

SPACE WOLVES SPACE MARINE ARMY LIST

v2.4. Army Champion: Matt "Dobbsy" Dobbs

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.

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	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

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
Wolf Guard Terminators	4 Wolf Guard Terminator units	Hero, Land Raiders	325 points
Wolf Scouts Pack	4 Wolf Scout units	Hero, Sniper	225 points
Long Fangs Pack	4 Long Fang units plus transport	Razorbacks, Land Raiders, Hunter	300 points
Blood Claws Pack	6 Blood Claws units plus transport	Hero, Blood Claws, Vindicators,	200 points
Skyclaws Assault Pack	6 Skyclaws Assault units	Hero, Skyclaws	225 points
Swiftclaws Bike Pack	6 Swiftclaws Bike units	Hero, Swiftclaws Attack Bikes	200 points
Fenrisian Wolves	6 Fenrisian Wolves units	Hero	150 points

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

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

IMPERIAL ALLIES FORMATIONS		
<i>(Up to 1/3 of an army's points may be spent on Allies formations)</i>		
FORMATION	UNITS	COST
Warlord Titan	1 Warlord Titan	825 points
Reaver Titan	1 Reaver Titan	625 points
Fighter Bombers	2 Thunderbolt Fighter-Bombers	175 points
Bombers	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	
Battle Leader	CH	n/a	n/a	n/a	n/a	Frost Blade	(base contact)	(Assault Weapons), (EA+1), MW	<i>Invulnerable Save, Leader, Commander</i>
Rune Priest	CH	n/a	n/a	n/a	n/a	Runic Weapon Thunderclap	(base contact) (15cm)	(Assault Weapons), (EA+1), MW (Assault Weapons), (EA+1), MW	<i>Invulnerable Save, Leader</i>
Wolf Priest	CH	n/a	n/a	n/a	n/a	Crozius Arcanum	(base contact)	(Assault Weapons), (EA+1), MW	<i>Invulnerable Save, Leader, Inspiring</i>
Blood Claws	INF	15cm	4+	3+	6+	Chainswords	(base contact)	(Assault Weapons)	<i>Unblooded</i>
Fenrisian Wolves	INF	20cm	5+	4+	-	Claws and Fangs	(base contact)	(Assault Weapons)	<i>Infiltrator</i>
Grey Hunters	INF	15cm	4+	3+	4+	Bolters	(15cm)	(Small Arms)	
Long Fangs	INF	15cm	4+	5+	3+	3x Heavy Weapons	45cm	AP5+ / AT5+	
Skyclaws	INF	30cm	4+	3+	6+	Chainswords Bolt Pistols	(base contact) (15cm)	(Assault Weapons) (Small Arms)	<i>Unblooded, Jump Packs</i>
Swiftclaws Bikes	INF	35cm	4+	3+	5+	Chainswords Bolters	(base contact) (15cm)	(Assault Weapons) (Small Arms)	<i>Unblooded, Mounted</i>
Wolf Guard Terminator	INF	15cm	4+	3+	3+	Storm Bolters 2x Assault Cannon 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>
Wolf Scouts	INF	15cm	5+	4+	5+	Chainswords Bolt Pistols Heavy Bolter	(base contact) (15cm) 30cm	(Assault Weapons) (Small Arms) AP5+	<i>Scout, Infiltrator, Teleport</i>
Land Speeder	LV	35cm	4+	6+	5+	Multi-Melta	15cm AND (15cm)	MW 5+ (Small Arms) , MW	<i>Scout, Skimmer</i>
Land Speeder Tornado	LV	35cm	4+	6+	5+	Assault Cannon Heavy Bolter	30cm 30cm	AP5+ / AT5+ AP5+	<i>Scout, Skimmer</i>
Land Speeder Typhoon	LV	35cm	4+	6+	5+	Typhoon Missile Launcher Heavy Bolter	45cm 30cm	AP3+ / AT5+ AP5+	<i>Scout, Skimmer</i>
Swiftclaw Attack Bikes	LV	35cm	4+	5+	5+	Multi-Melta	15cm	MW 5+ or (Small Arms) , MW	<i>Unblooded</i>
Dreadnought	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), EA(+1), MW AP5+ / AT5+	<i>Walker. A Dreadnought is armed with a Missile Launcher and Twin Lasannon (Hellfire) <u>OR</u> a Power Fist and Assault Cannon (Tactical), not both – select one option before the game.</i>
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+	
Space Wolves Rhino	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>
Space Wolves Razorback	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>
Space Wolves Land Raider	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>
Space Wolves Land Raider Crusader	AV	25cm	4+	5+	5+	Frag launchers Pair of Hurricane Bolters Twin Assault Cannon	(base contact) (15cm) 30cm	(Assault Weapons) (Small Arms) 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>
Venerable Dreadnought	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), EA(+1), MW AP5+ / AT5+	<i>Fearless, Reinforced Armour, Walker</i>
Vindicator	AV	25cm	4+	6+	4+	Demolisher Cannon	30cm	AP3+ / AT4+, Ignore Cover	<i>Walker</i>
Whirlwind	AV	30cm	5+	6+	5+	Whirlwind	45cm	1 BP, Indirect Fire	

SPACE WOLVES SPACE MARINE ARMY REFERENCE 2

STRATEGY 5									
NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
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	(15cm)	(Small Arms)	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.
						3x Twin Heavy Bolter	15cm	AP4+/AA5+	
						2x Twin Lascannon	45cm	AT4+	
Space Wolves Thunderhawk Gunship	AC/WE	Bomber	4+	6+	4+	Twin Heavy Bolter	15cm	AP4+/AA5+, RF	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.
						Twin Heavy Bolter	15cm	AP4+/AA5+, LF	
						2x Twin Heavy Bolter	30cm	AP4+/AA5+, FxF	
						Battle Cannon	75cm	AP4+/AT4+, FxF	
									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.
						Orbital Bombardment	n/a	14 BP, MW	
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	60 cm	4x AP5+/AT3+, Fwd	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 5cms will be hit on a roll of 5+.
						Rocket Launcher	60 cm	3 BP, FxF	
Warlord Titan	WE	15cm	4+	2+	3+	2x Turbolaser Destructor	60 cm	4x AP5+/AT3+, 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+.
						Gatling Blaster	60 cm	4x AP4+/AT4+, Fwd	
						Volcano Cannon	90 cm	MW2+, TK(D3), Fwd	
Thunderbolt Fighter-Bomber	AC	Fighter-Bomber	6+	n/a	n/a	Stormbolters	15cm	AP4+/AA5+, FxF	
						Multilaser	30cm	AP5+/AT6+/AA5+, FxF	
						Underwing Rockets	30cm	AT4+, FxF	
Marauder Bomber	AC	Bomber	4+	n/a	n/a	2x Twin Heavy Bolter	15cm	AA5+	
						Bomb Racks	15cm	3 BP, FxF	
						Twin Lascannon	45cm	AT4+/AA4+, FxF	