

SPACE WOLVES ARMY LIST v2.X

Space Wolves Space Marine armies have a strategy rating of 5. All Space Wolves army formations have an initiative rating of 1+. Blood Claws, Skyclaws, Swiftclaws, Fenrisian Wolves and Imperial Navy formations have an initiative rating of 2+. The “And They Shall Know No Fear” rule applies to all Space Marine formations.

GREAT COMPANY

(You may have any number of Great Companies but must take at least 1)

PACK	UNITS	UPGRADES	COST
Great Company	6 Grey Hunter units and transport, plus 1 Wolf Guard Battle Leader Plus 0-2 of the following options (you may select each option only once per Great Company):	Hero, Hunter, Land Raiders, Venerable Dreadnought, Dreadnoughts Razorbacks, Vindicators	300 points
	<ul style="list-style-type: none"> • 2 Grey Hunters units and transport: + 75 points • 2 Blood Claws units and transport: + 50 points • 2 Long Fangs units and transport: + 125 points • 1 or 2 Wolf Guard Terminator units: + 75 points each 		

HUNTING PACKS

(You may not have more Hunting packs of any one type than you do Great Companies)

PACK	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
Blood Claws Pack	6 Blood Claws units plus transport	Hero, Blood 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

SUPPORT PACKS

(You may have any number of Support packs)

PACK	UNITS	UPGRADES	COST
Fenrisian Wolves	6 Fenrisian Wolves units	Hero	150 points
Land Speeder	5 Land Speeder units	Hero, Typhoon/Tornado	200 points
Land Raiders	4 Land Raider or Land Raider Crusader units	Hero, Hunter	350 points
Predators	4 Predators units (either Annihilator and/or Destructor)	Hero, Hunter	275 points
Vindicators	4 Vindicators units	Hero, Hunter	250 points
Whirlwinds	4 Whirlwinds units	Hero, Hunter	300 points
0-1 Strike Cruiser	1 Space Wolves Strike Cruiser	Battle Barge	200 points
Thunderhawk	1 Space Wolves Thunderhawk Gunship	none	225 points
Landing Craft	1 Space Wolves Landing Craft	none	375 points

UPGRADES

(Upgrades may only be taken once per parent Pack, except where listed)

UPGRADE	UNITS	COST
Hero	Add one Hero character to the formation. Note: A Great Company may purchase this upgrade, however only one of any Hero type may be purchased and must be added to a different unit in the Great Company.	
	Wolf Guard Battle Leader, Rune Priest or Wolf Priest	+50 points
	Fenrisian Wolves - You may add a Close Combat Extra Attack (+1) to a unit containing a Hero	+15 points
0-1 Great Wolf/Wolf Lord	Add the <i>Supreme Commander</i> ability to either a Wolf Guard Battle Leader or a Venerable Dreadnought	+50 points
Blood Claws	Add 2 Blood 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 bikes 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	Replace any number of Rhinos with 1 or 2 Razorbacks	+25 points each
Land Raiders	Add up to 4 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
Typhoon/Tornado	Replace any number of Land Speeder units with 1 Land Speeder Typhoon or Tornado each	+25 points per Typhoon Free
Vindicators	Add 1 or 2 Vindicator units to the formation	+50 points each
Hunter	Add 1 Hunter unit to the formation	+75 points
Battle Barge	Replace the Space Wolves Strike Cruiser with a Space Wolves Battle Barge	+150 points

TITAN LEGION FORMATIONS

FORMATION	UNITS	COST
Warlord Battle Titan	One Warlord Battle Titan	850 points
Reaver Battle Titan	One Reaver Battle Titan	650 points

IMPERIAL NAVY SQUADRONS

FORMATION	UNITS	COST
Fighter Bombers	Two Thunderbolt Fighter Bombers	150 points
Bombers	Two Marauder Bombers	250 points

Unblooded

All Blood Claws packs are young, aggressive, hot headed and often hard to control on the field of battle. They are, however, always eager to get to grips with their enemies in combat.

All Blood Claws, Skyclaws and Swiftclaws packs have an initiative of 2+. However, the pack is considered initiative 1+ when they undertake either an *Engage* or *Double* 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.