

TYRANID PRIME WITH LASH WHIP

75 PTS

M	T	Sv	W	LD	OC
10"	5	3+	6	7+	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Lash whip EXTRA ATTACKS	Melee	8	2+	4	-2	1
Rending claw	Melee	4	2+	8	-2	3
Scything talons	Melee	6	2+	6	-2	2

ABILITIES

CORE - Leader

Aggressive Leader-beast
In your opponent's Shooting phase, when an enemy unit has shot, if a model in this unit was destroyed by those attacks, this unit can make a surge move of up to D6".

Alpha Warrior
Weapons equipped by models in this model's unit have the [SUSTAINED HITS 1] ability.

- Leader**
This model can be attached to the following unit:
- Hormagaunts
 - Termagants
 - Tyranid Warriors with Melee Bio-weapons
 - Tyranid Warriors with Ranged Bio-weapons

WEAPON ABILITIES

Extra Attacks
Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

Sustained Hits
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).



AUFSTELLUNG

1x Tyranid Prime with Lash Whip (50mm)

Equipped with: Lash whip, Rending claw, Scything talons



KEYWORDS: Infantry, Character, Great Devourer, Synapse, Tyranid Prime with Lash Whip, Leader
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

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.

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