CODEX

IMPERIUM - SPACE WOLVES

newvision

INHALTSVERZEICHNIS

FRAKTIONSREGELN **9**

DETACHMENTS **11**

- Detachments — Übersicht 11
- Gladius Task Force 13
- Anvil Siege Force 15
- Ironstorm Spearhead 17
- Firestorm Assault Force 19
- Stormlance Task Force 21
- Vanguard Spearhead 23
- 1st Company Task Force 25
- Librarius Conclave 27
- Bastion Task Force 31
- Orbital Assault Force 33
- Ceramite Sentinels 35

Armoured Speartip 37
Headhunter Task Force 39

DATASHEETS 41

Arjac Rockfist 41
Bjorn the Fell-Handed 43
Blood Claws 45
Canis Wolfborn [Legends] 47
Cyberwolf [Legends] 49
Fenrisian Wolves 51
Grey Hunters 53
Harald Deathwolf [Legends] 55
Hounds of Morkai [Legends] 57
Hunting Wolves 59
Iron Priest 61
Iron Priest on Thunderwolf [Legends] 63
Krom Dragongaze [Legends] 65
Logan Grimnar 67

Logan Grimnar on Stormrider [Legends] 69
Long Fangs [Legends] 71
Lukas the Trickster [Legends] 73
Murderfang 75
Njal Stormcaller 77
Ragnar Blackmane 79
Skyclaws [Legends] 81
Stormfang Gunship [Legends] 83
Stormwolf [Legends] 85
Thunderwolf Cavalry 87
Ulrik the Slayer 89
Venerable Dreadnought 91
Wolf Guard Battle Leader 93
Wolf Guard Battle Leader in Terminator Armour [Legends] 95
Wolf Guard Battle Leader on Thunderwolf [Legends] 97
Wolf Guard Headtakers 101
Wolf Guard Headtakers 103

Wolf Guard Headtakers 105
Wolf Guard Pack Leader [Legends] 107
Wolf Guard Pack Leader in Terminator Armour [Legends] 109
Wolf Guard Pack Leader with Jump Pack [Legends] 111
Wolf Guard Terminators 113
Wolf Guard [Legends] 115
Wolf Lord on Thunderwolf [Legends] 117
Wolf Priest 119
Wolf Scout 121
Wolf Scout Pack Leader 123
Wolf Scout w/ haywire mine 125
Wolf Scout w/ plasma gun 127
Wolf Scout w/ runic stave and Thunderclap 129
Wolf Scouts 131
Wolf Scouts [Legends] 133
Wulfen 135
Wulfen Dreadnought 137

Wulfen with Storm Shields 139

PUNKTELISTE 141

FRAKTIONSREGELN

CURSE OF THE WULFEN

While this unit is within 6" of one or more friendly SPACE WOLVES CHARACTER models (Excluding WULFEN models) or within 12" of one or more friendly WOLF PRIEST models, if it is not Battle-shocked, add 1 to the Objective Control characteristic of INFANTRY models in it and add 3 to the Objective Control characteristic of VEHICLE models in it.

DETACHMENT OVERVIEW

13 Detachments

Gladius Task Force
6 Stratagems · 4 Enhancements

Anvil Siege Force
6 Stratagems · 4 Enhancements

Ironstorm Spearhead
6 Stratagems · 4 Enhancements

Firestorm Assault Force
6 Stratagems · 4 Enhancements

Stormlance Task Force
6 Stratagems · 4 Enhancements

Vanguard Spearhead
6 Stratagems · 4 Enhancements

1st Company Task Force
6 Stratagems · 4 Enhancements

Librarius Conclave
6 Stratagems · 4 Enhancements

Bastion Task Force
5 Stratagems · 4 Enhancements

Orbital Assault Force
6 Stratagems · 4 Enhancements

Ceramite Sentinels
6 Stratagems · 4 Enhancements

Armoured Speartip
6 Stratagems · 4 Enhancements

Headhunter Task Force
6 Stratagems · 4 Enhancements

GLADIUS TASK FORCE

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Artificer Armour — 10 pts

ADEPTUS ASTARTES model only. The bearer has a Save characteristic of 2+ and the Feel No Pain 5+ ability.

The Honour Vehement — 15 pts

ADEPTUS ASTARTES model only. Add 1 to the Attacks and Strength characteristics of the bearer's melee weapons. While the bearer is under the effects of the Assault Doctrine, add 2 to the Attacks and Strength characteristics of the bearers melee weapons instead.

Adept of the Codex — 20 pts

CAPTAIN model only. At the start of your Command phase, if the bearer is on the battlefield, instead of selecting a Combat Doctrine to be active for your army, you can select the Tactical Doctrine. If you do, until the start of your next Command phase, that Combat Doctrine is active for the bearer's unit only, even if you have already selected that Combat Doctrine to be active for your army this battle.

Fire Discipline — 25 pts

ADEPTUS ASTARTES model only. While the bearer is leading a unit, ranged weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability. In addition, while the bearer's unit is under the effects of the Devastator Doctrine, you can reroll Advance rolls made for that unit.

DETACHMENT RULE

The Codex Astartes has proven its worth as a superb treatise on warfare over countless battlefields, and has remained so even after ten thousand years. Many Space Marines hold its wisdom in awe, and exemplify its teachings, employing a flexible set of combat doctrines to eliminate their enemy. Few opponents can withstand the fury of such an onslaught.At the start of your Command phase, you can select one of the Combat Doctrines listed below. Until the start of your next Command phase, that Combat Doctrine is active and its effects apply to all ADEPTUS ASTARTES units from your army. You can only select each Combat Doctrine once per battle.Devastator DoctrineThe Codex Astartes details the strategic value of overwhelming firepower applied to key targets while advancing into position to eliminate threats.This unit is eligible to shoot in a turn in which it Advanced.Tactical DoctrineAs the warring armies close upon one another and vicious fire-fights erupt, the Codex lays out strategies for swiftly seizing the initiative and combining versatility with firepower.This unit is eligible to shoot and declare a charge in a turn in which it Fell Back.Assault DoctrineThe Codex Astartes leaves no doubt that the killing blow in most engagements must be delivered with a decisive close-quarters strike. It presents plentiful tactical means to achieve this end.This unit is eligible to declare a charge in a turn in which it Advanced.

STRATAGEMS (6/6)

1 CP GLADIUS TASK FORCE – STRATEGIC PLOY STRATAGEM COMMAND

ADAPTIVE STRATEGY

When: Your Command phase.
Target: One ADEPTUS ASTARTES unit from your army.
Effect: Select the Devastator Doctrine, Tactical Doctrine or Assault Doctrine. Until the start of your next Command phase, that Combat Doctrine is active for that unit instead of any other Combat Doctrine that is active for your army, even if you have already selected that doctrine this battle.

1 CP GLADIUS TASK FORCE – STRATEGIC PLOY STRATAGEM MOVEMENT

SQUAD TACTICS

When: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.
Target: One Adeptus Astartes Infantry or Adeptus Astartes Mounted unit from your army that is within 9" of the enemy unit that just ended that move.
Effect: Your unit can make a Normal move of up to D6", or a Normal move of up to 6" instead if it is under the effects of the Tactical Doctrine.
Restriction: You cannot select a unit that is within Engagement Range of one or more enemy units.

1 CP GLADIUS TASK FORCE – BATTLE TACTIC STRATAGEM SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP GLADIUS TASK FORCE – BATTLE TACTIC STRATAGEM SHOOTING

STORM OF FIRE

When: Your Shooting phase.
Target: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, ranged weapons equipped by models in your unit have the [IGNORES COVER] ability. If your unit is under the effects of the Devastator Doctrine, until the end of the phase, improve the Armour Penetration characteristic of such weapons by 1 as well.

1 CP GLADIUS TASK FORCE – BATTLE TACTIC STRATAGEM FIGHT

HONOUR THE CHAPTER

When: Fight phase.
Target: One ADEPTUS ASTARTES unit from your army.
Effect: Until the end of the phase, melee weapons equipped by models in your unit have the [LANCE] ability. If your unit is under the effects of the Assault Doctrine, until the end of the phase, improve the Armour Penetration characteristic of such weapons by 1 as well.

2 CP GLADIUS TASK FORCE – EPIC DEED STRATAGEM FIGHT

ONLY IN DEATH DOES DUTY END

When: Fight phase, just after an enemy unit has selected its targets.
Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, do not remove it from play. The destroyed model can fight after the attacking model's unit has finished making its attacks, and is then removed from play.

ANVIL SIEGE FORCE

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Indomitable Fury — 20 pts

GRAVIS model only. The first time the bearer is destroyed, roll one D6 at the end of the phase. On a 2+, set the bearer back up on the battlefield, as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with its full wounds remaining.

Fleet Commander — 15 pts

CAPTAIN model only. Once per battle, at the start of your Shooting phase, you can select one point on the battlefield and place a marker on that point. At the start of your next Shooting phase, place another marker on the battlefield within 12" of the centre of the first marker, then draw a straight line between the centre of each of these markers. Roll one D6 for each unit that line passes over or through: on a 3+, that unit suffers D3 mortal wounds. Both markers are then removed.

Stoic Defender — 15 pts

ADEPTUS ASTARTES model only. While the bearer is leading a unit, models in that unit have the Feel No Pain 6+ ability while they are within range of an objective marker you control and, while that unit is Battle-shocked, halve the Objective Control characteristic of models in that unit instead of changing it to 0.

Architect of War — 25 pts

ADEPTUS ASTARTES model only. While the bearer is leading a unit, ranged weapons equipped by models in that unit have the [IGNORES COVER] ability.

DETACHMENT RULE

Shield of the ImperiumAcross blood-drenched battlefields, within towering citadels and isolated orbital stations, the Angels of Death throw back tides of traitors, mutants, xenos and heretics, and purge enemy holdings of foes thanks to their disciplined strategies and fighting skills. All who oppose them are met with volleys of deadly accurate firepower long before they reach the battle-brothers' razor-sharp blades.Ranged weapons equipped by ADEPTUS ASTARTES models from your army have the [HEAVY] ability. If such a weapon already has this ability, each time an attack is made with that weapon, if the attacking model's unit Remained Stationary this turn, add 1 to the Wound roll.

STRATAGEMS (6/6)

1 CP ANVIL SIEGE FORCE – STRATEGIC PLOY STRATAGEM COMMAND

NOT ONE BACKWARDS STEP

When: Your Command phase.
Target: One ADEPTUS ASTARTES INFANTRY unit from your army within range of an objective marker.
Effect: Until the end of the turn, double the Objective Control characteristic of models in your unit, but it must Remain Stationary this turn.

1 CP ANVIL SIEGE FORCE – BATTLE TACTIC STRATAGEM SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP ANVIL SIEGE FORCE – BATTLE TACTIC STRATAGEM SHOOTING

BATTLE DRILL RECALL

When: Your Shooting phase.
Target: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, ranged weapons equipped by models in your unit have the [SUSTAINED HITS 1] ability. If your unit Remained Stationary this turn, then until the end of the phase, each time a model in your unit makes a ranged attack, a successful unmodified Hit roll of 5+ scores a Critical Hit.

2 CP ANVIL SIEGE FORCE – STRATEGIC PLOY STRATAGEM SHOOTING

HAIL OF VENGEANCE

When: Your opponent's Shooting phase, just after an enemy unit has resolved its attacks.
Target: One ADEPTUS ASTARTES unit from your army that had one or more of its models destroyed as a result of the attacking unit's attacks.
Effect: Your unit can shoot as if it were your Shooting phase, but must target only that enemy unit when doing so, and can only do so if that enemy unit is an eligible target.

2 CP ANVIL SIEGE FORCE – BATTLE TACTIC STRATAGEM SHOOTING

NO THREAT TOO GREAT

When: Your Shooting phase.
Target: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, each time a model in your unit makes a ranged attack that targets a MONSTER or VEHICLE unit, you can re-roll the Wound roll.

1 CP ANVIL SIEGE FORCE – STRATEGIC PLOY STRATAGEM FIGHT

RIGID DISCIPLINE

When: End of the Fight phase.
Target: One ADEPTUS ASTARTES unit from your army that is within Engagement Range of one or more enemy units.
Effect: Your unit can immediately make a Fall Back move of up to 6".
Restriction: When making that move, your unit must end that move either wholly within your deployment zone or within range of an objective marker.

IMPERIUM - SPACE WOLVES

IRONSTORM SPEARHEAD

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Target Augury Web — 30 pts

TECHMARINE model only. In your Command phase, select one ADEPTUS ASTARTES VEHICLE model within 6" of the bearer. Until the start of your next Command phase, weapons equipped by that VEHICLE model have the [LETHAL HITS] ability.

The Flesh is Weak — 10 pts

ADEPTUS ASTARTES model only. The bearer has the Feel No Pain 4+ ability.

Adept of the Omnissiah — 35 pts

TECHMARINE model only. Once per battle round, when a saving throw is failed for a friendly ADEPTUS ASTARTES VEHICLE model within 6" of the bearer, you can change the Damage characteristic of that attack to 0.

Master of Machine War — 20 pts

ADEPTUS ASTARTES model only. In your Command phase, select one ADEPTUS ASTARTES VEHICLE model within 6" of the bearer. Until the start of your next Command phase, that VEHICLE is eligible to shoot even if it Fell Back or Advanced this turn.

DETACHMENT RULE

Armoured WrathAn Ironstorm Spearhead’s commanders guide their assault with pre-cogitated fire solutions, cycling data-gheist inloads and whispered binharic auguries. These ensure their warriors, and the belligerent machine spirits inhabiting their war engines, deliver their fire with inescapable accuracy.Once per phase for each ADEPTUS ASTARTES unit in your army, you can re-roll one Hit roll, one Wound roll or one Damage roll made for a model in that unit.

STRATAGEMS (6/6)

1 CP IRONSTORM SPEARHEAD – EPIC DEED STRATAGEM COMMAND

ANCIENT FURY

When: Your Command phase.
Target: One ADEPTUS ASTARTES WALKER model from your army.
Effect: Until the start of your next Command phase, improve your model's Move, Toughness, Leadership and Objective Control characteristics by 1 and each time your model makes an attack, add 1 to the Hit roll.

1 CP IRONSTORM SPEARHEAD – BATTLE TACTIC STRATAGEM COMMAND

UNBOWED CONVICTION

When: Command phase.
Target: One ADEPTUS ASTARTES unit from your army that is below its Starting Strength.
Effect: Until the end of the turn, your unit can ignore any or all modifiers to its characteristics and/or to any roll or test made for it (excluding modifiers to saving throws).

1 CP IRONSTORM SPEARHEAD – BATTLE TACTIC STRATAGEM SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

2 CP IRONSTORM SPEARHEAD – BATTLE TACTIC STRATAGEM SHOOTING

MERCY IS WEAKNESS

When: Your Shooting phase or the Fight phase.
Target: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot or fight this phase.
Effect: Until the end of the phase, each time a model in your unit makes an attack that targets a unit that is below its Starting Strength, that attack has the [SUSTAINED HITS 1] ability, and when making such an attack, if the attacking model is a VEHICLE, a successful unmodified Hit roll of 5+ scores a Critical Hit.

1 CP IRONSTORM SPEARHEAD – EPIC DEED STRATAGEM SHOOTING

POWER OF THE MACHINE SPIRIT

When: Your opponent's Shooting phase, just after an enemy unit has resolved its attacks.
Target: One ADEPTUS ASTARTES VEHICLE unit from your army that was reduced to Below Half-strength as a result of the attacking unit's attacks.
Effect: Your unit can shoot as if it were your Shooting phase, but must target only that enemy unit when doing so, and can only do so if that enemy unit is an eligible target.

1 CP IRONSTORM SPEARHEAD – EPIC DEED STRATAGEM ANY

VENGEFUL ANIMUS

When: Any phase, just after an ADEPTUS ASTARTES VEHICLE model from your army with the Deadly Demise ability is destroyed.
Target: That ADEPTUS ASTARTES VEHICLE model. You can use this Stratagem on that model even though it was just destroyed.
Effect: Do not roll one D6 to determine whether mortal wounds are inflicted by your model's Deadly Demise ability. Instead, mortal wounds are automatically inflicted.

FIRESTORM ASSAULT FORCE

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Champion of Humanity — 10 pts

TACTICUS model only. While the bearer is leading a unit, models in that unit can ignore any or all modifiers to their characteristics and/or to any roll or test made for them (excluding modifiers to saving throws).

War-tempered Artifice — 25 pts

ADEPTUS ASTARTES INFANTRY model only. Add 3 to the Strength characteristic of the bearer’s melee weapons.

Forged in Battle — 15 pts

ADEPTUS ASTARTES model only. While the bearer is leading a unit, once per turn, after making a Hit roll or a saving throw for a model in that unit, you can change the result of that roll to an unmodified 6.

Adamantine Mantle — 20 pts

ADEPTUS ASTARTES model only. Each time an attack is allocated to the bearer, subtract 1 from the Damage characteristic of that attack. If that attack was made with a Melta or Torrent weapon, change the Damage characteristic of that attack to 1 instead.

DETACHMENT RULE

Close-range EradicationThe Space Marines are the Emperor’s finest shock troops, striking at the foe before they can react. In their rapid, mechanised assaults, Space Marines smash aside the enemy, destroying them at close quarters without mercy.Ranged weapons equipped by ADEPTUS ASTARTES models from your army have the [ASSAULT] ability, and each time an attack made with such a weapon targets a unit within 12", add 1 to the Strength characteristic of that attack.

STRATAGEMS (6/6)

1 CP FIRESTORM ASSAULT FORCE – BATTLE TACTIC STRATAGEM SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP FIRESTORM ASSAULT FORCE – BATTLE TACTIC STRATAGEM SHOOTING

BURNING VENGEANCE

When: Your opponent's Shooting phase, just after an enemy unit has resolved its attacks.
Target: One ADEPTUS ASTARTES TRANSPORT unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: One unit embarked within that TRANSPORT can disembark as if it were your Movement phase, and can then shoot as if it were your Shooting phase, but must target only that enemy unit when doing so, and can only do so if that enemy unit is an eligible target.

1 CP FIRESTORM ASSAULT FORCE – BATTLE TACTIC STRATAGEM SHOOTING

CRUCIBLE OF BATTLE

When: Your Shooting phase or the Fight phase.
Target: One ADEPTUS ASTARTES INFANTRY unit from your army that has not been selected to shoot or fight this phase.
Effect: Until the end of the phase, each time a model in your unit makes an attack that targets the closest eligible target within 6", add 1 to the Wound roll.

2 CP FIRESTORM ASSAULT FORCE – BATTLE TACTIC STRATAGEM SHOOTING

IMMOLATION PROTOCOLS

When: Your Shooting phase.
Target: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, Torrent weapons equipped by models in that unit have the [DEVASTATING WOUNDS] ability.

1 CP FIRESTORM ASSAULT FORCE – BATTLE TACTIC STRATAGEM SHOOTING

ONSLAUGHT OF FIRE

When: Your Shooting phase.
Target: One ADEPTUS ASTARTES unit from your army that disembarked from a TRANSPORT this turn and has not been selected to shoot this phase.
Effect: Until the end of the phase, each time a model in your unit makes a ranged attack that targets the closest eligible target within 12", add 1 to the Hit roll. If one or more enemy models are destroyed as the result of any of those attacks, select one of those destroyed models; that destroyed model's unit must take a Battle-shock test.

1 CP FIRESTORM ASSAULT FORCE – STRATEGIC PLOY STRATAGEM FIGHT

RAPID EMBARKATION

When: End of the Fight phase.
Target: One ADEPTUS ASTARTES TRANSPORT unit from your army that has no models embarked within it, and one ADEPTUS ASTARTES INFANTRY unit from your army wholly within 6" of that TRANSPORT.
Effect: Your INFANTRY unit can embark within that TRANSPORT.
Restriction: You cannot target an INFANTRY unit that is within Engagement Range of one or more enemy units, that cannot normally embark within that TRANSPORT, or that disembarked from a TRANSPORT this turn.

STORMLANCE TASK FORCE

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Fury of the Storm — 25 pts

ADEPTUS ASTARTES MOUNTED model only. Improve the Strength and Armour Penetration characteristics of the bearer's melee weapons by 1. Each time the bearer ends a Charge move, until the end of the turn, improve the Strength and Armour Penetration characteristics of the bearers melee weapons by 2 instead.

Portents of Wisdom — 15 pts

ADEPTUS ASTARTES model only. While the bearer is leading a unit, you can re-roll Advance rolls made for that unit.

Feinting Withdrawal — 10 pts

ADEPTUS ASTARTES model only. While the bearer is leading a unit, that unit is eligible to shoot in a turn in which it Fell Back.

Hunter's Instincts — 25 pts

ADEPTUS ASTARTES MOUNTED model only. If the bearer's unit is in Strategic Reserves, for the purposes of setting up that unit on the battlefield, treat the current battle round number as being one higher than it actually is.

DETACHMENT RULE

Lightning AssaultThe warriors of a Stormlance Task Force employ high-speed tactics and hit-and-run warfare. They do battle on the move, wrong-footing their enemies with breakneck manoeuvres and melting away one moment only to crash home like a thunderbolt the next.ADEPTUS ASTARTES units from your army are eligible to declare a charge in a turn in which they Advanced or Fell Back.

STRATAGEMS (6/6)

2 CP STORMLANCE TASK FORCE – WARGEAR STRATAGEM MOVEMENT

FULL THROTTLE

When: Your Movement phase.
Target: One ADEPTUS ASTARTES MOUNTED or ADEPTUS ASTARTES VEHICLE unit (excluding WALKERS) from your army.
Effect: Until the end of the phase, if your unit Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in your unit, or 9" instead if your unit is MOUNTED.

1 CP STORMLANCE TASK FORCE – STRATEGIC PLOY STRATAGEM MOVEMENT

WIND-SWIFT EVASION

When: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.
Target: One Adeptus Astartes Infantry or Adeptus Astartes Mounted unit from your army that is within 9" of that enemy unit.
Effect: Your unit can make a Normal move of up to 6".
Restriction: You cannot select a unit that is within Engagement Range of one or more enemy units.

1 CP STORMLANCE TASK FORCE – BATTLE TACTIC STRATAGEM SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP STORMLANCE TASK FORCE – BATTLE TACTIC STRATAGEM SHOOTING

BLITZING FUSILLADE

When: Your Shooting phase.
Target: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, ranged weapons equipped by models in your unit have the [ASSAULT] ability. If such a weapon already has this ability, until the end of the phase, that weapon has the [SUSTAINED HITS 1] ability as well.

1 CP STORMLANCE TASK FORCE – BATTLE TACTIC STRATAGEM SHOOTING

RIDE HARD, RIDE FAST

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.
Target: One ADEPTUS ASTARTES MOUNTED or ADEPTUS ASTARTES FLY VEHICLE unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Hit roll and subtract 1 from the Wound roll.

1 CP STORMLANCE TASK FORCE – BATTLE TACTIC STRATAGEM CHARGE

SHOCK ASSAULT

When: Your Charge phase.
Target: One ADEPTUS ASTARTES MOUNTED unit from your army that has not declared a charge this phase.
Effect: Until the end of the turn, you can re-roll Charge rolls made for your unit and melee weapons equipped by models in that unit have the [LANCE] ability.

VANGUARD SPEARHEAD

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

The Blade Driven Deep — 25 pts

ADEPTUS ASTARTES INFANTRY model only. While the bearer is leading a unit, models in that unit have the Infiltrators ability.

Ghostweave Cloak — 15 pts

ADEPTUS ASTARTES model only. The bearer has the Stealth and Lone Operative abilities.

Execute and Redeploy — 20 pts

PHOBOS model only. In your Shooting phase, after the bearer's unit has shot, if that unit is not within Engagement Range of one or more enemy units, it can make a Normal move of up to 6". If it does, until the end of the turn, that unit is not eligible to declare a charge. This cannot allow the bearer's unit to move more than once in your Shooting phase.

Shadow War Veteran — 30 pts

PHOBOS model only. Gain following ability:

Lord of Deceit (Aura): Each time your opponent targets a unit from their army with a Stratagem, if that unit is within 12" of this model, increase the cost of that use of that Stratagem by 1CP.

DETACHMENT RULE

Shadow MastersThe warriors of a Vanguard Spearhead slip through the shadows, half-seen spectres barely visible to the foe. Enemies blaze away into the gloom with increasing panic, their shots flying wide as covert specialists encircle their victims and prepare to level the killing blow.Each time a ranged attack targets an ADEPTUS ASTARTES unit from your army, unless the attacking model is within 12", subtract 1 from the Hit roll and the target has the Benefit of Cover against that attack.

STRATAGEMS (6/6)

1 CP VANGUARD SPEARHEAD – WARGEAR STRATAGEM COMMAND

A DEADLY PRIZE

When: Start of the Command phase.
Target: One ADEPTUS ASTARTES INFANTRY or ADEPTUS ASTARTES MOUNTED unit from your army within range of an objective marker you control.
Effect: That objective marker is said to be Sabotaged, and remains under your control even if you have no models within range of it, until your opponent controls it at the start or end of any turn. While an objective marker is Sabotaged and under your control, each time an enemy unit ends a Normal, Advance, Fall Back or Charge move within range of that objective marker, roll one D6: on a 2+, that enemy unit suffers D3 mortal wounds.

1 CP VANGUARD SPEARHEAD – BATTLE TACTIC STRATAGEM SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP VANGUARD SPEARHEAD – BATTLE TACTIC STRATAGEM SHOOTING

STRIKE FROM THE SHADOWS

When: Your Shooting phase.
Target: One ADEPTUS ASTARTES INFANTRY unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, each time a model in your unit makes a ranged attack that targets an enemy unit that is more than 12" away, improve the Ballistic Skill and Armour Penetration characteristics of that attack by 1. If one or more enemy models are destroyed as a result of those attacks, select one of those destroyed models; that destroyed model's unit must take a Battle-shock test.

1 CP VANGUARD SPEARHEAD – STRATEGIC PLOY STRATAGEM CHARGE

CALCULATED FEINT

When: Your opponent's Charge phase, just after an enemy unit declares a charge.
Target: One ADEPTUS ASTARTES INFANTRY unit from your army that was selected as a target of that charge.
Effect: Your unit can make a Normal move of up to D6", or up to 6" instead if it is a PHOBOS or ScouT SQUAD unit.
Restriction: You cannot select a unit that is within Engagement Range of one or more enemy units.

1 CP VANGUARD SPEARHEAD – STRATEGIC PLOY STRATAGEM FIGHT

GUERRILLA TACTICS

When: End of your opponent's Fight phase.
Target: Up to two PHOBOS and/or SCOUT SQUAD units from your army, or one other ADEPTUS ASTARTES INFANTRY unit from your army.
Effect: Remove those units from the battlefield and place them into Strategic Reserves.
Restriction: Each unit selected for this Stratagem must be more than 3" away from all enemy models.

2 CP VANGUARD SPEARHEAD – BATTLE TACTIC STRATAGEM FIGHT

SURGICAL STRIKES

When: Fight phase.
Target: One ADEPTUS ASTARTES INFANTRY unit from your army that has not been selected to fight this phase.
Effect: Until the end of the phase, melee weapons equipped by models in your unit have the [PRECISION] ability.

1ST COMPANY TASK FORCE

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

The Imperium's Sword — 25 pts

ADEPTUS ASTARTES model only. Add 1 to the Attacks characteristic of the bearers melee weapons. Once per battle, at the start of any phase, the bearer can use this Enhancement. If it does, until the end of the phase, add 1 to the Attacks characteristic of melee weapons equipped by all other models in the bearer's unit as well.

Fear Made Manifest (Aura) — 30 pts

ADEPTUS ASTARTES model only. While an enemy unit (excluding MONSTERS and VEHICLES) is within 6" of the bearer, each time that unit fails a Battle-shock test, one model in that unit is destroyed (chosen by its controlling player). Once per battle, when such an enemy unit fails a Battle-shock test, you can choose for D3 models in that unit to be destroyed in this way instead.

Rites of War — 10 pts

ADEPTUS ASTARTES TERMINATOR model only. Improve the Objective Control characteristic of the bearer by 1. Once per battle, at the start of any phase, the bearer can use this Enhancement. If it does, until the end of the phase, add 1 to the Objective Control characteristic of all other models in the bearer's unit as well.

Iron Resolve — 15 pts

ADEPTUS ASTARTES TERMINATOR model only. The bearer has the Feel No Pain 5+ ability. Once per battle, after the bearer's unit is selected as the target of one or more attacks, the bearer can use this Enhancement. If it does, until the end of the phase, models in the bearer's unit have the Feel No Pain 5+ ability.

DETACHMENT RULE

Extremis-level ThreatThe 1st Company's veterans have fought at the forefront of their Chapter's wars for many mortal lifespans. Experience has taught them to identify the foe's lethal threats and to lead their battle-brothers to purge them from existence.Once per battle, in your Command phase, you can use this ability. If you do, until the start of your next Command phase, each time a model from your army with the Oath of Moment ability makes an attack that targets your Oath of Moment target, you can re-roll the Wound roll as well.

STRATAGEMS (6/6)

1 CP 1ST COMPANY TASK FORCE – STRATEGIC PLOY STRATAGEM MOVEMENT

DUTY AND HONOUR

When: Your Movement phase.
Target: One ADEPTUS ASTARTES TERMINATOR, BLADEGUARD VETERAN SQUAD, STERNGUARD VETERAN SQUAD or VANGUARD VETERAN SQUAD unit from your army within range of an objective marker you control.
Effect: That objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.

1 CP 1ST COMPANY TASK FORCE – BATTLE TACTIC STRATAGEM SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP 1ST COMPANY TASK FORCE – BATTLE TACTIC STRATAGEM SHOOTING

HEROES OF THE CHAPTER

When: Your Shooting phase or the Fight phase.
Target: One ADEPTUS ASTARTES TERMINATOR, BLADEGUARD VETERAN SQUAD, STERNGUARD VETERAN SQUAD or VANGUARD VETERAN SQUAD unit from your army that has not been selected to shoot or fight this phase.
Effect: Until the end of the phase, each time a model in your unit makes an attack, add 1 to the Hit roll. If your unit is Below Half-strength, add 1 to the Wound roll as well.

1 CP 1ST COMPANY TASK FORCE – BATTLE TACTIC STRATAGEM CHARGE

LEGENDARY FORTITUDE

When: Your opponent's Charge phase, just after an enemy unit ends a Charge move.
Target: One ADEPTUS ASTARTES TERMINATOR, BLADEGUARD VETERAN SQUAD, STERNGUARD VETERAN SQUAD or VANGUARD VETERAN SQUAD unit from your army within Engagement Range of that enemy unit.
Effect: Until the end of the turn, each time an attack is allocated to a model in your unit, subtract 1 from the Damage characteristic of that attack.

1 CP 1ST COMPANY TASK FORCE – STRATEGIC PLOY STRATAGEM FIGHT

ORBITAL TELEPORTARIUM

When: End of your opponent's Fight phase.
Target: One ADEPTUS ASTARTES TERMINATOR unit from your army.
Effect: Remove your unit from the battlefield and place it into Strategic Reserves. It will arrive back on the battlefield in the Reinforcements step of your next Movement phase using the Deep Strike ability.
Restriction: You cannot select a unit that is within Engagement Range of one or more enemy units.

1 CP 1ST COMPANY TASK FORCE – STRATEGIC PLOY STRATAGEM FIGHT

TERRIFYING PROFICIENCY

When: Your Fight phase.
Target: One ADEPTUS ASTARTES TERMINATOR, BLADEGUARD VETERAN SQUAD, STERNGUARD VETERAN SQUAD or VANGUARD VETERAN SQUAD unit from your army that made a Charge move this turn and destroyed one or more enemy units this phase.
Effect: In your opponent's next Command phase, each enemy unit within 6" of your unit must take a Battle-shock test. If the unit taking that test is Below Half-strength, subtract 1 from that test. Enemy units affected by this Stratagem do not need to take any other Battle-shock tests in the same phase.

LIBRARIUS CONCLAVE

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Prescience — 25 pts

ADEPTUS ASTARTES PSYKER model only (excluding TERMINATOR models). Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of the bearer's unit, the bearer's unit can make a Normal move of up to D6", or up to 6" instead if the Divination Discipline is active for your army.

Celerity — 30 pts

ADEPTUS ASTARTES PSYKER model only. The bearer's unit is eligible to declare a charge in a turn in which it Advanced, and if the Biomancy Discipline is active for your army, it is eligible to declare a charge in a turn in which it Fell Back.

Obfuscation — 20 pts

ADEPTUS ASTARTES PSYKER model only. Enemy units cannot use the Fire Overwatch Stratagem to shoot at the bearer's unit, and if the Telepathy Discipline is active for your army, the bearer's unit cannot be targeted by ranged attacks unless the attacking model is within 18".

Fusillade — 35 pts

ADEPTUS ASTARTES PSYKER model only. Ranged weapons equipped by models in the bearer's unit have the [ANTI-MONSTER 5+] and [ANTI-VEHICLE 5+] abilities, and:

The [SUSTAINED HITS 1] ability if the Pyromancy Discipline is active for your army.Add 6" to the Range characteristic of those weapons if the Telekinesis Discipline is active for your army.

DETACHMENT RULE

Psychic DisciplinesLibrarians spend their lives mastering psychic disciplines, learning how to manipulate the energies of the Immaterium to confound their foes and embolden their battle-brothers. At the start of the battle round, select one of the following Psychic Disciplines. Until the end of the battle round, that Psychic Discipline is active and its effects apply to all ADEPTUS ASTARTES PSYKER units from your army.

Biomancy Discipline

Add 2" to the Move characteristic of models in this unit.

Divination Discipline

Each time a model in this unit makes an attack, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.

Pyromancy Discipline

Each time a ranged attack made by a model in this unit targets an enemy unit within 12", improve the Armour Penetration characteristic of that attack by 1.

Telekinesis Discipline

Each time a ranged attack targets this unit, subtract 1 from the Strength characteristic of that attack.

Telepathy Discipline

Each time a model in this unit makes an attack, you can ignore any or all modifiers to that attack's Weapon Skill or Ballistic Skill characteristics and/or any or all modifiers to the Hit roll.

STRATAGEMS (6/6)

1 CP LIBRARIUS CONCLAVE – STRATEGIC PLOY STRATAGEM COMMAND

SENSORY ASSAULT

When: Command phase.
Target: One Adeptus Astartes Psyker unit from your army.
Effect: Select one enemy unit that is within 18" of and visible to one PSYKER model in your unit. Until the start of your next turn, that enemy unit is pinned. While a unit is pinned, subtract 2 from that unit's Move characteristic and subtract 2 from Charge rolls made for it. In addition, if the Telepathy Discipline is active for your army, that enemy unit must take a Battle-shock test, subtracting 1 from the result.

1 CP LIBRARIUS CONCLAVE – STRATEGIC PLOY STRATAGEM SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP LIBRARIUS CONCLAVE – STRATEGIC PLOY STRATAGEM SHOOTING

ASSAIL

When: Your Shooting phase.

Target: One Adeptus Astartes Psyker unit from your army that is eligible to shoot.

Effect: Select one enemy unit within 18" of and visible to one or more PSYKER models in your unit (excluding units with the Lone Operative ability), and roll six D6, adding 1 to each result if the Telekinesis Discipline is active for your army: for each 4+, that enemy unit suffers 1 mortal wound.

1 CP LIBRARIUS CONCLAVE – STRATEGIC PLOY STRATAGEM SHOOTING

PRESCIENT PRECISION

When: Your Shooting phase.

Target: One Adeptus Astartes Psyker unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack, that attack has the [LETHAL HITS] ability, and the [IGNORES COVER] ability as well if the Divination Discipline is active for your army.

1 CP LIBRARIUS CONCLAVE – STRATEGIC PLOY STRATAGEM FIGHT

FIERY SHIELD

When: Fight phase, just after an enemy unit has selected its targets.

Target: One Adeptus Astartes Infantry or Adeptus Astartes Mounted unit from your army that is within 18" of one or more friendly Adeptus Astartes Psyker models, and that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Hit roll, and if the Pyromancy Discipline is active for your army, weapons that target your unit have the [HAZARDOUS] ability.

1 CP LIBRARIUS CONCLAVE – STRATEGIC PLOY STRATAGEM FIGHT

IRON ARM

When: Fight phase.

Target: One Adeptus Astartes Infantry unit from your army that is within 18" of one or more Adeptus Astartes Psyker models from your army and has not been selected to Fight this phase.

Effect: Until the end of the phase, add 1 to the Strength characteristic of melee weapons equipped by models in your unit, or add 2 if the Biomancy Discipline is active for your army.

BASTION TASK FORCE

5 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Eye of the Primarch — 10 pts

ADEPTUS ASTARTES model only. Ranged weapons equipped by the bearer and BATTLELINE models in the bearer's unit have the [PRECISION] ability.

Hero of the Chapter — 20 pts

ADEPTUS ASTARTES model only. While the bearer is leading a unit, the bearer has the BATTLELINE keyword.

Blades of Valour — 15 pts

ADEPTUS ASTARTES model only. Improve the Armour Penetration characteristic of melee weapons equipped by the bearer and BATTLELINE models in the bearer's unit by 1.

Bombast Omnivox — 15 pts

ADEPTUS ASTARTES model only. Each time you select the bearer's unit as the target of a Stratagem, roll one D6, adding 1 if the bearer's unit has the BATTLELINE keyword: on a 4+, you gain 1CP.

DETACHMENT RULE

Interlocking TacticsEmploying the full breadth of combined arms tactics taught by the Codex Astartes, mainstay squads hit and fade, blunting enemy attacks while acquiring auspex data to guide the targeting of their more heavily armed comrades.ADEPTUS ASTARTES BATTLELINE units from your army:

Are eligible to shoot and declare a charge in a turn in which they Advanced or Fell Back.Are eligible to start to perform an Action in a turn in which they Advanced or Fell Back.

Each time an ADEPTUS ASTARTES BATTLELINE unit from your army is selected to attack, after resolving those attacks, select one enemy unit hit by one or more of those attacks. Until the end of the turn, that enemy unit is auspex scanned. Each time an ADEPTUS ASTARTES model from your army makes an attack that targets an auspex scanned unit, re-roll a Hit roll of 1.

STRATAGEMS (5/5)

1 CP BASTION TASK FORCE – BATTLE TACTIC STRATAGEM SHOOTING

CODEX DISCIPLINE

When: Your Shooting phase or the Fight phase.
Target: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot or fight this phase.
Effect: Until the end of the phase, each time a model in your unit makes an attack that targets an enemy unit, re-roll a Hit roll of 1. If that target is auspex scanned, re-roll a Wound roll of 1 as well.

1 CP BASTION TASK FORCE – STRATEGIC PLOY STRATAGEM SHOOTING

GUIDED DISRUPTION

When: Your Shooting phase or the Fight phase, just after an Adeptus Astartes Battleline unit from your army has finished making its attacks.
Target: That ADEPTUS ASTARTES BATTLELINE unit.
Effect: When an enemy unit is auspex scanned as a result of those attacks this turn, if that enemy unit does not have the MONSTER or VEHICLE keywords, until the start of your next turn, it is pinned. While a unit is pinned, subtract 2 from that unit's Move characteristic and subtract 2 from Charge rolls made for that unit.

1 CP BASTION TASK FORCE – STRATEGIC PLOY STRATAGEM SHOOTING

HERESY UNDONE

When: Your Shooting phase or your Charge phase.
Target: One ADEPTUS ASTARTES unit (excluding Battleline units) from your army.
Effect: Until the end of the phase, your unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back. If it does, every target of that charge and every target of those attacks must be an auspex scanned unit.

1 CP BASTION TASK FORCE – BATTLE TACTIC STRATAGEM SHOOTING

LIGHT OF VENGEANCE

When: Your Shooting phase or the Fight phase.
Target: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot or fight this phase.
Effect: Select the [LETHAL HITS] or [SUSTAINED HITS 1] ability. Until the end of the phase, weapons equipped by models in your unit have that ability while targeting an auspex scanned unit or if the bearer has the Battleline keyword.

1 CP BASTION TASK FORCE – STRATEGIC PLOY STRATAGEM SHOOTING

SHOCK BOMBARDMENT

When: Your Shooting phase or the Fight phase, just after an Adeptus Astartes Battleline unit from your army finished making its attacks.
Target: That ADEPTUS ASTARTES BATTLELINE unit.
Effect: When an enemy unit is auspex scanned as a result of those attacks this turn, until the start of your next turn, it is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

ORBITAL ASSAULT FORCE

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Laurels of Thunder — 15 pts

ADEPTUS ASTARTES model only. You can re-roll Charge rolls made for the bearer’s unit in a turn in which it was set up on the battlefield.

Veteran of the Vanguard — 20 pts

ADEPTUS ASTARTES model only. Models in the bearer’s unit have the Scouts 6" ability.

Orbital Uplink Reliquary — 25 pts

ADEPTUS ASTARTES model only. After both players have deployed their armies, select up to three ADEPTUS ASTARTES units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves if you wish, regardless of how many units are already in Strategic Reserves.

Dedicated Gunship — 15 pts

ADEPTUS ASTARTES TERMINATOR model only. Once per battle, at the end of your opponent’s Fight phase, if the bearer’s unit is not within Engagement Range of one or more enemy units, the bearer can use this Enhancement. If it does, remove the bearer’s unit from the battlefield and place it into Strategic Reserves.

DETACHMENT RULE

Rapid-drop DeploymentThrough the use of teleportation, Drop Pods and gunship insertion, entire strike forces of Space Marines and even their armoured support can deploy from orbit in a matter of moments, a capability that in and of itself has won entire wars.At the start of the Declare Battle Formations step, select a number of ADEPTUS ASTARTES units (excluding TITANIC units) from your army based on the battle size, as shown below. Models in those units have the Deep Strike ability.

BATTLE SIZENUMBER OF UNITSIncursion2Strike Force3Onslaught4

Each time an ADEPTUS ASTARTES model from your army makes an attack, if it was set up on the battlefield this turn, re-roll a Wound roll of 1. If it disembarked from a DROP POD this turn, re-roll a Hit roll of 1 as well.

STRATAGEMS (6/6)

1 CP ORBITAL ASSAULT FORCE – STRATEGIC PLOY STRATAGEM COMMAND

SUPPRESSION STRAFING

When: Command phase.
Target: One ADEPTUS ASTARTES unit from your army.
Effect: Select one enemy unit visible to and within 18" of your unit. That enemy unit takes a Battle-shock test. When doing so, subtract 1 from that test and, if that test is failed, until the start of your next turn, that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the Hit roll.
Restriction: You cannot use this Stratagem more than once per battle round.

1 CP ORBITAL ASSAULT FORCE – BATTLE TACTIC STRATAGEM SHOOTING

AUTO-SENSE COORDINATION

When: Your Shooting phase or the Fight phase.
Target: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot or fight this phase.
Effect: Select the [LETHAL HITS] or [SUSTAINED HITS 1] ability. Until the end of the phase, weapons equipped by models in your unit have this ability in a turn in which they disembarked from a Drop Pod or while targeting an enemy unit within 12".

1 CP ORBITAL ASSAULT FORCE – STRATEGIC PLOY STRATAGEM SHOOTING

BLIND SCREEN

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.
Target: One ADEPTUS ASTARTES unit (excluding Titanic units) from your army that was selected as the target of one or more of the attacking unit's attacks and one friendly Adeptus Astartes Smoke Vehicle or Drop Pod unit within 9" of it.
Effect: Until the end of the phase, models in your units have the Stealth ability and each time a ranged attack targets one of your units, models in that unit have the Benefit of Cover against that attack.

1 CP ORBITAL ASSAULT FORCE – BATTLE TACTIC STRATAGEM SHOOTING

TACTICAL DECAPITATION

When: Your Shooting phase or the Fight phase.
Target: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot or fight this phase.
Effect: Until the end of the phase, weapons equipped by models in your unit have the [PRECISION] ability and each time a model in your unit makes an attack that targets a CHARACTER unit, add 1 to the Hit roll.

1 CP ORBITAL ASSAULT FORCE – STRATEGIC PLOY STRATAGEM FIGHT

ONWARD FOR THE EMPEROR

When: End of your opponent's Fight phase.
Target: One Adeptus Astartes Infantry unit from your army that was not set up on the battlefield this turn and one friendly Transport it is able to embark within.
Effect: If your ADEPTUS ASTARTES unit is wholly within 6" of that TRANSPORT, it can embark within it.

1 CP ORBITAL ASSAULT FORCE – STRATEGIC PLOY STRATAGEM FIGHT

SHOCK ONSLAUGHT

When: Fight phase.
Target: One ADEPTUS ASTARTES unit from your army that has not been selected to fight this phase.
Effect: Until the end of the phase, each time a model in your unit makes a Pile-in or Consolidation move, it can move up to 6" instead of up to 3".

CERAMITE SENTINELS

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Honour Indefatigable — 25 pts

GRAVIS model only. The first time the bearer is destroyed, roll one D6 at the end of the phase. On a 2+, set the bearer back up on the battlefield, as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with its full wounds remaining.

Castellum Omnivox — 20 pts

ADEPTUS ASTARTES model only. Each time the bearer's unit makes a Fall Back move, select one of the following to apply to that unit until the end of the turn:

That unit is eligible to perform an Action in a turn in which it Fell Back.That unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

Spy-skull Data Link — 15 pts

ADEPTUS ASTARTES model only. Ranged weapons equipped by models in the bearer's unit have the [IGNORES COVER] ability.

Defensive Mastery — 25 pts

ADEPTUS ASTARTES model only. After both players have deployed their armies, select up to three ADEPTUS ASTARTES units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves, regardless of how many units are already in Strategic Reserves.

DETACHMENT RULE

Adaptive DefenceThese Space Marines are experts in fighting from rapidly prepared defensive positions. They are able to maximise the potential of almost any terrain to serve as an ad-hoc strongpoint, rapidly assessing optimal firing lines and punishing the foe's every attempt to advance and dislodge them.Each time an ADEPTUS ASTARTES model from your army makes an attack, if that model's unit is within a terrain feature, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.

ADEPTUS ASTARTES units from your army gain the ENTRENCHED keyword while all of the following are true:

That unit is within a terrain feature.That unit was not set up on the battlefield this turn.No model in that unit has moved more than 3" this turn.

STRATAGEMS (6/6)

1 CP CERAMITE SENTINELS – BATTLE TACTIC STRATAGEM COMMAND

UNYIELDING MIGHT

When: Command phase.
Target: One ADEPTUS ASTARTES unit from your army that is within Engagement Range of one or more enemy units.
Effect: Until the start of your next Command phase, add 1 to the Objective Control characteristics of models in your unit.

1 CP CERAMITE SENTINELS – BATTLE TACTIC STRATAGEM SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP CERAMITE SENTINELS – BATTLE TACTIC STRATAGEM SHOOTING

AUGMENTED TARGETING

When: Your Shooting phase.
Target: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot this phase.
Effect: Select either the [SUSTAINED HITS 1] or [LETHAL HITS] abilities. Until the end of the phase, ranged weapons equipped by models in your unit have the selected ability. If your unit is ENTRENCHED, until the end of the phase, ranged weapons equipped by models in your unit have the [SUSTAINED HITS 1] and [LETHAL HITS] abilities instead.

1 CP CERAMITE SENTINELS – STRATEGIC PLOY STRATAGEM SHOOTING

EVASIVE REPOSITIONING

When: Your opponent's Shooting phase, just after an enemy unit has shot.
Target: One Adeptus Astartes Infantry or Adeptus Astartes Mounted unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Your unit can make a Normal move of up to D6". If your unit is ENTRENCHED, you can re-roll the D6 to determine how far your unit can move.

2 CP CERAMITE SENTINELS – BATTLE TACTIC STRATAGEM SHOOTING

PRIORITY STRIKE

When: Your Shooting phase or the Fight phase.
Target: One Adeptus Astartes Infantry or Adeptus Astartes Mounted unit from your army that has not been selected to shoot or fight this phase.
Effect: Until the end of the phase, each time a model in your unit makes an attack that targets a CHARACTER, MONSTER or VEHICLE unit, you can re-roll the Wound roll.

1 CP CERAMITE SENTINELS – EPIC DEED STRATAGEM FIGHT

STAND TO THE END

When: Fight phase, just after an enemy unit has selected its targets.
Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, roll one D6, adding 1 to the result if it is an ENTRENCHED unit: on a 4+, do not remove it from play. That destroyed model can fight after the attacking unit has finished making its attacks, and is then removed from play.

ARMOURED SPEARTIP

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Liberator — 15 pts

ADEPTUS ASTARTES model only. If you control an objective marker at the end of your Command phase, and the bearer's unit (or any HEAVY TRANSPORT it is embarked within) is within range of that objective marker, that objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.

Tip of the Spear — 40 pts

ADEPTUS ASTARTES model only. If the bearer starts the battle embarked within a TRANSPORT, that TRANSPORT has the Scouts 6" ability.

Shock Deployment — 20 pts

ADEPTUS ASTARTES TERMINATOR or GRAVIS model only. In your Shooting phase, each time the bearer's unit is selected to shoot, if it disembarked from a TRANSPORT this turn, until the end of the phase, ranged weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.

Armoured Commander — 25 pts

ADEPTUS ASTARTES model only. Once per turn, in your Movement phase, the bearer can use this Enhancement. If it does, select one friendly ADEPTUS ASTARTES TRANSPORT that is in Strategic Reserves. Until the end of the phase, for the purposes of setting up that TRANSPORT on the battlefield, treat the current battle round number as being one higher than it actually is.

DETACHMENT RULE

Rapid DeploymentLand Raider, Repulsors and other armoured transports plunge headlong into the heart of enemy formations, weathering heavy firepower to deploy their cargo of elite Space Marines into battle.Each time an ADEPTUS ASTARTES unit from your army disembarks from a TRANSPORT (excluding FLY) that made a Normal or Advance move this phase (excluding those that arrived from Strategic Reserves), that disembarked unit can make a Normal move of up to D6", or a Normal move of up to D3+3" instead if that TRANSPORT is a HEAVY TRANSPORT (see below).

Keywords

ADEPTUS ASTARTES TRANSPORT units from your army (excluding FLY) that have a Wounds characteristic of 14+ have the HEAVY TRANSPORT keyword.

STRATAGEMS (6/6)

1 CP ARMOURED SPEARTIP – STRATEGIC PLOY STRATAGEM MOVEMENT

ADVANCED DEPLOYMENT

When: Your Movement phase.
Target: One Adeptus Astartes Transport unit from your army that has not been selected to move this phase.
Effect: Until the end of the phase, units can disembark from your TRANSPORT after it has Advanced. Units that do so count as having made a Normal move this phase, and cannot declare a charge in the same turn (unless your TRANSPORT has the Assault Ramp ability), but can otherwise act normally.

1 CP ARMOURED SPEARTIP – STRATEGIC PLOY STRATAGEM MOVEMENT

CERAMITE SLEDGEHAMMER

When: Your Movement phase.
Target: One Adeptus Astartes Transport unit from your army that has not been selected to move this phase.
Effect: Until the end of the phase, each time your unit makes a Normal or Advance move, it can move horizontally through terrain features. In addition, if your unit is a Heavy Transport, when making this move, your unit can move through enemy models (excluding MONSTERS and VEHICLES) and can move within Engagement Range of such models, but cannot end that move within Engagement Range of them, and any Desperate Escape test is automatically passed.

1 CP ARMOURED SPEARTIP – STRATEGIC PLOY STRATAGEM SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP ARMOURED SPEARTIP – BATTLE TACTIC STRATAGEM SHOOTING

PURGATION DOCTRINE

When: Your Shooting phase.
Target: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, each time a model in your unit makes an attack, add 1 to the Hit roll (if your unit disembarked from a Heavy Transport this turn, add 1 to the Wound roll as well).

1 CP ARMOURED SPEARTIP – WARGEAR STRATAGEM FIGHT

RAPID EMBARKATION

When: End of the Fight phase.
Target: One Adeptus Astartes Infantry unit from your army that is not within Engagement Range of one or more enemy units, and one friendly Heavy Transport it is able to embark within.
Effect: If your ADEPTUS ASTARTES INFANTRY unit is wholly within 6" of that HEAVY TRANSPORT, it can embark within it.

1 CP ARMOURED SPEARTIP – EPIC DEED STRATAGEM ANY

MACHINE WRATH

When: Any phase, just after a Heavy Transport unit from your army with the Deadly Demise ability is destroyed.
Target: That HEAVY TRANSPORT unit, if you rolled a 6 for its Deadly Demise ability. You can use this Stratagem on that unit even though it was just destroyed.
Effect: Your unit can make a Normal or Fall Back move before its Deadly Demise ability is resolved, and before any embarked units perform an Emergency Disembarkation. When making this move, your unit can move through enemy models (excluding MONSTERS and VEHICLES) and can move within Engagement Range of such models, but cannot end that move within Engagement Range of them, and any Desperate Escape test is automatically passed.

HEADHUNTER TASK FORCE

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Redoubtable Machine Spirit — 25 pts

ADEPTUS ASTARTES VEHICLE model only. The bearer has a 5+ invulnerable save and, at the end of your Command phase, the bearer regains 1 lost wound.

Gunnery Honours — 20 pts

ADEPTUS ASTARTES VEHICLE model only. Once per phase, you can re-roll one Hit roll, one Wound roll and one Damage roll for the bearer.

Firestorm Coordinators — 20 pts

ADEPTUS ASTARTES VEHICLE model only. Ranged weapons equipped by the bearer have the [SUSTAINED HITS 1] ability.

Astartes Tank Ace (Aura) — 40 pts

ADEPTUS ASTARTES VEHICLE model only. In your Shooting phase, while a friendly ADEPTUS ASTARTES VEHICLE unit is within 6" of the bearer, ranged weapons equipped by models in that unit have the [ASSAULT] ability.

DETACHMENT RULE

Target SightedSpace Marine crews are relentless in their pursuit of assigned targets, coaxing every last trace of power from their war machines and demonstrating exemplary gunnery even under heavy fire.Each time a TANK ACE unit from your army (see below) Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in that unit.

Each time a TANK ACE unit from your army shoots in your Shooting phase, if that unit did not Advance this turn, you can re-roll the Damage roll.

KEYWORDS

ADEPTUS ASTARTES VEHICLE units from your army (excluding FORTIFICATIONS, DROP PODS, WALKERS and units that can FLY) have the TANK ACE keyword.

In the Muster Armies step, you can select up to three TANK ACE units from your army to gain the CHARACTER keyword.

Designer’s Note: This means that the selected units can be given Enhancements, and one of them can be selected as your WARLORD.

STRATAGEMS (6/6)

1 CP HEADHUNTER TASK FORCE – STRATEGIC PLOY STRATAGEM MOVEMENT

REACTIVE REPOSITIONING

When: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.
Target: One Tank Ace unit from your army (excluding units containing one or more models with a Wounds characteristic of 16+) that is within 9" of that enemy unit.
Effect: Your unit can make a Normal move of up to D6".

1 CP HEADHUNTER TASK FORCE – STRATEGIC PLOY STRATAGEM SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP HEADHUNTER TASK FORCE – BATTLE TACTIC STRATAGEM SHOOTING

KILL SHOT

When: Your Shooting phase.
Target: One Tank Ace unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, each time a model in your unit makes an attack that targets a MONSTER or VEHICLE unit, re-roll a Wound roll of 1. If the target unit is below its Starting Strength, you can re-roll the Wound roll instead.
Restriction: A unit cannot be targeted with this and the Target Weak Point Stratagem in the same phase.

1 CP HEADHUNTER TASK FORCE – EPIC DEED STRATAGEM SHOOTING

MACHINE VENGEANCE

When: Your opponent's Shooting phase, just after an enemy unit has shot.
Target: One Tank Ace unit from your army (excluding units containing one or more models with a Wounds characteristic of 16+) that was selected as the target of one or more of the attacking unit's attacks.
Effect: Your unit can shoot as if it were your Shooting phase, but must target only that enemy unit when doing so, and can only do so if that enemy unit is visible and an eligible target.

1 CP HEADHUNTER TASK FORCE – STRATEGIC PLOY STRATAGEM SHOOTING

RAPID GUNNERY

When: Your Shooting phase.
Target: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, your unit is eligible to shoot in a turn in which it Fell Back.

1 CP HEADHUNTER TASK FORCE – BATTLE TACTIC STRATAGEM SHOOTING

TARGET WEAK POINT

When: Your Shooting phase.
Target: One Tank Ace unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, each time a model in your unit makes a ranged attack that targets a MONSTER or VEHICLE unit, improve the Armour Penetration characteristic of that attack by 1.
Restriction: A unit cannot be targeted with this and the Kill Shot Stratagem in the same phase.

IMPERIUM - SPACE WOLVES

ARJAC ROCKFIST

95 PTS

M	T	SV	W	LD	OC
6"	5	2+	6	6+	1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Foehammer ANTI-MONSTER 3+ ANTI-VEHICLE 3+ ASSAULT	6"	1	2+	8	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Foehammer ANTI-MONSTER 3+ ANTI-VEHICLE 3+ PRECISION	Melee	5	2+	8	-2	3

AUFSTELLUNG

1x Arjac Rockfist

Equipped with: Foehammer

ABILITIES

CORE - Leader

Anvil of Endurance
While this model is leading a unit, each time a model in that unit is destroyed by a melee attack, if that model has not fought this phase, roll one D6, on a 4+, do not remove the destroyed model from play. The destroyed model can fight after the attacking unit has finished making its attacks, and then is removed from play

Champion of the Kingsguard
Each time this model makes a melee attack that targets a CHARACTER unit, you can re-roll the Hit roll and you can re-roll the Wound roll.

Leader
This model can be attached to the following units:
- Wolf Guard Terminators

WEAPON RULES

ANTI
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

ASSAULT
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

PRECISION
While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

CORE RULES

◈ Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

◈ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

IMPERIUM - SPACE WOLVES

BJORN THE FELL-HANDED

160 PTS

M	T	SV	W	LD	OC
9"	9	2+	8	6+	3

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Assault cannon DEVASTATING WOUNDS	24"	6	2+	6	0	1
Multi-melta MELTA 2	18"	2	2+	9	-4	D6
➤ Helfrost cannon - dispersed TORRENT	12"	D6	N/A	6	-1	2
➤ Helfrost cannon - focused	36"	1	2+	10	-3	5

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Trueclaw LETHAL HITS	Melee	6	2+	12	-2	3

AUFSTELLUNG

1x Bjorn the Fell-Handed

Equipped with: Assault cannon, Multi-melta, ➤ Helfrost cannon - dispersed, ➤ Helfrost cannon - focused, Trueclaw

Wargear Options:

- This model can replace its Assault cannon with Multi-melta or Helfrost cannon.

ABILITIES

Ancient Tactician
At the start of your Command phase, if this model is on the battlefield, you gain 1 CP

Legendary Tenacity
Each time an attack is allocated to this model, if the Strength characteristic of that attack is greater than this model's Toughness characteristic, subtract 1 from the Wound roll.

KEYWORDS: Vehicle, Walker, Character, Epic Hero, Smoke, Imperium, Bjorn the Fell-Handed, Dreadnought

FACTION: Adeptus Astartes, Space Wolves 160 PTS

WEAPON RULES

DEVASTATING WOUNDS

Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

LETHAL HITS

Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [**DEVASTATING WOUNDS**].*

MELTA

This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

TORRENT

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

CORE RULES

◈ Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◈ Feel No Pain 5+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

BLOOD CLAWS

135–270 PTS

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

AUFSTELLUNG

10-20x Blood Claw oder Blood Claw Pack Leader

Wargear Options:

- Each Blood Claw Pack Leader can replace its Bolt pistol with Plasma pistol.
- Each Blood Claw Pack Leader can replace its Astartes Chainsword with Power weapon.

ABILITIES

Berserk Charge
This unit is eligible to declare a charge in a turn in which it Advanced

IMPERIUM - SPACE WOLVES

CANIS WOLFBORN [LEGENDS]

75 PTS

M	T	SV	W	LD	OC
10"	6	3+	6	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	5+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Crushing teeth and claws EXTRA ATTACKS	Melee	3	4+	5	-1	1
Wolf claws TWIN-LINKED	Melee	8	2+	5	-2	1

AUFSTELLUNG

1x Canis Wolfborn [Legends]

Equipped with: Bolt pistol, Crushing teeth and claws, Wolf claws

ABILITIES

CORE - Leader

Alpha Predator
Each time this model ends a Charge move, select one enemy unit within Engagement Range of it and roll one D6: on a 2-3, that enemy unit suffers D3 mortal wounds; on a 4-5, that enemy unit suffers 3 mortal wounds; on a 6, that enemy units suffers D3+3 mortal wounds.

Born of Wolves
While this model is leading a unit, melee weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.

Leader
This model can be attached to the following units:
- Fenrisian Wolves
- Thunderwolf Cavalry

WEAPON RULES

EXTRA ATTACKS
Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:
- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

PISTOL
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

TWIN-LINKED
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

IMPERIUM - SPACE WOLVES

CYBERWOLF [LEGENDS]

20 PTS

M	T	SV	W	LD	OC
10"	4	6+	2	7+	0

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Teeth and claws	Melee	4	4+	4	0	1

AUFSTELLUNG

1x Cyberwolf [Legends]

Equipped with: Teeth and claws

ABILITIES

CORE - Leader

Alpha Hunter
While this model is leading a unit, models in that unit have the Scouts 6" ability.

Close In for the Kill
Each time this model makes an attack that targets an enemy unit that is Below Half-strength, add 1 to the Hit roll and add 1 to the Wound roll.

Invulnerable Save
6+

Wolfkin
This model cannot be your WARLORD and cannot be given Enhancements.

Leader
This model can be attached to the following unit:

- Fenrisian Wolves

You must attach this model to the above unit, even if Canis Wolfborn has been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths. If it is not possible to attach this model to a unit, it does not take part in the battle and counts as having been destroyed.

FENRISIAN WOLVES

45–75 PTS

M	T	SV	W	LD	OC
10"	4	6+	1	8+	0

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Teeth and claws	Melee	3	4+	4	0	1

AUFSTELLUNG

5-10x Fenrisian Wolf

Equipped with: Teeth and claws

ABILITIES

Hunting Hounds
While this unit is within 6" of one or more SPACE WOLVES CHARACTER models (excluding WULFEN models), if this unit is not Battle-shocked, models in it have an Objective Control characteristic of 1

Predatory Instinct
Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this unit, it can make a Normal move of up to D6"

IMPERIUM - SPACE WOLVES

GREY HUNTERS

165 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt Carbine RAPID FIRE 1	24"	2	3+	4	0	1
Bolt Carbine RAPID FIRE 1	24"	2	3+	4	0	1
➤ Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1

AUFSTELLUNG

10x Grey Hunter Pack Leader oder Grey Hunter

Equipped with: Bolt Carbine, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Power fist, Power weapon

Wargear Options:

- Each Grey Hunter Pack Leader can replace its Astartes Chainsword with Power fist or Power weapon.
- Each Grey Hunter Pack Leader can replace its Bolt Carbine with Plasma pistol.

ABILITIES

Cunning Hunters
Each time a model in this unit makes an attack, re-roll a Wound roll of 1. If the target is within range of an objective marker, you can re-roll the Wound roll instead.

WEAPON RULES

HAZARDOUS
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

PISTOL
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

RAPID FIRE
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

HARALD DEATHWOLF [LEGENDS]

85 PTS

M	T	SV	W	LD	OC
10"	6	3+	7	6+	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Crushing teeth and claws EXTRA ATTACKS	Melee	3	3+	5	-1	1
Glacius	Melee	6	2+	6	-2	2

AUFSTELLUNG

1x Harald Deathwolf [Legends]

Equipped with: Crushing teeth and claws, Glacius

ABILITIES

CORE - Leader

Lord of the Wolfkin
While this model is leading a unit, each time that unit makes a Charge move, until the end of the turn, crushing teeth and claws equipped by models in that unit have the [DEVASTATING WOUNDS] ability.

Mantle of the Troll King
Once per phase, when resolving an attack made against this model, after you make a saving throw for this model, you can change the Damage characteristic of that attack to 0.

Leader
This model can be attached to the following units:
- Thunderwolf Cavalry

WEAPON RULES

EXTRA ATTACKS
Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:
- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

CORE RULES

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

IMPERIUM - SPACE WOLVES

HOUNDS OF MORKAI [LEGENDS]

80–160 PTS

M	T	SV	W	LD	OC
6"	4	3+	2	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Morkai bolt pistol ANTI-PSYKER 4+ DEVASTATING WOUNDS PISTOL PRECISION	12"	1	3+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Morkai combat knife ANTI-PSYKER 4+ DEVASTATING WOUNDS PRECISION	Melee	4	3+	4	0	1

AUFSTELLUNG

5-10x Hound of Morkai

Equipped with: Morkai bolt pistol, Morkai combat knife

ABILITIES

Attached Unit
If a CHARACTER unit from your army with the Leader ability can be attached to a REIVER SQUAD, it can instead be attached to this unit.

Invulnerable Save
Models in this unit have a 6+ invulnerable save. This invulnerable save is improved to 4+ against Psychic Attacks.

Morkai's Howl
In your Shooting phase, you can select one enemy unit within 12" of this unit (if a LIEUTENANT IN REIVER ARMOUR is leading this unit, you can select one enemy unit within 18" instead). That unit must take a Battle-shock test, subtracting 1 from the result if it is a PSYKER unit. If that test is failed, in addition to being Battle-shocked, that unit is Stunned until the start of your next Shooting phase. While a unit is Stunned, each time a model in that unit makes a Psychic Attack, subtract 1 from the Hit roll.

WEAPON RULES

ANTI

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

DEVASTATING WOUNDS

Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

PISTOL

[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

PRECISION

While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

CORE RULES

◈ Scouts 6"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

HUNTING WOLVES

M	T	SV	W	LD	OC
10"	4	6+	1	8+	0

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Teeth and Claws	Melee	3	4+	4	0	1

AUFSTELLUNG

1x Hunting Wolves

Equipped with: Teeth and Claws

ABILITIES

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IMPERIUM - SPACE WOLVES

IRON PRIEST

50 PTS

M	T	SV	W	LD	OC
7"	4	2+	4	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Helfrost pistol - dispersed PISTOL TORRENT	12"	D6	N/A	4	-1	1
➤ Helfrost pistol - focused PISTOL	12"	1	2+	6	-3	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Tempest hammer and Servo-arm	Melee	4	4+	8	-2	3

AUFSTELLUNG

1x Iron Priest

Equipped with: ➤ Helfrost pistol - dispersed, ➤ Helfrost pistol - focused, Tempest hammer and Servo-arm

ABILITIES

CORE - Leader

Gift of the Iron Wolf
In your Command phase, you can select one friendly ADEPTUS ASTARTES VEHICLE model within 3" of this model. That model regains up to D3 lost wounds and, until the start of your next Command phase, select one ranged weapon equipped by that model to have the [RAPID FIRE 1] ability. Each model can only be selected for this ability or Blessing of the Omnissiah ability once per turn.

Iron Priest
While this model is within 3" of one or more friendly ADEPTUS ASTARTES VEHICLE units, this model has the Lone Operative ability

Judgement of the Omnissiah
Each time this model makes an attack that targets an enemy unit within Engagement Range of one or more friendly ADEPTUS ASTARTES VEHICLE units, you can re-roll the wound roll.

Leader
This model can be attached to the following units:
- Wolfguard Headtakers
- Blood Claws
- Grey Hunters

WEAPON RULES

PISTOL
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

TORRENT
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

CORE RULES

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

IRON PRIEST ON THUNDERWOLF [LEGENDS]

95 PTS

M	T	SV	W	LD	OC
10"	6	2+	5	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Helfrost pistol - dispersed PISTOL TORRENT	12"	D3	N/A	3	-1	1
➤ Helfrost pistol - focused PISTOL	12"	1	2+	6	-3	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Crushing teeth and claws EXTRA ATTACKS	Melee	3	4+	5	-1	1
Iron Priest hammer	Melee	3	4+	8	-2	3
Servo-arm EXTRA ATTACKS	Melee	1	3+	8	-2	3

AUFSTELLUNG

1x Iron Priest on Thunderwolf [Legends]

Equipped with: ➤ Helfrost pistol - dispersed, ➤ Helfrost pistol - focused, Crushing teeth and claws, Iron Priest hammer, Servo-arm

Wargear Options:

■ This model can replace its Helfrost pistol with Bolt pistol or Boltgun.

ABILITIES

CORE - Leader

Blessing of the Omnissiah

In your Command phase, you can select one friendly ADEPTUS ASTARTES VEHICLE model within 3" of this model. That model regains up to D3 lost wounds and, until the start of your next Command phase, each time that VEHICLE model makes an attack, add 1 to the Hit roll. Each model can only be selected for this ability once per turn.

Iron Priest

While this model is within 3" of one or more friendly ADEPTUS ASTARTES VEHICLE units, this model has the Lone Operative ability

Vengeance of the Omnissiah

If a friendly ADEPTUS ASTARTES VEHICLE model is destroyed within 12" of this model, until the end of the battle, this model's Iron Priest hammer has an Attacks characteristic of 6.

Leader

This model can be attached to the following units:

- Thunderwolf Cavalry

WEAPON RULES

EXTRA ATTACKS

Each time a unit containing one or more models with an [**EXTRA ATTACKS**] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.
- One of that model's other melee weapons, if possible.

PISTOL

[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

TORRENT

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

CORE RULES

◈ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

IMPERIUM - SPACE WOLVES

KROM DRAGONGAZE [LEGENDS]

65 PTS

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

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Wyrmclaw LETHAL HITS	Melee	6	2+	7	-2	2

AUFSTELLUNG

1x Krom Dragongaze [Legends]

Equipped with: Wyrmclaw

ABILITIES

CORE - Leader

Refuse to Accept Defeat
While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Hit roll if that unit is below its Starting Strength, and add 1 to the Wound roll as well if that unit is Below Half-strength.

The Fierce Eye
In your Shooting phase, you can select one enemy INFANTRY unit within 12" of and visible to this model. That enemy unit must take a Battle-shock test.

Leader
This model can be attached to the following units:
- Blood Claws
- Grey Hunters
- Wolf Guard

WEAPON RULES

LETHAL HITS
Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

CORE RULES

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

IMPERIUM - SPACE WOLVES

LOGAN GRIMNAR

100 PTS

M	T	SV	W	LD	OC
6"	5	2+	8	6+	1

4+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Tyrnak and Fenrir EXTRA ATTACKS	Melee	6	2+	5	-1	1
➤ Axe Morkai - Strike	Melee	6	2+	8	-2	3
➤ Axe Morkai - Sweep	Melee	10	2+	6	-2	1

AUFSTELLUNG

1x Logan Grimnar

Equipped with: Tyrnak and Fenrir, ➤ Axe Morkai - Strike, ➤ Axe Morkai - Sweep

ABILITIES

CORE - Leader

Embarking within Transports
This model can embark within friendly Adeptus Astartes Transport models that can transport Terminator models. When doing, it takes up the space of 4 Infantry models

Guile of the Wolf (Aura)
Each time your opponent targets a unit from their army with a Stratagem, if that unit is within 12" of this model, increase the cost of that usage of that Stratagem by 1CP P (this is not cumulative with any other rules that increase the CP cost of that Stratagem)

High King of Fenris
Once per battle round, in your Movement phase, you can select one friendly Space Wolves unit that is in Reserves. If you do, until the end of the phase, for the purposes of setting up that unit on the battlefield, treat the current battle round number as being one higher than it actually is.

Leader
This model can be attached to the following units:
- Wolf Guard Terminators

WEAPON RULES

EXTRA ATTACKS
Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:
- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

LOGAN GRIMNAR ON STORMRIDER [LEGENDS]

180 PTS

M	T	SV	W	LD	OC
10"	6	2+	12	6+	4

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Flurry of teeth and claws EXTRA ATTACKS	Melee	6	4+	5	-1	1
➤ Axe Morkai - Strike	Melee	6	2+	8	-2	3
➤ Axe Morkai - Sweep	Melee	10	2+	6	-2	1

AUFSTELLUNG

1x Logan Grimnar on Stormrider [Legends]

Equipped with: Flurry of teeth and claws, ➤ Axe Morkai - Strike, ➤ Axe Morkai - Sweep

ABILITIES

CORE - Leader

Logan Grimnar
Your army cannot contain both Logan Grimnar and Logan Grimnar on Stormrider

Leader
This model can be attached to the following unit:
- Thunderwolf Cavalry

WEAPON RULES

EXTRA ATTACKS
Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:
- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

IMPERIUM - SPACE WOLVES

LONG FANGS [LEGENDS]

120–145 PTS

LONG FANG PACK LEADER

M	T	SV	W	LD	OC
6"	4	3+	2	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Grav-cannon ANTI-VEHICLE 2+ HEAVY	24"	3	4+	6	-1	3
Heavy bolter HEAVY SUSTAINED HITS 1	36"	3	4+	5	-1	2
Heavy flamer HEAVY IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Lascannon HEAVY	48"	1	4+	12	-3	D6+1
➤ Missile launcher - frag BLAST HEAVY	48"	D6	4+	4	0	1
➤ Missile launcher - krak HEAVY	48"	1	4+	9	-2	D6
➤ Plasma cannon - standard BLAST HEAVY	36"	D3	4+	7	-2	1
➤ Plasma cannon - supercharge BLAST HAZARDOUS HEAVY	36"	D3	4+	8	-3	2
➤ Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	4	0	1
Power weapon	Melee	2	3+	5	-2	1

AUFSTELLUNG

1x Long Fang Pack Leader - Equipped with: ➤ Plasma pistol - supercharge, ➤ Plasma pistol - standard, Close combat weapon, Power weapon
4-5x Long Fang w/ boltgun oder Long Fang w/ lascannon oder Long Fang w/ heavy bolter oder Long Fang w/ grav-cannon oder Long Fang w/ missile launcher oder Long Fang w/ plasma cannon oder Long Fang w/ multi-melta oder Long Fang w/ heavy flamer

Wargear Options:

- Each Long Fang Pack Leader can replace its Boltgun with Flamer, Grav-gun, Plasma gun, Meltagun or Plasma pistol.
- Each Long Fang Pack Leader can replace its Close combat weapon with Power weapon, Power fist or Astartes Chainsword.
- This model's Boltgun can be replaced with 1x Multi-melta.

ABILITIES

Armorium Cherub
Once per battle, after making a Hit roll for a model in this unit, you can change that roll to an unmodified 6.

Attached Unit
If a CHARACTER unit from your army with the Leader ability can be attached to a DEVASTATOR SQUAD, it can instead be attached to this unit.

Fire Discipline
Each time this unit Remains Stationary, if it includes a Long Fang Pack Leader, you can select one enemy unit that is visible to that model. Until the end of the turn, each time a model in this unit makes a ranged attack that targets that enemy unit, re-roll a Hit roll of 1.

WEAPON RULES

ANTI

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

BLAST

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

HEAVY

In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

IGNORES COVER

Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

PISTOL

[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

SUSTAINED HITS

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

TORRENT

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

IMPERIUM - SPACE WOLVES

LUKAS THE TRICKSTER [LEGENDS]

50 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Claw of the Jackalwolf	Melee	6	2+	5	-2	1

AUFSTELLUNG

1x Lukas the Trickster [Legends]

Equipped with: ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Claw of the Jackalwolf

ABILITIES

CORE - Leader

Last Laugh
If this model is destroyed by a melee attack, after the attacking unit has finished making its attacks, roll one D6: on a 4+, the attacking unit suffers D6 mortal wounds and is Battle-shocked.

Master of Mischief
This model cannot be your WARLORD.

Pelt of the Doppelgangrel:
While this model is leading a unit, each time an attack targets that unit, subtract 1 from the Hit roll.

Leader
This model can be attached to the following unit:
- Blood Claws

WEAPON RULES

HAZARDOUS
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

PISTOL
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

CORE RULES

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

IMPERIUM - SPACE WOLVES

MURDERFANG

150 PTS

M	T	SV	W	LD	OC
9"	9	2+	8	6+	0

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Storm Bolter RAPID FIRE 2	24"	2	3+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Murderclaws SUSTAINED HITS 1 TWIN-LINKED	Melee	8	3+	14	-2	3

AUFSTELLUNG

1x Murderfang

Equipped with: Storm Bolter, Murderclaws

ABILITIES

Beastial Fury
You can re-roll Advance and Charge rolls made for this model.

Force of Untamed Destruction
This model cannot be your WARLORD.

Murder-maker [Aura]
In the Fight phase, each time an attack targets a friendly WULFEN unit within 6" of this model, if a model in that unit is destroyed as a result of that attack, if that model has not fought this phase, roll one D6: on a 4+, do not remove the destroyed model from play; it can fight after the attacking unit has finished making its attacks, and is then removed from play.

WEAPON RULES

RAPID FIRE
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

TWIN-LINKED
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

CORE RULES

◈ Curse of the Wulfen

While this unit is within 6" of one or more friendly SPACE WOLVES CHARACTER models (Excluding WULFEN models) or within 12" of one or more friendly WOLF PRIEST models, if it is not Battle-shocked, add 1 to the Objective Control characteristic of INFANTRY models in it and add 3 to the Objective Control characteristic of VEHICLE models in it.

◈ Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◈ Feel No Pain 6+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

IMPERIUM - SPACE WOLVES

NJAL STORMCALLER

75 PTS

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

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Living Lightning - focused witchfire HAZARDOUS PSYCHIC SUSTAINED HITS 2	24"	2D6	3+	7	-1	1
➤ Living Lightning - witchfire PSYCHIC SUSTAINED HITS 2	24"	D6	3+	7	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Staff of the Stormcaller PSYCHIC SUSTAINED HITS 2	Melee	4	3+	7	-1	D3

AUFSTELLUNG

1x Njal Stormcaller

Equipped with: ➤ Living Lightning - focused witchfire, ➤ Living Lightning - witchfire, Staff of the Stormcaller

ABILITIES

CORE - Leader

Tempest's Wrath (Psychic)
In your Shooting phase, after this model's unit has shot, select one enemy unit, (excluding MONSTERS and VEHICLES) hit by one or more of those attacks made with this model's Living Lightning weapon. Until the start of your next turn, that enemy is stormwracked. While a unit is stormwracked, subtract 6" from the Range characteristic of ranged weapons equipped by models in that unit (to a minimum of 12")

Wind Walker (Psychic)
While this model is leading a unit, ranged weapons equipped by models in that unit have the [ASSAULT] ability and each time that unit advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of models in this unit

Leader
This model can be attached to the following units:

- Blood Claws
- Grey Hunters
- Wolf Guard Headtakers

WEAPON RULES

HAZARDOUS
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

PSYCHIC
Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

SUSTAINED HITS
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

KEYWORDS: Infantry, Character, Epic Hero, Psyker, Imperium, Njal Stormcaller, Tacticus, Leader

FACTION: Adeptus Astartes, Space Wolves **75 PTS**

CORE RULES

◈ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

IMPERIUM - SPACE WOLVES

RAGNAR BLACKMANE

90 PTS

M	T	SV	W	LD	OC
7"	4	3+	5	6+	1

4+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Frostfang SUSTAINED HITS 1	Melee	8	2+	6	-3	2

AUFSTELLUNG

1x Ragnar Blackmane

Equipped with: Frostfang

ABILITIES

CORE - Leader

Battle-lust
Each time this model ends a Charge move, until the end of the turn, add 2 to the Attacks characteristics of this model's Frostfang.

War Howl
While this model is leading a BLOOD CLAWS unit, each time a model in that unit makes a melee attack, you can re-roll the Wound roll. While this model is leading a WOLF GUARD HEADTAKERS UNIT, that unit is eligible to declare a charge in a turn in which it Advanced.

Leader
This model can be attached to the following units:
- Blood Claws
- Wolf Guard Headtakers

WEAPON RULES

SUSTAINED HITS
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

CORE RULES

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

SKYCLAWS [LEGENDS]

90–240 PTS

SKYCLAW PACK LEADER

M	T	SV	W	LD	OC
12"	4	3+	2	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Grav-gun ANTI-VEHICLE 2+	18"	2	3+	5	-1	2
➤ Plasma gun - standard RAPID FIRE 1	24"	1	3+	7	-2	1
➤ Plasma gun - supercharge HAZARDOUS RAPID FIRE 1	24"	1	3+	8	-3	2
➤ Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	4	0	1

AUFSTELLUNG

1x Skyclaw Pack Leader
4-14x Skyclaw

Wargear Options:

- Each Skyclaw Pack Leader can replace its Bolt pistol with Plasma pistol.
- Each Skyclaw Pack Leader can replace its Astartes Chainsword with Power weapon or Power fist.
- Up to 2 models can have their Bolt pistol replaced with 1x Plasma pistol or 1x Meltagun.

ABILITIES

Attached Unit
If a CHARACTER unit from your army with the Leader ability can be attached to an ASSAULT INTERCESSOR SQUAD WITH JUMP PACKS or ASSAULT SQUAD WITH JUMP PACKS, it can instead be attached to this unit.

Headstrong
You can re-roll Charge rolls made for this unit. Each time this unit makes a Charge move, until the end of the turn, each time a model in this unit makes a melee attack, add 1 to the Hit roll.

WEAPON RULES

ANTI

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

IGNORES COVER

Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

PISTOL

[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

RAPID FIRE

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

TORRENT

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

CORE RULES

◈ Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

IMPERIUM - SPACE WOLVES

STORMFANG GUNSHIP [LEGENDS]

300 PTS

M	T	SV	W	LD	OC
20+"	10	3+	14	6+	0

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Twin stormstrike missile launcher TWIN-LINKED	48"	1	3+	10	-2	3
➤ Helfrost destructor - dispersed SUSTAINED HITS D3	36"	D3	3+	11	-3	7
➤ Helfrost destructor - focused TORRENT	12"	D6+6	N/A	8	-1	2

AUFSTELLUNG

1x Stormfang Gunship [Legends]

Equipped with: Twin stormstrike missile launcher, ➤ Helfrost destructor - dispersed, ➤ Helfrost destructor - focused

Wargear Options:

- This model can replace its Twin stormstrike missile launcher with Twin lascannon.
- This model can replace its Two skyhammer missile launchers with Two twin multi-meltas or Two twin heavy bolters.

ABILITIES

Frozen Prey
In your Shooting phase, after this model has shot, if an enemy MONSTER or VEHICLE unit was hit by one or more of those attacks made with this model's helfrost destructor, until the end of your opponent's next turn, that enemy unit is Frozen. While a unit is Frozen, subtract 2 from that unit's Move characteristic, and subtract 2 from Advance and Charge rolls made for that unit.

Stormfang Gunship (Transport)
Capacity: This model has a transport capacity of 6 ADEPTUS ASTARTES INFANTRY models. Each JUMP PACK, WULFEN, GRAVIS or TERMINATOR model takes up the space of 2 models and each CENTURION model takes up the space of 3 models.

WEAPON RULES

SUSTAINED HITS
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

TORRENT
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

CORE RULES

Deadly Demise D6
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Hover
Each time this unit takes to the skies (21.03), do not subtract 2" from the maximum distance.

IMPERIUM - SPACE WOLVES

STORMWOLF [LEGENDS]

250 PTS

M	T	SV	W	LD	OC
20+"	10	3+	14	6+	0

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Twin helfrost cannon - dispersed TORRENT TWIN-LINKED	12"	D6	N/A	6	-1	2
➤ Twin helfrost cannon - focused TWIN-LINKED	36"	1	3+	9	-3	5

AUFSTELLUNG

1x Stormwolf [Legends]

Equipped with: ➤ Twin helfrost cannon - dispersed, ➤ Twin helfrost cannon - focused

Wargear Options:

- This model can replace its Two skyhammer missile launchers with Two twin multi-meltas or Two twin heavy bolters.

ABILITIES

Into the Foe
If a unit disembarks from this TRANSPORT before it moves, until the end of the turn, that unit is eligible to charge in a turn in which it Advanced.

Stormwolf (Transport)
Capacity: This model has a transport capacity of 16 ADEPTUS ASTARTES INFANTRY models. Each JUMP PACK, WULFEN, GRAVIS or TERMINATOR model takes up the space of 2 models and each CENTURION model takes up the space of 3 models.

WEAPON RULES

TORRENT
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

TWIN-LINKED
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

Deadly Demise D6
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Hover
Each time this unit takes to the skies (21.03), do not subtract 2" from the maximum distance.

IMPERIUM - SPACE WOLVES

THUNDERWOLF CAVALRY

100–200 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Crushing teeth and claws EXTRA ATTACKS	Melee	3	4+	5	-1	1
Wolf Guard Weapon	Melee	4	3+	5	-2	2

AUFSTELLUNG

3-6x Thunderwolf w/ plasma pistol oder Thunderwolf w/ boltgun oder Thunderwolf w/ storm shield oder Thunderwolf w/ bolt pistol

Equipped with: ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Crushing teeth and claws, Wolf Guard Weapon

Wargear Options:

■ This model's Bolt pistol can be replaced with 1x Plasma pistol or 1x Boltgun.

ABILITIES

Storm Shield
The bearer has a 4+ invulnerable save.

Thunderous Charge
Each time a model in this unit makes a melee attack with its Wolf Guard weapon, if it made a Charge move this turn, add 1 to the Damage characteristic of that attack

WEAPON RULES

EXTRA ATTACKS
Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:
- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

HAZARDOUS
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

PISTOL
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

IMPERIUM - SPACE WOLVES

ULRIK THE SLAYER

70 PTS

M	T	SV	W	LD	OC
7"	4	3+	4	5+	1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Plasma pistol - standard PISTOL	12"	1	2+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	2+	8	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Artificer crozius ANTI-MONSTER 4+ ANTI-VEHICLE 4+	Melee	5	2+	6	-2	2

AUFSTELLUNG

1x Ulrik the Slayer

Equipped with: ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Artificer crozius

ABILITIES

CORE - Leader

Oathbound

While this model is leading a unit, each time a model in that unit makes a melee attack, add 1 to the Hit roll. If that attack targets a unit that has this model's Slayer's Oath keyword (see above), add 1 to the Wound roll as well.

Slayer's Oath

At the start of the battle, select one of the following keywords to be this model's Slayer's Oath: CHARACTER, VEHICLE or MONSTER. The first time this model's unit destroys a unit with this model's Slayer's Oath keyword, if your Detachment has a Saga, until the end of the battle, this model's unit receives the benefits of that Detachment rule as if that Saga had been completed.

Leader

This model can be attached to the following units:

- Blood Claws
- Grey Hunters
- Wolf Guard Headtakers

KEYWORDS: Infantry, Character, Epic Hero, Grenades, Imperium, Ulrik the Slayer, Wolf Priest, Leader

FACTION: Adeptus Astartes, Space Wolves 70 PTS

WEAPON RULES

ANTI

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

PISTOL

[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

CORE RULES

◈ Feel No Pain 6+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

◈ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

IMPERIUM - SPACE WOLVES

VENERABLE DREADNOUGHT

125 PTS

M	T	SV	W	LD	OC
8"	9	2+	8	6+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Storm Bolter RAPID FIRE 2	24"	2	3+	4	0	1
➤ Helfrost cannon - dispersed TORRENT	12"	D6	N/A	6	-1	2
➤ Helfrost cannon - focused	36"	1	3+	10	-3	5

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Fenrisian great axe - strike	Melee	6	3+	10	-2	D6+1
➤ Fenrisian great axe - sweep	Melee	12	3+	6	-2	1

AUFSTELLUNG

1x Venerable Dreadnought

Equipped with: Storm Bolter, ➤ Helfrost cannon - dispersed, ➤ Helfrost cannon - focused, ➤ Fenrisian great axe - strike, ➤ Fenrisian great axe - sweep

Wargear Options:

- This model can replace its Heavy Flamer with Storm bolter.
- This model can be equipped with one of: Helfrost cannon, Assault Cannon, Multi-melta.

ABILITIES

Blizzard shield
The bearer has a 4+ invulnerable save.

Fervour of the Ancients (Aura)
While a friendly SPACE WOLVES unit is within 6" of this model, add 1 to Advance and Charge rolls made for that unit.

WEAPON RULES

RAPID FIRE
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

TORRENT
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

CORE RULES

Deadly Demise 1
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

IMPERIUM - SPACE WOLVES

WOLF GUARD BATTLE LEADER

65 PTS

M	T	SV	W	LD	OC
7"	4	3+	5	6+	1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Master-crafted Bolt Carbine	24"	2	3+	4	0	2
Master-crafted Heavy Bolt Pistol PISTOL	18"	1	3+	4	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Master-crafted Power Weapon	Melee	7	2+	5	-2	2

AUFSTELLUNG

1x Wolf Guard Battle Leader

Equipped with: Master-crafted Bolt Carbine, Master-crafted Heavy Bolt Pistol, Master-crafted Power Weapon

Wargear Options:

- This model can replace its Master-crafted Power Weapon with Thunder Hammer.
- This model can replace its Storm Shield with Master-crafted Bolt Carbine, Master-crafted Heavy Bolt Pistol or Plasma pistol.

ABILITIES

CORE - Leader

Heroic Last Stand
If this model is destroyed by a melee attack, if it has not fought this phase, roll one D6: on a 2+, do not remove it from play. The destroyed model can fight after the attacking unit has finished making its attacks, and then it is removed from play.

Storm Shield
The bearer has a Wounds characteristic of 6

Tempered Ferocity
While this model is leading a unit, weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability and, each time a model in that unit makes an attack that targets an enemy unit within 6", re-roll a Hit roll of 1

Leader
This model can be attached to the following units:

- Blood Claws
- Grey Hunters
- Wolf Guard Headtakers

WEAPON RULES

PISTOL
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

CORE RULES

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Imperium, Tacticus, Wolf Guard, Battle Leader, Leader

FACTION: Adeptus Astartes, Space Wolves 65 PTS

IMPERIUM - SPACE WOLVES

WOLF GUARD BATTLE LEADER IN TERMINATOR ARMOUR [LEGENDS]

75 PTS

M	T	SV	W	LD	OC
5"	5	2+	5	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	3+	4	0	1
Storm bolter RAPID FIRE 2	24"	2	2+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainfist ANTI-VEHICLE 3+	Melee	4	3+	8	-2	2
Chainfist ANTI-VEHICLE 3+	Melee	4	3+	8	-2	2
Close combat weapon	Melee	5	3+	4	0	1
Power fist	Melee	4	2+	8	-2	2
Power weapon	Melee	5	2+	5	-2	1
Thunder hammer DEVASTATING WOUNDS	Melee	4	3+	8	-2	2

AUFSTELLUNG

1x Wolf Guard Battle Leader in Terminator Armour [Legends]

Equipped with: Combi-weapon, Storm bolter, Chainfist, Close combat weapon, Power fist, Power weapon, Thunder hammer

Wargear Options:

- This model can replace its Storm bolter with Chainfist, Power weapon, Combi-weapon, Thunder hammer or Power fist.
- This model can replace its Power weapon with Chainfist, Relic shield and close combat weapon, Thunder hammer, Power fist or Twin lightning claws.

ABILITIES

CORE - Leader

Huskarl to the Jarl
While this model is attached to a unit that contains another CHARACTER model, all CHARACTER models in that unit have the Feel No Pain 4+ ability.

Relic shield
The bearer has a Wounds characteristic of 6.

Leader
This model can be attached to the following units:

- Relic Terminator Squad
- Terminator Assault Squad
- Terminator Squad
- Wolf Guard Terminators

You can attach this model to one of the above units even if one Captain or Chapter Master model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

WEAPON RULES

ANTI

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

DEVASTATING WOUNDS

Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

RAPID FIRE

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

CORE RULES

◈ Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

◈ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

WOLF GUARD BATTLE LEADER ON THUNDERWOLF [LEGENDS]

80 PTS

M	T	SV	W	LD	OC
10"	6	3+	5	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	3+	4	0	1
Storm bolter RAPID FIRE 2	24"	2	2+	4	0	1
➤ Plasma pistol - standard PISTOL	12"	1	2+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	2+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	6	3+	4	0	1
Crushing teeth and claws EXTRA ATTACKS	Melee	3	4+	5	-1	1
Power fist	Melee	4	2+	8	-2	2
Relic weapon	Melee	5	2+	5	-2	2
Thunder hammer DEVASTATING WOUNDS	Melee	4	3+	8	-2	2

AUFSTELLUNG

1x Wolf Guard Battle Leader on Thunderwolf [Legends]

Equipped with: Combi-weapon, Storm bolter, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Close combat weapon, Crushing teeth and claws, Power fist, Relic weapon, Thunder hammer

Wargear Options:

- This model can replace its Relic weapon with Storm shield and close combat weapon, Plasma pistol, Power fist, Thunder hammer or Twin lightning claws.
- This model can replace its Bolt pistol with Combi-weapon, Master-crafted boltgun, Storm bolter, Power fist, Relic weapon or Thunder hammer.

ABILITIES

CORE - Leader

Aggressive Hunter
Once per battle, in your opponent's Shooting phase, after an enemy unit has finished making its attacks, if this model's unit was targeted by one or more of those attacks, this model's unit can make a Normal move of up to D6", but must end that move as close as possible to the closest enemy unit. When doing so, models in this model's unit can be moved within Engagement Range of that enemy unit.

Storm Shield
The bearer has a 4+ invulnerable save.

Leader
This model can be attached to the following unit:

- Thunderwolf Cavalry

You can attach this model to the above unit even if one Captain or Chapter Master model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

WEAPON RULES

ANTI
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

DEVASTATING WOUNDS
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

EXTRA ATTACKS
Each time a unit containing one or more models with an [**EXTRA ATTACKS**] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.
- One of that model's other melee weapons, if possible.

HAZARDOUS
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

PISTOL
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

RAPID FIRE
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

CORE RULES

◈ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

WOLF GUARD HEADTAKERS

85 PTS

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

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Master-crafted Power Weapon	Melee	4	3+	5	-2	2
Paired Master-crafted Power Weapons	Melee	6	3+	5	-2	2
Teeth and Claws	Melee	3	4+	4	0	1

AUFSTELLUNG

1x Wolf Guard Headtakers

Equipped with: Master-crafted Power Weapon, Paired Master-crafted Power Weapons, Teeth and Claws

Wargear Options:

- This model can replace its Master-crafted Power Weapon and Storm Shield with Paired Master-crafted Power Weapons.
- This model can be equipped with up to 6x Hunting Wolves.

ABILITIES

Headhunters
At the start of the battle, select one unit from your opponent's army to be this unit's quarry. Weapons equipped by HEADTAKERS models in this unit have the [DEVASTATING WOUNDS] and [PRECISION] abilities while targeting it's quarry. Each time this unit's quarry is destroyed, select one new enemy unit to be this unit's quarry. This ability can be used even if this unit is embarked within
a Transport

Hunting Hounds
While this unit is within 6" of one or more friendly SPACE WOLVES CHARACTER models (excluding WULFEN models), if this unit is not Battle-shocked, HUNTING WOLVES models in it have an Objective Control characteristic of 1

Let Loose the Wolves
At the start of the Declare Battle Formations step, split this unit into two units, one containing all of it's HEADTAKERS models and one containing all of its HUNTING WOLVES models, with new Starting Strengths accordingly.

Storm Shield
The bearer has a 4+ invulnerable save.

WOLF GUARD HEADTAKERS

85 PTS

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

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Master-crafted Power Weapon	Melee	4	3+	5	-2	2
Paired Master-crafted Power Weapons	Melee	6	3+	5	-2	2
Teeth and Claws	Melee	3	4+	4	0	1

AUFSTELLUNG

1x Wolf Guard Headtakers

Equipped with: Master-crafted Power Weapon, Paired Master-crafted Power Weapons, Teeth and Claws

Wargear Options:

- This model can replace its Master-crafted Power Weapon and Storm Shield with Paired Master-crafted Power Weapons.
- This model can be equipped with up to 6x Hunting Wolves.

ABILITIES

Headhunters
At the start of the battle, select one unit from your opponent's army to be this unit's quarry. Weapons equipped by HEADTAKERS models in this unit have the [DEVASTATING WOUNDS] and [PRECISION] abilities while targeting it's quarry. Each time this unit's quarry is destroyed, select one new enemy unit to be this unit's quarry. This ability can be used even if this unit is embarked within
a Transport

Hunting Hounds
While this unit is within 6" of one or more friendly SPACE WOLVES CHARACTER models (excluding WULFEN models), if this unit is not Battle-shocked, HUNTING WOLVES models in it have an Objective Control characteristic of 1

Let Loose the Wolves
At the start of the Declare Battle Formations step, split this unit into two units, one containing all of it's HEADTAKERS models and one containing all of its HUNTING WOLVES models, with new Starting Strengths accordingly.

Storm Shield
The bearer has a 4+ invulnerable save.

IMPERIUM - SPACE WOLVES

WOLF GUARD HEADTAKERS

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

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Master-crafted Power Weapon	Melee	4	3+	5	-2	2
Paired Master-crafted Power Weapons	Melee	6	3+	5	-2	2

AUFSTELLUNG

1x Wolf Guard Headtakers

Equipped with: Master-crafted Power Weapon, Paired Master-crafted Power Weapons

Wargear Options:

- This model can replace its Master-crafted Power Weapon and Storm Shield with Paired Master-crafted Power Weapons.

ABILITIES

Storm Shield
The bearer has a 4+ invulnerable save.

KEYWORDS: Infantry, Imperium, Tacticus, Wolf Guard, Headtakers

FACTION: -

WOLF GUARD PACK LEADER [LEGENDS]

30 PTS

M	T	SV	W	LD	OC
6"	4	3+	2	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	3+	4	0	1
Storm Bolter RAPID FIRE 2	24"	2	3+	4	0	1
➤ Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

AUFSTELLUNG

1x Wolf Guard Pack Leader [Legends]

Equipped with: Combi-weapon, Storm Bolter, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge

Wargear Options:

- This model can be equipped with one of: Bolt pistol, Plasma pistol.
- This model can be equipped with one of: Boltgun, Combi-weapon, Storm bolter.
- This model can be equipped with up to 2 of: Astartes Chainsword, Power fist, Power weapon, Thunder Hammer, Twin lightning claws.

ABILITIES

CORE - Leader

Storm Shield
The bearer has a 4+ invulnerable save.

Leader
This model can be attached to the following units:

- Blood Claws
- Grey Hunters
- Long Fangs

You must attach this model to one of the above units, and can do so even if one or more Character units have already been attached to that unit, but a unit can never include more than one Pack Leader model. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths. If it is not possible to attach this model to a unit, it does not take part in the battle and counts as having been destroyed.

WEAPON RULES

ANTI

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

DEVASTATING WOUNDS

Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

PISTOL

[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

RAPID FIRE

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

IMPERIUM - SPACE WOLVES

WOLF GUARD PACK LEADER IN TERMINATOR ARMOUR [LEGENDS]

40 PTS

M	T	SV	W	LD	OC
5"	5	2+	3	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	3+	4	0	1
Storm Bolter RAPID FIRE 2	24"	2	3+	4	0	1
➤ Cyclone missile launcher - frag BLAST	36"	2D6	3+	4	0	1
➤ Cyclone missile launcher - krak	36"	2	3+	9	-2	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power fist	Melee	3	3+	8	-2	2

AUFSTELLUNG

1x Wolf Guard Pack Leader in Terminator Armour [Legends]

Equipped with: Combi-weapon, Storm Bolter, ➤ Cyclone missile launcher - frag, ➤ Cyclone missile launcher - krak, Power fist

Wargear Options:

- This model can be equipped with one of: Cyclone missile launcher, Assault Cannon, Heavy Flamer.
- This model can be equipped with one of: Combi-weapon, Storm bolter.
- This model can be equipped with one of: Power fist, Power weapon, Chainfist, Thunder Hammer, Twin lightning claws.

ABILITIES

CORE - Leader

Storm Shield
The bearer has a Wounds characteristic of 4.

Leader
This model can be attached to the following units:

- Blood Claws
- Grey Hunters
- Long Fangs

You must attach this model to one of the above units, and can do so even if one or more Character units have already been attached to that unit, but a unit can never include more than one Pack Leader model. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths. If it is not possible to attach this model to a unit, it does not take part in the battle and counts as having been destroyed.

WEAPON RULES

ANTI

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

BLAST

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

DEVASTATING WOUNDS

Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

RAPID FIRE

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

WOLF GUARD PACK LEADER WITH JUMP PACK [LEGENDS]

35 PTS

M	T	SV	W	LD	OC
12"	4	3+	2	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	3+	4	0	1
Storm Bolter RAPID FIRE 2	24"	2	3+	4	0	1
➤ Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

AUFSTELLUNG

1x Wolf Guard Pack Leader with Jump Pack [Legends]

Equipped with: Combi-weapon, Storm Bolter, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge

Wargear Options:

- This model can be equipped with one of: Bolt pistol, Plasma pistol.
- This model can be equipped with one of: Boltgun, Combi-weapon, Storm bolter.
- This model can be equipped with up to 2 of: Astartes Chainsword, Power fist, Power weapon, Thunder Hammer, Twin lightning claws.

ABILITIES

CORE - Leader

Storm Shield
The bearer has a 4+ invulnerable save.

Leader
This model can be attached to the following unit:

- Skyclaws

You must attach this model to the above unit, and can do so even if one or more Character units have already been attached to that unit, but a unit can never include more than one Pack Leader model. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths. If it is not possible to attach this model to a unit, it does not take part in the battle and counts as having been destroyed.

WEAPON RULES

ANTI

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

DEVASTATING WOUNDS

Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

PISTOL

[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

RAPID FIRE

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

IMPERIUM - SPACE WOLVES

WOLF GUARD TERMINATORS

150–300 PTS

WOLF GUARD TERMINATOR PACK LEADER

M	T	SV	W	LD	OC
6"	5	2+	3	6+	1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Assault Cannon DEVASTATING WOUNDS	24"	6	2+	6	0	1
Storm Bolter RAPID FIRE 2	24"	2	2+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Master-crafted Power Weapon	Melee	4	3+	5	-2	2
Master-crafted Power Weapon	Melee	4	3+	5	-2	2
Master-crafted Power Weapon	Melee	4	3+	5	-2	2
Master-crafted Power Weapon	Melee	4	3+	5	-2	2
Power fist	Melee	3	3+	8	-2	2
Relic Great Axe DEVASTATING WOUNDS	Melee	3	3+	7	-2	3
Twin lightning claws TWIN-LINKED	Melee	6	3+	5	-2	1

AUFSTELLUNG

1x Wolf Guard Terminator Pack Leader - Equipped with: Twin lightning claws, Relic Great Axe, Master-crafted Power Weapon
4-9x Wolf Guard Terminator w/ storm bolter oder Wolf Guard Terminator w/ Assault Cannon oder Wolf Guard Terminator w/ storm shield

Wargear Options:

- Each Wolf Guard Terminator Pack Leader can replace its Storm Bolter & Master-crafted Power Weapon with Twin-linked Lightning Claws, Relic Great Axe or Storm Shield & Master-crafted Power Weapon.

ABILITIES

Rugged Resilience
Each time an attack targets this unit, if the Strength characteristic of that attack is greater than the Toughness characteristic of this unit, subtract 1 from the Wound roll.

Storm Shield
The bearer has a Wounds characteristic of 4.

WEAPON RULES

DEVASTATING WOUNDS

Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

RAPID FIRE

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

TWIN-LINKED

Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

CORE RULES

◈ Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

IMPERIUM - SPACE WOLVES

WOLF GUARD [LEGENDS]

85–170 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	4	0	1
➤ Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Heirloom weapon	Melee	4	3+	5	-1	1

AUFSTELLUNG

1x Wolf Guard w/ boltgun oder Wolf Guard w/ combi-weapon oder Wolf Guard w/ plasma pistol oder Wolf Guard w/ storm bolter oder Wolf Guard w/ storm shield oder Wolf Guard w/ bolt pistol

Equipped with: Combi-weapon, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Heirloom weapon

Wargear Options:

- This model's Bolt pistol can be replaced with 1x Boltgun, 1x Combi-weapon, 1x Plasma pistol or 1x Storm bolter.

ABILITIES

Attached Unit
If a CHARACTER unit from your army with the Leader ability can be attached to an STERNGUARD VETERAN SQUAD or VANGUARD VETERAN SQUAD, it can instead be attached to this unit.

Chosen Companions
While a CHARACTER model is leading this unit, each time a model in this unit makes an attack, add 1 to the Hit roll.

Storm Shield
The bearer has a 4+ invulnerable save.

WEAPON RULES

ANTI

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

DEVASTATING WOUNDS

Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

PISTOL

[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

RAPID FIRE

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

WOLF LORD ON THUNDERWOLF [LEGENDS]

100 PTS

M	T	SV	W	LD	OC
10"	6	3+	6	6+	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	6	3+	4	0	1
Crushing teeth and claws EXTRA ATTACKS	Melee	3	4+	5	-1	1
Twin lightning claws TWIN-LINKED	Melee	7	2+	5	-2	1

AUFSTELLUNG

1x Wolf Lord on Thunderwolf [Legends]

Equipped with: Close combat weapon, Crushing teeth and claws, Twin lightning claws

Wargear Options:

- This model can replace its Bolt pistol with Combi-weapon, Master-crafted boltgun, Plasma pistol, Storm bolter, Power fist, Relic Weapon or Thunder Hammer.
- This model can replace its Relic Weapon with Relic shield and close combat weapon, Twin lightning claws, Plasma pistol, Power fist or Thunder Hammer.

ABILITIES

CORE - Leader

Relic shield
The bearer has a Wounds characteristic of 7.

Speed of the Hunter
Add 1 to Advance and Charge rolls made for this model's unit.

Leader
This model can be attached to the following units:

- Thunderwolf Cavalry

WEAPON RULES

EXTRA ATTACKS
Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:
- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

TWIN-LINKED
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

WOLF PRIEST

70 PTS

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

AUFSTELLUNG
1x Wolf Priest

ABILITIES

CORE - Leader

Healing Balms
While this model is leading a unit, in your Command phase, you can return 1 model (excluding CHARACTER models) to that unit.

Leader
This model can be attached to the following units:
- Blood Claws
- Grey Hunters
- Wolf Guard Headtakers

CORE RULES

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

IMPERIUM - SPACE WOLVES

WOLF SCOUT

M	T	SV	W	LD	OC
6"	4	4+	2	6+	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Combat Blade	Melee	4	3+	4	-1	1

AUFSTELLUNG

1x Wolf Scout

Equipped with: Combat Blade

ABILITIES

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KEYWORDS: -

FACTION: -

WOLF SCOUT PACK LEADER

M	T	SV	W	LD	OC
6"	4	4+	2	6+	1

AUFSTELLUNG
1x Wolf Scout Pack Leader

ABILITIES

–

WOLF SCOUT W/ HAYWIRE MINE

M	T	SV	W	LD	OC
6"	4	4+	2	6+	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Combat Blade	Melee	4	3+	4	-1	1

AUFSTELLUNG

1x Wolf Scout w/ haywire mine

Equipped with: Combat Blade

ABILITIES

Haywire Mine

Once per battle, at the start of any phase, you can select one enemy unit within 3" of the bearer and roll one D6: on a 2+, that enemy unit suffers D3 mortal wounds, or 2D3 mortal wounds instead if it is a Vehicle unit.

WOLF SCOUT W/ PLASMA GUN

M	T	SV	W	LD	OC
6"	4	4+	2	6+	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Combat Blade	Melee	4	3+	4	-1	1

AUFSTELLUNG

1x Wolf Scout w/ plasma gun

Equipped with: Combat Blade

ABILITIES

–

IMPERIUM - SPACE WOLVES

WOLF SCOUT W/ RUNIC STAVE AND THUNDERCLAP

M	T	SV	W	LD	OC
6"	4	4+	2	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Thunderclap BLAST PSYCHIC	12"	D3	3+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Runic Stave PSYCHIC	Melee	3	3+	6	-1	D3

AUFSTELLUNG

1x Wolf Scout w/ runic stave and Thunderclap

Equipped with: Thunderclap, Runic Stave

ABILITIES

–

WEAPON RULES

BLAST

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

PSYCHIC

Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

WOLF SCOUTS

90–180 PTS

M	T	SV	W	LD	OC
7"	4	3+	2	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Instigator Bolt Carbine PRECISION	24"	1	3+	4	-2	2
Thunderclap BLAST PSYCHIC	12"	D3	3+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Combat Blade	Melee	4	3+	4	-1	1
Runic Stave PSYCHIC	Melee	3	3+	6	-1	D3
Teeth and Claws	Melee	2	4+	4	0	1
Teeth and Claws	Melee	2	4+	4	0	1

AUFSTELLUNG

1x Wolf Scouts

Equipped with: Instigator Bolt Carbine, Thunderclap, Combat Blade, Runic Stave, Teeth and Claws

Wargear Options:

- This model can replace its 12 Models with 6 Models.

ABILITIES

CORE - Deadly Stalkers

Deadly Stalkers

Each time a model in this unit makes an attack that targets an enemy unit, if there are no other units from your opponent's army within 6" of that target, add 1 to the Wound roll.

Haywire Mine

Once per battle, at the start of any phase, you can select one enemy unit within 3" of the bearer and roll one D6: on a 2+, that enemy unit suffers D3 mortal wounds, or 2D3 mortal wounds instead if it is a Vehicle unit.

Hunting Hounds

While this unit is within 6" of one or more friendly Space Wolves Character models (excluding Wulfen models), if this unit is not Battle-shocked, Hunting Wolves models in this unit have an Objective Control characteristic of 1.

WEAPON RULES

BLAST

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

PRECISION

While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

PSYCHIC

Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

CORE RULES

◈ Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

◈ Scouts 7"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

WOLF SCOUTS [LEGENDS]

80–160 PTS

WOLF SCOUT PACK LEADER

M	T	SV	W	LD	OC
6"	4	4+	2	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Astartes shotgun ASSAULT	18"	2	3+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	3+	4	0	1
Storm Bolter RAPID FIRE 2	24"	2	3+	4	0	1
➤ Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Combat knife	Melee	3	3+	5	-1	1

AUFSTELLUNG

1x Wolf Scout Pack Leader - Equipped with: Combi-weapon, Storm Bolter, ➤ Plasma pistol - supercharge, ➤ Plasma pistol - standard
4-9x Wolf Scout w/ boltgun oder Wolf Scout w/ shotgun oder Wolf Scout w/ combat knife oder Wolf Scout w/ special weapon

Wargear Options:

- Each Wolf Scout Pack Leader can be equipped with one of: Boltgun, Combi-weapon, Storm bolter.
- Each Wolf Scout Pack Leader can be equipped with one of: Bolt pistol, Plasma pistol, Hand flamer, Grav-pistol, Inferno Pistol.
- Each Wolf Scout Pack Leader can be equipped with up to 2 of: Astartes Chainsword, Power fist, Power weapon, Thunder Hammer, Twin lightning claws.
- Each Wolf Scout w/ special weapon can replace its Flamer with Plasma gun, Grav-gun, Heavy Bolter, Meltagun or Missile Launcher.
- Up to 1 model can have its Boltgun replaced with 1x Power weapon.

ABILITIES

Guerrilla Tactics
At the end of your opponent's turn, if this unit is more than 6" away from all enemy models, you can remove this unit from the battlefield and place it into
Strategic Reserves.

WEAPON RULES

ANTI

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

ASSAULT

Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

DEVASTATING WOUNDS

Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

PISTOL

[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

RAPID FIRE

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

CORE RULES

◈ Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

◈ Scouts 6"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

IMPERIUM - SPACE WOLVES

WULFEN

85–170 PTS

M	T	SV	W	LD	OC
9"	6	4+	2	7+	0

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Stormfrag auto-launcher ASSAULT BLAST	12"	D3	4+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Wulfen Weapons SUSTAINED HITS 1	Melee	3	3+	5	-2	2
Wulfen Weapons SUSTAINED HITS 1	Melee	3	3+	5	-2	2

AUFSTELLUNG

5-10x Wulfen w/Auto-launcher oder Wulfen w/Death Totem

Equipped with: Stormfrag auto-launcher, Wulfen Weapons

ABILITIES

Death Totem
Each time the bearer makes a melee attack, re-roll a hit roll of 1.

Savage Frenzy
Each time an enemy unit, (excluding MONSTERS and VEHICLES) within Engagement Range of this unit Falls Back, all that models in that enemy unit must take a Desperate Escape test. When doing so, if that enemy unit is Battle-shocked, subtract 1 from those tests.

WEAPON RULES

ASSAULT
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

BLAST
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

SUSTAINED HITS
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

CORE RULES

Curse of the Wulfen
While this unit is within 6" of one or more friendly SPACE WOLVES CHARACTER models (Excluding WULFEN models) or within 12" of one or more friendly WOLF PRIEST models, if it is not Battle-shocked, add 1 to the Objective Control characteristic of INFANTRY models in it and add 3 to the Objective Control characteristic of VEHICLE models in it.

IMPERIUM - SPACE WOLVES

WULFEN DREADNOUGHT

135 PTS

M	T	SV	W	LD	OC
9"	9	2+	8	6+	0

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Storm Bolter RAPID FIRE 2	24"	2	3+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Great wolf claw	Melee	6	3+	10	-3	3
➤ Fenrisian great axe - strike	Melee	6	3+	10	-2	D6+1
➤ Fenrisian great axe - sweep	Melee	12	3+	6	-2	1

AUFSTELLUNG

1x Wulfen Dreadnought

Equipped with: Storm Bolter, Great wolf claw, ➤ Fenrisian great axe - strike, ➤ Fenrisian great axe - sweep

Wargear Options:

- This model must be equipped with 2 of: Great wolf claw, Blizzard shield, Fenrisian great axe.

ABILITIES

Bestial Rage
Each time an enemy unit is selected to shoot, after that unit has shot, if this model lost one or more wounds as a result of those attacks, this model can make a Bestial Rage move. To do so, roll one D6, adding 2 to the result: this model can be moved a number of inches up to the result, but must finish that move as close as possible to the closest enemy unit(excluding AIRCRAFT). When doing so, this model can be moved within Engagement Range of that enemy unit. Each model can only make one Bestial Rage move per phase.

Blizzard shield
The bearer has a 4+ invulnerable save.

Violent Fury
If this model is equipped with two melee weapons, those weapon profiles have the TWIN-LINKED ability.

WEAPON RULES

RAPID FIRE
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

CORE RULES

◈ Curse of the Wulfen

While this unit is within 6" of one or more friendly SPACE WOLVES CHARACTER models (Excluding WULFEN models) or within 12" of one or more friendly WOLF PRIEST models, if it is not Battle-shocked, add 1 to the Objective Control characteristic of INFANTRY models in it and add 3 to the Objective Control characteristic of VEHICLE models in it.

◈ Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◈ Feel No Pain 6+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

IMPERIUM - SPACE WOLVES

WULFEN WITH STORM SHIELDS

100–200 PTS

M	T	SV	W	LD	OC
9"	6	4+	2	7+	0

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Stormfrag auto-launcher ASSAULT BLAST	12"	D3	4+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Thunder Hammer ANTI-MONSTER 3+ ANTI-VEHICLE 3+	Melee	2	3+	5	-2	3
Thunder Hammer ANTI-MONSTER 3+ ANTI-VEHICLE 3+	Melee	2	3+	5	-2	3

AUFSTELLUNG

5-10x Wulfen w/Death Totem oder Wulfen w/Auto-launcher

Equipped with: Stormfrag auto-launcher, Thunder Hammer

ABILITIES

Death Totem
Each time the bearer makes a melee attack, re-roll a hit roll of 1.

Hammer Blow
In the Fight phase, after this unit has fought, select one enemy MONSTER or VEHICLE unit hit by one or more of those attacks. Until the end of the next turn, that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

Storm Shield
The bearer has a 4+ invulnerable save.

WEAPON RULES

ANTI
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

ASSAULT
Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

BLAST
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

CORE RULES

Curse of the Wulfen
While this unit is within 6" of one or more friendly SPACE WOLVES CHARACTER models (Excluding WULFEN models) or within 12" of one or more friendly WOLF PRIEST models, if it is not Battle-shocked, add 1 to the Objective Control characteristic of INFANTRY models in it and add 3 to the Objective Control characteristic of VEHICLE models in it.

PUNKTELISTE

EINHEIT	PUNKTE
Arjac Rockfist	95 pts
Bjorn the Fell-Handed	160 pts
Blood Claws	135 pts (bis 10 Modelle) · 270 pts (ab 11 Modellen)
Canis Wolfborn [Legends]	75 pts
Cyberwolf [Legends]	20 pts
Fenrisian Wolves	45 pts (bis 5 Modelle) · 75 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +5 pts
Grey Hunters	165 pts
Harald Deathwolf [Legends]	85 pts
Hounds of Morkai [Legends]	80 pts (bis 5 Modelle) · 160 pts (ab 6 Modellen)
Iron Priest	50 pts
Iron Priest on Thunderwolf [Legends]	95 pts
Krom Dragongaze [Legends]	65 pts
Logan Grimnar	100 pts

EINHEIT	PUNKTE
Logan Grimnar on Stormrider [Legends]	180 pts
Long Fangs [Legends]	120 pts (bis 5 Modelle) · 145 pts (ab 6 Modellen)
Lukas the Trickster [Legends]	50 pts
Murderfang	150 pts
Njal Stormcaller	75 pts
Ragnar Blackmane	90 pts
Skyclaws [Legends]	90 pts (bis 5 Modelle) · 165 pts (6–10 Modelle) · 240 pts (ab 11 Modellen)
Stormfang Gunship [Legends]	300 pts
Stormwolf [Legends]	250 pts
Thunderwolf Cavalry	100 pts (bis 3 Modelle) · 200 pts (ab 4 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Ulrik the Slayer	70 pts
Venerable Dreadnought	125 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Wolf Guard Battle Leader	65 pts
Wolf Guard Battle Leader in Terminator Armour [Legends]	75 pts
Wolf Guard Battle Leader on Thunderwolf [Legends]	80 pts
Wolf Guard Headtakers	85 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts

EINHEIT	PUNKTE
Wolf Guard Headtakers	85 pts
Wolf Guard Pack Leader [Legends]	30 pts
Wolf Guard Pack Leader in Terminator Armour [Legends]	40 pts
Wolf Guard Pack Leader with Jump Pack [Legends]	35 pts
Wolf Guard Terminators	150 pts (bis 5 Modelle) · 300 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Wolf Guard [Legends]	85 pts (bis 5 Modelle) · 170 pts (ab 6 Modellen)
Wolf Lord on Thunderwolf [Legends]	100 pts
Wolf Priest	70 pts
Wolf Scouts	90 pts (bis 11 Modelle) · 180 pts (ab 12 Modellen)
Wolf Scouts [Legends]	80 pts (bis 5 Modelle) · 160 pts (ab 6 Modellen)
Wulfen	85 pts (bis 5 Modelle) · 170 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Wulfen Dreadnought	135 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Wulfen with Storm Shields	100 pts (bis 5 Modelle) · 200 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts

ENHANCEMENTS — GLADIUS TASK FORCE

ENHANCEMENT	PUNKTE
Artificer Armour	10 pts
The Honour Vehement	15 pts
Adept of the Codex	20 pts
Fire Discipline	25 pts

ENHANCEMENTS — ANVIL SIEGE FORCE

ENHANCEMENT	PUNKTE
Indomitable Fury	20 pts
Fleet Commander	15 pts
Stoic Defender	15 pts
Architect of War	25 pts

ENHANCEMENTS — IRONSTORM SPEARHEAD

ENHANCEMENT	PUNKTE
Target Augury Web	30 pts
The Flesh is Weak	10 pts

ENHANCEMENT	PUNKTE
Adept of the Omnissiah	35 pts
Master of Machine War	20 pts

ENHANCEMENTS — FIRESTORM ASSAULT FORCE

ENHANCEMENT	PUNKTE
Champion of Humanity	10 pts
War-tempered Artifice	25 pts
Forged in Battle	15 pts
Adamantine Mantle	20 pts

ENHANCEMENTS — STORMLANCE TASK FORCE

ENHANCEMENT	PUNKTE
Fury of the Storm	25 pts
Portents of Wisdom	15 pts
Feinting Withdrawal	10 pts
Hunter’s Instincts	25 pts

ENHANCEMENTS — VANGUARD SPEARHEAD

ENHANCEMENT	PUNKTE
The Blade Driven Deep	25 pts
Ghostweave Cloak	15 pts
Execute and Redeploy	20 pts
Shadow War Veteran	30 pts

ENHANCEMENTS — 1ST COMPANY TASK FORCE

ENHANCEMENT	PUNKTE
The Imperium's Sword	25 pts
Fear Made Manifest (Aura)	30 pts
Rites of War	10 pts
Iron Resolve	15 pts

ENHANCEMENTS — LIBRARIUS CONCLAVE

ENHANCEMENT	PUNKTE
Prescience	25 pts
Celerity	30 pts

ENHANCEMENT	PUNKTE
Obfuscation	20 pts
Fusillade	35 pts

ENHANCEMENTS — BASTION TASK FORCE

ENHANCEMENT	PUNKTE
Eye of the Primarch	10 pts
Hero of the Chapter	20 pts
Blades of Valour	15 pts
Bombast Omnivox	15 pts

ENHANCEMENTS — ORBITAL ASSAULT FORCE

ENHANCEMENT	PUNKTE
Laurels of Thunder	15 pts
Veteran of the Vanguard	20 pts
Orbital Uplink Reliquary	25 pts
Dedicated Gunship	15 pts

ENHANCEMENTS — CERAMITE SENTINELS

ENHANCEMENT	PUNKTE
Honour Indefatigable	25 pts
Castellum Omnivox	20 pts
Spy-skull Data Link	15 pts
Defensive Mastery	25 pts

ENHANCEMENTS — ARMOURED SPEARTIP

ENHANCEMENT	PUNKTE
Liberator	15 pts
Tip of the Spear	40 pts
Shock Deployment	20 pts
Armoured Commander	25 pts

ENHANCEMENTS — HEADHUNTER TASK FORCE

ENHANCEMENT	PUNKTE
Redoubtable Machine Spirit	25 pts
Gunnery Honours	20 pts

ENHANCEMENT	PUNKTE
Firestorm Coordinators	20 pts
Astartes Tank Ace (Aura)	40 pts