TYRANIDS

OLD ONE EYE

Leader | Feel No Pain 5+ | Synapse

M	T	SV	W	LD	OC
8"	9	2+	9	8+	3

130 PTS

Base 105x70mm Oval Base

1 KOMMANDO

Unstoppable Monster

At the start of each player's Command phase, this model regains up to D3 lost wounds.

2 BEWEGUNG

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3 BESCHUSS

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4 ANGRIFF

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5 NAHKAMPF

➤ Old One Eye's claws and talons - Strike

R	A	WS	S	AP	D
Melee	6	3+	14	-3	D6+1

VERWUNDET

2+	3+	4+	5+	6+
T1–7	T8–13	T14	T15–27	T28+

➤ Old One Eye's claws and talons - Sweep

R	A	WS	S	AP	D
Melee	12	3+	6	-1	1

VERWUNDET

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

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

Alpha Leader

While this model is leading a unit, each time a model in that unit makes an attack, you can re-roll the Hit roll.

GEGEN DIESE EINHEIT

W9 · RW 2+ · 9 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S18+	S10–17	S9	S5–8	S1–4

RETTUNGSWURF JE DS

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

Feel No Pain 5+ gegen jeden verlorenen LP

REGELN & KEYWORDS KURZ

Feel No Pain 5+ This ability always takes the form Feel No Pain X+.

Leader Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead.

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

1x Old One Eye

Ausrüstung: ➤ Old One Eye's claws and talons - Strike, ➤ Old One Eye's claws and talons - Sweep

Anführer

This model can be attached to the following unit:
- Carnifexes

KEYWORDS Epic Hero, Monster, Character, Great Devourer, Old One Eye, Leader · **FRAKTION** Tyranids