

TYRANIDS

SKY-SLASHER
SWARMS
[LEGENDS]

M12"

T2

SV6+

W4

LD8+

OC0

60 PTS

Base —

Deep Strike

1KOMMANDO

—

2BEWEGUNG

—

3BESCHUSS

Spinemaws

PISTOL

R	A	BS	S	AP	D
6"	4	5+	3	0	1

VERWUNDET

2+ T1	3+ T2	4+ T3	5+ T4–5	6+ T6+
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4ANGRIFF

—

5NAHKAMPF

Claws and teeth

SUSTAINED HITS 1

R	A	WS	S	AP	D
Melee	6	5+	2	0	1

VERWUNDET

2+ T1	4+ T2	5+ T3	6+ T4+
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VERTEIDIGUNG

—

IMMER / EINMALIG

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.

GEGEN DIESE EINHEIT

W2 · RW 6+ · 4 LP je Modell

WIRD VERWUNDET MIT

2+
S4+

3+
S3

4+
S2

6+
S1

RETTUNGSWURF JE DS

DS 0
6+

DS -1
-

DS -2
-

DS -3
-

DS -4
-

REGELN & KEYWORDS KURZ

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" horizo...

PISTOL

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

SUSTAINED HITS

 This ability always takes the form [SUSTAINED HITS X].

AUFSTELLUNG

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

Ausrüstung: Spinemaws, Claws and teeth

KEYWORDS Swarm, Great Devourer, Fly, Sky-slasher Swarms · FRAKTION Tyranids