

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 | 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, Smoke

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, Smoke

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 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)

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