













# 1850 Pts - Champions of Fenris - Chancy Rickey 3rd Overall Mugu Championships 2016

| Name  | # | Grp  | WS    | BS     | S      | T      | Wo    | I       | A   | Ld | Save    | Cost |     |
|---|---|--|-------|--------|--------|--------|-------|---------|-----|----|---------|------|-----|
| <b>: Company of the Great Wolf Detachment (13 , 740 pts)</b>   |   |  |       |        |        |        |       |         |     |    |         |      |     |
| Rune Priest in Power Armour   | 1 |       | 5     | 4      | 4/5    | 4      | 2     | 4/1     | 2/3 | 10 | 3+      | 75   |     |
| (C:SW, pg. 52); <b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Runic Axe; Psychic Hood; Melta Bombs; Acute Senses; Adamantium Will; And They Shall Know No Fear; Counter-attack; Independent Character; Psyker (Mastery Level 1); <b>Warlord</b> ; <b>Biomancy</b> ; <b>Tempestas</b> ; <b>Daemonology</b> ; <b>Malefic Powers</b> ; <b>Daemonology</b> ; <b>Sanctic Powers</b> ; <b>Divination</b> ; <b>Telekinesis</b> |   |  |       |        |        |        |       |         |     |    |         |      |     |
| Servitors   | 1 |       | 3     | 3      | 3/6    | 3      | 1     | 3/1     | 1   | 8  | 4+      | 10   |     |
| (C:SW, pg. 63); <b>Infantry</b> ; Servo-Arm (x1); Mindlock; Thralls   |   |  |       |        |        |        |       |         |     |    |         |      |     |
| Drop Pod  | 1 | Grp:  | BS: 4 | FA: 12 | SA: 12 | RA: 12 | HP: 3 | Save: - |     |    |         | 35   |     |
| (C:SW, pg. 74); <b>Vehicle</b> (Transport, Open-Topped); <b>10 model</b> capacity, or; <b>One Dreadnought</b> capacity; Storm Bolter; Drop Pod Assault; Immobile; Inertial Guidance System  |   |  |       |        |        |        |       |         |     |    |         |      |     |
| Servitors   | 1 |       | 3     | 3      | 3/6    | 3      | 1     | 3/1     | 1   | 8  | 4+      | 10   |     |
| (C:SW, pg. 63); <b>Infantry</b> ; Servo-Arm (x1); Mindlock; Thralls   |   |  |       |        |        |        |       |         |     |    |         |      |     |
| Thunderwolf Cavalry   | 1 |       |       |        |        |        |       |         |     |    |         |      | 265 |
| (C:SW, pg. 76); <b>Cavalry</b> ; Thunderwolf Cavalry; Thunderwolf Cavalry; Thunderwolf Cavalry; Acute Senses; And They Shall Know No Fear; Counter-attack; Fleet; Hammer of Wrath   |   |  |       |        |        |        |       |         |     |    |         |      |     |
| Thunderwolf Cavalry Pack Leader   | 1 |  | 5     | 4      | 5/6    | 5      | 2     | 4       | 4   | 9  | 3+/3(i) | [75] |     |
| <b>Cavalry</b> (Character); Frag Grenades; Krak Grenades; Power Armour; Thunderwolf Mount; Storm Shield (x1); Wolf Claw; Fleet; Hammer of Wrath; Rending  |   |  |       |        |        |        |       |         |     |    |         |      |     |
| Thunderwolf Cavalry   | 1 |  | 5     | 4      | 5/10   | 5      | 2     | 4/1     | 4   | 9  | 3+/3(i) | [80] |     |
| <b>Cavalry</b> ; Frag Grenades; Krak Grenades; Power Armour; Thunderwolf Mount; Storm Shield (x1); Power Fist (x1); Fleet; Hammer of Wrath; Rending   |   |  |       |        |        |        |       |         |     |    |         |      |     |
| Thunderwolf Cavalry   | 1 |  | 5     | 4      | 5      | 5      | 2     | 4       | 4   | 9  | 3+/3(i) | [55] |     |
| <b>Cavalry</b> ; Frag Grenades; Krak Grenades; Power Armour; Thunderwolf Mount; Bolt Pistol; Storm Shield (x1); Fleet; Hammer of Wrath; Rending   |   |  |       |        |        |        |       |         |     |    |         |      |     |
| Thunderwolf Cavalry   | 1 |  | 5     | 4      | 5      | 5      | 2     | 4       | 4   | 9  | 3+/3(i) | [55] |     |
| <b>Cavalry</b> ; Frag Grenades; Krak Grenades; Power Armour; Thunderwolf Mount; Bolt Pistol; Storm Shield (x1); Fleet; Hammer of Wrath; Rending   |   |  |       |        |        |        |       |         |     |    |         |      |     |
| Thunderwolf Cavalry   | 1 |     |       |        |        |        |       |         |     |    |         |      | 345 |
| (C:SW, pg. 76); <b>Cavalry</b> ; Thunderwolf Cavalry; Thunderwolf Cavalry; Thunderwolf Cavalry; Thunderwolf Cavalry; Acute Senses; And They Shall Know No Fear; Counter-attack; Fleet; Hammer of Wrath  |   |  |       |        |        |        |       |         |     |    |         |      |     |
| Thunderwolf Cavalry Pack Leader   | 1 |  | 5     | 4      | 5/6    | 5      | 2     | 4       | 4   | 9  | 3+/3(i) | [75] |     |
| <b>Cavalry</b> (Character); Frag Grenades; Krak Grenades; Power Armour; Thunderwolf Mount; Storm Shield (x1); Wolf Claw; Fleet; Hammer of Wrath; Rending  |   |  |       |        |        |        |       |         |     |    |         |      |     |
| Thunderwolf Cavalry   | 1 |  | 5     | 4      | 5/10   | 5      | 2     | 4/1     | 4   | 9  | 3+/3(i) | [80] |     |
| <b>Cavalry</b> ; Frag Grenades; Krak Grenades; Power Armour; Thunderwolf Mount; Storm Shield (x1); Power Fist (x1); Fleet; Hammer of Wrath; Rending   |   |  |       |        |        |        |       |         |     |    |         |      |     |
| Thunderwolf Cavalry   | 1 |  | 5     | 4      | 5/10   | 5      | 2     | 4/1     | 4   | 9  | 3+/3(i) | [80] |     |
| <b>Cavalry</b> ; Frag Grenades; Krak Grenades; Power Armour; Thunderwolf Mount; Storm Shield (x1); Power Fist (x1); Fleet; Hammer of Wrath; Rending   |   |  |       |        |        |        |       |         |     |    |         |      |     |
| Thunderwolf Cavalry   | 1 |  | 5     | 4      | 5      | 5      | 2     | 4       | 4   | 9  | 3+/3(i) | [55] |     |
| <b>Cavalry</b> ; Frag Grenades; Krak Grenades; Power Armour; Thunderwolf Mount; Bolt Pistol; Storm Shield (x1); Fleet; Hammer of Wrath; Rending   |   |  |       |        |        |        |       |         |     |    |         |      |     |
| Thunderwolf Cavalry   | 1 |  | 5     | 4      | 5      | 5      | 2     | 4       | 4   | 9  | 3+/3(i) | [55] |     |
| <b>Cavalry</b> ; Frag Grenades; Krak Grenades; Power Armour; Thunderwolf Mount; Bolt Pistol; Storm Shield (x1); Fleet; Hammer of Wrath; Rending   |   |  |       |        |        |        |       |         |     |    |         |      |     |
| 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        |
|--|---|--|----|----|------|---|----|-----|-----|----|---------|-------------|
| <b>Formation: Wulfen Murderpack (20 <sup>+</sup>, 970 pts)</b>   |   |  |    |    |      |   |    |     |     |    |         |             |
| Wulfen Murderpack  | 1 | Auxilia<br>Detach<br> |    |    |      |   |    |     |     |    |         | 970         |
| (Curse of the Wulfen - The Rules, pg. 43); Wulfen; Wulfen; Infectious Ferocity; Orgy of Slaughter  |   |  |    |    |      |   |    |     |     |    |         |             |
| Wulfen   | 1 |                       |    |    |      |   |    |     |     |    |         | [242]       |
| (Curse o/t Wulfen - The Rules, pg. 35); <b>Infantry</b> ; 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   | 1 |  | 4  | 2  | 5/6  | 4 | 2  | 5   | 3/4 | 8  | 4+      | [42]        |
| <b>Infantry</b> ; Close Combat Weapon; Two Frost Claws   |   |  |    |    |      |   |    |     |     |    |         |             |
| Wulfen   | 4 |  | 4  | 2  | 5/10 | 4 | 2  | 5/1 | 3   | 8  | 4+/3(i) | [200]       |
| <b>Infantry</b> ; Close Combat Weapon; Thunder Hammer and Storm Shield   |   |  |    |    |      |   |    |     |     |    |         |             |
| Wulfen   | 1 |                       |    |    |      |   |    |     |     |    |         | [250]       |
| (Curse o/t Wulfen - The Rules, pg. 35); <b>Infantry</b> ; Wulfen; Acute Senses; And They Shall Know No Fear; Bounding Loap; Bulky; Conclave of War; Counter-attack; Death Frenzy; Feel No Pain; Rage   |   |  |    |    |      |   |    |     |     |    |         |             |
| Wulfen   | 5 |  | 4  | 2  | 5/10 | 4 | 2  | 5/1 | 3   | 8  | 4+/3(i) | [250]       |
| <b>Infantry</b> ; Close Combat Weapon; Thunder Hammer and Storm Shield   |   |  |    |    |      |   |    |     |     |    |         |             |
| Wulfen   | 1 |                       |    |    |      |   |    |     |     |    |         | [238]       |
| (Curse o/t Wulfen - The Rules, pg. 35); <b>Infantry</b> ; 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   | 1 |  | 4  | 2  | 5/8  | 4 | 2  | 5   | 3   | 8  | 4+      | [38]        |
| <b>Infantry</b> ; Close Combat Weapon; Great Frost Axe   |   |  |    |    |      |   |    |     |     |    |         |             |
| Wulfen   | 4 |  | 4  | 2  | 5/10 | 4 | 2  | 5/1 | 3   | 8  | 4+/3(i) | [200]       |
| <b>Infantry</b> ; Close Combat Weapon; Thunder Hammer and Storm Shield   |   |  |    |    |      |   |    |     |     |    |         |             |
| Wulfen   | 1 |                      |    |    |      |   |    |     |     |    |         | [240]       |
| (Curse o/t Wulfen - The Rules, pg. 35); <b>Infantry</b> ; 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   | 1 |  | 4  | 2  | 5/8  | 4 | 2  | 5   | 3   | 8  | 4+      | [40]        |
| <b>Infantry</b> ; Close Combat Weapon; Stormfrag Auto-launcher; Great Frost Axe  |   |  |    |    |      |   |    |     |     |    |         |             |
| Wulfen   | 4 |  | 4  | 2  | 5/10 | 4 | 2  | 5/1 | 3   | 8  | 4+/3(i) | [200]       |
| <b>Infantry</b> ; Close Combat Weapon; Thunder Hammer and Storm Shield   |   |  |    |    |      |   |    |     |     |    |         |             |
| <b>: Officio Assassinorum Detachment (1 <sup>+</sup>, 140 pts)</b>   |   |  |    |    |      |   |    |     |     |    |         |             |
| Culexus Assassin (Elite) [OA]  | 1 |  | 8  | 8  | 4    | 4 | 3  | 7   | 4   | 10 | -/4(i)  | 140         |
| (Officio Assassinorum *updated in WD 65); (Mont'ka - The Rules, pg. 60); <b>Infantry</b> (Character); Psyk-out Grenades; Etherium; Animus Speculum; Fear; Fearless; Independent Operative; Infiltrate; Life Drain; Lightning Reflexes; Move Through Cover; No Escape; Preferred Enemy (Psykers); Psychic Abomination |   |  |    |    |      |   |    |     |     |    |         |             |
| Officio Assassinorum Detachment [OA]   | 1 | Grp: Detachment  |    |    |      |   |    |     |     |    |         | 0           |
| (Mont'ka - The Rules, pg. 56)  |   |  |    |    |      |   |    |     |     |    |         |             |
| <b>Total Cost:</b>   |   |  |    |    |      |   |    |     |     |    |         | <b>1850</b> |

### Option Footnotes

| Warlord Traits                     |  |
|------------------------------------|--|
| <b>Warlord</b>                     | See WH40k, pg. 124.  |
| Special Issue Wargear              |  |
| Melta Bombs                        | S 8; AP 1; Armourbane, Unwieldy (see WH40k, pg. 181).  |
| Psychic Powers                     |  |
| <b>Biomancy</b>                    | 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).                        |
| <b>Daemonology: Malefic Powers</b> | 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).             |
| <b>Daemonology: Sanctic Powers</b> | 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). |
| <b>Divination</b>                  | 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).     |

|                             |   |
|-----------------------------|---|
| <b>Telekinesis</b>          | 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).  |
| <b>Tempestas</b>            | 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).  |
| <b>Special Rules</b>        |   |
| Acute Senses                | Acute Senses (see WH40k, pg. 157).  |
| Adamantium Will             | Adamantium Will (see WH40k, pg. 157).   |
| And They Shall Know No Fear | And They Shall Know No Fear (see WH40k, pg. 157).   |
| 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).   |
| 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). |
| 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).  |
| 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).   |
| Fear                        | Fear (see WH40k, pg. 163).  |
| Fearless                    | Fearless (see WH40k, pg. 163).  |
| Feel No Pain                | Feel No Pain (see WH40k, pg. 164).  |
| 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 Champions 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).   |
| Independent Operative       | A model with this special rule can never be joined by another character. If a model with this special rule is your army's Warlord, it never has a Warlord trait. (See Officio Assasinorum or Mont'ka - The Rules, pg. 64).  |
| 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).  |
| Infectious Ferocity         | Add 1 to any rolls on the Hunt and/or Kill tables for each unit from a Wulfen Murderpack on the battlefield after the first. If this results in a total of 7 or more, consult the table below instead of the one on page 52. (See Curse of the Wulfen - The Rules, pg. 43.)   |
| Infiltrate                  | Infiltrate (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).  |
| Life Drain                  | Armour saves cannot be taken against Wounds inflicted by a Culexus Assassin's close combat attacks. Any close combat attack inflicted by a Culexus Assassin that rolls a 6 To Wound has the Instant Death special rule. Any close combat attack inflicted by a Culexus Assassin that is allocated to a Pysker has the Instant Death special rule. (See Officio Assasinorum or Mont'ka - The Rules, pg. 60).   |
| Lightning Reflexes          | A model with this special rule has a 4+ invulnerable save. In addition, they do not suffer the penalty to their Initiative for charging enemies through difficult terrain (See Officio Assasinorum or Mont'ka - The Rules, pg. 64).   |

|   |  |
|---|--|
| Mindlock                                | Unless it also contains an Iron Priest, an unengaged unit that contains at least one model with this special rule must roll a D6 at the start of its turn. On a 4+ this special rule has no effect this turn. On a roll of 1, 2, or 3, the unit is mindlocked until the start of its following turn. A mindlocked unit may not voluntarily move, shoot, or charge, but must still complete compulsory moves, such as Pile In and Fall Back moves. (See C:SW, pg. 63).  |
| Move Through Cover                      | Move Through Cover (see WH40k, pg. 168).   |
| No Escape                               | Enemy characters suffer a -2 penalty to their Look Out, Sir tests against any Wounds inflicted by a model with this special rule. (See Officio Assassinorum or Mont'ka - The Rules, pg. 64).   |
| Orgy of Slaughter                       | Each time a model from a Wulfen Murderpack rolls a 6 To Hit is close combat, it can immediately make one additional Attack. (See Curse of the Wulfen - The Rules, pg. 43.)   |
| Preferred Enemy (Characters)            | Preferred Enemy (see WH40k, pg. 169).  |
| Preferred Enemy (Psykers)               | Preferred Enemy (see WH40k, pg. 169).  |
| Psychic Abomination                     | Psykers, friend or foe, within 12" of a Culexus Assassin have -3 Leadership, do not generate any Warp Charge and only harness Warp Charge points on a 6. A Culexus Assassin can never be targeted or affected by psychic power - other units in the Culexus Assassin's vicinity that are hit by beam or nova powers, or by Witchfire powers that use templates, are hit/ affected normally. Any blessing or malediction psychic powers affecting a unit immediately cease to be in effect if the unit moves within 12" of a Culexus Assassin or vice versa. (See Officio Assassinorum or Mont'ka - The Rules, pg. 60).   |
| Psyker (Mastery Level 1)                | Psyker (see WH40k, pg. 170).   |
| Rage                                    | Rage (see WH40k, pg. 170).   |
| Rending                                 | Rending (see WH40k, pg. 170).  |
| 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).   |
| Thralls                                 | If servitors are included in a Detachment that includes at least one Iron Priest, the Servitors do not use up a FOC slot. (See C:SW, pg. 63).  |
| <b>Unit Type</b>                        |  |
| <b>Cavalry</b>                          | See WH40K rulebook, pgs. 44-49.  |
| <b>Cavalry</b> (Character)              | See WH40K rulebook, pgs. 44-49.  |
| <b>Infantry</b>                         | See WH40K rulebook, pgs. 44-49.  |
| <b>Infantry</b> (Character)             | See WH40K rulebook, pgs. 44-49.  |
| <b>Vehicle</b> (Transport, Open-Topped) | See WH40K rulebook, pgs. 44-49.  |
| <b>Wargear</b>                          |  |
| Animus Speculum                         | 18" Range; S 5; AP 1; Assault X, Absorbed Warp Charge (see Officio Assassinorum or Mont'ka - The Rules, pg. 67).   |
| Bolt Pistol                             | 12" Range; S 4; AP 5; Pistol.  |
| Close Combat Weapon                     | S User; AP - ; Melee.  |
| Etherium                                | Whenever enemy units target a Culexus Assassin with shooting or close combat attack, the shots/attacks are always resolved as if the attacking unit had a Ballistic Skill and Weapon Skill of 1 (see Officio Assassinorum or Mont'ka - The Rules, pg. 67).   |
| Frag Grenades                           | Range 8"; S 3; AP -; Assault 1, Blast.   |
| Great Frost Axe                         | S +3; AP 2; Melee, Reaping Swing, Two-handed. (See Curse o/t Wulfen - The Rules, pg. 53.)  |
| Krak Grenades                           | Range 8"; S 6; AP 4; Assault 1.  |
| Power Armour                            | Power Armour confers a 3+ Armour save. (See C:SW, pg. 99).   |
| Power Fist                              | S x2; AP 2; Melee, Specialist Weapon, Unwieldy.  |
| Psychic Hood                            | Psychic Hood (see WH40k, pg. 26).  |
| Psyk-out Grenades                       | Shooting: When a unit armed with psyk-out grenades makes a shooting attack, one model can choose to throw a grenade, rather than using another shooting weapon.<br>8" Range; S 2; AP -; Assault 1, Blast, Psi-shock.<br>Assault: Models with the Psyker, Brotherhood of Psykers/Sorcerers or Psychic Pilot special rules that are charging a unit equipped with psyk-out grenades do not gain bonus Attacks from charging. However, if the charged unit was already locked in combat from a previous turn, or has gone to ground, these grenades have no effect and the attackers gain bonus Attacks as normal. (See Officio Assassinorum or Mont'ka - The Rules, pg. 65.) |
| Runic Axe                               | S +1; AP 2; Melee, Force, Unwieldy, Ward. (See C:SW, pg. 97).  |
| Servo-Arm                               | S x2; AP 1; Melee, Unwieldy, Specialist Weapon. (See C:SW, pg. 97).  |
| Storm Bolter                            | Range 24"; S 4; AP 5; Assault 2.   |
| Storm Shield                            | 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).  |
| Stormfrag Auto-launcher                 | 12" Range; S 4; AP 5; Assault D3. (See Curse of the Wulfen - The Rules, pg. 53.)   |

|                                 |   |
|---------------------------------|---|
| Thunder Hammer and Storm Shield | S x2; AP 2; Melee, Concussive, Specialist Weapon, Unwieldy.<br>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).  |
| Thunderwolf Mount               | Models with a Thunderwolf Mount change their unit type to Cavalry, as described in Warhammer 40,000: The Rules. All close combat attacks made by a model with a Thunderwolf mount have the Rending special rule. In addition, a model upgraded to have a Thunderwolf mount increases their Strength, Toughness, Attacks, and Wounds characteristics by 1 (these bonuses are already included in the profiles of models that have a Thunderwolf mount as part of their standard wargear. (See C:SW, pg. 98). |
| Two Frost Claws                 | S +1; AP 3; Melee, Shred, Specialist Weapon. (See Curse of the Wulfen - The Rules, pg. 53.)   |
| Wolf Claw                       | S +1; AP 3; Melee, Shred, Specialist Weapon. (See C:SW, pg. 97).  |

### 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)