

ARJAC ROCKFIST

105

M	T	SV	W	LD	OC	INV	FNP
6"	5	2+	6	6+	1	4++	-

Foehammer (R): 6" | A1 | 2+ | S8 | -2 | 3 [Anti-MV 3+, Assault]**Foehammer (M):** A5 | 2+ | S8 | -2 | 3 [Anti-MV 3+, Precision]

- 4+ FoD (melee) - led unit fights on death
- Full RR Hit+Wound vs CHAR/MONSTER

Deep Strike, Leader | Leads: Wolf Guard Terminators

LOGAN GRIMNAR

110

M	T	SV	W	LD	OC	INV	FNP
6"	5	2+	8	6+	1	4++	-

Storm Bolter: 24" | A2 | 2+ | S4 | 0 | 1 [Rapid Fire 2]**Axe Morkai (sweep):** A10 | 2+ | S6 | -2 | 1**Axe Morkai (strike):** A6 | 2+ | S8 | -2 | 3**Tyrnak & Fenrir:** A6 | 2+ | S5 | -1 | 1 [Extra Attacks]

- 1/rnd: Reserve unit arrives 1 turn early
- +1CP strat cost for enemies w/in 12" (Aura)

Deep Strike, Leader | Leads: Wolf Guard Terminators | Takes 4 transport slots

NJAL STORMCALLER

85

M	T	SV	W	LD	OC	INV	FNP
7"	4	3+	4	6+	1	4++	-

Bolt Pistol: 12" | A1 | 3+ | S4 | 0 | 1**Living Lightning (witchfire):** 24" | D6 | 3+ | S7 | -1 | 1 [Psychic, Sustained 2]**Living Lightning (focused):** 24" | 2D6 | 3+ | S7 | -1 | 1 [Psychic, Sustained 2, Hazardous]**Staff of the Stormcaller:** A4 | 3+ | S7 | -1 | 3 [Psychic, Sustained 2]

- Led unit: ranged weapons get [ASSAULT]

- Start of Shooting: pick 1 enemy w/in 12" visible - on 2+ take D3 MW

Leader | Leads: Blood Claws, Grey Hunters, WG Headtakers

WOLF PRIEST

70

M	T	SV	W	LD	OC	INV	FNP
6"	4	3+	4	6+	1	4++	-

Absolvor Bolt Pistol: 18" | A1 | 3+ | S5 | -1 | 2**Crozius Arcanum:** A5 | 2+ | S6 | -1 | 2**Crucible:** 1 model/Cmd phase (not CHAR)

- +1 to Wound (melee) for led unit

Leader | Leads: Blood Claws, Grey Hunters, WG Headtakers | Tacticus armor (not Terminator)

BJORN THE FELL-HANDED

160

M	T	SV	W	LD	OC	INV	FNP
9"	9	2+	8	6+	3	5++	5+

Heavy Flamer: 12" | D6 | N/A | S5 | -1 | 1 [Torrent, Ign Cover]**Helfrost Cannon:** 24" | A3 | 3+ | S8 | -3 | 3**Trueclaw:** A6 | 2+ | S12 | -2 | 3 [Lethal Hits]

- +1CP each Cmd phase

- -1 to Wound when S > T

Deadly Demise D3, Smoke

BLOOD CLAWS x2

135

M	T	SV	W	LD	OC	INV	FNP
6"	4	3+	2	6+	2	-	-

Bolt Pistol (x9): 12" | A1 | 3+ | S4 | 0 | 1**Plasma Pistol (ldr):** 12" | A1 | 3+ | S7/8 | -2/-3 | 1/2 [Hazardous]**Chainsword (x9):** A4 | 3+ | S4 | -1 | 1**Power Weapon (ldr):** A4 | 3+ | S5 | -2 | 1

- Can charge after Advancing

Grenades | x2 units in list

GLADIATOR LANCER x2

160

M	T	SV	W	LD	OC	INV	FNP
10"	10	3+	12	6+	3	-	-

Lancer Laser Destroyer: 72" | A2 | 3+ | S14 | -4 | D6+3 [Heavy, Lance]**Icarus Rocket Pod:** 24" | D3 | 3+ | S8 | -1 | 2 [Anti-Fly 2+]**Ironhail Heavy Stubber:** 36" | A3 | 3+ | S4 | 0 | 1 [Rapid Fire 3]**Fragstorm Grenade Launcher (x2):** 18" | D6 | 3+ | S4 | 0 | 1 [Blast]**Armoured Hull:** A3 | 4+ | S6 | 0 | 1

- Aquilon Optics: RR 1 Hit, 1 Wound, 1 Dmg each shooting

Deadly Demise D3 | x2 units in list

THUNDERWOLF CAVALRY

115

M	T	SV	W	LD	OC	INV	FNP
12"	6	3+	4	6+	2	-	-

Bolt Pistol: 12" | A1 | 3+ | S4 | 0 | 1**Wolf Guard Weapon:** A4 | 3+ | S5 | -2 | 2**Teeth and Claws:** A3 | 4+ | S5 | -1 | 1 [Extra Attacks]

- Thunderous Charge: +1S & +1AP on charge

- Storm Shield available (4++)

Grenades

VENERABLE DREADNOUGHT

130

M	T	SV	W	LD	OC	INV	FNP
8"	9	2+	8	6+	3	4++	-

Assault Cannon: 24" | A6 | 3+ | S6 | 0 | 1 [Dev Wounds]**Storm Bolter:** 24" | A2 | 3+ | S4 | 0 | 1 [Rapid Fire 2]**Dreadnought Combat Weapon:** A5 | 3+ | S12 | -2 | 3

- +1 Adv/Chg for SW w/in 6" (Aura)

- Blizzard Shield: 4++

Deadly Demise 1, Smoke

WOLF GUARD TERMINATORS (10)

340

M	T	SV	W	LD	OC	INV	FNP
6"	5	2+	3	6+	1	4++	-

Twin Lightning Claws (ldr): A6 | 3+ | S5 | -2 | 1 [Twin-linked]**MC Power Weapon (x9):** A4 | 3+ | S5 | -2 | 2

- -1 to Wound when S > T

- Storm Shield: W4 instead of W3

Deep Strike | Logan + Arjac attached

WOLF GUARD TERMINATORS (5)

170

M	T	SV	W	LD	OC	INV	FNP
6"	5	2+	3	6+	1	4++	-

Twin Lightning Claws (ldr): A6 | 3+ | S5 | -2 | 1 [Twin-linked]**MC Power Weapon (x4):** A4 | 3+ | S5 | -2 | 2

- -1 to Wound when S > T
- Storm Shield: W4 instead of W3

Deep Strike | Unled, objective holder or secondary threat

WOLF SCOUTS

105

M	T	SV	W	LD	OC	INV	FNP
6"	4	4+	2	6+	1	-	-

Plasma Pistol (x4+ldr): 12" | A1 | 3+ | S7/8 | -2/-3 | 1/2 [Hazardous]**Combat Blade (x4):** A3 | 3+ | S5 | -1 | 1**Power Weapon (ldr):** A3 | 3+ | S5 | -2 | 1**Teeth and Claws (wolf):** A3 | 4+ | S4 | -1 | 1

- Infiltrators: Deploy 9"+ from enemy deployment/models
- Scouts 6": Free 6" pre-game move
- Guerrilla Tactics: End of opp turn, if 6"+ from enemies, go back to Strategic Reserves
- Haywire Mine: Once/battle, enemy ends Charge move w/in 12" - on 2+ D3 MW (or D3+3 vs VEH)

Infiltrators, Scouts 6", Grenades, Smoke | 1x Haywire Mine equipped

COMMAND

- **BJORN +1 CP:** Automatic, no action needed - just remember you have it
- **OATH OF MOMENT:** Pick the scariest enemy unit you need to kill this turn. ALL your units re-roll ALL hit rolls against it (shooting AND melee)
- **WOLF PRIEST RESURRECT:** Bring back 1 dead Blood Claw (not characters). Pick the model, place it in coherency. Great for keeping squad size up
- **LOGAN EARLY RESERVES:** Once per game, you can bring Terminators from Deep Strike on Turn 1 instead of Turn 2. Declare now if using

MOVEMENT

- **STORMLANCE RULE:** Every unit can Advance and still charge. Also can charge after Falling Back. USE THIS - it's your whole army's thing
- **VEN DREAD POSITIONING:** He gives +1 to Charge rolls to all Space Wolves within 6". Move him up the middle so your chargers benefit
- **DEEP STRIKE OPTIONS:** 15 Terminators can arrive 9"+ from enemies. With Logan's T1 ability, you can alpha strike early. Plan your landing zones
- **WOLF SCOUTS:** Already deployed via Infiltrate. Can Scouts 6" pre-game. Use them to grab objectives or threaten backfield
- **RIDE HARD RIDE FAST (1CP):** MOUNTED/FLY VEHICLE only (no WALKERS). -1 to Hit and -1 to Wound vs target in enemy Shooting phase. Use on TWC.

SHOOTING

- **OATH TARGET:** Re-roll ALL hits against your chosen target. Prioritize shooting at that unit first
- **NJAL'S TEMPEST (start of phase):** Pick 1 visible enemy within 12" of Njal. On 2+ they take D3 mortal wounds. Do this BEFORE shooting
- **GLADIATOR LANCERS:** Each one can re-roll 1 Hit, 1 Wound, AND 1 Damage roll. Use on the big gun (S14 AP-4 D6+3) to maximize damage
- **LANCER TARGETS:** S14 wounds T7 on 2+, T10-13 on 3+. Prioritize enemy vehicles and monsters. 72" range means you can hit anything
- **BLITZING FUSILLADE (1CP):** If a unit Advanced, their guns get Assault AND +1 to Hit. Good for Blood Claws who want to advance and shoot pistols

CHARGE

- **STORM OF VIOLENCE (1CP):** Declare on a charging unit. Their melee crit hits (6s) generate 1 extra hit each. Huge on Terminators with 40+ attacks
- **VEN DREAD +1 CHARGE:** Units within 6" of him get +1 to charge. 8" charge becomes 7" needed. Stack with re-rolls for reliable charges
- **TWC THUNDEROUS CHARGE:** On the turn they charge, their Wolf Guard Weapons become S6 AP-3 instead of S5 AP-2. Hit harder on the charge
- **HAYWIRE MINE (once/game):** If enemy charges within 12" of Scouts, on 2+ deal D3 MW (or D3+3 vs Vehicles). Can stop a charge dead
- **LIGHTNING ASSAULT (1CP):** Unit that Fell Back gets +2 to Charge. Combined with Stormlance, you can Fall Back and charge same turn at +2

FIGHT

- **OATH TARGET MELEE:** Still re-rolling all hits in melee vs Oath target. Make sure your best units are fighting it
- **PACK HUNTERS (1CP):** If another Space Wolf unit is also engaged with the same enemy, get +1 to Wound. Gang up on targets
- **WOLF PRIEST +1 WOUND:** His Blood Claws get +1 to Wound in melee. STACKS with Pack Hunters for +2 to Wound total. Chainswords wound Marines on 3+
- **TERMINATOR DURABILITY:** When enemies wound them with S6+ weapons, they get -1 to Wound. Makes them much tankier vs heavy weapons
- **ARJAC VS CHARACTERS:** Full re-roll hits AND wounds against Characters and Monsters. Point him at enemy warlords and watch them die

END OF TURN

- **SCORE OBJECTIVES:** Check Primary (usually holding objectives) and Secondary missions. Don't forget end-of-turn scoring
- **GUERRILLA TACTICS:** If Wolf Scouts are 6"+ from all enemies at end of OPPONENT'S turn, they can go back to Strategic Reserves. Redeploy next turn

CORE STRATEGEMS

1CP COMMAND RE-ROLL

RR one Hit, Wound, Damage, Save, Advance, or Charge roll

Any

2CP COUNTER-OFFENSIVE

After enemy unit fights, one of your units fights next

Fight

1CP EPIC CHALLENGE

CHAR gets [PRECISION] for melee attacks this phase

Fight

1CP FIRE Overwatch

Shoot at enemy ending move w/in 24"; hit on 6s only

Enemy Move/Charge

1CP GO TO GROUND

Unit gets +1 Save & Benefit of Cover until next turn; Battle-shocked

Enemy Shooting

1CP GRENADE

GRENADES unit (not in Engagement, hasn't shot): pick visible enemy w/in 8" not in Engagement; roll 6D6, each 4+ = 1 MW

Shooting

2CP HEROIC INTERVENTION

After enemy charges, your unit w/in 6" makes D6" move toward them

Enemy Charge

1CP INSANE BRAVERY

Auto-pass Battle-shock test

Any

1CP RAPID INGRESS

Set up one Reserves unit at end of enemy Move phase

Enemy Move

1CP SMOKESCREEN

SMOKE unit: -1 to Hit vs this unit until your next turn

Enemy Shooting

1CP TANK SHOCK

VEHICLE/MOUNTED: after charge, pick enemy w/in Engagement; roll D6 per model, 5+ = MW

Charge

STORMLANCE TASK FORCE

1CP ARMOUR OF CONTEMPT

Worsen AP of attacks vs ADEPTUS ASTARTES unit by 1

Any (save) | Battle Tactic

1CP BLITZING FUSILLADE

Unit that Advanced: ranged attacks get [ASSAULT] & +1 to Hit

Shooting | Battle Tactic

1CP LIGHTNING ASSAULT

Unit that Fell Back: +2 to Charge roll this phase

Charge | Strategic Ploy

1CP STORM OF VIOLENCE

Unit that charged: melee Crit Hits cause 1 extra hit

Fight | Battle Tactic

1CP RIDE HARD, RIDE FAST

MOUNTED/FLY VEHICLE (no WALKERS): -1 to Hit & -1 to Wound vs target.

Enemy Shooting | Strategic Ploy

1CP PACK HUNTERS

SW unit: +1 to Wound in melee vs enemy engaged by another SW unit

Fight | Battle Tactic

KEYWORD REFERENCE

Deep Strike

Set up in Reserves, arrive 9"+ from enemies

Deadly Demise X

On death, 6+ = X mortal wounds to units w/in 6"

Leader

Attaches to bodyguard unit, wounds go to bodyguards first

Rapid Fire X

+X attacks at half range

Twin-linked

RR Wound roll

Lethal Hits

Crit Hit auto-wounds

Dev Wounds

Crit Wound = mortals equal to damage, no saves

Torrent

Auto-hit

Precision

Can allocate wounds to visible CHAR

Hazardous

After attacks, roll D6 per hazardous wpn used; 1 = 3MW

Anti-X Y+

Unmod wound Y+ vs keyword X = Crit Wound

Extra Attacks

Bonus attacks, doesn't replace other melee

Assault

Can shoot after Advancing (only Assault weapons)

Pistol

Can shoot in engagement range (only at engaged unit)

Ign Cover

Target can't benefit from cover

Grenades

Enables Grenade strat (1CP): Roll 6D6 vs visible enemy w/in 8" (not in Engagement); each 4+ = 1 mortal wound

Smoke

Unit can use Smokescreen stratagem (-1 to Hit vs this unit)

Lance

+1 to Wound if unit made a Charge move this turn

Heavy

-1 to Hit if unit moved (unless VEHICLE/MONSTER)

Infiltrators

Deploy 9"+ from enemy deployment zone and enemy models

Scouts X

Free X" move after deployment, before first turn

Sustained X

Crit Hit = X extra hits

POINTS SUMMARY

Unit	Qty	Each	Total
Arjac Rockfist	1	105	105
Logan Grimnar	1	110	110
Njal Stormcaller	1	85	85
Wolf Priest	1	70	70
Bjorn the Fell-Handed	1	160	160
Blood Claws (10)	2	135	270
Gladiator Lancer	2	160	320
Thunderwolf Cavalry (3)	1	115	115
Venerable Dreadnought	1	130	130
Wolf Guard Terminators (10)	1	340	340
Wolf Guard Terminators (5)	1	170	170
Wolf Scouts (6)	1	105	105
TOTAL			1980 pts

FACTION RULE: Oath of Moment

Start of Cmd phase: pick 1 enemy unit. RR Hit rolls vs that unit.

DETACHMENT RULE: Lightning Assault

All ADEPTUS ASTARTES can charge after Advancing or Falling Back