



SPACE WOLVES

FACTION PACK: VERSION 1.1

Legal for matched play from 22nd July 2026

On the following pages you will find additional rules and clarifications that supplement your Codex, from extra detachments and datasheets to rules updates and FAQs. All of these changes are also updated in the Warhammer 40,000 app, along with points values for your units and detachments.

WHAT'S NEW?

- Changes to Rules Updates

CONTENTS

Detachments	2
Champions of Fenris	2
Legends of Saga and Song	3
Veterans of the Fang.....	4
Saga of the Great Wolf	5
Datasheets	7
Wolf Scouts	7
Rules Updates	9
Legends Datasheets	10

CHAMPIONS OF FENRIS

THE HAND-PICKED CHAMPIONS OF THE SPACE WOLVES CHAPTER STRIDE OUT TO LAY THEIR ENEMIES LOW



DETACHMENT RULES

THE GREAT WOLF WATCHES

The battle-brothers of this Great Company know what their lord expects of them and stand ready to pounce the moment the foe are fool enough to stray within range.

Friendly **ADEPTUS ASTARTES INFANTRY CHARACTER** units have the following ability:

Countercharge: (Once per battle round, per unit) You can target this unit with the **Heroic Intervention stratagem**, regardless of any other uses of that **stratagem** this phase. If you do:

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

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

ENHANCEMENTS

A GIANT AMONGST GIANTS

Likened to a walking pinnacle of Fenrisian granite come to life, this hulking champion is an echo of Russ himself.

ADEPTUS ASTARTES INFANTRY model only.

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

PREYSLAYER

Possessed of a ferocious predatory instinct, this warrior leads swift and deadly encirclements and ambushes with peerless skill.

ADEPTUS ASTARTES INFANTRY model only. This unit can re-roll **advance rolls** and **countercharge rolls**.

WOLF TOTEMS

1CP

CHAMPIONS OF FENRIS STRATAGEM

Be it the power of belief or something a little more eldritch, the Space Wolves' trust in their various protective amulets and totems is often borne out.

WHEN: Any phase, when a friendly **ADEPTUS ASTARTES INFANTRY CHARACTER** unit suffers a **mortal wound**.

TARGET: That **ADEPTUS ASTARTES INFANTRY CHARACTER** unit.

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



RUNES OF CLAIMING

1CP

CHAMPIONS OF FENRIS 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 Movement phase.

TARGET: One friendly **ADEPTUS ASTARTES INFANTRY CHARACTER** unit.

EFFECT: Select one **objective** your unit is controlling. That **objective** is **secured**.



STALK BETWEEN WORLDS

1CP

CHAMPIONS OF FENRIS STRATAGEM

This champion possesses high-preternatural stealth and cunning, stalking their prey like some predatory terror circling the dying campfire of its doomed quarry.

WHEN: Your opponent's Shooting phase, when an enemy unit targets a friendly **ADEPTUS ASTARTES INFANTRY CHARACTER** unit.

TARGET: That **ADEPTUS ASTARTES INFANTRY CHARACTER** unit.

EFFECT: Your unit has **Stealth**.



LEGENDS OF SAGA AND SONG

LED BY WOLF GUARD ELITES, THE SPACE WOLVES BATTLE SEEMINGLY IMPOSSIBLE ODDS AND PREVAIL



DETACHMENT RULES

LOPING CHARGE

Despite the massive bulk of their armour, these elite warriors close with their enemies in a ground-eating lope that catches the enemy unprepared.

Friendly **ADEPTUS ASTARTES TERMINATOR** units have +1 to **charge rolls**.

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

ENHANCEMENTS

THIRST FOR GLORY **UPGRADE**

A position amongst the Wolf Guard offers a Space Wolf the chance for immortal glory, leading the onslaught and claiming the most vital prizes amidst the hottest fires of battle.

ADEPTUS ASTARTES TERMINATOR model only. This unit has +1 **OC**.

FIERCE EXAMPLE **UPGRADE**

The Wolf Guard shrug off the worst their foes can hurl at them, sure in the knowledge that their example will inspire their packmates to even greater efforts.

WOLF GUARD TERMINATORS unit only. This unit has +1 **T**.

FANGS OF THE PACK

1CP

LEGENDS OF SAGA AND SONG STRATAGEM

Fighting as one, the Wolf Guard fall upon an enemy champion and drag them down with single-minded savagery.

WHEN: Fight phase, when a friendly **ADEPTUS ASTARTES TERMINATOR** unit is **selected to fight**.

TARGET: That **ADEPTUS ASTARTES TERMINATOR** unit.

EFFECT: Your unit's melee attacks have **[PRECISION]**.



CHILLING HOWL

1CP

LEGENDS OF SAGA AND SONG 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 friendly **WOLF GUARD TERMINATORS** unit.

EFFECT: Select one enemy unit within 6" of your unit. That enemy unit makes a **battle-shock roll**, with -1 to that **battle-shock roll** if that enemy unit is at or below **half-strength**.



WINGS OF THE BLIZZARD

1CP

LEGENDS OF SAGA AND SONG STRATAGEM

A swift extraction by gunship sees the Wolf Guard take to the skies, ready to strike back onto the battlefield wherever the fighting is most fierce.

WHEN: End of your opponent's Fight phase.

TARGET: One friendly **unengaged ADEPTUS ASTARTES TERMINATOR** unit.

EFFECT: Place your unit in **strategic reserves**.



VETERANS OF THE FANG



PACKS OF GREY HUNTERS LEAD THEIR BATTLE-BROTHERS TO WAR, DRAWING ON CENTURIES OF EXPERIENCE

DETACHMENT RULES

OLD GREYMANES

Even in the midst of a brutal gunfight, Grey Hunters remain cool-headed and determined to discharge their duty to Chapter and Allfather.

- When a friendly **GREY HUNTER** unit **starts an action**, that **action** does not prevent this unit from being **eligible to shoot**.
- In the Declare Battle Formations step, you can split a friendly **GREY HUNTERS** unit into two units, each with a **starting strength** of 5.

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

ENHANCEMENTS

EYE OF THE HUNTER

It is said of this warrior's marksmanship that he could bring down a ghost in the midst of a blizzard from a thousand paces. Better still, he knows how best to guide his packmates with his expertise.

WOLF GUARD BATTLE LEADER model only. This unit's ranged attacks have:

- **[ASSAULT]**.
- **[IGNORES COVER]**.
- **+1 AP**.

WEAVER OF SAGAS

Bellowing inspirational sagas of the Space Wolves' great deeds, this Wolf Priest inspires his fellows to newfound fortitude, none more so than the steel-nerved Grey Hunters.

WOLF PRIEST model only. (Once per battle-round, per army) In your Movement phase, at the start or end of this unit's move, you can:

- Select one friendly **ADEPTUS ASTARTES** unit within 6" of this unit. That unit is no longer **battle-shocked**.
- Or: Select one friendly **GREY HUNTERS** unit within 18" of this unit. That unit is no longer **battle-shocked**.

GRIZZLED KILLERS

1CP

VETERANS OF THE FANG STRATAGEM

Be it mighty beasts or hordes of lesser foes, these warriors learned long ago how to best them.

WHEN: Fight phase, when a friendly **GREY HUNTERS** unit is **selected to fight**.

TARGET: That **GREY HUNTERS** unit.

EFFECT: Your unit's melee attacks have:

- **[SUSTAINED HITS 1]**.
- OR: **[LETHAL HITS]**.



ICY CALM

1CP

VETERANS OF THE FANG STRATAGEM

No matter what is demanded of them amidst the mayhem of battle, still packs of Grey Hunters are able to complete even the most complex tasks with stern surety.

WHEN: Your Movement phase, when a friendly **GREY HUNTERS** unit is selected to make an **advance/fall-back move**.

TARGET: That **GREY HUNTERS** unit.

EFFECT: That move does not prevent your unit from being **eligible to start an action**.



BLADE-KEEN SENSES

1CP

VETERANS OF THE FANG STRATAGEM

Many decades' experience hunting foes through the worst conditions have honed the senses of these warriors to near-inescapable sharpness.

WHEN: Start of your Shooting phase.

TARGET: One friendly **unengaged GREY HUNTERS** unit.

EFFECT: Select one **visible** enemy unit within 24" of your unit. That enemy unit has **+6" detection range**.





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

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.

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.



1CP



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.

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.



1CP



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.

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.



1CP



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.

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.



1CP



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.

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.



1CP



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.

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".



1CP

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

RULES UPDATES

This section presents updates and clarifications to your faction's rules, designed to improve the gaming experience for all players. Changes applied after the first iteration of this Faction Pack will be **highlighted in red**.

UPDATES

SAGA OF THE BOLD DETACHMENT

Thunderwolf's Fortitude Enhancement

Change to:

'**ADEPTUS ASTARTES** model only. (Once per battle, per army) When this model is **destroyed**, at the end of the phase, roll one D6:

- On a 2+, set up this model on the battlefield, **unengaged** and as close as possible to where it was **destroyed**. This model is not part of an **attached** unit and its unit has a **starting strength** of 1. This model has 3 wounds remaining.'

SAGA OF THE BEASTSLAYER DETACHMENT

Wolf-touched Enhancement

Change to:

'**SPACE WOLVES** model only. Add 2" to the Move characteristic of the bearer.'

Impetuosity Stratagem, Effect Section

Change to:

'WHEN: Your opponent's Shooting phase, when an enemy unit that targeted a friendly unengaged **WULFEN INFANTRY/BLOOD CLAWS** unit this phase has shot.

TARGET: That **WULFEN INFANTRY/BLOOD CLAWS** unit.

EFFECT: Your unit can make a **surge move** of up to D6".'

Thunderous Pursuit Stratagem, Target Section

Change 9" to 8".

Legendary Slayers Detachment Rule, Saga of the Beastslayer Section

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.'

DATASHEETS

Logan Grimnar

- **High King of Fenris Ability** – Change to:

'Once per battle round, in your Movement phase, you can select one friendly **SPACE WOLVES** unit that is in Strategic 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.'

- **Guile of the Wolf Ability** – Change to:

'Once per turn, when your opponent targets a unit from their army within 12" of this model with a **stratagem**, you can use this ability. If you do increase the CP cost of that use of that **stratagem** by 1CP.'

Iron Priest, Gift of the Iron Wolf Ability

Change to:

'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.'

Wolf Guard Headtakers, Headhunters Ability

Change to:

'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**.'

Wulfen Dreadnought, Bestial Rage Ability

Change to:

'In your opponent's Shooting phase, when an enemy unit has shot, if this model lost a wound as a result of those attacks, this unit can make a **surge move** of up to D6+2".'

Fenrisian Wolves, Predatory Instinct Ability

Change to:

'In your opponent's Movement phase, if an enemy unit ends a move within 8" of this unit, if this unit is not within Engagement Range of one or more enemy units, this unit can make a Normal move of up to D6".'

CANIS WOLFBORE

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 WOLFBORE



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: **Support**

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

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 close combat weapon can be replaced with one of the following:
 - 1 Astartes chainsword
 - 1 power fist
 - 1 power weapon
- 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	T	SV	W	LD	OC
6"	4	3+	4	6+	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

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
14"	10	3+	14	6+	-

 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, FRAME, 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, FRAME, TRANSPORT, IMPERIUM, STORMFANG GUNSHIP



FACTION KEYWORDS: ADEPTUS ASTARTES, SPACE WOLVES

STORMWOLF

WARHAMMER LEGENDS

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

 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, FRAME, 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, FRAME, 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**

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: In your opponent's Shooting phase, when an enemy unit has shot, if a model in this unit was **destroyed** as a result of those attacks, this unit can make a **surge move** of up to D6".

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**

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: Support

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**

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, Support**

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

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, Support

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**

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