Sw1500 (Warhammer 40,000 8th Edition) [91 PL, 8CP, 1478pts]

Battalion Detachment +5CP (Imperium - Space Wolves) [91 PL, 8CP, 1478pts]

No Force Org Slot [8CP]

Battle-forged CP [3CP]

Categories: No Force Org SLOT

Detachment CP [5CP]

Categories: No Force Org SLOT

HQ [17 PL, 290pts]

Iron Priest [5 PL, 66pts]

Selections: Boltgun, Thunder hammer [21pts]

Categories: Faction: Imperium, Faction: Adeptus Astartes, Faction: Space Wolves, Character, Infantry, Iron Priest, HQ, Techmarine

Rules: And They Shall Know No Fear, Hunters Unleashed

Abilities: Battlesmith, Unit: Iron Priest, Weapon: Boltgun, Frag grenade, Krak grenade, Servo-arm, Thunder hammer

Abilities	0)es(crip	tion									Re
Battlesmi	th h	nim.	Tha		del							el can repair a single SPACE WOLVES VEHICLE within 1" of nds lost earlier in the battle. A model can only be repaired	
Unit	М	٧	VS	BS	s	т	W	Α	Ld	Save	Ref		
Iron Pries	t 6"	2	+	3+	4	4	4	3	8	2+			
Weapon	Ran	ge	Ту	ре	ę	S	AP	D	A	bilities			R
Boltgun	24"			ipid e 1	4	4	0	1	-				
Frag grenade	6"		Gr D6	enade 5	e ;	3	0	1	-				
Krak grenade	6"		Gr 1	enade	9 (5	-1	D3	-				
Servo- arm	Mel	ee	Me	elee	2	x2	-2	3	fig		hen a	n can only be used to make one attack each time this mode model attacks with this weapon, you must subtract 1 from	
Thunder hammer	Mel	ee	Me	elee	2	x2	-3	3	W	'hen att	ackin	g with this weapon, you must subtract 1 from the hit roll.	

Rune Priest [6 PL, 112pts]

Selections: 2. Tempest's Wrath, 3. Murderous Hurricane, 3. Tenacious Survivor, Bolt pistol, Psychic hood [5pts], Runic armour [7pts], Runic axe [12pts], The Wulfen Stone, Warlord

Categories: FACTION: ADEPTUS ASTARTES, CHARACTER, HQ, FACTION: IMPERIUM, INFANTRY, FACTION: SPACE WOLVES, PSYKER, RUNE PRIEST

Rules: And They Shall Know No Fear, Hunters Unleashed

6"

Grenade D6 3

Grenade 1

Melee Melee

Frag grenade

Runic axe

Krak grenade 6"

Abilities: Psychic hood, Runic Armour, Tenacious Survivor, The Wulfen Stone, Psychic Power: Murderous Hurricane, Smite, Tempest's Wrath, Psyker: Rune Priest Psyker, Unit: Rune Priest, Weapon: Bolt pistol, Frag grenade, Krak grenade, Runic axe

Abilities	Description	Ref
Psychic hood	You can add 1 to any Deny the Witch tests you make for a model equipped with a psychic hood against an enemy PSYKER within 12".	
Runic Armour	The model has a 5+ invulnerable save.	
Tenacious Survivor	Roll a dice each time this warlord loses a wound. On a 6, the warlord shrugs off the damage and does not lose the wound.	
The Wulfen Stone	You can make 1 additional attack for models in friendly SPACE WOLVES INFANTRY, BIKER and CAVALRY units that are within 3" of the bearer when they make their attacks in the Fight phase. Units of Wulfen are not affected, nor are units that made a charge while within range of the Curse of the Wulfen (Hunt) ability earlier in the turn. In addition, a unit cannot be affected by both Curse of the Wulfen (Kill) and the Wulfen Stone in the same Fight phase.	

Psychic Power	Warp Charge	Ran	ge	Deta	ails																	R
Murderous Hurricane	5	18"		unit	with	in 1	8" o	f the	psył		p char Il one	<u> </u>										
Smite	5	18"		18"	of th	e ps	syke	r suff	ers	D3 mc	of 5. If rtal wo D6 mo	oun	ıds ((pg 1	181).	If the	resi					S
Tempest's Wrath	6	24		with	nin 24	1" of	f the	psyk	er. l	Jntil th	arge va e start y make	t of	you	r ne	xt Ps							
Psyker		Cast	De	eny	Pow	ers	Kno	wn							(Other	Re	ef]			
Rune Priest	Psyker	2	1		Smi	te a	nd t	vo fro	om 1	the Te	npesta	as [Disc	iplin	ie							
Unit	MW	IS BS	s s	т	w	A	Ld	Sa	ve	Ref												
Rune Priest	6" 2	+ 3+	- 4	4	4	3	9	3+														
Weapon	Ran	ge Ty	pe		s		AP	D	Ab	ilities	Ref	1										
												1										

1

D3 -

-

0

+1 -2 D3 -

6 -1

Rune Priest	[6	PL,	11	2pts]
--------------------	----	-----	----	-------

Selections: 2. Tempest's Wrath, 3. Murderous Hurricane, Bolt pistol, Psychic hood [5pts], Runic armour [7pts], Runic axe [12pts] Categories: FACTION: ADEPTUS ASTARTES, CHARACTER, HQ, FACTION: IMPERIUM, INFANTRY, FACTION: SPACE WOLVES, PSYKER, RUNE PRIEST

Rules: And They Shall Know No Fear, Hunters Unleashed

Abilities: Psychic hood, Runic Armour, Psychic Power: Murderous Hurricane, Smite, Tempest's Wrath, Psyker: Rune Priest Psyker, Unit: Rune Priest, Weapon: Bolt pistol, Frag grenade, Krak grenade, Runic axe

Abilities	Descript	ion											Re
Psychic hood	You can enemy P				e Wito	ch tes	ts you ma	ike for	a model equ	uipped w	ith a p	sychic hood against an	
Runic Armour	The mod	lel has a	5+ inv	ulnera	able sa	ave.							
Psychic Power	Warp Charge	Range	Deta	ils									Re
Murderous Hurricane	5	18"	unit	within	18" o	f the p		Il one (l, select a visible enemy unit – the unit suffers a	
Smite	5	18"	18" c	of the	psyke	r suffe	ers D3 mo	ortal wo		81). If the	e result	tible enemy unit within t of the Psychic test was	
Tempest's Wrath	6	24	withi	n 24"	of the	psyke	er. Until th	ne start		t Psychic		ect a visible enemy unit e, your opponent must	
Psyker		Cast D	eny	Powe	rs Kno	wn				Other	Ref		
Rune Priest	Psyker	2 1		Smite	and t	wo fro	om the Te	mpesta	as Discipline	9			
Unit	M WS	BS	sт	W	A Ld	Sav	ve Ref						
Rune Priest	6" 2+	3+ 4	4 4	4 3	39	3+							
								Def					
Weapon	Range	е Туре		S	AP	D	Abilities	Rei					
	Range 12"	e Type Pistol		S 4	AP 0	D 1	Abilities	Ref					
Bolt pistol	12"	Pistol		4		_	Abilities - -	Ker					
Weapon Bolt pistol Frag grenad Krak grenad	12" e 6"	Pistol	l 1 ade D6	4	0	1	-	Rei					

Troops [20 PL, 350pts]

d Claws [7 i	PL, 130pt	.5]														
Categories: ⊤	ROOPS, FA	CTION: A	DEPT	us Ast	TART	ES, İ	Fac [.]	TION:	Імре	ERIUM,	FAC		: Space Wolves, In	ifantry, Blo	od Claws	
Rules: And Th	ey Shall Kr	now No	Fear,	Defend	ders	of H	lum	anity,	, Hun	nters U	nlea	she	1			
Abilities: Bese	erk Charge	, Heads	trong,	Mixed	d Uni	t										
9x Blood Cla	aw [117pf	ts]														
Unit: Bloc	od Claw, W	eapon:	Bolt p	oistol, (Chaii	nsw	ord,	Frag	gren	nade, K	írak g	ren	ade			
Blood Claw	Pack Lea	der [13	Bpts]													
Selection	s: Chains	word														
Unit: Bloc	od Claw Pa	ck Lead	ler, W	eapon	: Bo	lt pis	stol,	Chai	inswo	ord, Fra	ag gi	ena	de, Krak grenade			
Abilities	Descript	tion														
Beserk	On a tur	n in whi	ch the	ey mał	ke a	suc	ces	sful c	charg	ge, you	ı can	ma	ke 1 additional att	ack in the Fic	ht phase with	
				-								IIId	Re i additional atta	-		
Charge	all mode	els in thi	s uni	t.								IIIa				
	all mode Unless t	his unit	conta	ains a								f Gu	ard Terminator Pa	ck Leader, or		F
Charge	all mode Unless t a friendl	his unit y WOLF	conta GUA	ains a RD, it r	must	t de	clar	e a cł	harge	e in its	Cha	f Gu rge	ard Terminator Pa phase if it is possi	ck Leader, or ble to do so.		F
Charge	all mode Unless t a friendl	his unit y WOLF ourpose	conta GUA s of c	ains a RD, it r determ	must ninin	t deo g wł	clar hat i	e a cł mode	harge els a	e in its vehicl	Cha	f Gu rge	ard Terminator Pa	ck Leader, or ble to do so.		f
Charge Headstrong Mixed Unit	all mode Unless t a friendl For the p	his unit y WOLF ourpose	conta GUA s of c	ains a RD, it r determ	must ninin	t deo g wł	clar hat i	e a cł mode	harge els a	e in its vehicl	Cha	f Gu rge	ard Terminator Pa phase if it is possi	ck Leader, or ble to do so.		f
Charge Headstrong	all mode Unless t a friendl For the p	his unit y WOLF ourpose	conta GUA s of c	ains a RD, it r determ	must ninin	t deo g wł	clar hat i INA	e a cł mode TOR ł	harge els a keyw	e in its vehicl	e ca	f Gu rge n tra	ard Terminator Pa phase if it is possi	ck Leader, or ble to do so.		F
Charge Headstrong Mixed Unit	all mode Unless t a friendl For the p	his unit y WOLF ourpose tor Arm	conta GUA s of c our h	ains a RD, it r determ ave th	nus ninin e TE	t deo g wł RMI T	clar hat i INA	e a ch mode TOR I A	harge els a keyw	e in its vehicl vord	e ca	f Gu rge n tra	ard Terminator Pa phase if it is possi	ck Leader, or ble to do so.		F
Charge Headstrong Mixed Unit Unit	all mode Unless t a friendl For the p Termina	his unit y WOLF burpose tor Arm M 6"	conta GUA s of c our h WS	ains a RD, it r determ ave th BS	must nining e TE S 4	t deo g wł RMI T 4	clar hat i INA W	e a ch mode TOR I A	harge els a keyw Ld 7	e in its vehicle ord Save	e ca	f Gu rge n tra	ard Terminator Pa phase if it is possi	ck Leader, or ble to do so.		F
Charge Headstrong Mixed Unit Unit Blood Claw	all mode Unless t a friendl For the p Termina	his unit y WOLF burpose tor Arm M 6"	conta GUA s of c our h WS 3+	ains a RD, it r determ ave th BS 4+	must nining e TE S 4	t deo g wh RMI T 4 4	clar hat i INA W 1	e a ch mode TOR F A 1 2	harge els a keyw Ld 7	e in its vehicle vord Save 3+ 3+	e ca	f Gu rge n tra	ard Terminator Pa phase if it is possi	ck Leader, or ble to do so.		
Charge Headstrong Mixed Unit Unit Blood Claw Blood Claw	all mode Unless t a friendl For the p Termina Pack Lead	his unit y WOLF burpose tor Arm M 6"	conta GUA s of c our h WS 3+ 3+	ains a RD, it r RD, it r determ ave th BS 4+ 4+	nust nining e TE S 4 4	t deo g wh RMI T 4 4	hat i INA W 1 1	e a ch mode TOR F A 1 2	harge els a keyw Ld 7 7	e in its vehicle vord Save 3+ 3+	e ca	f Gu rge n tra	ard Terminator Pa phase if it is possi	ck Leader, or ble to do so.		
Charge Headstrong Mixed Unit Unit Blood Claw Blood Claw Weapon Bolt pistol	all mode Unless t a friendl For the p Termina Pack Lead Range 12"	his unit y WOLF burpose tor Arm 6" 6" er 6" Type Pistol 7	conta GUA s of c our h WS 3+ 3+	ains a RD, it r RD, it r determ ave th BS 4+ 4+ 4+ 5 4	must hinin e TE S 4 4 4 AF	t dea g wh RMI T 4 4 2 1	hat i INA W 1 1 D	e a ch mode TOR I A 1 2 Abili -	harge els a keyw Ld 7 7 ities	e in its vehicle vord Save 3+ 3+	e Cha	f Gu rge n tra	ard Terminator Pa phase if it is possi Insport, Wolf Guard	ck Leader, or ble to do so. d Pack Leade	ers in	
Charge Headstrong Mixed Unit Unit Blood Claw Blood Claw Weapon	all mode Unless t a friendl For the p Termina Pack Lead Range 12"	his unit y WOLF burpose tor Arm 6" 6" er 6" Type	conta GUA s of c our h WS 3+ 3+	ains a RD, it r RD, it r determ ave the BS 4+ 4+ 4+	must hinin e TE S 4 4 4 AF	t dea g wh RMI T 4 4 2 1	hat i INA W 1 1	e a ch mode TOR I A 1 2 Abili - Each	harge els a keyw Ld 7 7 ities	e in its vehicly ord Save 3+ 3+ 3+	e Cha	f Gu rge n tra	ard Terminator Pa phase if it is possi	ck Leader, or ble to do so. d Pack Leade	ers in	
Charge Headstrong Mixed Unit Unit Blood Claw Blood Claw Weapon Bolt pistol	all mode Unless t a friendl For the p Termina Pack Lead Range 12"	his unit y WOLF burpose tor Arm 6" 6" er 6" Type Pistol 7	conta GUA s of c our h WS 3+ 3+	ains a RD, it r RD, it r determ ave th BS 4+ 4+ 4+ 5 4	must hinin e TE S 4 4 4 AF	t dea g wh RMI T 4 4 2 1	hat i INA W 1 1 D	e a ch mode TOR I A 1 2 Abili - Each	harge els a keyw Ld 7 7 7 ities	e in its vehicly ord Save 3+ 3+ 3+	e Cha	f Gu rge n tra	ard Terminator Pa phase if it is possi Insport, Wolf Guard	ck Leader, or ble to do so. d Pack Leade	ers in	

Grey Hunters [8 PL, 130pts]

Selections: Grey Hunter Pack Leader [13pts], 9x Grey Hunter w/Bolt Pistol [117pts] Categories: FACTION: ADEPTUS ASTARTES, FACTION: IMPERIUM, FACTION: SPACE WOLVES, INFANTRY, GREY HUNTERS, TROOPS Rules: And They Shall Know No Fear, Defenders of Humanity, Hunters Unleashed Abilities: Mixed Unit

Abilities Description

MixedFor the purposes of determining what models a vehicle can transport, Wolf Guard Pack Leaders in TerminatorUnitArmour have the TERMINATOR keyword

Ref

Unit			М	WS	BS	S	т	w	Α	Ld	Save	
Grey Hunter			6"	3+	3+	4	4	1	1	7	3+	
Grey Hunter Pa	ack Lead	er	6"	3+	3+	4	4	1	2	7	3+	
Weapon	Range	Ту	/pe		S	AP	D	4	Abili	ties	Ref	
Bolt pistol	12"	Pi	stol	1	4	0	1	-				
Boltgun	24"	Ra	apid	Fire 1	4	0	1	-				
Frag grenade	6"	Gr	rena	de D6	3	0	1	-				
Krak grenade	6"	Gr	rena	de 1	6	-1	D	3 -				

Intercessor Squad [5 PL, 90pts] Selections: Auto Bolt Rifle [5pts], 4x Intercessor [68pts], Intercessor Pack Leader [17pts] Categories: FACTION: ADEPTUS ASTARTES, FACTION: IMPERIUM, INFANTRY, INTERCESSOR SQUAD, PRIMARIS, FACTION: SPACE WOLVES, TROOPS Rules: And They Shall Know No Fear, Defenders of Humanity, Hunters Unleashed Weapon: Auto Bolt Rifle Unit M WS BS S T W A Ld Save Ref Intercessor 6" 3+ 3+ 4 4 2 2 7 3+ Intercessor Sergeant 6" 3+ 3+ 4 4 2 3 8 3+ Weapon Range Type S AP D Abilities Ref Auto Bolt Rifle 24" Assault 2 4 0 1 -**Bolt pistol** 12" Pistol 1 4 0 1 -Frag grenade 6" Grenade D6 3 0 1 _ Krak grenade 6" Grenade 1 6 -1 D3 -

Elites [26 PL, 355pts]

f Guard in Ter Categories: FA Rules: And The Abilities: Crux	стіон: Ade y Shall Kno	PTUS ASTART	ES, FACT unters U	FION:	IMPE	RIUN	и, Гасті	ON:	Spa	CE Wo	DLVES	s, In	IFANT	ry, Te	ERMINA	TOR, V	Wolf	Guard	, Elites
	: Power fis	tor Armour st [9pts], Storr erminator Arm	n boltei	r [2pt	-	wer	fist, Stor	m b	olte	er									
	: Power fis	tor Armour st [9pts], Storr erminator Arm	n boltei	- r [2pt	-	wer	fist, Stor	m b	oolte	er									
	: Power fis	tor Armour st [9pts], Storr erminator Arm	n bolter	r [2pt		wer	fist. Stor	m b	olte	er									
Wolf Guard in Selections	Termina Power fis		[34pts n bolter] r [2pt	s]														
Wolf Guard in Selections	Termina : Power fis	tor Armour st [9pts], Storr	[34pts n bolter] r [2pt	s]														
Wolf Guard in Selections	Termina : Power fis	erminator Arm tor Armour st [9pts], Storr erminator Arm	[34pts n bolter] r [2pt	s]														
Wolf Guard in Selections	Termina : Power fis		[34pts n bolter] r [2pt	s]														
	: Power fis	tor Armour st [9pts], Storr erminator Arm	n boltei	r [2pt		wer	fist, Stor	rm b	olte	er									
	: Assault o	tor Armour annon [22pts erminator Arm	s], Powe	er fist	[9pts	s]		-	owei	r fist									
	: Power sv	er in Termir vord [4pts], Si k Leader in Te	torm bo	lter [2pts]		-	owe	r sw	vord, S	Storm	n bo	lter						
Abilities	Descriptio	n																	Ref
Crux Terminatus		el has a 5+ inv	vulnerat	ole sa	ave.														
Teleport Strike	battlefield	oloyment, you . At the end o - set him up	of any of	f youi	r Mov	/em	ent phas	ses	he o	can us	se a t	tele	port :	strike	to arriv	ve on	the		
Unit					M \	NS	BS S	; 1	۲ ۱	N A	Ld	S	Save	Ref	1				
Wolf Guard in	Terminato	or Armour			5" 3	3+	3+ 4	. 4	1 2	2 2	8	2	2+						
Wolf Guard P	ack Leade	r in Terminato	or Armo	our	5" 3	3+	3+ 4	. 4	4 2	2 3	8	2	2+						
Weapon	Range	Туре	S	AP	D	Α	bilities												Ref
Assault cannon	24"	Heavy 6	6	-1	1	-													
Power fist	Melee	Melee	x2	-3	D3		/hen atta t roll.	acki	ng ۱	with tl	nis w	/eap	oon, y	ou mi	ust sut	btract	1 froi	m the	
Power sword	Melee	Melee	User	-3	1	-													
Storm bolter	24"	Rapid Fire 2	4	0	1	-													

Land Raider [19 PL, 305pts]

Selections: Hunter-killer missile [6pts], Storm bolter [2pts], Twin heavy bolter [17pts], 2x Twin lascannon [80pts]

Categories: Faction: Adeptus Astartes, Heavy Support, Faction: Imperium, Vehicle, Faction: Space Wolves, Land Raider, Transport

Abilities: Explodes, Power of the Machine Spirit, Smoke Launchers, **Stat Damage - M/BS/A:** Land Raider (1), Land Raider (2), Land Raider (3), **Transport:** Transport, **Unit:** Land Raider, **Weapon:** Hunter-killer missile, Storm bolter, Twin heavy bolter, Twin lascannon

	Des	criptio	on																			Re
Explodes											before r es, and											
Power of the Machine Spirit	This	s mod	el cai	ר ma	ove	and f	îre H	Heavy	weap	ons	without	suffer	ing th	ie pei	alty	to its	hit r	olls.				
Smoke Launchers	Lau		s; unt	il yo	ur r	ext S	Shoc	oting p			ons in th r oppon										9	BR
Stat Damage	- M/	'BS/A	Re	maiı	ning	W	Мо	veme	nt B	s	Attacks	Ref]									
Land Raider ((1)		9-1	6+			10"		3-	ŀ	5											
Land Raider	(2)		5-8				5"		4-	ŀ	D6											
Land Raider (Transport (city	1-4	-			3"		5-	+	1											Re
Transport (Capa This r	nodel	can	tran			SPA		OLVE	S IN	1 FANTRY nay not t							UMP I	PACI	K or WL	JLFEN	
Transport (Transport ¹ r	Capa This r	nodel	can	trans			SPA o otl	her m	OLVE	S IN It n	FANTRY							UMP I	PACI	< or WL	JLFEN	
Transport (Transport ¹ r Unit	Capa This r mode M	nodel I take	can the	tran: spa	ce c T	of two W	SPA o otl	her m	OLVES	S IN It n	FANTRY							UMP I	PACI	K or WL	JLFEN	
Transport C Transport r Unit Land Raider	Capa This r mode M	model el take WS 6+	can the BS	tran: spa	се с Т 8	of two W	SPA o otl	her m Ld 9	OLVES odels. Save	S IN It n R	FANTRY							UMP I	PACI	< or WL	JLFEN	
Transport (Transport ¹ Unit Land Raider Weapon Hunter-killer	Capae This r mode M	model el take WS 6+	can the sthe BS	trans spa S 8 Ty	се с Т 8	of two W 16	SPA o otl A *	her m Ld 9 AP	OLVES odels. Save 2+	S IN It n R At	FANTRY	transpo	ort PR	IMAF	IS m	odels	5.					
Transport (Transport ¹ Unit Land Raider Weapon Hunter-killer missile	Capa Chis r mode M *	model el take WS 6+ Ra	can f s the BS *	transspa spa S 8 Ty He	T 8 Pe	of two W 16	SPA o otl A *	her m Ld 9 AP -2	OLVES odels. Save 2+ D	S IN It n R At	FANTRY hay not f	transpo	ort PR	IMAF	IS m	odels	5.					
Transport (Capae This r mode M *	model el take 6+ Ra 48	can t s the BS *	trans spa 8 S 8 Ty He Ra 2	T 8 Pe	w 16 Tire	SPA o otl A * S	her m Ld 9 -2 0	OLVES odels. Save 2+ D D6	S IN It n R At	FANTRY hay not f	transpo	ort PR	IMAF	IS m	odels	5.					Re

Selections: H	lunt	er-kil	ler m	issi	le [6	pts],	Sto	rm b	olter [2	2pts], ⁻	Fwin lascar	nnon [4	40pts]	
Categories: F	ACT	ION:	Adef	TUS	AST	ARTE	ES, ŀ	HEAVY	(SUPP	PORT, F	ACTION: IM	PERIUN	и, Predator, Vehicle, Faction: Space Wolves	
Abilities: Exp Hunter-killer n										M/BS/	A: Predato	or (1), F	Predator (2), Predator (3), Unit: Predator, Weapon	:
Two Lascan	no	ns [4	Opts	s]										
Selection	ns: 2	2x La	iscan	nor	n [40	pts]								
Weapon:	Las	scanr	non											
Abilities	De	scrip	otion											Re
Explodes													g it from the battlefield and before any it within 6" suffers D3 mortal wounds.	
Smoke Launchers	La	unch	ers; ι	until	you	r nex	t Sl						ting phase, the vehicle can use its Smoke It subtract 1 from all hit rolls for ranged	BI
Stat Damag	e - I	M/BS	6/A	Re	mair	ning \	W	Mov	ement	t BS	Attacks	Ref		
Predator (1))			6-1	1+			12"		3+	3			
								12" 6"		3+ 4+	3 D3			
Predator (2))			3-5				6"		4+	D3			
)									-	D3			
Predator (2) Predator (3))	WS	BS	3-5		W	A	6" 3"	Save	4+	D3 1			
Predator (2) Predator (3))) VI	WS 6+	BS *	3-5 1-2 S	T	W 11		6" 3"	Save 3+	4+ 5+	D3 1			
Predator (2) Predator (3) Unit)) VI		*	3-5 1-2 S 6	T	11		6" 3" Ld	3+	4+ 5+ e Re	D3 1			F
Predator (2) Predator (3) Unit M Predator *)) VI		*	3-5 1-2 S 6	Т 7 Туј	11	*	6" 3" Ld 8	3+	4+ 5+ e Re D	D3 1 f	in only	r fire each of its hunter killer missiles once per	F
Predator (2) Predator (3) Unit M Predator * Weapon Hunter-kille)) VI		* Ran	3-5 1-2 S 6	Т 7 Ту ј Не	11 pe	*	6" 3" Ld 8	3+ AP	4+ 5+ e Re D	D3 1 f Abilities A model ca pattle.	in only	fire each of its hunter killer missiles once per	R
Predator (2) Predator (3) Unit M Predator * Weapon Hunter-kille missile)) ₩		* Ran 48"	3-5 1-2 S 6	т 7 Туј Не Не	11 pe avy 1	*	6" 3" Ld 8 \$	3+ AP -2	4+ 5+ e Re D 4	D3 1 f Abilities A model ca pattle.	in only	r fire each of its hunter killer missiles once per	R

Selection Rules

And They Shall Know No Fear: You can re-roll failed Morale tests for this unit.

Defenders of Humanity: A Unit with this ability that is within range of an objective marker (as specified in the mission) controls the objective marker even if there are more enemy models within range of that objective marker. If an enemy unit within range of the same objective marker has a similar ability, then the objective marker is controlled by the player who has the most models within range of it as normal.

Hunters Unleashed: If your army is battle-forged, in any turn in which a unit with this ability made a charge move, was charged or made a Heroic Intervention, you can add 1 to its hit rolls in the Fight phase. In addition, CHARACTERS with this ability can perform a Heroic Intervention if, after the enemy has completed all of their charge moves, there are any enemy units within 6" of them. They can move up to 6" when performing a Heroic Interveition, so long as they end the move closer to the nearest enemy model.

Created with BattleScribe