

HIVE TYRANT

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

AUFSTELLUNG

1x Hive Tyrant (60mm)

Equipped with: Heavy venom cannon, Stranglethorn cannon, Monstrous bonesword and lash whip, Monstrous scything talons

Wargear Options:

- This model can replace its Monstrous bonesword and lash whip with Heavy venom cannon, Stranglethorn cannon or Monstrous scything talons.
- This model can replace its Monstrous scything talons with Stranglethorn cannon or Heavy venom cannon.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy venom cannon BLAST	36"	D3	2+	9	-2	3
Stranglethorn cannon BLAST	36"	D6+1	2+	7	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Monstrous bonesword and lash whip TWIN-LINKED	Melee	6	2+	9	-2	3
Monstrous scything talons EXTRA ATTACKS	Melee	4	2+	7	-2	2

ABILITIES

CORE - Leader

RULES - Deadly Demise D3, Leader, Shadow in the Warp, Synapse

Onslaught (Aura, Psychic)

While a friendly TYRANIDS unit is within 6" of this model, ranged weapons equipped by models in that unit have the [ASSAULT] and [LETHAL HITS] abilities.

Will of the Hive Mind

Once per battle round, one model from your army with this ability can use it when a friendly TYRANIDS unit within 12" of that model is targeted with a Stratagem. If it does, reduce 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

Blast

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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.

Twin-linked

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