

GREY HUNTERS

M	T	SV	W	LD	OC
7"	4	3+	2	6+	3

AUFSTELLUNG

10x Grey Hunter Pack Leader oder Grey Hunter

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

Wargear Options:

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

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt Carbine RAPID FIRE 1	24"	2	3+	4	0	1
Bolt Carbine RAPID FIRE 1	24"	2	3+	4	0	1
► Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS, PISTOL	12"	1	3+	8	-3	2

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power fist	Melee	3	3+	8	-2	2

ABILITIES

Cunning Hunters

Each time a model in this unit makes an attack, re-roll a Wound roll of 1. If the target is within range of an objective marker, you can re-roll the Wound roll instead.

WEAPON RULES

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.



Power weapon	Melee	4	3+	5	-2	1
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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).

