










1850 Pts - Champions of Fenris - Mike Kriegler 1st Overall Mugu Championships 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Company of the Great Wolf Detachment (15  , 984 pts)												
Wolf Guard Battle Leader in Power Armour	1		5	5	5/10	5	3	5/1	4	9	2+/3(i)	181
(C:SW, pg. 56); Infantry (Character); Frag Grenades; Krak Grenades; Thunderwolf Mount; Fenrisian Wolves; Runic Armour; Storm Shield (x1); Power Fist (x1); Acute Senses; And They Shall Know No Fear; Counter-attack; Independent Character; Rending												
Fenrisian Wolves	2		4	-	4	4	1	4	2	5	6+	[16]
(C:SW, pg. 77); Beasts ; Acute Senses; Counter-attack; Fleet												
Wolf Guard Battle Leader in Power Armour	1		5	5	5/10	5	3	5/1	4	9	2+/3(i)	181
(C:SW, pg. 56); Infantry (Character); Frag Grenades; Krak Grenades; Thunderwolf Mount; Fenrisian Wolves; Runic Armour; Storm Shield (x1); Power Fist (x1); Acute Senses; And They Shall Know No Fear; Counter-attack; Independent Character; Rending												
Fenrisian Wolves	2		4	-	4	4	1	4	2	5	6+	[16]
(C:SW, pg. 77); Beasts ; Acute Senses; Counter-attack; Fleet												
Wolf Guard Battle Leader in Power Armour	1		5	5	5/10	5	3	5/1	4	9	2+/3(i)	181
(C:SW, pg. 56); Infantry (Character); Frag Grenades; Krak Grenades; Thunderwolf Mount; Fenrisian Wolves; Runic Armour; Storm Shield (x1); Power Fist (x1); Acute Senses; And They Shall Know No Fear; Counter-attack; Independent Character; Rending												
Fenrisian Wolves	2		4	-	4	4	1	4	2	5	6+	[16]
(C:SW, pg. 77); Beasts ; Acute Senses; Counter-attack; Fleet												
Wolf Guard Battle Leader in Power Armour	1		5	5	5/6	5	3	5	4	9	2+/3(i)	176
(C:SW, pg. 56); Infantry (Character); Frag Grenades; Krak Grenades; Thunderwolf Mount; Fenrisian Wolves; Runic Armour; Storm Shield (x1); Wolf Claw; Acute Senses; And They Shall Know No Fear; Counter-attack; Independent Character; Rending; Warlord												
Fenrisian Wolves	2		4	-	4	4	1	4	2	5	6+	[16]
(C:SW, pg. 77); Beasts ; Acute Senses; Counter-attack; Fleet												
Servitors	1		3	3	3/6	3	1	3/1	1	8	4+	10
(C:SW, pg. 63); Infantry ; Servo-Arm (x1); Mindlock; Thralls												
Servitors	1		3	3	3/6	3	1	3/1	1	8	4+	10
(C:SW, pg. 63); Infantry ; Servo-Arm (x1); Mindlock; Thralls												
Fire Raptor Gunship (IA)	1	Grp: 	BS: 4 FA: 12 SA: 12 RA: 12 HP: 4 Save: -									245
(IA2 - 2E, pg. 139); Vehicle (Flyer w/ Hover mode); Extra Armour; Twin-linked Avenger Bolt Cannon; Stormstrike Missiles (x4); Turret-mounted Quad Heavy Bolters (x2); Deep Strike; Independent Turret Fire; Monster Hunter; Power of the Machine Spirit; Relic of the Armoury; Strafing Run; War of Murder												
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
Formation: Librarius Conclave (4 λ, 330 pts)												
Librarius Conclave [WS]	1	Comm: 										330
(CAA:SM, pg. 182); Librarian (HQ); Librarian (HQ); Librarian (HQ); Empyric Channeling												
Librarian (HQ) [WS]	1		5	4	4/5	5	2	4/1	2/3	10	3+	[110]
(CAA:SM, pg. 131); Chapter Tactics (White Scars); Infantry (Character); Frag Grenades; Krak Grenades; Psychic Hood; Bolt Pistol; Force Axe; Increase Mastery Level (x1); And They Shall Know No Fear; Born in the Saddle; Fight on the Move; Hit & Run; Independent Character; Psyker (Mastery Level 2); Space Marine Bike; Biomancy; Daemonology; Sanctic Powers; Divination; Fulmination; Geokinesis; Librarius; Technomancy; Pyromancy; Telekinesis; Telepathy												
Space Marine Bike [WS]	1	See Bike as described in the WH40K rulebook. Fitted with TL Bolters.										[0]
Twin-Linked Boltgun (x1)												
Librarian (HQ) [WS]	1		5	4	4/5	5	2	4/1	2/3	10	3+	[110]
(CAA:SM, pg. 131); Chapter Tactics (White Scars); Infantry (Character); Frag Grenades; Krak Grenades; Psychic Hood; Bolt Pistol; Force Axe; Increase Mastery Level (x1); And They Shall Know No Fear; Born in the Saddle; Fight on the Move; Hit & Run; Independent Character; Psyker (Mastery Level 2); Space Marine Bike; Biomancy; Daemonology; Sanctic Powers; Divination; Fulmination; Geokinesis; Librarius; Technomancy; Pyromancy; Telekinesis; Telepathy												
Space Marine Bike [WS]	1	See Bike as described in the WH40K rulebook. Fitted with TL Bolters.										[0]
Twin-Linked Boltgun (x1)												
Librarian (HQ) [WS]	1		5	4	4/6	5	2	4	2/3	10	3+	[110]
(CAA:SM, pg. 131); Chapter Tactics (White Scars); Infantry (Character); Frag Grenades; Krak Grenades; Psychic Hood; Bolt Pistol; Force Stave; Increase Mastery Level (x1); And They Shall Know No Fear; Born in the Saddle; Fight on the Move; Hit & Run; Independent Character; Psyker (Mastery Level 2); Space Marine Bike; Biomancy; Daemonology; Sanctic Powers; Divination; Fulmination; Geokinesis; Librarius; Technomancy; Pyromancy; Telekinesis; Telepathy												
Space Marine Bike [WS]	1	See Bike as described in the WH40K rulebook. Fitted with TL Bolters.										[0]
Twin-Linked Boltgun (x1)												
: Combined Arms Detachment (15 λ, 535 pts)												
Librarian (HQ) [DA]	1		5	4	4/6	5	2	4	2/3	10	3+/4(i)	135
(CAA:DA, pg. 104); Bikes (Character); Frag Grenades; Krak Grenades; Psychic Hood; Bolt Pistol; Force Stave; Increase Mastery Level (x1); Deathwing; Fearless; Grim Resolve; Hammer of Wrath; Hatred (Chaos Space Marines); Independent Character; Jink; Psyker (Mastery Level 2); Relentless; Stubborn; Very Bulky; Auspex; Space Marine Bike; Conversion Field; Daemonology; Malefic Powers; Daemonology; Sanctic Powers; Divination; Pyromancy; Telekinesis; Interromancy; Telepathy												
Space Marine Bike [DA]	1	See Bike as described in the WH40K rulebook. Fitted with TL Bolters.										[0]
Twin-Linked Boltgun (x1)												
Interrogator-Chaplain (HQ) [DA]	1		5	5	4/6	5	3	5	3/4	10	3+/4(i)	135
(CAA:DA, pg. 102); Bikes (Character); Frag Grenades; Krak Grenades; Rosarius; Bolt Pistol; Crozius Arcanum; Space Marine Bike; Deathwing; Fear; Fearless; Grim Resolve; Hammer of Wrath; Hatred (Chaos Space Marines); Independent Character; Jink; Preferred Enemy (Chaos Space Marines); Relentless; Stubborn; Very Bulky; Zealot; Auspex												
Space Marine Bike [DA]	1	See Bike as described in the WH40K rulebook. Fitted with TL Bolters.										[0]
Twin-Linked Boltgun (x1)												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Ravenwing Command Squad (Elite) [DA]	1		4	4	4/5	5	1	4	2/3	9	3+	155
(CAA:DA, pg. 119); Bikes ; Frag Grenades; Krak Grenades; Space Marine Bike; Teleport Homer; Bolt Pistol (x1); Corvus Hammer (x1); Ravenwing Apothecary; Ravenwing Champion; Plasma Talon (x1); And They Shall Know No Fear; Grim Resolve; Hammer of Wrath; Hit & Run; Jink; Ravenwing; Relentless; Scout; Skilled Rider; Stubborn; Very Bulky												
Ravenwing Apothecary [DA]	1		4	4	4/5	5	1	4	2/3	9	3+	[30]
Bikes (Character); Frag Grenades; Krak Grenades; Narthecium; Space Marine Bike; Teleport Homer; Bolt Pistol; Corvus Hammer; Plasma Talon (x1); And They Shall Know No Fear; Grim Resolve; Hammer of Wrath; Hit & Run; Jink; Ravenwing; Relentless; Scout; Skilled Rider; Stubborn; Very Bulky												
Ravenwing Champion [DA]	1		5	4	4	5	1	4	2	9	3+	[5]
Bikes (Character); Frag Grenades; Krak Grenades; Space Marine Bike; Teleport Homer; Blade of Caliban; Bolt Pistol; Plasma Talon (x1); And They Shall Know No Fear; Grim Resolve; Hammer of Wrath; Hit & Run; Honour or Death; Jink; Ravenwing; Relentless; Scout; Skilled Rider; Stubborn; Very Bulky												
Scout Squad (Troops) [DA]	4		4	4	4	4	1	4	1	8	4+	55
(CAA:DA, pg. 111); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Boltgun (x4); And They Shall Know No Fear; Combat Squads; Grim Resolve; Infiltrate; Move Through Cover; Scout; Stubborn												
Sergeant [DA]	1		4	4	4	4	1	4	1	8	4+	[11]
Infantry (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Boltgun; And They Shall Know No Fear; Combat Squads; Grim Resolve; Infiltrate; Move Through Cover; Scout; Stubborn												
Scout Squad (Troops) [DA]	4		4	4	4	4	1	4	1	8	4+	55
(CAA:DA, pg. 111); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Boltgun (x4); And They Shall Know No Fear; Combat Squads; Grim Resolve; Infiltrate; Move Through Cover; Scout; Stubborn												
Sergeant [DA]	1		4	4	4	4	1	4	1	8	4+	[11]
Infantry (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Boltgun; And They Shall Know No Fear; Combat Squads; Grim Resolve; Infiltrate; Move Through Cover; Scout; Stubborn												
Combined Arms Detachment [DA]	1	Grp: Detachment										0
Total Cost:											1849	

Option Footnotes

Legacies	
War of Murder	This Legacy of Glory may be taken by any single Space Marine vehicle at a cost of 20 points, or 40 points for a super-heavy vehicle. The tank gains the Monster Hunter special rule. In addition, friendly Space Marine units within 6" of the vehicle gain the Fearless special rule. (See IA2 - 2E, pg. 244)
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).
Fulmination	0 - Electrosurge, 1 - Electroshield, 2 - Electropulse, 3 - Lightning Arc, 4 - Fists of Lightning, 5 - Magnetokinesis, 6 - Electrodisplacement (see CS: Angels of Death, pg. 110).
Geokinesis	0 - Chasm, 1 - Earth Blood, 2 - Scorched Earth, 3 - Landquake, 4 - Phase Form, 5 - Warp Quake, 6 - Shifting Worldscape (see CS: Angels of Death, pg. 111).
Interromancy	0 - Mind Worm, 1 - Seed of Fear, 2 - Righteous Repugnance, 3 - Aversion, 4 - Maelstrom of Misery, 5 - Trepination, 6 - Mind Wipe (see Warhammer 40,000: The Rules, pg. 198).
Librarius	0 - The Emperor's Wrath, 1 - Veil of Time, 2 - Fury of the Ancients, 3 - Psychic Fortress, 4 - Might of Heroes, 5 - Psychic Scourge, 6 - Null Zone (see CS: Angels of Death, pg. 108).
Pyromancy	0 - Flame Breath, 1 - Fiery Form, 2 - Fire Shield, 3 - Spontaneous Combustion, 4 - Sunburst, 5 - Inferno, 6 - Molten Beam (see Warhammer 40,000: The Rules, pg. 196).

Technomancy	0 - Subvert Machine, 1 - Blessing of the Machine, 2 - Machine Curse, 3 - Reforge, 4 - Warpmetal Armour, 5 - Fury of Mars, 6 - Machine Flense (see CS: Angels of Death, pg. 109).
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).
Special Rules	
Acute Senses	Acute Senses (see WH40k, pg. 157).
And They Shall Know No Fear	And They Shall Know No Fear (see WH40k, pg. 157).
Born in the Saddle	White Scars models with the Bike Unit type have the Skilled Rider special rule and add 1 to their Strength when resolving hits caused by the Hammer of Wrath special rule. (See CAA:SM, pg. 190).
Chapter Tactics (White Scars)	Chapter Tactics (White Scars) (see CAA:SM, pg. 189-190).
Combat Squads	Combat Squads
Counter-attack	Counter-attack (see WH40k, pg. 163).
Deathwing	A model with this special rule has the Fearless and Hatred (Chaos Space Marines) rule. (See CAA:DA, pg. 148).
Deep Strike	Deep Strike (see WH40k, pg. 162).
Empyric Channeling	At the start of the Psychic phase, you can nominate one Librarian from this Formation. If you do this, the nominated Librarian has access to any psychic powers known by other Librarians from this Formation within 12" until the end of the phase; however, other Librarians from this Formation within 12" of the nominated Librarian cannot manifest psychic powers until the end of the phase. Furthermore, when the nominated Librarian makes Psychic tests this phase, he will harness Warp Charge points on a result of 3+ rather than 4+ if there is one other Librarian from this Formation within 12", or 2+ rather than 4+ if there are two or more other Librarians from this Formation within 12". (See CAA:SM, pg. 183).
Fear	Fear (see WH40k, pg. 163).
Fearless	Fearless (see WH40k, pg. 163).
Fight on the Move	White Scars models have the Hit & Run special rule. A unit composed entirely of White Scars models can re-roll the dice when determining Run moves. (See CAA:SM, pg. 190).
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).
Grim Resolve	Models with this special rule have the Stubbhorn special rule and, unless Jinking, count their Ballistic Skill as 2 when firing Overwatch. (See CAA:DA, pg. 148).
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).
Hatred (Chaos Space Marines)	Hatred (see WH40k, pg. 165).
Hit & Run	Hit & Run (see WH40k, pg. 165).
Honour or Death	A model with this special rule must issue and accept a challenge whenever possible. If there is more than one friendly model in combat with this rule, you may select which model issue or accepts this challenge. (See CAA:DA, pg. 113).
Independent Character	Independent Character (see WH40k, pg. 166).
Independent Turret Fire	See FW Website PDF.
Infiltrate	Infiltrate (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).
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).
Monster Hunter	Monster Hunter (see WH40k, pg. 168).
Move Through Cover	Move Through Cover (see WH40k, pg. 168).
Power of the Machine Spirit	Power of the Machine Spirit (see WH40k, pg. 169).

Preferred Enemy (Chaos Space Marines)	Preferred Enemy (see WH40k, pg. 169).
Preferred Enemy (Characters)	Preferred Enemy (see WH40k, pg. 169).
Psyker (Mastery Level 2)	Psyker (see WH40k, pg. 170).
Ravenwing	A model with this special rule can re-roll failed cover saves when it Jinks. (See CAA:DA, pg. 148).
Relentless	Relentless (see WH40k, pg. 170).
Relic of the Armoury	(See IA2, 2E, pg. 243.)
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).
Scout	Scout (see WH40k, pg. 171).
Skilled Rider	Skilled Rider(see WH40k, pg. 171).
Strafing Run	Strafing Run (see WH40k, pg. 172).
Stubborn	Stubborn (see WH40k, pg. 172).
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).
Very Bulky	Very Bulky (see WH40k, pg. 35).
Zealot	Zealot (see WH40k, pg. 43).
Upgrades	
Increase Mastery Level	
Unit Type	
Beasts	See WH40K rulebook, pgs. 44-49.
Bikes	See WH40K rulebook, pgs. 44-49.
Bikes (Character)	See WH40K rulebook, pgs. 44-49.
Infantry	See WH40K rulebook, pgs. 44-49.
Infantry (Character)	See WH40K rulebook, pgs. 44-49.
Vehicle (Flyer w/ Hover mode)	See WH40K rulebook, pgs. 44-49.
Wargear	
Auspex	A model with an auspex can use it in place of making a shooting attack. If he does so, target an enemy unit within 12" (this does not count as choosing a target for his unit to shoot at). A unit that is targeted by one or more auspexes has its cover save reduced by 1 until the end of the phase. (See CAA:DA, pg. 194).
Blade of Caliban	S +1; AP 3; Melee.
Bolt Pistol	12" Range; S 4; AP 5; Pistol.
Boltgun	24" Range; S 4; AP 5; Rapid Fire.
Conversion Field	A conversion field confers a 4+ invulnerable save. At the end of a phase in which the bearer passes one or more invulnerable saves granted by the conversion field, all units within D6" of the bearer must test as if they had been hit by a weapon with the Blind special rule. Friendly units can re-roll this test. (See CAA: DA, pg. 152).
Corvus Hammer	S +1; AP -; Melee, Rending.
Crozius Arcanum	S +2; AP 4; Melee, Concussive.
Extra Armour	Extra Armour (see WH40k, pg. 98).
Force Axe	S +1; AP 2; Melee, Force, Unwieldy.
Force Stave	S +2; AP 4; Melee, Concussive, Force.
Frag Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Krak Grenades	Range 8"; S 6; AP 4; Assault 1.
Narthecium	As long as the Apothecary is alive, all models in his unit have the Feel No Pain special rule. (See CAA: DA, pg. 152).
Plasma Talon	18" Range; S 7; AP 2; Rapid Fire, Gets Hot, Twin-linked.
Power Fist	S x2; AP 2; Melee, Specialist Weapon, Unwieldy.
Psychic Hood	Psychic Hood (see WH40k, pg. 26).
Rosarius	Confers a 4+ Invulnerable save.
Runic Armour	Runic Armour confers a 2+ Armour save and a 6+ invulnerable save. (See C:SW, pg. 99).
Servo-Arm	S x2; AP 1; Melee, Unwieldy, Specialist Weapon. (See C:SW, pg. 97).
Space Marine Bike	See Bike as described in the WH40K rulebook. Fitted with TL Bolters.
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).
Stormstrike Missiles	Unlimited Range; S8; AP3; Heavy 1; One-shot.
Teleport Homer	Teleport Homer

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).
Turret-mounted Quad Heavy Bolters	36" Range; S 5; AP 4; Heavy 6, Twin-linked.
Twin-linked Avenger Bolt Cannon	36" Range; S 6; AP 3; Heavy 7, Twin-linked.
Twin-Linked Boltgun	24" Range; S4; AP5; Rapid Fire, Linked
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)