

TYRANIDS

SCREAMER-KILLER

M8"

T9

SV2+

W10

LD8+

OC3

125 PTS

Base 90mm



Deadly Demise 1

Synapse

1KOMMANDO

2BEWEGUNG

3BESCHUSS

Bio-plasmic scream

ASSAULT

BLAST

R	A	BS	S	AP	D
18"	D6+3	4+	8	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-7	T8	T9-15	T16+

Death Scream

In your Shooting phase, after this model has shot, select one unit hit by one or more of those attacks. That unit must take a Battle-shock test, subtracting 1 from that test.

4ANGRIFF

5NAHKAMPF

Screamer-killer talons

R	A	WS	S	AP	D
Melee	10	3+	10	-2	3

VERWUNDET

2+	3+	4+	5+	6+
T1-5	T6-9	T10	T11-19	T20+

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W9 · RW 2+ · 10 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+

REGELN & KEYWORDS KURZ

Deadly Demise 1 This ability always takes the form Deadly Demise X.

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).

BLAST Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (roun...

AUFSTELLUNG

1x Screamer-killer

Ausrüstung: Bio-plasmic scream, Screamer-killer talons

KEYWORDS Monster, Great Devourer, Screamer-killer · FRAKTION Tyranids