# HARUSPEX

**125 PTS**

| M | T | Sv | W | LD | OC |
|---|---|---|---|---|---|
| 8" | 11 | 3+ | 14 | 8+ | 4 |

## RANGED WEAPONS

| WEAPON | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| Grasping tongue<br>**PRECISION** | 12" | 1 | 3+ | 6 | -2 | D6+1 |

## MELEE WEAPONS

| WEAPON | RANGE | A | WS | S | AP | D |
|---|---|---|---|---|---|---|
| Ravenous maw | Melee | 14 | 3+ | 7 | -1 | 2 |
| Shovelling claws<br>**EXTRA ATTACKS** | Melee | 4 | 3+ | 14 | -2 | D6+1 |

## ABILITIES

**Damaged: 1-5 Wounds Remaining**
While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

**Grisly Spectacle**
Each time this model is selected to fight, after resolving its attacks, if one or more enemy units were destroyed by those attacks, each enemy unit within 6" of this model must take a Battle-shock test.

## WEAPON ABILITIES

**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.

**Precision**
While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

## 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 Haruspex (120x92mm Oval Base)

**Equipped with:** Grasping tongue, Ravenous maw, Shovelling claws

**KEYWORDS:** Monster, Great Devourer, Haruspex, Harvester
**FACTION KEYWORDS:** Tyranids

# HARUSPEX

**125 PTS**

## 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.*

**KEYWORDS:** Monster, Great Devourer, Haruspex, Harvester
**FACTION KEYWORDS:** Tyranids