TYRANIDS

SPORE MINES (BIOVORE)

M	T	SV	W	LD	OC
4"	1	7+	1	8+	0

Base —

Deep Strike | Synapse

1 KOMMANDO

—

2 BEWEGUNG

Bio-minefield

Enemy units cannot start or end an Advance move within 6" of this unit.

3 BESCHUSS

—

4 ANGRIFF

—

5 NAHKAMPF

—

◆ VERTEIDIGUNG

—

∞ IMMER / EINMALIG

Floating Death

Each time this unit or an enemy unit ends a move, for each model in this unit that is within 3" of one or more enemy units, select one of those enemy units. That model in this unit is destroyed, then roll one D6: on a 2-5, that enemy unit suffers 1 mortal wound; on a 6, that enemy unit suffers D3 mortal wounds.

GEGEN DIESE EINHEIT

W1 · RW 7+ · 1 LP je Modell

WIRD VERWUNDET MIT

2+	4+
S2+	S1

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
–	–	–	–	–

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…

AUFSTELLUNG

1-3x Spore Mine

KEYWORDS Spore Mines, Beast, Fly, Great Devourer, Reference · **FRAKTION** Tyranids