TYRANID WARRIORS WITH MELEE BIO-WEAPONS

75–150 PTS

M	T	SV	W	LD	OC
6"	5	4+	3	7+	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Tyranid Warrior claws and talons TWIN-LINKED	Melee	6	3+	5	-2	1

AUFSTELLUNG

1x Tyranid Prime (50mm)
2-5x Tyranid Warrior (50mm)

Equipped with: Tyranid Warrior claws and talons

ABILITIES

Adaptive Instincts (Once per turn, per unit)

In the Fight phase, when this unit is selected to fight or when an enemy unit targets this unit, you can select one of the following:

- This unit's melee attacks have +1 S.
- <ins>Or</ins>: This unit has +1 T.

WEAPON RULES

Twin-linked

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

RULES

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 can unleash the Shadow in the Warp. When you do, each enemy unit on the battlefield must take a Battle-shock test. Each time an enemy unit takes such a Battle-shock test, if it is within 6" of one or more SYNAPSE units from your army, subtract 1 from that test.

KEYWORDS: Infantry, Tyranid Warriors with Melee Bio-weapons, Great Devourer, Synapse, Tyranid Warriors

FACTION: Tyranids

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 Synapse Range of that model and of your army. While a TYRANIDS unit from your army is within Synapse Range of your army:

- Each time that unit takes a Battle-shock test, take that test on 3D6 instead of 2D6.
- Each time a model in that unit makes a melee attack, add 1 to the Strength characteristic of that attack.

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