

TYRANT GUARD - TYRANIDS

80–160 PTS

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.

KEYWORDS: Infantry, Great Devourer, Tyrant Guard

FACTION KEYWORDS: Tyranids

✂ 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 TWIN-LINKED	Melee	2	4+	8	-2	2
Scything talons and rending claws	Melee	5	3+	5	-1	1

ABILITIES

Guardian Organism

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

WEAPON ABILITIES

Twin-linked

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

FACTION RULES

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.