TRYGON

M	T	SV	W	LD	OC
10"	10	3+	14	8+	4

AUFSTELLUNG

1x Trygon (120x92mm Oval Base)

Equipped with: Bio-electric pulse, Trygon scything talons

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bio-electric pulse SUSTAINED HITS 2	12"	6	3+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Trygon scything talons	Melee	12	3+	9	-2	3

ABILITIES

RULES - Deep Strike, Synapse

Damaged: 1-5 Wounds Remaining
While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Subterranean Tunnels
In your Movement phase, when this model is set up on the battlefield using the Deep Strike ability, it can use a subterranean tunnel. If it does, this model can be set up anywhere on the battlefield that is more than 6" horizontally away from all enemy units, but until the end of the turn, it is not eligible to declare a charge.

WEAPON RULES

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).*