



CODEX: SPACE WOLVES

Indomitus Version 1.0

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; these can be identified by the presence of an asterisk before the page reference. 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.

As they're revised regularly, each of these documents has a version number; where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction. When a document is revised, the version number will be incremented and new updates will be highlighted in blue, while new errata and FAQs will be highlighted in magenta.

WARLORD TRAITS

Some English versions of *Codex: Space Wolves* feature an out-of-date version of the army's Warlord Traits. For the up-to-date Space Wolves Warlord Traits, see the final page of this document.

UPDATES & ERRATA

***All datasheets (excluding SERVITORS and BEASTS)**

Add the following ability:

'Shock Assault: If this unit makes a charge move, is charged or performs a Heroic Intervention, add 1 to the Attacks characteristic of models in this unit until the end of the turn.'

Page 76 – Logan Grimnar on Stormrider

Add **'CAVALRY'** to the keywords line.

Page 77 – Arjac Rockfist

Add **'BATTLE LEADER'** to the keywords line.

Page 79 – Primaris Rune Priest

Change the unit description to read:

'A Primaris Rune Priest is a single model armed with a runic sword, bolt pistol, psychic hood, frag and krak grenades.'

Page 83 – Ragnar Blackmane, Abilities, Loyal Companions

Change the second sentence to read:

'Svangir and Ulfgir are considered to have the **CHARACTER** keyword for the purposes of shooting attacks and Heroic Interventions, and the **INFANTRY** keyword for the purposes of embarking within a transport.'

***Page 88** – Wolf Lord in Gravis Armour

Change Wounds characteristic to 7.

***Page 88, 90 and 128** – Primaris Wolf Lord, Primaris Battle Leader and Armoury of the Fang, master-crafted auto bolt rifle
Change Type characteristic to Assault 3.

***Page 88, 90 and 128** – Primaris Wolf Lord, Primaris Battle Leader and Armoury of the Fang, master-crafted stalker bolt rifle
Change Damage characteristic to 3.

Page 89 – Canis Wolfborn

Add **'BATTLE LEADER'** to the keywords line.

***Page 90** – Primaris Battle Leader, master-crafted stalker bolt rifle
Change the AP characteristic of this weapon to '-2'.

Page 90 – Primaris Battle Leader

Add **'WOLF GUARD'** to the keywords line.

Pages 93, 94 and 114 – Blood Claws, Grey Hunters and Long Fangs, Mixed Unit

Change the Mixed Unit ability to read:

'For the purposes of determining what models a vehicle can transport and for the Bolter Discipline ability, Wolf Guard Terminator Pack Leaders have the **TERMINATOR** keyword.'

***Page 95** – Intercessors, Wargear Options

Change the third bullet point to read:

'The Intercessor Pack Leader may either replace their bolt rifle with a chainsword, a power sword or a power fist, or take a chainsword, a power sword or a power fist in addition to their other weapons.'

***Page 95 and 127** – Intercessors and Armoury of the Fang, auto bolt rifle

Change Type characteristic to Assault 3.

***Page 95 and 130** – Intercessors and Armoury of the Fang, stalker bolt rifle

Change Damage characteristic to 2.

***Pages 96 and 130** – Sniper rifle, Abilities

Change the first sentence to read:

'Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.'

***Page 96** – Wolf Scouts, Camo Cloaks

Change to read:

'Each time a ranged attack is allocated to a model in this unit with a camo cloak while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.'

Page 97 – Reivers

Delete the power sword profile on this datasheet.

Page 97 – Reivers, Terror Troops

Change this ability to read:

‘Whilst any **REIVER** units from your army are within 3" of any enemy units, subtract 1 from the Leadership characteristic of each of those enemy units for each **REIVER** unit from your army that is within 3" of that enemy unit (to a maximum of -3).

Page 97 – Reivers, Grapnel Launchers

Change the first sentence to read:

‘When models with grapnel launchers move in the Movement phase, do not count any vertical distance they move against the total they can move (i.e. moving vertically is free for these models in the Movement phase).’

***Page 98 – Aggressors, Aggressor and Aggressor Pack Leader**

Change Wounds characteristic to 3.

Change Attacks characteristic to 3 (Aggressor) and 4 (Aggressor Pack Leader).

***Page 98 – Aggressors, Fire Storm**

Change this ability to read:

‘When this unit fires Overwatch or is chosen to shoot with, models in this unit can shoot twice if this unit did not move this turn.’

Page 100 – Great Company Ancient

Add ‘**WOLF GUARD**’ to the keywords line.

Page 100 – Primaris Ancient

Add ‘**WOLF GUARD**’ to the keywords line.

Page 101 – Great Company Champion

Change the unit description to read:

‘A Great Company Champion is a single model armed with a bolt pistol, master-crafted power sword, frag grenades, krak grenades and combat shield.’

Add ‘**WOLF GUARD**’ to the keywords line.

***Page 106, 123 and 128 – Redemptor Dreadnought, Repulsor and Armoury of the Fang, Icarus rocket pod**

Change Damage characteristic to 2.

Page 107 – Wulfen, Abilities, Death Frenzy

Add the following sentence:

‘This ability is not cumulative with the Great Company Banner ability.’

Page 111 – Inceptors, Inceptor and Inceptor Pack Leader

Change Wounds characteristic to 3.

***Pages 118, 119, 120, 123, 124 and 126 – Land Raider, Land Raider Crusader, Land Raider Redeemer, Repulsor, Stormfang Gunship, Stormwolf, Power of the Machine Spirit**

Delete this ability.

***Page 118 and 127 – Vindicator and Armoury of the Fang, demolisher cannon**

Change Type characteristic to Heavy D6 and Abilities to ‘Blast’.

***Page 120 and 127 – Land Raider Redeemer and Armoury of the Fang, flamestorm cannon**

Change Range characteristic to 12".

***Page 122 – Land Speeder Storm, Open-topped**

Change the third sentence to read:

‘When they do so, any restrictions or modifiers that apply to this model also apply to its passengers.’

Add the following:

‘While this transport is within Engagement Range of any enemy units, embarked units cannot shoot, except with any Pistols they are equipped with.’

***Page 122 – Drop Pod, Drop Pod Assault**

Add the following to this ability:

‘Neither this transport, nor any units embarked within it, are counted towards any limits that the mission you are playing places on the maximum number of Reinforcement units you can have in your army. This transport can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules.’

***Page 131 – Great wolf claw**

Change the Damage characteristic of this weapon to ‘3’.

Page 136 – Stratagems, Chooser of the Slain

Change the second sentence to read:

‘A single friendly **SPACE WOLVES** unit within 6" of that Rune Priest can immediately shoot at that enemy unit as if it were the Shooting phase, but you must subtract 1 from any hit rolls when it does so.’

Page 136 – Stratagems, The Wolf’s Eye

Change the second sentence to read:

‘You can re-roll either failed hit rolls or failed wound rolls for that unit for this phase; choose which when you use this Stratagem.’

Page 138 – Saga of Majesty

Change the last sentence to read:

‘In addition, if your Warlord is a **CHARACTER**, increase the range of any aura abilities they have by 3" (e.g. the Great Wolf and Jarl of Fenris), excluding Explodes, Healing Balms, Battlesmith, this Warlord Trait, abilities of Relics of the Fang and effects of psychic powers.’

Page 142 – Points Values, Fast Attack

Change the models per unit value for Swiftclaws to read ‘3-16’.

Change the models per unit value for Skyclaws to read ‘5-15’.

Page 144 – Points Values, Other Wargear

Add the following entry:

| Wargear | Points Per Item |
|---------------|-----------------|
| Combat shield | 3 |

FAQs

Q: If I successfully manifest Jaws of the World Wolf and select a unit that contains models with different Move characteristics, which one is used when resolving this psychic power?

A: Use the lowest Move characteristic of models in the unit when this power is resolved.

Q: If I use the Lone Wolf Stratagem to affect an Infiltrator Helix Adept who is the only model remaining from that unit, can I subsequently use the Helix Adept ability to return slain models to that unit?

A: No.

Q: When a unit with the And They Shall Know No Fear ability takes a Morale test, is the number that is added to the dice roll for the number of models destroyed in that unit for that turn considered to be a modifier (for the purposes of applying re-rolls before modifiers)?

A: No, the number added is not considered to be a modifier.

Q: If I replace a Wolf Guard Terminator's storm bolter with a cyclone missile launcher and storm bolter from the Terminator Heavy Weapons list (as per the third bullet point), can I subsequently replace the new storm bolter with an item from the Combi-weapons or Terminator Melee Weapons list (as per the second bullet point)?

A: Yes.

Q: Does the Lone Wolf Stratagem have to be used at the end of the phase in which one of my units is reduced to its last model?

A: No, this can be used at the end of any phase. This means you can wait until after the unit has taken any Morale test it is required to, and use this Stratagem at the end of the Morale phase, if you wish.

Q: Are the effects of Stratagems such as Cloaked by the Storm and Howl of the Great Pack considered to be aura abilities for the purpose of the Saga of Majesty Warlord Trait?

A: Yes.

Q: If Ragnar Blackmane is my army's Warlord, do Svangir and Ulfgir also gain the benefit of Saga of the Warrior Born Warlord Trait?

A: Yes; this Warlord Trait affects the unit, of which Svangir and Ulfgir are a part.

Q: Can the Armour of Russ relic force a charging unit to attack after all other units have done so?

A: Yes, unless that chosen unit has an ability that allows it to fight first in the Fight phase, in which case it instead fights as if it didn't have that ability.

Q: Can the Killshot Stratagem be used to affect Deimos Pattern Relic Predators?

A: No. The Killshot Stratagem can only be used to affect models using the Predator datasheet.

Q: If I use the Hellfire Shells or Flakk Missile Stratagem and I hit, do I continue to roll to wound and do damage normally in addition to doing mortal wounds?

A: No, the normal attack sequence ends.

Q: Which part of a Drop Pod should I measure distances from and to, especially if the model has been assembled so its doors can be opened or closed?

A: Measure all distances to and from any part of the model, including its doors. If this model has been assembled such that you can lower and raise its doors, then when this model is first set up in the battlefield choose whether the doors will be lowered or raised – you cannot raise or lower the doors thereafter during the battle.

Designer's Note: Choosing to set this model up in the 'raised doors position' simply represents the doors closing the instant after its passengers have disembarked.

WARLORD TRAITS

The champions of the Space Wolves have crafted their sagas over centuries of war against the enemies of the Imperium. Each is a living legend, an example to their warriors and a beacon of hope in a benighted galaxy.

If a **SPACE WOLVES CHARACTER** is your Warlord, he can generate a Warlord Trait from the following table instead of the one in the *Warhammer 40,000* rulebook. You can either roll on the table below to randomly generate a Warlord Trait, or you can select the one that best suits his temperament and preferred style of waging war.

Like other Warlord Traits, a Space Wolves saga grants a powerful advantage and is active on your Warlord at all times. However, unlike other Warlord Traits, from the end of a phase in which your Warlord performs a deed of legend (as detailed within the saga), the saga also affects friendly **SPACES WOLVES** units whilst they are within 6" of your Warlord. This effect lasts for the rest of the battle.

06 RESULT

1 SAGA OF THE WARRIOR BORN

Endowed with preternatural prowess, the Warlord strikes swift and savage at all who stand before him.

You can always choose for a unit affected by this saga in the Fight phase to fight first even if they didn't charge. If the enemy has units that have charged, or that have a similar ability, then alternate choosing units to fight with, starting with the player whose turn is taking place.

Deed of Legend: Slay an enemy **CHARACTER** with your Warlord.

2 SAGA OF THE WOLFEN

The Warlord's savage battle howl has a primal potency, sending the predatory instincts of his lupine kin into overdrive.

If a unit is affected by this saga in the Fight phase, add 1 to the Attacks characteristic of all its models if it made a charge move, was charged, or performed a heroic intervention earlier in the same turn.

Deed of Legend: Slay a total of five models in the Fight phase with your Warlord (keep a tally from turn to turn).

NAMED CHARACTERS AND WARLORD TRAITS

The mightiest warriors of Fenris are renowned as much for their methodology as they are for their deeds on the battlefield. If one of the following named characters is your Warlord, they must be given the associated Warlord Trait shown below.

| NAMED CHARACTER | WARLORD TRAIT |
|-----------------------|--------------------------|
| Arjac Rockfist | Saga of the Bear |
| Bjorn the Fell-Handed | Saga of Majesty |
| Canis Wolfborn | Saga of the Wolfen |
| Harald Deathwolf | Saga of the Wolfen |
| Krom Dragongaze | Saga of the Warrior Born |
| Logan Grimnar | Saga of Majesty |
| Njal Stormcaller | Saga of Majesty |
| Ragnar Blackmane | Saga of the Warrior Born |
| Ulrik the Slayer | Saga of the Beastslayer |

3 SAGA OF MAJESTY

The Warlord speaks with the wisdom of the ages, inspiring his men to acts of valour and greatness.

If a unit is affected by this saga, they automatically pass Morale tests. In addition, if your Warlord is a **CHARACTER**, increase the range of any aura abilities they have by 3" (e.g. the Great Wolf and Jarl of Fenris), excluding Explodes, Healing Balms, Battlesmith, this Warlord Trait, abilities of Relics of the Fang and effects of psychic powers.

Deed of Legend: Slay the enemy Warlord with your Warlord.

4 SAGA OF THE BEASTSLAYER

This hero has slain some of the mightiest beasts in the galaxy. Such a hero embodies Russ' strength and courage.

Add 1 to wound rolls for attacks made by a unit affected by this saga that target a **MONSTER** or **VEHICLE**.

Deed of Legend: Slay an enemy **MONSTER** or **VEHICLE** with your Warlord.

5 SAGA OF THE HUNTER

A master of the chase, ever has this hero tracked his prey from the shadows. Such a warrior exemplifies his Primarch's hunting instincts.

A unit affected by this saga in your Charge phase can charge even if it Advanced earlier in the turn.

Deed of Legend: Successfully charge an enemy unit with your Warlord.

6 SAGA OF THE BEAR

When this hero plants his feet firmly, he stands as strong as the mountains of Asaheim.

Roll a dice each time a model affected by this saga loses a wound; on a 6, that model does not lose a wound. This saga has no effect on models with a similar ability (e.g. Bjorn the Fell-Handed's Legendary Tenacity ability).

Deed of Legend: Successfully pass a saving throw for your Warlord.