SKY-SLASHER SWARMS [LEGENDS]

60 PTS

M	T	Sv	W	LD	OC
12"	2	6+	4	8+	0

RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

Chitinous Horrors
While an enemy unit is within Engagement Range of one or more units with this ability, 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).*

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

AUFSTELLUNG

3x Sky-slasher swarm oder Sky-slasher swarm w/ spinemaws

Equipped with: Spinemaws, Claws and teeth

KEYWORDS: Swarm, Great Devourer, Fly, Sky-slasher Swarms
FACTION KEYWORDS: Tyranids