UNIQUE: NARRATIVE

BEASTRIDER CAVALRY

V1.1

PRIMAL BEASTS HARNESSED TO THE IRON WILL OF THE ADEPTUS ASTARTES

DETACHMENT RULES

BEASTS OF WAR

Many Space Marine chapters recruit their aspirants from Death Worlds, prizing the survival skills of humans who have survived to adolescene surrounded by the galaxy's most lethal predators. Some have incorporated the fearsome fauna of their homeworlds into their battle doctrine, riding to war atop the massive war-felids, slavering dracoforms, beaked gryphians, or other monstrous creatures that hunt their mortal kin.

Your army may include **THUNDERWOLF CAVALRY** units from the **SPACE WOLVES** army list. Units chosen this way lose the **SPACE WOLVES faction keyword.** These units gain **BEASTRIDER.**

ENHANCEMENTS

PREDATORY HASTE UPGRADE .....10 POINTS

Though any beast capable of bearing the Adeptus Astartes into battle is robust and muscular, species such as the six-legged Sleipnirri and hypertrophied Macro-Equids are capable of great bursts of speed

BEASTRIDER unit only. This unit can re-roll **advance** rolls.

STEALTH PREDATORS UPGRADE .....20 POINTS

Recon sections in some chapters employ mounts such as the mind-hazing Psyguar or chameleonic Charontodile to accompany them on recon and infiltration missions.

BEASTRIDER unit only. This unit gains the **PHOBOS** keyword, and has **Scouts 12"**.

LIVING BULWARK UPGRADE .....30 POINTS

From the armor-plated Thynox to the rapidly regenerating Vornathi Grasper, some Astartes steeds put even their riders' considerable endurance to shame.

BEASTRIDER unit only. Attacks that target this unit have -1 **D**.

RELENTLESS UPGRADE .....20 POINTS

Many Astartes cavalry can match the combat maneuverability of infantry, either because their mounts are particularly nimble - such as the Hessiod Deathrattle or the Toathes of Slithe - or because they are simply hard-headed enough to trample intervening barriers underfoot.

BEASTRIDER unit only. This unit has **MOBILE**.

LINEBREAKING CHARGE — 1CP

BEASTRIDER CAVALRY STRATAGEM

Faced with the righteous wrath of the Space Marines, and the sheer physical bulk of their huge mounts, most enemy resistance crumbles.

WHEN: During your **Charge phase**, after a friendly **BEASTRIDER** unitsends a charge move engaged with one or more enemy units.

TARGET: That **BEASTRIDER** unit and one enemy unit it is engaged with.

EFFECT: For each model in your unit that is engaged with the enemy unit, roll one D6.

- On a 3+, that enemy unit suffers 1 **mortal wound**

YOUR CHARGE PHASE

RELENTLESS PURSUIT — 1CP

BEASTRIDER CAVALRY STRATAGEM

Between the grim determination of the Space Marines, and the raw speed of their mounts, foes that attempt to run from them have little hope of success.

WHEN: Your opponent's **Movement phase**, when an enemy unit that began the phase engaged with a friendly **BEASTRIDER** unit finishes a **fall-back** move.

TARGET: That **BEASTRIDER** unit.

EFFECT: Your unit can make a **surge move** of up to D3+3".

YOUR OPPONENT'S MOVEMENT PHASE

CALCULATED WITHDRAWAL — 1CP

BEASTRIDER CAVALRY STRATAGEM

Space Marines temper the natural ferocity of their steeds with decades of har0dwon experience, evading enemy fire until they are ready to strike.

WHEN: Your opponent's **Shooting phase**, when an enemy unit that targeted an friendly unengaged **BEASTRIDER** unit has shot.

TARGET: That **BEASTRIDER** unit.

EFFECT: Your unit can make a **normal move** of up to D3+3".

YOUR OPPONENT'S SHOOTING PHASE

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