

TYRANIDS

RAVENERS

Deep Strike

Stealth

Synapse

M10"

T5

SV4+

W3

LD8+

OC1

125 PTS

Base 40mm

1KOMMANDO

2BEWEGUNG

Death From Below
At the end of your opponent's turn, if this unit is not within Engagement Range of one or more enemy units, you can remove it from the battlefield and place it into Strategic Reserves.

3BESCHUSS

4ANGRIFF

5NAHKAMPF

Ravener claws and talons TWIN-LINKED

R	A	WS	S	AP	D
Melee	3	3+	5	-2	2

VERWUNDET

2+ T1-2	3+ T3-4	4+ T5	5+ T6-9	6+ T10+
------------	------------	----------	------------	------------

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W5 · RW 4+ · 3 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 -
------------	-------------	-------------	------------	------------

REGELN & KEYWORDS KURZ

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...
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...
TWIN-LINKED Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

5x Ravener

Ausrüstung: Ravener claws and talons

KEYWORDS Infantry, Great Devourer, Raveners, Vanguard Invader, Burrowers · FRAKTION Tyranids