

SCYTHED HIERODULE [LEGENDS]

330 PTS



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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bio-acid spray TORRENT	18"	3D6	N/A	6	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Hierodule scything talons	Melee	10	3+	14	-2	D3+3

AUFSTELLUNG

1x Scythed Hierodule [Legends]

Equipped with: Bio-acid spray, Hierodule scything talons

ABILITIES

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.

Irresistible Force

This model is eligible to declare a charge in a turn in which it Fell Back.

WEAPON RULES

TORRENT

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

CORE RULES

Deadly Demise D6

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").

