

Chapter Approved – Codex: Space Wolves clarifications (v1.0)

The Stormcaller power can cause some confusion, so the following notes should help.

- Remember that plasma and frag grenades only work if the unit that has them charges. If a unit with Stormcaller on it charges an opponent with either grenade type they will strike first as these grenades are of no use when receiving a charge.
- If charging a unit in cover, then all attacks are simultaneous.
- Stormcaller can be cast on friendly vehicles, which then count as being hull down.

Remember that cover only matters in the first round of a close combat and subsequently attacks will occur in normal order. New enemies charging the unit with Stormcaller will be affected though. Weapons that strike last will, of course, always strike last.

The Head-strong rule states that "Blood claws must charge if one of their models is within 6" of the enemy, unless led by..." a character. This means that the Blood Claws cannot rapid fire their bolt pistols if the enemy is within 6" as this would prevent them assaulting.

A Rune Staff counts as a single-handed weapon AND a psychic hood, it should therefore cost 25 points.

Wolf Scouts may not choose weapons from the options included in the Space Marine Scout entry in Codex: Space Marines and from Codex: Space Wolves list as well.

When operating behind enemy lines in a mission where the enemy is not allowed any reserves, Wolf scouts arrive on the table edge the enemy retreat towards. If they fall back then they retreat towards this edge too.

A Wolf Guard Battle Leader may not take a Mark of Wulfen.

A character accompanied by Fenrisian Wolves is a Mixed Armour unit as is an Iron Priest accompanied by a Thrall bodyguard.

Space Wolves may not hit Dark Angels vehicles (other than Dreadnoughts) on a 3+ in close combat. The 3+ only applies when fighting something with a WS attribute.

A pack of Blood Claws or Wolf Scouts may not be led by a Wolf Guard in Terminator armour. Note this 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 and can only consolidate.

A Wolf Guard Battle Leader does not use the Wolf Guard column in the Space Wolf armoury when selecting weapons and wargear.

If a model with a Wolf Tooth necklace is fighting a Dire Avenger Exarch with the Defend power (Necklace always lets you hit on 3+, Defend says opponents only hit on 6+) roll a d6 each round to determine which piece of wargear has priority.

A Wolf Tooth Necklace has no effect on enemy vehicles without a Weapon Skill characteristic.

A Wolf Guard Battle Leader does not count as one of the 20 Wolf Guard models you are allowed to have in a Space Wolf Army.

Wolf Guard Terminators may have a single-handed weapon in addition to a heavy weapon (this supercedes the note in the Wolf Guard list entry). If they have a cyclone 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.

Long Fangs do not have a Razorback listed as a transport option. This is an oversight, Long Fangs may purchase a Razorback for the cost listed for Grey Hunter squads.

The True Grit rule does apply to all combi-weapons but not to storm bolters.

If a Runic Charm is combined with Terminator armour it does not allow a re-roll of the Crux Terminatus Invulnerable save that comes with the armour.

If a Wolf Priest takes Healing Balms, and is escorted by a Wolf Guard bodyguard in Terminator armour, the balms do not allow the bodyguard to ignore the first failed save made against the Terminator's 5+ Invulnerable save.

Fenris Wolves can ride in a transport along with an Independent Character but cannot 'run along' outside the vehicle.

The Land Speeder Tornado should cost 75 points before weapon upgrades are selected.

Blood Claw packs equipped with jump packs instead of being mounted on bikes will automatically have frag grenades and Krak grenades. They may additionally have meltabombs at +5 points per model.