Space Wolves

“And we shall know no fear!”

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What are the Space Marines? The Space Marines are the Emperor’s Angels of Death. They are genetically, biologically, and mechanically augmented to be the most elite warriors capable of delivering the Emperor’s wrath to the enemies of mankind. They are few in number compared to the untold trillions that make up the Imperium, but their legends are known by all. Space Marines go to war with heavy power armour and a variety of weapons for to handle any foe.
Army Difficulty 1-5: 1. Space Marines are incredibly durable. They can specialize to focus on one aspect of warfare, or bring versatile units that can handle nearly any situation. The only difficulty is for a new player to decide which units to use out of the enormous quantity added to their roster throughout the many years of 40k!
Strengths: This army is incredibly durable and versatile. Your Firstborn Marines can swap weapons during deployment, allowing for maximum flexibility and most can score any objective, even when outnumbered and surrounded on all sides! The Primaris are more durable, resisting Ld debuffs, being overwhelmed in combat, and can shrug off the worse of injuries thanks to their Transhuman Physiology!
Weaknesses: The army does not have any sacrificial units or cannon fodder to draw the enemy into traps. Using the many specialty units and the overall flexibility of this army will allow you to hold the enemy in position until you are ready to strike, or to pull back and fight on your own terms.
Army Abilities: The Space Marines have a series of special rules that set them apart from the rest of the Codexes in the 40k settings. You will find them listed here to save on repetitive sections. Reference this section when consulting their rules.
Adjusted Tactics – During Deployment, after you have seen the Army Roster your opponent is bringing, this model may swap its current upgrade(s) for legal upgrade options equal to or less than the current point costs. For example, a Tactical Marine may swap its Plasma Gun for a Flamer because it costs less points.

Bolter Discipline – This model always counts as being in half range when firing Rapid Fire weapons that have Bolter as long as it did not Move or does not count as Moving during your Movement Phase.

Know No Fear - This unit automatically passes Pinning Tests, Rally Tests, and Fear Tests. They still will fall back if they lose Combat Resolution.

Tactical Squads - Each unit with this rule may declare they are forming their own units during your Command Phase. They may split up as low as two models per unit. Units must be placed within Unit Coherency during Deployment.

They may instead merge back into bigger units but may not exceed maximum unit size or merge with units other than their own unit name. If they do so, all suffered Wounds stack onto the most wounded models in the form of Mortal Wounds. If there are more to stack then remaining Wounds on a model, nominate another model to suffer these remaining Mortal Wounds. Independent Characters can never pass on Wounds or take on Wounds for a unit in this fashion.

Transhuman Physiology – This model has a 5+ Feel No Pain.

Common Wargear

In order to reduce redundancy throughout the Codex, common Wargear upgrades for units and models will be included here for your quick reference.

- Augar Array – 6" Aura, target unit does not scatter when Deepstriking. This Aura is cast when the first model is placed prior to scattering.
- Chaff Launchers – This model has a 5+ Invulnerability Save against Ranged Attacks.
- Dozerblade – Reroll Dangerous Terrain Tests and failed Moved through Cover.
- Extra Armour – You may treat all Crew Stun Results as Weapon Disabled.
- Iron Halo – This model has a 4+ Invulnerability Save.
- Recovery Gear – Roll a d6, on 5+ repair Immobilized or Crew Stun result.
- Refractor Field – This model has a 5+ Invulnerability Save.
- Rosarius – This model has a 4+ Invulnerability Save.
- Smoke Launchers – 6" range, put 5" Smoke Cloud that causes -1 To Hit and scatters to move an extra +1" until your Command Phase. One Use Only. Use in your Shooting Phase Only.
- Standard – This inspiring battle flag gives the model equipped the following Auras:
    - 6" Aura, this model and target unit may reroll failed Ld Tests.
    - 6" Aura, this model and target unit gain A+1.
- Stormshield – This model gains Sv-1 (Improves by 1) and a 4+ Invulnerability Save.
- Terminator Honours – This model gains a 5+ Invulnerability Save.

Chapters

Space Marines form Chapters, each with their own traditions and combat doctrines that dictate how they conduct war in the 40k universe. Each Chapter has specialty rules that make the army more immersive to their lore and specialize their abilities on the battlefield. Your entire army MUST be from the same Chapter. Unique models will have the key word for which Chapter they must belong to if any.

Space Wolves:

- Aggressive Nature: All models in your army gain Furious Charge.
- Wolfen Fury: All models in your army gain A+1 on the turn they Charge.

HQ 1-2 Slots

Bjorn the Fell Handed Bjorn	**M WS BS S FA SA RA W I A Ld Sv** 6 2+ 2+ 7 13 12 10 10 4 6 10 3+	**Points: 331** **Composition:** **1 Bjorn**
Wargear Bjorn: True Claw and Heavy Flamer Assault Cannon Extra Armour Smoke Launchers	**Options** May swap Assault Cannon for H	**Rules** Bjorn: Vehicle Combat Walker Space Wolf Adjusted Tactics Know No Fear Furious Charge Night Vision Shock Assault Steady Done it All – 12" Aura, this model and target unit automatically pass all Ld tests and Combat Resolution Tests. Venerable – 6" Aura, this model and target unit may reroll 1s To Wound. Ward of the Primarch – 5+ Invulnerability Save.
Special Wargear:	**Special Wargear Upgrades:** E Flare Launchers +9 points	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
M	True Claw and Heavy Flamer	Melee And Flame	+3 And 5	2+ And 4+	Primary And Assault 1, Hull
H	Assault Cannon	36	6	4+	Assault 6, Rending, Hull, Primary

H +1 point	Helfrost Cannon	36 Or 36	8 Or 6	1+ Or 3+	Heavy 1, Lance, Monsterbane, Hull, Primary Or Heavy 1, 3” Blast, Hull, Primary
H +6 points	2 Linked Lascannons	48	9	2+	Heavy 1 x2, Monsterbane, Hull, Primary
H +13 points	Heavy Plasma Cannon	48	8	2+	Heavy 1, 5” Blast, Monsterbane, Hull, Primary

Harald Deathwolf Harald	**M WS BS S T W I A Ld Sv** 12 2+ 2+ 4 5 7 5 4 10 3+	**Points: 294** **Composition:** **1 Harald**
Wargear Harald: Bolt Pistol Frost Axe Ice Fang Frag Grenades Krak Grenades Mantle of the Ice Troll King Storm Shield	**Options**	**Rules** Harald: Independent Character Infantry Steed Unique Space Wolf Know No Fear Counterattack Furious Charge Objective Secured Outflank Shock Assault Battle Drills – 6” Aura, this model and target unit may Reroll 1s To Hit. Lord of the Wolfkin – 6” Aura, this model and target unit gain Stubborn.
Special Wargear: Mantle of the Ice Troll King – This model is immune to all Flame Template weapons and Psychic Powers. This model may still only intercept a number of incoming Wounds equal to its current Wound value, but is not hurt by Wounds from these origins.	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
P	Bolt Pistol	12	4	5+	Pistol 1
M	Frost Axe	Melee	+2	2+	Extra Attack 1
S	Ice Fang	Melee	+1	-	Extra Attack 2, Rending, Auxiliary

G	Frag Grenades	8	3	-	Grenade 1, 3” Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast

Logan Grimnar Logan	**M WS BS S T W I A Ld Sv** 4 2+ 2+ 4 4 7 5 5 10 3+	**Points: 372** **Composition:** **1 Logan**
Wargear Logan: Stormbolter Morkai Iron Halo	**Options** May take one B May take one C	**Rules** Logan: Independent Character Monstrous Infantry Unique Chapter Master Space Wolf Know No Fear Furious Charge Night Vision Shock Assault Very Bulky Betrayed – No Inquisitorial Units may be fielded in the same army as Logan. Battle Drills – 6” Aura, this model and target unit may Reroll 1s To Hit. Honour Before Duty – 12” True Aura, this model and all friendly units may reroll failed Ld Tests and become Fearless when within 3” of an Objective Marker. The Hour is Nigh – When the weapon is fired, place a marker on field at a valid target. In your next Command Phase, the barrage strikes! Scatter like normal, following the 15” Blast radius rules. T Minus 5 – The weapon may not be fired Turn 1. If the weapon is marked on the field and the carrier is destroyed, the Orbital Strike still hits in your Command Phase.
Special Wargear: Iron Halo – 4+ Invulnerability Save	**Special Wargear Upgrades:** B Rubicon Primaris +25 points C Stormrider +54 points	 A+1. Gain Transhuman Physiology, Stubborn. W+5. Gain Monster. Lose

	C Battle Wolves +27	Monstrous Infantry, Very Bulky. Gain Tyrnak and Fenrir. W+2. Gain Tyrnak and Fenrir.

Selection	Name	Range	S	AP	Rules
R	Stormbolter	24	4	5+	Rapid Fire 2, Bolter
M	Morkai	Melee	+3	3+	None
M	Tyrnak and Fenrir	Melee	4	-	Auxiliary, Extra Attack 3, Rending
O	Orbital Strike	12-240	D/10 /8	1+/1+ /1+	Heavy 1, 15" Blast, Destroyer, Ordnance, Monsterbane, Indirect Fire, Ignores Cover, The Hour is Nigh, T Minus 5, One Use Only

Njal Stormcaller Njal	**M WS BS S T W I A Ld Sv** 4 2+ 2+ 4 4 7 4 5 10 3+	**Points: 335** **Composition:** **1 Njal**
Wargear Njal: Bolt Pistol Night Wing Staff of the Stormcaller Iron Halo Psychic Hood Blizzard Thunderbolt	**Options** May take up to 2 additional S May take one B	**Rules** Njal: Independent Character Monstrous Infantry Unique Chief Librarian Space Wolf Adjusted Tactics Know No Fear Counterattack Deepstrike Furious Charge Night Vision Psychic Mastery 4 Shock Assault Steady Very Bulky Slow – Any unit Hit by Blizzard Move, Advance, Charge, and Fall Back at half speed until the beginning of your next Psychic Phase.
Special Wargear: Psychic Hood – Gain +1 to Deny the Witch Wyrdbane – This model may reroll failed Deny the Witch rolls	**Special Wargear Upgrades:** B Rubicon Primaris +25 points	A+1. Gain Transhuman Physiology, Stubborn.

Selection	Name	Range	S	AP	Rules
P	Bolt Pistol	12	4	5+	Pistol 1
M	Night Wing	Melee	-1	-	Extra Attack 2, Auxiliary
M	Staff of the Stormcaller	Melee	+2	4+	Concussive, Psychic Bane, Wyrdbane
S	Blizzard Cast 7+	18	5	-	Assault 1, 5" Blast, Slow
S	Thunderbolt Cast 8+	18	9	-	Assault 2, Tesla, Monsterbane
S +10 points	Cause Misfortune Cast 7+	18	-	-	Target unit gains Rending on all Ranged and Melee Attacks until your next Psychic Phase
S +10 points	Forewarning Cast 6+	18	-	-	Target unit gains 4+ Cover Save until your next Psychic Phase
S +15 points	Bolster Cast 6+	18	-	-	Target unit counts as having not Moved for the purposes of Shooting until your next Psychic Phase
S +20 points	Enfeeble Cast 8+	18	-	-	Target unit suffers T-1 until your next Psychic Phase
S +20 points	Endurance Cast 7+	18	-	-	Target unit gains T+1 until your next Psychic Phase
S +22 points	Melting Beam Cast 7+	18	8	1+	Assault 1, Armourbane, Beam

Ragnar Blackmane Ragnar	**M WS BS S T W I A Ld Sv** 6 2+ 2+ 4 4 6 5 5 10 3+	**Points: 225** **Composition:** **1 Ragnar**
Wargear Ragnar: Bolt Pistol Frostfang Frag Grenades Meltabombs Iron Halo	**Options** May take one B	**Rules** Ragnar: Independent Character Infantry Unique Space Wolf Know No Fear Counterattack Furious Charge Objective Secured Shock Assault Battle Drills – 6" Aura, this model and target unit may Reroll 1s To Hit. Prideful – This model must always accept Challenges. Rampage – If this model and friendly units is outnumbered in Melee, this model gains A+d3. War Howl – 6" Aura, this model and target unit gains +2 to Charge rolls.
Special Wargear:	**Special Wargear Upgrades:** B Rubicon Primaris +17 points	A+1, lose Objective Secured, Grenades. Gain Bulky, Transhuman Physiology, Stubborn

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
P	Bolt Pistol	12	4	5+	Pistol 1
M	Frostfang	Melee	+1	3+	Rending
G	Frag Grenades	8	3	-	Grenade 1, 3" Blast
G	Meltabombs	6	8	1+	Grenade 1, Armourbane, Monsterbane, Nonblast

Ulric the Slayer Ulric	**M WS BS S T W I A Ld Sv** 6 2+ 2+ 4 4 6 5 5 10 3+	**Points: 280** **Composition:** **1 Ulric**
Wargear Ulric: Plasma Pistol Crozium Arcanum Frag Grenades Krak Grenades Rosarius Wolf Helm of Russ	**Options** May take one C May take up to two H	**Rules** Ulric: Independent Character Infantry Unique Chief Chaplain Space Wolf Adjusted Tactics Know No Fear Counterattack Furious Charge Objective Secured Shock Assault Canticle of Hate – 6" Aura, this model and target unit treat Rapid Fire # weapons as Assault # weapons. Healing Balms – 6" Aura, this model and target unit gain 5+ Feel No Pain. Zealot – This model may reroll all failed To Hit rolls on the Phase it Charged or was Charged.
Special Wargear: Wolf Helm of Russ – 6" Aura, this model and target unit gain Stubborn. If they already have Stubborn they gain Fearless.	**Special Wargear Upgrades:** C Rubicon Primaris +16 points H Omen of Potency +18 points H Litany of Intimidation +20 points H Litany of Faith +40 points H True Sight +50 points H Exhortation of Rage +60 points	 A+1. Gain Bulky, Transhuman Physiology, Stubborn. Lose Objective Secured and Grenades. This model gains A+3 6" Aura, target unit takes Ld Tests on 3d6, discarding the lowest die. 6" Aura, target Unit gain 5+ Invulnerability Save. 6" Aura, this model and Target unit gain BS-1 (Improves by 1). 6" Aura, this model and target Unit gain A+1 and reroll 1s To Wound in Melee.

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
P	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!
M	Crozium	Melee	+2	4+	Concussion

	Arcanum	And Flame	And 5	And 4+	And Assault 1, One Use Only
G	Frag Grenades	8	3	-	Grenade 1, 3” Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast

Advisor 0-3 Per Troop Choice

Arjac Rockfist Arjac	**M WS BS S T W I A Ld Sv** 4 2+ 2+ 4 4 6 7 5 10 3+	**Points: 233** **Composition:** **1 Arjac**
Wargear Arjac: Foehammer Anvil Shield Stormshield	**Options** May take one B	**Rules** Arjac: Independent Character Monstrous Infantry Unique Chapter Champion Space Wolf Know No Fear Bodyguard Counterattack Furious Charge Deepstrike Shock Assault Steady Very Bulky Glory Hunter – This model may choose the target of its Challenge. The target may not deny the Challenge. Chapter Champion – This model may reroll all To Hit and To Wound rolls when in a Challenge.
Special Wargear:	**Special Wargear Upgrades:** B Rubicon Primaris +25 points	A+1. Gain Transhuman Physiology, Stubborn.

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
M	Foehammer	12 Or Melee	10 Or 10	1+ Or 1+	Assault 1, Monsterbane Or Slow, Monsterbane
M	Anvil Shield	Melee	+1	4+	Auxiliary

Canis Wolfborn Canis	**M WS BS S T W I A Ld Sv** 12 2+ 2+ 5 6 6 5 3 10 3+	**Points: 248** **Composition:** **1 Canis**
Wargear Canis: Bolt Pistol Dual Wolf Claws Thunderwolf Mount Frag Grenades Krak Grenades Iron Halo	**Options**	**Rules** Canis: Independent Character Infantry Steed Unique Space Wolf Know No Fear Counterattack Furious Charge Objective Secured Shock Assault Battle Drills – 6” Aura, this model and target unit may Reroll 1s To Hit. Born of Wolves – 6” Aura, this model and target unit reroll all failed To Hit rolls in Melee.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
P	Bolt Pistol	12	4	5+	Pistol 1
M	Dual Wolf Claws	Melee	+1	3+	Extra Attack 1
S	Thunderwolf Mount	Melee	User	-	Extra Attack 1, Rending, Auxiliary
G	Frag Grenades	8	3	-	Grenade 1, 3” Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast

Iron Priest Iron Priest	**M WS BS S T W I A Ld Sv** 6 3+ 3+ 4 4 4 4 4 4 9 3+	**Points: 169** **Composition:** **1 Iron Priest**
Wargear Iron Priest: Helfrost Pistol Tempest Hammer Servo Arm	**Options**	**Rules** Iron Priest: Independent Character Infantry Space Wolf Know No Fear Transhuman Physiology Furious Charge Shock Assault Stubborn Awaken the Machine – 6" Aura, target Vehicle unit gains BS-1 (Improves by 1). Repair – Repair 1 Wound on Target Vehicle. Roll a d6, on a 5+, restore a Weapon Disabled, Destroyed, Crew Stun, or Immobilize secondary result.
Special Wargear: Servo Arm – gain +1 To Repair rolls.	**Special Wargear Upgrades:** C Master of the Forge +34 points	W+1, A+1, Gain Repair D3 Wounds. May use both versions of Repair on the same target, gain Unique.

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
P	Helfrost Pistol	12	9	2+	Pistol 1, Lance, Monsterbane
M	Tempest Hammer	Melee	X2	2+	Slow, Monsterbane
M	Servo Arm	Melee	X2	2+	Slow, Monsterbane, Auxiliary, Servo Arm

Lukas the Trickster Lukas	**M WS BS S T W I A Ld Sv** 6 2+ 2+ 4 4 4 5 3 10 3+	**Points: 149** **Composition:** **1 Lukas**
Wargear Canis: Plasma Pistol Claw of the Jackalwolf Frag Grenades Krak Grenades Pelt of the Doppelgangrel	**Options**	**Rules** Canis: Independent Character Infantry Unique Space Wolf Know No Fear Counterattack Furious Charge Objective Secured Shock Assault Public Nuisance – This model may only join Tactical Squads. The Last Laugh – If this model is slain in Melee, the model (or unit if a model cannot be determined) suffers 1 Hit at SD AP1+ Rules: Destroyer, Monsterbane.
Special Wargear: Pelt of the Doppelgangrel – Shroud. This model may never receive any Auras from any source or be targeted by Sniper.	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
P	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!
M	Claw of the Jackalwolf	Melee	+1	3+	Extra Attack 1
G	Frag Grenades	8	3	-	Grenade 1, 3” Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast

Murderfang Murderfang	**M WS BS S FA SA RA W I A Ld Sv** 6 2+ 2+ 7 13 12 10 10 4 6 10 3+	**Points: 191** **Composition:** **1 Murderfang**
Wargear Murderfang: Dual Lightning Claws Stormbolter Heavy Flamer Extra Armour	**Options**	**Rules** Murderfang: Vehicle Combat Walker Space Wolf Bolter Discipline Fearless Furious Charge Night Vision Shock Assault Steady Stubborn Psychotic Rampaging Machine – This model treats all other models as enemies, and all models may treat this model as an enemy. It MUST Declare Charges at the closest model that it can see in its front firing arc. If it cannot Charge, it must Shoot or Advance so long as it does not void a possible Charge action. This model must face the closest model at all times. Rampage – This model gains A+d3 if it is outnumbered in Melee.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
M	Dual Lightning Claws	Melee	User	3+	Extra Attack 1, Reroll all failed To Hit and To Wound rolls, Primary
H	Stormbolter	24	4	5+	Rapid Fire 2, Bolter, Hull
H	Heavy Flamer	Flame	5	4+	Assault 1, Hull

Wolf Guard Battle Leader Space Wolf Lieutenant	**M WS BS S T W I A Ld Sv** 6 2+ 2+ 4 4 4 4 4 9 3+	**Points: 165** **Composition:** **1 Space Wolf Lieutenant**
Wargear Space Wolf Lieutenant: Heavy Bolt Pistol Power Sword	**Options** May swap Heavy Bolt Pistol for A or P May swap Power Sword for M	**Rules** Space Wolf Lieutenant: Independent Character Infantry Space Wolf Know No Fear Transhuman Physiology Furious Charge Shock Assault Stubborn Bulky Brutal Drills – 6" Aura, this model and target unit may Reroll failed To Wound rolls in Melee.
Special Wargear:	**Special Wargear Upgrades:** A Storm Shield +19 points	Sv-1 (Improves by 1), 4+ Invulnerability Save

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
P	Heavy Bolt Pistol	18	4	4+	Pistol 1
P +6 points	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!
M	Power Sword	Melee	+1	3+	None
M +21 points	Thunderhammer	Melee	10	2+	Slow, Monsterbane

Wolf Priest Wolf Priest	**M WS BS S T W I A Ld Sv** 6 2+ 2+ 4 4 5 4 5 10 3+	**Points: 215** **Composition:** **1 Wolf Priest**
Wargear Wolf Priest: Absolver Bolt Pistol Crozium Arcanum Ritual Dagger Rosarius	**Options** May take one H	**Rules** Wolf Priest: Independent Character Infantry Space Wolf Know No Fear Transhuman Physiology Bulky Furious Charge Shock Assault Stubborn Shaman – 6" Aura, this model and target unit gain +1 to their Feel No Pains to a maximum of 4+. Zealot – This model may reroll all failed To Hit rolls on the Phase it Charged or was Charged.
Special Wargear: Rosarius – 4+ Invulnerability Save	**Special Wargear Upgrades:** H Omen of Potency +18 points H Litany of Intimidation +20 points H Litany of Faith +40 points H True Sight +50 points H Exhortation of Rage +60 points	 This model gains A+3 6" Aura, target unit takes Ld Tests on 3d6, discarding the lowest die. 6" Aura, target Unit gain 5+ Invulnerability Save. 6" Aura, this model and Target unit gain BS-1 (Improves by 1). 6" Aura, this model and target Unit gain A+1 and reroll 1s To Wound in Melee.

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
P	Absolver Bolt Pistol	18	5	5+	Pistol 1
M	Crozium Arcanum	Melee Or Flame	+2 Or 5	4+ Or 4+	Concussion Or Assault 1, One Use Only
M	Ritual Dagger	Melee	User	-	Extra Attack 1

Troops 2-6 Slots

Blood Claws Sergeant Marine	**M WS BS S T W I A Ld Sv** 6 3+ 3+ 4 4 2 4 3 9 3+ 6 3+ 3+ 4 4 2 4 2 8 3+	**Points: 189** **Composition:** **1 Sergeant** **4-9 Marines**
Wargear Sergeant: Bolt Pistol Chainsword Combat Knife Marine: Bolt Pistol Chainsword Combat Knife	**Options** May take up to 5 more Marines for +37 points each Sergeant may swap Bolt Pistol for P Sergeant may swap Chainsword for M The entire unit may take one B	**Rules** Sergeant: Character Infantry Space Wolf Know No Fear Transhuman Physiology Bulky Furious Charge Shock Assault Stubborn Marine: Infantry Space Wolf Know No Fear Transhuman Physiology Bulky Furious Charge Shock Assault Stubborn
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
P	Bolt Pistol	12	4	5+	Pistol 1
P +5 points	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!
M	Combat Knife	Melee	User	-	Extra Attack 1
M	Chainsword	Melee	User	6+	Rending
M +3 points	Lightning Claw	Melee	User	3+	Reroll failed To Wound rolls
M +3 points	Power Sword	Melee	+1	3+	None
M +4 points	Power Axe	Melee	+2	4+	None

Grey Hunters Sergeant Marine	**M WS BS S T W I A Ld Sv** 6 3+ 3+ 4 4 2 4 3 9 3+ 6 3+ 3+ 4 4 2 4 2 8 3+	**Points: 224** **Composition:** **1 Sergeant** **4-9 Marines**
Wargear Sergeant: Boltgun Bolt Pistol Chainsword Frag Grenades Krak Grenades Marine: Boltgun Bolt Pistol Chainsword Frag Grenades Krak Grenades	**Options** May take up to 5 more Marines for +44 points each Sergeant may swap Bolt Pistol for P Sergeant may swap Chainsword for M	**Rules** Sergeant: Character Infantry Bolter Discipline Know No Fear Transhuman Physiology Bulky Night Vision Shock Assault Stubborn Marine: Infantry Bolter Discipline Know No Fear Transhuman Physiology Bulky Night Vision Shock Assault Stubborn
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
P	Bolt Pistol	12	4	5+	Pistol 1
P +7 points	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!
M	Chainsword	Melee	User	6+	Rending
M +3 points	Power Sword	Melee	+1	3+	None
M +4 points	Power Axe	Melee	+2	4+	None
M +10 points	Power Fist	Melee	X2	2+	Slow, Monsterbane
R	Boltgun	24	4	5+	Rapid Fire 1, Bolter
G	Frag Grenades	8	3	-	Grenade 1, 3” Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast

Elite 0-3 Slots

Hounds of Morkai Sergeant Marine	**M WS BS S T W I A Ld Sv** 6 3+ 3+ 4 4 2 4 3 9 3+ 6 3+ 3+ 4 4 2 4 2 8 3+	**Points: 289** **Composition:** **1 Sergeant** **4-9 Marines**
Wargear Sergeant: Auto Bolt Rifle Special Issue Bolt Pistol Combat Knife Frag Grenades Krak Grenades Marine: Auto Bolt Rifle Special Issue Bolt Pistol Combat Knife Frag Grenades Krak Grenades	**Options** May take up to 5 more Marines for +57 points each The entire Squad can take up to one of each E	**Rules** Sergeant: Character Infantry Space Wolf Know No Fear Transhuman Physiology Bulky Deepstrike Furious Charge Hit and Run Night Vision Shock Assault Stubborn Morkai's Howl – 18" Aura, target unit suffers -1 To Cast. This ability is cast as a Unit, not per model. Witch Hunters – This model may reroll failed To Wound rolls against Psykers. Marine: Infantry Space Wolf Know No Fear Transhuman Physiology Deepstrike Furious Charge Hit and Run Night Vision Shock Assault Stubborn Morkai's Howl – 18" Aura, target unit suffers -1 To Cast. This ability is cast as a Unit, not per model. Witch Hunters – This model may reroll failed To Wound rolls against Psykers.
Special Wargear:	**Special Wargear Upgrades:** E Grapnel Launcher +1 point per	This model ignores Models and

	model	Terrain when Moving, Advancing, Charging, or Falling Back

Selection	Name	Range	S	AP	Rules
R	Auto Bolt Rifle	24	4	6+	Assault 3
P	Special Issue Bolt Pistol	18	4	3+	Pistol 1
M	Combat Knife	Melee	User	-	Extra Attack 1
G	Frag Grenades	8	3	-	Grenade 1, 3” Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast

Wolf Guard Terminators Sergeant Terminator	**M WS BS S T W I A Ld Sv** 4 3+ 3+ 4 4 4 4 3 9 3+ 4 3+ 3+ 4 4 4 4 2 8 3+	**Points: 510** **Composition:** **1 Sergeant** **4-9 Terminators**
Wargear Sergeant: Stormbolter Power Sword Terminator Honours Terminator: Stormbolter Power Sword Terminator Honours	**Options** May take up to 5 more Terminators for +101 points each Sergeant may swap Power Sword for OM or M Up to Two models may swap Stormbolters for S Any Terminator may swap Power Sword for M	**Rules** Sergeant: Character Monstrous Infantry Bolter Discipline Know No Fear Transhuman Physiology Deepstrike Night Vision Shock Assault Steady Stubborn Very Bulky Terminator: Monstrous Infantry Bolter Discipline Know No Fear Transhuman Physiology Deepstrike Night Vision Shock Assault Steady Stubborn Very Bulky
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
R	Stormbolter	24	4	5+	Rapid Fire 2, Bolter
S +6 points	Heavy Flamer	Flame	5	4+	Assault 1
S +39 points	Assault Cannon	36	6	4+	Assault 6, Rending

M	Power Sword	Melee	+1	3+	None
M +1 point	Power Axe	Melee	+2	4+	None
M +10 points	Power Fist	Melee	X2	2+	Slow, Monsterbane
OM +12 points	Power Great Axe	Melee	x2	2+	Extra Attack 1, Slow, Monsterbane

Wolf Scouts Sergeant Scout	**M WS BS S T W I A Ld Sv** 6 3+ 3+ 4 4 2 4 3 9 4+ 6 3+ 3+ 4 4 2 4 2 8 4+	**Points: 219** **Composition:** **1 Sergeant** **4-9 Scouts**
Wargear Sergeant: Absolver Bolt Pistol Combat Knife Frag Grenades Krak Grenades Scout: Absolver Bolt Pistol Combat Knife Frag Grenades Krak Grenades	**Options** May take up to 5 more Scouts for +46 points each Sergeant may swap Combat Knife for M Any model may swap Absolver Bolt Pistol for P Any model may take one S or SD The entire unit may take one of each E	**Rules** Sergeant: Character Infantry Bolter Discipline Know No Fear Transhuman Physiology Infiltrate Night Vision Shock Assault Stubborn Scout: Infantry Bolter Discipline Know No Fear Infiltrate Transhuman Physiology Night Vision Shock Assault Stubborn
Special Wargear:	**Special Wargear Upgrades:** E Camo Cloaks +2 points per model E Fenrisian Wolf +5 points	Stealth Token. Lose Infiltrate. Gain Outflank, Ignore Terrain and models when Charging.

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
SD +7 points	Demo Charge	6	10	2+	Assault 1, 5” Blast, Monsterbane, One Use Only
P	Absolver Bolt Pistol	18	5	5+	Pistol 1
P +4 points	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!
M	Combat Knife	Melee	User	-	Extra Attack 1
M +3 points	Power Sword	Melee	+1	3+	None
S +9 points	Sniper Rifle	36	4	6+	Heavy 1, Sniper (3+)

S +10 points	Plasma Gun	24	7	2+	Rapid Fire 1, Gets Hot!
G	Frag Grenades	8	3	-	Grenade 1, 3” Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast

Wulfen Pack Leader Wulfen	**M WS BS S T W I A Ld Sv** 6 3+ 5+ 5 5 2 5 4 7 4+ 6 3+ 5+ 5 5 2 5 3 7 4+	**Points: 156** **Composition:** **1 Pack Leader** **4-9 Wulfen**
Wargear Sergeant: None Marine: None	**Options** May take up to 5 more Wulfen for +30 points each Any model may take one M or SM Any model may take one A if it did not take SM	**Rules** Sergeant: Character Infantry Space Wolf Adjusted Tactics Know No Fear Counterattack Furious Charge Shock Assault Bestial Rampage – This model must move towards the closest enemy model. It must declare Charges against the closest enemy model. This model must Advance towards the closest enemy model unless it would make declaring a Charge illegal. This model may not claim or contest Objectives. Marine: Infantry Space Wolf Adjusted Tactics Know No Fear Counterattack Furious Charge Shock Assault Bestial Rampage – This model must move towards the closest enemy model. It must declare Charges against the closest enemy model. This model must Advance towards the closest enemy model unless it would make declaring a Charge illegal. This model may not claim or contest Objectives.
Special Wargear:	**Special Wargear Upgrades:**	

	A Stormshield +9 points	

Selection	Name	Range	S	AP	Rules
M +3 points	Lightning Claw	Melee	User	3+	Reroll failed To Wound rolls
M +11 points	Great Frost Axe	Melee	+3	2+	None
M +19 points	Thunderhammer	Melee	10	1+	Slow, Monsterbane
SM +4 point	Dual Lightning Claws	Melee	User	3+	Reroll failed To Wound rolls, Extra Attack 1

Fast Attack 0-3 Slots

Cyber Wolves Cyber Wolf	**M WS BS S T W I A Ld Sv** 12 3+ 5+ 4 4 2 4 3 7 4+	**Points: 66** **Composition:** **3-10 Cyber Wolves**
Wargear Cyber Wolf: Cyber Claws and Teeth	**Options** May take up to 7 more Cyber Wolves for +22 points each	**Rules** Cyber Wolf: Character Infantry Space Wolf Furious Charge Beast – This model may not Claim or Contest Objective Markers.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
OM	Cyber Claws and Teeth	Melee	User	5+	Rending

Fenrisian Wolves Cyber Wolf Fenrisian Wolf	**M WS BS S T W I A Ld Sv** 12 3+ 5+ 4 4 2 4 3 7 4+ 12 3+ 5+ 4 4 2 4 2 5 -	**Points: 70** **Composition:** **0-1 Cyber Wolves** **5-15 Fenrisian Wolves**
Wargear Cyber Wolf: Cyber Claws and Teeth Fenrisian Wolf: Claws and Teeth	**Options** May take a Cyber Wolf for +22 points May take up to 10 more Fenrisian Wolves for +14 points each	**Rules** Cyber Wolf: Character Infantry Space Wolf Furious Charge Beast – This model may not Claim or Contest Objective Markers. Fenrisian Wolf: Infantry Space Wolf Furious Charge Beast – This model may not Claim or Contest Objective Markers.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
OM	Cyber Claws and Teeth	Melee	User	5+	Rending
M	Claws and Teeth	Melee	User	-	Rending

Thunderwolf Cavalry Sergeant Marine	**M WS BS S T W I A Ld Sv** 12 3+ 3+ 4 5 4 4 2 9 3+ 12 3+ 3+ 4 5 4 4 1 8 3+	**Points: 157** **Composition:** **1 Sergeant** **2-5 Marines**
Wargear Sergeant: Bolt Pistol Combat Knife Thunderwolf Mount Frag Grenades Krak Grenades Marine: Bolt Pistol Combat Knife Thunderwolf Mount Frag Grenades Krak Grenades	**Options** May take up to 3 more Marines for +51 points each Sergeant may swap Krak Grenades for G Any model may swap Bolt Pistol for P or A Any model may swap Combat Knife for M Any model may swap Combat Knife and Bolt Pistol for SM	**Rules** Sergeant: Character Infantry Steed Space Wolf Adjusted Tactics Know No Fear Furious Charge Shock Assault Marine: Infantry Steed Space Wolf Adjusted Tactics Know No Fear Furious Charge Shock Assault
Special Wargear:	**Special Wargear Upgrades:** A Stormshield +11 points	 Sv-1 (Improves by 1), 4+ Invulnerability Save

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
P	Bolt Pistol	12	4	5+	Pistol 1
P +3 points	Hand Flamer	Flame	3	6+	Pistol 1
P +7 points	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!
P +8 points	Grav Pistol	12	*	3+	Pistol 1, Grav
M	Combat Knife	Melee	User	-	Extra Attack 1
M +0 points	Chainsword	Melee	User	6+	Rending
M +3 points	Lightning Claw	Melee	User	3+	Reroll failed To Wound rolls
M +3 points	Power Sword	Melee	+1	3+	None
M +4 points	Power Axe	Melee	+2	4+	None
M +6 points	Power Maul	Melee	+2	4+	Concussion
M +10 points	Powerfist	Melee	X2	2+	Slow, Monsterbane
M +11 points	Great Frost Axe	Melee	+3	2+	None
M +18 points	Thunderhammer	Melee	10	1+	Slow, Monsterbane
SM +1 point	Dual Lightning Claws	Melee	User	3+	Reroll failed To Wound rolls, Extra Attack 1
S	Thunderwolf Mount	Melee	User	-	Extra Attack 1, Rending, Auxiliary
G	Frag Grenades	8	3	-	Grenade 1, 3” Blast

G	Krak Grenades	8	6	4+	Grenade 1, Nonblast
G +5 points	Meltabombs	6	8	1+	Grenade 1, Nonblast, Armourbane, Monsterbane

Wolf Guard Headtakers Marine Fenrisian Wolf	**M WS BS S T W I A Ld Sv** 6 3+ 5+ 4 4 2 4 2 8 3+ 12 3+ 5+ 4 4 2 4 2 5 -	**Points: 159** **Composition:** **3-6 Marines** **3-6 Fenrisian Wolves**
Wargear Marine: 2 Power Axes Fenrisian Wolf: Claws and Teeth	**Options** May take up to 3 more Marines for +39 points each May take up to 3 more Fenrisian Wolves for +14 points each Any Marine may swap one Power Axe for A	**Rules** Marines: Infantry Space Wolf Know No Fear Transhuman Physiology Bulky Furious Charge Shock Assault Stubborn Fenrisian Wolf: Infantry Space Wolf Furious Charge Beast – This model may not Claim or Contest Objective Markers.
Special Wargear:	**Special Wargear Upgrades:** A Stormshield +19 points	Sv-1 (Improves by 1), 4+ Invulnerability Save

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
M	Power Axe	Melee	+2	4+	None
M	Claws and Teeth	Melee	User	-	Rending

Flyer 0-2 Slots

Stormfang Gunship Stormfang Gunship	**M WS BS S FA SA RA W I A Ld Sv** 50 5+ 3+ 6 12 12 12 14 1 3 9 3+	**Points: 285** **Composition:** **1 Stormfang Gunship**
Wargear Stormfang Gunship: Helfrost Destructor 2 Linked Stormstrike Missile Launchers 2 Skyhammer Missile Launchers	**Options** May swap 2 Linked Stormstrike Missile Launchers for H May take up to one of each E	**Rules** Stormfang Gunship: Vehicle Space Wolf Adjusted Tactics Know No Fear Deepstrike Furious Charge High Altitude Hover Night Vision Shock Assault Transport 6 – Access Rear.
Special Wargear:	**Special Wargear Upgrades:** E Flare Launchers +9 points	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
T	Helfrost Destructor	36	10 Or 8	1+ Or 3+	Heavy 1, Lance, Monsterbane, Hull, Primary Or Heavy 1, 5” Blast, Monsterbane, Hull, Primary
H	2 Linked Stormstrike Missile Launchers	72	8	3+	Heavy 1 x2, Monsterbane, Hull
H +2 points	2 Linked Lascannons	48	9	2+	Heavy 1 x2, Monsterbane, Hull
S	2 Skyhammer Missile Launchers	60	7	4+	Heavy 1 x2, Monsterbane, Sponson
S +16 points	2 Sets of 2 Linked Heavy Bolters	36	5	4+	Heavy 3 x2 (x2), Sponson
S +68 points	2 Sets of 2 Linked Multimeltas	24	8	1+	Heavy 2 x2 (x2), Melta, (Monsterbane), Sponson

Stormwolf Gunship Stormwolf Gunship	**M WS BS S FA SA RA W I A Ld Sv** 50 5+ 3+ 6 12 12 12 14 1 3 9 3+	**Points: 352** **Composition:** **1 Stormwolf Gunship**
Wargear Stormwolf Gunship: 2 Linked Helfrost Cannons 2 Linked Lascannons 2 Skyhammer Missile Launchers	**Options** May swap 2 Linked Stormstrike Missile Launchers for H May take up to one of each E	**Rules** Stormwolf Gunship: Vehicle Space Wolf Adjusted Tactics Know No Fear Deepstrike Furious Charge High Altitude Hover Night Vision Shock Assault Transport 16 – Access Front and Rear.
Special Wargear:	**Special Wargear Upgrades:** E Flare Launchers +9 points	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
T	2 Linked Helfrost Cannons	36 Or 36	8 Or 6	1+ Or 3+	Heavy 1 x2, Lance, Monsterbane, Turret, Primary Or Heavy 1 x2, 3” Blast, Turret, Primary
H	2 Linked Lascannons	48	9	2+	Heavy 1 x2, Monsterbane, Hull
S	2 Skyhammer Missile Launchers	60	7	4+	Heavy 1 x2, Monsterbane, Sponson
S +16 points	2 Sets of 2 Linked Heavy Bolters	36	5	4+	Heavy 3 x2 (x2), Sponson
S +68 points	2 Sets of 2 Linked Multimeltas	24	8	1+	Heavy 2 x2 (x2), Melta, (Monsterbane), Sponson