

RENEGADE WARBAND

12 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Weaponised Hatred

35 pts

Once per battle round, after your Vendetta target is destroyed, if the bearer is on the battlefield, you can select one enemy unit visible to the bearer. That enemy unit becomes your Vendetta target until you select a new one.

Fratricidal Trophies

5 pts

In a turn in which the bearer's unit chose to Default to Doctrine, until the end of the turn, each time a model in this unit makes an attack, you can re-roll the Hit roll.

Eyes of the Hunter

15 pts

Ranged weapons equipped by models in the bearer's unit have the [IGNORES COVER] ability.

Empyric Symbiote

15 pts

Add 1 to Advance and Charge rolls made for the bearer's unit.

DETACHMENT RULE

In your Movement phase, each time you set up or select a HERETIC ASTARTES unit (excluding Battle-shocked units) from your army to move, it can choose to Default to Doctrine. If it does, it must first take a Battle-shock test. Then, select one of the following:

- Until the end of the turn, this unit is eligible to shoot and declare a charge in a turn in which it Fell Back.
- Until the end of the turn, this unit is eligible to declare a charge in a turn in which it Advanced.

STRATAGEMS (12/12)

1 CP

RENEGADE WARBAND – STRATEGIC PLOY
STRATAGEM

MOVEMENT

Renegades do not relinquish their prizes easily.

When: Your Movement phase

Target: One Heretic Astartes unit from your army

Effect: That objective marker remains under your

1 CP

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STRATAGEM

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Target: One Heretic Astartes unit from your army

Effect: That objective marker remains under your

1 CP RENEGADE WAR BAND – EPIC DEED STRATAGEM SHOOTING

Centuries of combined combat experience enable

When: Your Shooting phase or the Fight phase.

Target: One Heretic Astartes unit from your army

Effect: Select either the [LETHAL HITS] or

1 CP RENEGADE WAR BAND – EPIC DEED STRATAGEM SHOOTING

Centuries of combined combat experience enable

When: Your Shooting phase or the Fight phase.

Target: One Heretic Astartes unit from your army

Effect: Select either the [LETHAL HITS] or

1 CP RENEGADE WAR BAND – BATTLE TACTIC STRATAGEM SHOOTING

Hatred is a powerful motivator. Those who cross

When: Your Shooting phase or the Fight phase.

Target: One Heretic Astartes Infantry (excluding

Effect: Until the end of the phase, each time your

1 CP RENEGADE WAR BAND – BATTLE TACTIC STRATAGEM SHOOTING

Hatred is a powerful motivator. Those who cross

When: Your Shooting phase or the Fight phase.

Target: One Heretic Astartes Infantry (excluding

Effect: Until the end of the phase, each time your

1 CP RENEGADE WAR BAND – STRATEGIC PLOY STRATAGEM SHOOTING

Reacting to incoming fire, traitorous infantry adjust

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

Target: One Heretic Astartes unit (excluding

Effect: Your unit can make a Normal move of up

1 CP RENEGADE WAR BAND – STRATEGIC PLOY STRATAGEM SHOOTING

Reacting to incoming fire, traitorous infantry adjust

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

Target: One Heretic Astartes unit (excluding

Effect: Your unit can make a Normal move of up

1 CP RENEGADE WAR BAND – BATTLE TACTIC STRATAGEM SHOOTING

Without traditional methods of resupply and

When: Your Shooting phase

Target: One Heretic Astartes unit in your army

Effect: Until the end of the phase, each time a

1 CP RENEGADE WAR BAND – BATTLE TACTIC STRATAGEM SHOOTING

Without traditional methods of resupply and

When: Your Shooting phase

Target: One Heretic Astartes unit in your army

Effect: Until the end of the phase, each time a

1 CP RENEGADE WAR BAND – STRATEGIC PLOY STRATAGEM FIGHT

Freed from the Emperor's yoke, these warriors are

When: Fight phase, just after an enemy unit has

Target: One Heretic Astartes unit from your army

Effect: Until the end of the phase, each time a

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