

# RIPPER SWARMS

Synapse

M6"

T2

SV6+

W4

LD8+

OC0

30–50 PTS

Base 40mm

1KOMMANDO

2BEWEGUNG

3BESCHUSS

Spinemaw

PISTOL

R6"

A4

BS5+

S3

AP0

D1

VERWUNDET

2+T1

3+T2

4+T3

5+T4–5

6+T6+

4ANGRIFF

5NAHKAMPF

Chitinous claws and teeth

SUSTAINED HITS 1

RMelee

A6

WS5+

S2

AP0

D1

VERWUNDET

2+T1

4+T2

5+T3

6+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+S4+

3+S3

4+S2

6+S1

RETTUNGSWURF JE DS

DS 06+

DS –1–

DS –2–

DS –3–

DS –4–

REGELN & KEYWORDS KURZ

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 · FRAKTION Tyranids