

M	T	Sv	W	LD	OC
-	10	3+	10	8+	0

AUFSTELLUNG
1x Sporocyst (Hull)
Equipped with: Sporocyst bio-weapon, Flensing whips

KEYWORDS: Monster, Sporocyst, Great Devourer
FACTION KEYWORDS: Tyranids

 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Sporocyst bio-weapon <small>HIVE DEFENCES</small>	24"	10	4+	5	-1	2

 MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Flensing whips	Melee	6	4+	7	-1	2

ABILITIES

Hive Defences
You can target this model with the Fire Overwatch stratagem for 0CP, and can do so even if you have already targeted a different unit with that stratagem this turn. This model can only be targeted with that Stratagem once per turn

Seed Mucolids
Once per turn, in your shooting phase, when selected to shoot, one unit with this ability can use it instead of making any attacks with it's ranged weapons. If it does, you can add one new MUCOLID SPORES containing 1 model to your army and set it up anywhere on the battlefield that is wholly within 18" of this model and more than 8" horizontally away from all enemy units.

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 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.