

SAGA OF THE BEASTSLAYER

3 Stratagems · 2 Enhancements



1 DP · PURGE THE FOE

ENHANCEMENTS (2)

Wolf-Touched

15 pts

Adeptus Astartes model only. This unit has:

- Wulfen.
- +2"M.

Hunter's Guile

20 pts

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

DETACHMENT RULE

Attacks made by friendly Blood Claws/Thunderwolf Cavalry/Wulfen units have [Lethal Hits: Character/Monster/Vehicle].

STRATAGEMS (3/3)

1 CP

SAGA OF THE BEASTSLAYER STRATAGEM

SHOOTING

IMPETUOSITY

When: Your opponent's Shooting phase, when an enemy unit that targeted a friendly unengaged Blood Claws/Thunderwolf Cavalry/Wulfen unit has shot.

Target: That BLOOD CLAWS/THUNDERWOLF CAVALRY/WULFEN unit.

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

1 CP

SAGA OF THE BEASTSLAYER STRATAGEM

FIGHT

UNBRIDLED FEROCITY

When: Fight phase, when a friendly Blood Claws/Thunderwolf Cavalry/Wulfen unit is selected to fight.

Target: That BLOOD CLAWS/THUNDERWOLF CAVALRY/WULFEN unit.

Effect: Your unit's melee attacks have [LANCE].

1 CP

SAGA OF THE BEASTSLAYER STRATAGEM

FIGHT

CO-ORDINATED STRIKE

When: End of your opponent's Fight phase.

Target: One unengaged Blood Claws/Thunderwolf Cavalry/Wulfen unit that is within 9" of one or more battlefield edges.

Effect: Place your unit in strategic reserves.