

GARGOYLES

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M	T	SV	W	LD	OC
12"	3	6+	1	8+	2

AUFSTELLUNG

10-20x Gargoyles - Equipped with: Blinding venom, Fleshborer

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Fleshborer ASSAULT	18"	1	4+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Blinding venom	Melee	1	4+	3	0	1

ABILITIES

RULES - Deep Strike, Stealth, Synapse

Winged Swarm

In your Shooting phase, after this unit has shot, if it is not within Engagement Range of any enemy units, it can make a Normal move of up to 6". If it does, until the end of the turn, this unit is not eligible to declare a charge.

WEAPON RULES

Assault

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

