

Hello Dave's Space Wolves Army 0.3.1

Special Rules

Space Wolf Armies have a Strategy Rating of 5, and all Space Wolf Formations (apart from Imperial Navy) have an initiative rating of 1+, they benefit from the 'They Shall Know No Fear' (see Epic Armageddon Rulebook pg 74) and 'Superior Tactics' (See Epic UK Space Marine Codex)

Space Wolf Heroes

Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Power Weapon	(Base Contact)	Assault Weapon	Macro Weapon, Extra Attacks (+1)	
Smite	(15cm)	Small Arms	Macro Weapon, Extra Attacks (+1)	

Notes: Space Wolf Heroes can be of three types, Battle Wolf Priests, Rune Priests and Wolf Lords. All are *characters* and have *Invulnerable Save* and *Leader*. Rune Priests also have *Smite* (listed above), Wolf Priests are *Inspiring* and Wolf Lords have the *Supreme Commander* ability.

Wolf Guard Battle Leader

Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Power Weapon	(Base Contact)	Assault Weapon	Macro Weapon, Extra Attacks (+1)	

Notes: *Leader*

Wolf Guard

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	3+	3+
Weapon	Range	Firepower	Notes	
Storm Bolters	(15cm)	Small Arms		
Cyclone Missile Launcher	45cm	2xAP5+/AT6+		
Power Weapons	(base contact)	Assault Weapons	Macro Weapon, Extra Attack (+1)	

Notes: *Reinforced Armour*, *Thick Rear Armour*, may deploy via drop pods from a Strike Cruiser or Battle Barge

Grey Hunters

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
Bolters	(15cm)	Small Arms		

Blood Claws

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	4+	6+
Weapon	Range	Firepower	Notes	
Bolt Pistols	(15cm)	Small Arms		
Berzerk Charge	(base contact)	Assault Weapon	Extra Attacks (+1)	

Long Fangs

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	5+	2+
Weapon	Range	Firepower	Notes	
4x Missile Launcher	45cm	AP5+/AT6+		

Wolf Scouts

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	4+	4+
Weapon	Range	Firepower	Notes	
Bolt Pistols	(15cm)	Small Arms		
Plasma Guns	15cm	AP5+/AT5+		

Notes: Scouts, Infiltrator, Scout garrison special rule

Space Wolves Dreadnought

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
Missile Launcher	45cm	AP5+/AT6+		
Twin Lascannon	45cm	AT4+		
OR				
Power Fist	(base contact)	Assault Weapon	Macro Weapon, Extra Attacks (+1)	
Assault Cannon	30cm	AP5+/AT5+		

Notes: Walker, the Dreadnought can be armed with either a missile launcher and Twin Lascannon OR a Powerfirst and Assault Cannon. Venerable Dreadnought – A Dreadnought counts as part of the formation it is bought for for the purposes of applying a Hero upgrade.

Swiftclaws Bike Squadron

Type	Speed	Armour	Close Combat	Firefight
Infantry	35cm	4+	3+	5+
Weapon	Range	Firepower	Notes	
Bolters	(15cm)	Small Arms		
Chainswords	(base contact)	Assault Weapons		

Notes: Mounted

Swiftclaws Attack Bike

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	30cm	4+	5+	5+
Weapon	Range	Firepower	Notes	
Heavy Bolter	30cm	AP5+		

Thunderwolf Cavalry

Type	Speed	Armour	Close Combat	Firefight
Infantry	20cm	4+	3+	5+
Weapon	Range	Firepower	Notes	
Bolt Pistols	(15cm)	Small Arms		
Thunderwolf	(base contact)	Assault Weapons	Extra Attack (+1)	

Notes: Infiltrate

Fenrisian Wolves

Type	Speed	Armour	Close Combat	Firefight
Infantry	20cm	5+	3+	none
Weapon	Range	Firepower	Notes	
Teeth and Claws	(base contact)	Assault Weapons		

Notes: *Infiltrate***Land Speeder**

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	35cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Multi-Melta	15cm	MW5+ <u>and</u> Small Arms	Macro-Weapon	

Notes: *Skimmer, Scout***Land Speeder Tornado**

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	35cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Assault Cannon	30cm	AP5+/AT5+		
Heavy Bolter	30cm	AP5+		

Notes: *Skimmer, Scout***Land Speeder Typhoon**

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	35cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Twin Typhoon Missile	45cm	AP3+/AT5+		
Heavy Bolter	30cm	AT5+		

Notes: *Skimmer, Scout***Space Marine Vindicator**

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	25cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
Demolisher	30cm	AP3+/AT4+	Ignore Cover	

Space Marine Whirlwind

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Whirlwind	45cm	1BP	Indirect Fire	

Space Marine Hunter

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	4+	6+	6+
Weapon	Range	Firepower	Notes	
Hunter-Killer	60cm	AT4+/AA4+		

Space Marine Land Raider

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	25cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
2x Twin Lascannon	45cm	AT4+		
Heavy Bolter	30cm	AP4+		

Notes: Reinforced Armour, Thick Rear Armour, Transport (may carry one Wolf Guard Unit OR Two Grey Hunter, Blood Claw or Long Fangs units)

Space Marine Rhino

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	6+	6+
Weapon	Range	Firepower	Notes	
Storm bolter	(15cm)			

Notes: Transport (may carry two of the following units, Grey Hunters, Blood Claws, Long Fangs, Wolf Scouts)

Space Marine Razorback

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Twin Heavy Bolter	30cm	AP4+		
OR Twin Lascannon	45cm	AT4+		

Notes: Transport (may carry one of the following units, Grey Hunters, Blood Claws, Long Fangs, Wolf Scouts)

Predator Annihilator

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Twin Lascannon	45cm	AT4+		
2x Lascannon	45cm	AT5+		

Predator Destructor

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Autocannon	45cm	AP5+/AT6+		
2x Heavy Bolter	30cm	AP5+		

Space Wolf Strike Cruiser

Type	Speed	Armour	Close Combat	Firefight
Spacecraft	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Ortibtal Bombardment	n/a	5BP	Macro-Weapon	

Notes: Transport (may carry 20 of the following units, Grey Hunters, Blood Claws, Long Fangs, Wolf Scouts, Bikes, Wolf Guard or Dreadnoughts plus twenty of the following units Rhino, Land Raiders, Razorbacks, Hunters, Whirlwinds, Predators or Vindicators plus six Thunderhawks and enough drop pods or Landing Craft to carry any other units on board)

Space Wolf Battle Barge

Type	Speed	Armour	Close Combat	Firefight
Spacecraft	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Ortibtal Bombardment	n/a	14BP	Macro-Weapon	

Notes: Transport (may carry 60 of the following units, Grey Hunters, Blood Claws, Long Fangs, Wolf Scouts, Bikes, Wolf Guard or Dreadnoughts plus sixty of the following units Rhino, 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), Slow and steady – may not arrive earlier than turn 3.

Space Wolf Landing Craft

Type	Speed	Armour	Close Combat	Firefight
Warengine	Bomber	4+	4+	4+
Weapon	Range	Firepower	Notes	
2x Twin Lascannon	45cm	AT4+		
3x Twin Heavy Bolter	15cm	AP4+/AA5+		
Storm Bolters	(15cm)	Small Arms		

Damage Capacity 4 Critical Hit Effect, the Landing Craft's magazine explodes , killing all onboard

Notes: Planetfall, Reinforced Armour, Fearless, Transport (may carry twelve of the following units: Grey Hunters, Blood Claws, Long Fangs, Wolf Scouts, Bikes, Wolf Guard or Dreadnought, Wolf Guard and Dreadnoughts take up two spaces each, in addition may carry Four Land Raiders or six of the following units: Rhino, Razorback, Hunter, Whirlwind, Predator, Vindicator)

Space Wolf Thunderhawk Gunship

Type	Speed	Armour	Close Combat	Firefight
Warengine	Bomber	4+	4+	4+
Weapon	Range	Firepower	Notes	
Battle Cannon	75cm	AP4+/AT4+	Fixed Forward Arc	
2x Twin Heavy Bolter	30cm	AP4+/AA5+	Fixed Forward Arc	
1x Twin Heavy Bolter	15cm	AP4+/AA5+	Right Fire Arc	
1x Twin Heavy Bolter	15cm	AP4+/AA5+	Left Fire Arc	

Damage Capacity 2. Critical Hit Effect, the Thunderhawk crashes to the ground, killing all onboard

Notes: Planetfall, Reinforced Armour, Transport (may carry eight of the following units: Grey Hunters, Blood Claws, Long Fangs, Wolf Scouts, Bikes, Wolf Guard or Dreadnought, Wolf Guard and Dreadnoughts take up two spaces)

Space Wolf Drop Pod

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	Immobile	5+	none	none
Weapon	Range	Firepower	Notes	
Deathwind	15cm	AP5+/AT5+	See special rules below	

Notes: Planetfall, Transport (may carry one formation that includes only Wolf Guard, Grey Hunter, Blood Claws, Long Fang and Dreadnought units). After the drop pod lands it attacks all enemy units within 15cm, the drop pod cannot be used to claim a crossfire

Imperial Navy Thunderbolt Fighter

Type	Speed	Armour	Close Combat	Firefight
Aircraft	Fighter-Bomber	6+	n/a	n/a
Weapon	Range	Firepower	Notes	
Storm Bolters	15cm	AP4+/AA5+	Fixed Forward Arc	
Multilaser	30cm	AP5+/AT6+/AA5+	Fixed Forward Arc	
Underwing Rockets	30cm	AT4+	Fixed Forward Arc	

Imperial Navy Marauder Bomber

Type	Speed	Armour	Close Combat	Firefight
Aircraft	Bomber	4+	n/a	n/a
Weapon	Range	Firepower	Notes	
2xTwin Heavy Bolters	15cm	AA5+		
Twin Lascannon	45cm	AT4+/AA4+	Fixed Forward Arc	
Bomb racks	15cm	2BP	Fixed Forward Arc	

Warlord Class Battle Titan

Type	Speed	Armour	Close Combat	Firefight
Warengine	15cm	4+	2+	3+
Weapon	Range	Firepower	Notes	
2xTurbo-laser Destructors	45cm	4xAP5+/AT3+	Fixed Forward Arc	
Gatling Blaster	45cm	4xAP4+/AT4+	Forward Arc	
Volcano Cannon	90cm	MW2+	Titan Killer(D3), Forward Arc	

Damage Capacity 8, 6 void shields. Critical Hit Effect, the Warlords Plasma Reactor has been damaged, roll a D6 at the end of each turn, 1 – the reactor explodes destroying the Warlord, 2-3 the Warlord suffers 1 more point of damage, 4-6 the Reactor is repaired. If the Reactor explodes units within 5cm are hit on a 4+

Notes: *Fearless, Reinforced Armour, Thick Rear Armour, Walker* May step over units and impassible or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.

Reaver Class Battle Titan

Type	Speed	Armour	Close Combat	Firefight
Warengine	20cm	4+	3+	3+
Weapon	Range	Firepower	Notes	
2xTurbo-laser Destructors	45cm	4xAP5+/AT3+	Forward Arc	
Rocket Launcher	60cm	2BP	Fixed Forward Arc	

Damage Capacity 6, 4 void shields. Critical Hit Effect, the Reaver's Plasma Reactor has been damaged, roll a D6 at the end of each turn, 1 – the reactor explodes destroying the Reaver, 2-3 the Reaver suffers 1 more point of damage, 4-6 the Reactor is repaired. If the Reactor explodes units within 5cm are hit on a 5+

Notes: *Fearless, Reinforced Armour, Walker* May step over units and impassible or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.

Warhound Class Scout Titan

Type	Speed	Armour	Close Combat	Firefight
Warengine	30cm	5+	4+	4+
Weapon	Range	Firepower	Notes	
Vulcan Mega-bolter	45cm	4xAP3+/AT5+	Forward Arc	
Plasma Blastgun	45cm	2xMW2+	Slow Firing, Forward Arc	

Damage Capacity 3, 2 Void Shields. Critical Hit Effect, the Warhound moves D6cm in a random direction. Any units it ataggers over are hit on a roll of 6+, it takes an additional point of damage if it moves over impassible terrain.

Notes: *Fearless, Reinforced Armour, Walker* May step over units and impassible or dangerous terrain that is lower than the Titan's knees and up to 2cm wide. The Plasma Blastgun can elect to fire 1 shot per turn for 2 turns, or 2 shots 1 turn and none the next.

Space Wolf Army List

Space Wolf Armies have a Strategy Rating of 5. All Space Wolf and Titan Legion Formations have an initiative rating of 1+. All Imperial Navy formations have an initiative rating of 2+. All Space Wolf formations benefit from the 'They shall know no fear' (see Epic Armageddon rulebook section 5.1.1) and the 'Superior Tactics' (See Epic UK Space Marine Codex) special rules., in addition up to 1/3 of your total points may be spent on allies from the Imperial Navy and/or Titan Legion formations listed below.

Special Rule – Elite Scouts

Space Wolf scouts are an elite formation, answerable directly to the Great Wolf. Comprising of the survivors of packs long since fallen to attrition, lone wolves driven by a personal grudge, geas or quest and 'Wolves simply too tough to die, Space Wolf Scouts have far more experience and ability than the trainees of other chapters. To represent this and the special missions they often undertake Wolf Scouts, instead of being deployed in the normal sequence, may be deployed after both armies have set up and 'garrison' off any objective on the table, obeying the normal rules for Zones of Control.

Space Wolf Core Formations

(you must take at least one formation of Space Wolves in your army)

DETACHMENT	UNITS	UPGRADES ALLOWED	POINTS COST
Space Wolves	Six units of Grey Hunters /Blood Claws (in any combination), plus one Battle Leader upgrade	Dreadnought, Hero, Hunter, Land Raider, Long Fangs, Razorback, Sky Claws, Vindicator	275

Space Wolf Support Detachments

(you may take up to two support detachments per core formation)

DETACHMENT	UNITS	UPGRADES ALLOWED	POINTS COST
Swiftclaw Bikes	Six Bike Units, plus one battle leader upgrade	Hero, Attack Bike	225
Land Raider	Four Land Raider units	Hunter, Vindicator	350
Land Speeder	Five Land Speeder units	Typhoon/Tornado	200
Landing Craft	One Space Wolf Landing Craft	none	350
Predators	Four Predators (may choose Annihilators, Destroyers or a mix of both)	Hunter, Vindicator	275
0-1 Strike Cruiser	One Space Wolf Strike Cruiser	Space Wolf Battle Barge	200
Thunderhawk	One Space Wolf Thunderhawk	none	200
Vindicator	Four Vindicators	Hunter	250
Whirlwind	Four Whirlwinds	Hunter	300

Space Wolf Rare Formations

(you may choose a maximum of **one** rare formation per core formation, **instead** of a support formation)

Wolf Guard	Four Wolf Guard units, plus one battle leader upgrade	Dreadnought, Hero, Land Raider, Vindicator	400
Wolf Scouts	Three Wolf Scout units	Hero, Razorback	175
Thunderwolf Cavalry	Four Thunderwolf units	Hero, Fenrisian Wolves	200

Space Wolf Upgrades

Attack Bike	Replace any number of bike units with one attack bike each	FREE
Battle Barge	Replace Strike Cruiser with Space Wolf Battle Barge	150 points
Dreadnought	Add one or two Dreadnoughts	50 points each
Fenrisian Wolves	Add up to four Fenrisian Wolves	+20 points each
Hero	Add one Space Wolf Hero character to a unit in the formation. The hero may be a Rune Priest or Wolf Priest. One Space Wolf Hero in the army may be a Great Wolf	50 points each (+50 additional if Wolf Lord)
Hunter	Add one Hunter	75 points
Sky Claws	All Blood Claw units in the formation gain the <i>Jump Packs</i> ability, but lose their entitlement to transport	+30 points
Land Raider	Add up to four Land Raiders	75 points each
Long Fangs	Replace 1 Grey Hunter unit with 1 Long Fang unit	+75 points
Razorbacks	Add any number of Razorbacks, up to the number required to transport the formation. For every 2 Razorbacks purchased one Rhino is removed from the formation	+25 points per Razorback
Typhoon/	Replace any number of Land Speeders with 1 Land Speeder Tornado	+25 points per Typhoon,

Tornado	or Typhoon each	+10 points per Tornado
Vindicator	Add up to two Vindictors	+50 points each

You may spend up to 1/3 of your points on allies from the Imperial Navy or Titan Legions selections below

Imperial Navy Aircraft

Two Thunderbolt Fighters	150 points
Two Marauder Bombers	250 points

Titan Legion Battlegroups

One Warlord Class Titan	850 points
One Reaver Class Titan	650 points
Two Warhound Class Titans	500 points
One Warhound Class Titan	275 points

Appendix

Additional Units

These units are not included in the main Tournament List, but are included here for those wanting to represent Space Wolves as envisioned in earlier periods.

Leman Russ Exterminator

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	25cm	4+	6+	3+
Weapon	Range	Firepower	Notes	
Twin Autocannon	45cm	AP4+/AT5+		
Lascannon	45cm	AT5+		
2x Heavy Bolter	30cm	AP5+		

Notes: Reinforced Armour

Wulfen

<stats to go here>

'Alternative Rune Priest'

<stats to go here>

