TYRANIDS

VENOMTHROPES

Stealth · Synapse

M	T	SV	W	LD	OC
6"	5	4+	3	8+	1

55–110 PTS

Base 40mm

1 KOMMANDO	2 BEWEGUNG	3 BESCHUSS	4 ANGRIFF
—	—	—	—

5 NAHKAMPF

Toxic lashes — ANTI-INFANTRY 2+

R	A	WS	S	AP	D
Melee	5	3+	3	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

Foul Spores (Aura)

Friendly TYRANIDS units within 6" of this unit have Stealth.

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

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…

ANTI This ability always takes the form [ANTI-X Y+].

AUFSTELLUNG

3-6x Venomthrope

Ausrüstung: Toxic lashes

KEYWORDS Infantry, Fly, Venomthropes, Great Devourer · **FRAKTION** Tyranids