



SPACE WOLVES ARMY LIST

V 3.31 (2016) Playtest version!

Space Wolf Space Marine armies have a strategy rating of 5. Blood Claws, Fenrisian Wolves, Skyclaws, Swiftclaws and Imperial Navy aircraft formations have an initiative rating of 2+ (see *Unblooded*). All other formations have an initiative rating of 1+

SPACE WOLVES PACKS			
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
1+ Great Company	Six Grey Hunter units and one Hero upgrade plus transport	Land Raiders, Dreadnoughts, Hunter, Razorback, Space Wolves, Vindicator, Wolf Lord	275 points
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
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	200 points
0-1 Strike Cruiser	One Strike Cruiser	Battle Barge	200 points
Swiftclaws Bike Pack	Any six of the following units: Swiftclaws attack bike, Swiftclaws bike	Hero	200 points
Thunderhawk	One Thunderhawk Gunship	none	200 points
0-1 Thunderwolves	Six Thunderwolf Cavalry units	Hero	250 points
Vindicator	Four Vindicators	Hero, Hunter	225 points
Whirlwind	Four Whirlwinds	Hero, Hunter	300 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	175 points

SPACE WOLVES UPGRADES		
(Each upgrade may be taken once per Pack)		
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 of the following options (no option may be selected more than once)	Add up to two Dreadnoughts +50 points each Add up to one Venerable Dreadnought per army +75 points
Hero	Add any one of the following characters to a unit in the formation: Captain, Chaplain or Librarian	+50 points
Hunter	Add one Hunter	+75 points
Land Raiders	Add up to four Land Raiders and/or Land Raider Crusaders	+75 points each
Razorbacks	Add any number of Razorbacks, up to the number required to transport the formation	+25 points each
Skyclaws	Add two Skyclaws	+50 points
Snipers	Give up to two Scout units <i>Sniper</i> Give up to four Scout units <i>Sniper</i>	+25 points +50 points
Space Wolves	Add up to two of the following options (no option may be selected more than once)	Two Gray hunters +75 points Two Blood Claws +50 points Two Long Fangs +100 points Up to two Wolf Guard Terminators +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 Captain with a Supreme Commander	+50 points

IMPERIAL ALLY FORMATIONS		
(Up to a third of the points available may be spent on these formations.)		
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
Warhound Pack	Two Warhound Class Titans	500 points
Warlord	One Warlord Class Titan	825 points

Special Rules

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

SPECIAL RULE *Space Wolves Transport*

The Space Wolves are a highly mobile army. Because of this, the points cost of a formation usually includes enough Rhino transport vehicles to transport it and any upgrades that have been taken. Determine the number of Rhinos needed after all upgrades have been purchased. The number of Rhinos will always be the minimum needed to carry the formation, you can't take extras along to cover any losses!

Note that many formations don't receive Rhinos, usually because they can't fit into them. Detachments that come with Rhinos will be noted as having "plus transport" in the units section of the army list opposite. Also note that you don't have to take Rhinos if you don't want to. If you'd rather field the formation on foot instead, so it can act as a garrison for example, or be transported in a Thunderhawk Gunship, then you may do so. In addition, you may choose to replace a detachment's Rhinos with Space Wolf Drop Pods. If you do this then the detachment will enter play in a Space Wolf Drop Pod using the rules for Planetfall (see section Planetfall). Note that if you choose to do this you will also require at least one Space Marine Strike Cruiser or Battle Barge to deploy the drop pods from.

Before each game, after the opposing army is known but before objectives are placed, the Space Wolf player may choose which formations with the "plus transport" aspect are deployed in Rhinos, Space Wolf Drop Pods or on foot. If the formation has any units unable to deploy in Space Wolf Drop Pods then that option cannot be selected. If the formation has any units unable to be transported in Rhinos then do not count them when determining the number of Rhinos needed. 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 *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.

SPECIAL RULE *Unblooded*

Blood Claws are most eager to prove themselves in battle. All Blood Claw, Skyclaw and Swiftclaw formations that are attempting to take engage actions receive a +1 modifier to their action test roll. Additionally, they must always make their complete counter charge move (unless they reach base contact with an enemy unit before then) so long as they remain a legal formation.

SPACE WOLVES FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Captain (Battle Leader)	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, (EA+1), MW	Commander, Invulnerable Save, Leader.
Librarian (Rune Priest)	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, (EA+1), MW	Invulnerable Save, Leader.
						Thunderclap	(15cm)	Small Arms, (EA+1), MW	
Chaplain (Wolf Priest)	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, (EA+1), MW	Inspiring, Invulnerable Save, Leader.
Supreme Commander (Wolf Lord)	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, (EA+1), MW	Supreme Commander
Blood Claw	INF	15cm	4+	3+	5+	Bolt Pistols	(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+	2 x Missile Launcher Las Cannon	45cm 45 cm	AP5+/AT6+ AT5+	
Skyclaw	INF	30cm	4+	3+	5+	Bolt Pistols	(15cm)	Small Arms	Unblooded, Jump Packs.
Swiftclaws Bike	INF	35cm	4+	3+	4+	Twin Bolters	(15cm)	Small Arms	Unblooded, Mounted.
Thunderwolf Cavalry	INF	20cm	4+	3+	5+	Bolters and Chainswords Claws and Fangs	(15cm) (bc)	Small Arms Assault Weapons, (EA+1)	Infiltrate, Mounted
Wolf Guard Terminator	INF	15cm	4+	3+	3+	2x Assault Cannon Power Weapons	30cm (bc)	AP5+/AT5+ Assault Weapons, (EA+1), MW	Reinforced Armour, Thick Rear Armour.
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 Heavy Bolter	30cm 30cm	AP5+/AT5+ AP5+	Scout, Skimmer.
Land Speeder Typhoon	LV	35cm	4+	6+	5+	Typhoon Missile Launcher Heavy Bolter	45cm 30cm	AP3+/AT5+ AP5+	Scout, Skimmer.
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 0-1x Twin Las Cannon 0-1x Power Fist 0-1x Assault Cannon	45cm 45cm (bc) 30cm	AP5+/AT6+ AT4+ Assault Weapons, (EA+1), MW AP5+/AT5+	Walker. Armed with either a Missile Launcher and Twin Lascannon (Hellfire), or a Power Fist and Assault Cannon (Tactical).
Hunter	AV	30cm	5+	6+	6+	Hunter-Killer	60cm	AT4+/AA4+	
Predator Annihilator	AV	30cm	4+	6+	5+	Twin Las Cannon 2x Las Cannon	45cm 45cm	AT4+ AT5+	
Predator Destructor	AV	30cm	4+	6+	3+	Twin Auto Cannon 2x Heavy Bolters	45cm 30cm	AP5+/AT6+ 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 0-1x Twin Las Cannon	30cm 45cm	AP4+ AT4+	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.
Land Raider	AV	25cm	4+	5+	4+	2x Twin Las Cannon Twin Heavy Bolter	45cm 30cm	AT4+ AP4+	Reinforced Armour, Thick Rear Armour. Transport: May transport one Terminator unit or two infantry units without Jump Packs or Mounted.
Land Raider Crusader	AV	25cm	4+	5+	5+	Pair of Hurricane Bolters Twin Assault Cannon	(15cm) 30cm	Small Arms, EA (+2) AP5+/AT5+	Reinforced Armour, Thick Rear Armour. Transport: May transport two Terminator units or three infantry units without Jump Packs or Mounted.

Venerable Dreadnought	AV	15cm	4+	3+	4+	0-1x Missile Launcher 0-1x Twin Las Cannon 0-1x Power Fist 0-1x Assault Cannon	45cm 45cm (bc) 30cm	AP5+/AT6+ AT4+ Assault Weapons, (EA+1), MW AP5+/AT5+	<i>Fearless, Reinforced Armour, Walker. Armed with either a Missile Launcher and Twin Lascannon (Hellfire), or a Power Fist and Assault Cannon (Tactical).</i>
Vindicator	AV	25cm	4+	6+	4+	Demolisher Cannon	30cm	AP3+/AT4+, IC	<i>Walker.</i>
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+	<i>Planetfall, Transport: May transport one formation consisting of only Dreadnoughts and infantry units without Jump Packs or Mounted. 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>
Landing Craft	AC/WE	Bomber	4+	5+	3+	2x Twin Lascannon 3x Twin Heavy Bolter	45cm 15cm	AT4+ AP4+/AA5+	<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. Critical Hit Effect: The unit and all units being carried are destroyed. All units within 5cm suffer a hit.</i>
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	<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. Critical Hit Effect: The unit and all units being carried are destroyed.</i>
Battle Barge	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	14 BP, MW	<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>
Strike Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	5 BP, MW	<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>
Warhound Titan	WE	30cm	5+	4+	4+	Plasma Blastgun Vulcan Mega-bolter	45cm 45cm	2 x MW2+, FwA, Slw 4 x AP3+/AT5+, FwA	<i>Damage Capacity 3, Fearless, Reinforced Armour, 2 Void Shields, Walker. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit takes a point of damage and is moved D6cm in a random direction. If this move makes the</i>

Reaver Titan	WE	20cm	4+	3+	3+	2x Turbolaser Destructor Rocket Launcher	60 cm 60 cm	4x AP5+/AT3+, FwA 3 BP, FwA	<p>titan into impassable terrain or another unit it can't move over then it stops immediately and is destroyed. All units it moves into or over suffer a hit on a roll of 6+.</p> <p>DC 6, Fearless, Reinforced Armour, 4 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.</p> <p>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.</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	<p>DC 8, Fearless, Reinforced Armour, Thick Rear Armour, 6 Void Shields, Walker.</p> <p>May step over units and pieces of terrain that that are lower than the unit's knees and less than 2cm wide.</p> <p>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.</p>
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	

Changelog:

V 3.1 Playtest version. Changes from the Approved version is:

- Removed the Great Company, Hunting Pack and Support Pack and replaced them with a generic Space Wolves Pack. Removed the restrictions on the former Hunting Packs.
- Added Thunderwolf Cavalry
- Changed the weapon loadout on the Long Fang to get it more in line with normal weapon stats.
- Added a pair of Warhounds

V 3.2 Playtest version. Changes from the Approved version is the above and:

- Adjusted the FF value on all “Unbloodied” troops. BloodClaws etc. so it matches their Codex variant. So now it is basically the *Unblooded* rule that is the difference.
- Lowered the price on Gray Hunters, SkyClaws and Scouts. Not being able to shoot was underpriced, *Unblooded* also in that it affects rally, Scouts was just overpriced.
- Changed wording on some units and weapons to match Codex.

V 3.3 Playtest version. Changes from the Approved version is the above and:

- Thunderwolves is now a formation, not an upgrade The formation loses *Unblooded*.
- Removed some of the options in the Space Wolf upgrade and renamed it Gray Hunters. Great Co can now only get extra gray hunters, not Long fangs etc.

V 3.31 Playtest version. Changes from the Approved version is the above and:

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