

Close-quarters

Combat Doctrines

1KOMMANDO

2BEWEGUNG

3BESCHUSS

Bolt Carbine

ASSAULT

RAPID FIRE 1

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

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3-4

T5

T6-9

T10+

Bolt pistol

CLOSE-QUARTERS

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

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3-4

T5

T6-9

T10+

Plasma pistol - standard

PISTOL

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

VERWUNDET

2+

3+

4+

5+

6+

T1-3

T4-6

T7

T8-13

T14+

Plasma pistol - supercharge

HAZARDOUS

PISTOL

VERWUNDET

2+

3+

4+

5+

6+

T1-4

T5-7

T8

T9-15

T16+

4ANGRIFF

5NAHKAMPF

Chainsword

VERWUNDET

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

2+

3+

4+

5+

6+

T1-2

T3-4

T5

T6-9

T10+

Power fist

VERWUNDET

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

2+

3+

4+

5+

6+

T1-4

T5-7

T8

T9-15

T16+

Power weapon

VERWUNDET

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

2+

3+

4+

5+

6+

T1-2

T3-4

T5

T6-9

T10+

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+

3+

4+

5+

6+

S10+

S6-9

S5

S3-4

S1-2

RETTUNGSWURF JE DS

DS 0

DS -1

DS -2

DS -3

DS -4

3+

4+

5+

6+

-

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.