

## Unlimited Pts - Space Wolves

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>HQ: Canis Wolfborn (3<sup>+</sup>, 205 pts)</b>												
Canis Wolfborn	1		5	2	5	5	3	5	5/6	8	3+	205
<b>Unit Type:</b> Cavalry; Frag Grenades; Krak Grenades; Fangir; Power Armour; Wolf Tail Talisman; Wolftooth Necklace; Fenrisian Wolf; 2x Wolf Claws; Acute Senses; And They Shall Know No Fear; Counter-attack; Independent Character; Lord of the Wolfkin; Rending; Wrath of the Savage; Saga of the Wolfkin												
Fenrisian Wolf	2		4	-	4	4	1	5	2	7	6+	[20]
<b>Unit Type:</b> Beasts; Vicious claws and fangs; Counter-attack												
<b>Troops: Grey Hunters Pack (10<sup>+</sup>, 200 pts)</b>												
Grey Hunters Pack	8		4	4	4	4	1	4	1/2	8	3+	200
<b>Unit Type:</b> Infantry; Frag Grenades; Krak Grenades; Power Armour; Mark of the Wulfen; Bolt Pistol (x8); Bolter (x7); Close Combat Weapon (x8); Plasma gun; Power Fist; Acute Senses; And They Shall Know No Fear; Counter-attack												
Grey Hunter w/ Mark of the Wulfen	1		4	4	4	4	1	4	D6+1	8	3+	[15]
<b>Unit Type:</b> Infantry; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Close Combat Weapon; Plasma gun; Acute Senses; And They Shall Know No Fear; Counter-attack; Rending in CC only												
Grey Hunter w/ Power Fist	1		4	4	4/8	4	1	4/1	1	8	3+	[40]
<b>Unit Type:</b> Infantry; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Bolter; Power Fist; Acute Senses; And They Shall Know No Fear; Counter-attack												
<b>Troops: Fenrisian Wolf Pack (7<sup>+</sup>, 56 pts)</b>												
Fenrisian Wolf Pack	7		4	-	4	4	1	5	2	7	6+	56
<b>Unit Type:</b> Beasts; Vicious claws and fangs; Counter-attack												
<b>Troops: Fenrisian Wolf Pack (7<sup>+</sup>, 56 pts)</b>												
Fenrisian Wolf Pack	7		4	-	4	4	1	5	2	7	6+	56
<b>Unit Type:</b> Beasts; Vicious claws and fangs; Counter-attack												
<b>Elite: Wolf Guard Pack (5<sup>+</sup>, 260 pts)</b>												
Wolf Guard Pack	1											260
<b>Unit Type:</b> Wolf Guard in Terminator Armour; Wolf Guard in Terminator Armour; Wolf Guard in Terminator Armour												
Wolf Guard in Terminator Armour	1		4	4	4/8	4	1	4/1	2	9	2+/5(i)	[53]
<b>Unit Type:</b> Infantry; Terminator Armour; Combi-Flamer; Thunder Hammer; Acute Senses; And They Shall Know No Fear; Counter-attack												
Wolf Guard in Terminator Armour	1		4	4	4	4	1	4	2	9	2+/5(i)	[43]
<b>Unit Type:</b> Infantry; Terminator Armour; Combi-Meltagun; Wolf Claw; Acute Senses; And They Shall Know No Fear; Counter-attack												
Wolf Guard in Terminator Armour	1		4	4	4/8	4	1	4/1	2	9	2+/5(i)	[78]
<b>Unit Type:</b> Infantry; Terminator Armour; Chain Fist; Assault Cannon; Acute Senses; And They Shall Know No Fear; Counter-attack												
Wolf Guard in Terminator Armour	1		4	4	4	4	1	4	2	9	2+/5(i)	[43]
<b>Unit Type:</b> Infantry; Terminator Armour; Combi-Meltagun; Wolf Claw; Acute Senses; And They Shall Know No Fear; Counter-attack												
Wolf Guard in Terminator Armour	1		4	4	4	4	1	4	2	9	2+/5(i)	[43]
<b>Unit Type:</b> Infantry; Terminator Armour; Combi-Meltagun; Wolf Claw; Acute Senses; And They Shall Know No Fear; Counter-attack												
<b>Troops: Blood Claws Pack (10<sup>+</sup>, 170 pts)</b>												
Blood Claws Pack	10		3	3	4	4	1	4	1/2	8	3+	170
<b>Unit Type:</b> Infantry; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x9); Close Combat Weapon (x9); Meltagun; Power Weapon; Acute Senses; And They Shall Know No Fear; Berserk Charge; Counter-attack; Headstrong												
<b>Total Cost:</b>												<b>947</b>

### Option Footnotes

#### Saga

Saga of the Wolfkin Fenrisian Wolves and CyberWolves in the same army as the character have Initiative 5 and Leadership 7.

#### Special Rules

Acute Senses May reroll Night Fighting distances, conditions apply (p75 WH40K 5E)

And They Shall Know No Fear	Automatically pass tests to regroup, can test if under 50%, conditions apply (C:SW, pg 23).
Berserk Charge	Receives a bonus +2 Attacks when charging instead of the normal +1. This does not apply to other models that have joined this unit and cannot be claimed when launching a Counter-attack.
Counter-attack	If assaulted, unit gains +1A after passing a Ld test, conditions apply (p74 WH40K 5E)
Fleet	May assault in the same turn as running, conditions apply (p75 WH40K 5E)
Headstrong	If within 6" of an enemy model at the beginning of the Shooting phase, the unit will forgo its Shooting phase altogether. The unit must attempt to launch an assault in the ensuing Assault phase If a Wolf Guard model or Independent Character accompanies the unit, then this rule does not apply.
Independent Character	(See WH40k, pg. 50.)
Lord of the Wolfkin	Any unit of Fenrisian Wolves with 12" of Canis may use his Leadership instead of their own.
Rending	Any roll To Wound of 6 automatically causes a wound, regardless of the target's Toughness and counts as AP2; against Vehicles, an AP roll of 6 allows a further D3 to be rolled added to the total score (WH40K, pg. 31)
Rending in CC only	Has the Rending special rule in close combat with any weapon that does not use a special CCW.
Wrath of the Savage	Canis may choose to use the number of enemy models in base contact with him as his Attack characteristic.
<b>Unit Type</b>	
<b>Unit Type:</b> Beasts	1) Unit has Fleet and may move 12" when assaulting. 2) Unit makes Fall Back moves of 3D6". (WH40k, pg. 54)
<b>Unit Type:</b> Cavalry	Unit Type: Cavalry (WH40k, pg. 54)
<b>Unit Type:</b> Infantry	Unit Type: Infantry (p.54 WH40k)
<b>Wargear</b>	
Fangir	A monstrous Thunderwolf, Canis has an improved profile (already included in stats).
Frag Grenades	Models with these do not suffer the initiative penalty for assaulting enemies through cover (p36 WH40K 5E).
Krak Grenades	One attack with 6+D6 AP (exceptions apply p72 WH40K)
Power Armour	Confers a 3+ Armour Save.
Terminator Armour	Confers a 2+ Armour save and a 5+ Invulnerable save.
Wolf Tail Talisman	If a model with this or the unit he is with is affected by an enemy psychic power, roll a D6. On a roll of 5+ that power is nullified.
Wolftooth Necklace	Against models with a WS value, a model with a Wolftooth Necklace always hits in close combat on the roll of a 3+.
<b>Weapons</b>	
2x Wolf Claws	Choose either to re-roll To Hit rolls or To Wound rolls at the beginning of each Close Comabt phase.
Assault Cannon	24" Range; S6; AP4; Heavy 4 Rending
Bolt Pistol	12" Range; S4; AP5; Pistol
Bolter	24" Range; S4; AP5; Rapid Fire
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.
Combi-Flamer	24" Range; S4; AP5; Rapid Fire (Bolter) Template ; S4; AP5; Assault 1; No cover saves (Flamer - once per battle)
Combi-Meltagun	24" Range; S4; AP5; Rapid Fire (Bolter) 12" Range; S8; AP1; Assault 1; Melta (Meltagun - once per battle)
Meltagun	12" Range; S8; AP1; Assault 1; Melta.
Plasma gun	24" Range; S7; AP2; Rapid Fire; Gets Hot!
Power Fist	Ignores armour saves, increases strength in close combat.
Power Weapon	Ignores armour saves in close combat (p42 WH40K 5E)
Thunder Hammer	Doubles Strength, ignores Armour Saves; Always strikes at Initiative 1. Any model wounded may not attack again until Initiative 1 blows are struck in the next Assault phase. Vehicles hit are considered Crew Shaken as well as whatever else happens.
Vicious claws and fangs	If used with another close combat weapon, +1 attack in close combat.
Wolf Claw	Choose either to re-roll To Hit rolls or To Wound rolls at the beginning of each Close Comabt phase.

## Roster Design Information

Special Rules:

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

*Acute Senses* (p75 WH40K)

*Counter-Attack* (p74 WH40K)

## Validation Report

*c-1. File Version: 1.39 For Bug Reports/www.ab40k.org; b-1. Roster Options: Special Characters; a-1. Scenario: Normal Mission*

Roster satisfies all enforced validation rules

**Roster Statistics**

% Elite: 27.5

% Fast: 0

% Heavy: 0






% HQ: 21.6

Model Count: 42

% Troops: 50.9

% Wargear: 0

Files version: 1.39

<b>Group</b>	<b>Min</b>	<b>Max</b>	<b>Used</b>
	1	2	1
	0	3	1
	2	6	4
	0	3	0
	0	3	0