

# SPACE WOLVES

## HOR

### **CODEX: SPACES WOLVES**

This Team List uses the special rules and wargear lists found in Codex: Space Wolves, Index: Imperium Vol. 1, & Chapter Approved 2017. If a rule differs from the Codex or the Index, it will be clearly stated.

**The points are intended for the model WITHOUT the equipment listed**, you need to add the costs of the wargear you can find in the “Space Wolves points values” section of the Index, or from the point values found in the codex.

### **FACTION KEYWORDS**

All models in this list have the **Imperium, Adeptus Astartes** keywords. Swap all instances of <Chapter> keyword with the **Space Wolves** keyword.

### **HUNTERS UNLEASHED**

Units with INFANTRY, BIKER and/or CAVALRY keyword add 1 to its hit rolls in the Fight phase in any turn in which a unit with this ability made a charge move, was charged or made a Heroic Intervention

### **MODEL AVAILABILITY**

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

- 1-2 Team Leader models
- 1-20 Core models
- 0-3 Special models

Space Wolves live a life of sagas, each one trying to make his own. A Space Wolves Kill Team may have 2 Team Leader Models. You will have to nominate who is the leader at the start of each game.

Both leader models award the Assassin achievement if slain when playing a campaign, and Leader only items from the armoury may only be taken once per team. The leaders may not be the same ether, so no two “Grey hunter sergeants”.

### **GREAT NAMES and CAMPAIGN PLAY**

Several entries in this Opus allow units to choose Great Names. Note that if you do not choose a Great Name when you recruit a unit to your kill team, you can choose that model’s Great Name at any time you would purchase Battle Honours.

# TEAM LEADERS

RUNE CASTER									
50									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Rune Caster	6"	3+	3+	4	4	4	2	8	3+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Bolt Pistol</li> <li>- Runic Axe</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- And They Shall Know No Fear</li> <li>- Psychic Hood</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>- May replace runic axe with runic stave or a runic sword</li> <li>- May replace bolt pistol with a plasma pistol or an item from the <b>Space Wolves combi-weapons</b> list</li> <li>- May take a Jump Pack for 15 pts, increasing his Movement to 12" and gaining the <b>Jump Pack</b> and <b>Fly</b> keywords.</li> <li>- May take a Great Name.</li> <li>- May take items from the Armoury.</li> <li>- May take a single choice from Gifts of the Talismancers.</li> </ul>								
PSYKER	This model can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the <b>smite</b> power								
KEYWORDS	Character, Infantry, Psyker, Rune Caster								

PRIMARIS RUNE CASTER									
55									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Rune Caster	6"	3+	3+	4	4	5	3	8	3+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Bolt Pistol</li> <li>- Runic Sword</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- And They Shall Know No Fear</li> <li>- Psychic Hood</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>- May take a Great Name.</li> <li>- May take items from the Armoury.</li> <li>- May take a single choice from Gifts of the Talismancers.</li> </ul>								
PSYKER	This model can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the <b>smite</b> power								
KEYWORDS	Character, Infantry, Psyker, Rune Caster, Primaris								

## WOLF SKJALD

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NAME	M	WS	BS	S	T	W	A	Ld	Sv
Wolf Skjald	6"	3+	3+	4	4	4	3	8	3+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Bolt Pistol</li> <li>- Crozius Arcanum</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- And They Shall Know No Fear</li> <li>- Spiritual Leader</li> <li>- Oath of War</li> <li>- Healing Balms</li> <li>- Wolf Amulet</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>- May replace his bolt pistol with a Plasma Pistol</li> <li>- May take a Power Fist</li> <li>- May take a Jump Pack for 15 pts, increasing his Movement to 12" and gaining the <b>Jump Pack, and Fly</b> keywords.</li> <li>- May take a Great Name.</li> <li>- May take items from the Armoury.</li> <li>- May take a single choice from Gifts of the Talismancers.</li> </ul>								
KEYWORDS	Character, Infantry, Wolf Skjald								

## PRIMARIS WOLF SKJALD

55

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Wolf Skjald	6"	3+	3+	4	4	5	4	8	3+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Absolvor Bolt Pistol</li> <li>- Crozius Arcanum</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- And They Shall Know No Fear</li> <li>- Spiritual Leader</li> <li>- Oath of War</li> <li>- Healing Balms</li> <li>- Wolf Amulet</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>- May take a Great Name.</li> <li>- May take items from the Armoury.</li> <li>- May take a single choice from Gifts of the Talismancers.</li> </ul>								
KEYWORDS	Character, Infantry, Wolf Skjald, Primaris								

## WOLF GUARD BATTLE LEADER

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NAME	M	WS	BS	S	T	W	A	Ld	Sv
Wolf Guard	6"	3+	3+	4	4	4	2	8	3+
EQUIPMENT	<ul style="list-style-type: none"><li>- Bolt Pistol</li><li>- Chainsword</li><li>- Frag Grenade</li><li>- Krak Grenade</li></ul>								
RULES	<ul style="list-style-type: none"><li>- And They Shall Know No Fear</li><li>- Huskarl to the Jarl</li><li>- Jump Pack Assault (with Jump Pack equipped)</li></ul>								
OPTIONS	<ul style="list-style-type: none"><li>- This model may replace its chainsword with a plasma pistol, storm shield or an item from the Melee Weapons list.</li><li>- This model may replace its bolt pistol with a boltgun, plasma pistol or an item from the Combi-weapons or Melee Weapons list.</li><li>- This model may take a jump pack for 15 points. If it does, its Move characteristic becomes 12" and it gains the JUMP PACK and FLY keywords.</li><li>- May take up to two Great Names.</li><li>- May take items from the Armoury.</li><li>- May take up to two choices from Gifts of the Talismancers.</li></ul>								
KEYWORDS	Infantry, Wolf Guard, Battle Leader, Character								

## PRIMARIS BATTLE LEADER

53

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Primaris Battle Leader	6"	3+	3+	4	4	5	3	8	3+
EQUIPMENT	<ul style="list-style-type: none"><li>- Bolt Carbine</li><li>- Power Axe</li><li>- Bolt Pistol</li><li>- Frag Grenade</li><li>- Krak Grenade</li></ul>								
RULES	<ul style="list-style-type: none"><li>- And They Shall Know No Fear</li><li>- Huskarl to the Jarl</li></ul>								
OPTIONS	<ul style="list-style-type: none"><li>- This model may replace its power axe and bolt carbine with a power sword.</li><li>- This model may replace its power axe and bolt carbine with a master-crafted auto bolt rifle or master-crafted stalker bolt rifle.</li><li>- May take up to two Great Names.</li><li>- May take items from the Armoury.</li><li>- May take up to two choices from Gifts of the Talismancers.</li></ul>								
KEYWORDS	Infantry, Primaris, Battle Leader, Character								

**BLOOD CLAW PACK LEADER**

26

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Blood Claw	6"	3+	4+	4	4	4	3	8	3+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Bolt Pistol</li> <li>- Chainsword</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- And They Shall Know No Fear</li> <li>- Berserker Charge</li> <li>- Headstrong</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>- May replace his bolt pistol with a Plasma Pistol.</li> <li>- May replace his chainsword with a Power Sword, Power Axe or Power Fist.</li> <li>- May take a Great Name.</li> <li>- May take items from the Armoury.</li> <li>- May take a single choice from Gifts of the Talismancers.</li> </ul>								
KEYWORDS	Character, Infantry, Blood Claws								

**GREY HUNTER PACK LEADER**

31

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Grey Hunter	6"	3+	3+	4	4	4	3	7	3+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Bolt Pistol</li> <li>- Boltgun</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- And They Shall Know No Fear</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>- May take a Chainsword, Power Axe, Power Sword or Power Fist.</li> <li>- May take up to two Great Names.</li> <li>- May take items from the Armoury.</li> <li>- May take up to two choices from Gifts of the Talismancers.</li> </ul>								
KEYWORDS	Character, Infantry, Grey Hunters								

**INTERCESSOR PACK LEADER**

30

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Intercessor	6"	3+	3+	4	4	5	3	8	3+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Bolt Pistol</li> <li>- Bolt Rifle</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- And They Shall Know No Fear</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>- May replace their bolt rifle with an auto bolt rifle or stalker bolt rifle.</li> <li>- May either replace their bolt rifle with a chainsword or take a chainsword in addition to their other weapons.</li> <li>- May take a Great Name.</li> <li>- May take items from the Armoury.</li> <li>- May take up to two choices from Gifts of the Talismancers.</li> </ul>								
KEYWORDS	Character, Infantry, Primaris, Intercessor								

**WOLF SCOUT PACK LEADER**

29

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Wolf Scout	6"	3+	3+	4	4	4	2	7	4+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Bolt Pistol</li> <li>- Boltgun</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- And They Shall Know No Fear</li> <li>- Behind Enemy Lines</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>- May take a Camo Cloak</li> <li>- May replace its boltgun with a chainsword, combat knife, sniper rifle or Astartes shotgun.</li> <li>- May either replace his boltgun with a power axe or power sword, or replace his bolt pistol with a plasma pistol.</li> <li>- May take up to two Great Names.</li> <li>- May take items from the Armoury.</li> <li>- May take a single choice from Gifts of the Talismancers.</li> </ul>								
KEYWORDS	Character, Infantry, Scout, Wolf Scouts								

**REIVER PACK LEADER**

30

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Reiver	6"	3+	3+	4	4	5	3	8	3+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Heavy Bolt Pistol</li> <li>- Bolt Carbine</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> <li>- Shock Grenade</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- And They Shall Know No Fear</li> <li>- Terror Troops</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>- May replace either his Bolt Carbine or Heavy Bolt Pistol with a Combat Knife.</li> <li>- May take a Grapnel Launcher.</li> <li>- May take a Grav-chute.</li> <li>- May take a Great Name.</li> <li>- May take items from the Armoury.</li> <li>- May take a single choice from Gifts of the Talismancers.</li> </ul>								
KEYWORDS	Character, Infantry, Primaris, Reiver								

**AGGRESSOR PACK LEADER**

35

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Aggressor	5"	3+	3+	4	5	5	3	8	3+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Auto Boltstorm Gauntlets</li> <li>- Fragstorm Grenade Launcher</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- And They Shall Know No Fear</li> <li>- Fire storm</li> <li>- Relentless Advance</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>- May replace his two Auto Boltstorm Gauntlets and Fragstorm Grenade Launcher for two Flamestorm Gauntlets.</li> <li>- May take a Great Name.</li> <li>- May take items from the Armoury.</li> <li>- May take a single choice from Gifts of the Talismancers.</li> </ul>								
KEYWORDS	Character, Infantry, Primaris, MK X Gravis, Aggressor								

## WOLF GUARD PACK LEADER

34

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Wolf Guard	6"	3+	3+	4	4	4	3	8	3+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Bolt Pistol</li> <li>- Boltgun</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- And They Shall Know No Fear</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>- May replace its boltgun with a plasma pistol, storm shield or an item from the Melee Weapons or Combi-weapons list; it may also replace its bolt pistol with a plasma pistol, storm shield or an item from the Melee Weapons list</li> <li>- May take a Jump Pack for 15 <i>pts</i>, increasing his Movement to 12" and gaining the <b>Jump Pack, Fly</b> keywords.</li> <li>- May take up to two Great Names.</li> <li>- May take items from the Armoury.</li> <li>- May take up to two choices from Gifts of the Talismancers.</li> </ul>								
KEYWORDS	Character, Infantry, Wolf Guard								

## WOLF GUARD PACK LEADER IN TERMINATOR ARMOUR

40

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Wolf Guard	5"	3+	3+	4	4	4	3	8	2+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Storm Bolter</li> <li>- Power Sword</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- And They Shall Know No Fear</li> <li>- Crux Terminatus</li> <li>- Teleport Strike</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>- May replace its boltgun with a plasma pistol, storm shield or an item from the Melee Weapons or Combi-weapons list; it may also replace its bolt pistol with a plasma pistol, storm shield or an item from the Melee Weapons list</li> <li>- May take a Jump Pack for 3 <i>pts</i>, increasing his Movement to 12" and gaining the <b>Jump Pack, Fly</b> keywords.</li> <li>- May take up to two Great Names.</li> <li>- May take items from the Armoury.</li> <li>- May take a single choice from Gifts of the Talismancers.</li> </ul>								
KEYWORDS	Character, Infantry, Wolf Guard, Terminator								



## WOLF GUARD PACK LEADER IN CATAPHRACTII ARMOUR

44

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Wolf Guard	4"	3+	3+	4	4	4	3	8	2+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Combi-Bolter</li> <li>- Power Sword</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- And They Shall Know No Fear</li> <li>- Cataphractii Armour</li> <li>- Teleport Strike</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>- May replace his combi-bolter with a lightning claw</li> <li>- May replace his power sword with a chainfist, power fist or lightning claw.</li> <li>- May take a grenade harness.</li> <li>- May take up to two Great Names.</li> <li>- May take items from the Armoury.</li> <li>- May take a single choice from Gifts of the Talismancers.</li> </ul>								
KEYWORDS	Character, Infantry, Wolf Guard, Terminator, Cataphractii Terminators								

## WOLF GUARD PACK LEADER IN TARTAROS ARMOUR

40

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Wolf Guard	6"	3+	3+	4	4	4	3	8	2+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Combi-Bolter</li> <li>- Power Sword</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- And They Shall Know No Fear</li> <li>- Tartaros Armour</li> <li>- Teleport Strike</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>- May replace his combi-bolter and power sword with two lightning claws</li> <li>- May replace his power sword with a chainfist or power fist.</li> <li>- May replace his combi-bolter with a plasma blaster or volkite charger.</li> <li>- May take up to two Great Names.</li> <li>- May take items from the Armoury.</li> <li>- May take a single choice from Gifts of the Talismancers.</li> </ul>								
KEYWORDS	Character, Infantry, Wolf Guard, Terminator, Tartaros Terminators								

**WULFEN PACK LEADER**

41

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Wulfen	7"	3+	5+	5	4	4	4	7	4+
EQUIPMENT	- Frost Claws								
RULES	<ul style="list-style-type: none"> <li>- And They Shall Know No Fear</li> <li>- Bounding Lope</li> <li>- Death Frenzy</li> <li>- Curse of the Wulfen (Hunt)</li> <li>- Curse of the Wulfen (Kill)</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>- May take a Stormfrag auto-launcher.</li> <li>- May take a Great Name.</li> <li>- May take items from the Armoury.</li> <li>- May take a single choice from Gifts of the Talismancers.</li> </ul>								
KEYWORDS	Character, Infantry, Wulfen								

**SKYCLAWS PACK LEADER**

39

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Skyclaw	12"	3+	4+	4	4	4	2	7	3+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Bolt Pistol</li> <li>- Chainsword</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- And They Shall Know No Fear</li> <li>- Jump Pack Assault</li> <li>- Berserker Charge</li> <li>- Headstrong</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>- May replace their bolt pistol with a plasma pistol or an item from the Special Weapons list.</li> <li>- May replace his chainsword with a power axe, power fist or power sword.</li> <li>- May take a Great Name.</li> <li>- May take items from the Armoury.</li> <li>- May take a single choice from Gifts of the Talismancers.</li> </ul>								
KEYWORDS	Character, Infantry, Blood Claws, Jump Pack, Fly, Skyclaws								

## SWIFTCLAWS PACK LEADER

35

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Swiftclaw	14"	3+	4+	4	5	4	2	7	3+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Bolt Pistol</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> <li>- Twin Blotgun (bike)</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- And They Shall Know No Fear</li> <li>- Berserker Charge</li> <li>- Headstrong</li> <li>- Turbo-boost</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>- May replace his Bolt Pistol with a Chainsword</li> <li>- May replace his bolt pistol with a power axe, power fist or power sword.</li> <li>- May replace their bolt pistol with a plasma pistol or an item from the <b>Space Wolves Special Weapons</b> list.</li> <li>- May take a Great Name.</li> <li>- May take items from the Armoury.</li> <li>- May take a single choice from Gifts of the Talismancers.</li> </ul>								
KEYWORDS	Character, Biker, Blood Claws, Swiftclaws								

## INCEPTOR SERGEANT

39

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Inceptor	10"	3+	3+	4	5	5	3	8	3+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Two Assault Bolters</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- And They Shall Know No Fear</li> <li>- Crushing Charge</li> <li>- Meteoric Descent</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>- May replace his two Assault Bolters for two Plasma Exterminators.</li> <li>- May take a Great Name.</li> <li>- May take items from the Armoury.</li> <li>- May take a single choice from Gifts of the Talismancers.</li> </ul>								
KEYWORDS	Character, Infantry, Primaris, MK X Gravis, Fly, Inceptor, Jump Pack								

## THUNDERWOLF CAVALRY PACK LEADER

45

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Thunderwolf Cavalry	10"	3+	3+	4	5	4	3	8	3+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Chainsword</li> <li>- Bolt Pistol</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> <li>- Crushing teeth and claws (Thunderwolf mount)</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- And They Shall Know No Fear</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>- May replace its chainsword with a storm shield or an item from the Melee Weapons list.</li> <li>- May replace its bolt pistol with a boltgun, plasma pistol or an item from the Melee Weapons list.</li> <li>- May take a Great Name.</li> <li>- May take items from the Armoury.</li> <li>- May take a single choice from Gifts of the Talismancers.</li> </ul>								
KEYWORDS	Cavalry, Wolf Guard, Thunderwolf Cavalry								

## WOLF SCOUT BIKER PACK LEADER

36

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Wolf Scout	16"	3+	4+	4	5	4	2	8	4+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Bolt Pistol</li> <li>- Astartes Shotgun</li> <li>- Combat Knife</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> <li>- Twin Boltgun (bike)</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- And They Shall Know No Fear</li> <li>- Turbo-boost</li> <li>- Behind Enemy Lines</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>- May replace his bolt pistol with a plasma pistol, power axe or power sword.</li> <li>- May take a Great Name.</li> <li>- May take items from the Armoury.</li> <li>- May take a single choice from Gifts of the Talismancers.</li> </ul>								
KEYWORDS	Character, Biker, Scout, Wolf Scout Bikers								

## LONG FANG PACK LEADER

36

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Long Fang	6"	3+	3+	4	4	4	2	8	3+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Bolt Pistol</li> <li>- Boltgun</li> <li>- Chainsword</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- And They Shall Know No Fear</li> <li>- Fire Discipline: friendly Long Fangs within 6" of this model may re-roll hit rolls of 1 in the Shooting and Overwatch phases.</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>- May replace his Boltgun and bolt pistol with a plasma pistol or an item from the <b>Space Wolves Special Weapons</b> list.</li> <li>- May replace his chainsword with a power axe, power fist or power sword.</li> <li>- May take a Great Name.</li> <li>- May take items from the Armoury.</li> <li>- May take a single choice from Gifts of the Talismancers.</li> </ul>								
KEYWORDS	Character, Infantry, Long Fangs								

## HELLBLASTER PACK LEADER

30

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Hellblaster	6"	3+	3+	4	4	5	3	8	3+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Bolt Pistol</li> <li>- Plasma Incinerator</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- And They Shall Know No Fear</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>- May replace his Plasma Incinerator with and Assult Plasma Incinerator or a Heavy Plasma Incinerator.</li> <li>- May replace his Bolt Pistol with a Plasma Pistol.</li> <li>- May take a Great Name.</li> <li>- May take items from the Armoury.</li> <li>- May take a single choice from Gifts of the Talismancers.</li> </ul>								
KEYWORDS	Character, Infantry, Primaris, Hellblaster								

# CORE

## GREY HUNTERS

13

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Grey Hunter	6"	3+	3+	4	4	1	1	7	3+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Bolt Pistol</li> <li>- Boltgun</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- And They Shall Know No Fear</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>- May take a Chainsword for 1 point.</li> <li>- One model with the <b>Grey Hunters</b> keyword in your team may replace his Bolt Pistol with a Plasma Pistol</li> <li>- For every 5 models with the <b>Grey Hunters</b> keyword in your team, one may replace his Boltgun with an item from the <b>Space Wolves Special Weapons</b> list.</li> </ul>								
KEYWORDS	Infantry, Grey Hunters								

## BLOOD CLAW

13

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Blood Claw	6"	3+	4+	4	4	1	1	7	3+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Bolt Pistol</li> <li>- Chainsword</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- And They Shall Know No Fear</li> <li>- Berserker Charge</li> <li>- Headstrong</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>- One model with the <b>Blood Claws</b> keyword in your team may replace his Chainsword with an item from the <b>Space Wolves Special Weapons</b> list.</li> <li>- One model with the <b>Blood Claws</b> keyword in your team may replace his Bolt Pistol with a Plasma Pistol.</li> </ul>								
KEYWORDS	Infantry, Blood Claws								

## SKYCLAWS

16

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Skyclaw	12"	3+	4+	4	4	1	1	7	3+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Bolt Pistol</li> <li>- Chainsword</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- And They Shall Know No Fear</li> <li>- Jump Pack Assault</li> <li>- Berserker Charge</li> <li>- Headstrong</li> </ul>								
OPTIONS	- Up to two Skyclaws may replace his bolt pistol with a Plasma Pistol or an item from the Special Weapons list.								
KEYWORDS	Infantry, Blood Claws, Jump Pack, Fly, Skyclaw								

## CYBERWOLF

15

(maximum 3 models with the Beast Keyword in your team)

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Cyberwolf	10"	3+	-	4	4	2	3	6	4+
EQUIPMENT	- Teeth and claws								
RULES	- Swift Hunters								
KEYWORDS	Beast, Cyberwolves								

## FENRISIAN WOLF

9

(maximum 3 models with the Beast Keyword in your team)

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Fenrisian Wolf	10"	3+	-	4	4	1	2	4	6+
EQUIPMENT	- Teeth and claws								
RULES	<ul style="list-style-type: none"> <li>- Pack Mentality: add 1 to this model's Leadership if there is another model with the <b>Beast</b> keyword within 6". Add 2 if there are 2 or more.</li> <li>- Swift Hunters</li> </ul>								
KEYWORDS	Beast, Fenrisian Wolves								

## SWIFTCLAWS

23

(maximum 3 models with the Swiftclaws Keyword in your team)

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Swiftclaws	14"	3+	4+	4	5	2	1	7	3+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Bolt Pistol</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> <li>- Twin Boltgun (bike)</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- And They Shall Know No Fear</li> <li>- Berserker Charge</li> <li>- Headstrong</li> <li>- Turbo-boost</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>- May replace his Bolt Pistol with a Chainsword</li> <li>- One Swiftclaw may replace their bolt pistol with a plasma pistol or an item from the <b>Space Wolves Special Weapons</b> list.</li> </ul>								
KEYWORDS	Biker, Blood Claws, Swiftclaws								

## SWIFTCLAWS ATTACK BIKE

35

(maximum 1 model with the Swiftclaws Attack Bike Keyword in your team)

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Swiftclaws Attack Bike	14"	3+	4+	4	5	4	2	7	3+
EQUIPMENT	<ul style="list-style-type: none"> <li>- 2 Bolt Pistol</li> <li>- Twin Boltgun (Attack bike)</li> <li>- Heavy Bolter (Attack bike)</li> <li>- 2 Frag Grenades</li> <li>- 2 Krak Grenades</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- And They Shall Know No Fear</li> <li>- Berserker Charge</li> <li>- Headstrong</li> <li>- Turbo-boost</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>- May swap the Heavy Bolter for a Multi-melta.</li> </ul>								
KEYWORDS	Biker, Blood Claws, Swiftclaw Attack Bike								



## INTERCESSOR

18

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Intercessor	6"	3+	3+	4	4	2	2	7	3+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Bolt Pistol</li> <li>- Bolt Rifle</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> </ul>								
RULES	- And They Shall Know No Fear								
OPTIONS	<ul style="list-style-type: none"> <li>- May replace hit Bolt Rifle with an Auto Bolt Rifle or a Stalker Bolt Rifle.</li> <li>- For every 5 models with the <b>Intercessor</b> keyword, one may take an Auxiliary Grenade Launcher.</li> </ul>								
KEYWORDS	Infantry, Primaris, Intercessor								

## REIVER

18

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Reiver	6"	3+	3+	4	4	2	2	7	3+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Heavy Bolt Pistol</li> <li>- Bolt Carbine</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> <li>- Shock Grenade</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- And They Shall Know No Fear</li> <li>- Terror Troops</li> <li>- Grav-chutes</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>- May replace his bolt carbine with a combat knife.</li> <li>- May take a Grapnel Launcher</li> <li>- May take a Grav-chute</li> </ul>								
KEYWORDS	Infantry, Primaris, Reiver								

# SPECIAL

## WOLF SCOUT

11

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Wolf Scout	6"	3+	3+	4	4	1	1	7	4+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Bolt Pistol</li> <li>- Boltgun</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- And They Shall Know No Fear</li> <li>- Behind Enemy Lines</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>- May take a Camo Cloak</li> <li>- May replace its boltgun with a chainsword, combat knife, sniper rifle or Astartes shotgun.</li> <li>- One Wolf Scout in your team may replace his boltgun with a heavy bolter, missile launcher or an item from the <b>Space Wolves Special Weapons</b> list.</li> <li>- One Wolf Scout may replace his boltgun with an item from the <b>Space Wolves Melee Weapons</b> list, or replace his bolt pistol with a plasma pistol.</li> <li>- May take items from the Armoury.</li> </ul>								
KEYWORDS	Infantry, Scout, Wolf Scouts								

## WULFEN

28

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Wulfen	7"	3+	5+	5	4	2	3	7	4+
EQUIPMENT	- Wulfen Claws								
RULES	<ul style="list-style-type: none"> <li>- And They Shall Know No Fear</li> <li>- Bounding Lope</li> <li>- Death Frenzy</li> <li>- Curse of the Wulfen (Hunt)</li> <li>- Curse of the Wulfen (Kill)</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>- May take a Stormfrag auto-launcher</li> <li>- May replace its Wulfen claws with frost claws, a great frost axe or a thunder hammer and storm shield.</li> </ul>								
KEYWORDS	Infantry, Wulfen								

## THUNDERWOLF CAVALRY

40

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Thunderwolf Cavalry	10"	3+	3+	4	5	3	2	8	3+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Chainsword</li> <li>- Bolt Pistol</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> <li>- Crushing teeth and claws (thunderwolf mount)</li> </ul>								
RULES	- And They Shall Know No Fear								
OPTIONS	<ul style="list-style-type: none"> <li>- May replace its chainsword with a storm shield or an item from the Melee Weapons list.</li> <li>- May replace its bolt pistol with a boltgun, plasma pistol or an item from the Melee Weapons list.</li> <li>- May take items from the Armoury.</li> </ul>								
KEYWORDS	Cavalry, Wolf Guard, Thunderwolf Cavalry								

## WOLF GUARD

16

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Wolf Guard	6"	3+	3+	4	4	1	2	8	3+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Bolt Pistol</li> <li>- Boltgun</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> </ul>								
RULES	- And They Shall Know No Fear								
OPTIONS	<ul style="list-style-type: none"> <li>- May replace its boltgun with a plasma pistol, storm shield or an item from the Melee Weapons or Combi-weapons list; it may also replace its bolt pistol with a plasma pistol, storm shield or an item from the Melee Weapons list.</li> <li>- May take a Jump Pack for 3 pts, increasing his Movement to 12" and gaining the <b>Jump Pack, Fly</b> keywords.</li> <li>- Any may take a Great Name.</li> <li>- May take items from the Armoury.</li> </ul>								
KEYWORDS	Infantry, Wolf Guard								

## WOLF GUARD

### IN TERMINATOR ARMOUR

26

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Wolf Guard	5"	3+	3+	4	4	2	2	8	2+
EQUIPMENT	- Power Fist - Storm Bolter								
RULES	- And They Shall Know No Fear - Crux Terminatus - Teleport Strike								
OPTIONS	- May replace its power fist or power sword with a storm shield or an item from the Terminator Melee Weapons list. - Any model may replace its storm bolter with an item from the Combi-weapons or Terminator Melee Weapons list - One Wolf Guard in Terminator Armour may take a cyclone missile launcher or replace their storm bolter with an item from the <b>Terminator Heavy Weapons</b> list. - Any may take a Great Name. - May take items from the Armoury.								
KEYWORDS	Infantry, Terminator, Wolf Guard								

## WOLF GUARD

### IN CATAPHRACTII ARMOUR

26

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Wolf Guard	4"	3+	3+	4	4	2	2	8	2+
EQUIPMENT	- Power Fist - Combi-Bolter								
RULES	- And They Shall Know No Fear - Cataphractii Armour - Teleport Strike								
OPTIONS	- One Wolf Guard in Cataphractii Armour may replace his combi-bolter with a heavy flamer. - May replace his combi-bolter with a lightning claw. - May replace his power fist with a chainfist or lightning claw. - Any may take a Great Name. - May take items from the Armoury.								
KEYWORDS	Infantry, Cataphractii Terminator, Wolf Guard								

## WOLF GUARD IN TARTAROS ARMOUR

26

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Wolf Guard	6"	3+	3+	4	4	2	2	8	2+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Power Fist</li> <li>- Combi-Bolter</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- And They Shall Know No Fear</li> <li>- Tartaros Armour</li> <li>- Teleport Strike</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>- One Wolf Guard in Tartaros Armour may replace his combi-bolter with a heavy flamer or reaper autocannon</li> <li>- One Wolf Guard in Tartaros Armour may take a grenade harness.</li> <li>- May replace his combi-bolter and power fist with two lightning claws.</li> <li>- May replace his power fist with a chainfist.</li> <li>- Any may take a Great Name.</li> <li>- May take items from the Armoury.</li> </ul>								
KEYWORDS	Infantry, Tartaros Terminator, Wolf Guard								

## BIKER WOLF GUARD

34

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Wolf Guard	14"	3+	3+	4	5	2	2	8	3+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Bolt Pistol</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- And They Shall Know No Fear</li> <li>- Turbo-boost</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>- May take a Boltgun or an item from the <b>Space Wolves Combi-weapons</b> list.</li> <li>- May replace its bolt pistol with a chainsword.</li> <li>- May replace its bolt pistol with a storm shield, plasma pistol or an item from the <b>Space Wolves Melee Weapons or Combi-Weapons</b> list.</li> <li>- Any may take a Great Name.</li> <li>- May take items from the Armoury.</li> </ul>								
KEYWORDS	Biker, Wolf Guard								

## LONG FANG

14

(you may take 1 model with the Long Fangs Keyword in your team for every 5 models with the Grey Hunters or Blood Claws Keyword)

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Long Fang	6"	3+	3+	4	4	1	1	8	3+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Bolt Pistol</li> <li>- Boltgun</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- And They Shall Know No Fear</li> <li>- Fire Discipline</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>- May replace his Boltgun with an item from the <b>Space Wolves Heavy Weapons</b> list.</li> <li>- May take items from the Armoury.</li> </ul>								
KEYWORDS	Infantry, Long Fangs								

## HELLBLASTER

18

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Hellblaster	6"	3+	3+	4	4	2	2	7	3+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Bolt Pistol</li> <li>- Plasma Incinerator</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- And They Shall Know No Fear</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>- May replace his Plasma Incinerator with and Assult Plasma Incinerator or a Heavy Plasma Incinerator.</li> </ul>								
KEYWORDS	Infantry, Primaris, Hellblaster								

## INCEPTOR

25

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Inceptor	10"	3+	3+	4	5	2	2	7	3+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Two Assault Bolters</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- And They Shall Know No Fear</li> <li>- Crushing Charge</li> <li>- Meteoric Descent</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>- May replace his two Assault Bolters for two Plasma Exterminators.</li> <li>- May take items from the Armoury.</li> </ul>								
KEYWORDS	Infantry, Primaris, MK X Gravis, Fly, Inceptor								

## AGGRESSOR

21

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Aggressor	5"	3+	3+	4	5	2	2	7	3+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Auto Boltstorm Gauntlets</li> <li>- Fragstorm Grenade Launcher</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- And They Shall Know No Fear</li> <li>- Fire storm</li> <li>- Relentless Advance</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>- May replace his Auto Boltstorm Gauntlets and Fragstrom Grenade Launcher with Flamestorm Gauntlets</li> <li>- May take items from the Armoury.</li> </ul>								
KEYWORDS	Infantry, Primaris, MK X Gravis, Aggressor								

## ACOLYTE OF THE FORGE

33

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Iron Priest	6"	3+	3+	4	4	2	2	8	2+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Helfrost pistol</li> <li>- Tempest hammer</li> <li>- Servo-arm</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- And They Shall Know No Fear</li> <li>- Battlesmith</li> <li>- Machine Predator: At the start of your turn, you may choose one of the following effects. It remains in effect until the start of your next turn.                             <ul style="list-style-type: none"> <li>Auspex Pulse: Choose an enemy unit within 18". That enemy unit cannot claim an armour save bonus for being in cover.</li> <li>Recon Familiar: All friendly units within 3" of this model at the start of the Movement phase are not slowed by difficult or dangerous terrain for the duration of the Phase.</li> <li>Scrap Code: Choose an enemy model within 18" whose armour save is 3+ or better. That model suffer -2" to its Movement characteristic and may only advance 2" until the start of this model's next turn.</li> </ul> </li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>- May replace his bolt pistol with a Plasma Pistol.</li> <li>- May replace his chainsword with a Power Sword, Power Axe or Power Fist.</li> <li>- Any may take a Great Name.</li> <li>- May take items from the Armoury.</li> <li>- May take a single choice from Gifts of the Talismancers.</li> </ul>								
KEYWORDS	Infantry, Techmarine, Iron Priest								

# ARMOURY

ITEM	DESCRIPTION	COST
Amulet of Russ	The amulet contains a powerful refractor field. Grants the model a 5+ invulnerable save.	7
Hellfrost Grenade	See Below.	2
Lapine Talon Charm	The first time this model would take a mortal wound in each mission, roll a d6. On a 3+, the wound is ignored.	3
Fenris-Forged Blade	Replaces chainsword if the model has one. See table below.	2
Trophy Pelt	If an enemy attack on this model needs a 2+ to wound, it instead needs a 3+.	13
Prize Cincture	This model can move, shoot and charge through friendly, non-vehicle models as though they were not there, though it must have sufficient movement and space to clear their bases.	8
Wolf Standard	One per team. Friendly SPACE WOLVES within 6" of this model at the time they make the roll can re-roll one of the dice when determining how far they move in the Charge phase.	12

## GIFTS OF THE TALISMANCERS

Trophies, particularly weapons, are popular souvenirs from campaigns prosecuted by the Space Wolves. Sadly, any weapon more complicated than a simple sword or knife has to be turned over to the chapter's Talismancers to ensure it does not contain malign intelligence, produce dangerous radiation or present some similar peril. Rarely, the Talismancers will sanctify an item for use and try to give it back to the brother who originally turned it in. If the original battle brother does not want it anymore or is dead, these unclaimed weapons find their way into the arms coffers of the Wolf Lords who will break them out when a small team needs to punch above its weight.

These items are incredibly rare or even unique and no team may have more than a single example of each item.

**Staff of the Winter Wolf** (15 points, Rune Caster or Primaris Rune Caster only; replaces Runic weapon)

*Anders Linneason held the dubious distinction of the office of both Rune Priest and Iron Priest. While frequently chided by leaders in both temples for serving so many masters and being mediocre at best in both of his crafts. Despite his alleged mediocrity, Anders did craft this weapon before passing into legend. It incorporates hellfrost technology powered by psy-crystals. Considered an impractical curiosity by the warriors of Fenris, it is highly coveted by warbands and kill teams*

The rules for this weapon can be found below.

**Fenrisian Runes** (6 points Rune Caster or Primaris Rune Caster only)

*The difficulty of engraving runes on armour without damaging its integrity or angering its machine spirit usually means such gear is only available to the most puissant of Rune Priests. Those learning the runes must often make do with lesser talismans such as these.*

This model knows an additional psychic power from the Tempestas discipline.



### Johan's Raven (15)

The first of these cyber-familiars was made by Johan Fithynssen in the era of Lemman Russ himself and they bear his name to this day. Since the advent of the more durable Chooser of the Slain, these devices have fallen largely out of favor in the Space Wolves' order of battle, but this means there have been more to go around the kill teams. After connecting this device to his suit's datacore, a user can survey the area on silent wings, gaining a wealth of tactical information.

If he remained stationary in the preceding Movement phase and is not within 1" of any enemy models, this model may declare the use of Johan's Raven at the start of the Shooting phase. Choose one of the following abilities and apply it immediately.

**Recon Sweep:** Choose a friendly SPACE WOLVES unit within 18" of this model. That unit may immediately move 1d6+3". It may shoot after doing so, but may not declare a charge later that turn, nor may this move bring it within 1" of any enemy models.

**Terrain Survey:** Choose a terrain feature within 18" of this model. Friendly SPACE WOLVES units moving through this terrain feature are not slowed by difficult terrain during your next Movement phase.

**Augur Scan:** Choose an objective or building within 18" of this model whose nature is randomly determined by the mission you are currently playing. You may roll two dice to determine its nature and choose whichever you want.

### Nightfall (10 points, replaces any melee weapon)

Prior to the Horus Heresy, Talonlord Zaidreth Al'Kashel of the 8<sup>th</sup> Legion gifted his personal weapon to Wolf Lord Garod the True after they were blooded together in the Helioreich Intercession. It is a rare and baroque example of the Nostraman chainblade that is notoriously difficult to use, but lethally effective in the hands of a master. To say that its machine spirit is bellicose is an understatement. When enemies are in range, it leaps seemingly unbidden to attack them.

The rules for this weapon can be found below.

WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Staff of the Winterwolf	8" Melee	Assault d6 Melee	4 +2	-1 -1	1 D3	If a model suffers any unsaved wounds from this weapon but is not slain, roll a D6, the target suffers a mortal wound on a 6.
Hellfrost Grenade	6"	Assault d6	3	-1	1	
Fenris-Forged Blade	Melee	Melee	User	-1	1	Each time the bearer fights, it can make one additional attack with this weapon.
Nightfall	Melee	Melee	+2	-2	1	In the charge phase, after all charges have been completed, the bearer of this weapon may pile in and attack. If it does so, it may not attack again in the subsequent Fight phase.

# GREAT NAMES

A saga is the culmination of several mortal lifetime's worth of battle experience and glorious deeds. For those whose deeds will never be known outside the darkest corners of The Fang, they are awarded Great Names to commemorate their gallantry and actions in the shadows.

## **Slayer** (10 points)

*The slaying of one of Fenris' many monstrous fauna is always an event and can bring with it a flood of celebrity. For this warrior, such accolades have become commonplace and his brothers expect him to seek out the largest and toughest of the enemy.*

This model may re-roll failed wound rolls against enemy units with Toughness 5 or more.

## **Huntsman** (7 points)

*To be Fenrisian and alive is to be a successful hunter. This warrior has raised stalking prey to an art form, even in the most difficult or miserable circumstances.*

This model is not slowed by terrain. If it has the INFANTRY keyword, it ignores vertical distance when moving as though it had a grapnel launcher.

## **Beastmaster** (12 points)

*Warriors of the Space Wolves have a special bond with their warbeasts and this warrior has cultivated that bond such that they fight all the harder in his presence.*

Friendly models with the BEAST keyword re-roll hit rolls of 1 while within 12" of this model.

## **Ironsides** (7 points)

*Whether by luck or sheer unwillingness to die, this warrior has made a name for himself walking off the most dolorous injuries to the continuing amazement of his packmates.*

Roll a d6 each time this model loses a wound. On a 6+, this model does not lose that wound. Improve this to 5+ if this model is ever subject to one or more additional, similar abilities.

## **Blood Wind** (10 points)

*Blood Claws are known for being young, impetuous and fierce. This warrior, whether still a Blood Claw or not, has never lost his youthful exuberance and fights with reckless abandon, drawing on a seemingly inexhaustible rage.*

In the Fight phase of any round in which this model charges, is charged or performs a Heroic Intervention, it may choose to forego the +1 to hit from Hunters Unleashed in order to make 2 extra attacks.

## **Shieldbearer** (5 points)

*Every Space Wolf wants to find personal glory on the battlefield. Indeed, the life of a Blood Claw is intended to help them get them past this stage of their development so they can start acting like soldiers instead of warriors. This warrior takes this philosophy to its logical conclusion, frequently interposing himself between his master and danger. Paradoxically, this can bring a glory all its own as commanders vie for the service of this steadfast warrior.*

You may roll a d6 each time a friendly SPACE WOLVES unit loses a wound whilst they are within 3" of this model; on a 2+ this unit can intercept that hit – that unit does not lose a wound, but this model suffers a mortal wound.

## **Eagle-Eye** (5 points)

*Predators lurk around every corner on Fenris and spotting a threat before it can pounce is the difference between a live warrior and a dead warrior. With the acute senses bestowed by the geneseed of Russ, the Space Wolf becomes the ultimate predator, able to see through the darkness and pick out even the stealthiest of enemies.*

This model may attack hidden models in the Shooting phase and declare hidden models as charge targets in the Charge phase.

**Firebrand** (8 points)

*Space Wolves recruits come from iron-age tribal societies, the most successful of which eke out hardscrabble lives. Their elevation to the Space Wolves exposes them to a galaxy of technological marvel. Even so, some of these tribals look on weapons like flamers and plasma cannons as the weapons of the gods themselves. This warrior never lost his reverence for such weapons and considers every pull of the trigger to be an offering to his forgotten gods as well as the Allfather.*

This model may re-roll the die to determine how many times it may attack with a weapon it is using that has a random number of attacks.

**Inheritor** (10 points)

*Space Wolves often recruit much older aspirants than other Astartes chapters and while the organ rejection rate is much higher among them, many have sons and daughters by the time of their selection; such a warrior is truly fearless for his legacy will carry on long after he has finally fallen.*

When this model loses its final wound, do not remove it from the table. It may attack as though it was the Shooting phase or be chosen to pile in and fight as

though it were the Fight phase, even if it has already fought. In campaign play, this model may still roll to survive the battle.

**Merciful** (10 points, Leader only)

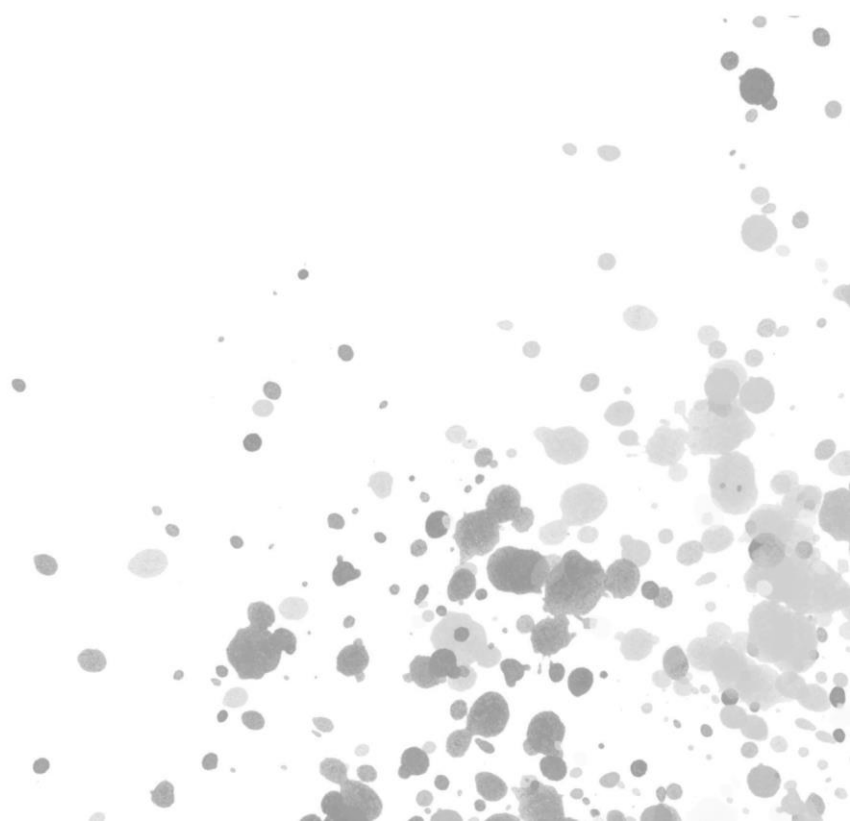
*Fenris is a death world; among the harshest of environments, where every day is a fight for survival. To maintain honour under such circumstances forges some of the most beloved heroes in the galaxy. This is one such warrior, with a reputation for dealing fairly with enemies when their complete destruction is unnecessary.*

Enemy kill teams suffer a -1 penalty to their rout tests if this model is alive and on the table when the test is made.

**Stubborn** (5 points, Leader only)

*The Librarian of every Adeptus Astartes chapter is replete with stories of last stands and the inspirational stories of those warriors who fought on to the last bullet. It should come as no surprise then that when placed in similar circumstances, many junior leaders will stay and fight even when it would be more advisable to retreat.*

In each mission, this model automatically passes the first rout test it is called upon to take.



# TACTICAL POINTS

## PHILOSOPHIES

**FOR RUSS AND THE ALLFATHER: +3 TP**

You may only use Space Wolves Tactical Actions

**WOLFKIN: +1 TP**

Your team contains one or more models with the **Beast** and one or more models with the **Thunderwolf Cavalry** keyword

**ANCIENT PACK: +1 TP**

Your team contains no models with the **Primaris** or **Blood Claw** keyword

## ACTIONS

**RAGE: -1 TP**

A single model may re-roll a failed charge

**AGAINST THE ODDS: -1 TP**

Use at the beginning of the Fight phase. Choose a friendly model who is outnumbered in a melee (of all models within 1" of it, or within 1" of those models, more are enemies than friendly). For this phase, that model gets +1 attack and adds 1 to To Hit rolls.

**SAVAGE CHALLENGE: -1 TP**

Use at the beginning of the enemy Charge phase. Choose a friendly model. The nearest enemy model within 12" must attempt to charge the model you chose.

**LEMAN'S FURY: -2TP**

At the beginning of any Fight phase all your models get +1A

**MIGHT OF THE ALLFATHER: -2TP**

At the beginning of any Fight phase all your models get +1S

