

TYRANIDS

WINGED HIVE TYRANT

Deadly Demise D3

Deep Strike

Shadow in the Warp

Synapse

M12"

T9

SV2+

W10

LD7+

OC3

RW4+

185 PTS

Base 60mm

1KOMMANDO

2BEWEGUNG

3BESCHUSS

Heavy venom cannon

BLAST

R

A

BS

S

AP

D

36"

D3

2+

9

-2

3

VERWUNDET

2+

T1-4

3+

T5-8

4+

T9

5+

T10-17

6+

T18+

Stranglethorn cannon

BLAST

R

A

BS

S

AP

D

36"

D6+1

2+

7

-1

2

VERWUNDET

2+

T1-3

3+

T4-6

4+

T7

5+

T8-13

6+

T14+

4ANGRIFF

5NAHKAMPF

Monstrous bonesword and lash whip

TWIN-LINKED

R

A

WS

S

AP

D

Melee

6

2+

9

-2

3

VERWUNDET

2+

T1-4

3+

T5-8

4+

T9

5+

T10-17

6+

T18+

Monstrous scything talons

EXTRA ATTACKS

R

A

WS

S

AP

D

Melee

4

2+

7

-2

2

VERWUNDET

2+

T1-3

3+

T4-6

4+

T7

5+

T8-13

6+

T14+

Tyrant talons

R

A

WS

S

AP

D

Melee

5

2+

7

-2

2

VERWUNDET

2+

T1-3

3+

T4-6

4+

T7

5+

T8-13

6+

T14+

Paroxysm (Psychic)

At the start of the Fight phase, you can select one enemy unit within 12" of and visible to this model and roll one D6: on a 1, this Psyker suffers D3 mortal wounds; on a 2+, until the end of the phase, subtract 1 from the Attacks characteristic of weapons equipped by models in that unit.

VERTEIDIGUNG

IMMER / EINMALIG

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

W9 · RW 2+ · 4++ · 10 LP je Modell

WIRD VERWUNDET MIT

2+

S18+

3+

S10-17

4+

S9

5+

S5-8

6+

S1-4

RETTUNGSWURF JE DS

DS 0

2+

DS -1

3+

DS -2

4+

DS -3

4++

DS -4

4++

REGELN & KEYWORDS KURZ

Deadly Demise D3

This ability always takes the form Deadly Demise X.

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" horizo...

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 Winged Hive Tyrant

Ausrüstung:

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

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

KEYWORDS Monster, Character, Psyker, Winged Hive Tyrant, Great Devourer, Fly, Synapse, Vanguard Invader, Hive Tyrant · FRAKTION Tyranids