

TYRANIDS

PYROVORES

Deadly Demise 1

Synapse

M5"

T6

SV3+

W5

LD8+

OC1

40–100 PTS

Base 80mm



1KOMMANDO

2BEWEGUNG

3BESCHUSS

Flamespurt

IGNORES COVER

TORRENT

TWIN-LINKED

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

VERWUNDET

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

Burning Spray

In your Shooting phase, after this unit has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, that enemy unit cannot have the Benefit of Cover.

4ANGRIFF

5NAHKAMPF

Chitin-barbed limbs

R	A	WS	S	AP	D
Melee	2	4+	5	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W6 · RW 3+ · 5 LP je Modell

WIRD VERWUNDET MIT

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

RETTUNGSWURF JE DS

DS 0	DS -1	DS -2	DS -3	DS -4
3+	4+	5+	6+	-

REGELN & KEYWORDS KURZ

Deadly Demise 1 This ability always takes the form Deadly Demise X. 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...

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...

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

1-3x Pyrovore

Ausrüstung: Flamespurt, Chitin-barbed limbs

KEYWORDS Pyrovores, Infantry, Great Devourer, Harvester · FRAKTION Tyranids