

DIMACHAERON

WARHAMMER LEGENDS

M 12" T 10 SV 3+ W 16 LD 7+ OC 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

BARBED HIERODULE

WARHAMMER LEGENDS

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

WARHAMMER LEGENDS

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

WARHAMMER LEGENDS

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

WARHAMMER LEGENDS

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