

MUCOLID SPORES

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M	T	SV	W	LD	OC
4"	4	7+	3	8+	0

AUFSTELLUNG
1-2x Mucolid Spore (40mm)

ABILITIES

RULES - Deep Strike, Synapse

Bio-minefield

Enemy units cannot start or end an Advance move within 6" of this unit.

Floating Death

Each time this unit or an enemy unit ends a move, for each model in this unit within 3" of one or more enemy units, select one of those enemy units. That model in this unit is destroyed, then roll one D6: on a 2-5, that enemy unit suffers D3 mortal wounds; on a 6 that enemy unit suffers D6 mortal wounds.

