TYRANID WARRIORS WITH RANGED 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: Barbed strangler, Deathspitter, Devourer, Spinefists, Venom cannon, Tyranid Warrior claws and talons

Wargear Options:

- Each Tyranid Prime can replace its Devourer with Deathspitter, Spinefists, Venom cannon or Barbed strangler.
- Each Tyranid Warrior can replace its Devourer with Deathspitter, Spinefists, Venom cannon or Barbed strangler.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Barbed strangler BLAST	36"	D6+1	4+	6	-1	1
Deathspitter	24"	3	4+	5	-1	1
Devourer	18"	5	4+	4	0	1
Spinefists ASSAULT, PISTOL, TWIN-LINKED	12"	2	4+	4	0	1
Venom cannon BLAST	36"	D3	4+	9	-2	2

MELEE WEAPONS

ABILITIES

RULES - Shadow in the Warp, Stealth, Synapse

Adaptable Predators
This unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

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

WEAPON RULES

Assault
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

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