

M	T	Sv	W	LD	OC
8"	9	2+	8	8+	3

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Units containing one or more modules with an **ACCOUNT** keyword can check using account

Each time you gather attack dice for [D] add one additional attack die for

Abstract The purpose of this study was to examine the effects of a 12-week, 3-day-per-week, 100-min-per-session, low-impact aerobically demanding dance program on the physical and psychological health of 100 sedentary, middle-aged women. The program was designed to be fun and enjoyable, and to include a variety of dance styles, including ballroom, Latin, and contemporary. The program was evaluated using a pretest-posttest design. The results of the study showed that the program had a significant positive effect on the physical and psychological health of the women. The program was found to be an effective and enjoyable way to improve physical and psychological health in sedentary, middle-aged women.



CARNIFEXES

FACTION RULES

Synapse

If your Army Faction is TYRANIDS, while a TYRANIDS unit from your army is within 6" of one or more friendly SYNAPSE models, that TYRANIDS unit is said to be within Synapse Range of that model and of your army. While a TYRANIDS unit from your army is within Synapse Range of your army:

- Each time that unit takes a Battle-shock test, take that test on 3D6 instead of 2D6.
- Each time a model in that unit makes a melee attack, add 1 to the Strength characteristic of that attack.

CORE RULES

Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Monster,
Great Devourer, Carnifexes

FACTION KEYWORDS:
Tyranids