

Silly Codex Supplement Fluff Rules

Made a fun little project of making fan rules to add to the Codex Supplement: Space Wolves. These rules are untested, unplayed, and just the ramblings of a fan. This is UNOFFICIAL and not endorsed by Games Workshop in any form or way. Trying my best to abide by <https://www.games-workshop.com/en-WW/Intellectual-Property-Policy> . Not for use on games of Warhammer 40,000 due to it being an UNOFFICIAL document, but to share ideas of what I think would be cool fluffy rules for a Space Wolf army. Non-professional work, extremely amateur actually. Hope any one that reads it has fun. Will update when I can.

Anything between [] is a work in progress and a suggestion that I haven't been all the way though.

Wolf Guard Pack Leaders

The Wolf guard of the Space Wolves are heroes on their own right, elevated by their Jarl due to feats of great heroism. As heroes on their own right, they are dispatched for special missions by the Wolf Lords to squads.

Any SPACE WOLF INFANTRY unit can have a Wolf Guard Pack Leader added to the unit, unless the unit has the WOLF GUARD keyword. PRIMARIS SPACE WOLF units can only have PRIMARIS WOLF GUARD models and non-PRIMARIS SPACE WOLF can only have non-PRIMARIS SPACE WOLF GUARD models. To add a Wolf Guard Pack Leader select a unit and add a single model from a unit with the WOLF GUARD keyword (non-Sergeant or Pack Leader models, non-CHARACTER). The Power Level of the unit increases by +1 and you pay the cost of a single model. A unit can have a single Wolf Guard Pack Leader. The Wolf Guard Pack Leader gains all the abilities of the unit he joins and has the keywords of his original units (e.g. TERMINATOR, BLADEGUARD). A TERMINATOR Wolf Guard Pack Leader has the Crux Terminatus ability (see Codex: Space Marines).

PRIMARIS SPACE WOLF INFANTRY (non-JUMP PACK, REIVER units cannot select the Reiver grav chute wargear) units can select one of the following models as a Wolf Guard Pack Leader

- Veteran Intercessor
- Bladeguard Veteran

Non-Primaris SPACE WOLF INFANTRY can bring the following models as a Wolf Guard Pack Leader (JUMP PACK units can only bring models that have Jump Pack wargear option, SCOUT units can only use the Wolf Guard or Company Veteran)

- Company Veteran (*)

- Assault Terminator
- Terminator
- Wolf Guard Terminator
- Relic Terminator
- Wolf Guard (*)

Any Wolf Guard Pack Leader, CAPTAIN, or WOLF GUARD CHARACTER can replace the following weapons for a Frost Weapon. A unit can only have one Frost Weapon (pair of Lightning Claws count as a single melee weapon for the purposes of this rule). Power Sword can be replaced for a Frost Sword, Power Axe for a Frost Axe, Lightning Claw for a Wolf Claw, [potential new, Power Maul for Frost Maul, Power Fist for Storm Fist, Thunder Hammer for Tempest Hammer]. Frost Sword, Frost Axe, [Frost Maul] and Wolf Claw gain +1 strength and +1 damage in their profile. [Storm Fist and Tempest Hammer gains +1 damage to their profile, and the following Ability **Helfrost Weapon**: For each unsuccessful wound roll 2D6. If the result is higher than the highest Strength characteristic of the target unit, then halve the Movement characteristic of the models in the unit and subtract 2 of the Advance and Charge rolls until the end of the Battle Round]. The replaced weapon has a point value of +5 pts for Frost Sword, Frost Axe [Frost Maul] and Wolf Claw compared to their point value in the Codex: Space Marines or Codex Supplement: Space Wolves for that unit. The Storm Fist and Tempest hammer have a +10 pts compared to their point value for the unit.

Thane of the Jarl

A Wolf Guar Pack leader can be a Thane of the Jarl. If they become a Thane of the Jarl add 10 pts to their value and +1 PL. You may roll a D6 to select one of the following abilities or you may select one. Each ability can be selected only once, reroll duplicate results.

Cutter of Threads: When making a melee attack roll against an enemy CHARACTER you may reroll the hit roll.

Marked by the Jarl: When making an attack this unit may reroll wound rolls of 1.

Son of the Worldsea: When this unit is embarked in a Transport that unit gains the Assault Vehicle Ability (see Impulsor datasheet on Codex: Space Marines)

Voice of the Underverse: When making a melee attack roll an unmodified wound roll of a 6 change the AP of the weapon to Ap-4.

Blood of Asaheim: The unit gains a 5+ invulnerable save.

Shield of the Jarl: The unit gains the Bodyguard ability (see the Company Veteran datasheet from the Codex: Space Marine)

Marks of the Death World

The Deathworld of Fenris breeds the Sky Warriors of the Vlka Fenryka, some of them touched by the madness of their geneseed while other embracing the most brutal traditions of the Hearthworld.

Mark of the Wulfen

Any SPACE WOLF INFANTRY, BIKER or CAVALRY CHARACTER unit can be given a Mark of the Wulfen (except WULFEN units). If they do so Mark of the Wulfen ability and MARK OF THE WULFEN keyword. A detachment may include a single MARK OF THE WULFEN CAPTAIN, a single MARK OF THE WULFEN WOLF PRIEST. MARK OF THE WULFEN CAPTAINS do not count towards the limits of command (e.g. a detachment can have a MARK OF THE WULFEN CAPTAIN and a CAPTAIN).

Mark of the Wulfen: If the unit has the Hunter's Unleashed Chapter Tactic or Inheritors of the Primarch Chapter Tactic and it is using the Space Wolf Chapter Tactic then

- While within Engagement Range this unit cannot Fall Back
- This unit may not perform any Actions
- Models in this unit make D3 attacks instead as the Result of the Shock Assault ability. In addition this model is always treated as having made a charge move for the purposes of the Shock Assault ability
- This unit may reroll charges
- All Aura abilities change from SPACE WOLF CORE to SPACE WOLF WULFEN. If the Aura affects SPACE WOLF CHARACTERS change to SPACE WOLF MARK OF WULFEN CHARACTER.

10 point upgrade per unit. 15 per CHARACTER unit. +1 PL

Mark of the Cult of Morkai

Any SPACE WOLF INFANTRY; CAVALRY or BIKER unit can be given the Mark of the Cult of Morkai. They gain the Morkai's Howl (Aura) ability (see Codex Supplement: Space Wolves)

15 point upgrade. +1 PM. A unit can only be given one Mark

Lone Wolves

The Space Wolves fight and die by their Pack, so when a lonely warrior survives his packmates his honour is wounded. Such a warrior takes the path of the Lone Wolf, swearing revenge on the enemy and his honour will not be regained until Morkai claims him or he slays the foe.

A single SPACE WOLF INFANTRY unit in your army can be a Lone Wolf. Select a SPACE WOLF INFANTRY (excluding WULFEN) unit and reduce it to only a single model. That unit gains the CHARACTER and LONE WOLF keywords, add 2 to the wounds and attack characteristic and gains the Lone Wolf and Army of One abilities. If the unit has the CORE keyword it loses that keyword.

Lone Wolf: When making an attack against an enemy CHARACTER, VEHICLE or MONSTER with this unit you may reroll the hit roll and you may reroll the wound roll. In addition you must perform a Heroic Intervention if you can.

Army of One: This model cannot be your Warlord and may not be given a Warlord trait. In addition you cannot perform Actions with his mode.

You pay the points price of a single model +25 points of the base cost. The Power Level of the unit remains the same.

Priesthood of the Wolves

The warriors of the Space Wolves are known for eschewing the writings of the Codex Astartes and they are ruled by their own traditions. One of those traditions are the Priests of Fenris, Orders as old as the Rout itself, that tend to the spiritual, physical and technological needs of the Chapter.

Wolf Priest

The Wolf Priest takes the duties of both a Chaplain and an Apothecary for the Chapter. Units with the WOLF PRIEST keyword gain the APOTHECARY keyword if they are given either of the wargear shown here. Wargear: Fang of Morkai and Healing Balms.

- **Fang of Morkai:** This unit gains the Narthecium (Aura) ability (see Apothecary datasheet from Codex: Space Marines). 15 point upgrade
- **Healing Balms:** This unit gains the Combat Restoratives ability (see Apothecary datasheet from Codex: Space Wolves)

A WOLF PRIEST APOTHECARY can be selected for the Chief Apothecary upgrade if it has both of the wargear above. Ulrik the Slayer gets the CHIEF APOTHECARY keyword.

Rune Priest

All units with the LIBRARIAN keyword gain the RUNE PRIEST keyword. Any RUNE PRIEST model may take the following wargear.

- **Runic Weapon:** Change a Force Sword to a Runic Sword, Force Axe to Runic Axe and Force Stave to Runic Stave. Runic Sword, Runic Axe and Runic Stave have the same profile as their force counterparts but add the following Ability. Add 1 to Deny the Witch tests taken by this model. 5 point upgrade

A TERMINATOR RUNE PRIEST can take the following wargear:

- **Runic Terminator Armour:** This model has a 4+ invulnerable save. 5 point upgrade

A non-TERMINATOR RUNE PRIEST can take the following wargear:

- **Runic Armour:** This model has a 5+ invulnerable save. 5 point upgrade

Iron Priest

All units with the TECHMARINE keyword gain the IRON PRIEST keyword.

New FW datasheets, 13th Great Company Ruels

After years of reports of sightings of the elusive 13th Great Company, the incursion led by the High Rune Priest Njal Stormcaller to the deserted Prospero several elements of the legendary force returned to the Aett to fight in real space with their brothers.

Add 13th GREAT COMPANY keyword to all datasheets that have the SPACE WOLF FACTION keyword to make them from the 3th Great Company. PRIMARIS units cannot be given the 13th GREAT COMPNAY KEYWORD. All 13th GREAT COMPANY CHARACTER must have the Mark of the Wulfen Upgrade. Any SPACE WOLVES FORCE can include the following datasheets. If a 13TH GREAT COMPANY unit has the Martial Legacy ability, remove that ability.

Grey Slayers

| No. | Name | Mv | WS | BS | S | T | W | A | Ld | Sv |
|-----|-------------------------|----|----|----|---|---|---|---|----|----|
| 4-9 | Grey Slayer | 6" | 3+ | 3+ | 5 | 4 | 2 | 2 | 7 | 3+ |
| 1 | Grey Slayer Pack Leader | 6" | 3+ | 3+ | 5 | 5 | 2 | 3 | 8 | 3+ |

This unit consists of 4 Grey Slayers and a Grey Slayer Pack Leader. It can include up to 5 additional Grey Slayers. All models are equipped with a Bolt Pistol, Astartes Chainswords, Frag and Kar grenades.

- Any model can bring a Bolter, Combat shield or [Eviscerator]
- Any model can replace their Astartes Chainsword for a Power Sword, Power Axe or Power Maul

- For every 5 models in the unit one model not equipped with a Bolter, Combat Shield or [Eviscerator] may bring a weapon from the Combi Weapon list
- For every 5 models in the unit one model may replace his Astartes Chainsword for a Power Fist or Lightning Claw
- For every 5 models in the unit one model may replace his Bolt Pistol for a Plasma Pistol or Hand Flamer
 - One Gray Slayer may bring a Wolf standard
- The Gray Slayer Pack Leader may replace their Astartes Chainsword for a weapon from the Melee Weapon list or a Frost Weapon (see the Wolf Guard Pack leader section)
- The Gray Slayer may replace their Bolt Pistol for a weapon of the Melee Weapon List or Pistol Weapon list or Combi Weapon list.

Angels of Death: (See Codex: Space Marines)

Warrior's Mettle: Models in this unit may Advance and still fire Pistol and Rapid Fire weapons, with a -1 to the hit roll.

[Martial Legacy: (see the datasheet for Relic Contemptor in the Imperial Armour Compendium)]

Combat Shield: model equipped with a combat shield has a 5+ invulnerable save. In addition add 1 to the armour saving throws.

FACTION KEYWORDS: IMPIRIUM, ADEPTUS ASTARTES, SPACE WOLVES

KEYWORDS: INFANTRY, CORE, MELTA BOMB, GREY SLAYER

Varagyr Wolf Guard Terminators

| No. | Name | Mv | WS | BS | S | T | W | A | Ld | Sv |
|-----|--------------------|----|----|----|---|---|---|---|----|----|
| 4-9 | Varagyr Terminator | 5" | 2+ | 3+ | 5 | 4 | 2 | 3 | 8 | 2+ |

| | | | | | | | | | | |
|---|-------------------------------------|----|----|----|---|---|---|---|---|----|
| 1 | Varagy Wolf Guard Pack Leader | 5" | 2+ | 3+ | 5 | 5 | 2 | 4 | 9 | 2+ |
|---|-------------------------------------|----|----|----|---|---|---|---|---|----|

This unit contains 4 Varagyr Terminators and 1 Varagyr Wolf guard Pack Leader. It can include up to 4 additional Varagyr Terminators. Each model is armed with a Combi bolter and a Frost Axe.

- Any model max replace their Frost Axe for a Frost Sword, Wolf Claw, Power Fist, Chainfist or Thunder Hammer.
- Any model may replace its Combi bolter for a weapon in the Combi Weapon list, Wolf Claw, Frost Axe, Frost Sword.
- For every 5 models one model may replace its Combi Bolter for a Reaper Autocannon or a Heavy Flamer
- The Varagyr Wolf Guard Pack Leader may bring a Grenade Harness
- [The Varagyr Wolf Guard Pack Leader can replace its Frost Axe with a Storm Fist or a Tempest Hammer]

Angels of Death

Crushing Charge: When this unit makes a charge move it can select one enemy unit within Engagement range. Roll a D6 for every model within 1" of the target unit, on the result of a 4+ they suffer a mortal wound.

Lordsbane: When making a melee attack against an enemy CHARACTER you may reroll the hit roll.

Ancient Cataphractii Armour: Models in this unit have a 4+ invulnerable save.

Martial Legacy

Ravishers of Prosper: Whenever a model of this unit loses a wound, roll a D6, on a 5+ the wound is not lost. In addition anytime this unit has to take a morale test the test is automatically passed.

FACTION KEYWORDS: IMPIRIUM, ADEPTUS ASTARTES, SPACE WOLVES

KEYWORDS: INFANTRY, CORE, TERMINATOR, WOLF GUARD, VARAGY WOLF GUARD

Deathsworn Pack

| No. | Name | Mv | WS | BS | S | T | W | A | Ld | Sv |
|------|------------|----|----|----|---|---|---|---|----|----|
| 5-10 | Deathsworn | 6" | 2+ | 3+ | 5 | 4 | 2 | 3 | 8 | 2+ |

This unit contains 5 Deathsworn. it can include up to 5 additional Deathsworn. Each deathsworn is armed with a [Master Crafted] Power Axe, Bolt Pistol, Yimira class stasis bombs, Frag and Krak Grenades.

- For every five models in the unit one model may exchange its Power Axe and Bolt Pistol for a Power Fist, Thunder Hammer or [Great Frost Blade]

Angels of Death, Martial Legacy

Sworn to Morkai: Models in this unit may not perform actions. In addition, they always count as having made a charge move for the purposes of Shock Assault.

Dreams of the Deathwolf: Models in this unit may not Fallback. In addition, if this is killed on the Fight phase and is in Engagement Range of an enemy unit, then if this model has not fought this phase, do not remove the model. The destroyed model can fight after the attacker has finished its attacks and then is removed from play

| Weapon | Range | Type | S | AP | D | Abilities |
|--------|-------|------|---|----|---|-----------|
|--------|-------|------|---|----|---|-----------|

| | | | | | | |
|--------------------------|-------|------------|----|----|-------|--|
| Great Frost Blade | Melee | Melee | +4 | -4 | 2 [3] | |
| Yimira class stasis bomb | 6" | Grenade D3 | 4 | -3 | 1 | When attacking a non-VEHICLE unit this weapons always wounds on a 2+. In addition, if a hit is scored with this weapon then the unit cannot fallback unit the end of the battle round. |

FACTION KEYWORDS: IMPIRIUM, ADEPTUS ASTARTES, SPACE WOLVES

KEYWORDS: INFANTRY, WULFEN, DEATHSWORN PACK

