

NEUROLICTOR

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

AUFSTELLUNG
1x Neurolictor
Equipped with: Piercing claws and talons

✂ MELEE WEAPONS

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

ABILITIES

- RULES** - Infiltrators, Lone Operative, Shadow in the Warp, Stealth, Synapse
- 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 RULES

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.