

# UNIT OR FORMATION NAME: Carniphant

POINTS: 195

## DESCRIPTION:

A vicious troop killer, held aloft by two sets of razor-sharp tallons, wielding two separate venom cannons. The Carniphant was first encountered on planet LV-426, leading the assault on Haley's Hope. It resembles the Heirophant Bio-Titan, however it is much smaller and suited for anti-infantry roles.



**UNIT OR FORMATION:** 1 Carniphant

**TYPE:** Monstrous Creature

**STRUCTURE POINTS:** 0

### UNIT STATS:

WS	BS	S	T	W	I	A	Ld	Sv
4	3	10	7	5	2	4	10	2+

### WEAPONS AND EQUIPMENT:

2 Venom Cannons, 2 Barbed Stranglers or Crushing Claws  
 2 sets of Scything Tallons  
 Scythe Tail Weapon  
 Adrenal Glands for WS & I  
 Toxin Sacs  
 Enhanced Senses  
 Extended Carapace  
 Bonded Exoskeleton  
 Reinforced Chitin

### OPTIONS:

A carniphant **must** take **one** of the following weapon options:  
 2 Venom Cannons for 70 points or  
 2 Barbed Stranglers for 50 points or  
 Crushing Claws for 25 points

WEAPONS	RANGE	STR	AP	SPECIAL
Venom Cannon	36"	10	4	Assault 4
Barbed Strangler	36"	8	5	Assault 2, Large blast, Pinning
Crushing Claws	+D6 Attacks in close combat			

### SPECIAL RULES:

If a Carniphant takes Venom Cannons or Barbed Stranglers, these weapons do not count as twin linked. The shots are added together, thus the Venom Cannons are treated as Assault 4 rather than 2, and the Barbed Strangler is considered Assault 2. All shots must target the same unit.

### ADDITIONAL INFO:

If you are using the Mycetic Assault Swarm datasheet (page 152 of the Apocalypse rulebook), you may use a Carniphant in place of a Carnifex for an additional 20 points each.