

TYRANIDS

BARBED
HIERODULE
[LEGENDS]

M8"

T12

SV2+

W18

LD8+

OC5

340 PTS

Base —



Deadly Demise D6

1KOMMANDO

2BEWEGUNG

3BESCHUSS

2x Bio-cannon

BLAST

R	A	BS	S	AP	D
48"	D6+3	3+	9	-2	2

VERWUNDET

2+ T1-4	3+ T5-8	4+ T9	5+ T10-17	6+ T18+
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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.

4ANGRIFF

5NAHKAMPF

Hierodule scything talons

R	A	WS	S	AP	D
Melee	8	3+	14	-2	D3+3

VERWUNDET

2+ T1-7	3+ T8-13	4+ T14	5+ T15-27	6+ T28+
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VERTEIDIGUNG

∞IMMER / EINMALIG

GEGEN DIESE EINHEIT

W12 · RW 2+ · 18 LP je Modell

WIRD VERWUNDET MIT

2+ S24+	3+ S13-23	4+ S12	5+ S7-11	6+ S1-6
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RETTUNGSWURF JE DS

DS 0 2+	DS -1 3+	DS -2 4+	DS -3 5+	DS -4 6+
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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.

REGELN & KEYWORDS KURZ

Deadly Demise D6 This ability always takes the form Deadly Demise X.

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 (roun...

AUFSTELLUNG

1x Barbed Hierodule [Legends]

Ausrüstung: 2x Bio-cannon, Hierodule scything talons

KEYWORDS Monster, Great Devourer, Barbed Hierodule, Frame · FRAKTION Tyranids