

HORMAGAUNTS (TROOPS) (60 PTS) MODELS X 10 (10-30)

MOVE"	WS	BS	S	T	W	A	LD	SV	INVS/V	
8	4+	4+	3	3	1	2	5	6+	-	
WEAPON	RNG"	TYPE	S	AP	DMG	ABILITY				PTS
Scything talons	Melee	Melee	user (3)	0	1	You can re-roll hit rolls of 1 for this weapon. If the bearer has more than one pair of scything talons, it can make 1 additional attack with this weapon each tome it fights.				0
Scything talons	Melee	Melee	user (3)	0	1	You can re-roll hit rolls of 1 for this weapon. If the bearer has more than one pair of scything talons, it can make 1 additional attack with this weapon each tome it fights.				0
Adrenal glands	-	-	-	-	-	If a unit has adrenal glands, add 1" to the distance it can move when it Advances or charges.				1
ABILITIES										
INSTINCTIVE BEHAVIOUR	Unless a HIVE FLEET unit with this ability is with 24" of any friendly HIVE FLEET SYNAPSE unit, you must subtract 1 from any hit rolls made for it when shooting any target other than the nearest visible enemy unit, and you must subtract 2 from its charge roll if it declares a charge against any unit other than the nearest enemy unit.									
BOUNDING LEAP	Whenever this unit piles in and consolidates, it can move up to 6".									
HUNGERING SWARM	If this unit contains 20+ models, you can re-roll wound rolls of 1 when it fights.									
HIVE FLEET										
FACTION KEYWORDS	TYRANIDS, HIVE FLEET									
KEYWORDS	INFANTRY, HORMAGAUNTS									