



**IMPERIUS  
DOMINATUS**

SPACE WOLVES

# SPACE WOLVES GENERAL RULES

(FACTION VALUE 400)

To hit value 5+

**Deathsworn** – May only be led by Priests of Fenris. When eliminated in close combat the opposing element must make an armor save at -1 save modifier. They use Ymira stasis bombs in close combat. This ability causes -1 to hit in close combat to opponents. Gains hit and run versus infantry.

**Grey Slayers** – Gains fire on the fly [FF] ability.

**Varagy Wolf Guard Terminators** – Lordsbane, adds +2 to leader replacement rolls.

**Fenrisian wolves/Cyberwolves** – Due to their acute senses, no opposing formations can deploy within 25cms regardless of abilities

# SPACE WOLVES

The Space Wolves Legion have the following characteristics:

- **Shock Combat Doctrine.** Space Wolves player must have more grey slayer formations than all other infantry types.
- **Bestial Savagery.** All Space Wolves legionnaires gain +1 to CAF to hit value.
- **Hunters Gait.** Space Wolf legionnaires on foot (not in terminator armor or jump packs), gain +5cm bonus to charge moves.
- **Preternatural Senses.** The Space Wolves legionnaires gain night vision [N].
- **Space Wolf Priests.** Unlike other legions, the Space Wolf Priests serve the specialist functions of the apothecary, techmarines, chaplain and librarius. The Space Wolf Priesthood are divided into:
  - Speaker of the Dead (serves as chaplain and apothecary)
  - Caster of Runes (Librarius)
  - Priest of Iron (Techmarines).
- **Bleed and Hurry.** All infantry cannot be pinned by other opposing infantry
- **The Fury of the Pack.** Space Wolves infantry must charge opposing infantry within 10cms
- **Howl of the Death Wolf.** All Space Wolves infantry gains move through cover
- Drop pods count as special card
- Super Heavy formations count as special cards
- Artillery formations count as special card
- Space Wolves player fortification cards count as special cards.
- Space Wolves player may not purchase static artillery guns
- **Librarius.** Leman Russ was adamantly against the Librarius but seems hypocritical given their Caster of Runes function as psykers.

## UPGRADE THE GET OF THE WYRM



One infantry formation gains +1 CAF to hit bonus and fear 1



Point Value 50/100  
+1 VP



## UPGRADE FENRISIAN CYBERWOLVES



Command section gains 2 Fenrisian Cyberwolves elements



Point Value 50  
+1 VP



## FENRISAN WOLVES

The Fenrisian Wolves Detachment consists of 5 Fenrisian Wolves Stands



Point Value 50



## FENRISAN WOLVES

**Break Point 4:** Fenrisian Wolves are broken if it has lost 4 stands. Once the Detachment is broken it must take a Morale check.

**Morale Value 4+:** Fenrisian Wolves have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Fenrisian Wolf	20	9+	2/-2	CC abilities	-	-	-	Special*

\*Due to their acute senses, no opposing formations can deploy within 25cms regardless of abilities.

Victory Points 1

Your opponent gains 1 VP when this Detachment is broken

## FENRISAN WOLVES

The Fenrisian Wolves Detachment consists of 10 Fenrisian Wolves Stands



Point Value 150



## FENRISAN WOLVES

**Break Point 7:** Fenrisian Wolves are broken if it has lost 7 stands. Once the Detachment is broken it must take a Morale check.

**Morale Value 4+:** Fenrisian Wolves have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Fenrisian Wolf	20	9+	2/-2	CC abilities	-	-	-	Special*

\*Due to their acute senses, no opposing formations can deploy within 25cms regardless of abilities.

Victory Points 2

Your opponent gains 1 VP when this Detachment is broken

# CYBERWOLVES

The Cyberwolves Detachment consists of 5 Cyberwolves Stands



Point Value 150



# CYBERWOLVES

The Cyberwolves Detachment consists of 10 Cyberwolves Stands



Point Value 250



# CYBER WOLVES

**Break Point 4:** Cyberwolves are broken if it has lost 4 stands. Once the Detachment is broken it must take a Morale check.

**Morale Value 4+:** Cyber Wolves have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Cyber Wolf	20	7[8]+	2/-2	CC abilities	-	-	-	Special*

\*Due to their acute senses, no opposing formations can deploy within 25cms regardless of abilities.

Victory Points 2

Your opponent gains 1 VP when this Detachment is broken

# CYBER WOLVES

**Break Point 7:** Cyberwolves are broken if it has lost 7 stands. Once the Detachment is broken it must take a Morale check.

**Morale Value 4+:** Cyberwolves have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Cyber Wolf	20	7[8]+	2/-2	CC abilities	-	-	-	Special*

\*Due to their acute senses, no opposing formations can deploy within 25cms regardless of abilities.

Victory Points 3

Your opponent gains 2 VP when this Detachment is broken

## VARAGYR WOLF GUARD TERMINATOR DETACHMENT

The Varagyr Wolf Guard Detachment consists of 1 Varagyr Wolf Guard Decurion Stand and 4 Varagyr Wolf Guard Stands.  
(Attached to Primarch Only)



Point Value 450



## VARAGYR WOLF GUARD TERMINATOR DETACHMENT

**Break Point 4:** The Varagyr Wolf Guard Detachment is broken if it has lost 4 stands either the Decurion or Varagyr Wolf Guard stands. Once the Detachment is broken it must take a Morale check.

**Morale Value 4+:** Varagyr Wolf Guard have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	2/-2	Reaper Autocannon	35	3	-2	[HQ1], [V], [FR], [SU], [SA], [HR], Special
Varagyr Wolf Guard Terminators	10[T]	3[5]+	2/-2	Reaper Autocannon	35	3	-2	[FR], [SU], [SA], [HR], Special

Victory Points 5

Your opponent gains 3 VP when this Detachment is broken

## VARAGYR WOLF GUARD TERMINATOR GRAND DETACHMENT

The Varagyr Wolf Guard Detachment consists of 1 Varagyr Wolf Guard Decurion Stand and 8 Varagyr Wolf Guard Stands.  
(Attached to Primarch Only)



Point Value 750



## VARAGYR WOLF GUARD TERMINATOR GRAND DETACHMENT

**Break Point 6:** The Varagyr Wolf Guard Detachment is broken if it has lost 6 stands either the Decurion or Varagyr Wolf Guard stands. Once the Detachment is broken it must take a Morale check.

**Morale Value 4+:** Varagyr Wolf Guard have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

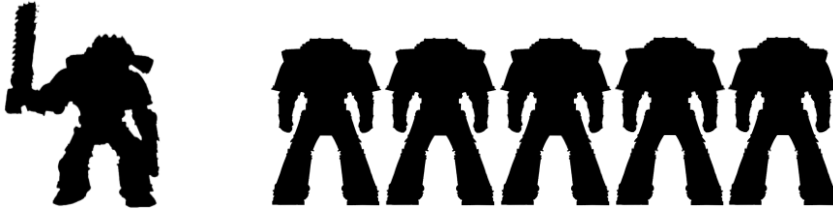
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	2/-2	Reaper Autocannon	35	3	-2	[HQ1], [V], [FR], [SU], [SA], [HR], Special
Varagyr Wolf Guard Terminators	10[T]	3[5]+	2/-2	Reaper Autocannon	35	3	-2	[FR], [SU], [SA], [HR], Special

Victory Points 8

Your opponent gains 4 VP when this Detachment is broken

## GREY SLAYERS DETACHMENT

The Grey Slayers Detachment consists of 1 Grey Slayers Decurion and 5 Grey Slayers Stands.



Point Value 250



## GREY SLAYERS DETACHMENT

**Break Point 4:** Grey Slayers are broken if it has lost 4 stands. Either the Decurion or the Grey Slayers. Once the Detachment is broken it must take a Morale check.

**Morale Value -:** Grey Slayers have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

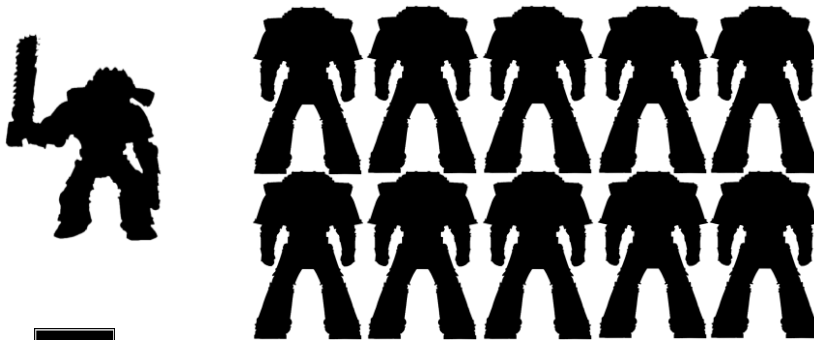
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[7]+	2/-2	Bolters	25	2	0	[HQ1], [V], [MB], [HR], [SU], [ID]
				CC Weapons	-	-	-	
Grey Slayer	10	5+	2/-2	Bolters	25	2	0	[HR], [SU], [ID]
				CC Weapons	-	-	-	

Victory Points 3

Your opponent gains 2 VP when this Detachment is broken

## GREY SLAYERS GRAND DETACHMENT

The Grey Slayers Detachment consists of 1 Grey Slayers Decurion and 10 Grey Slayers Stands.



Point Value 400



## GREY SLAYERS GRAND DETACHMENT

**Break Point 8:** Grey Slayers are broken if it has lost 8 stands. Either the Decurion or the Grey Slayers. Once the Detachment is broken it must take a Morale check.

**Morale Value -:** Grey Slayers have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

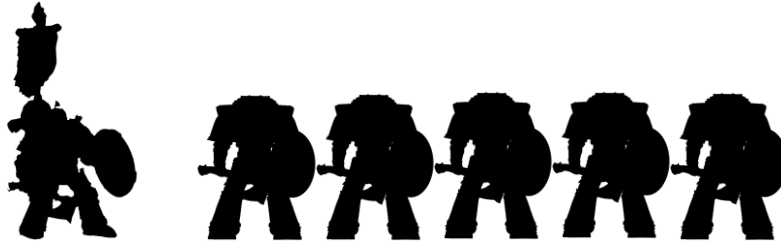
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[7]+	2/-2	Bolters	25	2	0	[HQ1], [V], [MB], [HR], [SU], [ID]
				CC Weapons	-	-	-	
Grey Slayer	10	5+	2/-2	Bolters	25	2	0	[HR], [SU], [ID]
				CC Weapons	-	-	-	

Victory Points 4

Your opponent gains 2 VP when this Detachment is broken

## GREY SLAYERS (COMBAT SHIELDS) DETACHMENT

The Grey Slayers (Combat Shields) Detachment consists of 1 Grey Slayers (Combat Shields) Decurion and 5 Grey Slayers (Combat Shields) Stands.



Point Value 200



## GREY SLAYERS (COMBAT SHIELDS) DETACHMENT

**Break Point 4:** Grey Slayers are broken if it has lost 4 stands. Either the Decurion or the Grey Slayers. Once the Detachment is broken it must take a Morale check.

**Morale Value -:** Grey Slayers have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

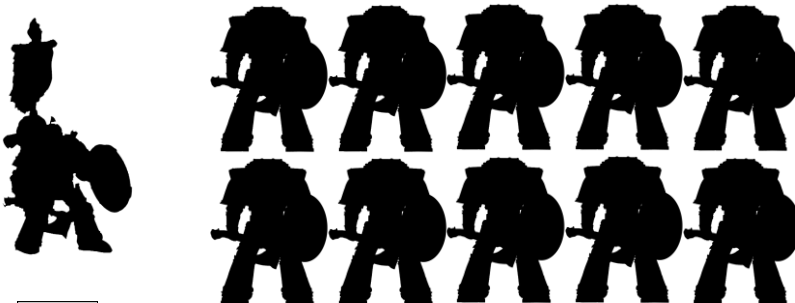
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[7]+	2/-2	CC weapons and Shield	-	-	-	[HQ1], [V], [MB], [HR], [SU], [ID]
Grey Slayer	10	5[7]+	2/-2	CC weapons and Shield	-	-	-	[HR], [SU], [ID]

Victory Points 2

Your opponent gains 1 VP when this Detachment is broken

## GREY SLAYERS (COMBAT SHIELDS) GRAND DETACHMENT

The Grey Slayers (Combat Shields) Detachment consists of 1 Grey Slayers (Combat Shields) Decurion and 10 Grey Slayers (Combat Shields) Stands.



Point Value 350



## GREY SLAYERS (COMBAT SHIELDS) GRAND DETACHMENT

**Break Point 8:** Grey Slayers are broken if it has lost 8 stands. Either the Decurion or the Grey Slayers. Once the Detachment is broken it must take a Morale check.

**Morale Value -:** Grey Slayers have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[7]+	2/-2	CC weapons and Shield	-	-	-	[HQ1], [V], [MB], [HR], [SU], [ID]
Grey Slayer	10	5[7]+	2/-2	CC weapons and Shield	-	-	-	[HR], [SU], [ID]

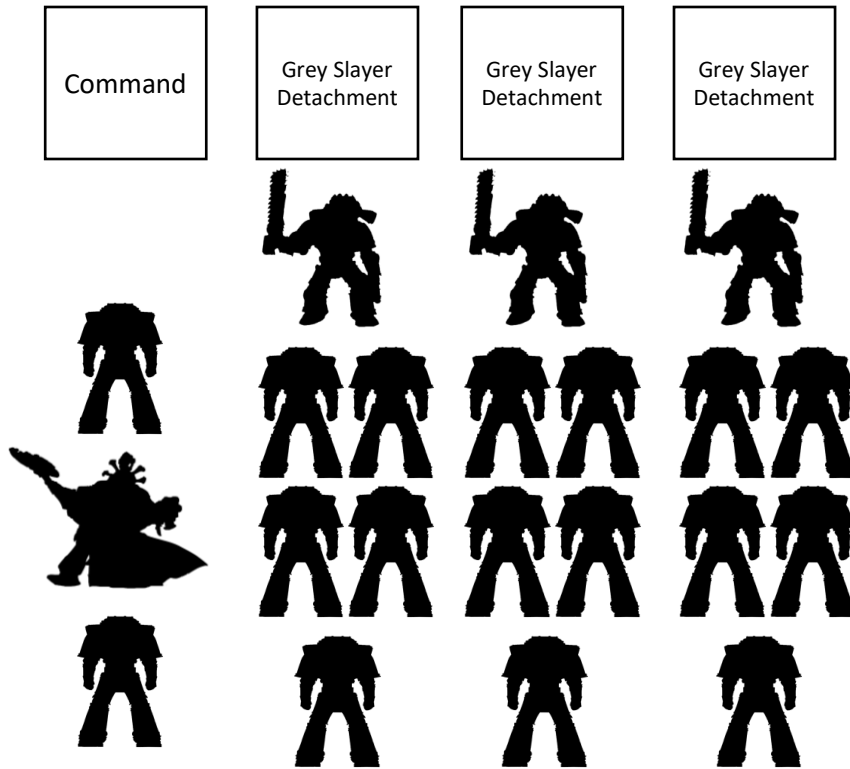
Victory Points 4

Your opponent gains 2 VP when this Detachment is broken



# GREY SLAYERS COMPANY

The Grey Slayers Company consists of 1 Centurion and 2 Grey Slayer Veterans and 3 detachments of 1 Grey Slayers Decurion and 5 Grey Slayers Stands.



Point Value 850



# GREY SLAYERS COMPANY

**Break Point 13:** The Grey Slayers Company is broken if it has lost 13 stands either the Centurion, Veterans, Decurion, Grey Slayers Stands. Once the Company is broken each Detachment must take a Morale check

**Morale Value 4+:** The Grey Slayers Company have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

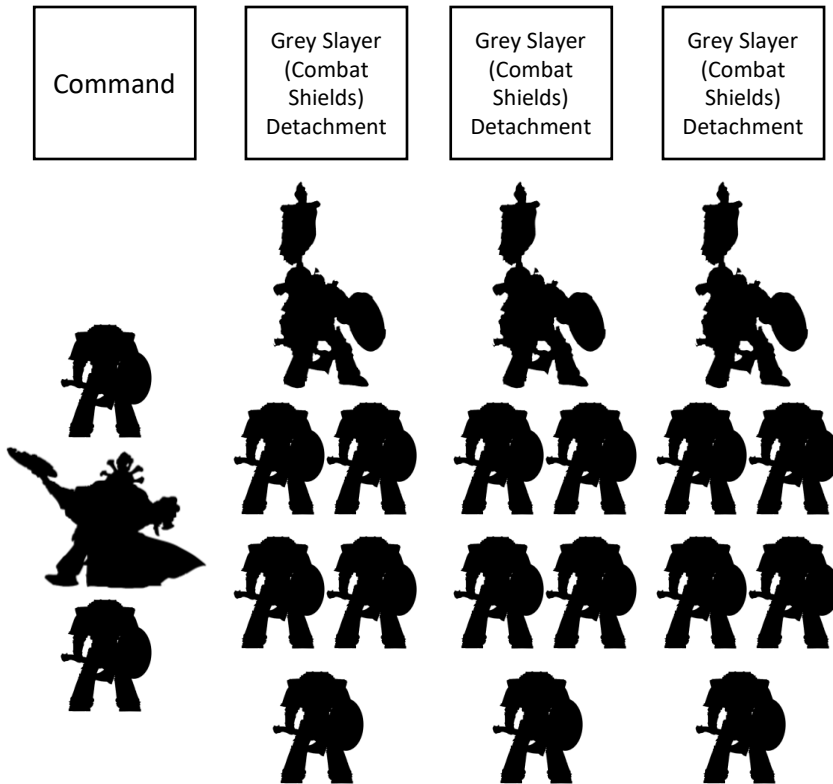
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Centurion	10	5[7]+	2/-2	Bolters	25	2	0	[HQ2], [V], [MB], [HR], [SU], [ID]
				CC Weapons	-	-	-	
Decurion	10	5[7]+	2/-2	Bolters	25	2	0	[HQ1], [V], [MB], [HR], [SU], [ID]
				CC Weapons	-	-	-	
Grey Slayer	10	5+	2/-2	Bolters	25	2	0	[HR], [SU], [ID]
				CC Weapons	-	-	-	

## Victory Points 9

Your opponent gains 5 VPs when this Company is broken

## GREY SLAYERS (COMBAT SHIELDS) COMPANY

The Grey Slayers (Combat Shields) Company consists of 1 Centurion and 2 Grey Slayer Veterans (Combat Shields) and 3 detachments of 1 Grey Slayers Decurion and 5 Grey Slayers (Combat Shields) Stands.



Point Value 750



## GREY SLAYERS (COMBAT SHIELDS) COMPANY

**Break Point 13:** The Grey Slayers (Combat Shields) Company is broken if it has lost 13 stands either the Centurion, Veterans, Decurion, Grey Slayers (Combat Shields) Stands. Once the Company is broken each Detachment must take a Morale check

**Morale Value 4+:** The Grey Slayers (Combat Shields) have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

























Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Centurion	10	5[7]+	2/-2	CC weapons and Shield	-	-	-	[HQ2], [V], [MB], [HR], [SU], [ID]
Decurion	10	5[7]+	2/-2	CC weapons and Shield	-	-	-	[HQ1], [V], [MB], [HR], [SU], [ID]
Grey Slayer	10	5[7]+	2/-2	CC weapons and Shield	-	-	-	[HR], [SU], [ID]



### Victory Points 8

Your opponent gains 4 VPs when this Company is broken

# GREY SLAYERS GRAND COMPANY

The Grey Slayers Company consists of 1 Centurion and 4 Grey Slayer Veterans and 3 detachments of 1 Grey Slayers Decurion and 10 Grey Slayers Stands.

Command	Grey Slayer Detachment	Grey Slayer Detachment	Grey Slayer Detachment
			
			
			
			
			
			

 Point Value 1450 

# GREY SLAYERS GRAND COMPANY

**Break Point 27:** The Grey Slayers Company is broken if it has lost 27 stands either the Centurion, Veterans, Decurion, Grey Slayers Stands. Once the Company is broken each Detachment must take a Morale check

**Morale Value 4+:** The Grey Slayers Company have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.





















Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Centurion	10	5[7]+	2/-2	Bolters	25	2	0	[HQ2], [V], [MB], [HR], [SU], [ID]
				CC Weapons	-	-	-	
Decurion	10	5[7]+	2/-2	Bolters	25	2	0	[HQ1], [V], [MB], [HR], [SU], [ID]
				CC Weapons	-	-	-	
Grey Slayer	10	5+	2/-2	Bolters	25	2	0	[HR], [SU], [ID]
				CC Weapons	-	-	-	



**Victory Points 15**

Your opponent gains 8 VPs when this Company is broken

# GREY SLAYERS (COMBAT SHIELDS) COMPANY

The Grey Slayers (Combat Shields) Company consists of 1 Centurion and 4 Grey Slayer Veterans (Combat Shields) and 3 detachments of 1 Grey Slayers Decurion and 10 Grey Slayers (Combat Shields) Stands.

Command	Grey Slayer Detachment	Grey Slayer Detachment	Grey Slayer Detachment
			
			
			
			
			

 Point Value 1300 

# GREY SLAYERS (COMBAT SHIELDS) COMPANY

**Break Point 27:** The Grey Slayers (Combat Shields) Company is broken if it has lost 27 stands either the Centurion, Veterans, Decurion, Grey Slayers (Combat Shields) Stands. Once the Company is broken each Detachment must take a Morale check

**Morale Value 4+:** The Grey Slayers (Combat Shields) have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Centurion	10	5[7]+	2/-2	CC weapons and Shield	-	-	-	[HQ2], [V], [MB], [HR], [SU], [ID]
Decurion	10	5[7]+	2/-2	CC weapons and Shield	-	-	-	[HQ1], [V], [MB], [HR], [SU], [ID]
Grey Slayer	10	5[7]+	2/-2	CC weapons and Shield	-	-	-	[HR], [SU], [ID]

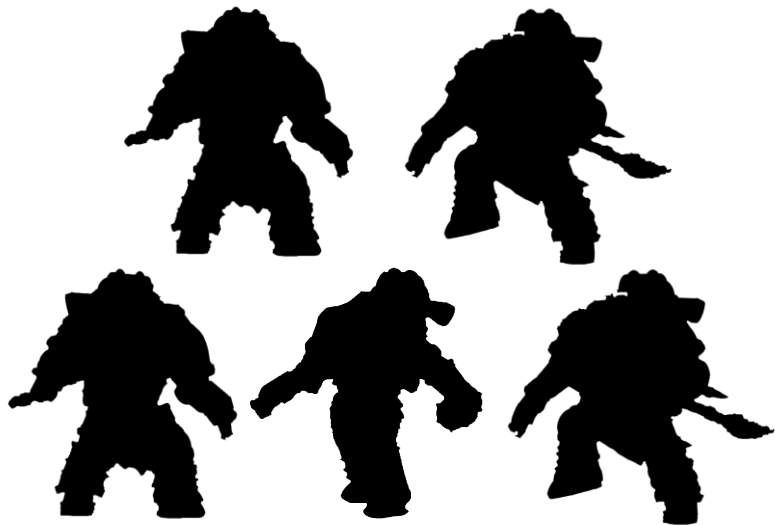
**Victory Points 13**

Your opponent gains 7 VPs when this Company is broken

## SPECIAL FORMATION

### DEATHSWORN PACK

The Deathsworn Pack consists of 5 The Deathsworn Pack Stands.



Point Value 150



## DEATHSWORN PACK

**Break Point 4:** The Deathsworn Pack is broken if it has lost 4 stands. Once the Detachment is broken it must take a Morale check.

**Morale Value 4+:** The Deathsworn Pack have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Deathsworn	10	4+	2/-2	CC weapons	-	-	-	[ID], [MB], [HR]

### Deathsworn –

May only be led by Priests of Fenris. When eliminated in close combat the opposing element must make an armor save at -1 save modifier. They use Ymira stasis bombs in close combat. This ability causes -1 to hit in close combat to opponents. Gains hit and run [HR] versus infantry

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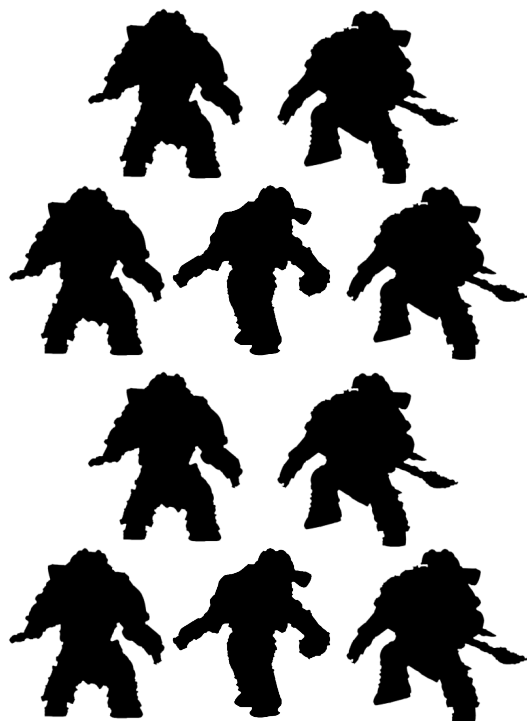
## Victory Points 2

Your opponent gains 1 VP when the Detachment is broken.

## SPECIAL FORMATION

### DEATHSWORN PACK

The Deathsworn Pack consists of 10 The Deathsworn Pack Stands.



Point Value 300



## DEATHSWORN PACK

**Break Point 7:** The Deathsworn Pack is broken if it has lost 7 stands. Once the Detachment is broken it must take a Morale check.

**Morale Value 4+:** The Deathsworn Pack have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Deathsworn	10	4+	2/-2	CC weapons	-	-	-	[ID], [MB], [HR]

### Deathsworn –

May only be led by Priests of Fenris. When eliminated in close combat the opposing element must make an armor save at -1 save modifier. They use Ymira stasis bombs in close combat. This ability causes -1 to hit in close combat to opponents. Gains hit and run [HR] versus infantry

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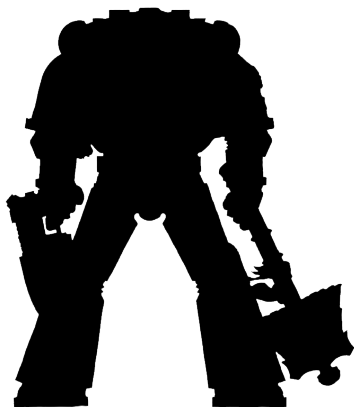
### Victory Points 3

Your opponent gains 2 VP when the Detachment is broken.

## SPECIAL FORMATION

### SPEAKER OF THE DEAD

Speaker of the Dead consists of 1 Speaker of the Dead Stand.



Point Value 50



## SPEAKER OF THE DEAD

**Break Point +1:** Speaker of the Dead adds 1 to the break point of the Company he is attached to.

**Morale Value 4+:** Speaker of the Dead has a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Priest of Fenris, speaker of the dead	15	4[6]+	3/-3	CC special weapons	-	-	-	[Apo]

### Priests of Fenris –

- All priest types receive a psychic save versus psychic powers of 5+ due to their Aether armor.

### The Speaker of the Dead –

- Grants +1 CAF to hit and re-roll morale checks to formations within 25cms.

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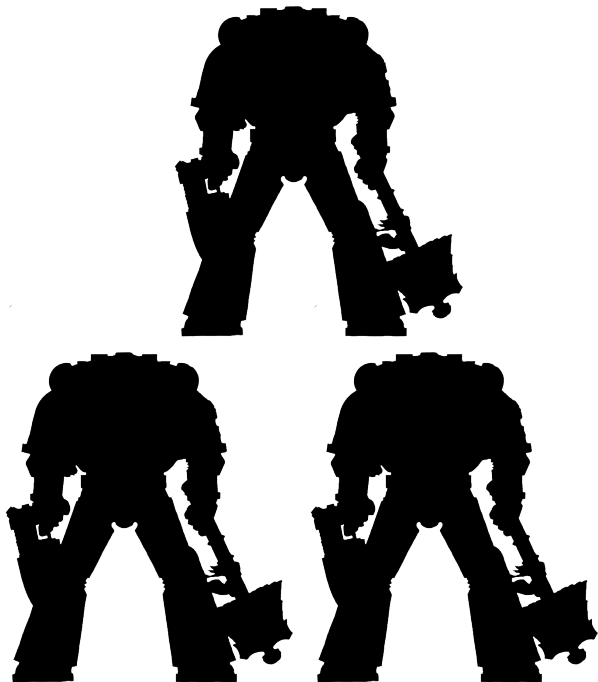
## Victory Points +1

Your opponent gains +1 VP when the attached Company is broken.

## SPECIAL FORMATION

### SPEAKERS OF THE DEAD

Speaker of the Dead consists of 3 Speaker of the Dead Stands.



Point Value 200



## SPEAKERS OF THE DEAD

**Break Point +2:** Speakers of the Dead adds 2 to the break point of the Company he is attached to.

**Morale Value 4+:** Speaker of the Dead has a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Priest of Fenris, speaker of the dead	15	4[6]+	3/-3	CC special weapons	-	-	-	[Apo]

#### Priests of Fenris –

- All priest types receive a psychic save versus psychic powers of 5+ due to their Aether armor.

#### The Speaker of the Dead –

- Grants +1 CAF to hit and re-roll morale checks to formations within 25cms.

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### Victory Points +2

Your opponent gains +1 VP when the attached Company is broken.



## SPECIAL FORMATION

### CASTER OF RUNES

Caster of Runes consists of 1 Caster of Runes Stand.



Point Value 50



## CASTER OF RUNES

**Break Point +1:** Caster of Runes adds 1 to the break point of the Company he is attached to.

**Morale Value 4+:** Caster of Runes has a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Priest of Fenris, Caster of Runes	15	4[6]+	3/-3	CC special weapons	-	-	-	[P1], [MB]

### Priests of Fenris –

- All priest types receive a psychic save versus psychic powers of 5+ due to their Aether armor.

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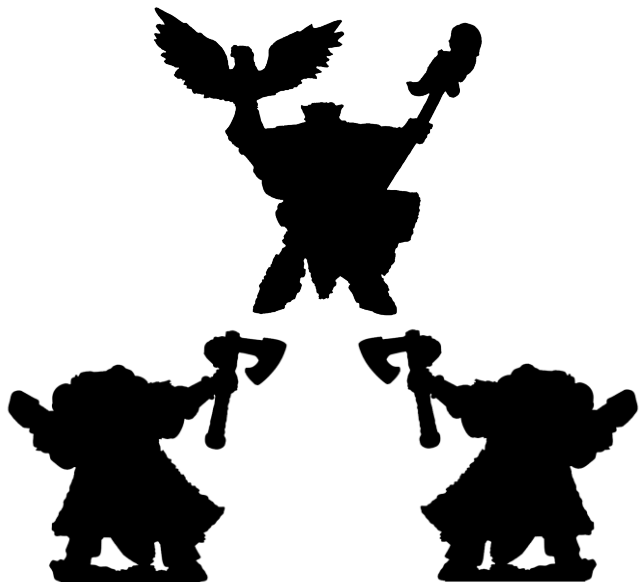
## Victory Points +1

Your opponent gains +1 VP when the attached Company is broken.

## SPECIAL FORMATION

### CASTERS OF RUNES

Caster of Runes consists of 1 Caster of Runes Stands.



Point Value 150



## CASTERS OF RUNES

**Break Point +2:** Caster of Runes adds 2 to the break point of the Company he is attached to.

**Morale Value 4+:** Caster of Runes has a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Priest of Fenris, Caster of Runes	15	4[6]+	3/-3	CC special weapons	-	-	-	[P1], [MB]

### Priests of Fenris –

- All priest types receive a psychic save versus psychic powers of 5+ due to their Aether armor.

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## Victory Points +2

Your opponent gains +1 VP when the attached Company is broken.

## SPECIAL FORMATION

### IRON PRIEST

Iron Priest consists of 1 Iron Priest Stand.



Point Value 50



## IRON PRIEST

**Break Point +1:** Iron Priest adds 1 to the break point of the Company he is attached to.

**Morale Value 4+:** Iron Priest has a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Priest of Iron	10	4[6]+	3/-3	CC special weapons	-	-	-	[MK], [MB]

### Priests of Fenris –

- All priest types receive a psychic save versus psychic powers of 5+ due to their Aether armor.

### Iron Lord –

- Adds forgelord, master of signal or Praevian consul special rules (choose one).

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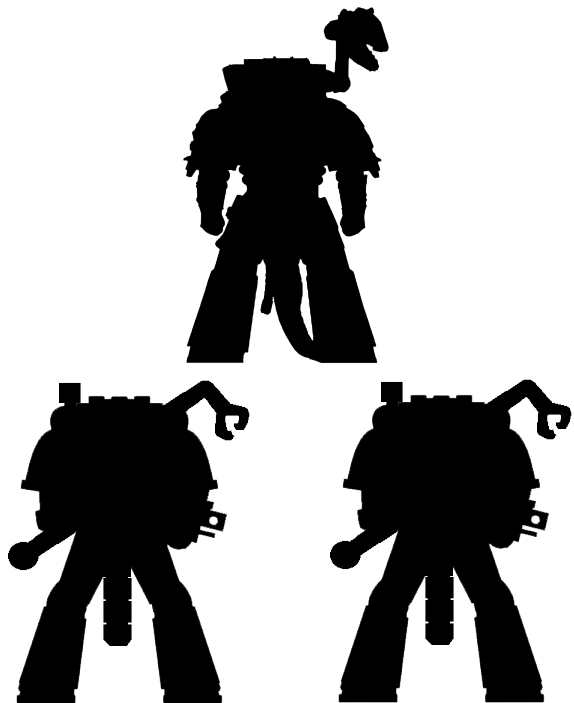
## Victory Points +1

Your opponent gains +1 VP when the attached Company is broken.

## SPECIAL FORMATION

### IRON PRIEST CONCLAVE

The Iron Priest Conclave consists of 3 Iron Priest Stands.



Point Value 200



### IRON PRIEST CONCLAVE

**Break Point +2:** The Iron Priests adds 2 to the break point of the Company he is attached to.

**Morale Value 4+:** Iron Priest has a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Priest of Iron	10	4[6]+	3/-3	CC special weapons	-	-	-	[MK], [MB]

#### Priests of Fenris –

- All priest types receive a psychic save versus psychic powers of 5+ due to their Aether armor.

#### Iron Lord –

- Adds forgelord, master of signal or Praevian consul special rules (choose one).

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### Victory Points +2

Your opponent gains +1 VP when the attached Company is broken.

## SPECIAL FORMATION

### GEIGOR FELL-HAND

Geigor Fell-Hand consists of 1 Geigor Fell-Hand Stand.



Point Value 50



## GEIGOR FELL-HAND

**Break Point +1** Geigor Fell-Hand adds 1 to the break point of the Company he is attached to.

**Morale Value 4+:** Geigor Fell-Hand has a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Geigor fell-handed	15	5[7]+	3/-3	Bolter	25	2	0	[HQ1], [SU]
				CC Weapons	-	-	-	

### Greigor Fell-handed –

- Gains fire of the fly [FF] ability

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## Victory Points +1

Your opponent gains +1 VP when the attached Company is broken.

## SPECIAL FORMATION

### HVARI RED-BLADE

Hvari Red-Blade consists of 1 Hvari Red-Blade Stand.



Point Value 100



## HVARI RED-BLADE

**Break Point +1:** Hvari Red-Blade adds 1 to the break point of the Company he is attached to.

**Morale Value 4+:** Hvari Red-Blade has a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Hvari red-blade	15	3[5]+	4/-3	Special Heavy Bolter	20/35	3	-1	[DR2], [HQ2], [FR]
				CC Special weapons	-	-	-	

### Hvari Red-Blade –

Formations within 25cm receive the recon [R] ability and +1 bonus to close combat damage table rolls.

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## Victory Points +1

Your opponent gains +1 VP when the attached Company is broken.

## SPECIAL FORMATION

### LEMAN RUSS PRIMARCH OF THE SPACE WOLVES

Leman Russ, Primarch of the Space Wolves consists of one Leman Russ



Point Value 200



### LEMAN RUSS PRIMARCH OF THE SPACE WOLVES

**Break Point 1:** Leman Russ is only broken when Leman Russ, Primarch of the Space Wolves is Destroyed.

**Morale Value 4+:** Leman Russ has a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Leman Russ [2]	25[T]	3[4]+	7/-5	Stormspitter	20	4	-2	[DR2], [N], [CA], Primarch
				CC Special Weapons				

**Leman Russ** – besides the standard Primarch abilities Leman Russ has the following abilities:

**Sire of the Space Wolves** – all space wolf formations in the space wolf legion within line of sight of their Primarch gain +1 bonus to morale rolls

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### Victory Points 2

Your opponent gains 2 VP when this model is destroyed.