80 PTS

M	T	SV	W	LD	OC
8"	9	3+	10	8+	2

TYRANNOCYTE

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Tyrannocyte Bio-weapons	24"	5	4+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Flensing Whips	Melee	6	4+	7	-1	2

AUFSTELLUNG

1x Tyrannocyte (100mm)

Equipped with: Tyrannocyte Bio-weapons, Flensing Whips

ABILITIES

Aerial Seeding

This model must start the battle in Reserves, but neither it nor any units embarked within it are counted towards any limits placed on the maximum number of Reserves units you can start the battle with. This model can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules. Any units embarked within this model must immediately disembark after it has been set up on the battlefield, and they must be set up more than 8" away from all enemy models. After this model has been set up on the battlefield, no units can embark within it.

Tyrannocyte (Transport)

Capacity: This model has a transport capacity of 20 TYRANIDS INFANTRY models, or 1 TYRANIDS MONSTER model with a Wounds characteristic of 12 or less. Each INFANTRY model with a Wounds characteristic of more than 1 takes up the space of 3 models.

KEYWORDS: Dedicated Transport, Transport, Monster, Fly, Great Devourer, Tyrannocyte, Vanguard Invader

FACTION: Tyranids

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").

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.

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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