

BARBED HIERODULE

M

8"

T

12

SV

2+

W

18



LD

8+

OC

5



RANGED WEAPONS

RANGE

A

BS

S

AP

D

Bio-cannon [BLAST]

48"

D6+3

3+

9

-2

2



MELEE WEAPONS

RANGE

A

WS

S

AP

D

Hierodule scything talons

Melee

8

3+

14

-2

D3+3

ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Synapse**

Overgrown Barbs: In your Shooting phase, after this model has shot, select one enemy unit (excluding **TITANIC** units) that was hit by one or more of those attacks. Until the start of your next turn, while this model is on the battlefield, that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the Hit roll.


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.

KEYWORDS: **MONSTER, GREAT DEVOURER, BARBED HIERODULE**

FACTION KEYWORDS:
TYRANIDS

BARBED HIERODULE

First recorded during the invasion of Hamman's World, these looming monstrosities are protected by thick armour plates that allow them to shrug off all but the most devastating of attacks, while their bio-cannons are able to hold off the foe as they charge forward to finish the prey at close quarters.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Barbed Hierodule

This model is equipped with: 2 bio-cannons; Hierodule scything talons.

KEYWORDS: MONSTER, GREAT DEVOURER, BARBED HIERODULE





FACTION KEYWORDS:
TYRANIDS

SCYTHED HIERODULE

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



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bio-acid spray [TORRENT]	18"	3D6	N/A	6	-2	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Hierodule scything talons	Melee	10	3+	14	-2	D3+3

ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Synapse**

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

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.

KEYWORDS: MONSTER, GREAT DEVOURER, SCYTHED HIERODULE



FACTION KEYWORDS:
TYRANIDS

SCYTHED HIERODULE

The Hive Mind trusts only in the power of flesh. The Hierodule is a clear embodiment of this principle, a living weapon of monstrous power whose scythed limbs can cut apart war machines with ease. Any that survive the power of its talons are subjected to torrents of mutagenic acid from the symbiote-beast that grows between its armoured plates.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Scythed Hierodule

This model is equipped with: bio-acid spray; Hierodule scything talons.

KEYWORDS: MONSTER, GREAT DEVOURER, SCYTHED HIERODULE



FACTION KEYWORDS:
TYRANIDS

HARRIDAN

M

T

SV

W

LD

OC

20+"

10



3+

30

8+

0



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Dire bio-cannon [BLAST]	48"	D6+6	3+	10	-3	3
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Gargantuan scything talons	Melee	6	3+	14	-2	D6

ABILITIES

CORE: **Deadly Demise 2D6, Hover**

FACTION: **Synapse**

Frenzied Metabolism: Each time this model is selected to shoot, you can use this ability. If you do, until the end of the phase, each time this model makes an attack, add 1 to the phase, each time this model makes an attack, add 1 to the Wound roll. After resolving those attacks, roll one D6: on a 2+, this model suffers D3 mortal wounds.



DAMAGED: 1-10 WOUNDS REMAINING

While this model has 1-10 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: MONSTER, TITANIC, FLY, AIRCRAFT, TRANSPORT, GREAT DEVOURER, HARRIDAN



FACTION KEYWORDS: TYRANIDS

HARRIDAN

Of the winged horrors of the Tyranids, none are as monstrously powerful as the Harridan. Borne on huge membranous wings tipped with bio-cannons, they swoop into enemy lines carving through troops and armour with their scything talons or showering shrieking Gargoyles that had been clinging batlike to the Harridan's underbelly.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Harridan

This model is equipped with: 2 dire bio-cannons; gargantuan scything talons.

TRANSPORT

This model has a transport capacity of 20 **GARGOYLES** models and 1 **WINGED TYRANID PRIME** model.


KEYWORDS: MONSTER, TITANIC, FLY, AIRCRAFT, TRANSPORT, GREAT DEVOURER, HARRIDAN




FACTION KEYWORDS: TYRANIDS

HIEROPHANT

M 12" **T** 14 **SV** 2+ **W** 30 **LD** 8+ **OC** 12
5+ INVULNERABLE SAVE

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

 MELEE WEAPONS	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

CORE: **Deadly Demise 2D6**

FACTION: **Synapse**

Apex-beast: Each time this model makes an attack that targets a unit that is Battle-shocked, add 1 to 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.



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.

KEYWORDS: **MONSTER, TITANIC, TOWERING, TRANSPORT, GREAT DEVOURER, HIEROPHANT**



FACTION KEYWORDS: **TYRANIDS**

HIEROPHANT

Hierophants are gargantuan specimens of Tyranid adaptation, created to rival the largest war machines and annihilate any resistance. Towering over the battlefield on spined legs that skewer tanks with ease, these apex-beasts spray foes with devastating bio-weapons, their thick chitinous plating making them almost impervious to injury.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Hierophant

This model is equipped with: bio-plasma torrent; 2 dire bio-cannons; lashwhip pods; titanic scything talons.

TRANSPORT

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**.

KEYWORDS: MONSTER, TITANIC, TOWERING, TRANSPORT, GREAT DEVOURER, HIEROPHANT



FACTION KEYWORDS: TYRANIDS