

TYRANIDS

TYRANID WARRIORS

WITH RANGED BIO-

WEAPONS

M6"

T5

SV4+

W3

LD7+

OC2

60–120 PTS

Base 50mm



- Shadow in the Warp
- Stealth
- Synapse

1KOMMANDO

2BEWEGUNG

3BESCHUSS

Barbed strangler

BLAST

R36" A D6+1 BS 4+ S 6 AP -1 D 1

VERWUNDET

2+ T1-3

3+ T4-5

4+ T6

5+ T7-11

6+ T12+

Deathspitter

R24" A 3 BS 4+ S 5 AP -1 D 1

VERWUNDET

2+ T1-2

3+ T3-4

4+ T5

5+ T6-9

6+ T10+

Devourer

R18" A 5 BS 4+ S 4 AP 0 D 1

VERWUNDET

2+ T1-2

3+ T3

4+ T4

5+ T5-7

6+ T8+

4ANGRIFF

5NAHKAMPF

Tyranid Warrior claws and talons

RMelee A 5 WS 3+ S 5 AP -1 D 1

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

Shadow in the Warp If your Army Faction is TYRANIDS, once per battle, in either player's Command phase, if one or more units from your army with this ability are on the battlefield, you ca...

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...

ASSAULT Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).

BLAST Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (roun...

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

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

AUFSTELLUNG

1x Tyranid Prime

2-5x Tyranid Warrior

Ausrüstung: Barbed strangler, Deathspitter, Devourer, Spinefists, Venom cannon, Tyranid Warrior claws and talons

• Each Tyranid Prime can replace its Devourer with Deathspitter, Spinefists, Venom cannon or Barbed strangler.

• Each Tyranid Warrior can replace its Devourer with Deathspitter, Spinefists, Venom cannon or Barbed strangler.

KEYWORDS Infantry, Tyranid Warriors with Ranged Bio-weapons, Synapse, Great Devourer · FRAKTION Tyranids