

SAGA OF THE BEASTSLAYER

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Wolf-Touched

15 pts

SPACE WOLVES model only. Add 2" to the Move characteristic of the bearer

Hunter's Guile

20 pts

ADEPTUS ASTARTES model only. After both players have deployed their armies, select up to three THUNDERWOLF CAVALRY, WULFEN and/or BLOOD CLAWS units from your army and redeploy them. When doing so you can set those units up in Strategic Reserves if you wish, regardless of how many units are already in Strategic Reserves

Elder's Guidance

20 pts

SPACE WOLVES model only. Once per battle, at the start of the Fight phase, if the bearer is leading a BLOOD CLAWS unit, the bearer can use this Enhancement. If it does, until the end of the phase, improve the Armour Penetration characteristic of melee weapons equipped by models in that unit by 1.

Helm of the Beastslayer

15 pts

ADEPTUS ASTARTES model only. Each time an attack is made by a CHARACTER, MONSTER, or VEHICLE model that targets the bearer's unit, reduce the Armour Penetration characteristic of that attack by 1.

DETACHMENT RULE

Each time an Adeptus Astartes model from your army makes an attack, if that attack targets a Character, Monster or Vehicle unit or if your Saga is completed(see below), that attack has the [LETHAL HITS] ability.

Saga of the Beastslayer

At the start of the first battle round, your Beastslayer tally is 0, and you determine your Beastslayer target by halving the number of units from your opponent's army (including those embarked within Transports) that have one or more of the following keywords (rounding up): Character, Monster, Vehicle.

Each time an Adeptus Astartes unit from your army shoots or fights, after all of those attacks have been resolved, add 1 to your Beastslayer tally for each enemy unit with one or more of the keywords destroyed by those attacks: Character, Monster, Vehicle.

Once your Beastslayer tally is equal to or greater than your Beastslayer target your Saga is completed.

STRATAGEMS (6/6)

1 CP

SAGA OF THE BEASTSLAYER – STRATEGIC PLOY
STRATAGEM

MOVEMENT

THUNDEROUS PURSUIT

When: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.

Target: One ADEPTUS ASTARTES unit from your army that is within 9" of that enemy unit and not within Engagement Range of one or more enemy units.

Effect: Your unit can make a Normal move of up to D6". If your unit has the Space Wolves Infantry or Thunderwolf Cavalry keywords, it can make a Normal move of up to 6" instead.

1 CP

SAGA OF THE BEASTSLAYER – STRATEGIC PLOY
STRATAGEM

SHOOTING

IMPETUOSITY

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

Target: One Wulfen Infantry or Blood Claws unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, after that enemy unit has shot, if one or more models in your unit were destroyed as a result of those attacks, your unit can make an Impetuous move. To do so, roll one D6: your unit can be moved a number of inches up to the result, but your unit must end that move as close as possible to the closest enemy unit (excluding AIRCRAFT). When doing so, those models can be moved within Engagement Range of that enemy unit.

1 CP

SAGA OF THE BEASTSLAYER – STRATEGIC PLOY
STRATAGEM

SHOOTING

PINNING FIRE

When: Your Shooting phase.

Target: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, after your unit has shot, select one enemy CHARACTER, MONSTER, or VEHICLE unit hit by one or more of those attacks. Until the start of your next Shooting phase, that unit is pinned. While a unit is pinned, subtract 2" from its Move characteristic and subtract 2 from Charge rolls made for it.

1 CP

SAGA OF THE BEASTSLAYER – STRATEGIC PLOY
STRATAGEM

CHARGE

SHOCK CAVALRY

When: Your Movement phase or your Charge phase.

Target: One Thunderwolf Cavalry unit from your army that has not been selected to move or declared a charge this phase.

Effect: Until the end of the phase, each time a model in your unit makes a Normal, Advance, Fall Back or Charge move, it can move through models (excluding TITANIC models) and sections of terrain features that are 4" or less in height. When doing so, it can move within Engagement Range of enemy models, but unless it is making a Charge move, it cannot end that move within Engagement Range of them.

1 CP

SAGA OF THE BEASTSLAYER – STRATEGIC PLOY
STRATAGEM

FIGHT

COORDINATED STRIKE

When: End of your opponent's Fight phase.

Target: One Space Wolves unit from your army that is wholly within 9" of one or more battlefield edges and not within Engagement Range of one or more enemy units.

Effect: Remove your unit from the battlefield and place it into Strategic Reserves.

1 CP

SAGA OF THE BEASTSLAYER – BATTLE TACTIC
STRATAGEM

FIGHT

UNBRIDLED FEROCITY

When: Fight phase.

Target: One Space Wolves unit from your army that has not been selected to fight this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack, add 1 to the Wound roll.