HIEROPHANT

810 PTS

M	T	Sv	W	LD	OC
12"	14	2+	30	8+	12

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bio-plasma torrent ASSAULT TORRENT	12"	3D6	N/A	7	-2	1
2x Dire bio-cannon BLAST	48"	D6+6	3+	10	-3	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Lashwhip pods EXTRA ATTACKS	Melee	10	3+	5	-1	1
Titanic scything talons	Melee	8	3+	20	-2	D6+1

ABILITIES

Apex-beast
Each time this model makes an attack that targets a unit that is Battle-shocked, add 1 to the Hit roll.

Damaged: 1-10 wounds remaining
While this model has 1-10 wounds remaining, subtract 6 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

Stalking Forward
Each time this model makes a Normal, Advance or Fall Back move, it can move over models (excluding TITANIC models) and terrain features that are 4" or less in height as if they were not there.

TRANSPORT

Hierophant
This model has a transport capacity of 20 TYRANIDS INFANTRY models. Each model with a Wounds characteristic of more than 1 takes up the space of 3 models. This model cannot transport models that can FLY.

WEAPON ABILITIES

Assault
Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

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.

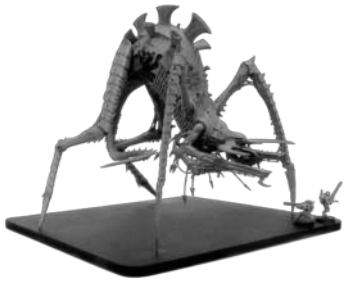
- One of that model's other melee weapons, if possible.

Torrent
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

1x Hierophant (Hull)

Equipped with: Bio-plasma torrent, 2x Dire bio-cannon, Lashwhip pods, Titanic scything talons



KEYWORDS: Monster, Titanic, Towering, Transport, Great Devourer, Hierophant, Frame
FACTION KEYWORDS: Tyranids

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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.

CORE RULES

Deadly Demise 2D6

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").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

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