TYRANIDS

NEUROGAUNTS

45–90 PTS

M	T	SV	W	LD	OC
6"	3	6+	1	8+	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chitinous claws and teeth	Melee	1	4+	3	0	1

AUFSTELLUNG

1-2x Neurogaunt Nodebeast
10-20x Neurogaunt
Basegrößen: 25mm, Nodebeasts 28.5mm
Equipped with: Chitinous claws and teeth

ABILITIES

Neurocytes
While this unit is within Synapse Range of your friendly Tyranids unit (excluding Neurogaunt units), it has the Synapse keyword.

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.