THE RED TERROR - TYRANIDS

120 PTS

M	T	Sv	W	LD	OC
10"	8	3+	9	8+	3

AUFSTELLUNG

1x The Red Terror (100mm)

Equipped with: Gaping maw, Scything talons

KEYWORDS: Character, Great Devourer, Vanguard Invader, Epic Hero, Monster, The Red Terror, Burrowers, Mobile

FACTION KEYWORDS: Tyranids

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Gaping maw EXTRA ATTACKS, DEVASTATING WOUNDS, PRECISION	Melee	1	2+	5	-	D3+2
Scything talons	Melee	12	2+	7	-2	2

ABILITIES

Subterranean Hunter
At the end of the Fight phase, if this unit is not within Engagement Range of one or more enemy units, you can remove it from the battlefield and place it into Strategic Reserves.

Swallow Whole
Each time an attack with this model's gaping maw targets an Infantry, Mounted or Beasts unit, each successful unmodified Wound roll is a Critical Wound. Each time an Infantry, Mounted or Beasts model is destroyed as a result of an attack made by this model's gaping maw, this model regains up to D3+2 lost wounds.

WEAPON ABILITIES

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.

Precision
While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

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.

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CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent’s deployment zone.