

WARHAMMER 40,000 CODEX: SPACE WOLVES

Official Update Version 1.1

Although we strive to ensure that our codices 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 army books. 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 army books. 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 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 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

None

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 an Independent Character that has joined a Wolf Scouts pack outflank? (p27)

A. No, unless he has the Saga of the Hunter, or another special rule, which allows him to outflank.

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 models Toughness for all purposes other than Instant Death. 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. Do Fenrisian Wolves bought as wargear by an Independent Character act as a Retinue during an assault? (p31)

A. No – the Independent Character may still be singled out even though his Fenrisian Wolves are still alive. For example, a unit of Blood Claws is joined by a Wolf Lord with two Fenrisian Wolves as wargear. In an assault, the enemy would be able to direct his attacks towards three separate targets – the Blood Claws, the Wolf Lord, or the Fenrisian Wolves.

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, because Jetbikes is a subcategory of the 'Bike' unit type. Similarly, 'Beasts & Cavalry' are the same unit type, and 'Jet Packs' are a subcategory of the 'Jump Infantry' unit type. A Wolf Priest that has sworn his oath against one will still get the benefit of the oath against the other.

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

A. Yes, because 'Jetbikes' is a subcategory of the 'Bike' unit type. As for Artillery, the crew models may be affected, but the gun models, being vehicles, are not affected.

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. 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. 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 of 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 against it.

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. Under normal circumstances, the Pelt of the Doppegangrel will only work if Lukas the Trickster is on his own (i.e. his Blood Claw buddies have all been killed off). Models with an ability to specifically target a certain model (e.g. a Vindicare Assassin) must re-roll all successful To Hit rolls if targeting Lukas. The same ruling applies in close combat. Unless the enemy has a specific special rule allowing them to allocate attacks to specific models in close combat, Lukas cannot be targeted separately unless he is on his own. He really is that slippery a customer!

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 – it is more like a close combat attack than a shooting attack and therefore it 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. Picture this: My Grey Hunters unit including Ragnar Blackmane is assaulted and makes a successful Leadership test to Counter-attack. Do they then benefit from his Furious Charge special rule (+1 S and +1 I)? Also, can the original assaulter then deploy defensive grenades to rob the Space Wolves of their Counter-attack bonus? (p55)

A. The Counter-attack special rule only confers the +1 assault bonus and no other advantages normally associated with assaulting. Therefore Ragnar's unit does not benefit from Furious Charge. Also, we think it is a bit rich for an assaulting unit to get the bonus for attacking and defending, so no, defensive grenades cannot be used to negate the bonus attack from counter-attacking.

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. 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 opponents turn? (p56)

A. Yes and yes.

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

A. No.

Q. Does a model armed with two frost blades/axes get +2 to their Strength? (p57)

A. No.

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

A. Yes.

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

A. No, as it is impossible to roll a '1' on 2D6 – when making a 2D6 result you must count both dice as a single roll, not address them individually.

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. 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.

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, and therefore could not claim an objective, even if under the effects of Logan Grimnar's The Great Wolf special rule. This also applies to the calculation of kill points and 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 kill 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 kill 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 kill 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. They are split off just before either side starts to deploy.

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

A. No.

Q. Can a Wolf Scout Pack with a Wolf Guard Pack Leader assigned to it deploy as Infiltrators, make a move before the game begins because of its Scouts special rule, choose to outflank or use Behind Enemy Lines? (p86)

A. Yes, to all of the above, because the Wolf Guard Pack Leader is not an Independent Character and therefore the fact he does not have the Infiltrate or Scouts special rule does not preclude the squad he has joined from using those abilities.

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. 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. Does Arjac Rockfist confer the Stubborn special rule to his unit? (p86)

A. No, as he is not an Independent Character. Arjac's Stubborn special rule only makes a difference when he is on his own.

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.

Last updated 15th December 2010