

TYRANIDS

HIVE GUARD

Synapse

M

6"

T

7

SV

3+

W

4

LD

8+

OC

1

80–160 PTS

Base 50mm



1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

Impaler cannon

HEAVY

INDIRECT FIRE

R	A	BS	S	AP	D
36"	4	4+	5	-1	1

VERWUNDET

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

ANTI-VEHICLE 2+

R	A	BS	S	AP	D
24"	2	3+	7	-1	3

VERWUNDET

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

ANGRIFF

—

5

NAHKAMPF

Chitinous claws and teeth

R	A	WS	S	AP	D
Melee	3	4+	5	0	1

VERWUNDET

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

Defensive Stance

Each time you target this unit with the Fire Overwatch Stratagem, while resolving that Stratagem, hits are scored on unmodified Hit rolls of 5+, or unmodified Hit rolls of 4+ instead if this unit is within range of an objective marker that you control.

∞

IMMER / EINMALIG

—

GEGEN DIESE EINHEIT

W7 · RW 3+ · 4 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S14+	S8–13	S7	S4–6	S1–3

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...

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

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...

INDIRECT FIRE Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

AUFSTELLUNG

3-6x Hive Guard w/ shockcannon oder Hive Guard w/ impaler cannon

Ausrüstung: Impaler cannon, Shockcannon, Chitinous claws and teeth

KEYWORDS Infantry, Great Devourer, Hive Guard · FRAKTION Tyranids