

New Roster (Warhammer 40,000 8th Edition) [94 PL, 9CP, 1,500pts]

Battalion Detachment +5CP (Imperium - Space Wolves) [76 PL, 8CP, 1,220pts]

Rules: *Bolter Discipline, Shock Assault*

Configuration [8CP]

Battle-forged CP [3CP]

Categories: CONFIGURATION

Detachment CP [5CP]

Categories: CONFIGURATION

HQ [14 PL, 245pts]

Njal Stormcaller in Runic Terminator Armour [8 PL, 125pts]

Selections: 1. Living Lightning, 2. Tempest's Wrath, 5. Storm Caller, Bolt pistol, Nightwing, Psychic hood, Runic Terminator armour, Staff of the Stormcaller

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

Rules: *Angels of Death, Hunters Unleashed, Savage Fury*

Abilities: *Lord of Tempests, Psychic hood, Runic Terminator Armour, Teleport Strike*, **Psychic Power:** *Living Lightning, Storm Caller, Tempest's Wrath*, **Psyker:** *Psyker*, **Unit:** *Njal Stormcaller in Runic Terminator Armour*, **Weapon:** *Bolt pistol, Nightwing, Staff of the Stormcaller*

Abilities	Description	Ref
Lord of Tempests	You can add 1 to any Psychic tests you make for Njal Stormcaller.	
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 Terminator Armour	The model has a 4+ 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.	

Psychic Power	Warp Charge	Range	Details	Ref
Living Lightning	6	18"	Living Lightning has a warp charge value of 6. If manifested, the closest visible enemy unit within 18" of the psyker suffers D3 mortal wounds. If that unit is destroyed as a result, the closest enemy unit within 18" of the last model from that unit to be removed suffers D3 mortal wounds, and so on until a unit is not destroyed or there is no enemy unit within 18" of the last model in the destroyed unit	
Storm Caller	8	6"	Storm Caller has a warp charge value of 8. If manifested, until the start of your next Psychic phase, the psyker and any friendly SPACE WOLVES units within 6" of him gain the benefit of being in cover.	
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
Psyker	2	2	Smite and 3 from Tempestas discipline		

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Njal Stormcaller in Runic Terminator Armour	5"	2+	2+	4	4	6	3	9	2+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Bolt pistol	12"	Pistol	1	4	0	1 -	
Nightwing	12"	Assault D6	3	0	1	-	
Staff of the Stormcaller	Melee	Melee	+2	-1	D3	You can re-roll one failed Deny the Witch test for Njal Stormcaller in each of your opponent's Psychic phases.	

Ragnar Blackmane [6 PL, 120pts]

Selections: Bolt pistol, Frag & Krak grenades, Frostfang

Categories: CHARACTER, HQ, INFANTRY, FACTION: SPACE WOLVES, WOLF LORD, FACTION: ADEPTUS ASTARTES, RAGNAR BLACKMANE, FACTION: IMPERIUM, PRIMARIS

Rules: *Angels of Death, Hunters Unleashed, Savage Fury*

Abilities: *Battlelust, Belt of Russ, Berserker Rage, Jarl of Fenris, War Howl*, **Unit:** *Ragnar Blackmane*, **Weapon:** *Bolt pistol, Frag grenade, Frostfang, Krak grenade*

Warlord

Selections: Warlord

Categories: WARLORD

Abilities	Description	Ref
Battlelust	When a friendly SPACE WOLVES unit within 6" of this model and not within 3" of an enemy unit consolidates, it can move up to 6" instead of 3".	
Belt of Russ	Provides the wearer with a 4+ invulnerable save.	
Berserker Rage	When this model is affected by the Shock Assault ability, add 3 to the Attacks characteristic of this model instead of 1.	
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
War Howl	You can re-roll failed charge rolls for friendly SPACE WOLVES units (other than VEHICLE units) if they are within 6" of this model when the roll is made.	Codex: Space Wolves p83

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Ragnar Blackmane	6"	2+	2+	4	4	6	7	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	-	
Frostfang	Melee	Melee	+2	-4	2	-	
Krak grenade	6"	Grenade 1	6	-1	D3	-	

Troops [20 PL, 290pts]

Intercessor Squad [5 PL, 85pts]**Selections:** Bolt rifle**Categories:** FACTION: ADEPTUS ASTARTES, FACTION: IMPERIUM, INFANTRY, INTERCESSOR SQUAD, PRIMARIS, FACTION: SPACE WOLVES, TROOPS**Rules:** *Angels of Death, Hunters Unleashed, Savage Fury***Weapon:** *Bolt rifle***4x Intercessor [68pts]****Selections:** 4x Bolt pistol, 4x Frag & Krak grenades**Unit:** *Intercessor*, **Weapon:** *Bolt pistol, Frag grenade, Krak grenade***Intercessor Pack Leader [17pts]****Selections:** Bolt pistol, Frag & Krak grenades**Unit:** *Intercessor Sergeant*, **Weapon:** *Bolt pistol, Frag grenade, Krak grenade*

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
Bolt pistol	12"	Pistol 1	4	0	1	-	
Bolt rifle	30"	Rapid Fire 1	4	-1	1	-	
Frag grenade	6"	Grenade D6	3	0	1	-	
Krak grenade	6"	Grenade 1	6	-1	D3	-	

Intercessor Squad [5 PL, 85pts]**Selections:** Bolt rifle**Categories:** FACTION: ADEPTUS ASTARTES, FACTION: IMPERIUM, INFANTRY, INTERCESSOR SQUAD, PRIMARIS, FACTION: SPACE WOLVES, TROOPS**Rules:** *Angels of Death, Hunters Unleashed, Savage Fury***Weapon:** *Bolt rifle***4x Intercessor [68pts]****Selections:** 4x Bolt pistol, 4x Frag & Krak grenades**Unit:** *Intercessor*, **Weapon:** *Bolt pistol, Frag grenade, Krak grenade***Intercessor Pack Leader [17pts]****Selections:** Bolt pistol, Chainsword, Frag & Krak grenades**Unit:** *Intercessor Sergeant*, **Weapon:** *Bolt pistol, Chainsword, Frag grenade, Krak grenade*

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
Bolt pistol	12"	Pistol 1	4	0	1	-	
Bolt rifle	30"	Rapid Fire 1	4	-1	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	-	

Intercessor Squad [10 PL, 120pts]**Selections:** Auxiliary Grenade Launcher [1pts], Bolt rifle**Categories:** FACTION: ADEPTUS ASTARTES, FACTION: IMPERIUM, INFANTRY, INTERCESSOR SQUAD, PRIMARIS, FACTION: SPACE WOLVES, TROOPS**Rules:** *Angels of Death, Hunters Unleashed, Savage Fury***Abilities:** *Auxiliary Grenade Launcher, Weapon: Bolt rifle***6x Intercessor [102pts]****Selections:** 6x Bolt pistol, 6x Frag & Krak grenades**Unit:** *Intercessor, Weapon: Bolt pistol, Frag grenade, Krak grenade***Intercessor Pack Leader [17pts]****Selections:** Bolt pistol, Chainsword, Frag & Krak grenades**Unit:** *Intercessor Sergeant, Weapon: Bolt pistol, Chainsword, Frag grenade, Krak grenade*

Abilities	Description	Ref
Auxiliary Grenade Launcher	If a model is armed with a auxiliary grenade launcher, increase the range of any Grenade weapons they have to 30"	

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
Bolt pistol	12"	Pistol 1	4	0	1	-	
Bolt rifle	30"	Rapid Fire 1	4	-1	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	-	

Elites [34 PL, 502pts]

Aggressors [12 PL, 222pts]**Selections:** 5x Aggressor [105pts], Aggressor Pack Leader [21pts]**Categories:** FACTION: ADEPTUS ASTARTES, AGGRESSOR SQUAD, FACTION: IMPERIUM, INFANTRY, Mk X GRAVIS, PRIMARIS, ELITES**Rules:** *Angels of Death, Hunters Unleashed, Savage Fury***Abilities:** *Fire Storm, Relentless Advance, Unit: Aggressor, Aggressor Sergeant***Auto Boltstorm Gauntlets/Fragstorm Grenade Launcher [96pts]****Selections:** Auto Boltstorm Gauntlets, Fragstorm Grenade Launcher**Weapon:** *Auto Boltstorm Gauntlets (Melee), Auto Boltstorm Gauntlets (Shooting), Fragstorm Grenade Launcher*

Abilities	Description	Ref
Fire Storm	When this unit fires Overwatch or is chosen to shoot with, models in this unit can shoot twice if this unit did not move this turn.	
Relentless Advance	Models in this unit do not suffer the penalty to their hit rolls for Advancing and firing Assault Weapons.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Aggressor	5"	3+	3+	4	5	3	3	7	3+	
Aggressor Sergeant	5"	3+	3+	4	5	3	4	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Auto Boltstorm Gauntlets (Melee)	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit rolls.	
Auto Boltstorm Gauntlets (Shooting)	18"	Assault 6	4	0	1	-	
Fragstorm Grenade Launcher	18"	Assault D6	4	0	1	-	

Wulfen [22 PL, 280pts]

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

Rules: *Angels of Death, Hunters Unleashed, Savage Fury*

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

6x Thunder hammer & Stormshield [108pts]

Selections: 6x Storm Shield [12pts], 6x Thunder Hammer [96pts]

Abilities: *Storm Shield, Weapon: Thunder hammer*

6x Wulfen [138pts]

Unit: *Wulfen*

Wulfen Pack Leader [34pts]

Selections: Frost claws [11pts]

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

Abilities	Description	Ref
Bounding Lope	Models in this unit can Advance and charge in the same turn.	
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.	
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 not affected by this ability, nor are units that made a charge while within range of the Curse of the Wulfen (Hunt) ability.	
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, then once the enemy unit has finished making its attacks you can attack with that model before removing it as a casualty, even if it has already attacked that phase. This ability is not cumulative with the Great Company Banner ability.	
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.	
Thunder hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.	

Fast Attack [8 PL, 183pts]

Thunderwolf Cavalry [8 PL, 183pts]

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

Rules: *Angels of Death, Hunters Unleashed, Savage Fury*

Thunderwolf Cavalry [61pts]

Selections: Frag & Krak grenades, Storm shield [5pts], Thunder hammer [16pts], Thunderwolf

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

Thunderwolf Cavalry [61pts]

Selections: Frag & Krak grenades, Storm shield [5pts], 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 [61pts]

Selections: Frag & Krak grenades, Storm shield [5pts], Thunder hammer [16pts], Thunderwolf

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

Abilities	Description	Ref
Storm shield	A model with a storm shield has a 3+ invulnerable save.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Thunderwolf Cavalry	10"	3+	3+	4	5	3	2	8	3+	
Thunderwolf Cavalry Pack Leader	10"	3+	3+	4	5	3	3	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
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.	
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.	

Supreme Command Detachment +1CP (Imperium - Space Wolves) [18 PL, 1CP, 280pts]

Rules: *Bolter Discipline, Shock Assault*

Configuration [1CP]

Detachment CP [1CP]

Categories: CONFIGURATION

HQ [18 PL, 280pts]

Rune Priest [6 PL, 100pts]

Selections: 1. Living Lightning, 5. Storm Caller, Bolt pistol, Frag & Krak grenades, Psychic hood [5pts], Runic armour [7pts], Runic staff [8pts], Smite

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

Rules: *Angels of Death, Hunters Unleashed, Savage Fury*

Abilities: *Psychic hood, Runic Armour, Psychic Power: Living Lightning, Smite, Storm Caller, Psyker: Rune Priest Psyker, Unit: Rune Priest, Weapon: Bolt pistol, Frag grenade, Krak grenade, Runic stave*

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
Living Lightning	6	18"	Living Lightning has a warp charge value of 6. If manifested, the closest visible enemy unit within 18" of the psyker suffers D3 mortal wounds. If that unit is destroyed as a result, the closest enemy unit within 18" of the last model from that unit to be removed suffers D3 mortal wounds, and so on until a unit is not destroyed or there is no enemy unit within 18" of the last model in the destroyed unit	
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.	
Storm Caller	8	6"	Storm Caller has a warp charge value of 8. If manifested, until the start of your next Psychic phase, the psyker and any friendly SPACE WOLVES units within 6" of him gain the benefit of being in cover.	

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 stave	Melee	Melee	+2	-1	D3	-	

Wolf Priest [6 PL, 90pts]

Selections: 5. Recitation of Focus, Bolt pistol, Crozius arcanum, Frag & Krak grenades, Jump Pack [1 PL, 18pts], Tale of the Wolf King and the Lord of the Deeps

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

Rules: *Angels of Death, Hunters Unleashed, Savage Fury*

Abilities: 5. *Recitation of Focus, Healing Balms, Jump Pack Assault, Priest, Spiritual Leader, Tale of the Wolf King and the Lord of the Deeps, Wolf Amulet*, **Unit:** *Wolf Priest (Jump Pack)*,

Weapon: *Bolt pistol, Crozius arcanum, Frag grenade, Krak grenade*

Abilities	Description	Ref
5. Recitation of Focus	If this litany is inspiring, select one friendly <CHAPTER> unit within 6" of this model. When resolving an attack made with a ranged weapon by a model in that unit, add 1 to the hit roll	
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.	
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.	
Priest	This model knows the Litany of Hate (see below) and one litany from the Litanies of Battle (pg 59). At the start of the battle round, this model can recite one litany it knows that has not already been recited by a friendly model that battle round. Roll one D6; on a 3+ the recited litany is inspiring and takes effect until the end of that battle round. Litany of Hate: If this litany is inspiring, you can re-roll hit rolls for attacks made with melee weapons by models in friendly SPACE WOLVES units whilst their unit is within 6" of this model.	
Spiritual Leader	All friendly SPACE WOLVES units within 6" of this model in the Morale phase can use its Leadership instead of their own.	
Tale of the Wolf King and the Lord of the Deeps	If this litany is inspiring, select one friendly SPACE WOLVES unit within 6" of this model. When resolving an attack made with a melee weapon by a model in that unit against a MONSTER or VEHICLE unit, add 1 to the Damage characteristic of that weapon for that attack	
Wolf Amulet	This model has a 4+ invulnerable save.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
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	-	
Crozius arcanum	Melee	Melee	+1	-1	2	-	
Frag grenade	6"	Grenade D6	3	0	1	-	
Krak grenade	6"	Grenade 1	6	-1	D3	-	

Wolf Priest [6 PL, 90pts]

Selections: 1. Litany of Faith, Adamantine Mantle, Bolt pistol, Crozius arcanum, Frag & Krak grenades, Jump Pack [1 PL, 18pts], Tale of the Wolf King and the Lord of the Deeps

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

Rules: *Angels of Death, Hunters Unleashed, Savage Fury*

Abilities: 1. *Litany of Faith, Adamantine Mantle, Healing Balms, Jump Pack Assault, Priest, Spiritual Leader, Tale of the Wolf King and the Lord of the Deeps, Wolf Amulet*, **Unit:** *Wolf Priest (Jump Pack)*, **Weapon:** *Bolt pistol, Crozius arcanum, Frag grenade, Krak grenade*

Abilities	Description	Ref
1. Litany of Faith	If this litany is inspiring, then when a model in a friendly <CHAPTER> unit within 6" of this model would lose a wound as a result of a mortal wound, roll one D6; on a 5+ that wound is not lost. This is not cumulative with any similar rules (e.g. the Psychic Fortress psychic power or the Flesh is Weak Chapter Tactic).	
Adamantine Mantle	When a model with this Relic would lose a wound, roll one D6; on a 5+ that wound is not lost.	
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.	
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.	
Priest	This model knows the Litany of Hate (see below) and one litany from the Litanies of Battle (pg 59). At the start of the battle round, this model can recite one litany it knows that has not already been recited by a friendly model that battle round. Roll one D6; on a 3+ the recited litany is inspiring and takes effect until the end of that battle round. Litany of Hate: If this litany is inspiring, you can re-roll hit rolls for attacks made with melee weapons by models in friendly SPACE WOLVES units whilst their unit is within 6" of this model.	
Spiritual Leader	All friendly SPACE WOLVES units within 6" of this model in the Morale phase can use its Leadership instead of their own.	
Tale of the Wolf King and the Lord of the Deeps	If this litany is inspiring, select one friendly SPACE WOLVES unit within 6" of this model. When resolving an attack made with a melee weapon by a model in that unit against a MONSTER or VEHICLE unit, add 1 to the Damage characteristic of that weapon for that attack	
Wolf Amulet	This model has a 4+ invulnerable save.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
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	-	
Crozius arcanum	Melee	Melee	+1	-1	2	-	
Frag grenade	6"	Grenade D6	3	0	1	-	
Krak grenade	6"	Grenade 1	6	-1	D3	-	

Force Rules

Bolter Discipline: All ADEPTUS ASTARTES and HERETIC ASTARTES models gain this ability. Instead of following the normal rules for Rapid Fire weapons, Rapid Fire bolt weapons used by models with this ability make double the number of attacks if any of the following conditions apply: 1) The firing model's target is within half the weapon's maximum range. 2) The firing model is INFANTRY and every model in its unit remained stationary in your previous Movement phase. 3) The firing model is a TERMINATOR, BIKER, CENTURION, or DREADNOUGHT. For the purposes of this ability a Rapid Fire Bolt weapon is any weapon with the Rapid Fire type whose name includes the word 'bolt' (e.g. boltgun, bolt rifle, storm bolter, combi-bolter, hurricane bolter, inferno boltgun, etc.) This also applies when firing the boltgun profile of a combi-weapon (including the bolt weapon profile of Relics such as Blood Song and the Lion's Wrath) and when firing relics that replace a Rapid Fire bolt weapon, so long as the relic is also a rapid-fire weapon (e.g. Primarch's Wrath, Fury of Deimos, etc) The gauntlets of ultramar and the Talon of Horus are also considered Rapid Fire Bolt weapons, as is the guardian spear used by Deathwatch Watch Masters. (White Dwarf Feb 2019)

Shock Assault: If this unit makes a charge move, is charged or performs a Heroic Intervention, add 1 to the Attacks characteristic of models in this unit until the end of the turn. ()

Selection Rules

Angels of Death: This unit has the following abilities: And They Shall Know No Fear, Bolter Discipline, Shock Assault and Combat Doctrines.

And They Shall Know No Fear:

When a Morale test is taken for this unit, you can re-roll the dice.

Designer's Note: With the addition of the Angels of Death ability, some units in Codex: Space Wolves will gain the And They Shall Know No Fear ability twice. Such units gain no additional benefit from this.

Bolter Discipline:

Instead of following the normal rules for Rapid Fire weapons, models in this unit firing Rapid Fire bolt weapons make double the number of attacks if any of the following apply:

- The firing model's target is within half the weapon's maximum range.
- The firing model is INFANTRY and every model in its unit remained stationary in your previous Movement phase.
- The firing model is a TERMINATOR, BIKER, CENTURION or DREADNOUGHT.

For the purposes of this ability, a Rapid Fire bolt weapon is any bolt weapon with the Rapid Fire type.

Shock Assault:

If this unit makes a charge move, is charged or performs a Heroic Intervention, add 1 to the Attacks characteristic of models in this unit until the end of the turn.

Combat Doctrines:

Models in this unit gain a bonus depending on which combat doctrine is active for your army (see below). If your army is Battle-forged and if every unit from your army has this ability (excluding Servitor and Unaligned units), this unit gains a bonus (see below) depending on which combat doctrine is active for your army, as follows:

- During the first battle round, the Devastator Doctrine is active for your army.
- During the second battle round, the Tactical Doctrine is active for your army.
- At the start of the third battle round, select either the Tactical Doctrine or Assault Doctrine: until the end of that battle round, the doctrine you selected is active for your army.
- During the fourth and subsequent battle rounds, the Assault Doctrine is active for your army.

Unless specified otherwise, this bonus is not cumulative with any other rules that improve the Armour Penetration characteristic of a weapon (e.g. the Storm of Fire Warlord Trait).

Devastator Doctrine

The Armour Penetration characteristic of Heavy and Grenade weapons this model is equipped with is

improved by 1 whilst this combat doctrine is active. For example, AP 0 becomes AP -1.

Tactical Doctrine

The Armour Penetration characteristic of Rapid Fire and Assault weapons this model is equipped with is improved by 1 whilst this combat doctrine is active. For example, AP 0 becomes AP -1.

Assault Doctrine

The Armour Penetration characteristic of Pistol and melee weapons this model is equipped with is improved by 1 whilst this combat doctrine is active. For example, AP 0 becomes AP -1. ()

Hunters Unleashed: In any turn in which a unit with this ability made a charge move, was charged or performed 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. ()

Savage Fury: Whilst the Assault Doctrine is active, if an unmodified hit roll of 6 is made for an attack made with a melee weapon by a unit with this ability, that attack scores 1 additional hit on the target. ()

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