

## SPACE WOLVES SPACE MARINE ARMY LIST

v2.4.2 Army Champion: "Dobbsy"

Space Wolves Space Marine armies have a strategy rating of 5. All Space Wolves and Titan Battlegroups formations have an initiative rating of 1+. Blood Claws, Skyclaws, Swiftclaws, Fenrisian Wolves and Imperial Navy formations have an initiative rating of 2+. The 'They Shall Know No Fear' rule applies to all Space Wolves formations. Wolf guard terminators may use Drop Pods.

<b>GREAT COMPANY</b>			
<i>(You may have any number of Great Companies but must take at least one)</i>			
PACK	CORE UNITS	UPGRADES	COST
<b>1+ Great Company</b>	6 Grey Hunter units with 1 Hero character plus transport, plus 0-2 of the following options (you may select each option only once only once per Great Company): 2 Grey Hunters units and transport: +75 points 2 Blood Claws units and transport: +50 points 2 Long Fangs units and transport: +125 points 1 or 2 Wolf Guard Terminator units: +75 points each	Land Raiders, Dreadnoughts, Venerable Dreadnought, Razorback, Vindicator, Hunter	300 points

<b>HUNTING PACKS</b>			
<i>(You may not have more Hunting packs of any one type than you do Great Companies)</i>			
PACK	CORE UNITS	UPGRADES	COST
<b>Wolf Guard Terminators</b>	4 Wolf Guard Terminator units	Hero, Land Raiders, Dreadnoughts, Venerable Dreadnought	325 points
<b>Wolf Scouts Pack</b>	4 Wolf Scout units	Hero, Sniper	225 points
<b>Long Fangs Pack</b>	4 Long Fang units plus transport	Hero, Razorbacks, Land Raiders, Hunter Dreadnoughts, Venerable Dreadnought	300 points
<b>Blood Claws Pack</b>	6 Blood Claws units plus transport	Hero, Blood Claws, Vindicators, Dreadnoughts, Venerable Dreadnought	200 points
<b>Skyclaws Assault Pack</b>	6 Skyclaws Assault units	Hero, Skyclaws	225 points
<b>Swiftclaws Bike Pack</b>	6 Swiftclaws Bike units	Hero, Swiftclaws Attack Bikes	200 points
<b>Fenrisian Wolves</b>	6 Fenrisian Wolves units	Hero	150 points

<b>SUPPORT PACKS</b>			
<i>(You may have any number of Support packs)</i>			
PACK	UNITS	UPGRADES	COST
<b>Land Speeder</b>	5 Land Speeder or Land Speeder Tornado units	Hero, Typhoon	200 points
<b>Land Raiders</b>	4 Space Wolves Land Raider or Space Wolves Land Raider Crusaders	Hero, Hunter	325 points
<b>Predators</b>	4 Predators units (either Annihilator and/or Destructor)	Hero, Hunter	250 points
<b>Vindicators</b>	4 Vindicators units	Hero, Hunter	225 points
<b>Whirlwinds</b>	4 Whirlwinds units	Hero, Hunter	300 points
<b>0-1 Strike Cruiser</b>	1 Space Wolves Strike Cruiser	Battle Barge	200 points
<b>Thunderhawk</b>	1 Space Wolves Thunderhawk Gunship	none	225 points
<b>Landing Craft</b>	1 Space Wolves Landing Craft	none	375 points

<b>SPACE WOLVES UPGRADES</b>		
<i>(Upgrades may only be taken once per parent Pack)</i>		
UPGRADE	UNITS	COST
<b>Hero</b>	Add one of the following to the formation: Battle Leader, Rune Priest or Wolf Priest	+50 points
<b>0-1 Wolf Lord</b>	Add the <i>Supreme Commander</i> ability to either a Battle Leader or Venerable Dreadnought	+50 points
<b>Blood Claws</b>	Add 2 Blood Claws units to the formation	+50 points
<b>Skyclaws</b>	Add 2 Skyclaws Assault units to the formation	+75 points
<b>Swiftclaw Attack Bikes</b>	Replace any number of Swiftclaw bike units with the same number of Swiftclaw Attack Bikes	Free
<b>Sniper</b>	Add the Sniper ability to 1 or 2 units in the formation	+25 points each
<b>Razorbacks</b>	Add any number of Blood Angels Razorbacks, up to the number required to transport the formation	+25 points each
<b>Land Raiders</b>	Add up to 4 Space Wolves Land Raiders and/or Land Raider Crusaders	+75 points each
<b>0-1 Venerable Dreadnought</b>	Add the Venerable Dreadnought unit to a formation	+75 points
<b>Dreadnoughts</b>	Add 1 or 2 Dreadnought units to the formation	+50 points each
<b>Typhoon</b>	Replace any number of Land Speeders or Land Speeder Tornados with Land Speeder Typhoons	+25 points each
<b>Vindicators</b>	Add 1 or 2 Vindicator units to the formation	+50 points each
<b>Hunter</b>	Add 1 Hunter unit to the formation	+75 points
<b>Battle Barge</b>	Replace the Space Wolves Strike Cruiser with a Space Wolves Battle Barge	+150 points

<b>IMPERIAL ALLIES FORMATIONS</b>		
<i>(Up to 1/3 of an army's points may be spent on Allies formations)</i>		
FORMATION	UNITS	COST
<b>Warlord Titan</b>	1 Warlord Titan	825 points
<b>Reaver Titan</b>	1 Reaver Titan	650 points
<b>Fighter Bombers</b>	2 Thunderbolt Fighter-Bombers	175 points
<b>Bombers</b>	2 Marauder Bombers	250 points

### SPECIAL RULE - Pack Mentality

Space Wolves Wolf Lords and Battle Leaders have the Commander special ability, however packs may use a 10cm range to include new packs in an assault rather than the standard 5cm. All other rules and modifiers regarding this ability apply as normal to those packs taking part. Additionally, when defending against an assault, a Space Wolves Commander may declare friendly packs within 5cm to be intermingled during the assault. Once declared intermingled, the Commander's packs follow all the rules exactly as if the enemy had declared them intermingled as per section 1.12.10 in the main rule book. Note: That either the enemy or Space Wolves Commander may declare those packs intermingled.

### SPECIAL RULE - Unblooded

All Blood Claws, Skyclaws and Swiftclaws packs have an initiative of 2+. However, the pack has initiative 1+ when they undertake an Engage action. In addition, they must always counter-charge whenever assaulted, may not choose to remain at fire fight range with the enemy and must always retain unit coherency while doing so.

## SPACE WOLVES SPACE MARINE ARMY REFERENCE 1

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	STRATEGY 5		NOTES
							RANGE	FIREPOWER	
<b>Battle Leader</b>	CH	n/a	n/a	n/a	n/a	Frost Blade	(base contact)	(Assault Weapons), MW, (EA+1)	<i>Invulnerable Save, Leader, Commander</i>
<b>Rune Priest</b>	CH	n/a	n/a	n/a	n/a	Runic Weapon Thunderclap	(base contact) (15cm)	(Assault Weapons), MW, (EA+1) (Assault Weapons), MW, (EA+1)	<i>Invulnerable Save, Leader</i>
<b>Wolf Priest</b>	CH	n/a	n/a	n/a	n/a	Crozius Arcanum	(base contact)	(Assault Weapons), MW, (EA+1)	<i>Invulnerable Save, Leader, Inspiring</i>
<b>Blood Claws</b>	INF	15cm	4+	3+	6+	Chainswords	(base contact)	(Assault Weapons)	<i>Unloaded</i>
<b>Fenrisian Wolves</b>	INF	20cm	5+	4+	-	Claws and Fangs	(base contact)	(Assault Weapons)	<i>Infiltrator</i>
<b>Grey Hunters</b>	INF	15cm	4+	3+	4+	Bolters	(15cm)	(Small Arms)	
<b>Long Fangs</b>	INF	15cm	4+	5+	3+	Missile Launchers and Las Cannons	45cm	3x AP5+ / AT5+	
<b>Skyclaws</b>	INF	30cm	4+	3+	6+	Chainswords Bolt Pistols	(base contact) (15cm)	(Assault Weapons) (Small Arms)	<i>Unloaded, Jump Packs</i>
<b>Swiftclaws Bikes</b>	INF	35cm	4+	3+	5+	Chainswords Bolters	(base contact) (15cm)	(Assault Weapons) (Small Arms)	<i>Unloaded, Mounted</i>
<b>Wolf Guard Terminator</b>	INF	15cm	4+	3+	3+	Storm Bolters 2x Assault Cannons Power Weapons	(15cm) 30cm (base contact)	(Small Arms) AP5+ / AT5+ (Assault Weapons), MW, EA +1	<i>Reinforced Armour, Thick Rear Armour. May use Drop Pods</i>
<b>Wolf Scouts</b>	INF	15cm	5+	4+	5+	Chainswords Bolt Pistols Heavy Bolter	(base contact) (15cm) 30cm	(Assault Weapons) (Small Arms) AP5+	<i>Scout, Infiltrator, Teleport</i>
<b>Land Speeder</b>	LV	35cm	4+	6+	5+	Multi-Melta	15cm AND (15cm)	MW5+ (Small Arms), MW	<i>Scout, Skimmer</i>
<b>Land Speeder Tornado</b>	LV	35cm	4+	6+	5+	Assault Cannon Heavy Bolter	30cm 30cm	AP5+ / AT5+ AP5+	<i>Scout, Skimmer</i>
<b>Land Speeder Typhoon</b>	LV	35cm	4+	6+	5+	Typhoon Missile Launcher Heavy Bolter	45cm 30cm	AP3+ / AT5+ AP5+	<i>Scout, Skimmer</i>
<b>Swiftclaw Attack Bikes</b>	LV	35cm	4+	5+	5+	Multi-Melta	15cm	MW 5+ or (Small Arms), MW	<i>Unloaded</i>
<b>Dreadnought</b>	AV	15cm	3+	4+	4+	Missile Launcher Twin Las Cannon <u>OR</u> Power Fist Assault Cannon	45cm 45cm (base contact) 30cm	AP5+ / AT6+ AT4+ (Assault Weapons), MW, (EA+1) AP5+ / AT5+	<i>Walker. A Dreadnought is armed with a Missile Launcher and Twin Las Cannon (Hellfire) <u>OR</u> a Power Fist and Assault Cannon (Tactical), not both – select one option before the game.</i>
<b>Hunter</b>	AV	30cm	5+	6+	6+	Hunter-Killer	60cm	AT4+ / AA4+	
<b>Predator Annihilator</b>	AV	30cm	4+	6+	5+	Twin Las Cannon 2x Las Cannon	45cm 45cm	AT4+ AT5+	
<b>Predator Destructor</b>	AV	30cm	4+	6+	3+	Twin Auto Cannon 2x Heavy Bolters	45cm 30cm	AP5+ / AT6+ AP5+	
<b>Space Wolves Rhino</b>	AV	30cm	5+	6+	6+	Storm Bolters	(15cm)	(Small Arms)	<i>Transport: (May carry 2 of the following units: Grey Hunters, Long Fangs, Blood Claws)</i>
<b>Space Wolves Razorback</b>	AV	30cm	5+	6+	5+	Twin Heavy Bolter <u>OR</u> Twin Las Cannon	30cm 45cm	AP4+ AT4+	<i>Transport: (May carry 1 of the following units: Grey Hunters, Long Fangs, Blood Claws)</i>
<b>Space Wolves Land Raider</b>	AV	25cm	4+	5+	4+	2x Twin Las Cannon Twin Heavy Bolter	45cm 30cm	AT4+ AP4+	<i>Reinforced Armour, Thick Rear Armour, Transport: (May carry 1 Wolf Guard Terminator unit or 2 of the following : Grey Hunters, Long Fangs, Blood Claws)</i>
<b>Space Wolves Land Raider Crusader</b>	AV	25cm	4+	5+	5+	Frag launchers Pair of Hurricane Bolters Twin Assault Cannon	(base contact) (15cm) 30cm	(Assault Weapons) (Small Arms), EA (+2) AP5+ / AT5+	<i>Reinforced Armour, Thick Rear Armour, Transport: (May carry 2 Wolf Guard Terminator units or 3 of the following : Grey Hunters, Long Fangs, Blood Claws)</i>
<b>Venerable Dreadnought</b>	AV	15cm	4+	3+	4+	Missile Launcher Twin Las Cannon <u>OR</u> Power Fist Assault Cannon	45cm 45cm (base contact) 30cm	AP5+ / AT6+ AT4+ (Assault Weapons), MW, (EA+1) AP5+ / AT5+	<i>Fearless, Reinforced Armour, Walker</i>
<b>Vindicator</b>	AV	25cm	4+	6+	4+	Demolisher Cannon	30cm	AP3+ / AT4+, Ignore Cover	<i>Walker</i>
<b>Whirlwind</b>	AV	30cm	5+	6+	5+	Whirlwind	45cm	1 BP, Indirect Fire	

## SPACE WOLVES SPACE MARINE ARMY REFERENCE 2

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	STRATEGY 5		NOTES
							RANGE	FIREPOWER	
Space Wolves Drop Pod	Special	Immobile	5+	n/a	n/a	Deathwind	15cm	AP5+ / AT5+	Planetfall, Transport: (May carry 1 formation that includes only Blood Claws, Grey Hunters, Long Fangs, Dreadnought, Venerable Dreadnought and Wolf Guard Terminator units). Deathwind: After the Drop pod lands, its Deathwind attacks all enemy units within 15cm. Each enemy formation attacked receives a Blast marker for coming under fire, and an extra Blast marker for each casualty. Then any troops carried in the drop pod must disembark within 5cm of the drop pod or within 5cm of another unit from the same formation that has already landed, so long as all units are placed within 15cm of the drop pod. Drop pods may not be used to claim crossfire.
Space Wolves Landing Craft	AC/WE	Bomber	4+	5+	3+	Storm Bolters 3x Twin Heavy Bolter 2x Twin Lascannon	(15cm) 15cm 45cm	(Small Arms) AP4+ / AA5+ AT4+	DC4, Planetfall, Fearless, Reinforced Armour, Transport: (May carry 12 Space Wolves infantry units, Swiftclaw Attack Bikes and Dreadnoughts, Wolf Guard Terminators and Dreadnoughts take up two spaces each. In addition, the Landing Craft can carry 4 vehicles based on the Land Raider or 6 based on the Rhino, or one of the following combinations: 3 Land Raiders and 1 Rhino, 2 Land Raiders and 3 Rhinos, or 1 Land Raider and 4 Rhinos) <u>Critical Hit Effect:</u> The Landing Craft's magazine explodes, destroying the drop ship and anybody on board. Any units within 5cm of the Landing Craft suffer one hit.
Space Wolves Thunderhawk Gunship	AC/WE	Bomber	4+	6+	4+	Twin Heavy Bolter Twin Heavy Bolter 2x Twin Heavy Bolter Battle Cannon	15cm 15cm 30cm 75cm	AP4+ / AA5+, RF AP4+ / AA5+, LF AP4+ / AA5+, FxF AP4+ / AT4+, FxF	DC2, Planetfall, Reinforced Armour, Transport: (May carry 8 of the following units: Blood Claws, Dreadnought, Grey Hunters, Long Fangs, Skyclaws, Swiftclaw Bikes, Venerable Dreadnought, Wolf Guard Terminators, Wolf Scouts, Terminators and all Dreadnoughts take up two spaces each.) <u>Critical Hit Effect:</u> The Thunderhawk's control surfaces are damaged. The pilot loses control and the Thunderhawk crashes to the ground, killing all on board.
Space Wolves Battle Barge	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	14 BP, MW	Transport: (May carry 60 Space Wolves infantry units, Swift Claw Attack Bikes and Dreadnoughts; plus 60 of the following Space Wolves vehicles: Rhinos, Land Raiders, Razorbacks, Hunters, Whirlwinds, Predators, or Vindicators; plus 9 Thunderhawks and enough Drop pods or Landing Craft to carry any other units on board). Slow and steady; may not be used on the first two turns of a battle unless the scenario specifically says otherwise.
Space Wolves Strike Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	5 BP, MW	Transport: (May carry 20 Space Wolves infantry units, Swift Claw Attack Bikes and Dreadnoughts; plus 20 of the following Space Wolves vehicles: Rhinos, Land Raiders, Razorbacks, Hunters, Whirlwinds, Predators, or Vindicators; plus 6 Thunderhawks and enough Drop pods or Landing Craft to carry any other units on board).
Reaver Titan	WE	20cm	4+	3+	3+	2x Turbolaser Destructor Rocket Launcher	60 cm 60 cm	4x AP5+ / AT3+, Fwd 3 BP, Fx F	DC6, 4 Void Shield, Fearless, Reinforced Armour, Walker. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide. <u>Critical Hit Effect:</u> Roll a D6 in the end phase of every turn. 1: Reactor explodes - Destroyed, 2-3: an extra point DC, 4-6: Reactor repaired. If destroyed any units within 5cm will be hit on a roll of 5+.
Warlord Titan	WE	15cm	4+	2+	3+	2x Turbolaser Destructor Gatling Blaster Volcano Cannon	60 cm 60 cm 90 cm	4x AP5+ / AT3+, Fwd 4x AP4+ / AT4+, Fwd MW2+, TK(D3), Fwd	DC8, 6 Void Shields, Reinforced Armour, Thick Rear Armour, Fearless, Walker. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide. <u>Critical Hit Effect:</u> Immediately moves 3D6cm in a random direction. If this move takes the Banelord into impassable terrain or another unit it stops when it contacts the obstruction and suffers an extra point of damage. Any units run over or into take a hit on a D6 roll of 4+.
Thunderbolt Fighter-Bomber	AC	Fighter-Bomber	6+	n/a	n/a	Stormbolters Multilaser Underwing Rockets	15cm 30cm 30cm	AP4+ / AA5+, Fx F AP5+ / AT6+ / AA5+, Fx F AT4+, Fx F	
Marauder Bomber	AC	Bomber	4+	n/a	n/a	2x Twin Heavy Bolter Bomb Racks Twin Lascannon	15cm 15cm 45cm	AA5+ 3 BP, Fx F AT4+ / AA4+, Fx F	