










1850 Pts - Champions of Fenris - Trevor Sandoval 3rd Overall Hammer of Wrath 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Company of the Great Wolf Detachment (20 , 721 pts)												
Rune Priest in Power Armour	1		5	4	4/5	4	2	4/1	2/3	10	3+	60
(C:SW, pg. 52); Infantry (Character); Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Runic Axe; Acute Senses; Adamantium Will; And They Shall Know No Fear; Counter-attack; Independent Character; Psyker (Mastery Level 1); Warlord ; Biomancy ; Tempestas ; Daemonology ; Malefic Powers ; Daemonology ; Sanctic Powers ; Divination ; Telekinesis												
Wulfen	1											218
(Curse o/t Wulfen - The Rules, pg. 35); Infantry ; Wulfen; Wulfen; Wulfen; Acute Senses; And They Shall Know No Fear; Bounding Loap; Bulky; Conclave of War; Counter-attack; Death Frenzy; Feel No Pain; Rage												
Wulfen	2		5	2	5/8	4	2	5	3	8	4+	[76]
Infantry ; Close Combat Weapon; Great Frost Axe												
Wulfen	2		5	2	5/10	4	2	5/1	3	8	4+/3(i)	[100]
Infantry ; Close Combat Weapon; Thunder Hammer and Storm Shield												
Wulfen	1		5	2	5/6	4	2	5	3/4	8	4+	[42]
Infantry ; Close Combat Weapon; Two Frost Claws												
Wulfen	1											218
(Curse o/t Wulfen - The Rules, pg. 35); Infantry ; Wulfen; Wulfen; Wulfen; Acute Senses; And They Shall Know No Fear; Bounding Loap; Bulky; Conclave of War; Counter-attack; Death Frenzy; Feel No Pain; Rage												
Wulfen	2		5	2	5/8	4	2	5	3	8	4+	[76]
Infantry ; Close Combat Weapon; Great Frost Axe												
Wulfen	2		5	2	5/10	4	2	5/1	3	8	4+/3(i)	[100]
Infantry ; Close Combat Weapon; Thunder Hammer and Storm Shield												
Wulfen	1		5	2	5/6	4	2	5	3/4	8	4+	[42]
Infantry ; Close Combat Weapon; Two Frost Claws												
Drop Pod	1	Grp: 	BS: 4 FA: 12 SA: 12 RA: 12 HP: 3 Save: -									35
(C:SW, pg. 74); Vehicle (Transport, Open-Topped); 10 model capacity, or; One Dreadnought capacity; Storm Bolter; Drop Pod Assault; Immobile; Inertial Guidance System												
Drop Pod	1	Grp: 	BS: 4 FA: 12 SA: 12 RA: 12 HP: 3 Save: -									35
(C:SW, pg. 74); Vehicle (Transport, Open-Topped); 10 model capacity, or; One Dreadnought capacity; Storm Bolter; Drop Pod Assault; Immobile; Inertial Guidance System												
Drop Pod	1	Grp: 	BS: 4 FA: 12 SA: 12 RA: 12 HP: 3 Save: -									35
(C:SW, pg. 74); Vehicle (Transport, Open-Topped); 10 model capacity, or; One Dreadnought capacity; Storm Bolter; Drop Pod Assault; Immobile; Inertial Guidance System												
Space Marine Quad Mortar Support Battery (IA)	1		-	-	-	7	2	-	-	-	3+	60
(FW Website); Artillery ; Quad Mortar (x1); Extremely Bulky												
Space Marine Crew	2		4	4	4	4	1	4	1	8	3+	[0]
Assault Grenades; Krak Grenades; Power Armour; Bolt Pistol (x2); Boltgun (x2); And They Shall Know No Fear; Chapter Tactics												
Space Marine Quad Mortar Support Battery (IA)	1		-	-	-	7	2	-	-	-	3+	60
(FW Website); Artillery ; Quad Mortar (x1); Extremely Bulky												
Space Marine Crew	2		4	4	4	4	1	4	1	8	3+	[0]
Assault Grenades; Krak Grenades; Power Armour; Bolt Pistol (x2); Boltgun (x2); And They Shall Know No Fear; Chapter Tactics												
Company of the Great Wolf Detachment	1	Grp: Detachment										0
First Among Equals; Kingsguard; Preferred Enemy (Characters); Sagaborn												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost	
: Combined Arms Detachment (11 ⚔, 567 pts)													
Farseer Skyrunner (HQ) [EL]	1		5	5	3	4	3	5	1/2	10	3+/4(i)	115	
(C:CE, pg. 109); Eldar Jetbike ; Infantry (Character); Rune Armour; Shuriken Pistol; Witchblade; Ghosthelm; Eldar Jetbike; TL Shuriken Catapults (x1); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus; Independent Character; Psyker (Mastery Level 3); Runes of the Farseer; Daemonology: Sanctic Powers ; Divination ; Runes of Fate ; Telepathy													
Windriders (Troops) [EL]	3		4	4	3	4	1	5	1	8	3+	51	
(C:E, pp. 41 & 97); Eldar Jetbike ; Mesh Armour; Eldar Jetbike; TL Shuriken Catapults (x3); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus													
Windriders (Troops) [EL]	3		4	4	3	4	1	5	1	8	3+	51	
(C:E, pp. 41 & 97); Eldar Jetbike ; Mesh Armour; Eldar Jetbike; TL Shuriken Catapults (x3); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus													
Vaul's Wrath Support Battery (Heavy) [EL]	1	Grp: To: 7	Wo: 2	Save: 3+								55	
(C:EC, pg. 130); Artillery ; D-cannon													
Guardian Crew [EL]	2		4	4	3	3	1	5	1	8	5+	[0]	
Mesh Armour; Shuriken Catapult; Plasma Grenades; Ancient Doom; Battle Focus; Fleet													
Wraithknight [EL]	1	☠	4	4	10	8	6	5	4	10	3+/5(i)	295	
(C:EC, pg. 136); Jump Gargantuan Creature ; Ghostglaive; Scattershield; Ancient Doom; Bulky; Deep Strike; Fear; Feel No Pain; Hammer of Wrath; Move Through Cover; Relentless; Smash; Strikedown; Sword of Vaul													
Combined Arms Detachment [EL]	1	Grp: Detachment										0	
Formation: Riptide Wing (3 ⚔, 560 pts)													
Riptide Wing [Tau]	1	☠											560
(Mont'ka - The Rules, pg. 80); Coordinated Attacks; Networked Reactors; Riptide Hailfire													
XV104 Riptide Battlesuits (Elite) [Tau]	1												[190]
(C:TE, pg. 90)													
Riptide Shas'vere [Tau]	1		2	3	6	6	5	2	3	9	2+/5(i)	[190]	
(C:TE, pg. 45 & 100); Jet Pack Monstrous Creature ; Blacksun Filter; Multi-tracker; Nova Reactor; Riptide Battlesuit; Riptide Shield Generator; Twin-linked Smart Missile System; Ion Accelerator; Early Warning Override; Bulky; Deep Strike; Fear; Fire Team; Hammer of Wrath; Interceptor; Move Through Cover; Night Vision; Relentless; Smash; Supporting Fire													
XV104 Riptide Battlesuits (Elite) [Tau]	1												[185]
(C:TE, pg. 90)													
Riptide Shas'vere [Tau]	1		2	3	6	6	5	2	3	9	2+/5(i)	[185]	
(C:TE, pg. 45 & 100); Jet Pack Monstrous Creature ; Blacksun Filter; Multi-tracker; Nova Reactor; Riptide Battlesuit; Riptide Shield Generator; Heavy Burst Cannon; Twin-linked Smart Missile System; Early Warning Override; Bulky; Deep Strike; Fear; Fire Team; Hammer of Wrath; Interceptor; Move Through Cover; Night Vision; Relentless; Smash; Supporting Fire													
XV104 Riptide Battlesuits (Elite) [Tau]	1												[185]
(C:TE, pg. 90)													
Riptide Shas'vere [Tau]	1		2	3	6	6	5	2	3	9	2+/5(i)	[185]	
(C:TE, pg. 45 & 100); Jet Pack Monstrous Creature ; Blacksun Filter; Multi-tracker; Nova Reactor; Riptide Battlesuit; Riptide Shield Generator; Heavy Burst Cannon; Twin-linked Smart Missile System; Early Warning Override; Bulky; Deep Strike; Fear; Fire Team; Hammer of Wrath; Interceptor; Move Through Cover; Night Vision; Relentless; Smash; Supporting Fire													
											Total Cost:	1848	

Option Footnotes

Warlord Traits	
Warlord	See WH40k, pg. 124.
Psychic Powers	
Biomancy	0 - Smite, 1 - Iron Arm, 2 - Enfeeble, 3 - Life Leech, 4 - Warp Speed, 5 - Endurance, 6 - Haemorrhage (see Warhammer 40,000: The Rules, pg. 192).
Daemonology: Malefic Powers	0 - Summoning, 1 - Cursed Earth, 2 - Dark Flame, 3 - Infernal Gaze, 4 - Sacrifice, 5 - Incursion, 6 - Possession (see Warhammer 40,000: The Rules, pg. 195).
Daemonology: Sanctic Powers	0 - Banishment, 1 - Gate of Infinity, 2 - Hammerhand, 3 - Sanctuary, 4 - Purge Soul, 5 - Cleansing Flame, 6 - Vortex of Doom (see Warhammer 40,000: The Rules, pg. 194).

Divination	0 - Prescience, 1 - Foreboding, 2 - Forewarning, 3 - Perfect Timing, 4 - Precognition, 5 - Misfortune, 6 - Scrier's Gaze (see Warhammer 40,000: The Rules, pg. 193).
Runes of Fate	0 - Guide, 1 - Executioner, 2 - Doom, 3 - Will of Asuryan, 4 - Fortune, 5 - Miind War, 6 - Eldritch Storm (C:E, pg. 71).
Telekinesis	0 - Assail, 1 - Crush, 2 - Ojuration Mechanicum, 3 - Shockwave, 4 - Levitation, 5 - Telekine Dome, 6 - Psychic Maelstrom (see Warhammer 40,000: The Rules, pg. 197).
Telepathy	0 - Psychic Shriek, 1 - Dominate, 2 - Mental Fortitude, 3 - Terrify, 4 - Shrouding, 5 - Invisibility, 6 - Hallucination (see Warhammer 40,000: The Rules, pg. 198).
Tempestas	0 - Living Lightning, 1 - Storm Caller, 2 - Tempest's Wrath, 3 - Thunderclap, 4 - Murderous Hurricane, 5 - Fury of the Wolf Spirits, 6 - Jaws of the World Wolf (see C:SW, pg. 101).
Special Rules	
Acute Senses	Acute Senses (see WH40k, pg. 157).
Adamantium Will	Adamantium Will (see WH40k, pg. 157).
Ancient Doom	See C:E, pg. 25.
And They Shall Know No Fear	And They Shall Know No Fear (see WH40k, pg. 157).
Battle Focus	See C:EC, pg. 148.
Bounding Loap	This unit can Run and charge in the same turn, and can re-roll failed charge rolls. (See Curse of the Wulfen - The Rules, pg. 35).
Bulky	Bulky (see WH40k, pg. 159).
Chapter Tactics	Chapter Tactics; see (C:SM, pg. 51).
Conclave of War	If deployed as a single unit, all of the models in this Formation lose the Independent Character special rule, though they remain characters. Furthermore, no Independent Characters can join this unit with the exception of Logan Grimnar (unless he is mounted on Stormrider) and Arjac Rockfist. However, the Formation's Fearless special rule is replaced with the Zealot special rule for as long as Logan Grimnar remains with the unit. (See Champions of Fenris, pg. 55).
Coordinated Attacks	in the Shooting phase, add 1 to the Ballistic Skill of a Riptide from this Formation if it shoots at a unit that has already been shot at this phase by any other Riptide from this Formation. (See Mont'ka, pg. xx.)
Counter-attack	Counter-attack (see WH40k, pg. 163).
Death Frenzy	If a model in this unit is slain in the Fight sub-phase, it can, at the end of the current Initiative step, pile in and fight before being removed as a casualty. The model can do this even if it has already fought this phase. (See Curse of the Wulfen - The Rules, pg. 35).
Deep Strike	Deep Strike (see WH40k, pg. 162).
Drop Pod Assault	Drop Pods and units embarked upon them must be held in Deep Strike Reserves. At the beginning of your first turn, half your Drop Pods (rounding up) automatically arrive from Reserve. The arrival of remaining Drop Pods is rolled for normally. (See C:SW, pg. 74).
Extremely Bulky	Extremely Bulky (see WH40k, pg. 159).
Fear	Fear (see WH40k, pg. 163).
Feel No Pain	Feel No Pain (see WH40k, pg. 164).
Fire Team	
First Among Equals	All Wolf Guard Battle Leaders, Wolf Guard Pack Leaders, Wolf Guard Terminator Leaders and Thunderwolf Cavalry Pack Leaders that are part of a Detachment or Formation presented in this book have the Preferred enemy (Characters) special rule when fighting in a challenge. (See Champions of Fenris, pg. 48).
Fleet	Fleet (see WH40k, pg. 164).
Grimnar's Right Hand	If this detachment is your Primary Detachment, you can re-roll the result when rolling on the Chapiions of Fenris Warlord Traits Table. (See Champions of Fenris, pg. 50).
Hammer of Wrath	Hammer of Wrath (see WH40k, pp. 91 & 165).
Immobile	A Drop Pod cannot move once it has entered play, and counts in all respects as a vehicle that has suffered an Immobilized result that cannot be repaired in any way. This does not cause it to lose a Hull Point. (See C:SW, pg. 74).
Independent Character	Independent Character (see WH40k, pg. 166).
Inertial Guidance System	If a Drop Pod scatters on top of impassible terrain or another model (friend or foe), reduce the scatter distance by the minimum required in order to avoid the obstacle. If a Drop Pod scatters off the edge of the board, it suffers a Deep Strike Mishap. (See C:SW, pg. 74).
Interceptor	Interceptor (see WH40k, pg. 167).
Jink	Jink (see WH40k, pg. 167).
Kingsguard	The following models have +1 WS in their profile when chosen as part of this detachment: Wolf Guard, Wolf Guard Pack Leader, Wolf Guard Terminator, Wolf Guard Terminator Leader, Thunderwolf Cavalry, Thunderwolf Cavalry Pack Leader. (See Champions of Fenris, pg. 50).
Move Through Cover	Move Through Cover (see WH40k, pg. 168).
Networked Reactors	Each Riptide from this Formation that is within 6" of another Riptide from the Formation can re-roll failed Nova Reactor attempts. (See Mont'ka - The Rules, pg. 80.)

Night Vision	Night Vision (see WH40k, pg. 40).
Nova Reactor	Nova Reactor (See C:TE, pg. 124.)
Preferred Enemy (Characters)	Preferred Enemy (see WH40k, pg. 169).
Psyker (Mastery Level 1)	Psyker (see WH40k, pg. 170).
Psyker (Mastery Level 3)	Psyker (see WH40k, pg. 170).
Rage	Rage (see WH40k, pg. 170).
Relentless	Relentless (see WH40k, pg. 170).
Riptide Hailfire	Once per battle, this Formation can make a Riptide Hailfire attack. If it does so, any units from this Formation that did not move in their Movement phase can shoot twice in their Shooting phase, making each attack at a different target if desired. Carry out the shooting attacks separately, one after the other. The unit cannot move in the assault phase of the same turn. If a model uses Ripple Fire in the turn in which it makes a Riptide Hailfire attack, it can fire the relevant weapon four times rather than twice. (See Mont'ka - The Rules, pg. 80.)
Runes of the Farseer	See C:E, pg. 109.
Sagaborn	Characters that are part of a Detachment or Formation presented in this book must always issue and accept a challenge whenever possible. If you have several models in a combat with a special rule to this effect, you can choose which model issues or accepts the challenge. (See Champions of Fenris, pg. 48).
Smash	Smash (see WH40k, pg. 171).
Strikedown	Strikedown (see WH40k, pg. 172).
Supporting Fire	When an enemy unit declares a charge, all friendly models with this special rule in units within 6" of the charging unit's target can choose to fire Overwatch as if they were also targets of the charge. Note that a unit can still only fire Overwatch once each phase. (See C:TE, pg. 116.)
Sword of Vault	If this model is equipped with a ghostglave, the ghostglave's Strength is increased to D. (See C:E, pg. 136.)
Support Systems	
Early Warning Override	All weapon on a model with an early warning override have the Interceptor special rule. (See C:TE, pg. 122.)
Unit Type	
Artillery	See WH40K rulebook, pgs. 44-49.
Eldar Jetbike	See WH40k, pg. 45.
Infantry	See WH40K rulebook, pgs. 44-49.
Infantry (Character)	See WH40K rulebook, pgs. 44-49.
Jet Pack Monstrous Creature	See WH40K rulebook, pgs. 44-49.
Jump Gargantuan Creature	See WH40K rulebook, pgs. 44-49.
Vehicle (Transport, Open-Topped)	See WH40K rulebook, pgs. 44-49.
Wargear	
Assault Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Blacksun Filter	A model with a blacksun filter has the Night Vision special rule and is immune to the effects of the Blind special rule. (See C:TE, pg. 122.)
Bolt Pistol	12" Range; S 4; AP 5; Pistol.
Close Combat Weapon	S User; AP - ; Melee.
Eldar Jetbike	See WH40k, pg. 45.
Frag Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Ghostglave	S D, AP 2, Melee, Master-crafted (C:EC, pg. 151).
Ghosthelm	See C:EC, pg. 153.
Great Frost Axe	S +3; AP 2; Melee, Reaping Swing, Two-handed. (See Curse o/t Wulfen - The Rules, pg. 53.)
Heavy Burst Cannon	Standard: 36" Range; S 6; AP 4; Heavy 8. Nova-charge: 36" Range; S 6; AP 4; Heavy 12, Gets Hot, Rending, Nova-charge. (See C:TE, pg. 117.)
Ion Accelerator	Standard: 72" Range; S 7; AP 2; Heavy 3. Overcharge: 72" Range; S 8; AP 2; Heavy 1, Gets Hot, Large Blast. Nova-charge: 72" Range; S 9; AP 2; Ordnance 1, Gets Hot, Large Blast, Nova-charge. (See C:TE, pg. 118.)
Krak Grenades	Range 8"; S 6; AP 4; Assault 1.
Mesh Armour	See C:E, pg. 65.
Multi-tracker	A model with multi-tracker can fire an additional weapon in each Shooting phase. (See C:TE, pg. 122.)
Power Armour	Power Armour confers a 3+ Armour save. (See C:SW, pg. 99).
Quad Mortar	(Frag) 12" - 60" Range; S 5; AP 5; Heavy 4, Barrage, Pinning, Blast (3"), Shell Shock. (Shatter) 36" Range; S 8; AP 4; Heavy 4, Sunder.

Riptide Battlesuit	Comes equipped with multi-trackers and blacksun filters. (See C:TE, pg. 125.)
Riptide Shield Generator	A Riptide shield generator confers a 5+ invulnerable save. (See C:TE, pg. 124.)
Runic Axe	S +1; AP 2; Melee, Force, Unwieldy, Ward. (See C:SW, pg, 97).
Storm Bolter	Range 24"; S 4; AP 5; Assault 2.
Thunder Hammer and Storm Shield	S x2; AP 2; Melee, Concussive, Specialist Weapon, Unwieldy. A model with a storm shield has a 3+ invulnerable save. However, he can never claim the +1 bonus Attack for being armed with two Melee weapons in an assault. (See C:SW, pg. 98).
Twin-linked Smart Missile System	30" Range; S 5; AP 5; Heavy 4, Homing, Ignores Cover, Twin-linked.
Two Frost Claws	S +1; AP 3; Melee, Shred, Specialist Weapon. (See Curse of the Wulfen - The Rules, pg, 53.)
Weapons	
Bolt Pistol	12" Range; S 4; AP 5; Pistol.
Boltgun	24" Range; S 4; AP 5; Rapid Fire.
D-cannon	24"R; S D; AP2; Heavy 1, Barrage, Blast (C:EC, pg. 149).
Plasma Grenades	8"R, S4, AP4, Assault 1, Blast. See WH40k, pg. 62.
Shuriken Catapult	12"R; S4; AP5; Assault 2, Bladestorm (C:EC, pg 150).
Shuriken Pistol	12"R; S4; AP5; Pistol, Bladestorm (C:EC, pg 150).
TL Shuriken Catapults	12"R; S4; AP5; Assault 2, Bladestorm, Twin Linked (C:E, pg 68).
Witchblade	S User, AP -, Melee, Armourbane, Fleshbane (BRB, pg. 61).

Roster Design Information

Army Special Rules:

Sagaborn (Champions of Fenris, pg. 48)

First Among Equals (Champions of Fenris, pg. 48)

Relics of the Great Wolf (Champions of Fenris, pg. 48)

Warlord Traits (Champions of Fenris, pg. 48)