

TYRANIDS

VON RYAN'S LEAPERS

55–105 PTS



M

10"

T

5

SV

4+

W

3

LD

8+

OC

1

6+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Leaper's talons	Melee	6	3+	5	-1	1

AUFSTELLUNG

3-6x Von Ryan's Leaper (40mm)

Equipped with: Leaper's talons

ABILITIES

Pouncing Leap

You can target this unit with the Heroic Intervention stratagem, regardless of any other uses of that stratagem this phase. If you do:

- That use is -1 CP.
- That use does not prevent any uses of that stratagem on other units this phase.

CORE RULES

- Fights First

While every model in a unit has this ability, that unit is a Fights First unit. See the Resolve Fights First Combats step in the Fight phase (12.04).
- Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.
- Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).
- 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.

