

TYRANID WARRIORS
WITH RANGED BIO-
WEAPONS

60–120 PTS

M	T	Sv	W	LD	OC
6"	5	4+	3	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Barbed strangler BLAST	36"	D6+1	4+	6	-1	1
Deathspitter	24"	3	4+	5	-1	1
Devourer	18"	5	4+	4	0	1
Spinefists ASSAULT PISTOL TWIN-LINKED	12"	2	4+	4	0	1
Venom cannon BLAST	36"	D3	4+	9	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Tyranid Warrior claws and talons	Melee	5	3+	5	-1	1

ABILITIES

Adaptable Predators

This unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

WEAPON ABILITIES

- 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).*
- Pistol
- [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
- Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
 - One or more of its other ranged weapons.
- Twin-linked
- Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.



AUFSTELLUNG

- 1x Tyranid Prime (50mm)
2-5x Tyranid Warrior (50mm)
- Equipped with:** Barbed strangler, Deathspitter, Devourer, Spinefists, Venom cannon, Tyranid Warrior claws and talons
- Wargear Options:**
- Each Tyranid Prime can replace its Devourer with Deathspitter, Spinefists, Venom cannon or Barbed strangler.
 - Each Tyranid Warrior can replace its Devourer with Deathspitter, Spinefists, Venom cannon or Barbed strangler.



KEYWORDS: Infantry, Tyranid
Warriors with Ranged Bio-weapons,
Synapse, Great Devourer

FACTION KEYWORDS: Tyranids

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FACTION RULES

Shadow in the Warp

If your Army Faction is TYRANIDS, once per battle, in either player’s Command phase, if one or more units from your army with this ability are on the battlefield, you can unleash the Shadow in the Warp. When you do, each enemy unit on the battlefield must take a Battle-shock test. Each time an enemy unit takes such a Battle-shock test, if it is within 6" of one or more SYNAPSE units from your army, subtract 1 from that test.

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.

CORE RULES

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).

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