CODEX: SPACE WOLVES

VERSION 1.1

These documents collect amendments to the rules and present our responses to players' frequently asked questions. Often these amendments are updates necessitated by new releases or community feedback. At other times, these amendments are errata designed to correct mistakes or add clarity to a rule that is not as clear as it might be. 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).

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**.'