

# Mech vukovi liga (Warhammer 40,000 9th Edition) [51 PL, 4CP, 998pts]

## Patrol Detachment OCP (Imperium - Adeptus Astartes - Space Wolves) [51 PL, 4CP, 998pts]

Rules: *Angels of Death, Bolter Discipline, Shock Assault*

### Configuration [6CP]

#### \*\*Chapter Selector\*\*

**Selections:** Space Wolves

**Categories:** CONFIGURATION, PC: SW

**Rules:** *Hunters Unleashed*

#### Battle Size [6CP]

**Selections:** 2. Incursion (51-100 Total PL / 501-1000 Points) [6CP]

**Categories:** CONFIGURATION

#### Detachment Command Cost

**Categories:** CONFIGURATION

## HQ [15 PL, -1CP, 280pts]

### Bjorn the Fell-handed [10 PL, 180pts]

**Selections:** Heavy flamer, Multi-melta [5pts], Trueclaw

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

**Rules:** *Angels of Death*

**Abilities:** *Duty Eternal, Explodes (Dreadnought), Legendary Tenacity, Rites of Battle (Aura), Savage Fury*, **Unit:** *Bjorn the Fell-handed*, **Weapon:** *Heavy flamer, Multi-melta, Trueclaw*

Abilities	Description	Ref
<b>Duty Eternal</b>	Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack(to a minimum of 1)	
<b>Explodes (Dreadnought)</b>	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.	
<b>Legendary Tenacity</b>	Each time this model would lose a wound, roll one D6; on a 5+, that wound is not lost.	
<b>Rites of Battle (Aura)</b>	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.	
<b>Savage Fury</b>	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
<b>Bjorn the Fell-handed</b>	6"	2+	2+	7	8	8	5	9	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Heavy flamer</b>	12"	Heavy D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.	
<b>Multi-melta</b>	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.	
<b>Trueclaw</b>	Melee	Melee	+5	-4	D6	Each time an attack is made with this weapon, you can re-roll the wound roll.	

## Primaris Techmarine [5 PL, -1CP, 100pts]

**Selections:** Chapter Command: Master of the Forge [1 PL, 20pts], Forge bolter, Frag & Krak grenades, Grav-pistol, Mechadendrite, Omnissian power axe, Rites of War, Servo-arm, Stratagem: Warrior of Legend [-1CP], The Armour of Russ, Warden of the Ancients, Warlord

**Categories:** FACTION: IMPERIUM, FACTION: ADEPTUS ASTARTES, INFANTRY, PRIMARIS, TECHMARINE, CHARACTER, HQ, MASTER OF THE FORGE, WARLORD

**Rules:** *Angels of Death*

**Abilities:** *Awaken the Machine Spirits, Blessing of the Omnissiah, Master of the Forge, Rites of War, Savage Fury, The Armour of Russ, Warden of the Ancients, Unit: Primaris Techmarine, Weapon: Forge bolter, Frag grenades, Grav-pistol, Krak grenades, Mechadendrite, Omnissian power axe, Servo-arm*

Abilities	Description	Ref
<b>Awaken the Machine Spirits</b>	In your command phase, this model can awaken one friendly <CHAPTER> VEHICLE model within 3" of it. Until the start of your next command phase, each time that VEHICLE model makes a ranged attack, add 1 to that attack's hit roll. Each model can only be awakened once per turn.	
<b>Blessing of the Omnissiah</b>	At the end of your Movement phase this model can repair a one <CHAPTER> VEHICLE within 3". That VEHICLE regains D3 lost wounds. Each model can only be repaired once per turn.	
<b>Master of the Forge</b>	Each time this model repairs a model using its Blessing of the Omnissiah ability, that model regains up to 3 lost wounds instead of D3	
<b>Rites of War</b>	While a friendly <CHAPTER> CORE or <CHAPTER> CHARACTER unit is within 6" of this WARLORD, that unit has the Objective Secured ability.	
<b>Savage Fury</b>	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.	
<b>The Armour of Russ</b>	- The bearer has a Save characteristic of 2+ and a 4+ invulnerable save. - At the start of the Fight phase, you can select one enemy unit within Engagement Range of the bearer. That unit is not eligible to fight this phase until after all eligible units from your army have done so.	
<b>Warden of the Ancients</b>	While a friendly <CHAPTER> DREADNOUGHT is within 6" of this WARLORD, add 1 to its strength and Attacks characteristics	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Primaris Techmarine	6"	3+	2+	4	4	5	4	8	2+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Forge bolter</b>	24"	Assault 3	5	-1	2	Each time the bearer shoots, it can make attacks with this weapon even if it also makes attacks with Pistols or Grenades	
<b>Frag grenades</b>	6"	Grenade D6	3	0	1	Blast.	
<b>Grav-pistol</b>	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.	
<b>Krak grenades</b>	6"	Grenade 1	6	-1	D3	-	
<b>Mechadendrite</b>	Melee	Melee	+1	0	1	Each time the bearer fights, it makes 2 additional attacks with this weapon	
<b>Omnissian power axe</b>	Melee	Melee	+2	-2	2	-	
<b>Servo-arm</b>	Melee	Melee	x2	-2	3	Each time the bearer fights, no more than one attack can be made with each servo-arm.	

## Troops [5 PL, 105pts]

### Incursor Squad [5 PL, 105pts]

**Categories:** FACTION: IMPERIUM, FACTION: ADEPTUS ASTARTES, INFANTRY, PHOBOS, SMOKESCREEN, INCURSOR SQUAD, CORE, PRIMARIS, TROOPS

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

**Abilities:** *Multi-Spectrum Array, Savage Fury*

#### 4x Incursor [84pts]

**Selections:** 4x Bolt pistol, 4x Frag & Krak grenades, 4x Oculus bolt carbine, 4x Paired combat blades

**Unit:** *Incursor*, **Weapon:** *Bolt pistol, Frag grenades, Krak grenades, Oculus bolt carbine, Paired combat blades*

#### Incursor Sergeant [21pts]

**Selections:** Bolt pistol, Frag & Krak grenades, Oculus bolt carbine, Paired combat blades

**Unit:** *Incursor Sergeant*, **Weapon:** *Bolt pistol, Frag grenades, Krak grenades, Oculus bolt carbine, Paired combat blades*

Abilities	Description	Ref
<b>Multi-Spectrum Array</b>	Each time a model in this unit makes a ranged attack, you can ignore any or all hit roll and Ballistic Skill modifiers	
<b>Savage Fury</b>	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
<b>Incursor</b>	6"	3+	3+	4	4	2	2	7	3+	
<b>Incursor Sergeant</b>	6"	3+	3+	4	4	2	3	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Bolt pistol</b>	12"	Pistol 1	4	0	1	-	
<b>Frag grenades</b>	6"	Grenade D6	3	0	1	Blast.	
<b>Krak grenades</b>	6"	Grenade 1	6	-1	D3	-	
<b>Oculus bolt carbine</b>	24"	Rapid Fire 1	4	0	1	Each time an attack is made with this weapon, the target does not receive the benefits of cover against that attack	
<b>Paired combat blades</b>	Melee	Melee	User	-1	1	-	

### Elites [15 PL, -1CP, 275pts]

## Relic Contemptor Dreadnought [8 PL, -1CP, 150pts]

**Selections:** 2x Twin volkite culverin [10pts]

**Categories:** FACTION: ADEPTUS ASTARTES, DREADNOUGHT, ELITES, FACTION: IMPERIUM, RELIC, VEHICLE, CONTEMPTOR DREADNOUGHT, FACTION: <CHAPTER>, CORE

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

**Abilities:** *Atomantic Shielding, Duty Eternal, Savage Fury*, **Unit:** *Relic Contemptor Dreadnought*, **Weapon:** *Twin volkite culverin*

Abilities	Description	Ref
<b>Atomantic Shielding</b>	This model has a 5+ invulnerable save.	
<b>Duty Eternal</b>	Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack(to a minimum of 1)	
<b>Savage Fury</b>	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
<b>Relic Contemptor Dreadnought</b>	8"	3+	3+	7	7	9	4	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Twin volkite culverin</b>	45"	Heavy 8	6	0	2	Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage	

## Wulfen Dreadnought [7 PL, 125pts]

**Categories:** FACTION: ADEPTUS ASTARTES, FACTION: IMPERIUM, FACTION: SPACE WOLVES, ELITES, DREADNOUGHT, VEHICLE, WULFEN DREADNOUGHT

**Rules:** *Angels of Death*

**Abilities:** *Bestial Rage, Duty Eternal, Explodes (Dreadnought), Murderlust, Savage Fury*, **Unit:** *Wulfen Dreadnought*

### Fenrisian Great Axe and Blizzard Shield [5pts]

**Selections:** Fenrisian great axe

**Weapon:** *Fenrisian Great Axe (Cleave), Fenrisian Great Axe (Scythe)*

### Blizzard Shield [5pts]

**Selections:** Blizzard shield [5pts], Storm bolter

**Abilities:** *Blizzard shield*, **Weapon:** *Storm bolter*

Abilities	Description	Ref
<b>Bestial Rage</b>	This unit cannot perform any actions, as described in the Warhammer 40,000 Core Book.	
<b>Blizzard shield</b>	A model equipped with a blizzard shield has a 4+ invulnerable save.	
<b>Duty Eternal</b>	Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack(to a minimum of 1)	
<b>Explodes (Dreadnought)</b>	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.	
<b>Murderlust</b>	You can re-roll charge rolls made for this unit.	
<b>Savage Fury</b>	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
<b>Wulfen Dreadnought</b>	8"	3+	5+	6	7	8	4	7	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Fenrisian Great Axe (Cleave)</b>	Melee	Melee	+4	-3	D6	When attacking with this weapon, you must subtract 1 from the hit roll	
<b>Fenrisian Great Axe (Scythe)</b>	Melee	Melee	User	-3	1	Make 2 hit rolls for each attack made with this weapon instead of 1	
<b>Storm bolter</b>	24"	Rapid Fire 2	4	0	1	-	

## Fast Attack [7 PL, 165pts]

### Thunderwolf Cavalry [7 PL, 165pts]

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

**Rules:** *Angels of Death*

**Abilities:** *Savage Fury, Swift Hunters*

### Thunderwolf Cavalry [55pts]

**Selections:** Frag & Krak grenades, Lightning Claw [5pts], Storm shield [5pts], Thunderwolf

**Abilities:** *Storm shield*, **Unit:** *Thunderwolf Cavalry*, **Weapon:** *Crushing teeth and claws, Frag grenades, Krak grenades, Lightning claw*

### Thunderwolf Cavalry [55pts]

**Selections:** Frag & Krak grenades, Lightning Claw [5pts], Storm shield [5pts], Thunderwolf

**Abilities:** *Storm shield*, **Unit:** *Thunderwolf Cavalry*, **Weapon:** *Crushing teeth and claws, Frag grenades, Krak grenades, Lightning claw*

### Thunderwolf Cavalry Pack Leader [55pts]

**Selections:** Frag & Krak grenades, Lightning Claw [5pts], Storm shield [5pts], Thunderwolf

**Abilities:** *Storm shield*, **Unit:** *Thunderwolf Cavalry Pack Leader*, **Weapon:** *Crushing teeth and claws, Frag grenades, Krak grenades, Lightning claw*

Abilities	Description	Ref
<b>Savage Fury</b>	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.	
<b>Storm shield</b>	The bearer has a 4+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.	
<b>Swift Hunters</b>	This unit is eligible to declare a charge with even if it Advanced this turn. In addition, each time this unit makes a pile-in move or consolidation move, models in this unit can move an additional 1".	

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

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Crushing teeth and claws</b>	Melee	Melee	+1	-2	1	Each time the bearer fights, it makes 3 additional attacks with this weapon and no more than 3 attacks can be made with this weapon.	
<b>Frag grenades</b>	6"	Grenade D6	3	0	1	Blast.	
<b>Krak grenades</b>	6"	Grenade 1	6	-1	D3	-	
<b>Lightning claw</b>	Melee	Melee	User	-2	1	Each time the bearer fights, it makes 1 additional attack with this weapon. Each time an attack is made with this weapon, you can re-roll the wound roll.	

### Heavy Support [9 PL, 173pts]

## Long Fangs [9 PL, 173pts]

**Categories:** FACTION: ADEPTUS ASTARTES, FACTION: IMPERIUM, FACTION: SPACE WOLVES, INFANTRY, LONG FANGS, HEAVY SUPPORT, CORE

**Rules:** *Angels of Death*

**Abilities:** *Savage Fury, Signum*

### Long Fang [28pts]

**Selections:** Bolt pistol, Frag & Krak grenades, Grav-cannon [10pts]

**Unit:** *Long Fang*, **Weapon:** *Bolt pistol, Frag grenades, Grav-cannon, Krak grenades*

### Long Fang [28pts]

**Selections:** Bolt pistol, Frag & Krak grenades, Grav-cannon [10pts]

**Unit:** *Long Fang*, **Weapon:** *Bolt pistol, Frag grenades, Grav-cannon, Krak grenades*

### Long Fang [28pts]

**Selections:** Bolt pistol, Frag & Krak grenades, Grav-cannon [10pts]

**Unit:** *Long Fang*, **Weapon:** *Bolt pistol, Frag grenades, Grav-cannon, Krak grenades*

### Long Fang [28pts]

**Selections:** Bolt pistol, Frag & Krak grenades, Grav-cannon [10pts]

**Unit:** *Long Fang*, **Weapon:** *Bolt pistol, Frag grenades, Grav-cannon, Krak grenades*

### Long Fang Pack Leader [18pts]

**Selections:** Astartes Chainsword, Frag & Krak grenades

**Unit:** *Long Fang Pack Leader*, **Weapon:** *Astartes Chainsword, Frag grenades, Krak grenades*

### Boltgun and Bolt Pistol

**Selections:** Bolt pistol, Boltgun

**Weapon:** *Bolt pistol, Boltgun*

### Wolf Guard Terminator Pack Leader [2 PL, 43pts]

**Selections:** Assault cannon [5pts], Storm shield [5pts]

**Categories:** INFANTRY, CORE, TERMINATOR, WOLF GUARD

**Rules:** *Angels of Death*

**Abilities:** *Crux Terminatus, Savage Fury, Storm shield*, **Unit:** *Wolf Guard Terminator Pack Leader*, **Weapon:** *Assault cannon*

Abilities	Description	Ref
<b>Crux Terminatus</b>	This model has a 5+ invulnerable save.	
<b>Savage Fury</b>	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.	
<b>Signum</b>	In your Shooting phase, each time this unit shoots, if it contains a Devastator Marine Sergeant, you can select one model in this unit. Until the end of the phase, that model has a Ballistic Skill characteristic of 2+.	
<b>Storm shield</b>	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
Long Fang	6"	3+	3+	4	4	2	1	8	3+	
Long Fang Pack Leader	6"	3+	3+	4	4	2	2	8	3+	
Wolf Guard Terminator Pack Leader	5"	3+	3+	4	4	3	2	8	2+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Assault cannon</b>	24"	Heavy 6	6	-1	1	-	
<b>Astartes Chainsword</b>	Melee	Melee	User	-1	1	When the bearer fights, it makes 1 additional attack with this weapon.	
<b>Bolt pistol</b>	12"	Pistol 1	4	0	1	-	
<b>Boltgun</b>	24"	Rapid Fire 1	4	0	1	-	
<b>Frag grenades</b>	6"	Grenade D6	3	0	1	Blast.	
<b>Grav-cannon</b>	30"	Heavy 4	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.	
<b>Krak grenades</b>	6"	Grenade 1	6	-1	D3	-	

## Force Rules

**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. ()

**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. ()

**Concealed Positions:** During Deployment when you set up this unit, if every model in this unit has this ability then it can be set up anywhere on the battlefield that is more than 9" away from the enemy deployment zone and any 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. ()

**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. ()

**Martial Legacy:** If your army is Battle-forged, then when this unit is included in a Detachment, increase that Detachment's Command Cost by 1 CP ()

**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), then the objective marker is controlled by the player who has the most models within range of that objective marker as usual. ()

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