TYRANIDS

SPORE MINES (HARPY)

SPORE MINE

M	T	SV	W	LD	OC
4"	1	7+	1	8+	0

AUFSTELLUNG
1-3x Spore Mine

ABILITIES

Bio-minefield
Enemy units cannot start or end an Advance move within 6" of this unit.

Floating Death
Each time this unit or an enemy unit ends a move, for each model in this unit that is within 3" of one or more enemy units, select one of those enemy units. That model in this unit is destroyed, then roll one D6: on a 2-5, that enemy unit suffers 1 mortal wound; on a 6, that enemy unit suffers D3 mortal wounds.

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

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.