TYRANIDS

SCREAMER-KILLER

125 PTS

M	T	SV	W	LD	OC
8"	9	2+	10	8+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bio-plasmic scream ASSAULT BLAST	18"	D6+3	4+	8	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Screamer-killer talons	Melee	10	3+	10	-2	3

AUFSTELLUNG

1x Screamer-killer (90mm)

Equipped with: Bio-plasmic scream, Screamer-killer talons

ABILITIES

Death Scream
In your Shooting phase, after this model has shot, select one unit hit by one or more of those attacks. That unit must take a Battle-shock test, subtracting 1 from that test.

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).

CORE RULES

Deadly Demise 1
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

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.