

TYRANT GUARD

M	T	SV	W	LD	OC
6"	8	3+	4	8+	1

AUFSTELLUNG

3-6x Tyrant Guard (50mm)

Equipped with: Bone cleaver, lash whip and rending claws, Crushing claws and rending claws, Scything talons and rending claws

Wargear Options:

- Each Tyrant Guard can replace its Scything talons and rending claws with Bone cleaver, lash whip and rending claws or Crushing claws and rending claws.

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bone cleaver, lash whip and rending claws	Melee	3	3+	5	-1	2
Crushing claws and rending claws <small>TWIN-LINKED</small>	Melee	2	4+	8	-2	2
Scything talons and rending claws	Melee	5	3+	5	-1	1

ABILITIES

RULES - Synapse

Guardian Organism

While a Character model is leading this unit, that Character has the Feel No Pain 5+ ability.

WEAPON RULES

Twin-linked

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

