

HIEROPHANT

M	T	SV	W	LD	OC	
12"	14	2+	30	8+	12	

AUFSTELLUNG

1x Hierophant (Hull)

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

⚔ 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

ABILITIES

RULES - Deadly Demise 2D6, Synapse

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.

