



SPACE WOLVES

FACTION PACK: VERSION 1.2

On the following pages you will find additional rules and clarifications that supplement your Codex, from extra Detachments and datasheets to FAQs and errata.

The FAQs and Errata section logs changes to printed products. New or revised text is **presented in red**, with a **text highlight** applied to revisions made previously (excluding passages that were added or replaced in full).

Points values for your faction are presented in the Munitorum Field Manual, and wider improvements to the balance of Warhammer 40,000 (which may include changes to your faction's rules) are presented in the Balance Dataslate. All such points values and rules changes are also updated live in the Warhammer 40,000 app.

WHAT'S NEW?

- Saga of the Great Wolf Detachment

CONTENTS

Detachments	2
Champions of Fenris	2
Saga of the Great Wolf	4
Datasheets	6
Wolf Scouts	6
FAQs and Errata	8
Legends Datasheets	9



CHAMPIONS OF FENRIS

The Champions of Fenris give vent to blood-chilling howls as they storm into battle. They are the hand-picked warriors of Great Wolf Logan Grimnar, the exemplars of all that it means to be a Space Wolf, and every last one of them fights to prove themselves worthy of such accolades. Even should they do battle without their lord at their head, still they strive as though he was watching and judging their every effort. They commit one saga-worthy deed after another. They hunt down and lay low the mightiest prey. They conquer seemingly impossible odds, employing their veteran skill and cunning to its fullest extent and winning victories worthy of celebration in feast and song. On worlds across the galaxy, no matter how terrible the foe or deadly the battlefield, the champions of Fenris fight endlessly in defence of the Allfather's realm.

DETACHMENT RULE



THE GREAT WOLF WATCHES

The battle-brothers of this Great Company know what their lord expects of them and would rather die a thousand deaths than be found wanting in Grimnar's eyes.

At the end of your opponent's Charge phase, each **ADEPTUS ASTARTES INFANTRY** and **ADEPTUS ASTARTES WALKER** unit from your army that is within 3" of one or more enemy units and would be eligible to declare a charge against one or more of those units can declare a charge against one or more of those units, and you resolve that charge as if it were your Charge phase. If that charge is successful, your unit does not receive any Charge bonus this turn.

While **ADEPTUS ASTARTES TERMINATOR** units from your army are not Battle-shocked, add 1 to the Objective Control characteristic of models in those units.

RESTRICTIONS



Your army can include **SPACE WOLVES** units, but it cannot include any **ADEPTUS ASTARTES** units drawn from any other Chapter.

ENHANCEMENTS



WOLVES' WISDOM

This champion has honed his killer instincts over endless years of bloody battle through wildly varying landscapes and against every manner of foe imaginable. He knows unerringly where and when to land the killing blow.

ADEPTUS ASTARTES INFANTRY model only. The bearer's unit can declare a charge against one or more units within 6" instead of within 3" when using The Great Wolf Watches Detachment rule.

FOES' FATE

The skjalds tell in hushed voices how this warrior was born beneath a blood-omen moon, how his fate is interwoven with those of his prey-to-be and how he waits now at the end of each such enemy's thread, the final and inescapable executor of their deaths.

ADEPTUS ASTARTES TERMINATOR model only. Each time an enemy unit (excluding **MONSTERS** and **VEHICLES**) within Engagement Range of the bearer's unit Falls Back, all models in that enemy unit must take Desperate Escape tests. When doing so, if that enemy unit is Battle-shocked, subtract 1 from each of those tests.

FANGRUNE PENDANT

The fangs strung upon this adamantine thread belonged to the eldest and most cunning Fenrisian wolves. They are graven with runes of wisdom and guile, which are said to enhance the wearer's own further.

ADEPTUS ASTARTES TERMINATOR model only. The bearer's unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

LONGSTRIDER

This champion is renowned amongst their battle-brothers for their relentless pace when on the hunt, their loping strides eating up the miles as they run the foe to ground.

ADEPTUS ASTARTES model only. You can re-roll Charge rolls made for the bearer's unit.



PREYTAKE'S EYE

CHAMPIONS OF FENRIS – STRATEGIC PLOY STRATAGEM

Long and bloody experience has taught these warriors how best to identify the slightest weakness in their prey and exploit it to the fullest.

WHEN: Your Shooting phase or the Fight phase.

TARGET: One **ADEPTUS ASTARTES INFANTRY** unit from your army that has not been selected to shoot or fight this phase.

EFFECT: Select either the [LETHAL HITS] or [SUSTAINED HITS 1] abilities. Until the end of the phase, weapons equipped by models in your unit have that ability.



ARMOUR OF CONTEMPT

CHAMPIONS OF FENRIS – STRATEGIC PLOY STRATAGEM

The belligerence and transhuman physiologies of the Adeptus Astartes make them unyielding foes.

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

TARGET: One **ADEPTUS ASTARTES** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.



RUNES OF CLAIMING

CHAMPIONS OF FENRIS – STRATEGIC PLOY STRATAGEM

A few quick cuts with a diamond-keen hunting knife or energised claw tip leave Fenrisian runes carved into bedrock, plasteel or flesh, marks of abjuration against the foe and secret messages between Space Wolves alike.

WHEN: End of your Command phase.

TARGET: One **ADEPTUS ASTARTES INFANTRY** or **ADEPTUS ASTARTES WALKER** unit from your army.

EFFECT: Select one objective marker you control that your unit is within range of. That objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.



CHILLING HOWL

CHAMPIONS OF FENRIS – STRATEGIC PLOY STRATAGEM

Raising their feral voices as one, the elite champions of Fenris give voice to a predatory howl fit to freeze the marrow of the bravest warriors.

WHEN: Your opponent's Command phase.

TARGET: One **ADEPTUS ASTARTES TERMINATOR** unit from your army.

EFFECT: Each enemy unit within 6" of your unit must take a Battle-shock test, subtracting 1 from that test if that unit is Below Half-strength.



STALKING WOLVES

CHAMPIONS OF FENRIS – STRATEGIC PLOY STRATAGEM

These veteran warriors approach the foe like wolves on the hunt. They are ever-poised to drop into cover or fade into the shadows to avoid their prey's increasingly desperate attempts to drive them off.

WHEN: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

TARGET: One **ADEPTUS ASTARTES INFANTRY** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, models in your unit have the Stealth ability.



ONRUSHING STORM

CHAMPIONS OF FENRIS – STRATEGIC PLOY STRATAGEM

A Fenrisian gunship skims low over the battlefield, touching down just long enough for these elite warriors to embark before it lifts off again. The enemy's respite will not last long; it will return with its deadly cargo soon enough.

WHEN: End of your opponent's Fight phase.

TARGET: One **ADEPTUS ASTARTES TERMINATOR** unit from your army that is not within Engagement Range of one or more enemy units.

EFFECT: Remove your unit from the battlefield and place it into Strategic Reserves.



SAGA OF THE GREAT WOLF

When the Great Wolf Logan Grimnar leads his packs to war, it is certain that mighty deeds will be done and epic verses added to the sagas of many a Space Wolf. There is none amongst the sons of Russ who can command such instinctive authority throughout his Chapter, none who so deftly wields warrior and war engine like a single great pack. In the sight of their lord, every Space Wolf aspires to be a champion of Fenris and strives with ever-greater determination to prove themselves worthy of his regard. Grimnar masterfully directs the hunt from its very heart, orchestrating every element like an apex predator herding its prey to destruction. Where restraint is needed, he sees it exercised. Where focused fury must be unleashed, he is its master and embodiment both. So does the saga of Logan Grimnar grow ever greater for the telling.

DETACHMENT RULE



MASTER OF WOLVES

With Logan Grimnar commanding them, the hunting packs of the Space Wolves fight at peak efficiency.

At the start of your Command phase, you can select one of the Hunting Packs listed below. Until the start of your next Command phase, that Hunting Pack is active and its effects apply to all **ADEPTUS ASTARTES** units from your army. You can only select each Hunting Pack once per battle.

- **Encircling Jaws:** This unit can re-roll Advance rolls and Charge rolls.
- **Hunter's Eye:** Each time a model in this unit makes a ranged attack, add 1 to the Hit roll.
- **Ferocious Strike:** Each time this unit is selected to fight, select either the [LETHAL HITS] or [SUSTAINED HITS 1] ability. Until the end of the phase, weapons equipped by models in this unit have the selected ability.

HOWLING ONSLAUGHT

When the Great Wolf gives the command, his packs descend upon the foe in a coordinated and utterly devastating strike.

Once per battle, when selecting a Hunting Pack for the Master of Wolves Detachment rule (see above), if a **LOGAN GRIMNAR** model from your army is on the battlefield, you can select a Hunting Pack you have already selected this battle.

RESTRICTIONS



Your army can include **SPACE WOLVES** units, but it cannot include any **ADEPTUS ASTARTES** units drawn from any other Chapter.

ENHANCEMENTS



GRIMNAR'S MARK

This moonsilver wolf-talisman is bestowed by the Great Wolf himself before battle, a mark of favour that fills the bearer with an eagerness to slay the foe.

ADEPTUS ASTARTES TERMINATOR CAPTAIN model only. Once per battle round, from the second battle round onwards, you can target the bearer's unit with the Rapid Ingress or Heroic Intervention Stratagem for OCP, and can do so even if you have already targeted a different unit with that Stratagem this turn.

In the Declare Battle Formations step, the bearer can be attached to a **WOLF GUARD TERMINATORS** unit.

HOWLMAW

An ancient hunting horn with a built-in vox amplification unit, this relic's stirring howl can be heard even through the wild clangour of battle.

WOLF PRIEST model only. At the start of the Fight phase, you can select one enemy unit within 6" of the bearer. That unit must take a Battle-shock, subtracting 1 from the result.

CHARIOTS OF THE STORM

This dedicated flight of gunships attends the Great Wolf and his packs, and can be called in to rapidly reposition his forces in the moments before battle is joined.

ADEPTUS ASTARTES model only. After both players have deployed their armies, select up to three **ADEPTUS ASTARTES** units from your army and redeploy them. 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

Great deeds have been prophesied for this champion, such that those who fight alongside him do so all the harder as they play out the self-fulfilling prophecy.

WOLF GUARD BATTLE LEADER model only. While the bearer is leading a unit, weapons equipped by models in that unit have the [LANCE] ability.



THE FOE FORESEEN

SAGA OF THE GREAT WOLF – STRATAGEM

With his great strategic wisdom, Grimnar predicted the peril these warriors would encounter and warned them to be ready for it.



1CP

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

TARGET: One **ADEPTUS ASTARTES** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.



GRIMNAR'S COMMAND

SAGA OF THE GREAT WOLF – STRATAGEM

Pivotal as they are to the Great Wolf's plans, this pack have their own orders to fulfil in this moment that come directly from Grimnar himself.



1CP

WHEN: Your Command phase.

TARGET: One **ADEPTUS ASTARTES** unit from your army.

EFFECT: Select one Hunting Pack from the Master of Wolves Detachment rule. Until the start of your next Command phase, that Hunting Pack is active for your unit instead of any other Hunting Pack that is active, even if you have already selected that Hunting Pack this battle.



FENRISIAN FEROCITY

SAGA OF THE GREAT WOLF – STRATAGEM

Even the most challenging terrain or formidable fortifications cannot stop the Great Wolf's chief hunters once they are in motion.



1CP

WHEN: Your Movement phase or your Charge phase.

TARGET: One **ADEPTUS ASTARTES MOUNTED** or **ADEPTUS ASTARTES WALKER** unit from your army that has not been selected to move or charge this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes a Normal, Advance, Fall Back or Charge move, it can move horizontally through models (excluding **TITANIC** models) and terrain features. When doing so, it can move within Engagement Range of enemy models, but cannot end a Normal, Advance or Fall Back move within Engagement Range of them.



UNRELENTING HUNTERS

SAGA OF THE GREAT WOLF – STRATAGEM

Knowing their part in the grand plan and determined to execute it with the magnificence of true champions, these warriors fight with a fluid and inescapable ferocity.



1CP

WHEN: Your Movement phase.

TARGET: One **ADEPTUS ASTARTES** unit from your army that has not been selected to move this phase.

EFFECT: Until the end of the turn, your unit is eligible to declare a charge in a turn in which it Fell Back. If your unit is a **SPACE WOLVES** unit, until the end of the turn, it is eligible to declare a charge in a turn in which it Advanced or Fell Back.



EYE OF THE PACK

SAGA OF THE GREAT WOLF – STRATAGEM

Once one Fenrisian warrior has perceived some slight weakness in the defences of their foes, they all strike at it like encircling predators dragging down prey.



1CP

WHEN: Your Shooting phase.

TARGET: One **ADEPTUS ASTARTES** unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack, you can add 1 to the Wound roll.



BATTLE INSTINCTS

SAGA OF THE GREAT WOLF – STRATAGEM

These champions of Fenris respond to enemy fire with instinctive swiftness, rarely giving their foes a second chance to shoot at them.



1CP

WHEN: Your opponent's Shooting phase, just after an enemy unit has shot.

TARGET: One **SPACE WOLVES** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Your unit can make a Normal move of up to D6".

WOLF SCOUTS

M	T	SV	W	LD	OC
7"	4	3+	2	6+	1
10"	4	6+	1	8+	0

WOLF SCOUTS

HUNTING WOLVES



RANGED WEAPONS

RANGE

A

BS

S

AP

D

Bolt pistol [PISTOL]

12"

1

3+

4

0

1

Instigator bolt carbine [PRECISION]

24"

1

3+

4

-2

2



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 [PISTOL]

12"

1

3+

7

-2

1



Plasma pistol – supercharge [HAZARDOUS, PISTOL]

12"

1

3+

8

-3

2

Thunderclap [BLAST, PSYCHIC]

12"

D3

3+

5

-1

2



MELEE WEAPONS

RANGE

A

WS

S

AP

D

Combat blade

Melee

4

3+

4

-1

1

Power weapon

Melee

4

3+

5

-2

1

Runic stave [PSYCHIC]

Melee

3

3+

6

-1

D3

Teeth and claws

Melee

2

4+

4

0

1



Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, GRENADES, SMOKE, IMPERIUM, PHOBOS, WOLF SCOUTS



ABILITIES

CORE: Infiltrators, Scouts 7"

FACTION: Oath of Moment

Deadly Stalkers: Each time a model in this unit makes an attack that targets an enemy unit, if there are no other units from your opponent's army within 6" of that target, add 1 to the Wound roll.

Hunting Hounds: While this unit is within 6" of one or more friendly **SPACE WOLVES CHARACTER** models (excluding **WULFEN** models), if this unit is not Battle-shocked, Hunting Wolves models in this unit have an Objective Control characteristic of 1.

WARGEAR ABILITIES

Haywire Mine: Once per battle, at the start of any phase, you can select one enemy unit within 3" of the bearer and roll one D6: on a 2+, that enemy unit suffers D3 mortal wounds, or 2D3 mortal wounds instead if it is a **VEHICLE** unit.

FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES

WOLF SCOUTS

Wolf Scouts are tasked with operating ahead of the main Space Wolves assault force, infiltrating enemy positions and seizing or sabotaging key locations. More than capable of operating alone for extended periods of time, they use guile and savagery to distract and harass the foe.



WARGEAR OPTIONS

- 1 Wolf Scout's plasma pistol can be replaced with 1 plasma gun.
- 1 Wolf Scout equipped with a plasma pistol can be equipped with 1 haywire mine (That model's plasma pistol cannot be replaced).
- 1 Wolf Scout's plasma pistol and combat blade can be replaced with 1 bolt pistol, 1 Thunderclap and 1 runic stave.
- If this unit contains 12 models, 1 Wolf Scout's plasma pistol can be replaced with 1 instigator bolt carbine.

UNIT COMPOSITION

- 1 Wolf Scout Pack Leader
 - 4 Wolf Scouts
 - 1 Hunting Wolf
- OR

- 1 Wolf Scout Pack Leader
- 9 Wolf Scouts
- 2 Hunting Wolves

The Wolf Scout Pack Leader model is equipped with: plasma pistol; power weapon.

Every Wolf Scout model is equipped with: plasma pistol; combat blade.

Every Hunting Wolf model is equipped with: teeth and claws.

KEYWORDS: INFANTRY, GRENADES, SMOKE, IMPERIUM, PHOBOS, WOLF SCOUTS



FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES



SPACE WOLVES

UPDATES & ERRATA

Page 72 – Legendary Slayers Detachment rule, Saga of the Beastslayer

Change to:

‘At the start of the first battle round, your Beastslayer tally is 0, and you determine your Beastslayer target by halving the number of units from your opponent’s army [including those embarked within **TRANSPORTS**] that have one or more of the following keywords (rounding up): **CHARACTER, MONSTER, VEHICLE**.’

Page 72 – Saga of the Beastslayer, Wolf-touched Enhancement

Change to:

‘**SPACE WOLVES** model only. Add 2” to the Move characteristic of the bearer. In the Declare Battle Formations step, the bearer can be attached to a **WULFEN INFANTRY** unit.’

Page 76 – Logan Grimnar, Abilities, High King of Fenris

Change to:

‘**High King of Fenris**: Once per battle round, in your Movement phase, you can select one friendly **SPACE WOLVES** unit that is in **Reserves**. If you do, until the end of the phase, for the purpose of setting up that unit on the battlefield, treat the current battle round number as being one higher than it actually is.’

Page 76 – Logan Grimnar, Abilities, Guile of the Wolf

Change to:

‘**Guile of the Wolf [Aura]**: Each time your opponent targets a unit from their army with a Stratagem, if that unit is within 12” of this model, increase the cost of that usage of that Stratagem by 1CP [this is not cumulative with any other rules that increase the CP cost of that Stratagem].’

Page 80 – Iron Priest, Abilities, Gift of the Iron Wolf

Change to:

‘**Gift of the Iron Wolf**: 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, select one ranged weapon equipped by that model to have the **[RAPID FIRE 1]** ability. Each model can only be selected for this ability or the Blessing of the Omnissiah ability once per turn.’

Page 83 – Wolf Guard Headtakers, Abilities, Headhunters



Change to:

‘**Headhunters**: At the start of the battle, select one unit from your opponent’s army to be this unit’s quarry. Weapons equipped by **HEADTAKERS** models in this unit have the **[DEVASTATING WOUNDS]** and **[PRECISION]** abilities while targeting its quarry. Each time this unit’s quarry is destroyed, select one new enemy unit to be this unit’s quarry. This ability can be used even if this unit is embarked within a **TRANSPORT**.’

CANIS WOLFBOB

WARHAMMER LEGENDS

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

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	5+	4	0	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Crushing teeth and claws [EXTRA ATTACKS]	Melee	3	4+	5	-1	1
Wolf claws [TWIN-LINKED]	Melee	8	2+	5	-2	1

ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

Born of Wolves: While this model is leading a unit, melee weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.

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 unit suffers D3+3 mortal wounds.

KEYWORDS: MOUNTED, CHARACTER, EPIC HERO, IMPERIUM, CANIS WOLFBOB



FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Canis Wolfborn – EPIC HERO

This model is equipped with: bolt pistol; crushing teeth and jaws; Wolf claws.

LEADER

This model can be attached to the following units:

- FENRISIAN WOLVES
- THUNDERWOLF CAVALRY

KEYWORDS: MOUNTED, CHARACTER, EPIC HERO, IMPERIUM, CANIS WOLFBORN




FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES

CYBERWOLF

WARHAMMER LEGENDS

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

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

ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

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.

INVULNERABLE SAVE

6+

KEYWORDS: **BEAST, CHARACTER, IMPERIUM, CYBERWOLF**

FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Cyberwolf

This model is equipped with: teeth and claws.

LEADER

This model can be attached to the following unit:

- FENRISIAN WOLVES

*You must attach this model to the above unit, even if **CANIS WOLFBORN** has 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. If it is not possible to attach this model to a unit, it does not take part in the battle and counts as having been destroyed.*

WOLFKIN

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

KEYWORDS: **BEAST, CHARACTER, IMPERIUM, CYBERWOLF**





FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES

HARALD DEATHWOLF

WARHAMMER LEGENDS

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

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
 MELEE WEAPONS	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**

FACTION: **Oath of Moment**

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.

INVULNERABLE SAVE

4+

KEYWORDS: MOUNTED, CHARACTER, EPIC HERO, GRENADES, IMPERIUM, CAPTAIN, HARALD DEATHWOLF



FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Harald Deathwolf – EPIC HERO

This model is equipped with: bolt pistol; crushing teeth and claws; Gladius.

LEADER

This model can be attached to the following unit:

- THUNDERWOLF CAVALRY

KEYWORDS: MOUNTED, CHARACTER, EPIC HERO, GRENADES, IMPERIUM, CAPTAIN, HARALD DEATHWOLF





FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES

HOUNDS OF MORKAI

WARHAMMER LEGENDS

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

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Morkai bolt pistol [ANTI-PSYKER 4+, DEVASTATING WOUNDS, PISTOL, PRECISION]	12"	1	3+	4	-1	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Morkai combat knife [ANTI-PSYKER 4+, DEVASTATING WOUNDS, PRECISION]	Melee	4	3+	4	0	1

ABILITIES

CORE: Scouts 6"

FACTION: Oath of Moment

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.

INVULNERABLE SAVE*

6+

* This invulnerable save is improved to 4+ against Psychic Attacks.

KEYWORDS: INFANTRY, GRENADES, SMOKE, IMPERIUM, PHOBOS, HOUNDS OF MORKAI



FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Hound of Morkai Pack Leader
- 4-9 Hound of Morkai

Every model is equipped with: Morkai bolt pistol; Morkai combat knife.

ATTACHED UNIT

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

KEYWORDS: INFANTRY, GRENADES, SMOKE, IMPERIUM, PHOBOS, HOUNDS OF MORKAI



FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES

KROM DRAGONGAZE

WARHAMMER LEGENDS

M

6"

T

4

SV

3+

W



4

LD

6+

OC

1

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Wyrmlaw [LETHAL HITS]	Melee	6	2+	7	-2	2

ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

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.

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, GRENADES, IMPERIUM, CAPTAIN, KROM DRAGONGAZE

FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Krom Dragongaze

This model is equipped with: bolt pistol; Wyrmlclaw.

LEADER

This model can be attached to the following units:

- BLOOD CLAWS
- GREY HUNTERS
- WOLF GUARD

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, GRENADES, IMPERIUM, CAPTAIN,
KROM DRAGONGAZE








FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES

LOGAN GRIMNAR ON STORMRIDER

WARHAMMER LEGENDS

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

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Storm bolter [RAPID FIRE 2]	24"	2	2+	4	0	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
 The Axe Morkai – one-handed	Melee	10	2+	6	-2	1
 The Axe Morkai – two-handed	Melee	6	2+	8	-2	3
Flurry of teeth and claws [EXTRA ATTACKS]	Melee	6	4+	5	-1	1

 Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: MOUNTED, CHARACTER, EPIC HERO, IMPERIUM, CHAPTER MASTER, LOGAN GRIMNAR ON STORMRIDER

ABILITIES

CORE: Deadly Demise D3, Leader

FACTION: Oath of Moment

High King of Fenris: Once per battle, in your Charge phase, this model can use this ability. If it does, until the end of the turn, you can re-roll Charge rolls made for **ADEPTUS ASTARTES** units from your army and, until the end of the turn, each time an **ADEPTUS ASTARTES** model from your army makes a melee attack, you can re-roll the Hit roll.

The Great Wolf: Each time this model destroys an enemy unit, you gain 1CP.

INVULNERABLE SAVE

4+

FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Logan Grimnar on Stormrider – EPIC HERO

This model is equipped with: storm bolter; the Axe of Morkai; flurry of teeth and claws.

LEADER

This model can be attached to the following unit:

- THUNDERWOLF CAVALRY

LOGAN GRIMNAR

Your army cannot contain both **LOGAN GRIMNAR** and **LOGAN GRIMNAR ON STORMRIDER**.

KEYWORDS: MOUNTED, CHARACTER, EPIC HERO, IMPERIUM, CHAPTER MASTER,
LOGAN GRIMNAR ON STORMRIDER









FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES

LONG FANGS

WARHAMMER LEGENDS

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

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Boltgun	24"	2	3+	4	0	1
Grav-cannon [ANTI-VEHICLE 2+, HEAVY]	24"	3	4+	6	-1	3
Heavy bolter [HEAVY, SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Lascannon [HEAVY]	48"	1	4+	12	-3	D6+1
 Missile launcher – frag [BLAST, HEAVY]	48"	D6	4+	4	0	1
 Missile launcher – krak [HEAVY]	48"	1	4+	9	-2	D6
Multi-melta [HEAVY, MELTA 2]	18"	2	4+	9	-4	D6
 Plasma cannon – standard [BLAST, HEAVY]	36"	D3	4+	7	-2	1
 Plasma cannon – supercharge [BLAST, HAZARDOUS, HEAVY]	36"	D3	4+	8	-3	2

 MELEE WEAPONS	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	2	3+	5	-2	1

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, LONG FANGS


ABILITIES

FACTION: Oath of Moment

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.

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.

Designer's Note: Place an Armorium Cherub token next to the unit, removing it once this ability has been used.

 Before selecting targets for this weapon, select one of its profiles to make attacks with.

FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES

WARGEAR OPTIONS

- Any number of Long Fangs can each have their boltgun replaced with one of the following:
 - 1 grav-cannon
 - 1 heavy bolter
 - 1 heavy flamer*
 - 1 lascannon
 - 1 missile launcher
 - 1 multi-melta
 - 1 plasma cannon
- The Long Fang Pack Leader's boltgun can be replaced with one of the following:*
 - 1 flamer
 - 1 grav-gun
 - 1 meltagun
 - 1 plasma gun
 - 1 plasma pistol

** The profiles for these weapons can be found on the Space Wolves Armoury card.*

UNIT COMPOSITION

- 1 Long Fang Pack Leader
- 4-5 Long Fangs

Every model is equipped with: boltgun; bolt pistol; close combat weapon.

ATTACHED UNIT

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

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, LONG FANGS



FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES

LUKAS THE TRICKSTER

WARHAMMER LEGENDS

M

6"

T

4

SV

3+

W





4


LD

6+

OC

1

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

 Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, GRENADES, IMPERIUM, LUKAS THE TRICKSTER

ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

Pelt of the Doppegangrel: While this model is leading a unit, each time an attack targets that unit, subtract 1 from the Hit roll.

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.

FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Lukas the Trickster – EPIC HERO

This model is equipped with: plasma pistol; Claw of the Jackalwolf.

LEADER

This model can be attached to the following unit:

- BLOOD CLAWS

MASTER OF MISCHIEF

This model cannot be your **WARLORD**.

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, GRENADES, IMPERIUM,
LUKAS THE TRICKSTER










FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES

SKYCLAWS

WARHAMMER LEGENDS

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

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	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
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 [PISTOL]	12"	1	3+	7	-2	1
 Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2
 MELEE WEAPONS	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

 Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, JUMP PACK, FLY, GRENADES, IMPERIUM, SKYCLAWS

ABILITIES

CORE: **Deep Strike**

FACTION: **Oath of Moment**

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.

FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES



WARGEAR OPTIONS

- The Skyclaw Pack Leader's bolt pistol can be replaced with 1 plasma pistol.
- The Skyclaw Pack Leader's Astartes chainsword can be replaced with one of the following:
 - 1 power fist
 - 1 power weapon
- Up to 2 Skyclaws can each have their bolt pistol and Astartes chainsword replaced with one of the following:
 - 1 plasma pistol and 1 Astartes chainsword
 - 1 flamer and 1 close combat weapon
 - 1 grav-gun and 1 close combat weapon
 - 1 meltagun and 1 close combat weapon
 - 1 plasma gun and 1 close combat weapon

UNIT COMPOSITION

- 1 Skyclaw Pack Leader
- 4-14 Skyclaws

Every model is equipped with: bolt pistol; Astartes chainsword.

ATTACHED UNIT

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

KEYWORDS: INFANTRY, JUMP PACK, FLY, GRENADES, IMPERIUM, SKYCLAWS







FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES


STORMFANG GUNSHIP

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
20+"	10	3+	14	6+	0

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
 Helfrost destructor – dispersed [SUSTAINED HITS D3]	36"	D3	3+	11	-3	7
 Helfrost destructor – focused [TORRENT]	12"	D6+6	N/A	8	-1	2
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

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

 Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, AIRCRAFT, FLY, TRANSPORT, IMPERIUM, STORMFANG GUNSHIP



ABILITIES

CORE: Deadly Demise D6, Hover

FACTION: Oath of Moment

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.

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.

FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES

WARGEAR OPTIONS

- This model's 2 skyhammer missile launchers can be replaced with one of the following:
 - 2 twin multi-meltas
 - 2 twin heavy bolters
- This model's twin stormstrike missile launcher can be replaced with 1 twin lascannon.

UNIT COMPOSITION

■ 1 Stormfang Gunship

This model is equipped with: helfrost destructor; 2 skyhammer missile launchers; twin stormstrike missile launcher; armoured hull.

TRANSPORT

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.

KEYWORDS: VEHICLE, AIRCRAFT, FLY, TRANSPORT, IMPERIUM, STORMFANG GUNSHIP






FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES


STORMWOLF

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
20+"	10	3+	14	6+	0

 RANGED WEAPONS	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 helfrost cannon – dispersed [TORRENT, TWIN-LINKED]	12"	D6	N/A	6	-1	2
 Twin helfrost cannon – focused [TWIN-LINKED]	36"	1	3+	9	-3	5
Twin lascannon [TWIN-LINKED]	48"	1	3+	12	-3	D6+1
Twin multi-melta [MELTA 2, TWIN-LINKED]	18"	2	3+	9	-4	D6

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

 Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, AIRCRAFT, FLY, TRANSPORT, IMPERIUM, STORMWOLF

ABILITIES

CORE: **Deadly Demise D6, Hover**

FACTION: **Oath of Moment**

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.

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.

FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES



STORMWOLF

WARHAMMER LEGENDS

Stormwolves enable the sons of Russ to bring the fight to the enemy wherever they hide. Within their wide hold, packs of warriors are borne with incredible speed into the foe's midst. As the packs leap out to attack, Stormwolves saturate the area with an array of heavy fire, before rising to hunt for yet more targets.

WARGEAR OPTIONS

- This model's 2 skyhammer missile launchers can be replaced with one of the following:
 - 2 twin heavy bolters
 - 2 twin multi-meltas

UNIT COMPOSITION

- **1 Stormwolf**

This model is equipped with: 2 skyhammer missile launchers; twin helfrost cannon; twin lascannon; armoured hull.

TRANSPORT

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.

KEYWORDS: VEHICLE, AIRCRAFT, FLY, TRANSPORT, IMPERIUM, STORMWOLF








FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES

WOLF GUARD

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
6"	4	3+	2	5+	1

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Boltgun	24"	2	3+	4	0	1
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
 Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
 Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Heirloom weapon	Melee	4	3+	5	-1	1

 Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, WOLF GUARD

ABILITIES

FACTION: Oath of Moment

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.

WARGEAR ABILITIES

Storm Shield: The bearer has a 4+ invulnerable save.

FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES



WARGEAR OPTIONS

- Any number of models can have their bolt pistol replaced with one of the following:
 - 1 boltgun
 - 1 combi-weapon
 - 1 plasma pistol
 - 1 storm bolter
 - 1 storm shield

UNIT COMPOSITION

- 1 Wolf Guard Pack Leader
- 4-9 Wolf Guard

Every model is equipped with: bolt pistol; heirloom weapon.

ATTACHED UNIT

If a **CHARACTER** unit from your army with the Leader ability can be attached to a **STERNGUARD VETERAN SQUAD** or **VANGUARD VETERAN SQUAD**, it can be attached to this unit instead.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, WOLF GUARD





FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES

WOLF GUARD BATTLE LEADER IN TERMINATOR ARMOUR

WARHAMMER LEGENDS

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

 RANGED WEAPONS	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	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 weapon	Melee	5	2+	5	-2	1
Power fist	Melee	4	2+	8	-2	2
Thunder hammer [DEVASTATING WOUNDS]	Melee	4	3+	8	-2	2
Twin lightning claws [TWIN-LINKED]	Melee	6	2+	5	-2	1

ABILITIES

CORE: **Deep Strike, Leader**

FACTION: **Oath of Moment**

Tactical Precision: While this model is leading a unit, weapons equipped by models in that unit with have the [LETHAL HITS] ability.

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.

WARGEAR ABILITIES

Relic Shield: The bearer has a Wounds characteristic of 6.

INVULNERABLE SAVE

4+

KEYWORDS: **INFANTRY, CHARACTER, IMPERIUM, TERMINATOR,**
WOLF GUARD BATTLE LEADER IN TERMINATOR ARMOUR

FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES



WARGEAR OPTIONS

- This model's power weapon can be replaced with one of the following:
 - 1 chainfist
 - 1 power fist
 - 1 relic shield and 1 close combat weapon
 - 1 thunder hammer
- This model's storm bolter can be replaced with one of the following:
 - 1 chainfist
 - 1 power fist
 - 1 power weapon
 - 1 thunder hammer
 - 1 combi-weapon
- This model's storm bolter and power weapon can be replaced with 1 twin lightning claws.

UNIT COMPOSITION

- **1 Wolf Guard Battle Leader in Terminator Armour**

This model is equipped with: storm bolter; power weapon.

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.*

KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, TERMINATOR,
WOLF GUARD BATTLE LEADER IN TERMINATOR ARMOUR




FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES


WOLF GUARD BATTLE LEADER ON THUNDERWOLF

WARHAMMER LEGENDS

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

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	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
 Plasma pistol – standard [PISTOL]	12"	1	2+	7	-2	1
 Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	2+	8	-3	2
Storm bolter [RAPID FIRE 2]	24"	2	2+	4	0	1

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

 Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: MOUNTED, CHARACTER, GRENADES, IMPERIUM,
WOLF GUARD BATTLE LEADER ON THUNDERWOLF

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Tactical Precision: While this model is leading a unit, weapons equipped by models in that unit have the [LETHAL HITS] ability.

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.

WARGEAR ABILITIES

Storm Shield: The bearer has a 4+ invulnerable save.

FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES



WOLF GUARD BATTLE LEADER ON THUNDERWOLF

WARHAMMER LEGENDS

Battle Leaders are champions possessing great tactical acumen, and are hand-picked by their lord to lead forces of their own. The most aggressive often choose to ride to war on the back of a Thunderwolf.

WARGEAR OPTIONS

- This model's relic weapon can be replaced with one of the following:
 - 1 plasma pistol
 - 1 power fist
 - 1 thunder hammer
 - 1 storm shield and 1 close combat weapon
- This model's bolt pistol can be replaced with one of the following:
 - 1 combi-weapon
 - 1 master-crafted boltgun
 - 1 plasma pistol
 - 1 storm bolter
 - 1 power fist
 - 1 relic weapon
 - 1 thunder hammer
- This model's bolt pistol and relic weapon can be replaced with 1 twin lightning claws.

UNIT COMPOSITION

- **1 Wolf Guard Battle Leader on Thunderwolf**

This model is equipped with: bolt pistol; crushing teeth and claws; relic weapon.

LEADER

This model can be attached to the following unit:

- **THUNDERWOLF CAVALRY**

*You can attach this model to the above unit 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.*

KEYWORDS: MOUNTED, CHARACTER, GRENADES, IMPERIUM,
WOLF GUARD BATTLE LEADER ON THUNDERWOLF







FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES


WOLF GUARD PACK LEADER

WARHAMMER LEGENDS

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

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Boltgun	24"	2	3+	4	0	1
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	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
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	4	3+	4	-1	1
Close combat weapon	Melee	3	4+	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	2
Twin lightning claws [TWIN-LINKED]	Melee	4	3+	5	-2	1

 Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, PACK LEADER, WOLF GUARD PACK LEADER

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Inspiring Leader: While this model is leading a unit, once per battle, when a Battle-shock test is taken for that unit, you can re-roll that test.

Pack Leader: This model cannot be your **WARLORD** and cannot be given Enhancements.

WARGEAR ABILITIES

Storm Shield: The bearer has a 4+ invulnerable save.

FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES



WARGEAR OPTIONS

- This model's bolt pistol and boltgun can be replaced with two different weapons from the following list:
 - 1 bolt pistol
 - 1 boltgun
 - 1 combi-weapon
 - 1 plasma pistol
 - 1 storm bolter
 - 1 Astartes chainsword
 - 1 power fist
 - 1 power weapon
 - 1 thunder hammer
 - 1 storm shield
- This model's bolt pistol and boltgun can be replaced with 1 twin lightning claws.

**This model can only be equipped with two ranged weapons if one of them is a Pistol (and it can only have one Pistol).*

UNIT COMPOSITION

■ 1 Wolf Guard Pack Leader

This model is equipped with: bolt pistol; boltgun; close combat weapon.

LEADER

This model can be attached to the following units:

- BLOOD CLAWS
- GREY HUNTERS
- LONG FANGS

*You must attach this model to one of the above units, and can do so even if one or more **CHARACTER** units have already been attached to that unit, but a unit can never include more than one **PACK LEADER** model. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths. If it is not possible to attach this model to a unit, it does not take part in the battle and counts as having been destroyed.*

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, PACK LEADER, WOLF GUARD PACK LEADER





FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES

WOLF GUARD PACK LEADER IN TERMINATOR ARMOUR

WARHAMMER LEGENDS

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

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Assault cannon [DEVASTATING WOUNDS]	24"	6	3+	6	0	1
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, IGNORES COVER]	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
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Chainfist [ANTI-VEHICLE 3+]	Melee	3	4+	8	-2	2
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1
Thunder hammer [DEVASTATING WOUNDS]	Melee	3	4+	8	-2	2
Twin lightning claws [TWIN-LINKED]	Melee	5	3+	5	-2	1

ABILITIES

CORE: **Deep Strike, Leader**

FACTION: **Oath of Moment**

Inspiring Leader: While this model is leading a unit, once per battle, when a Battle-shock test is taken for that unit, you can re-roll that test.

Pack Leader: This model cannot be your **WARLORD** and cannot be given Enhancements.

WARGEAR ABILITIES

Storm Shield: The bearer has a Wounds characteristic of 4.

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, TERMINATOR,
PACK LEADER, WOLF GUARD PACK LEADER IN TERMINATOR ARMOUR



FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES

WOLF GUARD PACK LEADER IN TERMINATOR ARMOUR

WARHAMMER LEGENDS

Those Wolf Guard granted the raw power afforded by Terminator armour bestride the battlefield as nigh-invulnerable champions. Amongst the packs they lead, they serve as indomitable anvils, anchoring their battle-brothers' lines with their intimidating bulk and unleashing the power of their ornate weapons to destructive effect.

WARGEAR OPTIONS

- This model's storm bolter and power weapon can be replaced with two different options from the following list:*
 - 1 assault cannon
 - 1 heavy flamer
 - 1 cyclone missile launcher and 1 storm bolter
 - 1 storm bolter
 - 1 chainfist
 - 1 power fist
 - 1 thunder hammer
 - 1 storm shield
- This model's storm bolter and power weapon can be replaced with 1 twin lightning claws.
 - This model's storm bolter can be replaced with 1 combi-weapon.

**This model can only be equipped with two ranged weapons if one of them is a cyclone missile launcher and the other is either a storm bolter or a combi-weapon.*

UNIT COMPOSITION

- **1 Wolf Guard Pack Leader in Terminator Armour**

This model is equipped with: storm bolter; power weapon.

LEADER

This model can be attached to the following units:

- **BLOOD CLAWS**
- **GREY HUNTERS**
- **LONG FANGS**

*You must attach this model to one of the above units, and can do so even if one or more **CHARACTER** units have already been attached to that unit, but a unit can never include more than one **PACK LEADER** model. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths. If it is not possible to attach this model to a unit, it does not take part in the battle and counts as having been destroyed.*

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, TERMINATOR, PACK LEADER, WOLF GUARD PACK LEADER IN TERMINATOR ARMOUR








FACTION KEYWORDS: ADEPTUS ASTARTES, SPACE WOLVES

WOLF GUARD PACK LEADER WITH JUMP PACK

WARHAMMER LEGENDS

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

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	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
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	4	3+	4	-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	2
Twin lightning claws [TWIN-LINKED]	Melee	4	3+	5	-2	1

 Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, CHARACTER, JUMP PACK, FLY, GRENADES, IMPERIUM, PACK LEADER, WOLF GUARD PACK LEADER WITH JUMP PACK

ABILITIES

CORE: Deep Strike, Leader

FACTION: Oath of Moment

Inspiring Leader: While this model is leading a unit, once per battle, when a Battle-shock test is taken for that unit, you can re-roll that test.

Pack Leader: This model cannot be your **WARLORD** and cannot be given Enhancements.

WARGEAR ABILITIES

Storm Shield: The bearer has a 4+ invulnerable save.

FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES



WARGEAR OPTIONS

- This model's bolt pistol and Astartes chainsword can be replaced with two different weapons from the following list:
 - 1 bolt pistol
 - 1 combi-weapon
 - 1 plasma pistol
 - 1 storm bolter
 - 1 Astartes chainsword
 - 1 power fist
 - 1 power weapon
 - 1 thunder hammer
 - 1 storm shield
- This model's bolt pistol and Astartes chainsword can be replaced with 1 twin lightning claws.

**This model can only be equipped with two ranged weapons if one of them is a Pistol (and it can only have one Pistol).*

UNIT COMPOSITION

- **1 Wolf Guard Pack Leader with Jump Pack**

This model is equipped with: bolt pistol; Astartes chainsword.

LEADER

This model can be attached to the following unit:

- **SKYCLAWS**

*You must attach this model to the above unit, and can do so even if one or more **CHARACTER** units have already been attached to that unit, but a unit can never include more than one **PACK LEADER** model. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths. If it is not possible to attach this model to a unit, it does not take part in the battle and counts as having been destroyed.*

KEYWORDS: INFANTRY, CHARACTER, JUMP PACK, FLY, GRENADES, IMPERIUM, PACK LEADER, WOLF GUARD PACK LEADER WITH JUMP PACK








FACTION KEYWORDS: ADEPTUS ASTARTES, SPACE WOLVES

WOLF LORD ON THUNDERWOLF

WARHAMMER LEGENDS

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

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	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
 Plasma pistol – standard [PISTOL]	12"	1	2+	7	-2	1
 Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	2+	8	-3	2
Storm bolter [RAPID FIRE 2]	24"	2	2+	4	0	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	6	3+	4	0	1
Crushing teeth and claws [EXTRA ATTACKS]	Melee	3	4+	5	-1	1
Power fist	Melee	5	2+	8	-2	2
Relic weapon	Melee	6	2+	5	-2	2
Thunder hammer [DEVASTATING WOUNDS]	Melee	5	3+	8	-2	2
Twin lightning claws [TWIN-LINKED]	Melee	7	2+	5	-2	1

 Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: MOUNTED, CHARACTER, GRENADES, IMPERIUM, CAPTAIN,
WOLF LORD ON THUNDERWOLF

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Rites of Battle: Once per battle round, one unit from your army with this ability can be targeted with a Stratagem for OCP, even if another unit from your army has already been targeted with that Stratagem this phase.

Speed of the Hunter: Add 1 to Advance and Charge rolls made for this model's unit.

WARGEAR ABILITIES

Relic Shield: The bearer has a Wounds characteristic of 7.

INVULNERABLE SAVE

4+

FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES

WARGEAR OPTIONS

- This model's relic weapon can be replaced with one of the following:
 - 1 plasma pistol
 - 1 power fist
 - 1 thunder hammer
 - 1 relic shield and 1 close combat weapon
- This model's bolt pistol can be replaced with one of the following:
 - 1 combi-weapon
 - 1 master-crafted boltgun
 - 1 plasma pistol
 - 1 storm bolter
 - 1 power fist
 - 1 relic weapon
 - 1 thunder hammer
- This model's bolt pistol and relic weapon can be replaced with 1 twin lightning claws.

UNIT COMPOSITION

- **1 Wolf Lord on Thunderwolf**

This model is equipped with: bolt pistol; crushing teeth and claws; relic weapon.

LEADER

This model can be attached to the following unit:

- **THUNDERWOLF CAVALRY**

KEYWORDS: MOUNTED, CHARACTER, GRENADES, IMPERIUM, CAPTAIN,
WOLF LORD ON THUNDERWOLF



FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES

WOLF SCOUTS

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
6"	4	4+	2	6+	1



RANGED WEAPONS

RANGE

A

BS

S

AP

D

Astartes shotgun [ASSAULT]

18"

2

3+

4

0

1

Bolt pistol [PISTOL]

12"

1

3+

4

0

1

Boltgun

24"

2

3+

4

0

1

Heavy bolter [HEAVY, SUSTAINED HITS 1]

36"

3

4+

5

-1

2



Missile launcher – frag [BLAST, HEAVY]

48"

D6

4+

4

0

1



Missile launcher – krak [HEAVY]

48"

1

4+

9

-2

D6



Plasma pistol – standard [PISTOL]

12"

1

3+

7

-2

1



Plasma pistol – supercharge [HAZARDOUS, PISTOL]

12"

1

3+

8

-3

2



MELEE WEAPONS

RANGE

A

WS

S

AP

D

Astartes chainsword

Melee

4

3+

4

-1

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

2

Twin lightning claws [TWIN-LINKED]

Melee

4

3+

5

-2

1

ABILITIES

CORE: **Infiltrators, Scouts 6"**

FACTION: **Oath of Moment**

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.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, GRENADES, SMOKE, IMPERIUM, SCOUT SQUAD, WOLF SCOUTS

FACTION KEYWORDS:

ADEPTUS ASTARTES, SPACE WOLVES



WARGEAR OPTIONS

- Any number of models can each have their boltgun replaced with one of the following:
 - 1 Astartes shotgun
 - 1 combat knife
- 1 Wolf Scout's boltgun can be replaced with one of the following:
 - 1 flamer*
 - 1 grav-gun*
 - 1 heavy bolter
 - 1 meltagun*
 - 1 missile launcher
 - 1 plasma gun*
- 1 Wolf Scout's boltgun and bolt pistol can be replaced with one of the following:
 - 1 bolt pistol and 1 power weapon
 - 1 plasma pistol and 1 boltgun
- The Wolf Scout Pack Leader's bolt pistol and boltgun can be replaced with with 1 twin lightning claws, or two different weapons from the following list:**
 - 1 bolt pistol
 - 1 boltgun
 - 1 combi-weapon*
 - 1 grav-pistol*
 - 1 hand flamer*
 - 1 inferno pistol*
 - 1 plasma pistol
 - 1 storm bolter*
 - 1 Astartes chainsword
 - 1 power fist
 - 1 power weapon
 - 1 thunder hammer

** The profiles for these weapons can be found on the Space Wolves Armoury card.*

*** This model can only be equipped with two ranged weapons if one of them is a Pistol [and it can only have one Pistol].*

UNIT COMPOSITION

- 1 Wolf Scout Pack Leader
- 4-9 Wolf Scouts

Every model is equipped with: bolt pistol; boltgun; close combat weapon.

KEYWORDS: INFANTRY, GRENADES, SMOKE, IMPERIUM, SCOUT SQUAD, WOLF SCOUTS



FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES