

BIOVORES

BIOVORE

M	T	SV	W	LD	OC
5"	6	3+	5	8+	1

AUFSTELLUNG

1-3x Biovore - Equipped with: Chitin-barbed limbs, Spore mine launcher (80mm)

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Spore mine launcher BLAST, DEVASTATING WOUNDS, HEAVY, INDIRECT FIRE	48"	D3	4+	6	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chitin-barbed limbs	Melee	2	4+	5	0	1

ABILITIES

RULES - Deadly Demise 1, Synapse

Seed Spore Mines

Once per turn, in your Shooting Phase, when selected to shoot, one unit with this ability can use it instead of making any attacks with its ranged weapons. If it does, you can add one new SPORE MINES unit to your army and set it up anywhere on the battlefield that is wholly within 48" of this unit and more than 8" horizontally away from all enemy units. That SPORE MINES unit contains 1 model for each model in this unit.



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).*

Devastating Wounds

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Heavy

In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

Indirect Fire

Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).