

1850 Pts - Space Wolves - TSFHT 2nd Overall

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost	
HQ: Wolf Lord (1⁺, 175 pts)													
Wolf Lord	1		5	5	4/5	4/5	3	5	4	10	2+/3	175	
Independent Character; True Grit; Runic Armour: 2+ Armor Save. (p15 C:SW); Runic Charm: Model may re-roll one failed armour save per battle. (p15 C:SW); Space Marine Bike; Wolf Pelt: Model gains +1 Attack when it Counter-Attacks. (p15 C:SW); Wolf Tail Talisman: 6+ save against Psychic Powers. (p15 C:SW); Frag Grenades; Frost Blade (x1); Storm Shield (x1)													
Space Marine Bike	1	The model rides a Space Marine Bike with Twin-Linked Bolters. (p24 C:SM)										[35]	
Twin Linked Bolter													
HQ: Wolf Guard Battle Leader (1⁺, 148 pts)													
Wolf Guard Battle Leader	1		5	5	4/5	4	2	5	4	9	2+/5	148	
Independent Character; True Grit; Runic Charm: Model may re-roll one failed armour save per battle. (p15 C:SW); Terminator Armour: 2+ Armor Save, 5+ Invulnerable Save. (p25 C:SM); Wolf Pelt: Model gains +1 Attack when it Counter-Attacks. (p15 C:SW); Wolf Tooth Necklace: Model always hits on a 3+ in close combat. (p15 C:SW); Frost Blade (x1); Cyclone Missile Launcher													
HQ: Venerable Dreadnought (1⁺, 173 pts)													
Venerable	1	Grp:	WS: 5	BS: 5	St: 6/10	In: 4	At: 3	FA: 12	SA: 12	RA: 10		173	
Vehicle (Walker); <i>Old & Wise</i> (p7 C:SW); <i>Hard To Kill</i> (p7 C:SW); <i>Leader</i> (p7 C:SW); Assault Cannon; Dreadnought CCW; Extra Armor; Smoke Launchers; Heavy Flamer													
Elite: Wolf Scouts (6⁺, 144 pts)													
Wolf Scouts	6		4	4	4	4	1	4	1/2	8	4+	144	
<i>Infiltrate</i> (p75 WH40K); <i>Move Through Cover</i> (p75 WH40K); <i>Operate Behind Enemy Lines</i> (p9 C:SW); Bolt Pistol (x5); Close Combat Weapon (x3); Frag Grenades; Melta Bombs; Power Weapon (x2); Meltagun													
Elite: Ironclad Dreadnought (2⁺, 180 pts)													
Ironclad Dreadnought	1	Grp:	WS: 4	BS: 4	St: 6/10	In: 4/1	At: 2/3	FA: 13	SA: 13	RA:		180	
Vehicle (Walker); Move Through Cover. ; Dreadnought CCW; Extra Armor; Meltagun; Searchlight; Smoke Launchers; Heavy Flamer; Chain Fist; Drop Pod													
Drop Pod	1	Grp:	BS: 4	FA: 12	SA: 12	RA: 12						[35]	
Vehicle (Open-Topped); Twelve model capacity or One Dreadnought or One Thunderfire Cannon; Inertial Guidance System; Immobile; Drop Pod Assault.; Storm Bolter													
Fast Attack: Attack Bike Squad (2⁺, 100 pts)													
Attack Bike Squad	2		4	4	4	4/5	2	4	2	8	3+	100	
Bikes; And They Shall Know No Fear; Combat Tactics. ; Frag Grenades; Krak Grenades; Power Armour; Space Marine Bike; Bolt Pistol (x2); Multi-Melta (x2)													
Space Marine Bike	1	See Bike as described in the WH40K rulebook. Fitted with TL Bolters.										[0]	
Fast Attack: Land Speeder Squadron (1⁺, 60 pts)													
Land Speeder Squadron	1	Grp:	BS: 4	FA: 10	SA: 10	RA: 10						60	
Vehicle(Fast, Skimmer), Deep Strike ; Multi-Melta (x1)													
Troops: Blood Claws Pack (9⁺, 197 pts)													
Blood Claws Pack	8		3	3	4/8	4	1	4/1	1/2	8	3+	197	
<i>Headstrong</i> (p10 C:SW); <i>Berserk Charge</i> (p10 C:SW); Bolt Pistol (x5); Close Combat Weapon (x8); Frag Grenades; Flamer; Power Fist (x2); Rhino													
Rhino	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10						[55]	
Vehicle (Tank); Ten model capacity; Repair. ; Searchlight; Smoke Launchers; Storm Bolter; Extra Armor													
Troops: Blood Claws Pack (14⁺, 232 pts)													
Blood Claws Pack	14		3	3	4/8	4	1	4/1	1	8	3+	232	
<i>Headstrong</i> (p10 C:SW); <i>Berserk Charge</i> (p10 C:SW); Bolt Pistol (x11); Close Combat Weapon (x14); Frag Grenades; Power Fist (x3)													

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Troops: Grey Hunter Pack (9^x, 234 pts)												
Grey Hunter Pack	8	D	4	4	4/8	4	1	4/1	1	8	3+	234
Bolt Pistol (x5); Close Combat Weapon (x6); True Grit; Frag Grenades; Plasma Pistol (x2); Power Fist (x1); Power Weapon (x1); Meltagun; Drop Pod												
Drop Pod	1	Grp:	BS: 4	FA: 12	SA: 12	RA: 12						[35]
Vehicle (Open-Topped); Twelve model capacity or One Dreadnought or One Thunderfire Cannon; Inertial Guidance System; Immobile; Drop Pod Assault.; Storm Bolter												
Heavy Support: Leman Russ Exterminator (1^x, 203 pts)												
Leman Russ Exterminator	1	Grp:	BS: 4	FA: 14	SA: 12	RA: 10						203
Tank; Twin Linked Autocannon; Heavy Bolter; Sponson Heavy Bolter (x2); Extra Armor; Smoke Launchers												
Total Cost:											1846	

Option Footnotes

Vehicle Upgrades	
Extra Armor	Count Crew Stunned results on the Vehicle Damage tables as a Crew Shaken result instead. See Wargear, pg. 34.
Smoke Launchers	Use once per game, penetrating hits against it count as glancing for a turn. See Codex for details.
Wargear	
Assault Cannon	24" Range; S6; AP4; Heavy 4 Rending
Bolt Pistol	12" Range; S4; AP5; Pistol
Chain Fist	Ignores armour saves, strikes last, doubles strength, 2D6 + strength for AP
Close Combat Weapon	If used with another close combat weapon, +1 attack in close combat.
Cyclone Missile Launcher	May fire in addition to Storm Bolter; 48" Range; Frag: S4; AP6; Heavy 1, Blast; Krak: S8; AP3; Heavy 1
Dreadnought CCW	Strength 10; Ignores armour saves in close combat.
Extra Armor	Count Crew Stunned results on the Vehicle Damage tables as a Crew Shaken result instead. See Wargear, pg. 34.
Flamer	Template; S4; AP5; Assault 1
Frag Grenades	Models with these do not suffer the initiative penalty for assaulting enemies through cover (p36 WH40K 5E).
Frost Blade	+1 Strength; Power Weapon
Heavy Bolter	36" Range; S5; AP4; Heavy 3
Heavy Flamer	Template; S5; AP4; Assault 1
Krak Grenades	One attack with 6+D6 AP (exceptions apply p72 WH40K)
Melta Bombs	One attack with 8+2D6 AP (exceptions apply p72 WH40K)
Meltagun	12" Range; S8; AP1; Assault 1; Melta.
Multi-Melta	24" Range; S8; AP1; Heavy 1; Melta.
Plasma Pistol	12" Range; S7; AP2; Pistol; Gets Hot!
Power Armour	Confers a 3+ Armour Save.
Power Fist	Ignores armour saves, increases strength in close combat.
Power Weapon	Ignores armour saves in close combat (p42 WH40K 5E)
Searchlight	Searchlights are only of use in missions where the Night Fighting special rule is in effect. If a vehicle has a searchlight, it must still use the Night Fighting rules to pick a target but, having fired at that unit, will illuminate it with the searchlight. For the rest of the Shooting phase any other friendly unit that fires at the illuminated target does not use the Night Fighting special rule. However, a vehicle that uses a searchlight, can be targeted during the following enemy turn, as if the Night Fighting rules were not in effect as the enemy can see the searchlight. See Wargear, pg. 36.
Smoke Launchers	Once per game, after completing its move, a vehicle with smoke launchers can trigger them. The vehicle may not fire any of its weapons in the same turn as it used smoke launchers, but will count as obscured in the next enemy Shooting Phase, receiving a 4+ cover save (see WH40K 5E, pg. 62).
Space Marine Bike	See Bike as described in the WH40K rulebook. Fitted with TL Bolters.
Sponson Heavy Bolter	36" Range; S5; AP4; Heavy 3
Storm Bolter	24" Range; S4; AP5; Assault 2
Storm Shield	3+ Invulnerable Save. This may not be combined with Iron Halo or Rosarius save.
True Grit	No attack bonus, counts bolter as CCW, conditions apply (p76 WH40K)
Twin Linked Autocannon	48" Range; S7; AP4; Heavy 2 Linked
Weapons	
Twin Linked Bolter	24" Range; S4; AP5; Rapid Fire, Linked

Roster Design Information

And They Shall Know No Fear... (p74 WH40K)

Mixed Armour (p76 WH40K)

Will Not Teleport (p4 C:SW)

Acute Senses (p75 WH40K)

Blood Feud (p4 C:SW)

Counter-Attack (p74 WH40K)

True Grit (p76 WH40K)

Fenrisian Wolves (p4 C:SW)

Roster Statistics

% Elite: 17.6

% Fast: 8.7

% Heavy: 11.0

% HQ: 26.9

Model Count: 47

% Troops: 35.9

% Wargear: 1.9

Files version: 1.03

Faith Points: 0

Wolf Guard Count: 0