

**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 | D3 [Anti-MV 3+, Assault]

**Foehammer (M):** A5 | 2+ | S8 | -2 | D3 [Anti-MV 3+, Precision]

- 4+ FoD (melee) - led unit fights on death

- Full RR Hit+Wound vs CHAR/MONSTER

Deep Strike, Leader | !'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 | D1 [Rapid Fire 2]

**Axe Morkai (sweep):** A10 | 2+ | S6 | -2 | D1

**Axe Morkai (strike):** A6 | 2+ | S8 | -2 | D3

**Tyrnak & Fenrir:** A6 | 2+ | S5 | -1 | D1 [Extra Attacks]

- 1/rnd: Reserve unit arrives 1 turn early

- +1CP strat cost for enemies w/in 12" (Aura)

Deep Strike, Leader | !'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 | D1

**Living Lightning (witchfire):** 24" | D6 | 3+ | S7 | -1 | D1 [Psychic, Sustained 2]

**Living Lightning (focused):** 24" | D6 | 3+ | S7 | -1 | D1 [Psychic, Sustained 2, Hazardous]

**Staff of the Stormcaller:** A4 | 3+ | S7 | -1 | D3 [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 | !'Blood Claws, Grey Hunters, WG Headtakers

**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 | D1 [Torrent, Ign Cover]

**Helfrost Cannon:** 24" | A3 | 3+ | S8 | -3 | D3

**Trueclaw:** A6 | 2+ | S12 | -2 | D3 [Lethal Hits]

- +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 | D2 [Anti-Fly 2+]

**Ironhail Heavy Stubber:** 36" | A3 | 3+ | S4 | 0 | D1 [Rapid Fire 3]

**Fragstorm Grenade Launcher (x2):** 18" | D6 | 3+ | S4 | 0 | D1 [Blast]

**Armoured Hull:** A3 | 4+ | S6 | 0 | D1

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

Deadly Demise D3 | x2 units in list

**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 | D1 [Dev Wounds]

**Storm Bolter:** 24" | A2 | 3+ | S4 | 0 | D1 [Rapid Fire 2]

**Dreadnought Combat Weapon:** A5 | 3+ | S12 | -2 | D3

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

- Blizzard Shield: 4++

Deadly Demise 1, Smoke

**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 | D2

**Crozius Arcanum:** A5 | 2+ | S6 | -1 | D2

**Ro21 model/Cmd phase (not CHAR):** +1 to Wound (melee) for led unit

- +1 to Wound (melee) for led unit

Leader | !'Blood Claws, Grey Hunters, WG Headtakers | Tacticus armor (not Terminator)

**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 | D1

**Plasma Pistol (ldr):** 12" | A1 | 3+ | S7/8 | -2/-3 | D1/2 [Hazardous]

**Chainsword (x9):** A4 | 3+ | S4 | -1 | D1

**Power Weapon (ldr):** A4 | 3+ | S5 | -2 | D1

- Can charge after Advancing

Grenades | 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 | D1

**Wolf Guard Weapon:** A4 | 3+ | S5 | -2 | D2

**Teeth and Claws:** A3 | 4+ | S5 | -1 | D1 [Extra Attacks]

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

- Storm Shield available (4++)

Grenades

**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 | D1 [Twin-linked]

**MC Power Weapon (x9):** A4 | 3+ | S5 | -2 | D2

- -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 | D1 [Twin-linked]**MC Power Weapon (x4):** A4 | 3+ | S5 | -2 | D2

- -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 | D1/2 [Hazardous]**Combat Blade (x4):** A3 | 3+ | S5 | -1 | D1**Power Weapon (ldr):** A3 | 3+ | S5 | -2 | D1**Teeth and Claws (wolf):** A3 | 4+ | S4 | -1 | D1

- 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:** T5 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):** Give TWC +2" Move and +2" Advance. Helps them get into charge range faster

## 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: 1 model throws D6 S4 AP0 D1 Blast at 6"

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/VEHICLE unit: +2" to Move and Advance rolls

Move | 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

Unit can use Grenade stratagem (D6 S4 AP0 D1 Blast at 6")

## 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
<b>TOTAL</b>			<b>1980 pts</b>

## 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