

NORN ASSIMILATOR

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

AUFSTELLUNG

1x Norn Assimilator (100mm)

Equipped with: Toxinjector Harpoon, Monstrous scything talons

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Toxinjector Harpoon HARPOONED	12"	2	2+	12	-3	D6+1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Monstrous scything talons	Melee	6	2+	9	-2	3
Toxinjector Harpoon EXTRA ATTACKS	Melee	4	2+	12	-3	D6+1

ABILITIES

RULES - Deadly Demise D6, Shadow in the Warp, Synapse

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.

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.

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.

WEAPON RULES

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.