

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

[illegible]

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]							
<ul style="list-style-type: none">• +1CP each Cmd phase• -1 to Wound when S > T							
Deadly Demise D3, Smoke							

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							

[illegible]

WOLF GUARD TERMINATORS (5)	170
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170

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**

105

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 STRATAGEMS

1CP COMMAND RE-ROLL	Any
RR one Hit, Wound, Damage, Save, Advance, or Charge roll	
2CP COUNTER-OFFENSIVE	Fight
After enemy unit fights, one of your units fights next	
1CP EPIC CHALLENGE	Fight
CHAR gets [PRECISION] for melee attacks this phase	
1CP FIRE OVERWATCH	Enemy Move/Charge
Shoot at enemy ending move w/in 24"; hit on 6s only	
1CP GO TO GROUND	Enemy Shooting
Unit gets +1 Save & Benefit of Cover until next turn; Battle-shocked	
1CP GRENADE	Shooting
GRENADES unit (not in Engagement, hasn't shot): pick visible enemy w/in 8" not in Engagement; roll 6D6, each 4+ = 1 MW	
2CP HEROIC INTERVENTION	Enemy Charge
After enemy charges, your unit w/in 6" makes D6" move toward them	
1CP INSANE BRAVERY	Any
Auto-pass Battle-shock test	
1CP RAPID INGRESS	Enemy Move
Set up one Reserves unit at end of enemy Move phase	
1CP SMOKESCREEN	Enemy Shooting
SMOKE unit: -1 to Hit vs this unit until your next turn	
1CP TANK SHOCK	Charge
VEHICLE/MOUNTED: after charge, pick enemy w/in Engagement; roll D6 per model, 5+ = MW	

STORMLANCE TASK FORCE

1CP ARMOUR OF CONTEMPT	Any (save) Battle Tactic
Worsen AP of attacks vs ADEPTUS ASTARTES unit by 1	
1CP BLITZING FUSILLADE	Shooting Battle Tactic
Unit that Advanced: ranged attacks get [ASSAULT] & +1 to Hit	
1CP LIGHTNING ASSAULT	Charge Strategic Ploy
Unit that Fell Back: +2 to Charge roll this phase	
1CP STORM OF VIOLENCE	Fight Battle Tactic
Unit that charged: melee Crit Hits cause 1 extra hit	
1CP RIDE HARD, RIDE FAST	Enemy Shooting Strategic Ploy
MOUNTED/FLY VEHICLE (no WALKERS): -1 to Hit & -1 to Wound vs target.	
1CP PACK HUNTERS	Fight Battle Tactic
SW unit: +1 to Wound in melee vs enemy engaged by another SW unit	

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