

M	T	Sv	W	LD	OC
8"	5	4+	7	7+	1

INVULNERABLE
SAVE

4+

✕ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Piercing claws and talons PRECISION	Melee	6	2+	6	-2	1

ABILITIES

- Feeder Tendrils**
Each time this model destroys an enemy CHARACTER model, you gain 1CP
- Neural Disruption**
In your Command phase, select one enemy unit within 12" of this model. That unit must take a Battle-shock test
- Psychological Saboteur (Aura)**
While an enemy unit is with 12" of this model, if that unit is Battle-shocked:
 - Each time a model in that unit makes an attack, subtract 1 from the Hit roll
 - Each time a friendly TYRANIDS model makes an attack that targets that unit, add 1 to the Wound roll.

WEAPON ABILITIES

Precision
While resolving attacks made with one or more **[PRECISION]** weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

FACTION RULES

- 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.



AUFSTELLUNG

1x Neurolictor

Equipped with: Piercing claws and talons



KEYWORDS: Infantry, Great Devourer, Neurolictor, Vanguard Invader, Synapse

FACTION KEYWORDS: Tyranids

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CORE RULES

- Infiltrators**

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.
- Lone Operative**

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.
- Stealth**

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).