

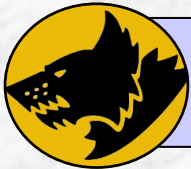


GREY HUNTERS

* Grey Hunters throws a grenade instead of using a bolter when firing at an enemy within 6". Use a Krak grenade if the target has 2 or more wounds, otherwise use a Frag grenade.



HUNT PREY ROAR GUARD



ULRIK THE SLAYER

* Ulrik is the Warlord.
 * Use the standard charge for the Plasma Pistol, unless firing at enemy Warlord. Then supercharge it.
 * Ulrik uses Healing Balms on himself first if wounded, then closest legal friendly unit or character.



HUNT PREY GUARD



WOLF GUARD



HUNT PREY GUARD



LAND SPEEDER

* Never attempt to charge even if within range, but instead always remain in place.
 * If in close combat, unless already within 3" of an Objective, Fall Back up to 16" until within range of closest objective.
 * If in close combat, fire all weapons at a random enemy target within engagement range.



PREY ROAR GUARD



SWIFTCLAWS

* If forced to charge due to the Headstrong rule, charge the closest enemy unit.
 * When suffering casualties, randomly remove either the biker with the flamer or with the chainsword.



HUNT PREY GUARD



DREADNOUGHT

* When under the "ROAR" order, replace all instances of 12" with 8" (due to the shorter range of the Heavy Flamer).



PREY ROAR GUARD

WARHAMMER 40,000 SOLO

Version: January 2021



At the start of the AI turn, roll a die for each AI unit and determine their orders based on their individual order card.

HUNT: move full distance towards closest enemy. Then if more than 9" of any enemy unit, also do an advance move towards closest enemy.

PREY: move full distance towards enemy WARLORD, then fire at it if visible and within weapon range. If within 9" of enemy Warlord, also attempt to charge.

Note that if target is protected by the "Look out, Sir" rule, instead fire at the enemy unit closest to the enemy Warlord.

If the Warlord (or unit protecting it) is not at all within fire range or not visible, do an advance move towards the Warlord.

If the enemy Warlord is already destroyed, replace "Warlord" with "Enemy with highest Power Level".

ROAR: Move to within 12" of closest visible enemy, then fire all guns at closest visible legal target. If the regular movement cannot bring the unit to within 12" of the closest visible enemy target, instead move to within 24" and fire all guns at closest visible enemy target. If already closer than 12", back away as much as possible until distance is 12". If it is not possible to move within 24" of any visible enemy, make an advance move towards closest objective instead.

GUARD: move within range to the closest objective (3" horizontally, 5" vertically), including an advance move, if necessary. If already at an objective, do not make a move but rather remain stationary. Fire at closest visible enemy unit that is also within range of an objective. If no visible enemies are within range of an objective, fire at closest legal visible enemy. If any enemies are within 9" of this unit, and also within range of an objective, attempt to charge that enemy. Only attempt the charge if it is possible to also remain within range of an objective.

EXCEPTIONS: ✖ Do not roll for orders for units in close combat.

✖ On turn 5, any orders of **HUNT** or **ROAR** is changed to **GUARD**.

UNIVERSAL AI RULES

- AI never care about placing units in covers.
- AI randomly decides the order of which units to activate.
- AI removes Pack Leaders last as casualties.
- AI always pile in to get as many models as possible into close combat.
- AI always do Heroic Interventions whenever possible.
- AI always makes consolidation moves towards closest enemy model.

MISSION AND DEPLOYMENT

Use the "Only War" mission from the Core rules.

Randomly select board edge for the AI.

Randomly select who takes first turn.

Roll a die for each AI unit, deploy units as far forward as possible*:

1: place the unit 6" from the left flank

2: place the unit 6" from the right flank

3-4: place the unit directly opposite the closest objective.

5-6: place the unit in the exact centre of the deployment zone.

(*exception: automatically deploy the Wolf Guard just in front of Ulrik the Slayer.)