GENESTEALERS - TYRANIDS

75–140 PTS

M	T	Sv	W	LD	OC
8"	4	5+	2	7+	1

INVULNERABLE SAVE 5+

AUFSTELLUNG

5-10x Genestealer (32mm)

Equipped with: Genestealers claws and talons

KEYWORDS: Infantry, Great Devourer, Genestealers, Vanguard Invader

FACTION KEYWORDS: Tyranids

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Genestealers claws and talons	Melee	4	2+	4	-2	1

ABILITIES

Vanguard Predator
Each time a model in this unit makes an attack, re-roll a Hit roll of 1. If the target is within range of one or more objective markers, re-roll a Wound roll 1 as well.

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

Scouts 8"
This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

Stealth
If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).