

TYRANIDS

EXOCRINE

Deadly Demise D3 Synapse

M8"

T10

SV3+

W14

LD8+

OC4

135 PTS

Base 120x92mm Oval Base



1KOMMANDO

—

2BEWEGUNG

—

3BESCHUSS

Bio-plasmic cannon

BLAST

HEAVY

R	A	BS	S	AP	D
36"	D6+3	3+	9	-3	3

VERWUNDET

2+ T1-4	3+ T5-8	4+ T9	5+ T10-17	6+ T18+
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Symbiotic Targeting

In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, each time a friendly TYRANIDS model makes an attack that targets that unit, re-roll a Hit roll of 1.

4ANGRIFF

—

5NAHKAMPF

Powerful limbs

R	A	WS	S	AP	D
Melee	3	3+	7	0	2

VERWUNDET

2+ T1-3	3+ T4-6	4+ T7	5+ T8-13	6+ T14+
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VERTEIDIGUNG

—

∞IMMER / EINMALIG

—

GEGEN DIESE EINHEIT

W10 · RW 3+ · 14 LP je Modell

WIRD VERWUNDET MIT

2+ S20+	3+ S11-19	4+ S10	5+ S6-9	6+ S1-5
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RETTUNGSWURF JE DS

DS 0 3+	DS -1 4+	DS -2 5+	DS -3 6+	DS -4 -
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Damaged: 1-5 Wounds Remaining

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

REGELN & KEYWORDS KURZ

Deadly Demise D3 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...

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

1x Exocrine

Ausrüstung: Bio-plasmic cannon, Powerful limbs