

TYRANIDS

WINGED TYRANID
PRIME

M12"

T5

SV4+

W6

LD7+

OC1

65 PTS

Base 50mm

Leader

Shadow in the Warp

Synapse

1KOMMANDO

2BEWEGUNG

3BESCHUSS

4ANGRIFF

5NAHKAMPF

Prime talons

R	A	WS	S	AP	D
Melee	6	2+	6	-1	2

VERWUNDET

2+ T1-3	3+ T4-5	4+ T6	5+ T7-11	6+ T12+
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Death Blow

If this model is destroyed by a melee attack, if it has not fought this phase, roll one D6: on a 4+, do not remove it from play. The destroyed model can fight after the attacking model's unit has finished making its attacks, and is then removed from play.

VERTEIDIGUNG

IMMER / EINMALIG

Alpha Warrior

While this model is leading a unit, weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.

GEGEN DIESE EINHEIT

W5 · RW 4+ · 6 LP je Modell

WIRD VERWUNDET MIT

2+ S10+	3+ S6-9	4+ S5	5+ S3-4	6+ S1-2
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RETTUNGSWURF JE DS

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

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead.

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...

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 Winged Tyranid Prime

Ausrüstung:

Prime talons

Anführer

This model can be attached to the following units:

- Gargoyles
- Tyranid Warriors With Melee Bio-Weapons
- Tyranid Warriors With Ranged Bio-Weapons

KEYWORDS Winged Tyranid Prime, Character, Infantry, Fly, Great Devourer, Synapse, Vanguard Invader, Leader · FRAKTION Tyranids