TYRANIDS

RIPPER SWARMS (PARASITE OF MORTREX)

M	T	SV	W	LD	OC
6"	2	6+	4	8+	0

Base —

Deep Strike | Synapse

1 KOMMANDO

—

2 BEWEGUNG

—

3 BESCHUSS

Spinemaw PISTOL

R	A	BS	S	AP	D
6"	4	5+	3	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

4 ANGRIFF

—

5 NAHKAMPF

Chitinous claws and teeth

SUSTAINED HITS 1

R	A	WS	S	AP	D
Melee	6	5+	2	0	1

VERWUNDET

2+	4+	5+	6+
T1	T2	T3	T4+

◆ VERTEIDIGUNG

—

∞ IMMER / EINMALIG

Chitinous Horrors (Aura)

While an enemy unit is within Engagement Range of this unit, halve the Objective Control characteristic of models in that enemy unit.

GEGEN DIESE EINHEIT

W2 · RW 6+ · 4 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	6+
S4+	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…

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…

PISTOL [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

AUFSTELLUNG

1-3x Ripper Swarm - Equipped with: Chitinous claws and teeth, Spinemaw

- This model can be equipped with 1x Spinemaw.

KEYWORDS Ripper Swarm, Swarm, Great Devourer, Harvester, Reference · **FRAKTION** Tyranids