TYRANIDS

# BARBGAUNTS

Synapse

| M | T | SV | W | LD | OC |
|---|---|---|---|---|---|
| 6" | 4 | 4+ | 2 | 8+ | 1 |

**50–100 PTS**

Base 40mm

| 1 KOMMANDO | 2 BEWEGUNG | 3 BESCHUSS | 4 ANGRIFF | 5 NAHKAMPF | ◆ VERTEIDIGUNG | ∞ IMMER / EINMALIG |
|---|---|---|---|---|---|---|
| — | — | | — | | — | — |

### Barblauncher BLAST HEAVY

| R | A | BS | S | AP | D |
|---|---|---|---|---|---|
| 24" | D6 | 4+ | 5 | 0 | 1 |

VERWUNDET

| 2+ | 3+ | 4+ | 5+ | 6+ |
|---|---|---|---|---|
| T1–2 | T3–4 | T5 | T6–9 | T10+ |

**Disruption Bombardment**

In your Shooting phase, after this unit has shot, select one enemy INFANTRY unit hit by one or more of those attacks. Until the end of your opponent's next turn, that enemy unit is disrupted. While a unit is disrupted, subtract 2 from its Move characteristic, and subtract 2 from Advance and Charge rolls made for it.

### Chitinous claws and teeth

| R | A | WS | S | AP | D |
|---|---|---|---|---|---|
| Melee | 1 | 4+ | 4 | 0 | 1 |

VERWUNDET

| 2+ | 3+ | 4+ | 5+ | 6+ |
|---|---|---|---|---|
| T1–2 | T3 | T4 | T5–7 | T8+ |

## GEGEN DIESE EINHEIT

W4 · RW 4+ · 2 LP je Modell

WIRD VERWUNDET MIT

| 2+ | 3+ | 4+ | 5+ | 6+ |
|---|---|---|---|---|
| S8+ | S5–7 | S4 | S3 | S1–2 |

RETTUNGSWURF JE DS

| DS 0 | DS −1 | DS −2 | DS −3 | DS −4 |
|---|---|---|---|---|
| 4+ | 5+ | 6+ | – | – |

## REGELN & KEYWORDS KURZ

**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 Synap…

**BLAST** Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (roun…

**HEAVY** In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit: - That unit is unen…

## AUFSTELLUNG

5-10x Barbgaunt - Equipped with: Barblauncher, Chitinous claws and teeth

**KEYWORDS** Barbgaunts, Infantry, Great Devourer · **FRAKTION** Tyranids