

TYRANIDS

# TYRANT GUARD

Synapse

M

6"

T

8

SV

3+

W

4

LD

8+

OC

1

80–170 PTS

Base 50mm



1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

—

4

ANGRIFF

—

5

NAHKAMPF

Bone cleaver, lash whip and rending claws

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

VERWUNDET

|      |      |    |      |      |
|------|------|----|------|------|
| 2+   | 3+   | 4+ | 5+   | 6+   |
| T1–2 | T3–4 | T5 | T6–9 | T10+ |

Crushing claws and rending claws

TWIN-LINKED

|       |   |    |   |    |   |
|-------|---|----|---|----|---|
| R     | A | WS | S | AP | D |
| Melee | 2 | 4+ | 8 | -2 | 2 |

VERWUNDET

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

Scything talons and rending claws

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

VERWUNDET

|      |      |    |      |      |
|------|------|----|------|------|
| 2+   | 3+   | 4+ | 5+   | 6+   |
| T1–2 | T3–4 | T5 | T6–9 | T10+ |

VERTEIDIGUNG

Guardian Organism

While a Character model is leading this unit, that Character has the Feel No Pain 5+ ability.

∞

IMMER / EINMALIG

—

GEGEN DIESE EINHEIT

W8 · RW 3+ · 4 LP je Modell

WIRD VERWUNDET MIT

|      |       |    |      |      |
|------|-------|----|------|------|
| 2+   | 3+    | 4+ | 5+   | 6+   |
| S16+ | S9–15 | S8 | S5–7 | S1–4 |

RETTUNGSWURF JE DS

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

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...

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

AUFSTELLUNG

3-6x Tyrant Guard

Ausrüstung: Bone cleaver, lash whip and rending claws, Crushing claws and rending claws, Scything talons and rending claws

- Each Tyrant Guard can replace its Scything talons and rending claws with Bone cleaver, lash whip and rending claws or Crushing claws and rending claws.

KEYWORDS Infantry, Great Devourer, Tyrant Guard · FRAKTION Tyranids