

WOLF PRIEST

70

M	T	SV	W	LD	OC	INV	FNP
7"	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: Blood Claws, Grey Hunters, Wolf Guard Headtakers | Attached to Blood Claws

GREY HUNTERS

165

M	T	SV	W	LD	OC	INV	FNP
7"	4	3+	2	6+	3	-	-

Bolt Carbine (x10): 24" | A2 | 3+ | S4 | 0 | 1 [Rapid Fire 1]**Bolt Pistol (x10):** 12" | A1 | 3+ | S4 | 0 | 1**Astartes Chainsword (x10):** A4 | 3+ | S4 | -1 | 1

• Cunning Hunters: RR Wound 1s (Full RR Wound on objectives)

Grenades | OC3 best holders. Charge: S5 AP-2 chainswords. Full RR Wound on objectives

BLOOD CLAWS

135

M	T	SV	W	LD	OC	INV	FNP
7"	4	3+	2	6+	2	-	-

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

• Berserk Charge: Can charge after Advancing

Grenades | Wolf Priest attached. Charge: S5 AP-2 chainswords, +1W from Litany

GREY HUNTERS

165

M	T	SV	W	LD	OC	INV	FNP
7"	4	3+	2	6+	3	-	-

Bolt Carbine (x10): 24" | A2 | 3+ | S4 | 0 | 1 [Rapid Fire 1]**Bolt Pistol (x10):** 12" | A1 | 3+ | S4 | 0 | 1**Astartes Chainsword (x10):** A4 | 3+ | S4 | -1 | 1

• Cunning Hunters: RR Wound 1s (Full RR Wound on objectives)

Grenades | OC3 best holders. Charge: S5 AP-2 chainswords. Full RR Wound on objectives

VENERABLE DREADNOUGHT

130

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

Heavy Flamer: 12" | D6 | N/A | S5 | -1 | 1 [Torrent, Ign Cover]**Fenrisian Greataxe (strike):** A6 | 3+ | S10 | -2 | D6+1**Fenrisian Greataxe (sweep):** A12 | 3+ | S6 | -2 | 1

• Fervour of the Ancients (Aura): +1 Adv/Chg for SW w/in 6"

• Blizzard Shield: 4++ INV

Deadly Demise 1, Smoke | Aura: +1 Adv/Chg w/in 6". Charge: axe S11 AP-3. Use Smokescreen

COMMAND

- **OATH OF MOMENT:** Pick 1 enemy unit. ALL your units re-roll ALL hit rolls vs it (shooting + melee). Pick the biggest threat.
- **WOLF PRIEST RESURRECT:** Bring back 1 dead Blood Claw. Place in coherency. Do this EVERY turn you have casualties.

MOVEMENT

- **STORMLANCE:** All units can Advance and still charge! Blood Claws ALSO have Berserk Charge (same effect). USE THIS AGGRESSIVELY.
- **VEN DREAD POSITIONING:** +1 Adv/Chg aura for all SW within 6". Keep him central so Blood Claws and Grey Hunters benefit.

SHOOTING

- **OATH TARGET:** Prioritize shooting the Oath target. Grey Hunters have 20 bolt carbine shots (30 at half range w/ Rapid Fire).
- **VEN DREAD HEAVY FLAMER:** D6 auto-hits at S5 AP-1. Use to clear screens before charging with Blood Claws.
- **BLITZING FUSILLADE (1CP):** If unit Advanced, ranged attacks get [ASSAULT] & +1 to Hit. Good for Grey Hunters advancing and shooting.

CHARGE

- **STORM OF VIOLENCE (1CP):** Charging unit's melee crit hits (6s) generate 1 extra hit. Use on Blood Claws (36+ attacks with Wolf Priest).
- **VEN DREAD AURA:** +1 to Charge for units within 6". 8" charge becomes 7". Stack with Command Re-roll.
- **LIGHTNING ASSAULT (1CP):** Fell Back unit gets +2 to Charge. Fall Back and re-charge for Lance Charge bonus again!

FIGHT

- **LANCE CHARGE MATH:** Blood Claws on charge: chainswords S5 AP-2 + Wolf Priest +1W = wound MEQ on 3+ at AP-2. DEVASTATING.
- **PACK HUNTERS (1CP):** +1 to Wound if another SW unit is also fighting same enemy. Stack with Wolf Priest for +2 to Wound total.
- **VEN DREAD MELEE:** Greataxe strike on charge = S11 AP-3 D6+1. Use vs vehicles/monsters. Sweep (A12 S7 AP-3) vs hordes.
- **EPIC CHALLENGE (1CP):** Wolf Priest gets [PRECISION] in melee. Snipe enemy characters with S7 AP-2 D2 crozius on charge.

END OF TURN

- **COLOSSEUM SCORING:** 5 VP per objective held (max 15/round, 50/game). Starts scoring Turn 2. Grey Hunters are OC3 - your best holders.
- **SECONDARY:** Bring It Down (1x2 = Ven Dread worth 2VP if killed), Assassination (1 Character). Protect Wolf Priest.

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. N/A in this list.

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

Deadly Demise X

On death, roll D6: on 6, each unit w/in 6" takes X mortal wounds

Grenades

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

Smoke

Enables Smokescreen strat (1CP): -1 to Hit vs unit until your next turn

Leader

Attaches to a Bodyguard unit. While leading, gains Bodyguard protection

Rapid Fire X

+X attacks at half range

Torrent

Auto-hits (no hit roll needed)

Ignores Cover

Target does not benefit from cover saves

Pistol

Can shoot in Engagement Range; only Pistols can fire if in Engagement

Hazardous

After resolving attacks, roll D6: on 1, bearer takes 3 mortal wounds (CHAR) or is destroyed (non-CHAR)

Lance Charge (Detachment)

Units that charged: melee weapons get +1S and +1AP until end of turn

Assault

Can shoot after Advancing (at normal BS)

Blast

+1 attack per 5 models in target unit

POINTS SUMMARY

Unit	Qty	Each	Total
Wolf Priest	1	70	70
Blood Claws (10)	1	135	135
Grey Hunters (10)	1	165	165
Venerable Dreadnought	1	130	130
TOTAL			500 pts

FACTION RULE: Oath of Moment (Divergent)

Start of Cmd phase: pick 1 enemy unit. RR ALL Hit rolls vs that unit. NOTE: Space Wolves do NOT get +1 to Wound (divergent chapter).

DETACHMENT RULE: Lance Charge

Units that made a charge move: melee weapons get +1 Strength and +1 AP until end of turn. Includes attached characters.