

TYRANIDS

HIVE TYRANT

Leader

Deadly Demise D3

Shadow in the Warp

Synapse

M8"

T10

SV2+

W10

LD7+

OC3

RW4+

195 PTS

Base 60mm



1KOMMANDO

2BEWEGUNG

3BESCHUSS

Heavy venom cannon

BLAST

R36"

A

BSD3

S2+

AP9

D-23

VERWUNDET

2+T1-4

3+T5-8

4+T9

5+T10-17

6+T18+

Stranglethorn cannon

BLAST

R36"

A

BSD6+1

S2+

AP7

D-12

VERWUNDET

2+T1-3

3+T4-6

4+T7

5+T8-13

6+T14+

4ANGRIFF

5NAHKAMPF

Monstrous bonesword and lash whip

TWIN-LINKED

RMelee

A6

WS2+

S9

AP-2

D3

VERWUNDET

2+T1-4

3+T5-8

4+T9

5+T10-17

6+T18+

Monstrous scything talons

EXTRA ATTACKS

RMelee

A4

WS2+

S7

AP-2

D2

VERWUNDET

2+T1-3

3+T4-6

4+T7

5+T8-13

6+T14+

VERTEIDIGUNG

IMMER / EINMALIG

Onslaught (Aura, Psychic)

While a friendly TYRANIDS unit is within 6" of this model, ranged weapons equipped by models in that unit have the [ASSAULT] and [LETHAL HITS] abilities.

Will of the Hive Mind

Once per battle round, one model from your army with this ability can use it when a friendly TYRANIDS unit within 12" of that model is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.

GEGEN DIESE EINHEIT

W10 · RW 2+ · 4++ · 10 LP je Modell

WIRD VERWUNDET MIT

2+S20+

3+S11-19

4+S10

5+S6-9

6+S1-5

RETTUNGSWURF JE DS

DS 02+

DS -13+

DS -24+

DS -34++

DS -44++

REGELN & KEYWORDS KURZ

Deadly Demise D3

This ability always takes the form Deadly Demise X.

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.

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 ca...

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 Synap...

BLAST

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (roun...

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.

TWIN-LINKED

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

1x Hive Tyrant

Ausrüstung:

Heavy venom cannon, Stranglethorn cannon, Monstrous bonesword and lash whip, Monstrous scything talons

This model can replace its Monstrous bonesword and lash whip with Heavy venom cannon, Stranglethorn cannon or Monstrous scything talons.

This model can replace its Monstrous scything talons with Stranglethorn cannon or Heavy venom cannon.

Anführer

This model can be attached to the following unit:

- Tyrant Guard

KEYWORDS Monster, Character, Psyker, Hive Tyrant, Great Devourer, Synapse, Leader · FRAKTION Tyranids