HARPY

185 PTS

M	T	Sv	W	LD	OC
-	9	3+	12	8+	-

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Stinger salvoes	24"	8	3+	5	0	1
Twin heavy venom cannon **BLAST** **TWIN-LINKED**	36"	D3	3+	9	-2	3
Twin stranglethorn cannon **BLAST** **TWIN-LINKED**	36"	D6+1	2+	7	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Scything wings	Melee	4	4+	7	-1	2

ABILITIES

Damaged: 1-4 Wounds Remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Spore Mine Cysts
At the end of your opponent's Fight phase, you can do one of the following:

- Select one visible enemy unit (excluding Lone Operative units) within 24" of this unit and roll six D6 for that unit: for each 3+, that unit suffers 1 mortal wound.

- Add a new SPORE MINES unit containing D3 models to your army and set it up anywhere on the battlefield that is within 6" of this model and more than 8" horizontally away from all enemy units. You cannot select this option for more than one model per turn.

WEAPON ABILITIES

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).*

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

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.

AUFSTELLUNG

1x Harpy (120x92mm Oval Base)

Equipped with: Stinger salvoes, Twin heavy venom cannon, Twin stranglethorn cannon, Scything wings

Wargear Options:
- This model can replace its Twin stranglethorn cannon with Twin heavy venom cannon.

KEYWORDS: Harpy, Monster, Fly, Aircraft, Great Devourer, Vanguard Invader
FACTION KEYWORDS: Tyranids

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CORE RULES

Deadly Demise D3
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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FACTION KEYWORDS: Tyranids