

TYRANIDS AND HYBRIDS



TYRANID WITH DEATHSPITTER

Move: 4 Armour: 3



Hand-to-Hand



Firing



TYRANID WITH BONE SWORDS

Move: 4 Armour: 3



Hand-to-Hand



HYBRID

Move: 6 Armour: 0



Hand-to-Hand



Firing



HYBRID WITH AUTOCANNON

Move: 6 Armour: 0



Hand-to-Hand



Firing



HYBRID WITH MISSILE LAUNCHER

Move: 6 Armour: 0



Hand-to-Hand



Firing



HYBRID WITH CONVERSION BEAMER

Move: 6 Armour: 0



Hand-to-Hand



Firing

To score a hit you roll under the targets armour value