

M	T	Sv	W	LD	OC
6"	5	4+	3	8+	1

AUFSTELLUNG
3-6x Venomthrope (40mm)
Equipped with: Toxic lashes

KEYWORDS: Infantry, Fly, Venomthropes, Great Devourer
FACTION KEYWORDS: Tyranids

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Toxic lashes ANTI-INFANTRY 2+	Melee	5	3+	3	0	1

ABILITIES

Foul Spores (Aura)
Friendly TYRANIDS units within 6" of this unit have Stealth.

WEAPON ABILITIES

Anti
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

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

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).