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KOMMANDO

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2

BEWEGUNG

Skulking Horrors

In your opponent's Movement phase, if an enemy unit ends a move within 8" of this unit, if this unit is not within Engagement Range of one or more enemy units, this unit can make a Normal move of up to D6".

3

BESCHUSS

Fleshborer **ASSAULT**

R	A	BS	S	AP	D
18"	1	4+	5	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Shardlauncher **BLAST** **HEAVY**

R	A	BS	S	AP	D
18"	D3	4+	5	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Spike rifle **HEAVY**

R	A	BS	S	AP	D
24"	1	4+	4	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Strangleweb **ASSAULT**

DEVASTATING WOUNDS						TORRENT					
R	A	BS	S	AP	D	R	A	BS	S	AP	D
18"	D6	N/A	2	0	1	18"	D6	N/A	2	0	1

VERWUNDET

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

Termagant devourer

R	A	BS	S	AP	D
18"	2	4+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Termagant spinesfist **ASSAULT**

PISTOL						TWIN-LINKED					
R	A	BS	S	AP	D	R	A	BS	S	AP	D
12"	2	4+	3	0	1	12"	2	4+	3	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

4

ANGRIFF

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5

NAHKAMPF

Chitinous claws and teeth

R	A	WS	S	AP	D
Melee	1	4+	3	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

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IMMER / EINMALIG

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GEGEN DIESE EINHEIT

W3 · RW 5+ · 1 LP je Modell

WIRD VERWUNDET MIT

2+ S6+	3+ S4–5	4+ S3	5+ S2	6+ S1
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RETTUNGSWURF JE DS

DS 0 5+	DS -1 6+	DS -2 -	DS -3 -	DS -4 -
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REGELN & KEYWORDS KURZ

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 Synap...

ASSAULT Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).

BLAST Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (roun...

DEVASTATING WOUNDS Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of...

HEAVY In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit: - That unit is unen...

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

TORRENT Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

TWIN-LINKED Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

10-20x Termagants oder Termagant w/ Shardlauncher oder Termagant w/ Spike rifle oder Termagant w/ Strangleweb

Ausrüstung: Fleshborer, Shardlauncher, Spike rifle, Strangleweb, Termagant devourer, Termagant spinesfist, Chitinous claws and teeth

- Each Termagants can replace its Fleshborer with Termagant spinesfist or Termagant devourer.