



# TOXICRENE

160  
POINTS



Physically imposing, the Toxicrene looms over the scuttling broods it accompanies to battle. Its tentacle-limbs thrash at those who venture too close, impaling or throttling them before they can land a telling blow. Yet it is the choking clouds that blast out from the Toxicrene's dorsal chimneys that give the beast its fell reputation. Each foul-smelling cloud is composed of millions of tiny Tyranid spore organisms that wind towards their prey like evil sulphur-spirits. These clouds are possessed of a predatory sentience, and deliberately force themselves into the respiratory systems of the Toxicrene's victims. There they nestle and embed, feeding on the moisture of their host and growing at an astonishing rate. Organs rupture and split, airways close and lungs fill with gore, even as blood spills from every orifice.

Toxicrene	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
	3	3	5	6	5	3	6	8	4+	Monstrous Creature	1 Toxicrene

## WEAPONS & BIOMORPHS:

- Acid blood
- Choking cloud
- Lash whips
- Toxic miasma

## SPECIAL RULES:

- Fearless
- Instinctive Behaviour (Feed)
- Poisoned (2+)
- Shrouded

**Hypertoxic:** Any hit inflicted by this model that has the Poisoned special rule (including any hits caused by its choking cloud) gains the Instant Death special rule on a To Wound roll of a 6.

## CHOKING CLOUD

*A cloud of sentient spore organisms engulf the foe, inflicting a horrible death.*

Range	S	AP	Type
12"	3	-	Assault 1, Ignores Cover, Large Blast, Poisoned (2+), Predatory Sentience

**Predatory Sentience:** When making armour penetration rolls against vehicles that are Open-topped or that have lost 1 or more of their Hull Points this weapon has the Armourbane special rule.