

HARRIDAN

M	T	SV	W	LD	OC
14"	10	3+	30	8+	0

AUFSTELLUNG

1x Harridan (Unique)

Equipped with: 2x Dire bio-cannon, Gargantuan scything talons

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Dire bio-cannon BLAST	48"	D6+6	3+	10	-3	3

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Gargantuan scything talons	Melee	6	3+	14	-2	D6

ABILITIES

RULES - Deadly Demise 2D6, Hover, Synapse

Damaged: 1-10 wounds remaining

While this model has 1-10 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Frenzied Metabolism

Each time this model is selected to shoot, you can use this ability. If you do, until the end of the phase, each time this model makes an attack, add 1 to the Wound roll. After resolving those attacks, roll one D6: on a 2+, this model suffers D3 mortal wounds.

Harridan (Transport)

Capacity: This model has a transport capacity of 20 GARGOYLES models and 1 WINGED TYRANID PRIME model.



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).*