



## 1850 Pts - Space Wolves - Shawn Williams - CAGE 2015

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>: The Wolves Unleashed Detachment (Primary Detachment) (37  , 1841 pts)</b>												
Wolf Lord in Power Armour	1		6	5	5/7	5	4	5/1	5	10	2+3(i)	291
(C:SW, pg. 48); <b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Belt of Russ; Thunderwolf Mount; Fenrisian Wolves; Runic Armour; Storm Shield (x1); Black Death; Helm of Durfast; The Wulfen Stone; Acute Senses; And They Shall Know No Fear; Counter-attack; Furious Charge; Independent Character; Rage; Rending												
Fenrisian Wolves	2		4	-	4	4	1	4	2	5	6+	[16]
(C:SW, pg. 77); <b>Beasts</b> ; 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); <b>Infantry</b> (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); <b>Beasts</b> ; 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); <b>Infantry</b> (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); <b>Beasts</b> ; Acute Senses; Counter-attack; Fleet												
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(C:SW, pg. 56); <b>Infantry</b> (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												
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(C:SW, pg. 56); <b>Infantry</b> (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); <b>Beasts</b> ; 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); <b>Infantry</b> (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; <b>Warlord</b>												
Fenrisian Wolves	2		4	-	4	4	1	4	2	5	6+	[16]
(C:SW, pg. 77); <b>Beasts</b> ; Acute Senses; Counter-attack; Fleet												
Iron Priest	1		4	4	5/10	5	2	4/1	3/4	8	2+6(i)	120
(C:SW, pg. 62); <b>Infantry</b> (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	1		4	-	4	4	1	4	3	6	4+	[15]
(C:SW, pg. 77); <b>Beasts</b> ; Acute Senses; Counter-attack; Fleet												
Iron Priest	1		4	4	5/10	5	2	4/1	3/4	8	2+6(i)	120
(C:SW, pg. 62); <b>Infantry</b> (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	1		4	-	4	4	1	4	3	6	4+	[15]
(C:SW, pg. 77); <b>Beasts</b> ; Acute Senses; Counter-attack; Fleet												
Iron Priest	1		4	4	5/10	5	2	4/1	3/4	8	2+6(i)	120
(C:SW, pg. 62); <b>Infantry</b> (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	1		4	-	4	4	1	4	3	6	4+	[15]
(C:SW, pg. 77); <b>Beasts</b> ; Acute Senses; Counter-attack; Fleet												
Blood Claws	5		3	3	4	4	1	4	1/2	8	3+	60
(C:SW, pg. 58); <b>Infantry</b> ; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x5); Chainsword (x5); Acute Senses; And They Shall Know No Fear; Counter-attack; Rage												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Blood Claws	5		3	3	4	4	1	4	1/2	8	3+	60
	(C:SW, pg. 58); <b>Infantry</b> ; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x5); Chainsword (x5); Acute Senses; And They Shall Know No Fear; Counter-attack; Rage											
Thunderwolf Cavalry	0											165
	(C:SW, pg. 76); <b>Cavalry</b> ; Thunderwolf Cavalry; Thunderwolf Cavalry; Acute Senses; And They Shall Know No Fear; Counter-attack; Fleet; Hammer of Wrath											
Thunderwolf Cavalry Pack Leader	1		4	4	5	5	2	4	4	9	3+/3(i)	[55]
	<b>Cavalry</b> (Character); Frag Grenades; Krak Grenades; Power Armour; Thunderwolf Mount; Bolt Pistol; Storm Shield (x1); Fleet; Hammer of Wrath; Rending											
Thunderwolf Cavalry	1		4	4	5	5	2	4	4	9	3+/3(i)	[55]
	<b>Cavalry</b> ; Frag Grenades; Krak Grenades; Power Armour; Thunderwolf Mount; Bolt Pistol; Storm Shield (x1); Fleet; Hammer of Wrath; Rending											
Thunderwolf Cavalry	1		4	4	5	5	2	4	4	9	3+/3(i)	[55]
	<b>Cavalry</b> ; Frag Grenades; Krak Grenades; Power Armour; Thunderwolf Mount; Bolt Pistol; Storm Shield (x1); Fleet; Hammer of Wrath; Rending											
The Wolves Unleashed Detachment (Primary Detachment)	1	Grp: Detachment										0
<b>Total Cost:</b>											<b>1841</b>	

Option Footnotes	
Warlord Traits	
<b>Warlord</b>	See WH40k, pg. 111.
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).
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).
Counter-attack	Counter-attack (see WH40k, pg. 163).
Fleet	Fleet (see WH40k, pg. 164).
Furious Charge	Furious Charge (see WH40k, pg. 164).
Hammer of Wrath	Hammer of Wrath (see WH40k, pp. 91 & 165).
Independent Character	Independent Character (see WH40k, pg. 166).
Rage	Rage (see WH40k, pg. 170).
Rending	Rending (see WH40k, pg. 170).
Relic of the Fang	
Black Death	S +2; AP 2; Melee, Unwieldy, Whirlwind of Death. (See C:SW, pg. 100).
Helm of Durfast	A model wearing the Helm of Durfast re-rolls failed To Hit rolls. In addition, the wearer's shooting attacks have the Ignores Cover special rule. (See C:SW, pg. 100).
The Wulfen Stone	The bearer of the Wulfen Stone, and his unit, have the Furious Charge special rule. In addition, the bearer has the Rage special rule. (See C:SW, pg. 100).
Unit Type	
<b>Beasts</b>	See WH40K rulebook, pgs. 44-49.
<b>Cavalry</b>	See WH40K rulebook, pgs. 44-49.
<b>Cavalry</b> (Character)	See WH40K rulebook, pgs. 44-49.
<b>Infantry</b>	See WH40K rulebook, pgs. 44-49.
<b>Infantry</b> (Character)	See WH40K rulebook, pgs. 44-49.
Wargear	
Belt of Russ	A Belt of Russ confers a 4+ invulnerable save. (See C:SW, pg. 98).
Bolt Pistol	12" Range; S 4; AP 5; Pistol.
Boltgun	Range 24"; S 4; AP 5; Rapid Fire.
Chainsword	S User; AP -; Melee.
Frag Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Krak Grenades	Range 8"; S 6; AP 4; Assault 1.
Power Armour	Power Armour (see C:SW, pg. 61).
Power Fist	S x2; AP 2; Melee, Specialist Weapon, Unwieldy.
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).
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).
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).

## Roster Design Information

Army Special Rules:

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

## Validation Report








a-0. Army Selection: *Battle-forged*; c-1. File Version: *1.03 For Bug Reports/www.ab40k.org*; b-1. Roster Options: *Named or Special Characters*; a-1. Scenario: *Normal Mission*; b-2. Levels of Alliance: *Battle Brothers*

Roster satisfies all enforced validation rules

## Roster Statistics

% HQ: 65

% Knight: 0  
 % Elite: 19.6  
 % Troops: 6.5  
 % Fast: 9  
 % Heavy: 0  
 % Fortification: 0  
 % Wargear: 0  
 Model Count: 36  
 Files version: 1.03

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