

SCYTHED HIERODULE

[LEGENDS]

330 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 12" | 12 | 2+ | 18 | 8+ | 5  |

RANGED WEAPONS

| WEAPON                    | RANGE | A   | BS  | S | AP | D |
|---------------------------|-------|-----|-----|---|----|---|
| Bio-acid spray<br>TORRENT | 18"   | 3D6 | N/A | 6 | -2 | 1 |

MELEE WEAPONS

| WEAPON                    | RANGE | A  | WS | S  | AP | D    |
|---------------------------|-------|----|----|----|----|------|
| Hierodule scything talons | Melee | 10 | 3+ | 14 | -2 | D3+3 |

ABILITIES

- Damaged: 1-6 Wounds Remaining**  
While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
- Irresistible Force**  
This model is eligible to declare a charge in a turn in which it Fell Back.

WEAPON ABILITIES

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

CORE RULES

- Deadly Demise D6**  
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.*



- AUFSTELLUNG
- 1x Scythed Hierodule  
[Legends]
- Equipped with:** Bio-acid spray,  
Hierodule scything talons



KEYWORDS: Monster,  
Great Devourer, Scythed  
Hierodule, Frame

FACTION KEYWORDS:  
Tyranids