# HIVE TYRANT

195 PTS

| M | T | SV | W | LD | OC |
|---|---|---|---|---|---|
| 8" | 10 | 2+ | 10 | 7+ | 3 |

4+

## RANGED WEAPONS

| WEAPON | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| Heavy venom cannon<br>BLAST | 36" | D3 | 2+ | 9 | -2 | 3 |
| Stranglethorn cannon<br>BLAST | 36" | D6+1 | 2+ | 7 | -1 | 2 |

## MELEE WEAPONS

| WEAPON | RANGE | A | WS | S | AP | D |
|---|---|---|---|---|---|---|
| Monstrous bonesword and lash whip<br>TWIN-LINKED | Melee | 6 | 2+ | 9 | -2 | 3 |
| Monstrous scything talons<br>EXTRA ATTACKS | Melee | 4 | 2+ | 7 | -2 | 2 |

## ABILITIES

**CORE** - Leader

### 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.

### Leader

This model can be attached to the following unit:

- Tyrant Guard

KEYWORDS: Monster, Character, Psyker, Hive Tyrant, Great Devourer, Synapse, Leader

FACTION: Tyranids

**AUFSTELLUNG**

1x Hive Tyrant (60mm)

**Equipped with:** Heavy venom cannon, Stranglethorn cannon, Monstrous bonesword and lash whip, Monstrous scything talons

**Wargear Options:**

- 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.

## WEAPON RULES

### 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 (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

### 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.

### Twin-linked

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

## RULES

### Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

### 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.

### 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.

### 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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FACTION: Tyranids