# SKY-SLASHER SWARMS [LEGENDS]

| M | T | SV | W | LD | OC |
|---|---|---|---|---|---|
| 12" | 2 | 6+ | 4 | 8+ | 0 |

**AUFSTELLUNG**

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

**Equipped with:** Spinemaws, Claws and teeth

## RANGED WEAPONS

| WEAPON | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| Spinemaws<br>PISTOL | 6" | 4 | 5+ | 3 | 0 | 1 |

## MELEE WEAPONS

| WEAPON | RANGE | A | WS | S | AP | D |
|---|---|---|---|---|---|---|
| Claws and teeth<br>SUSTAINED HITS 1 | Melee | 6 | 5+ | 2 | 0 | 1 |

## ABILITIES

**RULES** - Deep Strike

**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.

## WEAPON RULES

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

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

### Sustained Hits

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*