ZOANTHROPES

M	T	SV	W	LD	OC	
5"	5	5+	3	7+	1	4+

AUFSTELLUNG

1x Neurothrope (40mm)
2-5x Zoanthrope (40mm)

Equipped with: ➤ Warp blast - focused witchfire, ➤ Warp blast - witchfire, Chitinous claws and teeth

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Warp blast - focused witchfire LETHAL HITS, PSYCHIC	24"	1	3+	12	-3	D6+1
➤ Warp blast - witchfire BLAST, PSYCHIC	24"	D3	3+	7	-2	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chitinous claws and teeth	Melee	2	5+	3	0	1

ABILITIES

RULES - Shadow in the Warp, Synapse

Spirit Leech (Aura, Psychic)
While an enemy unit is within 6" of this unit, if it contains a Neurothrope, each time that enemy unit fails a Battle-shock test, it suffers D3 mortal wounds and one model in this unit regains up to D3 lost wounds.

Warp Field (Aura, Psychic)
While a friendly TYRANIDS unit is within 6" of this unit, models in that unit have a 6+ invulnerable save.

WEAPON RULES

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).*

Lethal Hits

Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Psychic

Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).