# 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.
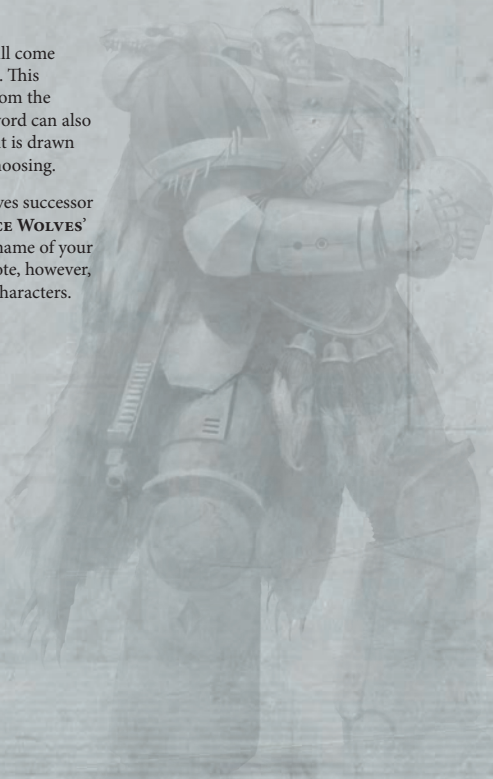
# LOGAN GRIMNAR

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 |
|---|---|---|---|---|---|---|---|
| Logan Grimnar | 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

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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 |
|---|---|---|---|---|---|---|---|
| Logan Grimnar on Stormrider | 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 |
|---|---|---|---|---|---|---|---|
| Arjac Rockfist | 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 |
|---|---|---|---|---|---|---|---|
| Bjorn the Fell-handed | 8" | 2+ | 2+ | 2 | 2 | 7 | 5+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Assault Cannon | Heavy | 24" | 2 | 6+ | 8+ | - |
| 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 | 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.

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FACTION KEYWORDS: **Imperium, Adeptus Astartes, Space Wolves**
KEYWORDS: **Heavy, Vehicle, Character, Dreadnought, Bjorn the Fell-handed**

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

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| Harald Deathwolf | 10" | 2+ | 2+ | 1 | 1 | 7 | 4+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Glacius | Melee | Melee | User | 7+ | 8+ | - |
| Icetooth'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

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.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| Canis Wolfborn | 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.

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**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 |
|---|---|---|---|---|---|---|---|
| Njal Stormcaller | 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 |
|---|---|---|---|---|---|---|---|
| Krom Dragongaze | 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

Ragnar Blackmane is a unit that contains 1 model. It can also contain 1 Svangir model and 1 Ulfgir 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 |
|---|---|---|---|---|---|---|---|
| Ragnar Blackmane (1/3 models) | 6" | 2+ | 2+ | 1 | 1 | 7 | 5+ |

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

## WARGEAR OPTIONS
- If this unit contains Svangir and Ulfgir, it is also equipped with Svangir and Ulfgir'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

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

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| Wolf Lord | 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

 5

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

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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

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

6

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

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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 |
|---|---|---|---|---|---|---|---|
| Wolf Guard Battle Leader | 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



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 Wol**ves 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

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 Rhino 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

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.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| **Blood Claws (5 models)** | 6" | 3+ | 4+ | 1 | 1 | 5 | 6+ |
| **Blood Claws (10 models)** | 6" | 3+ | 4+ | 2 | 2 | 5 | 6+ |
| **Blood Claws (15 models)** | 6" | 3+ | 4+ | 3 | 3 | 5 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Bolt Pistols | Small Arms | 12" | User | 7+ | 9+ | - |
| Chainswords | Melee | 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 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 |
|---|---|---|---|---|---|---|---|
| **Grey Hunters (5 models)** | 6" | 3+ | 3+ | 1 | 1 | 6 | 6+ |
| **Grey Hunters (10 models)** | 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

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 |
|---|---|---|---|---|---|---|---|
| **Intercessors (5 models)** | 6" | 3+ | 3+ | 1 | 2 | 6 | 6+ |
| **Intercessors (10 models)** | 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

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.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| **Infiltrators (5 models)** | 6" | 3+ | 3+ | 1 | 2 | 6 | 6+ |
| **Infiltrators (10 models)** | 6" | 3+ | 3+ | 2 | 4 | 6 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| 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

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 |
|---|---|---|---|---|---|---|---|
| **Wolf Scouts (5 models)** | 6" | 3+ | 3+ | 1 | 1 | 6 | 8+ |
| **Wolf Scouts (10 models)** | 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

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.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| **Reivers (5 models)** | 6" | 3+ | 3+ | 1 | 2 | 6 | 6+ |
| **Reivers (10 models)** | 6" | 3+ | 3+ | 2 | 4 | 6 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| 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

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.

|  | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| **Aggressors (3 models)** | 5" | 3+ | 3+ | 1 | 2 | 6 | 5+ |
| **Aggressors (6 models)** | 5" | 3+ | 3+ | 2 | 4 | 6 | 5+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| 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 | 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

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

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| Servitors (4 models) | 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

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 |
|---|---|---|---|---|---|---|---|
| Lukas the Trickster | 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

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 |
|---|---|---|---|---|---|---|---|
| Wulfen Dreadnought | 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 |
|---|---|---|---|---|---|---|---|
| **Great Company Ancient** | 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 |
|---|---|---|---|---|---|---|---|
| Great Company Champion | 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.

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**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES
**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, GREAT COMPANY CHAMPION

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 |
|---|---|---|---|---|---|---|---|
| Wolf Guard (5 models) | 6" | 3+ | 3+ | 1 | 1 | 6 | 6+ |
| Wolf Guard (10 models) | 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

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.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| **Wolf Guard Terminators (5 models)** | 5" | 3+ | 3+ | 1 | 2 | 6 | 4+ |
| **Wolf Guard Terminators (10 models)** | 5" | 3+ | 3+ | 2 | 4 | 6 | 4+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| 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.

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**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 |
|---|---|---|---|---|---|---|---|
| Dreadnought | 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 |
|---|---|---|---|---|---|---|---|
| Venerable Dreadnought | 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

**8**

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

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| Contemptor Dreadnought | 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 Redemptor Dreadnought is a unit that contains 1 model. It is equipped with: Heavy Flamer; Heavy Onslaught Gatling Cannon; Defensive Weapons System; Redemptor Fist.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| Redemptor Dreadnought | 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+ | - |
| Redemptor Fist | Melee | 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

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 |
|---|---|---|---|---|---|---|---|
| **Wulfen (5 models)** | 8" | 3+ | 5+ | 1 | 2 | 5 | 7+ |
| **Wulfen (10 models)** | 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 |
|---|---|---|---|---|---|---|---|
| Murderfang | 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

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 |
|---|---|---|---|---|---|---|---|
| **Swiftclaws (3/4 models)** | 14" | 3+ | 4+ | 1 | 1 | 5 | 5+ |
| **Swiftclaws (6/7 models)** | 14" | 3+ | 4+ | 2 | 2 | 5 | 5+ |
| **Swiftclaws (9/10 models)** | 14" | 3+ | 4+ | 3 | 3 | 5 | 5+ |
| **Swiftclaws (12/13 models)** | 14" | 3+ | 4+ | 4 | 4 | 5 | 5+ |
| **Swiftclaws (15/16 models)** | 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 | 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.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| **Swiftclaw Attack Bikes (1 model)** | 14" | 3+ | 4+ | 1 | 1 | 5 | 5+ |
| **Swiftclaw Attack Bikes (2 models)** | 14" | 3+ | 4+ | 2 | 2 | 5 | 5+ |
| **Swiftclaw Attack Bikes (3 models)** | 14" | 3+ | 4+ | 3 | 3 | 5 | 5+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| 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

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 |
|---|---|---|---|---|---|---|---|
| **Land Speeders (1 model)** | 16" | 3+ | 3+ | 1 | 1 | 5 | 6+ |
| **Land Speeders (2 models)** | 16" | 3+ | 3+ | 2 | 2 | 5 | 6+ |
| **Land Speeders (3 models)** | 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 |
|---|---|---|---|---|---|---|---|
| **Inceptors (3 models)** | 10" | 3+ | 3+ | 1 | 2 | 6 | 5+ |
| **Inceptors (6 models)** | 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

**9**

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 |
|---|---|---|---|---|---|---|---|
| **Thunderwolf Cavalry (3 models)** | 10" | 3+ | 3+ | 2 | 2 | 6 | 6+ |
| **Thunderwolf Cavalry (6 models)** | 10" | 3+ | 3+ | 4 | 4 | 6 | 6+ |

| 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



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.

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

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Claws & Teeth | Melee | Melee | User | 7+ | 9+ | - |

FACTION KEYWORDS: Imperium, Adeptus Astartes, Space Wolves
KEYWORDS: Light, Beast, Fenrisian Wolves

# WOLF SCOUT BIKERS

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 |
|---|---|---|---|---|---|---|---|
| **Wolf Scout Bikers (3 models)** | 16" | 3+ | 3+ | 1 | 1 | 6 | 7+ |
| **Wolf Scout Bikers (6 models)** | 16" | 3+ | 3+ | 2 | 2 | 6 | 7+ |
| **Wolf Scout Bikers (9 models)** | 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.

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

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Cyberwolf Claws & Teeth | Melee | Melee | User | 6+ | 8+ | - |

**FACTION KEYWORDS:** Imperium, Adeptus Astartes, Space Wolves
**KEYWORDS:** Light, Beast, Cyberwolves

# SUPPRESSORS

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

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| Suppressors | 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

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

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| **Long Fangs (5 models)** | 6" | 3+ | 3+ | 1 | 1 | 6 | 6+ |
| **Long Fangs (6 models)** | 6" | 3+ | 3+ | 1 | 1 | 6 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| 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

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 |
|---|---|---|---|---|---|---|---|
| **Hellblasters (5 models)** | 6" | 3+ | 3+ | 1 | 2 | 6 | 6+ |
| **Hellblasters (10 models)** | 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

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

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 |
|---|---|---|---|---|---|---|---|
| Hunter | 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

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 |
|---|---|---|---|---|---|---|---|
| Stalker | 10" | 6+ | 3+ | 1 | 2 | 6 | 5+ |

| 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 |
|---|---|---|---|---|---|---|---|
| Whirlwind | 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

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

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| Predator | 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

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

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| Vindicator | 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

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

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

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| Land Raider Crusader | 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

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

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| Land Raider Redeemer | 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.

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**FACTION KEYWORDS: Imperium, Adeptus Astartes, Space Wolves**

**KEYWORDS: Heavy, Vehicle, Transport, Land Raider, Land Raider Redeemer**

# REPULSOR EXECUTIONER

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 |
|---|---|---|---|---|---|---|---|
| Repulsor Executioner | 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

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

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 |
|---|---|---|---|---|---|---|---|
| Razorback | 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 | 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 |
|---|---|---|---|---|---|---|---|
| Drop Pod | - | - | 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.

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**FACTION KEYWORDS: Imperium, Adeptus Astartes, Space Wolves**
**KEYWORDS: Heavy, Vehicle, Transport, Drop Pod**

# LAND SPEEDER STORM

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

|  | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| Land Speeder Storm | 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

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 |
|---|---|---|---|---|---|---|---|
| Repulsor | 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 | 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 |
|---|---|---|---|---|---|---|---|
| Stormhawk Interceptor | 20-60" | 6+ | 3+ | 1 | 2 | 6 | 6+ |

| 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 | 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

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**

# 入侵者

入侵者是包含 5 个模型的单位。该单位可以包含 10 个模型（**能量评级 15**）。它装备有：全知者爆矢卡宾枪；近战格斗武器。

| | 移动 | 械斗技巧 | 射击技巧 | 攻击 | 耐伤 | 领导力 | 豁免 |
|---|---|---|---|---|---|---|---|
| 入侵者（5 个模型） | 6 英寸 | 3+ | 3+ | 1 | 2 | 6 | 6+ |
| 入侵者（10 个模型） | 6 英寸 | 3+ | 3+ | 2 | 4 | 6 | 6+ |

| 武器 | 类型 | 射程 | 攻击 | SAP | SAT | 技能 |
|---|---|---|---|---|---|---|
| 全知者爆矢卡宾枪 | 轻型 | 24 英寸 | 刚硬佛陀 | 6+ | 9+ | 快速射击 |
| 近战格斗武器 | 近战 | 近战 | x2 | 7+ | 9+ | - |

## 技能
### 渗透者

**多重光谱瞄准器：** 该单位使用远程武器所做攻击的命中掷骰不会受到减益修正效果影响。

**缠丝地雷：** 每场战斗仅限一次，您可以在肉搏阶段结束时，选择该单位 3 英寸范围内的一个敌方单位。如果所选单位是**载具**或**建筑**，则在旁边放置两枚爆炸标记；如果不是，则放置一枚爆炸标记。

阵营关键词：帝国、阿斯塔特修会、太空野狼
关键词：轻型、步兵、基因原体、火卫、入侵者

# 不败者战术铠甲

 **15**

不败者战术铠甲是包含 1 个模型的单位。它装备有：燃烧炮；2 把钢铁之雨重型机枪；重型爆矢枪；不败者之拳。

| | 移动 | 械斗技巧 | 射击技巧 | 攻击 | 耐伤 | 领导力 | 豁免 |
|---|---|---|---|---|---|---|---|
| 不败者战术铠甲 | 10 英寸 | 3+ | 3+ | 2 | 3 | 6 | 6+ |

| 武器 | 类型 | 射程 | 攻击 | SAP | SAT | 技能 |
|---|---|---|---|---|---|---|
| 重型爆矢枪 | 重型 | 36 英寸 | 1 | 7+ | 9+ | - |
| 燃烧炮 | 重型 | 12 英寸 | 2 | 7+ | 9+ | 地狱火 |
| 钢铁之雨重型机枪 | 重型 | 36 英寸 | 1 | 8+ | 10+ | - |
| 双联钢铁之雨自动炮 | 重型 | 48 英寸 | 2 | 8+ | 8+ | - |
| 不败者之拳 | 近战 | 近战 | 随使用者 | 6+ | 6+ | - |

## 武器装备选项

该单位可将 1 门燃烧炮替换为 1 门双联钢铁之雨自动炮。

## 技能

渗透者

阵营关键词：帝国、阿斯塔特修会、太空野狼

关键词：重型、载具、不败者战术铠甲

# 脉冲战机

脉冲战机是包含 1 个模型的单位。它装备有：钢铁之雨重型机枪；脉冲战机防御武器系统；反重力场。

| | 移动 | 械斗技巧 | 射击技巧 | 攻击 | 耐伤 | 领导力 | 豁免 |
|---|---|---|---|---|---|---|---|
| 脉冲战机 | 14 英寸 | 6+ | 3+ | 1 | 2 | 6 | 6+ |

| 武器 | 类型 | 射程 | 攻击 | SAP | SAT | 技能 |
|---|---|---|---|---|---|---|
| 脉冲战机导弹阵列 | 重型 | 48 英寸 | 1 | 7+ | 7+ | 防空 |
| 钢铁之雨重型机枪 | 重型 | 36 英寸 | 1 | 8+ | 10+ | - |
| 钢铁之雨天爪阵列 | 重型 | 36 英寸 | 2 | 8+ | 10+ | 防空 |
| 轨道阵列 | 重型 | 72 英寸 | 2 | 6+ | 6+ | 一次性、弹幕、毁灭者 |
| 脉冲战机防御武器系统 | 轻型 | 24 英寸 | 同使用者 | 7+ | 9+ | - |
| 反重力场 | 近战 | 近战 | 同使用者 | 9+ | 10+ | - |

## 武器装备选项
• 该单位可装备穹顶护盾（**能量评级 +1**），或者还可以装备一种下列武器（**能量评级 +1**）：1 个轨道阵列；1 个脉冲战机导弹阵列；1 个钢铁之雨天爪阵列。如果该单位装备穹顶护盾，则其豁免属性将变为 5+。

## 技能
**悬停：** 尽管该单位有底座，但在测量距离时，始终以该单位的外壳为端点。

## 运输工具
该单位最多可以运输 6 个友方**太空野狼基因原体步兵**模型。它不可运输**喷气背包**和 **Mk X 重力装甲**单位。

阵营关键词：帝国、阿斯塔特修会、太空野狼
关键词：重型、载具、飞行、运输工具、脉冲战机