CARNIFEXES - TYRANIDS

CARNIFEX

M	T	Sv	W	LD	OC
8"	9	2+	8	8+	3

AUFSTELLUNG

1-2x Carnifex - Equipped with: Chitinous claws and teeth, Bio-plasma, Spine banks, Deathspitters with slimer maggots, Devourers with brainleech worms, Carnifex crushing claws, Carnifex scything talons, Heavy venom cannon, Stranglethorn cannon, Carnifex extra scything talons (105x70mm Oval Base)

Wargear Options:

- This model can replace its Carnifex scything talons with Deathspitters with slimer maggots, Devourers with brainleech worms or Carnifex crushing claws.
- This model can replace its Carnifex extra scything talons with Heavy venom cannon, Stranglethorn cannon, Deathspitters with slimer maggots, Devourers with brainleech worms or Carnifex crushing claws.

KEYWORDS: Monster, Great Devourer, Carnifexes

FACTION KEYWORDS: Tyranids

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bio-plasma ASSAULT, BLAST	12"	D3	4+	7	-2	1
Deathspitters with slimer maggots	24"	6	4+	7	-2	1
Devourers with brainleech worms	18"	12	4+	6	0	1
Heavy venom cannon BLAST	36"	D3	4+	9	-2	3
Spine banks ASSAULT	6"	5	4+	5	0	1
Stranglethorn cannon BLAST	36"	D6+1	4+	7	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Carnifex crushing claws	Melee	4	4+	12	-3	D6+1
Carnifex extra scything talons EXTRA ATTACKS	Melee	2	4+	9	-2	3
Carnifex scything talons	Melee	6	4+	9	-2	3
Chitinous claws and teeth	Melee	4	4+	6	0	1

ABILITIES

Blistering Assault
In your opponent's Shooting phase, when an enemy unit has shot, if a model in this unit lost a wound as a result of those attacks, this unit can make a surge move of up to D6+2".

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).*

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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.

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 1

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.