

# GREY HUNTERS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | SV | W | LD | OC |
| 7" | 5 | 3+ | 2 | 6+ | 3  |

## AUFSTELLUNG

10x Grey Hunter Pack Leader oder Grey Hunter (32mm)

**Equipped with:** Bolt Carbine, Bolt pistol, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Chainsword, Power fist, Power weapon

### Wargear Options:

- 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.

## ⦿ RANGED WEAPONS

| WEAPON                                             | RANGE | A | BS | S | AP | D |
|----------------------------------------------------|-------|---|----|---|----|---|
| Bolt Carbine<br>ASSAULT, RAPID FIRE 1              | 24"   | 3 | 3+ | 5 | -1 | 1 |
| Bolt pistol<br>CLOSE-QUARTERS                      | 12"   | 1 | 3+ | 5 | -1 | 1 |
| ► Plasma pistol - standard<br>PISTOL               | 12"   | 1 | 3+ | 7 | -2 | 1 |
| ► Plasma pistol - supercharge<br>HAZARDOUS, PISTOL | 12"   | 1 | 3+ | 8 | -3 | 2 |

## ✂ MELEE WEAPONS

| WEAPON | RANGE | A | WS | S | AP | D |
|--------|-------|---|----|---|----|---|
|--------|-------|---|----|---|----|---|

## ABILITIES

**RULES** - Close-quarters, Combat Doctrines

### 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.

### 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).



|              |       |   |    |   |    |   |
|--------------|-------|---|----|---|----|---|
| Chainsword   | Melee | 4 | 3+ | 5 | -1 | 1 |
| Power fist   | Melee | 3 | 3+ | 8 | -2 | 2 |
| Power weapon | Melee | 4 | 3+ | 5 | -2 | 1 |

## WEAPON RULES

### 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 the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

### Pistol

**[PISTOL]** and **[CLOSE-QUARTERS]** are identical for all rules purposes.

Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its **[CLOSE-QUARTERS]** weapons.
- One or more of its other ranged weapons.

### Rapid Fire

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

