



SPACE WOLVES ARMY LIST

V 2.4.5 (2016)

Space Wolves armies have a strategy rating of 5. All Space Wolves and Titan Battlegroups formations have an initiative rating of 1+, except Blood Claws, Skyclaws, Swiftclaws, Fenrisian Wolves and Imperial Navy formations who have an initiative rating of 2+.

GREAT COMPANY			
<i>(You may have any number of Great Companies but must take at least one)</i>			
PACK	CORE UNITS	UPGRADES	COST
1+ Great Company	Six Grey Hunter units with one Hero plus transport and up to two of the following options: <i>(You may select each option only once)</i> Two Grey Hunter units +75 points Two Blood Claw units +50 points Two Long Fang units +125 points One or two Wolf Guard Terminator units +75 points each	Land Raiders, Dreadnoughts, Hunter, Razorback, Vindicator, Wolf Lord	300 points

HUNTING PACKS			
<i>(You may not have more Hunting packs of any one type than you do Great Companies)</i>			
PACK	CORE UNITS	UPGRADES	COST
Blood Claws Pack	Six Blood Claws units plus transport	Hero, Blood Claws, Vindicators, Dreadnoughts	200 points
Fenrisian Wolves	Six Fenrisian Wolves units	Hero	150 points
Long Fangs Pack	Four Long Fang units plus transport	Hero, Razorbacks, Land Raiders, Hunter, Dreadnoughts	300 points
Skyclaws Assault Pack	Six Skyclaws Assault units	Hero, Skyclaws	225 points
Swiftclaws Bike Pack	Any six of the following units: Swiftclaws attack bike, Swiftclaws bike	Hero	200 points
Wolf Guard Terminators	Four Wolf Guard Terminator units	Hero, Land Raiders, Dreadnoughts, Wolf Lord	325 points
Wolf Scouts Pack	Four Wolf Scout units	Hero, Sniper	225 points

SUPPORT PACKS			
<i>(You may have any number of Support packs)</i>			
PACK	SUPPORT UNITS	UPGRADES	COST
Landing Craft	One Landing Craft	none	350 points
Land Raider	Any four of the following units: Land Raider or Land Raider Crusader	Hero, Hunter	325 points
Land Speeder	Any five of the following units: Land Speeder, Land Speeder Tornado	Hero, Typhoon	200 points
Predator	Any four of the following units: Predator Annihilator, Predator Destructor	Hero, Hunter	250 points
0-1 Strike Cruiser	One Strike Cruiser	Battle Barge	200 points
Thunderhawk	One Thunderhawk Gunship	none	200 points
Vindicator	Four Vindicators	Hero, Hunter	225 points
Whirlwind	Four Whirlwinds	Hero, Hunter	300 points

SPACE WOLVES UPGRADES		
<i>(Each upgrade may be taken once per Pack)</i>		
UPGRADE	UNITS	COST
Battle Barge	Replace the Strike Cruiser with a Battle Barge	+150 points
Blood Claws	Add two Blood Claws	+50 points
Dreadnoughts	Add up to two Dreadnoughts and/or up to one Venerable Dreadnought (0-1 Venerable Dreadnought per army)	+50 points each +75 points
Hero	Add any one of the following characters to a unit in the formation: Battle Leader, Rune Priest or Wolf Priest	+50 points
Hunter	Add one Hunter	+75 points
Razorbacks	Add any number of Razorbacks, up to the number required to transport the formation	+25 points each
Skyclaws	Add two Skyclaws	+75 points
Snipers	Give up to two Scout units <i>Sniper</i> Give up to four Scout units <i>Sniper</i>	+25 points +50 points
Land Raiders	Add up to four Land Raiders and/or Land Raider Crusaders	+75 points each
Typhoon	Replace up to two Land speeders with an equal number of Land Speeder Typhoons Replace up to five Land Speeders with an equal number of Land Speeder Typhoons	+25 points +50 points
Vindicators	Add up to two Vindicators	+50 points each
0-1 Wolf Lord	Replace a Battle Leader with a Wolf Lord	+50 points

IMPERIAL ALLY FORMATIONS		
<i>(Up to a third of the points available may be spent on these formations.)</i>		
IMPERIAL NAVY AIRCRAFT		
FORMATION	UNITS	COST
Marauder Squadron	Two Marauder Bombers	250 points
Thunderbolt Squadron	Two Thunderbolt Fighters	175 points
ADEPTUS MECHANICUS		
FORMATION	UNITS	COST
Reaver	One Reaver Class Titan	650 points
Warlord	One Warlord Class Titan	825 points

Special Rules

The '*They Shall Know No Fear*' and '*Space Marine Transports*' special rules applies to all Space Wolves formations.

SPECIAL RULE

Fear of the Dark

The Space Wolves do not trust the Warp and they prefer the old ways. Therefore the Wolf Guard terminators do not teleport into battle, they can however use drop pods as if they had the '*Space Marine Transport*' rule

SPECIAL RULE

Unblooded

Blood Claws are most eager to prove themselves in battle. All Blood Claws, Skyclaws and Swiftclaws packs receive a +1 modifier to their action test when carrying out an engage action. Additionally they must always counter charge their allowed movement (or until they reach base to base) as described under *1.12.4 Counter Charges*

SPECIAL RULE

Pack Mentality

Space Wolves prefer to fight up close to the enemy and therefore never back down when a friendly pack needs help during an engagement. Space Wolf Heroes with the *Commander* special ability may include new packs up to 10 cm away to take part in an assault instead of the normal 5 cm. All other rules and modifiers apply as normal.

SPACE WOLVES FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Battle Leader	CH	n/a	n/a	n/a	n/a	Frost Blade	(bc)	Assault Weapons, (EA+1), MW	Commander, Invulnerable Save, Leader.
Rune Priest	CH	n/a	n/a	n/a	n/a	Runic Weapon	(bc)	Assault Weapons, (EA+1), MW	Invulnerable Save, Leader.
						Thunderclap	(15cm)	Small Arms, (EA+1), MW	
Wolf Priest	CH	n/a	n/a	n/a	n/a	Crozius Arcanum	(bc)	Assault Weapons, (EA+1), MW	Inspiring, Invulnerable Save, Leader.
Wolf Lord	CH	n/a	n/a	n/a	n/a	Frost Blade	(bc)	Assault Weapons, (EA+1), MW	Supreme Commander
Blood Claw	INF	15cm	4+	3+	6+	Bolt Pistols and Chainswords	(15cm)	Small Arms	Unblooded.
Fenrisian Wolves	INF	20cm	5+	4+	-	Claws and Fangs	(bc)	Assault Weapons	Infiltrator.
Grey Hunter	INF	15cm	4+	3+	4+	Bolters	(15cm)	Small Arms	
Long Fang	INF	15cm	4+	5+	3+	Missile Launcher and Las Cannon	45cm	3x AP5+/AT5+	
Skyclaw	INF	30cm	4+	3+	6+	Bolt Pistols and Chainswords	(15cm)	Small Arms	Unblooded, Jump Packs.
Swiftclaws Bike	INF	35cm	4+	3+	5+	Bolters and Chainswords	(15cm)	Small Arms	Unblooded, Mounted.
Wolf Guard Terminator	INF	15cm	4+	3+	3+	2x Assault Cannons	30cm	AP5+/AT5+	Reinforced Armour, Thick Rear Armour.
						Power Weapons	(bc)	Assault Weapons, (EA+1), MW	
Wolf Scout	INF	15cm	5+	4+	5+	Heavy Bolter	30cm	AP5+	Infiltrator, Scout, Teleport.
Land Speeder	LV	35cm	4+	6+	5+	Multi-melta	15cm	MW5+	Scout, Skimmer.
							and (15cm)	Small Arms, MW	
Land Speeder Tornado	LV	35cm	4+	6+	5+	Assault Cannon	30cm	AP5+/AT5+	Scout, Skimmer.
						Heavy Bolter	30cm	AP5+	
Land Speeder Typhoon	LV	35cm	4+	6+	5+	Typhoon Missile Launcher Heavy	45cm	AP3+/AT5+	Scout, Skimmer.
						Bolter	30cm	AP5+	
Swiftclaw Attack Bikes	LV	35cm	4+	5+	5+	Multi-melta	15cm	MW 5+	Unblooded.
							and	Small Arms, MW	
Dreadnought	AV	15cm	3+.	4+	4+	0-1x Missile Launcher	45cm	AP5+/AT6+	Walker. Armed with either a Missile Launcher and Twin Lascannon (Hellfire), or a Power Fist and Assault Cannon (Tactical).
						0-1x Twin Las Cannon	45cm	AT4+	
						0-1x Power Fist	(bc)	Assault Weapons, (EA+1), MW	
						0-1x Assault Cannon	30cm	AP5+/AT5+	
Hunter	AV	30cm	5+	6+	6+	Hunter-Killer	60cm	AT4+/AA4+	
Predator Annihilator	AV	30cm	4+	6+	5+	Twin Las Cannon	45cm	AT4+	
						2x Las Cannon	45cm	AT5+	
Predator Destructor	AV	30cm	4+	6+	3+	Twin Auto Cannon	45cm	AP5+/AT6+	
						2x Heavy Bolters	30cm	AP5+	
Rhino	AV	30cm	5+	6+	6+	Storm Bolters	(15cm)	Small Arms	Transport: May transport two infantry unit (except Terminator units) without Jump Packs or Mounted.
Razorback	AV	30cm	5+	6+	5+	0-1x Twin Heavy Bolter	30cm	AP4+	Transport: May transport one infantry unit (except a Terminator unit) without Jump Packs or Mounted. Armed with either a Twin Heavy Bolter or a twin Lascannon.
						0-1x Twin Las Cannon	45cm	AT4+	
Land Raider	AV	25cm	4+	5+	4+	2x Twin Las Cannon	45cm	AT4+	Reinforced Armour, Thick Rear Armour. Transport: May transport one Terminator unit or two infantry units without Jump Packs or Mounted.
						Twin Heavy Bolter	30cm	AP4+	
Land Raider Crusader	AV	25cm	4+	5+	5+	Pair of Hurricane Bolters	(15cm)	Small Arms, EA (+2)	Reinforced Armour, Thick Rear Armour. Transport: May transport two Terminator units or three infantry units without Jump Packs or Mounted.
						Twin Assault Cannon	30cm	AP5+/AT5+	
Venerable Dreadnought	AV	15cm	4+	3+	4+	0-1x Missile Launcher	45cm	AP5+/AT6+	Fearless, Reinforced Armour, Walker. Armed with either a Missile Launcher and Twin Lascannon (Hellfire), or a Power Fist and Assault Cannon (Tactical).
						0-1x Twin Las Cannon	45cm	AT4+	
						0-1x Power Fist	(bc)	Assault Weapons, (EA+1), MW	
						0-1x Assault Cannon	30cm	AP5+/AT5+	

Vindicator	AV	25cm	4+	6+	4+	Demolisher Cannon	30cm	AP3+/AT4+, IC	Walker.
Whirlwind	AV	30cm	5+	6+	5+	Whirlwind	45cm	1 BP, Ind	
Space Wolves Drop Pod	Special	n/a	n/a	n/a	n/a	Deathwind	15cm	AP5+/AT5+	<p><i>Planetfall, Transport: May transport one formation consisting of only Dreadnoughts and infantry units without Jump Packs or Mounted.</i></p> <p><i>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 pod models should be removed from the board once the formation they transport has disembarked.</i></p>
Landing Craft	AC/WE	Bomber	4+	5+	3+	2x Twin Lascannon 3x Twin Heavy Bolter	45cm 15cm	AT4+ AP4+/AA5+	<p><i>DC 4, Fearless, Planetfall, Reinforced Armour, Transport: May transport twelve infantry units, Attack Bikes or Dreadnoughts; Terminator units and Dreadnoughts count as two units each; plus any six armoured vehicle units (except Dreadnoughts); Land Raiders count as one and a half units each, rounding up.</i></p> <p><i>Critical Hit Effect: The unit and all units being carried are destroyed. All units within 5cm suffer a hit.</i></p>
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+, Right AP4+/AA5+, Left AP4+/AA5+, Fx AP4+/AT4+, Fx	<p><i>DC 2, Planetfall, Reinforced Armour, Transport: May transport eight infantry units, Attack Bikes or Dreadnoughts; Terminator units and Dreadnoughts count as two units each.</i></p> <p><i>Critical Hit Effect: The unit and all units being carried are destroyed.</i></p>
Battle Barge	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	14 BP, MW	<p><i>Slow and Steady, Transport: May transport 60 infantry units, Attack Bikes, or Dreadnoughts; plus 60 armoured vehicle units (except Dreadnoughts); plus nine Thunderhawk Gunships and enough Drop Pods or Landing Craft to transport any other units being carried.</i></p>
Strike Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	5 BP, MW	<p><i>Transport: May transport 20 infantry units, Attack Bikes, or Dreadnoughts; plus 20 light vehicles or armoured vehicle units (except Attack Bikes and Dreadnoughts); plus six Thunderhawk Gunships and enough Drop Pods or Landing Craft to transport any other units being carried.</i></p>
Reaver Titan	WE	20cm	4+	3+	3+	2x Turbolaser Destructor Rocket Launcher	60 cm 60 cm	4x AP5+/AT3+, FwA 3 BP, FwA	<p><i>DC 6, Fearless, Reinforced Armour, 4 Void Shields, Walker. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide.</i></p> <p><i>Critical Hit Effect: The unit's plasma reactor has been breached. Roll a D6 for each breach on the unit in the end phase of each turn. On a roll of 1 the unit is destroyed and all units within 5cm suffer a hit on a roll of 5+, and on a roll of 4–6 the breach has been repaired. Any breach not repaired causes one point of damage.</i></p>

Warlord Titan	WE	15cm	4+	2+	3+	Volcano Cannon Gatling Blaster 2x Turbolaser Destructor	90 cm 60 cm 60 cm	MW2+, TK(D3), FwA 4x AP4+/AT4+, FwA 4x AP5+/AT3+, FxF	<i>DC 8, Fearless, Reinforced Armour, Thick Rear Armour, 6 Void Shields, Walker. May step over units and pieces of terrain that that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit's plasma reactor has been breached. Roll a D6 for each breach on the unit in the end phase of each turn. On a roll of 1 the unit is destroyed and all units within 5cm suffer a hit on a roll of 4+, and on a roll of 4–6 the breach has been repaired. Any breach not repaired causes one point of damage.</i>
Thunderbolt	AC	Fighter-Bomber	6+	n/a	n/a	Stormbolters Fighter-Bomber Multilaser Underwing Rockets	15cm 30cm 30cm	AP4+/AA5+, FxF AP5+/AT6+/AA5+, FxF AT4+, FxF	
Marauder Bomber	AC	Bomber	4+	n/a	n/a	2x Twin Heavy Bolter Bomb Racks Twin Lascannon	15cm 15cm 45cm	AA5+ 3 BP, FxF AT4+/AA4+, FxF	