




1850 Pts - Space Wolves - Geoff Thompson 4th Best Overall Las Vegas Open 2015

| Name | # | Grp | WS | BS | S | T | Wo | I | A | Ld | Save | Cost |
|--|---|------|-------|--------|--------|--------|-------|---------|-----|----|------|------|
| : Combined Arms Detachment (45 人, 992 pts) | | | | | | | | | | | | |
| Rune Priest in Power Armour | 1 | | 5 | 4 | 4/5 | 4 | 2 | 4/1 | 2/3 | 10 | 3+ | 60 |
| (C:SW, pg. 52); Infantry (Character); Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Runic Axe; Acute Senses; Adamantium Will; And They Shall Know No Fear; Counter-attack; Independent Character; Psyker (Mastery Level 1); Warlord ; Biomancy ; Tempestas ; Daemonology: Malefic Powers ; Daemonology: Sanctic Powers ; Divination ; Telekinesis | | | | | | | | | | | | |
| Rune Priest in Power Armour | 1 | | 5 | 4 | 4/5 | 4 | 2 | 4/1 | 2/3 | 10 | 3+ | 60 |
| (C:SW, pg. 52); Infantry (Character); Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Runic Axe; Acute Senses; Adamantium Will; And They Shall Know No Fear; Counter-attack; Independent Character; Psyker (Mastery Level 1); Biomancy ; Tempestas ; Daemonology: Malefic Powers ; Daemonology: Sanctic Powers ; Divination ; Telekinesis | | | | | | | | | | | | |
| Grey Hunters | 9 | | 4 | 4 | 4 | 4 | 1 | 4 | 1 | 8 | 3+ | 215 |
| (C:SW, pg. 60); Infantry ; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x9); Boltgun (x9); Meltagun (x2); Wolf Guard Pack Leader; Acute Senses; And They Shall Know No Fear; Counter-attack; Drop Pod | | | | | | | | | | | | |
| Wolf Guard Pack Leader | 1 | | 4 | 4 | 4 | 4 | 1 | 4 | 2 | 9 | 3+ | [34] |
| Infantry (Character); Frag Grenades; Krak Grenades; Power Armour; Chainsword; Combi-Meltagun (x1); Acute Senses; And They Shall Know No Fear; Counter-attack | | | | | | | | | | | | |
| Drop Pod | 1 | Grp: | BS: 4 | FA: 12 | SA: 12 | RA: 12 | HP: 3 | Save: - | | | | [35] |
| (C:SW, pg. 74); Vehicle (Transport, Open-Topped); 10 model capacity, or; One Dreadnought capacity; Storm Bolter; Drop Pod Assault; Immobile; Inertial Guidance System | | | | | | | | | | | | |
| Grey Hunters | 9 | | 4 | 4 | 4 | 4 | 1 | 4 | 1 | 8 | 3+ | 240 |
| (C:SW, pg. 60); Infantry ; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x9); Boltgun (x9); Plasma gun (x2); Wolf Guard Pack Leader; Acute Senses; And They Shall Know No Fear; Counter-attack; Rhino | | | | | | | | | | | | |
| Wolf Guard Pack Leader | 1 | | 4 | 4 | 4 | 4 | 1 | 4 | 2 | 9 | 3+ | [49] |
| Infantry (Character); Frag Grenades; Krak Grenades; Power Armour; Combi-Plasmagun (x1); Plasma Pistol (x1); Acute Senses; And They Shall Know No Fear; Counter-attack | | | | | | | | | | | | |
| Rhino | 1 | Grp: | BS: 4 | FA: 11 | SA: 11 | RA: 10 | HP: 3 | Save: - | | | | [35] |
| (C:SW, pg. 72); Vehicle (Tank, Transport); 10 model capacity; Searchlight; Smoke Launchers; Storm Bolter; Repair | | | | | | | | | | | | |
| Blood Claws | 5 | | 3 | 3 | 4 | 4 | 1 | 4 | 1/2 | 8 | 3+ | 95 |
| (C:SW, pg. 58); Infantry ; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x5); Chainsword (x5); Acute Senses; And They Shall Know No Fear; Counter-attack; Rage; Drop Pod | | | | | | | | | | | | |
| Drop Pod | 1 | Grp: | BS: 4 | FA: 12 | SA: 12 | RA: 12 | HP: 3 | Save: - | | | | [35] |
| (C:SW, pg. 74); Vehicle (Transport, Open-Topped); 10 model capacity, or; One Dreadnought capacity; Storm Bolter; Drop Pod Assault; Immobile; Inertial Guidance System | | | | | | | | | | | | |
| Grey Hunters | 9 | | 4 | 4 | 4 | 4 | 1 | 4 | 1/2 | 8 | 3+ | 217 |
| (C:SW, pg. 60); Infantry ; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x9); Boltgun (x9); Close Combat Weapon (x1); Meltagun (x2); Wolf Guard Pack Leader; Acute Senses; And They Shall Know No Fear; Counter-attack; Drop Pod | | | | | | | | | | | | |
| Wolf Guard Pack Leader | 1 | | 4 | 4 | 4 | 4 | 1 | 4 | 2 | 9 | 3+ | [34] |
| Infantry (Character); Frag Grenades; Krak Grenades; Power Armour; Chainsword; Combi-Meltagun (x1); Acute Senses; And They Shall Know No Fear; Counter-attack | | | | | | | | | | | | |
| Drop Pod | 1 | Grp: | BS: 4 | FA: 12 | SA: 12 | RA: 12 | HP: 3 | Save: - | | | | [35] |
| (C:SW, pg. 74); Vehicle (Transport, Open-Topped); 10 model capacity, or; One Dreadnought capacity; Storm Bolter; Drop Pod Assault; Immobile; Inertial Guidance System | | | | | | | | | | | | |
| Drop Pod | 1 | Grp: | BS: 4 | FA: 12 | SA: 12 | RA: 12 | HP: 3 | Save: - | | | | 35 |
| (C:SW, pg. 74); Vehicle (Transport, Open-Topped); 10 model capacity, or; One Dreadnought capacity; Storm Bolter; Drop Pod Assault; Immobile; Inertial Guidance System | | | | | | | | | | | | |

| Name | # | Grp | WS | BS | S | T | Wo | I | A | Ld | Save | Cost |
|--|----|---|----|----|---|---|----|---|-----|----|-------------|-------|
| Drop Pod | 1 | Grp:  BS: 4 FA: 12 SA: 12 RA: 12 HP: 3 Save: - | | | | | | | | | | 35 |
| | | (C:SW, pg. 74); Vehicle (Transport, Open-Topped); 10 model capacity, or; One Dreadnought capacity; Storm Bolter; Drop Pod Assault; Immobile; Inertial Guidance System | | | | | | | | | | |
| Drop Pod | 1 | Grp:  BS: 4 FA: 12 SA: 12 RA: 12 HP: 3 Save: - | | | | | | | | | | 35 |
| | | (C:SW, pg. 74); Vehicle (Transport, Open-Topped); 10 model capacity, or; One Dreadnought capacity; Storm Bolter; Drop Pod Assault; Immobile; Inertial Guidance System | | | | | | | | | | |
| Combined Arms Detachment | 1 | Grp: Detachment | | | | | | | | | | 0 |
| Fast Attack: Vendetta Squadron (47  , 845 pts) | | | | | | | | | | | | |
| Company Command Squad (HQ) | 1 | | | | | | | | | | | 100 |
| | | [Mil] (Codex: Astra Militarum, iPad pg. 135); Veteran (x4); Company Commander | | | | | | | | | | |
| Veteran [Mil] | 4 | | 3 | 4 | 3 | 3 | 1 | 3 | 1 | 7 | 5+ | [64] |
| | | (Codex: Astra Militarum, iPad pg. 149); Infantry ; Frag Grenades; Meltagun (x4); Flak Armour | | | | | | | | | | |
| Company Commander [Mil] | 1 | | 4 | 4 | 3 | 3 | 3 | 3 | 3/4 | 9 | 5+/5(i) | [36] |
| | | Infantry (Character); Laspistol; Close Combat Weapon; Frag Grenades; Flak Armour; Refractor field; Senior Officer; Voice of Command | | | | | | | | | | |
| Ministorum Priest [Mil] | 1 | | 3 | 3 | 3 | 3 | 1 | 3 | 2/3 | 7 | 5+/4(i) | 25 |
| | | (Codex: Astra Militarum, iPad pg. 142); Infantry (Character); Laspistol; Close Combat Weapon; Frag Grenades; Flak Armour; Rosarius; Independent Character; War Hymns; Zealot | | | | | | | | | | |
| Primaris Psyker [Mil] | 1 | | 4 | 4 | 3 | 3 | 2 | 3 | 2/3 | 9 | 5+/5(i) | 50 |
| | | (Codex: Astra Militarum, iPad pg. 143); Infantry (Character); Laspistol; Frag Grenades; Force Sword; Flak Armour; Refractor field; Independent Character; It's For Your Own Good; Psyker (Mastery Level 1) | | | | | | | | | | |
| Veteran Squad (Troops) [Mil] | 1 | | | | | | | | | | | 100 |
| | | Veteran (x9); Veteran Sergeant; Demolitions | | | | | | | | | | |
| Veteran [Mil] | 9 | | 3 | 4 | 3 | 3 | 1 | 3 | 1 | 7 | 5+ | [84] |
| | | (Codex: Astra Militarum, iPad pg. 149); Infantry ; Lasgun (x6); Frag Grenades; Melta Bombs; Demolition Charge; Meltagun (x3); Flak Armour | | | | | | | | | | |
| Veteran Sergeant [Mil] | 1 | | 3 | 4 | 3 | 3 | 1 | 3 | 2/3 | 8 | 5+ | [6] |
| | | (Character); Laspistol; Close Combat Weapon; Frag Grenades; Melta Bombs; Flak Armour | | | | | | | | | | |
| Veteran Squad (Troops) [Mil] | 1 | | | | | | | | | | | 100 |
| | | Veteran (x9); Veteran Sergeant; Demolitions | | | | | | | | | | |
| Veteran [Mil] | 9 | | 3 | 4 | 3 | 3 | 1 | 3 | 1 | 7 | 5+ | [84] |
| | | (Codex: Astra Militarum, iPad pg. 149); Infantry ; Lasgun (x6); Frag Grenades; Melta Bombs; Demolition Charge; Meltagun (x3); Flak Armour | | | | | | | | | | |
| Veteran Sergeant [Mil] | 1 | | 3 | 4 | 3 | 3 | 1 | 3 | 2/3 | 8 | 5+ | [6] |
| | | (Character); Laspistol; Close Combat Weapon; Frag Grenades; Melta Bombs; Flak Armour | | | | | | | | | | |
| Heavy Artillery Carriage Battery (IA) (Heavy) [Mil] | 3 | Grp: To: 7 Wo: 4 Save: 3+ | | | | | | | | | | 300 |
| | | Artillery ; Medusa Siege Gun; Additional Crewman; Immobile | | | | | | | | | | |
| Guardsmen [Mil] | 12 | | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 5+ | [72] |
| | | Close Combat Weapon; Flak Armour; Assault Grenades; Lasgun (x12) | | | | | | | | | | |
| Vendetta Squadron (Fast) [Mil] | 1 | Grp: BS: FA: SA: RA: HP: Save: - | | | | | | | | | | 170 |
| | | (Codex: Astra Militarum, iPad pg. 163); Vendetta | | | | | | | | | | |
| Vendetta [Mil] | 1 | Grp: BS: 3 FA: 12 SA: 12 RA: 10 HP: 3 Save: - | | | | | | | | | | [170] |
| | | Vehicle (Flyer w/Hover mode, Transport); 6 model capacity; Twin-linked Lascannon (nose); 2 x Twin-linked Lascannon (each wing); Grav-chute Insertion; Extra Armour; Searchlight; Skyfire | | | | | | | | | | |
| Total Cost: | | | | | | | | | | | 1837 | |

Option Footnotes

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| Warlord Traits | |
| Warlord | See WH40k, pg. 124. |
| Vehicle Equipment | |
| Extra Armour | Extra Armour (see WH40k, pg. 98). |
| Searchlight | (see WH40k, pg. 98). |
| Psychic Powers | |
| Biomancy | 0 - Smite, 1 - Iron Arm, 2 - Enfeeble, 3 - Life Leech, 4 - Warp Speed, 5 - Endurance, 6 - Haemorrhage (see Warhammer 40,000: The Rules, pg. 192). |

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| Daemonology: Malefic Powers | 0 - Summoning, 1 - Cursed Earth, 2 - Dark Flame, 3 - Infernal Gaze, 4 - Sacrifice, 5 - Incursion, 6 - Possession (see Warhammer 40,000: The Rules, pg. 195). |
| Daemonology: Sanctic Powers | 0 - Banishment, 1 - Gate of Infinity, 2 - Hammerhand, 3 - Sanctuary, 4 - Purge Soul, 5 - Cleansing Flame, 6 - Vortex of Doom (see Warhammer 40,000: The Rules, pg. 194). |
| Divination | 0 - Prescience, 1 - Foreboding, 2 - Forewarning, 3 - Perfect Timing, 4 - Precognition, 5 - Misfortune, 6 - Scrier's Gaze (see Warhammer 40,000: The Rules, pg. 193). |
| Telekinesis | 0 - Assail, 1 - Crush, 2 - Ojuration Mechanicum, 3 - Shockwave, 4 - Levitation, 5 - Telekine Dome, 6 - Psychic Maelstrom (see Warhammer 40,000: The Rules, pg. 197). |
| Tempestas | 0 - Living Lightning, 1 - Storm Caller, 2 - Tempest's Wrath, 3 - Thunderclap, 4 - Murderous Hurricane, 5 - Fury of the Wolf Spirits, 6 - Jaws of the World Wolf (see C:SW, pg. 101). |
| Special Rules | |
| Acute Senses | Acute Senses (see WH40k, pg. 157). |
| Adamantium Will | Adamantium Will (see WH40k, pg. 157). |
| And They Shall Know No Fear | And They Shall Know No Fear (see WH40k, pg. 157). |
| Counter-attack | Counter-attack (see WH40k, pg. 163). |
| Drop Pod Assault | Drop Pods and units embarked upon them must be held in Deep Strike Reserves. At the beginning of your first turn, half your Drop Pods (rounding up) automatically arrive from Reserve. The arrival of remaining Drop Pods is rolled for normally. (See C:SW, pg. 74). |
| Grav-chute Insertion | Grav-chute Insertion (see "Codex: Astra Militarum", iPad pg. 162). |
| Immobile | A Drop Pod cannot move once it has entered play, and counts in all respects as a vehicle that has suffered an Immobilized result that cannot be repaired in any way. This does not cause it to lose a Hull Point. (See C:SW, pg. 74). |
| Independent Character | Independent Character (see WH40k, pg. 166). |
| Inertial Guidance System | If a Drop Pod scatters on top of impassible terrain or another model (friend or foe), reduce the scatter distance by the minimum required in order to avoid the obstacle. If a Drop Pod scatters off the edge of the board, it suffers a Deep Strike Mishap. (See C:SW, pg. 74). |
| It's For Your Own Good | It's For Your Own Good (see "Codex: Astra Militarum", iPad pg. 143). |
| Psyker (Mastery Level 1) | Psyker (see WH40k, pg. 170). |
| Rage | Rage (see WH40k, pg. 170). |
| Repair | If a Rhino is immobilized for any reason, then in subsequent turns the crew can attempt a temporary repair instead of the vehicle shooting. Roll a D6 in the Shooting phase, and on a 6 the vehicle is no longer immobilized. |
| Senior Officer | Senior Officer (see "Codex: Astra Militarum", iPad pg. 135). |
| Skyfire | Skyfire (see WH40k, pg. 171). |
| Voice of Command | Voice of Command (see "Codex: Astra Militarum", iPad pg. 135). |
| War Hymns | War Hymns (see "Codex: Astra Militarum", iPad pg. 142). |
| Zealot | Zealot (see WH40k, pg. 43). |
| Unit Type | |
| (Character) | See WH40K rulebook, pgs. 44-49. |
| Artillery | Artillery (see WH40k, pg. 64). |
| Infantry | See WH40K rulebook, pgs. 44-49. |
| Infantry (Character) | See WH40K rulebook, pgs. 44-49. |
| Vehicle (Flyer w/Hover mode, Transport) | Vehicle (Flyer w/Hover mode, Transport) (see WH40k, pp. 84-85, 80-82) |
| Vehicle (Tank, Transport) | See WH40K rulebook, pgs. 44-49. |
| Vehicle (Transport, Open-Topped) | See WH40K rulebook, pgs. 44-49. |
| Wargear | |
| Assault Grenades | Range 8"; S 3; AP -; Assault 1, Blast. |
| Bolt Pistol | 12" Range; S 4; AP 5; Pistol. |
| Boltgun | Range 24"; S 4; AP 5; Rapid Fire. |
| Chainsword | S User; AP -; Melee. |
| Close Combat Weapon | S User; AP -; Melee. |
| Combi-Meltagun | Boltgun: Range 24"; S 4; AP 5; Rapid Fire. Meltagun: Range 12"; S 8; AP 1; Assault 1, Melta (once per battle). |
| Combi-Plasmagun | Boltgun: Range 24"; S 4; AP 5; Rapid Fire. Plasmagun: Range 24"; S 7; AP 2; Gets Hot, Rapid Fire (once per battle). |
| Flak Armour | Confers a 5+ Armour Save. |
| Frag Grenades | Range 8"; S 3; AP -; Assault 1, Blast. |
| Krak Grenades | Range 8"; S 6; AP 4; Assault 1. |
| Lasgun | Range: 24"; S 3; AP -; Rapid Fire. |
| Medusa Siege Gun | 36" Range; S10; AP2; Ordnance Blast |

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| Meltagun | Range 12"; S 8; AP 1; Assault 1, Melta. |
| Plasma gun | Range 24"; S 7; AP 2; Rapid Fire, Gets Hot! |
| Plasma Pistol | Range 12"; S 7; AP 2; Pistol, Gets Hot! |
| Power Armour | Power Armour confers a 3+ Armour save. (See C:SW, pg. 99). |
| Refractor field | 5+ Invulnerable Save (see "Codex: Astra Militarum", iPad pg. 119). |
| Rosarius | 4+ Invulnerable Save (see "Codex: Astra Militarum", iPad pg. 120). |
| Runic Axe | S +1; AP 2; Melee, Force, Unwieldy, Ward. (See C:SW, pg. 97). |
| Searchlight | (see WH40k, pg. 98). |
| Smoke Launchers | (see WH40k, pg. 98). |
| Storm Bolter | Range 24"; S 4; AP 5; Assault 2. |
| Weapons | |
| 2 x Twin-linked Lascannon (each wing) | 48" Range; S9; AP2; Heavy 1 Linked |
| Close Combat Weapon | S User; AP - ; Melee. |
| Demolition Charge | Range: 6"; S 8; AP 2; Assault 1, Large Blast, One use only. |
| Force Sword | S User; AP 3; Melee, Force. |
| Frag Grenades | Range 8"; S 3; AP -; Assault 1, Blast. |
| Lasgun | Range: 24"; S 3; AP -; Rapid Fire. |
| Laspistol | Range: 12"; S 3; AP -; Pistol. |
| Melta Bombs | S 8; AP 1; Armourbane, Unwieldy (see WH40k, pg. 181). |
| Meltagun | Range 12"; S 8; AP 1; Assault 1, Melta. |
| Twin-linked Lascannon (nose) | 48" Range; S9; AP2; Heavy 1 Linked |

Roster Design Information

Army Special Rules:

Fenrisian Wolves and Cyberwolves (C:SW, pg. 94)