

TYRANIDS

LICTOR

- Fights First
- Infiltrators
- Lone Operative
- Stealth
- Synapse

M8"

T6

SV4+

W6

LD7+

OC1

60 PTS

Base 50mm

1KOMMANDO

2BEWEGUNG

3BESCHUSS

4ANGRIFF

5NAHKAMPF

Lictor claws and talonsPRECISION

R	A	WS	S	AP	D
Melee	6	2+	7	-2	2
VERWUNDET					
2+ T1-3	3+ T4-6	4+ T7	5+ T8-13	6+ T14+	

VERTEIDIGUNG

IMMER / EINMALIG

Feeder Tendrils

Each time this model destroys an enemy Character model, you gain 1CP.

Pheromone Trail

Once per battle round, you can target one model with this ability with the Rapid Ingress Stratagem for 0CP.

GEGEN DIESE EINHEIT

W6 · RW 4+ · 6 LP je Modell

WIRD VERWUNDET MIT

2+ S12+	3+ S7-11	4+ S6	5+ S4-5	6+ S1-3
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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

Fights First While every model in a unit has this ability, that unit is a Fights First unit.

Infiltrators During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment area.

Lone Operative Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless they are within 12" of this unit.

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 Synapse.

PRECISION While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models, that unit is said to be within Synapse.

AUFSTELLUNG

1x Lictor

Ausrüstung: Lictor claws and talons

KEYWORDS Infantry, Great Devourer, Lictor, Vanguard Invader · FRAKTION Tyranids