

TYRANID PRIME WITH LASH WHIP

M	T	SV	W	LD	OC
10"	5	3+	6	7+	1

AUFSTELLUNG

1x Tyranid Prime with Lash Whip (50mm)

Equipped with: Lash whip, Rending claw, Scything talons

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Lash whip <small>EXTRA ATTACKS</small>	Melee	8	2+	4	-2	1
Rending claw	Melee	4	2+	8	-2	3
Scything talons	Melee	6	2+	6	-2	2

ABILITIES

CORE - Leader

RULES - Leader, Shadow in the Warp, Synapse

Aggressive Leader-beast

In your opponent's Shooting phase, when an enemy unit has shot, if a model in this unit was destroyed by those attacks, this unit can make a surge move of up to D6".

Alpha Warrior

Weapons equipped by models in this model's unit have the **[SUSTAINED HITS 1]** ability.

Leader

This model can be attached to the following unit:

- Hormagaunts
- Termagants
- Tyranid Warriors with Melee Bio-weapons
- Tyranid Warriors with Ranged Bio-weapons



WEAPON RULES

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.

Sustained Hits

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*

