

DIMACHAERON

WARHAMMER LEGENDS

M T SV W LD OC
12" 10 3+ 16 7+ 5
5+ **INVULNERABLE SAVE**

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Massive scything sickle-talons [TWIN-LINKED]	Melee	10	3+	9	-2	3

ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Synapse**

Digestion Spine: Each time this model fights, after it has resolved its attacks, if one or more enemy models (excluding **VEHICLE** models) were destroyed as the result of those attacks, this model regains up to D3 wounds.

DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: **MONSTER, GREAT DEVOURER, DIMACHAERON**



FACTION KEYWORDS:
TYRANIDS

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Dimachaeron

This model is equipped with: massive scything sickle-talons.

KEYWORDS: MONSTER, GREAT DEVOURER, DIMACHAERON





FACTION KEYWORDS:
TYRANIDS

SKY-SLASHER SWARMS

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
12"	2	6+	4	8+	0

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Spinemaws [PISTOL]	6"	4	5+	3	0	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Claws and teeth [SUSTAINED HITS 1]	Melee	6	5+	2	0	1

ABILITIES

CORE: **Deep Strike**

FACTION: **Synapse**

Chitinous Horrors: While an enemy unit is within Engagement Range of one or more units with this ability, halve the Objective Control characteristic of models in that enemy unit.

KEYWORDS: SWARM, GREAT DEVOURER, FLY, SKY-SLASHER SWARMS



FACTION KEYWORDS:
TYRANIDS

WARGEAR OPTIONS

- Any number of models can each be equipped with 1 spinemaws.
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UNIT COMPOSITION

- 3 Sky-slasher Swarms
- Every model is equipped with: claws and teeth.
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KEYWORDS: SWARM, GREAT DEVOURER, FLY, SKY-SLASHER SWARMS



FACTION KEYWORDS:
TYRANIDS

MALANTHROPE

WARHAMMER LEGENDS

M

T

SV

W

LD

OC

6"

5

4+

10

7+

3



MELEE WEAPONS

Grasping tail

RANGE

Melee

A

4

WS

4+

S

5

AP

0

D

2

ABILITIES

CORE: **Leader, Stealth**

FACTION: **Shadow in the Warp, Synapse**

Enhanced Toxic Miasma: While this model is leading a unit, the range of that unit's Foul Spores Aura ability is increased to 9".

Prey Adaptation: Each time this model's unit is selected to fight, select one of the following abilities to apply to all melee weapons equipped by models in that unit until the end of the phase:

- [SUSTAINED HITS 1]
- [LANCE]
- [LETHAL HITS]

KEYWORDS: INFANTRY, CHARACTER, FLY, GREAT DEVOURER, SYNAPSE, MALANTHROPE



FACTION KEYWORDS:
TYRANIDS

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Malanthrope

This model is equipped with: grasping tail.

LEADER

This model can be attached to the following unit:

- VENOMTHROPES

KEYWORDS: INFANTRY, CHARACTER, FLY, GREAT DEVOURER, SYNAPSE, MALANTHROPE



FACTION KEYWORDS:
TYRANIDS