TYRANIDS

TYRANID WARRIORS WITH MELEE BIO-WEAPONS

M	T	SV	W	LD	OC
6"	5	4+	3	7+	2

75–150 PTS
Base 50mm

Shadow in the Warp **Stealth** **Synapse**

1 KOMMANDO
—

2 BEWEGUNG
—

3 BESCHUSS
—

4 ANGRIFF
—

5 NAHKAMPF

Tyranid Warrior claws and talons TWIN-LINKED

R	A	WS	S	AP	D
Melee	6	3+	5	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Adaptive Instincts (Once per turn, per unit)
In the Fight phase, when this unit is selected to fight or when an enemy unit targets this unit, you can select one of the following:
- This unit's melee attacks have +1 S.
- <ins>Or</ins>: This unit has +1 T.

◆ VERTEIDIGUNG
—

∞ IMMER / EINMALIG
—

GEGEN DIESE EINHEIT

W5 · RW 4+ · 3 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S10+	S6–9	S5	S3–4	S1–2

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
4+	5+	6+	–	–

REGELN & KEYWORDS KURZ

Shadow in the Warp If your Army Faction is TYRANIDS, once per battle, in either player's Command phase, if one or more units from your army with this ability are on the battlefield, you ca…

Stealth If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

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…

TWIN-LINKED Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

1x Tyranid Prime
2-5x Tyranid Warrior

Ausrüstung: Tyranid Warrior claws and talons

KEYWORDS Infantry, Tyranid Warriors with Melee Bio-weapons, Great Devourer, Synapse, Tyranid Warriors · **FRAKTION** Tyranids