

# SPIRE TYRANTS

Each member of the Spire Tyrants has earned glory and renown in the fighting pits of the Varanspire. These ferocious gladiators constantly seek new and deadlier challenges, believing themselves to be favoured by Archaon himself.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Gladiatorial Weapons	1"	1	4+	4+	-	1

## DESCRIPTION

A unit of Spire Tyrants has any number of models, each armed with Gladiatorial Weapons.

**PIT CHAMPION:** 1 in every 9 models in this unit must be a Pit Champion. Add 2 to the Attacks characteristic of a Pit Champion's melee weapons.

**HEADCLAIMER:** 1 in every 9 models in this unit must be a Headclaimer. Add 1 to the Damage characteristic of a Headclaimer's melee weapons.

**BESTIGOR DESTROYER:** 1 in every 9 models in this unit must be a Bestigor Destroyer. Add 2 to the Attacks characteristic of a Bestigor Destroyer's melee weapons.

## ABILITIES

**Pit Fighters:** *Years of experience in the Varanspire's fighting pits have made the Spire Tyrants into brutally efficient killers.*

You can add 1 to hit rolls for attacks made by this unit if it charged in the same turn.

## KEYWORDS

CHAOS, MORTAL, SLAVES TO DARKNESS, CULTISTS, SPIRE TYRANTS

