

HORMAGAUNTS

70–120 PTS

M	T	Sv	W	LD	OC
10"	3	5+	1	8+	2

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Hormagaunt talons	Melee	3	4+	3	-1	1

ABILITIES

Bounding Leap

This unit is eligible to declare a charge in a turn in which it Advanced.

FACTION RULES

Synapse

If your Army Faction is TYRANIDS, while a TYRANIDS unit from your army is within 6" of one or more friendly SYNAPSE models, that TYRANIDS unit is said to be within Synapse Range of that model and of your army. While a TYRANIDS unit from your army is within Synapse Range of your army:

- Each time that unit takes a Battle-shock test, take that test on 3D6 instead of 2D6.
- Each time a model in that unit makes a melee attack, add 1 to the Strength characteristic of that attack.



AUFSTELLUNG

10-20x Hormagaunts (28.5mm)

Equipped with: Hormagaunt talons



KEYWORDS: Infantry, Battleline,
Great Devourer, Endless Multitude,
Hormagaunts

FACTION KEYWORDS: Tyranids