

TYRANIDS

TOXICRENE

Deadly Demise D3

Synapse

M8"

T11

SV3+

W14

LD8+

OC4

120 PTS

Base 120x92mm Oval

Base

1KOMMANDO

2BEWEGUNG

Grasping Tendrils
Each time an enemy unit (excluding Titanic units) within Engagement Range of one or more units from your army with this ability is selected to Fall Back, you can roll one D6: on a 3+, that enemy unit must Remain Stationary instead.
Hypertoxic Miasma (Aura)
At the end of your Movement phase, roll one D6 for each enemy unit within 6" of this model: on a 2-3, that unit suffers 1 mortal wound; on a 4-5, that unit suffers D3 mortal wounds; on a 6, that unit suffers D6 mortal wounds.

3BESCHUSS

Massive toxic lashes **ANTI-INFANTRY 2+**

R	A	BS	S	AP	D
9"	2D6	3+	6	-1	2
VERWUNDET					
2+	3+	4+	5+	6+	
T1-3	T4-5	T6	T7-11	T12+	

4ANGRIFF

5NAHKAMPF

Massive toxic lashes **ANTI-INFANTRY 2+**

R	A	WS	S	AP	D
Melee	12	3+	6	-1	2
VERWUNDET					
2+	3+	4+	5+	6+	
T1-3	T4-5	T6	T7-11	T12+	

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT
W11 · RW 3+ · 14 LP je Modell
WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S22+	S12-21	S11	S6-10	S1-5

RETTUNGSWURF JE DS

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

Damaged: 1-5 Wounds Remaining
While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

REGELN & KEYWORDS KURZ
Deadly Demise D3 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 Synapse...
ANTI This ability always takes the form [ANTI-X Y+].

AUFSTELLUNG
1x Toxicrene
Ausrüstung: Massive toxic lashes