

HURON'S MARAUDERS

ENHANCEMENTS

Voice of the Tyrant

25 pts

The bearer's unit has both abilities from the Tyrannical Motivation Detachment rule.

Raid Leader

20 pts

Each time the bearer's unit is set up after disembarking from a Transport that has made a Normal move this turn, the bearer's unit is still eligible to declare a charge.

Dread Reputation

25 pts

Each time the bearer's unit is set up on the battlefield, each enemy unit within 6" of the bearer's unit (or within 12" if the bearer's unit was set up using the Deep Strike ability) takes a Battle-shock test.

Eager for Bloodshed

30 pts

The bearer has the Infiltrators ability.

STRATAGEMS

1 CP

HURON'S MARAUDERS – BATTLE
TACTIC STRATAGEM

COMMAND

The mortals under Huron's command have

When: Your Command phase.

Target: One Damned unit from your army.

Effect: Select one of the following effects:

1 CP

HURON'S MARAUDERS –
STRATEGIC PLOY STRATAGEM

MOVEMENT

At Huron's order, mortals and transhuman

When: Your Movement phase.

Target: One Heretic Astartes unit (excluding

Effect: Until the end of the turn, your unit is eligible

1 CP

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TACTIC STRATAGEM

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Effect: Until the end of the turn, your unit is eligible

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HURON'S MARAUDERS – BATTLE
TACTIC STRATAGEM

MOVEMENT

After locating targets of opportunity, the Red

When: Your Movement phase, just after a Heretic

Target: That Heretic Astartes unit.

Effect: Do not make an Advance roll for your unit.

1 CP

HURON'S MARAUDERS – STRATEGIC
PLOY STRATAGEM

SHOOTING

Huron and his spies are always watching and

When: Your opponent's Shooting phase, just after an

Target: One Heretic Astartes unit from your

Effect: Your unit can make a surge move of up

1 CP

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TACTIC STRATAGEM

MOVEMENT

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HURON'S MARAUDERS – STRATEGIC
PLOY STRATAGEM

FIGHT

As the fighting continues, these warriors slip away,

When: End of your opponent's Fight phase.

Target: One Heretic Astartes unit (excluding

Effect: Remove your unit from the battlefield and

1 CP

HURON'S MARAUDERS – STRATEGIC
PLOY STRATAGEM

FIGHT

As the fighting continues, these warriors slip away,

When: End of your opponent's Fight phase.

Target: One Heretic Astartes unit (excluding

Effect: Remove your unit from the battlefield and

1 CP

HURON'S MARAUDERS – BATTLE TACTIC
STRATAGEM

FIGHT

The Red Corsairs excel in the furious violence of

When: Your Fight phase.

Target: One Heretic Astartes unit from your army

Effect: Until the end of the phase, add 1 to the

1 CP

HURON'S MARAUDERS – BATTLE TACTIC
STRATAGEM

FIGHT

The Red Corsairs excel in the furious violence of

When: Your Fight phase.

Target: One Heretic Astartes unit from your army

Effect: Until the end of the phase, add 1 to the