

# 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 – BATTLE  
TACTIC STRATAGEM

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**Effect:** Select one of the following effects:

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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 – BATTLE  
TACTIC STRATAGEM

MOVEMENT

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

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

HURON'S MARAUDERS –  
STRATEGIC PLOY STRATAGEM

MOVEMENT

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**When:** Your Movement phase.

**Target:** One Heretic Astartes unit (excluding

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

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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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PLOY STRATAGEM

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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

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PLOY STRATAGEM

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**Target:** One Heretic Astartes unit (excluding

**Effect:** Remove your unit from the battlefield and

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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