

TYRANIDS

NEUROGAUNTS

Synapse

M6"

T3

SV6+

W1

LD8+

OC1

45–90 PTS

Base 25mm, Nodebeasts:
28.5mm



1KOMMANDO

2BEWEGUNG

3BESCHUSS

4ANGRIFF

5NAHKAMPF

Chitinous claws and teeth

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

VERWUNDET

2+ T1	3+ T2	4+ T3	5+ T4–5	6+ T6+
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VERTEIDIGUNG

IMMER / EINMALIG

Neurocytes

While this unit is within Synapse Range of your friendly Tyranids unit (excluding Neurogaunt units), it has the Synapse keyword.

GEGEN DIESE EINHEIT

W3 · RW 6+ · 1 LP je Modell

WIRD VERWUNDET MIT

2+ S6+	3+ S4–5	4+ S3	5+ S2	6+ S1
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RETTUNGSWURF JE DS

DS 0 6+	DS –1	DS –2	DS –3	DS –4
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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...

AUFSTELLUNG

1-2x Neurogaunt Nodebeast
10-20x Neurogaunt

Ausrüstung: Chitinous claws and teeth

KEYWORDS Infantry, Great Devourer, Neurogaunts, Endless Multitude · FRAKTION Tyranids