

NEUROLICTOR

Infiltrators

Lone Operative

Shadow in the Warp

Stealth

Synapse

M8"

T5

SV4+

W7

LD7+

OC1

RW4+

80 PTS

Base 50mm

1KOMMANDO

Neural Disruption

In your Command phase, select one enemy unit within 12" of this model. That unit must take a Battle-shock test

Psychological Saboteur (Aura)

While an enemy unit is with 12" of this model, if that unit is Battle-shocked:

- Each time a model in that unit makes an attack, subtract 1 from the Hit roll

- Each time a friendly TYRANIDS model makes an attack that targets that unit, add 1 to the Wound roll.

2BEWEGUNG

3BESCHUSS

4ANGRIFF

5NAHKAMPF

Piercing claws and talons

PRECISION

R	A	WS	S	AP	D
Melee	6	2+	6	-2	1

VERWUNDET

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

IMMER / EINMALIG

Feeder Tendrils

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

GEGEN DIESE EINHEIT

W5 · RW 4+ · 4++ · 7 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 4++	DS -2 4++	DS -3 4++	DS -4 4++
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REGELN & KEYWORDS KURZ

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 deploym...

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 u...

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...

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 Synap...

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 m...

AUFSTELLUNG

1x Neurolictor

Ausrüstung: Piercing claws and talons