

# RIPPER SWARMS

## RIPPER SWARM

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

### AUFSTELLUNG

1-3x Ripper Swarm - Equipped with: Chitinous claws and teeth, Spinemaw

#### Wargear Options:

- This model can be equipped with 1x Spinemaw.

### ⦿ RANGED WEAPONS

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

### ✂ MELEE WEAPONS

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

### ABILITIES

#### RULES - Synapse

#### Chitinous Horrors (Aura)

While an enemy unit is within Engagement Range of this unit, 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).*