

SPACE WOLVES ARMY LIST: THE CLAWS OF RUSS

RAGNAR BLACKMANE'S GREAT COMPANY

A Space Wolves: The Claws of Russ army has a strategy rating of 5. All army formations have an initiative of 1+, except Claws of Russ packs and Imperial Navy formations which have 2+.

CLAWS OF RUSS PACKS			
<i>(You may have any number of Claws of Russ Packs but must include at least 2 of any type)</i>			
DETACHMENT	UNITS	UPGRADES	COST
Blood Claws Pack	6 Blood Claws units plus transport	Heroes	225 points
Sky Claws Assault Pack	6 Blood Claws units	Heroes	225 points
Swift Claws Bike Pack	6 Blood Claws units	Heroes	225 points

SPACE WOLVES PACKS			
<i>(You may have one Space Wolves Pack per Claws of Russ Pack)</i>			
DETACHMENT	UNITS	UPGRADES	COST
Wolf Guard	4-6 Wolf Guard Terminator units	Heroes, Land Raiders	75 points each
Grey Hunters pack	6 Grey Hunter units plus transport	Heroes, Land Raiders, Hunter	225 points
Wolf Scouts Pack	4 Wolf Scout units	Heroes, Razorbacks, Sniper	225 points
Long Fangs Pack	4 Long Fang units plus transport	Razorbacks, Land Raiders, Hunter	300 points

PLANETARY ASSAULT			
<i>(You may have any number of Planetary Assault units but must include one Strike Cruiser)</i>			
DETACHMENT	UNITS	UPGRADES	COST
Strike Cruiser	1 Space Wolves Strike Cruiser	None	200 points
Thunderhawk	1 Thunderhawk Gunship	None	200 points
Thunderhawk Transporter	2 Thunderhawk Transporters	None	200 points
Landing Craft	1 Landing Craft	None	350 points

UPGRADES			
<i>(Each allowed upgrade may only be taken once per parent Pack)</i>			
UPGRADE	UNITS	UPGRADES	COST
1 Wolf Lord	Add the Wolf Lord to any infantry unit. You must include the Wolf Lord (Ragnar Blackmane) in your army. Additionally, any Claws of Russ pack he joins will gain a +1 to any Initiative rolls.		+100 points
Heroes	Add up to two of the following characters to the formation (Claws of Russ packs may only select a single character). A pack may only have one of each character and each character must be added to a different unit in the pack: Wolf Guard, Rune Priest or Wolf Priest		+50 points
Sniper	Add the Sniper ability to 1 or 2 units in the formation		+25 points each
Swift Claw Attack Bikes	Replace any number of Swift Claw bikes with the same number of Swift Claw Attack Bikes		Free
Razorbacks	Add any number of Razorbacks, up to the number required to transport the entire formation		+25 points each
Land Raiders	Add as many Land Raiders or Land Raider Crusaders, up to the number required to transport the entire formation		+75 points each

IMPERIAL NAVY SQUADRONS	
FORMATION	COST
Two Thunderbolt Fighter Bombers	150 points
Two Marauder Bombers	250 points

TITAN FORMATIONS	
FORMATION	COST
One Warlord Titan	850 points
One Reaver Titan	650 points

Unblooded: Blood Claws packs are young, aggressive, and hot headed but always eager to get to grips with their enemies. All Blood Claws packs have a base initiative of 2+. However, whenever the group undertakes an Engage action they gain a +1 bonus to their Initiative roll. In addition, they must counter-charge whenever assaulted and may not choose to remain at range with the enemy and must remain in unit coherency while doing so.

Reckless Orbit: Ragnar Blackmane's Great Company often has the honour of leading the Space Wolves Chapter's planetary invasions. Striking swiftly from orbit with the same recklessness he employs in ground warfare, Ragnar deploys his Strike Cruiser aggressively - even in the face of enemy spacecraft operations. The Space Wolves Strike Cruiser may activate on any turn regardless of enemy spacecraft operations. However, the Strike Cruiser may not fire any orbital weapons during any turn that enemy ships are present, as its weapon batteries are deemed to be either engaging the enemy or the ship is moving too fast as it attempts to obtain a rapid orbital position for troop deployment.