

BARBED HIERODULE [LEGENDS]

M	T	SV	W	LD	OC
8"	12	2+	18	8+	5

AUFSTELLUNG

1x Barbed Hierodule [Legends]

Equipped with: 2x Bio-cannon, Hierodule scything talons

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Bio-cannon BLAST	48"	D6+3	3+	9	-2	2

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Hierodule scything talons	Melee	8	3+	14	-2	D3+3

ABILITIES

RULES - Deadly Demise D6

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.

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.



WEAPON RULES

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).*