TYRANIDS

GENESTEALERS

Scouts 8" · Stealth · Synapse

M	T	SV	W	LD	OC	RW
8"	4	5+	2	7+	1	5+

75–140 PTS

Base 32mm

1 KOMMANDO	2 BEWEGUNG	3 BESCHUSS	4 ANGRIFF
—	—	—	—

5 NAHKAMPF

Genestealers claws and talons

R	A	WS	S	AP	D
Melee	4	2+	4	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

Vanguard Predator

Each time a model in this unit makes an attack, re-roll a Hit roll of 1. If the target is within range of one or more objective markers, re-roll a Wound roll 1 as well.

GEGEN DIESE EINHEIT

W4 · RW 5+ · 5++ · 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
5+	5++	5++	5++	5++

REGELN & KEYWORDS KURZ

Scouts 8" This ability always takes the form Scouts X".

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…

AUFSTELLUNG

5-10x Genestealer

Ausrüstung: Genestealers claws and talons

KEYWORDS Infantry, Great Devourer, Genestealers, Vanguard Invader · **FRAKTION** Tyranids