

SAGA OF THE BOLD

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Braggart's Steel

20 pts

Space Wolves model only. Add 2 to the Strength characteristic of melee weapons equipped by the bearer. If the bearer's unit has achieved one or more Boasts, add 1 to the Damage characteristic as well.

Hordeslayer

15 pts

Space Wolves model only. At the start of the Fight phase, if there are more enemy models than friendly models wholly within 6" of the bearer, until the end of the phase, add 2 to the Attacks characteristic of melee weapons equipped by the bearer. If the bearer's unit has achieved one or more Boasts, add 3 to the Attacks characteristic instead.

Skjald

15 pts

ADEPTUS ASTARTES model only. Each time a SPACE WOLVES CHARACTER unit from your army achieves a Boast, if the bearer is on the battlefield, you gain 1 CP

Thunderwolf's Fortitude

25 pts

ADEPTUS ASTARTES model only. (Once per battle, per army) When this model is destroyed, at the end of the phase, roll one D6:

- On a 2+, set up this model on the battlefield, unengaged and as close as possible to where it was destroyed. This model is not part of an attached unit and its unit has a starting strength of 1. This model has 3 wounds remaining

DETACHMENT RULE

Each time an Adeptus Astartes unit from your army is selected to shoot or fight, apply one of the following when resolving those attacks

- If you Saga is completed (see below), you can re-roll one Hit roll, one Wound roll, and one Damage roll.
- Otherwise, if that unit is a Space Wolves Character unit, you can re-roll one Hit roll, one Wound roll, or one Damage roll.

Saga of the Bold

Each time a Space Wolves Character unit from your army does one of the following, that unit achieves a Boast. Once three or more different Boasts have been achieved by units from your army, your saga is completed

- Your Hide as a Trophy: That unit destroys your Oath of Moment target
- Slay Them All: That unit destroys your Oath of Moment target, and that is the second Oath of Moment target destroyed by that unit in this battle.
- Overrun Their Position: At the end of either player's turn, that unit is wholly within your opponent's deployment zone.
- Hold the Line: From the second battle round onwards, at the end of your Command phase, that unit is within range of an objective marker you control that is not within your deployment zone.

STRATAGEMS (6/6)

1 CP SAGA OF THE BOLD – EPIC DEED STRATAGEM **COMMAND**

BIRTH OF A SAGA

When: Your Command phase.

Target: One Wolf Guard Headtaker or Wolf Guard Terminator Pack Leader model from your army.

Effect: Until the start of your next Command phase, your model has the CHARACTER keyword.

1 CP SAGA OF THE BOLD – EPIC DEED STRATAGEM **SHOOTING**

CHAMPION'S GUIDANCE

When: Your Shooting phase or the Fight phase.

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

Effect: Until the end of the phase, each time a model in your unit makes an attack, you can re-roll the Hit roll.

2 CP SAGA OF THE BOLD – EPIC DEED STRATAGEM **SHOOTING**

HEROIC RESOLVE

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

Target: One Space Wolves Character 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, each time an attack is allocated to a model in your unit, subtract 1 from the Damage characteristic of that attack.

1 CP SAGA OF THE BOLD – EPIC DEED STRATAGEM **CHARGE**

ALPHA STRIKE

When: Your Charge phase.

Target: One Adeptus Astartes Character unit from your army.

Effect: Until the end of the phase, your unit is eligible to declare a charge in a turn in which it Advanced.

2 CP SAGA OF THE BOLD – EPIC DEED STRATAGEM **CHARGE**

COUNTERCHARGE

When: End of your opponent's Charge phase.

Target: One Adeptus Astartes Character unit from your army that is within 6" of one or more enemy units and would be eligible to declare a charge against one or more of those enemy units if it were your Charge phase.

Effect: Your unit now declares a charge that targets only one or more of those enemy units, and you resolve that charge as if it were your Charge phase. Note that even if this charge is successful, your unit does not receive any Charge bonus this turn.

1 CP SAGA OF THE BOLD – EPIC DEED STRATAGEM **FIGHT**

INSPIRING PRESENCE

When: Fight phase.

Target: One Adeptus Astartes Character unit from your army that has not been selected to fight this phase.

Effect: Until the end of the phase, melee weapons equipped by models in your unit have the [LETHAL HITS] ability.