RIPPER SWARMS

30–50 PTS

RIPPER SWARM

M	T	Sv	W	LD	OC
6"	2	6+	4	8+	0

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Spinemaw **PISTOL**	6"	4	5+	3	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chitinous claws and teeth **SUSTAINED HITS 1**	Melee	6	5+	2	0	1

ABILITIES

Chitinous Horrors (Aura)
While an enemy unit is within Engagement Range of this unit, halve the Objective Control characteristic of models in that enemy unit.

WEAPON ABILITIES

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

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

1-3x Ripper Swarm - Equipped with: Chitinous claws and teeth, Spinemaw (40mm)

Wargear Options:

- This model can be equipped with 1x Spinemaw.

KEYWORDS: Ripper Swarm, Swarm, Great Devourer, Harvester
FACTION KEYWORDS: Tyranids