BARBED HIERODULE [LEGENDS] - TYRANIDS

340 PTS

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

AUFSTELLUNG

1x Barbed Hierodule [Legends]

Equipped with: 2x Bio-cannon, Hierodule scything talons

KEYWORDS: Monster, Great Devourer, Barbed Hierodule, Frame

FACTION KEYWORDS: Tyranids

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Bio-cannon BLAST	48"	D6+3	3+	9	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Hierodule scything talons	Melee	8	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.

Overgrown Barbs
In your Shooting phase, after this model has shot, select one enemy unit (excluding Titanic units) that was hit by one or more of those attacks. Until the start of your next turn, while this model is on the battlefield, that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

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).*

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.