

IMPERIUM - SPACE WOLVES

GREY HUNTERS

Close-quarters Combat Doctrines

M7"

T5

SV3+

W2

LD6+

OC3

180 PTS

Base 32mm



1KOMMANDO

2BEWEGUNG

3BESCHUSS

Bolt Carbine

ASSAULT

RAPID FIRE 1

R	A	BS	S	AP	D
24"	3	3+	5	-1	1

VERWUNDET

2+ T1-2	3+ T3-4	4+ T5	5+ T6-9	6+ T10+
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Bolt pistol

CLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	3+	5	-1	1

VERWUNDET

2+ T1-2	3+ T3-4	4+ T5	5+ T6-9	6+ T10+
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► Plasma pistol - standard

PISTOL

R	A	BS	S	AP	D
12"	1	3+	7	-2	1

VERWUNDET

2+ T1-3	3+ T4-6	4+ T7	5+ T8-13	6+ T14+
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► Plasma pistol - supercharge

HAZARDOUS

PISTOL

R	A	BS	S	AP	D
12"	1	3+	8	-3	2

VERWUNDET

2+ T1-4	3+ T5-7	4+ T8	5+ T9-15	6+ T16+
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4ANGRIFF

5NAHKAMPF

Chainsword

R	A	WS	S	AP	D
Melee	4	3+	5	-1	1

VERWUNDET

2+ T1-2	3+ T3-4	4+ T5	5+ T6-9	6+ T10+
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Power fist

R	A	WS	S	AP	D
Melee	3	3+	8	-2	2

VERWUNDET

2+ T1-4	3+ T5-7	4+ T8	5+ T9-15	6+ T16+
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Power weapon

R	A	WS	S	AP	D
Melee	4	3+	5	-2	1

VERWUNDET

2+ T1-2	3+ T3-4	4+ T5	5+ T6-9	6+ T10+
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Cunning Hunters

In the Fight phase, if this unit is within range of an objective, this unit's melee attacks:

- Have +1 S.
- Have +1 AP.

VERTEIDIGUNG

IMMER / EINMALIG

Old Greymanes

In the Declare Battle Formations step, you can split this unit into two units, each containing as equal a number of models as possible (when splitting a unit in this way, make a note of which models form each of the two new units).

GEGEN DIESE EINHEIT

W5 · RW 3+ · 2 LP je Modell

WIRD VERWUNDET MIT

2+ S10+	3+ S6-9	4+ S5	5+ S3-4	6+ S1-2
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RETTUNGSWURF JE DS

DS 0 3+	DS -1 4+	DS -2 5+	DS -3 6+	DS -4 -
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REGELN & KEYWORDS KURZ

Close-quarters Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06).
Combat Doctrines At the start of your Command phase, you can select one Combat Doctrine listed below.
ASSAULT Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).
HAZARDOUS Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to...
PISTOL [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
RAPID FIRE This ability always takes the form [RAPID FIRE X].

AUFSTELLUNG

10x Grey Hunter Pack Leader oder Grey Hunter

Ausrüstung: Bolt Carbine, Bolt pistol, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Chainsword, Power fist, Power weapon

- Each Grey Hunter Pack Leader can replace its Chainsword with Power fist or Power weapon.
- Each Grey Hunter Pack Leader can replace its Bolt pistol with Plasma pistol.

KEYWORDS Infantry, Battleline, Imperium, Grey Hunters, Tacticus, Explosives · FRAKTION Adeptus Astartes, Space Wolves