

TYRANIDS

RIPPER SWARMS

Synapse

M6"

T2

SV6+

W4

LD8+

OC0

30–50 PTS

Base 40mm

1KOMMANDO

—

2BEWEGUNG

—

3BESCHUSS

Spinemaw

PISTOL

R	A	BS	S	AP	D
6"	4	5+	3	0	1

VERWUNDET

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

—

5NAHKAMPF

Chitinous claws and teeth

SUSTAINED HITS 1

R	A	WS	S	AP	D
Melee	6	5+	2	0	1

VERWUNDET

2+ T1	4+ T2	5+ T3	6+ T4+
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VERTEIDIGUNG

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IMMER / EINMALIG

Chitinous Horrors (Aura)

While an enemy unit is within Engagement Range of this unit, halve the Objective Control characteristic of models in that enemy unit.

GEGEN DIESE EINHEIT

W2 · RW 6+ · 4 LP je Modell

WIRD VERWUNDET MIT

2+ S4+	3+ S3	4+ 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...

PISTOL

 [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

SUSTAINED HITS

 This ability always takes the form [SUSTAINED HITS X].

AUFSTELLUNG

1-3x Ripper Swarm - Equipped with: Chitinous claws and teeth, Spinemaw

- This model can be equipped with 1x Spinemaw.

KEYWORDS Ripper Swarm, Swarm, Great Devourer, Harvester · FRAKTION Tyranids