

TYRANIDS

HIEROPHANT

810 PTS



M

12"

T

14

SV

2+

W

30

LD

8+

OC

12

5+

RANGED WEAPONS

WEAPON		RANGE	A	BS	S	AP	D
Bio-plasma torrent	ASSAULT TORRENT	12"	3D6	N/A	7	-2	1
2x Dire bio-cannon	BLAST	48"	D6+6	3+	10	-3	3

MELEE WEAPONS

WEAPON		RANGE	A	WS	S	AP	D
Lashwhip pods	EXTRA ATTACKS	Melee	10	3+	5	-1	1
Titanic scything talons		Melee	8	3+	20	-2	D6+1

AUFSTELLUNG

1x Hierophant (Hull)

Equipped with: Bio-plasma torrent, 2x Dire bio-cannon, Lashwhip pods, Titanic scything talons

ABILITIES

Apex-beast

Each time this model makes an attack that targets a unit that is Battle-shocked, add 1 to the Hit roll.

Damaged: 1-10 wounds remaining

While this model has 1-10 wounds remaining, subtract 6 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

Stalking Forward

Each time this model makes a Normal, Advance or Fall Back move, it can move over models (excluding TITANIC models) and terrain features that are 4" or less in height as if they were not there.

Hierophant (Transport)

Capacity: This model has a transport capacity of 20 TYRANIDS INFANTRY models. Each model with a Wounds characteristic of more than 1 takes up the space of 3 models. This model cannot transport models that can FLY.

WEAPON RULES

ASSAULT

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

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).

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.

TORRENT

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



CORE RULES

◆ **Deadly Demise 2D6**

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.

