

HIVE GUARD

M	T	SV	W	LD	OC
6"	7	3+	4	8+	1

AUFSTELLUNG

3-6x Hive Guard w/ shockcannon oder Hive Guard w/ impaler cannon (50mm)

Equipped with: Impaler cannon, Shockcannon, Chitinous claws and teeth

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Impaler cannon HEAVY, INDIRECT FIRE	36"	4	4+	5	-1	1
Shockcannon ANTI-VEHICLE 2+	24"	2	3+	7	-1	3

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chitinous claws and teeth	Melee	3	4+	5	0	1

ABILITIES

RULES - Synapse

Defensive Stance

Each time you target this unit with the Fire Overwatch Stratagem, while resolving that Stratagem, hits are scored on unmodified Hit rolls of 5+, or unmodified Hit rolls of 4+ instead if this unit is within range of an objective marker that you control.

WEAPON RULES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.



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 unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

Indirect Fire

Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).