

SAGA OF THE BEASTSLAYER

▽ 1 DP · PURGE THE FOE

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].