

KILL TEAM LIST

SPACE WOLVES

CODEX: SPACE WOLVES

This Team List uses the special rules and wargear lists found in Codex: Space Wolves. If a rule differs from the Codex, it will be clearly stated.

FENRISIAN WOLVES/CYBERWOLVES

Fenrisian Wolves or Cyberwolves that are taken as wargear options join their 'owner' as a single unit (using the Kill Team Squad rule), as described in the Codex. During a Campaign, Fenrisian Wolves/Cyberwolves that are taken as upgrades must roll on the Core Injury Chart if they are removed as a casualty, but otherwise act like wargear. If a Dead! result is rolled they are removed from the owning models wargear.

TELEPORTING TERMINATORS

Models in Terminator Armour may Deep Strike as normal (see the Built-up Area rule).

MODEL AVAILABILITY

You must adhere to the following model requirements when building your team:

- 1 Team Leader model
- 1-20 Core models
- 0-3 Special models



TEAM LEADERS

WOLF GUARD PACK LEADER										24 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Wolf Guard Pack Leader	4	4	4	4	2	4	2	9	3+	Infantry (Character)
Wolf Guard Terminator Leader	4	4	4	4	2	4	2	9	2+	Infantry (Character)

WARGEAR:

- Power armour
- Chainsword
- Bolt pistol
- Frag grenade
- Krak grenade

SPECIAL RULES:

- Inspiring Presence
- And They Shall Know No Fear
- Acute Senses
- Counter-attack
- Pack Leader*

Pack Leader: In a team lead by a Wolf Guard Pack Leader with a Space Marine bike, you may take more than three Swiftclaw Bikers. If the Wolf Guard Pack Leader has a Jump Pack, you may take more than five Skyclaws. In a team led by a Wolf Guard Terminator Leader, Wolf Guard Terminators may be taken as Core.

OPTIONS:

- May replace chainsword and/or bolt pistol with a boltgun for *free*.
- May take items from the **Melee Weapons** and **Ranged Weapons** lists.
- May take any of the following:
 - Melta bomb 5 pts
 - Up to two Fenrisian Wolves 8 pts each
 - Back banner² 10 pts
 - Digital weapons 10 pts
 - Jump pack¹ 10 pts
 - Space Marine bike¹ 15 pts
- May take items from the **Space Wolves Armoury**, including Leader and Pack Leader items.

¹These pieces of wargear are mutually exclusive.

²Counts as a 'banner' when determining combat results.

WOLF GUARD TERMINATOR LEADER:

A Wolf Guard Pack Leader may be upgraded to a Wolf Guard Terminator Leader for 15 pts. The Wolf Guard Terminator Leader replaces all his wargear with Terminator armour, storm bolter and power weapon and has only these options:

- May take items from the **Terminator Weapons** list.
- May take up to two Fenrisian Wolves for 8 pts each.
- May take items from the **Space Wolves Armoury**, including Leader, Pack Leader and Terminator items.

THUNDERWOLF CAVALRY PACK LEADER											40 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Thunderwolf Cavalry Pack Leader	4	4	5	5	3	4	4	9	3+	Cavalry (Character)	

WARGEAR:

- Power armour
- Chainsword
- Bolt pistol
- Frag grenade
- Krak grenade
- Thunderwolf mount

SPECIAL RULES:

- Inspiring Presence
- And They Shall Know No Fear
- Acute Senses
- Counter-attack

OPTIONS:

- May take items from the **Melee Weapons** list.
- May replace bolt pistol with:
 - Boltgun *free*
 - Plasma pistol *15 pts*
- May take a Melta bomb for *5 pts*.
- May take up to two Fenrisian Wolves for *8 pts* each.
- May take items from the **Space Wolves Armoury**, including Leader, Pack Leader and Thunderwolf items.

LONG FANG ANCIENT											24 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Long Fang Ancient	4	4	4	4	2	4	2	9	3+	Infantry (Character)	

WARGEAR:

- Power armour
- Chainsword
- Bolt pistol
- Frag grenade
- Krak grenade

SPECIAL RULES:

- Inspiring Presence
- And They Shall Know No Fear
- Acute Senses
- Counter-attack

OPTIONS:

- May take one item from the **Special Weapons** list.
- May replace bolt pistol and/or chainsword with:
 - Plasma pistol *15 pts*
 - Power weapon *15 pts*
 - Power fist *25 pts*
- May take a Melta bomb for *5 pts*.
- May take items from the **Space Wolves Armoury**, including Leader and Long Fang Ancient items.

RUNE SKALD											40 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Rune Skald	4	4	4	4	2	4	2	9	3+	Infantry (Character)	
Rune Priest (upgrade)	5	4	4	4	3	4	2	10	3+	Infantry (Character)	

WARGEAR:

- Power armour
- Runic axe
- Bolt pistol
- Frag grenade
- Krak grenade

SPECIAL RULES:

- Inspiring Presence
- And They Shall Know No Fear
- Acute Senses
- Counter-attack
- Psyker (Mastery Level 1)

OPTIONS:

- May upgrade to a Rune Priest for *20 pts*.
- May take runic armour for *20 pts*.
- May replace runic axe with a runic sword or runic stave for *free*.
- May take items from the **Ranged Weapons** list.
- May take any of the following:
 - Melta bomb *5 pts*
 - Digital weapons *10 pts*
 - Psychic hood *10 pts*
 - Jump pack¹ *10 pts*
 - Space Wolves bike¹ *15 pts*
- May take items from the **Space Wolves Armoury**, including Leader and Rune Skald items.

PSYKER:

At the start of the battle the model generates a single Primaris Power from the either the **Biomancy**, **Divination**, **Telekinesis** or **Tempestas** discipline.

¹These pieces of wargear are mutually exclusive.

WOLF SKALD										65 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Wolf Skald	4	4	4	4	2	4	2	9	3+	Infantry (Character)
Wolf Priest (upgrade)	5	4	4	4	3	4	2	10	3+	Infantry (Character)

WARGEAR:

- Power armour
- Crozius arcanum
- Bolt pistol
- Frag grenade
- Krak grenade
- Healing balms*

SPECIAL RULES:

- Inspiring Presence
- Acute Senses
- Counter-attack
- Fearless
- Oath of War*

Oath of War (Rule Amendment): Any friendly Space Wolves models within 6" of the model gain the Fearless special rule. In addition, the model can nominate one unit type at the beginning of the game, the model and all friendly Space Wolves models within 6" gain the Preferred Enemy special rule against models with that unit type.

Healing balms (Rule Amendment): The model and any friendly Space Wolves models within 6" gain the Feel No Pain (6+) special rule.



TERMINATOR ARMOUR:

The model may replace all wargear with Terminator armour, crozius arcanum and storm bolter for 20 pts. A model with Terminator armour has only these options:

- May upgrade to a Wolf Priest for 20 pts.
- May take a Wolf amulet for 15 pts.
- May replace storm bolter with a combi-flamer, combi-melta or combi-plasma for 5 pts.
- May take items from the **Space Wolves Armoury**, including Leader, Wolf Skald and Terminator items.

OPTIONS:

- May upgrade to a Wolf Priest for 20 pts.
- May take runic armour for 20 pts.
- May take items from the **Ranged Weapons** list.
- May take any of the following:
 - Melta bomb 5 pts
 - Digital weapons 10 pts
 - Jump pack¹ 10 pts
 - Space Marine bike¹ 15 pts
 - Wolf amulet 25 pts
- May take items from the **Space Wolves Armoury**, including Leader and Wolf Skald items.

¹These pieces of wargear are mutually exclusive.

CORE

GREY HUNTER										14 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Grey Hunter	4	4	4	4	1	4	1	8	3+	Infantry

WARGEAR:

- Power armour
- Boltgun
- Bolt pistol
- Frag grenade
- Krak grenade

SPECIAL RULES:

- And They Shall Know No Fear
- Acute Senses
- Counter-attack

OPTIONS:

- Any Grey Hunter may take a close combat weapon for 2 pts.
- For every five Grey Hunters you take in your team, one may replace their bolt pistol or boltgun with:
 - Plasma pistol 15 pts
 - Power weapon 15 pts
 - Power fist 25 pts
- For every five Grey Hunters you take in your team, one may take one item from the **Special Weapons** list.

WOLF STANDARD BEARER:

One Grey Hunter in your team may carry a Wolf Standard for 25 pts. See Codex: Space Wolves for rules. In addition, the Wolf Standard counts as a 'banner' when working out combat results.

BLOOD CLAW										12 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Blood Claw	3	3	4	4	1	4	1	8	3+	Infantry

WARGEAR:

- Power armour
- Bolt pistol
- Chainsword
- Frag grenade
- Krak grenade

SPECIAL RULES:

- And They Shall Know No Fear
- Acute Senses
- Counter-attack
- Rage

OPTIONS:

- For every five Blood Claws you take in your team, one may replace their bolt pistol or chainsword with:
 - Plasma pistol *15 pts*
 - Power weapon *15 pts*
 - Power fist *25 pts*
- For every five Blood Claws you take in your team, one may take one item from the **Special Weapons** list.

WOLF SCOUT										14 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Wolf Scout	4	4	4	4	1	4	1	8	4+	Infantry

WARGEAR:

- Scout armour
- Boltgun
- Bolt pistol
- Frag grenade
- Krak grenade

SPECIAL RULES:

- And They Shall Know No Fear
- Acute Senses
- Counter-attack
- Infiltrate
- Move Through Cover
- Scout

OPTIONS:

- Any Wolf Scout may replace its boltgun with:
 - Close combat weapon *free*
 - Space Marine shotgun *free*
 - Sniper rifle *1 pt*
- For every five Wolf Scouts you take in your team, one may replace their boltgun with:
 - Plasma pistol *15 pts*
 - Power weapon *15 pts*
- For every five Wolf Scouts you take in your team, one may take one item from either the **Heavy Weapons** or **Special Weapons** list.
- Any Wolf Scout may take a camo cloak for *2 pts*.

RESTRICTION: You may only take a maximum of five Skyclaws in your team.										
SKYCLAW										15 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Skyclaw	3	3	4	4	1	4	1	8	3+	Jump Infantry

WARGEAR:

- Power armour
- Bolt pistol
- Chainsword
- Frag grenade
- Krak grenade
- Jump pack

SPECIAL RULES:

- And They Shall Know No Fear
- Acute Senses
- Counter-attack
- Rage

OPTIONS:

- One Skyclaw in your team may replace its bolt pistol or chainsword with one of the following weapons. For every five Skyclaws after the first, another model may do so:
 - Flamer *5 pts*
 - Meltagun *10 pts*
 - Plasma pistol *15 pts*
 - Plasma gun *15 pts*
 - Power weapon *15 pts*
 - Power fist *25 pts*

RESTRICTION: You may only take a maximum of three Swiftclaw Bikers in your team.										
SWIFTCLAW BIKER										20 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Swiftclaw Biker	3	3	4	5	1	4	1	8	3+	Bike
Swiftclaw Attack Bike (upgrade)	3	3	4	5	2	4	2	8	3+	Bike

WARGEAR:

- Power armour
- Bolt pistol
- Frag grenade
- Krak grenade
- Space Marine bike

OPTIONS:

- One Swiftclaw Biker in your team may be upgraded to a Swiftclaw Attack Bike for *15 pts*, gaining a heavy bolter. The Swiftclaw Attack Bike may replace its heavy bolter with a multi-melta for *10 pts*.

SPECIAL RULES:

- And They Shall Know No Fear
- Acute Senses
- Rage

- One Swiftclaw Biker in your team may replace its bolt pistol with one of the following weapons. For every three Swiftclaw Bikers after the first, another model may do so also:

- Flamer *5 pts*
- Meltagun *10 pts*
- Plasma pistol *15 pts*
- Plasma gun *15 pts*

- One Swiftclaw Biker in your team may take one item from the **Melee Weapons** list. For every three Swiftclaw Bikers after the first, another model may do so also.

FENRISIAN WOLF PACK										40 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Fenrisian Wolf	4	0	4	4	1	4	2	5	6+	Beast
Cyberwolf (upgrade)	4	0	4	4	1	4	3	6	4+	Beast

WARGEAR:

- None

SPECIAL RULES:

- Acute Senses
- Counter-attack
- Non-learning
- Squad
(5 Fenrisian Wolves)

OPTIONS:

- One Fenrisian Wolf in the Squad may be upgraded to a Cyberwolf for *10 pts*.

SPECIAL

WOLF GUARD										18 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Wolf Guard	4	4	4	4	1	4	2	9	3+	Infantry

WARGEAR:

- Power armour
- Chainsword
- Bolt pistol
- Frag grenade
- Krak grenade

SPECIAL RULES:

- And They Shall Know No Fear
- Acute Senses
- Counter-attack

OPTIONS:

- May replace chainsword and/or bolt pistol with a boltgun for *free*.
- May take items from the **Melee Weapons** and **Ranged Weapons** lists.
- May take any of the following:
 - Melta bomb *5 pts*
 - Jump pack¹ *3 pts*
 - Space Marine bike¹ *7 pts*
- May take items from the **Space Wolves Armoury**.

¹These pieces of wargear are mutually exclusive.

WOLF GUARD TERMINATOR											33 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Wolf Guard Terminator	4	4	4	4	1	4	2	9	2+	Infantry	

WARGEAR:

- Terminator armour
- Storm bolter
- Power weapon

SPECIAL RULES:

- And They Shall Know No Fear
- Acute Senses
- Counter-attack

OPTIONS:

- May replace all weapons with:
 - Two wolf claws *15 pts*
 - Thunder hammer & storm shield *15 pts*
- May take items from the **Terminator Weapons** list.
- One Wolf Guard Terminator in your team may take one of the following options:
 - Replace storm bolter with heavy flamer *10 pts*
 - Replace storm bolter with assault cannon *20 pts*
 - Take a cyclone missile launcher *25 pts*
- May take items from the **Space Wolves Armoury** including Terminator items.



RESTRICTION: You may only take one Iron Priest in your team.											55 Points
IRON PRIEST											
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Iron Priest	4	4	4	4	1	4	2	8	2+	Infantry	

WARGEAR:

- Runic armour
- Thunder hammer
- Boltgun
- Frag grenade
- Krak grenade
- Servo-arm

SPECIAL RULES:

- And They Shall Know No Fear
- Acute Senses
- Counter-attack
- Battlesmith

OPTIONS:

- May replace boltgun with bolt pistol for *free*.
- May take any of the following:
 - Melta bomb *5 pts*
 - Up to four Cyberwolves *15 pts each*
 - Digital weapons *10 pts*
 - Jump pack¹ *10 pts*
 - Space Marine bike¹ *15 pts*
 - Thunderwolf mount¹ *50 pts*
- May take items from the **Space Wolves Armoury**, including Iron Priest items.

¹These pieces of wargear are mutually exclusive.

THUNDERWOLF CAVALRY											40 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Thunderwolf Cavalry	4	4	5	5	2	4	4	9	3+	Cavalry	

WARGEAR:

- Power armour
- Chainsword
- Bolt pistol
- Frag grenade
- Krak grenade
- Thunderwolf mount

SPECIAL RULES:

- And They Shall Know No Fear
- Acute Senses
- Counter-attack

OPTIONS:

- May take items from the **Melee Weapons** list.
- May replace bolt pistol with:
 - Boltgun *free*
 - Plasma pistol *15 pts*
- May take a Melta bomb for *5 pts*.
- May take items from the **Space Wolves Armoury**, including Thunderwolf items.

RESTRICTION: You may only take one Lone Wolf in your team.										
LONE WOLF										20 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Lone Wolf	5	4	4	4	2	4	2	8	3+	Infantry

WARGEAR:

- Power armour
- Chainsword
- Bolt pistol
- Frag grenade
- Krak grenade

SPECIAL RULES:

- Fearless
- Acute Senses
- Counter-attack
- Eternal Warrior
- Feel No Pain
- Monster Hunter
- A Glorious Death*
- Pack of One*

TERMINATOR ARMOUR:

A Lone Wolf may take Terminator armour for 20 pts. The model replaces all his wargear with Terminator armour, storm bolter and power weapon and has only these options:

- May take items from the **Terminator Weapons** list.
- May take items from the **Space Wolves Armoury**.

A Glorious Death (Rune Amendment): The Lone Wolf may never claim/contest objectives, including controlling a building in Take and Hold, and his death may never count towards any victory conditions (such as in Escalating Skirmish).

Pack of One (Rune Amendment): The Lone Wolf never benefits from the Inspiring Presence rule.

OPTIONS:

- May take items from the **Melee Weapons** and **Ranged Weapons** lists.
- May take any of the following:
 - Melta bomb 5 pts
 - Up to two Fenrisian Wolves 8 pts each
- May take items from the **Space Wolves Armoury**.

LONG FANG										15 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Long Fang	4	4	4	4	1	4	1	9	3+	Infantry

WARGEAR:

- Power armour
- Chainsword
- Bolt pistol
- Frag grenade
- Krak grenade

SPECIAL RULES:

- And They Shall Know No Fear
- Acute Senses
- Counter-attack

OPTIONS:

- May take one item from the **Heavy Weapons** list.
- May take items from the **Space Wolves Armoury**.



SPACE WOLVES ARMOURY

HELBITER (Leader Only) – 15 pts

Replaces one weapon of your choice.

The Iron Priests have only ever managed to create a handful of Helbiters, miniaturising the deadly Helfrost technology in to such a small weapon has proved to lead to a frosty fate for many who attempt it. Helbiter has the following weapons profile:

	Range	S	AP	Type
Helbiter	12"	5	4	Pistol, Helfrost

WULFJAW (Leader Only) – 15 pts

Replaces one weapon of your choice.

Wulfjaw is a mighty weapon crafted centuries ago; its chainsaw blade is fashioned from a rare sonically-imbued metal whose secret has long since passed. Wulfjaw has the following profile:

	Range	S	AP	Type
Wulfjaw	-	+1	4	Melee, Rending, Strikedown

AMULET OF RUSS (Leader Only) – 15 pts

The amulet contains a powerful refractor field. Grants the model a 5+ invulnerable save.

MARK OF THE WULFEN (Leader Only) – 15 pts

Replaces all weapons (may never take weapons).

The Mark of the Wulfen is a corruption of the Canis Heliix that can cause the bearer to devolve into a killing machine when the battle frenzy is upon him. A model with the Mark of the Wulfen has the Rending special rule in close combat, and replaces his usual Attacks with D6+1, rolled just before he makes his attacks. These attacks are made using claws and teeth and are not affected by wargear, extra Melee weapons, etc.

WOLFTOOTH NECKLACE (Leader Only) – 10 pts

One who has triumphed in one of the contests of might held at the Fang may be awarded a wolftooth necklace. In close combat, a model always hits on a 3+ regardless of comparative Weapon Skill.

WOLF TAIL TALISMAN (Leader Only) – 5 pts

The talisman fortifies the mind and faith of its bearer. The model gains the Adamantium Will special rule.

TYRFANG (Pack Leader Only) – 25 pts

Replaces one weapon of your choice.

Forged in the fires of the Fang, Tyrfang sparks the spirit of the Wulfen within a Space Wolf in order to add to his ferociousness, but at great cost. Tyrfang has this profile:

	Range	S	AP	Type
Tyrfang	-	+1	3	Melee, Marked*

*Marked: Before attacking roll a D6, the model gains this many additional Attacks. However, if a 1 is rolled the model may not attack at all during this phase and suffers a single S5 AP3 hit.

WOLF HELM (Pack Leader Only) – 15 pts

All friendly Space Wolf models within the Inspiring Presence radius of the team leader may re-roll all Morale checks.

SAGA OF THE FRONTRUNNER

(Pack Leader Only) – 10 pts

Tales are sung of the pack leader's leadership and charisma. The model's Inspiring Presence radius is increased by 6" (normally to 12").

KEEN SENSES (Pack Leader Only) – 5 pts

The Pack Leader has a sense of smell even more sensitive than other Space Wolves. The model can shoot at and charge Hidden models.

PELT OF THE DIRE WOLF

(Pack Leader Only) – 5 pts

An ancient pelt from a massive Wolf of Fenris. This venerable hide has been interwoven with a cameleoline web. The model has the Stealth special rule.

BIFROST GAUNTLETS (Rune Skald Only) – 10 pts

A pair of ancient gauntlets said to harness the power of Fenris to protect its wearer. Confers the bearer a 3+ armour save that may be re-rolled.

STAFF OF BLIZZARDS (Rune Skald Only) – 10 pts

The Rune Skald may fire a blast of freezing cloud from the tip of this staff, blinding his enemies. The Staff of Blizzards counts as a weapon with the following profile:

	Range	S	AP	Type
Staff of Blizzards	Template	4	-	Assault 1, Blind

CHOOSE OF THE SLAIN

(Rune Skald Only) – 5 pts

Often taking form of a psyber-raven, the Chooser acts as a psychic familiar. At the start of the battle place a Chooser counter or model next to a single enemy model. This counter/model has no effect on the game but the Rune Skald/Priest treats his BS as one higher when shooting at the chosen enemy model (including Witchfire psychic powers).

HELFFROST RIFLE (Long Fang Ancient Only) – 20 pts

Replaces one weapon of your choice.

A Helfrost Rifle utilises the magnificent power of Helfrost technology, similar to its big brother the Helfrost Cannon. A Helfrost Rifle has the following weapons profile:

	Range	S	AP	Type
Helfrost Rifle	24"	6	3	Assault 1, Helfrost

SAGA OF THE IRON WOLF

(Iron Priest Only) – 5 pts

The hero can stir the machine spirit that growl within a vehicles engine. The Iron Priest adds +1 to any repair roll he makes.

ALLFATHER TOTEM (Wolf Skald Only) – 20 pts

The Allfather Totem hangs high above the head of the Wolf Skald or Priest. The Wolf Skald/Priest and all Space Wolves models within 6" of him gain the Rage special rule. The Allfather Totem also counts as a banner.

JAGGED BARDING (Thunderwolf Only) – 10 pts

The front armour plates of the Thunderwolf are covered in lethal barbs, adding massive damage when the model charges. The model gains +1 Strength to their Hammer of Wrath attack (normally to Strength 6).

AUTO-LAUNCHERS (Terminator Only) – 10 pts

The model counts as having assault grenades that do not have the One Use rule (i.e. they never run out). These grenades may not be used in the Shooting phase.

CATAPHRACTII ARMOUR

(Terminator Only) – 10 pts

The Cataphractii pattern was amongst the first Terminator armour issued, and suits of this type were even more heavily protected than their contemporaries. Models with Cataphractii Pattern Armour gain a 4+ invulnerable save and the Slow and Purposeful special rule, but lose the Relentless special rule. Models with this armour may not also take Tartaros Pattern Armour.

TARTAROS PATTERN ARMOUR

(Terminator Only) – 5 pts

The Tartaros pattern provides greater mobility for its wearer with no loss in durability or protection. Allows the model to make a Sweeping Advance. Models with this armour may not also take Cataphractii Pattern Armour.

TELEPORTER (Terminator Only) – 5 pts

Instead of moving, a Terminator may teleport. Roll 2d6, the model may then move up to this amount in any direction, ignoring all terrain and models. If he does this he cannot assault this turn.

MASTER-CRAFTED WEAPON – 10 pts

Choose a single weapon the model has to gain the Master-crafted special rule.

OVERCHARGED WEAPON – 10 pts

Choose a single ranged weapon the model has to be overcharged. This gains +1 Strength and the Gets Hot rule. Plasma weapons may be overcharged but will Get Hot on a To Hit roll of a 1 or 2 instead of just a 1.

SUSPENSORS – 10 pts

A model with Suspensors that is equipped with a Heavy type weapon may fire this weapon at full BS even if he has moved in the Movement phase – although if he does so, the maximum range of the weapon is halved.

SMOKE GRENADES – 10 pts

A smoke grenade has the following profile:

	Range	S	AP	Type
Smoke Grenade	8"	-	-	Assault 1, One Shot Large Blast, Smoke*

*Smoke: Any model that is hit by this weapon gains a 5+ cover save until the start of their next turn. You may target friendly models with this weapon.

AUXILIARY GRENADE LAUNCHER – 5 pts

A tubular device that fires pre-loaded grenades, fixed to the models primary weapon. This attachment allows any grenades to be fired in addition to another weapon in the shooting phase rather than instead of.

AUSPEX – 5 pts

A model with an Auspex can use it in place of making a shooting attack. Target an enemy unit within 12". A unit that is targeted by one or more auspexes has its cover saves reduced by 1 until the end of the phase.

BIONICS – 5 pts

The model gains the Feel No Pain (6+) special rule.

TARGETER – 5 pts

If a model with a Targeter has not moved in the previous Movement phase it may re-roll To Hit rolls of 1 when shooting.

