

TYRANIDS

SCYTHED
HIERODULE
[LEGENDS]

M

12"

T

12

SV

2+

W

18

LD

8+

OC

5

330 PTS

Base —



Deadly Demise D6

1
KOMMANDO

2
BEWEGUNG

3 BESCHUSS

Bio-acid spray **TORRENT**

R	A	BS	S	AP	D
18"	3D6	N/A	6	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1-3	T4-5	T6	T7-11	T12+

4 ANGRIFF

Irresistible Force

This model is eligible to declare a charge in a turn in which it Fell Back.

5 NAHKAMPF

Hierodule scything talons

R	A	WS	S	AP	D
Melee	10	3+	14	-2	D3+3

VERWUNDET

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

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W12 · RW 2+ · 18 LP je Modell

WIRD VERWUNDET MIT

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

RETTUNGSWURF JE DS

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

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.

TORRENT Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

1x Scythed Hierodule [Legends]

Ausrüstung: Bio-acid spray, Hierodule scything talons

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