**Lords of Space Wolves**

 **Unit Name**

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| **Unit** | **WS** | **BS** | **S** | **T** | **W** | **I** | **A** | **Ld** | **Sv** |
| Bjorn Stormwolf | 6 | 5 | 4 | 4 | 3 | 5 | 4 | 10 | 2+/3++ |

**Bjorn Stormwolf (HQ)..........250pts**

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| **Unit Type** | **Unit Composition** | **Wargear** | **Special Rules** |
| * Infantry (unique)
 | * Bjorn Stormwolf
 | * Terminator Armour
* Thunder Hammer
* Storm Shield
* Wolftooth Necklace
* Saga of the Bear
 | * And they shall know no fear
* Counter Attack
* Acute Senses
* Independent Character
* Howl of the Stormwolf
 |

Howl of the Stormwolf: Bjorn's spectacular assaults reflect his impatient and aggressive nature, and invariably include lots of heavy weapons, bikes and vindicators - essentially anything that makes a great deal of noise. To show this an army that includes Bjorn can include a squadron of up to three vindicators or predators. Also units with the outflank rule lose it due to Bjorn's nature for up front assaults.

 **Unit Name**

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| **Unit** | **WS** | **BS** | **S** | **T** | **W** | **I** | **A** | **Ld** | **Sv** |
| Erik Morkai | 6 | 5 | 4 | 4 | 3 | 5 | 4 | 10 | 2+/4++ |

**Erik Morkai (HQ)..........250pts**

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| **Unit Type** | **Unit Composition** | **Wargear** | **Special Rules** |
| * Infantry (Unique)
 | * Erik Morkai
 | * Runic Armour
* Bolt Pistol
* Frost Blade
* Melta Bombs
* Wolftooth Necklace
* Belt of Russ
* Saga of the Warrior Born
 | Independent CharacterCounter AttackAcute SensesAnd they shall know no fearOutflankStrike from the Undergrowth |

Strike from the Undergrowth: Erik and his company are well known for their surprise attacks. The Wolf Scouts in his company have launched ambushes that have won many a war. To show this all Scouts in the army count as troops.

 **Unit Name**

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| **Unit** | **WS** | **BS** | **S** | **T** | **W** | **I** | **A** | **Ld** | **Sv** |
| Harald Deathwolf | 6 | 5 | 5 | 5 | 4 | 5 | 5 | 10 | 2+/3++ |

**Harald Deathwolf (HQ)..........270pts**

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| **Unit Type** | **Unit Composition** | **Wargear** | **Special Rules** |
| * Infantry
 | * Harald Deathwolf
 | * Runic Armour
* Icetooth (Thunderwolf)
* Frost Axe
* Storm Shield
* Saga of the Beastslayer
* Wolftooth Necklace
* 1 Fenrisian Wolf
 | * Acute Senses
* Independent Character
* Counter Attack
* And they shall know no fear
* Thunderwolf King
 |

Thunderwolf King: Harald's great company goes to war accompanied by a host of lupine beasts, be it flesh and blood, cybernetic construct or even spirits of loyal companions. To show this in an army that includes Harald can include one Thunderwolf Cavalry squad as a troops choice.

 **Unit Name**

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| **Unit** | **WS** | **BS** | **S** | **T** | **W** | **I** | **A** | **Ld** | **Sv** |
| Krom Dragongaze | 6 | 5 | 4 | 4 | 3 | 5 | 4 | 10 | 2+/4++ |

**Krom Dragongaze (HQ)..........245pts**

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| **Unit Type** | **Unit Composition** | **Wargear** | **Special Rules** |
| * Infantry (Unique)
 | * Krom Dragongaze
 | * Terminator Armour
* Wolf Claws
* Melta Bombs
* Wolftooth Necklace
* Belt of Russ
* Saga of Majesty
 | * And they shall know no fear
* Acute Senses
* Counter Attack
* Independent Character
* Brotherly Connection
* The Reward of Valour.
 |

Brotherly Connection: Krom loves taking part in all types of contests with his Battle-Brothers , be it eating, drinking, duelling and hunting. To show this once per game, at the start of the movement phase, Krom can push his units to the limit. That turn any unit within line of sight and within 24'' of Krom gains preferred enemy.

The Reward of Valour: Krom keeps a great many Wolf Guard in his Company, for his Fierce-eye believes that valour should be rewarded wherever it is found. One Wolf Guard unit counts as troops in an army that Includes Krom Dragongaze.

 **Unit Name**

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| **Unit** | **WS** | **BS** | **S** | **T** | **W** | **I** | **A** | **Ld** | **Sv** |
| Gunnar Red Moon | 6 | 5 | 4 | 4 | 3 | 5 | 5 | 10 | 2+/3++ |

**Gunnar Red Moon (HQ)..........250pts**

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| **Unit Type** | **Unit Composition** | **Wargear** | **Special Rules** |
| * Infantry (Unique)
 | * Gunnar Red Moon
 | * Terminator Armour
* Frost Axe
* Storm Shield
* Wolftooth Necklace
* Saga of the Warrior Born
 | * Acute Senses
* And they shall know no fear
* Independent Character
* Counter Attack
* Unholy Massacre
* Favouritism of Power.
 |

Unholy Massacre: Gunnar has a habit to tear his foes appart. Gunnar adopted the Red Moon as his symbol after the invasion of the Bal'yth's Orb, where he claims to have killed so many Eldar that their blood stained the planet crimson. When surrounded Gunnar gets D6 extra attacks.

Favouritism of Power: Gunnar favours his Long Fangs more than most, for he reasons that veterans make best companions in the feast hall as well as on the battlefield. To show this one Long Fang squad, in an army that includes Gunnar, counts as troops.

 **Unit Name**

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| **Unit** | **WS** | **BS** | **S** | **T** | **W** | **I** | **A** | **Ld** | **Sv** |
| Egil Iron Wolf | 6 | 5 | 5 | 5 | 3 | 5 | 4 | 10 | 2+/4++ |

**Egil Iron Wolf (HQ)..........260pts**

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| **Unit Type** | **Unit Composition** | **Wargear** | **Special Rules** |
| * Infantry (Unique)
 | * Egil Iron Wolf
 | * Terminator Armour
* Combi Plasma
* Frost Axe
* Belt of Russ
* Wolftooth Necklace
* Saga of the Iron Wolf
 | * And they shall know no fear
* Counter Attack
* Acute Senses
* Independent Character
* Iron Might
* Iron Fury
* Body of Adamantium
 |

Iron Might: The armoured assaults of Egil Iron Wolf are famous across the Fenris System,typified by great roaming packs of transport vehicles that cut off the prey's escape routes. In an army that includes Egil, two packs of Grey Hunters - that must be in rhinos- gain the OBEL USR as they cut off the enemy army.

Iron Fury: *Iron Fury* is Egil's personalised Land Raider. *Iron Fury* is a Land Raider with a twin linked Multi Melta in place of it's twin linked Heavy Bolter and Frag Launchers.

Body of Adamantium: Egil's extensive bionics have a physical effect as well as visual. Egil's metallic body grants him higher resilience than a normal marine. This gives him +1 strength and toughness (included in profile).

 **Unit Name**

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| **Unit** | **WS** | **BS** | **S** | **T** | **W** | **I** | **A** | **Ld** | **Sv** |
| Engir Krakendoom | 6 | 5 | 4 | 4 | 3 | 5 | 4 | 10 | 2+/4++ |

**Engir Krakendoom (HQ)..........250pts**

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| **Unit Type** | **Unit Composition** | **Wargear** | **Special Rules** |
| * Infantry (unique)
 | * Engir Krakendoom
 | * Runic Armour
* Frost Blade
* Storm Bolter
* Space Marine Bike
* Wolftooth Necklace
* Belt of Russ
* Saga of the Beastslayer
 | * And they shall know no fear
* Counter Attack
* Acute Senses
* Independent Character
* Infiltrate
* Tear out the throat and let the body die.
* Outrider
 |

Tear out the throat and let the body die: Engir is known for killing the leaders of the enemy army and letting the troops fall into disarray. When in close combat Engir must allocate his attacks towards an Independent Character or Monstrous Creature if possible. Also, he may re-roll all failed rolls to wound against models with the Monstrous Creature USR.

Outrider: Krakendoom's Company prefer to go to war in armoured transports, and boasts many Swiftclaws that act as outriders for the main force. Swiftclaw units gain the Infiltrate USR as they scout ahead on search and destroy missions.

 **Unit Name**

 **Unit Name**

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| **Unit** | **WS** | **BS** | **S** | **T** | **W** | **I** | **A** | **Ld** | **Sv** |
| Sven Bloodhowl | 6 | 5 | 4 | 4 | 3 | 5 | 4 | 10 | 2+/4++ |

**Sven Bloodhowl..........250pts**

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| **Unit Type** | **Unit Composition** | **Wargear** | **Special Rules** |
| * Infantry (Unique)
 | * Sven Bloodhowl
 | * Runic Armour
* Thunder Hammer
* Combi Melta
* Belt of Russ
* Wolftooth Necklace
* Saga of Majesty
 | * And they shall know no fear
* Counter Attack
* Acute Senses
* Independent Character
* Lord of the Firebreather
* Epic Saga
 |

Lord Of The Firebreather. In an army containing Sven Bloodhowl one Wolf Guard unit may be designated Firebreathers. Any model(s) in that unit may exchange one weapon for a flamer at a cost of 5pts per model. In addition the unit’s members’ experience at laying down curtains of flame and their ritual of swigging promethium in order to spit flames makes even the boldest of foes wary of getting too close. The whole unit counts as having Defensive Grenades. Note that the unit may combine its Defensive Grenades with Counter Attack – the enemy may be wary of the flames but the Firebreathers have no such qualms about charging through a wall of fire. Any member of the squad who is detached from this squad in order to act as Pack Leader for another squad loses the benefit of defensive grenades – mingling with the other marines the enemy doesn’t spot his flames until they are already committed to the assault.

Epic Saga: Sven Bloodhowl's armour bears banners made from the flayed skins of his defeated enemies, tattooed with depictions of their deaths. So terrifying is his appearance that he can turn the tide of combat. All units wishing to assault Sven must first take a Leadership Test.

 **Unit Name**

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| **Unit** | **WS** | **BS** | **S** | **T** | **W** | **I** | **A** | **Ld** | **Sv** |
| Kjarl Grimblood | 6 | 5 | 4 | 4 | 3 | 5 | 4 | 10 | 2+/4++ |

**Kjarl Grimblood (HQ)..........260pts**

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| **Unit Type** | **Unit Composition** | **Wargear** | **Special Rules** |
| * Infantry (Unique)
 | * Kjarl Grimblood
 | * Terminator Armour
* Combi Flamer
* Frost Blade
* Wolftooth Necklace
* Belt of Russ
* Saga of Majesty
 | * And they shall know no fear
* Counter Attack
* Acute Senses
* Independent Character
* Future in Flames
* All is Ash
 |

Future in Flames: Kjarl Grimblood's foresight is so supernaturally acute, it is said that he has the gift, and that he is able to see the future in flames. In an army that includes Kjarl Grimblood after deployment you may move one of your units. Furthermore in close combat, if he passes a psychic test, Kjarl becomes initiative 6 as he pictures the actions of the foe.

All is Ash: His great Company favours a great many flame weapons, boasting no fewer then twelve Land Raider Redeemers. Wolf Guard and Grey Hunter units may take a Land Raider Redeemer as a dedicated transport.

 **Unit Name**

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| **Unit** | **WS** | **BS** | **S** | **T** | **W** | **I** | **A** | **Ld** | **Sv** |
| Jorin Bloodfang | 7 | 0 | 5 | 5 | 3 | 6 | D6+4 | 10 | 2+/3++ |

**Jorin Bloodfang (HQ)..........300pts**

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| **Unit Type** | **Unit Composition** | **Wargear** | **Special Rules** |
| * Beast (Unique)
 | * Jorin Bloodfang
 | * Runic Armour
* Double Chain Axe
* Wolftooth Necklace
* Belt of Russ
* Saga of the Warrior Born
 | * And they shall know no fear
* Counter Attack
* Acute Senses
* Independent Character
* Rage
* Rending
* Fleet
* Feel no pain
* Fearless
* Animal Resilience
* Beastly Massacre
* Unnatural form
 |

Animal Resilience: Turning into a wulfen has had a physical effect on Jorin giving him an unnatural resilience. To show this Jorins invulnerable save is increased by 1.

Beastly Massacre: When it comes to close combat Jorin turns into a blood thirsty monster, some times hitting his own warriors. To show this Jorin gains two attacks on the charge. Furthermore, when rolling to hit if Jorin rolls any 1s he must allocate those attacks towards his own warriors. Although, when Jorin rolls to wound in close combat any rolls of a 6 cause Instant Death.

Unnatural Form: Turning into a wulfen changed Jorin visually. Enemies quaver before hi gaze any enemy model in line of sight of or wishing to assault Jorin must take a leadership test.

*Designers note: The double chain axe was deliberate and not just a typo.
Chain Axe's work just like Frost Axes*