



## ENHANCEMENTS

## 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-REGEL

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

## STRATAGEMS

1 CP

SAGA OF THE BEASTSLAYER  
STRATAGEM · WAHAPEDIA

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  
· WAHAPEDIA

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.

1 CP

SAGA OF THE BEASTSLAYER STRATAGEM  
· WAHAPEDIA

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].