cataphractii pattern was amongst the first Terminator armour issued, and suits of this type were even more heavily protected than their contemporaries. Models with Cataphractii Pattern Armour gain a 4+ invulnerable save

and the Slow and Purposeful special rule, but lose the Relentless special rule. Models with this armour may not take Tartaros Pattern Armour.

**TARTAROS PATTERN ARMOUR**

**(Terminator Only) – 5 pts**

The Tartaros pattern provides greater mobility for its wearer with no loss in durability or protection. Allows the model to make a Sweeping Advance. Models with this armour may not take Cataphractii Pattern Armour.

**TELEPORTER (Terminator Only) – 5 pts**

Instead of moving, a Terminator may teleport. Roll 2d6, the model may then move up to this amount in any direction, ignoring all terrain and models. If he does this, he cannot assault this turn.

**AUSPEX – 5 pts**

A model with an Auspex can use it in place of making a shooting attack. Target an enemy unit within 12". A unit that is targeted by one or more auspexes has its cover saves reduced by 1 until the end of the phase.

**AUXILIARY GRENADE LAUNCHER – 5 pts**

A tubular device that fires pre-loaded grenades, fixed to the models primary weapon. This attachment allows any grenades to be fired in addition to another weapon in the shooting phase rather than instead of.

**BIONICS – 5 pts**

The model gains the Feel No Pain (6+) special rule.

**MASTER-CRAFTED WEAPON – 10 pts**

Choose a single weapon the model has to gain the Master-crafted special rule.

**OVERCHARGED WEAPON – 10 pts**

Choose a single ranged weapon the model has to be overcharged. This gains +1 Strength and the Gets Hot rule. Plasma weapons may be overcharged but will Get Hot on a To Hit roll of a 1 or 2 instead of just a 1.

**SUSPENSORS – 10 pts**

A model with Suspensors that is equipped with a Heavy type weapon may fire this weapon at full BS even if he has moved in the Movement phase – although if he does so, the maximum range of the weapon is halved.

**SMOKE GRENADES – 10 pts**

A smoke grenade has the following profile:

	Range	S	AP	Type
Smoke Grenade	8"	-	-	Assault 1, One Shot, Large Blast, Smoke*

\*Smoke: Any model that is hit by this weapon gains a 5+ cover save until the start of their next turn. You may target friendly models with this weapon.

**TARGETER – 5 pts**

If a model with a Targeter has not moved in the previous Movement phase it may re-roll To Hit rolls of 1 when shooting.

**TOTEM OF THE HUNT** — *15 pts* Carried by small packs of Space Wolves on covert operations, the Totem of the Hunt represents the ferocity of their squad and the ways of their Chapter. Friendly models within 12" of a model bearing the Totem of the Hunt may re-roll failed Morale Tests and Pinning Tests. In addition, the Totem of the Hunt also counts as a 'banner' when working out combat results.



## Change log for Version 1.1:

- Changed Wolf Scout point cost from 14 to 13.
- Added clause to “Mark of the Wulfen” upgrade to allow Wolf Guard units to take the upgrade when a Leader model takes the “Mark of the Wulfen” upgrade
- Added “Totem of the Hunt” equipment upgrade.
- Added “Sagas” to the Space Wolf codex. These may need further updates as time goes on, or as playtesting determines imbalances.
  - Saga of the Frontrunner changed from Pack Leader to Leader requirement, has an updated description.
- Removed Grey Hunter Wolf Standard Bearer upgrade option.
- Added amendment to Pack Leader special rule, which allows for Grey Hunter / Blood Claw upgrade count eligibility.

## Change log for Version 1.2:

- Fixed typos for Lone Wolf’s rule amendments.

## Changelog for Version 1.3 (wulfen update):

- Added in Wulfen Pack Leader (gave him no weapons, but a 12 point discount based on unit entry in White Dwarf)
- Added Wulfen (no Curse on regular guys, due to potential power issues)
- To do: Wulfen Leader special armoury gear.
- To do: Test balance of TH/SS Wulfen with Wolf Tooth Necklace.

## Changelog for Version 1.4:

- Adjusted price of Thunderwolf Pack Leader from 40 to 50 points
  - Changed Wulfen wounds from 3 to 2 (original typo)
  - Helbiter leader only pistol price reduced from 15 to 10.
- Changes planned for 1.5: Thunderwolf Calvary adjustment, Iron Priest becomes Leader

## Changes for Version 1.5

- Adjusted price on Bifrost Gauntlet from 10 to 20 points.
- Changed Thunderwolf Calvary weapon and wargear allowances, should be balanced.
- Added restriction to Long Fangs to be more in line with other Marine balanced books.

## Change for Version 3.1

- Changed template

## Changelog for version 4.0 (thanks again Ivan for the new template!)

- All models that had 3 wounds in their profile have had their profiles adjusted to have only two wounds, as Heralds of Ruin design only allows two max.
  - Thunderwolf Calvary Leaders now cost 60pts, up from 50pts.
  - Wulfen Team Leaders now cost 48 points, up from 38pts.
  - Wulfen Special Units now cost 40, up from 30pts.
  - Wulfen Team Leader and Wulfen Thunder Hammer / Storm Shield upgrade costs 25pts, up from 20pts.
  - Fenrisian Wolves and Cyberwolves rule as Wargear Options are not a squad anymore, and follow the A Team Of Heroes rule.
  - The prices on all Plasma Pistols and Storm Shields have been correctly set in the roster, with Plasma Pistols costing 10pts and Storm Shields costing 15pts.
  - The typos in the Blood Claw and Swiftclaws have been fixed. (improperly addressed as Grey Hunters in their wargear options)
  - Blood Claws, Swiftclaws, Skyclaws, and Swiftclaw Bikes all now follow the correct format for taking special wargear, being a 1 in 5 for core choices and 1 in 3 for special choices.
  - Added a generic rule to the Space Wolves army rules to limit the amount of Thunderwolf Calvary mounts to 3 total, hopefully bringing in their reign of terror.
  - Lone Wolves no longer have Eternal Warrior.
  - The Wolftooth Necklace has been changed, only allowing for generic melee weapons to benefit from the 3+ to hit. This does mean Terminators can no longer benefit from the Wolftooth Necklace.
  - Pelt of the Dire Wolf cost increased to 10pts, from 5ps.
  - Saga of the Bear has had it's price reduced to 15pts, from 20pts.
  - Saga of the Warrior has had it's price reduced to 15pts, from 20pts.
- Grey Hunters have lost access to Plasma Pistols, as per balance discussions went in regards to how heavy weapons, special weapons are accessed across different armies.