

Sw1500 (Warhammer 40,000 8th Edition) [91 PL, 8CP, 1478pts]

Battalion Detachment +5CP (Imperium - Space Wolves) [91 PL, 8CP, 1478pts]

No Force Org Slot [8CP]

Battle-forged CP [3CP]

Categories: NO FORCE ORG SLOT

Detachment CP [5CP]

Categories: NO FORCE ORG SLOT

HQ [17 PL, 290pts]

Iron Priest [5 PL, 66pts]

Selections: Boltgun, Thunder hammer [21pts]

Categories: FACTION: IMPERIUM, FACTION: ADEPTUS ASTARTES, FACTION: SPACE WOLVES, CHARACTER, INFANTRY, IRON PRIEST, HQ, TECHMARINE

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

Abilities: *Battlesmith*, **Unit:** *Iron Priest*, **Weapon:** *Boltgun, Frag grenade, Krak grenade, Servo-arm, Thunder hammer*

Abilities	Description	Ref
Battlesmith	At the end of your movement phase, this model can repair a single SPACE WOLVES VEHICLE within 1" of him. That model immediately regains D3 wounds lost earlier in the battle. A model can only be repaired once per turn.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Iron Priest	6"	2+	3+	4	4	4	3	8	2+	

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	-	
Servo-arm	Melee	Melee	x2	-2	3	Each servo-arm can only be used to make one attack each time this model fights. When a model attacks with this weapon, you must subtract 1 from the hit roll.	
Thunder hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.	

Rune Priest [6 PL, 112pts]

Selections: 2. Tempest's Wrath, 3. Murderous Hurricane, 3. Tenacious Survivor, Bolt pistol, Psychic hood [5pts], Runic armour [7pts], Runic axe [12pts], The Wulfen Stone, Warlord

Categories: FACTION: ADEPTUS ASTARTES, CHARACTER, HQ, FACTION: IMPERIUM, INFANTRY, FACTION: SPACE WOLVES, PSYKER, RUNE PRIEST

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

Abilities: *Psychic hood, Runic Armour, Tenacious Survivor, The Wulfen Stone*, **Psychic Power:** *Murderous Hurricane, Smite, Tempest's Wrath*, **Psyker:** *Rune Priest Psyker*, **Unit:** *Rune Priest*, **Weapon:** *Bolt pistol, Frag grenade, Krak grenade, Runic axe*

Abilities	Description	Ref
Psychic hood	You can add 1 to any Deny the Witch tests you make for a model equipped with a psychic hood against an enemy PSYKER within 12".	
Runic Armour	The model has a 5+ invulnerable save.	
Tenacious Survivor	Roll a dice each time this warlord loses a wound. On a 6, the warlord shrugs off the damage and does not lose the wound.	
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.	

Psychic Power	Warp Charge	Range	Details	Ref
Murderous Hurricane	5	18"	Murderous Hurricane has a warp charge value of 5. If manifested, select a visible enemy unit within 18" of the psyker. Roll one dice for each model in that unit – the unit suffers a mortal wound for each roll of 6.	
Smite	5	18"	Smite has a warp charge value of 5. If manifested, the closest visible enemy unit within 18" of the psyker suffers D3 mortal wounds (pg 181). If the result of the Psychic test was more than 10 the target suffers D6 mortal wounds instead.	
Tempest's Wrath	6	24"	Tempest's Wrath has a warp charge value of 6. If manifested, select a visible enemy unit within 24" of the psyker. Until the start of your next Psychic phase, your opponent must subtract 1 from any hit rolls they make for that unit.	

Psyker	Cast	Deny	Powers Known	Other	Ref
Rune Priest Psyker	2	1	Smite and two from the Tempestas Discipline		

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Rune Priest	6"	2+	3+	4	4	4	3	9	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Bolt pistol	12"	Pistol 1	4	0	1	-	
Frag grenade	6"	Grenade D6	3	0	1	-	
Krak grenade	6"	Grenade 1	6	-1	D3	-	
Runic axe	Melee	Melee	+1	-2	D3	-	

Rune Priest [6 PL, 112pts]

Selections: 2. Tempest's Wrath, 3. Murderous Hurricane, Bolt pistol, Psychic hood [5pts], Runic armour [7pts], Runic axe [12pts]

Categories: FACTION: ADEPTUS ASTARTES, CHARACTER, HQ, FACTION: IMPERIUM, INFANTRY, FACTION: SPACE WOLVES, PSYKER, RUNE PRIEST

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

Abilities: *Psychic hood, Runic Armour*, **Psychic Power:** *Murderous Hurricane, Smite, Tempest's Wrath*, **Psyker:** *Rune Priest Psyker*, **Unit:** *Rune Priest*, **Weapon:** *Bolt pistol, Frag grenade, Krak grenade, Runic axe*

Abilities	Description	Ref
Psychic hood	You can add 1 to any Deny the Witch tests you make for a model equipped with a psychic hood against an enemy PSYKER within 12".	
Runic Armour	The model has a 5+ invulnerable save.	

Psychic Power	Warp Charge	Range	Details	Ref
Murderous Hurricane	5	18"	Murderous Hurricane has a warp charge value of 5. If manifested, select a visible enemy unit within 18" of the psyker. Roll one dice for each model in that unit – the unit suffers a mortal wound for each roll of 6.	
Smite	5	18"	Smite has a warp charge value of 5. If manifested, the closest visible enemy unit within 18" of the psyker suffers D3 mortal wounds (pg 181). If the result of the Psychic test was more than 10 the target suffers D6 mortal wounds instead.	
Tempest's Wrath	6	24"	Tempest's Wrath has a warp charge value of 6. If manifested, select a visible enemy unit within 24" of the psyker. Until the start of your next Psychic phase, your opponent must subtract 1 from any hit rolls they make for that unit.	

Psyker	Cast	Deny	Powers Known	Other	Ref
Rune Priest Psyker	2	1	Smite and two from the Tempestas Discipline		

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Rune Priest	6"	2+	3+	4	4	4	3	9	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Bolt pistol	12"	Pistol 1	4	0	1	-	
Frag grenade	6"	Grenade D6	3	0	1	-	
Krak grenade	6"	Grenade 1	6	-1	D3	-	
Runic axe	Melee	Melee	+1	-2	D3	-	

Troops [20 PL, 350pts]

Blood Claws [7 PL, 130pts]

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

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

Abilities: *Beserk Charge, Headstrong, Mixed Unit*

9x Blood Claw [117pts]

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

Blood Claw Pack Leader [13pts]

Selections: *Chainsword*

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

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 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.	
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	-	

Grey Hunters [8 PL, 130pts]

Selections: *Grey Hunter Pack Leader [13pts], 9x Grey Hunter w/Bolt Pistol [117pts]*

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*

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	-	
Frag grenade	6"	Grenade D6	3	0	1	-	
Krak grenade	6"	Grenade 1	6	-1	D3	-	

Intercessor Squad [5 PL, 90pts]

Selections: Auto Bolt Rifle [5pts], 4x Intercessor [68pts], Intercessor Pack Leader [17pts]

Categories: FACTION: ADEPTUS ASTARTES, FACTION: IMPERIUM, INFANTRY, INTERCESSOR SQUAD, PRIMARIS, FACTION: SPACE WOLVES, TROOPS

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

Weapon: Auto Bolt Rifle

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Intercessor	6"	3+	3+	4	4	2	2	7	3+	
Intercessor Sergeant	6"	3+	3+	4	4	2	3	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Auto Bolt Rifle	24"	Assault 2	4	0	1	-	
Bolt pistol	12"	Pistol 1	4	0	1	-	
Frag grenade	6"	Grenade D6	3	0	1	-	
Krak grenade	6"	Grenade 1	6	-1	D3	-	

Elites [26 PL, 355pts]

Wolf Guard in Terminator Armour [26 PL, 355pts]

Categories: FACTION: ADEPTUS ASTARTES, FACTION: IMPERIUM, FACTION: SPACE WOLVES, INFANTRY, TERMINATOR, WOLF GUARD, ELITES

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

Abilities: *Crux Terminatus, Teleport Strike*

Wolf Guard in Terminator Armour [34pts]

Selections: Power fist [9pts], Storm bolter [2pts]

Unit: *Wolf Guard in Terminator Armour, Weapon: Power fist, Storm bolter*

Wolf Guard in Terminator Armour [34pts]

Selections: Power fist [9pts], Storm bolter [2pts]

Unit: *Wolf Guard in Terminator Armour, Weapon: Power fist, Storm bolter*

Wolf Guard in Terminator Armour [34pts]

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Wolf Guard in Terminator Armour [34pts]

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Wolf Guard in Terminator Armour [34pts]

Selections: Power fist [9pts], Storm bolter [2pts]

Unit: *Wolf Guard in Terminator Armour, Weapon: Power fist, Storm bolter*

Wolf Guard in Terminator Armour [34pts]

Selections: Power fist [9pts], Storm bolter [2pts]

Unit: *Wolf Guard in Terminator Armour, Weapon: Power fist, Storm bolter*

Wolf Guard in Terminator Armour [34pts]

Selections: Power fist [9pts], Storm bolter [2pts]

Unit: *Wolf Guard in Terminator Armour, Weapon: Power fist, Storm bolter*

Wolf Guard in Terminator Armour [34pts]

Selections: Power fist [9pts], Storm bolter [2pts]

Unit: *Wolf Guard in Terminator Armour, Weapon: Power fist, Storm bolter*

Wolf Guard in Terminator Armour with Heavy Weapon [54pts]

Selections: Assault cannon [22pts], Power fist [9pts]

Unit: *Wolf Guard in Terminator Armour, Weapon: Assault cannon, Power fist*

Wolf Guard Pack Leader in Terminator Armour [29pts]

Selections: Power sword [4pts], Storm bolter [2pts]

Unit: *Wolf Guard Pack Leader in Terminator Armour, Weapon: Power sword, Storm bolter*

Abilities	Description	Ref
Crux Terminatus	This model has a 5+ invulnerable save.	
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.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Wolf Guard in Terminator Armour	5"	3+	3+	4	4	2	2	8	2+	
Wolf Guard Pack Leader in Terminator Armour	5"	3+	3+	4	4	2	3	8	2+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Assault cannon	24"	Heavy 6	6	-1	1	-	
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	-	
Storm bolter	24"	Rapid Fire 2	4	0	1	-	

Heavy Support [28 PL, 483pts]

Land Raider [19 PL, 305pts]

Selections: Hunter-killer missile [6pts], Storm bolter [2pts], Twin heavy bolter [17pts], 2x Twin lascannon [80pts]

Categories: FACTION: ADEPTUS ASTARTES, HEAVY SUPPORT, FACTION: IMPERIUM, VEHICLE, FACTION: SPACE WOLVES, LAND RAIDER, TRANSPORT

Abilities: *Explodes, Power of the Machine Spirit, Smoke Launchers*, **Stat Damage - M/BS/A:** Land Raider (1), Land Raider (2), Land Raider (3), **Transport:** Transport, **Unit:** Land Raider, **Weapon:** Hunter-killer missile, Storm bolter, Twin heavy bolter, Twin lascannon

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.	
Power of the Machine Spirit	This model can move and fire Heavy weapons without suffering the penalty to its hit rolls.	
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
Land Raider (1)	9-16+	10"	3+	6	
Land Raider (2)	5-8	5"	4+	D6	
Land Raider (3)	1-4	3"	5+	1	

Transport	Capacity	Ref
Transport	This model can transport 10 SPACE WOLVES INFANTRY models. Each TERMINATOR, JUMP PACK or WULFEN model takes the space of two other models. It may not transport PRIMARIS models.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Land Raider	*	6+	*	8	8	16	*	9	2+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Hunter-killer missile	48"	Heavy 1	8	-2	D6	A model can only fire each of its hunter killer missiles once per battle.	
Storm bolter	24"	Rapid Fire 2	4	0	1	-	
Twin heavy bolter	36"	Heavy 6	5	-1	1	-	
Twin lascannon	48"	Heavy 2	9	-3	D6	-	

Predator [9 PL, 178pts]

Selections: Hunter-killer missile [6pts], Storm bolter [2pts], Twin lascannon [40pts]

Categories: FACTION: ADEPTUS ASTARTES, HEAVY SUPPORT, FACTION: IMPERIUM, PREDATOR, VEHICLE, FACTION: SPACE WOLVES

Abilities: *Explodes, Smoke Launchers*, **Stat Damage - M/BS/A:** Predator (1), Predator (2), Predator (3), **Unit:** Predator, **Weapon:** Hunter-killer missile, Storm bolter, Twin lascannon

Two Lascannons [40pts]

Selections: 2x Lascannon [40pts]

Weapon: Lascannon

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.	
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
Predator (1)	6-11+	12"	3+	3	
Predator (2)	3-5	6"	4+	D3	
Predator (3)	1-2	3"	5+	1	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Predator	*	6+	*	6	7	11	*	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Hunter-killer missile	48"	Heavy 1	8	-2	D6	A model can only fire each of its hunter killer missiles once per battle.	
Lascannon	48"	Heavy 1	9	-3	D6	-	
Storm bolter	24"	Rapid Fire 2	4	0	1	-	
Twin lascannon	48"	Heavy 2	9	-3	D6	-	

Selection Rules

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

Defenders of Humanity: A Unit with this ability that is within range of an objective marker (as specified in the mission) controls the objective marker even if there are more enemy models within range of that objective marker. If an enemy unit within range of the same objective marker has a similar ability, then the objective marker is controlled by the player who has the most models within range of it as normal.

Hunters Unleashed: If your army is battle-forged, in any turn in which a unit with this ability made a charge move, was charged or made a Heroic Intervention, you can add 1 to its hit rolls in the Fight phase. In addition, CHARACTERS with this ability can perform a Heroic Intervention if, after the enemy has completed all of their charge moves, there are any enemy units within 6" of them. They can move up to 6" when performing a Heroic Intervention, so long as they end the move closer to the nearest enemy model.

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