

TYRANID WARRIORS WITH MELEE BIO-WEAPONS

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

AUFSTELLUNG

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

Equipped with: Tyranid Warrior claws and talons

✂ MELEE WEAPONS

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

ABILITIES

RULES - Shadow in the Warp, Stealth, Synapse

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.

