

SPACE WOLVES GREAT COMPANY

COMPANY	UNITS	UPGRADES	COST
1+ Great Company	One Space Wolves Hero character and eight Grey Hunter units plus transport	Land Raiders, Dreadnought, Razorbacks, Vindicator, Hunter, Wolf Lord Add one or two Wolf Guard units for 75 points each Add two Grey Hunter units for 75 points	375

SPACE WOLVES PACKS

Up to three for each Space Wolves Great Company taken.

PACK	UNITS	UPGRADES	COST
Fenrisian Wolves	Five Fenrisian Wolves units	Hero	175
Blood Claws	Six Blood Claws units plus transport	Dreadnought, Jump Packs, Hero	250
Swift Claws	Five Bike units	Attack Bike, Hero	200
Long Fangs	Four Long Fangs units plus transport	Dreadnought, Hero, Hunter, Razorbacks Add one or two Land Raiders for 75 points each	300
Wolf Scouts	Four Space Wolves Scouts units plus transport	Hero, Snipers	175

SPACE WOLVES SUPPORT

Up to three for each Space Wolves Great Company taken.

FORMATION	UNITS	UPGRADES	COST
Land Raider	Four Land Raiders	Hunter, Vindicator	350
Land Speeder	Five Land Speeders	Tornado/Typhoon, Hero	200
Landing Craft	One Landing Craft	-	350
Predator	Four Predator Destructors	Annihilators, Hunter, Vindicator Add up to four Predator Destructors for 50 points each	225
0-1 Strike Cruiser	One Strike Cruiser	Battle Barge	200
Thunderhawk	One Thunderhawk Gunship	-	200
Vindicator	Four Vindicators	Hunter	250
Whirlwind	Four Whirlwinds	Hunter	300

SPACE WOLVES UPGRADES

Each allowed upgrade may be taken once per formation.

UPGRADE	UNITS	COST
Annihilators	Replace Two Predator Destructors with Two Predator Annihilators <u>or</u>	25
	Replace Four Predator Destructors with Four Predator Annihilators	50
Attack Bike	Replace any number of Bike units with one Attack Bike each	0
Battle Barge	Replace the Strike Cruiser with a Battle Barge	150
Hero	Add one Space Wolves Battle Leader, Rune Priest or Wolf Priest character to a unit in the formation	50
Dreadnought	Add one or two Dreadnoughts <u>or</u>	50 each
	Add one Venerable Dreadnought	75
Hunter	Add one Hunter	75
Jump Packs	All Infantry units gain a speed of 30cm and the jump packs ability, but the formation loses the plus transport special rule.	0
Land Raiders	Add one to six Land Raiders	75 each
Razorbacks	Add up to one Razorback for each infantry unit in the formation (see Space Wolves transport rule)	25 each
Snipers	All Space Wolves Scouts units in the formation gain the Sniper ability	50
Tornado/Typhoon	Replace any number of Land Speeders with one Land Speeder Tornado or Typhoon each	0 per Tornado 10 per Typhoon
Vindicator	Add one or two Vindicators	50 each
0-1 Wolf Lord	Replace one Space Wolves Hero character with a Space Wolves Wolf Lord character	50

IMPERIAL NAVY AIRCRAFT

FORMATION	COST
Two Thunderbolt Fighters	150 points
Two Marauder Bombers	250 points

USING THE ARMY LIST

- At least one Space Wolves Great Company must be taken.
- Up to a third of the points available to the army may be spent on Thunderhawks and Imperial Navy aircraft.

CODEX SPACE MARINES – SPACE WOLVES

Strategy Rating: 5

Initiative: 1+ (Blood Claws, Swift Claws, Fenrisian Wolves 2+)

Name	Type	Speed	Armour	C	F	Weapons	Range	Firepower	Notes
Blood Claws	Inf	15cm (30cm)	4+	3+	5+	Bolt Pistol Chainswords	(15cm) Base Contact	Small Arms Assault Wpn	May have Jump Packs for speed 30cm
Attack Bike	LV	35cm	4+	5+	4+	Heavy Bolter	30cm	AP5+	
Bike	Inf	35cm	4+	3+	4+	Bolt Pistol Chainswords	(15cm) Base Contact	Small Arms Assault Wpn	Mounted
Wolf Lord	CH	na	na	na	na	Frostfang	Base Contact	Assault Wpn, MW, +1A	Inv Save, Supreme Commander
Battle Leader	CH	na	na	na	na	Power Weapon	Base Contact	Assault Wpn, MW, +1A	Inv Save, Leader, Commander
Wolf Priest	CH	na	na	na	na	Power Weapon	Base Contact	Assault Wpn, MW, +1A	Inv Save, Leader, Inspiring
Long Fangs	Inf	15cm	4+	5+	3+	2 x Lascannon 2 x Heavy Bolters	45cm 30cm	AT5+ AP5+	
Dreadnought	AV	15cm	4+	4+	4+	Missile Launcher Twin Lascannon <u>OR</u> Power Fist Assault Cannon	45cm 45cm 30cm	AP5+/AT6+ AT4+ Assault Wpn, MW, +1A AP5+/AT5+	Walker
Venerable Dreadnought	AV	15cm	3+	3+	4+	Assault Cannon Power Fist	30cm Base Contact	AP5+/AT5+ Assault Wpn, MW, +1A	Fearless, Inv Save, Walker
Drop Pod	na	na	na	na	na	Deathwind	15cm	AP5+/AT5+	One Shot, Transport
Hunter	AV	30cm	5+	6+	6+	Hunter-Killer	60cm	AT4+/AA4+	
Landing Craft	WE	Bomber	4+	5+	3+	2 x Twin Lascannon 3 x Twin Heavy Bolter Storm Bolter	45cm 15cm (15cm)	AT4+ AP4+/AA5+ Small Arms	Planetfall, Fearless, Reinforced Armour, Transport DC 4, Crit - Destroyed (hit on units in 5cm)
Rune Priest	CH	na	na	na	na	Thunderstorm Power Weapon	(15cm) Base Contact	Small Arms, MW +1A Assault Wpn, MW +1A	Inv Save, Leader
Land Raider	AV	25cm	4+	6+	4+	2 x Twin Lascannon Heavy Bolter	45cm 30cm	AT4+ AP4+	Reinforced armour, Thick rear armour, Transport
Land Speeder	LV	35cm	4+	6+	5+	Multi-Melta	15cm	MW5+, Small Arms MW	Skimmer, Scout
Land Speeder Tornado	LV	35cm	4+	6+	5+	Assault Cannon Heavy Bolter	30cm 30cm	AP5+/AT5+ AP5+	Skimmer, Scout
Land Speeder Typhoon	LV	35cm	4+	6+	5+	Twin Typhoon Missiles Heavy Bolter	45cm 30cm	AP3+/AT5+ AP5+	Skimmer, Scout
Predator Annihilator	AV	30cm	4+	6+	5+	Twin Lascannon 2 x Lascannon	45cm 45cm	AT4+ AT5+	
Predator Destructor	AV	30cm	4+	6+	4+	Autocannon 2 x Heavy Bolter	45cm 30cm	AP5+/AT6+ AP5+	
Razorback	AV	30cm	5+	6+	5+	Twin Heavy Bolter <u>OR</u> Twin Lascannon	30cm 45cm	AP4+ AT4+	Transport
Rhino	AV	30cm	5+	6+	6+	Storm Bolter	15cm	Small Arms	Transport
Wolf Scouts	Inf	15cm	5+	3+	5+	Bolt Pistols Heavy Bolter Chainswords	15cm 30cm Base Contact	Small Arms AP5+ Assault Wpns	Scout, Infiltrate
Grey Hunters	Inf	15cm	4+	3+	4+	Bolters Chainswords	15cm Base Contact	Small Arms Assault Wpns	
Fenrisian Wolves	Inf	20cm	5+	4+	-	Teeth & Claws	Base Contact	Assault Wpns, EA (+1)	Infiltrators
Wolf Guard	Inf	15cm	4+	3+	3+	Storm Bolter 2 x Assault Cannon Power Weapon	15cm 30cm Base Contact	Small Arms AP5+/AT5+ Assault Wpn, MW, +1A	Reinforced armour, Thick rear armour
Thunderhawk	WE	Bomber	4+	6+	4+	Battle Cannon 2xTwin Heavy Bolter Twin Heavy Bolter Twin Heavy Bolter	75cm 30cm 15cm 15cm	AP4+/AT4+ FxF AP4+/AA5+ FxF AP4+/AA5+ Right Arc AP4+/AA5+ Left Arc	Planetfall, Reinforced Armour, Transport DC 2, Crit - Destroyed
Vindicator	AV	25cm	4+	6+	4+	Demolisher	30cm	AP3+/AT4+ Ignore Cover	Walker
Whirlwind	AV	30cm	5+	6+	5+	Whirlwind	45cm	1BP	indirect Fire
Strike Cruiser	Spaceship	na	na	na	an	Orbital Bombardment	na	5BP, MW	Transport
Battle Barge	Spaceship	na	na	na	na	Orbital Bombardment	na	14BP, MW	Slow and Steady, Transport

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CODEX SPACE MARINES – IMPERIAL NAVY

Name	Type	Speed	Armour	C	Strategy Rating: 5		Initiative: Aircraft 2+		Notes
					F	Weapons	Range	Firepower	
Marauder Bomber	AC	Bomber	4+	na	na	2 x Twin heavy Bolters	15cm	AA5+	
						Twin Lascannon	45cm	AT4+/AA4+ FxF	
						Bomb Racks	15cm	3BP FxF	
Thunderbolt	AC	Fighter Bomber	6+	na	na	Storm Bolter	15cm	AP4+/AA5+ FxF	
						Multilaser	30cm	AP5+/AT6+/AA5+ FxF	
						Underwing Rockets	30cm	AT4+ FxF	

Space Wolves Special Rules

They Shall Know No Fear

It takes two blast markers to suppress a Space Wolves unit. Space Wolves formations are only broken if they have two blast markers per unit. Space Wolves formations count as having half the number of blast markers (rounding down to a minimum of one) for assault resolution purposes. Broken formations receive one blast marker per unit when rallying. Space Wolves Leaders remove two blast markers when rallying.

Pack Hunters

Space Wolves units with the *Commander* ability extend the range at which they can call other formations to follow them when they make a combined assault from 5cm to 10cm.

Superior Tactics

The Space Wolves army is a highly flexible and tactical army. Before each tournament game the Space Wolves player may choose which formations with the 'plus transport' aspect are deployed in Rhinos, Drop Pods or on foot. If the formation has any units unable to deploy in Drop Pods then that option cannot be selected.

Space Wolves Transport

Space Wolves are a highly mobile army. Because of this, the points cost of a detachment usually includes enough Rhino transport vehicles to transport it and any upgrades that have been taken. 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. To work out a formation's transport

- Add any infantry upgrades to the formation.
- Add Land Raiders to the formation these must be used to transport any Wolf Guard units first.
- Add Razorbacks to the formation, up to the number of Infantry units not transportable by Land Raiders.
- If there are still infantry units in the formation without transport add the minimum number of Rhinos required for all units other than Wolf Guard in the formation to be transported.

Transport Capacity

Note – Wolf Guard and Dreadnoughts take up 2 transport spaces each in aircraft

Battle Barge	Sixty Grey Hunters, Blood Claws, Long Fang, Wolf Scouts, Attack Bike, Bike, Wolf Guard or Dreadnought units. Plus sixty Rhinos, Land Raiders, Razorbacks, Hunters, Whirlwinds, Predators or Vindicators plus nine Thunderhawks and enough drop pods or landing craft to carry any other units on board.
Drop Pod	Grey Hunter, Blood Claws, Long Fangs, Wolf Guard and Dreadnought units may enter play in Drop pods.
Landing Craft	Twelve Grey Hunters, Blood Claws, Long Fangs, Wolf Scouts, Attack Bike, Bike, Wolf Guard or Dreadnought units. Plus four Land Raiders or six of the following Rhino, Razorback, Hunter, Whirlwind, Predator or Vindicator.
Land Raider	One Wolf Guard or Two Grey Hunters, Long Fangs, Blood Claws or Wolf Scout units.
Razorback	One Grey Hunters, Long Fangs, Blood Claws or Wolf Scout units.
Rhino	Two Grey Hunters, Long Fangs, Blood Claws or Wolf Scout units.
Strike Cruiser	Twenty Grey Hunters, Blood Claws, Long Fangs, Wolf Scouts, Attack Bike, Bike, Wolf Guard or Dreadnought units, plus twenty Rhinos, Land Raiders, Razorbacks, Hunters, Whirlwinds, Predators or Vindicators, plus six Thunderhawks and enough drop pods or landing craft to carry other units on board.
Thunderhawk	Eight Grey Hunters, Blood Claws, Long Fangs, Wolf Scouts, Attack Bike, Bike, Wolf Guard or Dreadnought units.

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