Wolves 1500 Liste (Warhammer 40,000 9th Edition) [101 PL, 5CP, 1,496pts]

Arks of Omen Detachment (Imperium - Adeptus Astartes - Space Wolves) [101 PL, 5CP, 1,496pts]

Rules: *And They Shall Know No Fear, Angels of Death, Bolter Discipline, Combat Doctrines, Shock Assault*

Configuration [6CP]

Chapter Selector
  Selections: Space Wolves
  Categories: CONFIGURATION, PC: SW
  Rules: *Hunters Unleashed*

Arks of Omen Compulsory Type
  Selections: Troops
  Categories: CONFIGURATION

Battle Size [6CP]
  Selections: 3. Strike Force (101-200 Total PL / 1001-2000 Points) [6CP]
  Categories: CONFIGURATION

Detachment Command Cost
  Categories: CONFIGURATION

Game Type
  Selections: 5. Chapter Approved: Arks of Omen
  Categories: CONFIGURATION

HQ [20 PL, -1CP, 325pts]

Arjac Rockfist [6 PL, 100pts]

Selections: Foehammer

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

Rules: *Angels of Death, Teleport Strike*

Abilities: *Champion of the Kingsguard, Savage Fury, Tactical Precision (Aura), The Anvil Shield*, **Unit:** *Arjac Rockfist*, **Weapon:** *Foehammer (melee), Foehammer (shooting)*

Abilities	Description	Ref
Champion of the Kingsguard	Each time this model makes a melee attack against a CHARACTER unit, you can re-roll the hit roll.	
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.	
Tactical Precision (Aura)	While a friendly Space Wolves Core unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a wound roll of 1.	
The Anvil Shield	This model has a 3+ invulnerable save.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Arjac Rockfist	5"	2+	2+	5	4	5	4	8	2+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Foehammer (melee)	Melee	Melee	x2	-3	3	Each time an attack made with this weapon is allocated to a CHARACTER or MONSTER model, add 1 to the Damage characteristic of that attack.	
Foehammer (shooting)	12"	Assault 1	x2	-3	3	Each time an attack made with this weapon is allocated to a CHARACTER or MONSTER model, add 1 to the Damage characteristic of that attack.	

Chaplain [7 PL, 115pts]

Selections: 3. Exhortation of Rage, 6. Canticle of Hate (Aura), Chapter Command: Master of Sanctity [1 PL, 20pts], Crozius arcanum, Frag & Krak grenades, Grav-pistol, Jump Pack [1 PL, 25pts], Litany of Hate

Categories: FACTION: ADEPTUS ASTARTES, CHARACTER, FACTION: IMPERIUM, INFANTRY, CHAPLAIN, PRIEST, HQ, WOLF PRIEST, FLY, JUMP PACK, MASTER OF SANCTITY

Rules: *Angels of Death, Death from Above*

Abilities: *3. Exhortation of Rage, 6. Canticle of Hate (Aura), Litany of Hate, Master of Sanctity, Rosarius, Savage Fury, Spiritual Leaders*, **Unit:** *Chaplain (Jump Pack)*, **Weapon:** *Crozius arcanum, Frag grenades, Grav-pistol, Krak grenades*

Abilities	Description	Ref
3. Exhortation of Rage	If this litany is inspiring, select one friendly CORE or CHARACTER unit within 6" of this PRIEST. Each time a model in that unit makes a melee attack, add 1 to that attack's wound roll.	
6. Canticle of Hate (Aura)	If this litany is inspiring, then while a friendly CORE or CHARACTER unit within 6" of this PRIEST: - Add 2 to charge rolls made for that unit. This is not cumulative with any other rule that adds to a unit's charge roll. - Each time a model in that unit makes a pile-in or consolidation move, it can move up to an additional 3". This is not cumulative with any other rule that increases the distance models can pile in or consolidate.	
Litany of Hate	If this litany is inspiring, then while a friendly Core or Character unit is within 6" of this Priest, each time a model in that unit makes a melee attack, you can re-roll the hit roll	
Master of Sanctity	This model knows one additional Litany from Litanies of Battle . In your Command phase, if this model is on the battlefield, it can recite one additional litany it knows that has not already been recited by a friendly model that turn.	
Rosarius	This model has a 4+ invulnerable save.	
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.	
Spiritual Leaders	While a friendly <CHAPTER> CORE unit is within 6" of this model, models in that unit can use this model's Leadership characteristic instead of their own	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Chaplain (Jump Pack)	12"	2+	3+	4	4	4	3	9	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Crozius arcanum	Melee	Melee	+2	-1	2	-	
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Grav-pistol	12"	Pistol 1	5	-3	1	Each time an attack made with this weapon is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 2.	
Krak grenades	6"	Grenade 1	6	-1	D3	-	

Ragnar Blackmane [7 PL, -1CP, 110pts]

Selections: Bolt pistol, Frag & Krak grenades, Frostfang, Stratagem: Warlord Trait [-1CP], Warlord, Warrior Born

Categories: CHARACTER, HQ, INFANTRY, FACTION: SPACE WOLVES, FACTION: ADEPTUS ASTARTES, RAGNAR BLACKMANE, FACTION: IMPERIUM, PRIMARIS, CAPTAIN, WARLORD

Rules: *Angels of Death*

Abilities: *Battle-lust (Aura), Belt of Russ, Berserker Rage, Rites of Battle (Aura), Savage Fury, Stratagem: Warlord Trait, War Howl (Aura), Warrior Born*, **Unit:** *Ragnar Blackmane*, **Weapon:** *Bolt pistol, Frag grenades, Frostfang, Krak grenades*

Abilities	Description	Ref
Battle-lust (Aura)	While a friendly SPACE WOLVES CORE unit is within 6" of this model, each time that unit makes a consolidation move, models in that unit can move an additional 3".	
Belt of Russ	This model has a 4+ invulnerable save.	
Berserker Rage	This model makes 3 additional attacks instead of 1 as a result of its Shock Assault ability.	
Rites of Battle (Aura)	While a friendly Space Wolves Core unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.	
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.	
Stratagem: Warlord Trait	Use this Stratagem before the battle, when you are mustering your army, after selecting your WARLORD. If your WARLORD is a CHARACTER model, determine a Warlord Trait for them (this must be a Warlord Trait they could have). You can only use this Stratagem once.	War Zone Nephilim: Grand Tournament
War Howl (Aura)	While a friendly SPACE WOLVES CORE unit is within 6" of this model, you can re-roll charge rolls made for that unit.	Codex: Space Wolves p83
Warrior Born	At the start of the Fight phase, if this WARLORD is within Engagement Range of any enemy units, it can fight first that phase.	

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 grenades	6"	Grenade D6	3	0	1	Blast.	
Frostfang	Melee	Melee	+2	-4	2	-	
Krak grenades	6"	Grenade 1	6	-1	D3	-	

Troops [36 PL, 483pts]

Blood Claws [18 PL, 222pts]

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

Rules: *Angels of Death, Objective Secured*

Abilities: *Berserk Charge, Headstrong, Savage Fury*, **Unit:** *Blood Claw*

11x Blood Claw [187pts]

    Selections: 11x Astartes Chainsword, 11x Bolt pistol, 11x Frag & Krak grenades

    Weapon: *Astartes Chainsword, Bolt pistol, Frag grenades, Krak grenades*

Blood Claw Pack Leader [17pts]

    Selections: Bolt pistol, Frag & Krak grenades, Power fist

    Unit: *Blood Claw Pack Leader*, **Weapon:** *Bolt pistol, Frag grenades, Krak grenades, Power fist*

Wolf Guard Pack Leader [2 PL, 18pts]

    Selections: Frag & Krak grenades, Power fist, Storm shield

    Categories: Infantry, Core, Wolf Guard

    Rules: *Angels of Death*

    Abilities: *Savage Fury, Storm shield*, **Unit:** *Wolf Guard Pack Leader*, **Weapon:** *Frag grenades, Krak grenades, Power fist*

Abilities	Description	Ref
Berserk Charge	If this unit has either the Hunters Unleashed Chapter Tactic, or it has the Inheritors of the Primarch successor tactic and it is using the Chapter Tactic of the Space Wolves, then each time it fights, if it made a charge move this turn, then until that fight is resolved, add 1 to the Attacks characteristic of models (excluding WOLF GUARD models) in this unit.	
Headstrong	If this unit does not contain a WOLF GUARD model, then each time this unit declares a charge, you must select the closest eligible enemy unit as one of the targets of that charge.	
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.	
Storm shield	The bearer has a 4+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Blood Claw	6"	3+	3+	4	4	2	1	7	3+	
Blood Claw Pack Leader	6"	3+	3+	4	4	2	2	7	3+	
Wolf Guard Pack Leader	6"	3+	3+	4	4	2	2	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Astartes Chainsword	Melee	Melee	User	-1	1	When the bearer fights, it makes 1 additional attack with this weapon.	
Bolt pistol	12"	Pistol 1	4	0	1	-	
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Krak grenades	6"	Grenade 1	6	-1	D3	-	
Power fist	Melee	Melee	x2	-3	2	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.	

Blood Claws [13 PL, 171pts]

    Categories: Troops, Faction: Adeptus Astartes, Faction: Imperium, Faction: Space Wolves,

INFANTRY, BLOOD CLAWS, CORE

Rules: *Angels of Death, Objective Secured*

Abilities: *Berserk Charge, Headstrong, Savage Fury*, **Unit:** *Blood Claw*

8x Blood Claw [136pts]

Selections: 8x Astartes Chainsword, 8x Bolt pistol, 8x Frag & Krak grenades

Weapon: *Astartes Chainsword, Bolt pistol, Frag grenades, Krak grenades*

Blood Claw Pack Leader [17pts]

Selections: Bolt pistol, Frag & Krak grenades, Power fist

Unit: *Blood Claw Pack Leader*, **Weapon:** *Bolt pistol, Frag grenades, Krak grenades, Power fist*

Wolf Guard Pack Leader [2 PL, 18pts]

Selections: Frag & Krak grenades, Power fist, Storm shield

Categories: INFANTRY, CORE, WOLF GUARD

Rules: *Angels of Death*

Abilities: *Savage Fury, Storm shield*, **Unit:** *Wolf Guard Pack Leader*, **Weapon:** *Frag grenades, Krak grenades, Power fist*

Abilities	Description	Ref
Berserk Charge	If this unit has either the Hunters Unleashed Chapter Tactic, or it has the Inheritors of the Primarch successor tactic and it is using the Chapter Tactic of the Space Wolves, then each time it fights, if it made a charge move this turn, then until that fight is resolved, add 1 to the Attacks characteristic of models (excluding WOLF GUARD models) in this unit.	
Headstrong	If this unit does not contain a WOLF GUARD model, then each time this unit declares a charge, you must select the closest eligible enemy unit as one of the targets of that charge.	
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.	
Storm shield	The bearer has a 4+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Blood Claw	6"	3+	3+	4	4	2	1	7	3+	
Blood Claw Pack Leader	6"	3+	3+	4	4	2	2	7	3+	
Wolf Guard Pack Leader	6"	3+	3+	4	4	2	2	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Astartes Chainsword	Melee	Melee	User	-1	1	When the bearer fights, it makes 1 additional attack with this weapon.	
Bolt pistol	12"	Pistol 1	4	0	1	-	
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Krak grenades	6"	Grenade 1	6	-1	D3	-	
Power fist	Melee	Melee	x2	-3	2	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.	

Intercessor Squad [5 PL, 90pts]

Selections: Stalker Bolt Rifle

Categories: FACTION: ADEPTUS ASTARTES, FACTION: IMPERIUM, INFANTRY, INTERCESSOR SQUAD, PRIMARIS, CORE, INTERCESSORS, TROOPS

Rules: *Angels of Death, Combat Squads, Objective Secured*

Abilities: *Savage Fury*, **Weapon:** *Stalker Bolt Rifle*

4x Intercessor [72pts]

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

Unit: *Intercessor*, **Weapon:** *Bolt pistol, Frag grenades, Krak grenades*

Intercessor Sergeant [18pts]

Selections: Bolt pistol, Frag & Krak grenades

Unit: *Intercessor Sergeant*, **Weapon:** *Bolt pistol, Frag grenades, Krak grenades*

Abilities	Description	Ref
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.	

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	-	
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Krak grenades	6"	Grenade 1	6	-1	D3	-	
Stalker Bolt Rifle	36"	Heavy 1	4	-2	2	-	

Elites [17 PL, 310pts]

Contemptor Dreadnought [8 PL, 140pts]

Selections: Combi-bolter, Dreadnought combat weapon, Multi-melta

Categories: FACTION: ADEPTUS ASTARTES, CONTEMPTOR DREADNOUGHT, DREADNOUGHT, FACTION: IMPERIUM, VEHICLE, CORE, ELITES

Rules: *Angels of Death, Explodes (3"/1)*

Abilities: *Atomantic Shielding, Duty Eternal, Savage Fury*, **Unit:** *Contemptor Dreadnought*, **Weapon:** *Combi-bolter, Dreadnought combat weapon, Multi-melta*

Abilities	Description	Ref
Atomantic Shielding	This model has a 5+ invulnerable save.	
Duty Eternal	Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack(to a minimum of 1)	
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.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Contemptor Dreadnought	8"	3+	3+	7	7	9	4	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Combi-bolter	24"	Rapid Fire 2	4	0	1	-	
Dreadnought combat weapon	Melee	Melee	x2	-3	3	-	
Multi-melta	24"	Heavy 2	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.	

Wolf Guard Terminators [9 PL, 170pts]

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

Rules: *Angels of Death, Teleport Strike*

Abilities: *Crux Terminatus, Savage Fury*, **Unit:** *Wolf Guard in Terminator Armour*

Wolf Guard in Terminator Armour [34pts]

Selections: Cyclone missile launcher, Power fist, Storm bolter

Weapon: *Cyclone missile launcher, Frag missile, Cyclone missile launcher, Krak missile, Power fist, Storm bolter*

Wolf Guard in Terminator Armour [34pts]

Selections: Power fist, Storm bolter

Weapon: *Power fist, Storm bolter*

Wolf Guard in Terminator Armour [34pts]

Selections: Power fist, Storm bolter

Weapon: *Power fist, Storm bolter*

Wolf Guard in Terminator Armour [34pts]

Selections: Power fist, Storm shield

Abilities: *Storm shield*, **Weapon:** *Power fist*

Wolf Guard Terminator Pack Leader [34pts]

Selections: Power fist, Storm bolter

Categories: INFANTRY, CORE, TERMINATOR, WOLF GUARD

Rules: *Angels of Death*

Abilities: *Crux Terminatus, Savage Fury*, **Unit:** *Wolf Guard Terminator Pack Leader (Wolf Guard)*, **Weapon:** *Power fist, Storm bolter*

Abilities	Description	Ref
Crux Terminatus	This model has a 5+ invulnerable save.	
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.	
Storm shield	The bearer has a 4+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.	

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

Weapon	Range	Type	S	AP	D	Abilities	Ref
Cyclone missile launcher, Frag missile	36"	Heavy 2D6	4	0	1	Blast.	
Cyclone missile launcher, Krak missile	36"	Heavy 2	8	-2	D6	-	
Power fist	Melee	Melee	x2	-3	2	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.	
Storm bolter	24"	Rapid Fire 2	4	0	1	-	

Fast Attack [13 PL, 128pts]

Skyclaws [13 PL, 128pts]

Categories: FACTION: ADEPTUS ASTARTES, FACTION: IMPERIUM, FACTION: SPACE WOLVES, INFANTRY, JUMP PACK, FLY, SKYCLAWS, FAST ATTACK, CORE, MELTA BOMBS, BLOOD CLAWS

Rules: *Angels of Death, Death from Above*

Abilities: *Berserk Charge, Headstrong, Savage Fury*, **Unit:** *Skyclaw*

Skyclaw [18pts]

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

Categories: FLY, JUMP PACK

Abilities: *Jump Pack Assault*, **Weapon:** *Astartes Chainsword, Bolt pistol, Frag grenades, Krak grenades*

Skyclaw [18pts]

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

Categories: FLY, JUMP PACK

Abilities: *Jump Pack Assault*, **Weapon:** *Astartes Chainsword, Bolt pistol, Frag grenades, Krak grenades*

Skyclaw [18pts]

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

Categories: FLY, JUMP PACK

Abilities: *Jump Pack Assault*, **Weapon:** *Astartes Chainsword, Bolt pistol, Frag grenades, Krak grenades*

Skyclaw [18pts]

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

Categories: FLY, JUMP PACK

Abilities: *Jump Pack Assault*, **Weapon:** *Astartes Chainsword, Bolt pistol, Frag grenades, Krak grenades*

Skyclaw [18pts]

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

Categories: FLY, JUMP PACK

Abilities: *Jump Pack Assault*, **Weapon:** *Astartes Chainsword, Bolt pistol, Frag grenades, Krak grenades*

Skyclaw Pack Leader [18pts]

Selections: Bolt pistol, Frag & Krak grenades, Jump Pack, Power fist

Categories: FLY, JUMP PACK

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

Wolf Guard Skyclaw Pack Leader [2 PL, 20pts]

Selections: Bolt pistol, Jump Pack, Thunder hammer

Categories: INFANTRY, CORE, JUMP PACK, MELTA BOMBS, WOLF GUARD, FLY

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

Abilities	Description	Ref
Berserk Charge	If this unit has either the Hunters Unleashed Chapter Tactic, or it has the Inheritors of the Primarch successor tactic and it is using the Chapter Tactic of the Space Wolves, then each time it fights, if it made a charge move this turn, then until that fight is resolved, add 1 to the Attacks characteristic of models (excluding WOLF GUARD models) in this unit.	
Headstrong	If this unit does not contain a WOLF GUARD model, then each time this unit declares a charge, you must select the closest eligible enemy unit as one of the targets of that charge.	
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.	
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.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Skyclaw	12"	3+	3+	4	4	2	1	7	3+	
Skyclaw Pack Leader	12"	3+	3+	4	4	2	2	7	3+	
Wolf Guard Sky Leader	12"	3+	3+	4	4	2	2	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Astartes Chainsword	Melee	Melee	User	-1	1	When the bearer fights, it makes 1 additional attack with this weapon.	
Bolt pistol	12"	Pistol 1	4	0	1	-	
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Krak grenades	6"	Grenade 1	6	-1	D3	-	
Power fist	Melee	Melee	x2	-3	2	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.	
Thunder hammer	Melee	Melee	x2	-2	3	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.	

Heavy Support [11 PL, 170pts]

Gladiator Valiant [11 PL, 170pts]

Selections: Auto Launchers, Icarus Rocket Pod, Ironhail Heavy Stubber, 2x Multi-melta, Twin las-talon

Categories: Vehicle, Faction: Imperium, Faction: Adeptus Astartes, Repulsor Field, Gladiator, Gladiator Valiant, Heavy Support, Smokescreen

Rules: *Angels of Death, Explodes (6"/D3)*

Abilities: *Hover Tank, Savage Fury*, **Unit:** *Gladiator Valiant [1] (7+ wounds remaning),
Gladiator Valiant [2] (4-6 wounds remaning), Gladiator Valiant [3] (1-3 wounds remaning)*,
Weapon: *Icarus Rocket Pod, Ironhail Heavy Stubber, Multi-melta, Twin las-talon*

Abilities	Description	Ref
Hover Tank	Distances and ranges are always measured to and from this model's hull even though it has a base.	
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.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Gladiator Valiant [1] (7+ wounds remaining)	10"	6+	3+	7	8	12	3	8	3+	
Gladiator Valiant [2] (4-6 wounds remaining)	5"	6+	4+	7	8	N/A	D3	8	3+	
Gladiator Valiant [3] (1-3 wounds remaining)	3"	6+	5+	7	8	N/A	1	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Icarus Rocket Pod	24"	Heavy D3	7	-1	2	Blast. Each time an attack is made with this weapon against an Aircraft unit, add 1 to that attack's hit roll.	
Ironhail Heavy Stubber	36"	Heavy 4	4	-1	1	-	
Multi-melta	24"	Heavy 2	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.	
Twin las-talon	24"	Heavy 4	9	-3	D6	-	

Dedicated Transport [4 PL, 80pts]

Rhino [4 PL, 80pts]

Selections: 2x Storm Bolters

Categories: Faction: Adeptus Astartes, Faction: Imperium, Vehicle, Transport, Rhino, Smokescreen, Dedicated Transport

Rules: *Angels of Death, Explodes (6"/D3)*

Abilities: *Savage Fury*, **Transport:** *Transport*, **Unit:** *Rhino [1] (6+ wounds remaining), Rhino [2] (3-5 wounds remaining), Rhino [3] (1-2 wounds remaining)*, **Weapon:** *Storm bolter*

Abilities	Description	Ref
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.	

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

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Rhino [1] (6+ wounds remaining)	12"	6+	3+	6	7	10	3	8	3+	
Rhino [2] (3-5 wounds remaining)	6""	6+	4+	6	7	N/A	D3	8	3+	
Rhino [3] (1-2 wounds remaining)	3""	6+	5+	6	7	N/A	1	8	3+	

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

Force Rules

And They Shall Know No Fear: Each time a Combat Attrition test is taken for this unit, ignore any or all modifiers ()

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

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

- The shooting model's target is within half the weapon's range
- The shooting model is Infantry (excluding Centurion models) and it's unit Remained Stationary in your previous Movement Phase.
- The shooting model is a Terminator or Biker

For the purposes of this ability, a Rapid Fire bolt weapon is any bolt weapon (see page 195) with the Rapid Fire type. ()

Combat Doctrines: (See page 125 of Codex Space Marines) ()

Shock Assault: Each time this unit fights if it made a charge move, was charged or performed a Heroic Intervention this turn, then until that fight is resolved, add 1 to the Attacks characteristic of models in this unit. ()

Selection Rules

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

Combat Squads: Before any models are deployed at the start of the game, this unit when containing its maximum number of models, may be split into two units each containing an equal number of models. ()

Death from Above: During deployment, if every model in this unit has this ability, then you can set up this unit high in the skies instead of setting it up on the battlefield. If you do, then in the Reinforcements step of one of your Movement phases you can set up this unit anywhere on the battlefield that is more than 9" away

from enemy models. ()

Explodes (3"/1): When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes and each unit within 3" suffers 1 mortal wound. ()

Explodes (6"/D3): When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes and each unit within 6" suffers D3 mortal wounds. ()

Hunters Unleashed: - Each time a model with this tactic makes a melee attack, if that model's unit made a charge move, was charged or performed a Heroic Intervention this turn, add 1 to that attack's hit roll.
- Units with this tactic are eligible to perform Heroic Interventions as if they were CHARACTERS. ()

Objective Secured: Troops units in ADEPTUS ASTARTES Detachments gain the Objective Secured ability.

A player controls an objective marker if they have any models with this ability within range of that objective marker, even if there are more enemy models within range of that objective marker. If an enemy model within range of an objective marker also has this ability (or a similar ability), thne the obhjective marker is controlled by the player who has the mosty models within range of that objective marker as usual. ()

Teleport Strike: During deployment, you can set up this model in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this model can teleport into battle - set it up anywhere on the battlefield that is more than 9" away from any enemy models. ()

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