

C O D E X

IMPERIUM - SPACE WOLVES

classic2

INHALTSVERZEICHNIS

FRAKTIONSREGELN	4
FRAKTIONSKRAM	5
DETACHMENTS	6
Detachments — Übersicht	6
Assault Brethren	8
Champions of Fenris	9
Deathwatch Support	10
Devastator Brethren	11
Gauntlet Task Force	12
Gladius Task Force	13
Gravis Linebreaker Force	15
Gravis Siege Force	16
Ironclad Champions	17
Ironstorm Spearhead	18
Phobos Shadow Force	19
Phobos Shock Force	20
Saga of the Beastslayer	21
Saga of the Great Wolf	22
Stormlance Task Force	24
Tactical Brethren	25
Tacticus Attack Force	26
Tacticus Firestorm Force	27
Terminator Storm Force	28
DATASHEETS	29
Arjac Rockfist	29
Bjorn the Fell-Handed	31
Blood Claws	33
Canis Wolfborn [Legends]	35
Cyberwolf [Legends]	37
Fenrisian Wolves	38
Grey Hunters	39
Harald Deathwolf [Legends]	41
Hounds of Morkai [Legends]	43
Iron Priest	45
Iron Priest on Thunderwolf [Legends]	47
Krom Dragongaze [Legends]	49

Logan Grimnar	51
Logan Grimnar on Stormrider [Legends]	53
Long Fangs [Legends]	55
Lukas the Trickster [Legends]	58
Murderfang	60
Njal Stormcaller	62
Ragnar Blackmane	64
Skyclaws [Legends]	66
Stormfang Gunship [Legends]	68
Stormwolf [Legends]	70
Thunderwolf Cavalry	72
Ulrik the Slayer	74
Venerable Dreadnought	76
Wolf Guard Battle Leader	78
Wolf Guard Battle Leader in Terminator Armour [Legends]	80
Wolf Guard Battle Leader on Thunderwolf [Legends]	82
Wolf Guard Headtakers	85
Wolf Guard Headtakers	87
Wolf Guard Pack Leader [Legends]	89
Wolf Guard Pack Leader in Terminator Armour [Legends]	92
Wolf Guard Pack Leader with Jump Pack [Legends]	94
Wolf Guard Terminators	97
Wolf Guard [Legends]	99
Wolf Lord on Thunderwolf [Legends]	101
Wolf Priest	103
Wolf Scouts	105
Wolf Scouts [Legends]	107
Wulfen	111
Wulfen Dreadnought	113
Wulfen with Storm Shields	115
PUNKTELISTE	117

FRAKTIONSREGELN

COMBAT DOCTRINES

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CURSE OF THE WULFEN

While this unit is within 6" of a friendly Space Wolves Character model (excluding Wulfen models) or within 12" of a friendly Wolf Priest model, if this unit is not battle-shocked:

- If this unit has Infantry, this unit has +1 OC.
- If this unit has Vehicle, this unit has +3 OC.

Bestial Forms: For the purposes of transport capacity, each Wulfen model takes up the space of 2 models.

TRANSHUMAN STRATEGIST

At the start of the battle round, if a model with this ability is your WARLORD, gain 1 CP

FRAKTIONSKRAM

WOLF SCOUT

UNIT

name: M

\$text: 8"

typeld: e703-ecb6-5ce7-aec1

UEBERSICHT

Assault Brethren

Imperium's Sword, Furious Assault (Upgrade)

Champions of Fenris

A Giant Amongst Giants, Preyslayer

Deathwatch Support

Beacon Angelis

Devastator Brethren

Honour of Vigilance, Master-Forged Firearms

Gauntlet Task Force

Linebreaker Onslaught, Damocles-Class Uplink

Gladius Task Force

Artificer Armour, Laurels of Triumph, Adept of the Codex, Standard of the Emperor Ascendant

Gravis Linebreaker Force

Indefatigable Fortitude, Relentless Advance

Gravis Siege Force

Immovable Conquerors (Upgrade), Narthecis Gauntlet

Ironclad Champions

Artificer Sarcophagus (Upgrade), Venerable Champion (Aura) (Upgrade)

Ironstorm Spearhead

Gunnery Honours (Upgrade), Redoubtable Machine Spirit (Upgrade)

Phobos Shadow Force

Execute and Redeploy, Venator Omni-aspex

Phobos Shock Force

Seal of Shrouding, Venator Omni-aspex

Saga of the Beastslayer

Wolf-Touched, Hunter's Guile

Saga of the Great Wolf

Grimnar's Mark, Howlmaw, Chariots of the Storm, Skjald's Foretelling

Stormlance Task Force

Supercharged Engines (Upgrade), Auspex Triangulation Shrines (Upgrade)

Tactical Brethren

Laurels of Vigilance, Tactical Insight

Tacticus Attack Force

Martial Paragon, Spearpoint War Leader

Tacticus Firestorm Force

Cyber Familiar, Tempered in Battle (Aura)

Terminator Storm Force

Champion of the First Company, Corporeum Reliquary

IMPERIUM - SPACE WOLVES · DETACHMENT

ASSAULT BRETHREN

1 DP · TAKE AND HOLD

ENHANCEMENTS

Imperium's Sword

20 pts

Furious Assault (Upgrade)

10 pts

Adeptus Astartes Infantry unit only. This unit's melee attacks have [Sustained Hits 1: non-Monster/Vehicle]

DETACHMENT-REGEL

You can select the assault doctrine one additional time per battle

STRATAGEMS

1 CP

ASSAULT BRETHREN STRATAGEM ·
WAHAPEDIA

SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly ADEPTUS ASTARTES unit.

Target: That ADEPTUS ASTARTES unit.

Effect: Attacks that target your unit have -1 AP until that enemy unit has attacked.

1 CP

ASSAULT BRETHREN STRATAGEM ·
WAHAPEDIA

FIGHT

DUTY IN DEATH

When: Fight phase, when an enemy unit targets a friendly ADEPTUS ASTARTES unit.

Target: That ADEPTUS ASTARTES unit.

Effect: When a model in your unit is destroyed, if your unit has not been selected to fight this phase, roll one D6, with +1 to that roll if the assault doctrine is active for your unit: On a 4+, do not remove that model from the battlefield. When your unit has fought, or at the end of the phase (whichever comes first), that model is removed from the battlefield.

1 CP

ASSAULT BRETHREN STRATAGEM ·
WAHAPEDIA

FIGHT

GENE-WROUGHT MIGHT

When: Fight phase, when a friendly ADEPTUS ASTARTES unit is selected to fight.

Target: That ADEPTUS ASTARTES unit.

Effect: Your unit's melee attacks have: [Lance]. Or: If the assault doctrine is active for your unit, [Lance] and +1 AP.



ENHANCEMENTS

A Giant Amongst Giants

15 pts

ADEPTUS ASTARTES INFANTRY model only.

- This model has +2 W.
- This model's melee attacks have +1 S

Preyslayer

15 pts

ADEPTUS ASTARTES INFANTRY model only. This unit can re-roll charge rolls

DETACHMENT-REGEL

Friendly Adeptus Astartes Character units have the following ability:

Countercharge: (Once per battle round, per unit) When you target this unit with the Heroic Intervention stratagem, that use is -1CP.

STRATAGEMS

1 CP

CHAMPIONS OF FENRIS STRATAGEM · WAHAPEDIA

COMMAND

BIRTH OF A SAGA

When: Your Command phase.

Target: One friendly ADEPTUS ASTARTES unit (excluding Monster/Vehicle units).

Effect: Until the start of your next Command phase, your unit has CHARACTER.

1 CP

CHAMPIONS OF FENRIS STRATAGEM · WAHAPEDIA

FIGHT

CHAMPION'S GUIDANCE

When: Fight phase, when a friendly Adeptus Astartes Character unit is selected to fight.

Target: That ADEPTUS ASTARTES CHARACTER unit.

Effect: Your unit's melee attacks can re-roll hit rolls of 1 and wound rolls of 1.

2 CP

CHAMPIONS OF FENRIS STRATAGEM · WAHAPEDIA

SHOOTING

HEROIC RESOLVE

When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly Adeptus Astartes Character unit.

Target: That ADEPTUS ASTARTES CHARACTER unit.

Effect: Attacks that target your unit have -1 D until that enemy unit has attacked.

ENHANCEMENTS

Beacon Angelis

25 pts

ADEPTUS ASTARTES model only. If this unit is a Kill Team unit, this unit has:

- Deep Strike.
- When you target this unit with the Rapid Ingress Stratagem, that use is -1CP.

DETACHMENT-REGEL

Friendly KILL TEAM units with this ability have the following abilities:

Furor Tactics: If the devastator doctrine is active for your unit, your unit's attacks have [SUSTAINED HITS 1].

Malleus Tactics: If the tactical doctrine is active for your unit, your unit's attacks have [LETHAL HITS].

Purgatus Tactics: If the assault doctrine is active for your unit, your unit's attacks that target an enemy unit within 9" of this unit have [PRECISION].

DEATHWATCH ALLIES

You can include Deathwatch units in your army, even though they do not have the same Chapter faction keyword as other units in your army. The combined points value of such units cannot exceed 500 points.

When mustering your army, unless otherwise stated, you cannot select a Deathwatch model to be your Warlord. In addition Kill Team units can only contain enhancements taken from this detachment.

STRATAGEMS

1 CP

DEATHWATCH SUPPORT STRATAGEM
· WAHAPEDIA

SHOOTING

DRAGONFIRE ROUNDS

When: Your Shooting phase when a KILL TEAM unit is selected to shoot.

Target: That KILL TEAM unit.

Effect: Your unit's ranged attacks: Can re-roll wound rolls of 1. Have [IGNORES COVER].

1 CP

DEATHWATCH SUPPORT STRATAGEM
· WAHAPEDIA

SHOOTING

KRAKEN ROUNDS

When: Your Shooting phase when a KILL TEAM unit is selected to shoot.

Target: That KILL TEAM unit.

Effect: Your unit's ranged attacks have: Have +6" R. Have +1 S.

1 CP

DEATHWATCH SUPPORT STRATAGEM
· WAHAPEDIA

SHOOTING

HELLFIRE ROUNDS

When: Your Shooting phase when a KILL TEAM unit is selected to shoot.

Target: That KILL TEAM unit.

Effect: Your unit's ranged attacks (excluding [DEVASTATING WOUNDS] attacks) have [ANTI-non-VEHICLE 4+].

1 CP

DEATHWATCH SUPPORT STRATAGEM
· WAHAPEDIA

FIGHT

BLACKSTAR EXTRACTION

When: End of your opponent's Fight phase.

Target: One friendly unengaged KILL TEAM unit.

Effect: Place your unit in strategic reserves.

DEVASTATOR BRETHREN



1 DP · PURGE THE FOE

ENHANCEMENTS

Honour of Vigilance

20 pts

Adeptus Astartes model only.

- This unit's ranged attacks have [Lethal Hits]
- If the devastator doctrine is active for this unit, this unit can re-roll advance rolls.

Master-Forged Firearms

15 pts

Adeptus Astartes Infantry/Mounted model only. This model's ranged attacks (excluding [Psychic] attacks) have +1A, S, AP and D.

DETACHMENT-REGEL

You can select the devastator doctrine one additional time per battle.

STRATAGEMS

1 CP

DEVASTATOR BRETHREN
STRATAGEM · WAHAPEDIA

SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly ADEPTUS ASTARTES unit.

Target: That ADEPTUS ASTARTES unit.

Effect: Attacks that target your unit have -1 AP until that enemy unit has attacked.

1 CP

DEVASTATOR BRETHREN
STRATAGEM · WAHAPEDIA

SHOOTING

STORM OF FIRE

When: Your Shooting phase, when a friendly ADEPTUS ASTARTES unit is selected to shoot.

Target: That ADEPTUS ASTARTES unit.

Effect: Your unit's ranged attacks have: [Ignores Cover]. Or: If the devastator doctrine is active for your unit, [Ignores Cover] and +1 AP.

2 CP

DEVASTATOR BRETHREN
STRATAGEM · WAHAPEDIA

SHOOTING

HAIL OF VENGEANCE

When: Your opponent's Shooting phase, when an enemy unit has shot, if those attacks destroyed a model in a friendly ADEPTUS ASTARTES unit.

Target: That ADEPTUS ASTARTES unit.

Effect: Your unit shoots using normal shooting, but while doing so your unit can only target that enemy unit.

ENHANCEMENTS

Linebreaker Onslaught

20 pts

Adeptus Astartes Infantry model only. If this unit disembarked this turn:

- This unit can re-roll charge rolls
- Enemy units cannot target this unit with snap shooting attacks.

Damocles-Class Uplink

15 pts

Captain model only. In your Movement phase, if this unit is embarked within a Transport unit, you can select one friendly Adeptus Astartes Infantry unit within 6" of that Transport unit and select one combat doctrine. That combat doctrine is active for that Infantry unit.

DETACHMENT-REGEL

In your Shooting phase, when a friendly Adeptus Astartes Transport unit has shot, you can select one enemy unit hit by those attacks. That enemy unit is assailed until the end of the turn.

- While a unit is assailed, when an Adeptus Astartes unit that disembarked this turn targets that unit, those attacks have [Sustained Hits 1]

STRATAGEMS

1 CP

GAUNTLET TASK FORCE
STRATAGEM · WAHAPEDIA

MOVEMENT

STORM AND SECURE

When: End of your Movement phase.

Target: One friendly Adeptus Astartes Transport unit that has an Adeptus Astartes Battleline unit embarked within it.

Effect: Select one objective your unit is controlling. That objective is secured.

1 CP

GAUNTLET TASK FORCE STRATAGEM ·
WAHAPEDIA

ANY

AGGRESSIVE DISEMBARKATION

When: Any phase, when a friendly ADEPTUS ASTARTES unit embarked within a Transport is selected to move.

Target: That ADEPTUS ASTARTES unit.

Effect: While making that move, each model in your unit can be set up within the set-up distance of that TRANSPORT. This allows you to set up your unit within the set-up distance of your TRANSPORT, instead of wholly within that distance.

1 CP

GAUNTLET TASK FORCE STRATAGEM ·
WAHAPEDIA

FIGHT

DUTY IS NEVER DONE

When: End of the Fight phase.

Target: One friendly unengaged Adeptus Astartes Infantry unit that was eligible to fight this phase, is wholly within 6" of a friendly Transport unit, and is eligible to embark within that TRANSPORT unit.

Effect: Your unit embarks within that TRANSPORT unit.

ENHANCEMENTS

Artificer Armour

15 pts

Adeptus Astartes model only. This model has:

- 2+ Sv
- Feel No Pain 5+

Laurels of Triumph

20 pts

Adeptus Astartes model only. This model's melee attacks have:

- +1S and AP
- Or: if the assault doctrine is active for this unit, +2S and AP

Adept of the Codex

20 pts

Captain model only. The tactical doctrine is active for this unit in addition to any other combat doctrine

Standard of the Emperor Ascendant

25 pts

Ancient Model only. This model has:

- +1OC and Ld
- Feel No Pain 5+
- The following ability:

Ancient Exhortation (Once per battle, per army). When this unit is selected to fight, you can use this ability. If you do, this unit's melee attacks have +1A until the end of the phase.

DETACHMENT-REGEL

You can select one Combat Doctrine one additional time per battle.

STRATAGEMS

1 CP

GLADIUS TASK FORCE STRATAGEM ·
WAHAPEDIA

COMMAND

ADAPTIVE STRATEGY

When: Your Command phase.

Target: One friendly ADEPTUS ASTARTES unit.

Effect: Select one combat doctrine. That combat doctrine is active for your unit until the start of your next Command phase.

1 CP

GLADIUS TASK FORCE STRATAGEM ·
WAHAPEDIA

MOVEMENT

RESPONSIVE TACTICS

When: Your opponent's Movement phase, when an enemy unit ends a move within 8" of a friendly unengaged Adeptus Astartes Infantry/Mounted unit.

Target: That ADEPTUS ASTARTES INFANTRY/MOUNTED unit.

Effect: Your unit can make a normal move of up to D6".

1 CP

GLADIUS TASK FORCE STRATAGEM ·
WAHAPEDIA

SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly ADEPTUS ASTARTES unit.

Target: That ADEPTUS ASTARTES unit.

Effect: Attacks that target your unit have -1 AP until that enemy unit has attacked.

1 CP

GLADIUS TASK FORCE STRATAGEM ·
WAHAPEDIA

SHOOTING

STORM OF DEVASTATION

When: Your Shooting phase, when a friendly ADEPTUS ASTARTES unit is selected to shoot.

Target: That ADEPTUS ASTARTES unit.

Effect: Your unit's ranged attacks have [IGNORES COVER].

1 CP

GLADIUS TASK FORCE STRATAGEM ·
WAHAPEDIA

FIGHT

A WORTHY DEATH

When: Fight phase, when an enemy unit targets a friendly ADEPTUS ASTARTES unit.

Target: That ADEPTUS ASTARTES unit.

Effect: When a model in your unit is destroyed, if your unit has not been selected to fight this phase, roll one D6: On a 4+, do not remove that model from the battlefield. When your unit has fought, or at the end of the phase (whichever comes first), that model is removed from the battlefield.

1 CP

GLADIUS TASK FORCE STRATAGEM ·
WAHAPEDIA

FIGHT

MIGHT OF ANGELS

When: Fight phase, when a friendly ADEPTUS ASTARTES unit is selected to fight.

Target: That ADEPTUS ASTARTES unit.

Effect: Your unit's melee attacks have [Lance].

GRAVIS LINEBREAKER FORCE

1 DP · TAKE AND HOLD

ENHANCEMENTS

Indefatigable Fortitude

20 pts

Gravis model only. Attacks that target this unit with a S greater than this unit's T have -1 to wound rolls.

Relentless Advance

20 pts

Gravis model only. This unit has Scouts 5"

DETACHMENT-REGEL

In a turn a friendly Gravis unit made a normal move, that unit's ranged attacks:

- Do not have [Heavy]
- Have +1 to hit rolls

STRATAGEMS

1 CP

GRAVIS LINEBREAKER FORCE
STRATAGEM · WAHAPEDIA

SHOOTING

ANNIHILATING FORCE

When: Your Shooting phase or the Fight phase, when a friendly Gravis unit is selected to attack.

Target: That GRAVIS unit.

Effect: Your unit's attacks have [Lethal Hits].

1 CP

GRAVIS LINEBREAKER FORCE
STRATAGEM · WAHAPEDIA

SHOOTING

PURGATION PUSH

When: Your Shooting phase, when a friendly Gravis unit has shot.

Target: That GRAVIS unit.

Effect: If your unit is unengaged, your unit can make a normal move of up to 5", and must end that move within range of an objective. Your unit is not eligible to declare a charge or embark within a Transport until the end of the turn.

1 CP

GRAVIS LINEBREAKER FORCE
STRATAGEM · WAHAPEDIA

CHARGE

ARMOURED IMPACT

When: Your Charge phase, when a friendly Gravis unit ends a charge move.

Target: That GRAVIS unit.

Effect: When your unit ends a charge move, you can select one enemy unit engaged with your unit. If you do, roll one D6 for each model in your unit engaged with that enemy unit: For each 3+, that enemy unit suffers 1 mortal wound.

GRAVIS SIEGE FORCE

 1 DP · TAKE AND HOLD

ENHANCEMENTS

Immovable Conquerors (Upgrade)

15 pts

Gravis unit only. This unit has +1 OC

Narthecis Gauntlet

20 pts

Apothecary Biologis model only. In your Command phase, this unit heals D3+1 wounds.

DETACHMENT-REGEL

While a friendly Gravis unit is within range of an objective, attacks that target that unit with a S greater than that unit's T have -1 to wound rolls

STRATAGEMS

1 CP

GRAVIS SIEGE FORCE STRATAGEM ·
WAHAPEDIA

MOVEMENT

STAND UNYIELDING

When: End of your Movement phase.**Target:** One friendly Gravis unit.**Effect:** Select one objective your unit is controlling. That objective is secured.

1 CP

GRAVIS SIEGE FORCE STRATAGEM ·
WAHAPEDIA

SHOOTING

ANNIHILATING FORCE

When: Your Shooting phase or the Fight phase, when a friendly Gravis unit is selected to attack.**Target:** That GRAVIS unit.**Effect:** Your unit's attacks have [Lethal Hits].

1 CP

GRAVIS SIEGE FORCE STRATAGEM ·
WAHAPEDIA

SHOOTING

SUPPRESSION VOLLEYS

When: Your Shooting phase, when a friendly Gravis unit has shot.**Target:** That GRAVIS unit.**Effect:** Select one enemy unit hit by those attacks. That enemy unit makes a battle-shock roll, with -1 to that battle-shock roll.



ENHANCEMENTS

Artificer Sarcophagus (Upgrade)

40 pts

Dreadnought unit only. Attacks that target this unit have -1D

Venerable Champion (Aura) (Upgrade)

30 pts

Dreadnought unit only. While a friendly Adeptus Astartes Infantry/Mounted unit is within 6" of this unit, that unit's attacks can re-roll hit rolls of 1

DETACHMENT-REGEL

Friendly Adeptus Astartes Dreadnought units can re-roll hit rolls of 1

STRATAGEMS

1 CP

IRONCLAD CHAMPIONS STRATAGEM · WAHAPEDIA

SHOOTING

MERCY IS WEAKNESS

When: Your Shooting phase or the Fight phase, when a friendly Dreadnought unit is selected to attack.

Target: That DREADNOUGHT unit.

Effect: Your unit's attacks have: [lethal hits]. Or: [Sustained Hits 1].

1 CP

IRONCLAD CHAMPIONS STRATAGEM · WAHAPEDIA

CHARGE

UPSTOPPABLE ADVANCE

When: Your Movement/Charge phase, when a friendly Dreadnought unit is selected to move or declares a charge.

Target: That DREADNOUGHT unit.

Effect: Your unit has Mobile.

1 CP

IRONCLAD CHAMPIONS STRATAGEM · WAHAPEDIA

FIGHT

ADAMANTINE TERROR

When: Start of the Fight phase.

Target: One friendly Dreadnought unit.

Effect: Each enemy unit engaged with your unit makes a battle-shock roll, with -1 to that battle-shock roll.



ENHANCEMENTS

Gunnery Honours (Upgrade)

15 pts

Adeptus Astartes Vehicle unit only (excluding Dedicated Transport/Fly/Walker units). This unit's ranged attacks have [Heavy]

Redoubtable Machine Spirit (Upgrade)

25 pts

Adeptus Astartes Vehicle unit only (excluding Dedicated Transport/Fly/Walker units) This unit:

- Has a 5+ InvSv
- At the end of your Command phase, heals 1 wound

DETACHMENT-REGEL

Friendly Adeptus Astartes Vehicle units' (excluding Walker units) ranged attacks can:

- Re-roll one hit roll
- Re-roll one wound roll

STRATAGEMS

1 CP

IRONSTORM SPEARHEAD
STRATAGEM · WAHAPEDIA

COMMAND

MIGHT OF THE MACHINE SPIRIT

When: Your Command phase.

Target: One friendly Adeptus Astartes Vehicle unit (excluding Dedicated Transport/Fly/Walker units).

Effect: Until the start of your next Command phase, your unit can ignore modifiers to your unit's: M. BS. Hit rolls and wound rolls.

1 CP

IRONSTORM SPEARHEAD
STRATAGEM · WAHAPEDIA

SHOOTING

HEADHUNTER DOCTRINE

When: Your Shooting phase, when a friendly Adeptus Astartes Vehicle unit (excluding Dedicated Transport/Fly/Walker units) is selected to shoot.

Target: That ADEPTUS ASTARTES VEHICLE unit.

Effect: Your unit's ranged attacks have [Lethal Hits: Monster/Vehicle].

1 CP

IRONSTORM SPEARHEAD STRATAGEM ·
WAHAPEDIA

ANY

LAYERED CERAMITE

When: Any phase, when a friendly Adeptus Astartes Vehicle unit suffers a mortal wound.

Target: That ADEPTUS ASTARTES VEHICLE unit.

Effect: Your unit has Feel No Pain 5+ against mortal wounds.

PHOBOS SHADOW FORCE



1 DP · DISRUPTION

ENHANCEMENTS

Execute and Redeploy

25 pts

Phobos model only. In your shooting phase, after this unit has shot, if this unit is unengaged, this unit can make a normal move of up to 6". If it does, this unit is not eligible to declare a charge until the end of the turn.

Venator Omni-auspex

15 pts

Phobos model only. This unit's attacks that target a hidden unit can:

- Re-roll wound rolls of 1.
- Or: If the assault doctrine is active for this unit, re-roll wound rolls of 1 and 2.

DETACHMENT-REGEL

When a Phobos or Scout Squad unit has shot:

- Those attacks do not prevent that unit from being hidden
- Or: That unit can make a normal move of up to D6". That unit is not eligible to declare a charge until the end of the turn.

STRATAGEMS

1 CP

PHOBOS SHADOW FORCE
STRATAGEM · WAHAPEDIA

MOVEMENT

MORTIS SNARES

When: End of your Movement phase.

Target: One friendly unengaged Phobos/Scout Squad unit.

Effect: If your unit is controlling an objective, that objective is snared. While an objective is snared, when an enemy unit ends a move within range of that objective, roll one D6: On a 2+, that enemy unit suffers D6 mortal wounds. That objective is no longer snared.

1 CP

PHOBOS SHADOW FORCE
STRATAGEM · WAHAPEDIA

SHOOTING

STRIKE FROM THE SHADOWS

When: Your Shooting phase or the Fight phase, when a friendly hidden Phobos unit is selected to attack.

Target: That PHOBOS unit.

Effect: Your unit's attacks have: +1 S. [Lethal Hits].

1 CP

PHOBOS SHADOW FORCE STRATAGEM ·
WAHAPEDIA

FIGHT

TACTICAL WITHDRAWAL

When: End of your opponent's Fight phase.

Target: One friendly unengaged Phobos/Scout SQUAD unit.

Effect: Place your unit in strategic reserves.

PHOBOS SHOCK FORCE

 1 DP · DISRUPTION

ENHANCEMENTS

Seal of Shrouding

15 pts

Phobos model only. Enemy units cannot target this unit with snap shooting attacks.

Venator Omni-auspex

15 pts

Phobos model only. This unit's attacks that target a hidden unit can:

- Re-roll wound rolls of 1.
- Or: If the assault doctrine is active for this unit, re-roll wound rolls of 1-2.

DETACHMENT-REGEL

At the end of your Movement phase, if a friendly Phobos unit is hidden, that unit's attacks can re-roll wound rolls of 1 until the end of the turn.

STRATAGEMS

1 CP

PHOBOS SHOCK FORCE
STRATAGEM · WAHAPEDIA

MOVEMENT

TRANSHUMAN REACTIONS

When: Your opponent's Movement phase, when an enemy unit ends a move within 8" of a friendly unengaged Phobos unit.

Target: That PHOBOS unit.

Effect: Your unit can make a normal move of: Up to D6". Or: If the tactical doctrine is active for your unit, up to 6".

1 CP

PHOBOS SHOCK FORCE STRATAGEM
· WAHAPEDIA

SHOOTING

STRIKE FROM THE SHADOWS

When: Your Shooting phase or the Fight phase, when a friendly hidden Phobos unit is selected to attack.

Target: That PHOBOS unit.

Effect: Your unit's attacks have: +1 S. [Lethal Hits].

1 CP

PHOBOS SHOCK FORCE STRATAGEM
· WAHAPEDIA

SHOOTING

UMBRAL EVASION

When: Your opponent's Shooting phase, when an enemy unit targets a friendly Phobos unit.

Target: That PHOBOS unit.

Effect: Ranged attacks that target your unit have -1 to hit rolls.



ENHANCEMENTS

Wolf-Touched

15 pts

Adeptus Astartes model only. This unit has:

- Wulfen.
- +2"M.

Hunter's Guile

20 pts

Adeptus Astartes model only. When both players have deployed their armies, you can redeploy up to three friendly Blood Claws/Thunderwolf Cavalry/Wulfen units. When doing so, you can set those units up in strategic reserves, regardless of how many units are already in strategic reserves.

DETACHMENT-REGEL

Attacks made by friendly Blood Claws/Thunderwolf Cavalry/Wulfen units have [Lethal Hits: Character/Monster/Vehicle].

STRATAGEMS

1 CP

SAGA OF THE BEASTSLAYER
STRATAGEM · WAHAPEDIA

SHOOTING

IMPETUOSITY

When: Your opponent's Shooting phase, when an enemy unit that targeted a friendly unengaged Blood Claws/Thunderwolf Cavalry/Wulfen unit has shot.

Target: That BLOOD CLAWS/THUNDERWOLF CAVALRY/WULFEN unit.

Effect: Your unit can make a surge move of up to D6".

1 CP

SAGA OF THE BEASTSLAYER STRATAGEM
· WAHAPEDIA

FIGHT

CO-ORDINATED STRIKE

When: End of your opponent's Fight phase.

Target: One unengaged Blood Claws/Thunderwolf Cavalry/Wulfen unit that is within 9" of one or more battlefield edges.

Effect: Place your unit in strategic reserves.

1 CP

SAGA OF THE BEASTSLAYER STRATAGEM
· WAHAPEDIA

FIGHT

UNBRIDLED FEROCITY

When: Fight phase, when a friendly Blood Claws/Thunderwolf Cavalry/Wulfen unit is selected to fight.

Target: That BLOOD CLAWS/THUNDERWOLF CAVALRY/WULFEN unit.

Effect: Your unit's melee attacks have [LANCE].

SAGA OF THE GREAT WOLF

 2 DP · TAKE AND HOLD

ENHANCEMENTS

Grimnar's Mark

15 pts

Adeptus Astartes Terminator Captain model only. (Once per battle round, per army) You can target this unit with the Rapid Ingress/Heroic Intervention stratagem, regardless of any other uses of that stratagem this phase. If you do:

- That use is -1CP.
- That use does not prevent any uses of that stratagem on other units this phase.

Howlmaw

15 pts

Wolf Priest model only. (Once per turn, per unit) At the start of the fight phase, you can select one enemy unit within 6" of this model. That unit makes a battle-shock roll with -1 to that battle-shock roll.

Chariots of the Storm

25 pts

Adeptus Astartes model only. When both players have deployed their armies, you can redeploy up to three friendly Adeptus Astartes units. When doing so, you can set those units up in strategic reserves, regardless of how many units are already in strategic reserves.

Skjald's Foretelling

20 pts

Wolf Guard Battle Leader model only. This unit's melee attacks have [Lance].

DETACHMENT-REGEL

Friendly ADEPTUS ASTARTES units (excluding MONSTER/VEHICLES units) with this ability have the following abilities:

Encircling Jaws: If the assault doctrine is active for your unit, your unit has +1 to advance rolls and charge rolls.

Hunter's Eye: If the devastator doctrine is active for your unit, your unit's ranged attacks can re-roll hit rolls of 1.

Ferocious Strike: If the tactical doctrine is active for your unit, your unit's attacks that target an enemy unit with 9" have [Sustained Hits 1].

Friendly Logan Grimnar units have the following ability:

Howling Onslaught: (Once per battle, per army) In your command phase, you can use this ability. If you do, friendly Adeptus Astartes Monster/Vehicle units benefit from the Master of Wolves rule until the start of your next command phase.

Restrictions: Your army can include Space Wolves units, but it cannot include any Adeptus Astartes units drawn from any other Chapter.

STRATAGEMS

1 CP

SAGA OF THE GREAT WOLF
STRATAGEM · WAHAPEDIA

COMMAND

GRIMNAR'S COMMAND

When: Your Command phase.

Target: One friendly ADEPTUS ASTARTES unit (excluding Monster/Vehicle units).

Effect: Select one combat doctrine. That combat doctrine is active for your unit until the start of your next Command phase.

1 CP

SAGA OF THE GREAT WOLF
STRATAGEM · WAHAPEDIA

CHARGE

FENRISIAN FEROCITY

When: Your Movement/Charge phase, when a friendly Adeptus Astartes Mounted/Walker unit is selected to move or declares a charge.

Target: That ADEPTUS ASTARTES MOUNTED/WALKER unit.

Effect: Your unit has Mobile.

1 CP

SAGA OF THE GREAT WOLF
STRATAGEM · WAHAPEDIA

SHOOTING

BATTLE INSTINCTS

When: Your opponent's Shooting phase, when an enemy unit that targeted a friendly unengaged Adeptus Astartes Infantry/Mounted unit has shot.

Target: That ADEPTUS ASTARTES INFANTRY/MOUNTED unit.

Effect: Your unit can make a normal move of up to D3+3".

1 CP

SAGA OF THE GREAT WOLF STRATAGEM ·
WAHAPEDIA

FIGHT

FANGS OF THE PACK

When: Fight phase, when a friendly Adeptus Astartes Infantry/Mounted unit is selected to fight.

Target: That ADEPTUS ASTARTES INFANTRY/MOUNTED unit.

Effect: Your unit's melee attacks have [Precision].

1 CP

SAGA OF THE GREAT WOLF
STRATAGEM · WAHAPEDIA

SHOOTING

EYE OF THE PACK

When: Your Shooting phase, or the Fight phase, when a friendly Adeptus Astartes Infantry unit is selected to attack.

Target: That ADEPTUS ASTARTES INFANTRY unit.

Effect: Your unit's attacks can re-roll wound rolls of 1 and 2.

1 CP

SAGA OF THE GREAT WOLF STRATAGEM ·
WAHAPEDIA

ANY

WOLF TOTEMS

When: Any phase, when a friendly Adeptus Astartes Infantry/Mounted unit suffers a mortal wound.

Target: That ADEPTUS ASTARTES INFANTRY/MOUNTED unit.

Effect: Your unit has Feel No Pain 5+ against mortal wounds.

ENHANCEMENTS

Supercharged Engines (Upgrade)

10 pts

Adeptus Astartes Mounted unit only. This unit can re-roll advance rolls.

Auspex Triangulation Shrines (Upgrade)

10 pts

Adeptus Astartes Speeder unit only. At the start of your Shooting phase, select one visible enemy unit within 12" of this unit. That enemy is spotted.

- While a unit is spotted, that unit has +3" detection range

DETACHMENT-REGEL

Friendly Adeptus Astartes Mounted/Speeder units have +2"M

STRATAGEMS

1 CP

STORMLANCE TASK FORCE
STRATAGEM · WAHAPEDIA

MOVEMENT

SUDDEN ONSLAUGHT

When: Your Movement phase, when a friendly Adeptus Astartes Mounted/Speeder unit is selected to make an advance move.

Target: That ADEPTUS ASTARTES MOUNTED/SPEEDER unit.

Effect: Your unit can change its advance rolls to a 6.

1 CP

STORMLANCE TASK FORCE STRATAGEM ·
WAHAPEDIA

FIGHT

WIND-SWIFT EVASION

When: End of the Fight phase.

Target: One friendly Adeptus Astartes Mounted unit that was eligible to fight this phase.

Effect: If your unit is unengaged, your unit can make a normal move. Or: If your unit is engaged, your unit can make a fall-back move.

1 CP

STORMLANCE TASK FORCE
STRATAGEM · WAHAPEDIA

SHOOTING

HURLING TARGETS

When: Your opponent's Shooting phase, when an enemy unit targets a friendly Adeptus Astartes Mounted/Speeder unit.

Target: That ADEPTUS ASTARTES MOUNTED/SPEEDER unit.

Effect: Ranged attacks that target your unit have -1 to hit rolls.



ENHANCEMENTS

Laurels of Vigilance

10 pts

Adeptus Astartes model only. (Once per battle round per army) When you use the Fire Overwatch/Heroic Intervention stratagem, if you target a friendly Adeptus Astartes Battleline unit within 12" of this model with that stratagem, that use is -1CP

Tactical Insight

15 pts

Captain model only. The tactical doctrine is active for this unit in addition to any other combat doctrine

DETACHMENT-REGEL

You can select the Tactical Doctrine one additional time.

STRATAGEMS

1 CP

TACTICAL BRETHERN STRATAGEM ·
WAHAPEDIA

MOVEMENT

MASTERFUL TACTICS

When: Your opponent's Movement phase, when an enemy unit ends a move within 8" of a friendly unengaged Adeptus Astartes Infantry/Mounted unit.

Target: That ADEPTUS ASTARTES INFANTRY/MOUNTED unit.

Effect: Your unit can make a normal move of: Up to D6". Or: If the tactical doctrine is active for your unit, up to 6".

1 CP

TACTICAL BRETHERN STRATAGEM ·
WAHAPEDIA

SHOOTING

DOMINATION FIRE

When: Your Shooting phase, when a friendly ADEPTUS ASTARTES unit has shot.

Target: That ADEPTUS ASTARTES unit.

Effect: Select one enemy unit hit by those attacks. That enemy unit is suppressed until the start of your next turn: While a unit is suppressed, that unit's attacks have -1 to hit rolls.

1 CP

TACTICAL BRETHERN STRATAGEM ·
WAHAPEDIA

SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly ADEPTUS ASTARTES unit.

Target: That ADEPTUS ASTARTES unit.

Effect: Attacks that target your unit have -1 AP until that enemy unit has attacked.

ENHANCEMENTS

Martial Paragon

10 pts

Tacticus model only. This unit's attacks can:

- Re-roll one hit roll
- Re-roll one wound roll.

Spearpoint War Leader

15 pts

Tacticus model only. This unit has Scouts 6"

DETACHMENT-REGEL

Friendly Tacticus units can re-roll advance rolls.

STRATAGEMS

1 CP

TACTICUS ATTACK FORCE
STRATAGEM · WAHAPEDIA

SHOOTING

RELENTLESS ASSAULT

When: Your Shooting phase or the Fight phase, when a friendly Tacticus unit is selected to attack.

Target: That TACTICUS unit.

Effect: Your unit's attacks have: [Sustained Hits 1: non-Monster/Vehicle]. Or: [Lethal Hits: Monster/Vehicle].

1 CP

TACTICUS ATTACK FORCE STRATAGEM ·
WAHAPEDIA

FIGHT

TRANSHUMAN SWIFTNESS

When: Fight phase, when an enemy unit has fought.

Target: One friendly Tacticus unit that is within range of an objective and is eligible to fight.

Effect: Your unit has Fights First and must be the next unit you select to fight.

1 CP

TACTICUS ATTACK FORCE STRATAGEM ·
WAHAPEDIA

FIGHT

TACTICAL FOCUS

When: Fight phase, when a friendly Tacticus unit is selected to make a consolidation move.

Target: That TACTICUS unit.

Effect: When making that consolidation move, your unit can move up to D3+3".



ENHANCEMENTS

Cyber Familiar

15 pts

Tacticus model only. When both players have deployed their armies, you can redeploy up to three friendly Adeptus Astartes units. When doing so, you can set those units up in strategic reserves, regardless of how many units are already in strategic reserves.

Tempered in Battle (Aura)

10 pts

Tacticus model only. Friendly Adeptus Astartes units within 6" of this model can re-roll leadership rolls.

DETACHMENT-REGEL

Friendly Tacticus units [Rapid Fire] attacks benefit from [Rapid Fire] when targeting units up to that attack's maximum range.

STRATAGEMS

1 CP

TACTICUS FIRESTORM FORCE
STRATAGEM · WAHAPEDIA

COMMAND

FOR THE EMPEROR!

When: Command phase.**Target:** One friendly Tacticus unit that is within range of an objective.**Effect:** Your unit has +1 OC until the end of the turn.

1 CP

TACTICUS FIRESTORM FORCE
STRATAGEM · WAHAPEDIA

SHOOTING

RELENTLESS ASSAULT

When: Your Shooting phase or the Fight phase, when a friendly Tacticus unit is selected to attack.**Target:** That TACTICUS unit.**Effect:** Your unit's attacks have: [Sustained Hits 1: non-Monster/Vehicle]. Or: [Lethal Hits: Monster/Vehicle].

1 CP

TACTICUS FIRESTORM FORCE
STRATAGEM · WAHAPEDIA

SHOOTING

POINT-BLANK BRUTALITY

When: Your Shooting phase, when a friendly engaged Tacticus unit is selected to shoot.**Target:** That TACTICUS unit.**Effect:** Your unit's ranged attacks (excluding [Blast] attacks) have: [Close-Quarters]. [Ignores Cover].

TERMINATOR STORM FORCE



1 DP · PRIORITY ASSETS

ENHANCEMENTS

Champion of the First Company

20 pts

Adeptus Astartes Terminator model only. This unit's melee attacks have [Lethal Hits]

Corporeum Reliquary

25 pts

Adeptus Astartes Terminator model only. In your first Movement phase, this unit can make an ingress move.

DETACHMENT-REGEL

Friendly Adeptus Astartes Terminator units have +1 to charge rolls

STRATAGEMS

1 CP

TERMINATOR STORM FORCE
STRATAGEM · WAHAPEDIA

SHOOTING

MERCILESS VETERANS

When: Your Shooting phase, when a friendly adeptus astartes Terminator unit is selected to shoot.

Target: That ADEPTUS ASTARTES TERMINATOR unit.

Effect: Your unit's ranged attacks have: [Lethal Hits].
[Sustained Hits 1].

2 CP

TERMINATOR STORM FORCE
STRATAGEM · WAHAPEDIA

SHOOTING

TACTICAL DREADNOUGHT FORTITUDE

When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly adeptus astartes Terminator unit.

Target: That ADEPTUS ASTARTES TERMINATOR unit.

Effect: Attacks that target your unit have -1 D until that enemy unit has attacked.

1 CP

TERMINATOR STORM FORCE STRATAGEM
· WAHAPEDIA

FIGHT

GUNSHIP EXTRACTION

When: End of your opponent's Fight phase.

Target: One friendly unengaged adeptus astartes terminator unit.

Effect: Place your unit in strategic reserves.

M	T	Sv	W	LD	OC
6"	6	2+	6	6+	1

INVULNERABLE
SAVE

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Foehammer ANTI-MONSTER/VEHICLE 3+ ASSAULT	9"	1	2+	10	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Foehammer ANTI-MONSTER/VEHICLE 3+ PRECISION	Melee	5	2+	10	-2	3

ABILITIES

CORE - Leader

- Anvil of Endurance**
In the Fight phase, when a model in this unit is destroyed, if this unit has not been selected to fight this phase, roll one D6:
 - On a 4+, do not remove that model from the battlefield. When your unit has fought, or at the end of the phase (whichever comes first), that model is then removed from the battlefield.
- Champion of the Kingsguard**
This model's attacks that target a Character unit:
 - Can re-roll hit rolls of 1.
 - Can re-roll wound rolls of 1.
- Leader**
This model can be attached to the following units:
TERMINATOR ASSAULT SQUAD, TERMINATOR SQUAD, WOLF GUARD TERMINATORS

WEAPON ABILITIES

- Anti**
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.
- Assault**
Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).
- Precision**
While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.



AUFSTELLUNG

1x Arjac Rockfist (50mm)
Equipped with: Foehammer



KEYWORDS: Infantry, Character, Epic Hero, Imperium, Terminator, Arjac Rockfist, Leader
FACTION KEYWORDS: Adeptus Astartes, Space Wolves

M	T	Sv	W	LD	OC
6"	6	2+	6	6+	1

INVULNERABLE
SAVE



FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character,
Epic Hero, Imperium, Terminator,
Arjac Rockfist, Leader
FACTION KEYWORDS: Adeptus
Astartes, Space Wolves

BJORN THE FELL-HANDED

160 PTS

M	T	Sv	W	LD	OC
9"	10	2+	8	6+	3

INVULNERABLE
SAVE

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Assault cannon SUSTAINED HITS 1	24"	6	2+	6	0	1
Heavy Flamer BLAST 2 TORRENT	12"	3	-	5	-1	1
Multi-melta MELTA 3	18"	2	2+	10	-3	D3+2
► Helfrost cannon - dispersed TORRENT	12"	3	-	6	-1	2
► Helfrost cannon - focused	36"	1	2+	10	-3	5

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Trueclaw LETHAL HITS	Melee	6	2+	12	-2	3

ABILITIES

- Ancient Tactician

(Once per turn, per army)

When you target this unit with a stratagem, that use is -1CP
- Legendary Tenacity

Attacks that target this unit with a S greater than this unit's T have -1 to wound rolls.

WEAPON ABILITIES

- Blast

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).
- Lethal Hits

Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].
- Melta

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.
- Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).
- Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.



- AUFSTELLUNG
- 1x Bjorn the Fell-Handed (60mm)
- Equipped with: Assault cannon, Heavy Flamer, Multi-melta, ► Helfrost cannon - dispersed, ► Helfrost cannon - focused, Trueclaw
- Wargear Options:
- This model can replace its Assault cannon with Multi-melta or Helfrost cannon.



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

FACTION KEYWORDS: Adeptus Astartes, Space Wolves

BJORN THE FELL-HANDED

160 PTS

M	T	Sv	W	LD	OC
9"	10	2+	8	6+	3

INVULNERABLE
SAVE



FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Walker,
Character, Epic Hero, Smoke,
Imperium, Bjorn the Fell-Handed,
Dreadnought
FACTION KEYWORDS: Adeptus
Astartes, Space Wolves

M	T	Sv	W	LD	OC
7"	5	3+	2	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
► Plasma pistol - standard CLOSE-QUARTERS	12"	1	3+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS CLOSE-QUARTERS	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	4	3+	5	-1	1
Power weapon	Melee	4	3+	5	-2	1

ABILITIES

Berserk Charge
When this unit is selected to make an advance move, that advance move does not prevent this unit from being eligible to declare a charge.

WEAPON ABILITIES

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine
When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine
This unit's ranged attacks have [ASSAULT]

Tactical Doctrine
When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.
Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.



AUFSTELLUNG

10-20x Blood Claw oder Blood Claw Pack Leader (32mm)

Equipped with: Bolt pistol, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Chainsword, Power weapon

Wargear Options:

- Each Blood Claw Pack Leader can replace its Bolt pistol with Plasma pistol.
- Each Blood Claw Pack Leader can replace its Chainsword with Power weapon.



KEYWORDS: Infantry, Battleline, Imperium, Blood Claws, Tacticus, Explosives
FACTION KEYWORDS: Adeptus Astartes, Space Wolves

M	T	Sv	W	LD	OC
7"	5	3+	2	6+	2

CORE RULES

Close-quarters
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

CANIS WOLFBORN

[LEGENDS]

75 PTS

M	T	Sv	W	LD	OC
10"	6	3+	6	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	5+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Teeth and claws EXTRA ATTACKS	Melee	3	4+	5	-1	1
Wolf claws TWIN-LINKED	Melee	8	2+	5	-2	1

ABILITIES

CORE - Leader

- Alpha Predator
- Each time this model ends a Charge move, select one enemy unit within Engagement Range of it and roll one D6: on a 2-3, that enemy unit suffers D3 mortal wounds; on a 4-5, that enemy unit suffers 3 mortal wounds; on a 6, that enemy units suffers D3+3 mortal wounds.
- Born of Wolves
- While this model is leading a unit, melee weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.
- Leader
- This model can be attached to the following units:
- Fenrisian Wolves
 - Thunderwolf Cavalry

WEAPON ABILITIES

- Extra Attacks
- Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:
- All of that model's [EXTRA ATTACKS] weapons.
 - One of that model's other melee weapons, if possible.
- Pistol
- [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
- Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
 - One or more of its other ranged weapons.
- Twin-linked
- Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.



AUFSTELLUNG

1x Canis Wolfborn [Legends]

Equipped with: Bolt pistol, Teeth and claws, Wolf claws



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

FACTION KEYWORDS: Adeptus Astartes, Space Wolves

CANIS WOLFBORN
[LEGENDS]

75 PTS

M	T	Sv	W	LD	OC
10"	6	3+	6	6+	2

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

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

FACTION KEYWORDS: Adeptus
Astartes, Space Wolves

CYBERWOLF [LEGENDS]

20 PTS

M	T	Sv	W	LD	OC
10"	4	6+	2	7+	0

INVULNERABLE
SAVE

6+

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Teeth and claws	Melee	4	4+	4	0	1

ABILITIES

CORE - Support

Alpha Hunter

While this model is leading a unit, models in that unit have the Scouts 6" ability.

Close In for the Kill

Each time this model makes an attack that targets an enemy unit that is Below Half-strength, add 1 to the Hit roll and add 1 to the Wound roll.

Wolfkin

This model cannot be your WARLORD and cannot be given Enhancements.

Leader

This model can be attached to the following unit:

- Fenrisian Wolves

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Support

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it.

Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.



AUFSTELLUNG

1x Cyberwolf [Legends]

Equipped with: Teeth and claws



KEYWORDS: Beast, Character,
Imperium, Cyberwolf, Support
FACTION KEYWORDS: Adeptus
Astartes, Space Wolves

M	T	Sv	W	LD	OC
10"	4	6+	1	8+	0

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Teeth and claws	Melee	3	4+	4	0	1

ABILITIES

- Hunting Hounds**
While this unit is within 6" of a friendly Space Wolves Character model (excluding Wulfen), if this unit is not battle-shocked, Hunting Wolf models have +1 OC.
- Predatory Instinct**
In your opponent's Movement phase, when an enemy unit ends a move within 8" of this unit, if this unit is unengaged, this unit can make a normal move of up to D6".

FACTION RULES

- Combat Doctrines**
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase
- Assault Doctrine
When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.
- Devastator Doctrine
This unit's ranged attacks have [ASSAULT]
- Tactical Doctrine
When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.
- Unless otherwise stated.
- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.



AUFSTELLUNG

5-10x Fenrisian Wolf (40mm)

Equipped with: Teeth and claws



KEYWORDS: Beast, Imperium,
Fenrisian Wolves

FACTION KEYWORDS: Adeptus
Astartes, Space Wolves

M	T	Sv	W	LD	OC
7"	5	3+	2	6+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt Carbine ASSAULT RAPID FIRE 1	24"	3	3+	5	-1	1
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
► Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	4	3+	5	-1	1
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1

ABILITIES

- Cunning Hunters**
In the Fight phase, if this unit is within range of an objective, this unit's melee attacks:
- Have +1 S.
- Have +1 AP.
- Old Greymanes**
In the Declare Battle Formations step, you can split this unit into two units, each containing as equal a number of models as possible (when splitting a unit in this way, make a note of which models form each of the two new units).

WEAPON ABILITIES

- Assault**
Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).
- Hazardous**
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.
- Pistol**
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.
- Rapid Fire**
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).



- AUFSTELLUNG
- 10x Grey Hunter Pack Leader oder Grey Hunter (32mm)
- Equipped with: Bolt Carbine, Bolt pistol, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Chainsword, Power fist, Power weapon
- Wargear Options:
- Each Grey Hunter Pack Leader can replace its Chainsword with Power fist or Power weapon.

■ Each Grey Hunter Pack Leader can replace its Bolt pistol with Plasma pistol.



KEYWORDS: Infantry, Battline, Imperium, Grey Hunters, Tacticus, Explosives

FACTION KEYWORDS: Adeptus Astartes, Space Wolves

M	T	Sv	W	LD	OC
7"	5	3+	2	6+	3

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have **[ASSAULT]**

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

HARALD DEATHWOLF

[LEGENDS]

85 PTS

M	T	Sv	W	LD	OC
10"	6	3+	7	6+	2

INVULNERABLE
SAVE

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	2+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Crushing teeth and claws EXTRA ATTACKS	Melee	3	3+	5	-1	1
Gladius	Melee	6	2+	6	-2	2

ABILITIES

CORE - Leader

- Lord of the Wolfkin

While this model is leading a unit, each time that unit makes a Charge move, until the end of the turn, crushing teeth and claws equipped by models in that unit have the [DEVASTATING WOUNDS] ability.
- Mantle of the Troll King

Once per phase, when resolving an attack made against this model, after you make a saving throw for this model, you can change the Damage characteristic of that attack to 0.
- Leader

This model can be attached to the following units:
 - Thunderwolf Cavalry

WEAPON ABILITIES

- Extra Attacks

Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:
 - All of that model's [EXTRA ATTACKS] weapons.
 - One of that model's other melee weapons, if possible.

FACTION RULES

- Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
 - Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.



AUFSTELLUNG

1x Harald Deathwolf [Legends]

Equipped with: Bolt pistol, Crushing teeth and claws, Gladius

KEYWORDS: Mounted, Character, Epic Hero, Grenades, Imperium, Captain, Harald Deathwolf, Leader

FACTION KEYWORDS: Adeptus Astartes, Space Wolves

HARALD DEATHWOLF

[LEGENDS]

85 PTS

M	T	Sv	W	LD	OC
10"	6	3+	7	6+	2

INVULNERABLE
SAVE

4+

CORE RULES

- Close-quarters**

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

 - One or more of its [CLOSE-QUARTERS] weapons.
 - One or more of its other ranged weapons.
- Leader**

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Mounted, Character,
Epic Hero, Grenades, Imperium,
Captain, Harald Deathwolf, Leader
FACTION KEYWORDS: Adeptus
Astartes, Space Wolves

HOUNDS OF MORKAI

[LEGENDS]

95–190 PTS

M	T	Sv	W	LD	OC
6"	4	3+	2	6+	1

INVULNERABLE
SAVE

6+*

RANGED WEAPONS						
WEAPON	RANGE	A	BS	S	AP	D
Morkai bolt pistol ANTI-PSYKER 4+ DEVASTATING WOUNDS PISTOL PRECISION	12"	1	3+	4	-1	1

MELEE WEAPONS						
WEAPON	RANGE	A	WS	S	AP	D
Morkai combat knife ANTI-PSYKER 4+ DEVASTATING WOUNDS PRECISION	Melee	4	3+	4	0	1

ABILITIES

Attached Unit

If a CHARACTER unit from your army with the Leader ability can be attached to a REIVER SQUAD, it can instead be attached to this unit.

Invulnerable Save

Models in this unit have a 6+ invulnerable save. This invulnerable save is improved to 4+ against Psychic Attacks.

Morkai's Howl

In your Shooting phase, you can select one enemy unit within 12" of this unit (if a LIEUTENANT IN REIVER ARMOUR is leading this unit, you can select one enemy unit within 18" instead). That unit must take a Battle-shock test, subtracting 1 from the result if it is a PSYKER unit. If that test is failed, in addition to being Battle-shocked, that unit is Stunned until the start of your next Shooting phase. While a unit is Stunned, each time a model in that unit makes a Psychic Attack, subtract 1 from the Hit roll.

WEAPON ABILITIES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.
Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Pistol

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.



AUFSTELLUNG

5-10x Hound of Morkai

Equipped with: Morkai bolt pistol, Morkai combat knife



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

FACTION KEYWORDS: Adeptus Astartes, Space Wolves

HOUNDS OF MORKAI

[LEGENDS]

95–190 PTS

M	T	Sv	W	LD	OC
6"	4	3+	2	6+	1

INVULNERABLE
SAVE

Precision
While resolving attacks made with one or more **[PRECISION]** weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine
When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine
This unit's ranged attacks have **[ASSAULT]**

Tactical Doctrine
When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Scouts 6"
This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

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

FACTION KEYWORDS: Adeptus Astartes, Space Wolves

M	T	Sv	W	LD	OC
7"	5	2+	4	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
► Helfrost pistol - dispersed <small>CLOSE-QUARTERS</small> TORRENT	12"	3	-	4	-1	1
► Helfrost pistol - focused <small>CLOSE-QUARTERS</small>	12"	1	2+	6	-3	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Tempest hammer and Servo-arm	Melee	4	4+	8	-2	3

ABILITIES

CORE - Leader

Gift of the Iron Wolf
In your Movement phase, at the start or end of this unit's move, select up to one friendly Space Wolves Vehicle model within 3" of this model:

- That Vehicle model heals D3 wounds.
- That Vehicle model's attacks can ignore modifiers to hit rolls and wound rolls until the start of your next Movement phase.

You cannot select the same Vehicle model for this ability more than once per phase.

Iron Priest
While this model is within 3" of a friendly Space Wolves Vehicle unit, this model has Lone Operative.

Judgement of the Omnissiah
This model's attacks that target an enemy unit engaged with a friendly Space Wolves Vehicle can re-roll wound rolls.

Leader
This model can be attached to the following units:
ASSAULT INTERCESSOR SQUAD, BLOOD CLAWS, GREY HUNTERS, INTERCESSOR SQUAD, WOLF GUARD HEADTAKERS

WEAPON ABILITIES

Torrent
Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine
When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine
This unit's ranged attacks have **[ASSAULT]**

Tactical Doctrine
When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.
Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.



AUFSTELLUNG

1x Iron Priest (32mm)

Equipped with: ► Helfrost pistol - dispersed, ► Helfrost pistol - focused, Tempest hammer and Servo-arm



KEYWORDS: Infantry, Character, Imperium, Techmarine, Iron Priest, Leader

FACTION KEYWORDS: Adeptus Astartes, Space Wolves

M	T	Sv	W	LD	OC
7"	5	2+	4	6+	1

CORE RULES

- Close-quarters**
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
 - One or more of its [CLOSE-QUARTERS] weapons.
 - One or more of its other ranged weapons.
- Leader**
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

IRON PRIEST ON THUNDERWOLF [LEGENDS] 95 PTS

M	T	Sv	W	LD	OC
10"	6	2+	5	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Boltgun	24"	2	3+	4	0	1
► Helfrost pistol - dispersed PISTOL TORRENT	12"	D3	N/A	3	-1	1
► Helfrost pistol - focused PISTOL	12"	1	2+	6	-3	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Iron Priest hammer	Melee	3	4+	8	-2	3
Servo-arm EXTRA ATTACKS	Melee	1	3+	8	-2	3
Teeth and claws EXTRA ATTACKS	Melee	3	4+	5	-1	1

ABILITIES

CORE - Leader

- Blessing of the Omnissiah**
In your Command phase, you can select one friendly ADEPTUS ASTARTES VEHICLE model within 3" of this model. That model regains up to D3 lost wounds and, until the start of your next Command phase, each time that VEHICLE model makes an attack, add 1 to the Hit roll. Each model can only be selected for this ability once per turn.
- Iron Priest**
While this model is within 3" of one or more friendly ADEPTUS ASTARTES VEHICLE units, this model has the Lone Operative ability
- Vengeance of the Omnissiah**
If a friendly ADEPTUS ASTARTES VEHICLE model is destroyed within 12" of this model, until the end of the battle, this model's Iron Priest hammer has an Attacks characteristic of 6.
- Leader**
This model can be attached to the following units:
 - Thunderwolf Cavalry

WEAPON ABILITIES

- Extra Attacks**
Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:
 - All of that model's [EXTRA ATTACKS] weapons.
 - One of that model's other melee weapons, if possible.
- Pistol**
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
 - One or more of its [CLOSE-QUARTERS] weapons.
 - One or more of its other ranged weapons.
- Torrent**
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

- 1x Iron Priest on Thunderwolf [Legends]
- Equipped with:** Bolt pistol, Boltgun, ► Helfrost pistol - dispersed, ► Helfrost pistol - focused, Iron Priest hammer, Servo-arm, Teeth and claws
- Wargear Options:**
- This model can replace its Helfrost pistol with Bolt pistol or Boltgun.

KEYWORDS: Character, Mounted, Grenades, Imperium, Iron Priest, Leader
FACTION KEYWORDS: Adeptus Astartes, Space Wolves

IRON PRIEST ON THUNDERWOLF [LEGENDS]

95 PTS

M	T	Sv	W	LD	OC
10"	6	2+	5	6+	2

Faction Rules

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

Core Rules

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Character, Mounted, Grenades, Imperium, Iron Priest, Leader

FACTION KEYWORDS: Adeptus Astartes, Space Wolves

KROM DRAGONGAZE

[LEGENDS]

65 PTS

M	T	Sv	W	LD	OC
6"	4	3+	4	6+	1

INVULNERABLE
SAVE



AUFSTELLUNG

1x Krom Dragongaze [Legends]

Equipped with: Bolt pistol,
Wyrmlaw

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	2+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Wyrmlaw LETHAL HITS	Melee	6	2+	7	-2	2

ABILITIES

CORE - Leader

Refuse to Accept Defeat

While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Hit roll if that unit is below its Starting Strength, and add 1 to the Wound roll as well if that unit is Below Half-strength.

The Fierce Eye

In your Shooting phase, you can select one enemy INFANTRY unit within 12" of and visible to this model. That enemy unit must take a Battle-shock test.

Leader

This model can be attached to the following units:

- Blood Claws
- Grey Hunters
- Wolf Guard

WEAPON ABILITIES

Lethal Hits

Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.



KEYWORDS: Infantry, Character, Epic Hero, Grenades, Imperium, Captain, Krom Dragongaze, Leader
FACTION KEYWORDS: Adeptus Astartes, Space Wolves

KROM DRAGONGAZE

[LEGENDS]

65 PTS

M	T	Sv	W	LD	OC
6"	4	3+	4	6+	1

INVULNERABLE
SAVE



CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Epic Hero, Grenades, Imperium, Captain, Krom Dragongaze, Leader
FACTION KEYWORDS: Adeptus Astartes, Space Wolves

M	T	Sv	W	LD	OC
6"	6	2+	8	6+	1

INVULNERABLE
SAVE

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Storm bolter RAPID FIRE 2	24"	2	2+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Tyrnak and Fenrir EXTRA ATTACKS	Melee	6	2+	5	-1	1
► Axe Morkai - Strike	Melee	6	2+	10	-2	3
► Axe Morkai - Sweep Cleave 1	Melee	10	2+	6	-2	1

ABILITIES

CORE - Leader

- Guile of the Wolf
- At the start of each phase, the assault doctrine, devastator doctrine and tactical doctrine are active for this unit.
- High King of Fenris
- (Once per battle round, per unit)
- In your Movement phase, select up to one friendly Space Wolves unit in strategic reserves. If you do, when that unit makes an ingress move, treat the current battle round number as being one higher than it actually is.
- Leader
- This model can be attached to the following units:
TERMINATOR ASSAULT SQUAD, TERMINATOR SQUAD, WOLF GUARD TERMINATORS

WEAPON ABILITIES

- Extra Attacks
- Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:
- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.
- Rapid Fire
- This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
- Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).



AUFSTELLUNG

1x Logan Grimnar (80mm)

Equipped with: Storm bolter, Tyrnak and Fenrir, ► Axe Morkai - Strike, ► Axe Morkai - Sweep



KEYWORDS: Infantry, Character, Epic Hero, Imperium, Terminator, Chapter Master, Logan Grimnar, Leader

FACTION KEYWORDS: Adeptus Astartes, Space Wolves

M	T	Sv	W	LD	OC
6"	6	2+	8	6+	1

INVULNERABLE
SAVE



FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

Transhuman Strategist

At the start of the battle round, if a model with this ability is your WARLORD, gain 1 CP

CORE RULES

Cleave

This ability always takes the form [CLEAVE X]. Each time you gather attack dice for a [CLEAVE] weapon, if you only selected one target for all of that weapon's attacks, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down).

Example: If a [CLEAVE 1] weapon with an A characteristic of 3 targets one unit containing 16 models, you would gather three additional attack dice for that weapon (for a total of six for that weapon).

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Epic Hero, Imperium, Terminator, Chapter Master, Logan Grimnar, Leader
FACTION KEYWORDS: Adeptus Astartes, Space Wolves

LOGAN GRIMNAR ON
STORMRIDER [LEGENDS]

180 PTS

M	T	Sv	W	LD	OC
10"	6	2+	12	6+	4

INVULNERABLE
SAVE



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Flurry of teeth and claws EXTRA ATTACKS	Melee	6	4+	5	-1	1
► Axe Morkai - Strike	Melee	6	2+	8	-2	3
► Axe Morkai - Sweep	Melee	10	2+	6	-2	1

ABILITIES

- CORE - Leader
- Logan Grimnar**
Your army cannot contain both Logan Grimnar and Logan Grimnar on Stormrider
- Leader**
This model can be attached to the following unit:
- Thunderwolf Cavalry

WEAPON ABILITIES

- Extra Attacks**
Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:
- All of that model's [EXTRA ATTACKS] weapons.
 - One of that model's other melee weapons, if possible.
- Rapid Fire**
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
- Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

AUFSTELLUNG

1x Logan Grimnar on Stormrider [Legends]

Equipped with: Storm bolter, Flurry of teeth and claws, ► Axe Morkai - Strike, ► Axe Morkai - Sweep



KEYWORDS: Mounted, Character, Epic Hero, Imperium, Chapter Master, Logan Grimnar on Stormrider, Leader

FACTION KEYWORDS: Adeptus Astartes, Space Wolves

LOGAN GRIMNAR ON
STORMRIDER [LEGENDS]

180 PTS

M	T	Sv	W	LD	OC
10"	6	2+	12	6+	4

INVULNERABLE
SAVE



FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Mounted, Character,
Epic Hero, Imperium, Chapter
Master, Logan Grimnar on
Stormrider, Leader
FACTION KEYWORDS: Adeptus
Astartes, Space Wolves

LONG FANGS [LEGENDS]120–145 PTS

LONG FANG PACK LEADER

M	T	Sv	W	LD	OC
6"	4	3+	2	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Boltgun	24"	2	3+	4	0	1
Flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Grav-cannon ANTI-VEHICLE 2+ HEAVY	24"	3	4+	6	-1	3
Grav-gun ANTI-VEHICLE 2+	18"	2	3+	5	-1	2
Heavy bolter HEAVY SUSTAINED HITS 1	36"	3	4+	5	-1	2
Heavy flamer HEAVY IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Lascannon HEAVY	48"	1	4+	12	-3	D6+1
Meltagun MELTA 2	12"	1	3+	9	-4	D6
Multi-melta HEAVY MELTA 2	18"	2	4+	9	-4	D6
► Missile launcher - frag BLAST HEAVY	48"	D6	4+	4	0	1
► Missile launcher - krak HEAVY	48"	1	4+	9	-2	D6
► Plasma cannon - standard BLAST HEAVY	36"	D3	4+	7	-2	1
► Plasma cannon - supercharge BLAST HAZARDOUS HEAVY	36"	D3	4+	8	-3	2
► Plasma gun - standard RAPID FIRE 1	24"	1	3+	7	-2	1
► Plasma gun - supercharge RAPID FIRE 1 HAZARDOUS	24"	1	3+	8	-3	2
► Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Astartes Chainsword	Melee	3	3+	4	-1	1



AUFSTELLUNG

1x Long Fang Pack Leader - Equipped with: Bolt pistol, Boltgun, Flamer, Grav-gun, ► Plasma gun - standard, ► Plasma gun - supercharge, Meltagun, ► Plasma pistol - supercharge, ► Plasma pistol - standard, Close combat weapon, Power fist, Astartes Chainsword, Power weapon

4-5x Long Fang w/ boltgun oder Long Fang w/ lascannon oder Long Fang w/ heavy bolter oder Long Fang w/ grav-cannon oder Long Fang w/ missile launcher oder Long Fang w/ plasma cannon oder Long Fang w/ multi-melta oder Long Fang w/ heavy bolter

Keywords:



KEYWORDS: Infantry, Grenades, Imperium, Long Fangs
FACTION KEYWORDS: Adeptus Astartes, Space Wolves

LONG FANGS [LEGENDS]120–145 PTS

LONG FANG PACK LEADER

M	T	Sv	W	LD	OC
6"	4	3+	2	6+	1

Close combat weapon	Melee	2	3+	4	0	1
Power fist	Melee	2	3+	8	-2	2
Power weapon	Melee	2	3+	5	-2	1

ABILITIES

- Armorium Cherub**
Once per battle, after making a Hit roll for a model in this unit, you can change that roll to an unmodified 6.
- Attached Unit**
If a CHARACTER unit from your army with the Leader ability can be attached to a DEVASTATOR SQUAD, it can instead be attached to this unit.
- Fire Discipline**
Each time this unit Remains Stationary, if it includes a Long Fang Pack Leader, you can select one enemy unit that is visible to that model. Until the end of the turn, each time a model in this unit makes a ranged attack that targets that enemy unit, re-roll a Hit roll of 1.

WEAPON ABILITIES

- Anti**
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.
- Blast**
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).
- Hazardous**
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.
- Heavy**
In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:
- That unit is unengaged.
 - That unit was not set up on the battlefield this turn.
 - No model in that unit has moved more than 3" this turn.
- Ignores Cover**
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- Melta**
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.
- Pistol**
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
 - One or more of its other ranged weapons.

KEYWORDS: Infantry, Grenades, Imperium, Long Fangs
FACTION KEYWORDS: Adeptus Astartes, Space Wolves

LONG FANGS [LEGENDS]120–145 PTS

LONG FANG PACK LEADER

M	T	Sv	W	LD	OC
6"	4	3+	2	6+	1

- Rapid Fire**

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).
- Sustained Hits**

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).
- Torrent**

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

FACTION RULES

- Combat Doctrines**
- At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase
- Assault Doctrine
- When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.
- Devastator Doctrine
- This unit's ranged attacks have [ASSAULT]
- Tactical Doctrine
- When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.
- Unless otherwise stated.
- You can only select each Combat Doctrine once per battle
 - Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

- Close-quarters**
- Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
 - One or more of its other ranged weapons.

KEYWORDS: Infantry, Grenades, Imperium, Long Fangs
FACTION KEYWORDS: Adeptus Astartes, Space Wolves

LUKAS THE TRICKSTER

[LEGENDS]

50 PTS

M	T	Sv	W	LD	OC
6"	4	3+	4	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
► Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Claw of the Jackalwolf	Melee	6	2+	5	-2	1

ABILITIES

CORE - Leader

- Last Laugh

If this model is destroyed by a melee attack, after the attacking unit has finished making its attacks, roll one D6: on a 4+, the attacking unit suffers D6 mortal wounds and is Battle-shocked.
- Master of Mischief

This model cannot be your WARLORD.
- Pelt of the Doppelgangrel:

While this model is leading a unit, each time an attack targets that unit, subtract 1 from the Hit roll.
- Leader

This model can be attached to the following unit:
 - Blood Claws

WEAPON ABILITIES

- Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.
- Pistol

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
- Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.



AUFSTELLUNG

1x Lukas the Trickster [Legends]

Equipped with: ► Plasma pistol - standard, ► Plasma pistol - supercharge, Claw of the Jackalwolf



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

FACTION KEYWORDS: Adeptus Astartes, Space Wolves

LUKAS THE TRICKSTER
[LEGENDS]

50 PTS

M	T	Sv	W	LD	OC
6"	4	3+	4	6+	1

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

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

FACTION KEYWORDS: Adeptus Astartes, Space Wolves

M	T	Sv	W	LD	OC
9"	9	2+	8	6+	0

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Flamer BLAST 2 TORRENT	12"	3	-	5	-1	1
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Murderclaws SUSTAINED HITS 1 TWIN-LINKED	Melee	8	3+	14	-2	3

ABILITIES

- Bestial Fury**
This unit:
-Can re-roll advance rolls.
-Can re-roll charge rolls.
- Force of Untamed Destruction**
This model cannot be your WARLORD.
- Murder-maker**
In the Fight phase, each time an attack targets a friendly WULFEN unit within 6" of In the Fight phase, when a friendly Wulfen model within 6" of this unit is destroyed, if that model's unit has not been selected to fight this phase, roll one D6:
- On a 4+, do not remove that model from the battlefield. When your unit has fought, or at the end of the phase (whichever comes first), that model is removed from the battlefield.

WEAPON ABILITIES

- Blast**
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).
- Rapid Fire**
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).
- Sustained Hits**
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).
- Torrent**
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.
- Twin-linked**
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.



- AUFSTELLUNG
- 1x Murderfang (60mm)
- Equipped with: Heavy Flamer, Storm bolter, Murderclaws



KEYWORDS: Vehicle, Walker, Character, Epic Hero, Imperium, Murderfang, Wulfen, Dreadnought
FACTION KEYWORDS: Adeptus Astartes, Space Wolves

M	T	Sv	W	LD	OC
9"	9	2+	8	6+	0

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

Curse of the Wulfen

While this unit is within 6" of a friendly Space Wolves Character model (excluding Wulfen models) or within 12" of a friendly Wolf Priest model, if this unit is not battle-shocked:

- If this unit has Infantry, this unit has +1 OC.
- If this unit has Vehicle, this unit has +3 OC.

Bestial Forms: For the purposes of transport capacity, each Wulfen model takes up the space of 2 models.

CORE RULES

Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

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

FACTION KEYWORDS: Adeptus Astartes, Space Wolves

M	T	Sv	W	LD	OC
7"	5	3+	4	6+	1

INVULNERABLE
SAVE

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
► Living Lightning - focused witchfire HAZARDOUS PSYCHIC SUSTAINED HITS 2	24"	D6+6	3+	7	-2	1
► Living Lightning - witchfire PSYCHIC SUSTAINED HITS 2	24"	D3+3	3+	7	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Staff of the Stormcaller PSYCHIC SUSTAINED HITS 2	Melee	4	3+	7	-1	2

ABILITIES

CORE - Leader

High Rune Priest (psyker level 3)
This model has the **psychic** abilities listed in the **Psychic** Abilities section.

Wind Walker
- This unit's ranged attacks have [ASSAULT].
- When this unit is selected to make an advance move, this unit can change advance rolls to a 6.

Leader
This model can be attached to the following units:
ASSAULT INTERCESSOR SQUAD, BLADEGUARD VETERAN SQUAD, BLOOD CLAWS, GREY HUNTERS, INTERCESSOR SQUAD, WOLF GUARD HEADTAKERS

PSYCHIC ABILITIES

Murderous Hurricane (psychic level 1)
In your Movement phase, if this unit is not battle-shocked, you can make a **psychic** roll for this unit by rolling one D6. If you do:
- On a 1, this unit is battle-shocked.
- Select one visible enemy unit within 12". That enemy unit cannot make Snap shooting attacks.

Storm Caller (psychic level 1)
When an enemy unit targets this unit, if this unit is not battle-shocked, you can make a **psychic** roll for this unit by rolling one D6. If you do:
- On a 1, this unit is battle-shocked.
- This unit has -3" detection range until the end of the phase.

Tempest's Wrath (psychic level 1)
In your Shooting phase, if this unit is not battle-shocked, you can make a **psychic** roll for this unit by rolling one D6. If you do:
- On a 1, this unit is battle-shocked.
- Select one visible enemy unit within 18". That enemy unit is suppressed until the start of your next turn:
- While a unit is suppressed, that unit's attacks have -1 to hit rolls.



AUFSTELLUNG

1x Njal Stormcaller (40mm)

Equipped with: Bolt pistol, ► Living Lightning - focused witchfire, ► Living Lightning - witchfire, Staff of the Stormcaller



KEYWORDS: Infantry, Character, Epic Hero, Psyker, Imperium, Njal Stormcaller, Tacticus, Leader

FACTION KEYWORDS: Adeptus Astartes, Space Wolves

M	T	Sv	W	LD	OC
7"	5	3+	4	6+	1

INVULNERABLE
SAVE



WEAPON ABILITIES

- Hazardous**
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.
- Psychic**
Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).
- Sustained Hits**
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

FACTION RULES

- Combat Doctrines**
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase
- Assault Doctrine**
When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.
- Devastator Doctrine**
This unit's ranged attacks have [ASSAULT]
- Tactical Doctrine**
When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.
Unless otherwise stated.
- You can only select each Combat Doctrine once per battle
 - Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

- Close-quarters**
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
 - One or more of its other ranged weapons.
- Leader**
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Epic Hero, Psyker, Imperium, Njal Stormcaller, Tacticus, Leader
FACTION KEYWORDS: Adeptus Astartes, Space Wolves

M	T	Sv	W	LD	OC
7"	5	3+	5	6+	1

INVULNERABLE
SAVE

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	2+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Frostfang SUSTAINED HITS 1	Melee	8	2+	6	-3	2

ABILITIES

CORE - Leader

Battle-lust
If this unit made a charge move this turn, this model's melee attacks have +2 A.

War Howl
- While this model is attached to a Blood Claws unit, this unit's melee attacks have +1 S and [SUSTAINED HITS 1].
- While this model is attached to a Wolf Guard Headtakers unit, when this unit is selected to make an advance move, that advance move does not prevent this unit from being eligible to declare a charge.

Leader
This model can be attached to the following units:

- Blood Claws
- Wolf Guard Headtakers

WEAPON ABILITIES

Sustained Hits
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine
When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine
This unit's ranged attacks have [ASSAULT]

Tactical Doctrine
When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

Transhuman Strategist
At the start of the battle round, if a model with this ability is your WARLORD, gain 1 CP



AUFSTELLUNG

1x Ragnar Blackmane (40mm)

Equipped with: Bolt pistol, Frostfang



KEYWORDS: Infantry, Character, Epic Hero, Imperium, Tacticus, Captain, Ragnar Blackmane, Leader, Explosives

FACTION KEYWORDS: Adeptus Astartes, Space Wolves

M	T	Sv	W	LD	OC
7"	5	3+	5	6+	1

INVULNERABLE
SAVE



CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character,
Epic Hero, Imperium, Tacticus,
Captain, Ragnar Blackmane, Leader,
Explosives
FACTION KEYWORDS: Adeptus
Astartes, Space Wolves

SKYCLAWS [LEGENDS]

90–240 PTS

SKYCLAW PACK LEADER

M	T	Sv	W	LD	OC
12"	4	3+	2	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Grav-gun ANTI-VEHICLE 2+	18"	2	3+	5	-1	2
Meltagun MELTA 2	12"	1	3+	9	-4	D6
► Plasma gun - standard RAPID FIRE 1	24"	1	3+	7	-2	1
► Plasma gun - supercharge HAZARDOUS RAPID FIRE 1	24"	1	3+	8	-3	2
► Plasma pistol - standard CLOSE-QUARTERS	12"	1	3+	7	-2	1
► Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS CLOSE-QUARTERS	12"	1	3+	8	-3	2
► Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Astartes Chainsword	Melee	3	3+	4	-1	1
Close combat weapon	Melee	2	3+	4	0	1
Power fist	Melee	2	3+	8	-2	2
Power weapon	Melee	3	3+	5	-2	1

ABILITIES

- Attached Unit

If a CHARACTER unit from your army with the Leader ability can be attached to an ASSAULT INTERCESSOR SQUAD WITH JUMP PACKS or ASSAULT SQUAD WITH JUMP PACKS, it can instead be attached to this unit.
- Headstrong

You can re-roll Charge rolls made for this unit. Each time this unit makes a Charge move, until the end of the turn, each time a model in this unit makes a melee attack, add 1 to the Hit roll.

WEAPON ABILITIES

Anti
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.



- AUFSTELLUNG
- 1x Skyclaw Pack Leader - Equipped with: Bolt pistol, ► Plasma pistol - supercharge, ► Plasma pistol - standard, Astartes Chainsword, Power weapon, Power fist

4-14x Skyclaw

Wargear Options:

■ Each Skyclaw Pack Leader can replace its Bolt pistol with Plasma pistol.

■ Each Skyclaw Pack Leader can replace its Astartes Chainsword with Power weapon or Power fist.

■ Up to 2 models can have their Bolt pistol replaced with 1x Plasma pistol or 1x Meltagun.



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

FACTION KEYWORDS: Adeptus Astartes, Space Wolves

Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

Ignores Cover

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Melta

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

Pistol

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Infantry, Jump Pack, Fly, Grenades, Imperium, Skyclaws
FACTION KEYWORDS: Adeptus Astartes, Space Wolves

STORMFANG GUNSHIP

[LEGENDS]

300 PTS

M	T	Sv	W	LD	OC
20+''	10	3+	14	6+	0

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Skyhammer Missile Launcher ANTI-FLY 2+	48''	3	3+	8	-1	D3
Twin heavy bolter SUSTAINED HITS 1 TWIN-LINKED	36''	3	3+	5	-1	2
Twin lascannon TWIN-LINKED	48''	1	3+	12	-3	D6+1
Twin multi-melta MELTA 2 TWIN-LINKED	18''	2	3+	9	-4	D6
Twin stormstrike missile launcher TWIN-LINKED	48''	1	3+	10	-2	3
► Helfrost destructor - dispersed SUSTAINED HITS D3	36''	D3	3+	11	-3	7
► Helfrost destructor - focused TORRENT	12''	D6+6	N/A	8	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	6	4+	8	0	1

ABILITIES

- Damaged: 1-5 Wounds Remaining**
While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
- Frozen Prey**
In your Shooting phase, after this model has shot, if an enemy MONSTER or VEHICLE unit was hit by one or more of those attacks made with this model's helfrost destructor, until the end of your opponent's next turn, that enemy unit is Frozen. While a unit is Frozen, subtract 2 from that unit's Move characteristic, and subtract 2 from Advance and Charge rolls made for that unit.

TRANSPORT

Stormfang Gunship
This model has a transport capacity of 6 ADEPTUS ASTARTES INFANTRY models. Each JUMP PACK, WULFEN, GRAVIS or TERMINATOR model takes up the space of 2 models and each CENTURION model takes up the space of 3 models.

WEAPON ABILITIES

Anti
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.



- AUFSTELLUNG
- 1x Stormfang Gunship [Legends]
- Equipped with:** Skyhammer Missile Launcher, Twin heavy bolter, Twin lascannon, Twin multi-melta, Twin stormstrike missile launcher, ► Helfrost destructor - dispersed, ► Helfrost destructor - focused, Armoured hull
- Wargear Options:**
 - This model can replace its Twin stormstrike missile launcher with Twin lascannon.
 - This model can replace its Two skyhammer missile launchers with Two twin multi-meltas or Two twin heavy bolters.



KEYWORDS: Vehicle, Aircraft, Fly, Transport, Stormfang Gunship, Imperium

FACTION KEYWORDS: Adeptus Astartes, Space Wolves

STORMFANG GUNSHIP

[LEGENDS]

300 PTS

M	T	Sv	W	LD	OC
20+''	10	3+	14	6+	0

- Melta

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.
- Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).
- Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.
- Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

FACTION RULES

- Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

 - You can only select each Combat Doctrine once per battle
 - Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

- Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.
- Hover

Each time this unit takes to the skies (21.03), do not subtract 2" from the maximum distance.

KEYWORDS: Vehicle, Aircraft, Fly, Transport, Stormfang Gunship, Imperium

FACTION KEYWORDS: Adeptus Astartes, Space Wolves

STORMWOLF [LEGENDS]

250 PTS

M	T	Sv	W	LD	OC
20+''	10	3+	14	6+	0

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Skyhammer Missile Launcher <small>ANTI-FLY 2+</small>	48''	3	3+	8	-1	D3
Twin heavy bolter <small>SUSTAINED HITS 1 TWIN-LINKED</small>	36''	3	3+	5	-1	2
Twin lascannon <small>TWIN-LINKED</small>	48''	1	3+	12	-3	D6+1
Twin multi-melta <small>MELTA 2 TWIN-LINKED</small>	18''	2	3+	9	-4	D6
► Twin helfrost cannon - dispersed <small>TORRENT TWIN-LINKED</small>	12''	D6	N/A	6	-1	2
► Twin helfrost cannon - focused <small>TWIN-LINKED</small>	36''	1	3+	9	-3	5

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	6	4+	8	0	1

ABILITIES

- Damaged: 1-5 Wounds Remaining**
While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
- Into the Foe**
If a unit disembarks from this TRANSPORT before it moves, until the end of the turn, that unit is eligible to charge in a turn in which it Advanced.

TRANSPORT

- Stormwolf**
This model has a transport capacity of 16 ADEPTUS ASTARTES INFANTRY models. Each JUMP PACK, WULFEN, GRAVIS or TERMINATOR model takes up the space of 2 models and each CENTURION model takes up the space of 3 models.

WEAPON ABILITIES

- Anti**
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.
- Melta**
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.



- AUFSTELLUNG
- 1x Stormwolf [Legends]
- Equipped with:** Skyhammer Missile Launcher, Twin heavy bolter, Twin lascannon, Twin multi-melta, ► Twin helfrost cannon - dispersed, ► Twin helfrost cannon - focused, Armoured hull
- Wargear Options:**
■ This model can replace its Two skyhammer missile launchers with Two twin multi-meltas or Two twin heavy bolters.



KEYWORDS: Vehicle, Aircraft, Fly, Transport, Stormwolf, Imperium
FACTION KEYWORDS: Adeptus Astartes, Space Wolves

M	T	Sv	W	LD	OC
20+''	10	3+	14	6+	0

- Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).
- Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.
- Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

FACTION RULES

- Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

- Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.
- Hover

Each time this unit takes to the skies (21.03), do not subtract 2" from the maximum distance.

THUNDERWOLF CAVALRY

115–230 PTS

M	T	Sv	W	LD	OC
12"	6	3+	4	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Boltgun RAPID FIRE 1	24"	2	3+	5	-1	1
► Plasma pistol - standard CLOSE-QUARTERS	12"	1	3+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS CLOSE-QUARTERS	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Teeth and claws EXTRA ATTACKS	Melee	3	4+	5	-1	1
Wolf Guard Weapon	Melee	4	3+	5	-2	2

ABILITIES

Storm Shield
This model has a 4+ InSv.

Thunderous Charge
If this unit made a charge move this turn this units melee attacks have

- +1 S
- +1 D

WEAPON ABILITIES

Extra Attacks
Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

Rapid Fire
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).



AUFSTELLUNG

3-6x Thunderwolf w/ plasma pistol oder Thunderwolf w/ boltgun and storm shield oder Thunderwolf w/ bolt pistol (60mm)

Equipped with: Bolt pistol, Boltgun, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Teeth and claws, Wolf Guard Weapon

Wargear Options:
■ This model's Bolt pistol can be replaced with 1x Plasma pistol or 1x Boltgun.



KEYWORDS: Mounted, Grenades, Imperium, Thunderwolf Cavalry
FACTION KEYWORDS: Adeptus Astartes, Space Wolves

THUNDERWOLF CAVALRY

115–230 PTS

M	T	Sv	W	LD	OC
12"	6	3+	4	6+	2

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

KEYWORDS: Mounted, Grenades, Imperium, Thunderwolf Cavalry
FACTION KEYWORDS: Adeptus Astartes, Space Wolves

M	T	Sv	W	LD	OC
7"	5	3+	4	5+	1

INVULNERABLE
SAVE

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
► Plasma pistol - standard CLOSE-QUARTERS	12"	1	2+	7	-2	1
► Plasma pistol - supercharge CLOSE-QUARTERS HAZARDOUS	12"	1	2+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Artificer Crozius Arcanum ANTI-MONSTER/VEHICLE 4+	Melee	5	2+	6	-2	2

ABILITIES

CORE - Leader

- Oathbound**
This unit's melee attacks have +1 to hit rolls.
- Or: This unit's melee attacks that target this unit's slayer's oath have +1 to hit rolls and wound rolls.
- Slayer's Oath**
At the start of the first battle round, you select up to one enemy Character/Monster/Vehicle unit to be this unit's slayer's oath:
- This unit's attacks that target this unit's slayer's oath can ignore modifiers to your unit's:
- BS and WS.
- Hit rolls.

Leader
This model can be attached to the following units:
ASSAULT INTERCESSOR SQUAD, BLADEGUARD VETERAN SQUAD, BLOOD CLAWS, GREY HUNTERS, INTERCESSOR SQUAD, WOLF GUARD HEADTAKERS

WEAPON ABILITIES

- Anti**
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.
- Hazardous**
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.



AUFSTELLUNG

1x Ulrik the Slayer (32mm)

Equipped with: ► Plasma pistol - standard, ► Plasma pistol - supercharge, Artificer Crozius Arcanum



KEYWORDS: Infantry, Character, Epic Hero, Imperium, Ulrik the Slayer, Wolf Priest, Leader, Explosives

FACTION KEYWORDS: Adeptus Astartes, Space Wolves

M	T	Sv	W	LD	OC
7"	5	3+	4	5+	1

INVULNERABLE
SAVE



FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character,
Epic Hero, Imperium, Ulrik the
Slayer, Wolf Priest, Leader,
Explosives
FACTION KEYWORDS: Adeptus
Astartes, Space Wolves

VENERABLE DREADNOUGHT

130 PTS

M	T	Sv	W	LD	OC
8"	9	2+	8	6+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Assault Cannon SUSTAINED HITS 1	24"	6	3+	6	-2	1
Heavy Flamer BLAST 2 TORRENT	12"	3	-	5	-1	1
Multi-melta MELTA 3	18"	2	3+	10	-3	D3+2
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1
► Helfrost cannon - dispersed TORRENT	12"	3	-	6	-1	2
► Helfrost cannon - focused	36"	1	3+	10	-3	5

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Dreadnought Combat Weapon	Melee	5	3+	12	-2	3
► Fenrisian great axe - strike	Melee	6	3+	10	-2	D3+3
► Fenrisian great axe - sweep	Melee	12	3+	6	-2	1

ABILITIES

- Blizzard shield**
The bearer has a 4+ invulnerable save.
- Fervour of the Ancients**
Friendly Space Wolves units within 6" of this unit:
- Have +1 to advance rolls.
 - Have +1 to charge rolls.

WEAPON ABILITIES

- Blast**
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
- Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*
- Melta**
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
- Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*
- Rapid Fire**
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
- Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*



AUFSTELLUNG

- 1x Venerable Dreadnought (60mm)
- Equipped with:** Assault Cannon, Heavy Flamer, Multi-melta, Storm bolter, ► Helfrost cannon - dispersed, ► Helfrost cannon - focused, Dreadnought Combat Weapon, ► Fenrisian great axe - strike, ► Fenrisian great axe - sweep
- Wargear Options:**
- This model can replace its Assault Cannon with Helfrost cannon or Multi-melta.
 - This model can replace its Storm bolter with Heavy Flamer.



KEYWORDS: Vehicle, Walker, Smoke, Imperium, Dreadnought, Venerable Dreadnought
FACTION KEYWORDS: Adeptus Astartes, Space Wolves

VENERABLE DREADNOUGHT

130 PTS

M	T	Sv	W	LD	OC
8"	9	2+	8	6+	3

Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Walker, Smoke, Imperium, Dreadnought, Venerable Dreadnought
FACTION KEYWORDS: Adeptus Astartes, Space Wolves

WOLF GUARD BATTLE LEADER

80 PTS

M	T	Sv	W	LD	OC
7"	5	3+	5	6+	1

INVULNERABLE
SAVE



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
► Plasma pistol - standard CLOSE-QUARTERS	12"	1	3+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS CLOSE-QUARTERS	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Master-crafted Power Weapon	Melee	7	2+	6	-2	2
Thunder Hammer DEVASTATING WOUNDS	Melee	5	3+	8	-2	3

ABILITIES

CORE - Leader

Heroic Last Stand

In the Fight phase, when this model is destroyed, if this unit has not been selected to fight this phase, roll one D6:

- On a 2+, do not remove this model from the battlefield. When your unit has fought, or at the end of the phase (whichever comes first), this model is removed from the battlefield.

Storm Shield

This model has +1 W.

Tempered Ferocity

- This unit's attacks have [SUSTAINED HITS 1].

- This unit's attacks that target an enemy unit within 6" of this unit can re-roll hit rolls of 1.

Leader

This model can be attached to the following units:

ASSAULT INTERCESSOR SQUAD, BLADEGUARD VETERAN SQUAD, BLOOD CLAWS, GREY HUNTERS, INTERCESSOR SQUAD, WOLF GUARD HEADTAKERS

WEAPON ABILITIES

Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.



AUFSTELLUNG

1x Wolf Guard Battle Leader
(40mm)

Equipped with: ► Plasma pistol - standard, ► Plasma pistol - supercharge, Master-crafted Power Weapon, Thunder Hammer

Wargear Options:

- This model can replace its Master-crafted Power Weapon with Thunder Hammer.
- This model can replace its Storm Shield with Plasma pistol.



KEYWORDS: Infantry, Character, Imperium, Tacitus, Wolf Guard, Battle Leader, Leader
FACTION KEYWORDS: Adeptus Astartes, Space Wolves

WOLF GUARD BATTLE LEADER

80 PTS

M	T	Sv	W	LD	OC
7"	5	3+	5	6+	1

INVULNERABLE
SAVE



FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

KEYWORDS: Infantry, Character, Imperium, Tacitus, Wolf Guard, Battle Leader, Leader
FACTION KEYWORDS: Adeptus Astartes, Space Wolves

WOLF GUARD BATTLE LEADER IN TERMINATOR ARMOUR [LEGENDS]

75 PTS

M	T	Sv	W	LD	OC
5"	5	2+	5	6+	1

INVULNERABLE
SAVE



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	3+	4	0	1
Storm bolter RAPID FIRE 2	24"	2	2+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainfist ANTI-VEHICLE 3+	Melee	4	3+	8	-2	2
Close combat weapon	Melee	5	3+	4	0	1
Power fist	Melee	4	2+	8	-2	2
Power weapon	Melee	5	2+	5	-2	1
Thunder hammer DEVASTATING WOUNDS	Melee	4	3+	8	-2	2
Twin lightning claws TWIN-LINKED	Melee	6	2+	5	-2	1

ABILITIES

CORE - Leader

Huskarl to the Jarl

While this model is attached to a unit that contains another CHARACTER model, all CHARACTER models in that unit have the Feel No Pain 4+ ability.

Relic shield

The bearer has a Wounds characteristic of 6.

Tactical Precision

This unit's attacks have [LETHAL HITS: non-MONSTER/VEHICLE].

Leader

This model can be attached to the following units:

- Relic Terminator Squad
- Terminator Assault Squad
- Terminator Squad
- Wolf Guard Terminators

You can attach this model to one of the above units even if one Captain or Chapter Master model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

WEAPON ABILITIES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.



AUFSTELLUNG

1x Wolf Guard Battle Leader in Terminator Armour [Legends]

Equipped with: Combi-weapon, Storm bolter, Chainfist, Close combat weapon, Power fist, Power weapon, Thunder hammer, Twin lightning claws

Wargear Options:

- This model can replace its Storm bolter with Chainfist, Power weapon, Combi-weapon, Thunder hammer or Power fist.
- This model can replace its Power weapon with Chainfist, Relic shield and close combat weapon, Thunder hammer, Power fist or Twin lightning claws.



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

FACTION KEYWORDS: Adeptus Astartes, Space Wolves

WOLF GUARD BATTLE LEADER IN TERMINATOR ARMOUR [LEGENDS]

75 PTS

M	T	Sv	W	LD	OC
5"	5	2+	5	6+	1

INVULNERABLE
SAVE



Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Imperium, Terminator, Wolf Guard Battle Leader in Terminator Armour, Leader
FACTION KEYWORDS: Adeptus Astartes, Space Wolves

WOLF GUARD BATTLE LEADER ON THUNDERWOLF [LEGENDS]

80 PTS

M	T	Sv	W	LD	OC
10"	6	3+	5	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	2+	5	-1	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	3+	4	0	1
Master-crafted boltgun	24"	2	2+	4	0	2
Storm bolter RAPID FIRE 2	24"	2	2+	4	0	1
► Plasma pistol - standard PISTOL	12"	1	2+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	2+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	6	3+	4	0	1
Power fist	Melee	4	2+	8	-2	2
Relic weapon	Melee	5	2+	5	-2	2
Teeth and claws EXTRA ATTACKS	Melee	3	4+	5	-1	1
Thunder hammer DEVASTATING WOUNDS	Melee	4	3+	8	-2	2
Twin lightning claws TWIN-LINKED	Melee	6	2+	5	-2	1

ABILITIES

CORE - Leader

Aggressive Hunter

Once per battle, in your opponent's Shooting phase, after an enemy unit has finished making its attacks, if this model's unit was targeted by one or more of those attacks, this model's unit can make a Normal move of up to D6", but must end that move as close as possible to the closest enemy unit. When doing so, models in this model's unit can be moved within Engagement Range of that enemy unit.

Storm Shield

The bearer has a 4+ invulnerable save.

Tactical Precision

This unit's attacks have [LETHAL HITS: non-MONSTER/VEHICLE].

Leader

This model can be attached to the following unit:

- Thunderwolf Cavalry

WEAPON ABILITIES

AUFSTELLUNG

1x Wolf Guard Battle Leader on Thunderwolf [Legends]

Equipped with: Bolt pistol, Combi-weapon, Master-crafted boltgun, Storm bolter, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Close combat weapon, Power fist, Relic weapon, Teeth and claws, Thunder hammer, Twin lightning claws

Wargear Options:

- This model can replace its Relic weapon with Storm shield and close combat weapon, Plasma pistol, Power fist, Thunder hammer or Twin lightning claws.
- This model can replace its Bolt pistol with Combi-weapon, Master-crafted boltgun, Storm bolter, Power fist, Relic weapon, Teeth and claws, Thunder hammer, Twin lightning claws

KEYWORDS: Mounted, Character, Grenades, Imperium, Wolf Guard Battle Leader on Thunderwolf, Leader
FACTION KEYWORDS: Adeptus Astartes, Space Wolves

WOLF GUARD BATTLE LEADER ON THUNDERWOLF [LEGENDS]

80 PTS

M	T	Sv	W	LD	OC
10"	6	3+	5	6+	2

Anti
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Extra Attacks
Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

Pistol
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

Rapid Fire
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Twin-linked
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine
When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine
This unit's ranged attacks have [ASSAULT]

Tactical Doctrine
When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

KEYWORDS: Mounted, Character, Grenades, Imperium, Wolf Guard Battle Leader on Thunderwolf, Leader
FACTION KEYWORDS: Adeptus Astartes, Space Wolves

WOLF GUARD BATTLE LEADER ON THUNDERWOLF [LEGENDS]

80 PTS

M	T	Sv	W	LD	OC
10"	6	3+	5	6+	2

CORE RULES

- Close-quarters**
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
 - One or more of its other ranged weapons.
- Leader**
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Mounted, Character, Grenades, Imperium, Wolf Guard Battle Leader on Thunderwolf, Leader
FACTION KEYWORDS: Adeptus Astartes, Space Wolves

WOLF GUARD HEADTAKERS^{85 PTS}

M	T	Sv	W	LD	OC
7"	5	3+	3	6+	1

INVULNERABLE
SAVE



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Bolt Pistol CLOSE-QUARTERS	18"	1	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Master-crafted Power Weapon	Melee	4	3+	5	-2	2
Paired Master-crafted Power Weapons	Melee	6	3+	5	-2	2
Teeth and Claws	Melee	3	4+	4	0	1

ABILITIES

Headhunters

At the start of the first battle round, select up to one enemy unit to be this unit's quarry:

- This unit's attacks that target this unit's quarry have [DEVASTATING WOUNDS] and [PRECISION].
- Each time this unit's quarry is destroyed, select one enemy unit to be this unit's quarry.

Hunting Hounds

While this unit is within 6" of a friendly Space Wolves Character model (excluding Wulfen), if this unit is not battle-shocked, Hunting Wolf models have +1 OC.

Let Loose the Wolves

At the start of the Declare Battle Formations step, you can split this unit into two units, one containing all Wolf Guard Headtaker models and all leader/support models, the other containing all Hunting Wolves models, with new starting strengths accordingly.

Storm Shield

This model has a 4+ InSv.

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.



AUFSTELLUNG

1x Wolf Guard Headtakers

Basegrößen: 40mm, Hunting
Wolves 60x35.5mm Oval Base

Equipped with: Heavy Bolt Pistol,
Master-crafted Power Weapon,
Paired Master-crafted Power
Weapons, Teeth and Claws

Wargear Options:

- This model can be equipped with up to 6x Wolf Guard Headtaker w/ Storm Shield.
- This model can be equipped with up to 6x Wolf Guard Headtaker w/ paired weapons.
- This model can be equipped with up to 6x Hunting Wolves.



KEYWORDS: Infantry, Wolf Guard
Headtakers
FACTION KEYWORDS: Adeptus
Astartes, Space Wolves

WOLF GUARD HEADTAKERS85 PTS

M	T	Sv	W	LD	OC
7"	5	3+	3	6+	1

INVULNERABLE
SAVE



CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

KEYWORDS: Infantry, Wolf Guard
Headtakers
FACTION KEYWORDS: Adeptus
Astartes, Space Wolves

WOLF GUARD HEADTAKERS^{85 PTS}

M	T	Sv	W	LD	OC
7"	5	3+	3	6+	1

INVULNERABLE
SAVE



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Bolt Pistol CLOSE-QUARTERS	18"	1	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Master-crafted Power Weapon	Melee	4	3+	5	-2	2
Paired Master-crafted Power Weapons	Melee	6	3+	5	-2	2
Teeth and Claws	Melee	3	4+	4	0	1

ABILITIES

Headhunters

At the start of the first battle round, select up to one enemy unit to be this unit's quarry:

- This unit's attacks that target this unit's quarry have [DEVASTATING WOUNDS] and [PRECISION].
- Each time this unit's quarry is destroyed, select one enemy unit to be this unit's quarry.

Hunting Hounds

While this unit is within 6" of a friendly Space Wolves Character model (excluding Wulfen), if this unit is not battle-shocked, Hunting Wolf models have +1 OC.

Let Loose the Wolves

At the start of the Declare Battle Formations step, you can split this unit into two units, one containing all Wolf Guard Headtaker models and all leader/support models, the other containing all Hunting Wolves models, with new starting strengths accordingly.

Storm Shield

This model has a 4+ InSv.

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.



AUFSTELLUNG

1x Wolf Guard Headtakers

Basegrößen: 40mm, Hunting Wolves 60x35.5mm Oval Base

Equipped with: Heavy Bolt Pistol, Master-crafted Power Weapon, Paired Master-crafted Power Weapons, Teeth and Claws

Wargear Options:

- This model can be equipped with up to 6x Wolf Guard Headtaker w/ Storm Shield.
- This model can be equipped with up to 6x Wolf Guard Headtaker w/ paired weapons.
- This model can be equipped with up to 6x Hunting Wolves.



KEYWORDS: Infantry
FACTION KEYWORDS: Adeptus Astartes, Space Wolves

WOLF GUARD HEADTAKERS85 PTS

M	T	Sv	W	LD	OC
7"	5	3+	3	6+	1

INVULNERABLE
SAVE



CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

KEYWORDS: Infantry
FACTION KEYWORDS: Adeptus
Astartes, Space Wolves

WOLF GUARD PACK LEADER [LEGENDS]

30 PTS

M	T	Sv	W	LD	OC
6"	4	3+	2	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Boltgun	24"	2	3+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	3+	4	0	1
Storm Bolter RAPID FIRE 2	24"	2	3+	4	0	1
► Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	4	3+	5	-1	1
Close combat weapon	Melee	3	3+	4	0	1
Power fist	Melee	2	3+	8	-2	2
Power weapon	Melee	3	3+	5	-2	1
Thunder Hammer DEVASTATING WOUNDS	Melee	2	4+	8	-2	3
Twin lightning claws TWIN-LINKED	Melee	4	3+	5	-2	1

ABILITIES

CORE - Support

- Storm Shield**
The bearer has a 4+ invulnerable save.
- Leader**
This model can be attached to the following units:
 - Blood Claws
 - Grey Hunters
 - Long Fangs

WEAPON ABILITIES

Anti
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

AUFSTELLUNG

- 1x Wolf Guard Pack Leader [Legends]
- Equipped with:** Bolt pistol, Boltgun, Combi-weapon, Storm Bolter, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Chainsword, Close combat weapon, Power fist, Power weapon, Thunder Hammer, Twin lightning claws
- Wargear Options:**
- This model can be equipped with one of: Bolt pistol, Plasma pistol.
 - This model can be equipped with one of: Boltgun, Combi-weapon, Storm bolter.
 - This model can be equipped with up to 2 of: Chainsword, Power fist, Power weapon, Thunder Hammer, Twin lightning claws

KEYWORDS: Infantry, Character, Grenades, Imperium, Pack Leader, Wolf Guard Pack Leader, Support
FACTION KEYWORDS: Adeptus Astartes, Space Wolves

WOLF GUARD PACK
LEADER [LEGENDS]

30 PTS

M	T	Sv	W	LD	OC
6"	4	3+	2	6+	1

Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

Pistol

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

KEYWORDS: Infantry, Character, Grenades, Imperium, Pack Leader, Wolf Guard Pack Leader, Support
FACTION KEYWORDS: Adeptus Astartes, Space Wolves

WOLF GUARD PACK LEADER [LEGENDS]

30 PTS

M	T	Sv	W	LD	OC
6"	4	3+	2	6+	1

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

Support

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it.

Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Grenades, Imperium, Pack Leader, Wolf Guard Pack Leader, Support
FACTION KEYWORDS: Adeptus Astartes, Space Wolves

WOLF GUARD PACK LEADER IN TERMINATOR ARMOUR [LEGENDS]

40 PTS

M	T	Sv	W	LD	OC
5"	5	2+	3	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Assault Cannon DEVASTATING WOUNDS	24"	6	3+	6	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	3+	4	0	1
Heavy Flamer BLAST 2 TORRENT	12"	3	-	5	-1	1
Storm Bolter RAPID FIRE 2	24"	2	3+	4	0	1
► Cyclone missile launcher - frag BLAST	36"	2D6	3+	4	0	1
► Cyclone missile launcher - krak	36"	2	3+	9	-2	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	3	3+	5	-2	1
Thunder Hammer DEVASTATING WOUNDS	Melee	2	4+	8	-2	3
Twin lightning claws TWIN-LINKED	Melee	5	3+	5	-2	1
► Chainfist - Hunter: Monster/Vehicle	Melee	3	3+	12	-2	3
► Chainfist - Standard	Melee	2	4+	8	-2	2

ABILITIES

CORE - Support

- Invulnerable Save**
4+
- Storm Shield**
The bearer has a Wounds characteristic of 4.
- Leader**
This model can be attached to the following units:
 - Blood Claws
 - Grey Hunters
 - Long Fangs

WEAPON ABILITIES

Anti
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.



AUFSTELLUNG

1x Wolf Guard Pack Leader in Terminator Armour [Legends]

Equipped with: Assault Cannon, Combi-weapon, Heavy Flamer, Storm Bolter, ► Cyclone missile launcher - frag, ► Cyclone missile launcher - krak, Power fist, Power weapon, Thunder Hammer, Twin lightning claws, ► Chainfist - Hunter: Monster/Vehicle, ► Chainfist - Standard

Wargear Options:

- This model can be equipped with one of: Cyclone missile launcher, Assault Cannon, Heavy Flamer.
- This model can be equipped with one of: Combi-weapon, Storm Bolter.
- This model can be equipped with one of: Power fist, Power weapon, Chainfist - Standard.



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

FACTION KEYWORDS: Adeptus Astartes, Space Wolves

WOLF GUARD PACK

LEADER IN TERMINATOR

ARMOUR [LEGENDS]

40 PTS

M	T	Sv	W	LD	OC
5"	5	2+	3	6+	1

Blast

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Devastating Wounds

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Rapid Fire

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Torrent

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

Twin-linked

Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have **[ASSAULT]**

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Support

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it.

Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Grenades, Imperium, Terminator, Pack Leader, Wolf Guard Pack Leader in Terminator Armour, Support
FACTION KEYWORDS: Adeptus Astartes, Space Wolves

WOLF GUARD PACK LEADER WITH JUMP PACK [LEGENDS]

35 PTS

M	T	Sv	W	LD	OC
12"	4	3+	2	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Boltgun	24"	2	3+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	3+	4	0	1
Storm Bolter RAPID FIRE 2	24"	2	3+	4	0	1
► Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	4	3+	5	-1	1
Close combat weapon	Melee	3	3+	4	0	1
Power fist	Melee	2	3+	8	-2	2
Power weapon	Melee	3	3+	5	-2	1
Thunder Hammer DEVASTATING WOUNDS	Melee	2	4+	8	-2	3
Twin lightning claws TWIN-LINKED	Melee	4	3+	5	-2	1

ABILITIES

CORE - Support

- Storm Shield**
The bearer has a 4+ invulnerable save.
- Leader**
This model can be attached to the following unit: Skyclaws

WEAPON ABILITIES

Anti
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

AUFSTELLUNG

- 1x Wolf Guard Pack Leader with Jump Pack [Legends]
- Equipped with:** Bolt pistol, Boltgun, Combi-weapon, Storm Bolter, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Chainsword, Close combat weapon, Power fist, Power weapon, Thunder Hammer, Twin lightning claws
- Wargear Options:**
- This model can be equipped with one of: Bolt pistol, Plasma pistol.
 - This model can be equipped with one of: Boltgun, Combi-weapon, Storm bolter.
 - This model can be equipped with up to 2 of: Chainsword, Power fist, Power weapon, Thunder Hammer, Twin lightning claws

KEYWORDS: Infantry, Character, Jump Pack, Fly, Grenades, Imperium, Pack Leader, Wolf Guard Pack Leader with Jump Pack, Support
FACTION KEYWORDS: Adeptus Astartes, Space Wolves

WOLF GUARD PACK LEADER WITH JUMP PACK [LEGENDS]

35 PTS

M	T	Sv	W	LD	OC
12"	4	3+	2	6+	1

Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

Pistol

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

KEYWORDS: Infantry, Character, Jump Pack, Fly, Grenades, Imperium, Pack Leader, Wolf Guard Pack Leader with Jump Pack, Support
FACTION KEYWORDS: Adeptus Astartes, Space Wolves

WOLF GUARD PACK LEADER WITH JUMP PACK [LEGENDS]

35 PTS

M	T	Sv	W	LD	OC
12"	4	3+	2	6+	1

CORE RULES

Close-quarters
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

Support
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it.

Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Jump Pack, Fly, Grenades, Imperium, Pack Leader, Wolf Guard Pack Leader with Jump Pack, Support
FACTION KEYWORDS: Adeptus Astartes, Space Wolves

WOLF GUARD TERMINATORS

180–365 PTS

WOLF GUARD TERMINATOR PACK LEADER

M	T	Sv	W	LD	OC
6"	6	2+	3	6+	1

INVULNERABLE
SAVE



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Assault Cannon SUSTAINED HITS 1	24"	6	3+	6	-2	1
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Master-crafted power weapon	Melee	4	3+	5	-2	2
Power fist	Melee	3	3+	8	-2	2
Relic Great Axe DEVASTATING WOUNDS	Melee	3	3+	8	-2	3
Twin lightning claws TWIN-LINKED	Melee	6	3+	5	-2	1

ABILITIES

Rugged Resilience

Each time an attack targets this unit, if the Strength characteristic of that attack is greater than the Toughness characteristic of this unit, subtract 1 from the Wound roll.

Storm Shield

This model has +1 W.

WEAPON ABILITIES

Devastating Wounds

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Rapid Fire

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*

Twin-linked

Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.



AUFSTELLUNG

1x Wolf Guard Terminator Pack Leader - Equipped with: Twin lightning claws, Relic Great Axe, Storm bolter, Master-crafted power weapon (40mm)
4-9x Wolf Guard Terminator w/ storm bolter oder Wolf Guard Terminator w/ Assault Cannon oder Wolf Guard Terminator w/ storm shield (40mm)

Wargear Options:

- Each Wolf Guard Terminator Pack Leader can replace its Storm Bolter & Master-crafted Power Weapon with Twin Lightning Claws, Relic Great Axe or Storm Shield & Master-crafted Power Weapon.
- Each model's Storm bolter can be replaced by a Master-crafted power weapon.



KEYWORDS: Infantry, Imperium, Terminator, Wolf Guard Terminators, Wolf Guard
FACTION KEYWORDS: Adeptus Astartes, Space Wolves

WOLF GUARD TERMINATORS

180–365 PTS

WOLF GUARD TERMINATOR PACK LEADER

M	T	Sv	W	LD	OC
6"	6	2+	3	6+	1

INVULNERABLE
SAVE



FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Infantry, Imperium, Terminator, Wolf Guard Terminators, Wolf Guard
FACTION KEYWORDS: Adeptus Astartes, Space Wolves

WOLF GUARD [LEGENDS] 85–170 PTS

M	T	Sv	W	LD	OC
6"	4	3+	2	5+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Boltgun	24"	2	3+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	4	0	1
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1
► Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Heirloom weapon	Melee	4	3+	5	-1	1

ABILITIES

- Attached Unit**

If a CHARACTER unit from your army with the Leader ability can be attached to an STERNGUARD VETERAN SQUAD or VANGUARD VETERAN SQUAD, it can instead be attached to this unit.
- Chosen Companions**

While a CHARACTER model is leading this unit, each time a model in this unit makes an attack, add 1 to the Hit roll.
- Storm Shield**

The bearer has a 4+ invulnerable save.

WEAPON ABILITIES

- Anti**

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.
- Devastating Wounds**

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.
- Hazardous**

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.



AUFSTELLUNG

1x Wolf Guard w/ boltgun oder
Wolf Guard w/ combi-weapon
oder Wolf Guard w/ plasma pistol
oder Wolf Guard w/ storm bolter
oder Wolf Guard w/ storm shield
oder Wolf Guard w/ bolt pistol

Equipped with: Bolt pistol, Boltgun,
Combi-weapon, Storm bolter, ►
Plasma pistol - standard, ► Plasma
pistol - supercharge, Heirloom
weapon

Wargear Options:
■ This model's Bolt pistol can be
replaced with 1x Boltgun, 1x
Combi-weapon, 1x Plasma pistol
or 1x Storm bolter.



KEYWORDS: Infantry, Grenades,
Imperium, Wolf Guard
FACTION KEYWORDS: Adeptus
Astartes, Space Wolves

WOLF GUARD [LEGENDS]85–170 PTS

M	T	Sv	W	LD	OC
6"	4	3+	2	5+	1

Pistol

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

KEYWORDS: Infantry, Grenades, Imperium, Wolf Guard
FACTION KEYWORDS: Adeptus Astartes, Space Wolves

WOLF LORD ON THUNDERWOLF [LEGENDS] 100 PTS

M	T	Sv	W	LD	OC
10"	6	3+	6	6+	2

INVULNERABLE
SAVE



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	2+	5	-1	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	4	0	1
Master-crafted boltgun	24"	2	2+	4	0	2
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1
► Plasma pistol - standard CLOSE-QUARTERS	12"	1	3+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS CLOSE-QUARTERS	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	6	3+	4	0	1
Power fist	Melee	5	2+	8	-2	2
Relic Weapon	Melee	6	2+	5	-2	2
Teeth and claws EXTRA ATTACKS	Melee	3	4+	5	-1	1
Thunder Hammer DEVASTATING WOUNDS	Melee	5	3+	8	-2	3
Twin lightning claws TWIN-LINKED	Melee	7	2+	5	-2	1

ABILITIES

CORE - Leader

Relic shield

The bearer has a Wounds characteristic of 7.

Speed of the Hunter

Add 1 to Advance and Charge rolls made for this model's unit.

Strategic Acumen

In your Command phase, you can use this ability. If you do, select one combat doctrine to be active for this unit until the start of your next Command phase.

Leader

This model can be attached to the following units:

- Thunderwolf Cavalry

WEAPON ABILITIES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

AUFSTELLUNG

1x Wolf Lord on Thunderwolf [Legends]

Equipped with: Bolt pistol, Combi-weapon, Master-crafted boltgun, Storm bolter, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Close combat weapon, Power fist, Relic Weapon, Teeth and claws, Thunder Hammer, Twin lightning claws

Wargear Options:

- This model can replace its Bolt pistol with Combi-weapon, Master-crafted boltgun, Plasma pistol, Storm bolter, Power fist, Relic Weapon or Thunder Hammer.

This model can replace its Relic Weapon with Relic shield and Close combat weapon.



KEYWORDS: Mounted, Character, Grenades, Imperium, Captain, Wolf Lord on Thunderwolf, Leader
FACTION KEYWORDS: Adeptus Astartes, Space Wolves

Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Extra Attacks

Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Mounted, Character, Grenades, Imperium, Captain, Wolf Lord on Thunderwolf, Leader
FACTION KEYWORDS: Adeptus Astartes, Space Wolves

WOLF PRIEST

75 PTS

M	T	Sv	W	LD	OC
7"	5	3+	4	6+	1

INVULNERABLE
SAVE



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Absolvor bolt pistol CLOSE-QUARTERS	18"	1	3+	5	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Crozius arcanum CLEFT 1	Melee	5	2+	6	-1	2

ABILITIES

CORE - Leader

Healing Balms

In your Command phase, this unit heals D3+1 wounds.

Litany of Hate

This unit's melee attacks have [LANCE]

Leader

This model can be attached to the following units:

ASSAULT INTERCESSOR SQUAD, BLADEGUARD VETERAN SQUAD, BLOOD CLAWS, GREY HUNTERS, INTERCESSOR SQUAD, WOLF GUARD HEADTAKERS

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.



AUFSTELLUNG

1x Wolf Priest (40mm)

Equipped with: Absolvor bolt pistol, Crozius arcanum



KEYWORDS: Infantry, Character, Imperium, Tacticus, Wolf Priest, Leader

FACTION KEYWORDS: Space Wolves, Adeptus Astartes

M	T	Sv	W	LD	OC
7"	5	3+	4	6+	1

INVULNERABLE
SAVE



CORE RULES

Cleave

This ability always takes the form [CLEAVE X]. Each time you gather attack dice for a [CLEAVE] weapon, if you only selected one target for all of that weapon's attacks, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down).

Example: If a [CLEAVE 1] weapon with an A characteristic of 3 targets one unit containing 16 models, you would gather three additional attack dice for that weapon (for a total of six for that weapon).

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

WOLF SCOUTS

95–190 PTS

M	T	Sv	W	LD	OC
8"	4	3+	2	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Instigator Bolt Carbine LETHAL HITS: NON-MONSTER/VEHICLE PRECISION	24"	2	3+	5	-2	2
Thunderclap BLAST 1 PSYCHIC	12"	2	3+	5	-1	2
► Plasma gun - standard RAPID FIRE 1	24"	1	3+	7	-2	1
► Plasma gun - supercharge RAPID FIRE 1 HAZARDOUS	24"	1	3+	8	-3	2
► Plasma pistol - standard CLOSE-QUARTERS	12"	1	3+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS CLOSE-QUARTERS	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Combat Knife	Melee	4	3+	4	-1	1
Power weapon	Melee	4	3+	5	-2	1
Runic Stave PSYCHIC	Melee	3	3+	6	-1	2
Teeth and Claws	Melee	2	4+	4	0	1

ABILITIES

CORE - Deadly Stalkers

- Deadly Stalkers**
This unit's attacks that target an enemy unit more than 6" from any other enemy units have +1 to wound rolls.
- Haywire Mine**
Haywire Mine (Once per battle, per unit)
In your Shooting phase, select up to one visible enemy unit within 6" of this unit and roll one D6. On a 2+:
 - That enemy unit suffers D3 mortal wounds.
 - Or: If that enemy unit is a Vehicle unit, that enemy unit suffers 2D3 mortal wounds.

Hunting Hounds
While this unit is within 6" of a friendly Space Wolves Character model (excluding Wulfen), if this unit is not battle-shocked, Hunting Wolf models have +1 OC.

WEAPON ABILITIES

- Blast**
Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*



AUFSTELLUNG

1x Wolf Scouts
Basegrößen: 32mm, Hunting Wolves 60x35.5mm Oval Base

Equipped with: Bolt pistol, Instigator Bolt Carbine, Thunderclap, ► Plasma gun - standard, ► Plasma gun - supercharge, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Combat Knife, Power weapon, Runic Stave, Teeth and Claws

Wargear Options:
■ This model can replace its 12 Models with 6 Models.



KEYWORDS: Infantry, Smoke, Imperium, Phobos, Wolf Scouts, Explosives
FACTION KEYWORDS: Adeptus Astartes, Space Wolves

M	T	Sv	W	LD	OC
8"	4	3+	2	6+	1

Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

Lethal Hits

Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Precision

While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Psychic

Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

KEYWORDS: Infantry, Smoke, Imperium, Phobos, Wolf Scouts, Explosives
FACTION KEYWORDS: Adeptus Astartes, Space Wolves

WOLF SCOUTS

[LEGENDS]

80–160 PTS

WOLF SCOUT PACK LEADER

M	T	Sv	W	LD	OC
6"	4	4+	2	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Astartes shotgun ASSAULT	18"	2	3+	4	0	1
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Boltgun	24"	2	3+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	3+	4	0	1
Flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Grav-gun ANTI-VEHICLE 2+	18"	2	3+	5	-1	2
Grav-pistol ANTI-VEHICLE 2+ PISTOL	12"	1	3+	4	-1	2
Hand flamer CLOSE-QUARTERS TORRENT	9"	3	-	4	0	1
Heavy Bolter HEAVY RAPID FIRE 2 SUSTAINED HITS 1	36"	3	4+	5	-1	2
Inferno Pistol CLOSE-QUARTERS MELTA 1	9"	1	3+	8	-3	D3+2
Meltagun MELTA 2	12"	1	3+	9	-4	D6
Storm Bolter RAPID FIRE 2	24"	2	3+	4	0	1
► Missile Launcher - Frag BLAST 1 HEAVY	48"	4	4+	4	-1	1
► Missile Launcher - Krak	48"	1	4+	10	-2	D3+3
► Plasma gun - standard RAPID FIRE 1	24"	1	3+	7	-2	1
► Plasma gun - supercharge RAPID FIRE 1 HAZARDOUS	24"	1	3+	8	-3	2
► Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	4	3+	5	-1	1

AUFSTELLUNG

1x Wolf Scout Pack Leader -
Equipped with: Close combat
weapon, Boltgun, Combi-weapon,
Storm Bolter, Bolt pistol, ►
Plasma pistol - supercharge, ►
Plasma pistol - standard, Hand
flamer, Grav-pistol, Inferno Pistol,
Chainsword, Power fist, Power
weapon, Thunder Hammer, Twin
lightning claws

4-9x Wolf Scout w/ boltgun oder
Wolf Scout w/ shotgun oder Wolf
Scout w/ combat knife oder Wolf
Scout w/ special weapon

Wargear Options:
■ Each Wolf Scout Pack Leader can
be equipped with one of: Boltgun,
Combi-weapon, Storm bolter,
Wolf Scout Pack Leader equipped with one



KEYWORDS: Infantry, Grenades,
Smoke, Imperium, Scout Squad,
Wolf Scouts
FACTION KEYWORDS: Adeptus
Astartes, Space Wolves

WOLF SCOUTS

[LEGENDS]

80–160 PTS

WOLF SCOUT PACK LEADER

M	T	Sv	W	LD	OC
6"	4	4+	2	6+	1

Close combat weapon	Melee	2	3+	4	0	1
Combat knife	Melee	3	3+	5	-1	1
Power fist	Melee	2	3+	8	-2	2
Power weapon	Melee	3	3+	5	-2	1
Thunder Hammer DEVASTATING WOUNDS	Melee	2	4+	8	-2	3
Twin lightning claws TWIN-LINKED	Melee	4	3+	5	-2	1

ABILITIES

Guerrilla Tactics
At the end of your opponent's turn, if this unit is more than 6" away from all enemy models, you can remove this unit from the battlefield and place it into Strategic Reserves.

WEAPON ABILITIES

Anti
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Assault
Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

Blast
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.
Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.
Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

Heavy
In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:
- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

Ignores Cover
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

KEYWORDS: Infantry, Grenades, Smoke, Imperium, Scout Squad, Wolf Scouts
FACTION KEYWORDS: Adeptus Astartes, Space Wolves

WOLF SCOUTS

[LEGENDS]

80–160 PTS

WOLF SCOUT PACK LEADER

M	T	Sv	W	LD	OC
6"	4	4+	2	6+	1

- Melta

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.
- Pistol

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

 - One or more of its [CLOSE-QUARTERS] weapons.
 - One or more of its other ranged weapons.
- Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).
- Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).
- Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.
- Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

FACTION RULES

- Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase
- Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

 - You can only select each Combat Doctrine once per battle
 - Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

KEYWORDS: Infantry, Grenades, Smoke, Imperium, Scout Squad, Wolf Scouts

FACTION KEYWORDS: Adeptus Astartes, Space Wolves

WOLF SCOUTS
[LEGENDS]

80–160 PTS

WOLF SCOUT PACK LEADER

M	T	Sv	W	LD	OC
6"	4	4+	2	6+	1

CORE RULES

- Close-quarters**
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
 - One or more of its other ranged weapons.
- Infiltrators**
During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.
- Scouts 6"**
This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:
- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
 - If that unit is wholly within your deployment zone, it can make a scout move.
 - If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

KEYWORDS: Infantry, Grenades, Smoke, Imperium, Scout Squad, Wolf Scouts
FACTION KEYWORDS: Adeptus Astartes, Space Wolves

WULFEN

90–180 PTS

M	T	Sv	W	LD	OC
9"	6	4+	2	7+	0

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Stormfrag auto-launcher ASSAULT BLAST 1	12"	2	4+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Wulfen Weapons SUSTAINED HITS 1	Melee	3	3+	6	-2	2

ABILITIES

- Death Totem**
This unit's melee attacks can re-roll hit rolls of 1.
- Savage Frenzy**
When an enemy unit engaged with your unit (excluding Monster/Vehicle units) makes a fall-back move that enemy unit must use the desperate escape mode. If that enemy unit is battle-shocked, -1 from those hazard rolls.

WEAPON ABILITIES

- Assault**
Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).
- Blast**
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).
- Sustained Hits**
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).



AUFSTELLUNG

5-10x Wulfen w/Auto-launcher
oder Wulfen w/Death Totem
(40mm)

Equipped with: Stormfrag auto-launcher, Wulfen Weapons



KEYWORDS: Infantry, Imperium,
Wulfen
FACTION KEYWORDS: Adeptus
Astartes, Space Wolves

M	T	Sv	W	LD	OC
9"	6	4+	2	7+	0

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

Curse of the Wulfen

While this unit is within 6" of a friendly Space Wolves Character model (excluding Wulfen models) or within 12" of a friendly Wolf Priest model, if this unit is not battle-shocked:

- If this unit has Infantry, this unit has +1 OC.
- If this unit has Vehicle, this unit has +3 OC.

Bestial Forms: For the purposes of transport capacity, each Wulfen model takes up the space of 2 models.

WULFEN DREADNOUGHT

140 PTS

M	T	Sv	W	LD	OC
9"	9	2+	8	6+	0

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Flamer BLAST 2 TORRENT	12"	3	-	5	-1	1
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Great wolf claw	Melee	6	3+	10	-3	3
➤ Fenrisian great axe - strike	Melee	6	3+	10	-2	D3+3
➤ Fenrisian great axe - sweep	Melee	12	3+	6	-2	1

ABILITIES

- Bestial Rage**
In your opponent's Shooting phase, when an enemy unit has shot, if this unit lost a wound as a result of those attacks, this unit can make a surge move of up to D6+1".
- Blizzard shield**
The bearer has a 4+ invulnerable save.
- Violent Fury**
If this model is equipped with two melee weapons, melee attacks made by this unit have [TWIN-LINKED].

WEAPON ABILITIES

- Blast**
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).
- Rapid Fire**
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).
- Torrent**
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.



- AUFSTELLUNG
- 1x Wulfen Dreadnought (60mm)
- Equipped with: Heavy Flamer, Storm bolter, Great wolf claw, ➤ Fenrisian great axe - strike, ➤ Fenrisian great axe - sweep
- Wargear Options:
- This model can replace its Storm bolter with Heavy Flamer.

■ This model can replace its Fenrisian great axe with Blizzard shield.



KEYWORDS: Vehicle, Walker, Imperium, Wulfen, Dreadnought

FACTION KEYWORDS: Adeptus Astartes, Space Wolves

M	T	Sv	W	LD	OC
9"	9	2+	8	6+	0

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

Curse of the Wulfen

While this unit is within 6" of a friendly Space Wolves Character model (excluding Wulfen models) or within 12" of a friendly Wolf Priest model, if this unit is not battle-shocked:

- If this unit has Infantry, this unit has +1 OC.
- If this unit has Vehicle, this unit has +3 OC.

Bestial Forms: For the purposes of transport capacity, each Wulfen model takes up the space of 2 models.

CORE RULES

Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

WULFEN WITH STORM SHIELDS

125–250 PTS

M	T	Sv	W	LD	OC
9"	6	4+	2	7+	0

INVULNERABLE
SAVE



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Stormfrag auto-launcher ASSAULT BLAST 1	12"	2	4+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
► Thunder Hammer DEVASTATING WOUNDS	Melee	2	3+	8	-2	3
► Thunder Hammer (Hunter: Monster/Vehicle) DEVASTATING WOUNDS	Melee	3	3+	10	-3	3

ABILITIES

Death Totem

This unit's melee attacks can re-roll hit rolls of 1.

Hammer Blow

In the Fight phase, when this unit has fought, select up to one enemy Monster/Vehicle unit hit by those attacks. If you do, that enemy unit is suppressed until the start of your next turn:

-While a unit is suppressed, that unit's attacks have -1 to hit rolls.

Storm Shield

This model has a 4+ InSv.

WEAPON ABILITIES

Assault

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

Blast

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.



AUFSTELLUNG

5-10x Wulfen w/Death Totem oder Wulfen w/Auto-launcher (40mm)

Equipped with: Stormfrag auto-launcher, ► Thunder Hammer, ► Thunder Hammer (Hunter: Monster/Vehicle)



KEYWORDS: Infantry, Imperium, Wulfen, Wulfen with Storm Shields
FACTION KEYWORDS: Adeptus Astartes, Space Wolves

WULFEN WITH STORM SHIELDS

125–250 PTS

M	T	Sv	W	LD	OC
9"	6	4+	2	7+	0

INVULNERABLE
SAVE



FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

Curse of the Wulfen

While this unit is within 6" of a friendly Space Wolves Character model (excluding Wulfen models) or within 12" of a friendly Wolf Priest model, if this unit is not battle-shocked:

- If this unit has Infantry, this unit has +1 OC.
- If this unit has Vehicle, this unit has +3 OC.

Bestial Forms: For the purposes of transport capacity, each Wulfen model takes up the space of 2 models.

KEYWORDS: Infantry, Imperium,
Wulfen, Wulfen with Storm Shields
FACTION KEYWORDS: Adeptus
Astartes, Space Wolves

PUNKTELISTE

EINHEIT	PUNKTE
Arjac Rockfist	105 pts
Bjorn the Fell-Handed	160 pts
Blood Claws	150 pts (bis 10 Modelle) · 290 pts (ab 11 Modellen)
Canis Wolfborn [Legends]	75 pts
Cyberwolf [Legends]	20 pts
Fenrisian Wolves	45 pts (bis 5 Modelle) · 75 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +5 pts
Grey Hunters	180 pts
Harald Deathwolf [Legends]	85 pts
Hounds of Morkai [Legends]	95 pts (bis 5 Modelle) · 190 pts (ab 6 Modellen)
Iron Priest	60 pts
Iron Priest on Thunderwolf [Legends]	95 pts
Krom Dragongaze [Legends]	65 pts
Logan Grimnar	150 pts
Logan Grimnar on Stormrider [Legends]	180 pts
Long Fangs [Legends]	120 pts (bis 5 Modelle) · 145 pts (ab 6 Modellen)
Lukas the Trickster [Legends]	50 pts
Murderfang	150 pts
Njal Stormcaller	100 pts
Ragnar Blackmane	100 pts
Skyclaws [Legends]	90 pts (bis 5 Modelle) · 165 pts (6–10 Modelle) · 240 pts (ab 11 Modellen)
Stormfang Gunship [Legends]	300 pts
Stormwolf [Legends]	250 pts
Thunderwolf Cavalry	115 pts (bis 3 Modelle) · 230 pts (ab 4 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +30 pts
Ulrik the Slayer	90 pts
Venerable Dreadnought	130 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Wolf Guard Battle Leader	80 pts
Wolf Guard Battle Leader in Terminator Armour [Legends]	75 pts
Wolf Guard Battle Leader on Thunderwolf [Legends]	80 pts
Wolf Guard Headtakers	85 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Wolf Guard Headtakers	85 pts
Wolf Guard Pack Leader [Legends]	30 pts
Wolf Guard Pack Leader in Terminator Armour [Legends]	40 pts
Wolf Guard Pack Leader with Jump Pack [Legends]	35 pts
Wolf Guard Terminators	180 pts (bis 5 Modelle) · 365 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +40 pts
Wolf Guard [Legends]	85 pts (bis 5 Modelle) · 170 pts (ab 6 Modellen)

EINHEIT	PUNKTE
Wolf Lord on Thunderwolf [Legends]	100 pts
Wolf Priest	75 pts
Wolf Scouts	95 pts (bis 11 Modelle) · 190 pts (ab 12 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Wolf Scouts [Legends]	80 pts (bis 5 Modelle) · 160 pts (ab 6 Modellen)
Wulfen	90 pts (bis 5 Modelle) · 180 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Wulfen Dreadnought	140 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Wulfen with Storm Shields	125 pts (bis 5 Modelle) · 250 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +20 pts

ENHANCEMENTS — ASSAULT BRETHERN

ENHANCEMENT	PUNKTE
Imperium's Sword	20 pts
Furious Assault (Upgrade)	10 pts

ENHANCEMENTS — CHAMPIONS OF FENRIS

ENHANCEMENT	PUNKTE
A Giant Amongst Giants	15 pts
Preyslayer	15 pts

ENHANCEMENTS — DEATHWATCH SUPPORT

ENHANCEMENT	PUNKTE
Beacon Angelis	25 pts

ENHANCEMENTS — DEVASTATOR BRETHERN

ENHANCEMENT	PUNKTE
Honour of Vigilance	20 pts
Master-Forged Firearms	15 pts

ENHANCEMENTS — GAUNTLET TASK FORCE

ENHANCEMENT	PUNKTE
Linebreaker Onslaught	20 pts
Damocles-Class Uplink	15 pts

ENHANCEMENTS — GLADIUS TASK FORCE

ENHANCEMENT	PUNKTE
Artificer Armour	15 pts
Laurels of Triumph	20 pts
Adept of the Codex	20 pts
Standard of the Emperor Ascendant	25 pts

ENHANCEMENTS — GRAVIS LINEBREAKER FORCE

ENHANCEMENT	PUNKTE
Indefatigable Fortitude	20 pts
Relentless Advance	20 pts

ENHANCEMENTS — GRAVIS SIEGE FORCE

ENHANCEMENT	PUNKTE
Immovable Conquerors (Upgrade)	15 pts
Narthezis Gauntlet	20 pts

ENHANCEMENTS — IRONCLAD CHAMPIONS

ENHANCEMENT	PUNKTE
Artificer Sarcophagus (Upgrade)	40 pts
Venerable Champion (Aura) (Upgrade)	30 pts

ENHANCEMENTS — IRONSTORM SPEARHEAD

ENHANCEMENT	PUNKTE
Gunnery Honours (Upgrade)	15 pts
Redoubtable Machine Spirit (Upgrade)	25 pts

ENHANCEMENTS — PHOBOS SHADOW FORCE

ENHANCEMENT	PUNKTE
Execute and Redeploy	25 pts
Venator Omni-auspex	15 pts

ENHANCEMENTS — PHOBOS SHOCK FORCE

ENHANCEMENT	PUNKTE
Seal of Shrouding	15 pts
Venator Omni-auspex	15 pts

ENHANCEMENTS — SAGA OF THE BEASTSLAYER

ENHANCEMENT	PUNKTE
Wolf-Touched	15 pts
Hunter's Guile	20 pts

ENHANCEMENTS — SAGA OF THE GREAT WOLF

ENHANCEMENT	PUNKTE
Grimnar's Mark	15 pts
Howlmaw	15 pts
Chariots of the Storm	25 pts
Skjald's Foretelling	20 pts

ENHANCEMENTS — STORMLANCE TASK FORCE

ENHANCEMENT	PUNKTE
Supercharged Engines (Upgrade)	10 pts
Auspex Triangulation Shrines (Upgrade)	10 pts

ENHANCEMENTS — TACTICAL BRETHREN

ENHANCEMENT	PUNKTE
Laurels of Vigilance	10 pts
Tactical Insight	15 pts

ENHANCEMENTS — TACTICUS ATTACK FORCE

ENHANCEMENT	PUNKTE
Martial Paragon	10 pts
Spearpoint War Leader	15 pts

ENHANCEMENTS — TACTICUS FIRESTORM FORCE

ENHANCEMENT	PUNKTE
Cyber Familiar	15 pts
Tempered in Battle (Aura)	10 pts

ENHANCEMENTS — TERMINATOR STORM FORCE

ENHANCEMENT	PUNKTE
Champion of the First Company	20 pts
Corporeum Reliquary	25 pts