

SPACE WOLVES ARMY LIST v2.X

Space Wolves Space Marine armies have a strategy rating of 5. All Space Wolves army formations have an initiative rating of 1+. Blood Claws, Skyclaws, Swiftclaws, Fenrisian Wolves and Imperial Navy formations have an initiative rating of 2+. The “And They Shall Know No Fear” rule applies to all Space Marine formations.

GREAT COMPANY

(You may have any number of Great Companies)

PACK	UNITS	UPGRADES	COST
Great Company	6 Grey Hunter units and transport, plus 1 Hero option. Plus up to 2 of the following options:	Hero, Hunter, Land Raiders, Venerable Dreadnought, Dreadnoughts Razorbacks, Vindicators	300 points
	<ul style="list-style-type: none"> • 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 		

HUNTING PACKS

(You may not have more Hunting packs of any one type than you do Great Companies)

PACK	UNITS	UPGRADES	COST
Wolf Guard Terminators	4 Wolf Guard Terminator units	Hero, Land Raiders	325 points
Wolf Scouts Pack	4 Wolf Scout units	Hero, Razorbacks, 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	200 points

SUPPORT PACKS

(You may have any number of Support packs)

PACK	UNITS	UPGRADES	COST
Fenrisian Wolves	6 Fenrisian Wolves units	Hero	150 points
Land Speeder	5 Land Speeder units	Hero, Typhoon/Tornado	200 points
Land Raiders	4 Land Raiders units	Hero, Hunter	350 points
Predators	4 Predators units (either Annihilator and/or Destructor)	Hero, Hunter	275 points
Vindicators	4 Vindicators units	Hero, Hunter	275 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	200 points
Landing Craft	1 Space Wolves Landing Craft	none	350 points

UPGRADES

(Each allowed upgrade may only be taken once per parent Pack)

UPGRADE	UNITS	COST
Hero	Add up to 2 of the following Hero options to the formation (Blood Claws, Skyclaws, Swiftclaws and Fenrisian Wolves packs may only select a single Hero). A pack may only have one of each Hero type and each Hero must be added to a different unit in the pack: Wolf Guard Battle Leader, Rune Priest or Wolf Priest	+50 points
0-1 Wolf Lord	Fenrisian Wolves - You may add a Close Combat Extra Attack (+1) to a unit containing a Hero	+15 points
Blood Claws	Add the <i>Supreme Commander</i> ability to either a Wolf Guard Battle Leader or a Venerable Dreadnought	+50 points
Skyclaws	Add 2 Blood Claws units to the formation	+50 points
Swiftclaw Attack Bikes	Add 2 Skyclaws Assault units to the formation	+75 points
Sniper	Replace any number of Swiftclaw bikes with the same number of Swiftclaw Attack Bikes	Free
Razorbacks	Add the Sniper ability to 1 or 2 units in the formation	+25 points each
Land Raiders	Replace any number of Rhinos with 1 or 2 Razorbacks	+25 points each
Venerable Dreadnought	Add as many Land Raiders or Land Raider Crusaders as required. No transport capacity may be left over when doing so.	+75 points each
Dreadnoughts	Add 1 Venerable Dreadnought unit to the formation	+75 points
Typhoon/Tornado	Add 1 or 2 Dreadnought units to the formation	+50 points each
Vindicators	Replace any number of Land Speeder units with 1 Land Speeder Typhoon or Tornado each	+25 points per Typhoon +10 points per Tornado
Hunter	Add 1 or 2 Vindicator units to the formation	+75 points for 1 or +125 points for 2
Battle Barge	Add 1 Hunter unit to the formation	+75 points
	Replace the Space Wolves Strike Cruiser with a Space Wolves Battle Barge	+150 points

TITAN LEGION FORMATIONS

FORMATION	UNITS	COST
Warlord Battle Titan	One Warlord Battle Titan	850 points
Reaver Battle Titan	One Reaver Battle Titan	650 points

IMPERIAL NAVY SQUADRONS

FORMATION	UNITS	COST
Fighter Bombers	Two Thunderbolt Fighter Bombers	150 points
Bombers	Two Marauder Bombers	250 points