TYRANIDS

GARGOYLES

Deep Strike · Stealth · Synapse

M	T	SV	W	LD	OC
12"	3	6+	1	8+	2

75–150 PTS

Base Small Flying Base

1 KOMMANDO

—

2 BEWEGUNG

—

3 BESCHUSS

Fleshborer — ASSAULT

R	A	BS	S	AP	D
18"	1	4+	5	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Winged Swarm

In your Shooting phase, after this unit has shot, if it is not within Engagement Range of any enemy units, it can make a Normal move of up to 6". If it does, until the end of the turn, this unit is not eligible to declare a charge.

4 ANGRIFF

—

5 NAHKAMPF

Blinding venom

R	A	WS	S	AP	D
Melee	1	4+	3	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

—

GEGEN DIESE EINHEIT

W3 · RW 6+ · 1 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S6+	S4–5	S3	S2	S1

RETTUNGSWURF JE DS

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

REGELN & KEYWORDS KURZ

Deep Strike Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizo…

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).

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…

ASSAULT Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).

AUFSTELLUNG

10-20x Gargoyles - Equipped with: Blinding venom, Fleshborer

KEYWORDS Battleline, Infantry, Fly, Gargoyles, Great Devourer, Endless Multitude, Vanguard Invader · **FRAKTION** Tyranids