

TYRANIDS

HYPERADAPTED
RAVENERS

Leader

Deep Strike

Shadow in the Warp

Synapse

M10" T5 SV4+ W6 LD7+ OC1

165 PTS

Base 40mm

1KOMMANDO

2BEWEGUNG

3BESCHUSS

Venom boltASSAULT IGNORES COVER TORRENT

R	A	BS	S	AP	D
12"	D6+3	N/A	6	-1	1

VERWUNDET

2+T1-3	3+T4-5	4+T6	5+T7-11	6+T12+
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4ANGRIFF

5NAHKAMPF

Prime claws and talonsANTI-MONSTER 5+ ANTI-VEHICLE 5+ TWIN-LINKED

R	A	WS	S	AP	D
Melee	6	3+	5	-2	2

VERWUNDET

2+T1-2	3+T3-4	4+T5	5+T6-9	6+T10+
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Ravener heavy claws and talons

ANTI-MONSTER 5+ ANTI-VEHICLE 5+ TWIN-LINKED

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

VERWUNDET

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

Hypersensory Array

Once per battle round, you can target this unit with the Rapid Ingress/Heroic Intervention stratagem, regardless of any other uses of that stratagem this phase. If you do:

- That use is -1 CP.
- That use does not prevent any uses of that stratagem on other units this phase.

IMMER / EINMALIG

Alpha Invader

Weapons equipped by models in this unit have the [SUSTAINED HITS 1] ability.

GEGEN DIESE EINHEIT

W5 · RW 4+ · 6 LP je Modell

WIRD VERWUNDET MIT

2+ S10+	3+ S6-9	4+ S5	5+ S3-4	6+ S1-2
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RETTUNGSWURF JE DS

DS 0 4+	DS -1 5+	DS -2 6+	DS -3 -	DS -4 -
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REGELN & KEYWORDS KURZ

Deep Strike Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizo...

Leader Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead.

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...

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

ASSAULT Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).

IGNORES COVER Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a mod...

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

TORRENT Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

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

AUFSTELLUNG

1x Ravener Prime - Equipped with: Prime claws and talons

3x Ravener oder Ravener w/ Venom bolt

Anführer

This unit can be attached to the following units: Ravensers