

13TH COMPAY SPACE WOLVES v0.1

Special Rules:

They Shall Know No Fear (see SM list)

The Gate:

13th Company Rune Priest have mastered the skill to navigate through warp gates and can move whole groups of space wolves through the warp and often straight into battle.

Any Rune Priest grants the “Teleport” ability to the formation he is attached to, provided the unit contains no Mounted, Light Vehicle or Vehicle units.

13th Company Units:

Initiative rating of 1+ and a Strategy rating of 5.

| DETACHMENT | UNITS | UPGRADES | POINTS |
|-----------------|--|---|--|
| Slayers | 6 Grey Slayers | Commander, Wulfen, Storm Claws, Wolves, Rhino | 275 |
| Long Fangs | 4 Long Fangs | Commander, Rhino | 250 |
| Bikers | 5 Storm Claw Bikers | Commander, Wolves | 250 |
| 0-2 Armour | 3-6 of Landraider, Predator (Mk1, Destructor or Annihilator), Vindicator or Whirlwind (max 3). | | 100 per Landraider, 75 per other vehicle |
| 0-1 Thunderhawk | 1 Thunderhawk Gunship | | 250 |

| UPGRADE | UNITS | COST |
|-------------|---|-------------------------------|
| Commander | Add one Wolf Lord, Rune Lord or Wolf Priest to a unit in the formation. One commander in the army may be a Supreme Commander | 50 (+50 if Supreme Commander) |
| Storm Claws | Add 1-3 Storm Claw units to the formation | 50 each |
| Wolves | Add 1-3 Fenrisian Wolves units to the formation | 10 each |
| Wulfen | Add 1-3 Wulfen units to the formation | 50 each |
| Rhino | Up to 6 Rhinos, If you choose to take this option then you must take exactly enough Rhinos to carry the units that require transport. No spare transport spaces may be 'left over' if it is possible to avoid it. | 15 each |

Units

| <i>CHARACTERS</i> | TYPE | SPD | AR | CC | FF | WEAPONS | RNG | FIREPOWER | NOTES |
|-------------------|-------------|------------|-----------|-----------|-----------|--|----------------|--------------------------------|---------------------------------------|
| Wolf Lord | CH | - | - | - | - | Power Weapon | b/c | Assault, MW, +1A | Invulnerable Save, Commander, Leader |
| Rune Lord | CH | - | - | - | - | Power Weapon | b/c | Assault, MW, +1A | Invulnerable Save, Leader, "The Gate" |
| Wolf Priest | CH | - | - | - | - | Power Weapon | b/c | Assault, MW, +1A | Invulnerable Save, Leader, Inspiring |
| <i>INFANTRY</i> | TYPE | SPD | AR | CC | FF | WEAPONS | RNG | FIREPOWER | NOTES |
| Wulfen | INF | 15 | 4+ | 4+ | - | Claws | b/c | Assault, +2A | Infiltrator |
| Storm Claws | INF | 15 | 4+ | 3+ | 5+ | Bolt Pistols Power Weapons | (15cm) b/c | Small Arms Assault, MW, +1A | Infiltrator |
| Grey Slayer | INF | 15 | 4+ | 4+ | 4+ | Bolters CC weapons | (15cm) b/c | Small Arms Assault, +1A | Infiltrator |
| Long Fangs | INF | 15 | 4+ | 4+ | 4+ | 2x Missile Launchers "Fire Control" | 45cm (15cm) | AP5+/AT6+ Small Arms, +1A | |
| Fenrisian Wolves | INF | 30 | 6+ | 4+ | - | Teeth | b/c | Assault | |
| Storm Claw Bikers | INF | 35 | 4+ | 3+ | 4+ | Bolters CC weapons | (15cm) b/c | Small Arms Assault | Mounted, Scout, Walker |
| <i>VEHICLES</i> | TYPE | SPD | AR | CC | FF | WEAPONS | RNG | FIREPOWER | NOTES |
| Predator Mk1 | AV | 30 | 4+ | 6+ | 5+ | Autocannon 2x Lascannon | 45cm 45cm | AP5+/AT6+ AT5+ | |