HARRIDAN - TYRANIDS

610 PTS

M	T	Sv	W	LD	OC
14"	10	3+	30	8+	0

AUFSTELLUNG

1x Harridan (Unique)

Equipped with: 2x Dire bio-cannon, Gargantuan scything talons

KEYWORDS: Monster, Titanic, Fly, Transport, Great Devourer, Harridan

FACTION KEYWORDS: Tyranids

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Dire bio-cannon BLAST	48"	D6+6	3+	10	-3	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Gargantuan scything talons	Melee	6	3+	14	-2	D6

ABILITIES

Damaged: 1-10 wounds remaining
While this model has 1-10 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Frenzied Metabolism
Each time this model is selected to shoot, you can use this ability. If you do, until the end of the phase, each time this model makes an attack, add 1 to the Wound roll. After resolving those attacks, roll one D6: on a 2+, this model suffers D3 mortal wounds.

TRANSPORT

Harridan
This model has a transport capacity of 20 GARGOYLES models and 1 WINGED TYRANID PRIME model.

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).*

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 2D6
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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Hover

Each time this unit takes to the skies (21.03), do not subtract 2" from the maximum distance.