

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/game: Reserve unit arrives 1 turn early (ANY reserve unit, not just his)
• +1CP strat cost for enemies within 12" (Aura)

Deep Strike, Leader | Leads: Wolf Guard Terminators | Leads WGT x10. Use reserve ability T1 to Deep Strike Terminators early.

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 | Running SOLO in Mann's list. Charges biggest target independently. Cannot join Logan's WGT (Gate 12: 1...)

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 Command phase (automatic)
• -1 to Wound when S > T (passive durability)

Deadly Demise D3, Smoke | Backfield anchor. 5 bonus CP over 5 rounds. Helfrost Cannon for anti-heavy shooting.

WOLF PRIEST

85

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
• Rez 1 model/Cmd phase (not CHAR)
• +1 to Wound (melee) for led unit

Leader | Leads: Wolf Guard Headtakers, Grey Hunters, Blood Claws | Leads Headtakers in 2000pt list. Enhancement included in 85pts total.

LIEUTENANT

55

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

Combi-weapon: 24" | A1 | 4+ | S4 | 0 | 1 [Anti-Inf 4+, Dev Wounds, Rapid Fire 2]
Paired Combat Blades: A6 | 3+ | S4 | 0 | 1 [Twin-linked]
• Re-roll Wound rolls of 1 for led unit (shooting + melee)

Leader | Leads: Assault Intercessor Squad, Intercessor Squad, others | Generic SM unit. Provides wound re-rolls.

WULFEN (10) x2

170

M	T	SV	W	LD	OC	INV	FNP
7"	5	5+	3	7+	0	-	6+

Thunder Hammer: A3 | 3+ | S10 | -2 | 3 [Dev Wounds]
Death Totem: A3 | 3+ | S5 | -1 | 1 [Extra Attacks]
• Berserk Charge: +1A and +1S on charge
• OC 0 — CANNOT hold objectives or do actions

Feel No Pain 6+ | x2 units. Pure melee hammers. WARNING: OC 0 means they CANNOT score. Use for killing only.

WOLF GUARD TERMINATORS (10)

340

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

Assault Cannon (x2): 24" | A6 | 3+ | S6 | 0 | 1 [Dev Wounds]
MC Power Weapon (x7): A4 | 3+ | S5 | -2 | 2
Power Fist (x2): A3 | 3+ | S8 | -2 | 2
Relic Greataxe (ldr): A4 | 3+ | S7 | -2 | 2
• -1 to Wound when S > T
• Storm Shield: W4 instead of W3 (7 models equipped)

Deep Strike | Logan attached. 7x Storm Shield = 7x4W + 3x3W = 37W total. Deep Strike T2 (or T1 via Logan).

WOLF GUARD HEADTAKERS x2

110

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

Heavy Bolt Pistol: 18" | A1 | 3+ | S5 | -1 | 2
Paired MC Power Weapons: A6 | 2+ | S5 | -2 | 2
Hunting Wolf Teeth: A3 | 4+ | S4 | -1 | 1 [Extra Attacks]
• Select Quarry: Pick 1 enemy CHARACTER, MONSTER, or VEHICLE at Start of battle/Wounds] + [Precision]

& p Points web-sourced (not in cache). x2 units. Wolf Priest leads unit 1. Character assassination role.

THUNDERWOLF CAVALRY (6)

228

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

Bolt Pistol: 12" | A1 | 3+ | S4 | 0 | 1
Wolf Guard Weapon: A4 | 3+ | S5 | -2 | 2
Storm Shield: — [4++ Invuln]
Teeth and Claws: A3 | 4+ | S5 | -1 | 1 [Extra Attacks]
• Thunderous Charge: +1S & +1AP on charge turn
• Storm Shield: 4++ invulnerable save

Grenades | Flanking unit. 12" move + Advance + Charge under Stormlance = massive threat range.

INTERCESSOR SQUAD (5)

80

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

Bolt Rifle: 30" | A1 | 3+ | S4 | -1 | 1 [Assault, Heavy]
Bolt Pistol: 12" | A1 | 3+ | S4 | 0 | 1

Generic SM unit. Backfield objective holders.

STORMRAVEN GUNSHIP**280**

M	T	SV	W	LD	OC	INV	FNP
14"	10	3+	14	6+	0	-	-

Twin Multi-melta: 18" | A4 | 3+ | S9 | -4 | D6 [Melta 2]

Twin Heavy Plasma Cannon: 36" | A2D3 | 3+ | S8/-9 | -3/-4 | 2/3 [Blast,Hazardous (supercharge)]

Hurricane Bolters (x2): 24" | A12 | 3+ | S4 | 0 | 1 [Rapid Fire 6,Twin-linked]

Stormstrike Missiles (x2): 48" | A2 | 3+ | S10 | -3 | 3

• Transport: 12 INFANTRY models (TERMINATOR/JUMP count as 2)

• Hover: Can hover (becomes slower, gains OC)

Deadly Demise D3, Hover | & þ Points web-sourced (not in SM cache). Heavy firepower + transport.

COMMAND

- **BJORN +1 CP:** Automatic every Command phase. 5 bonus CP over 5 rounds.
- **OATH OF MOMENT:** Pick the scariest enemy unit. ALL your units re-roll hit rolls vs it (shooting AND melee). DIVERGENT: hits only, NOT +1 wound.
- **WOLF PRIEST RESURRECT:** Bring back 1 dead Headtaker (not characters). Great for keeping assassination squad alive.
- **LOGAN EARLY RESERVES** (once/game): Any reserve unit arrives 1 turn early. Terminators can Deep Strike T1!

MOVEMENT

- **STORMLANCE RULE:** Every unit can Advance and still charge. Also can charge after Falling Back. THIS IS YOUR WHOLE ARMY'S THING — USE IT.
- **DEEP STRIKE:** Logan + 10 Terminators arrive 9"+ from enemies. With Logan's T1 ability, you can alpha strike before opponent is ready.
- **TWC FLANKING:** 12" move + Advance (D6") + Charge = ~24" threat range. Flank around enemy and hit backfield.
- **RIDE HARD RIDE FAST (1CP):** Give TWC or Stormraven +2" Move and +2" Advance. Extends threat range.
- **WULFEN OC WARNING:** Both Wulfen units have OC 0. They CANNOT score objectives. Position them to KILL, not to hold.

SHOOTING

- **OATH TARGET:** Re-roll ALL hits against your chosen target. Prioritize shooting at that unit first.
- **STORMRAVEN FIREPOWER:** Twin Multi-melta (S9 AP-4 D6 Melta 2), Twin Heavy Plasma (S8/9 AP-3/-4 D2/3), Hurricane Bolters (24 shots). Point at priority target.
- **BJORN:** Helfrost Cannon A3 S8 AP-3 D3 at 24". Good anti-heavy chip damage.
- **BLITZING FUSILLADE (1CP):** If unit Advanced, ranged gets [ASSAULT] + hit on 3+. Good for TWC or Wulfen with 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.
- **TWC THUNDEROUS CHARGE:** On charge turn, Wolf Guard Weapons become S6 AP-3 (instead of S5 AP-2). Much deadlier.
- **WULFEN BERSERK CHARGE:** +1A and +1S on charge. Thunder Hammers go to S11 with 4 attacks each.
- **LIGHTNING ASSAULT (1CP):** Unit that Fell Back gets +2 to Charge. Combined with Stormlance, Fall Back and charge same turn at +2.
- **ARJAC SOLO CHARGE:** Point Arjac at the scariest CHAR or MONSTER. Full re-roll hits and wounds. Foehammer S8 AP-2 D3 Precision.

FIGHT

- **OATH TARGET MELEE:** Still re-rolling all hits in melee vs Oath target. Focus your best attackers on it.
- **PACK HUNTERS (1CP):** If another SW unit is also engaged with same enemy, get +1 to Wound. Gang up on targets.
- **WOLF PRIEST +1 WOUND:** Headtakers get +1 to Wound melee. Paired MC Power Weapons wound Marines on 3+.
- **HEADTAKER ASSASSINATION:** vs Quarry target, attacks gain [Devastating Wounds] + [Precision]. Point at enemy warlord.
- **TERMINATOR DURABILITY:** -1 to Wound when S > T. Enemy S8 weapons wound on 4+ instead of 3+. Very tanky.
- **ARJAC VS CHAR/MONSTER:** Full re-roll hits AND wounds. Foehammer at Precision. Kills enemy characters dead.

END OF TURN

- **SCORE OBJECTIVES:** Check Primary + Secondary. Intercessors and TWC are your OC scorers. Wulfen CANNOT score (OC 0).
- **STORMRAVEN HOVER:** If grounded, gains OC. Consider hovering late game for objective play.

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 within 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 within 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 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 within 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)

Melta X

+X Damage at half range

Blast

+1 attack per 5 models in target unit

Sustained X

Crit Hit = X extra hits

POINTS SUMMARY

Unit	Qty	Each	Total
Logan Grimnar	1	110	110
Arjac Rockfist (solo)	1	105	105
Bjorn the Fell-Handed	1	160	160
Wolf Priest + Portents of Wisdom	1	85	85
Lieutenant	1	55	55
Wolf Guard Terminators (10)	1	340	340
Wulfen (10)	2	170	340
Thunderwolf Cavalry (6)	1	228	228
Wolf Guard Headtakers	2	110	220
Intercessor Squad (5)	1	80	80
Stormraven Gunship	1	280	280
TOTAL			2003 pts

FACTION RULE: Oath of Moment (Divergent)

Start of Cmd phase: pick 1 enemy unit. RR Hit rolls vs that unit. DIVERGENT: Space Wolves get re-roll hits ONLY (no +1 to wound).

DETACHMENT RULE: Lightning Assault

All ADEPTUS ASTARTES can charge after Advancing or Falling Back