

TERMAGANTS

M	T	SV	W	LD	OC
6"	3	5+	1	8+	2

AUFSTELLUNG

10-20x Termagants oder Termagant w/ Shardlauncher oder Termagant w/ Spike rifle oder Termagant w/ Strangleweb (28.5mm)

Equipped with: Fleshborer, Shardlauncher, Spike rifle, Strangleweb, Termagant devourer, Termagant spinefist, Chitinous claws and teeth

Wargear Options:

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Fleshborer ASSAULT	18"	1	4+	5	0	1
Shardlauncher BLAST, HEAVY	18"	D3	4+	5	0	1
Spike rifle HEAVY	24"	1	4+	4	-1	1
Strangleweb ASSAULT, DEVASTATING WOUNDS, TORRENT	18"	D6	N/A	2	0	1
Termagant devourer	18"	2	4+	4	0	1
Termagant spinefist ASSAULT, PISTOL, TWIN-LINKED	12"	2	4+	3	0	1

ABILITIES

RULES - Synapse

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".



✂ MELEE WEAPONS

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

WEAPON RULES

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 (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*



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.

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.

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.

