HIVE CRONE - TYRANIDS

170 PTS

M	T	Sv	W	LD	OC
-	9	3+	12	8+	-

AUFSTELLUNG

1x Hive Crone (120x92mm Oval Base)

Equipped with: Drool cannon, Stinger salvoes, Tentaclids, Scything wings, Thorax spur

KEYWORDS: Aircraft, Monster, Fly, Great Devourer, Hive Crone, Vanguard Invader

FACTION KEYWORDS: Tyranids

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Drool cannon TORRENT	12"	2D6	N/A	6	-1	1
Stinger salvoes	24"	8	3+	5	0	1
Tentaclids ANTI-VEHICLE 4+, DEVASTATING WOUNDS	36"	4	3+	7	0	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Scything wings	Melee	4	4+	7	-1	2
Thorax spur ANTI-FLY 2+, EXTRA ATTACKS	Melee	1	3+	10	-3	D6

ABILITIES

Airborne Predator
Each time this model makes a ranged attack that targets a unit that can FLY, add 1 to the Hit roll.

Damaged: 1-4 Wounds Remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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.

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

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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.

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.