

WOLF PRIEST 70

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

Absolver 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]
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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
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Plasma Pistol (PL): 12" A1 3+ S7/8 -2/-3 1/2 [Hazardous (superchar
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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

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 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. N/A in this list.	
1CP PACK HUNTERS	Fight Battle Tactic
SW unit: +1 to Wound in melee vs enemy engaged by another SW unit	

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.