

THE HUNTER

	CD	AG	SG	DC	ME	SPECIAL RULES
The Hunter	6	6	6	6	6	Worthy Opponents, Unstoppable, Hunter

UNSTOPPABLE

The Hunter will only ever suffer the effects of a maximum of 2 suppression points, but will accumulate suppression as normal. It can never be instantly killed by any weapon.

WORTHY OPPONENTS

The Hunter will always detect Covert models, but it may never deliberately make any attack against unarmed models.

HUNTER

Whenever the Hunter kills another model with a ranged or combat attack, it may move into base to base contact with that model (leave the slain models on the table on their sides) to collect it's skull as a trophy. The hunter may only win by collecting a Trophy from every model it kills.

EQUIPMENT

The Hunter wears Adaptive Camo and Alien Armour. It is also Equipped with an Advanced Imaging mask, Antimatter Device, Advanced medical kit.

WEAPONS

The Hunter is Equipped with a Hunters Spear, Plasma projector, Discus, Constricting netter, Dart gun.

ALIEN ARMOUR

The Hunter is protected by armour made from an unknown alloy which is highly resistant to small arms fire. The hunters armour is treated in the same way as Vehicle Armour with an AV of 5.

If the weapon used in the ranged attack has a PEN value equal to the AV, the hit is a wound (see below). If it is greater, the shot penetrates and a lethality roll is made. If the Lethality roll is successful, roll on the critical injury table below, If it is unsuccessful, a wound is made to the Hunter.

ADAPTIVE CAMO

The Hunter wears optical adaptive camo, which makes the wearer almost invisible. All ranged attacks suffer a -3 to hit the hunter if the hunter did not move in the movement phase and a -2 to hit if it did move. Thermal optics also gain no benefit against the hunter.

ADVANCED IMAGING MASK

When wearing the mask, the Hunter gains a +2 to any ranged attacks while using the Plasma Projector or Dart Gun. In addition, the hunter will never be stunned.

ANTIMATTER DEVICE

If the hunter ever has any of his statistics reduced to 1, it may chose to activate the Antimatter Device. In D3 turns from it's activation, it will detonate with the profile of a Very Large IED (page 103 of Spectre: Operations)

ADVANCED MEDICAL KIT

As a tactical action, the Hunter may use it's Advanced Medical Kit. When used, the Hunter will recover 2 lost points from its statistics. The Hunter may not move, make any ranged attacks or perform any other actions in a turn that this is used.

HUNTERS SPEAR

The hunters spear counts as a Specialist CCW (p90), with the additional rule that it may be used to attack any model within 2" of the Hunter.

CLASS	RI	LTY	PEN	SPECIAL
Plasma Projector	24"	3+	8+D6	Frag 2" Degrading, Revealing

Revealing: When the Plasma Projector is used, the Hunter loses the benefit of the Adaptive camo for that turn.

CLASS	RI	LTY	PEN	SPECIAL
Discus	12"	2+	5+D6	Through and Through, Silent

Through and Through: When using the discus, if a successful ranged attack is made, it will hit every model in a straight line up to 12" long. If any lethality rolls are failed, the discus will be impaled into the target model that the roll was failed against and may not be used until retrieved from that model by moving into base contact with it (this can be done by any model, although only the hunter may use it for a ranged attack).

CLASS	RI	LTY	PEN	SPECIAL
Constricting Netter	6"	6+	2	Constricting, Silent

Constricting: If the lethality roll is failed, the target is netted and counts as being Stunned until freed. Every subsequent turn, the lethality roll must be made again, adding +1 to the roll each turn. A model may be freed by any model moving into base contact with it.

CLASS	RI	LTY	PEN	SPECIAL
Dart Gun	10"	4+	2	Silent, Rapid Fire

WOUNDING THE HUNTER

If a wound is made to the hunter, all of its statistics are reduced by -2 for the remainder of the game. If it is reduced to 0, the Hunter is defeated.

CRITICAL INJURY TABLE

If a successful Lethality roll is made, roll on the chart below:

1: It Bleeds... The Hunter is bleeding, leaving a trail of luminous blood behind him. All Ranged attacks gain a +1 modifier to hit him.

2-3: Lightly Wounded: The Hunter is wounded and suffers -1 movement and Agility for the remainder of the game

4-5: Medium Wound: The Hunter is injured and suffers -2 Movement, Agility and Movement.

6: Serious Wound: The Hunter is seriously Wounded and Suffers -2 Movement, Agility and Movement. He will bleed out in 3 turns and die, Unless it uses the Advanced Medical Kit.