

Epic: Space Wolves Rules v 1.6

Space Wolves abide by the *They Shall Know No Fear* and *Transports* rules to which all Space Marine chapters are subject. They also have the additional rules:

Unblooded: Blood Claws and Blood Claws biker packs are young, aggressive, and hot headed, as yet untrained in the ways of war. While all other Space Wolf packs have an Initiative of 1+, all Blood Claws packs have a base initiative of 2+. However, such younglings are keen to get to grips with their enemies, as a result whenever the group undertakes an Engage action they gain a +1 bonus to their Initiative roll. In addition they must counter-attack whenever assaulted, they may not choose to remain at range with the enemy.

No Matter the Odds: Space Wolves fight with an extraordinary tenacity. During assault resolution, a formation does not gain the +1 for outnumbering a Space Wolves pack. Note that they still receive the +1 for doubling the formation, if it applies.

Pack Leaders: Space Wolves do not follow the same force organizations as laid out in the Codex Astartes. Instead, they operate as small independent forces known as packs, which have a pack leader. As such, all Space Wolves packs will have a leader cost already built into them, those which have leaders, and the leaders they are allowed will be listed in their unit entry. Some few, such as Long Fangs, will not have a conventional leader. Any unit listed as having a Space Wolf Leader character will be able to take either a Rune Priest, a Wolf Priest or a Battle Leader as their character.

A Space Wolves army has a Strategy Rating of 5. All Space Wolves packs (except of course Blood Claws) have an Initiative of 1+.

Space Wolves Army List

Pack	Units	Upgrades Allowed	Points Cost
Attack Bike	Five Space Marines Attack Bike units Plus Space Wolf Leader character	None	275 points
Blood Claws	Six Blood Claws units plus transport Plus Space Wolf Leader character	None	225 points
Blood Claw Assault	Six Blood Claws Assault units Plus Space Wolf Leader Character	None	250 points
Blood Claw Bike	Six Blood Claws Bike units Plus Space Wolf Leader Character	None	275 points
Dreadnoughts	Four Dreadnoughts Plus Space Wolf Leader character	Dreadnought, Venerables	250 points
1+ Grey Hunters	Six Grey Hunter units plus transport Plus Space Wolf Leader character	Dreadnought, Razorbacks, Hunter, Vindicator, Wolf Lord	375 points
Land Raider	Four Land Raiders plus Iron Priest	Vindicator, Exterminators, Wolf Lord Mjolnir	425 points
Land Speeder	Five Land Speeders plus Iron Priest	Typhoon/Tornado, Wolf Lord	250 points
Landing Craft	One Landing Craft	None	350 points
0- 1 Exterminators	Five Russ Exterminators plus Iron Priest character	Vindicator, Predator	400 points
Long Fangs	Four Long Fangs units plus transport Plus Space Wolf Leader character	Razorback, Dreadnought, Hunter Land Raider, Wolf Lord	350 points
0- 1 Mjolnir	Three Land Raider Mjolnirs plus Iron Priest character	Exterminators, Wolf Lord	350 points
Predators	Six Predators (any combination) plus Iron Priest character	Vindicator, Exterminators, Wolf Lord	500 points
Strike Cruiser	One Strike Cruiser	Battle Barge	200 points
Thunderhawk	One Thunderhawk Gunship	None	200 points
Vindicator	Four Vindicators plus Iron Priest character	Wolf Lord	350 points
Whirlwind	Four Whirlwinds plus Iron Priest character	Hunter, Wolf Lord	350 points
Terminator	Four Wolf Guard Terminator units plus Space Wolf leader character	Land Raiders, Dreadnought, Vindicator, Wolf Lord	350 points
Wolf Scout	Four Scout units plus Space Wolf Leader character	Wolf Lord	350 points

Space Wolf Upgrades

Upgrade	Units	Cost
Battle Barge	Replace Strike Cruiser with Battle Barge	150 points
Dreadnought	Add one or two dreadnoughts	50 points each
Exterminators	Add one or two Leman Russ Exterminators	75 points each
Hunter	Add one or two Hunters	75 points each
Land Raiders	Add up to four Land Raiders	100 points each
Mjolnir	Upgrade a single Land Raider to a Land Raider Mjolnir	50 points
Predator	Add one or two Predators	75 points each
Razorbacks	Replace any number of Rhinos with one or two Razorbacks each	+25 points each
Typhoon/Tornado	Replace any number of Land Speeders with one Land Speeder Typhoon or Tornado each	+25 points per Typhoon +10 points per Tornado
Vindicator	Add one or two Vindicators	75 points each
0- 1 Wolf Lord	Upgrade one Battle Leader, Rune Priest or Wolf Priest to a Wolf Lord	50 points
Venerables	Upgrade every Dreadnought in the unit to have Reinforced Armor and Fearless	+25 points each

Commanders

0- 1 Wolf Lord

You may have only one Wolf Lord in your army.

Type Character	Speed n/a	Armor n/a	Close Combat n/a	Firefight n/a
Weapon Frost Blade Fenrisian Wolves	Range (base contact) (base contact)	Firepower Assault Weapon Assault Weapons	Notes Macro- weapon, Extra Attack (+1) Extra Attack (+1)	

Notes: *Character, Invulnerable Save, Supreme Commander*

Rune Priest

Type Character	Speed n/a	Armor n/a	Close Combat n/a	Firefight n/a
Weapon Frost Blade Fenrisian Wolves	Range (base contact) (base contact)	Firepower Assault Weapon Assault Weapons	Notes Macro- weapon, Extra Attack (+1) Extra Attack (+1)	

Notes: *Character, Invulnerable Save, Leader, First Strike*

Wolf Priest

Type Character	Speed n/a	Armor n/a	Close Combat n/a	Firefight n/a
Weapon Frost Blade Fenrisian Wolves	Range (base contact) (base contact)	Firepower Assault Weapon Assault Weapons	Notes Macro- weapon, Extra Attack (+1) Extra Attack (+1)	

Notes: *Character, Invulnerable Save, Leader, Inspiring*

Battle Leader

Type Character	Speed n/a	Armor n/a	Close Combat n/a	Firefight n/a
Weapon Frost Blade Fenrisian Wolves	Range (base contact) (base contact)	Firepower Assault Weapon Assault Weapons	Notes Macro- weapon, Extra Attack (+1) Extra Attack (+1)	

Notes: *Character, Leader, Invulnerable Save, Commander*

Iron Priest

Type Character	Speed n/a	Armor n/a	Close Combat n/a	Firefight n/a
Weapon Meltagun	Range (15cm)	Firepower Small Arms	Notes Macro- weapon, Extra Attack (+1)	

Notes: *Character, Leader, Invulnerable Save, Reinforced Armor*

Troops

Wolf Guard Terminator Pack

Type	Speed	Armor	Close Combat	Firefight
Infantry	15cm	4+	3+	3+
Weapon	Range	Firepower	Notes	
Storm Bolters	(15cm)	Small Arms	--	
2x Assault Cannon	30cm	AP5+/AT5+		
Power Weapons	(base contact)	Assault Weapons		Macro- weapon, Extra Attack (+1)

Notes: *Reinforced Armor, Thick Rear Armor*

Grey Hunters

Grey Hunters are the equivalent to Tactical Squads in other Space Marines chapters, and form the steel core of the Space Wolves. Tempered by battle, they have learned to control the wild impulses of their younger brethren, as well as their bolters, which gives them an edge in combat. While lacking the long-range punch of Tactical Squads, their assault capabilities are unmatched, and they leave the long-range destruction to their Long Fang wolf brothers.

You must have at least one pack of Grey Hunters in your army.

Type	Speed	Armor	Close Combat	Firefight
Infantry	15cm	4+	3+	4+
Weapon	Range	Firepower	Notes	
Bolter & CCW	(base contact)	Assault Weapon	--	
Plasma gun	15cm	AP5+/AT5+		

Blood Claws

Blood Claws are the initiates of the Space Wolves. Where other Chapters will put their freshly made Marines into Scout units to start, the Space Wolves believe that the only way to teach a man the proper way to fight is to throw him into the midst of battle. If he survives, then he is accounted a true warrior. Blood Claws are still undergoing the shock of the introduction of the Space Wolf geneseed, with all of the headstrong tenacity inherent, and have yet to learn how to control these impulses. As such they are wild and nigh uncontrollable when they scent an enemy, another reason they are unsuited for the role of scouts, but which makes them excellent shock troops.

Type	Speed	Armor	Close Combat	Firefight
Infantry	15cm	4+	3+	6+
Weapon	Range	Firepower	Notes	
Bolt Pistol & close combat weapon	(base contact)	Assault Weapon		

Notes: *Unblooded*

Blood Claws Bike Pack

Blood Claws on Space Wolves bikes are just as wild and impetuous as they are on foot. Deadly eager to engage the enemy, they drive their bikes harder than is generally wise so as to catch their prey.

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

Notes: *Unblooded, Mounted*

Blood Claws Assault Pack

Type Infantry	Speed 30cm	Armor 4+	Close Combat 3+	Firefight 6+
Weapon Bolt Pistol & Close Combat Weapons	Range (base contact)	Firepower Assault Weapon	Notes	

Notes: *Unblooded, Jump Packs*

Wolf Scouts

In other Chapters the 10th Company Scouts are the initiates, learning how to use their newfound skills and abilities in war against the enemies of the Emperor. In the Space Wolves, however, the Scouts are masters of war. They will spend months, even years deep behind enemy lines, attacking reinforcements and disrupting lines of supply, and generally making life miserable for those who would oppose the Imperium.

Type Infantry	Speed 15cm	Armor 5+	Close Combat 3+	Firefight 4+
Weapon Bolter & close combat weapon Plasma guns Sniper rifle	Range (base contact) 15cm 30cm	Firepower Assault Weapon AP5+/AT5+ AP5+	Notes Sniper	

Notes: *Scouts, Infiltrators, Teleport*

Wulfenkind

You may have only one Wulfenkind pack in your army.

The Space Wolves all suffer from a mutation of the Betcher's Gland which causes their canines to continue to grow their entire lifespan (hence why Long Fangs are called precisely that). There is a further, more serious mutation in the Space Wolf geneseed, one which can turn one into a raging beast in a fight. These wolf brethren are generally kept separate from the rest of the Wolves in a battle, lest in their blood frenzy they might interfere with their wolf brothers. In smaller engagements {WH40k} only one will be allowed to fight, whereas in larger battles an entire pack will be fielded.

Type Infantry	Speed 20cm	Armor 4+	Close Combat 3+	Firefight n/a
Weapon Lightning Claws	Range (base contact)	Firepower Assault Weapons	Notes Macro- weapon, First Strike	

Notes: *Scouts, Infiltrators, Fearless, Wulfen Rage*

Wulfen Rage: Units attacking Wulfenkind with close combat attacks (not firefight) may add +1 to their hit rolls.

Long Fang Pack

Long Fangs prefer to utilize lascannons on the battlefield instead of the missile launchers of Space Marine Devastator squads, leaving infantry to be dealt with by their more assault- oriented wolf brethren. Their unusual ability to use their lascannons to pick off infantry targets is accounted for by their pack leaders, who can direct their shots more precisely.

Type Infantry	Speed 15cm	Armor 4+	Close Combat 5+	Firefight 3+
Weapon 2x Lascannon 2x Plasma Cannon	Range 45cm 30cm	Firepower AP6+/AT5+ AP4+/AT4+	Notes Slow- Firing	

Leman Russ Exterminator

You may have only one detachment of Leman Russ Exterminators in your army.

The Leman Russ is generally only used by the Imperial Guard, but in recognition of their Primarch, the Space Wolves do have a handful of Leman Russ Exterminators in their inventory. The Exterminator is a variant of the basic Leman Russ tank design that carries a twin autocannon in place of the standard battle cannon, providing it with superior maneuverability, which is the only reason Space Marines would ever field such a beast of a tank in the first place.

Type	Speed	Armor	Close Combat	Firefight
Armored Vehicle	25cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
Twin autocannon	45cm	AP4+/AT5+		
Lascannon	45cm	AT5+		
2x Heavy Bolter	30cm	AP5+		

Notes: *Reinforced Armor*

Land Raider Mjolnir

Due to their pride in not seeking the assistance of the Imperial Navy and Titan Legions, dealing with enemy Titans tends to be their one large weakness. This wasn't too much of a problem, given the other skills they possess, until the Dalornin Massacre. Two Great Companies had landed on Dalornin 5 to assault the heavily-reinforced fortification of a rebel governor. Their forces had established a beachhead, and were in the process of landing the bulk of their troops when they were landed on by three Chaos Banelord war engines. Most of the already landed forces were destroyed in the intense but short battle which ensued, forcing the remaining Space Wolves to make a tactical withdrawal to a more defensive position, a series of large caves in the foothills lining the sea. For three weeks they attempted several breakouts, only to be forced back by the Chaos Titans each time. Finally, a pack of Wolf Scouts located the wreckage of a Strike Cruiser which had been shot down in orbit, and was remarkably intact. The entire group of Iron Priests that had survived to that point all worked together with their thralls to salvage every working weapon from the wreckage, and began immediate repairs of their vehicles. As it turned out, they actually had more transports than they had troops to put inside them, as their Scouts had escaped the brunt of the attack, while their Wolf Guard Terminators had been targeted particularly hard. Needing something that they could use to break out of the trap, they followed the decidedly unorthodox suggestion of one of the Iron Priests, which was to mount one of the main guns from the Strike Cruiser on top of a Land Raider, and used its cavernous troop carrying capacity to mount several more power plants taking from other wrecked vehicles. The result was ungainly, and highly unorthodox, but very effective. The cannon could only be fired for limited durations before it threatened to overwhelm the Land Raider's wiring, but had an agreeably high range. The very first shot fired blew the Hellstrike cannon right off of one of the Banelords and did critical damage to its superstructure. Buoyed by this impressive success, the Wolves threw themselves into battle with the ground forces of Chaos, while the Land Raider took shots at each of the Titans, never quite doing as much damage as that first shot, but also driving them back into a more defensive position. Unfortunately the Land Raider blew itself apart with the energy overload of the cannon, however the surviving forces were able to break out and melt into the wilderness to conduct harassment sorties against the Chaos forces until reinforcements arrived a full month later. In recognition of the sacrifice of the ingenious Iron Priest, who had died with his creation, the Great Wolf of the time, Gymir Silverclaw, ordered the Iron Priests who came back to duplicate the work in a manner which would be reproducible, and teach it to the rest of the Chapter's priests. The end result was much less powerful than the original, but also much more reliable. Due to the enormous weight of the cannon and the immense power draw, the Land Raider Mjolnir is not as fast as its more conventional relations. The twin heavy bolter s had to be replaced with the advanced targeting systems necessary to operate the main cannon. Because of the significant divergence from the STC it was decided that they would not show the new design to the Adeptus Mechanicus, and so the Land Raider Mjolnir remains exclusive to the Space Wolves.

Type	Speed	Armor	Close Combat	Firefight
Armored Vehicle	20cm	4+	6+	6+
Weapon	Range	Firepower	Notes	
Strike Cannon	90cm	MW3+	TK (D3), Fixed Forward Fire	

Notes: *Reinforced Armor, Thick Rear Armor.*
