

1KOMMANDO

2BEWEGUNG

Subterranean Tunnels

In your Movement phase, when this model is set up on the battlefield using the Deep Strike ability, it can use a subterranean tunnel. If it does, this model can be set up anywhere on the battlefield that is more than 6" horizontally away from all enemy units, but until the end of the turn, it is not eligible to declare a charge.

3BESCHUSS

Bio-electric pulse

SUSTAINED HITS 2

R	A	BS	S	AP	D
12"	6	3+	5	0	1

VERWUNDET

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

5NAHKAMPF

Trygon scything talons

R	A	WS	S	AP	D
Melee	12	3+	9	-2	3

VERWUNDET

2+ T1-4	3+ T5-8	4+ T9	5+ T10-17	6+ T18+
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VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W10 · RW 3+ · 14 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S20+	S11-19	S10	S6-9	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

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...

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

AUFSTELLUNG

1x Trygon

Ausrüstung: Bio-electric pulse, Trygon scything talons