

CHAMPIONS OF FENRIS

ENHANCEMENTS

A Giant Amongst Giants

15 pts

ADEPTUS ASTARTES INFANTRY model only.

- This model has +2 W.
- This model's melee attacks have +1 S

Preyslayer

15 pts

ADEPTUS ASTARTES INFANTRY model only. This unit can re-roll advance rolls and countercharge rolls.

DETACHMENT-REGEL

Friendly ADEPTUS ASTARTES INFANTRY CHARACTER units have the following ability:

Countercharge: (Once per battle round, per unit) You can target this unit with the Heroic Intervention stratagem, regardless of any other uses of that stratagem this phase. If you do:

- That use does not prevent any uses of that stratagem on other units this phase.

Restrictions: Your army can include SPACE WOLVES units, but it

cannot include any ADEPTUS ASTARTES units drawn from any

other Chapter.

STRATAGEMS

1 CP

CHAMPIONS OF FENRIS –
STRATEGIC PLOY STRATAGEM ·
WAHAPEDIA

COMMAND

CHILLING HOWL

When: Your opponent's Command phase.

Target: One Adeptus Astartes Terminator unit from your army.

Effect: Each enemy unit within 6" of your unit must take a Battle-shock test, subtracting 1 from that test if that unit is Below Half-strength.

1 CP

CHAMPIONS OF FENRIS –
STRATEGIC PLOY STRATAGEM ·
WAHAPEDIA

SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP

CHAMPIONS OF FENRIS –
STRATEGIC PLOY STRATAGEM ·
WAHAPEDIA

COMMAND

RUNES OF CLAIMING

When: End of your Command phase.

Target: One Adeptus Astartes Infantry or Adeptus Astartes Walker unit from your army.

Effect: Select one objective marker you control that your unit is within range of. That objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.

1 CP

CHAMPIONS OF FENRIS –
STRATEGIC PLOY STRATAGEM ·
WAHAPEDIA

SHOOTING

PREYTAKER'S EYE

When: Your Shooting phase or the Fight phase.

Target: One Adeptus Astartes Infantry unit from your army that has not been selected to shoot or fight this phase.

Effect: Select either the [LETHAL HITS] or [SUSTAINED HITS 1] abilities. Until the end of the phase, weapons equipped by models in your unit have that ability.

1 CP

CHAMPIONS OF FENRIS –
STRATEGIC PLOY STRATAGEM ·
WAHAPEDIA

SHOOTING

STALKING WOLVES

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

Target: One Adeptus Astartes Infantry unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, models in your unit have the Stealth ability.

1 CP

CHAMPIONS OF FENRIS – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

FIGHT

ONRUSHING STORM

When: End of your opponent's Fight phase.

Target: One Adeptus Astartes Terminator unit from your army that is not within Engagement Range of one or more enemy units.

Effect: Remove your unit from the battlefield and place it into Strategic Reserves.