

TYRANIDS

NEUROTYPANT

Leader

Shadow in the Warp

Synapse

M6"

T8

SV4+

W9

LD7+

OC3

RW4+

120 PTS

Base 50mm



1KOMMANDO

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.

2BEWEGUNG

3BESCHUSS

Psychic scream IGNORES COVER PSYCHIC

TORRENT

R	A	BS	S	AP	D
18"	2D6	N/A	5	-1	2

VERWUNDET

2+ T1-2	3+ T3-4	4+ T5	5+ T6-9	6+ T10+
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4ANGRIFF

5NAHKAMPF

Neurotyrant claws and lashes

R	A	WS	S	AP	D
Melee	6	3+	5	0	1

VERWUNDET

2+ T1-2	3+ T3-4	4+ T5	5+ T6-9	6+ T10+
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VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W8 · RW 4+ · 4++ · 9 LP je Modell

WIRD VERWUNDET MIT

2+ S16+	3+ S9-15	4+ S8	5+ S5-7	6+ S1-4
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RETTUNGSWURF JE DS

DS 0 4+	DS -1 4++	DS -2 4++	DS -3 4++	DS -4 4++
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REGELN & KEYWORDS KURZ

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...

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 mod...

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 rol...

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

AUFSTELLUNG

1x Neurotyrant

Ausrüstung: Psychic scream, Neurotyrant claws and lashes

Anführer

This model can be attached to the following units:

- Neurogaunts

- Tyrant Guard

- Zoanthropes