NORN EMISSARY

250 PTS

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

4+

KEYWORDS: Monster, Psyker, Great Devourer, Synapse, Norn Emissary

FACTION: Tyranids

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Psychic tendril - neuroblast BLAST, PSYCHIC	18"	2D6	2+	6	-2	1
➤ Psychic tendril - neurolance MELTA 2, PSYCHIC	18"	2	2+	12	-3	D6
➤ Psychic tendril - neuroparasite PRECISION, PSYCHIC	18"	2	2+	8	-2	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Monstrous rending claws EXTRA ATTACKS	Melee	4	2+	7	-2	2
Monstrous scything talons	Melee	6	2+	9	-2	3

AUFSTELLUNG

1x Norn Emissary (100mm)

Equipped with: ➤ Psychic tendril - neuroblast, ➤ Psychic tendril - neurolance, ➤ Psychic tendril - neuroparasite, Monstrous rending claws, Monstrous scything talons

ABILITIES

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.

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).

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.

WEAPON RULES

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 (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.

- One of that model's other melee weapons, if possible.

Melta

This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

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 roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

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").

Feel No Pain
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

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.