

# Space Wolves

152 models  
6100 points

## Battle Leader

### Wolf Guard Bodyguard

	--Stat Line--									--Armor--			Retinue
	WS	BS	S	T	W	I	A	Ld	Sv	Front	Side	Rear	
Wolf Guard	4	4	4	4	1	4	2	9	3+				4 models
Infantry													197 points

Special Rules: True Grit

#	Name	Range	S	AP	Type	Cost
2	Chainfist					20
	Strike last. Double strength. No save. Roll 2D6 for armor penetration.					
1	Power Fist					15
	Strike last. Double strength. No save.					
1	Power Weapon					10
	No save.					
4	Storm Bolter	24"	4	5	Assault 2	3
4	Terminator Armor					5
	2+ armor save. 5+ invulnerable save. Relentless. No sweeping advance.					
<b>Total Equipment Cost:</b>						97

### Battle Leader

	--Stat Line--									--Armor--			HQ
	WS	BS	S	T	W	I	A	Ld	Sv	Front	Side	Rear	
Wolf Guard Battle Leader	5	5	4	4	2	5	4	9	3+				1 models
Infantry													95 points

Special Rules: Independent Character, Wolf Guard Bodyguard, True Grit

#	Name	Range	S	AP	Type	Cost
1	Power Weapon					15
	No save.					
1	Storm Bolter	24"	4	5	Assault 2	5
1	Terminator Armor					15
	2+ armor save. 5+ invulnerable save. Relentless. No sweeping advance.					
<b>Total Equipment Cost:</b>						35

## Bike Pack

### Attack Bike

	--Stat Line--									--Armor--			Fast Attack
	WS	BS	S	T	W	I	A	Ld	Sv	Front	Side	Rear	
Attack Bike Squad	4	4	4	4(5)	2	4	2	8	3+				1 models
Bike													60 points

Special Rules: And They Shall Know No Fear, Combat Tactics

#	Name	Range	S	AP	Type	Cost
1	Bolt Pistol	12"	4	5	Pistol	0
1	Frag Grenades					0
	Strike simultaneously vs opponents in cover.					
1	Krak Grenades					0
	May be used to inflict single strength 6 hit on vehicle or immobilized walker.					
1	Multi-melta	24"	8	1	Heavy 1, Melta	10
1	Space Marine Bike					0
	Move 12". +1 toughness. Twin-linked bolters. Affected by terrain as vehicle.					
<b>Total Equipment Cost:</b>						10

Blood Claw Biker	--Stat Line--										--Armor--			Fast Attack
	WS	BS	S	T	W	I	A	Ld	Sv	Front	Side	Rear		
Blood Claws Bike Pack	3	3	4	4(5)	1	4	1	8	3+				4 models	
Bike													136 points	

**Special Rules:** Headstrong, Berserk Charge, Jump Packs

#	Name	Range	S	AP	Type	Cost
2	Close Combat Weapon					0
1	Meltagun	12"	8	1	Assault 1, Melta	8
1	Power Weapon					8
	No save.					
4	Space Marine Bike					0
	Move 12". +1 toughness. Twin-linked bolters. Affected by terrain as vehicle.					
4	Twin-linked Bolter	24"	4	5	Rapid Fire, Twin-linked	0
<b>Total Equipment Cost:</b>						16

## Blob Lobber

Land Speeder	--Stat Line--										--Armor--			Fast Attack
	WS	BS	S	T	W	I	A	Ld	Sv	Front	Side	Rear		
Land Speeder Squadron													1 models	
Skimmer	4									10	10	10	100 points	

**Special Rules:** Fast, Deep Strike

#	Name	Range	S	AP	Type	Cost
1	Multi-melta	24"	8	1	Heavy 1, Melta	10
1	Typhoon Missile Launcher (Frag)	48"	4	6	Heavy 2, Blast	41
1	Typhoon Missile Launcher (Krak)	48"	8	3	Heavy 2	-1
<b>Total Equipment Cost:</b>						50

## Blood Claws (Yel/Blu)

Blood Claw	--Stat Line--										--Armor--			Troops
	WS	BS	S	T	W	I	A	Ld	Sv	Front	Side	Rear		
Blood Claws Pack	3	3	4	4	1	4	1	8	3+				15 models	
Infantry													246 points	

**Special Rules:** Headstrong, Berserk Charge, Transport Vehicles

#	Name	Range	S	AP	Type	Cost
13	Bolt Pistol	12"	4	5	Pistol	0
12	Close Combat Weapon					0
15	Frag Grenades					0
	Strike simultaneously vs opponents in cover.					
1	Meltagun	12"	8	1	Assault 1, Melta	8
1	Plasma Pistol	12"	7	2	Pistol, Gets Hot!	8
1	Power Fist					12
	Strike last. Double strength. No save.					
1	Power Weapon					8
	No save.					
<b>Total Equipment Cost:</b>						36

Wolf Guard Leader	--Stat Line--										--Armor--			Elites
	WS	BS	S	T	W	I	A	Ld	Sv	Front	Side	Rear		
Wolf Guard	4	4	4	4	1	4	2	9	3+				1 models	
Infantry													46 points	

**Special Rules:** True Grit, Wolf Guard Leaders

#	Name	Range	S	AP	Type	Cost
1	Bolt Pistol	12"	4	5	Pistol	1
1	Power Fist					15
	Strike last. Double strength. No save.					
<b>Total Equipment Cost:</b>						16

## Blood Claws (Yel/Red)

### Blood Claw

Blood Claws Pack

Infantry

--Stat Line--										--Armor--		
WS	BS	S	T	W	I	A	Ld	Sv	Front	Side	Rear	
3	3	4	4	1	4	1	8	3+				

Troops

15 models

244 points

**Special Rules:** Headstrong, Berserk Charge, Transport Vehicles

#	Name	Range	S	AP	Type	Cost
13	Bolt Pistol	12"	4	5	Pistol	0
12	Close Combat Weapon					0
1	Flamer	Template	4	5	Assault 1	6
15	Frag Grenades					0
	Strike simultaneously vs opponents in cover.					
1	Plasma Pistol	12"	7	2	Pistol, Gets Hot!	8
1	Power Fist					12
	Strike last. Double strength. No save.					
1	Power Weapon					8
	No save.					
<b>Total Equipment Cost:</b>						34

### Wolf Guard Leader

Wolf Guard

Infantry

--Stat Line--										--Armor--		
WS	BS	S	T	W	I	A	Ld	Sv	Front	Side	Rear	
4	4	4	4	1	4	2	9	3+				

Elites

1 models

46 points

**Special Rules:** True Grit, Wolf Guard Leaders

#	Name	Range	S	AP	Type	Cost
1	Bolt Pistol	12"	4	5	Pistol	1
1	Power Fist					15
	Strike last. Double strength. No save.					
<b>Total Equipment Cost:</b>						16

## Dreadnought

### Dreadnought

Dreadnought

Walker

--Stat Line--										--Armor--		
WS	BS	S	T	W	I	A	Ld	Sv	Front	Side	Rear	
4	4	6			4	2			12	12	10	

Elites

1 models

105 points

**Special Rules:**

#	Name	Range	S	AP	Type	Cost
1	Dreadnought Close Combat Weapon					0
	No save. Double strength in close combat (max 10).					
1	Multi-melta	24"	8	1	Heavy 1, Melta	0
1	Searchlight					0
	One enemy unit spotted by the vehicle to be fired upon by any friendly unit. Any enemy unit may fire upon the vehicle.					
1	Smoke Launcher					0
	Once per game, after moving, hide the vehicle. Cannot fire, 4+ cover save.					
1	Storm Bolter	24"	4	5	Assault 2	0
<b>Total Equipment Cost:</b>						0

## Extras

### Blood Claw

Blood Claws Pack Infantry	--Stat Line--									--Armor--			Troops
	WS	BS	S	T	W	I	A	Ld	Sv	Front	Side	Rear	
	3	3	4	4	1	4	1	8	3+				2 models 44 points

**Special Rules:** Headstrong, Berserk Charge, Transport Vehicles

#	Name	Range	S	AP	Type	Cost
1	Bolt Pistol	12"	4	5	Pistol	0
1	Close Combat Weapon					0
1	Plasma Pistol	12"	7	2	Pistol, Gets Hot!	8
1	Power Weapon					8
No save.						
<b>Total Equipment Cost:</b>						16

### Blood Claw

Blood Claws Pack Infantry	--Stat Line--									--Armor--			Troops
	WS	BS	S	T	W	I	A	Ld	Sv	Front	Side	Rear	
	3	3	4	4	1	4	1	8	3+				2 models 48 points

**Special Rules:** Headstrong, Berserk Charge, Transport Vehicles

#	Name	Range	S	AP	Type	Cost
1	Bolt Pistol	12"	4	5	Pistol	0
1	Close Combat Weapon					0
1	Plasma Pistol	12"	7	2	Pistol, Gets Hot!	8
1	Power Fist					12
Strike last. Double strength. No save.						
<b>Total Equipment Cost:</b>						20

### Grey Hunter

Grey Hunter Pack Infantry	--Stat Line--									--Armor--			Troops
	WS	BS	S	T	W	I	A	Ld	Sv	Front	Side	Rear	
	4	4	4	4	1	4	1	8	3+				2 models 36 points

**Special Rules:** True Grit

#	Name	Range	S	AP	Type	Cost
2	Bolter	24"	4	5	Rapid Fire	1
2	Close Combat Weapon					0
<b>Total Equipment Cost:</b>						2

### Grey Hunter

Grey Hunter Pack Infantry	--Stat Line--									--Armor--			Troops
	WS	BS	S	T	W	I	A	Ld	Sv	Front	Side	Rear	
	4	4	4	4	1	4	1	8	3+				2 models 36 points

**Special Rules:** True Grit

#	Name	Range	S	AP	Type	Cost
2	Bolter	24"	4	5	Rapid Fire	1
2	Close Combat Weapon					0
<b>Total Equipment Cost:</b>						2

### Grey Hunter

Grey Hunter Pack Infantry	--Stat Line--									--Armor--			Troops
	WS	BS	S	T	W	I	A	Ld	Sv	Front	Side	Rear	
	4	4	4	4	1	4	1	8	3+				2 models 36 points

**Special Rules:** True Grit

#	Name	Range	S	AP	Type	Cost
2	Bolter	24"	4	5	Rapid Fire	1
2	Close Combat Weapon					0
<b>Total Equipment Cost:</b>						2

<b>Long Fang</b>											<b>--Armor--</b>			Heavy Support
Long Fang Pack	<u>WS</u>	<u>BS</u>	<u>S</u>	<b>--Stat Line--</b>			<u>A</u>	<u>Ld</u>	<u>Sv</u>	<u>Front</u>	<u>Side</u>	<u>Rear</u>	2 models	
Infantry	4	4	4	<u>T</u>	<u>W</u>	<u>I</u>	1	9	3+				91 points	

**Special Rules:** True Grit

#	Name	Range	S	AP	Type	Cost
1	Missile Launcher (Frag)	48"	4	6	Heavy 1, Blast	21
1	Missile Launcher (Krak)	48"	8	3	Heavy 1	-1
1	Multi-melta	24"	8	1	Heavy 1, Melta	35
<b>Total Equipment Cost:</b>						55

<b>Pack Leader</b>											<b>--Armor--</b>			Heavy Support
Long Fang Pack	<u>WS</u>	<u>BS</u>	<u>S</u>	<b>--Stat Line--</b>			<u>A</u>	<u>Ld</u>	<u>Sv</u>	<u>Front</u>	<u>Side</u>	<u>Rear</u>	1 models	
Infantry	4	4	4	<u>T</u>	<u>W</u>	<u>I</u>	1	9	3+				48 points	

**Special Rules:** Fire Control, True Grit

#	Name	Range	S	AP	Type	Cost
1	Plasma Gun	24"	7	2	Rapid Fire, Gets Hot!	12
<b>Total Equipment Cost:</b>						12

<b>Wolf Guard Leader</b>											<b>--Armor--</b>			Elites
Wolf Guard	<u>WS</u>	<u>BS</u>	<u>S</u>	<b>--Stat Line--</b>			<u>A</u>	<u>Ld</u>	<u>Sv</u>	<u>Front</u>	<u>Side</u>	<u>Rear</u>	1 models	
Infantry	4	4	4	<u>T</u>	<u>W</u>	<u>I</u>	2	9	3+				50 points	

**Special Rules:** True Grit, Wolf Guard Leaders

#	Name	Range	S	AP	Type	Cost
1	Lightning Claw Pair					20
Re-roll failed to wound rolls. No save.						
<b>Total Equipment Cost:</b>						20

<b>Scout</b>											<b>--Armor--</b>			Elites
Wolf Scout	<u>WS</u>	<u>BS</u>	<u>S</u>	<b>--Stat Line--</b>			<u>A</u>	<u>Ld</u>	<u>Sv</u>	<u>Front</u>	<u>Side</u>	<u>Rear</u>	3 models	
Infantry	4	4	4	<u>T</u>	<u>W</u>	<u>I</u>	1	8	4+				64 points	

**Special Rules:** Infiltrators, Move Through Cover, Operate Behind Enemy Lines

#	Name	Range	S	AP	Type	Cost
2	Close Combat Weapon					0
1	Plasma Gun	24"	7	2	Rapid Fire, Gets Hot!	12
2	Sniper Rifle	36"	X	6	Heavy 1, Sniper, Pinning	5
Hits on a 2+, wounds on a 4+.						
<b>Total Equipment Cost:</b>						22

## Grey Hunters (Blk/Blu)

<b>Grey Hunter</b>											<b>--Armor--</b>			Troops
Grey Hunter Pack	<u>WS</u>	<u>BS</u>	<u>S</u>	<b>--Stat Line--</b>			<u>A</u>	<u>Ld</u>	<u>Sv</u>	<u>Front</u>	<u>Side</u>	<u>Rear</u>	10 models	
Infantry	4	4	4	<u>T</u>	<u>W</u>	<u>I</u>	1	8	3+				232 points	

**Special Rules:** True Grit

#	Name	Range	S	AP	Type	Cost
7	Bolter	24"	4	5	Rapid Fire	1
7	Close Combat Weapon					0
1	Meltagun	12"	8	1	Assault 1, Melta	10
2	Plasma Pistol	12"	7	2	Pistol, Gets Hot!	10
1	Power Fist					15
Strike last. Double strength. No save.						
1	Power Weapon					10
No save.						
<b>Total Equipment Cost:</b>						62

<b>Wolf Guard Leader</b>		--Stat Line--								--Armor--			Elites
WS	BS	S	T	W	I	A	Ld	Sv	Front	Side	Rear		
Wolf Guard	4	4	4	4	1	4	2	9	3+				1 models
Infantry													41 points

**Special Rules:** True Grit, Wolf Guard Leaders

#	Name	Range	S	AP	Type	Cost
1	<b>Bolter</b>	24"	4	5	Rapid Fire	1
1	<b>Power Weapon</b>					10
	No save.					
<b>Total Equipment Cost:</b>						11

## Grey Hunters (Blk/Grn)

<b>Grey Hunter</b>		--Stat Line--								--Armor--			Troops
WS	BS	S	T	W	I	A	Ld	Sv	Front	Side	Rear		
Grey Hunter Pack	4	4	4	4	1	4	1	8	3+				10 models
Infantry													234 points

**Special Rules:** True Grit

#	Name	Range	S	AP	Type	Cost
7	<b>Bolter</b>	24"	4	5	Rapid Fire	1
7	<b>Close Combat Weapon</b>					0
1	<b>Plasma Gun</b>	24"	7	2	Rapid Fire, Gets Hot!	12
2	<b>Plasma Pistol</b>	12"	7	2	Pistol, Gets Hot!	10
1	<b>Power Fist</b>					15
	Strike last. Double strength. No save.					
1	<b>Power Weapon</b>					10
	No save.					
<b>Total Equipment Cost:</b>						64

<b>Wolf Guard Leader</b>		--Stat Line--								--Armor--			Elites
WS	BS	S	T	W	I	A	Ld	Sv	Front	Side	Rear		
Wolf Guard	4	4	4	4	1	4	2	9	3+				1 models
Infantry													43 points

**Special Rules:** True Grit, Wolf Guard Leaders

#	Name	Range	S	AP	Type	Cost
1	<b>Combi-bolter</b>	24"	4	5	Rapid Fire	3
	One shot as a Storm Bolter (Range 24, Strength 4, AP 5, Assault 2)					
1	<b>Power Weapon</b>					10
	No save.					
<b>Total Equipment Cost:</b>						13

## Grey Hunters (Blk/Red)

<b>Grey Hunter</b>		--Stat Line--								--Armor--			Troops
WS	BS	S	T	W	I	A	Ld	Sv	Front	Side	Rear		
Grey Hunter Pack	4	4	4	4	1	4	1	8	3+				10 models
Infantry													228 points

**Special Rules:** True Grit

#	Name	Range	S	AP	Type	Cost
7	<b>Bolter</b>	24"	4	5	Rapid Fire	1
7	<b>Close Combat Weapon</b>					0
1	<b>Flamer</b>	Template	4	5	Assault 1	6
2	<b>Plasma Pistol</b>	12"	7	2	Pistol, Gets Hot!	10
1	<b>Power Fist</b>					15
	Strike last. Double strength. No save.					
1	<b>Power Weapon</b>					10
	No save.					
<b>Total Equipment Cost:</b>						58

**Wolf Guard Leader**

	--Stat Line--									--Armor--			Elites
	WS	BS	S	T	W	I	A	Ld	Sv	Front	Side	Rear	
Wolf Guard	4	4	4	4	1	4	2	9	3+				1 models
Infantry													46 points

**Special Rules:** True Grit, Wolf Guard Leaders

#	Name	Range	S	AP	Type	Cost
1	<b>Bolter</b>	24"	4	5	Rapid Fire	1
1	<b>Power Fist</b>					15
	Strike last. Double strength. No save.					
<b>Total Equipment Cost:</b>						16

**Grimnar****Wolf Guard Bodyguard**

	--Stat Line--									--Armor--			Retinue
	WS	BS	S	T	W	I	A	Ld	Sv	Front	Side	Rear	
Wolf Guard	4	4	4	4	1	4	2	9	3+				3 models
Infantry													146 points

**Special Rules:** True Grit

#	Name	Range	S	AP	Type	Cost
1	<b>Power Fist</b>					15
	Strike last. Double strength. No save.					
1	<b>Power Weapon</b>					10
	No save.					
2	<b>Storm Bolter</b>	24"	4	5	Assault 2	3
1	<b>Storm Shield</b>					5
	4+ invulnerable save vs one close combat opponent.					
3	<b>Terminator Armor</b>					5
	2+ armor save. 5+ invulnerable save. Relentless. No sweeping advance.					
1	<b>Thunder Hammer</b>					20
	Strike last. Double strength. No save. Wounded models may not attack for one turn. Vehicles hit are shaken.					
<b>Total Equipment Cost:</b>						71

**Grimnar**

	--Stat Line--									--Armor--			HQ
	WS	BS	S	T	W	I	A	Ld	Sv	Front	Side	Rear	
Wolf Lord	6	5	4	4	3	5	4	10	2+				1 models
Infantry													250 points

**Special Rules:** Axe of Morkai, Legendary Leader, Wolf Guard Bodyguard

#	Name	Range	S	AP	Type	Cost
1	<b>Axe of Morkai</b>					0
	Master crafted (reroll one failed to hit roll per turn). Can be used as a frost blade (+1 strength, no save) or power fist (Strike last, double strength, no save).					
1	<b>Belt of Russ</b>					0
	4+ invulnerable save.					
1	<b>Storm Bolter</b>	24"	4	5	Assault 2	0
1	<b>Terminator Armor</b>					0
	2+ armor save. 5+ invulnerable save. Relentless. No sweeping advance.					
1	<b>Wolf Pelt</b>					0
	1+ attack if model counter-attacked.					
1	<b>Wolf Tail Talisman</b>					0
	6+ save vs psychic powers.					
1	<b>Wolf Tooth Necklace</b>					0
	Always hit in close combat on a 3+.					
<b>Total Equipment Cost:</b>						0

## Head Shredder

### Land Speeder

Land Speeder Squadron  
Skimmer

--Stat Line--										--Armor--		
WS	BS	S	T	W	I	A	Ld	Sv	Front	Side	Rear	
	4								10	10	10	

Fast Attack

1 models

90 points

**Special Rules:** Fast, Deep Strike

#	Name	Range	S	AP	Type	Cost
1	Heavy Bolter	36"	5	4	Heavy 3	0
1	Tornado Assault Cannon	24"	6	4	Heavy 4, Rending	40
<b>Total Equipment Cost:</b>						40

## Iron Priest

### Iron Priest

Iron Priest  
Infantry

--Stat Line--										--Armor--		
WS	BS	S	T	W	I	A	Ld	Sv	Front	Side	Rear	
5	5	4	4	2	5	3	9	2+				

Elites

1 models

90 points

**Special Rules:** Independent Character, Thrall Bodyguard

#	Name	Range	S	AP	Type	Cost
1	Artificer Armor					0
	2+ armor save.					
1	Bolter	24"	4	5	Rapid Fire	0
1	Servo-arm					10
	Scores hit on 4+ in close combat with same effect as power fist. Repairs immobilized vehicle at start of turn on roll of 6+					
1	Thunder Hammer					0
	Strike last. Double strength. No save. Wounded models may not attack for one turn. Vehicles hit are shaken.					
<b>Total Equipment Cost:</b>						10

### Thrall

Iron Priest  
Other

--Stat Line--										--Armor--		
WS	BS	S	T	W	I	A	Ld	Sv	Front	Side	Rear	
3	3	4	5	1	1	1	8	5+				

Retinue

1 models

20 points

**Special Rules:**

#	Name	Range	S	AP	Type	Cost
1	Power Weapon					10
	No save.					
<b>Total Equipment Cost:</b>						10

## Iron Priest (Elite)

### Iron Priest

Iron Priest  
Infantry

--Stat Line--										--Armor--		
WS	BS	S	T	W	I	A	Ld	Sv	Front	Side	Rear	
5	5	4	4	2	5	3	9	2+				

Elites

1 models

145 points

**Special Rules:** Independent Character, Thrall Bodyguard

#	Name	Range	S	AP	Type	Cost
1	Artificer Armor					0
	2+ armor save.					
1	Bolter	24"	4	5	Rapid Fire	0
1	Bolter-flamer	24"	4	5	Rapid Fire	10
	One shot as a Flamer (Range Template, Strength 4, AP 5, Assault 1)					
1	Plasma Pistol	12"	7	2	Pistol, Gets Hot!	15
2	Power Weapon					15
	No save.					
1	Servo-arm					10
	Scores hit on 4+ in close combat with same effect as power fist. Repairs immobilized vehicle at start of turn on roll of 6+					
<b>Total Equipment Cost:</b>						65



## Jump Packs (Yel/Blu)

### Blood Claw Biker

Blood Claws Bike Pack

Bike

--Stat Line--										--Armor--		
WS	BS	S	T	W	I	A	Ld	Sv	Front	Side	Rear	
3	3	4	4(5)	1	4	1	8	3+				

Fast Attack

6 models

196 points

**Special Rules:** Headstrong, Berserk Charge, Jump Packs

#	Name	Range	S	AP	Type	Cost
5	Bolt Pistol	12"	4	5	Pistol	0
5	Close Combat Weapon					0
6	Jump Pack					0
	Jump infantry. Deep strike.					
1	Plasma Pistol	12"	7	2	Pistol, Gets Hot!	8
1	Power Weapon					8
	No save.					
<b>Total Equipment Cost:</b>						16

## Jump Packs (Yel/Red)

### Blood Claw Biker

Blood Claws Bike Pack

Bike

--Stat Line--										--Armor--		
WS	BS	S	T	W	I	A	Ld	Sv	Front	Side	Rear	
3	3	4	4(5)	1	4	1	8	3+				

Fast Attack

6 models

200 points

**Special Rules:** Headstrong, Berserk Charge, Jump Packs

#	Name	Range	S	AP	Type	Cost
5	Bolt Pistol	12"	4	5	Pistol	0
5	Close Combat Weapon					0
6	Jump Pack					0
	Jump infantry. Deep strike.					
1	Plasma Pistol	12"	7	2	Pistol, Gets Hot!	8
1	Power Fist					12
	Strike last. Double strength. No save.					
<b>Total Equipment Cost:</b>						20

## Land Raider

### Land Raider

Land Raider

Tank

--Stat Line--										--Armor--		
WS	BS	S	T	W	I	A	Ld	Sv	Front	Side	Rear	
	4								14	14	14	

Heavy Support

1 models

260 points

**Special Rules:** Power of the Machine Spirit, Assault Vehicle

#	Name	Range	S	AP	Type	Cost
1	Pintle-mounted Storm Bolter	24"	4	5	Assault 2	10
1	Searchlight					0
	One enemy unit spotted by the vehicle to be fired upon by any friendly unit. Any enemy unit may fire upon the vehicle.					
1	Smoke Launcher					0
	Once per game, after moving, hide the vehicle. Cannot fire, 4+ cover save.					
1	Twin-linked Heavy Bolter	36"	5	4	Heavy 3, Twin-linked	0
1	Twin-linked Lascannon Pair	48"	9	2	Heavy 1, Twin-linked	0
	Two independent guns.					
<b>Total Equipment Cost:</b>						10

## Leman Russ

### Leman Russ

Leman Russ Exterminator  
Tank

--Stat Line--										--Armor--		
WS	BS	S	T	W	I	A	Ld	Sv		Front	Side	Rear
	4									14	12	10

Heavy Support

1 models  
205 points

#### Special Rules:

#	Name	Range	S	AP	Type	Cost
1	<b>Heavy Bolter Pair</b> Two independent guns.	36"	5	4	Heavy 3	10
1	<b>Lascannon</b>	48"	9	2	Heavy 1	15
1	<b>Twin-linked Autocannon</b>	48"	7	4	Heavy 2, Twin-linked	0
<b>Total Equipment Cost:</b>						25

## Long Fangs (Wht/Blk)

### Long Fang

Long Fang Pack  
Infantry

--Stat Line--										--Armor--		
WS	BS	S	T	W	I	A	Ld	Sv		Front	Side	Rear
4	4	4	4	1	4	1	9	3+				

Heavy Support

4 models  
177 points

#### Special Rules: True Grit

#	Name	Range	S	AP	Type	Cost
1	<b>Heavy Bolter</b>	36"	5	4	Heavy 3	15
1	<b>Lascannon</b>	48"	9	2	Heavy 1	35
1	<b>Missile Launcher (Frag)</b>	48"	4	6	Heavy 1, Blast	21
1	<b>Missile Launcher (Krak)</b>	48"	8	3	Heavy 1	-1
1	<b>Plasma Cannon</b>	36"	7	2	Heavy 1, Blast, Gets Hot!	35
<b>Total Equipment Cost:</b>						105

### Pack Leader

Long Fang Pack  
Infantry

--Stat Line--										--Armor--		
WS	BS	S	T	W	I	A	Ld	Sv		Front	Side	Rear
4	4	4	4	1	4	1	9	3+				

Heavy Support

1 models  
47 points

#### Special Rules: Fire Control, True Grit

#	Name	Range	S	AP	Type	Cost
1	<b>Bolter</b>	24"	4	5	Rapid Fire	1
1	<b>Power Weapon</b> No save.					10
<b>Total Equipment Cost:</b>						11

## Ragnar

### Wolf Guard Bodyguard

Wolf Guard  
Infantry

--Stat Line--										--Armor--		
WS	BS	S	T	W	I	A	Ld	Sv		Front	Side	Rear
4	4	4	4	1	4	2	9	3+				

Retinue

4 models  
196 points

#### Special Rules: True Grit

#	Name	Range	S	AP	Type	Cost
2	<b>Heavy Flamer</b>	Template	5	4	Assault 1	10
2	<b>Power Fist</b> Strike last. Double strength. No save.					15
2	<b>Power Weapon</b> No save.					10
2	<b>Storm Bolter</b>	24"	4	5	Assault 2	3
4	<b>Terminator Armor</b> 2+ armor save. 5+ invulnerable save. Relentless. No sweeping advance.					5
<b>Total Equipment Cost:</b>						96

Ragnar	--Stat Line--										--Armor--			HQ
	WS	BS	S	T	W	I	A	Ld	Sv	Front	Side	Rear		
Wolf Lord	6	5	4	4	3	5	4	10	3+				1 models	
Infantry													175 points	

**Special Rules:** Headstrong, Berserk Charge, Dodge, Wolf Guard Bodyguard

#	Name	Range	S	AP	Type	Cost
1	<b>Frag Grenades</b>					0
	Strike simultaneously vs opponents in cover.					
1	<b>Krak Grenades</b>					0
	May be used to inflict single strength 6 hit on vehicle or immobilized walker.					
1	<b>Master-crafted Bolt Pistol</b>	12"	4	5	Pistol	0
	Re-roll one to hit roll per turn.					
1	<b>Master-crafted Frost Blade</b>					0
	Re-roll one to hit roll per turn. +1 strength. No save.					
1	<b>Wolf Pelt</b>					0
	1+ attack if model counter-attacked.					
1	<b>Wolf Tail Talisman</b>					0
	6+ save vs psychic powers.					
1	<b>Wolf Tooth Necklace</b>					0
	Always hit in close combat on a 3+.					
<b>Total Equipment Cost:</b>						0

## Rhino

Rhino	--Stat Line--										--Armor--			Dedicated Transport
	WS	BS	S	T	W	I	A	Ld	Sv	Front	Side	Rear		
Rhino													1 models	
Tank	4									11	11	10	35 points	

**Special Rules:** Repair

#	Name	Range	S	AP	Type	Cost
1	<b>Searchlight</b>					0
	One enemy unit spotted by the vehicle to be fired upon by any friendly unit. Any enemy unit may fire upon the vehicle.					
1	<b>Smoke Launcher</b>					0
	Once per game, after moving, hide the vehicle. Cannot fire, 4+ cover save.					
1	<b>Storm Bolter</b>	24"	4	5	Assault 2	0
<b>Total Equipment Cost:</b>						0

## Rune Priest (Standard)

Rune Priest	--Stat Line--										--Armor--			HQ
	WS	BS	S	T	W	I	A	Ld	Sv	Front	Side	Rear		
Rune Priest	5	5	4	4	2	5	4	9	3+				1 models	
Infantry													115 points	

**Special Rules:** Independent Character, Wolf Guard Bodyguard, True Grit

#	Name	Range	S	AP	Type	Cost
1	<b>Frost Blade</b>					20
	+1 strength. No save.					
1	<b>Plasma Pistol</b>	12"	7	2	Pistol, Gets Hot!	15
1	<b>Storm Caller</b>					0
	Psychic power.					
<b>Total Equipment Cost:</b>						35

## Rune Priest (Terminator)

### Rune Priest

Rune Priest  
Infantry

--Stat Line--										--Armor--		
WS	BS	S	T	W	I	A	Ld	Sv	Front	Side	Rear	
5	5	4	4	2	5	4	9	3+				

HQ

1 models  
125 points

**Special Rules:** Independent Character, Wolf Guard Bodyguard, True Grit

#	Name	Range	S	AP	Type	Cost
1	<b>Power Fist</b>					25
	Strike last. Double strength. No save.					
1	<b>Storm Bolter</b>	24"	4	5	Assault 2	5
1	<b>Storm Caller</b>					0
	Psychic power.					
1	<b>Terminator Armor</b>					15
	2+ armor save. 5+ invulnerable save. Relentless. No sweeping advance.					
<b>Total Equipment Cost:</b>						45

## Ulrik

### Fenrisian Wolf

Wolf Priest  
Other

--Stat Line--										--Armor--		
WS	BS	S	T	W	I	A	Ld	Sv	Front	Side	Rear	
4	4	4	4	1	4	2	8	6+				

Retinue

4 models  
48 points

**Special Rules:**

#	Name	Range	S	AP	Type	Cost
4	<b>Close Combat Weapon</b>					0
<b>Total Equipment Cost:</b>						0

### Ulrik

Wolf Priest  
Infantry

--Stat Line--										--Armor--		
WS	BS	S	T	W	I	A	Ld	Sv	Front	Side	Rear	
6	5	4	4	2	5	4	10	3+				

HQ

1 models  
200 points

**Special Rules:** Independent Character, Mentor, Wolf Guard Bodyguard.

#	Name	Range	S	AP	Type	Cost
1	<b>Fang of Morkai</b>					0
	+1 victory point per slain Space Wolf if bearer of Fang is alive at end of battle.					
1	<b>Frag Grenades</b>					0
	Strike simultaneously vs opponents in cover.					
1	<b>Frost Blade</b>					0
	+1 strength. No save.					
1	<b>Healing Potions &amp; Balms</b>					0
	Ignore first failed save on accompanying unit. May not be used vs instant death, on self, or in close combat.					
1	<b>Iron Wolf Amulet</b>					0
	4+ invulnerable save.					
1	<b>Krak Grenades</b>					0
	May be used to inflict single strength 6 hit on vehicle or immobilized walker.					
1	<b>Plasma Pistol</b>	12"	7	2	Pistol, Gets Hot!	0
1	<b>Wolf Helm of Russ</b>					0
	4+ invulnerable save.					
1	<b>Wolf Pelt</b>					0
	1+ attack if model counter-attacked.					
1	<b>Wolf Tail Talisman</b>					0
	6+ save vs psychic powers.					
1	<b>Wolf Tooth Necklace</b>					0
	Always hit in close combat on a 3+.					
<b>Total Equipment Cost:</b>						0

## Venerable Dreadnought

### Dreadnought

Venerable Dreadnought  
Walker

--Stat Line--										--Armor--		
WS	BS	S	T	W	I	A	Ld	Sv	Front	Side	Rear	
5	5	6			4	3			12	12	10	

Elites

1 models  
155 points

**Special Rules:** Old & Wise, Hard to Kill, Leader

#	Name	Range	S	AP	Type	Cost
1	<b>Assault Cannon</b>	24"	6	4	Heavy 4, Rending	30
1	<b>Dreadnought Close Combat Weapon</b>					0
	No save. Double strength in close combat (max 10).					
1	<b>Searchlight</b>					0
	One enemy unit spotted by the vehicle to be fired upon by any friendly unit. Any enemy unit may fire upon the vehicle.					
1	<b>Smoke Launcher</b>					0
	Once per game, after moving, hide the vehicle. Cannot fire, 4+ cover save.					
1	<b>Storm Bolter</b>	24"	4	5	Assault 2	0
<b>Total Equipment Cost:</b>						30

## Wolf Lord (Melee)

### Wolf Lord

Wolf Lord  
Infantry

--Stat Line--										--Armor--		
WS	BS	S	T	W	I	A	Ld	Sv	Front	Side	Rear	
5	5	4	4	3	5	4	10	3+				

HQ

1 models  
115 points

**Special Rules:** Independent Character, Wolf Guard Bodyguard, True Grit

#	Name	Range	S	AP	Type	Cost
1	<b>Plasma Pistol</b>	12"	7	2	Pistol, Gets Hot!	15
1	<b>Power Fist</b>					25
	Strike last. Double strength. No save.					
<b>Total Equipment Cost:</b>						40

## Wolf Lord (Ranged)

### Wolf Lord

Wolf Lord  
Infantry

--Stat Line--										--Armor--		
WS	BS	S	T	W	I	A	Ld	Sv	Front	Side	Rear	
5	5	4	4	3	5	4	10	3+				

HQ

1 models  
97 points

**Special Rules:** Independent Character, Wolf Guard Bodyguard, True Grit

#	Name	Range	S	AP	Type	Cost
1	<b>Bolter</b>	24"	4	5	Rapid Fire	2
1	<b>Frost Blade</b>					20
	+1 strength. No save.					
<b>Total Equipment Cost:</b>						22

## Wolf Priest

### Wolf Priest

Wolf Priest  
Infantry

--Stat Line--										--Armor--		
WS	BS	S	T	W	I	A	Ld	Sv	Front	Side	Rear	
5	5	4	4	2	5	4	10	3+				

HQ

1 models  
140 points

**Special Rules:** Independent Character, Wolf Guard Bodyguard, Iron Wolf Amulet, True Grit

#	Name	Range	S	AP	Type	Cost
1	<b>Iron Wolf Amulet</b>					0
	4+ invulnerable save.					
1	<b>Power Fist</b>					25
	Strike last. Double strength. No save.					
1	<b>Storm Bolter</b>	24"	4	5	Assault 2	5
1	<b>Terminator Armor</b>					15
	2+ armor save. 5+ invulnerable save. Relentless. No sweeping advance.					
<b>Total Equipment Cost:</b>						45

## Wolf Scouts (Assault)

Scout	--Stat Line--										--Armor--			Elites
	WS	BS	S	T	W	I	A	Ld	Sv	Front	Side	Rear		
Wolf Scout	4	4	4	4	1	4	1	8	4+				6 models	
Infantry													134 points	

**Special Rules:** Infiltrators, Move Through Cover, Operate Behind Enemy Lines

#	Name	Range	S	AP	Type	Cost
3	Bolt Pistol	12"	4	5	Pistol	0
3	Close Combat Weapon					0
1	Meltagun	12"	8	1	Assault 1, Melta	10
2	Plasma Pistol	12"	7	2	Pistol, Gets Hot!	10
2	Power Weapon					10
	No save.					
<b>Total Equipment Cost:</b>						50

Wolf Guard Leader	--Stat Line--										--Armor--			Elites
	WS	BS	S	T	W	I	A	Ld	Sv	Front	Side	Rear		
Wolf Guard	4	4	4	4	1	4	2	9	3+				1 models	
Infantry													41 points	

**Special Rules:** True Grit, Wolf Guard Leaders

#	Name	Range	S	AP	Type	Cost
1	Bolt Pistol	12"	4	5	Pistol	1
1	Power Weapon					10
	No save.					
<b>Total Equipment Cost:</b>						11

## Wolf Scouts (Heavy)

Scout	--Stat Line--										--Armor--			Elites
	WS	BS	S	T	W	I	A	Ld	Sv	Front	Side	Rear		
Wolf Scout	4	4	4	4	1	4	1	8	4+				6 models	
Infantry													106 points	

**Special Rules:** Infiltrators, Move Through Cover, Operate Behind Enemy Lines

#	Name	Range	S	AP	Type	Cost
3	Bolter	24"	4	5	Rapid Fire	0
1	Plasma Gun	24"	7	2	Rapid Fire, Gets Hot!	12
2	Sniper Rifle	36"	X	6	Heavy 1, Sniper, Pinning	5
	Hits on a 2+, wounds on a 4+.					
<b>Total Equipment Cost:</b>						22

Wolf Guard Leader	--Stat Line--										--Armor--			Elites
	WS	BS	S	T	W	I	A	Ld	Sv	Front	Side	Rear		
Wolf Guard	4	4	4	4	1	4	2	9	3+				1 models	
Infantry													40 points	

**Special Rules:** True Grit, Wolf Guard Leaders

#	Name	Range	S	AP	Type	Cost
1	Bolter-plasma Gun	24"	4	5	Rapid Fire	10
	One shot as a Plasma Gun (Range 24, Strength 7, AP 2, Rapid fire)					
<b>Total Equipment Cost:</b>						10