

TYRANIDS

ZOANTHROPE

Shadow in the Warp

Synapse

M5"

T5

SV5+

W3

LD7+

OC1

RW4+

90–190 PTS

Base 40mm



1KOMMANDO

Spirit Leech (Aura, Psychic)  
While an enemy unit is within 6" of this unit, if it contains a Neurothrope, each time that enemy unit fails a Battle-shock test, it suffers D3 mortal wounds and one model in this unit regains up to D3 lost wounds.

2BEWEGUNG

3BESCHUSS

► Warp blast - focused witchfire

LETHAL HITS PSYCHIC

|            |             |           |              |            |      |
|------------|-------------|-----------|--------------|------------|------|
| R          | A           | BS        | S            | AP         | D    |
| 24"        | 1           | 3+        | 12           | -3         | D6+1 |
| VERWUNDET  |             |           |              |            |      |
| 2+<br>T1–6 | 3+<br>T7–11 | 4+<br>T12 | 5+<br>T13–23 | 6+<br>T24+ |      |

► Warp blast - witchfire

BLAST PSYCHIC

|            |            |          |             |            |    |
|------------|------------|----------|-------------|------------|----|
| R          | A          | BS       | S           | AP         | D  |
| 24"        | D3         | 3+       | 7           | -2         | D3 |
| VERWUNDET  |            |          |             |            |    |
| 2+<br>T1–3 | 3+<br>T4–6 | 4+<br>T7 | 5+<br>T8–13 | 6+<br>T14+ |    |

4ANGRIFF

5NAHKAMPF

Chitinous claws and teeth

|           |          |          |            |           |   |
|-----------|----------|----------|------------|-----------|---|
| R         | A        | WS       | S          | AP        | D |
| Melee     | 2        | 5+       | 3          | 0         | 1 |
| VERWUNDET |          |          |            |           |   |
| 2+<br>T1  | 3+<br>T2 | 4+<br>T3 | 5+<br>T4–5 | 6+<br>T6+ |   |

VERTEIDIGUNG

Warp Field (Aura, Psychic)

While a friendly TYRANIDS unit is within 6" of this unit, models in that unit have a 6+ invulnerable save.

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W5 · RW 5+ · 4++ · 3 LP je Modell

WIRD VERWUNDET MIT

|                    |              |              |              |              |
|--------------------|--------------|--------------|--------------|--------------|
| 2+<br>S10+         | 3+<br>S6–9   | 4+<br>S5     | 5+<br>S3–4   | 6+<br>S1–2   |
| RETTUNGSWURF JE DS |              |              |              |              |
| DS 0<br>4++        | DS –1<br>4++ | DS –2<br>4++ | DS –3<br>4++ | DS –4<br>4++ |

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...

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...

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...

LETHAL HITS Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

PSYCHIC Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit rol...

AUFSTELLUNG

1x Neurothrope  
2-5x Zoanthrope

Ausrüstung: ► Warp blast - focused witchfire, ► Warp blast - witchfire, Chitinous claws and teeth

KEYWORDS

Infantry, Fly, Psyker, Great Devourer, Zoanthropes, Synapse · FRAKTION

Tyranids