TYRANIDS

NORN ASSIMILATOR

Deadly Demise D6 | Shadow in the Warp | Synapse

M	T	SV	W	LD	OC
10"	11	2+	16	7+	5

250 PTS
Base 100mm

1 KOMMANDO

—

2 BEWEGUNG

Harpoon Barbs

Once per turn, when an enemy unit within Engagement Range of this unit is chosen to Fall Back, roll one D6; on a 2+, that unit suffers D6 mortal wounds.

3 BESCHUSS

Toxinjecter Harpoon — HARPOONED

R	A	BS	S	AP	D
12"	2	2+	12	-3	D6+1

VERWUNDET

2+	3+	4+	5+	6+
T1–6	T7–11	T12	T13–23	T24+

4 ANGRIFF

—

5 NAHKAMPF

Monstrous scything talons

R	A	WS	S	AP	D
Melee	6	2+	9	-2	3

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–8	T9	T10–17	T18+

Toxinjecter Harpoon — EXTRA ATTACKS

R	A	WS	S	AP	D
Melee	4	2+	12	-3	D6+1

VERWUNDET

2+	3+	4+	5+	6+
T1–6	T7–11	T12	T13–23	T24+

◆ 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.

∞ 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+ · 16 LP je Modell

WIRD VERWUNDET MIT

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

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
2+	3+	4+	5+	6+

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.

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…

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.

AUFSTELLUNG

1x Norn Assimilator

Ausrüstung: Toxinjecter Harpoon, Monstrous scything talons

KEYWORDS Monster, Great Devourer, Synapse, Norn Assimilator, Harvester · **FRAKTION** Tyranids