

TYRANIDS

TERMAGANTS

Synapse

M6"

T3

SV5+

W1

LD8+

OC2

55–110 PTS

Base 28.5mm



1KOMMANDO

2BEWEGUNG

Skulking Horrors
In your opponent's Movement phase, if an enemy unit ends a move within 8" of this unit, if this unit is not within Engagement Range of one or more enemy units, this unit can make a Normal move of up to D6".

3BESCHUSS

Fleshborer **ASSAULT**

R	A	BS	S	AP	D
18"	1	4+	5	0	1

VERWUNDET

2+ T1–2	3+ T3–4	4+ T5	5+ T6–9	6+ T10+
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Shardlauncher **BLAST** **HEAVY**

R	A	BS	S	AP	D
18"	D3	4+	5	0	1

VERWUNDET

2+ T1–2	3+ T3–4	4+ T5	5+ T6–9	6+ T10+
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Spike rifle **HEAVY**

R	A	BS	S	AP	D
24"	1	4+	4	-1	1

VERWUNDET

2+ T1–2	3+ T3	4+ T4	5+ T5–7	6+ T8+
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Strangleweb **ASSAULT**

R	A	BS	S	AP	D
18"	D6	N/A	2	0	1

VERWUNDET

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

R	A	BS	S	AP	D
18"	2	4+	4	0	1

VERWUNDET

2+ T1–2	3+ T3	4+ T4	5+ T5–7	6+ T8+
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Termagant spinesfist **ASSAULT**

R	A	BS	S	AP	D
12"	2	4+	3	0	1

VERWUNDET

2+ T1	3+ T2	4+ T3	5+ T4–5	6+ T6+
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4ANGRIFF

5NAHKAMPF

Chitinous claws and teeth

R	A	WS	S	AP	D
Melee	1	4+	3	0	1

VERWUNDET

2+ T1	3+ T2	4+ T3	5+ T4–5	6+ T6+
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VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT
W3 · RW 5+ · 1 LP je Modell
WIRD VERWUNDET MIT

2+ S6+	3+ S4–5	4+ S3	5+ S2	6+ S1
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RETTUNGSWURF JE DS

DS 0 5+	DS -1 6+	DS -2 –	DS -3 –	DS -4 –
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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...
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...
DEVASTATING WOUNDS Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of...
HEAVY In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit: - That unit is unen...
PISTOL [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
TORRENT Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.
TWIN-LINKED Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG
10-20x Termagants oder Termagant w/ Shardlauncher oder Termagant w/ Spike rifle oder Termagant w/ Strangleweb
Ausrüstung: Fleshborer, Shardlauncher, Spike rifle, Strangleweb, Termagant devourer, Termagant spinesfist, Chitinous claws and teeth
▪ Each Termagants can replace its Fleshborer with Termagant spinesfist or Termagant devourer.

KEYWORDS Battleline, Infantry, Great Devourer, Endless Multitude, Termagants · FRAKTION Tyranids