

WINGED HIVE TYRANT

M

12"

T

9

SV / INV

2+/4++

W



10

LD

7+

OC

3

	R	A	BS	S	AP	D
 Venom cannon [BLAST]	36"	D3	2+	9	-2	3
Stranglethorn [BLAST]	36"	D6+1	2+	7	-1	2
	A	WS	S	AP	D	
 Bonesword & whip [TL]	6	2+	9	-2	3	
Scything talons [EX]	4	2+	7	-2	2	
Tyrant talons	5	2+	7	-2	2	

PRE **Deep Strike:** Unit can deploy in Reserves. Then, during Reinforcements, can deploy >9" from enemy units.

FIGHT **Paroxysm [PSY]:** At the start of the fight phase, target a visible enemy unit within 12". Roll a D6.
1 = this psyker suffers D3 mortal wounds.
2+ = target's weapons suffer -1 Attacks this turn.

DEF **Deadly Demise D3:** On death, roll a D6. On a 6, each unit within 6" suffers D3 mortal wounds.

MISC **Will of the Hive Mind:** Use a stratagem for -1CP cost, targeting a friendly unit within 12". Once per turn only.



MONSTER, CHARACTER, PSYKER, FLY, GREAT DEVOURER, SYNAPSE, VANGUARD INVADER, HIVE TYRANT, WINGED HIVE TYRANT

HIVE TYRANT

M

8"

T

10

SV / INV

2+/4++

W

10

LD

7+

OC

3



	R	A	BS	S	AP	D
Venom cannon [BLAST]	36"	D3	2+	9	-2	3
Stranglethorn [BLAST]	36"	D6+1	2+	7	-1	2



	A	WS	S	AP	D
Bonesword & whip [TL]	6	2+	9	-2	3
Scything talons [EX]	4	2+	7	-2	2

SHOOT

Onslaught [AURA, PSY]: Friendly Tyranid units within 6" gain [ASSAULT] and [LETHAL HITS] for all ranged weapons.

DEF

Deadly Demise D3: On death, roll a D6. On a 6, each unit within 6" suffers D3 mortal wounds.

MISC

Will of the Hive Mind: Use a stratagem for -1CP cost, targeting a friendly unit within 12". Once per turn only.



MONSTER, CHARACTER, PSYKER, GREAT DEVOURER,
SYNAPSE, HIVE TYRANT

THE SWARMLORD

M

8"

T

10

SV / INV

2+/4++

W

10

LD

7+

OC

3



Synaptic pulse [PSY, TO] 18" R A BS S AP D
D6+3 - 5 -1 2



Bone sabres [TWIN-LINKED] A WS S AP D
8 2+ 9 -2 3

COM

Hive Commander: Gain a CP at the start of the Command phase.

DEF

Deadly Demise D3: On death, roll a D6. On a 6, each unit within 6" suffers D3 mortal wounds.

MISC

Domination of the Hive Mind: Synapse range 9".

ENEMY

Malign Presence: Whenever opponent targets a unit from their army with a Stratagem, if that unit is within 12" of this model, increase the cost of that use of that Stratagem by 1CP. Only if this model is your Warlord.



MONSTER, CHARACTER, EPIC HERO, PSYKER, GREAT
DEVOURER, SYNAPSE, THE SWARMLORD

BROODLORD

M

8"

T

5

SV / INV

4+/4++

W

6

LD

7+

OC

1



Claws & talons [DW, TL]

A

5

WS

2+

S

6

AP

-2

D

2

PRE

Scouts 8": Make a free 8" move after deployment, before the first turn.

FIGHT

Vicious Insight: Attached genestealers' weapons gain [DEVASTATING WOUNDS].

Hypnotic Gaze [PSY]: One enemy unit within engagement range suffers -1 to hit on all attacks.



INFANTRY, CHARACTER, PSYKER, GREAT DEVOURER,
SYNAPSE, VANGUARD INVADER, BROODLORD

WINGED TYRANID PRIME

M

12"

T

5

SV

4+

W

6

LD

7+

OC

1



Prime talons

A

6

WS

2+

S

6

AP

-1

D

2

PRE

Deep Strike: Unit can deploy in Reserves. Then, during Reinforcements, can deploy >9" from enemy units.

FIGHT

Alpha Warrior: Attached units gain [SUSTAINED HITS 1].

Death Blow: May fight on death, on a 4+.



INFANTRY, CHARACTER, FLY, GREAT DEVOURER, SYNAPSE, VANGUARD INVADER, WINGED TYRANID PRIME

TERVIGON

M

8"

T

11

SV

2+

W

16

LD

7+

OC

5



Stinger salvoes

R

24"

A

8

BS

3+

S

5

AP

0

D

1



Crushing claws

A

4

WS

4+

S

12

AP

-3

D

D6+1

Scything talons - strike

4

3+

9

-2

D6

Scything talons - sweep

8

3+

7

-1

2

COM

Spawn Termagants: Select one Termagants unit within 6". Return D3+3 models to that unit.

SHOOT

Brood Progenitor [AURA, PSY]: Termagants units within 6" gain [LETHAL HITS] on ranged weapons.

DEFEND

Damaged: 1-5 wounds: This unit's attacks suffer -1 to hit.

Deadly Demise D6: On death, roll a D6. On a 6, each unit within 6" suffers D6 mortal wounds.



MONSTER, CHARACTER, PSYKER, GREAT DEVOURER,
SYNAPSE, TERVIGON

OLD ONE EYE

M

8"

T

9

SV

2+

W

9

LD

8+

OC

3



Claws & talons - strike

A

6

WS

3+

S

14

AP

-3

D

D6+1

Claws & talons - sweep

12

3+

6

-1

1

COM

Unstoppable Monster: Regain D3 wounds. Happens during both player's turns.

FIGHT

Alpha Leader: Attached models may re-roll hit rolls.

DEFEND

Feel No Pain: 5+



MONSTER, CHARACTER, EPIC HERO, GREAT DEVOURER,
OLD ONE EYE

TYRANID WARRIORS *RANGED*

M

6"

T

5

SV

4+

W

3

LD

7+

OC

2



Barbed strangler [B]

R

36"

A

D6+1

BS

4+

S

6

AP

-1

D

1

Deathspitter

24"

3

4+

5

-1

1

Devourer

18"

5

4+

4

0

1

Spinefists [A, P, TL]

12"

2

4+

4

0

1

Venom cannon [B]

36"

D3

4+

9

-2

2



Bio-weapons

A

5

WS

3+

S

5

AP

-1

D

1

MOVE

Adaptable Predators: Fall back and shoot / charge.



INFANTRY, SYNAPSE, TYRANID WARRIORS WITH RANGED
BIO-WEAPONS

TYRANID WARRIORS *MELEE*

M

6"

T

5

SV

4+

W

3

LD

7+

OC

2



Bio-weapons [TWIN-LINKED]

A

6

WS

3+

S

5

AP

-2

D

1

FIGHT

Adaptive Instincts: Choose at the start of the phase:

- **Aggression:** Re-roll 1s to hit.
- **Preservation:** Re-roll 1s to save.



INFANTRY, SYNAPSE, TYRANID WARRIORS WITH MELEE BIO-WEAPONS

TERMAGANTS

M

6"

T

3

SV

5+

W



1

LD

8+

OC

2

	R	A	BS	S	AP	D
 Fleshborer [ASSAULT]	18"	1	4+	5	0	1
Spinefists [A, P, TL]	12"	2	4+	3	0	1
Devourer	18"	2	4+	4	0	1
Shardlauncher [B, HV]	18"	D3	4+	5	0	1
Spike rifle [HEAVY]	24"	1	4+	4	-1	1
Strangleweb [A, DW, TO]	18"	D6	-	2	0	1
		A	WS	S	AP	D
Xenos claws & teeth		1	4+	3	0	1

ENEMY

Skulking Horrors: When an enemy unit ends a Normal, Advance, or Fall Back move within 9", make a free move up to D6". Once per turn.



INFANTRY, BATTLELINE, GREAT DEVOURER, ENDLESS MULTITUDE, TERMAGANTS

HORMAGAUNTS

M

10"

T

3

SV

5+

W

1

LD

8+

OC

2



Hormagaunt talons

A

3

WS

4+

S

3

AP

-1

D

1

CHARGE

Bounding Leap: Advance and charge.



INFANTRY, BATTLELINE, GREAT DEVOURER, ENDLESS
MULTITUDE, HORMAGAUNTS

GARGOYLES

M

12"

T

3

SV

6+

W

1

LD

8+

OC

2



Fleshborer [ASSAULT]

R

18"

A

1

BS

4+

S

5

AP

0

D

1



Blinding venom

A

1

WS

4+

S

3

AP

0

D

1

PRE

Deep Strike: Unit can deploy in Reserves. Then, during Reinforcements, can deploy >9" from enemy units.

SHOOT

Winged Swarm: After shooting, make a free 6" move. If it does so, this unit cannot then charge.



INFANTRY, BATTLELINE, FLY, GREAT DEVOURER, ENDLESS MULTITUDE, VANGUARD INVADER, GARGOYLES

TOXICRENE

M

8"

T

11

SV

3+

W

14

LD

8+

OC

4



Lash [ANTI-INFANTRY 1]

R

9"

A

2D6

BS

3+

S

6

AP

-1

D

2



Lash [ANTI-INFANTRY 1]

A

12

WS

3+

S

6

AP

-1

D

2

PRE

Hypertoxic Miasma [AURA]: After movement phase, roll a D6 for each enemy unit within 6".

On a 2-3, enemy suffers 1 mortal wound.

On a 4-5, enemy suffers D3 mortal wound.

On a 6, enemy suffers D6 mortal wounds.

DEFEND

Damaged: 1-5 wounds: This unit's attacks suffer -1 to hit.

Deadly Demise D3: On death, roll a D6. On a 6, each unit within 6" suffers D3 mortal wounds.

ENEMY

Grasping Tendrils: Prevent enemies from Falling Back on a 3+.



MONSTER, GREAT DEVOURER, TOXICRENE

TYRANT GUARD

M

6"

T

8

SV

3+

W

4

LD

8+

OC

1



Cleaver & lash whip

A

3

WS

3+

S

5

AP

-1

D

2

Crushing claws [TWIN-LINKED]

2

4+

8

-2

2

Scything talons

5

3+

5

-1

1

MISC

Guardian Organism: Attached characters gain 5+ FNP.



INFANTRY, GREAT DEVOURER, TYRANT GUARD

NEUROTYPANT

M

6"

T

8

SV / INV

4+/4++

W

9

LD

7+

OC

3



Psy scream [IG, PSY, TO]

R

18"

A

2D6

BS

-

S

5

AP

-1

D

2



Claws & lashes

A

6

WS

3+

S

5

AP

0

D

1

COM

Neuroloids: Select up to two friendly units within 18". Until your next Command phase, those units are always considered to be within Synapse.

FIGHT

Node Lash [PSY]: Attached units gain +1 to hit when attacking, and +1 to wound if the target is Battle-shocked.

MISC

Psychic Terror [PSY]: When you unleash Shadow in the Warp, all enemy units take their Battle-shock tests at -1.



MONSTER, CHARACTER, FLY, PSYKER, GREAT DEVOURER, SYNAPSE, NEUROTYPANT

LICTOR

M

8"

T

6

SV

4+

W

6

LD

7+

OC

1



Claws & talons [PRECISION]

A

6

WS

2+

S

7

AP

-2

D

2

PRE

Infiltrators: Deploy anywhere on the battlefield, >9" from the enemy deployment zone and any enemy units.

FIGHT

Fights First

Feeder Tendrils: When this unit kills a **CHARACTER**, gain 1CP.

DEFEND

Stealth: Gain -1 to hit against ranged attacks.

Lone Operative: Cannot be targeted unless within 18".

ENEMY

Pheromone Trail: Use Rapid Ingress stratagem for 0CP.



INFANTRY, GREAT DEVOURER, VANGUARD INVADER, LICTOR

DEATHLEAPER

M

8"

T

6

SV / INV

3+/4++

W

7

LD

7+

OC

1



Claws and talons [PRECISION]

A

6

WS

2+

S

7

AP

-2

D

2

PRE

Infiltrators: Deploy anywhere on the battlefield, >9" from the enemy deployment zone and any enemy units.

FIGHT

Fights First

Feeder Tendrils: When this unit kills a **CHARACTER**, gain 1CP.

DEFEND

Stealth: Gain -1 to hit against ranged attacks.

Lone Operative: Cannot be targeted unless within 18".

ENEMY

Fear of the Unseen: Enemy units within 6" suffer -1 LD, and must take a Battle-shock test if below starting strength during their Battle-shock phase.



INFANTRY, CHARACTER, EPIC HERO, GREAT DEVOURER,
VANGUARD INVADER, DEATHLEAPER

MALECEPTOR

M

8"

T

11

SV / INV

3+/4++

W

14

LD

7+

OC

4



Psy overload [B, PSY]

R

18"

A

D6+3

BS

3+

S

10

AP

-2

D

3



Scything talons - strike

A

3

WS

3+

S

9

AP

-2

D

D6+1

Scything talons - sweep

6

3+

7

-1

2

DEFEND

Damaged: 1-5 wounds: This unit's attacks suffer -1 to hit.

Deadly Demise D3: On death, roll a D6. On a 6, each unit within 6" suffers D3 mortal wounds.

ENEMY

Encephalic Diffusion [AURA, PSY]: Enemy units within 6" suffer -1 to hit, and -1 to wound if below half strength.



MONSTER, PSYKER, GREAT DEVOURER, SYNAPSE,
MALECEPTOR

PYROVORES

M

5"

T

6

SV

3+

W

5

LD

8+

OC

1



Flamespurt [IG, TO, TL]

R

12"

A

D6+1

BS

-

S

6

AP

-1

D

1



Chitin-barbed limbs

A

2

WS

4+

S

5

AP

0

D

1

SHOOT

Burning Spray: After shooting, one enemy unit which was hit by this unit cannot have the benefit of Cover.

DEF

Deadly Demise 1: On death, roll a D6. On a 6, each unit within 6" suffers 1 mortal wound.



INFANTRY, GREAT DEVOURER, HARVESTER, PYROVORES

HARUSPEX

M

8"

T

11

SV

3+

W




14

LD

8+

OC

4

	R	A	BS	S	AP	D
 Grasping tongue [PRE] 12"	12"	1	3+	6	-2	D6+1
 Ravenous maw		14	3+	7	-1	2
 Shovelling claws [EXTRA]		4	3+	14	-2	D6+1

FIGHT

Grisly Spectacle: If this model destroys a unit in melee, each enemy unit within 6" must take a Battle-shock test.

DEFEND

Damaged: 1-5 wounds: This unit's attacks suffer -1 to hit.

Deadly Demise D3: On death, roll a D6. On a 6, each unit within 6" suffers D3 mortal wounds.



MONSTER, GREAT DEVOURER, HARVESTER, HARUSPEX

VENOMTHROPES

M

6"

T

5

SV

4+

W

3

LD

8+

OC

1



Toxic lashes [ANTI-INFANTRY 2+]

A

5

WS

3+

S

3

AP

0

D

1

DEF

Stealth: Gain -1 to hit against enemy ranged attacks.

ENEMY

Foul Spores [AURA]: Friendly units within 6" gain Cover against ranged attacks, and Stealth (excluding Monsters).



INFANTRY, FLY, GREAT DEVOURER, VENOMTHROPES

VON RYAN'S LEAPERS

M

10"

T

5

SV / INV

4+/6++

W

3

LD

8+

OC

1



Leaper's talons

A

6

WS

3+

S

5

AP

-1

D

1

PRE

Infiltrators: Deploy anywhere on the battlefield, >9" from the enemy deployment zone and any enemy units.

FIGHT

Fights First.

Pouncing Leap: Free Heroic Intervention.



INFANTRY, GREAT DEVOURER, VANGUARD INVADERS,
VON RYAN'S LEAPERS

NEUROGAUNTS

M

6"

T

3

SV

6+

W

1

LD

8+

OC

1



Xenos claws & teeth

A

1

WS

4+

S

3

AP

0

D

1

MISC

Neurocytes: While this unit is within Synapse range, it has the **SYNAPSE** keyword. Excludes other Neurogaunt units.



INFANTRY, GREAT DEVOURER, ENDLESS MULTITUDE,
NEUROGAUNTS

ZOANTHROPES

M

5"

T

5

SV / INV

5+/4++

W

3

LD

7+

OC

1



Warp blast [BLAST, PSY]

R

24"

A

D3

BS

3+

S

7

AP

-2

D

D3

Focused blast [LH, PSY]

24"

1

3+

12

-3

D6+1



Xenos claws & teeth

A

2

WS

5+

S

3

AP

0

D

1

ENEMY

Spirit Leech [AURA, PSY]: When an enemy unit within 6" fails a Battle-shock test it suffers D3 mortal wounds, and one model in this unit regains D3 wounds.

MISC

Warp Field [AURA, PSY]: Friendly units within 6" gain a 6+ invulnerable save.



INFANTRY, PSYKER, FLY, GREAT DEVOURER, SYNAPSE,
ZOANTHROPES

GENESTEALERS

M

8"

T

4

SV / INV

5+/5++

W

2

LD

7+

OC

1



Claws & talons

A

4

WS

2+

S

4

AP

-2

D

1

PRE

Scouts 8": Make a free 8" move after deployment, before the first turn.

FIGHT

Vanguard Predator: Re-roll 1s to hit, and re-roll 1s to wound if the target is on an objective.



INFANTRY, GREAT DEVOURER, VANGUARD INVADER,
GENESTEALERS

RAVENERS

M

10"

T

5

SV

5+*

W

3

LD

8+

OC

1



Thoracic bio-weapon

R

12"

A

3

BS

4+

S

4

AP

0

D

1



Claws & talons [TWIN-LINKED]

A

7

WS

3+

S

5

AP

-1

D

1

PRE

Deep Strike: Unit can deploy in Reserves. Then, during Reinforcements, can deploy >9" from enemy units.

Armoured Thorax: This unit may swap its thoracic bio-weapons for a 4+ save.

ENEMY

Death From Below: This unit can move into Strategic Reserves at the end of the opponent's turn, if not in Engagement Range.



INFANTRY, GREAT DEVOURER, VANGUARD INVADER,
RAVENERS

RIPPER SWARMS

M

6"

T

2

SV

6+

W

4

LD

8+

OC

0



Spinemaws [PISTOL]

R

6"

A

4

BS

5+

S

3

AP

0

D

1



Xenos claws & teeth [sus 1]

A

6

WS

5+

S

2

AP

0

D

1

PRE

Deep Strike: Unit can deploy in Reserves. Then, during Reinforcements, can deploy >9" from enemy units.

ENEMY

Chitinous Horrors [AURA]: Enemy units within Engagement Range halve their Objective Control stat.



SWARM, GREAT DEVOURER, HARVESTER, RIPPER SWARMS

PARASITE OF MORTREX

M

12"

T

5

SV

4+

W

5

LD

8+

OC

1



Ovipositor [ANTI-INFANTRY 3+, EX]

A

1

WS

2+

S

3

AP

-2

D

3

Clawed limbs

6

2+

5

-1

1

PRE

Deep Strike: Unit can deploy in Reserves. Then, during Reinforcements, can deploy >9" from enemy units.

FIGHT

Parasitic Infection: When this unit destroys an enemy **INFANTRY** model with its barbed ovipositor attack, spawn D3 Ripper Swarms within 3". May be in Engagement Range of the destroyed model's unit, but not other enemy units.

It Itches!: At the start of the fight phase, one enemy unit within Engagement Range must take a Battle-shock test.

DEFEND

Lone Operative: Cannot be targeted unless within 18".

Stealth: Gain -1 to hit against ranged attacks.



INFANTRY, CHARACTER, FLY, GREAT DEVOURER, SYNAPSE, VANGUARD INVADER, PARASITE OF MORTREX

MAWLOC

M

10"

T

10

SV

3+

W

14

LD

8+

OC

4



Jaw [ANTI-INFANTRY 4+, DW, EXTRA]

A

WS

S

AP

D

1

3+

5

0

3

Scything talons

16

3+

8

-2

1

PRE

Deep Strike: Unit can deploy in Reserves. Then, during Reinforcements, can deploy >9" from enemy units.

MOVE

Terror From The Deep: After Deep Striking, roll a D6 for each enemy unit within 12".

On a 2-4 the enemy suffers D3 mortal wounds.

On a 5+ the enemy suffers 3 mortal wounds and must take a Battle-shock test.

DEFEND

Damaged: 1-5 wounds: This unit's attacks suffer -1 to hit.



MONSTER, GREAT DEVOURER, VANGUARD INVADER, MAWLOC

TRYGON

M

10"

T

10

SV

3+

W

14

LD

8+

OC

4



Bio-elec pulse [sus 2]

R

12"

A

6

BS

3+

S

5

AP

0

D

1



Scything talons

A

12

WS

3+

S

9

AP

-2

D

3

PRE

Deep Strike: Unit can deploy in Reserves. Then, during Reinforcements, can deploy >9" from enemy units.

MOVE

Subterranean Tunnels: Can Deep Strike within 3" of enemy units, but cannot then charge if within 9".

DEFEND

Damaged: 1-5 wounds: This unit's attacks suffer -1 to hit.



MONSTER, GREAT DEVOURER, VANGUARD INVADER, TRYGON

MUCOLID SPORES

M

4"

T

4

SV

7+

W

3

LD

8+

OC

0

PRE

Deep Strike: Unit can deploy in Reserves. Then, during Reinforcements, can deploy >9" from enemy units.

.....

ENEMY

Bio-minefield: Enemy units cannot start or end an Advance move within 6".

.....

Floating Death: When an enemy unit ends a move within 3" of this unit, or when this unit ends a move within 3" of an enemy unit, roll a D6.

2-5 = the enemy suffers D3 mortal wounds.

6 = the enemy suffers D6 mortal wounds.

This model is then destroyed.



BEAST, FLY, GREAT DEVOURER, MUCOLID SPORES

SPORE MINES

M

4"

T

1

SV

7+

W

1

LD

8+

OC

0

PRE

Deep Strike: Unit can deploy in Reserves. Then, during Reinforcements, can deploy >9" from enemy units.

.....

ENEMY

Bio-minefield: Enemy units cannot start or end an Advance move within 6".

.....

Floating Death: When an enemy unit ends a move within 3" of a model in this unit, or when a model in this unit ends a move within 3" of an enemy, roll a D6.
2-5 = the enemy suffers 1 mortal wound.
6 = the enemy suffers D3 mortal wounds.
This model is then destroyed.



BEAST, FLY, GREAT DEVOURER, SPORE MINES

EXOCRINE

M

8"

T

10

SV

3+

W

14

LD

8+

OC

4



Cannon [BLAST, HEAVY]

R

36" D6+3

A

BS

3+

S

9

AP

-3

D

3



Powerful limbs

A

3

WS

3+

S

7

AP

0

D

2

SHOOT

Symbiotic Targeting: After shooting, select one enemy unit hit by this unit's attacks. Friendly Tyranids units may re-roll 1s to hit against that unit.

DEFEND

Damaged: 1-5 wounds: This unit's attacks suffer -1 to hit.

Deadly Demise D3: On death, roll a D6. On a 6, each unit within 6" suffers D3 mortal wounds.



MONSTER, GREAT DEVOURER, EXOCRINE

BIOVORES

M

5"

T

6

SV

3+

W

4

LD

8+

OC

1



Launcher [B, DW, HV, IF]

R

48"

A

D3

BS

4+

S

6

AP

-1

D

2



Chitin-barbed limbs

A

2

WS

4+

S

5

AP

0

D

1

SHOOT

Seed Spore Mines: Instead of shooting, spawn a new Spore Mines unit anywhere within 48" but >9" from any enemy units. One spore mine for every biovore in this unit. Only one biovore unit can use this ability per turn.

DEFEND

Deadly Demise 1: On death, roll a D6. On a 6, each unit within 6" suffers one mortal wound.



INFANTRY, GREAT DEVOURER, BIOVORES

CARNIFEX

M

8"

T

9

SV

2+

W

8

LD

8+

OC

3

◇	R	A	BS	S	AP	D
Bio-plasma [A, B]	12"	D3	4+	7	-2	1
Deathspitters	24"	6	4+	7	-2	1
Devourers	18"	12	4+	6	0	1
Venom cannon [BLAST]	36"	D3	4+	9	-2	3
Spine banks [ASSAULT]	6"	5	4+	5	0	1
Stranglethorn [BLAST]	36"	D6+1	4+	7	-1	2
✂	A	WS	S	AP	D	
Crushing claws	4	4+	12	-3	D6+1	
Extra scything talons [EX]	2	4+	9	-2	3	
Scything talons	6	4+	9	-2	3	
Xenos claws & teeth	4	4+	6	0	1	

DEF

Blistering Assault: Whenever this unit takes damage from shooting, each model can move D6+2" towards the closest enemy unit. May move into engagement range. Once per phase only. Roll once for all models.

Deadly Demise 1: On death roll a D6. On a 6, each unit within 6" suffers 1 mortal wound.



MONSTER, GREAT DEVOURER, CARNIFEX

SCREAMER-KILLER

M

8"

T

9

SV

2+

W

10

LD

8+

OC

3



Plasma scream [A, B]

R

18"

A

D6+3

BS

4+

S

8

AP

-2

D

1



Scything talons

A

10

WS

3+

S

10

AP

-2

D

3

SHOOT

Death Scream: After shooting, one enemy unit that was hit must take a Battle-shock test at -1.

DEFEND

Deadly Demise 1: On death roll a D6. On a 6, each unit within 6" suffers 1 mortal wound.



MONSTER, GREAT DEVOURER, SCREAMER-KILLER

HIVE GUARD

M

6"

T

7

SV

3+

W

4

LD

8+

OC

1



Impaler [HEAVY, INDIRECT]

R
36"

A

4

BS

4+

S

5

AP

-1

D

1

Shock [ANTI-VEHICLE 2+]

24"

2

3+

7

-1

3



Xenos claws & teeth

A

3

WS

4+

S

5

AP

0

D

1

ENEMY

Defensive Stance: Overwatch hits on 5+, or 4+ if this unit is within range of an objective.



INFANTRY, GREAT DEVOURER, HIVE GUARD

TYRANNOFEX

M

9"

T

12

SV

2+

W

16

LD

8+

OC

5



Acid spray [TORRENT]

R

18"

A

D6+6

BS

-

S

6

AP

-2

D

2

Fleshborer [HV, SUS 1, TL]

24"

20

3+

5

0

1

Rupture cannon [HV]

48"

2

3+

18

-4

D6+6

Stinger salvoes

24"

8

3+

5

0

1



Powerful limbs

A

4

WS

3+

S

8

AP

0

D

2

DEFEND

Resilient Organism: Reduce an incoming attack to 0 damage. Once per battle.

Damaged: 1-5 wounds: This unit's attacks suffer -1 to hit.

Deadly Demise D6: On death roll a D6. On a 6, each unit within 6" suffers D6 mortal wounds.



MONSTER, GREAT DEVOURER, TYRANNOFEX

TYRANNOCYTE

M

8"

T

9

SV

3+

W

10

LD

8+

OC

2



Bio-weapons

R

24"

A

5

BS

4+

S

5

AP

-1

D

2



Flensing whips

A

6

WS

4+

S

7

AP

-1

D

2

PRE

Deep Strike: Unit can deploy in Reserves. Then, during Reinforcements, can deploy >9" from enemy units.

Transport: 20 **INFANTRY** models or 1 **MONSTER** with <=12 wounds. Each **INFANTRY** model with >1 wound takes the space of 3 models.

Aerial Seeding: Must deploy in Reserves, but does not count towards any limits placed on max number of Reserves (includes embarked units). Can Deep Strike on 1st, 2nd, or 3rd turn regardless of any mission rules. Any units within must immediately disembark after Deep Strike, and must be >9" from any enemy units.

DEF

Deadly Demise D3: On death roll a D6. On a 6, each unit within 6" suffers D3 mortal wounds.



MONSTER, FLY, TRANSPORT, DEDICATED TRANSPORT, GREAT DEVOURER, VANGUARD INVADER, TYRANNOCYTE

HIVE CRONE

M

20+

T

9

SV

3+

W



12

LD

8+

OC

0

	R	A	BS	S	AP	D
Drool cannon [TORRENT] 12"	2D6	-	6	-1	1	
Stinger salvos 24"	8	3+	5	0	1	
Tentaclids [ANTI-VH 4, DW] 36"	4	3+	7	0	2	
	A	WS	S	AP	D	
Scything wings	4	4+	7	-1	2	
Thorax spur [ANTI-FLY 2, EX]	1	3+	10	-3	D6	

PRE

Hover: Choose to be an **AIRCRAFT** or not.

SHOOT

Airborne Predator: +1 to hit against flying units.

DEFEND

Damaged: 1-4 wounds: This unit's attacks suffer -1 to hit.

Deadly Demise D3: On death roll a D6. On a 6, each unit within 6" suffers D3 mortal wounds.



MONSTER, FLY, AIRCRAFT, GREAT DEVOURER, VANGUARD
INVADER, HIVE CRONE

HARPY

M

20+

T

9

SV

3+

W



12

LD

8+

OC

0

	R	A	BS	S	AP	D
Stinger salvoes	24"	8	3+	5	0	1
Heavy venom [B, TL]	36"	D3	3+	9	-2	3
Stranglethorn [B, TL]	36"	D6+1	2+	7	-1	2
		A	WS	S	AP	D
Scything wings		4	4+	7	-1	2

PRE

Hover: Choose to be an **AIRCRAFT** or not.

MOVE

Spore Mine Cysts: After moving, either:

- Choose one enemy unit which this model moved over.
Roll 6D6: for each 3+, enemy unit suffers 1 mortal wound.
- Spawn D3 Spore Mines within 6" and >9" from enemy units.

DEFEND

Damaged: 1-4 wounds: This unit's attacks suffer -1 to hit.

Deadly Demise D3: On death roll a D6. On a 6, each unit within 6" suffers D3 mortal wounds.



MONSTER, FLY, AIRCRAFT, GREAT DEVOURER, VANGUARD
INVADER, HARPY

SPOROCYST

M

-

T

10

SV

3+

W

10

LD

8+

OC

0



Bio-guns [HIVE DEFENCES]

R

24"

A

5

BS

4+

S

5

AP

-1

D

2



Flensing whips

A

6

WS

4+

S

7

AP

-1

D

1

SHOOT

Seed Mucolids: Instead of shooting, spawn a Mucolid Spore within 18" and >9" away from any enemy units. Only one Sporocyst unit may use this ability per turn.

DEF

Deadly Demise D3: On death roll a D6. On a 6, each unit within 6" suffers D3 mortal wounds.

ENEMY

Hive Defences: Free Overwatch, once per Sporocyst model per turn. May be used even if Overwatch has already been used by another unit this turn.



MONSTER, GREAT DEVOURER, SPOROCYST

PSYCHOPHAGE

M

8"

T

9

SV

3+

W

10

LD

8+

OC

3



Psycho torrent [IG, TO]

R

12"

A

D6

BS

-

S

6

AP

-1

D

1



Tentacle maw [ANTI-PSY 4+, DW]

A

D6+1

WS

3+

S

6

AP

-1

D

2

FIGHT

Feeding Frenzy: +1 to hit against units below starting strength, and +1 to wound if below half strength.

MISC

Bio-stimulus [AURA]: Friendly units within 6" gain 6+ FNP.

DEFEND

Feel No Pain 5+

Deadly Demise 1: On death roll a D6. On a 6, each unit within 6" suffers 1 mortal wound.



MONSTER, GREAT DEVOURER, HARVESTER, PSYCHOPHAGE

BARBGAUNTS

M

6"

T

4

SV

4+

W

2

LD

8+

OC

1



Cannon [BLAST, HEAVY]

R

24"

A

D6

BS

4+

S

5

AP

0

D

1



Xenos claws & teeth

A

1

WS

4+

S

4

AP

0

D

1

SHOOT

Disruption Bombardment: One enemy **INFANTRY** unit which was hit by this unit suffers -2 to move, and -2 to advance and charge rolls.



INFANTRY, GREAT DEVOURER, BARBGAUNTS

NORN EMISSARY

M

10"

T

11

SV / INV

2+/4++

W

16

LD

7+

OC

5

	R	A	BS	S	AP	D
Neuroparasite [PRE, PSY]	18"	2	2+	8	-2	D3
Neuroblast [BLAST, PSY]	18"	2D6	2+	6	-2	1
Neurolance [MELTA 2, PSY]	18"	2	2+	12	-3	D6
Scything talons		A	WS	S	AP	D
		6	2+	9	-2	3
Rending claws [EXTRA ATTACKS]		4	2+	7	-2	2

PRE

Singular Purpose: Before battle, select one:

- Re-roll hits and wounds against one enemy unit.
- Gain 5+ FNP and OC 15 within range of a chosen objective.

DEFEND

Damaged: 1-5 wounds: This unit's attacks suffer -1 to hit.

Deadly Demise D6: On death roll a D6. On a 6, each unit within 6" suffers D6 mortal wounds.

MISC

Unnatural Resilience: 4+ Feel No Pain against mortal wounds.



MONSTER, PSYKER, GREAT DEVOURER, SYNAPSE, NORN EMISSARY

NORN ASSIMILATOR

M

10"

T

11

SV

2+

W



16

LD

7+

OC

5

	R	A	BS	S	AP	D
 Toxininjector [HARPOONED]	12"	2	2+	12	-3	D6+1
 Scything talons		6	2+	9	-2	3
Toxininjector [EXTRA ATTACKS]		4	2+	12	-3	D6+1

PRE

Singular Purpose: Before battle, select one:

- Re-roll hits and wounds against a chosen enemy unit.
- Gain 5+ FNP and OC 15 within range of a chosen objective.

SHT

Harpooned: +2 to charge rolls against an enemy **MONSTER** or **VEHICLE** unit which was hit by this unit's ranged attack.

DEFEND

Damaged: 1-5 wounds: This unit's attacks suffer -1 to hit.

Deadly Demise D6: On death roll a D6. On a 6, each unit within 6" suffers D6 mortal wounds.

ENEMY

Harpoon Barbs: On a 2+, one enemy unit which is falling back suffers D6 mortal wounds. Once per turn.



MONSTER, GREAT DEVOURER, SYNAPSE, NORN ASSIMILATOR

NEUROLICTOR

M

8"

T

5

SV / INV

4+/4++

W

7

LD

7+

OC

1



Claws & talons [PRECISION]

A

6

WS

2+

S

6

AP

-2

D

1

PRE

Infiltrators: Deploy anywhere on the battlefield, >9" from the enemy deployment zone and any enemy units.

COM

Neural Disruption: One enemy unit within 12" must take a Battle-shock test.

FIGHT

Feeder Tendrils: When this unit kills a **CHARACTER**, gain 1CP.

DEFEND

Lone Operative: Cannot be targeted unless within 18".

Stealth: Gain -1 to hit against ranged attacks.

MISC

Psychological Saboteur [AURA]: Battle-shocked enemy units within 12" suffer -1 to hit on all attacks, and friendly units gain +1 to wound against those enemy units.



INFANTRY, GREAT DEVOURER, SYNAPSE, VANGUARD
INVADER, NEUROLICTOR

BARBED HIERODULE

M

8"

T

12

SV

2+

W

18

LD

8+

OC

5



Bio-cannon [BLAST]

R

A

BS

S

AP

D

48" D6+3

3+

9

-2

2



Scything talons

A

WS

S

AP

D

8

3+

14

-2

D3+3

SHOOT

Overgrown Barbs: One enemy unit that was hit by this unit's attacks suffers -1 to hit.

DEFEND

Damaged: 1-6 wounds: This unit's attacks suffer -1 to hit.

Deadly Demise D6: On death roll a D6. On a 6, each unit within 6" suffers D6 mortal wounds.



MONSTER, GREAT DEVOURER, BARBED HIERODULE

SCYTHED HIERODULE

M

12"

T

12

SV

2+

W

18

LD

8+

OC

5



Acid spray [TORRENT]

R

18"

A

3D6

BS

-

S

6

AP

-2

D

1



Scything talons

A

10

WS

3+

S

14

AP

-2

D

D3+3

CHG

Irresistible Force: Fall back and charge.

DEFEND

Damaged: 1-6 wounds: This unit's attacks suffer -1 to hit.

Deadly Demise D6: On death roll a D6. On a 6, each unit within 6" suffers D6 mortal wounds.



MONSTER, GREAT DEVOURER, SCYTHED HIERODULE

HARRIDAN

M

20+

T

10

SV

3+

W

30

LD

8+

OC

0



Dire bio-cannon [B]

R

48" D6+6

A

BS

3+

S

10

AP

-3

D

3



Gargantuan scyth. talons

A

6

WS

3+

S

14

AP

-2

D

D6

PRE

Hover: Choose to be an **AIRCRAFT** or not.

Transport: 20 Gargoyles and 1 Winged Tyranid Prime.

SHOOT

Frenzied Metabolism: Optional. Gain +1 to wound, but then roll a D6: on a 2+, suffer D3 mortal wounds.

DEFEND

Damaged: 1-10 wounds: This unit's attacks suffer -1 to hit.

Deadly Demise 2D6: On death roll a D6. On a 6, each unit within 6" suffers 2D6 mortal wounds.



MONSTER, TITANIC, FLY, AIRCRAFT, TRANSPORT, GREAT DEVOURER, HARRIDAN

HIEROPHANT

M

12"

T

14

SV / INV

2+/5++

W

30

LD

8+

OC

12

	R	A	BS	S	AP	D
⚡ Plasma torrent [A, TO]	12"	3D6	-	7	-2	1
☠ Dire bio-cannon [B]	48"	D6+6	3+	10	-3	3
	A	WS	S	AP	D	
🔪 Lashwhip pods [EXTRA]	10	3+	5	-1	1	
🦷 Titanic scything talons	8	3+	20	-2	D6+1	

PRE

Transport: 20 **INFANTRY** models. Each model with >1 wound takes the space of 3 models. No **FLYING** models.

MOVE

Stalking Forward: Move over models (excluding **TITANIC**) and terrain (4" tall or less) without penalty.

S/F

Apex-beast: +1 to hit against Battle-shocked units.

DEFEND

Damaged: 1-10 wounds: -1 to hit and -6 OC.

Deadly Demise 2D6: On death roll a D6. On a 6, each unit within 6" suffers 2D6 mortal wounds.



MONSTER, TITANIC, TOWERING, TRANSPORT, GREAT DEVOURER, HIEROPHANT

CORE STRATAGEMS MY TURN

ANY **Command Re-roll: 1CP** **BATTLE TACTIC**
Re-roll any dice roll: hit/wound/damage/save/charge/advance/Desperate Escape/Hazardous/attacks.

COM **Insane Bravery: 1CP** **EPIC DEED**
Automatically pass a Battle-shock test.
Once per battle.

SHOOT **Grenade: 1CP** **WAR GEAR**
One friendly **GRENADES** unit that has not Advanced, Fallen Back, or shot this turn. Target an enemy unit within 8" that is not in melee. Roll 6D6: for each 4+, enemy suffers 1 mortal wound.

CHARGE **Tank Shock: 1CP** **STRATEGIC PLOY**
Select a friendly **VEHICLE** unit. After it charges, select one enemy unit within Engagement range, then select one melee weapon. Roll #D6 equal to the friendly unit's Toughness. For each 5+, enemy suffers 1 mortal wound, to a maximum of 6.

FIGHT **Counter-Offensive: 2CP** **STRATEGIC PLOY**
Force your unit to fight next.

Epic Challenge: 1CP **EPIC DEED**
One **CHARACTER** model gains **[PRECISION]**.

CORE STRATAGEMS

ENEMY TURN

MOVE

Rapid Ingress: 1CP **STRATEGIC PLOY**

Deploy a unit from Reserves or Deep Strike.
End of enemy movement phase.

MOVE / CHARGE

Overwatch: 1CP **STRATEGIC PLOY**

Shoot an enemy unit that is making a Normal, Advance, Fall Back, or Charge move. Requires 6s to hit. Max 24", must be visible. **TITANIC** units cannot Overwatch. Once per turn only.
When an enemy unit moves.

SHOOT

Go To Ground: 1CP **BATTLE TACTIC**

One friendly unit gains 6+ invuln and Cover.
After enemy selects targets.

Smokescreen: 1CP **WAR GEAR**

One friendly unit gains Cover and Stealth.
After enemy selects targets.

CHARGE

Heroic Intervention: 1CP **STRATEGIC PLOY**

One friendly unit within 6" of the enemy that charged may declare a charge as normal. Does not receive Charge bonus. No **VEHICLES** except **WALKERS**.
After enemy charges.

WEAPON ABILITIES

[ANTI-X] Anti X+

Unmodified wound rolls of X+ score Critical Wounds.

[A] Assault

Advance and shoot.

[B] Blast

+1 Attack for every 5 models in the target (round down).

[DW] Devastating Wounds

Critical wounds cannot be saved by Save or invuln.

[EX] Extra Attacks

Attacks with this weapon do not take up an attack slot.

[HZ] Hazardous

After attacking, roll 1D6 per model. On a 1, the model suffers 3 mortal wounds.

[H] Heavy

+1 to hit when stationary.

[IF] Indirect Fire

Ignore line of sight. Hit rolls of 1-3 always fail. If enemy unit is entirely hidden when selecting targets, they gain Cover and -1 to hit.

[IG] Ignores Cover

Ignores cover.

[L] Lance

+1 to wound when charging.

[LH] Lethal Hits

Critical Hits auto-wound.

[MX] Melta X

Increase damage by X when within half range.

[P] Pistol

Shoot in melee.

[PR] Precision

Target Characters which are leading units.

[RF X] Rapid Fire X

Increase attacks by X when within half range.

[SUS X] Sustained Hits X

Each Critical Hit scores X additional hits.

[TO] Torrent

Automatically hits.

[TL] Twin-Linked

Re-roll wound rolls.

INVASION FLEET

DETACHMENT RULES

HYPER-ADAPTATIONS

Choose one:

Swarming Instincts

[SUS HITS 1] against INFANTRY and SWARMS.

Hyper-aggression

[LETHAL HITS] against MONSTERS and VEHICLES.

Hive Predators

Critical Hits against CHARACTERS gain **[PRECISION]**.

ENHANCEMENTS

Alien Cunning

After deployment redeploy up to three units, including into Strategic Reserves.

Perfectly Adapted

Once per turn, re-roll one of the following for this unit: Hit / Wound / Damage / Advance / Charge / Save.

Synaptic Linchpin

9" Synapse range.

Adaptive Biology

Feel No Pain 5+

INVASION FLEET STRATAGEMS

COMMAND

Predatory Imperative: 1CP **STRATEGIC PLOY**

Apply a different Hyper-Adaptation until the end of this round. You cannot select the same Hyper-Adaptation you selected in the first round.

One friendly unit, or two within Synapse.

Endless Swarm: 1CP **STRATEGIC PLOY**

Return D3+3 models.

*One **ENDLESS MULTITUDE** unit, or two within Synapse.*

ENEMY

Rapid Regeneration: 1CP **BATTLE TACTIC**

Feel No Pain 6+, or 5+ if within Synapse.

One friendly unit, after enemy selects targets for melee or shooting.

FIGHT

Adrenal Surge: 2CP **BATTLE TACTIC**

Hit rolls of 5+ become Critical.

One friendly unit, or two within Synapse.

Death Frenzy: 1CP **STRATEGIC PLOY**

Killed models may fight on a 4+, before removal.

One friendly unit, after opponent selects targets.

Overrun: 1CP **STRATEGIC PLOY**

Consolidate up to 6", or Normal move 6" if within Synapse and not in Engagement. *One friendly unit.*

CRUSHER STAMPEDE

DETACHMENT RULES

ENRAGED BEHEMOTHS

MONSTERS gain +2 OC when at full strength, +1 to hit when below starting strength, and +1 to wound when below half strength.

ENHANCEMENTS

Only available if your warlord is a **MONSTER**.

Ominous Presence

+3 objective control.

.....

Enraged Reserves

Fight on death on a 3+.

.....

Null Nodules

5+ Feel No Pain against psychic attacks.

.....

Monstrous Nemesis

+1 to wound against **MONSTERS** and **VEHICLES**.

CRUSHER STAMPEDE STRATAGEMS

MOVE

Untrammelled Ferocity: 1CP **STRATEGIC PLOY**

Move, advance, or fall back through enemy models, and move through terrain lower than 4". After moving through terrain, roll a D6: on a 1, the unit is battle-shocked.

One **MONSTER** unit that has not moved this phase.

SHOOT

Swarm-Guided Salvoes: 1CP **BATTLE TACTIC**

Gain [10], and ignore all modifiers to BS and hit rolls.

One **MONSTER** unit that has not shot yet.

FIGHT

Rampaging Monstrosities: 1CP **BATTLE TACTIC**

Re-roll hit rolls.

One **MONSTER** unit that has not fought yet.

CHARGE

Massive Impact: 1CP **EPIC DEED**

Select one enemy unit within engagement range. Roll 6D6. For each 4+ that enemy unit suffers one mortal wound.

One **MONSTER** unit that has just charged.

DEFEND

Savage Roar: 1CP **BATTLE TACTIC**

Enemy unit's attacks suffer -1 to hit against this unit.

Enemy must take a Battle-shock test; if failed, enemy's attacks also suffer -1 to wound.

One **MONSTER** unit that is targeted by an enemy attack.

Corrosive Viscera: 1CP **STRATEGIC PLOY**

Deadly Demise automatically goes off.

One Deadly Demise **MONSTER** unit, upon death.

UNENDING SWARM

DETACHMENT RULES

INSURMOUNTABLE ODDS

After losing models to shooting, **ENDLESS MULTITUDE** units may make a Surge move of D6" towards the nearest enemy unit. May move into melee. Not for Battle-shocked units.

ENHANCEMENTS

Relentless Hunger

Attached units gain +2 move.

Naturalised Camouflage

Three **ENDLESS MULTITUDE** units within 9" gain Cover against ranged attacks. First battle round only.

Piercing Talons

Attached units' Critical wounds gain +1 AP.

Adrenalised Onslaught

Attached unit may pile in or consolidate an extra 3".

UNENDING SWARM STRATAGEMS

MOVE

Bounding Advance: 1CP **BATTLE TACTIC**

Advance roll is automatically a 6.

One **ENDLESS MULTITUDE** unit.

SH/FT

Swarming Masses: 1CP **BATTLE TACTIC**

Gain **[sus 1]**, and if unit size is 15+, 5s to hit are Critical hits.

One **ENDLESS MULTITUDE** unit that has not attacked yet.

ENEMY

Teeming Masses: 1CP **BATTLE TACTIC**

Gain -1 to hit against ranged or melee attacks.

One **ENDLESS MULTITUDE** unit that is being attacked.

Preservation Imperative: 1CP **STRATEGIC PLOY**

This unit counts as <5 models against **[BLAST]** weapons.

One **ENDLESS MULTITUDE** unit that is being shot.

DEFEND

Unending Waves: 2CP **STRATEGIC PLOY**

Return the destroyed unit to Strategic Reserves, at starting strength. Attached Characters are not returned.

One **ENDLESS MULTITUDE** unit, upon death. Once per battle.

MISC

Synaptic Goading: 1CP **STRATEGIC PLOY**

Re-roll the Surge move roll. May move towards the closest objective rather than the closest enemy unit.

One **ENDLESS MULTITUDE** unit that is eligible to Surge move.

ASSIMILATION SWARM DETACHMENT RULES

FEED THE SWARM

In your Command phase, each **HARVESTER** unit that is controlling an objective can Regenerate one friendly unit within 6". Choose from the following:

- One model in that unit regains D3 wounds.
- One destroyed **INFANTRY** model returns at full health (excluding **CHARACTERS**).
- Three **ENDLESS MULTITUDE** models return at full health.

ENHANCEMENTS

Regenerating Monstrosity

Can Regenerate twice per phase. Not **MONSTERS**.

Instinctive Defence

Gain **[FIGHTS FIRST]** and OCP Heroic Intervention when within 6" of a **HARVESTER** unit.

Biophagic Flow **[AURA]**

HARVESTERS within 12" can Feed The Swarm up to 9".

Parasitic Biomorphology

Attached units' melee weapons gain +1 strength, and +1 attacks after killing a unit within 6" of a **HARVESTER**.

ASSIMILATION SWARM STRATAGEMS

COM

Tyrannofomed: 1CP STRATEGIC PLOY

May leave the objective and retain control of it.
*One **HARVESTER** unit that is controlling an objective.*

FIGHT

Rapacious Hunger: 1CP BATTLE TACTIC

Immediately Regenerate (see Feed The Swarm).
HARVESTER units automatically heal 3 wounds instead of D3.
One friendly unit that just destroyed an enemy unit.

Secure Biomass: 1CP STRATEGIC PLOY

Gain [LETHAL HITS]. **HARVESTER** units also gain 5+ Critical hits. *One friendly unit that has not fought yet.*

DEFEND

Broodguard Impulse: 1CP EPIC DEED

All friendly units gain +1 to wound against the enemy unit.
*One enemy unit that just destroyed a **HARVESTER** unit.*

Reclaim Biomass: 1CP STRATEGIC PLOY

Regenerate (see Feed The Swarm).
*One **HARVESTER** unit within 6" of a friendly unit that has just been destroyed.*

ENEMY

Ablative Carapace: 2CP EPIC DEED

Feel No Pain 5+, or 4+ if controlling an objective.
*One **HARVESTER** unit that is being attacked by ranged or melee.*

VANGUARD ONSLAUGHT

DETACHMENT RULES

QUESTING TENDRILS

Fall back and charge. **VANGUARD INVADER** units can advance and charge.

Vanguard Prime

Deathleaper loses the Hunter Organism rule, and may be your Warlord.

ENHANCEMENTS

Hunting Grounds

When an enemy unit arrives from Reserves, roll a D6. On a 2+ that unit must take a Battle-shock test.

Chameleonic

Gain **[STEALTH]**, and attached units gain Cover against ranged attacks. **VANGUARD INVADER** only.

Stalker

+1 to hit and +1 to wound against a chosen enemy unit. **VANGUARD INVADER** only.

Neuronode

After deployment & determining who takes first turn, redeploy up to three **VANGUARD INVADER** units, including into Strategic Reserves.

VANGUARD ONSLAUGHT STRATAGEMS

MOVE

Seeded Broods: 1CP **STRATEGIC PLOY**

Treat the current battle round as being one higher.
*One friendly unit in Reserves, or two if **VANGUARD INVADERS**.*

SHOOT/FT

Surprise Assault: 1CP **BATTLE TACTIC**

Gain +1 to hit against a chosen enemy unit. Enemy unit must take a Battle-shock test; if they fail, also gain +1 to wound.
*One **VANGUARD INVADER** unit that has not attacked this phase.*

FIGHT

Assassin Beasts: 1CP **BATTLE TACTIC**

Gain **[PRECISION]**.
*One **VANGUARD INVADER INFANTRY** unit that has not attacked.*

ENEMY

Hypersensory Scillia: 2CP **STRATEGIC PLOY**

Two **VANGUARD INVADER** units or one friendly **INFANTRY** unit within 9" of that enemy may make a 6" move.
One enemy unit that has just moved.

Unseen Lurkers: 1CP **STRATEGIC PLOY**

Can only be shot if within 18", or 6" if it's a Lone Operative. Opponent may choose to select new targets.
*One **VANGUARD INVADER** unit that is about to be shot.*

Invisible Hunter: 1CP **STRATEGIC PLOY**

At the end of opponent's fight phase, place the unit(s) into Strategic Reserves.
*One friendly **INFANTRY** unit, or two if **VANGUARD INVADERS**.*

SYNAPTIC NEXUS *DETACHMENT RULES*

SYNAPTIC IMPERATIVES

Choose one per battle round:

Synaptic Augmentation

5+ invuln while within synapse.

Surging Vitality

+1 to advance and charge while within synapse.

Goaded to Slaughter

+1 to hit in melee while within synapse.

ENHANCEMENTS

Power of the Hive Mind

Psychic weapons gain +1 strength and AP.

Psychostatic Disruption

Enemy reserves cannot be deployed within 12". Also deny a Strategic Reserves deployment on a 4+ (once per battle, during first or second rounds only).

Synaptic Control

-1 to incoming damage.

The Dirgeheart of Kharis [AURA]

Enemy units within 9" suffer -1 leadership.

SYNAPTIC NEXUS STRATAGEMS

COMMAND

Synaptic Channelling: 1CP BATTLE TACTIC

Increase Synapse range to 9". *One SYNAPSE unit.*

Imperative Dominance: 1CP STRATEGIC PLOY

Apply a different Synaptic Imperative.

One unit within Synapse.

MOVE

Override Instincts: 1CP STRATEGIC PLOY

Fall Back, shoot, and charge. *One unit in Synapse.*

SHOOT/FIGHT

Irresistible Will: 1CP BATTLE TACTIC

Select a visible enemy unit within 24". All friendly units within 6" of the SYNAPSE unit can re-roll 1s to hit and 1s to wound against that enemy unit.

One friendly SYNAPSE unit that has not shot this turn.

ENEMY

Reinforced Hive Node: 1CP BATTLE TACTIC

Enemy attacks suffer -1 AP.

One friendly SYNAPSE unit that is being attacked.

MISC

The Smothering Shadow: 1CP STRATEGIC PLOY

Roll 6D6: the enemy unit suffers 1MW for each 3+.

One enemy unit that has just failed a Battle-shock test within 12" of a SYNAPSE unit.