



CODEx: SPACE WOLVES FAQ

Rules Clarifications

Since the publication of Codex: Space Wolves, the Warhammer 40,000 rulebook and a new Codex: Space Marines have been released (you will need both to play a Space Wolves army). This document explains how to use the Space Wolves in conjunction with these books.

And They Shall Know No Fear: Use as in Codex: Space Marines.

Drop Pods: Use the rules for Drop Pods in Codex: Space Marines. Follow the Codex: Space Wolves list of models that can utilize Drop Pods.

Mixed Armour: Ignore this and use the normal rules from the Warhammer 40,000 rulebook.

Will Not Teleport: Simply means that Space Wolves in Terminator armour cannot Deep Strike on their own by teleporting (but they can use a Drop Pod).

Acute Senses: Use as written.

Blood Feud: Only use this rule when attempting to hit a model that has a WS attribute.

Counter-Attack: Ignore this and use the rules from the universal Special Rules in the Warhammer 40,000 rulebook (Long Fangs, however, still do not get this rule).

No Matter The Odds: Ignore this rule as it no longer applies.

True Grit: Use as written.

Fenrisian Wolves: Use as written. Note that a character mounted on a bike may not turbo-boost if accompanied by Fenrisian Wolves.

Space Wolves vehicles: Use the point costs and rules from Codex: Space Marines for Dreadnoughts, Land Speeders, Attack Bikes, Whirlwinds, Predators, Land Raiders and Vindicators. All of the different variants and options available to these units in a Space Marine army are also available to the Space Wolves. The exception to this is the Venerable Dreadnoughts, which must be chosen from the Space Wolves army list (as detailed on page 7), and not the Space Marines army list.

FAQs

Q. Does a Wolf Guard Battle Leader count as one of the 20 Wolf Guard models you are allowed to have in a Space Wolf Army?

A. No.

Q. Can a Wolf Guard Battle Leader take a Mark of Wulfen?

A. No.

Q. Does a Wolf Guard Battle Leader take the Wolf Guard column in the Space Wolf armoury when selecting weapons and wargear?

A. No.

Q. Can a Wolf Guard Battle Leader select Wolf Guard Bodyguard heavy weapons?

A. Yes.

Q. Are Wolf Guard Leaders (p. 8) treated as being part of the same force organisation chart selection as the unit they are assigned to for the purposes of deployment and reserves?

A. Yes.

Q. Does the Wolf Tooth Necklace and the Mark of the Wulfen's 'bitting on 3+' bonus effect enemy vehicles without a Weapon Skill characteristic?

A. No, only vehicles with a Weapon Skill characteristic.

Q. *Can Wolf Guard Terminators have a single-handed weapon in addition to a heavy weapon?*

A. Yes – this rule supercedes the note in the Wolf Guard list entry. If they have a cyclone missile launcher they may have a storm bolter instead of a single-handed weapon. In addition, they may select Runic Charms, Wolf Pelts and Wolf Tooth Necklaces as if they had a 'T' next to their cost in the Space Wolf Armoury.

Q. *Can a pack of Blood Claws or Wolf Scouts be led by a Wolf Guard in Terminator armour?*

A. No it can't. Note that this rule is an amendment more than a clarification but removes the need for more clarifications to resolve contradictions that the combination creates. In all other circumstances, units led by Wolf Guard in Terminator armour cannot sweeping advance after close combat, but can consolidate.

Q. *The Headstrong special rule states that "Blood Claws must charge if one of their models is within 6" of the enemy, unless led by..." a character. Does this mean that the Blood Claws cannot rapid fire their plasma gun if the enemy is within 6"?*

A. Yes it does, as firing a rapid fire weapon would prevent them from assaulting.

Q. *Can Long Fangs be able to take a Razorback as a dedicated transport?*

A. This omission was an oversight – Long Fangs may purchase a Razorback for the cost listed for Grey Hunter squads.