

WARHAMMER 40,000 CODEX: SPACE WOLVES

Official Update for 6th Edition, Version 1.3

Although we strive to ensure that our codexes are perfect, sometimes mistakes do creep in. In addition, we occasionally print new versions of our rules, which require amendments to be made in older versions of our codexes. When such issues arise, we feel that it is important to deal with them as promptly as we can, and we therefore produce regular updates for all of our codexes. When changes are made, the version number will be updated, and any changes from the previous version will be highlighted in **Magenta**. Where a version number has a letter, E.g. 1.1a, this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

Each update is split into three sections: Errata, Amendments, and 'Frequently Asked Questions'. The Errata corrects any mistakes in the codex, while the Amendments bring the codex up to date with the latest version of the rules. The Frequently Asked Questions (or 'FAQ') section answers commonly asked questions about the rules. Although you can mark corrections directly in your codex, this is by no means necessary – just keep a copy of the update with your codex.

ERRATA

Page 36 – Runic Weapon.

Replace the fourth sentence with: "Furthermore, whenever an enemy model succeeds on a Psychic test within 24" of one or more models with a Runic Weapon, roll a dice [...]"

Page 37 – Storm Caller.

Replace the last sentence with: "[...] he and all friendly units within 6" benefit from a 5+ cover save".

Page 49 – Ancient Tactician.

Replace the last sentence with: "An army that includes Bjorn can re-roll the dice in the roll-off to see who goes first (after seeing the opponent's score!)."

Page 50 – Ulrik the Slayer, Wolf Helm of Russ.

Change the start of the second sentence to: "Any friendly Space Wolves unit that can [...]"

Page 62 – Chooser of the Slain.

Replace the text with: "See the Rune Priest entry on page 36."

Page 62 – Wolftooth Necklace.

Replace the last sentence with: "Against models with a WS value, a model with a wolftooth necklace always hits in close combat on the roll of a 3+."

Page 83 – Ulrik the Slayer, Wargear.

Replace "Power weapon" entry with "Crozius arcanum (power maul)."

Page 84 – Wolf Lord, Options, fifth bullet point.

Change "Power fist.....10 points" to "Power fist, frost blade or frost axe.....10 points".

Page 85 – Wolf Priest, Wargear.

Replace "Crozius arcanum (power weapon)" entry with "Crozius arcanum (power maul)."

Page 85 – Wolf Guard Battle Leader, Options, fifth bullet point.

Change "Power fist.....10 points" to "Power fist, frost blade or frost axe.....10 points".

Page 88 – Wolf Scouts Pack, Options, last bullet point.

Change "Up to two Wolf Scouts may replace their bolt pistol with:" to "Up to two Wolf Scouts may take:".

AMENDMENTS

Note that this is an older Codex, written for a previous edition of the rules. You will therefore need to consult the Reference section of the *Warhammer 40,000* rulebook for an up to date list of *Unit Types* and *Vehicle Hull Points*. You'll also find that some of the weapons in this Codex are written out longhand, rather than using the weapon profile format in the *Warhammer 40,000* rulebook. Don't worry – these are functionally identical, unless noted otherwise in this document.

Two Toughness Values

Where a model has two Toughness values presented on its profile, one of which is presented in brackets, always use the bracketed value. Ignore the other value entirely.

Psychic Powers

A Space Wolves Rune Priest (including Njal Stormcaller) may use the psychic disciplines found in the *Warhammer 40,000* rulebook, instead of those in *Codex: Space Wolves*. If he does so, generate two new powers from the **Biomancy**, **Divination** or **Telekinesis** disciplines (in any combination) before armies are deployed.

Page 24 – “And they Shall Know no Fear...”

Ignore this entry – refer instead to the ‘And they Shall Know no Fear...’ special rule in the *Warhammer 40,000* rulebook.

Page 29 – Lone Wolves, A Glorious Death.

Replace the last two sentences with: “Furthermore, in missions that award Victory Points for each enemy unit that has been completely destroyed, a Lone Wolf does not concede a Victory Point if he dies in battle. Instead, to represent his failure to meet a spectacular end, a Lone Wolf awards a Victory Point in such a mission if he survives until the end of the game!”

Page 35 – Wolf Priest, Oath of War

Change the last sentence to: “He and any squad from *Codex: Space Wolves* that he joins have the Preferred Enemy rule against that unit type.”

Page 38 – Iron Priests, Battlesmith.

Replace the entry with the following:

“Battlesmith: In each of your Shooting phases, instead of firing his weapons, an Iron Priest may choose to repair a single friendly vehicle that he is in base contact with or embarked upon. To repair a vehicle, roll a D6 and add the following modifier where applicable:

- Each Thrall-servitor with a servo-arm in his unit +1

If the result is 5 or more, you may restore a Hull Point lost earlier in the battle, or repair a Weapon Destroyed or Immobilised result suffered earlier in the battle; this is effective immediately.”

Page 38 – Iron Priests, Servo-arm

Replace this entry with the following:

Range	S	AP	Type
-	x2	1	Melee, Specialist Weapon, Unwieldy

Page 44 – Land Raider, Power of the Machine Spirit.

Ignore this entry – refer to the *Warhammer 40,000* rulebook.

Page 49 – Bjorn the Fell-handed, Living Relic.

Replace the second paragraph with the following:

“If Bjorn is wrecked or explodes, leave the model in place. From that point on, all friendly Space Wolves become Fearless for the rest of the game. Bjorn’s remains are now treated as a special objective that awards 1 Victory Point in missions that use objectives (note, however, that Bjorn’s remains do not count as a Mysterious Objective). Furthermore, in missions that offer Victory Points for each enemy unit that has been completely destroyed, the owning Space Wolves player’s opponent instead gains D3 Victory Points for destroying Bjorn. Such is the price of failure!”

Page 51 – Arjac Rockfist, Grimnar’s Champion.

Change the second sentence of the first paragraph to read “Arjac must always issue and accept a challenge whenever possible. If there is more than one of your models in a combat with this special rule, you may select which model issues or accepts the challenge.”

Page 50 – Ulrik the Slayer, Slayer’s Oath.

Change the last sentence to read: “When Ulrik and any model in his squad chosen from *Codex: Space Wolves* allocate their attacks against a model with a Toughness of 5 or more, they may re-roll all failed rolls To Hit and To Wound.”

Page 50 – Ulrik the Slayer, Mentor.

Change the penultimate sentence to read: “To represent this, you may pick one other friendly model chosen from *Codex: Space Wolves* as having been personally trained by Ulrik (this may not be a Unique model).”

Page 50 – Ulrik the Slayer, Wolf Helm of Russ.

Change the second sentence to read: “Any friendly unit chosen from *Codex: Space Wolves* that can trace line of sight to Ulrik may re-roll any failed Morale tests they are called upon to make.”

Page 53 – Njal Stormcaller, Staff of the Stormcaller.

Change the entry to read “Njal’s staff acts as a runic weapon (stave) that nullifies enemy psychic powers on the roll of a 3+ (see page 36).”

Page 53 – Njal Stormcaller, Lord of Tempests – (6) Vengeful Tornado.

Replace this entry with: “At the end of Njal’s Shooting phase, a single enemy model of your choice within 18” is ravaged by a tornado, taking D3 S9 hits. Vehicles are hit on their side armour”.

Page 53 – Njal Stormcaller, Master Psyker.

Change the sentence to read: “Psyker (Mastery Level 2). Njal knows all of the psychic powers listed on page 37.”

Page 55 – Ragnar Blackmane, Insane Bravado.
Replace the special rule with the following:

Insane Bravado: Ragnar is as glory-hungry as the most ferocious Blood Claw and is famous for his acts of insane heroism against the odds. He and any unit that he joins chosen from *Codex: Space Wolves* must declare a charge if it is possible to do so. However, Ragnar's reckless assaults are the stuff of legend – he and any unit he joins from *Codex: Space Wolves* receive an improved Charge Bonus of +D3 Attacks (instead of the usual +1) when they charge.

Page 55 – Ragnar Blackmane, War Howl.
Replace the entry with the following:

Ragnar and any models in the squad he joins chosen from *Codex: Space Wolves* have the Furious Charge rule. Furthermore, once per game at the beginning of the Charge sub-phase Ragnar can give voice to a terrifying war howl that galvanises all nearby into a killing frenzy. For the duration of the Assault phase all friendly units of Space Wolves that were within 12" of Ragnar at the beginning of the phase have the Furious Charge rule.

Page 56 – Logan Grimnar, The High King.
Change the last sentence to read: "Logan and any unit from *Codex: Space Wolves* that he has joined have that rule for the duration of the player turn."

Page 56 – Logan Grimnar, Living Legend.
Change the last sentence to read: "For the rest of the turn, all friendly *Codex: Space Wolves* models in units within 18" get +1 Attack."

Page 57 – Space Wolves Wargear, Frost Blade or Frost Axe

Replace the last sentence with the following profiles:

	Range	S	AP	Type
Frost Blade	-	+1	3	Melee
	Range	S	AP	Type
Frost Axe	-	+2	2	Melee, Unwieldy

Page 86 – Wolf Guard, Pack Leaders
Add the following sentence to the end of the paragraph: "Furthermore, a Wolf Guard Pack Leader's Unit Type becomes 'Character' in addition to its normal type."

Page 63 – Dozer Blades; Hunter-killer Missile; Searchlight; Smoke Launchers.
Use the entries in the *Warhammer 40,000* rulebook.

Page 81 – Space Wolves Army List, Leaders of the Pack.
Change the second sentence of the second paragraph to read "To represent this, no two Independent Characters may bear the same saga, nor may they bear the same psychic powers or wargear combination."

Page 83 – HQ, Bjorn the Fell-handed, Unit Type.
Change unit type to Walker (Character).

Page 83 – HQ, Bjorn the Fell-handed, Hull Points.
Add a Hull Points value of 3.

FAQs

Q: When a unit with the And They Shall Know no Fear special rule regroups, do they get to immediately move up to 3" as well as moving as normal that turn? (p24)

A: Yes.

Q: Must a Grey Hunter unit that consists of ten models take the first special weapon at normal points cost in order to take the second free one? (p26)

A: Yes.

Q: Can a Grey Hunter unit that consists of nine Grey Hunters and a Wolf Guard Pack Leader take a second special weapon? (p26)

A: No, as the unit is not comprised of ten models until just before the battle starts, at which point it is far too late to be tinkering with your army list. This provides players who wish to mount their Grey Hunters in a Rhino or Drop Pod with a difficult tactical choice – extra special weapon or Wolf Guard pack leader?

Q: Can a Wolf Guard Pack Leader or Independent Character join a squad of Wolf Scouts and benefit from the Outflank special rule because at least one model has the ability? (p27)

A: Yes.

Q: If so, do they roll to see where they enter play using the Wolf Scouts' Behind Enemy Lines special rule or the normal Outflank special rule? (p27).

A: The normal Outflank special rule.

Q: The Lone Wolf rule Pack of One states that a Lone Wolf may never be joined by other models. How then can a Lone Wolf purchase Fenrisian Wolves as wargear? (p29)

A: The Fenrisian Wolves are counted as wargear and are therefore an exception to the 'Pack of One' rule.

Q: Can a Lone Wolf embark onto an empty transport vehicle? (p29)
A: Yes.

Q: How does the Lone Wolf's Beastslayer special rule (and Ulrik the Slayer's Oath special rule, come to that) work against models with bonus Toughness? (p29, 50)

A: You use the modified number as the model's Toughness. For example, a model that is Toughness 4(5) because of being mounted on a bike counts as Toughness 5 and therefore the Beastslayer special rule would give its bonus against it.

Q: Can an Independent Character who has taken Fenrisian Wolves as wargear join another unit as if he were on his own? (p31)

A: Yes – in fact you could potentially have a unit that included several Independent Characters, all of whom have Fenrisian Wolves, though each set of Fenrisian Wolves must still remain within 2" of their Independent Character master.

Q: If a Space Wolf character is involved in a challenge, can any Fenrisian Wolves they have strike blows, have Wounds allocated to them, or offer Moral Support? (p31)

A: No.

Q: How many attacks does a Swiftclaw Attack Bike have when charging? (p33)

A: In total it will have 5 attacks. 2 from its profile, 1 for its second close combat weapon and 2 from Berserk Charge.

Q: Does a Thunderwolf Cavalry model with a special close combat weapon (eg a thunder hammer) still have rending attacks? (p34)

A: No. The description of the Thunderwolf mount on page 62 says that it '... has the Rending special rule in close combat with any attack that does not use a special close combat weapon'. This applies to Thunderwolf Cavalry as well (and Canis Wolfborn, for that matter).

Q: If the unit type that a Wolf Priest's Oath of War affects is declared to be Bikes, does the unit gain the benefit against Jetbikes, and vice versa? (p35)

A: Yes.

Q: What Mastery Level is a Rune Priest? (p36)

A: Mastery Level 1. A Master of Runes is Mastery Level 2. They both know two powers.

Q: Can a Rune Priest's Chooser of the Slain modify the BS1 of a Snap Shot? (p36)

A: No.

Q: Does Thunderclap scatter? (p37)

A: No.

*Q: Is the Jaws of the World Wolf psychic power a **beam**? (p37)*

A: No.

Q: If a model is removed from play after failing an Initiative test for the Jaws of the World Wolf psychic power but has the Eternal Warrior special rule, what happens? (p37)

A: The model is still removed from play.

Q: Do you need to roll To Hit with Jaws of the World Wolf? (p37)

A: No.

Q: Does Jaws of the World Wolf affect Jetbikes? How about Artillery? (p37)

A: Yes, to both questions.

Q: Does Jaws of the World Wolf allow cover saves? (p37)

A: No – you could take a cover save if the power caused wounds, but as it does not cause wounds, no cover saves are allowed.

Q: Does Jaws of the World Wolf allow the Rune Priest to target specific models within squads? (p37)

A: Yes.

Q: How wide is the line for the Jaws of the World Wolf power? (p37)

A: It's a hairline, it does not really have a specific designated thickness. We like to turn our tape measures on one side and use their edge, keeping it as straight as possible of course.

Q: Does Jaws of the World Wolf require line of sight? Does it ignore terrain that blocks line of sight (i.e., impassable terrain)? (p37)

A: As a psychic shooting attack, Jaws of the World Wolf requires line of sight. The Rune Priest must have line of sight to the first model that the power affects – in effect he is treated as the target model; the power just happens to hit everybody else on its way through!

Q: Does Murderous Hurricane require the power to hit or wound its target to affect them? (p37)

A: No, a targeted unit is affected by Murderous Hurricane even if the power fails to hit or wound.

Q: Is the unit affected by Murderous Hurricane for the entirety of their turn or just the following Movement phase? (p37)

A: The unit treats terrain as difficult and dangerous for the entirety of the next player turn.

Q: Does the Tempest's Wrath psychic power affect Flyers? (p37)

A: No.

Q: Can an Iron Priest attempt to use his Battlesmith special rule to repair a vehicle he is currently embarked upon? (p38)

A: Yes.

Q: Can an Iron Priest, that is in base contact with multiple damaged vehicles attempt to repair them all? (p38)

A: No. An Iron Priest can only ever make one repair attempt per turn.

Q: Does a successful Rhino repair attempt restore a Hull Point? (Pg 40)

A: No.

Q: Some Space Marine squads can take a Razorback as a dedicated transport. A Razorback has a transport capacity of six models. Can you still choose this as a dedicated transport for a squad with more than six models in? (p40)

A: Yes.

Q: Can a vehicle with Power of the Machine Spirit fire a weapon on the turn the vehicle uses Smoke Launchers? (p44)

A: No.

Q: Do Drop Pods count as immobilised the moment they touch down? Also, are any immobilised hits on them counted for weapon destroyed etc? (p47)

A: Yes.

Q: If a Drop Pod scatters off the board when Deep Striking what happens? (p47)

A: They will have to roll on the Deep Strike Mishap table.

Q: Can you use a Drop Pod on its own, with no squad inside? (p47)

A: Yes you can.

Q: Can Bjorn the Fell-handed use his wolf tail talisman and his Ward of the Primarch against the same psychic power? (p49)

A: Yes. If the wolf tail talisman fails to nullify the psychic power and it then causes a glancing or penetrating hit, he can then try to pass his invulnerable save.

Q: Is a model that has suffered an unsaved wound, but hasn't been killed, from Arjac throwing his Foehammer reduced to initiative 1 until the end of the next player turn? (p51)

A: Yes.

Q: Does Lukas the Trickster's The Last Laugh special rule affect friendly models? How about vehicles? Or Warlord-class Titans, for that matter? (p52)

A: Yes in all three cases – it affects any unit in base contact. Stasis fields are very all-or-nothing affairs!

Q: If The Last Laugh removes a transport vehicle that has models embarked, are the embarked models also lost? (p52)

A: Yes.

Q: Are models with an ability to return to play (e.g. Necrons, St. Celestine, etc) able to use their special rule even after being removed from play by The Last Laugh? (p52)

A: Yes they can. It sounds odd but their special rule works just fine.

Q: How does the Pelt of the Doppegangrel work? (p52)

A: The pelt of the doppegangrel has no effect unless Lukas is involved in a Challenge.

Q: What Mastery Level is Njal Stormcaller? (p53)

A: Mastery Level 2.

Q: How do Njal Stormcaller's Driving Gale and Living Hurricane effects work if the Space Wolves player is the player going second? (p53)

A: These two abilities have no real effect in games where the Space Wolves player is going second – the tempest is yet to rage.

Q: Is a vehicle hit by a Vengeful Tornado result literally hit on its side armour, and therefore does it get the Obscured cover save if Njal cannot see one of its sides? (p53)

A: No – Vengeful Tornado is not a shooting attack and therefore allows no cover save. Essentially the tornado strikes from directly above; the side armour is used to represent this.

Q: What is the AP of Vengeful Tornado? (p53)

A: Vengeful Tornado is a physical force attacking the target, and does not have an AP value at all.

Q: Does Canis Wolfborn allow a unit of Fenrisian Wolves within 12" to re-roll failed Morale tests, just like a normal Thunderwolf Cavalry model? (p54)

A: Yes indeed. If anything, he's even more inspiring a presence than your average Thunderwolf rider!

Q: Can units that Ragnar Blackmane has joined run in the Shooting phase or fire weapons that would prevent them from launching an assault in the following Assault phase? (p55)

A: Yes, they may. Insane Bravado states that they must assault only 'if possible'. If it is not possible because of the unit's actions in the Shooting phase or some other reason, then they simply do not assault.

Q: Does Ragnar Blackmane's Insane Bravado work if his unit Counter-attacks? (p55)

A: No, Insane Bravado only works when Ragnar Blackmane assaults.

Q: How does Ragnar Blackmane's Insane Bravado bonus interact with Berserk Charge? (p55)

A: The unit would gain +D3 Attacks when it charges, with a minimum of +2 (as this is the minimum bonus conferred by the Berserk Charge special rule) – these effects do not stack.

Q: If Logan Grimnar chooses to wield the Axe Morkai in one hand, does it count as a frost blade (as mentioned in the special rule) or a frost axe (as implied by the weapon's name and the model itself)? (p56)

A: A frost blade.

Q: Can Logan Grimnar benefit from his The High King special rule the turn he arrives from reserves? And can Logan use The High King special rule at the beginning of the opponent's turn? (p56)

A: Yes and yes.

Q: Are frost blades and frost axes considered different pieces of wargear? (p57)

A: Yes.

Q: Can a model with two Wolf Claws choose to re-roll To Hit with one and To Wound with the other? (p60)

A: No.

Q: Is the +1 Toughness from a Thunderwolf Mount considered bonus Toughness, i.e. the model becomes Toughness 4(5), or is it a modification to the base characteristic, i.e. the model becomes Toughness 5? (p62)

A: Unusually for such bonuses, it is a modification to the base characteristic. Effectively the two creatures have a combined profile with Toughness 5. This is because the Toughness value represents both the Toughness of the Space Marine and the Toughness of the Thunderwolf (which is, if anything, more impressive than even a member of the Astartes). It is not just an enhanced Toughness for the Space Marine, as with a Space Marine bike. After all, a Space Marine bike cannot react on its own, and is useless without a rider, whereas a giant monstrous wolf is still a tough customer!

Q: Does the Wolf Standard's ability to re-roll any dice rolls of a 1 apply for the duration of the entire Assault phase, and thus allow 1's to be re-rolled on Overwatch To Hit and To Wound rolls as well as in the Fight sub-phase? (p62)

A: Yes.

Q: Does a Wolf Standard allow Leadership test results to be re-rolled? (p62)

A: No.

Q: Is the +1 Strength from a Thunderwolf Mount a modification to the base characteristic? (p62)

A: Yes.

Q: Does a character with Saga of the Hunter pass on his Outflank and Stealth special rules to a unit he joins before deployment? (p64)

A: Yes.

Q: How is the distance moved and speed determined for vehicles moving an extra D3" as a result of having a model with the Saga of the Iron Wolf embarked within? (p64)

A: Do not count the extra distance towards the total distance moved. For example, a vehicle that has moved 6 inches plus an extra 2 inches from the Saga bonus will count as having moved 6 inches. Note that an immobilised vehicle cannot make an additional D3" move.

Q: Can you clarify how The Leaders of the Pack works exactly? (p81)

A: The rules for selecting Sagas are detailed on page 64. As for wargear, no two HQ characters, including Special Characters, may have the exact same wargear and Weapons, even if they are different HQ units. Note that Fenrisian Wolves bought as wargear are included in this check, so if you had two otherwise identical Wolf Guard Battle Leaders, save that one has one Fenrisian Wolf and the other has two, then you are technically obeying this rule just fine. For the record, the intent of the rule is that you should field characterful and diverse heroes in your army, not identical clones with but an extra melta bomb to set them apart. Though we cannot really enforce players to embrace this attitude, the Codex does try to encourage it wherever possible.

Q: Does the The Leaders of the Pack special rule still apply to Space Wolves taken as an Allied detachment? (p81)

A: Yes.

Q: Can you clarify how The Leaders of the Pack works with regards to psychic powers? (p81)

A: No number of Rune Priests may share the exact same two psychic powers. For example, a Rune Priest may choose to take Living Lightning and Thunderclap. A second Rune Priest may then choose to take Living Lightning and Jaws of the World Wolf, as he will not have the same two psychic powers as the first Rune Priest. Note that the restriction on weapons and wargear still applies, so you have to have each Rune Priest with a unique wargear selection. Also note that Njal Stormcaller knows all seven powers rather than just two, so no other Rune Priest can end up having the same powers. Thus it is permitted to take Njal Stormcaller alongside other Rune Priests. If you choose instead to take psychic powers from the disciplines in the Warhammer 40,000 rulebook, this restriction does not apply, as the specific powers are selected randomly.

Q: Are Wolf Guard Packs genuine Troops selections in the Force Organisation chart instead of Elites when fielded in an army with Logan Grimnar? If so, is this optional? (p82)

A: Yes, they count as Troops and take up Troops Force Organisation chart selections. This is not an optional choice, so you can have at most six Wolf Guard Packs in an army with Logan Grimnar.

Q: Similarly, are Fenrisian Wolf Packs Troops selections in the Force Organisation chart instead of Fast Attack in an army with Canis Wolfborn? If so is this optional? (p83)

A: Yes, they count as Troops and take up Troops Force Organisation Chart Selections. Again, this is not an optional choice, so you can have at most six Fenrisian Wolf Packs in an army with Canis Wolfborn. You could in theory have an army primarily composed of wolves, though you'd not be able to claim objectives because of their Supernumerary rule, so you'd better be prepared for a lot of draws...

Q: If a Wolf Guard Pack Leader has joined a unit of Troops, does that unit cease to be a scoring unit? And does the Wolf Guard cease to count as an Elite model? (p86)

A: When a Wolf Guard model joins another unit because of his Pack Leader special rule he becomes part of that unit to all intents and purposes. For instance, a Pack Leader that leads a Troops unit will still be able to claim an objective even if his Troops unit is wiped out – he is considered to be part of that Troops unit. He would also still be able to deploy in a mission that only allows Troops units to be deployed at first.

Conversely, a Pack Leader that leads a Long Fang unit is counted as part of a Heavy Support choice, even if under the effects of Logan Grimnar's The Great Wolf special rule. This also applies to the calculation of victory points – the Wolf Guard who have been split off from their original Wolf Guard unit count as part of their assigned unit in all respects.

For example, I have a Wolf Guard squad of 10 and I like to split 3 of them off to be Wolf Guard Pack Leaders, one to lead my Blood Claws, one to lead my Grey Hunters, one to lead my Long Fangs. My opponent would score one victory point if he kills off all 7 of the Wolf Guard left in the squad after splitting, who are still forming a 'normal' unit. He doesn't need to kill all 10 of the Wolf Guard to get that victory point, as the other three Wolf Guard are now part of other squads.

Conversely, because the Wolf Guard Pack Leaders are attached to these new squads, he would not score a victory point for killing those squads unless he kills ALL of the models in those packs, including the Wolf Guard Pack Leaders.

Q: When are Wolf Guard models split off to join other units under the Pack Leaders rule? (p86)

A: Immediately before deployment.

Q: When every model in a Wolf Guard Pack has been split up to lead other packs does/can the enemy score a Victory Point for that unit? (p86)

A: No.

Q: Can a Long Fang unit benefit from Fire Control if it has been joined by a Wolf Guard Pack Leader or Independent Character? (p86)

A: Yes indeed.

Q: Are Arjac Rockfist and Lukas the Trickster characters? (p86/89)

A: Yes.

Q: How is the points cost for Arjac Rockfist calculated? (p86)

A: In total Arjac Rockfist costs the number of points listed (170) in addition to the base cost of a Wolf Guard Model (18).

Q: Can a Wolf Guard Pack that has nine Wolf Guard and Arjac Rockfist take a second heavy weapon? (p86)

A: Yes, as it is for 'every five models', not 'every five Wolf Guard'.

Q: Can Arjac Rockfist be attached to another squad as a Pack Leader? (p86)

A: Yes indeed. He is one of Logan Grimnar's Wolf Guard and hence acts as other members of his brethren do – basically doing what the Great Wolf tells him!

Q: How is the points cost for Lukas the Trickster calculated? (p89)

A: Lukas the Trickster costs the number of points in the options list (140) in addition to the base cost of a Blood Claw model (15).

Q: If a Razorback armed with a lascannon and twin-linked plasma gun suffers a weapon destroyed result, does it destroy both weapons or just one? (p94)

A: Only one weapon – either the lascannon or the twin-linked plasma gun.

Q: Can I attempt to use a Rune Priest's runic weapon, a Wolf Tail Talisman and make a Deny the Witch roll to nullify an enemy psychic power?

A: No. You can only make a single attempt to prevent an enemy psychic power, so choose your method carefully.

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