



HARUSPEX

125 PTS

M	T	SV	W	LD	OC
8"	11	3+	14	8+	4

⦿ RANGED WEAPONS						
WEAPON	RANGE	A	BS	S	AP	D
Grasping tongue <small>PRECISION</small>	12"	1	3+	6	-2	D6+1

✂ MELEE WEAPONS						
WEAPON	RANGE	A	WS	S	AP	D
Ravenous maw	Melee	14	3+	7	-1	2
Shovelling claws <small>EXTRA ATTACKS</small>	Melee	4	3+	14	-2	D6+1

AUFSTELLUNG

1x Haruspex (120x92mm Oval Base)

Equipped with: Grasping tongue, Ravenous maw, Shovelling claws

ABILITIES

Damaged: 1-5 Wounds Remaining

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Grisly Spectacle

Each time this model is selected to fight, after resolving its attacks, if one or more enemy units were destroyed by those attacks, each enemy unit within 6" of this model must take a Battle-shock test.

WEAPON RULES

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.

Precision

While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

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").

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.