

RENEGADE WARBAD

6 Stratagems · 4 Enhancements



2 DP · PRIORITY ASSETS

ENHANCEMENTS (4)

Weaponised Hatred

35 pts

Once per battle round, after your Vendetta target is destroyed, if the bearer is on the battlefield, you can select one enemy unit visible to the bearer. That enemy unit becomes your Vendetta target until you select a new one.

Eyes of the Hunter

15 pts

Ranged weapons equipped by models in the bearer's unit have the [IGNORES COVER] ability.

Fratricidal Trophies

5 pts

In a turn in which the bearer's unit chose to Default to Doctrine, until the end of the turn, each time a model in this unit makes an attack, you can re-roll the Hit roll.

Empyric Symbiote

15 pts

Add 1 to Advance and Charge rolls made for the bearer's unit.

DETACHMENT RULE

Heretic Astartes models from your army lose the Dark Pacts ability. Ranged weapons equipped by Heretic Astartes models from your army have the [ASSAULT] ability.

When mustering your army, you cannot use the Cults of the Dark Gods rule.

STRATAGEMS (6/6)

1 CP RENEGADE WARBOARD – STRATEGIC PLOY STRATAGEM

MOVEMENT

RENEGADE CLAIM

When: Your Movement phase

Target: One HERETIC ASTARTES unit from your army within range of an objective marker you control.

Effect: 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 RENEGADE WARBOARD – BATTLE TACTIC STRATAGEM

SHOOTING

CORRUPTED MUNITIONS

When: Your Shooting phase.

Target: One HERETIC ASTARTES unit in your army that has just been selected to shoot.

Effect: Until the end of the phase, each time a model in this unit makes a ranged attack, improve the Armour Penetration of that attack by 1.

1 CP RENEGADE WARBOARD – EPIC DEED STRATAGEM

SHOOTING

NEVER OUTGUNNED

When: Your Shooting phase or the Fight phase.

Target: One HERETIC ASTARTES unit from your army that has just been selected to shoot or fight.

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

1 CP RENEGADE WARBOARD – STRATEGIC PLOY STRATAGEM

SHOOTING

REAVERS' REACTION

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

Target: One HERETIC ASTARTES unit (excluding Monsters and Vehicles) from your army that was hit by one or more of those attacks.

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

1 CP RENEGADE WARBOARD – BATTLE TACTIC STRATAGEM

SHOOTING

VENGEFUL DESTRUCTION

When: Your Shooting phase or the Fight phase.

Target: One Heretic Astartes Infantry (excluding Damned units) or Heretic Astartes Mounted unit from your army that has not been selected to shoot or fight this phase.

Effect: Until the end of the phase, each time your unit makes an attack that targets your Vendetta target, add 1 to the Wound roll.

1 CP RENEGADE WARBOARD – STRATEGIC PLOY STRATAGEM

FIGHT

UNDYING HATRED

When: Fight phase, just after an enemy unit has selected its targets.

Target: One HERETIC ASTARTES 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, each time a model in your unit is destroyed, if that model has not fought this phase, roll one D6: on a 4+, do not remove the destroyed model from play; it can fight after the attacking unit has finished making its attacks, and is then removed from play.