

CRIMSON HUNTER

160 PTS



M	T	SV	W	LD	OC	
-	8	3+	12	6+	-	5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Bright Lance	36"	1	3+	12	-3	D6+2
Pulse Laser	48"	3	3+	9	-2	D6
2x Starcannon	36"	2	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Wraithbone Hull	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Crimson Hunter

Equipped with: Bright Lance, Pulse Laser, Starcannon, Wraithbone Hull

Wargear Options:

- This model can replace its 2 Starcannons with 2 Bright Lances.

ABILITIES

Damaged: 1-4 Wounds Remaining

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Skyhunter

Each time this model makes a ranged attack that targets a unit that can Fly, add 1 to the Hit roll and add 1 to the Wound roll.

