



## SPACE WOLVES ARMY – 8 K PTS (various company)

### ORBITAL STRIKE OPERATION

#### Strike Cruiser 200pt (*ship can enter only once per turn*)

*Mounted in (planetfall – drop pod)*

- Tactical detachment + cappelano (inspiring) + 2 dreadnoughts 450pt
- Tactical detachment + supreme commander (commander) + 2 dreadnoughts 500pt

#### Strike Cruiser 200pt (*ship can enter only once per turn*)

*Mounted in (planetfall – drop pod)*

- Tactical detachment + cappelano (inspiring) + 2 dreadnoughts 450pt
- Tactical detachment + commander (commander) + 2 dreadnoughts 450pt

#### Thunderhawk gunship 200pt

*Mounted in*

- Assaultatori + cappelano (inspiring) 225pt
- Assaultatori + cappelano (inspiring) 225pt

#### Thunderhawk gunship 200pt

*Mounted in*

- Assaultatori + cappelano (inspiring) 225pt
- Assaultatori + cappelano (inspiring) 225pt

#### Landing vessel 350pt (will embark 2 detach on the first turn)

- Devastator detachment + (cappelano) 300pt
- Land raider detachment 400pt

### INTERCEPT OPERATION

#### Thunderhawk gunship 200pt

## GROUND SUPPORT OPERATION – FIRE POWER

### **Land raider detachment = 475**

- 4 land raider
- 1 hunter

### **Predator detachment = 300**

- 4 predator

### **vindicator detachment = 300**

- 4 vindicator

### **Devastator detachment + 2 razorback AT + supreme commander 400pt**

## GROUND SUPPORT OPERATION – PATROL / ASSAULT

### **Attack bike detachment = 250**

- 1 bike + cappellano
- 3 bike
- 1 attack bike

### **Tactical detachment 300pt**

### **Land speeder + cappellano (inspiring) 250pt**

### **Fenrisian wolf 150pt**

6 fenrisian wolf

### **Esploratori (sniper) 175pt**

## TELEPORT ASSAULT ARMY

**Terminator detachment + cappellano (inspiring) 375pt – teleport**

**Terminator detachment + commander (commander) 375pt – teleport**