

The background of the entire image is a dramatic, high-contrast illustration of a Space Wolf warrior. The warrior is depicted from the waist up, wearing heavily detailed, dark grey and gold armor. His long, brown hair and beard are blowing in the wind. He has a fierce, roaring expression. His right arm is a large, mechanical prosthetic, holding a massive, golden, claw-like weapon. The background is a dark, stormy sky with swirling clouds and falling debris, suggesting a battlefield or a space environment. The overall tone is gritty and intense.

**WARHAMMER**  
**40,000**

**WARHAMMER**  
LEGENDS  
**SPACE WOLVES**



# WARHAMMER LEGENDS

Over the years, many Warhammer 40,000 fans have amassed huge collections of Citadel miniatures for use in games of Warhammer 40,000. Today, some of those classic models are no longer available, and their rules no longer feature in current publications. So, to enable you to unleash your models on the tabletop, forever, their rules are provided here as Warhammer Legends.

On the following pages you will find a mixture of datasheets and additional wargear options. Used alongside those found in *Codex: Space Wolves*, these allow you to field certain legendary models in your games.

The rules here can be used in any type of play – open, narrative or matched, and full points are provided to help you balance your forces.

Warhammer Legends will not form part of our ongoing balance review for the wider Warhammer 40,000 game – and we don't recommend Legends units for competitive tournaments. This means that event organisers and attendees alike can guarantee that everything they're gaming with is easily available to everyone and has been subject to the same rigorous balance and playtesting process.

Of course, organisers are also free to specify that they will be including Legends rules if they like, allowing the use of the full classic range at their event.

## SPACE WOLVES WARGEAR LISTS

Some of the units you will find on the following pages reference one or more of the following wargear lists (e.g. Combi-weapons). When this is the case, the unit may take any item from the appropriate list below. The profiles for the weapons in these lists can be found in *Codex: Space Wolves*.

### MELEE WEAPONS

- Chainsword
- Frost axe
- Frost sword
- Lightning claw
- Power axe
- Power fist
- Power maul
- Power sword
- Thunder hammer
- Wolf claw

### COMBI-WEAPONS

- Combi-flamer
- Combi-melta
- Combi-plasma
- Storm bolter

### TERMINATOR MELEE WEAPONS

- Chainfist
- Frost axe
- Frost sword
- Lightning claw
- Power axe
- Power fist
- Power maul
- Power sword
- Thunder hammer
- Wolf claw





# DATASHEETS



# RHINO PRIMARIS

## DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
Rhino Primaris	★	6+	★	6	7	10	★	8	3+	6-10+	12"	3+	3
A Rhino Primaris is a single model equipped with: twin plasma gun. It has an orbital comms array.										3-5	6"	4+	D3
										1-2	3"	5+	1
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Hunter-killer missile	48"	Heavy 1		8	-2	D6	The bearer can only shoot with each hunter-killer missile it is equipped with once per battle.						
Twin plasma gun	When you choose this weapon to shoot with, select one of the profiles below.												
- Standard	24"	Rapid Fire 2		7	-3	1							
- Supercharge	24"	Rapid Fire 2		8	-3	2	If any hit rolls of 1 are made for attacks with this weapon, the bearer is destroyed after shooting with this weapon.						
WARGEAR OPTIONS	• This model can additionally be equipped with 1 hunter-killer missile.												
ABILITIES	<p><b>And They Shall Know No Fear</b> (see <i>Codex: Space Wolves</i>)</p> <p><b>Orbital Comms Array:</b> In your Shooting phase, one model from your army with an orbital comms array that has not been used this battle can use it to call in an orbital barrage. If it does, select one point on the battlefield and roll one D6 for each unit within D6" of that point, subtracting 1 from the result if the unit being rolled for is a <b>CHARACTER</b>. On a 4+, the unit being rolled for suffers D3 mortal wounds.</p> <p><b>Smoke Launchers:</b> Once per battle, instead of shooting in your Shooting phase, this model can use its smoke launchers. Until the start of your next Shooting phase, when resolving an attack made with a ranged weapon against this model, subtract 1 from the hit roll.</p> <p><b>Explodes:</b> When this model is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.</p>												
	<p><b>Self-repair:</b> If this model has lost any wounds, you can roll one D6 at the start of your turn; on a 6 this model regains 1 lost wound.</p> <p><b>Servo-skull Hub:</b> At the start of your Shooting phase, select one of the following:</p> <p><i>Targeting Data Skull:</i> Select one friendly <b>SPACE WOLVES</b> unit within 12" of this model. Until the end of the phase, when resolving an attack made by a model in that unit, add 1 to the hit roll.</p> <p><i>Repair Skull:</i> Select one friendly <b>SPACE WOLVES VEHICLE</b> model within 12" of this unit. That model regains 1 lost wound.</p> <p><i>Vox Skull:</i> Until the start of your next Shooting phase, when a Morale test is taken for a friendly <b>SPACE WOLVES</b> unit within 12" of this model, subtract 1 from the result.</p>												
TRANSPORT	This model has a transport capacity of 6 <b>SPACE WOLVES INFANTRY</b> models. It cannot transport <b>JUMP PACK</b> , <b>PRIMARIS</b> , <b>TERMINATOR</b> , <b>WULFEN</b> or <b>CENTURION</b> models.												
FACTION KEYWORDS	<b>IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES</b>												
KEYWORDS	<b>VEHICLE, TRANSPORT, RHINO PRIMARIS</b>												





**DAMAGE**

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Land Raider Excelsior	*	6+	*	8	8	16	*	9	2+

REMAINING W	M	BS	A
9-16+	10"	3+	6
5-8	5"	4+	D6
1-4	3"	5+	1

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
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Excelsior combi-plasma	When you choose this weapon to shoot with, select one or two of the profiles below. If you select two, subtract 1 from hit rolls for attacks made this weapon. Only one plasma gun profile can be selected.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Plasma gun (standard)	24"	Rapid Fire 1	7	-3	1	-
- Plasma gun (supercharge)	24"	Rapid Fire 1	8	-3	2	For each hit roll of 1 made for attacks with this weapon, the bearer suffers 1 mortal wound after shooting with this weapon.
Grav-cannon and grav-amp	24"	Heavy 4	5	-3	1	When resolving an attack made with this weapon against a unit with a Save characteristic of 3+ or better, this weapon has a Damage characteristic of D3 for that attack.
Hunter-killer missile	48"	Heavy 1	8	-2	D6	The bearer can only shoot with each hunter-killer missile it is equipped with once per battle.
Multi-melta	24"	Heavy 1	8	-4	D6	When resolving an attack made with this weapon against a unit that is within half range, roll two D6 when inflicting damage with it and discard one of the results.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Twin lascannon	48"	Heavv 2	9	-3	D6	-

## WARGEAR OPTIONS

- This model can additionally be equipped with 1 hunter-killer missile.
- This model can additionally be equipped with 1 storm bolter.
- This model can additionally be equipped with 1 multi-melta.
- This model can additionally be equipped with 1 Excelsior combi-plasma.

## ABILITIES

**And They Shall Know No Fear** (see *Codex: Space Wolves*)

**Aquila Aegis Field:** This model has a 5+ invulnerable save.

**Data Augurs:** When resolving an attack made with a ranged weapon by this model, if it is within 24" of any friendly **SPACE WOLVES RHINO PRIMARIS** models, add 1 to the hit roll.

**Smoke Launchers:** Once per battle, instead of shooting in your Shooting phase, this model can use its smoke launchers. Until the start of your next Shooting phase, when resolving an attack made with a ranged weapon against this model, subtract 1 from the hit roll.

**Rites of Battle:** Re-roll hit rolls of 1 for attacks made by models in friendly **SPACE WOLVES** units whilst their unit is within 6" of this model.

**Power of the Machine Spirit:** This model does not suffer the penalty for moving and firing Heavy weapons.

**Explodes:** When this model is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

## TRANSPORT

This model has a transport capacity of 10 **SPACE WOLVES INFANTRY** models. Each **JUMP PACK**, **TERMINATOR** or **WULFEN** model takes the space of two other models and each **CENTURION** model takes the space of three other models. It cannot transport **PRIMARIS** models.

## FACTION KEYWORDS

## IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

## KEYWORDS

**VEHICLE, LAND RAIDER, TRANSPORT, LAND RAIDER EXCELSIOR**





## IMPERIAL SPACE MARINE

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Imperial Space Marine	6"	3+	3+	4	4	4	3	8	3+
An Imperial Space Marine is a single model equipped with: disintegration combi-gun; disintegration pistol; frag grenades; krak grenades. Only one <b>IMPERIAL SPACE MARINE</b> model can be included in your army.									
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
Disintegration combi-gun	When you choose this weapon to shoot with, select one or both of the profiles below. If you select both, subtract 1 from hit rolls for attacks made with this weapon.								
- Boltgun	24"	Rapid Fire 1	4	0	1	-			
- Disintegration gun	18"	Rapid Fire 1	5	-3	D6	-			
Disintegration pistol	9"	Pistol 1	5	-3	D6	-			
Frag grenades	6"	Grenade D6	3	0	1	-			
Krak grenades	6"	Grenade 1	6	-1	D3	-			
ABILITIES	And They Shall Know No Fear (see <i>Codex: Space Wolves</i> )								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	INFANTRY, CHARACTER, IMPERIAL SPACE MARINE								







# RUNE PRIEST

## ON BIKE

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Rune Priest on Bike	14"	2+	3+	4	5	5	3	9	3+
A Rune Priest on Bike is a single model equipped with: bolt pistol; twin boltgun; runic axe; frag grenades; krak grenades.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Bolt pistol	12"	Pistol 1			4	0	1	-	
Plasma pistol	When you choose this weapon to shoot with, select one of the profiles below.								
- Standard	12"	Pistol 1			7	-3	1	-	
- Supercharge	12"	Pistol 1			8	-3	2	If any hit rolls of 1 are made for attacks with this weapon, the bearer is destroyed after shooting with this weapon.	
Twin boltgun	24"	Rapid Fire 2			4	0	1	-	
Runic axe	Melee	Melee			+1	-2	D3	-	
Runic stave	Melee	Melee			+2	-1	D3	-	
Runic sword	Melee	Melee			User	-3	D3	-	
Frag grenades	6"	Grenade D6			3	0	1	-	
Krak grenades	6"	Grenade 1			6	-1	D3	-	
WARGEAR OPTIONS	<ul style="list-style-type: none"><li>• This model can additionally have a psychic hood.</li><li>• This model can additionally have runic armour.</li><li>• This model can be equipped with one of the following instead of 1 runic axe: 1 runic stave; 1 runic sword.</li><li>• This model can be equipped with one of the following instead of 1 bolt pistol: 1 plasma pistol; 1 weapon from the <i>Combi-weapons</i> list.</li></ul>								
ABILITIES	And They Shall Know No Fear (see <i>Codex: Space Wolves</i> )						Runic Armour: A model with runic armour has a 5+ invulnerable save.		
	Psychic Hood: If this model has a psychic hood, then when a Deny the Witch test is taken for it to resist a psychic power manifested by an enemy model within 12", add 1 to the total.						Turbo-boost: When this model Advances, add 6" to its Move characteristic until the end of the Movement phase instead of making an Advance roll.		
PSYKER	This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows <i>Smite</i> and two psychic powers from the Tempestas discipline (see <i>Codex: Space Wolves</i> ).								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	BIKER, CHARACTER, PSYKER, RUNE PRIEST								



# WOLF PRIEST

## ON BIKE

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Wolf Priest on Bike	14"	2+	3+	4	5	5	3	9	3+	
A Wolf Priest on Bike is a single model equipped with: bolt pistol; twin boltgun; crozius arcanum; frag grenades; krak grenades.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1			4	0	1	-		
Plasma pistol	When you choose this weapon to shoot with, select one of the profiles below.									
- Standard	12"	Pistol 1			7	-3	1	-		
- Supercharge	12"	Pistol 1			8	-3	2	If any hit rolls of 1 are made for attacks with this weapon, the bearer is destroyed after shooting with this weapon.		
Twin boltgun	24"	Rapid Fire 2			4	0	1	-		
Crozius arcanum	Melee	Melee			+1	-1	2	-		
Frag grenades	6"	Grenade D6			3	0	1	-		
Krak grenades	6"	Grenade 1			6	-1	D3	-		
WARGEAR OPTIONS	<ul style="list-style-type: none"><li>This model can be equipped with one of the following instead of 1 bolt pistol: 1 plasma pistol; 1 weapon from the <i>Combi-weapons</i> list.</li></ul>									
ABILITIES	<p><b>And They Shall Know No Fear</b> (see <i>Codex: Space Wolves</i>)</p> <p><b>Oath of War:</b> You can re-roll hit rolls for attacks made with melee weapons by models in friendly <b>SPACE WOLVES</b> units whilst their unit is within 6" of this model.</p> <p><b>Spiritual Leader:</b> Friendly <b>SPACE WOLVES</b> units can use this model's Leadership instead of their own whilst they are within 6" of this model.</p> <p><b>Wolf Amulet:</b> This model has a 4+ invulnerable save.</p>							<p><b>Healing Balms:</b> At the end of your Movement phase, this model can heal one friendly <b>SPACE WOLVES INFANTRY, SPACE WOLVES BIKER</b> or <b>SPACE WOLVES CAVALRY</b> unit within 3" of it. If that unit contains a model that has lost any wounds, that model regains up to D3 lost wounds. Each unit can only be healed by this ability once per turn.</p> <p><b>Turbo-boost:</b> When this model Advances, add 6" to its Move characteristic until the end of the Movement phase instead of making an Advance roll.</p>		
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES									
KEYWORDS	BIKER, CHARACTER, WOLF PRIEST									





## ON BIKE

NAME	M	WS	BS	S	T	W	A	Ld	Sv
<b>Wolf Guard Battle Leader on Bike</b>	14"	2+	3+	4	5	5	3	8	3+
A Wolf Guard Battle Leader on Bike is a single model equipped with: bolt pistol; twin boltgun; chainsword; frag grenades; krak grenades.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Boltgun	24"	Rapid Fire 1		4	0	1	-		
Plasma pistol	When you choose this weapon to shoot with, select one of the profiles below.								
- Standard	12"	Pistol 1		7	-3	1	-		
- Supercharge	12"	Pistol 1		8	-3	2	If any hit rolls of 1 are made for attacks with this weapon, the bearer is destroyed after shooting with this weapon.		
Twin boltgun	24"	Rapid Fire 2		4	0	1	-		
Chainsword	Melee	Melee		User	0	1	When the bearer fights, it makes 1 additional attack with this weapon.		
Frag grenades	6"	Grenade D6		3	0	1	-		
Krak grenades	6"	Grenade 1		6	-1	D3	-		
<b>WARGEAR OPTIONS</b>	<ul style="list-style-type: none"><li>• This model can be equipped with one of the following instead of 1 chainsword: 1 plasma pistol; 1 storm shield; 1 weapon from the <i>Melee Weapons</i> list.</li><li>• This model can be equipped with one of the following instead of 1 bolt pistol: 1 boltgun; 1 plasma pistol; 1 weapon from the <i>Combi-weapons</i> list; 1 weapon from the <i>Melee Weapons</i> list.</li></ul>								
<b>ABILITIES</b>	<b>And They Shall Know No Fear</b> (see <i>Codex: Space Wolves</i> )						<b>Storm Shield:</b> A model with a storm shield has a 3+ invulnerable save.		
	<b>Huskarl to the Jarl:</b> Re-roll wound rolls of 1 for attacks made by models in friendly <b>SPACE WOLVES</b> units whilst their unit is within 6" of this model.						<b>Turbo-boost:</b> When this model Advances, add 6" to its Move characteristic until the end of the Movement phase instead of making an Advance roll.		
<b>FACTION KEYWORDS</b>	<b>IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES</b>								
<b>KEYWORDS</b>	<b>BIKER, CHARACTER, WOLF GUARD, BATTLE LEADER</b>								





# IRON PRIEST

## ON BIKE

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Iron Priest on Bike	14"	2+	3+	4	5	5	3	8	2+
An Iron Priest on Bike is a single model equipped with: boltgun; twin boltgun; servo-arm; thunder hammer; frag grenades; krak grenades.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Boltgun	24"	Rapid Fire 1		4	0	1	-		
Helfrost pistol	12"	Pistol 1		8	-4	D3	When resolving an attack made with this weapon, if a model suffers any unsaved wounds but is not destroyed, roll one D6; on a 6, the target suffers 1 mortal wound.		
Plasma pistol	When you choose this weapon to shoot with, select one of the profiles below.								
- Standard	12"	Pistol 1		7	-3	1	-		
- Supercharge	12"	Pistol 1		8	-3	2	If any hit rolls of 1 are made for attacks with this weapon, the bearer is destroyed after shooting with this weapon.		
Twin boltgun	24"	Rapid fire 2		4	0	1	-		
Servo-arm	Melee	Melee		x2	-2	3	When the bearer fights, no more than one attack can be made with each servo-arm. When resolving an attack made with this weapon, subtract 1 from the hit roll.		
Tempest hammer	Melee	Melee		x2	-3	3	When resolving an attack made with this weapon, you must subtract 1 from the hit roll. In addition, when resolving an attack made with this weapon, if a model suffers any unsaved wounds but is not destroyed, roll one D6; on a 6, the target suffers 1 mortal wound.		
Thunder hammer	Melee	Melee		x2	-3	3	When resolving an attack made with this weapon, subtract 1 from the hit roll.		
Frag grenades	6"	Grenade D6		3	0	1	-		
Krak grenades	6"	Grenade 1		6	-1	D3	-		
WARGEAR OPTIONS	<ul style="list-style-type: none"><li>• This model can be equipped with 1 tempest hammer instead of 1 thunder hammer.</li><li>• This model can be equipped with one of the following instead of 1 boltgun: 1 bolt pistol; 1 helfrost pistol.</li></ul>								
ABILITIES	And They Shall Know No Fear (see <i>Codex: Space Wolves</i> )						Battlesmith: At the end of your Movement phase this model can repair one friendly <b>SPACE WOLVES VEHICLE</b> model within 1". That model regains D3 lost wounds. Each model can only be repaired once per turn.		
	Turbo-boost: When this model Advances, add 6" to its Move characteristic until the end of the Movement phase instead of making an Advance roll.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	BIKER, CHARACTER, TECHMARINE, IRON PRIEST								





# IRON PRIEST

## ON THUNDERWOLF

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Iron Priest on Thunderwolf	10"	2+	3+	4	5	6	3	8	2+
An Iron Priest on Thunderwolf is a single model equipped with: boltgun; crushing teeth and claws; servo-arm; thunder hammer; frag grenades; krak grenades.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Boltgun	24"	Rapid Fire 1		4	0	1	-		
Helfrost pistol	12"	Pistol 1		8	-4	D3	When resolving an attack made with this weapon, if a model suffers any unsaved wounds but is not destroyed, roll one D6; on a 6, the target suffers 1 mortal wound.		
Plasma pistol	When you choose this weapon to shoot with, select one of the profiles below.								
- Standard	12"	Pistol 1		7	-3	1	-		
- Supercharge	12"	Pistol 1		8	-3	2	If any hit rolls of 1 are made for attacks with this weapon, the bearer is destroyed after shooting with this weapon.		
Crushing teeth and claws	Melee	Melee		5	-1	1	When the bearer fights, it makes 3 additional attacks with this weapon and no more than 3 attacks can be made with this weapon.		
Servo-arm	Melee	Melee		x2	-2	3	When the bearer fights, no more than one attack can be made with each servo-arm. When resolving an attack made with this weapon, subtract 1 from the hit roll.		
Tempest hammer	Melee	Melee		x2	-3	3	When resolving an attack made with this weapon, you must subtract 1 from the hit roll. In addition, when resolving an attack made with this weapon, if a model suffers any unsaved wounds but is not destroyed, roll one D6; on a 6, the target suffers 1 mortal wound.		
Thunder hammer	Melee	Melee		x2	-3	3	When resolving an attack made with this weapon, subtract 1 from the hit roll.		
Frag grenades	6"	Grenade D6		3	0	1	-		
Krak grenades	6"	Grenade 1		6	-1	D3	-		
WARGEAR OPTIONS	<ul style="list-style-type: none"><li>• This model can be equipped with 1 tempest hammer instead of 1 thunder hammer.</li><li>• This model can be equipped with one of the following instead of 1 boltgun: 1 bolt pistol; 1 helfrost pistol.</li></ul>								
ABILITIES	And They Shall Know No Fear (see <i>Codex: Space Wolves</i> )								
	<b>Battlesmith:</b> At the end of your Movement phase, this model can repair one friendly <b>SPACE WOLVES VEHICLE</b> model within 1". That model regains D3 lost wounds. Each model can only be repaired once per turn.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	CAVALRY, CHARACTER, THUNDERWOLF, TECHMARINE, IRON PRIEST								





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POWER

## LONE WOLF

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Lone Wolf	6"	2+	3+	4	4	3	3	8	3+	
A Lone Wolf is a single model equipped with: bolt pistol; chainsword; frag grenades; krak grenades.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1			4	0	1	-		
Plasma pistol	When you choose this weapon to shoot with, select one of the profiles below.									
- Standard	12"	Pistol 1			7	-3	1	-		
- Supercharge	12"	Pistol 1			8	-3	2	If any hit rolls of 1 are made for attacks with this weapon, the bearer is destroyed after shooting with this weapon.		
Chainsword	Melee	Melee			User	0	1	When the bearer fights, it makes 1 additional attack with this weapon.		
Frag grenades	6"	Grenade D6			3	0	1	-		
Krak grenades	6"	Grenade 1			6	-1	D3	-		
WARGEAR OPTIONS	<ul style="list-style-type: none"><li>This model can be equipped with one of the following instead of 1 chainsword: 1 plasma pistol; 1 storm shield; 1 weapon from the <i>Melee Weapons</i> list.</li><li>This model can be equipped with one of the following instead of 1 bolt pistol: 1 plasma pistol; 1 weapon from the <i>Combi-weapons</i> list.</li></ul>									
ABILITIES	<b>And They Shall Know No Fear</b> (see <i>Codex: Space Wolves</i> )  <b>An Army of One:</b> This model can never have a Warlord Trait.  <b>Storm Shield:</b> A model with a storm shield has a 3+ invulnerable save.							<b>A Glorious Death...:</b> When this model would lose its last remaining wound, roll one D6; on a 4+ that wound is not lost. If this model is destroyed in the Fight phase, it can make three attacks with one of its melee weapons before it is removed from play.  <b>...Worthy of a Saga:</b> When resolving an attack made with a melee weapon by this model against a <b>CHARACTER</b> or <b>MONSTER</b> unit, re-roll a wound roll of 1.		
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES									
KEYWORDS	CHARACTER, INFANTRY, LONE WOLF									







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POWER

## LONE WOLF IN TERMINATOR ARMOUR


NAME	M	WS	BS	S	T	W	A	Ld	Sv
Lone Wolf in Terminator Armour	5"	2+	3+	4	4	4	3	9	2+
A Lone Wolf in Terminator Armour is a single model equipped with: storm bolter; power sword.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Storm bolter	24"	Rapid Fire 2		4	0	1	-		
Power sword	Melee	Melee		User	-3	1	-		
WARGEAR OPTIONS	<ul style="list-style-type: none"><li>This model can be equipped with one of the following instead of 1 power sword: 1 storm shield; 1 weapon from the <i>Terminator Melee Weapons</i> list.</li><li>This model can be equipped with one of the following instead of 1 storm bolter: 1 weapon from the <i>Combi-weapons</i> list; 1 weapon from the <i>Terminator Melee Weapons</i> list.</li></ul>								
ABILITIES	<b>And They Shall Know No Fear</b> (see <i>Codex: Space Wolves</i> )  <b>Teleport Strike:</b> During deployment, you can set up this model in a teleportarium chamber instead of setting it up on the battlefield. If you do, at the end of one of your Movement phases you can set up this model anywhere on the battlefield that is more than 9" away from any enemy models.  <b>Storm Shield:</b> A model with a storm shield has a 3+ invulnerable save.						<b>A Glorious Death...</b> : When this model would lose its last remaining wound, roll one D6; on a 4+ that wound is not lost. If this model is destroyed in the Fight phase, it can make three attacks with one of its melee weapons before it is removed from play.  ... <b>Worthy of a Saga</b> : When resolving an attack made with a melee weapon by this model against a <b>CHARACTER</b> or <b>MONSTER</b> unit, re-roll a wound roll of 1.  <b>Crux Terminatus</b> : This model has a 5+ invulnerable save.  <b>An Army of One</b> : This model can never have a Warlord Trait.		
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	CHARACTER, INFANTRY, TERMINATOR, LONE WOLF								



Every Lone Wolf goes to battle determined to avenge his fallen pack-mates.





<div>  <div>13 POWER</div> </div> <div> <h1>WOLF GUARD</h1> <h2>ON BIKES</h2> </div>										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Wolf Guard on Bike	14"	3+	3+	4	5	2	2	8	3+	
Wolf Guard Pack Leader on Bike	14"	3+	3+	4	5	2	3	8	3+	
This unit contains 1 Wolf Guard Pack Leader on Bike and 4 Wolf Guard on Bikes. It can additionally contain up to 5 Wolf Guard on Bikes ( <b>Power Rating +13</b> ). Every model is equipped with: bolt pistol; twin boltgun; chainsword; frag grenades; krak grenades.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Bolt pistol	12"	Pistol 1		4	0	1	-			
Boltgun	24"	Rapid Fire 1		4	0	1	-			
Plasma pistol	When you choose this weapon to shoot with, select one of the profiles below.									
- Standard	12"	Pistol 1		7	-3	1	-			
- Supercharge	12"	Pistol 1		8	-3	2	If any hit rolls of 1 are made for attacks with this weapon, the bearer is destroyed after shooting with this weapon.			
Twin boltgun	24"	Rapid fire 2		4	0	1	-			
Chainsword	Melee	Melee			User	0	1	When the bearer fights, it makes 1 additional attack with this weapon.		
Frag grenades	6"	Grenade D6		3	0	1	-			
Krak grenades	6"	Grenade 1		6	-1	D3	-			
<b>WARGEAR OPTIONS</b>	<ul style="list-style-type: none"> <li>Any model can be equipped with one of the following instead of 1 chainsword: 1 storm shield; 1 plasma pistol; 1 weapon from the <i>Melee Weapons</i> list.</li> <li>Any model can be equipped with one of the following instead of 1 bolt pistol: 1 boltgun; 1 plasma pistol; 1 weapon from the <i>Melee Weapons</i> list; 1 weapon from the <i>Combi-weapons</i> list.</li> </ul>									
<b>ABILITIES</b>	<b>And They Shall Know No Fear</b> (see <i>Codex: Space Wolves</i> )						<b>Turbo-boost:</b> When this unit Advances, add 6" to the Move characteristic of its models until the end of the Movement phase instead of making an Advance roll.			
	<b>Storm Shield:</b> A model with a storm shield has a 3+ invulnerable save.									
<b>FACTION KEYWORDS</b>	<b>IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES</b>									
<b>KEYWORDS</b>	<b>BIKER, WOLF GUARD</b>									





# WOLF LORD

## ON BIKE

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Wolf Lord on Bike	14"	2+	2+	4	5	6	4	9	3+
A Wolf Lord on Bike is a single model equipped with: master-crafted boltgun; twin boltgun; chainsword; frag grenades; krak grenades.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Master-crafted boltgun	24"	Rapid Fire 1		4	-1	2	-		
Twin boltgun	24"	Rapid Fire 2		4	0	1	-		
Chainsword	Melee	Melee		User	0	1	When the bearer fights, it makes 1 additional attack with this weapon.		
Frag grenades	6"	Grenade D6		3	0	1	-		
Krak grenades	6"	Grenade 1		6	-1	D3	-		
WARGEAR OPTIONS	<ul style="list-style-type: none"><li>• This model can be equipped with one of the following instead of 1 master-crafted boltgun: 1 power lance; 1 weapon from the <i>Combi-weapons</i> list; 1 weapon from the <i>Melee Weapons</i> list; 1 weapon from the <i>Pistols</i> list.</li><li>• This model can be equipped with one of the following instead of 1 chainsword: 1 power lance; 1 storm shield; 1 weapon from the <i>Melee Weapons</i> list.</li></ul>								
ABILITIES	And They Shall Know No Fear (see <i>Codex: Space Wolves</i> )						Rites of Battle: Re-roll hit rolls of 1 for attacks made by models in friendly <b>SPACE WOLVES</b> units whilst their unit is within 6" of this model.		
	Iron Halo: This model has a 4+ invulnerable save.								
	Storm Shield: A model with a storm shield has a 3+ invulnerable save.						Turbo-boost: When this model Advances, add 6" to its Move characteristic until the end of the Movement phase instead of making an Advance roll.		
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	BIKER, CHARACTER, WOLF LORD								



# WARGEAR OPTIONS

The datasheets from *Codex: Space Wolves* that are listed below are updated as follows:

## DREADNOUGHT

This datasheet gains the following wargear options:

- This model can be equipped with one of the following instead of 1 assault cannon: 1 twin autocannon; 1 twin heavy bolter; 1 twin heavy flamer.
- This model can be equipped with 1 twin autocannon instead of 1 Dreadnought combat weapon and 1 storm bolter.

## IRON PRIEST

This datasheet gains the following wargear options:

- This model can be equipped with 1 thunder hammer instead of 1 tempest hammer.
- This model can be equipped with one of the following instead of 1 helfrost pistol: 1 bolt pistol; 1 boltgun.

## RUNE PRIEST

This datasheet gains the following wargear options:

- This model can be equipped with 1 weapon from the *Combi-weapons* list instead of 1 bolt pistol.

## VENERABLE DREADNOUGHT

This datasheet gains the following wargear options:

- This model can be equipped with one of the following instead of 1 assault cannon: 1 twin autocannon; 1 twin heavy bolter; 1 twin heavy flamer.
- This model can be equipped with 1 twin autocannon instead of 1 Dreadnought combat weapon and 1 storm bolter.

## WOLF PRIEST

This datasheet gains the following wargear options:

- This model can be equipped with 1 weapon from the *Combi-weapons* list instead of 1 bolt pistol.





# ARMOURY OF THE FANG

RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Disintegration combi-gun	When you choose this weapon to shoot with, select one or both of the profiles below. If you select both, subtract 1 from hit rolls for attacks made with this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Disintegration gun	18"	Rapid Fire 1	5	-3	D6	-
Disintegration pistol	9"	Pistol 1	5	-3	D6	-
Excelsior combi-plasma	When you choose this weapon to shoot with, select one or two of the profiles below. If you select two, subtract 1 from hit rolls for attacks made this weapon. Only one plasma gun profile can be selected.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Plasma gun (standard)	24"	Rapid Fire 1	7	-3	1	-
- Plasma gun (supercharge)	24"	Rapid Fire 1	8	-3	2	For each hit roll of 1 made for attacks with this weapon, the bearer suffers 1 mortal wound after shooting with this weapon.
Twin autocannon	48"	Heavy 4	7	-1	2	-
Twin heavy flamer	8"	Heavy 2D6	5	-1	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.
Twin plasma gun	When you choose this weapon to shoot with, select one of the profiles below.					
- Standard	24"	Rapid Fire 2	7	-3	1	-
- Supercharge	24"	Rapid Fire 2	8	-3	2	If any hit rolls of 1 are made for attacks with this weapon, the bearer is destroyed after shooting with this weapon.

MELEE WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Crushing teeth and claws	Melee	Melee	5	-1	1	When the bearer fights, it makes 3 additional attacks with this weapon and no more than 3 attacks can be made with this weapon.

# POINTS VALUES

HQ		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Iron Priest on Bike	1	65
Iron Priest on Thunderwolf	1	80
Land Raider Excelsior	1	200
Rhino Primaris	1	52
Rune Priest on Bike	1	109
Wolf Guard Battle Leader on Bike	1	85
Wolf Lord on Bike	1	88
Wolf Priest on Bike	1	135

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Crushing teeth and claws	0

ELITES		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Imperial Space Marine	1	60
Lone Wolf	1	75
Lone Wolf in Terminator Armour	1	115
Wolf Guard on Bikes	5-10	34

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Disintegration combi-gun	0
Disintegration pistol	0
Excelsior combi-plasma	11
Twin autocannon	20
Twin heavy flamer	28
Twin plasma gun	22