

TYRANIDS

OLD ONE EYE

140 PTS



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

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
► Old One Eye's claws and talons - Strike	Melee	6	3+	14	-3	D6+1
► Old One Eye's claws and talons - Sweep	Melee	12	3+	6	-1	1

AUFSTELLUNG

1x Old One Eye (105x70mm Oval Base)

Equipped with: ► Old One Eye's claws and talons - Strike, ► Old One Eye's claws and talons - Sweep

ABILITIES

CORE - Leader

Alpha Leader

While this model is leading a unit, each time a model in that unit makes an attack, you can re-roll the Hit roll.

Unstoppable Monster

At the start of each player's Command phase, this model regains up to D3 lost wounds.

Leader

This model can be attached to the following unit:
- Carnifexes

CORE RULES

◆ Feel No Pain 5+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

◆ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

◆ 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.

