

WARHAMMER 40,000 CODEX: SPACE WOLVES

Official Update for 7th Edition, Version 1.3

Although we strive to ensure that our rules are perfect, sometimes mistakes do creep in, or the intent of a rule isn't as clear as it might be. These documents collect amendments to the rules and present our responses to players' frequently asked questions. As they're updated regularly, each has a version number; 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.

ERRATA

Various – Dreadnoughts

Increase the Attacks (A) characteristic of all Dreadnoughts (of any type) by 2 on the appropriate datasheets and summary profiles, including Bjorn the Fell-Handed and Murderfang.

Page 47 – Space Wolves Wargear List, Terminator Weapons

Add the following options to the first list (which replace a model's storm bolter):

- Power axe..... 10 pts
- Frost axe 15 pts

Page 58 – Blood Claws, Special Rules

Change the fourth bullet point to read '**Rage** (Blood Claws only)'.

Page 62 – Iron Priest, Cyberwolf profile

Change the Cyberwolf's Toughness to 5.

Page 64 – Wolf Scouts, Options

Add the following option:

'Any Wolf Scout may replace his bolt pistol with a close combat weapon.....free'

Page 67 – Murderfang, The Murderclaws

Change the Strength value of the weapon profile to read '+1'.

Page 77 – Fenrisian Wolves, Cyberwolf profile

Change the Cyberwolf's Toughness to 5.

Page 91 – Great Company, Formation

Change the third bullet point to read '1 unit of Wolf Guard (pg 68) or 1 unit of Wolf Guard Terminators (pg 69)'.

Reference – Profiles, Harald Deathwolf

Change the Wounds characteristic to read '4'.

Reference – Profiles, Helfrost Destructor

Change the AP value of the weapon's Dispersed profile to read '3'.

FAQs

Q: For all models that can ride Thunderwolves (including Thunderwolf Cavalry and Wolf Lords on Thunderwolves), is the Strength bonus from the Thunderwolf applied before or after multiplying the user's Strength by 2 for the purposes of weapons like power fists and thunder hammers?

A: The model's Strength profile is improved by 1 for riding a Thunderwolf. This is not a modified profile, but is instead the model's new profile (as demonstrated by the Thunderwolf Cavalry profile). As wielding a power fist or thunder hammer doubles the Strength characteristic on the model's profile before any other modifiers are applied, this will mean the model's Strength of 5 is doubled to 10.

Q: Can a Lone Wolf be taken as an Elites choice without also taking Wolf Guard or Wolf Guard Terminators?

A: Yes.

Q: When the Rune Priest is upgraded to wear Terminator armour, he trades in his bolt pistol, but he doesn't automatically get a storm bolter. The entry then says that he 'may take one of the following'. What happens if he chooses not to take a storm bolter?

*A: Then he will simply have no ranged weapon. This is to cater for the Librarian Terminator model, which can be assembled either with an outstretched hand or a storm bolter; the same options therefore apply to Librarians in *Codex: Space Marines*.*

Q: In the Champions of Fenris supplement, the Armour of Asvald Stormwrack relic is not listed as Terminator armour in the rules and does not cause weapons to change to Terminator weapons, even though it has the same rules as Terminator armour. Does this mean a character wearing the Armour of Asvald Stormwrack can ride a Thunderwolf?

A: It is effectively Terminator armour, so no, a model wearing the Armour of Asvald Stormwrack cannot ride a Thunderwolf.

Q: How do you resolve a special rule or an item of wargear that makes you automatically pass a test against another special rule or item of wargear that makes you automatically fail? For example, the Pelt of Balewolf causes certain models to automatically fail their Fear tests, yet models with the Daemonic Instability special rule automatically pass these tests.

A: The two rules effectively cancel each other out. In the case of the Pelt of Balewolf, a model with the Daemonic Instability special rule would therefore have to take a standard Fear test.

Q: When using the Wolf Guard Thunderstrike Formation from the Champions of Fenris supplement, if the Drop Pod is the only Drop Pod in your army, how does that work with regards to the Drop Pod Assault special rule?

A: Ignore the Drop Pod Assault special rule for the Drop Pod from the Wolf Guard Thunderstrike Formation.

Q: Do Iron Priests have the HQ or Elite Battlefield Role, and which profile should I use – the version in Codex: Space Wolves or the version in War Zone Fenris: Curse of the Wulfen?

A: There are two different Iron Priest options at present, and you should feel free to use either or both in your army. One is an Elites choice, which uses all of the rules described in *Codex: Space Wolves*, whilst the version in *White Dwarf* and *War Zone Fenris: Curse of the Wulfen* is obviously a more senior version, with an improved profile and weapon options, hence the reason he is an HQ choice and has a higher points cost.

Q: When rolling for the Curse of the Wulfen special rule, do you roll just one dice for all Wulfen units in your army, or one dice per unit?

A: Roll one dice to determine the effect of the Curse of the Wulfen for all units of Wulfen in your army.

Q: For the Ancients of the Fang Formation in War Zone Fenris: Curse of the Wulfen, can the Dreadnoughts still purchase transports?

A: No.

Q: If an Independent Character joins a unit of Wulfen, are they affected by the Curse of the Wulfen?

A: The Independent Character is affected by the Curse of the Wulfen special rule as normal; only the Wulfen themselves are unaffected.

Q: The Wulfen's Death Frenzy special rule begins with the wording 'If a model in this unit is slain...' – does that mean that an Independent Character that has joined the unit also benefits from this rule?

A: No.

Q: If Wulfen are removed from play in the Assault phase, by special attacks such as Stomp or some other effect, do they still get to strike back as part of their Death Frenzy special rule?

A: Yes. The slain Wulfen model strikes back at the end of the Initiative step in which it was slain. For example, in

the case of a Hammer of Wrath attack, which is resolved at Initiative step 10, the Wulfen strikes back at the end of Initiative step 10; in the case of a Stomp attack, which is resolved at Initiative step 1, the Wulfen strikes back at the end of Initiative step 1.

Q: Which relic lists can Space Wolves characters choose from when they are part of a Wolf Claw Strike Force Detachment from War Zone Fenris: Curse of the Wulfen?

A: They must use the Relics of the Fang from *Codex: Space Wolves*. However, if you wish, a Wolf Guard Battle Leader from the Champions of Fenris Formation from *War Zone Fenris: Curse of the Wulfen* can instead choose a single Relic of the Great Wolf from *Champions of Fenris*.

Q: Can a Wulfen wielding a thunder hammer make a Death Frenzy attack at the end of an Initiative step that would result in him attacking before other models with a higher Initiative than his modified Initiative of 1 (for using a weapon with the Unwieldy special rule)?

A: Yes.

Q: Can each member of the Heralds of the Great Wolf Formation ignore their first failed saving throw each phase or is it just first model in the Formation to fail their save each phase? What about any Cyberwolves accompanying the Formation's Iron Priest?

A: Provided that the Formation's Iron Priest is still alive, the Formation's Wolf Priest, Rune Priest and Iron Priest can each ignore their first failed saving throw each phase. This does not apply to any accompanying Cyberwolves.

Q: If an Independent Character joins a unit of Wulfen, do the Wulfen models still get to use the Bounding Lope rule?

A: No.

Q: When fielding a Spear of Russ Formation, can a Vindicator use the Power of the Machine Spirit to fire its demolisher cannon twice in the same Shooting phase?

A: No. Power of the Machine Spirit allows a vehicle to fire an additional weapon – one not fired already – not to fire a weapon for the second time.

Q: I have my Wolf Claw Strike Force, and I also pick a Combined Arms Detachment. If an Independent Character from the Combined Arms Detachment joins one of the units from the Wolf Claw Strike Force, does he get the Counter-charge special rule as well, or does the whole unit lose the Counter-charge special rule because the Independent Character in question is not part of the Wolf Claw Strike Force?

A: The attached character does not benefit, but nor does he prevent the unit he is attached to from doing so, provided that all models in the unit (including the Independent Character) maintain unit coherency.

Q: If Logan Grimnar is riding Stormrider and it gets destroyed, does he die with it or can he fight on as an Independent Character on foot?

A: If Stormrider is destroyed, Logan Grimnar is slain as well.

Q: As far as rules are concerned, what kind of armour do Wulfen wear?

A: Wulfen wear armour over their black carapace that has been customised according to their unique physiology, but it offers them no in-game effect beyond a standard 4+ armour save.

Q: If a unit of Wulfen is embarked in a vehicle or building, does their Curse of the Wulfen special rule affect units within range as normal?

A: No. Do not count units of Wulfen that are embarked at the start of the turn for the purposes of the Curse of the Wulfen special rule.

Q: Suppose a Wolf Claw Strike Force has the first turn and lands multiple Drop Pods amongst the enemy lines. If an enemy unit then charges a Space Wolves unit that has just disembarked from their Drop Pod, can another unit from the same Wolf Claw Strike Force use their Counter-charge ability during the enemy Assault phase to charge, even though they had disembarked from a Drop Pod in their first turn?

A: Yes.

Q: Should the helfrost pistol and tempest hammer be added to the Space Wolves wargear lists, or are they unique to the Iron Priest from War Zone Fenris: Curse of the Wulfen?

A: These items are unique to the version of the Iron Priest with the HQ Battlefield Role from *White Dwarf* and *War Zone Fenris: Curse of the Wulfen*.

Q: For the Deathpack Formation that comes in the Start Collecting! Space Wolves box, you have a Wolf Lord, 10 Grey Hunters, and 3 Thunderwolf Cavalry. Can you expand this Formation by adding another squad of Grey Hunters and more Thunderwolf Cavalry?

A: The Formation limits you to 1 Wolf Lord, 1 unit of Grey Hunters, and 1 unit of Thunderwolf Cavalry; you cannot add any further units to this Formation. A unit of Grey Hunters can have a maximum of 10 models, so you cannot add any more of them, while a unit of Thunderwolf Cavalry can have a maximum of six models, so you may add three more Thunderwolf Cavalry models to the Formation as part of that unit.

Q: If an Independent Character joins a unit from a Space Wolves Deathpack Formation, can they still benefit from the For Glory, For Russ! special rule (for example, Run and then still be able to charge in the same turn)?

A: No.