



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

AUFSTELLUNG
10-20x Hormagaunts (28.5mm)
Equipped with: Hormagaunt talons

ABILITIES

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

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.