1850 Pts - Space Wolves - Michael Vagenos 10th NovaOpen 2015

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Company of the Great Wolf Detachment (22 , 1144 pts)												
Wolf Guard Battle Leader in Power Armour	**1**		5	5	5/10	5	3	5/1	4	9	2+/3(i)	181
(C:SW, pg. 56); **Infantry** (Character); Frag Grenades; Krak Grenades; Thunderwolf Mount; Fenrisian Wolves; Runic Armour; Storm Shield (x1); Power Fist (x1); Acute Senses; And They Shall Know No Fear; Counter-attack; Independent Character; Rending												
Fenrisian Wolves	**2**		4	-	4	4	1	4	2	5	6+	[16]
(C:SW, pg. 77); **Beasts**; Acute Senses; Counter-attack; Fleet												
Wolf Guard Battle Leader in Power Armour	**1**		5	5	5/10	5	3	5/1	4	9	2+/3(i)	181
(C:SW, pg. 56); **Infantry** (Character); Frag Grenades; Krak Grenades; Thunderwolf Mount; Fenrisian Wolves; Runic Armour; Storm Shield (x1); Power Fist (x1); Acute Senses; And They Shall Know No Fear; Counter-attack; Independent Character; Rending; **Warlord**												
Fenrisian Wolves	**2**		4	-	4	4	1	4	2	5	6+	[16]
(C:SW, pg. 77); **Beasts**; Acute Senses; Counter-attack; Fleet												
Wolf Guard Battle Leader in Power Armour	**1**		5	5	5/10	5	3	5/1	4	9	2+/3(i)	181
(C:SW, pg. 56); **Infantry** (Character); Frag Grenades; Krak Grenades; Thunderwolf Mount; Fenrisian Wolves; Runic Armour; Storm Shield (x1); Power Fist (x1); Acute Senses; And They Shall Know No Fear; Counter-attack; Independent Character; Rending												
Fenrisian Wolves	**2**		4	-	4	4	1	4	2	5	6+	[16]
(C:SW, pg. 77); **Beasts**; Acute Senses; Counter-attack; Fleet												
Wolf Guard Battle Leader in Power Armour	**1**		5	5	5/10	5	3	5/1	4	9	2+/3(i)	181
(C:SW, pg. 56); **Infantry** (Character); Frag Grenades; Krak Grenades; Thunderwolf Mount; Fenrisian Wolves; Runic Armour; Storm Shield (x1); Power Fist (x1); Acute Senses; And They Shall Know No Fear; Counter-attack; Independent Character; Rending												
Fenrisian Wolves	**2**		4	-	4	4	1	4	2	5	6+	[16]
(C:SW, pg. 77); **Beasts**; Acute Senses; Counter-attack; Fleet												
Iron Priest	**1**		4	4	5/10	5	2	4/1	3/4	8	2+/6(i)	150
(C:SW, pg. 62); **Infantry** (Character); Frag Grenades; Krak Grenades; Runic Armour; Servo-Arm; Boltgun; Thunder Hammer; Thunderwolf Mount; Cyberwolf; Acute Senses; And They Shall Know No Fear; Battlesmith; Counter-attack; Independent Character; Rending												
Cyberwolf	**3**		4	-	4	5	1	4	3	6	4+	[45]
(C:SW, pg. 77); **Beasts**; Acute Senses; Counter-attack; Fleet												
Iron Priest	**1**		4	4	5/10	5	2	4/1	3/4	8	2+/6(i)	135
(C:SW, pg. 62); **Infantry** (Character); Frag Grenades; Krak Grenades; Runic Armour; Servo-Arm; Boltgun; Thunder Hammer; Thunderwolf Mount; Cyberwolf; Acute Senses; And They Shall Know No Fear; Battlesmith; Counter-attack; Independent Character; Rending												
Cyberwolf	**2**		4	-	4	5	1	4	3	6	4+	[30]
(C:SW, pg. 77); **Beasts**; Acute Senses; Counter-attack; Fleet												
Iron Priest	**1**		4	4	5/10	5	2	4/1	3/4	8	2+/6(i)	135
(C:SW, pg. 62); **Infantry** (Character); Frag Grenades; Krak Grenades; Runic Armour; Servo-Arm; Boltgun; Thunder Hammer; Thunderwolf Mount; Cyberwolf; Acute Senses; And They Shall Know No Fear; Battlesmith; Counter-attack; Independent Character; Rending												
Cyberwolf	**2**		4	-	4	5	1	4	3	6	4+	[30]
(C:SW, pg. 77); **Beasts**; Acute Senses; Counter-attack; Fleet												
Company of the Great Wolf Detachment	**1**	Grp: Detachment										0
First Among Equals; Kingsguard; Preferred Enemy (Characters); Sagaborn												
: Allied Detachment (12 , 441 pts)												
Chaplain (HQ) [DA]	**1**		5	4	4/6	4	2	4/1	2	10	3+/4(i)	135
(CAA:DA, pg. 107); **Infantry** (Character); Frag Grenades; Krak Grenades; Power Armour; Rosarius; Crozius Arcanum; Power Fist (x1); Grim Resolve; Independent Character; Stubborn; Zealot; Space Marine Bike												
Space Marine Bike [DA]	**1**	See Bike as described in the WH40K rulebook. Fitted with TL Bolters.										[0]
Twin-Linked Boltgun (x1)												

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Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Ravenwing Command Squad (Elite) [DA]	**4**		4	4	4	5	1	4	2	9	3+	250
	(CAA:DA, pg. 119); **Bikes**; Frag Grenades; Krak Grenades; Space Marine Bike; Teleport Homer; Bolt Pistol (x4); Corvus Hammer (x4); Ravenwing Company Banner: Friendly units with the Dark Angels Faction within 12" of a model equipped with the Ravenwing Company Bannerre-roll failed Morale checks, Pinning tests and Fear tests. In addition, all friendly models with the Ravenwing special rule in the same unit as this banner automatically pass Initiative tests when attempting to Hit & Run and roll one additional dice when determining the distance of a Hit & Run move whilst the bearer is alive. (See CAA:DA, pg. 153).; Ravenwing Apothecary; Plasma Talon (x4); And They Shall Know No Fear; Grim Resolve; Hammer of Wrath; Hit & Run; Jink; Ravenwing; Relentless; Scout; Skilled Rider; Stubborn; Very Bulky											
Ravenwing Apothecary [DA]	**1**		4	4	4	5	1	4	2	9	3+	[30]
	Bikes (Character); Frag Grenades; Krak Grenades; Narthecium; Space Marine Bike; Teleport Homer; Bolt Pistol; Corvus Hammer; Plasma Talon (x1); And They Shall Know No Fear; Grim Resolve; Hammer of Wrath; Hit & Run; Jink; Ravenwing; Relentless; Scout; Skilled Rider; Stubborn; Very Bulky											
Scout Squad (Troops) [DA]	**4**		4	4	4	4	1	4	1	8	4+	56
	(CAA:DA, pg. 111); **Infantry**; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Boltgun (x4); Sergeant; And They Shall Know No Fear; Combat Squads; Grim Resolve; Infiltrate; Move Through Cover; Scout; Stubborn											
Sergeant [DA]	**1**		4	4	4	4	1	4	1	8	4+	[12]
	Infantry (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Sniper Rifle; And They Shall Know No Fear; Combat Squads; Grim Resolve; Infiltrate; Move Through Cover; Scout; Stubborn											
Allied Detachment [DA]	**1**	Grp: Detachment										0
: Allied Detachment (8 ⚲, 265 pts)												
Magister Sevrin Loth [UM]	**1**		6	5	4	4	3	5	3/4	10	2+/4(i)	175
	(CAA:SM, pg. 116); **Infantry** (Character); Frag Grenades; Krak Grenades; Iron Halo; Plasma Pistol; Talassarian Tempest Blade; And They Shall Know No Fear; Battle-forged Heroes; Chapter Tactics (Ultramarines); Furious Charge; Independent Character; Scions of Guilliman; Surprise Attack Real Special Rules for Sevrin Loth The Armour of Selket This is a suit of artificer armour that incorporates a psychic hood. In addition, the wearer can use their own psychic energies to empower the suit's defences further. At the beginning of his player turn, by expending a Warp Charge, Loth's 2+ Armour save becomes a 2+ Invulnerable save which lasts until the beginning of his controlling player's next player turn. Name Range Strength AP Type Bolt Pistol 12" 4 5 Pistol Force Axe - +1 2 Melee, Unwieldy, Force Frag Grenades 8" 3 - Assault 1, Blast, Don't suffer Initiative penalty for charging through cover Krak Grenades 8" (thrown)/-(Melee) 6 4 Assault 1(Thrown)/Only on Vehicles and MCs (Melee)											
Scout Squad (Troops) [UM]	**4**		4	4	4	4	1	4	1	8	4+	55
	(CAA:SM, pg. 136); **Infantry**; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Boltgun (x4); Sergeant; And They Shall Know No Fear; Combat Squads; Infiltrate; Move Through Cover; Scout											
Sergeant [UM]	**1**		4	4	4	4	1	4	1	8	4+	[11]
	Infantry (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Boltgun; And They Shall Know No Fear; Combat Squads; Infiltrate; Move Through Cover; Scout											
Drop Pod (Fast) [UM]	**1**	Grp: BS: 4 FA: 12 SA: 12 RA: 12 HP: 3 Save: -										35
	(CAA:SM, pg. 158); **Vehicle** (Transport, Open-Topped); **10 model** capacity, or; **One Dreadnought** capacity, or; **One Thunderfire Cannon** and Gunner.; Storm Bolter; Drop Pod Assault; Immobile; Inertial Guidance System											
Allied Detachment [UM]	**1**	Grp: Detachment										0
											Total Cost:	**1850**

Option Footnotes	
Warlord Traits	
Warlord	See WH40k, pg. 124.

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Relics	
Talassarian Tempest Blade	S User; AP 3; Melee, Coup de Grace.

Doctrines	
Assault Doctine	Affected models can re-roll To Hit rolls of 1 in the Assault phase of this turn. Affected models in Assault Squads, Bike Squads, Attack Bike Squad and Centurion Assault Squads, including any affected models with the Independent Character special rule that have joined those squads, can instead re-roll al failed To Hit rolls in the Assault phase of this turn. (See CAA:SM, pg. 189).
Devastator Doctine	Affected models can re-roll To Hit rolls of 1 in the Shooting phase of this turn. Affected models in Devastator and Centurion Devastator Squads, including any affected models with the Independent Character special rule that have joined those squads, can instead re-roll al failed To Hit rolls in the Shooting phase of this turn. (See CAA:SM, pg. 189).
Tactical Doctrine	Affected models can re-roll To Hit rolls of 1 in the Shooting and Assault phases of this turn. Affected models in Tactical Squads, including any affected models with the Independent Character special rule that have joined those squads, can instead re-roll al failed To Hit rolls in the Shooting and Assault phases of this turn. (See CAA:SM, pg. 189).

Special Rules	
Acute Senses	Acute Senses (see WH40k, pg. 157).
And They Shall Know No Fear	And They Shall Know No Fear (see WH40k, pg. 157).
Battle-forged Heroes	During deployment, choose one friendly Ultramarines Tactical Squad. It gains one of the following special rules for the duration of the battle: Counter-attack, Infiltrate, Scout, or Tank Hunters. (See CAA:SM, pg. 116).
Battlesmith	In each of your Shooting phases, instead of firing his weapons, an Iron Priest can choose to repair a single friendly vehicle that he is in base contact with or embarked upon. To repair a vehicle, roll a D6 and add +1 for each Servitor with a servo-arm in his unit. If the result is a 5 or more, you may either restore a Hull Point lost earlier in the battle, or repair a Weapon Destroyed or Immobilized result suffered earlier in the battle; this is effective immediately. (See C:SW, pg. 62).
Chapter Tactics (Ultramarines)	Chapter Tactics (Ultramarines) (see CAA:SM, pg. 189-190).
Combat Squads	Combat Squads
Counter-attack	Counter-attack (see WH40k, pg. 163).
Drop Pod Assault	Drop Pods and unit embarked upon them must be held in Deep Strike Reserve. At the beginning of your first turn, half of your Drop Pods (rounding up) automtically arrive from Reserve. The arrivial of remaining Drop Pods is rolled for normally. Once a Drop Pod lands, all passengers must disembark and no models can embark for the rest of the game.
First Among Equals	All Wolf Guard Battle Leaders, Wolf Guard Pack Leaders, Wolf Guard Terminator Leaders and Thunderwolf Cavalry Pack Leaders that are part of a Detachment or Formation presented in this book have the Preferred enemy (Characters) special rule when fighting in a challenge. (See Champions of Fenris, pg. 48).
Fleet	Fleet (see WH40k, pg. 164).
Furious Charge	Furious Charge (see WH40k, pg. 164).
Grim Resolve	Models with this special rule have the Stubbporn special rule and, unless Jinking, count their Ballistic Skill as 2 when firing Overwatch. (See CAA:DA, pg. 148).
Grimnar's Right Hand	If this detachment is your Primary Detachment, you can re-roll the result when rolling on the Chapions of Fenris Warlord Traits Table. (See Champions of Fenris, pg. 50).
Hammer of Wrath	Hammer of Wrath (see WH40k, pp. 91 & 165).
Hit & Run	Hit & Run (see WH40k, pg. 165).
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.
Independent Character	Independent Character (see WH40k, pg. 166).
Inertial Guidance System	If a Drop Pod scatters on top of impassable terrain or another model (friend or foe), reduce the scatter distance by the minimum required in order to avoid the obstacle. If the Drop Pod scatters off the edge of the board, it suffers a Deep Strike Mishap.
Infiltrate	Infiltrate (see WH40k, pg. 167).
Jink	Jink (see WH40k, pg. 167).
Kingsguard	The following models have +1 WS in their profile when chosen as part of this detachment: Wolf Guard, Wolf Guard Pack Leader, Wolf Guard Terminator, Wolf Guard Terminator Leader, Thunderwolf Cavalry, Thunderwolf Cavalry Pack Leader. (See Champions of Fenris, pg. 50).
Move Through Cover	Move Through Cover (see WH40k, pg. 168).
Preferred Enemy (Characters)	Preferred Enemy (see WH40k, pg. 169).
Ravenwing	A model with this special rule can re-roll failed cover saves when it Jinks. (See CAA:DA, pg. 148).
Relentless	Relentless (see WH40k, pg. 170).

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Rending	Rending (see WH40k, pg. 170).
Sagaborn	Characters that are part of a Detachment or Formation presented in this book must always issue and accept a challenge whenever possible. If you have several models in a combat with a special rule to this effect, you can choose which model issues or accepts the challenge. (See Champions of Fenris, pg. 48).
Scions of Guilliman	If your army cotains any Ultramarines units, you can choose to enact the Devastator Doctrine, Assault Doctrine, and Tactical Doctrine once each per game. When one of these Combat Doctrines is enacted, all Ultrasmarines models in your army are affected. (See CAA:SM, pg. 189).
Scout	Scout (see WH40k, pg. 171).
Skilled Rider	Skilled Rider(see WH40k, pg. 171).
Stubborn	Stubborn (see WH40k, pg. 172).
Surprise Attack	If Captain Sicarius is alive and on the battlefield, you gain +1 to your Reserve Rolls. (See CAA:SM, pg. 116).
Very Bulky	Very Bulky (see WH40k, pg. 35).
Zealot	Zealot (see WH40k, pg. 43).

Unit Type	
Beasts	See WH40K rulebook, pgs. 44-49.
Bikes	See WH40K rulebook, pgs. 44-49.
Bikes (Character)	See WH40K rulebook, pgs. 44-49.
Infantry	See WH40K rulebook, pgs. 44-49.
Infantry (Character)	See WH40K rulebook, pgs. 44-49.
Vehicle (Transport, Open-Topped)	See WH40K rulebook, pgs. 44-49.

Wargear	
Bolt Pistol	12" Range; S 4; AP 5; Pistol.
Boltgun	Range 24"; S 4; AP 5; Rapid Fire.
Corvus Hammer	S +1; AP -; Melee, Rending.
Crozius Arcanum	S +2; AP 4; Melee, Concussive.
Frag Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Iron Halo	An iron halo confers a 4+ invulnerable save. (See CAA:SM, pg. 195).
Krak Grenades	Range 8"; S 6; AP 4; Assault 1.
Narthecium	As long as the Apothecary is alive, all models in his unit have the Feel No Pain special rule. (See CAA: DA, pg. 152).
Plasma Pistol	Range 12"; S 7; AP 2; Pistol, Gets Hot!
Plasma Talon	18" Range; S 7; AP 2; Rapid Fire, Gets Hot, Twin-linked.
Power Armour	Power Armour (see C:SM, pg. 126).
Power Fist	S x2; AP 2; Melee, Specialist Weapon, Unwieldy.
Rosarius	Confers a 4+ Invulnerable save.
Runic Armour	Runic Armour confers a 2+ Armour save and a 6+ invulnerable save. (See C:SW, pg. 99).
Servo-Arm	S x2; AP 1; Melee, Unwieldy, Specialist Weapon. (See C:SW, pg, 97).
Sniper Rifle	Range 36"; S X; AP 6; Heavy 1, Sniper.
Space Marine Bike	See Bike as described in the WH40K rulebook. Fitted with TL Bolters.
Storm Bolter	Range 24"; S 4; AP 5; Assault 2.
Storm Shield	A model with a storm shield has a 3+ invulnerable save. However, he can never claim the +1 bonus Attack for being armed with two Melee weapons in an assault. (See C:SW, pg. 98).
Teleport Homer	Teleport Homer
Thunder Hammer	S x2; AP 2; Melee, Concussive, Specialist Weapon, Unwieldy.
Thunderwolf Mount	Models with a Thunderwolf Mount change their unit type to Cavalry, as described in Warhammer 40,000: The Rules. All close combat attacks made by a model with a Thunderwolf mount have the Rending special rule. In addition, a model upgraded to have a Thunderwolf mount increases their Strength, Toughness, Attacks, and Wounds characteristics by 1 (these bonuses are already included in the profiles of models that have a Thunderwolf mount as part of their standard wargear. (See C:SW, pg. 98).
Twin-Linked Boltgun	24" Range; S4; AP5; Rapid Fire, Linked

Roster Design Information
Army Special Rules:
Fenrisian Wolves and Cyberwolves (C:SW, pg. 94)

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