

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

Deep Strike, Leader | !Wolf Guard Terminators

WOLF PRIEST								85
M	T	SV	W	LD	OC	INV	FNP	
7"	4	3+	4	6+	1	4++	-	

**Absolvor Bolt Pistol:** 18" | A1 | 3+ | S5 | -1 | D2 [Pistol]

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

- Rez 1 model/Cmd phase (not CHAR)
- +1 to Wound (melee) for led unit
- RR Advance rolls (Portents)

Leader | !Blood Claws, Grey Hunters, WG Headtakers

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 | D1 [Pistol]

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

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

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

- Can charge after Advancing

Grenades

WOLF GUARD TERMINATORS x3								340
M	T	SV	W	LD	OC	INV	FNP	
6"	5	2+	3	6+	1	4++	-	

**Storm Bolter (x2):** 24" | A2 | 2+ | S4 | 0 | D1 [Rapid Fire 2]

**Assault Cannon (x2):** 24" | A6 | 2+ | S6 | 0 | D1 [Dev Wounds]

**Twin Lightning Claws (ldr):** A6 | 3+ | S5 | -2 | D1 [Twin-linked]

**MC Power Weapon (x7):** A4 | 3+ | S5 | -2 | D2

**Power Fist (x2):** A3 | 3+ | S8 | -2 | D2

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

Deep Strike, Grenades | x3 units in list

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 | D1 [Torrent,Ign Cover]

**Great Axe (strike):** A6 | 3+ | S10 | -2 | D6+1

**Great Axe (sweep):** A12 | 3+ | S6 | -2 | D1

- +1 Adv/Chg for SW w/in 6" (Aura)
- Blizzard Shield: 4++

Deadly Demise 1

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

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]

**Assault Cannon:** 24" | A6 | 2+ | S6 | 0 | D1 [Dev Wounds]

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

- +1CP each Cmd phase
- -1 to Wound when S > T

Deadly Demise 1

GREY HUNTERS								165
M	T	SV	W	LD	OC	INV	FNP	
7"	4	3+	2	6+	3	-	-	

**Bolt Carbine (x9):** 24" | A2 | 3+ | S4 | 0 | D1 [Rapid Fire 1]

**Bolt Pistol:** 12" | A1 | 3+ | S4 | 0 | D1 [Pistol]

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

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

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

- RR Wound 1s (full RR on objectives)

Grenades

FENRISIAN WOLVES x2								40
M	T	SV	W	LD	OC	INV	FNP	
10"	4	6+	1	8+	0	-	-	

**Teeth and Claws:** A3 | 4+ | S4 | 0 | D1

- React move D6" when enemy ends move w/in 9"
- OC1 when w/in 6" of SW CHAR (not Wulfen)

x2 units in list

# CORE STRATAGEMS

<b>1CP</b>	<b>COMMAND RE-ROLL</b>	Any
RR one Hit, Wound, Damage, Save, Advance, or Charge roll		
<b>2CP</b>	<b>COUNTER-OFFENSIVE</b>	Fight
After enemy unit fights, one of your units fights next		
<b>1CP</b>	<b>EPIC CHALLENGE</b>	Fight
CHAR gets [PRECISION] for melee attacks this phase		
<b>1CP</b>	<b>FIRE OVERWATCH</b>	Enemy Move/Charge
Shoot at enemy ending move w/in 24"; hit on 6s only		
<b>1CP</b>	<b>GO TO GROUND</b>	Enemy Shooting
Unit gets +1 Save & Benefit of Cover until next turn; Battle-shocked		
<b>1CP</b>	<b>GRENADE</b>	Shooting
GRENADES unit: 1 model throws D6 S4 AP0 D1 Blast at 6"		
<b>2CP</b>	<b>HEROIC INTERVENTION</b>	Enemy Charge
After enemy charges, your unit w/in 6" makes D6" move toward them		
<b>1CP</b>	<b>INSANE BRAVERY</b>	Any
Auto-pass Battle-shock test		
<b>1CP</b>	<b>RAPID INGRESS</b>	Enemy Move
Set up one Reserves unit at end of enemy Move phase		
<b>1CP</b>	<b>SMOKESCREEN</b>	Enemy Shooting
SMOKE unit: -1 to Hit vs this unit until your next turn		
<b>1CP</b>	<b>TANK SHOCK</b>	Charge
VEHICLE/MOUNTED: after charge, pick enemy w/in Engagement; roll D6 per model, 5+ = MW		

# STORMLANCE TASK FORCE

<b>1CP</b>	<b>ARMOUR OF CONTEMPT</b>	Any (save)   Battle Tactic
Worsen AP of attacks vs ADEPTUS ASTARTES unit by 1		
<b>1CP</b>	<b>BLITZING FUSILLADE</b>	Shooting   Battle Tactic
Unit that Advanced: ranged attacks get [ASSAULT] & +1 to Hit		
<b>1CP</b>	<b>LIGHTNING ASSAULT</b>	Charge   Strategic Ploy
Unit that Fell Back: +2 to Charge roll this phase		
<b>1CP</b>	<b>STORM OF VIOLENCE</b>	Fight   Battle Tactic
Unit that charged: melee Crit Hits cause 1 extra hit		
<b>1CP</b>	<b>RIDE HARD, RIDE FAST</b>	Move   Strategic Ploy
MOUNTED/VEHICLE unit: +2" to Move and Advance rolls		
<b>1CP</b>	<b>PACK HUNTERS</b>	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

# POINTS SUMMARY

Unit	Qty	Each	Total
Arjac Rockfist	1	105	105
Logan Grimnar	1	110	110
Wolf Priest	1	85	85
Bjorn the Fell-Handed	1	160	160
Blood Claws (10)	1	135	135
Grey Hunters (10)	1	165	165
Wolf Guard Terminators (10)	3	340	1020
Fenrisian Wolves (5)	2	40	80
Venerable Dreadnought	1	130	130
TOTAL			1990 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