

MASTERS OF THE FORGE

**On Your Tabletop
Episode 120**

Stratagems for the Great Companies of the Space Wolves

Champions of Fenris

Coordinated Assault (2cp): Use this stratagem at the start of the game before rolling for deployment. One Champions of Fenris Wolf Guard unit in your army gain the space wolf equivalent of Objective Secured.

The Bloodmaws

Move in for the Kill (2cp): Use this Stratagem after selecting a unit to charge with in your charge phase. Draw an imaginary line between one model in that unit and a model in a unit of Wolf Scouts which just arrived from reserves. If your unit declared their charge against an enemy unit that lies along that imaginary line, then you may add 2" to your charge distance so long as you end the unit's charge move within 1/2" of that unit.

The Drakeslayers

Competitive Streak (1cp): Use this Stratagem when a Drakeslayers unit destroys an enemy unit (lands the killing blow) with a Power Level equal to or greater than their own. All other Drakeslayers units within 3" of that Drakeslayers unit add +1 to their attack rolls until the start of their next turn.

The Blackmanes

Drop Pod Assault Proficiency (1cp): Use this Stratagem when a Blackmanes Drop Pod is set up on the battlefield. Blackmanes infantry which disembark from this Drop pod add d3" to their charge distance that turn.

The Deathwolves

Loyalty and Savagery (1cp): Use this Stratagem immediately after fighting with a unit that is within 3" of a unit of Deathwolves Fenrisian Wolves. Those Fenrisian Wolves may immediately fight if they have not done so already.

The Seawolves

Man the Oars! (1cp): Although they don't really man actual oars, the Astartes of the Seawolves are well-versed in the idiosyncrasies of Space Wolf transports and can help out in a pinch. Use this Stratagem after a Seawolves Flyer makes an advance roll. That roll immediately changes to a 6 and the model may fire as if it had simply moved rather than advanced that turn.

The Sons of Morkai

Pragmatic Brutality (2cp): Use this stratagem when rolling to seize the initiative. You may roll two dice instead of one, taking the highest of the two results.

The Stormwolves

Scorched Earth Assault (2cp): Use this Stratagem after a unit of Stormwolves Longfangs or a Stormwolves Vindicator deal unsaved wounds to an enemy unit. A unit of Stormwolves infantry within 6" of the chosen enemy unit may immediately charge that enemy unit as if it were the charge phase.

The Firehowlers

Veteran Claws (1cp): Use this Stratagem at the start of the game, before rolling for deployment. Select one unit of either Firehowlers Skyclaws or Firehowlers Swiftclaws. That unit has a 3+ Ballistic Skill and a 3+ Weapon Skill for the remainder of the battle.

The Red Moons

Ancient Camaraderie (2cp): Use this Stratagem before shooting with a unit of Red Moons Longfangs or Red Moons Aggressors. That unit may, until the end of this phase, target enemy units which are within 1" of any Red Moons Character.

The Ironwolves

Pack of Iron (1cp): Use this Stratagem when you would deploy a Rhino containing at least one unit of Ironwolves infantry. They may be put into Reserves. That Rhino and its embarked unit(s) may be set up at the end of any of your movement phases touching the battlefield edge and not within 9" of an enemy unit. If that Rhino arrives within 6" of another friendly Ironwolves unit, the embarked unit(s) may disembark, even if that puts them within 9" of the enemy.

The Grimbloods

Fire Wolf's Tongue (1cp): Use this stratagem before a unit of Grimbloods makes shooting attacks. All flamer weapons in the unit improve their AP by 1 until the end of the phase (for example, a heavy flamer would be improved from -1 to -2).