IMPERIUM - SPACE MARINES · DETACHMENT

SAGA OF THE GREAT WOLF

2 DP · TAKE AND HOLD

ENHANCEMENTS

Grimnar's Mark — **15 pts**

Adeptus Astartes Terminator Captain model only. (Once per battle round, per army) You can target this unit with the Rapid Ingress/Heroic Intervention stratagem, regardless of any other uses of that stratagem this phase. If you do:

- That use is -1CP.
- That use does not prevent any uses of that stratagem on other units this phase.

Howlmaw — **15 pts**

Wolf Priest model only. (Once per turn, per unit) At the start of the fight phase, you can select one enemy unit within 6” of this model. That unit makes a battle-shock roll with -1 to that battle-shock roll.

Chariots of the Storm — **25 pts**

Adeptus Astartes model only. When both players have deployed their armies, you can redeploy up to three friendly Adeptus Astartes units. When doing so, you can set those units up in strategic reserves, regardless of how many units are already in strategic reserves.

Skjald's Foretelling — **20 pts**

Wolf Guard Battle Leader model only. This unit’s melee attacks have [Lance].

DETACHMENT-REGEL

Friendly ADEPTUS ASTARTES units (excluding MONSTER/VEHICLES units) with this ability have the following abilities:

Encircling Jaws: If the assault doctrine is active for your unit, your unit has +1 to advance rolls and charge rolls.

Hunter’s Eye: If the devastator doctrine is active for your unit, your unit’s ranged attacks can re-roll hit rolls of 1.

Ferocious Strike: If the tactical doctrine is active for your unit, your unit’s attacks that target an enemy unit with 9” have [Sustained Hits 1].

Friendly Logan Grimnar units have the following ability:

Howling Onslaught: (Once per battle, per army) In your command phase, you can use this ability. If you do, friendly Adeptus Astartes Monster/Vehicle units benefit from the Master of Wolves rule until the start of your next command 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 — SAGA OF THE GREAT WOLF STRATAGEM · WAHAPEDIA — COMMAND

GRIMNAR'S COMMAND

When: Your Command phase.
Target: One friendly ADEPTUS ASTARTES unit (excluding Monster/Vehicle units).
Effect: Select one combat doctrine. That combat doctrine is active for your unit until the start of your next Command phase.

1 CP — SAGA OF THE GREAT WOLF STRATAGEM · WAHAPEDIA — SHOOTING

BATTLE INSTINCTS

When: Your opponent's Shooting phase, when an enemy unit that targeted a friendly unengaged Adeptus Astartes Infantry/ Mounted unit has shot.
Target: That ADEPTUS ASTARTES INFANTRY/MOUNTED unit.
Effect: Your unit can make a normal move of up to D3+3".

1 CP — SAGA OF THE GREAT WOLF STRATAGEM · WAHAPEDIA — SHOOTING

EYE OF THE PACK

When: Your Shooting phase, or the Fight phase, when a friendly Adeptus Astartes Infantry unit is selected to attack.
Target: That ADEPTUS ASTARTES INFANTRY unit.
Effect: Your unit's attacks can re-roll wound rolls of 1 and 2.

1 CP — SAGA OF THE GREAT WOLF STRATAGEM · WAHAPEDIA — CHARGE

FENRISIAN FEROCITY

When: Your Movement/Charge phase, when a friendly Adeptus Astartes Mounted/Walker unit is selected to move or declares a charge.
Target: That ADEPTUS ASTARTES MOUNTED/WALKER unit.
Effect: Your unit has Mobile.

1 CP — SAGA OF THE GREAT WOLF STRATAGEM · WAHAPEDIA — FIGHT

FANGS OF THE PACK

When: Fight phase, when a friendly Adeptus Astartes Infantry/ Mounted unit is selected to fight.
Target: That ADEPTUS ASTARTES INFANTRY/MOUNTED unit.
Effect: Your unit's melee attacks have [Precision].

1 CP — SAGA OF THE GREAT WOLF STRATAGEM · WAHAPEDIA — ANY

WOLF TOTEMS

When: Any phase, when a friendly Adeptus Astartes Infantry/ Mounted unit suffers a mortal wound.
Target: That ADEPTUS ASTARTES INFANTRY/MOUNTED unit.
Effect: Your unit has Feel No Pain 5+ against mortal wounds.