

Space Wolves (Warhammer 40,000 8th Edition) [90 PL, 1750pts]

Battalion Detachment +5CP (Imperium - Space Wolves) [38 PL, 702pts]

HQ [19 PL, 355pts]

Arjac Rockfist [7 PL, 145pts]

Selections: Foehammer

Categories: FACTION: IMPERIUM, FACTION: ADEPTUS ASTARTES, FACTION: SPACE WOLVES, CHARACTER, INFANTRY, TERMINATOR, WOLF GUARD, ARJAC ROCKFIST, HQ, BATTLE LEADER

Rules: *And They Shall Know No Fear, Hunters Unleashed*

Abilities: *Champion of the Kingsguard, Teleport Strike, Thane to the High King, The Anvil Shield*, **Unit:** *Arjac Rockfist*, **Weapon:** *Foehammer (melee), Foehammer (shooting)*

Bjorn the Fell-handed [12 PL, 210pts]

Selections: Heavy flamer [14pts], Heavy plasma cannon [16pts], Trueclaw

Categories: FACTION: IMPERIUM, FACTION: ADEPTUS ASTARTES, FACTION: SPACE WOLVES, CHARACTER, HQ, VEHICLE, BJORN THE FELL-HANDED, DREADNOUGHT

Rules: *And They Shall Know No Fear, Hunters Unleashed*

Abilities: *Ancient Tactician, Explodes (Dreadnought), Last of the Company of Russ, Legendary Tenacity, Smoke Launchers*, **Unit:** *Bjorn the Fell-handed*, **Weapon:** *Heavy flamer, Heavy plasma cannon, Standard, Heavy plasma cannon, Supercharge, Trueclaw*

Troops [14 PL, 237pts]

Grey Hunters [4 PL, 65pts]

Selections: 4x Chainsword

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

Rules: *And They Shall Know No Fear, Defenders of Humanity, Hunters Unleashed*

Abilities: *Mixed Unit*, **Weapon:** *Chainsword*

Grey Hunter Pack Leader [13pts]

Selections: Bolt pistol, Boltgun, Chainsword, Frag & Krak grenades

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

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

Selections: 4x Bolt pistol, 4x Boltgun, 4x Frag & Krak grenades

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

Grey Hunters [4 PL, 65pts]

Selections: 4x Chainsword

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

Rules: *And They Shall Know No Fear, Defenders of Humanity, Hunters Unleashed*

Abilities: *Mixed Unit*, **Weapon:** *Chainsword*

Grey Hunter Pack Leader [13pts]

Selections: Bolt pistol, Boltgun, Chainsword, Frag & Krak grenades

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

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

Selections: 4x Bolt pistol, 4x Boltgun, 4x Frag & Krak grenades

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

Grey Hunters [6 PL, 107pts]

Selections: 3x Chainsword

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

Rules: *And They Shall Know No Fear, Defenders of Humanity, Hunters Unleashed*

Abilities: *Mixed Unit*, **Weapon:** *Chainsword*

Grey Hunter Pack Leader [13pts]

Selections: Bolt pistol, Boltgun, Chainsword, Frag & Krak grenades

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

3x Grey Hunter w/Bolt Pistol [39pts]

Selections: 3x Bolt pistol, 3x Boltgun, 3x Frag & Krak grenades

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

Grey Hunter with Special Weapon [24pts]

Selections: Bolt pistol, Frag & Krak grenades, Plasma gun [11pts]

Unit: *Grey Hunter*, **Weapon:** *Bolt pistol, Frag grenade, Krak grenade, Plasma gun, Standard, Plasma gun, Supercharge*

Wolf Guard Pack Leader [2 PL, 31pts]

Selections: Combi-plasma [11pts], Frag & Krak grenades, Power sword [4pts]

Rules: *Combi Weapon, Hunters Unleashed*

Unit: *Wolf Guard Pack Leader*, **Weapon:** *Boltgun, Frag grenade, Krak grenade, Plasma gun, Standard, Plasma gun, Supercharge, Power sword*

Dedicated Transport [5 PL, 110pts]

Razorback [5 PL, 110pts]

Selections: Twin lascannon [40pts]

Categories: FACTION: ADEPTUS ASTARTES, DEDICATED TRANSPORT, FACTION: IMPERIUM, FACTION: SPACE WOLVES, VEHICLE, TRANSPORT, RAZORBACK

Abilities: *Explodes, Smoke Launchers*, **Stat Damage - M/BS/A:** *Razorback (1), Razorback (2), Razorback (3)*, **Transport:** *Transport*, **Unit:** *Razorback*, **Weapon:** *Twin lascannon*

Outrider Detachment +1CP (Imperium - Space Wolves) [30 PL, 664pts]

HQ [7 PL, 149pts]

Wolf Lord on Thunderwolf [7 PL, 149pts]

Selections: Frag & Krak grenades, Saga of the Hunter, Storm shield [10pts], The Wulfen Stone, Thunder hammer [21pts], Thunderwolf

Categories: FACTION: ADEPTUS ASTARTES, CAVALRY, CHARACTER, HQ, FACTION: SPACE WOLVES, THUNDERWOLF, WOLF LORD, FACTION: IMPERIUM

Rules: *And They Shall Know No Fear, Hunters Unleashed*

Abilities: *Belt of Russ, Jarl of Fenris, Saga of the Hunter, Storm shield, The Wulfen Stone*, **Unit:** *Wolf Lord on Thunderwolf*, **Weapon:** *Crushing teeth and claws, Frag grenade, Krak grenade, Thunder hammer*

Warlord

Selections: Warlord

Categories: WARLORD

Fast Attack [23 PL, 515pts]

Fenrisian Wolves [7 PL, 135pts]

Categories: FACTION: ADEPTUS ASTARTES, BEAST, FENRISIAN WOLVES, FACTION: IMPERIUM, FACTION: SPACE WOLVES, FAST ATTACK

Abilities: *Pack Mentality, Swift Hunters*

Cyberwolf [1 PL, 15pts]

Selections: Teeth and claws

Abilities: *Swift Hunters*, **Unit:** *Cyberwolf*, **Weapon:** *Teeth and claws*

15x Fenrisian Wolf [120pts]

Selections: 15x Teeth and claws

Unit: *Fenrisian Wolf*, **Weapon:** *Teeth and claws*

Thunderwolf Cavalry [8 PL, 182pts]

Categories: FACTION: ADEPTUS ASTARTES, FACTION: IMPERIUM, FACTION: SPACE WOLVES, CAVALRY, WOLF GUARD, THUNDERWOLF CAVALRY, FAST ATTACK

Rules: *And They Shall Know No Fear, Hunters Unleashed*

Thunderwolf Cavalry [66pts]

Selections: Frag & Krak grenades, Storm shield [10pts], Thunder hammer [16pts], Thunderwolf

Abilities: *Storm shield*, **Unit:** *Thunderwolf Cavalry*, **Weapon:** *Crushing teeth and claws, Frag grenade, Krak grenade, Thunder hammer*

Thunderwolf Cavalry [50pts]

Selections: Bolt pistol, Frag & Krak grenades, Frost axe [10pts], Thunderwolf

Unit: *Thunderwolf Cavalry*, **Weapon:** *Bolt pistol, Crushing teeth and claws, Frag grenade, Frost axe, Krak grenade*

Thunderwolf Cavalry Pack Leader [66pts]

Selections: Frag & Krak grenades, Storm shield [10pts], Thunder hammer [16pts], Thunderwolf

Abilities: *Storm shield*, **Unit:** *Thunderwolf Cavalry Pack Leader*, **Weapon:** *Crushing teeth and claws, Frag grenade, Krak grenade, Thunder hammer*

Thunderwolf Cavalry [8 PL, 198pts]

Categories: FACTION: ADEPTUS ASTARTES, FACTION: IMPERIUM, FACTION: SPACE WOLVES, CAVALRY, WOLF GUARD, THUNDERWOLF CAVALRY, FAST ATTACK

Rules: *And They Shall Know No Fear, Hunters Unleashed*

Thunderwolf Cavalry [66pts]

Selections: Frag & Krak grenades, Storm shield [10pts], Thunder hammer [16pts], Thunderwolf

Abilities: *Storm shield*, **Unit:** *Thunderwolf Cavalry*, **Weapon:** *Crushing teeth and claws, Frag grenade, Krak grenade, Thunder hammer*

Thunderwolf Cavalry [66pts]

Selections: Frag & Krak grenades, Storm shield [10pts], Thunder hammer [16pts], Thunderwolf

Abilities: *Storm shield*, **Unit:** *Thunderwolf Cavalry*, **Weapon:** *Crushing teeth and claws, Frag grenade, Krak grenade, Thunder hammer*

Thunderwolf Cavalry Pack Leader [66pts]

Selections: Frag & Krak grenades, Storm shield [10pts], Thunder hammer [16pts], Thunderwolf

Abilities: *Storm shield*, **Unit:** *Thunderwolf Cavalry Pack Leader*, **Weapon:** *Crushing teeth and claws, Frag grenade, Krak grenade, Thunder hammer*

Outrider Detachment +1CP (Imperium - Space Wolves) [22 PL, 384pts]

HQ [6 PL, 106pts]

Wolf Priest [6 PL, 106pts]

Selections: Bolt pistol, Crozius arcanum, Frag & Krak grenades, Jump Packs [1 PL, 22pts], Power fist [9pts]

Categories: FACTION: ADEPTUS ASTARTES, CHARACTER, HQ, FACTION: IMPERIUM, INFANTRY, FACTION: SPACE WOLVES, WOLF PRIEST, FLY, JUMP PACK

Rules: *And They Shall Know No Fear, Hunters Unleashed*

Abilities: *Healing Balms, Jump Pack Assault, Oath of War, Spiritual Leader, Wolf Amulet*, **Unit:** *Wolf Priest (Jump Pack)*, **Weapon:** *Bolt pistol, Crozius arcanum, Frag grenade, Krak grenade, Power fist*

Fast Attack [16 PL, 278pts]

Fenrisian Wolves [2 PL, 40pts]

Categories: FACTION: ADEPTUS ASTARTES, BEAST, FENRISIAN WOLVES, FACTION: IMPERIUM, FACTION: SPACE WOLVES, FAST ATTACK

Abilities: *Pack Mentality, Swift Hunters*

5x Fenrisian Wolf [40pts]

Selections: 5x Teeth and claws

Unit: *Fenrisian Wolf*, **Weapon:** *Teeth and claws*

Skyclaws [7 PL, 119pts]

Categories: FACTION: ADEPTUS ASTARTES, FACTION: IMPERIUM, FACTION: SPACE WOLVES, INFANTRY, BLOOD CLAW, JUMP PACK, FLY, SKYCLAWS, FAST ATTACK

Rules: *And They Shall Know No Fear, Hunters Unleashed*

Abilities: *Beserk Charge, Headstrong, Jump Pack Assault*

4x Skyclaw [60pts]

Selections: 4x Bolt pistol, 4x Chainsword, 4x Frag & Krak grenades, 4x Jump Pack

Categories: FLY, JUMP PACK

Abilities: *Jump Pack Assault, Unit: Skyclaw, Weapon: Bolt pistol, Chainsword, Frag grenade, Krak grenade*

Skyclaw Pack Leader [24pts]

Selections: Bolt pistol, Frag & Krak grenades, Jump Pack, Power fist [9pts]

Categories: FLY, JUMP PACK

Abilities: *Jump Pack Assault, Unit: Skyclaw Pack Leader, Weapon: Bolt pistol, Frag grenade, Krak grenade, Power fist*

Wolf Guard Sky Leader [2 PL, 35pts]

Selections: Bolt pistol, Jump Packs, Thunder hammer [16pts]

Categories: FLY, JUMP PACK

Abilities: *Jump Pack Assault, Unit: Wolf Guard Sky Leader, Weapon: Bolt pistol, Thunder hammer*

Skyclaws [7 PL, 119pts]

Categories: FACTION: ADEPTUS ASTARTES, FACTION: IMPERIUM, FACTION: SPACE WOLVES, INFANTRY, BLOOD CLAW, JUMP PACK, FLY, SKYCLAWS, FAST ATTACK

Rules: *And They Shall Know No Fear, Hunters Unleashed*

Abilities: *Beserk Charge, Headstrong, Jump Pack Assault*

4x Skyclaw [60pts]

Selections: 4x Bolt pistol, 4x Chainsword, 4x Frag & Krak grenades, 4x Jump Pack

Categories: FLY, JUMP PACK

Abilities: *Jump Pack Assault, Unit: Skyclaw, Weapon: Bolt pistol, Chainsword, Frag grenade, Krak grenade*

Skyclaw Pack Leader [24pts]

Selections: Bolt pistol, Frag & Krak grenades, Jump Pack, Power fist [9pts]

Categories: FLY, JUMP PACK

Abilities: *Jump Pack Assault, Unit: Skyclaw Pack Leader, Weapon: Bolt pistol, Frag grenade, Krak grenade, Power fist*

Wolf Guard Sky Leader [2 PL, 35pts]

Selections: Bolt pistol, Jump Packs, Thunder hammer [16pts]

Categories: FLY, JUMP PACK

Abilities: *Jump Pack Assault, Unit: Wolf Guard Sky Leader, Weapon: Bolt pistol, Thunder hammer*

Profile Summary

Abilities	Description	Ref
Ancient Tactician	If your army is Battle-forged, you receive 1 additional Command Point if it includes Bjorn the Fell-handed.	
Belt of Russ	Provides the wearer with a 4+ invulnerable save.	
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.	
Champion of the Kingsguard	You can re-roll failed hit rolls for Arjac Rockfist in the Fight phase when targeting a CHARACTER. In addition, you can make 1 additional attack in the Fight phase for all models in friendly WOLF GUARD units within 6" of Arjac Rockfist at the start of the phase.	
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.	
Explodes (Dreadnought)	If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield, on a 6 it explodes, and each unit within 3" suffers D3 mortal wounds.	
Headstrong	Unless this unit contains a Wolf Guard Pack Leader or Wolf Guard Terminator Pack 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.	
Healing Balms	At the end of your Movement phase a Wolf Priest can attempt to heal a single model. To do so, select a SPACE WOLVES INFANTRY, BIKER or Cavalry unit within 3" of him. If that unit contains a wounded model, it is healed and immediately regains up to D3 lost wounds. A unit can only be the target of Healing Balms once each turn.	
Jarl of Fenris	You can re-roll hit rolls of 1 for friendly SPACE WOLVES units within 6" of this model.	Codex: Space Wolves p83
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.	
Last of the Company of Russ	You can re-roll hit rolls of 1 for friendly SPACE WOLVES units that are within 6" of the model.	
Legendary Tenacity	Roll a D6 each time Bjorn the Fell-handed loses a wound; on a roll of 5+ that wound is not lost.	
Mixed Unit	For the purposes of determining what models a vehicle can transport, Wolf Guard Pack Leaders in Terminator Armour have the TERMINATOR keyword	
Oath of War	You can re-roll failed hit rolls in the Fight phase for friendly SPACE WOLVES units within 6" of this model.	
Pack Mentality	Add 1 to this unit's Leadership if it contains 6 or more models, or add 2 instead if the unit contains 10 or more models.	
Saga of the Hunter	A unit affected by this saga in your Charge phase can charge even if it Advanced earlier in the turn. Deed of Legend: Successfully charge an enemy unit with your Warlord.	
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
Spiritual Leader	All friendly SPACE WOLVES units within 6" of this model in the Morale phase can use its Leadership instead of their own.	
Storm shield	A model with a storm shield has a 3+ invulnerable save.	
Swift Hunters	You can re-roll failed charge rolls for this unit.	
Teleport Strike		

	During deployment, you can set up the model in a teleportarium chamber instead of placing him on the battlefield. At the end of any of your Movement phases he can use a teleport strike to arrive on the battlefield - set him up anywhere on the battlefield that is more than 9" away from any enemy models.
Thane to the High King	You can re-roll wound rolls of 1 for friendly SPACE WOLVES units that are within 6" of this model.
The Anvil Shield	Arjac Rockfist has a 3+ invulnerable save. In addition, reduce all damage suffered by Arjac Rockfist by 1 (to a minimum of 1).
The Wulfen Stone	You can make 1 additional attack for models in friendly SPACE WOLVES INFANTRY, BIKER and CAVALRY units that are within 3" of the bearer when they make their attacks in the Fight phase. Units of Wulfen are not affected, nor are units that made a charge while within range of the Curse of the Wulfen (Hunt) ability earlier in the turn. In addition, a unit cannot be affected by both Curse of the Wulfen (Kill) and the Wulfen Stone in the same Fight phase.
Wolf Amulet	This model has a 4+ invulnerable save.

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

Transport	Capacity	Ref
Transport	This model can transport 6 SPACE WOLVES INFANTRY models. It cannot transport JUMP PACK, TERMINATOR, PRIMARIS, or WULFEN models.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Arjac Rockfist	5"	2+	3+	5	4	5	4	8	2+	
Bjorn the Fell-handed	8"	2+	2+	7	8	8	5	9	3+	
Cyberwolf	10"	3+	-	4	4	2	3	4	4+	
Fenrisian Wolf	10"	3+	-	4	4	1	2	4	6+	
Grey Hunter	6"	3+	3+	4	4	1	1	7	3+	
Grey Hunter Pack Leader	6"	3+	3+	4	4	1	2	7	3+	
Razorback	*	6+	*	6	7	10	*	8	3+	
Skyclaw	12"	3+	4+	4	4	1	1	7	3+	
Skyclaw Pack Leader	12"	3+	4+	4	4	1	2	7	3+	
Thunderwolf Cavalry	10"	3+	3+	4	5	3	2	8	3+	
Thunderwolf Cavalry Pack Leader	10"	3+	3+	4	5	3	3	8	3+	
Wolf Guard Pack Leader	6"	3+	3+	4	4	1	2	8	3+	
Wolf Guard Sky Leader	12"	3+	3+	4	4	1	2	8	3+	
Wolf Lord on Thunderwolf	10"	2+	2+	4	5	7	4	9	3+	
Wolf Priest (Jump Pack)	12"	2+	3+	4	4	4	3	9	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.	
Crozius arcanum	Melee	Melee	+1	-1	2	-	
Crushing teeth and claws	Melee	Melee	5	-1	1	After a model on this mount makes its close combat attacks, you can attack with its mount. Make 3 additional attacks, using this weapon profile.	
Foehammer (melee)	Melee	Melee	x2	-3	D3	When attacking CHARACTERS or MONSTERS, this weapon has a Damage of 3.	
Foehammer (shooting)	12"	Assault 1	x2	-3	D3	When attacking CHARACTERS or MONSTERS, this weapon has a Damage of 3.	
Frag grenade	6"	Grenade D6	3	0	1	-	
Frost axe	Melee	Melee	+2	-2	1	-	
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target	
Heavy plasma cannon, Standard	36"	Heavy D3	7	-3	1	-	
Heavy plasma cannon, Supercharge	36"	Heavy D3	8	-3	2	For each hit roll of 1, the bearer suffers 1 mortal wound after all of this weapon's shots have been resolved.	
Krak grenade	6"	Grenade 1	6	-1	D3	-	
Plasma gun, Standard	24"	Rapid Fire 1	7	-3	1	-	
Plasma gun, Supercharge	24"	Rapid Fire 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.	
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.	
Power sword	Melee	Melee	User	-3	1	-	
Teeth and claws	Melee	Melee	User	-1	1	-	
Thunder hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.	
Trueclaw	Melee	Melee	+5	-4	D6	You can re-roll failed wound rolls for this weapon.	
Twin lascannon	48"	Heavy 2	9	-3	D6	-	