500 Pts - Space Wolves - 500 Pt Space Wolves Battleforce Army

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost	
HQ: Wolf Lord in Power Armour (1🏃, 105 pts)													
Wolf Lord in Power Armour	1	⬚	6	5	4	4	3	5	4/5	10	3+	105	
			Unit Type: Infantry; Frag Grenades; Krak Grenades; Power Armour; Melta Bombs; Bolt Pistol; Close Combat Weapon; Acute Senses; And They Shall Know No Fear; Counter-attack; Independent Character										
Troops: Grey Hunters Pack (10🏃, 170 pts)													
Grey Hunters Pack	9	▷	4	4	4	4	1	4	1/2	8	3+	170	
			Unit Type: Infantry; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x9); Bolter (x9); Close Combat Weapon (x9); Acute Senses; And They Shall Know No Fear; Counter-attack; Drop Pod										
Drop Pod	1	Grp: BS: 4 FA: 12 SA: 12 RA: 12										[35]	
			Unit Type: Vehicle (Open-topped); **Transport Capacity:** 10 models; Storm Bolter; Drop Pod Assault; Immobile; Inertial Guidance System										
Troops: Grey Hunters Pack (10🏃, 150 pts)													
Grey Hunters Pack	10	▷	4	4	4	4	1	4	1/2	8	3+	150	
			Unit Type: Infantry; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x10); Bolter (x10); Close Combat Weapon (x10); Acute Senses; And They Shall Know No Fear; Counter-attack										
Elite: Wolf Scouts Pack (5🏃, 75 pts)													
Wolf Scouts Pack	5	⬚	4	4	4	4	1	4	1/2	8	4+	75	
			Unit Type: Infantry; Frag Grenades; Krak Grenades; Scout Armour; Bolt Pistol (x5); Close Combat Weapon (x5); Acute Senses; And They Shall Know No Fear; Behind Enemy Lines; Counter-attack; Infiltrate; Move Through Cover; Scouts										
										Total Cost:		500	

Option Footnotes

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).
Behind Enemy Lines	If outflank is used, roll a die when it enters play to see where it may be deployed. On a 1, the unit enters play from the short table edge of the owning player's left. On a 2, the unit enters from the sshort table edge of the owning player's right. On a 3+, the unit enters play from any table edge - even the opponent's table edge.
Counter-attack	If assaulted, unit gains +1A after passing a Ld test, conditions apply (p74 WH40K 5E)
Drop Pod Assault	At the beginning of your first turn, you must choose half of your Drop Pods to make a Drop Pod Assault. Units making a Drop Pod assault arrive on the player's first turn. The arrival of the remaining Drop Pods is rolled for as normal. A unit that Deep Strikes via Drop Pod cannot assault in the turn it arrives.
Immobile	A Drop Pod cannot move once it has entered the battle, and counts in all respects as a vehicle that has suffered an Immobilzed damage result.
Independent Character	(See WH40k, pg. 50.)
Inertial Guidance System	Should a Drop Pod scatter o top of impassible terrain or another model, reduce the scatter distance by the minimum required in order to avoid the obstacle.
Infiltrate	Deploy last within 12" or 18", conditions apply (p75 WH40K 5E)
Move Through Cover	Roll an additional D6 when moving through cover, conditions apply (p75 WH40K 5E)
Scouts	May move at the start of the battle before the first turn, conditions apply (p76 WH40K 5E)

Unit Type	
Unit Type: Infantry	Unit Type: Infantry (p.54 WH40k)
Unit Type: Vehicle (Open-topped)	Unit Type: Vehicle (Open-topped) (WH40k, pg. 70)

Wargear	
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)
Melta Bombs	One attack with 8+2D6 AP (exceptions apply p72 WH40K)
Power Armour	Confers a 3+ Armour Save.
Scout Armour	Confers a 4+ Armour Save.

Weapons	
Bolt Pistol	12" Range; S4; AP5; Pistol
Bolter	24" Range; S4; AP5; Rapid Fire
Close Combat Weapon	If used with another close combat weapon, +1 attack in close combat.
Storm Bolter	24" Range; S4; AP5; Assault 2