

TYRANIDS

SPORE MINES

(HARPY)

M4"

T1

SV7+

W1

LD8+

OC0



Deep Strike

Synapse

1KOMMANDO

—

2BEWEGUNG

Bio-minefield
Enemy units cannot start or end an Advance move within 6" of this unit.

3BESCHUSS

—

4ANGRIFF

—

5NAHKAMPF

—

VERTEIDIGUNG

—

IMMER / EINMALIG

Floating Death
Each time this unit or an enemy unit ends a move, for each model in this unit that is within 3" of one or more enemy units, select one of those enemy units. That model in this unit is destroyed, then roll one D6: on a 2-5, that enemy unit suffers 1 mortal wound; on a 6, that enemy unit suffers D3 mortal wounds.

GEGEN DIESE EINHEIT
W1 · RW 7+ · 1 LP je Modell
WIRD VERWUNDET MIT
2+ 4+
S2+ S1
RETTUNGSWURF JE DS
DS 0 DS -1 DS -2 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...
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...

AUFSTELLUNG
1-3x Spore Mine