

TYRANT GUARD

Synapse

M6"

T8

SV3+

W4

LD8+

OC1

80–170 PTS

Base 50mm



1KOMMANDO

2BEWEGUNG

3BESCHUSS

4ANGRIFF

5NAHKAMPF

Bone cleaver, lash whip and rending claws

R

A

WS

S

AP

D

Melee33+5-12

VERWUNDET

2+T1–2

3+T3–4

4+T5

5+T6–9

6+T10+

Crushing claws and rending clawsTWIN-LINKED

R

A

WS

S

AP

D

Melee24+8-22

VERWUNDET

2+T1–4

3+T5–7

4+T8

5+T9–15

6+T16+

Scything talons and rending claws

R

A

WS

S

AP

D

Melee53+5-11

VERWUNDET

2+T1–2

3+T3–4

4+T5

5+T6–9

6+T10+

VERTEIDIGUNG

Guardian Organism

While a Character model is leading this unit, that Character has the Feel No Pain 5+ ability.

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W8 · RW 3+ · 4 LP je Modell

WIRD VERWUNDET MIT

2+S16+

3+S9–15

4+S8

5+S5–7

6+S1–4

RETTUNGSWURF JE DS

DS 03+

DS -14+

DS -25+

DS -36+

DS -4-

REGELN & KEYWORDS KURZ

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...

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

AUFSTELLUNG

3-6x Tyrant Guard

Ausrüstung: Bone cleaver, lash whip and rending claws, Crushing claws and rending claws, Scything talons and rending claws

• Each Tyrant Guard can replace its Scything talons and rending claws with Bone cleaver, lash whip and rending claws or Crushing claws and rending claws.