

SPACE WOLVES "13th Great Company"

post heresy. 40k. eye of terror.

SPACE MARINE ARMY LIST

v1.0 CAREGADRAS

Space Wolves Space Marine armies have a strategy rating of 5. All Space Wolves and Titan Battlegroups formations have an initiative rating of 1+. Storm 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	10 Grey Slayers units with 1 Hero character plus transport, plus 0-3 of the following options (you may select each option only once only once per Great Company): 2 Grey Slayers units and transport: +75 points 2 Storm 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	500 points

HUNTING PACKS			
<i>(You may choose 2 hunting packs x great company)</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
Storm Claws Pack	6 Storm Claws units plus transport	Hero, Storm 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>(suppressed)</i>			
PACK	UNITS	UPGRADES	COST

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
Storm Claws	Add 2 Storm 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 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
		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

IMPERIAL ALLIES FORMATIONS		
<i>(suppressed)</i>		
FORMATION	UNITS	COST

SPECIAL RULE - Pack Mentality

Space Wolves Wolf Lords and Battle Leaders have the Commander special ability, however packs may use a 30cm range to include new packs in an assault rather than the standard 15cm. All other rules and modifiers regarding this ability apply as normal to those packs taking part.

SPECIAL RULE - Unblooded

All Storm 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

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	(base contact)	(Assault Weapons), (EA+1), MW	<i>Invulnerable Save, Leader</i>
Wolf Priest	CH	n/a	n/a	n/a	n/a	Thunderclap	(15cm)	(Assault Weapons), (EA+1), MW	
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>
Storm 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 Slayerrs	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	(base contact)	(Assault Weapons)	<i>Unblooded, Jump Packs</i>
						Bolt Pistols	(15cm)	(Small Arms)	
Swiftclaws Bikes	INF	35cm	4+	3+	5+	Chainswords	(base contact)	(Assault Weapons)	<i>Unblooded, Mounted</i>
						Bolters	(15cm)	(Small Arms)	
Wolf Guard Terminator	INF	15cm	4+	3+	3+	Storm Bolters	(15cm)	(Small Arms)	<i>Reinforced Armour, Thick Rear Armour. May use Drop Pods</i>
						2x Assault Cannon	30cm	AP5+/AT5+	
						Power Weapons	(base contact)	(Assault Weapons), MW, EA+1	
Wolf Scouts	INF	15cm	5+	4+	5+	Chainswords	(base contact)	(Assault Weapons)	<i>Scout, Infiltrator, Teleport</i>
						Bolt Pistols	(15cm)	(Small Arms)	
						Heavy Bolter	30cm	AP5+	
Land Speeder	LV	35cm	4+	6+	5+	Multi-Melta	15cm	MW 5+ (Small Arms), MW	<i>Scout, Skimmer</i>
							AND (15cm)		
Land Speeder Tornado	LV	35cm	4+	6+	5+	Assault Cannon	30cm	AP5+/AT5+	<i>Scout, Skimmer</i>
						Heavy Bolter	30cm	AP5+	
Land Speeder Typhoon	LV	35cm	4+	6+	5+	Typhoon Missile Launcher	45cm	AP3+/AT5+	<i>Scout, Skimmer</i>
						Heavy Bolter	30cm	AP5+	
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	45cm	AP5+/AT6+	<i>Walker. A Dreadnought is armed with a Missile Launcher and Twin Lasannon (Halffire)</i>
						Twin Las Cannon <u>OR</u>	45cm	AT4+	<i>OR a Power Fist and Assault Cannon (Tactical), not both – select one option before the game.</i>
						Power Fist	(base contact)	(Assault Weapons), EA(+1), MW	
						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+	
Space Wolves Rhino	AV	30cm	5+	6+	6+	Storm Bolters	(15cm)	(Small Arms)	<i>Transport: (May carry 2 of the following units: Grey Slayerrs, Long Fangs, Storm Claws)</i>
Space Wolves Razorback	AV	30cm	5+	6+	5+	Twin Heavy Bolter <u>OR</u>	30cm	AP4+	<i>Transport: (May carry 1 of the following units: Grey Slayerrs, Long Fangs, Storm Claws)</i>
						Twin Las Cannon	45cm	AT4+	
Space Wolves Land Raider	AV	25cm	4+	5+	4+	2x Twin Las Cannon	45cm	AT4+	<i>Reinforced Armour, Thick Rear Armour, Transport: (May carry 1 Wolf Guard Terminator unit or 2 of the following: Grey Slayerrs, Long Fangs, Storm Claws)</i>
						Twin Heavy Bolter	30cm	AP4+	
Space Wolves Land Raider Crusader	AV	25cm	4+	5+	5+	Frag launchers	(base contact)	(Assault Weapons)	<i>Reinforced Armour, Thick Rear Armour, Transport: (May carry 2 Wolf Guard Terminator units or 3 of the following: Grey Slayerrs, Long Fangs, Storm Claws)</i>
						Pair of Hurricane Bolters	(15cm)	(Small Arms)	
						Twin Assault Cannon	30cm	AP5+/AT5+	
Venerable Dreadnought	AV	15cm	4+	3+	4+	Missile Launcher	45cm	AP5+/AT6+	<i>Fearless, Reinforced Armour, Walker</i>
						Twin Las Cannon <u>OR</u>	45cm	AT4+	
						Power Fist	(base contact)	(Assault Weapons), EA(+1), MW	
						Assault Cannon	30cm	AP5+/AT5+	
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

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+	<i>Planetfall, Transport: (May carry 1 formation that includes only Storm Claws, Grey Slayers, 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.</i>
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+	<i>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) Critical Hit Effect: 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.</i>
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+, Fx F AP4+/AT4+, Fx F	<i>DC2, Planetfall, Reinforced Armour, Transport: (May carry 8 of the following units: Storm Claws, Dreadnought, Grey Slayers, Long Fangs, Skyclaws, Swiftclaw Bikes, Venerable Dreadnought, Wolf Guard Terminators, Wolf Scouts, Terminators and all Dreadnoughts take up two spaces each.) Critical Hit Effect: The Thunderhawk's control surfaces are damaged. The pilot loses control and the Thunderhawk crashes to the ground, killing all on board.</i>
Space Wolves Battle Barge	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	14 BP, MW	<i>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.</i>
Space Wolves Strike Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	5 BP, MW	<i>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).</i>
Reaver Titan	WE	20cm	4+	3+	3+	2x Turbolaser Destructor Rocket Launcher	60 cm 60 cm	4x AP5+/AT3+, Fwd 3 BP, Fx F	<i>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. Critical Hit Effect: 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+.</i>
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	<i>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. Critical Hit Effect: Immediately moves 3D6cm in a random direction. If this move takes the Warlord 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+.</i>
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	