

HIVE CRONE

M	T	SV	W	LD	OC
-	9	3+	12	8+	-

AUFSTELLUNG

1x Hive Crone (120x92mm Oval Base)

Equipped with: Drool cannon, Stinger salvoes, Tentaclids, Scything wings, Thorax spur

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Drool cannon TORRENT	12"	2D6	N/A	6	-1	1
Stinger salvoes	24"	8	3+	5	0	1
Tentaclids ANTI-VEHICLE 4+, DEVASTATING WOUNDS	36"	4	3+	7	0	2

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Scything wings	Melee	4	4+	7	-1	2
Thorax spur ANTI-FLY 2+, EXTRA ATTACKS	Melee	1	3+	10	-3	D6

ABILITIES

RULES - Deadly Demise D3, Synapse

Airborne Predator

Each time this model makes a ranged attack that targets a unit that can FLY, add 1 to the Hit roll.

Damaged: 1-4 Wounds Remaining

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.



WEAPON RULES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

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.

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.

