

TYRANIDS

# THE SWARMLORD

210 PTS



| M  | T  | SV | W  | LD | OC |    |
|----|----|----|----|----|----|----|
| 8" | 10 | 2+ | 10 | 7+ | 3  | 4+ |

## RANGED WEAPONS

| WEAPON         | RANGE | A    | BS  | S | AP | D |
|----------------|-------|------|-----|---|----|---|
| Synaptic Pulse | 18"   | D6+3 | N/A | 5 | -1 | 2 |
| PSYCHIC        |       |      |     |   |    |   |
| TORRENT        |       |      |     |   |    |   |

## MELEE WEAPONS

| WEAPON      | RANGE       | A     | WS | S  | AP | D    |
|-------------|-------------|-------|----|----|----|------|
| Bone Sabres | TWIN-LINKED | Melee | 8  | 2+ | 9  | -2 3 |

### AUFSTELLUNG

1x The Swarmlord (60mm)

Equipped with: Synaptic Pulse, Bone Sabres

## ABILITIES

### CORE - Leader

#### Domination of the Hive Mind (Aura)

While a friendly TYRANIDS unit is within 9" of this model, that unit is within your army's Synapse Range.

#### Hive Commander

At the start of your Command phase, if this model is on the battlefield, you gain 1CP

#### Lord of Deceit (Aura)

Each time your opponent targets a unit from their army with a Stratagem, if that unit is within 12" of this model, increase the cost of that use of that Stratagem by 1CP.

### Malign Presence (Aura)

Once per turn, when your opponent targets a unit from their army within 12" of this model with a stratagem, you can use this ability. If you do increase the CP cost of that use of that stratagem by 1CP.

### Leader

This model can be attached to the following unit:

- Tyrant Guard

## WEAPON RULES

### TORRENT

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

### TWIN-LINKED

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

KEYWORDS: Epic Hero, Character, Monster, The Swarmlord, Great Devourer, Synapse, Psyker, Hive Tyrant, Leader



FACTION: Tyranids 210 PTS

## CORE 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.

