

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

 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

- 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 ABILITIES

- 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.

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 Norn Assimilator (100mm)

Equipped with: Toxinjector Harpoon, Monstrous scything talons



KEYWORDS: Monster, Great Devourer, Synapse, Norn Assimilator, Harvester

FACTION KEYWORDS: Tyranids

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CORE 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").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.