

TYRANIDS

NORN EMISSARY

Deadly Demise D6 Feel No Pain Shadow in the Warp Synapse

M10" T11 SV2+ W16 LD7+ OC5 RW4+

250 PTS

Base 100mm



1KOMMANDO

2BEWEGUNG

3BESCHUSS

► Psychic tendril - neuroblastBLASTPSYCHIC

R18" A2D6 BS2+ S6 AP-2 D1

VERWUNDET

2+3+4+5+6+
T1-3T4-5T6T7-11T12+

► Psychic tendril - neurolanceMELTA 2PSYCHIC

R18" A2 BS2+ S12 AP-3 D6

VERWUNDET

2+3+4+5+6+
T1-6T7-11T12T13-23T24+

► Psychic tendril - neuroparasitePRECISIONPSYCHIC

R18" A2 BS2+ S8 AP-2 D3

VERWUNDET

2+3+4+5+6+
T1-4T5-7T8T9-15T16+

4ANGRIFF

5NAHKAMPF

Monstrous rending clawsEXTRA ATTACKS

RMelee A4 WS2+ S7 AP-2 D2

VERWUNDET

2+3+4+5+6+
T1-3T4-6T7T8-13T14+

Monstrous scything talons

RMelee A6 WS2+ S9 AP-2 D3

VERWUNDET

2+3+4+5+6+
T1-4T5-8T9T10-17T18+

VERTEIDIGUNG

Singular Purpose

At the start of the first battle round, select one of the following:

- Select one enemy unit. Until the end of the battle, each time this model makes an attack that targets that unit you can re-roll the Hit roll and you can re-roll the Wound roll
- Select one objective marker. Until the end of the battle, while this model is within range of that objective marker, it has the Feel No Pain 5+ ability and an Objective Control characteristic of 15.

Unnatural Resistance

This model has the Feel No Pain 4+ ability against Mortal Wounds.

IMMER / EINMALIG

Protean Purpose

(Once per battle, per unit) In your Command phase, you can use this ability. If you do, this unit can make a selection for its Singular Purpose ability (this replaces the previous selection).

GEGEN DIESE EINHEIT

W11 · RW 2+ · 4++ · 16 LP je Modell

WIRD VERWUNDET MIT

2+S22+ 3+S12-21 4+S11 5+S6-10 6+S1-5

RETTUNGSWURF JE DS

DS 0 2+ DS -1 3+ DS -2 4+ DS -3 4++ DS -4 4++

Feel No Pain gegen jeden verlorenen LP

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.

REGELN & KEYWORDS KURZ

Deadly Demise D6

This ability always takes the form Deadly Demise X.

Feel No Pain

This ability always takes the form Feel No Pain X+.

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 ca...

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 Synap...

BLAST

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (roun...

EXTRA ATTACKS

Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others.

MELTA

This ability always takes the form [MELTA X].

PSYCHIC

Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit rol...

AUFSTELLUNG

1x Norn Emissary

Ausrüstung:

► Psychic tendril - neuroblast, ► Psychic tendril - neurolance, ► Psychic tendril - neuroparasite, Monstrous rending claws, Monstrous scything talons

KEYWORDS Monster, Psyker, Great Devourer, Synapse, Norn Emissary · FRAKTION Tyranids