# SPACE WOLVES SPACE MARINE ARMY LIST

*"For Russ and the Allfather!"*

*Battle Cry of the Space Wolves*

**Forces**
The Space Wolves Space Marine Army List uses the datasheets from the Space Wolf Forces section, the Imperial Navy Forces section, and the Titan Legion Forces section.

**Using The Army List**
The following army list allows you to field an army based on a Space Wolves Space Marine army. It can also be used as a "stand in" army list for any of the Space Wolves' successor chapters.

Space Wolves formations come in three types: *companies*, *hunting packs* and *support packs*. You must have at least one Great Company and may not have more hunting packs of any one type than you have Great Companies. You may have any number of support packs.

The formations that may be taken in a Space Wolves army are shown on the chart that follows. The chart also shows what units comprise the formation, what upgrades are allowed, and its points cost.

Each upgrade that is taken adds to the cost of the formation, as shown on the *upgrade chart*. The upgrade chart also lists the units that make up the upgrade. Note that these will sometimes replace units in the formation they are taken for, and sometimes takes the form of additional units for the formation. Each upgrade may be taken once per formation.

Space Wolf armies may be supported by Imperial Navy aircraft, Titan Legion battlegroup and Space Wolf aircraft formations. A maximum of up to a third of the points available to the army may be spent on these formations.

**Special Rules**
The *They Shall Know No Fear* rule applies to all Space Wolf formations (see *They Shall Know No Fear*).

**SPECIAL RULE**
*Space Wolves Transport*

The Space Wolves are a highly mobile army. Because of this, the points cost of a formation usually includes enough Rhino transport vehicles to transport it and any upgrades that have been taken. Determine the number of Rhinos needed after all upgrades have been purchased. 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 opposite.

Also note that you don't have to take Rhinos if you don't want to. If you'd rather field the formation on foot instead, so it can act as a garrison for example, or be transported in a Thunderhawk Gunship, then you may do so.

In addition, you may choose to replace a detachment's Rhinos with Space Wolf Drop Pods. If you do this then the detachment will enter play in a Space Wolf Drop Pod using the rules for *Planetfall* (see Planetfall). Note that if you choose to do this you will also require at least one Space Marine Strike Cruiser or Battle Barge to deploy the drop pods from.

Before each game, after the opposing army is known but before objectives are placed, the Space Wolf player may choose which formations with the "plus transport" aspect are deployed in Rhinos, Space Wolf Drop Pods or on foot. If the formation has any units unable to deploy in Space Wolf Drop Pods then that option cannot be selected. If the formation has any units unable to be transported in Rhinos then do not count them when determining the number of Rhinos needed.

**SPECIAL RULE**
*Unblooded*

Blood Claws are most eager to prove themselves in battle. All Blood Claw, Skyclaw and Swiftclaw formations that are attempting to take engage actions receive a +1 modifier to their action test roll. Additionally, they must always make their complete counter charge move (unless they reach base contact with an enemy unit before then) so long as they remain a legal formation.

# SPACE WOLVES SPACE MARINE ARMY LIST

Space Wolf Space Marine armies have a strategy rating of 5. Blood Claws, Fenrisian Wolves, Skyclaws, Swiftclaws and Imperial Navy aircraft formations have an initiative rating of 2+ (see *Unblooded*). All other formations have an initiative rating of 1+.

**COMPANIES**

| FORMATION | UNITS | UPGRADES | COST |
|---|---|---|---|
| 1+ Great Company | Six Grey Hunter units and one Hero upgrade plus transport | Dreadnoughts, Hunter, Land Raiders, Razorbacks, Space Wolves, Vindicators, Wolf Lord | 300 points |
| Land Raider | Any four of the following units: Land Raider, Land Raider Crusader | Commander, Hunter, Vindicators | 325 points |
| Land Speeder | Any five of the following units: Land Speeder, Land Speeder Tornado | Commander, Typhoons | 200 points |
| Landing Craft | One Landing Craft | None | 350 points |
| Predator | Any four of the following units: Predator Annihilator, Predator Destructor | Commander, Hunter, Vindicators | 250 points |
| 0–1 Strike Cruiser | One Strike Cruiser | Battle Barge | 200 points |
| Vindicator | Four Vindicators | Commander, Hunter | 200 points |
| Whirlwind | Four Whirlwinds | Hero, Hunter | 275 points |

**HUNTING PACKS**

*(You may not have more Hunting Packs of any one type than you have Great Companies.)*

| FORMATION | UNITS | UPGRADES | COST |
|---|---|---|---|
| Blood Claws | Six Blood Claws plus transport | Blood Claws, Dreadnoughts, Hero, Vindicators | 200 points |
| Fenrisian Wolves | Six Fenrisian Wolves | Hero | 150 points |
| Long Fangs | Four Long Fangs plus transport | Dreadnoughts, Hero, Hunter, Land Raiders, Razorbacks | 300 points |
| Skyclaws | Six Skyclaws | Hero, Skyclaws | 225 points |
| Swiftclaws | Any six of the following units: Multi-melta Attack Bike, Swiftclaws | Hero | 200 points |
| Wolf Guard Terminators | Four Wolf Guard Terminators plus transport | Dreadnoughts, Hero, Land Raiders, Wolf Lord | 325 points |
| Wolf Scouts | Four Wolf Scouts | Hero, Sniper | 225 points |

**SPACE WOLF UPGRADES**

*(Each upgrade may be taken once per formation.)*

| UPGRADE | UNITS | | COST |
|---|---|---|---|
| Battle Barge | Replace the Strike Cruiser with a Battle Barge | | +150 points |
| Blood Claws | Add two Blood Claws | | +50 points |
| Dreadnoughts | Add up to two of the following options (no option may be selected more than once): | Add up to two Dreadnoughts | +50 points each |
| | | Add up to one Venerable Dreadnoughts per army | +75 points |
| Hero | Add one Captain, Chaplain or Librarian character to any unit in the formation | | +50 points |
| Hunter | Add one Hunter | | +75 points |
| Land Raiders | Add up to four of any of the following units: Land Raider, Land Raider Crusader | | +75 points each<br>+125 points per pair |
| Razorbacks | Add any number of Razorbacks, up to the number required to transport the formation | | +25 points each |
| Skyclaws | Add two Skyclaws | | +75 points |
| Snipers | Give up to four Wolf Scout units *Sniper* | | +10 points each |
| Space Wolves | Add up to two of the following options (no option may be selected more than once): | Two Grey Hunters | +75 points |
| | | Two Blood Claws | +50 points |
| | | Two Long Fangs | +125 points |
| | | Up to two Wolf Guard Terminators | +75 points each |
| Typhoons | Replace up to five Land Speeders with an equal number of Land Speeder Typhoons | | +10 points each |
| Vindicators | Add up to two Vindicators | | +50 points each<br>+75 points per pair |
| 0–1 Wolf Lord | Replace one Captain character per army with a Supreme Commander character | | +50 points |

**IMPERIAL ALLY AND SPACE WOLF AIRCRAFT FORMATIONS**

*(Up to a third of the points available may be spent on these formations.)*

**IMPERIAL NAVY AIRCRAFT**

| FORMATION | UNITS | COST |
|---|---|---|
| Marauder Squadron | Two Marauder Bombers | 250 points |
| Thunderbolt Squadron | Two Thunderbolt Fighters | 175 points |

**TITAN LEGION BATTLEGROUPS**

| FORMATION | UNITS | COST |
|---|---|---|
| Reaver | One Reaver Class Titan | 650 points |
| Warlord | One Warlord Class Titan | 825 points |

**SPACE WOLF AIRCRAFT**

| FORMATION | UNITS | COST |
|---|---|---|
| Thunderhawk Gunship | One Thunderhawk Gunship | 200 points |

# SPACE WOLF FORCES

| NAME | TYPE | SPEED | ARMOUR | CC | FF | WEAPONS | RANGE | FIREPOWER | NOTES |
|---|---|---|---|---|---|---|---|---|---|
| Captain | CH | n/a | n/a | n/a | n/a | Power Weapon | (bc) | Assault Weapons, EA(+1), MW | *Commander, Invulnerable Save, Leader.* |
| Chaplain | CH | n/a | n/a | n/a | n/a | Power Weapon | (bc) | Assault Weapons, EA(+1), MW | *Inspiring, Invulnerable Save, Leader.* |
| Librarian | CH | n/a | n/a | n/a | n/a | Smite | (15cm) | Small Arms, EA(+1), MW | *Invulnerable Save, Leader.* |
| | | | | | | Power Weapon | (bc) | Assault Weapons, EA(+1), MW | |
| Supreme Commander | CH | n/a | n/a | n/a | n/a | Power Weapon | (bc) | Assault Weapons, EA(+1), MW | *Invulnerable Save, Supreme Commander.* |
| Blood Claws | INF | 15cm | 4+ | 3+ | 6+ | Bolt Pistols | (15cm) | Small Arms | |
| Fenrisian Wolves | INF | 20cm | 5+ | 4+ | - | - | | | *Infiltrator.* |
| Grey Hunters | INF | 15cm | 4+ | 3+ | 4+ | Bolters | (15cm) | Small Arms | |
| Long Fangs | INF | 15cm | 4+ | 5+ | 3+ | Missile Launcher and Lascannon | 45cm | 3× AP5+/AT5+ | |
| Skyclaws | INF | 30cm | 4+ | 3+ | 6+ | Bolt Pistols | (15cm) | Small Arms | *Jump Packs.* |
| Swiftclaw Bikes | INF | 35cm | 4+ | 3+ | 5+ | Twin Bolters | (15cm) | Small Arms | *Mounted.* |
| Wolf Guard Terminators | INF | 15cm | 4+ | 3+ | 3+ | 2× Assault Cannon | 30cm | AP5+/AT5+ | *Reinforced Armour, Thick Rear Armour. Counts as a Terminator unit for the purposes of being transported.* |
| | | | | | | Power Weapons | (bc) | Assault Weapons, EA(+1), MW | |
| Wolf Scouts | INF | 15cm | 5+ | 4+ | 5+ | Heavy Bolter | 30cm | AP5+ | *Infiltrator, Scout, Teleport.* |
| Land Speeder | LV | 35cm | 4+ | 6+ | 5+ | Multi-melta | 15cm | MW5+ | *Scout, Skimmer.* |
| | | | | | | and | (15cm) | Small Arms, MW | |
| Land Speeder Tornado | LV | 35cm | 4+ | 6+ | 5+ | Assault Cannon | 30cm | AP5+/AT5+ | *Scout, Skimmer.* |
| | | | | | | Heavy Bolter | 30cm | AP5+ | |
| Land Speeder Typhoon | LV | 35cm | 4+ | 6+ | 5+ | Twin Typhoon Missile | 45cm | AP3+/AT5+ | *Scout, Skimmer.* |
| | | | | | | Heavy Bolter | 30cm | AP5+ | |
| Multi-melta Attack Bike | LV | 35cm | 4+ | 5+ | 5+ | Multi-melta | 15cm | MW5+ | *Counts as an Attack Bike for the purposes of being transported.* |
| | | | | | | and | (15cm) | Small Arms, MW | |
| Dreadnought | AV | 15cm | 3+ | 4+ | 4+ | 0–1× Missile Launcher | 45cm | AP5+/AT6+ | *Walker. Armed with either a Missile Launcher and Twin Lascannon, or an Assault Cannon and Power Fist.* |
| | | | | | | 0–1× Twin Lascannon | 45cm | AT4+ | |
| | | | | | | 0–1× Assault Cannon | 30cm | AP5+/AT5+ | |
| | | | | | | 0–1× Power Fist | (bc) | Assault Weapons, EA(+1), MW | |
| Hunter | AV | 30cm | 5+ | 6+ | 6+ | Hunter-Killer | 60cm | AT4+/AA4+ | |
| Land Raider | AV | 25cm | 4+ | 6+ | 4+ | 2× Twin Lascannon | 45cm | AT4+ | *Reinforced Armour, Thick Rear Armour, Transport. May transport one Terminator unit or two infantry units without Jump Packs or Mounted.* |
| | | | | | | Twin Heavy Bolter | 30cm | AP4+ | |
| Land Raider Crusader | AV | 25cm | 4+ | 5+ | 5+ | 2× Hurricane Bolters | (15cm) | Small Arms, EA(+1) | *Reinforced Armour, Thick Rear Armour, Transport. May transport three infantry units without Jump Packs or Mounted; Terminator units count as one and a half units each, rounding up. Counts as a Land Raider for the purposes of being transported.* |
| | | | | | | Twin Assault Cannon | 30cm | AP4+/AT4+ | |
| Predator Annihilator | AV | 30cm | 4+ | 6+ | 5+ | Twin Lascannon | 45cm | AT4+ | |
| | | | | | | 2× Lascannon | 45cm | AT5+ | |
| Predator Destructor | AV | 30cm | 4+ | 6+ | 3+ | Autocannon | 45cm | AP5+/AT6+ | |
| | | | | | | 2× Heavy Bolter | 30cm | AP5+ | |
| Razorback | AV | 30cm | 5+ | 6+ | 5+ | 0–1× Twin Lascannon | 45cm | AT4+ | *Transport. May transport one infantry unit (except a Terminator unit) without Jump Packs or Mounted. Armed with either a Twin Lascannon or a Twin Heavy Bolter. Razorbacks armed with a Twin Heavy Bolter have their firefight value increased to 4+.* |
| | | | | | (4+) | 0–1× Twin Heavy Bolter | 30cm | AP4+ | |

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| Rhino | AV | 30cm | 5+ | 6+ | 6+ | Storm Bolter | (15cm) | Small Arms | *Transport. May transport two infantry units (except Terminator units) without Jump Packs or Mounted.* |
| Venerable Dreadnought | AV | 15cm | 4+ | 3+ | 4+ | 0–1× Missile Launcher<br>0–1× Twin Lascannon<br>0–1× Assault Cannon<br>0–1× Power Fist | 45cm<br>45cm<br>30cm<br>(bc) | AP5+/AT6+<br>AT4+<br>AP5+/AT5+<br>Assault Weapons, EA(+1), MW | *Fearless, Reinforced Armour, Walker. Armed with either a Missile Launcher and Twin Lascannon, or an Assault Cannon and Power Fist. Counts as a Dreadnought for the purposes of being transported.* |
| Vindicator | AV | 25cm | 4+ | 6+ | 4+ | Demolisher | 30cm | AP3+/AT4+, IC | *Walker.* |
| Whirlwind | AV | 30cm | 5+ | 6+ | 5+ | Whirlwind | 45cm | 1BP, Ind | |
| Landing Craft | AC/ WE | Bomber | 4+ | 5+ | 3+ | 2× Twin Lascannon<br>3× Twin Heavy Bolter | 45cm<br>15cm | AT4+<br>AP4+/AA5+ | *Damage Capacity 4, Fearless, Planetfall, Reinforced Armour, Transport. May transport twelve infantry units, Attack Bikes or Dreadnoughts; Terminator units and Dreadnoughts count as two units each; plus any six armoured vehicle units (except Dreadnoughts); Land Raiders count as one and a half units each, rounding up. Critical Hit Effect: The unit and all units being carried are destroyed. All units within 5cm suffer a hit.* |
| Thunderhawk Gunship | AC/ WE | Bomber | 4+ | 6+ | 4+ | Battle Cannon<br>2× Twin Heavy Bolter<br>Twin Heavy Bolter<br>Twin Heavy Bolter | 75cm<br>30cm<br>15cm<br>15cm | AP4+/AT4+, FxF<br>AP4+/AA5+, FxF<br>AP4+/AA5+, Left<br>AP4+/AA5+, Right | *Damage Capacity 2, Planetfall, Reinforced Armour, Transport. May transport eight infantry units, Attack Bikes or Dreadnoughts; Terminator units and Dreadnoughts count as two units each. Critical Hit Effect: The unit and all units being carried are destroyed.* |
| Battle Barge | SC | n/a | n/a | n/a | n/a | Orbital Bombardment | n/a | 14BP, MW | *Slow and Steady, Transport. May transport 60 infantry units, Attack Bikes, or Dreadnoughts; plus 60 armoured vehicle units (except Dreadnoughts); plus nine Thunderhawk Gunships and enough Drop Pods or Landing Craft to transport any other units being carried.* |
| Strike Cruiser | SC | n/a | n/a | n/a | n/a | Orbital Bombardment | n/a | 5BP, MW | *Transport. May transport 20 infantry units, Attack Bikes, or Dreadnoughts; plus 20 light vehicles or armoured vehicle units (except Attack Bikes and Dreadnoughts); plus six Thunderhawk Gunships and enough Drop Pods or Landing Craft to transport any other units being carried.* |
| Space Wolf Drop Pod | Special | n/a | n/a | n/a | n/a | Deathwind | 15cm | AP5+/AT5+ | *Planetfall, Transport. May transport one formation of only the following units: Blood Claws, Grey Hunters, Long Fangs, Dreadnought, Venerable Dreadnought, Wolf Guard Terminators. After the drop pod lands, its Deathwind attacks all enemy units within 15cm. Each enemy formation attacked receives a Blast marker for coming under fire, and an extra Blast marker for each casualty. Then any troops carried in the drop pod must disembark within 5cm of the drop pod or within 5cm of another unit from the same formation that has already landed, so long as all units are placed within 15cm of the drop pod. Drop pod models should be removed from the board once the formation they transport has disembarked. Counts as a Drop Pod for the purposes of being transported.* |

**SPECIAL RULE**

***Pack Mentality***

Space Wolves prefer to fight up close to the enemy and therefore never back down when a friendly pack needs help during an engagement. Space Wolf units with *Commander* can order up to three formations of troops to follow them when they make an assault, as long as all the formations have at least one unit within **10cm** of a unit from the commander's formation.

**SPECIAL RULE**

*They Shall Know No Fear*[1]

Space Marines are renowned for their tenacity and bravery. This is represented by the following rules:

- It takes 2 Blast markers to suppress a Space Marine unit or kill a unit in a broken formation (ignore any leftover Blast markers).
- Space Marine formations are only broken if they have 2 Blast markers per unit in the formation.
- Space Marines formations only count half their number of Blaster markers in assault resolution (rounding down—note that assault resolution will not receive +1 for having no Blast markers if the formation has 1 Blast marker before rounding down). Halve the number of extra hits suffered by a Space Marine formation that loses an assault, rounding down in favour of the Space Marines.
- When a broken Space Marine formation rallies, it receives a number of Blast markers equal to the number of units, rather than half this number. Space Marines with the Leader special ability remove 2 Blast markers instead of 1.

1. They Shall Know No Fear

Q: How many Blast markers does a broken Space Marine unit count as having when working out the result of an assault?

A: One per unit.

# IMPERIAL NAVY FORCES

| NAME | TYPE | SPEED | ARMOUR | CC | FF | WEAPONS | RANGE | FIREPOWER | NOTES |
|---|---|---|---|---|---|---|---|---|---|
| Marauder Bomber | AC | Bomber | 4+ | n/a | n/a | Twin Lascannon | 45cm | AT4+/AA4+, FxF | |
| | | | | | | Bomb Racks | 15cm | 3BP, FxF | |
| | | | | | | 2× Twin Heavy Bolter | 15cm | AA5+ | |
| Thunderbolt Fighter | AC | Fighter-Bomber | 6+ | n/a | n/a | Multilaser | 30cm | AP5+/AT6+/AA5+, FxF | |
| | | | | | | Underwing Rockets | 30cm | AT4+, FxF | |
| | | | | | | Storm Bolters | 15cm | AP4+/AA5+, FxF | |
| Emperor Class Battleship | SC | n/a | n/a | n/a | n/a | Orbital Bombardment | n/a | 8BP, MW | *Slow and Steady.* |
| Lunar Class Cruiser | SC | n/a | n/a | n/a | n/a | Orbital Bombardment | n/a | 3BP, MW | |
| | | | | | | Pin-Point Attack | n/a | MW2+, TK(D3) | |

# TITAN LEGION FORCES

| NAME | TYPE | SPEED | ARMOUR | CC | FF | WEAPONS | RANGE | FIREPOWER | NOTES |
|---|---|---|---|---|---|---|---|---|---|
| Reaver Class Titan | WE | 20cm | 4+ | 3+ | 3+ | 2× Turbo-Laser Destructor<br>Rocket Launcher | 60cm<br>60cm | 4× AP5+/AT3+, FwA<br>3BP, FxF | *Damage Capacity 6, Fearless, Reinforced Armour, 4 Void Shields, Walker. May step over units and pieces of terrain that that are lower lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit's plasma reactor has been breached. Roll a D6 for each breach on the unit in the end phase of each turn. On a roll of 1 the unit is destroyed and all units within 5cm suffer a hit on a roll of 5+, and on a roll of 4–6 the breach has been repaired. Any breach not repaired causes one point of damage.* |
| Warhound Class Titan | WE | 30cm | 5+ | 4+ | 4+ | Plasma Blastgun<br>Vulcan Mega-Bolter | 45cm<br>45cm | 2× MW2+, FwA, Slw<br>4× AP3+/AT5+, FwA | *Damage Capacity 3, Fearless, Reinforced Armour, 2 Void Shields, Walker. May step over units and pieces of terrain that that are lower lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit takes a point of damage and is moved D6cm in a random direction. If this move takes the titan into impassable terrain or another unit it can't move over then it stops immediately and is destroyed. All units it moves into or over suffer a hit on a roll of 6+.* |
| Warlord Class Titan | WE | 15cm | 4+ | 2+ | 3+ | Volcano Cannon<br>Gatling Blaster<br>2× Turbo-Laser Destructor | 90cm<br>60cm<br>60cm | MW2+, FwA, TK(D3)<br>4× AP4+/AT4+, FwA<br>4× AP5+/AT3+, FxF | *Damage Capacity 8, Fearless, Reinforced Armour, Thick Rear Armour, 6 Void Shields, Walker. May step over units and pieces of terrain that that are lower lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit's plasma reactor has been breached. Roll a D6 for each breach on the unit in the end phase of each turn. On a roll of 1 the unit is destroyed and all units within 5cm suffer a hit on a roll of 4+, and on a roll of 4–6 the breach has been repaired. Any breach not repaired causes one point of damage.* |

## SPECIAL RULE

*Imperial Void Shields*[2]

Imperial Titans are protected by void shield generators. The number of void shields each Titan has is noted on the Titan's datasheet.

Each void shield will automatically stop one point of damage and then go down. Do not make armour saves for damage stopped by void shields, nor allocate Blast markers. Once all of the shields have been knocked down, the Titan may be damaged normally and you may make saving throws against any hits that are scored. Hits from close combat ignore void shields but units using their firefight values must first knock down any shields before they can damage the Titan.

Void shields that have been knocked down can be repaired. Each Titan can repair one downed void shield in the end phase of each turn. In addition, if a Titan regroups it can use the dice roll to either repair the void shield or remove Blast markers (e.g., if you rolled a 2 you could repair 2 shields, remove 2 Blast markers or repair 1 shield and remove 1 Blast marker).

2. Imperial Void Shields

Q: Do void shields stop a point of damage caused by: a failed dangerous terrain test, the extra hits from the result of an assault, a Blast marker on a broken formation, or the unit ending its second withdrawal move within 15cm of the enemy?

A: No.

Q: How many void shields go down if a war engine is hit by a Titan Killer weapon that causes multiple points of damage?

A: One per each point of damage, with any left over being allocated to the unit.

Q: Can a formation regroup to repair downed void shields if it has no Blast markers?

A: Yes.

Q: If a formation with multiple units with void shields regroups is the number of repaired void shields the same for each unit or shared between them?

A: Shared between them, e.g. if you chose to repair two void shields, one unit could repair two void shields or two units could repair one void shield each.

Q: Are void shields considered when determining how many hits a war engine should be allocated?

A: No.