

| 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 |

ABILITIES

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

FACTION 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.



**AUFSTELLUNG**

1-2x Neurogaunt Nodebeast  
10-20x Neurogaunt

**Basegrößen:** 25mm, Nodebeasts  
28.5mm

**Equipped with:** Chitinous claws and teeth



**KEYWORDS:** Infantry, Great Devourer, Neurogaunts, Endless Multitude  
**FACTION KEYWORDS:** Tyranids