TYRANIDS

BARBGAUNTS

50–100 PTS

BARBGAUNT

M	T	SV	W	LD	OC
6"	4	4+	2	8+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Barblauncher BLAST HEAVY	24"	D6	4+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chitinous claws and teeth	Melee	1	4+	4	0	1

AUFSTELLUNG

5-10x Barbgaunt - Equipped with: Barblauncher, Chitinous claws and teeth (40mm)

ABILITIES

Disruption Bombardment

In your Shooting phase, after this unit has shot, select one enemy INFANTRY unit hit by one or more of those attacks. Until the end of your opponent's next turn, that enemy unit is disrupted. While a unit is disrupted, subtract 2 from its Move characteristic, and subtract 2 from Advance and Charge rolls made for it.

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).

HEAVY

In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

CORE RULES

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.