



# TYRANNOCYTE

75  
POINTS



When a Tyranid hive ship launches a pre-digestive assault, its creatures are transported to the planet's surface by tentacled ovoids known as Tyrannocytes. Though each spore appears to be little more than a giant veiny sac, it is in fact a creature unto itself – and one possessed of its own fierce appetites. Spat from the quivering orifices of the hive ships in low orbit, the Tyrannocyte thunders through the tortured skies to slam into the surface of its target world. This impact will cause its gravid belly to split, disgorging the Tyranids inside in a spray of grisly fluids. Once its passengers have been delivered, the Tyrannocyte fills with gaseous emissions and floats eerily into the air. There it begins to obey its own murderous instincts, the bio-weapons that fringe its crown spitting death as its barbed tendrils quest for prey.

Tyrannocyte	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
	2	2	5	5	6	3	3	8	4+	Monstrous Creature	1 Tyrannocyte

## WEAPONS & BIOMORPHS:

- **Five deathspitters**

## SPECIAL RULES:

- **Deep Strike**
- **Fearless**
- **Instinctive Fire** (see opposite)

## Drifting Death:

Tyrannocytes cannot Run or charge. They can consolidate but may not make a Sweeping Advance.

## Transport Spore: A

Tyrannocyte does not use up a slot on the Force Organisation Chart. It can carry a single unit with the Tyranids Faction and has a Transport Capacity of 20 – Monstrous Creatures count as 20 models for the purposes of Transport Capacity. Declare which unit is being carried during deployment.

A Tyrannocyte always enters play using the Deep Strike rules. If, when a

Tyrannocyte Deep Strikes, it scatters on top of impassable terrain or another model (friend or foe), reduce the scatter distance by the minimum required to avoid the obstacle.

Once a Tyrannocyte Deep Strikes, a unit carried by it must disembark. Place the unit such that every model is wholly within 6" of the Tyrannocyte and none are within 1" of an enemy or within impassable terrain. Any model that cannot be placed is removed as a casualty. A unit cannot move or charge in the same turn it disembarks, but can shoot or Run. No unit can embark inside a Tyrannocyte for the rest of the game.

## OPTIONS:

- May replace all five deathspitters with one of the following:
  - Five barbed stranglers ..... 25 pts
  - Five venom cannons..... 25 pts