

New Roster (Warhammer 40,000 8th Edition) [57 PL, 1000pts]

Battalion Detachment +3CP (Imperium - Space Wolves) [57 PL, 1000pts]

Dedicated Transport [4 PL, 72pts]

Rhino [4 PL, 72pts]

Selections: Storm bolter [2pts]

Categories: ADEPTUS ASTARTES, DEDICATED TRANSPORT, IMPERIUM, RHINO, TRANSPORT, VEHICLE

Abilities: *Explodes, Self-repair, Smoke Launchers*, **Stat Damage - M/BS/A:** *Rhino (1), Rhino (2), Rhino (3)*,

Transport: *Transport*, **Unit:** *Rhino*, **Weapon:** *Storm bolter*

Abilities	Description	Ref
Explodes	If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.	
Self-repair	Roll a D6 at the start of each of your turns; on a 6, this model regains one lost wound.	
Smoke Launchers	Once per game, instead of shooting any weapons in the Shooting phase, the vehicle can use its Smoke Launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.	BRB

Stat Damage - M/BS/A	Remaining W	Movement	BS	Attacks	Ref
Rhino (1)	6-10+	12"	3+	3	
Rhino (2)	3-5	6"	4+	D3	
Rhino (3)	1-2	3"	5+	1	

Transport	Capacity	Ref
Transport	This model can transport 10 SPACE WOLVES INFANTRY models. It cannot transport JUMP PACK, TERMINATOR, PRIMARIS, or CENTURION models.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Rhino	*	6+	*	6	7	10	*	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Storm bolter	24"	Rapid Fire	2	4	0	1 -	

Heavy Support [7 PL, 164pts]

Long Fangs [7 PL, 164pts]

Categories: ADEPTUS ASTARTES, IMPERIUM, SPACE WOLVES, INFANTRY, LONG FANGS, HEAVY SUPPORT

Rules: *And They Shall Know No Fear*

Abilities: *Fire Discipline, Mixed Unit*

Long Fang [39pts]

Selections: Lascannon [25pts]

Unit: *Long Fang, Weapon: Bolt pistol, Frag grenade, Krak grenade, Lascannon*

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Long Fang [24pts]

Selections: Heavy bolter [10pts]

Unit: *Long Fang, Weapon: Bolt pistol, Frag grenade, Heavy bolter, Krak grenade*

Long Fang Pack Leader [23pts]

Selections: Chainsword, Flamer [9pts]

Unit: *Long Fang Pack Leader, Weapon: Chainsword, Flamer, Frag grenade, Krak grenade*

Abilities	Description	Ref
Fire Discipline	At the start of each of your Shooting phases, pick one enemy unit on the battlefield. You can re-roll hit rolls of 1 for any models from this unit that target the enemy unit you picked that phase.	
Mixed Unit	For the purposes of determining what models a vehicle can transport, Wolf Guard Pack Leaders in Terminator Armour have the TERMINATOR keyword	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Long Fang	6"	3+	3+	4	4	1	1	8	3+	
Long Fang Pack Leader	6"	3+	3+	4		1	2	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Bolt pistol	12"	Pistol 1	4	0	1	-	
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.	
Frag grenade	6"	Grenade D6	3	0	1	-	
Heavy bolter	36"	Heavy 3	5	-1	1	-	
Krak grenade	6"	Grenade 1	6	-1	D3	-	
Lascannon	48"	Heavy 1	9	-3	D6	-	

HQ [13 PL, 206pts]

Wolf Guard Battle Leader [6 PL, 84pts]

Selections: Boltgun, Jump Packs [1 PL, 3pts], Thunder hammer [21pts]

Categories: ADEPTUS ASTARTES, CHARACTER, HQ, IMPERIUM, INFANTRY, SPACE WOLVES, PSYKER, WOLF GUARD, BATTLE LEADER, FLY, JUMP PACK

Rules: *And They Shall Know No Fear*

Abilities: *Huskarl to the Jarl*, *Jump Pack Assault*, **Unit:** *Wolf Guard Battle Leader (Jump Pack)*, **Weapon:** *Boltgun*, *Frag grenade*, *Krak grenade*, *Thunder hammer*

Abilities	Description	Ref
Huskarl to the Jarl	You can re-roll wound rolls of 1 for friendly SPACE WOLVES units that are within 6" of this model.	
Jump Pack Assault	If this model has a jump pack, when you set it up during deployment, it can be set up high in the skies, ready to strike, instead of being placed on the battlefield. If it is, it can make a sudden assault to arrive on the battlefield at the end of any of your Movement phases; when it does so set it up anywhere that is more than 9" from any enemy models.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Wolf Guard Battle Leader (Jump Pack)	12"	2+	3+	4	4	4	4	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Boltgun	24"	Rapid Fire 1	4	0	1	-	
Frag grenade	6"	Grenade D6	3	0	1	-	
Krak grenade	6"	Grenade 1	6	-1	D3	-	
Thunder hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.	

Wolf Lord on Bike [7 PL, 122pts]**Selections:** 1. Legendary Fighter, Frost sword [7pts], Storm shield [15pts], Warlord**Categories:** ADEPTUS ASTARTES, CHARACTER, HQ, IMPERIUM, INFANTRY, BIKER, SPACE WOLVES, WOLF LORD**Rules:** 1. *Legendary Fighter, And They Shall Know No Fear***Abilities:** *Belt of Russ, Jarl of Fenris, Storm shield*, **Unit:** *Wolf Lord on Bike*, **Weapon:** *Frag grenade, Frost sword, Krak grenade***Bike [2pts]****Selections:** Twin boltgun [2pts]**Abilities:** *Turbo-boost*, **Weapon:** *Twin boltgun*

Abilities	Description	Ref
Belt of Russ	The bearer has a 4+ invulnerable save.	
Jarl of Fenris	You can re-roll hit rolls of 1 for friendly SPACE WOLVES units within 6".	
Storm shield	A model with a storm shield has a 3+ invulnerable save.	
Turbo-boost	When this model Advances add 6" to its Move characteristic for that Movement phase instead of rolling a dice.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Wolf Lord on Bike	14"	2+	2+	4	5	6	4	9	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Frag grenade	6"	Grenade D6	3	0	1	-	
Frost sword	Melee	Melee	+1	-3	1	-	
Krak grenade	6"	Grenade 1	6	-1	D3	-	
Twin boltgun	24"	Rapid Fire 2	4	0	1	-	

Elites [19 PL, 353pts]

Lukas the Trickster [6 PL, 118pts]

Categories: ADEPTUS ASTARTES, IMPERIUM, SPACE WOLVES, CHARACTER, INFANTRY, BLOOD CLAW, LUKAS THE TRICKSTER, ELITES

Rules: *And They Shall Know No Fear*

Abilities: *Blood Claw Hero, Master of Mischief, Pelt of the Doppegangrel, The Last Laugh*, **Unit:** *Lukas The Trickster*, **Weapon:** *Claw of the Jackalwolf, Frag grenade, Krak grenade, Plasma pistol, Standard, Plasma pistol, Supercharge*

Abilities	Description	Ref
Blood Claw Hero	You can add 1 to hit rolls you make for friendly BLOOD CLAW units within 6" of Lukas the Trickster	
Master of Mischief	Subtract 1 from the Leadership of all units (friend or foe) within 3" of Lukas the Trickster at the start of the Morale phase for the duration of the phase.	
Pelt of the Doppegangrel	Your opponent must subtract 1 from any hit rolls for attacks that target Lukas the Trickster in the Fight phase.	
The Last Laugh	If Lukas the Trickster is slain in the Fight phase, both players roll a dice, re-rolling ties; if you roll lowest, nothing happens; if you roll highest, the unit that landed the blow immediately suffers D6 mortal wounds.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Lukas The Trickster	6"	2+	3+	4	4	4	4	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Claw of the Jackalwolf	Melee	Melee	+1	-2	2	You can re-roll failed wound rolls for this weapon.	
Frag grenade	6"	Grenade D6	3	0	1	-	
Krak grenade	6"	Grenade	1	6	-1	D3	-
Plasma pistol, Standard	12"	Pistol	1	7	-3	1	-
Plasma pistol, Supercharge	12"	Pistol	1	8	-3	2	On a hit roll of 1, the bearer is slain.

Wulfen [13 PL, 235pts]

Categories: ADEPTUS ASTARTES, IMPERIUM, SPACE WOLVES, WULFEN, ELITES

Rules: *And They Shall Know No Fear*

Abilities: *Bounding Lope*, *Curse of the Wulfen (Hunt)*, *Curse of the Wulfen (Kill)*, *Death Frenzy*, **Unit:** *Wulfen*,

Weapon: *Great frost axe*

Great frost axe [17pts]

Weapon: *Great frost axe*

3x Thunder hammer & Stormshield [63pts]

Selections: 3x Storm Shield [15pts], 3x Thunder Hammer [48pts]

Abilities: *Storm Shield*, **Weapon:** *Thunder hammer*

4x Wulfen [112pts]

Unit: *Wulfen*

Wulfen Pack Leader [43pts]

Selections: Frost claws [15pts]

Unit: *Wulfen Pack Leader*, **Weapon:** *Frost claws*

Abilities	Description	Ref
Bounding Lope	Models in this unit can Advance and charge in the same turn, and can re-roll and failed charge rolls.	
Curse of the Wulfen (Hunt)	You can re-roll failed charge rolls for friendly SPACE WOLVES INFANTRY, BIKER and CAVALRY units that are within 6" of this unit at the start of the Charge phase. This range of this ability is doubled to 12" for friendly BLOOD CLAW units. Units of Wulfen are never affected by this ability.	
Curse of the Wulfen (Kill)	You can make 1 additional attack for models in SPACE WOLVES INFANTRY, BIKER and CAVALRY units that are within 6" of any friendly unit with this ability when they make their attacks in the Fight phase. The range of this ability is doubled to 12" for BLOOD CLAW units. Units of Wulfen are never affected by this ability, nor are units that made a charge while within range of the Curse of the Wulfen (Hunt) ability earlier in the game.	
Death Frenzy	Roll a D6 each time a model in this unit loses a wound; on a roll of 5+ that wound is not lost. If a model in this unit is slain in the Fight phase, once the unit that slew them has made its attacks, you can attack with them before removing their model as a casualty, even if they have already attacked that phase.	
Storm Shield	A model equipped with a storm shield has a 3+ invulnerable save.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Wulfen	7"	3+	5+	5	4	2	3	7	4+	
Wulfen Pack Leader	7"	3+	5+	5	4	2	4	7	4+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Frost claws	Melee	Melee	+1	-2	1	Each time the bearer fights, it can make 1 additional attack with this weapon. You can re-roll failed wound rolls for this weapon.	
Great frost axe	Melee	Melee	+3	-3	D3	The bearer can make 1 additional attack with this weapon on a turn in which it has charged.	
Thunder hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.	

Troops [14 PL, 205pts]

Blood Claws [4 PL, 70pts]

Categories: TROOPS, ADEPTUS ASTARTES, IMPERIUM, SPACE WOLVES, INFANTRY, BLOOD CLAWS

Rules: *And They Shall Know No Fear*

Abilities: *Beserk Charge, Headstrong, Mixed Unit*

4x Blood Claw [52pts]

Unit: *Blood Claw*, **Weapon:** *Bolt pistol, Chainsword, Frag grenade, Krak grenade*

Blood Claw Pack Leader [18pts]

Selections: *Power axe* [5pts]

Unit: *Blood Claw Pack Leader*, **Weapon:** *Bolt pistol, Frag grenade, Krak grenade, Power axe*

Abilities	Description	Ref
Beserk Charge	On a turn in which they make a successful charge, you can make 1 additional attack in the Fight phase with all models in this unit.	
Headstrong	Unless this unit contains a Wolf Guard Leader, or is within 6" of a friendly WOLF GUARD, it must declare a charge in its Charge phase if it is possible to do so.	
Mixed Unit	For the purposes of determining what models a vehicle can transport, Wolf Guard Pack Leaders in Terminator Armour have the TERMINATOR keyword	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Blood Claw	6"	3+	4+	4	4	1	1	7	3+	
Blood Claw Pack Leader	6"	3+	4+	4	4	1	2	7	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Bolt pistol	12"	Pistol	1	4	0	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
Frag grenade	6"	Grenade	D6	3	0	1	-
Krak grenade	6"	Grenade	1	6	-1	D3	-
Power axe	Melee	Melee	+1	-2	1	-	

Blood Claws [4 PL, 70pts]**Categories:** TROOPS, ADEPTUS ASTARTES, IMPERIUM, SPACE WOLVES, INFANTRY, BLOOD CLAWS**Rules:** *And They Shall Know No Fear***Abilities:** *Beserk Charge, Headstrong, Mixed Unit***4x Blood Claw [52pts]****Unit:** *Blood Claw*, **Weapon:** *Bolt pistol, Chainsword, Frag grenade, Krak grenade***Blood Claw Pack Leader [18pts]****Selections:** Power axe [5pts]**Unit:** *Blood Claw Pack Leader*, **Weapon:** *Bolt pistol, Frag grenade, Krak grenade, Power axe*

Abilities	Description	Ref
Beserk Charge	On a turn in which they make a successful charge, you can make 1 additional attack in the Fight phase with all models in this unit.	
Headstrong	Unless this unit contains a Wolf Guard Leader, or is within 6" of a friendly WOLF GUARD, it must declare a charge in its Charge phase if it is possible to do so.	
Mixed Unit	For the purposes of determining what models a vehicle can transport, Wolf Guard Pack Leaders in Terminator Armour have the TERMINATOR keyword	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Blood Claw	6"	3+	4+	4	4	1	1	7	3+	
Blood Claw Pack Leader	6"	3+	4+	4	4	1	2	7	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Bolt pistol	12"	Pistol 1	4	0	1	-	
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
Frag grenade	6"	Grenade D6	3	0	1	-	
Krak grenade	6"	Grenade 1	6	-1	D3	-	
Power axe	Melee	Melee	+1	-2	1	-	

Grey Hunters [6 PL, 65pts]

Categories: ADEPTUS ASTARTES, IMPERIUM, SPACE WOLVES, INFANTRY, GREY HUNTERS, TROOPS

Rules: *And They Shall Know No Fear*

Abilities: *Mixed Unit*

Grey Hunter Pack Leader [13pts]

Selections: Chainsword

Unit: *Grey Hunter Pack Leader*, **Weapon:** *Bolt pistol, Boltgun, Chainsword, Frag grenade, Krak grenade*

4x Grey Hunter w/Bolt Pistol [52pts]

Unit: *Grey Hunter*, **Weapon:** *Bolt pistol, Boltgun, Frag grenade, Krak grenade*

Abilities	Description	Ref
Mixed Unit	For the purposes of determining what models a vehicle can transport, Wolf Guard Pack Leaders in Terminator Armour have the TERMINATOR keyword	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Grey Hunter	6"	3+	3+	4	4	1	1	7	3+	
Grey Hunter Pack Leader	6"	3+	3+	4	4	1	2	7	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Bolt pistol	12"	Pistol 1	4	0	1	-	
Boltgun	24"	Rapid Fire 1	4	0	1	-	
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
Frag grenade	6"	Grenade D6	3	0	1	-	
Krak grenade	6"	Grenade 1	6	-1	D3	-	

Selection Rules

1. Legendary Fighter: If this warlord charges in the charge phase, add 1 to their attacks characteristic until the end of the ensuing fight phase.

And They Shall Know No Fear: You can re-roll failed Morale tests for this unit.

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