

HARUSPEX

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

AUFSTELLUNG

1x Haruspex (120x92mm Oval Base)

Equipped with: Grasping tongue, Ravenous maw, Shovelling claws

⦿ 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

ABILITIES

RULES - Deadly Demise D3, Synapse

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.