

TYRANIDS

EXOCRINE

Deadly Demise D3

Synapse

M

8"

T

10

SV

3+

W

14

LD

8+

OC

4

135 PTS

Base 120x92mm Oval

Base

1

KOMMANDO

2

BEWEGUNG

3

BESCHUSS

Bio-plasmic cannon

BLAST

HEAVY

R	A	BS	S	AP	D
36"	D6+3	3+	9	-3	3

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-8	T9	T10-17	T18+

Symbiotic Targeting

In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, each time a friendly TYRANIDS model makes an attack that targets that unit, re-roll a Hit roll of 1.

4

ANGRIFF

5

NAHKAMPF

Powerful limbs

R	A	WS	S	AP	D
Melee	3	3+	7	0	2

VERWUNDET

2+	3+	4+	5+	6+
T1-3	T4-6	T7	T8-13	T14+

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W10 · RW 3+ · 14 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S20+	S11-19	S10	S6-9	S1-5

RETTUNGSWURF JE DS

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

Damaged: 1-5 Wounds Remaining

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

REGELN & KEYWORDS KURZ

Deadly Demise D3 This ability always takes the form Deadly Demise X.

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...

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...

AUFSTELLUNG

1x Exocrine

Ausrüstung: Bio-plasmic cannon, Powerful limbs

KEYWORDS Monster, Great Devourer, Exocrine · FRAKTION Tyranids