NEUROTYRANT - TYRANIDS

120 PTS

M	T	Sv	W	LD	OC
6"	8	4+	9	7+	3

INVULNERABLE SAVE 4+

AUFSTELLUNG

1x Neurotyrant (50mm)

Equipped with: Psychic scream, Neurotyrant claws and lashes

KEYWORDS: Character, Monster, Fly, Psyker, Great Devourer, Neurotyrant, Synapse, Leader

FACTION KEYWORDS: Tyranids

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Psychic scream IGNORES COVER, PSYCHIC, TORRENT	18"	2D6	N/A	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Neurotyrant claws and lashes	Melee	6	3+	5	0	1

ABILITIES

CORE - Leader

Neuroloids
In your Command phase, you can select up to two friendly Tyranids units within 18" of this model's unit. Until the start of your next Command phase, the selected units are always considered to be within Synapse Range of your army.

Designer's Note: *Place a Neuroloid token next to each select unit to remind you.*

Node Lash (Psychic)
While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Hit roll. If the target is Battle-shocked, add 1 to the Wound roll as well.

Psychic Terror (Psychic)
If one or more Neurotyrants from your army are on the battlefield when you unleash the Shadow in the Warp, subtract 1 from the Battle-shock test each enemy unit on the battlefield must take as a result.

Leader
This model can be attached to the following units:

- Neurogaunts
- Tyrant Guard
- Zoanthropes

WEAPON ABILITIES

Ignores Cover
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Psychic
Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as psychic attacks (this can be important for the triggering of other rules).

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

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.

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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.