

NEUROTYPANT

M	T	SV	W	LD	OC	
6"	8	4+	9	7+	3	

AUFSTELLUNG

1x Neurotyrant (50mm)

Equipped with: Psychic scream, Neurotyrant claws and lashes

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Psychic scream <small>IGNORES COVER, PSYCHIC, TORRENT</small>	18"	2D6	N/A	5	-1	2

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Neurotyrant claws and lashes	Melee	6	3+	5	0	1

ABILITIES

CORE - Leader

RULES - Leader, Shadow in the Warp, Synapse

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.



Leader

This model can be attached to the following units:

- Neurogaunts
- Tyrant Guard
- Zoanthropes

WEAPON RULES

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 model or unit the benefit of cover (e.g. Stealth).

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 roll. Attacks made with **[PSYCHIC]** weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Torrent

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