HIVE GUARD - TYRANIDS

80–160 PTS

M	T	Sv	W	LD	OC
6"	7	3+	4	8+	1

AUFSTELLUNG

3-6x Hive Guard w/ shockcannon oder Hive Guard w/ impaler cannon (50mm)

Equipped with: Impaler cannon, Shockcannon, Chitinous claws and teeth

KEYWORDS: Infantry, Great Devourer, Hive Guard

FACTION KEYWORDS: Tyranids

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Impaler cannon HEAVY, INDIRECT FIRE	36"	4	4+	5	-1	1
Shockcannon ANTI-VEHICLE 2+	24"	2	3+	7	-1	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chitinous claws and teeth	Melee	3	4+	5	0	1

ABILITIES

Defensive Stance
Each time you target this unit with the Fire Overwatch Stratagem, while resolving that Stratagem, hits are scored on unmodified Hit rolls of 5+, or unmodified Hit rolls of 4+ instead if this unit is within range of an objective marker that you control.

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+.*

Heavy
In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

Indirect Fire
Units containing one or more models with an [**INDIRECT FIRE**] weapon can shoot using indirect shooting (10.07).

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.