



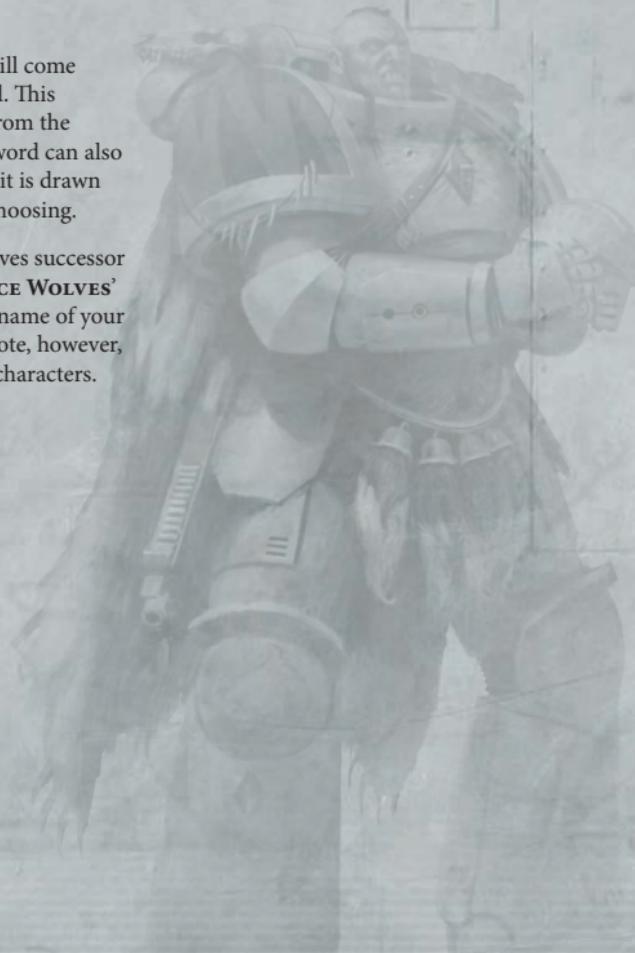
## SONS OF RUSS

These datasheets allow you to fight Apocalypse battles with your Space Wolves miniatures. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and special abilities it may have.

### KEYWORDS

Throughout these datasheets you will come across the **SPACE WOLVES** keyword. This indicates that the units are drawn from the Space Wolves Chapter, but the keyword can also be changed to represent that the unit is drawn from a successor Chapter of your choosing.

If a unit is drawn from a Space Wolves successor Chapter, simply substitute the '**SPACE WOLVES**' keyword on the datasheet with the name of your Space Wolves successor Chapter. Note, however, that you cannot do this for named characters.



# LOGAN GRIMNAR



7



Logan Grimnar is a unit that contains 1 model. It is equipped with: The Axe Morkai.  
You can only include one **LOGAN GRIMNAR** in your army.

	M	WS	BS	A	W	Ld	Sv
<b>Logan Grimnar</b>	5"	2+	2+	1	1	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
The Axe Morkai	Melee	Melee	User	6+	6+	-

## ABILITIES

**Deep Strike**

**High King of Fenris:** Morale tests taken for friendly **WOLF GUARD** units are automatically passed whilst they are within 6" of this unit.

**The Great Wolf:** You can re-roll failed hit rolls for attacks made by friendly **SPACE WOLVES** units whilst they are within 6" of this unit.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, TERMINATOR, CHAPTER MASTER, WOLF LORD, LOGAN GRIMNAR

# LOGAN GRIMNAR ON STORMRIDER



9



Logan Grimnar on Stormrider is a unit that contains 1 model. It is equipped with: The Axe Morkai; Thunderwolves' Claws & Teeth. You can only include one **LOGAN GRIMNAR** in your army.

	M	WS	BS	A	W	Ld	Sv
<b>Logan Grimnar on Stormrider</b>	10"	2+	2+	1	2	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
The Axe Morkai	Melee	Melee	User	6+	6+	-
Thunderwolves' Claws & Teeth	Melee	Melee	2	9+	10+	-

## ABILITIES

**High King of Fenris:** Morale tests taken for friendly **WOLF GUARD** units are automatically passed whilst they are within 6" of this unit.

**The Great Wolf:** You can re-roll failed hit rolls for attacks made by friendly **SPACE WOLVES** units whilst they are within 6" of this unit.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS:** HEAVY, VEHICLE, CHARACTER, STORMRIDER, CHAPTER MASTER, WOLF LORD, LOGAN GRIMNAR

# ARJAC ROCKFIST

**6**

Arjac Rockfist is a unit that contains 1 model. It is equipped with: Foehammer. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
<b>Arjac Rockfist</b>	5"	2+	3+	1	1	6	4+
WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES	
Foehammer	Melee	Melee	User	7+	6+	-	

## ABILITIES

Deep Strike

**Champion of the Kingsguard:** You can re-roll failed hit rolls for attacks made by this unit that target **CHARACTERS**.

**Thane to the High King:** Re-roll wound rolls of 1 for attacks made by friendly **SPACE WOLVES** units whilst they are within 6" of this unit.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, TERMINATOR, WOLF GUARD, ARJAC ROCKFIST

# BJORN THE FELL-HANDED



Bjorn the Fell-handed is a unit that contains 1 model. It is equipped with: Assault Cannon; Trueclaw. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
<b>Bjorn the Fell-handed</b>	8"	2+	2+	2	2	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Plasma Cannon	Heavy	36"	1	7+	7+	Supercharge
Helfrost Cannon	Heavy	24"	1	7+	7+	-
Twin Lascannon	Heavy	48"	2	10+	5+	-
Trueclaw	Melee		User	6+	7+	Destroyer

## WARGEAR OPTIONS

- Instead of 1 Assault Cannon, this unit can be equipped with one of the following: 1 Heavy Plasma Cannon; 1 Helfrost Cannon; 1 Twin Lascannon.

## ABILITIES

**Ignore Damage (5+)**

**Ancient Tactician:** If this unit is on the battlefield at the start of the Generate Command Assets step, you generate one extra Command Asset.

**Last of the Company of Russ:** Re-roll hit rolls of 1 for attacks made by friendly **SPACE WOLVES** units whilst they are within 6" of this unit.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS:** HEAVY, VEHICLE, CHARACTER, DREADNOUGHT, BJORN THE FELL-HANDED

# HARALD DEATHWOLF



7



Harald Deathwolf is a unit that contains 1 model. It is equipped with: Glacius; Iceteeth's Claws & Teeth. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
<b>Harald Deathwolf</b>	10"	2+	2+	1	1	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Glacius	Melee	Melee	User	7+	8+	-
Iceteeth's Claws & Teeth	Melee	Melee	1	9+	9+	-

## ABILITIES

**Jarl of Fenris:** Re-roll hit rolls of 1 for attacks made by friendly **SPACE WOLVES** units whilst they are within 6" of this unit.

**Lord of the Wolfkin:** If this unit is a Warlord, then whilst it is on the battlefield, add 2" to the Move characteristic of **THUNDERWOLF**, **FENRISIAN WOLVES** or **CYBERWOLVES** in this unit's Detachment.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS:** LIGHT, CAVALRY, CHARACTER, WOLF LORD, THUNDERWOLF, HARALD DEATHWOLF

# CANIS WOLFBORN



7



Canis Wolfborn is a unit that contains 1 model. It is equipped with: Master-crafted Weapons; Fangir's Claws & Teeth. You can only include one of this unit in your army.

Canis Wolfborn	M	WS	BS	A	W	Ld	Sv
	10"	2+	5+	1	1	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Fangir's Claws & Teeth	Melee	Melee	1	8+	9+	-
Master-crafted weapons	Melee	Melee	User	8+	8+	-

## ABILITIES

**Born of Wolves:** Add 1 to wound rolls for attacks made by friendly **FENRISIAN WOLVES** and **CYBERWOLVES** units whilst they are within 6" of this unit.

**Champion of the Deathwolves:** Re-roll wound rolls of 1 for attacks made by friendly **SPACE WOLVES** units whilst they are within 6" of this unit.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS:** LIGHT, CAVALRY, CHARACTER, WOLF GUARD, THUNDERWOLF, CANIS WOLFBORN

# ULRIK THE SLAYER



6



Ulrik the Slayer is a unit that contains 1 model. It is equipped with: Crozius Arcanum. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Ulrik the Slayer	6"	2+	2+	1	1	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Crozius Arcanum	Melee	Melee	User	8+	8+	-

## ABILITIES

**Slayer's Oath:** You can re-roll failed hit rolls made for friendly **SPACE WOLVES** units when using melee weapons whilst they are within 6" of this unit.

**Healing Balms:** At the end of the Action phase, this unit can attempt to heal one friendly **SPACE WOLVES LIGHT** unit in base contact with it. If it does, roll one D6; on a 4+ remove one damage marker from that **LIGHT** unit. Only one attempt to heal each unit can be made each turn.

**Spiritual Leader:** Friendly **SPACE WOLVES** units can use this unit's Leadership characteristic instead of their own whilst they are within 6" of this unit.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, PRIEST, WOLF PRIEST, ULRIK THE SLAYER

# NJAL STORMCALLER

**5**

Njal Stormcaller is a unit that contains 1 model. It is equipped with: Staff of the Stormcaller. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
<b>Njal Stormcaller</b>	6"	2+	2+	1	1	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Staff of the Stormcaller	Melee	Melee	User	8+	8+	-

## WARGEAR OPTIONS

- This unit can have Terminator Armour (**Power Rating +2**). If this unit has Terminator Armour, it:
  - Has a Move characteristic of 5".
  - Has a Save characteristic of 4+.
  - Has the following additional abilities: **Deep Strike**.
  - Has the following additional keywords: **TERMINATOR**.

## ABILITIES

**Master Psyker:** Once per battle, at the end of the Orders phase, you can look through your Command Asset deck and draw either one Adeptus Astartes Command Asset of your choice that is a psychic power, or the Deny the Witch or Adamantium Will card. Add the drawn card to your hand, then shuffle the Command Asset deck and place it face down.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS:** LIGHT, INFANTRY, PSYKER, CHARACTER, RUNE PRIEST, NJAL STORMCALLER

# KROM DRAGONGAZE

**6**

Krom Dragongaze is a unit that contains 1 model. It is equipped with: Wyrmclaw. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
<b>Krom Dragongaze</b>	6"	2+	2+	1	1	7	5+
WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES	
Wyrmclaw	Melee	Melee	User	8+	8+	-	

## ABILITIES

### Terror Troops

**Jarl of Fenris:** Re-roll hit rolls of 1 for attacks made by friendly **SPACE WOLVES** units whilst they are within 6" of this unit.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS Astartes, SPACE WOLVES

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, WOLF LORD, KROM DRAGONGAZE

# RAGNAR BLACKMANE



6



Ragnar Blackmane is a unit that contains 1 model. It can also contain 1 Svangir model and 1 Ulfgrir model (**Power Rating +1**). It is equipped with: Frostfang. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
<b>Ragnar Blackmane (1/3 models)</b>	6"	2+	2+	1	1	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES	
Frostfang	Melee	Melee	User	8+	8+	-	
Svangir and Ulfgrir's Claws & Teeth	Melee	Melee	2	10+	10+	-	

## WARGEAR OPTIONS

- If this unit contains Svangir and Ulfgrir, it is also equipped with Svangir and Ulfgrir's Claws & Teeth.

## ABILITIES

**Jarl of Fenris:** Re-roll hit rolls of 1 for attacks made by friendly **SPACE WOLVES** units whilst they are within 6" of this unit.

**War Howl:** If this unit is a Warlord, then whilst it is on the battlefield, add 2" to the Move characteristic of **LIGHT SPACE WOLVES** units in this unit's Detachment.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, WOLF LORD, RAGNAR BLACKMANE

# WOLF LORD



5



A Wolf Lord is a unit that contains 1 model. It is equipped with: Master-crafted Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Wolf Lord</b>	6"	2+	2+	1	1	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Master-crafted Weapons	Melee	Melee	User	8+	8+	-
Thunderwolf Claws & teeth	Melee	Melee	1	9+	10+	-

## WARGEAR OPTIONS

- This unit can have one of the following:
  - Jump Pack (**Power Rating +2**). If this unit has a Jump Pack, it:
    - Has a Move characteristic of 12".
    - Has the following additional abilities: **Deep Strike**.
    - Has the following additional keywords: **JUMP PACK, FLY**.
  - Terminator Armour (**Power Rating +2**). If this unit has Terminator Armour, it:
    - Has a Move characteristic of 5".
    - Has a Save characteristic of 4+.
    - Has the following additional abilities: **Deep Strike**.
    - Has the following additional keywords: **TERMINATOR**.
  - Bike (**Power Rating +1**). If this unit has a Bike, it:
    - Has a Move characteristic of 14".
    - Has the following additional keywords: **BIKER**.
    - Loses the following keywords: **INFANTRY**.
  - Thunderwolf (**Power Rating +1**). If this unit has a Thunderwolf, it:
    - Has a Move characteristic of 10".
    - Is also equipped with Thunderwolf Claws & teeth.
    - Has the following additional keywords: **CAVALRY**.
    - Loses the following keywords: **INFANTRY**.

## ABILITIES

**Jarl of Fenris:** Re-roll hit rolls of 1 for attacks made by friendly **SPACE WOLVES** units whilst they are within 6" of this unit.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS Astartes, SPACE WOLVES

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, WOLF LORD

# PRIMARIS WOLF LORD



A Primaris Wolf Lord is a unit that contains 1 model. It is equipped with: Master-crafted Weapons.

	M	WS	BS	A	W	Ld	Sv
Primaris Wolf Lord	6"	2+	2+	1	1	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Master-crafted Weapons	Melee	Melee	User	7+	8+	-

## WARGEAR OPTIONS

- This unit can have one of the following:
  - Phobos Armour (**Power Rating +2**). If this unit has Phobos Armour, it:
    - Has the following new abilities: **Infiltrators, Stealth**.
    - Has the following additional keywords: **PHOBOS**.
  - Gravis Armour (**Power Rating +1**). If this unit has Gravis Armour, it:
    - Has a Move characteristic of 5" and Save characteristic of 4+.
    - Has the following additional keywords: **Mk X GRAVIS**.

## ABILITIES

**Jarl of Fenris:** Re-roll hit rolls of 1 for attacks made by friendly **SPACE WOLVES** units whilst they are within 6" of this unit.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS Astartes, SPACE WOLVES

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, PRIMARIS, WOLF LORD

# RUNE PRIEST



A Rune Priest is a unit that contains 1 model. It is equipped with: Force Weapon.

	M	WS	BS	A	W	Ld	Sv
Rune Priest	6"	2+	3+	1	1	7	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Force Weapon	Melee	Melee	User	8+	8+	-

## WARGEAR OPTIONS

- This unit can have one of the following:
  - Jump Pack (**Power Rating +2**). If this unit has a Jump Pack, it:
    - Has a Move characteristic of 12".
    - Has the following additional abilities: **Deep Strike**.
    - Has the following additional keywords: **JUMP PACK, FLY**.
  - Terminator Armour (**Power Rating +2**). If this unit has Terminator Armour, it:
    - Has a Move characteristic of 5".
    - Has a Save characteristic of 4+.
    - Has the following additional abilities: **Deep Strike**.
    - Has the following additional keywords: **TERMINATOR**.
  - Bike (**Power Rating +1**). If this unit has a Bike, it:
    - Has a Move characteristic of 14".
    - Has the following additional keywords: **BIKER**.
    - Loses the following keywords: **INFANTRY**.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS Astartes, SPACE WOLVES

**KEYWORDS:** LIGHT, INFANTRY, PSYKER, CHARACTER, RUNE PRIEST

# PRIMARIS RUNE PRIEST

**3**

A Primaris Rune Priest is a unit that contains 1 model. It is equipped with: Force Weapon.

	M	WS	BS	A	W	Ld	Sv
Primaris Rune Priest	6"	2+	3+	1	1	7	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Force Weapon	Melee	Melee	User	8+	8+	-

## WARGEAR OPTIONS

- This unit can have Phobos Armour (**Power Rating +2**). If this unit has Phobos Armour, it:
  - Has the following new abilities: **Infiltrators**, **Stealth**.
  - Has the following additional keywords: **PHOBOS**.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS Astartes, SPACE WOLVES

**KEYWORDS:** LIGHT, INFANTRY, PSYKER, CHARACTER, PRIMARIS, RUNE PRIEST

# WOLF PRIEST



6



A Wolf Priest is a unit that contains 1 model. It is equipped with: Crozius Arcanum.

	M	WS	BS	A	W	Ld	Sv
Wolf Priest	6"	2+	3+	1	1	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Crozius Arcanum	Melee	Melee	User	8+	8+	-

## WARGEAR OPTIONS

- This unit can have one of the following:
  - Jump Pack (**Power Rating +2**). If this unit has a Jump Pack, it:
    - Has a Move characteristic of 12".
    - Has the following additional abilities: **Deep Strike**.
    - Has the following additional keywords: **JUMP PACK, FLY**.
  - Terminator Armour (**Power Rating +2**). If this unit has Terminator Armour, it:
    - Has a Move characteristic of 5".
    - Has a Save characteristic of 4+.
    - Has the following additional abilities: **Deep Strike**.
    - Has the following additional keywords: **TERMINATOR**.
  - Bike (**Power Rating +1**). If this unit has a Bike, it:
    - Has a Move characteristic of 14".
    - Has the following additional keywords: **BIKER**.
    - Loses the following keywords: **INFANTRY**.

## ABILITIES

**Slayer's Oath:** You can re-roll hit rolls for attacks made with melee weapons by friendly **SPACE WOLVES** units whilst they are within 6" of this unit.

**Spiritual Leader:** Friendly **SPACE WOLVES** units can use this unit's Leadership characteristic instead of their own whilst they are within 6" of this unit.

**Healing Balms:** At the end of the Action phase, this unit can attempt to heal one friendly **SPACE WOLVES LIGHT** unit in base contact with it. If it does, roll one D6; on a 4+ remove one damage marker from that **LIGHT** unit. Only one attempt to heal each unit can be made each turn.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS Astartes, SPACE WOLVES

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, PRIEST, WOLF PRIEST

# PRIMARIS WOLF PRIEST



A Primaris Wolf Priest is a unit that contains 1 model. It is equipped with: Crozius Arcanum.

	M	WS	BS	A	W	Ld	Sv
Primaris Wolf Priest	6"	2+	3+	1	1	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Crozius Arcanum	Melee	Melee	User	8+	8+	-

## ABILITIES

**Slayer's Oath:** You can re-roll hit rolls for attacks made with melee weapons by friendly **SPACE WOLVES** units whilst they are within 6" of this unit.

**Spiritual Leader:** Friendly **SPACE WOLVES** units can use this unit's Leadership characteristic instead of their own whilst they are within 6" of this unit.

**Healing Balms:** At the end of the Action phase, this unit can attempt to heal one friendly **SPACE WOLVES LIGHT** unit in base contact with it. If it does, roll one D6; on a 4+ remove one damage marker from that **LIGHT** unit. Only one attempt to heal each unit can be made each turn.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, PRIMARIS, PRIEST, WOLF PRIEST

# IRON PRIEST



5



An Iron Priest is a unit that contains 1 model. It is equipped with: Servo-arm & Tempest Hammer.

	M	WS	BS	A	W	Ld	Sv
Iron Priest	6"	2+	3+	1	1	6	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Servo-arm & Tempest Hammer	Melee	Melee	User	9+	9+	-
Thunderwolf Claws & Teeth	Melee	Melee	1	9+	10+	-

## WARGEAR OPTIONS

- This unit can have one of the following:
  - Jump Pack (**Power Rating +2**). If this unit has a Jump Pack, it:
    - Has a Move characteristic of 12".
    - Has the following additional abilities: **Deep Strike**.
    - Has the following additional keywords: **JUMP PACK, FLY**.
  - Bike (**Power Rating +1**). If this unit has a Bike, it:
    - Has a Move characteristic of 14".
    - Has the following additional keywords: **BIKER**.
    - Loses the following keywords: **INFANTRY**.
  - Thunderwolf (**Power Rating +1**). If this unit has a Thunderwolf, it:
    - Has a Move characteristic of 10".
    - Is also equipped with Thunderwolf Claws & Teeth.
    - Has the following additional keywords: **CAVALRY**.
    - Loses the following keywords: **INFANTRY**.

## ABILITIES

**Battlesmith:** At the end of the Action phase, this unit can attempt to repair one friendly **SPACE WOLVES VEHICLE** unit in base contact with it. If it does, roll one D6; on a 4+ remove one damage marker from that **VEHICLE** unit. Only one attempt to repair each unit can be made each turn.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS Astartes, SPACE WOLVES

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, IRON PRIEST

# WOLF GUARD BATTLE LEADER



4



A Wolf Guard Battle Leader is a unit that contains 1 model. It is equipped with: Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Wolf Guard Battle Leader</b>	6"	2+	3+	1	1	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Close Combat Weapons	Melee	Melee	User	9+	9+	-
Thunderwolf Claws & Teeth	Melee	Melee	1	9+	10+	-

## WARGEAR OPTIONS

- This unit can have one of the following:
  - Jump Pack (**Power Rating +2**). If this unit has a Jump Pack, it:
    - Has a Move characteristic of 12".
    - Has the following additional abilities: **Deep Strike**.
    - Has the following additional keywords: **JUMP PACK, FLY**.
  - Terminator Armour (**Power Rating +2**). If this unit has Terminator Armour, it:
    - Has a Move characteristic of 5".
    - Has a Save characteristic of 4+.
    - Has the following additional abilities: **Deep Strike**.
    - Has the following additional keywords: **TERMINATOR**.
  - Bike (**Power Rating +1**). If this unit has a Bike, it:
    - Has a Move characteristic of 14".
    - Has the following additional keywords: **BIKER**.
    - Loses the following keywords: **INFANTRY**.
  - Thunderwolf (**Power Rating +1**). If this unit has a Thunderwolf, it:
    - Has a Move characteristic of 10".
    - Is also equipped with Thunderwolf Claws & Teeth.
    - Has the following additional keywords: **CAVALRY**.
    - Loses the following keywords: **INFANTRY**.

## ABILITIES

**Huskarl to the Jarl:** Re-roll wound rolls of 1 for attacks made by friendly **SPACE WOLVES** units whilst they are within 6" of this unit.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS Astartes, SPACE WOLVES

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, WOLF GUARD, BATTLE LEADER

# PRIMARIS BATTLE LEADER



4



A Primaris Battle Leader is a unit that contains 1 model. It is equipped with: Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Primaris Battle Leader	6"	2+	3+	1	1	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Close Combat Weapons	Melee	Melee	User	8+	8+	-

## WARGEAR OPTIONS

- This unit can have Phobos Armour (**Power Rating +2**). If this unit has Phobos Armour, it:
  - Has the following new abilities: **Infiltrators**, **Stealth**.
  - Has the following additional keywords: **PHOBOS**.

## ABILITIES

**Huskarl to the Jarl:** Re-roll wound rolls of 1 for attacks made by friendly **SPACE WOLVES** units whilst they are within 6" of this unit.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, PRIMARIS, BATTLE LEADER

# LAND RAIDER EXCELSIOR



15



A Land Raider Excelsior is a unit that contains 1 model. It is equipped with: 2 Twin Lascannons; Grav-cannon; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Land Raider Excelsior	10"	5+	3+	2	3	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Grav-cannon	Heavy	24"	1	8+	6+	-
Multi-melta	Heavy	24"	1	10+	4+	-
Twin Lascannon	Heavy	48"	2	10+	5+	-
Armoured Tracks	Melee		Melee	User	10+	10+

## WARGEAR OPTIONS

- This unit can also be equipped with 1 Multi-melta (**Power Rating +1**).

## ABILITIES

**Data Augurs:** Change this unit's Ballistic Skill characteristic to 2+ whilst it is within 6" of any friendly **SPACE WOLVES PRIMARIS** units.

**Jarl of Fenris:** Re-roll hit rolls of 1 for attacks made by friendly **SPACE WOLVES** units whilst they are within 6" of this unit.

## TRANSPORT

This unit can transport up to 10 friendly **SPACE WOLVES INFANTRY** models. Each **JUMP PACK** or **TERMINATOR** model takes the space of 2 other **INFANTRY** models, and each **WULFEN** model takes the space of 3 other **INFANTRY** models. It cannot transport **PRIMARIS** units.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS:** HEAVY, VEHICLE, TRANSPORT, CHARACTER, LAND RAIDER, LAND RAIDER EXCELSIOR

# RHINO PRIMARIS



8



A Rhino Primaris is a unit that contains 1 model. It is equipped with: Orbital Array; Twin Plasma Gun; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Rhino Primaris	12"	6+	3+	1	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Orbital Array	Heavy	72"	2	6+	6+	One Use Only, Barrage, Destroyer
Twin Plasma Gun	Small Arms	24"	User	8+	8+	Rapid Fire, Supercharge
Armoured Tracks	Melee	Melee	User	10+	10+	-

## ABILITIES

**Servo-skull Hub:** At the start of the Damage phase, you can remove one small blast marker from one friendly **SPACE WOLVES VEHICLE** unit within 6" of this unit.

## TRANSPORT

This unit can transport up to 6 friendly **SPACE WOLVES INFANTRY** models. It cannot transport **PRIMARIS, TERMINATOR, WULFEN** or **JUMP PACK** units.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS Astartes, SPACE WOLVES

**KEYWORDS:** HEAVY, VEHICLE, TRANSPORT, RHINO PRIMARIS

# BLOOD CLAWS

**3**

Blood Claws are a unit that contains 5 models. It can contain 10 models (**Power Rating 6**) or 15 models (**Power Rating 9**). It is equipped with: Bolt Pistols; Chainswords.

	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>A</b>	<b>W</b>	<b>Ld</b>	<b>Sv</b>
<b>Blood Claws (5 models)</b>	6"	3+	4+	1	1	5	6+
<b>Blood Claws (10 models)</b>	6"	3+	4+	2	2	5	6+
<b>Blood Claws (15 models)</b>	6"	3+	4+	3	3	5	6+

<b>WEAPON</b>	<b>TYPE</b>	<b>RANGE</b>	<b>A</b>	<b>SAP</b>	<b>SAT</b>	<b>ABILITIES</b>
Bolt Pistols	Small Arms	12"	User	7+	9+	-
Chainswords	Melee		x2	7+	9+	-

## WARGEAR OPTIONS

- This unit can have Jump Packs (**Power Rating +2**). If this unit has Jump Packs, it:
  - Has a Move characteristic of 12".
  - Has the following additional abilities: **Deep Strike**.
  - Has the following additional keywords: **JUMP PACK**, **FLY**.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS Astartes, SPACE WOLVES

**KEYWORDS:** LIGHT, INFANTRY, BLOOD CLAWS

# GREY HUNTERS



4



Grey Hunters are a unit that contains 5 models. It can contain 10 models (**Power Rating 9**). It is equipped with: Boltguns; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Grey Hunters (5 models)</b>	6"	3+	3+	1	1	6	6+
<b>Grey Hunters (10 models)</b>	6"	3+	3+	2	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES	
Boltguns	Small Arms	24"	User	7+	9+	Rapid Fire	
Close Combat Weapons	Melee	Melee	User	7+	9+	-	
Chainswords	Melee	Melee	x2	7+	9+	-	

## WARGEAR OPTIONS

- Instead of Close Combat Weapons, this unit can be equipped with Chainswords (**Power Rating +1**).

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS Astartes, SPACE WOLVES

**KEYWORDS:** LIGHT, INFANTRY, GREY HUNTERS

# INTERCESSORS



6



Intercessors are a unit that contains 5 models. It can contain 10 models (**Power Rating 12**). It is equipped with: Bolt Rifles; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Intercessors (5 models)</b>	6"	3+	3+	1	2	6	6+
<b>Intercessors (10 models)</b>	6"	3+	3+	2	4	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES	
Bolt Rifles	Small Arms	30"	User	5+	8+	Rapid Fire	
Close Combat Weapons	Melee	Melee	x2	7+	9+	-	

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS:** LIGHT, INFANTRY, PRIMARIS, INTERCESSORS

# INFILTRATORS

**8**

Infiltrators are a unit that contains 5 models. It can contain 10 models (**Power Rating 14**). It is equipped with: Marksman Bolt Carbines; Close Combat Weapons.

	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>A</b>	<b>W</b>	<b>Ld</b>	<b>Sv</b>
<b>Infiltrators (5 models)</b>	6"	3+	3+	1	2	6	6+
<b>Infiltrators (10 models)</b>	6"	3+	3+	2	4	6	6+

<b>WEAPON</b>	<b>TYPE</b>	<b>RANGE</b>	<b>A</b>	<b>SAP</b>	<b>SAT</b>	<b>ABILITIES</b>
Marksman Bolt Carbines	Small Arms	24"	User	6+	8+	Rapid Fire
Close Combat Weapons	Melee	Melee	User	7+	9+	-

## ABILITIES

### Infiltrators

**Omni-scramblers:** Enemy units cannot be set up within 12" of this unit during the Set Up Reinforcements step.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS Astartes, SPACE WOLVES

**KEYWORDS:** LIGHT, INFANTRY, PRIMARIS, PHOBOS, INFILTRATORS

# WOLF SCOUTS



4



Wolf Scouts are a unit that contains 5 models. It can contain 10 models (**Power Rating 7**). It is equipped with: Scout Weapons; Combat Knives.

	M	WS	BS	A	W	Ld	Sv
<b>Wolf Scouts (5 models)</b>	6"	3+	3+	1	1	6	8+
<b>Wolf Scouts (10 models)</b>	6"	3+	3+	2	2	6	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES	
Heavy Bolter	Heavy	36"	1	7+	9+	-	
Missile Launcher	Heavy	48"	1	7+	7+	-	
Scout Weapons	Small Arms	24"	User	7+	9+	-	
Sniper Rifles	Small Arms	36"	User	7+	9+	Sniper	
Combat Knives	Melee	Melee	User	6+	9+	-	
Close Combat Weapons	Melee	Melee	User	7+	9+	-	

## WARGEAR OPTIONS

- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Bolter; 1 Missile Launcher.
- Instead of Scout Weapons and Combat Knives, this unit can be equipped with Sniper Rifles and Close Combat Weapons (**Power Rating +1**). If it is, it has the following additional abilities: **Stealth**.

## ABILITIES

Infiltrators

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS:** LIGHT, INFANTRY, SCOUT, WOLF SCOUTS

# REIVERS

**6**

Reivers are a unit that contains 5 models. It can contain 10 models (**Power Rating 11**). It is equipped with: Heavy Bolt Pistols; Reiver Blades.

	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>A</b>	<b>W</b>	<b>Ld</b>	<b>Sv</b>
<b>Reivers (5 models)</b>	6"	3+	3+	1	2	6	6+
<b>Reivers (10 models)</b>	6"	3+	3+	2	4	6	6+

<b>WEAPON</b>	<b>TYPE</b>	<b>RANGE</b>	<b>A</b>	<b>SAP</b>	<b>SAT</b>	<b>ABILITIES</b>
Bolt Carbines	Small Arms	24"	x2	7+	9+	-
Heavy Bolt Pistols	Small Arms	12"	1	6+	9+	-
Reiver Blades	Melee	Melee	x3	7+	9+	-
Close Combat Weapons	Melee	Melee	x2	7+	9+	-

## WARGEAR OPTIONS

- Instead of Heavy Bolt Pistols and Reiver Blades, this unit can be equipped with Bolt Carbines and Close Combat Weapons.
- This unit can have Grav-chutes (**Power Rating +1**). If this unit has Grav-chutes, it has the following additional abilities: **Deep Strike**.
- This unit can have Grapnel Launchers (**Power Rating +1**). If this unit has Grapnel Launchers, it has the following additional abilities: **Infiltrators**.

## ABILITIES

Terror Troops

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS:** LIGHT, INFANTRY, PRIMARIS, PHOBOS, REIVERS

# AGGRESSORS

**8**

Aggressors are a unit that contains 3 models. It can contain 6 models (**Power Rating 16**). It is equipped with: Auto Boltstorm Gauntlets; Fragstorm Grenade Launchers; Aggressor Gauntlets.

	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>A</b>	<b>W</b>	<b>Ld</b>	<b>Sv</b>
<b>Aggressors (3 models)</b>	5"	3+	3+	1	2	6	5+
<b>Aggressors (6 models)</b>	5"	3+	3+	2	4	6	5+

<b>WEAPON</b>	<b>TYPE</b>	<b>RANGE</b>	<b>A</b>	<b>SAP</b>	<b>SAT</b>	<b>ABILITIES</b>	
Auto Boltstorm Gauntlets	Small Arms	18"	x3	7+	9+	-	
Flamestorm Gauntlets	Small Arms	8"	x3	7+	9+	Inferno	
Fragstorm Grenade Launchers	Small Arms	18"	x2	7+	9+	-	
Aggressor Gauntlets	Melee		x2	6+	7+	-	

## WARGEAR OPTIONS

- Instead of Auto Boltstorm Gauntlets and Fragstorm Grenade Launchers, this unit can be equipped with Flamestorm Gauntlets.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS:** LIGHT, INFANTRY, PRIMARIS, MK X GRAVIS, AGGRESSORS

# SERVITORS

**2**

Servitors are a unit that contains 4 models. It is equipped with: Servo-arms.

	M	WS	BS	A	W	Ld	Sv
<b>Servitors (4 models)</b>	5"	5+	5+	1	1	4	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Multi-melta	Heavy	24"	1	10+	4+	-
Plasma Cannon	Heavy	36"	1	7+	7+	Supercharge
Servo-arms	Melee		Melee	User	8+	8+

## WARGEAR OPTIONS

- This unit can also be equipped with up to two of the following in any combination (**Power Rating +1 per weapon**): 1 Heavy Bolter; 1 Multi-melta; 1 Plasma Cannon.

## ABILITIES

**Mindlock:** Change this unit's Weapon Skill and Ballistic Skill characteristics to 4+ whilst it is within 6" of at least one friendly **SPACE WOLVES IRON PRIEST**.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS Astartes, SPACE WOLVES

**KEYWORDS:** LIGHT, INFANTRY, SERVITORS

# LUKAS THE TRICKSTER

**6**

Lukas the Trickster is a unit that contains 1 model. It is equipped with: Claw of the Jackalwolf. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
<b>Lukas the Trickster</b>	6"	2+	3+	1	1	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Claw of the Jackalwolf	Melee	Melee	User	8+	9+	-

## ABILITIES

### Terror Troops

**Master of Mischief:** This unit cannot be a **WARLORD**.

**Last Laugh:** When this unit is destroyed, before removing it from the battlefield, choose one enemy unit in base contact with this unit and place one blast marker next to that unit. This might mean that damage needs to be resolved on the same unit more than once during the Damage phase.

**Pelt of the Doppegangrel:** Subtract 1 from hit rolls for attacks made with melee weapons by enemy units that target this unit.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, BLOOD CLAW, LUKAS THE TRICKSTER

# WULFEN DREADNOUGHT

**5**

A Wulfen Dreadnought is a unit that contains 1 model. It is equipped with: Storm Bolter; Fenrisian Great Axe; Great Wolf Claw.

	M	WS	BS	A	W	Ld	Sv
<b>Wulfen Dreadnought</b>	8"	3+	5+	2	2	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Fenrisian Great Axe	Melee	Melee	User	7+	5+	-
Great Wolf Claw	Melee	Melee	User	5+	7+	-

## WARGEAR OPTIONS

- Instead of 1 Storm Bolter, this unit can be equipped with 1 Heavy Flamer.
- Instead of 1 Fenrisian Great Axe or 1 Great Wolf Claw, this unit can be equipped with 1 Storm Bolter and have a Blizzard Shield. If this unit has a Blizzard Shield, it has a Save characteristic of 4+.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS Astartes, SPACE WOLVES

**KEYWORDS:** HEAVY, VEHICLE, DREADNOUGHT, WULFEN DREADNOUGHT

# GREAT COMPANY ANCIENT

**4**

A Great Company Ancient is a unit that contains 1 model. It is equipped with: Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Great Company Ancient</b>	6"	3+	3+	1	1	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Close Combat Weapons	Melee	Melee	User	9+	9+	-

## WARGEAR OPTIONS

- This unit can have a Bike (**Power Rating +1**). If this unit has a Bike, it:
  - Has a Move characteristic of 14".
  - Has the following additional keywords: **BIKER**.
  - Loses the following keywords: **INFANTRY**.

## ABILITIES

**Great Company Banner:** Morale tests taken for friendly **SPACE WOLVES** units are automatically passed whilst they are within 6" of this unit.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS Astartes, SPACE WOLVES

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, ANCIENT, GREAT COMPANY ANCIENT

# PRIMARIS ANCIENT

**4**

A Primaris Ancient is a unit that contains 1 model. It is equipped with: Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Primaris Ancient	6"	3+	3+	1	1	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Close Combat Weapons	Melee	Melee	User	8+	9+	-

## ABILITIES

**Great Company Banner:** Morale tests taken for friendly **SPACE WOLVES** units are automatically passed whilst they are within 6" of this unit.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, PRIMARIS, ANCIENT

# GREAT COMPANY CHAMPION

**5**

A Great Company Champion is a unit that contains 1 model. It is equipped with: Master-crafted Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Great Company Champion</b>	6"	2+	3+	1	1	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Master-crafted Weapons	Melee	Melee	User	8+	9+	-

## WARGEAR OPTIONS

- This unit can have a Bike (**Power Rating +1**). If this unit has a Bike, it:
  - Has a Move characteristic of 14".
  - Has the following additional keywords: **BIKER**.
  - Loses the following keywords: **INFANTRY**.

## ABILITIES

**Honour or Death:** You can re-roll wound rolls for attacks made with melee weapons by this unit that target **CHARACTER** units.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, GREAT COMPANY CHAMPION

# WOLF GUARD



5



Wolf Guard are a unit that contains 5 models. It is equipped with: Special Weapons; Wolf Guard Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Wolf Guard (5 models)</b>	6"	3+	3+	1	1	6	6+
<b>Wolf Guard (10 models)</b>	6"	3+	3+	2	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Special Weapons	Small Arms	24"	User	6+	8+	-
Twin Boltguns	Small Arms	24"	x2	7+	9+	Rapid Fire
Wolf Guard Weapons	Melee		Melee	x3	7+	9+ -

## WARGEAR OPTIONS

- This unit can have one of the following:
  - Jump Packs (**Power Rating +2**). If this unit has Jump Packs, it:
    - Has a Move characteristic of 12".
    - Has the following additional abilities: **Deep Strike**.
    - Has the following additional keywords: **JUMP PACK, FLY**.
  - Bikes (**Power Rating +2**). If this unit has Bikes, it:
    - Has a Move characteristic of 14".
    - Is equipped with Twin Boltguns instead of Special Weapons.
    - Has the following additional keywords: **BIKER**.
    - Loses the following keywords: **INFANTRY**.

## ABILITIES

**Great Company Veterans:** You can re-roll wound rolls of 1 for attacks made with melee weapons by this unit.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS:** LIGHT, INFANTRY, WOLF GUARD

# WOLF GUARD TERMINATORS

**11**

Wolf Guard Terminators are a unit that contains 5 models. It can contain 10 models (**Power Rating 21**). It is equipped with: Storm Bolters; Terminator Power Weapons.

	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>A</b>	<b>W</b>	<b>Ld</b>	<b>Sv</b>
<b>Wolf Guard Terminators (5 models)</b>	5"	3+	3+	1	2	6	4+
<b>Wolf Guard Terminators (10 models)</b>	5"	3+	3+	2	4	6	4+

<b>WEAPON</b>	<b>TYPE</b>	<b>RANGE</b>	<b>A</b>	<b>SAP</b>	<b>SAT</b>	<b>ABILITIES</b>
Assault Cannon	Heavy	24"	2	6+	8+	-
Cyclone Missile Launcher	Heavy	36"	2	7+	7+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Reaper Autocannon	Heavy	36"	2	8+	8+	-
Storm Bolters	Small Arms	24"	x2	7+	9+	Rapid Fire
Terminator Power Weapons	Melee		Melee	x2	6+	7+

## WARGEAR OPTIONS

- For every 5 models this unit contains, it can also be equipped with one of the following (**Power Rating +1 per weapon**): 1 Assault Cannon; 1 Cyclone Missile Launcher; 1 Heavy Flamer; 1 Reaper Autocannon.

## ABILITIES

Deep Strike

**Great Company Veterans:** You can re-roll wound rolls of 1 for attacks made with melee weapons by this unit.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS:** LIGHT, INFANTRY, TERMINATOR, WOLF GUARD

# DREADNOUGHT



A Dreadnought is a unit that contains 1 model. It is equipped with: Assault Cannon; Storm Bolter; Dreadnought Combat Weapon.

	M	WS	BS	A	W	Ld	Sv
<b>Dreadnought</b>	6"	3+	3+	2	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Assault Cannon	Heavy	24"	2	6+	8+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Plasma Cannon	Heavy	36"	1	7+	7+	Supercharge
Helfrost cannon	Heavy	24"	1	7+	7+	-
Missile Launcher	Heavy	48"	1	7+	7+	-
Multi-melta	Heavy	24"	1	10+	4+	-
Twin Autocannon	Heavy	48"	2	8+	8+	-
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Heavy Flamer	Heavy	8"	2	6+	9+	Inferno
Twin Lascannon	Heavy	48"	2	10+	5+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Feet	Melee	Melee	User	9+	10+	-
Dreadnought Combat Weapon	Melee	Melee	User	6+	6+	-
Great Wolf Claw	Melee	Melee	User	5+	7+	-

## WARGEAR OPTIONS

- Instead of 1 Assault Cannon, this unit can be equipped with one of the following: 1 Heavy Plasma Cannon; 1 Helfrost Cannon; 1 Multi-melta; 1 Twin Autocannon; 1 Twin Heavy Bolter; 1 Twin Heavy Flamer; 1 Twin Lascannon.
- Instead of 1 Dreadnought Combat Weapon and 1 Storm Bolter, this unit can be equipped with 1 Armoured Feet and one of the following: 1 Missile Launcher; 1 Twin Autocannon.
- Instead of 1 Storm Bolter, this unit can be equipped with 1 Heavy Flamer.
- Instead of 1 Dreadnought Combat Weapon, this unit can be equipped with 1 Great Wolf Claw.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS Astartes, SPACE WOLVES

**KEYWORDS:** HEAVY, VEHICLE, DREADNOUGHT

# VENERABLE DREADNOUGHT



# 8



A Venerable Dreadnought is a unit that contains 1 model. It is equipped with: Assault Cannon; Storm Bolter; Dreadnought Combat Weapon.

	M	WS	BS	A	W	Ld	Sv
<b>Venerable Dreadnought</b>	6"	2+	2+	2	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Assault Cannon	Heavy	24"	2	6+	8+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Plasma Cannon	Heavy	36"	1	7+	7+	Supercharge
Helfrost cannon	Heavy	24"	1	7+	7+	-
Missile Launcher	Heavy	48"	1	7+	7+	-
Multi-melta	Heavy	24"	1	10+	4+	-
Twin Autocannon	Heavy	48"	2	8+	8+	-
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Heavy Flamer	Heavy	8"	2	6+	9+	Inferno
Twin Lascannon	Heavy	48"	2	10+	5+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Feet	Melee	Melee	User	9+	10+	-
Dreadnought Combat Weapon	Melee	Melee	User	6+	6+	-
Great Wolf Claw	Melee	Melee	User	5+	7+	-

## WARGEAR OPTIONS

- Instead of 1 Assault Cannon, this unit can be equipped with one of the following: 1 Heavy Plasma Cannon; 1 Helfrost Cannon; 1 Multi-melta; 1 Twin Autocannon; 1 Twin Heavy Bolter; 1 Twin Heavy Flamer; 1 Twin Lascannon.
- Instead of 1 Dreadnought Combat Weapon and 1 Storm Bolter, this unit can be equipped with 1 Armoured Feet and one of the following: 1 Missile Launcher; 1 Twin Autocannon.
- Instead of 1 Storm Bolter, this unit can be equipped with 1 Heavy Flamer.
- Instead of 1 Dreadnought Combat Weapon, this unit can be equipped with 1 Great Wolf Claw.

## ABILITIES

Ignore Damage (6+)

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS Astartes, SPACE WOLVES

**KEYWORDS:** HEAVY, VEHICLE, DREADNOUGHT, VENERABLE DREADNOUGHT

# CONTEMPTOR DREADNOUGHT



A Contemptor Dreadnought is a unit that contains 1 model. It is equipped with: Kheres-pattern Assault Cannon; Combi-bolter; Dreadnought Combat Weapon.

Contemptor Dreadnought	M	WS	BS	A	W	Ld	Sv
	9"	2+	2+	2	2	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Kheres-pattern Assault Cannon	Heavy	24"	2	5+	7+	-
Multi-melta	Heavy	24"	1	10+	4+	-
Combi-Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Dreadnought Combat Weapon	Melee	Melee	User	6+	6+	-

## WARGEAR OPTIONS

- Instead of 1 Kheres-pattern Assault Cannon, this unit can be equipped with 1 Multi-melta.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS:** HEAVY, VEHICLE, DREADNOUGHT, CONTEMPTOR DREADNOUGHT

# REDEMPTOR DREADNOUGHT



A Redeptor Dreadnought is a unit that contains 1 model. It is equipped with: Heavy Flamer; Heavy Onslaught Gatling Cannon; Defensive Weapons System; Redeptor Fist.

	M	WS	BS	A	W	Ld	Sv
<b>Redeptor Dreadnought</b>	8"	3+	3+	2	3	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Onslaught Gatling Cannon	Heavy	30"	4	7+	9+	-
Icarus Rocket Pod	Heavy	24"	1	9+	8+	Anti-air
Macro Plasma Incinerator	Heavy	36"	2	5+	6+	Supercharge
Onslaught Gatling Cannon	Heavy	24"	2	7+	9+	-
Defensive Weapons System	Small Arms	24"	2	7+	9+	-
Redeptor Fist	Melee		User	5+	5+	-

## WARGEAR OPTIONS

- Instead of 1 Heavy Flamer, this unit can be equipped with 1 Onslaught Gatling Cannon (**Power Rating +1**).
- Instead of 1 Heavy Onslaught Gatling Cannon, this unit can be equipped with 1 Macro Plasma Incinerator.
- This unit can also be equipped with 1 Icarus Rocket Pod (**Power Rating +1**).

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS Astartes, SPACE WOLVES

**KEYWORDS:** HEAVY, VEHICLE, DREADNOUGHT, REDEMPTOR DREADNOUGHT

# WULFEN



7



Wulfen are a unit that contain 5 models. It can contain 10 models (Power Rating 12). It is equipped with: Wulfen Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Wulfen (5 models)</b>	8"	3+	5+	1	2	5	7+
<b>Wulfen (10 models)</b>	8"	3+	5+	2	4	5	7+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES	
Wulfen Weapons	Melee	Melee	x3	5+	7+	-	

## ABILITIES

**Ignore Damage (6+)**

**Death Frenzy:** Add 1 to this unit's Attacks characteristic if it has any damage markers next to it.

**Curse of the Wulfen:** Add 1 to wound rolls for attacks made by friendly **LIGHT SPACE WOLVES** units whilst they are within 6" of this unit.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS:** LIGHT, INFANTRY, WULFEN

# MURDERFANG

**6**

Murderfang is a unit that contains 1 model. It is equipped with: The Murderclaws. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
<b>Murderfang</b>	9"	2+	3+	2	2	6	6+
WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES	
The Murderclaws	Melee	Melee	x3	5+	10+	-	

## ABILITIES

**Force of Untamed Destruction:** This unit cannot be a **WARLORD**.

**Murderlust:** At the start of the Action phase, if this unit is within 1" of any enemy units that have any blast markers next to them, add 1 to this unit's Attacks characteristic until the end of that phase.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS:** HEAVY, VEHICLE, CHARACTER, DREADNOUGHT, MURDERFANG

# SWIFTCLAWS



6



Swiftclaws are a unit that contains 3 models. It can contain 6 models (**Power Rating 12**), 9 models (**Power Rating 18**), 12 models (**Power Rating 24**) or 15 models (**Power Rating 30**). It can also contain 1 Swiftclaw Attack Bike model (**Power Rating +1**). It is equipped with: Twin Boltguns; Chainswords.

	M	WS	BS	A	W	Ld	Sv
<b>Swiftclaws (3/4 models)</b>	14"	3+	4+	1	1	5	5+
<b>Swiftclaws (6/7 models)</b>	14"	3+	4+	2	2	5	5+
<b>Swiftclaws (9/10 models)</b>	14"	3+	4+	3	3	5	5+
<b>Swiftclaws (12/13 models)</b>	14"	3+	4+	4	4	5	5+
<b>Swiftclaws (15/16 models)</b>	14"	3+	4+	5	5	5	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Multi-melta	Heavy	24"	1	10+	4+	-
Twin Boltguns	Small Arms	24"	x2	7+	9+	Rapid Fire
Chainswords	Melee		x2	7+	9+	-

## WARGEAR OPTIONS

- If this unit has an Attack Bike, it:
  - Adds 1 to its Wounds characteristic.
  - Is also equipped with one of the following: 1 Heavy Bolter; 1 Multi-melta.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS:** LIGHT, BIKER, BLOOD CLAWS, SWIFTCLAWS

# SWIFTCLAW ATTACK BIKES

**3**

Swiftclaw Attack Bikes are a unit that contains 1 model. It can contain 2 models (**Power Rating 6**) or 3 models (**Power Rating 9**). It is equipped with: Close Combat Weapons.

	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>A</b>	<b>W</b>	<b>Ld</b>	<b>Sv</b>
<b>Swiftclaw Attack Bikes (1 model)</b>	14"	3+	4+	1	1	5	5+
<b>Swiftclaw Attack Bikes (2 models)</b>	14"	3+	4+	2	2	5	5+
<b>Swiftclaw Attack Bikes (3 models)</b>	14"	3+	4+	3	3	5	5+

<b>WEAPON</b>	<b>TYPE</b>	<b>RANGE</b>	<b>A</b>	<b>SAP</b>	<b>SAT</b>	<b>ABILITIES</b>
Heavy Bolter	Heavy	36"	1	7+	9+	-
Multi-melta	Heavy	24"	1	10+	4+	-
Close Combat Weapons	Melee	Melee	User	9+	10+	-

## WARGEAR OPTIONS

- For each model this unit contains, it must also be equipped with one of the following: 1 Heavy Bolter; 1 Multi-melta.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS Astartes, SPACE WOLVES

**KEYWORDS:** LIGHT, BIKER, BLOOD CLAWS, SWIFTCLAW ATTACK BIKES

# LAND SPEEDERS



4



Land Speeders are a unit that contains 1 model. It can contain 2 models (**Power Rating 8**) or 3 models (**Power Rating 12**). It is equipped with: Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Land Speeders (1 model)</b>	16"	3+	3+	1	1	5	6+
<b>Land Speeders (2 models)</b>	16"	3+	3+	2	2	5	6+
<b>Land Speeders (3 models)</b>	20"	3+	3+	3	3	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Assault Cannon	Heavy	24"	2	6+	8+	-
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Multi-melta	Heavy	24"	1	10+	4+	-
Typhoon Missile Launcher	Heavy	48"	2	7+	7+	-
Close Combat Weapons	Melee	Melee	User	9+	10+	-

## WARGEAR OPTIONS

- For each model this unit contains, it must also be equipped with one of the following: 1 Heavy Bolter; 1 Multi-melta.
- For each model this unit contains, it can also be equipped with one of the following: 1 Assault Cannon; 1 Heavy Flamer; 1 Typhoon Missile Launcher.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS:** HEAVY, VEHICLE, FLY, LAND SPEEDERS

# INCEPTORS



Inceptors are a unit that contains 3 models. It can contain 6 models (Power Rating 22). It is equipped with: Assault Bolters; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Inceptors (3 models)</b>	10"	3+	3+	1	2	6	5+
<b>Inceptors (6 models)</b>	10"	3+	3+	2	4	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES	
Assault Bolters	Small Arms	18"	x3	7+	9+	-	
Plasma Exterminators	Small Arms	18"	x2	5+	6+	Supercharge	
Close Combat Weapons	Melee	Melee	x2	7+	9+	-	

## WARGEAR OPTIONS

- Instead of Assault Bolters, this unit can be equipped with Plasma Exterminators.

## ABILITIES

Deep Strike

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS:** LIGHT, INFANTRY, FLY, JUMP PACK, PRIMARIS, MK X GRAVIS, INCEPTORS

# THUNDERWOLF CAVALRY



Thunderwolf Cavalry are a unit that contains 3 models. It can contain 6 models (**Power Rating 18**). It is equipped with: Bolt Pistols; Thunderwolves' Claws & Teeth; Wolf Guard Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Thunderwolf Cavalry (3 models)</b>	<b>10"</b>	<b>3+</b>	<b>3+</b>	<b>2</b>	<b>2</b>	<b>6</b>	<b>6+</b>
<b>Thunderwolf Cavalry (6 models)</b>	<b>10"</b>	<b>3+</b>	<b>3+</b>	<b>4</b>	<b>4</b>	<b>6</b>	<b>6+</b>

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES	
Bolt Pistols	Small Arms	12"	User	7+	9+	-	
Thunderwolves' Claws & Teeth	Melee	Melee	2	9+	10+	-	
Wolf Guard Weapons	Melee	Melee	x3	7+	9+	-	

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS:** LIGHT, CAVALRY, WOLF GUARD, THUNDERWOLF CAVALRY

# FENRISIAN WOLVES

**1**

Fenrisian Wolves are a unit that contains 5 models. It can contain 10 models (**Power Rating 2**) or 15 models (**Power Rating 3**). It is equipped with: Claws & Teeth.

	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>A</b>	<b>W</b>	<b>Ld</b>	<b>Sv</b>
<b>Fenrisian Wolves (5 models)</b>	<b>10"</b>	<b>3+</b>	<b>-</b>	<b>1</b>	<b>1</b>	<b>4</b>	<b>10+</b>
<b>Fenrisian Wolves (10 models)</b>	<b>10"</b>	<b>3+</b>	<b>-</b>	<b>2</b>	<b>2</b>	<b>4</b>	<b>10+</b>
<b>Fenrisian Wolves (15 models)</b>	<b>10"</b>	<b>3+</b>	<b>-</b>	<b>3</b>	<b>3</b>	<b>5</b>	<b>10+</b>

<b>WEAPON</b>	<b>TYPE</b>	<b>RANGE</b>	<b>A</b>	<b>SAP</b>	<b>SAT</b>	<b>ABILITIES</b>
Claws & Teeth	Melee	Melee	User	7+	9+	-

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS Astartes, SPACE WOLVES

**KEYWORDS:** LIGHT, BEAST, FENRISIAN WOLVES

# WOLF SCOUT BIKERS



7



Wolf Scout Bikers are a unit that contains 3 models. It can contain 6 models (Power Rating 14) or 9 models (Power Rating 21). It is equipped with: Twin Boltguns; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Wolf Scout Bikers (3 models)</b>	16"	3+	3+	1	1	6	7+
<b>Wolf Scout Bikers (6 models)</b>	16"	3+	3+	2	2	6	7+
<b>Wolf Scout Bikers (9 models)</b>	16"	3+	3+	3	3	6	7+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Twin Boltguns	Small Arms	24"	x2	7+	9+	Rapid Fire
Close Combat Weapons	Melee	Melee	User	7+	9+	-

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS:** LIGHT, BIKER, WOLF SCOUT BIKERS

# CYBERWOLVES



Cyberwolves are a unit that contains 1 model. It can contain 2 models (**Power Rating 4**), 3 models (**Power Rating 6**), 4 models (**Power Rating 8**) or 5 models (**Power Rating 10**). It is equipped with: Cyberwolf Claws & Teeth.

	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>A</b>	<b>W</b>	<b>Ld</b>	<b>Sv</b>
<b>Cyberwolves (1 model)</b>	<b>11"</b>	<b>3+</b>	<b>-</b>	<b>1</b>	<b>1</b>	<b>4</b>	<b>7+</b>
<b>Cyberwolves (2 models)</b>	<b>11"</b>	<b>3+</b>	<b>-</b>	<b>2</b>	<b>2</b>	<b>4</b>	<b>7+</b>
<b>Cyberwolves (3 models)</b>	<b>11"</b>	<b>3+</b>	<b>-</b>	<b>3</b>	<b>3</b>	<b>4</b>	<b>7+</b>
<b>Cyberwolves (4 models)</b>	<b>11"</b>	<b>3+</b>	<b>-</b>	<b>4</b>	<b>4</b>	<b>4</b>	<b>7+</b>
<b>Cyberwolves (5 models)</b>	<b>11"</b>	<b>3+</b>	<b>-</b>	<b>5</b>	<b>5</b>	<b>4</b>	<b>7+</b>

<b>WEAPON</b>	<b>TYPE</b>	<b>RANGE</b>	<b>A</b>	<b>SAP</b>	<b>SAT</b>	<b>ABILITIES</b>
Cyberwolf Claws & Teeth	Melee	Melee	User	6+	8+	-

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS Astartes, SPACE WOLVES

**KEYWORDS:** LIGHT, BEAST, CYBERWOLVES

# SUPPRESSORS

**8**

Suppressors are a unit that contains 3 models. It is equipped with: Accelerator Autocannons; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Suppressors</b>	12"	3+	3+	1	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Accelerator Autocannons	Heavy	48"	3	8+	8+	-
Close Combat Weapons	Melee	Melee	User	7+	9+	-

## ABILITIES

Deep Strike

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS:** LIGHT, INFANTRY, FLY, JUMP PACK, PRIMARIS, SUPPRESSORS

# LONG FANGS

**3**

Long Fangs are a unit that contains 5 models. It can contain 6 models (**Power Rating 4**). It is equipped with: Close Combat Weapons.

	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>A</b>	<b>W</b>	<b>Ld</b>	<b>Sv</b>
<b>Long Fangs (5 models)</b>	6"	3+	3+	1	1	6	6+
<b>Long Fangs (6 models)</b>	6"	3+	3+	1	1	6	6+

<b>WEAPON</b>	<b>TYPE</b>	<b>RANGE</b>	<b>A</b>	<b>SAP</b>	<b>SAT</b>	<b>ABILITIES</b>
Grav-cannon	Heavy	24"	1	8+	6+	-
Heavy Bolter	Heavy	36"	1	7+	9+	-
Lascannon	Heavy	48"	1	10+	5+	-
Missile Launcher	Heavy	48"	1	7+	7+	-
Multi-melta	Heavy	24"	1	10+	4+	-
Plasma Cannon	Heavy	36"	1	7+	7+	Supercharge
Boltguns	Small Arms	24"	User	7+	9+	Rapid Fire
Close Combat Weapons	Melee	Melee	User	7+	9+	-

## WARGEAR OPTIONS

- This unit can also be equipped with up to four of the following in any combination (**Power Rating +1 per weapon**): 1 Grav-cannon; 1 Heavy Bolter; 1 Lascannon; 1 Missile Launcher; 1 Multi-melta; 1 Plasma Cannon.
- If this unit contains 6 models, it can also be equipped with one of the following (**Power Rating +1**): 1 Grav-cannon; 1 Heavy Bolter; 1 Lascannon; 1 Missile Launcher; 1 Multi-melta; 1 Plasma Cannon.
- If this unit is not equipped with any Heavy weapons, it is also equipped with Boltguns.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS Astartes, SPACE WOLVES

**KEYWORDS:** LIGHT, INFANTRY, LONG FANGS

# HELLBLASTERS



7



Hellblasters are a unit that contains 5 models. It can contain 10 models (Power Rating 14). It is equipped with: Plasma Incinerators; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Hellblasters (5 models)</b>	6"	3+	3+	1	2	6	6+
<b>Hellblasters (10 models)</b>	6"	3+	3+	2	4	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES	
Plasma Incinerators	Heavy	30"	User	5+	6+	Rapid Fire, Supercharge	
Close Combat Weapons	Melee	Melee	x2	7+	9+	-	

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS:** LIGHT, INFANTRY, PRIMARIS, HELLBLASTERS

# ELIMINATORS



8



Eliminators are a unit that contains 3 models. It is equipped with: Bolt Sniper Rifles; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Eliminators	6"	3+	3+	1	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Bolt Sniper Rifles	Small Arms	36"	User	6+	9+	Sniper
Las-fusils	Small Arms	36"	User	9+	6+	-
Close Combat Weapons	Melee	Melee	User	7+	9+	-

## WARGEAR OPTIONS

- Instead of Bolt Sniper Rifles, this unit can be equipped with Las-fusils.

## ABILITIES

Infiltrators, Stealth

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS:** LIGHT, INFANTRY, PRIMARIS, PHOBOS, ELIMINATORS

# HUNTER



9



A Hunter is a unit that contains 1 model. It is equipped with: Skyspear Missile Launcher; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
<b>Hunter</b>	10"	6+	3+	1	2	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Skyspear Missile Launcher	Heavy	60"	1	8+	4+	Anti-air, Destroyer
Armoured Tracks	Melee	Melee	User	10+	10+	-

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS:** HEAVY, VEHICLE, HUNTER

# STALKER

**8**

A Stalker is a unit that contains 1 model. It is equipped with: 2 Icarus Stormcannons; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
<b>Stalker</b>	<b>10"</b>	<b>6+</b>	<b>3+</b>	<b>1</b>	<b>2</b>	<b>6</b>	<b>5+</b>

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Icarus Stormcannon	Heavy	48"	1	8+	8+	Anti-air
Armoured Tracks	Melee	Melee	User	10+	10+	-

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS:** HEAVY, VEHICLE, STALKER

# WHIRLWIND

**6**

A Whirlwind is a unit that contains 1 model. It is equipped with: Whirlwind Rocket Launcher; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
<b>Whirlwind</b>	12"	6+	3+	1	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Whirlwind Rocket Launcher	Heavy	72"	2	6+	8+	Barrage
Armoured Tracks	Melee	Melee	User	10+	10+	-

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS Astartes, SPACE WOLVES

**KEYWORDS:** HEAVY, VEHICLE, WHIRLWIND

# PREDATOR



7



A Predator is a unit that contains 1 model. It is equipped with: Predator Autocannon; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
<b>Predator</b>	12"	6+	3+	1	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Lascannon	Heavy	48"	1	10+	5+	-
Predator Autocannon	Heavy	48"	2	7+	7+	-
Twin Lascannon	Heavy	48"	2	10+	5+	-
Armoured Tracks	Melee		Melee	User	10+	10+

## WARGEAR OPTIONS

- Instead of 1 Predator Autocannon, this unit can be equipped with 1 Twin Lascannon.
- This unit can also be equipped with one of the following (**Power Rating +2**): 2 Heavy Bolters; 2 Lascannons.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS:** HEAVY, VEHICLE, PREDATOR

# VINDICATOR

**9**

A Vindicator is a unit that contains 1 model. It is equipped with: Demolisher Cannon; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
<b>Vindicator</b>	10"	6+	3+	1	2	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Demolisher Cannon	Heavy	24"	2	6+	6+	Destroyer
Armoured Tracks	Melee	Melee	User	10+	10+	-

## WARGEAR OPTIONS

- This unit can have a Siege Shield (**Power Rating +1**). If this unit has a Siege Shield, it has a Save characteristic of 4+.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS:** HEAVY, VEHICLE, VINDICATOR

# LAND RAIDER



13



A Land Raider is a unit that contains 1 model. It is equipped with: Twin Heavy Bolter; 2 Twin Lascannons; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Land Raider	10"	5+	3+	2	3	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Multi-melta	Heavy	24"	1	10+	4+	-
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Lascannon	Heavy	48"	2	10+	5+	-
Armoured Tracks	Melee		Melee	User	10+	10+

## WARGEAR OPTIONS

- This unit can also be equipped with 1 Multi-melta (**Power Rating +1**).

## TRANSPORT

This unit can transport up to 10 friendly **SPACE WOLVES INFANTRY** models. Each **JUMP PACK** or **TERMINATOR** model takes the space of 2 other **INFANTRY** models, and each **WULFEN** model takes the space of 3 other **INFANTRY** models. It cannot transport **PRIMARIS** units.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS:** HEAVY, VEHICLE, TRANSPORT, LAND RAIDER

# LAND RAIDER CRUSADER



19



A Land Raider Crusader is a unit that contains 1 model. It is equipped with: 2 Hurricane Bolters; Twin Assault Cannon; Frag Assault Launchers.

Land Raider Crusader	M	WS	BS	A	W	Ld	Sv
	10"	5+	3+	2	3	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Hurricane Bolter	Heavy	24"	2	7+	9+	Rapid Fire
Multi-melta	Heavy	24"	1	10+	4+	-
Twin Assault Cannon	Heavy	24"	4	6+	8+	-
Frag Assault Launchers	Melee	Melee	User	7+	8+	-

## WARGEAR OPTIONS

- This unit can also be equipped with 1 Multi-melta (**Power Rating +1**).

## TRANSPORT

This unit can transport up to 16 friendly **SPACE WOLVES INFANTRY** models. Each **JUMP PACK** or **TERMINATOR** model takes the space of 2 other **INFANTRY** models and each **WULFEN** model takes the space of 3 other **INFANTRY** models. It cannot transport **PRIMARIS** units.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS Astartes, SPACE WOLVES

**KEYWORDS:** HEAVY, VEHICLE, TRANSPORT, LAND RAIDER, LAND RAIDER CRUSADER

# LAND RAIDER REDEEMER



19



A Land Raider Redeemer is a unit that contains 1 model. It is equipped with: 2 Flamestorm Cannons; Twin Assault Cannon; Frag Assault Launchers.

Land Raider Redeemer	M	WS	BS	A	W	Ld	Sv
	10"	5+	3+	2	3	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Flamestorm Cannon	Heavy	8"	2	5+	8+	Inferno
Multi-melta	Heavy	24"	1	10+	4+	-
Twin Assault Cannon	Heavy	24"	4	6+	8+	-
Frag Assault Launchers	Melee	Melee	User	7+	8+	-

## WARGEAR OPTIONS

- This unit can also be equipped with 1 Multi-melta (**Power Rating +1**).

## TRANSPORT

This unit can transport up to 12 friendly **SPACE WOLVES INFANTRY** models. Each **JUMP PACK** or **TERMINATOR** model takes the space of 2 other **INFANTRY** models and each **WULFEN** model takes the space of 3 other **INFANTRY** models. It cannot transport **PRIMARIS** units.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS Astartes, SPACE WOLVES

**KEYWORDS:** HEAVY, VEHICLE, TRANSPORT, LAND RAIDER, LAND RAIDER REDEEMER

# REPULSOR EXECUTIONER



24



A Repulsor Executioner is a unit that contains 1 model. It is equipped with: Heavy Onslaught Gatling Cannon; Icarus Weapons; Macro Plasma Incinerator; Twin Heavy Bolter; Repulsor Defensive Weapons System; Repulsor Field.

	M	WS	BS	A	W	Ld	Sv
<b>Repulsor Executioner</b>	10"	5+	3+	3	3	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Laser Destroyer	Heavy	72"	2	9+	4+	-
Heavy Onslaught Gatling Cannon	Heavy	30"	4	7+	9+	-
Icarus Weapons	Heavy	30"	1	8+	10+	Anti-air
Ironhail Heavy Stubber	Heavy	36"	1	8+	10+	-
Macro Plasma Incinerator	Heavy	36"	2	5+	6+	Supercharge
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Repulsor Defensive Weapons System	Small Arms	24"	2	7+	9+	-
Repulsor Field	Melee	Melee	User	9+	10+	-

## WARGEAR OPTIONS

- Instead of 1 Macro Plasma Incinerator, this unit can be equipped with 1 Heavy Laser Destroyer.
- This unit can also be equipped with 1 Ironhail Heavy Stubber (**Power Rating +1**).

## ABILITIES

**Hover:** Distances are measured to and from this unit's hull, even though it has a base.

**Aquilon Optics:** When this unit makes a Shoot action, if it has remained stationary or moved a distance less than half its Move characteristic this turn, double the Attacks characteristic of its Heavy Laser Destroyer and Macro Plasma Incinerator for that action.

## TRANSPORT

This unit can transport up to 6 friendly **SPACE WOLVES PRIMARIS INFANTRY** models. Each **MK X GRAVIS** model takes up the space of 2 other models. It cannot transport **JUMP PACK** units.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS Astartes, SPACE WOLVES

**KEYWORDS:** HEAVY, VEHICLE, FLY, TRANSPORT, REPULSOR EXECUTIONER

# RHINO

**5**

A Rhino is a unit that contains 1 model. It is equipped with: Storm Bolter; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Rhino	12"	6+	3+	1	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Tracks	Melee	Melee	User	10+	10+	-

## TRANSPORT

This unit can transport up to 10 friendly **SPACE WOLVES INFANTRY** models. It cannot transport **PRIMARIS**, **TERMINATOR**, **WULFEN** or **JUMP PACK** units.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS Astartes, SPACE WOLVES

**KEYWORDS:** HEAVY, VEHICLE, TRANSPORT, RHINO

# RAZORBACK

**6**

A Razorback is a unit that contains 1 model. It is equipped with: Twin Heavy Bolter; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
<b>Razorback</b>	12"	6+	3+	1	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Twin Assault Cannon	Heavy	24"	4	6+	8+	-
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Lascannon	Heavy	48"	2	10+	5+	-
Armoured Tracks	Melee		User	10+	10+	-

## WARGEAR OPTIONS

- Instead of 1 Twin Heavy Bolter, this unit can be equipped with one of the following: 1 Twin Assault Cannon (**Power Rating +1**); 1 Twin Lascannon.

## TRANSPORT

This unit can transport up to 6 friendly **SPACE WOLVES INFANTRY** models. It cannot transport **PRIMARIS**, **TERMINATOR**, **WULFEN** or **JUMP PACK** units.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS Astartes, SPACE WOLVES

**KEYWORDS:** HEAVY, VEHICLE, TRANSPORT, RAZORBACK

# DROP POD



5



A Drop Pod is a unit that contains 1 model. It is equipped with: Storm Bolter.

	M	WS	BS	A	W	Ld	Sv
<b>Drop Pod</b>	-	-	3+	-	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Deathwind Launcher	Heavy	12"	2	7+	9+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire

## WARGEAR OPTIONS

- Instead of 1 Storm Bolter, this unit can be equipped with 1 Deathwind Launcher.

## ABILITIES

### Deep Strike

**Drop Pod Assault:** After this unit is set up on the battlefield, units embarked aboard it must immediately disembark, and units cannot embark aboard it for the rest of the battle. Units disembarking from this unit cannot be set up within 9" of any enemy units. If a unit embarked aboard this unit cannot disembark, it is destroyed.

**Immobile:** This unit is never Out of Command: an Out of Command marker is never placed next to it.

## TRANSPORT

This unit can transport up to 10 friendly **SPACE WOLVES INFANTRY** models. It cannot transport **PRIMARIS**, **TERMINATOR**, **WULFEN** or **JUMP PACK** units.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS Astartes, SPACE WOLVES

**KEYWORDS:** HEAVY, VEHICLE, TRANSPORT, DROP POD

# LAND SPEEDER STORM



6



A Land Speeder Storm is a unit that contains 1 model. It is equipped with: Cerberus Launcher; Heavy Bolter; Close Combat Weapons.

Land Speeder Storm	M	WS	BS	A	W	Ld	Sv
	18"	3+	3+	1	1	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Cerberus Launcher	Heavy	18"	1	7+	9+	-
Heavy Bolter	Heavy	36"	1	7+	9+	-
Close Combat Weapons	Melee	Melee	1	10+	10+	-

## ABILITIES

Open-topped

## TRANSPORT

This unit can transport up to 5 friendly **SPACE WOLVES INFANTRY SCOUT** models.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS Astartes, SPACE WOLVES

**KEYWORDS:** HEAVY, VEHICLE, FLY, TRANSPORT, LAND SPEEDER, SCOUT, LAND SPEEDER STORM

# REPULSOR



13



A Repulsor is a unit that contains 1 model. It is equipped with: Las-talon; Icarus Weapons; Ironhail Heavy Stubber; Twin Heavy Bolter; Repulsor Defensive Weapons System; Repulsor Field.

	M	WS	BS	A	W	Ld	Sv
<b>Repulsor</b>	10"	5+	3+	3	3	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Onslaught Gatling Cannon	Heavy	30"	4	7+	9+	-
Icarus Weapons	Heavy	30"	1	8+	10+	Anti-air
Ironhail Heavy Stubber	Heavy	36"	1	8+	10+	-
Las-talon	Heavy	24"	2	10+	5+	-
Onslaught Gatling Cannon	Heavy	24"	2	7+	9+	-
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Lascannon	Heavy	48"	2	10+	5+	-
Repulsor Defensive Weapons System	Small Arms	24"	2	7+	9+	-
Repulsor Field	Melee	Melee	User	9+	10+	-

## WARGEAR OPTIONS

- Instead of 1 Twin Heavy Bolter, this unit can be equipped with 1 Twin Lascannon.
- Instead of 1 Las-talon, this unit can be equipped with 1 Heavy Onslaught Gatling Cannon (**Power Rating +3**).
- Instead of 1 Ironhail Heavy Stubber, this unit can be equipped with 1 Onslaught Gatling Cannon (**Power Rating +1**).
- This unit can also be equipped with 1 Ironhail Heavy Stubber.

## ABILITIES

**Hover:** Distances are measured to and from this unit's hull, even though it has a base.

## TRANSPORT

This unit can transport up to 10 friendly **SPACE WOLVES PRIMARIS INFANTRY** models. Each **MK X GRAVIS** model takes up the space of 2 other models. It cannot transport **JUMP PACK** units.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS Astartes, SPACE WOLVES

**KEYWORDS:** HEAVY, VEHICLE, FLY, TRANSPORT, REPULSOR

# STORMFANG GUNSHIP



19



A Stormfang Gunship is a unit that contains 1 model. It is equipped with: Helfrost Destructor; 2 Stormstrike Missile Launchers; 2 Twin Heavy Bolters; Armoured Bulk.

	M	WS	BS	A	W	Ld	Sv
Stormfang Gunship	20"-50"	6+	3+	1	3	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Helfrost Destructor	Heavy	24"	1	5+	5+	Destroyer
Lascannon	Heavy	48"	1	10+	5+	-
Skyhammer Missile Launcher	Heavy	60"	1	8+	6+	Anti-air
Stormstrike Missile Launcher	Heavy	72"	1	10+	6+	-
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Multi-melta	Heavy	24"	2	10+	4+	-
Armoured Bulk	Melee		User	11+	11+	-

## WARGEAR OPTIONS

- Instead of 2 Twin Heavy Bolters, this unit can be equipped with one of the following: 1 Skyhammer Missile Launcher; 2 Twin Multi-meltas.
- Instead of 2 Stormstrike Missile Launchers, this unit can be equipped with 2 Lascannons.

## ABILITIES

Supersonic

**Hover Jet:** At the start of the Action phase, you can declare that this unit will hover. If it does, then until the end of the phase, its Move characteristic changes to 20" but it loses the Supersonic ability.

## TRANSPORT

This unit can transport 6 **SPACE WOLVES INFANTRY** models. Each **TERMINATOR**, **JUMP PACK** or **WULFEN** model takes the space of two other models. It can not transport **PRIMARIS** models.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS Astartes, SPACE WOLVES

**KEYWORDS:** HEAVY, VEHICLE, FLY, TRANSPORT, AIRCRAFT, STORMFANG GUNSHIP

# STORMHAWK INTERCEPTOR

**16**

A Stormhawk Interceptor is a unit that contains 1 model. It is equipped with: 2 Assault Cannons; 2 Heavy Bolters; Icarus Stormcannon; Armoured Bulk.

	M	WS	BS	A	W	Ld	Sv
<b>Stormhawk Interceptor</b>	<b>20-60"</b>	<b>6+</b>	<b>3+</b>	<b>1</b>	<b>2</b>	<b>6</b>	<b>6+</b>

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Assault Cannon	Heavy	24"	2	6+	8+	-
Heavy Bolter	Heavy	36"	1	7+	9+	-
Icarus Stormcannon	Heavy	48"	1	8+	8+	Anti-air
Las-talon	Heavy	24"	2	10+	5+	-
Skyhammer Missile Launcher	Heavy	60"	1	8+	6+	Anti-air
Typhoon Missile Launcher	Heavy	48"	2	7+	7+	-
Armoured Bulk	Melee		User	11+	11+	-

## WARGEAR OPTIONS

- Instead of 2 Heavy Bolters, this unit can be equipped with one of the following: 1 Skyhammer Missile Launcher; 1 Typhoon Missile Launcher.
- Instead of 1 Icarus Stormcannon, this unit can be equipped with 1 Las-talon.

## ABILITIES

Supersonic

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS:** HEAVY, VEHICLE, FLY, AIRCRAFT, STORMHAWK INTERCEPTOR

# STORMWOLF



# 20



A Stormwolf is a unit that contains 1 model. It is equipped with: 2 Lascannons; 2 Twin Heavy Bolters; 1 Twin Helfrost Cannon; Armoured Bulk.

	M	WS	BS	A	W	Ld	Sv
Stormwolf	20"-50"	6+	3+	1	3	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Lascannon	Heavy	48"	1	10+	5+	-
Skyhammer Missile Launcher	Heavy	60"	1	8+	6+	Anti-air
Stormstrike Missile Launcher	Heavy	72"	1	10+	6+	-
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Helfrost Cannon	Heavy	24"	2	7+	7+	-
Twin Multi-melta	Heavy	24"	2	10+	4+	-
Armoured Bulk	Melee	Melee	User	11+	11+	-

## WARGEAR OPTIONS

- Instead of 2 Twin Heavy Bolters, this unit can be equipped with one of the following:  
1 Skyhammer Missile Launcher; 2 Twin Multi-meltas.
- Instead of 2 Stormstrike Missile Launchers, this unit can be equipped with 2 Lascannons.

## ABILITIES

### Supersonic

**Hover Jet:** At the start of the Action phase, you can declare that this unit will hover. If it does, then until the end of the phase, its Move characteristic changes to 20" but it loses the Supersonic ability.

## TRANSPORT

This unit can transport 16 **SPACE WOLVES INFANTRY** models. Each **TERMINATOR**, **JUMP PACK** or **WULFEN** model takes the space of two other models. It can not transport **PRIMARIS** models.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS Astartes, SPACE WOLVES

**KEYWORDS:** HEAVY, VEHICLE, FLY, TRANSPORT, AIRCRAFT, STORMWOLF