

Codex
Supplement:
Space Wolves

Saga of the
Beastslayer

Stratagems

Aug 2025

Shock Cavalry1



Saga of the Beastslayer — Strategic Ploy

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.

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W Wills
TUMGK

Thunderous Pursuit1



Saga of the Beastslayer — Strategic Ploy

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.

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Impetuosity1



Saga of the Beastslayer — Strategic Ploy

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.

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SAGA OF THE BEASTSLAYER



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Unbridled Ferocity1



Saga of the Beastslayer — Battle Tactic

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.


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Pinning Fire1



Saga of the Beastslayer — Strategic Ploy

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.


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Coordinated Strike1



Saga of the Beastslayer — Strategic Ploy

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.

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SAGA OF THE BEASTSLAYER



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Elder's Guidance



Saga of the Beastlayer — Enhancement

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.

+20PTS

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GAUTHIERREDON

Hunter's Guile



Saga of the Beastlayer — Enhancement

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.

+20PTS

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BERANCE

Wolf-touched



Saga of the Beastlayer — Enhancement

SPACE WOLVES model only.

Add 2" to the Move characteristic of the bearer.

In the Declare Battle Formations step, the bearer can be attached to a **WULFEN INFANTRY** unit.

+15PTS

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Helm of the Beastlayer



Saga of the Beastlayer — Enhancement

ADEPTUS ASTARTES model only.

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

+15PTS

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