

VANGUARD-HUNTERS

Vanguard-Hunters are daring raiders and expert scouts who prosecute the war against Chaos in the most challenging environments. These veterans can turn the tide of battle in one bold action, loosing shots into the foe as they dash through the fray.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Boltstorm Pistol	9"	2	3+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Shock Handaxe	1"	2	4+	3+	-	1
Storm Sabre	1"	2	3+	4+	-	1

DESCRIPTION

A unit of Vanguard-Hunters has any number of models. The unit is armed with one of the following weapon options: Boltstorm Pistol and Shock Handaxe; or Boltstorm Pistol and Storm Sabre. 1 in every 5 models can carry an Astral Compass.

HUNTER-PRIME: The leader of this unit is a Hunter-Prime. Add 1 to the Attacks characteristic of a Hunter-Prime's weapons.

ABILITIES

Astral Compass: *The astral compass shows the best route to strike at the foe.*

If you set up a unit that includes any models with an Astral Compass in the Celestial Realm using the Scions of the Storm battle trait, when you set that unit up on the battlefield for the first time, instead of setting it up more than 9" away from the enemy, you can set it up wholly within 6" of any edge of the battlefield, more than 7" from the enemy.

Tireless Hunters: *These determined warriors never stop moving in pursuit of their prey.*

This unit can run and still shoot later in the same turn.

KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, ANGELOS, VANGUARD-HUNTERS