

NORN EMISSARY

M	T	SV	W	LD	OC	
10"	11	2+	16	7+	5	4+

AUFSTELLUNG

1x Norn Emissary (100mm)

Equipped with: ► Psychic tendril - neuroblast, ► Psychic tendril - neurolance, ► Psychic tendril - neuoparasite, Monstrous rending claws, Monstrous scything talons

⦿ 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 - neuoparasite 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

ABILITIES

RULES - Deadly Demise D6, Feel No Pain, 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.

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).

