

TYRANIDS

TYRANNOCYTE

Deadly Demise D3

Deep Strike

Synapse

M8"

T9

SV3+

W10

LD8+

OC2

80 PTS

Base 100mm

1KOMMANDO

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2BEWEGUNG

Aerial Seeding

This model must start the battle in Reserves, but neither it nor any units embarked within it are counted towards any limits placed on the maximum number of Reserves units you can start the battle with. This model can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules. Any units embarked within this model must immediately disembark after it has been set up on the battlefield, and they must be set up more than 8" away from all enemy models. After this model has been set up on the battlefield, no units can embark within it.

3BESCHUSS

Tyrannocyte Bio-weapons

R	A	BS	S	AP	D
24"	5	4+	5	-1	2
VERWUNDET					
2+ T1–2	3+ T3–4	4+ T5	5+ T6–9	6+ T10+	

4ANGRIFF

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5NAHKAMPF

Flensing Whips

R	A	WS	S	AP	D
Melee	6	4+	7	-1	2
VERWUNDET					
2+ T1–3	3+ T4–6	4+ T7	5+ T8–13	6+ T14+	

VERTEIDIGUNG

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IMMER / EINMALIG

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GEGEN DIESE EINHEIT

W9 · RW 3+ · 10 LP je Modell

WIRD VERWUNDET MIT

2+ S18+	3+ S10–17	4+ S9	5+ S5–8	6+ S1–4
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RETTUNGSWURF JE DS

DS 0 3+	DS –1 4+	DS –2 5+	DS –3 6+	DS –4 –
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REGELN & KEYWORDS KURZ

Deadly Demise D3 This ability always takes the form Deadly Demise X.

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

1x Tyrannocyte

Ausrüstung: Tyrannocyte Bio-weapons, Flensing Whips

Transport

This model has a transport capacity of 20 TYRANIDS INFANTRY models, or 1 TYRANIDS MONSTER model with a Wounds characteristic of 12 or less. Each INFANTRY model with a Wounds characteristic of more than 1 takes up the space of 3 models.