

TYRANIDS

SPOROCYST

Deadly Demise D3

Synapse

M	T	SV	W	LD	OC
-	10	3+	10	8+	0

145 PTS

Base Hull



1
KOMMANDO

2
BEWEGUNG

3
BESCHUSS

4
ANGRIFF

5
NAHKAMPF

∞
IMMER / EINMALIG

Sporocyst bio-weapon

HIVE DEFENCES

R	A	BS	S	AP	D
24"	10	4+	5	-1	2
VERWUNDET					
2+	3+	4+	5+	6+	
T1-2	T3-4	T5	T6-9	T10+	

Seed Mucolids

Once per turn, in your shooting phase, when selected to shoot, one unit with this ability can use it instead of making any attacks with it's ranged weapons. If it does, you can add one new MUCOLID SPORES containing 1 model to your army and set it up anywhere on the battlefield that is wholly within 18" of this model and more than 8" horizontally away from all enemy units.

Flensing whips

R	A	WS	S	AP	D
Melee	6	4+	7	-1	2
VERWUNDET					
2+	3+	4+	5+	6+	
T1-3	T4-6	T7	T8-13	T14+	

Hive Defences

You can target this model with the Fire Overwatch stratagem for OCP, and can do so even if you have already targeted a different unit with that stratagem this turn. This model can only be targeted with that Stratagem once per turn

GEGEN DIESE EINHEIT

W10 · RW 3+ · 10 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S20+	S11-19	S10	S6-9	S1-5

RETTUNGSWURF JE DS

DS 0	DS -1	DS -2	DS -3	DS -4
3+	4+	5+	6+	-

REGELN & KEYWORDS KURZ

Deadly Demise D3 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...

AUFSTELLUNG

1x Sporocyst

Ausrüstung: Sporocyst bio-weapon, Flensing whips

KEYWORDS Monster, Sporocyst, Great Devourer · FRAKTION Tyranids