TERVIGON

150 PTS

M	T	Sv	W	LD	OC
8"	11	2+	16	7+	5

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Stinger salvoes	24"	8	3+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Massive crushing claws	Melee	4	4+	12	-3	D6+1
➤ Massive scything talons - strike	Melee	4	3+	9	-2	D6
➤ Massive scything talons - sweep	Melee	8	3+	7	-1	2

ABILITIES

Brood Progenitor (Aura, Psychic)
While a friendly TERMAGANTS unit is within 6" of this model, ranged weapons equipped by models in that unit have the [LETHAL HITS] ability.

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.

Spawn Termagants
In your Command phase, you can select one friendly TERMAGANTS unit within 6" of this model and return up to D3+3 destroyed TERMAGANT models to that unit. A TERMAGANTS unit cannot be selected for this ability more than once per phase.

FACTION RULES

Shadow in the Warp
If your Army Faction is TYRANIDS, once per battle, in either player's Command phase, if one or more units from your army with this ability are on the battlefield, you can unleash the Shadow in the Warp. When you do, each enemy unit on the battlefield must take a Battle-shock test. Each time an enemy unit takes such a Battle-shock test, if it is within 6" of one or more SYNAPSE units from your army, subtract 1 from that test.

Synapse
If your Army Faction is TYRANIDS, while a TYRANIDS unit from your army is within 6" of one or more friendly SYNAPSE models, that TYRANIDS unit is said to be within Synapse Range of that model and of your army. While a TYRANIDS unit from your army is within Synapse Range of your army:

- Each time that unit takes a Battle-shock test, take that test on 3D6 instead of 2D6.
- Each time a model in that unit makes a melee attack, add 1 to the Strength characteristic of that attack.

CORE RULES

Deadly Demise D6
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

AUFSTELLUNG

1x Tervigon (120x92mm Oval Base)

Equipped with: Stinger salvoes, Massive crushing claws, ➤ Massive scything talons - strike, ➤ Massive scything talons - sweep

Wargear Options:
- This model can replace its Massive scything talons with Massive crushing claws.

KEYWORDS: Character, Monster, Psyker, Great Devourer, Tervigon, Synapse
FACTION KEYWORDS: Tyranids