

KILL TEAM

SPACE WOLVES

Codex: Space Wolves

This team list uses the special rules and wargear found in Codex: Space Wolves. If a rule differs from the Codex, it will be clearly stated.

Headstrong Rule Addition

If a model with the Headstrong rule is within the Inspiring Presence radius of the Team Leader, the Headstrong rule does not apply.

Keen Senses

Space Wolves have senses as keen as a Wolf of Fenris. Hidden enemy models within 12" of a Space Wolves model are automatically revealed.

Model Availability

You must follow the following model requirements when building your Kill Team:

- 1 Team Leader model
- 1-20 Core models
- 0-3 Special models



TEAM LEADERS

Wolf Guard Pack Leader

25 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	2	4	2	9	3+

Wargear:

- Power Armour
- Bolt Pistol
- Close Combat Weapon
- Frag & Krak Grenades

Special Rules:

- Inspiring Presence
- And They Shall Know No Fear
- Acute Senses
- Counter-attack

Terminator Armour:

- May replace all equipment with Terminator armour, Storm Bolter and Power Weapon for 20 points.
- May exchange Terminator Storm Bolter with:

- Combi-flamer, -melta, -plasma	5 pts
- Wolf Claw	15 pts
- Power Fist	20 pts
- Thunder Hammer	25 pts
- Storm Shield	25 pts
- Chainfist	25 pts
- May exchange Terminator Power Weapon with:

- Wolf Claw	5 pts
- Frost Blade	10 pts
- Frost Axe	10 pts
- Power Fist	10 pts
- Thunder Hammer	15 pts
- Storm Shield	15 pts
- Chainfist	15 pts

Options:

- May replace any weapon with:

- Boltgun	Free
- Storm Bolter	3 pts
- Combi-flamer, -melta, -plasma	10 pts
- Plasma Pistol	15 pts
- Power Weapon	15 pts
- Wolf Claw	20 pts
- Frost Blade	25 pts
- Frost Axe	25 pts
- Power Fist	25 pts
- Storm Shield	30 pts
- Thunder Hammer	30 pts
- May take any of the following:

- Melta Bomb	5 pts
- Wolf Tail Talisman	5 pts
- Wolftooth Necklace	10 pts
- Mark of the Wulfen	15 pts
- If not wearing Terminator Armour, may take one of the following:

- Jump Pack	10 pts
- Space Marine Bike	15 pts
- Thunderwolf Mount	35 pts
- May take wargear from the Space Wolves armoury including Pack Leader and Leader only items. If wearing Terminator armour may also take Terminator only wargear.

Wolf Scout Pack Leader

25 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	2	4	2	9	4+

Wargear:

- Scout Armour
- Bolt Pistol
- Close Combat Weapon
- Frag & Krak Grenades

Special Rules:

- Inspiring Presence
- And They Shall Know No Fear
- Acute Senses
- Counter-attack
- Infiltrate
- Move Through Cover
- Scouts
- Behind Enemy Lines

Options:

- May replace any weapon with:
 - Boltgun Free
 - Sniper Rifle 3 pts
 - Combi-flamer, -melta, -plasma 10 pts
 - Plasma Pistol 15 pts
 - Power Weapon 15 pts
 - Power Fist 25 pts
- May take any of the following:
 - Melta Bomb 5 pts
 - Wolf Tail Talisman 5 pts
 - Wolftooth Necklace 10 pts
 - Mark of the Wulfen 15 pts
- *May take wargear from the Space Wolves armoury including Pack Leader and Leader only items.*

Rune Skald

50 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	2	4	2	9	3+

Wargear:

- Power Armour
- Bolt Pistol
- Force Weapon
- Frag & Krak Grenades

Special Rules:

- Inspiring Presence
- And They Shall Know No Fear
- Acute Senses
- Counter-attack
- Psyker (Mastery Level 1)

Psychic Powers:

Before the battle the Rune Skald may choose a single Psychic Power from the following list:

- Thunderclap (C:SW)
- Storm Caller (C:SW)
- Living Lightning (C:SW)
- Smite (Biomancy)
- Prescience (Divination)
- Assail (Telekinesis)

Options:

- May replace Force Weapon with Runic Weapon for 15 pts.
- May replace Bolt Pistol with:
 - Boltgun Free
 - Storm Bolter 3 pts
 - Plasma Pistol 15 pts
- May take any of the following:
 - Melta Bomb 5 pts
 - Wolf Tail Talisman 5 pts
 - Wolftooth Necklace 10 pts
 - Chooser of the Slain 10 pts
- May take one of the following:
 - Jump Pack 10 pts
 - Space Marine Bike 15 pts
- *May take wargear from the Space Wolves armoury including Leader and Rune Skald only items.*

**CORE****Fenrisian Wolf**

8 points

WS	BS	S	T	W	I	A	Ld	Sv
4	0	4	4	1	4	2	5	6+

Unit Type: Beasts**Special Rules:**

- Counter-attack
- Supernumerary
- Non-Learning

Wargear:

- Close Combat Weapon

Grey Hunter

15 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	1	4	1	8	3+

Wargear:

- Power Armour
- Boltgun
- Bolt Pistol
- Close Combat Weapon
- Frag & Krak Grenades

Special Rules:

- And They Shall Know No Fear
- Acute Senses
- Counter-attack

Options:

- For every 5 Grey Hunters you take in your team, one model may replace any weapon with:
 - Flamer 5 pts
 - Meltagun 10 pts
 - Plasma Gun 15 pts
 - Plasma Pistol 15 pts
 - Power Weapon 15 pts
 - Power Fist 25 pts
- For every 5 Grey Hunters you take in your team, one model may take the following:
 - Mark of the Wulfen 15 pts

Blood Claw

15 points

WS	BS	S	T	W	I	A	Ld	Sv
3	3	4	4	1	4	1	8	3+

Wargear:

- Power Armour
- Bolt Pistol
- Close Combat Weapon
- Frag & Krak Grenades

Special Rules:

- And They Shall Know No Fear
- Acute Senses
- Counter-attack
- Berserk Charge
- Headstrong

Options:

- For every 5 Blood Claws you take in your team, one model may replace any weapon with:
 - Flamer 5 pts
 - Meltagun 10 pts
 - Plasma Gun 15 pts
 - Plasma Pistol 15 pts
 - Power Weapon 15 pts
 - Power Fist 25 pts

SPECIAL**Iron Priest**

50 points

You may only ever take one Iron priest in your Kill Team.

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	1	4	2	8	2+

Wargear:

- Runic Armour
- Bolt Pistol
- Thunder Hammer
- Servo-arm
- Frag & Krak Grenades

Special Rules:

- And They Shall Know No Fear
- Acute Senses
- Counter-attack
- Battlesmith

Options:

- May replace Bolt Pistol with:
 - Boltgun Free
- May take any of the following:
 - Wolf Tail Talisman 5 pts
 - Wolftooth Necklace 10 pts
 - Saga of the Iron Wolf 15 pts
- May take one of the following:
 - Space Marine Bike 15 pts
 - Thunderwolf Mount 35 pts
- *May take wargear from the Space Wolves armoury.*

Long Fang

20 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	1	4	1	9	3+

Wargear:

- Power Armour
- Heavy Bolter
- Close Combat Weapon
- Frag & Krak Grenades

Special Rules:

- And They Shall Know No Fear
- Acute Senses
- Counter-attack

Options:

- May replace Heavy Bolter with:
 - Missile Launcher 5 pts
 - Multi-melta 5 pts
 - Plasma Cannon 15 pts
 - Lacannon 20 pts
- *May take wargear from the Space Wolves armoury.*

Wolf Guard

18 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	1	4	2	9	3+

Wargear:

- Power Armour
- Bolt Pistol
- Close Combat Weapon
- Frag & Krak Grenades

Special Rules:

- And They Shall Know No Fear
- Acute Senses
- Counter-attack

Terminator Armour:

- May replace all equipment with Terminator armour, Storm Bolter and Power Weapon for 15 points.
- May exchange Terminator Storm Bolter with:
 - Combi-flamer, -melta, -plasma 5 pts
 - Wolf Claw 10 pts
 - Power Fist 10 pts
 - Thunder Hammer 15 pts
 - Storm Shield 15 pts
 - Chainfist 15 pts
- May exchange Terminator Power Weapon with:
 - Wolf Claw 5 pts
 - Frost Blade 10 pts
 - Frost Axe 10 pts
 - Power Fist 10 pts
 - Thunder Hammer 15 pts
 - Storm Shield 15 pts
 - Chainfist 15 pts
- One Wolf Guard in your team may take one of the following options:
 - Replace Storm Bolter with Heavy Flamer 5 pts
 - Replace Storm Bolter with Assault Cannon 30 pts
 - Take a Cyclone Missile Launcher 30 pts

Options:

- May replace any weapon with:
 - Boltgun Free
 - Storm Bolter 3 pts
 - Combi-flamer, -melta, -plasma 5 pts
 - Plasma Pistol 10 pts
 - Power Weapon 10 pts
 - Wolf Claw 15 pts
 - Frost Blade 20 pts
 - Frost Axe 20 pts
 - Power Fist 20 pts
 - Storm Shield 25 pts
 - Thunder Hammer 25 pts
- May take the following:
 - Melta Bomb 5 pts
- One Wolf Guard in your team may take the following:
 - Mark of the Wulfen 15 pts
- If not wearing Terminator Armour, may take one of the following:
 - Jump Pack 10 pts
 - Space Marine Bike 15 pts
- *May take wargear from the Space Wolves armoury. If wearing Terminator armour may also take Terminator only wargear.*

**Thunderwolf Rider**

50 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	5	5	2	4	1	8	3+

Unit Type: Cavalry**Wargear:**

- Power Armour
- Bolt Pistol
- Close Combat Weapon
- Frag & Krak Grenades

Special Rules:

- And They Shall Know No Fear
- Acute Senses
- Counter-attack
- Rending (Close Combat Only)
- Wolfkin

**Options:**

- May replace Bolt Pistol with:
 - Boltgun Free
 - Plasma Pistol 15 pts
 - Storm Shield 30 pts
- One Thunderwolf Rider in your team may take his Close Combat Weapon with:
 - Power Weapon 15 pts
 - Wolf Claw 20 pts
 - Frost Blade 25 pts
 - Frost Axe 25 pts
 - Power Fist 25 pts
 - Storm Shield 30 pts
 - Thunder Hammer 30 pts
- May take the following:
 - Melta Bomb 5 pts
- One Thunderwolf Rider in your team may take:
 - Mark of the Wulfen 15 pts
- *May take wargear from the Space Wolves armoury.*

Swiftclaw Biker

25 points

WS	BS	S	T	W	I	A	Ld	Sv
3	3	4	5	1	4	1	8	3+

Unit Type: Bike**Wargear:**

- Power Armour
- Bolt Pistol
- Close Combat Weapon
- Frag & Krak Grenades
- Space Marine Bike

Special Rules:

- And They Shall Know No Fear
- Acute Senses
- Counter-attack
- Berserk Charge
- Headstrong

Options:

- One Swiftclaw Biker in your team may replace any weapon with:
 - Flamer 5 pts
 - Meltagun 10 pts
 - Plasma Gun 15 pts
 - Plasma Pistol 15 pts
 - Power Weapon 15 pts
 - Power Fist 25 pts
- May take the following:
 - Melta Bomb 5 pts

Skyclaw

18 points

WS	BS	S	T	W	I	A	Ld	Sv
3	3	4	4	1	4	1	8	3+

Unit Type: Jump Infantry**Wargear:**

- Power Armour
- Bolt Pistol
- Close Combat Weapon
- Frag & Krak Grenades
- Jump Pack

Special Rules:

- And They Shall Know No Fear
- Acute Senses
- Counter-attack
- Berserk Charge
- Headstrong

Options:

- One Skyclaw in your team may replace any weapon with:
 - Flamer 5 pts
 - Meltagun 10 pts
 - Plasma Gun 15 pts
 - Plasma Pistol 15 pts
 - Power Weapon 15 pts
 - Power Fist 25 pts
- One Skyclaw in your team may take the following:
 - Mark of the Wulfen 15 pts

Wolf Scout

15 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	1	4	1	8	4+

Wargear:

- Scout Armour
- Bolt Pistol
- Close Combat Weapon
- Frag & Krak Grenades

Special Rules:

- And They Shall Know No Fear
- Acute Senses
- Counter-attack
- Infiltrate
- Move Through Cover
- Scouts
- Behind Enemy Lines

Options:

- May replace any weapon with:
 - Boltgun Free
 - Sniper Rifle 3 pts
- One Wolf Scout in your team may replace its Bolt Pistol with:
 - Flamer 5 pts
 - Heavy Bolter 5 pts
 - Meltagun 10 pts
 - Missile Launcher 10 pts
 - Plasma Gun 15 pts
- Up to two Wolf Scouts in your team may replace any weapon with:
 - Power Weapon 15 pts
 - Plasma Pistol 15 pts
- Any model may take the following:
 - Melta Bombs 5 pts
- One Wolf Scout in our team may take the following:
 - Mark of the Wulfen 15 pts



Lone Wolf

20 points

WS	BS	S	T	W	I	A	Ld	Sv
5	4	4	4	2	4	2	8	3+

Wargear:

- Power Armour
- Bolt Pistol
- Close Combat Weapon
- Frag & Krak Grenades

Special Rules:

- Fearless
- Acute Senses
- Counter-attack
- Eternal Warrior
- Feel No Pain
- Beastslayer
- Deathwish*

Terminator Armour:

- May replace all equipment with Terminator armour, Storm Bolter and Power Weapon for 25 points.
- May exchange Terminator Storm Bolter with:

- Combi-flamer, -melta, -plasma	5 pts
- Wolf Claw	15 pts
- Power Fist	20 pts
- Thunder Hammer	25 pts
- Storm Shield	25 pts
- Chainfist	25 pts
- May exchange Terminator Power Weapon with:

- Wolf Claw	5 pts
- Power Fist	10 pts
- Thunder Hammer	15 pts
- Storm Shield	15 pts
- Chainfist	15 pts

Deathwish:

A Lone Wolf gladly runs into the most dangerous of situations to try and fulfil his oath. No model may receive EXP from killing a Lone Wolf. Also, if you roll 'Major Injury' when making an Injury roll, treat this as Dead! instead.

Options:

- May replace any weapon with:

- Plasma Pistol	15 pts
- Power Weapon	15 pts
- Wolf Claw	20 pts
- Frost Blade	25 pts
- Frost Axe	25 pts
- Power Fist	25 pts
- Storm Shield	30 pts
- Thunder Hammer	30 pts
- May take any of the following:

- Melta Bomb	5 pts
- Mark of the Wulfen	15 pts
- *May take wargear from the Space Wolves armoury. If wearing Terminator armour may also take Terminator only wargear.*



ARMOURY

Amulet of Russ (Leader Only) – 15 pts

The amulet contains a powerful refractor field. Grants the model a 5+ invulnerable save.

Wulfjaw (Leader Only) – 15 pts

Wulfjaw is a mighty weapon crafted centuries ago, its chainsaw blade is fashioned from a rare sonically-imbued metal whose secret has long since passed. Wulfjaw has the following profile:

	Range	S	AP	Type
Wulfjaw	-	+1	4	Melee, Strikedown

The Wulfen Stone (Leader Only) – 10 pts

Within the stone's murky depths lies the raging image of the Were. The model gains the Fear special rule.

Victory Charm (Leader Only) – 5 pts

This is a memento of a past victory. The model gains Preferred Enemy (Codex). Choose the 'Codex' when the model buys this charm.

Saga of the Frontrunner (Pack Leader Only) – 10 pts

The model's Inspiring Presence radius is increased to 12".

Wolf Helm (Pack Leader Only) – 10 pts

All friendly Space Wolf models within the Inspiring Presence radius of the team leader may re-roll all Morale checks.

Saga of the Frontrunner (Pack Leader Only) – 10 pts

Tales are sung of the pack leader's leadership and charisma. The model's Inspiring Presence radius is increased to 12".

Helm of Durfast (Pack Leader Only) – 5 pts

Forged in the stasis-bound ion furnaces beneath the Fang, this helm enables the wearer to readily spot any foes that are obscured from sight. The model can shoot at and charge Hidden models.

Pelt of the Dire Wolf (Pack Leader Only) – 5 pts

An ancient pelt from a massive Wolf of Fenris. This venerable hide has been interwoven with a cameleoline web. The model has the Stealth special rule.

Staff of Blizzards (Rune Skald Only) – 10 pts

The Rune Skald may fire a blast of freezing cloud from the tip of this staff, blinding his enemies. The Staff of Blizzards counts as a shooting weapon with the following profile:

	Range	S	AP	Type
Staff of Blizzards	Template	4	-	Assault 1, Blind

Tartaros Pattern Armour (Terminator Only) – 5 pts

The Tartaros pattern provides greater mobility for its wearer with no loss in durability or protection. Allows the model to make a Sweeping Advance.

Wolf Standard – 10pts

Maximum of one per Kill Team.

Rule Amendment: Once per game, at the start of the Assault phase the model may call upon the power of the wolf. During this phase, the model and all friendly Space Wolf models within 6" may re-roll any dice rolls of 1.

Master-Crafted Weapon – 10 pts

Choose a single weapon the model has to gain the Master-crafted special rule.

Overcharged Weapon – 10pts

Choose a single ranged weapon the model has to be overcharged. This gains +1 Strength and the Gets Hot rule. Plasma weapons may be overcharged but will Get Hot on a To Hit roll of a 1 or 2 instead of just a 1.

Suspensors – 10 pts

A model with Suspensors that is equipped with a Heavy type weapon may fire this weapon even if he has moved in the previous Movement phase – although if he does so, the maximum range of the weapon is halved.

Smoke Grenades – 10 pts

A smoke grenade has the following profile:

	Range	S	AP	Type
Smoke Grenade	8"	-	-	Assault 1, One Shot Large Blast, Smoke*

*Smoke: Any model that is hit by this weapon gains a 5+ cover save until the start of their next turn. You may target friendly models with this weapon.

Auxiliary Grenade Launcher – 5 pts

A tubular device that fires pre-loaded grenades, fixed to the models primary weapon. This attachment allows any grenades to be fired in addition to another weapon in the shooting phase rather than instead of.

Auspex – 5 pts

A model with an Auspex can use it in place of making a shooting attack. Target an enemy unit within 12". A unit that is targeted by one or more auspexes has its cover saves reduced by 1 until the end of the phase.

Bionics – 5 pts

Once the model loses his final wound and is about to be taken off the table as a casualty the bearer may make a dice roll. On a 6 the model is left with a single wound.

Targeter – 5 pts

If a model with a Targeter has not moved in the previous Movement phase it may re-roll To Hit rolls of 1 when shooting.