



SUPREME WARRIORS

Amongst the armies of the Imperium, the Space Marines of the Adeptus Astartes form an elite fighting force. There are roughly a thousand Chapters of Space Marines spread through the Imperium, each with its own particular style of organisation and fighting. The majority of Chapters adhere quite closely to the doctrines of the Codex Astartes, an immense tome of organisational, strategic and tactical information which was written after the Horus Heresy by Roboute Guilliman, Primarch of the Ultramarines. The knowledge within its many volumes form the basis of the Ultramarines Chapter and their successors, while many other Chapters, such as the Dark Angels and Blood Angels, vary from its text in only minor ways. There are a few completely unorthodox Chapters, foremost among them being the Space Wolves, whose organisation and style of war bear no resemblance to the Codex Astartes.

Each of these Chapters is fiercely proud of its heritage and will defend its traditions against all arguments. A Space Marine Chapter's organisation, battle tactics, uniforms, banners and all other aspects will reflect the character of its leaders, founding planet (or planets) and Primarch. Even events within the Chapter's history will continue to have a lasting effect. For example, in one particular battle, warriors from the Dark Angels Deathwing (the first company of Terminators) saved one of the Chapter's founding worlds from a Genestealer cult. Following the rituals of their home, the Space Marines repainted their green armour white, which is their colour of death, and did battle with the Genestealers. From that point on the Deathwing has always worn white armour, a homage to the sacrifice of the brave warriors who died many millennia ago.

FIELDING THE ARMY

For extra information concerning the background and organisation of the many Space Marine Chapters, you can look at the range of Warhammer 40,000 Codex books. Codex Ultramarines details the organisation of the Ultramarines Chapter itself, and many of the other Chapters that were raised in subsequent foundings using the gene-seed of Roboute Guilliman, the Ultramarines Primarch. Details of the Dark Angels and Blood Angels Chapters (and their successors) can be found in Codex Angels of Death, while the Space Wolves also have their own book.

White Dwarf also regularly runs articles on the Space Marines, and we hope to give more information on other Chapters in the future (particularly the Imperial Fists, White Scars and other remaining First Founding Chapters). Not only do all these sources provide information for some of the better known Chapters, but they will also spark off ideas for you to invent your own.

Most of these forces can be represented within the existing Army of the Imperium list, as I'll show. The list has enough flexibility to allow a wide variety of different formations and detachments, which can be used to emphasise the character and temperament of the Chapter you are fielding. As well as just choosing your army and detachments in an imaginative manner, you can take your army one or two stages further. Firstly, you can invent new detachment lists to choose from, restricting certain troops and allowing a greater choice or numbers of others. Secondly, you can invent totally new troops, whether from the ground up with their own profile or, more straightforwardly, by inventing a new special rule or using the existing specialist abilities and upgrades in a new way.

BATTLE ORGANISATION

As well as the character of the Chapter itself, most Space Marine armies have their own individual style and tactics. Depending on the nature of the campaign, warriors from different Companies will be sent to fight. If the Space Marines are responding quickly to a request for help, they will despatch their fastest strike cruisers laden with Thunderhawks, drop pods and fast attack troops such as Bikes, Land Speeders and Assault squads. Once these troops have established themselves in the war zone (sometimes just a single hive city or settlement, but also whole continents, planets or star systems) the heavier firepower will be brought in. Tactical squads, Devastators and tanks will be moved to the conflict, boosting the strength of the Space Marines even as the first elements of the Chapter attack the enemy and attempt to sever their lines of supply, breaking up their battle lines and destroying their reinforcements.

Your Space Marine force could reflect this at any stage of its development, and all you have to do is choose the troops from the lists which fit this character. Whether you want to fight a lightning strike, a steady implacable advance, or opt for a more static defence, the Army of the Imperium allows you to choose what you need.

THE FIRST AND TENTH

A Codex Chapter (one which follows the Codex Astartes closely) comprises ten companies, each of which is made up of a variety of squads depending on the Company. For example, the fourth Company of the Ultramarines is a Battle Company, comprising 6 Tactical squads, 2 Assault squads and 2 Devastator squads, with attendant support vehicles in the form of Rhinos, Dreadnoughts, Land Speeders and Bikes. The Company is an organisational unit though, and on the battlefield most Companies are usually split into smaller detachments, and often combine with elements of other Companies to fulfil their role on the battlefield. Each Chapter also maintains its own armoury and has a pool of Vindicators, Predators, Land Raiders and other support vehicles which are assigned to squads on a battle by battle basis.

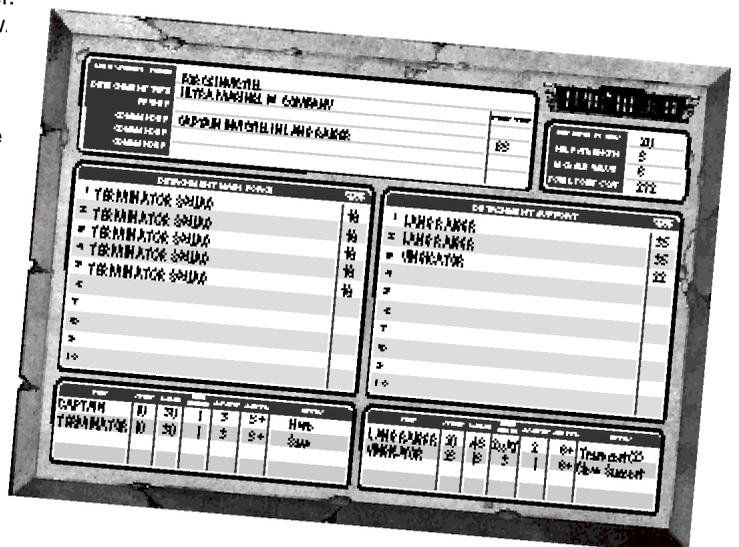
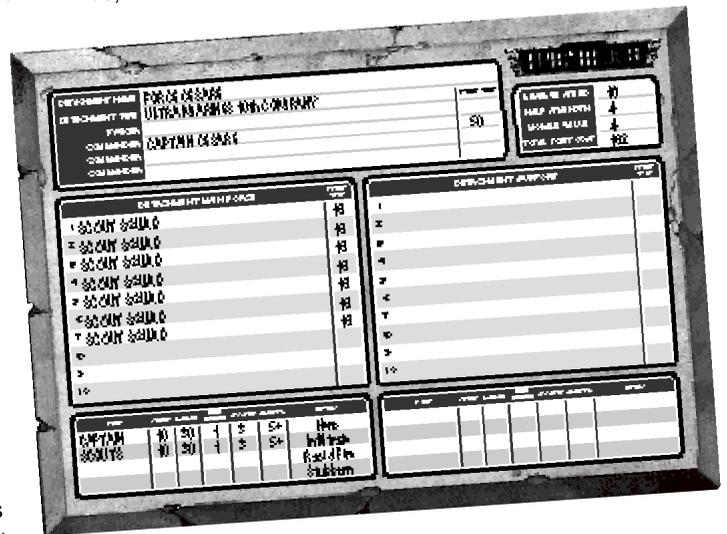
The first Company of a Codex Chapter is the Veteran Company, from which the much feared Terminators are drawn. If you want to field a first Company detachment in your Epic 40,000 army, it's a simple matter to use the lists to represent this. In terms of the detachment's Main Force, you should limit yourself to choosing Terminator squads, with mainly Land Raiders as support, and some standard Tactical squads to represent the Veterans in power armour. In contrast, the Tenth Company would comprise Scouts (since the 10th Company is the Scout Company) with any support units drawn in from other elements of the Chapter. There's a sample detachment card for each of these below.

OTHER CHAPTERS

Although the majority of Chapters follow the strictures of the Codex Astartes quite closely there are some whose organisation and tactics vary wildly from its doctrines. Some, such as the Space Wolves, have strong traditions from their home planet and Primarch which they revere above the teachings of others. Other Chapters have suffered from horrendous battle losses, such as the Scythes of the Emperor who faced the initial onslaught of Tyranid Hive Fleet Kraken. More still are isolated from the Imperium, out on the Eastern Fringe on millennia-long crusades or cut off by warp storms for centuries, and are forced to adapt and change to survive.

Right: The army lists for Space Marine detachments in Epic 40,000 are for those Chapters that adhere to the Codex Astartes, the massive tome which describes the strict rules for the organisation, tactics and doctrines of a Space Marine Chapter. Whilst most adhere to its teachings there are some that do not.

These detachment cards represent the 1st company, composed of Veteran Terminators and the 10th company, the Scouts.



CODEX CHAPTER ORGANISATION

ARMOURY
Technicians
Servitors

HEADQUARTERS STAFF

Master of the Chapter
Senior officers
Administrative staff
Support personnel

LIBRARIUS
Chief Librarian
Epistolaries
Codifiers
Lexicanums

VETERANS

1st (VETERAN) COMPANY

Captain
Chaplain
Apothecary
Standard Bearer
Equi arm:
20 Terminator
Or
10 Veteran
Sup port:
Dreadnoughts
Rhinos
Land Raiders

BATTLE COMPANIES

2nd COMPANY

Captain
Chaplain
Apothecary
Standard Bearer
Equi arm:
6 Tactical
2 Assault
2 Devastator
Sup port:
Dreadnoughts
Rhinos
Land Speeders
Bikes

3rd COMPANY

Captain
Chaplain
Apothecary
Standard Bearer
Equi arm:
6 Tactical
2 Assault
2 Devastator
Sup port:
Dreadnoughts
Rhinos
Land Speeders
Bikes

4th COMPANY

Captain
Chaplain
Apothecary
Standard Bearer
Equi arm:
6 Tactical
2 Assault
2 Devastator
Sup port:
Dreadnoughts
Rhinos
Land Speeders
Bikes

5th COMPANY

Captain
Chaplain
Apothecary
Standard Bearer
Equi arm:
6 Tactical
2 Assault
2 Devastator
Sup port:
Dreadnoughts
Rhinos
Land Speeders
Bikes

RESERVE COMPANIES

6th COMPANY

Captain
Chaplain
Apothecary
Standard Bearer
Equi arm:
10 Tactical
Sup port:
Dreadnoughts
Rhinos
Bikes

7th COMPANY

Captain
Chaplain
Apothecary
Standard Bearer
Equi arm:
10 Tactical
Sup port:
Dreadnoughts
Rhinos
Land Speeders

8th COMPANY

Captain
Chaplain
Apothecary
Standard Bearer
Equi arm:
10 Assault
Sup port:
Dreadnoughts
Rhinos
Land Speeders
Bikes

9th COMPANY

Captain
Chaplain
Apothecary
Standard Bearer
Equi arm:
10 Devastator
Sup port:
Dreadnoughts
Rhinos

SCOUTS

10th (SCOUT) COMPANY

Captain
Chaplain
Apothecary
Equi arm:
Scouts

Note: The coloured borders around the various company boxes denote the company colours which are repeated on the Space Marines' armour and banners. In addition to the vehicles and war machines listed, the Chapter has access to a vast range of other military hardware. This includes entire companies of Land Raiders, Predators and the like as well as special artillery and weaponry. Individual armoured vehicles and support gear are supplied to the companies, in appropriate livery, by command of the various captains.

Many of these can be represented with the standard Army of the Imperium lists. All you have to do is impose some restrictions on what troops you take and therefore build more characterful detachments. For example, if you wanted your Army to include Space Marines from the Ultramarines Chapter shortly after the Battle of Macragge (during which the First Company was wiped out) you could include a disproportionately large number of Scout squads and hardly any Terminator squads (or maybe even none).

Similarly, you can vary the lists slightly to allow a greater or lesser amount of flexibility. Let's say you've invented your very own Chapter, let's call them... erm... the erm... (takes a quick look at Ian's list of names in issue 197), ah, the War Lions. Right, you've decided the War Lions are pretty Codex apart from the fact that one of their founding planets is also a Forge World of the Adeptus Mechanicus (strange, but possible). So the War Lions like to have lots of tanks and their greater access to the Tech-Priests' technology means they can maintain a large number of Dreadnoughts in comparison to other Chapters.

With me so far? Right. So, one of the things you might like to do is allow the Chapter Master to have a Dreadnought bodyguard, instead of Space Marines. Also, you could allow the War Lions to field Dreadnoughts in a Space Marine detachment as main force units, rather than in support. Although you can already incorporate the Space Marines and Dreadnoughts in the same detachment, taking Dreadnoughts as main force units leaves more space for other support such as Land Raiders and Whirlwinds. With even this simple change, the character of the Chapter is already evident.

All of this is possible without having to write a single new rule. It is simply manipulating the detachment army lists in the desired way. Of course, if you're going to do anything even slightly wacky you'll have to sort this out with your opponent first. Remember that you're not creating a Chapter to make an unbeatable army, but to provide your own troops with extra character and personalisation. Being able to field a force which is uniquely yours is very rewarding and can lead onto all sorts of ideas for scenarios and campaigns.

BLOOD ANGELS DEATH COMPANY

The Blood Angels Chapter have a mysterious genetic flaw. The death of their Primarch, Sanguinius, at the hands of Horus has left an eternal, indelible mark upon their souls. On the eve of battle a Blood Angels trooper may be affected by the Black Rage, an all-consuming hatred of his enemies that turns him into a savage killer, able to withstand wounds that would normally fell even a mighty Space Marine. Those afflicted by the curse are assembled into a single company, led by a Chaplain. This is the Death Company.

The following detachment is an addition to the Army of the Imperium list from Epic Warhammer 40,000. You can include up to one Death Company Detachment in your army if you wish.

DEATH COMPANY DETACHMENT

Command

You must choose a Chaplain to lead the detachment.

One Blood Angels Chaplain 51 points

Consists of 1 Space Marine unit (*Hero*)

Extra cost to:

- Mount in a Rhino* +7 points
 - Mount in a Razorback* +15 points
 - Mount in a Land Raider* +35 points
 - Upgrade to jump packs
(*Hero, Jump Packs*) Free
- (* Choose one upgrade only)

Up to one

Space Marine Librarian 35 points

Consists of 1 Space Marine unit (*Psyker, Hero*)

Extra cost to:

- Mount in a Rhino* +7 points
 - Mount in a Razorback* +15 points
 - Mount in a Land Raider* +35 points
 - Upgrade to jump packs
(*Hero, Psyker, Jump Packs*) Free
- (* Choose one upgrade only)

Main Force

Choose up to **10** squads from the following list.

Blood Angels

Death Company squad 20 points

Consists of 1 Space Marine unit (*Save, Assault, Rampage*)

Extra cost to:

- Mount in a Rhino +7 points
- Upgrade to jump packs
(*Jump Packs*) +2 points



Notes: If a Death Company detachment consists only of infantry units it may be deployed using drop pods. See the Scenario Special Rules section in the Epic 40,000 Battles Book for details of using drop pods. They may always deploy in drop pods, regardless of the scenario being played.

If the original HQ is eliminated the next unit in the chain of command below becomes the new HQ. If the Death Company have no HQ then they automatically go onto Assault orders, rather than being out of command as normal.

Chain of command: Chaplain > Librarian > Any other unit.

GETTING MORE EXTREME

All I've talked about so far is manipulating the organisation of the detachment lists to achieve a desired result. In many cases this may well be all you need to do. However, one thing that can make a Chapter really stand out is having a detachment or troop type which is uniquely theirs. For example, the Dark Angels have the highly skilled Ravenwing, the Blood Angels have their frenzied Death Company and the Space Wolves squad organisation is wholly different to any other Chapter.

In this article you will see various new detachments which you can include in your Army of the Imperium. Although they have undergone slightly more drastic changes than the ones I've talked about so far, they are still pretty straightforward. As well as altering the composition of the detachments, I've added a simple special rule which further emphasises their character. For the Space Wolves, White Scars and Ravenwing this is a completely new rule, but for the Death Company I've simply used some of the special abilities that already exist, namely *Assault*, *Save* and *Rampage*. You will also notice that their organisation, such as access to Support units, has been changed from normal too. You will find that even these fairly minor tweaks strongly influence their role and effect on the battlefield, enabling you to create specific detachments fairly easily.

Adding a special rule to certain troops, or for the detachment overall, is by far the best method for creating specialised troops. Epic has great scope for this kind of individual characterisation. There's no reason why you should limit yourself to whole detachments either. For example, you may like to have Commander Dante, Chapter Master of the Blood Angels, with his jump pack and Veteran Assault squad bodyguard. You can look at existing options and upgrades for an idea of any change in the points cost needed, and this shouldn't normally be more than two or three points per unit. Changes which are worth more than this should be given some serious consideration first.

You can take a look at the detachment lists I've devised for the Blood Angels Death Company and the Dark Angels Ravenwing. Both of these are specific to their own Chapters and show how you can make a Chapter even more individual with a few simple additions or minor adjustments.

Anyway, that's just a few ideas for you to ponder over. Remember, there's no harm in experimenting if you want to. After all, it's your army and as long as your opponent agrees it's up to you what you want to do with it.



THE RAVENWING

The 2nd Company of the Dark Angels Chapter is known as the Ravenwing and is essentially a reconnaissance company. It is made up of Land Speeders and Bike squadrons. Detachments from its ranks are used in a scouting or fast attack role, where speed is more important than armour or raw firepower. The riders and pilots of the Ravenwing are extremely skilled, and the efficiency with which they handle their machines enables them to dodge incoming shots, maximise cover and make it very difficult for the enemy to target them.

To represent this lessened vulnerability, the obvious choice would be to increase the Armour value of the troops involved. However, when a rider or driver is concentrating on enemy fire, their accuracy will obviously be hampered somewhat. Already there was a solution to this though, from the rules for troops on Assault orders. Assaulting troops are dedicating themselves to closing with the enemy, so their Firepower is halved. This seemed a reasonable limiting factor – the Ravenwing are concentrating or making themselves difficult targets so the same penalty doesn't seem unreasonable.

Because of this limiting factor, the Ravenwing's special ability shouldn't really cost them any points at all. After all they are sacrificing one thing to gain another. However, the very fact that they have this skill gives them a greater deal of flexibility and obviously makes them proportionately better in their preferred situation (racing around near the enemy) so some points increase would be needed (nothing comes free!). A straightforward addition of 2 points to all the troops with this skill seemed very reasonable, putting it into a similar area to the *Jump Packs* special ability which generally costs around 2 points per unit too.

The following detachment is an addition to the Army of the Imperium list from Epic Warhammer 40,000. You can include as many Ravenwing detachments in your army as you wish. However, you should note that the Ravenwing is just a single company and can muster a maximum of 50 units (split as you wish). This limit is only possible if the entirety of the Ravenwing is present on one battlefield (a rare occurrence indeed!).

Ravenwing: The Ravenwing may go onto special Dodge orders at the start of the movement phase. The detachment uses all of its speed and skill to make themselves a blur of movement, making it extremely difficult for the enemy to accurately target them. Indicate this by placing the Order dice with the '!' face up next to the detachment. If the Ravenwing is on Dodge orders the detachment may move normally in the movement phase. All units in the detachment may add +1 to their Armour value (up to a maximum of 6) but must then halve their firepower (rounding up).

RAVENWING DETACHMENT

Command

You must choose a commander.

- | | |
|---|---|
| 1 Detachment HQ (See notes) +25 points | Up to 1 Space Marine Librarian . 31 points |
| Up to one Master of Ravenwing . . 21 points | Consists of 1 Space Marine Bike unit
(<i>Psyker, Hero, Ravenwing</i>) |
| Consists of 1 Space Marine Bike unit
(<i>Hero, Ravenwing</i>) | <i>Extra cost to:</i> |
| <i>Extra cost to:</i> | Upgrade to Land Speeder
(<i>Hero, Psyker, Ravenwing</i>) +10 points |
| Upgrade to Land Speeder
(<i>Hero, Ravenwing</i>) +10 points | |

Main Force

Choose up to **10** squads from the following list.

- Ravenwing Bike Squadron** **12 points per unit**
Consists of 1 to 3 Space Marine Bike units
(*Ravenwing*)
- Land Speeder Squadron** **22 points per unit**
Consists of 1 to 3 Land Speeders (*Ravenwing*)
- Attack Bike Squadron** . **12 points per unit**
Consists of 1 to 3 Attack Bikes (*Ravenwing*)



Notes: Any unit that is part of the detachment can be designated as the detachment HQ, subject to the detachment's chain of command. If the original HQ is eliminated the next unit below on the chain of command becomes the new HQ. A Ravenwing Detachment has no support units.

Chain of command: Master of Ravenwing > Librarian > Land Speeder > Any other unit.

WHITE SCARS DETACHMENT

The White Scars Primarch, Jaghatai Khan, was raised on a primitive planet inhabited by tribes of nomadic warriors. His superior physical abilities and strategic genius allowed him to weld together a coalition of tribesmen to fight against the growing power of a Chaos cult that was spreading through the east of the major continent. In a final battle on the Lon-Suen plains, Jaghatai led fifteen thousand horsemen in a gallant charge against the crude gunpowder cannons of the Chaos cultists. Despite horrendous losses the charge smashed the enemy. The fierce Mathuli tribesmen cut down the cultists as they tried to flee, butchering every last one of them. In the following decade Jaghatai Khan went on to conquer much of the planet, before the Emperor arrived and, eventually, the Primarch was welcomed back into the Imperium. When the White Scars were founded it was from the fiercely proud Mathuli that they drew their first recruits.

The White Scars are famous for launching lightning fast hit-and-run attacks against their enemy – they are masters of lightning warfare. There were a few possibilities available to represent this, such as allowing a second move in the assault phase when on special orders, or allowing them to double their Speed at a cost of firepower. However, I thought that this didn't capture the character of the White Scars, since really the detachment should get involved in a close quarter fight at some time (ie a firefight or assault). The following special rule captures the feel of these rapid strikes and nicely complements the mobile White Scars detachments. Like the Ravenwing, this enables the White Scars to excel at particular types of attacks, but it is useful rather than powerful.

An Army of the Imperium may include as many White Scars detachments as you wish. White Scars do not have any Armour detachments.

Hit and Run: The White Scars attack from nowhere, unleash a devastating volley of fire or brief charge into close combat, and then disappear as suddenly as they arrived. To represent this, White Scars detachments can always make a retreat move after a close combat or firefight, even if they win. This enables them to attack the enemy and then withdraw to safety to avoid an unfavourable assault or firefight from other enemy detachments close by. This rule applies to every unit in the detachment, including support. Note that if they choose to make a retreat move they will be destroyed as normal if they end their move within 15cm of the enemy.

WHITE SCARS DETACHMENT

Command

You must choose a commander.

1 Detachment HQ (See notes) . . . +25 points

Up to one Khan 26 points

Consists of 1 Space Marine unit (*Hero*)

The Khan must have one of the following:

- Mount in a Rhino*+8 points
- Mount in a Razorback*+16 points
- Mount in a Land Raider*+36 points
- Upgrade to jump packs (*Hero, Jump Packs*)*+4 points
- Upgrade to Bike unit (*Hero*)*Free
- Upgrade to Land Speeder (*Hero*)*Free

(*Choose one upgrade only)

Up to one

Brother Priest 36 points

Consists of 1 Space Marine unit (*Psyker, Hero*)

The Brother Priest must have one of the following

- Mount in a Rhino*+8 points
- Mount in a Razorback*+16 points
- Mount in a Land Raider*+36 points
- Upgrade to jump packs (*Hero, Psyker, Jump Packs*)*+4 points
- Upgrade to Bike unit (*Psyker, Hero*)*Free
- Upgrade to Land Speeder (*Psyker, Hero*)*Free

(* Choose one upgrade only)

Main Force

Choose up to **10** squads from the following list.

White Scars Terminator squad . . . 56 points

Consists of 1 Space Marine unit (*Save*) in Land Raider

White Scars Squadron 30 points

Consists of 1 Space Marine units

The White Scars squad must have at least one of the following:

- Mount in a Rhino+8 points
- Upgrade the unit to Assault troops (*Assault, Jump Packs*)+8 points

White Scars Bike squad . . 11 points per unit

Consists of 1 to 3 Space Marine Bike units

White Scars

Land Speeder Squadron . 21 points per unit

Consists of 1 to 3 Land Speeders

White Scars

Attack Bike Squadron . . . 11 points per unit

Consists of 1 to 3 Attack Bikes

White Scars Scout Squad 17 points

Consists of 1 Space Marine unit (*Infiltrators*)

Support

Make up to **10** choices from the following list, but you may not exceed the number of choices made on the main force list.

White Scars Land Raider 35 points

White Scars Predator 27 points

White Scars Razorback 15 points

White Scars Whirlwind 26 points

White Scars Vindicator 22 points



Notes: If a Space Marine detachment consists only of Space Marine infantry units it may be deployed using drop pods. See the Scenario Special Rules section in the Epic 40,000 Battles Book for details of using drop pods. Space Marines may always deploy in drop pods, regardless of the scenario being played.

Any unit that is part of the detachment can be designated as the detachment HQ, subject to the detachment's chain of command. If the original HQ is eliminated the next unit below on the chain of command becomes the new HQ.

Chain of command: Khan > Brother Priest > Terminators > White Scars > Any other unit.

SPACE WOLVES DETACHMENT

Space Wolves are renowned for their ferocity and skill in close combat. Even the heavy weapon squads of the Long Fangs are fearsome opponents in the thick of close quarter fighting. Rather than having ten standard Companies, the Space Wolves have twelve Great Companies, each of which comprises Long Fangs heavy weapon squads, Grey Hunters and Blood Claws. Each Great Company is a self-contained fighting organisation, with its own transports, armoured vehicles and support.

The Space Wolves are excellent fighters in close combat and the best way to represent this is by an increase in their Assault value. First of all I considered giving everybody the Assault special rule, but decided against this for two reasons. Firstly, the Assault rules not only increases a unit's Assault value, but also reduces their Range to 15cm. For certain troops, most notably the heavy weapon-armed Long Fangs, this seemed inappropriate. Secondly, if everybody had the assault specialist ability, how would you differentiate the dedicated assault troops of the Blood Claws squad? In the end it seemed reasonable to create the new Space Wolves special rule, just like the Ravenwing rule.

An Army of the Imperium may include as many Space Wolves detachments as you wish. Space Wolves Armour detachments are chosen from the normal Space Marine Armour detachment list (note that Space Wolves tanks do not benefit from the following special rule).

Space Wolves: Space Wolves are renowned for their ferocity in close combat, and any unit with the Space Wolves ability adds +1 to its assault value (this can be combined with assault for total bonus of +2). Note that you add this +1 to their Assault value *after* doubling for the Hero ability or halving for Heavy Weapons, not before.

This rule only applies to Space Wolves infantry and Bikes, Attack Bikes and Land Speeders. Space Wolves armoured vehicles, including Dreadnoughts, gain no additional benefit.

SPACE WOLVES DETACHMENT

Command

You must choose a commander.

1 Detachment HQ (See notes) . . . +25 points

Up to one Wolf Lord 27 points

Consists of 1 Space Marine unit (*Hero, Space Wolves*)

Extra cost to:

Mount in a Rhino*+7 points

Mount in a Razorback*+15 points

Mount in a Land Raider*+35 points

Upgrade to Bike unit

(*Hero, Space Wolves*)*Free

(*Choose one upgrade only)

Up to one

Space Wolves Rune-Priest 37 points

Consists of 1 Space Marine unit

(*Psyker, Hero, Space Wolves*)

Extra cost to:

Mount in a Rhino*+7 points

Mount in a Razorback*+15 points

Mount in a Land Raider*+35 points

Upgrade to Bike unit

(*Psyker, Hero, Space Wolves*)*Free

(* Choose one upgrade only)

Main Force

Choose up to **10** squads from the following list.

Wolf Guard

Terminator squad 21 points

consists of 1 Space Marine unit (*Save, Space Wolves*)

Extra cost to:

Mount in a Land Raider+35 points

Upgrade to heavy weapons

(*Save, Space Wolves, Heavy Weapons*)+6 points

Grey Hunter squad 34 points

Consists of 2 Space Marine units (*Space Wolves*)

Extra cost to:

Mount in a Rhino+7 points

Blood Claws squad 36 points

Consists of 2 Space marine units (*Assault, Rampage, Space Wolves*)

Extra cost to:

Mount in a Rhino+7 points

Upgrade to jump packs

(*Assault, Rampage, Jump Packs, Space Wolves*) +4 points

Long Fang squad 22 points

Consists of 1 Space Marine units (*Space Wolves, Heavy Weapons*)

Extra cost to:

Mount in a Rhino+7 points

Blood Claws Bike squad . .10 points per unit

Consists of 1 to 3 Space Marine Bike units (*Space Wolves*)

Wolf Scout squad 16 points

Consists of 1 Space Marine unit (*Space Wolves, Infiltrators*)

Support

Make up to **10** choices from the following list, but you may not exceed the number of choices made on the main force list.

Blood Claws Land Speeder

squadron 22 pts per unit

Consists of 1 to 3 Land Speeders (*Space Wolves*)

Attack Bike squadron 12 pts per unit

Consists of 1 to 3 Attack bikes (*Space Wolves*)

Support Weapon battery . . 13 pts per unit

Consists of 1 to 3 support weapons

Dreadnought 27 points

Land Raider 35 points

Predator 27 points

Razorback 15 points

Whirlwind 26 points

Vindicator 22 points

Notes: If a Space Wolves detachment consists entirely of infantry units it may be deployed using drop pods. See the Scenario Special Rules section in the Epic 40,000 Battles Book for details of using drop pods. Space Marines may always deploy in drop pods, regardless of the scenario being played.

Any unit that is part of the detachment can be designated as the detachment HQ, subject to the detachment's chain of command. If the original HQ is eliminated the next unit below on the chain of command becomes the new HQ.

Chain of command: Wolf Lord > Rune Priest > Wolf Guard > Space Wolves > Any other unit.