

COMPANY OF HUNTERS

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Master-crafted Weapon

10 pts

RAVENWING model only. Melee weapons equipped by the bearer have the Precision ability.

Mounted Strategist

30 pts

RAVENWING model only. You can re-roll Advance and Charge rolls made for the bearer's unit.

Master of Manoeuvre

15 pts

RAVENWING model only. If the bearer's unit starts the battle in Strategic Reserves, its points value does not count towards the combined points limit for units from your army that are in Strategic Reserve, and for the purposes of setting up that unit on the battlefield, treat the current battle round number as being one higher than it actually is.

Recon Hunter

20 pts

RAVENWING model only. Models in the bearer's unit have the Scouts 9" ability.

DETACHMENT RULE

Friendly ADEPTUS ASTARTES have:

- This unit's ranged attacks have [ASSAULT].
- When this unit is selected to make a fall-back move, that fall-back move does not prevent this unit from being eligible to shoot.

Friendly ADEPTUS ASTARTES MOUNTED have:

- This unit's ranged attacks have [ASSAULT].
- When this unit is selected to make an advance move, that advance move does not prevent this unit from being eligible to declare a charge.
- When this unit is selected to make a fall-back move, that fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

OUTRIDER SQUAD units from your army gain the BATTLELINE keyword.

STRATAGEMS (6/6)

1 CP COMPANY OF HUNTERS – STRATEGIC PLOY STRATAGEM

COMMAND

HUNTERS' TRAIL

When: Command phase.

Target: One Ravenwing Mounted unit from your army that is within range of an objective marker you control.

Effect: That objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.

1 CP COMPANY OF HUNTERS – BATTLE TACTIC STRATAGEM

SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP COMPANY OF HUNTERS – BATTLE TACTIC STRATAGEM

SHOOTING

DEATH ON THE WIND

When: Your Shooting phase.

Target: One Ravenwing unit from your army that has just shot.

Effect: Select one enemy unit that was hit by one or more of those attacks. That unit must take a Battle-shock test. When doing so, if one or more RAVENWING units from your army are within 6" of that enemy unit, subtract 1 from the test.

1 CP COMPANY OF HUNTERS – BATTLE TACTIC STRATAGEM

SHOOTING

HIGH-SPEED FOCUS

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

Target: One Ravenwing unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Hit roll.

1 CP COMPANY OF HUNTERS – STRATEGIC PLOY STRATAGEM

SHOOTING

TALON STRIKE

When: Your Shooting phase or the Fight phase.

Target: One Ravenwing Mounted unit from your army that has not been selected to shoot or fight this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack that targets an INFANTRY CHARACTER or MOUNTED CHARACTER unit, add 1 to the Wound roll.

1 CP COMPANY OF HUNTERS – BATTLE TACTIC STRATAGEM

FIGHT

RAPID REAPPRAISAL

When: End of your opponent's Fight phase.

Target: One Ravenwing unit from your army that is not within Engagement Range of one or more enemy units.

Effect: Remove your unit from the battlefield and place it into Strategic Reserves.