

Imperium - Adeptus Astartes - Space Wolves - Liga 2k - (2000 pts)

Army Roster (Imperium - Adeptus Astartes - Space Wolves) (2000 pts)

Rules: Oath of Moment

Configuration	
Battle Size	Strike Force (2000 Point limit)
Detachment	Stormlance Task Force Abilities: Lightning Assault
Show/Hide Options	Unaligned Fortifications are visible, Unaligned Forces are visible, Titans are visible, Legends are visible, Imperial Knights are visible, Agents of the Imperium are visible
Epic Hero (180 pts)	
Logan Grimnar on Stormrider (1) (180 pts)	Rules: Leader, Deadly Demise D3, Oath of Moment, Extra Attacks, Rapid Fire Unit: Logan Grimnar on Stormrider Abilities: Leader[1], Logan Grimnar, Invulnerable Save Melee Weapons: Flurry of teeth and claws, The Axe Morkai - one-handed, The Axe Morkai - two-handed Ranged Weapons: Storm Bolter Abilities: High King of Fenris, The Great Wolf
Character (325 pts)	
Wolf Guard Battle Leader on Thunderwolf (1) (105 pts)	Storm shield and close combat weapon, Thunder hammer, Hunter's Instincts Rules: Leader, Oath of Moment, Extra Attacks, Devastating Wounds Abilities: Leader[2], Aggressive Hunter, Tactical Precision, Hunter's Instincts, Storm Shield Unit: Wolf Guard Battle Leader on Thunderwolf (x2) (x2) Melee Weapons: Crushing teeth and claws (x6) (x6), Thunder hammer (x2) (x2), Close combat weapon (x3) (x3)
Wolf Guard Battle Leader on Thunderwolf (1) (105 pts)	Storm shield and close combat weapon, Thunder hammer, Fury of the Storm Rules: Leader, Oath of Moment, Extra Attacks, Devastating Wounds Abilities: Leader[2], Aggressive Hunter, Tactical Precision, Fury of the Storm, Storm Shield Unit: Wolf Guard Battle Leader on Thunderwolf (x2) (x2) Melee Weapons: Crushing teeth and claws (x6) (x6), Thunder hammer (x2) (x2), Close combat weapon (x3) (x3)
Wolf Lord on Thunderwolf (1) (115 pts)	Relic shield and close combat weapon, Relic Weapon, Portents of Wisdom, Warlord Rules: Leader, Oath of Moment, Extra Attacks Abilities: Leader[3], Speed of the Hunter, Invulnerable Save, Rites of Battle, Portents of Wisdom, Relic shield Unit: Wolf Lord on Thunderwolf Melee Weapons: Crushing teeth and claws (x6) (x6), Relic Weapon, Close combat weapon (x3) (x3)
Infantry (335 pts)	
Scout Squad (5) (65 pts)	<ul style="list-style-type: none"> • Scout Sergeant: Boltgun • Scout w/ Heavy Weapon: Missile Launcher • Scout w/ Scout Sniper Rifle • 2x Scouts w/ Boltgun Rules: Scouts 6", Infiltrators, Oath of Moment, Pistol, Heavy, Blast, Precision Unit: Scout Squad Abilities: Guerrilla Tactics Ranged Weapons: Bolt Pistol (x4) (x16), Boltgun (x2) (x4), Missile Launcher - Frag, Missile Launcher - Krak, Scout Sniper Rifle Melee Weapons: Close Combat Weapon (x4) (x16)
Wulfen (5) (90 pts)	<ul style="list-style-type: none"> • 5x Wulfen w/ hammer, shield and launcher Rules: Feel No Pain 6+, Oath of Moment, Assault, Blast Abilities: Death Frenzy, Storm Shield Unit: Wulfen (x3) (x3) Ranged Weapons: Stormfrag auto-launcher (x3) (x3) Melee Weapons: Wulfen hammer (x3) (x3)
Wulfen (5) (90 pts)	<ul style="list-style-type: none"> • 5x Wulfen w/ hammer, shield and launcher Rules: Feel No Pain 6+, Oath of Moment, Assault, Blast Abilities: Death Frenzy, Storm Shield Unit: Wulfen (x3) (x3) Ranged Weapons: Stormfrag auto-launcher (x3) (x3) Melee Weapons: Wulfen hammer (x3) (x3)

Wulfen (5) (90 pts)	<ul style="list-style-type: none"> • 5x Wulfen w/ hammer, shield and launcher <p>Rules: Feel No Pain 6+, Oath of Moment, Assault, Blast Abilities: Death Frenzy, Storm Shield Unit: Wulfen (x3) (x3) Ranged Weapons: Stormfrag auto-launcher (x3) (x3) Melee Weapons: Wulfen hammer (x3) (x3)</p>
Mounted (600 pts)	
Thunderwolf Cavalry (3) (120 pts)	<ul style="list-style-type: none"> • 3x Thunderwolf w/ storm shield <p>Rules: Oath of Moment, Extra Attacks Unit: Thunderwolf Cavalry (x3) (x3) Abilities: Ferocious Charge, Storm Shield Melee Weapons: Crushing teeth and claws (x6) (x6), Heirloom weapon (x3) (x3)</p>
Thunderwolf Cavalry (6) (240 pts)	<ul style="list-style-type: none"> • 6x Thunderwolf w/ storm shield <p>Rules: Oath of Moment, Extra Attacks Unit: Thunderwolf Cavalry (x3) (x3) Abilities: Ferocious Charge, Storm Shield Melee Weapons: Crushing teeth and claws (x6) (x6), Heirloom weapon (x3) (x3)</p>
Thunderwolf Cavalry (6) (240 pts)	<ul style="list-style-type: none"> • 6x Thunderwolf w/ storm shield <p>Rules: Oath of Moment, Extra Attacks Unit: Thunderwolf Cavalry (x3) (x3) Abilities: Ferocious Charge, Storm Shield Melee Weapons: Crushing teeth and claws (x6) (x6), Heirloom weapon (x3) (x3)</p>
Vehicle (560 pts)	
Redemptor Dreadnought (1) (210 pts)	<p>Twin Fragstorm Grenade Launcher, Onslaught Gatling Cannon, Macro Plasma Incinerator, Icarus Rocket Pod</p> <p>Rules: Deadly Demise D3, Oath of Moment, Anti-, Hazardous, Blast, Devastating Wounds, Twin-linked Abilities: Duty Eternal, Damaged: 1-4 Wounds Remaining Unit: Redemptor Dreadnought Ranged Weapons: Icarus Rocket Pod, Macro Plasma Incinerator - Standard, Macro Plasma Incinerator - Supercharge, Onslaught Gatling Cannon, Twin Fragstorm Grenade Launcher Melee Weapons: Redemptor Fist</p>
Vindicator (1) (175 pts)	<p>Storm Bolter, Hunter Killer Missile</p> <p>Rules: Deadly Demise D3, Oath of Moment, Blast, One Shot, Rapid Fire Unit: Vindicator (x2) (x2) Abilities: Siege Shield, Damaged: 1-4 Wounds Remaining Melee Weapons: Armoured Tracks (x2) (x2) Ranged Weapons: Demolisher Cannon (x2) (x2), Hunter Killer Missile (x2) (x2), Storm Bolter (x2) (x2)</p>
Vindicator (1) (175 pts)	<p>Storm Bolter, Hunter Killer Missile</p> <p>Rules: Deadly Demise D3, Oath of Moment, Blast, One Shot, Rapid Fire Unit: Vindicator (x2) (x2) Abilities: Siege Shield, Damaged: 1-4 Wounds Remaining Melee Weapons: Armoured Tracks (x2) (x2) Ranged Weapons: Demolisher Cannon (x2) (x2), Hunter Killer Missile (x2) (x2), Storm Bolter (x2) (x2)</p>

Rules:

Oath of Moment	If your Army Faction is Adeptus Astartes, at the start of your Command phase, select one unit from your opponent's army. Until the start of your next Command phase, each time a model from your army with this ability makes an attack that targets that enemy unit, you can re-roll the Hit roll.
Leader	<p>While a Bodyguard unit contains a Leader, it is known as an Attached unit and, with the exception of rules that are triggered when units are destroyed (pg 12), it is treated as a single unit for all rules purposes. Each time an attack targets an Attached unit, until the attacking unit has resolved all of its attacks, you must use the Toughness characteristic of the Bodyguard models in that unit, even if a Leader in that unit has a different Toughness characteristic. Each time an attack successfully wounds an Attached unit, that attack cannot be allocated to a Character model in that unit, even if that Character model has lost one or more wounds or has already had attacks allocated to it this phase. As soon as the last Bodyguard model in an Attached unit has been destroyed, any attacks made against that unit that have yet to be allocated can then be allocated to Character models in that unit.</p> <p>Each time the last model in a Bodyguard unit is destroyed, each CHARACTER unit that is part of that Attached unit becomes a separate unit, with its original Starting Strength. If this happens as the result of an attack, they become separate units after the attacking unit has resolved all of its attacks.</p> <p>Each time the last model in a CHARACTER unit that is attached to a Bodyguard unit is destroyed and there is not another CHARACTER unit attached, that Attached unit's Bodyguard unit becomes a separate unit, with its original Starting Strength. If this happens as the result of an attack, they become separate units after the attacking unit has resolved all of its attacks.</p> <p>Each time a unit that is part of an Attached unit is destroyed, it does not have the keywords of any other units that make up that Attached unit (unless it has those keywords on its own datasheet) for the purposes of any rules that would be triggered when that unit is destroyed.</p>
Deadly Demise D3	Some models have 'Deadly Demise x' listed in their abilities. When such a model is destroyed, roll one D6 before removing it from play (if such a model is a TRANSPORT, roll before any embarked models disembark). On a 6, each unit within 6" of that model suffers a number of mortal wounds denoted by 'x' (if this is a random number, roll separately for each unit within 6").
Extra Attacks	Weapons with [EXTRA ATTACKS] in their profile are known as Extra Attacks weapons. Each time the bearer of one or more Extra Attacks weapons fights, it makes attacks with each of the Extra Attacks melee weapons it is equipped with and it makes attacks with one of the melee weapons it is equipped with that does not have the [EXTRA ATTACKS] ability (if any). The number of attacks made with an Extra Attacks weapon cannot be modified by other rules, unless that weapon's name is explicitly specified in that rule.
Rapid Fire	Weapons with [RAPID FIRE X] in their profile are known as Rapid Fire weapons. Each time such a weapon targets a unit within half that weapon's range, the Attacks characteristic of that weapon is increased by the amount denoted by 'x'.
Devastating Wounds	Weapons with [DEVASTATING WOUNDS] in their profile are known as Devastating Wounds weapons. Each time an attack is made with such a weapon, if that attack scores a Critical Wound, no saving throw of any kind can be made against that attack (including invulnerable saving throws). Such attacks are only allocated to models after all other attacks made by the attacking unit have been allocated and resolved. After that attack is allocated and after any modifiers are applied, it inflicts a number of mortal wounds on the target equal to the Damage characteristic of that attack, instead of inflicting damage normally.
Scouts 6"	<p>Some units have 'Scouts x"' listed in their abilities. If every model in a unit has this ability, then at the start of the first battle round, before the first turn begins, it can make a Normal move of up to x", with the exception that, while making that move, the distance moved by each model in that unit can be greater than that model's Move characteristic, as long as it is not greater than x".</p> <p>DEDICATED TRANSPORT models can make use of any Scouts x" ability listed in their abilities, or a Scouts x" ability that a unit that starts the battle embarked within that DEDICATED TRANSPORT model has (provided only models with this ability are embarked within that Dedicated Transport model), regardless of how that embarked unit gained this ability (e.g. listed in their abilities, conferred by an Enhancement or by an attached Character, etc.).</p> <p>A unit that moves using this ability must end that move more than 9" horizontally away from all enemy models. If both players have units that can do this, the player who is taking the first turn moves their units first.</p>
Infiltrators	During deployment, if every model in a unit has this ability, then when you set it up, it can be set up anywhere on the battlefield that is more than 9" horizontally away from the enemy deployment zone and all enemy models.
Pistol	<p>Weapons with [PISTOL] in their profile are known as Pistols. If a unit contains any models equipped with Pistols, that unit is eligible to shoot in its controlling player's Shooting phase even while it is within Engagement Range of one or more enemy units. When such a unit is selected to shoot, it can only resolve attacks using its Pistols and can only target one of the enemy units it is within Engagement Range of. In such circumstances, a Pistol can target an enemy unit even if other friendly units are within Engagement Range of the same enemy unit.</p> <p>If a model is equipped with one or more Pistols, unless it is a MONSTER or VEHICLE model, it can either shoot with its Pistols or with all of its other ranged weapons. Declare whether such a model will shoot with its Pistols or its other ranged weapons before selecting targets.</p>
Heavy	Weapons with [HEAVY] in their profile are known as Heavy weapons. Each time an attack is made with such a weapon, if the attacking model's unit Remained Stationary this turn, add 1 to that attack's Hit roll.
Blast	Weapons with [BLAST] in their profile are known as Blast weapons, and they make a random number of attacks. Each time you determine how many attacks are made with a Blast weapon, add 1 to the result for every five models that were in the target unit when you selected it as the target (rounding down). Blast weapons can never be used to make attacks against a unit that is within Engagement Range of one or more units from the attacking model's army (including its own unit).

Precision	Weapons with [PRECISION] in their profile are known as Precision weapons. Each time an attack made with such a weapon successfully wounds an Attached unit, if a Character model in that unit is visible to the attacking model, the attacking model's player can choose to have that attack allocated to that Character model instead of following the normal attack sequence.
Feel No Pain 6+	Some models have 'Feel No Pain x+' listed in their abilities. Each time a model with this ability suffers damage and so would lose a wound (including wounds lost due to mortal wounds), roll one D6: if the result is greater than or equal to the number denoted by 'x': that wound is ignored and is not lost. If a model has more than one Feel No Pain ability, you can only use one of those abilities each time that model suffers damage and so would lose a wound.
Assault	Weapons with [ASSAULT] in their profile are known as Assault weapons. If a unit that Advanced this turn contains any models equipped with Assault weapons, it is still eligible to shoot in this turn's Shooting phase. When such a unit is selected to shoot, you can only resolve attacks using Assault weapons its models are equipped with.
Anti-	Weapons with [ANTI-KEYWORD X+] in their profile are known as Anti weapons. Each time an attack is made with such a weapon against a target with the keyword after the word 'Anti-', an unmodified Wound roll of 'x+' scores a Critical Wound.
Hazardous	<p>Weapons with [HAZARDOUS] in their profile are known as Hazardous weapons. Each time a unit is selected to shoot or fight, after that unit has resolved all of its attacks, for each Hazardous weapon that targets were selected for when resolving those attacks, that unit must take one Hazardous test. To do so, roll one D6: on a 1, that test is failed. For each failed test you must resolve the following sequence (resolve each failed test one at a time):</p> <ul style="list-style-type: none"> % If possible, select one model in that unit that has lost one or more wounds and one or more mortal wounds. % Otherwise, if possible, select one model in that unit (excluding CHARACTER models). % Otherwise, select one CHARACTER model in that unit equipped with one or more mortal wounds. <p>If a model was selected, that unit suffers 3 mortal wounds and when allocating those mortal wounds, they must be allocated to the selected model.</p> <p>If a unit from a player's army is selected as the target of the Fire Overwatch Stratagem in their opponent's Charge phase, any mortal wounds inflicted by Hazardous tests are allocated after the charging unit has ended its Charge move.</p>
Twin-linked	Weapons with [TWIN-LINKED] in their profile are known as Twin-linked weapons. Each time an attack is made with such a weapon, you can re-roll that attack's Wound roll.
One Shot	The bearer can only shoot with this weapon once per battle.

Abilities
Lightning Assault
Adeptus Astartes units from your army are eligible to declare a charge in a turn in which they Advanced or Fell Back
Leader[1]
This model can be attached to the following unit: % Thunderwolf Cavalry
Logan Grimnar
Your army cannot contain both Logan Grimnar and Logan Grimnar on Stormrider
Invulnerable Save
4+
Leader[2]
This model can be attached to the following unit: % Thunderwolf Cavalry
You can attach this model to the above unit even if one Captain or Chapter Master model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.
Aggressive Hunter
Once per battle, in your opponent's Shooting phase, after an enemy unit has finished making its attacks, if this model's unit was targeted by one or more of those attacks, this model's unit can make a Normal move of up to D6", but must end that move as close as possible to the closest enemy unit. When doing so, models in this model's unit can be moved within Engagement Range of that enemy unit.
Tactical Precision
While this model is leading a unit, weapons equipped by models in that unit have the [LETHAL HITS] ability.
Hunter's Instincts
Adeptus Astartes Mounted model only. If the bearer's unit is in Strategic Reserves, for the purposes of setting up that unit on the battlefield, treat the current battle round as being one higher than it actually is
Storm Shield
The bearer has a 4+ invulnerable save.
Fury of the Storm
Adeptus Astartes Mounted model only. Improve the Strength and Armour Penetration characteristics of the bearer's melee weapons by 1. Each time the bearer ends a Charge move, until the end of the turn, improve the Strength and Armour Penetration characteristics of the bearer's melee weapons by 2 instead.
Leader[3]
This model can be attached to the following units: % Thunderwolf Cavalry
Speed of the Hunter
Add 1 to Advance and Charge rolls made for this model's unit.
Rites of Battle
Once per battle round, one unit from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.
Portents of Wisdom
Adeptus Astartes model only. While the bearer is leading a unit, you can re-roll Advance rolls made for that unit.
Relic shield
The bearer has a Wounds characteristic of 7.
Guerrilla Tactics

At the end of your opponent's turn, if this unit is more than 6" away from all enemy models, you can remove this unit from the battlefield and place it into Strategic Reserves.

Death Frenzy

Each time a model in this unit is destroyed by a melee attack, if that model has not fought this phase, roll one D6. On a 4+, do not remove it from play; that destroyed model can fight after the attacking model's unit has finished making its attacks, and is then removed from play.

Ferocious Charge

Each time this unit makes a Charge move, until the end of the turn, add 1 to the Damage characteristic of melee weapons equipped by models in this unit.

Duty Eternal

Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack

Damaged: 1-4 Wounds Remaining

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Siege Shield

When making ranged attacks with its demolisher cannon, this model can target enemy units within Engagement Range of it (provided no other friendly units are also within Engagement Range of that enemy unit). In addition, when making ranged attacks, this model does not suffer the penalty to its Hit rolls for being within Engagement Range of one or more enemy units.

Unit	M	T	SV	W	LD	OC
Logan Grimnar on Stormrider	10"	6	2+	12	6+	4
Wolf Guard Battle Leader on Thunderwolf (x2) (x2)	10"	6	3+	5	6+	2
Wolf Lord on Thunderwolf	10"	6	3+	7	6+	2
Scout Squad	6"	4	4+	2	6+	1
Wulfen (x3) (x3)	8"	5	4+	2	6+	0
Thunderwolf Cavalry (x3) (x3)	10"	6	3+	4	6+	2
Redemptor Dreadnought	8"	10	2+	12	6+	4
Vindicator (x2) (x2)	9"	11	2+	11	6+	3

Melee Weapons	Range	A	WS	S	AP	D	Keywords
Flurry of teeth and claws	Melee	6	4+	5	-1	1	Extra Attacks
The Axe Morkai - one-handed	Melee	10	2+	6	-2	1	-
The Axe Morkai - two-handed	Melee	6	2+	8	-2	3	-
Crushing teeth and claws (x6) (x6)	Melee	3	4+	5	-1	1	Extra Attacks
Thunder hammer (x2) (x2)	Melee	4	3+	8	-2	2	Devastating Wounds
Close combat weapon (x3) (x3)	Melee	6	3+	4	0	1	-
Relic Weapon	Melee	6	2+	5	-2	2	-
Close Combat Weapon (x4) (x4)	Melee	2	3+	4	0	1	-
Wulfen hammer (x3) (x3)	Melee	4	3+	6	-1	2	-
Heirloom weapon (x3) (x3)	Melee	4	3+	5	-1	1	-
Redemptor Fist	Melee	5	3+	12	-2	3	-
Armoured Tracks (x2) (x2)	Melee	3	4+	6	0	1	-

Ranged Weapons	Range	A	BS	S	AP	D	Keywords
Storm Bolter	24"	2	2+	4	0	1	Rapid Fire 2
Bolt Pistol (x4) (x4)	12"	1	3+	4	0	1	Pistol
Boltgun (x2) (x2)	24"	2	3+	4	0	1	-
Missile Launcher - Frag	48"	D6	4+	4	0	1	Blast, Heavy
Missile Launcher - Krak	48"	1	4+	9	-2	D6	Heavy
Scout Sniper Rifle	36"	1	3+	4	-2	2	Heavy, Precision
Stormfrag auto-launcher (x3) (x3)	12"	D6	5+	4	0	1	Assault, Blast
Icarus Rocket Pod	24"	D3	3+	8	-1	2	Anti-fly 2+
Macro Plasma Incinerator - Standard	36"	D6+1	3+	8	-3	2	Blast
Macro Plasma Incinerator - Supercharge	36"	D6+1	3+	9	-4	3	Blast, Hazardous
Onslaught Gatling Cannon	24"	8	3+	5	0	1	Devastating Wounds
Twin Fragstorm Grenade Launcher	18"	D6	3+	4	0	1	Blast, Twin-linked
Demolisher Cannon (x2) (x2)	24"	D6+3	3+	14	-3	D6	Blast
Hunter Killer Missile (x2) (x2)	48"	1	2+	14	-3	D6	One Shot
Storm Bolter (x2) (x2)	24"	2	3+	4	0	1	Rapid Fire 2

Abilities

High King of Fenris

Once per battle, in your Charge phase, this model can use this ability. If it does, until the end of the turn, you can re-roll Charge rolls made for ADEPTUS ASTARTES units from your army and, until the end of the turn, each time an ADEPTUS ASTARTES model from your army makes a melee attack, you can re-roll the Hit roll.

The Great Wolf

Each time this model destroys an enemy unit, you gain 1CP.