

SAGA OF THE HUNTER

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Swift Hunter

20 pts

SPACE WOLVES model only. Model's in the bearer's unit have the Scouts 7" ability.

Fenrisian Grit

15 pts

ADEPTUS ASTARTES model only. The bearer has the Feel No Pain 4+ ability.

Feral Rage

10 pts

Adeptus Astartes model only. Add 1 to the Attacks characteristic of melee weapons equipped by the bearer. Each time the bearer ends a Charge move, until the end of the turn, add an additional 1 to the Attacks characteristic of those weapons.

Wolf Master

5 pts

SPACE WOLVES model only. In your Command phase, select one friendly SPACE WOLVES unit within 9" of the bearer. Until the start of your next Command phase, teeth and claws and Tyrnak and Fenrir weapons equipped by models in that unit have the [LETHAL HITS] ability.

DETACHMENT RULE

Each time a model in a Space Wolves unit from your army makes a melee attack that targets an enemy unit, if that enemy unit is within Engagement Range of one or more other Adeptus Astartes units from your army, or if the attacking unit contains more models than that enemy unit.

- Add 1 to the Hit roll.
- If your Saga is completed(see below), add 1 to the Wound roll as well.

Saga of the Hunter

At the start of the first battle round your Quarry tally is 0. Each time an ADEPTUS ASTARTES unit from your army fights, after all those attacks have been resolved, add 1 to your Quarry tally for each enemy unit destroyed by those attacks.

Once your Quarry tally is equal to or greater than the number shown in the table below(depending on the battle size), you Saga is completed.

Incursion - 2

Strike Force - 3

Onslaught - 4

STRATAGEMS (6/6)

1 CP

SAGA OF THE HUNTER – STRATEGIC PLOY
STRATAGEM

MOVEMENT

CHOSEN PREY

When: Your Movement phase, just after a Space Wolves unit from your army Falls Back.

Target: That SPACE WOLVES unit.

Effect: Until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

1 CP

SAGA OF THE HUNTER – BATTLE TACTIC
STRATAGEM

SHOOTING

MARKED FOR DESTRUCTION

When: Your Shooting phase.

Target: Two ADEPTUS ASTARTES units from your army (excluding Beasts) that have not been selected to shoot this phase.

Effect: Select one enemy unit visible to both of your units. Until the end of the phase, models in your units can only target that enemy unit (and only if it is an eligible target) and each time a model in one of your units makes an attack, re-roll a Wound roll of 1.

1 CP SAGA OF THE HUNTER – STRATEGIC PLOY STRATAGEM

CHARGE

BOUNDING ADVANCE

When: Your Movement phase or your Charge phase.

Target: One Space Wolves Infantry or Space Wolves Beasts 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). 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 HUNTER – STRATEGIC PLOY STRATAGEM

FIGHT

HUNTERS' TRAIL

When: Fight phase.

Target: One Space Wolves unit (excluding Monsters and Vehicles) 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 a Pile-in or Consolidation move, it can move up to 6" instead of up to 3". When doing so, it does not need to end that move closer to the closest enemy model, provided it ends that move as close as possible to the closest enemy unit.

1 CP SAGA OF THE HUNTER – BATTLE TACTIC STRATAGEM

FIGHT

OVERWHELMING ONSLAUGHT

When: Fight phase, just after an enemy unit has selected its targets.

Target: Two ADEPTUS ASTARTES units from your army within Engagement Range of that enemy unit, or one Space Wolves Beasts unit from your army within Engagement Range of that enemy unit.

Effect: Until the end of the phase, each time a model in that enemy unit makes an attack, subtract 1 from the Hit roll.

1 CP SAGA OF THE HUNTER – STRATEGIC PLOY STRATAGEM

FIGHT

TERRITORIAL ADVANTAGE

When: Fight phase, just after an enemy unit is destroyed by an ADEPTUS ASTARTES unit from your army.

Target: That ADEPTUS ASTARTES unit.

Effect: Select one objective marker you control that your unit is within range of. That objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.