

TYRANIDS

NODE ORGANISM

[CRUCIBLE]

- Leader
- Crucible
- Deep Strike
- Fights First
- Infiltrators
- Lone Operative
- Shadow in the Warp
- Stealth
- Synapse

M6"

T5

SV4+

W6

LD7+

QC1

80 PTS

Base —

3 BESCHUSS

Acid spray

TORRENT

R A BS S AP D

18" D6+6 N/A 6 -2 2

Barbed strangler

BLAST

R A BS S AP D

36" D6+1 3+ 6 -1 1

Bio-electric pulse

SUSTAINED HITS 2

R A BS S AP D

12" 6 3+ 5 0 1

Bio-plasma

ASSAULT BLAST

R A BS S AP D

12" D3 3+ 7 -2 1

Bio-plasmic cannon

BLAST HEAVY

R A BS S AP D

36" D6+3 3+ 8 -3 3

Deathspitter

R A BS S AP D

24" 3 3+ 5 -1 1

Deathspitters with slimer maggots

R A BS S AP D

24" 6 3+ 7 -2 1

Devourer

R A BS S AP D

18" 5 3+ 4 0 1

Devourers with brainleech worms

R A BS S AP D

18" 12 3+ 6 0 1

Fleshborer hive

HEAVY SUSTAINED HITS 1

TWIN-LINKED

R A BS S AP D

24" 20 3+ 5 0 1

Heavy venom cannon

BLAST

R A BS S AP D

36" D3 3+ 9 -2 3

Psychic overload

BLAST PSYCHIC

R A BS S AP D

18" D6+3 3+ 10 -2 3

Psychic scream

IGNORES COVER PSYCHIC TORRENT

R A BS S AP D

18" 2D6 N/A 5 -1 2

Psychoclastic torrent

IGNORES COVER TORRENT

R A BS S AP D

12" D6 N/A 6 -1 1

Rupture cannon

HEAVY

R A BS S AP D

48" 2 3+ 18 -4 2D6

Spine banks

ASSAULT

R A BS S AP D

6" 5 3+ 5 0 1

Spinefists

ASSAULT PISTOL TWIN-LINKED

R A BS S AP D

12" 2 3+ 4 0 1

Stinger salvos

R A BS S AP D

24" 8 3+ 5 0 1

Stranglethorn cannon

BLAST

R A BS S AP D

36" D6+1 3+ 7 -1 2

Thoracic bio-weapon

ASSAULT

R A BS S AP D

12" 3 3+ 4 0 1

Venom cannon

BLAST

R A BS S AP D

36" D3 3+ 9 -2 2

5 NAHKAMPF

Crushing claws

R A WS S AP D

Melee 5 2+ 12 -3 D6+1

Monster-beast weapons

R A WS S AP D

Melee 12 3+ 9 -2 3

Monstrous bonesword and lash whip

TWIN-LINKED

R A WS S AP D

Melee 6 2+ 9 -2 3

Monstrous scything talons

EXTRA ATTACKS

R A WS S AP D

Melee 4 2+ 7 -2 2

Piercing claws and talons

PRECISION

R A WS S AP D

Melee 6 2+ 7 -2 2

Ravener claws and talons

TWIN-LINKED

R A WS S AP D

Melee 7 2+ 5 -1 1

Ravenous maw

R A WS S AP D

Melee 14 3+ 7 -1 2

Scything talons

R A WS S AP D

Melee 6 2+ 9 -2 3

Tyrant-beast weapons

R A WS S AP D

Melee 5 2+ 7 -2 2

Warrior-beast weapons

R A WS S AP D

Melee 6 2+ 5 -1 1

► Massive scything talons - strike

R A WS S AP D

Melee 5 3+ 9 -2 D6

► Massive scything talons - sweep

R A WS S AP D

Melee 10 3+ 7 -1 2

Feeder Tendrils

Each time a melee attack made a model in this unit destroys an enemy Character model, you gain 1CP.

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

RETTUNGSWURF JE DS

DS 0 4+

DS -1 5+

DS -2 6+

DS -3 -

DS -4 -

KEYWORDS Character, Infantry, Crucible, Great Devourer, Synapse, Node Organism, Leader · FRAKTION Tyranids

<div>1KOMMANDO</div> <div>Fear of the Unseen (Aura) While an enemy unit is within 6" of this model, worsen the Leadership characteristic of models in that unit by 1. In addition, in the Battle-shock step of your opponent's Command phase, if such an enemy unit is below its Starting Strength, it must take a Battle-shock test. Psychic Terror (Psychic) Psyker only. If one or more models from your army with this ability are on the battlefield when you unleash the Shadow in the Warp, subtract 1 from the Battle-shock test each enemy unit on the battlefield must take as a result.</div>	<div>2BEWEGUNG</div> <div>Burrowing Claws Change this model's Move characteristic to 10", add the Vanguard Invader keyword, and it gains the Deep Strike ability. If it is an Infantry model, replace the list of units this model can be attached to: Ravensers. Hyperstimulation You can re-roll Advance and Charge rolls made for this unit. Vanguard-beast Node Organism only. Change this model's Move characteristic to 8", add the Vanguard Invader keyword, and it gains the Fights First, Infiltrators, Lone Operative and Stealth abilities. Replace the list of units this model can be attached to: Hormagaunts, Von Ryan's Leapers. Winged Biomorph Node Organism or Prime Organism only. Change this model's Move characteristic to 12", add the Fly and Vanguard Invader keywords, and it gains the Deep Strike ability. If it is an Infantry model, replace the list of units this model can be attached to: Gargoyles.</div>	<div>4ANGRIFF</div> <div>—</div>	<div>VERTEIDIGUNG</div> <div>Leader-beast This model has a 4+ invulnerable save, add the Psyker and Synapse keywords, and it gains the Shadow in the Warp ability. If it is an Infantry model, add the following unit to the list of units this model can be attached to: Neurogaunts.</div>	<div>IMMER / EINMALIG</div> <div>Alpha Warrior While this model is leading a unit, weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability. Armoured Shell Macro Organism only. Change this model's Save characteristic to 2+, and change its Deadly Demise D3 ability to Deadly Demise D6. Floating Horror Node Organism only. Add the Fly keyword, and replace the list of units this model can be attached to: Venomthropes, Zoanthropes. Synaptic Senses (Psychic) Psyker only. Ranged weapons equipped by models in this unit have the [LETHAL HITS] ability.</div>
<div>REGELN & KEYWORDS KURZ</div> <div>Crucible A Character created using Crucible rules has the Crucible ability. 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... 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 deploym... 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. 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... [ASSAULT] Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05). [BLAST] Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (roun... [EXTRA ATTACKS] Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. [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... [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... [LETHAL HITS] Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target. [PISTOL] [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes. [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... [PSYCHIC] Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit rol... [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.</div>				
<div>AUFSTELLUNG</div> <div>1x Node Organism [Crucible] Ausrüstung: Acid spray, Barbed strangler, Bio-electric pulse, Bio-plasma, Bio-plasmic cannon, Deathspitter, Deathspitters with slimer maggots, Devourer, Devourers with brainleech worms, Fleshborer hive, Heavy venom cannon, Psychic overload, Psychic scream, Psychoclastic torrent, Rupture cannon, Spine banks, Spinefists, Stinger salvos, Stranglethorn cannon, Thoracic bio-weapon, Venom cannon, Crushing claws, Monster-beast weapons, Monstrous bonesword and lash whip, Monstrous scything talons, Piercing claws and talons, Ravener claws and talons, Ravenous maw, Scything talons, Tyrant-beast weapons, Warrior-beast weapons, ► Massive scything talons - strike, ► Massive scything talons - sweep • This model can be equipped with one of: Barbed strangler, Bio-plasma, Bio-plasmic cannon, Deathspitter, Deathspitters with slimer maggots, Devourer, Devourers with brainleech worms, Heavy venom cannon, Spine banks, Spinefists, Stranglethorn cannon, Thoracic bio-weapon, Venom cannon, Rupture cannon, Acid spray, Bio-electric pulse, Fleshborer hive, Psychic overload, Psychic scream, Psychoclastic torrent, Stinger salvos. • This model can be equipped with 1x Monstrous scything talons. • This model can be equipped with 1x Monstrous bonesword and lash whip. • This model can be equipped with 1x Ravenous maw.</div> <div>Anführer</div> <div>This model can be attached to the following units: - Tyranid Warriors with Melee Bio-weapons - Tyranid Warriors with Ranged Bio-weapons</div>				