

HURON'S MARAUDERS

6 Stratagems · 4 Enhancements



3 DP · PURGE THE FOE

ENHANCEMENTS (4)

Voice of the Tyrant

25 pts

The bearer's unit has both abilities from the Tyrannical Motivation Detachment rule.

Raid Leader

20 pts

Each time the bearer's unit is set up after disembarking from a Transport that has made a Normal move this turn, the bearer's unit is still eligible to declare a charge.

Dread Reputation

25 pts

Each time the bearer's unit is set up on the battlefield, each enemy unit within 6" of the bearer's unit (or within 12" if the bearer's unit was set up using the Deep Strike ability) takes a Battle-shock test.

Eager for Bloodshed

30 pts

The bearer has the Infiltrators ability.

DETACHMENT RULE

In your Command phase, select one of the following abilities. Until the start of your next Command phase, each Heretic Astartes Infantry unit from your army has that ability. At the start of each phase, if such a unit is visible to a friendly Huron Blackheart model, until the end of the phase, it has both of the following abilities.

Huron's Elite

Each time a model in this unit makes an attack, add 1 to the Hit roll.

Mobile Marauders

This unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

Designer's Note: If a unit is gaining eligibility to shoot and declare a charge in a turn in which it Fell Back as a result of being visible to Huron Blackheart, but after making a Fall Back move it is no longer visible to Huron Blackheart, that unit will not be eligible to shoot in your Shooting phase or to declare a charge in your Charge phase unless it is visible again at the start of the respective phase.

STRATAGEMS (6/6)

1 CP HURON'S MARAUDERS – BATTLE TACTIC STRATAGEM

COMMAND

HARDENED KILLERS

When: Your Command phase.

Target: One Damned unit from your army.

Effect: Select one of the following effects: Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1. Improve the Attacks characteristic of Rapid Fire weapons equipped by models in this unit by 1. Improve the Save characteristic of models in this unit by 1. Until the start of your next turn, your unit has the benefit of that effect.

1 CP HURON'S MARAUDERS – STRATEGIC PLOY STRATAGEM

MOVEMENT

AT THE TYRANT'S COMMAND

When: Your Movement phase.

Target: One HERETIC ASTARTES unit (excluding Monsters and Vehicles) from your army.

Effect: Until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Advanced.

1 CP HURON'S MARAUDERS – BATTLE TACTIC STRATAGEM

MOVEMENT

SEIZE THE PRIZE

When: Your Movement phase, just after a HERETIC ASTARTES unit (excluding Monsters and Vehicles) from your army has been selected to Advance.

Target: That HERETIC ASTARTES unit.

Effect: Do not make an Advance roll for your unit. Instead, until the end of the phase add 6" to the Move characteristic of models in your unit.

1 CP HURON'S MARAUDERS – STRATEGIC PLOY STRATAGEM

SHOOTING

TO THE FAVOURED THE SPOILS

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

Target: One HERETIC ASTARTES unit from your army that lost one or more wounds as a result of those attacks.

Effect: Your unit can make a surge move of up to D6".

1 CP HURON'S MARAUDERS – STRATEGIC PLOY STRATAGEM

FIGHT

ENCIRCLING SURGE

When: End of your opponent's Fight phase.

Target: One HERETIC ASTARTES unit (excluding Monsters and Vehicles) from your army that is within 6" of one or more battlefield edges and not within Engagement Range of one or more enemy units.

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

1 CP HURON'S MARAUDERS – BATTLE TACTIC STRATAGEM

FIGHT

REAVERS' FLURRY

When: Your Fight phase.

Target: One HERETIC ASTARTES unit from your army that made a Charge move this turn.

Effect: Until the end of the phase, add 1 to the Attacks characteristics of melee weapons equipped by models in your unit.