



# TYRANNOFEX

180 PTS

|    |    |    |    |    |    |
|----|----|----|----|----|----|
| M  | T  | SV | W  | LD | OC |
| 9" | 12 | 2+ | 16 | 8+ | 5  |

| RANGED WEAPONS                                          |       |      |     |    |    |      |
|---------------------------------------------------------|-------|------|-----|----|----|------|
| WEAPON                                                  | RANGE | A    | BS  | S  | AP | D    |
| Acid spray<br>TORRENT                                   | 18"   | D6+6 | N/A | 6  | -2 | 2    |
| Fleshborer hive<br>HEAVY, SUSTAINED HITS 1, TWIN-LINKED | 24"   | 20   | 3+  | 5  | 0  | 1    |
| Rupture cannon<br>HEAVY                                 | 48"   | 2    | 3+  | 18 | -4 | D6+6 |
| Stinger salvoes                                         | 24"   | 8    | 3+  | 5  | 0  | 1    |

| MELEE WEAPONS  |       |   |    |   |    |   |
|----------------|-------|---|----|---|----|---|
| WEAPON         | RANGE | A | WS | S | AP | D |
| Powerful limbs | Melee | 4 | 3+ | 8 | 0  | 2 |

## ABILITIES

### Damaged: 1-5 Wounds Remaining

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

### Resilient Organism

Once per battle, when an attack is allocated to this model, you can change the Damage characteristic of that attack to 0.



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## AUFSTELLUNG

1x Tyrannofex (120x92mm Oval Base)

**Equipped with:** Acid spray, Fleshborer hive, Rupture cannon, Stinger salvoes, Powerful limbs

### Wargear Options:

- This model can replace its Rupture cannon with Fleshborer hive or Acid spray.

## WEAPON RULES

### Heavy

In your Shooting phase, each time an attack is made with a **[HEAVY]** weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

### 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).*

### 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.



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## RULES

### Deadly Demise D6

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").

### 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.