TYRANIDS

BIOVORES

Deadly Demise 1 | Synapse

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

60–140 PTS

Base 80mm

1 KOMMANDO

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2 BEWEGUNG

—

3 BESCHUSS

Spore mine launcher

BLAST | DEVASTATING WOUNDS | HEAVY | INDIRECT FIRE

R	A	BS	S	AP	D
48"	D3	4+	6	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	T12+

Seed Spore Mines

Once per turn, in your Shooting Phase, when selected to shoot, one unit with this ability can use it instead of making any attacks with its ranged weapons. If it does, you can add one new SPORE MINES unit to your army and set it up anywhere on the battlefield that is wholly within 48" of this unit and more than 8" horizontally away from all enemy units. That SPORE MINES unit contains 1 model for each model in this unit.

4 ANGRIFF

—

5 NAHKAMPF

Chitin-barbed limbs

R	A	WS	S	AP	D
Melee	2	4+	5	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

—

GEGEN DIESE EINHEIT

W6 · RW 3+ · 5 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S12+	S7–11	S6	S4–5	S1–3

RETTUNGSWURF JE DS

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

REGELN & KEYWORDS KURZ

Deadly Demise 1 This ability always takes the form Deadly Demise X.

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…

DEVASTATING WOUNDS Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of…

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…

INDIRECT FIRE Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

AUFSTELLUNG

1-3x Biovore - Equipped with: Chitin-barbed limbs, Spore mine launcher

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