

2000 Pts - Space Wolves

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost	
HQ: Logan Grimnar, The Great Wolf (1^X, 275 pts)													
Logan Grimnar, The Great Wolf	1		6	5	5/8	4	3	5/1	5	10	2+/4	275	
Unit Type: Infantry; Belt of Russ; Terminator Armour; Wolf Tail Talisman; Wolf Tooth Necklace; Storm Bolter; The Axe Morkai; Acute Senses; And They Shall Know No Fear; Counter-attack; Eternal Warrior; Independent Character; Living Legend; Stubborn; The High King; Saga of Majesty													
Troops: Wolf Guard Pack (10^X, 570 pts)													
Wolf Guard Pack	1											570	
Wolf Guard in Terminator Armour; Wolf Guard in Terminator Armour; Wolf Guard in Terminator Armour; Arjac Rockfist, The Anvil of Fenris													
Wolf Guard in Terminator Armour	6		4	4	4	4	1	4	2	9	2+/5	[198]	
Unit Type: Infantry; Terminator Armour; Power Weapon; Storm Bolter; Acute Senses; And They Shall Know No Fear; Counter-attack													
Wolf Guard in Terminator Armour	2		4	4	4	4	1	4	2	9	2+/5	[136]	
Unit Type: Infantry; Terminator Armour; Power Weapon; Combi-Meltagun; Cyclone Missile Launcher; Acute Senses; And They Shall Know No Fear; Counter-attack													
Wolf Guard in Terminator Armour	1		4	4	4/5	4	1	4	2	9	2+/5	[48]	
Unit Type: Infantry; Terminator Armour; Combi-Meltagun; Frost Weapon; Acute Senses; And They Shall Know No Fear; Counter-attack													
Arjac Rockfist, The Anvil of Fenris	1		5	5	5/10	4	2	4/1	3	9	2+/3	[188]	
Unit Type: Infantry; Terminator Armour; Wolf Tooth Necklace; Anvil Shield; Foehammer; Acute Senses; And They Shall Know No Fear; Counter-attack; Eternal Warrior; Grimnar's Champion; Stubborn; Saga of the Bear													
Troops: Wolf Guard Pack (5^X, 245 pts)													
Wolf Guard Pack	1											245	
Wolf Guard in Terminator Armour; 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	[73]	
Unit Type: Infantry; Terminator Armour; Storm Bolter; Power Fist; Cyclone Missile Launcher; 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	[48]	
Unit Type: Infantry; Terminator Armour; Combi-Meltagun; Power Fist; Acute Senses; And They Shall Know No Fear; Counter-attack													
Wolf Guard in Terminator Armour	1		4	4	4/5	4	1	4	2	9	2+/3	[58]	
Unit Type: Infantry; Terminator Armour; Storm Shield; Frost Weapon; Acute Senses; And They Shall Know No Fear; Counter-attack													
Wolf Guard in Terminator Armour	2		4	4	4	4	1	4	2	9	2+/5	[66]	
Unit Type: Infantry; Terminator Armour; Power Weapon; Storm Bolter; Acute Senses; And They Shall Know No Fear; Counter-attack													
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Wolf Guard in Terminator Armour; 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	[73]	
Unit Type: Infantry; Terminator Armour; Storm Bolter; Power Fist; Cyclone Missile Launcher; Acute Senses; And They Shall Know No Fear; Counter-attack													
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	Unit Type: Infantry; Terminator Armour; Combi-Meltagun; Power Fist; 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	[73]
	Unit Type: Infantry; Terminator Armour; Storm Bolter; Power Fist; Cyclone Missile Launcher; Acute Senses; And They Shall Know No Fear; Counter-attack											
Heavy Support: Long Fangs Pack (6⁺, 140 pts)												
Long Fangs Pack	5		4	4	4	4	1	4	1	9	3+	140
	Unit Type: Infantry; Frag Grenades; Krak Grenades; Power Armour; Close Combat Weapon (x5); Missile Launcher (x5); Acute Senses; And They Shall Know No Fear; Counter-attack; Fire Control											
Squad Leader	1		4	4	4	4	1	4	2/3	9	3+	[15]
	Unit Type: Infantry; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Close Combat Weapon; Acute Senses; And They Shall Know No Fear; Counter-attack; Fire Control											
Heavy Support: Long Fangs Pack (6⁺, 140 pts)												
Long Fangs Pack	5		4	4	4	4	1	4	1	9	3+	140
	Unit Type: Infantry; Frag Grenades; Krak Grenades; Power Armour; Close Combat Weapon (x5); Missile Launcher (x5); Acute Senses; And They Shall Know No Fear; Counter-attack; Fire Control											
Squad Leader	1		4	4	4	4	1	4	2/3	9	3+	[15]
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Squad Leader	1		4	4	4	4	1	4	2/3	9	3+	[15]
	Unit Type: Infantry; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Close Combat Weapon; Acute Senses; And They Shall Know No Fear; Counter-attack; Fire Control											
Total Cost:											2000	

Option Footnotes

Saga	
Saga of Majesty	Any unit with 6", including the character and his unit, may re-roll failed Morale tests.
Saga of the Bear	The character has the Eternal Warrior rule.
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 (p74 WH40K)
Counter-attack	If assaulted, unit gains +1A after passing a Ld test, conditions apply (p74 WH40K 5E)
Eternal Warrior	Immune to Instant Death (p74 WH40K 5E)
Fire Control	As long as the Squad Leader is still alive and does not shoot in the Shooting phase the unit may split its fire and fire at two different targets instead of one.
Grimnar's Champion	Arjac may re-roll all failed rolls To Hit against an enemy with the Independent Character or Monstrous Creature rule.
Independent Character	(See WH40k, pg. 50.)
Living Legend	Once per game, for the rest of the player turn, all friendly models within 18" get +1 Attack.
Stubborn	Ignore negative Leadership modifiers, conditions apply (p76 WH40K 5E)
The High King	May choose one of the following special rules at the beginning of each turn: Fearless, Tank Hunters, Relentless, Preferred Enemy. Logan and any unit he is with have that rule for the duration of the player turn.

Unit Type	
Unit Type: Infantry	Unit Type: Infantry (p.54 WH40k)
Wargear	
Belt of Russ	Confers a 4+ Invulnerable Save.
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+.
Weapons	
Anvil Shield	Counts as a Storm Shield; bearer gains an additional attack in the first round of any assault.
Bolt Pistol	12" Range; S4; AP5; Pistol
Close Combat Weapon	If used with another close combat weapon, +1 attack in close combat.
Combi-Meltagun	24" Range; S4; AP5; Rapid Fire (Bolter) 12" Range; S8; AP1; Assault 1; Melta (Meltagun - once per battle)
Cyclone Missile Launcher	Frag: Range: 48"; S4; AP6; Heavy 2, Blast. Kрак: Range: 48"; S8; AP3; Heavy 2.
Foehammer	Counts as a Thunder Hammer; may be used as a ranged weapon with the following profile: 6" Range; S10; AP1; Assault 1.
Frost Weapon	Counts as a Power Weapon that adds +1 to the Bearer's Strength.
Missile Launcher	Frag: 48" Range; S4; AP6; Heavy 1; Blast. Kрак: 48" Range; S8; AP3; Heavy 1.
Power Fist	Ignores armour saves, increases strength in close combat.
Power Weapon	Ignores armour saves in close combat (p42 WH40K 5E)
Storm Bolter	24" Range; S4; AP5; Assault 2
Storm Shield	3+ Invulnerable Save. This may not be combined with Iron Halo or Rosarius save.
The Axe Morkai	May be used as either a Frost Weapon or a Power Fist; attacks may be allocated between these two modes.

Roster Design Information

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

Acute Senses (p75 WH40K)

Counter-Attack (p74 WH40K)






Validation Report

c-1. File Version: 1.11a For Bug Reports/www.ab40k.org; b-1. Roster Options: Generic Unit, Special Characters; a-1. Scenario: Normal Mission; 1. Chapter: Space Wolves

Roster satisfies all enforced validation rules

Roster Statistics

% Elite: 0.0
 % Fast: 0.0
 % Heavy: 21.0
 % HQ: 13.8
 Model Count: 44
 % Troops: 65.3
 % Wargear: 0.0
 Files version: 1.11
 Faith Points: 0

Group	Min	Max	Used
	1	2	1
	0	3	0
	2	6	4
	0	3	0
	0	3	3