

# WINGED HIVE TYRANT

M

12"

T

9

SV / INV

2+/4++

W

10

LD

7+

OC

3



Venom cannon [BLAST]

R

36"

A

D3

BS

2+

S

9

AP

-2

D

3

Stranglethorn [BLAST]

36"

D6+1

2+

7

-1

2



Bonesword & whip [TWIN]

A

6

WS

2+

S

9

AP

-2

D

3

Scything talons [EXTRA]

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.

**COM** **Shadow In The Warp:** All enemy units must take a Battle-shock test; units within Synapse must take the test at -1.

**FIGHT** **Paroxysm [PSY]:** At the start of the fight phase, target a visible enemy unit within 12". Roll a D6.

1 = this model suffers D3 mortal wounds.

2+ = target's weapons suffer -1 Attacks this turn.

**DEF** **Deadly Demise D3:** 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

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3



Venom cannon [BLAST]

R

36"

A

D3

BS

2+

S

9

AP

-2

D

3

Stranglethorn [BLAST]

36"

D6+1

2+

7

-1

2



Bonesword & whip [TWIN]

A

6

WS

2+

S

9

AP

-2

D

3

Scything talons [EXTRA]

4

2+

7

-2

2

COM

**Shadow In The Warp:** All enemy units must take a Battle-shock test; units within Synapse must take the test at -1.

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

[PSYCHIC, TORRENT]

R A BS S AP D

18" D6+3 - 5 -1 2



Bone sabres

[TWIN-LINKED]

A WS S AP D

8 2+ 9 -2 3

COM

**Hive Commander:** Gain 1CP at the start of the Command phase, if this unit is on the battlefield.

**Shadow In The Warp:** All enemy units must take a Battle-shock test; units within Synapse must take the test at -1.

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 one of their own units 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, SYNAPSE, GREAT DEVOURER, HIVE TYRANT, THE SWARMLORD

# BROODLORD

M

8"

T

5

SV / INV

4+/4++

W

6

LD

7+

OC

1



Talons [DEVASTATING, TWIN]

A

5

WS

2+

S

6

AP

-2

D

2

PRE

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

COM

**Shadow In The Warp**: All enemy units must take a Battle-shock test; units within Synapse must take the test at -1.

FIGHT

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

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

COM

**Shadow In The Warp:** All enemy units must take a Battle-shock test; units within Synapse must take the test at -1.

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

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. A termagants units can not be targeted by this ability more than once per phase.

**Shadow In The Warp:** All enemy units must take a Battle-shock test; units within Synapse must take the test at -1.

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 players' turns.

FIGHT

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

DEFEND

**Feel No Pain 5+:** When this model would lose a wound, roll a D6: on a 5+, that wound is ignored and is not lost.



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

[BLAST]

R

A

BS

S

AP

D

36" D6+1 4+ 6 -1 1

Deathspitter

24" 3 4+ 5 -1 1

Devourer

18" 5 4+ 4 0 1

Spinefists

[ASSAULT, PISTOL, TWIN-LINK]

12" 2 4+ 4 0 1

Venom cannon

[BLAST]

36" D3 4+ 9 -2 2



Claws and talons

A

WS

S

AP

D

5 3+ 5 -1 1

**COM** **Shadow In The Warp:** All enemy units must take a Battle-shock test; units within Synapse must take the test at -1.

**MOVE** **Adaptable Predators:** Fall back and shoot / charge.



INFANTRY, GREAT DEVOURER, SYNAPSE, TYRANID  
WARRIORS WITH RANGED BIO-WEAPONS



# TYRANID WARRIORS MELEE

M

6"

T

5

SV

4+

W

3

LD

7+

OC

2



Claws & talons [TWIN-LINKED]

A

6

WS

3+

S

5

AP

-2

D

1

COM

**Shadow In The Warp:** All enemy units must take a Battle-shock test; units within Synapse must take the test at -1.

FIGHT

**Adaptive Instincts:** Choose at the start of the phase:

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



INFANTRY, GREAT DEVOURER, SYNAPSE, TYRANID  
WARRIORS WITH MELEE BIO-WEAPONS

# TERMAGANTS

M

6"

T

3

SV

5+

W

1

LD

8+

OC

2



Fleshborer

[ASSAULT]

R

18"

A

1

BS

4+

S

5

AP

0

D

1

Spinefists

[ASSAULT, PISTOL, TWIN-LINK]

12"

2

4+

3

0

1

Devourer

18"

2

4+

4

0

1

Shardlauncher

[BLAST, HEAVY]

18"

D3

4+

5

0

1

Spike rifle

[HEAVY]

24"

1

4+

4

-1

1

Strangleweb

[ASSAULT, DEV WND, TORRENT]

18"

D6

-

2

0

1



Chitinous claws &amp; teeth

A

1

WS

4+

S

3

AP

0

D

1

ENEMY

**Skulking Horrors:** When an enemy unit ends a Normal, Advance, or Fall Back move within 9", if this unit is not Engaged, 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 2+]

R

9"

A

2D6

BS

3+

S

6

AP

-1

D

2



Lash [ANTI-INFANTRY 2+]

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".  
 2-3 = enemy suffers 1 mortal wound.  
 4-5 = enemy suffers D3 mortal wound.  
 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+. Doesn't affect **TITANIC** units.



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



Psychic scream

[IGNORE COVER, PSY, TORRENT]

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.

**Psychic Terror [PSY]:** When this model uses Shadow In The Warp, all enemy units take their Battle-shock tests at -1.

**Shadow In The Warp:** All enemy units must take a Battle-shock test; units within Synapse must take the test at -1.

FIGHT

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



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:** Fights during the Fights First step.

**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 12".

ENEMY

**Pheromone Trail:** Use Rapid Ingress stratagem for 0CP. Once per battle round only.



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:** Fights during the Fights First step.

**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 12".

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



Psychic overload  
[BLAST, PSYCHIC]

R	A	BS	S	AP	D
18"	D6+3	3+	10	-2	3



Scything talons - strike

A	WS	S	AP	D
3	3+	9	-2	D6+1

Scything talons - sweep

6	3+	7	-1	2
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COM

**Shadow In The Warp:** All enemy units must take a Battle-shock test; units within Synapse must take the test at -1.

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

[IGNORE COVER, TORRENT, TWIN]

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



Grasping tongue  
[PRECISION]

R  
12"

A  
1

BS  
3+

S  
6

AP  
-2

D  
D6+1



Ravenous maw

A  
14

WS  
3+

S  
7

AP  
-1

D  
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

DEFEND

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

**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:** Fights during the Fights First step.

**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



Chitinous 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, PSYCHIC]

R	A	BS	S	AP	D
24"	D3	3+	7	-2	D3

Warp blast - focused  
[LETHAL HITS, PSYCHIC]

24"	1	3+	12	-3	D6+1
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Chitinous claws & teeth

A	WS	S	AP	D
2	5+	3	0	1

COM

**Shadow In The Warp:** All enemy units must take a Battle-shock test; units within Synapse must take the test at -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  
[ASSAULT]

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 ranged 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



Chitinous claws & teeth

[SUSTAINED HITS 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



Barbed ovipositor

[ANTI-INFANTRY 3+, EXTRA ATTACKS]

A

WS

S

AP

D

1

2+

3

-2

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.

**COM** **Shadow In The Warp:** All enemy units must take a Battle-shock test; units within Synapse must take the test at -1.

**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 12".

**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



Distensible jaw

[ANTI-INFANTRY 4, DEV WOUNDS, EXTRA]

A

1

WS

3+

S

5

AP

0

D

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".  
2-4 = the enemy suffers D3 mortal wounds.  
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-electric pulse  
[SUSTAINED HITS 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 6" of enemy units, but cannot then charge.

**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



Bio-plasmic cannon  
[BLAST, HEAVY]

R

36"

A

D6+3

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

5

LD

8+

OC

1



Spore mine launcher

[INDIRECT FIRE, BLAST, HEAVY, DEVASTATING WOUNDS]

R

A

BS

S

AP

D

48"

D3

4+

6

-1

2



Chitin-barbed limbs

A

WS

S

AP

D

2

4+

5

0

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

T

SV

W

LD

OC

8"

9

2+

8

8+

3



Bio-plasma

[ASSAULT, BLAST]

R

A

BS

S

AP

D

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



Crushing claws

A

WS

S

AP

D

4

4+

12

-3

D6+1

Extra scything talons [EX]

2

4+

9

-2

3

Scything talons

6

4+

9

-2

3

Chitinous claws &amp; 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



Bio-plasmic scream  
[ASSAULT, BLAST]

R

18"

A

D6+3

BS

4+

S

8

AP

-2

D

1



Screamer-Killer 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 cannon  
[HEAVY, INDIRECT FIRE]

R	A	BS	S	AP	D
36"	4	4+	5	-1	1

Shock cannon  
[ANTI-VEHICLE 2+]

24"	2	3+	7	-1	3
-----	---	----	---	----	---



Chitinous claws & teeth

A	WS	S	AP	D
3	4+	5	0	1

ENEMY

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



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 hive

[TWIN, HEAVY, SUSTAINED 1]

24"

20

3+

5

0

1

Rupture cannon

[HEAVY]

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 1<sup>st</sup>, 2<sup>nd</sup>, or 3<sup>rd</sup> 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



Drool cannon

[TORRENT]

R

12"

A

2D6

BS

-

S

6

AP

-1

D

1

Stinger salvoes

24"

8

3+

5

0

1

Tentaclids

[ANTI-VEHICLE 4+, DEV WOUNDS]

36"

4

3+

7

0

2



Scything wings

A

4

WS

4+

S

7

AP

-1

D

2

Thorax spur

[ANTI-FLY 2+, EXTRA ATTACKS]

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 cannon [BLAST, TWIN-LINKED]	36"	D3	3+	9	-2	3
Stranglethorn cannon [BLAST, TWIN-LINKED]	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 making a Normal move, 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] 24" R A BS S AP D  
10 4+ 5 -1 2



Flensing whips A WS S AP D  
6 4+ 7 -1 2

SHOOT

**Seed Mucolids:** Instead of shooting, spawn a Mucolid Spore model 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



Psychoclastic torrent

[IGNORE COVER, TORRENT]

R

12"

A

D6

BS

-

S

6

AP

-1

D

1



Betentacled maw

[ANTI-PSY 4+, DEVASTATING WOUNDS]

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+:** When this model would lose a wound, roll a D6: on a 5+, that wound is ignored and is not lost.

**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



Barblauncher  
[BLAST, HEAVY]

R	A	BS	S	AP	D
24"	D6	4+	5	0	1



Chitinous claws & teeth

A	WS	S	AP	D
1	4+	4	0	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

T

SV / INV

W

LD

OC

10"

11

2+/4++

16

7+

5



Neuroparasite  
[PRECISION, PSYCHIC]

R	A	BS	S	AP	D
18"	2	2+	8	-2	D3

Neuroblast  
[BLAST, PSYCHIC]

18"	2D6	2+	6	-2	1
-----	-----	----	---	----	---

Neurolance  
[MELTA 2, PSYCHIC]

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 a chosen enemy unit.
  - Gain 5+ FNP and OC 15 within range of a chosen objective.

**COM** **Shadow In The Warp:** All enemy units must take a Battle-shock test; units within Synapse must take the test at -1.

**DEFEND** **Unnatural Resilience:** 4+ FNP against mortal wounds.

**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, PSYKER, GREAT DEVOURER, SYNAPSE, NORN  
EMISSARY

# NORN ASSIMILATOR

M	T	SV	W	LD	OC
10"	11	2+	16	7+	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.
- 
- SHOOT** **Harpooned:** +2 to charge rolls against an enemy **MONSTER** or **VEHICLE** unit which was hit by this unit's ranged attack.
- 
- DEFEND** **Shadow In The Warp:** All enemy units must take a Battle-shock test; units within Synapse must take the test at -1.
- 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, HARVESTER, SYNAPSE,  
NORN ASSIMILATOR

# NEUROLICTOR

M

8"

T

5

SV / INV

4+/4++

W

7

LD

7+

OC

1



Claws &amp; 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.

**Shadow In The Warp:** All enemy units must take a Battle-shock test; units within Synapse must take the test at -1.

FIGHT

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

DEFEND

**Lone Operative:** Cannot be targeted unless within 12".

**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

48" D6+3

A

BS

3+

S

AP

-2

D

2



Scything talons

A

WS

8

3+

S

AP

-2

D

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  
[BLAST]

R

48" D6+6

A

BS

3+

S

10

AP

-3

D

3



Gargantuan 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



Plasma torrent  
[ASSAULT, TORRENT]

R	A	BS	S	AP	D
12"	3D6	-	7	-2	1

Dire bio-cannon  
[BLAST]

48"	D6+6	3+	10	-3	3
-----	------	----	----	----	---



Lashwhip pods [EXTRA]

A	WS	S	AP	D
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

# DIMACHAERON

M

12"

T

10

SV / INV

3+/5++

W

16

LD

7+

OC

5



Massive scything talons

[TWIN-LINKED]

A

10

WS

3+

S

9

AP

-2

D

3

FIGHT

**Digestion Spine:** After fighting, if this model destroyed any enemy models (excluding **VEHICLES**), regain D3 wounds.

DEFEND

**Damaged: 1-5 wounds:** -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, DIMACHAERON

# SKY-SLASHER SWARMS

M

12"

T

2

SV

6+

W

4

LD

8+

OC

0



Spinemaws [PISTOL]

R

6

A

4

BS

5

S

3

AP

0

D

1



Claws & teeth [SUSTAINED 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, FLY, SKY-SLASHER SWARMS

# MALANTHROPE

M

6"

T

5

SV

4+

W

10

LD

7+

OC

3



Grasping tail

A

4

WS

4

S

5

AP

0

D

2

COM

**Shadow In The Warp:** All enemy units must take a Battle-shock test; units within Synapse must take the test at -1.

FIGHT

**Prey Adaptation:** Before fighting, this model and any attached models may choose one of the following:

- [SUSTAINED HITS 1]
- [LANCE]
- [LETHAL HITS]

MISC

**Enhanced Toxic Miasma [AURA]:** Attached Venomthropes increase their Foul Spores range to 9".



INFANTRY, CHARACTER, FLY, GREAT DEVOURER, SYNAPSE,  
MALANTHROPE

# 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** model 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. 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. Does not receive Charge bonus. No **VEHICLES** except **WALKERS**.  
*After enemy charges.*



# WEAPON ABILITIES

## [ANTI-X]

Unmodified wound rolls of X+ score Critical Wounds.

## [ASSAULT]

Advance and shoot.

## [BLAST]

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

## [DEVASTATING WOUNDS]

Critical wounds cannot be saved by Save or invuln. Inflicts mortal wounds instead of normal damage.

## [EXTRA ATTACKS]

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

## [HEAVY]

+1 to hit when stationary.

## [INDIRECT FIRE]

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

## [IGNORES COVER]

Ignores cover.

## [LANCE]

+1 to wound when charging.

## [LETHAL HITS]

Critical Hits auto-wound.

## [MELTA X]

Increase damage by X when within half range.

## [PISTOL]

Shoot in melee.

## [PRECISION]

Target Characters which are leading units.

## [SUSTAINED HITS X]

Each Critical Hit scores X additional hits.

## [TORRENT]

Automatically hits.

## [TWIN-LINKED]

Re-roll wound rolls.

# ARMY RULES

## SYNAPSE

Friendly **TYRANIDS** units within 6" of a friendly **SYNAPSE** model gain the following benefits:

- Take Battle-shock tests on 3D6 rather than 2D6
- +1 Strength on all melee attacks

## SHADOW IN THE WARP

All enemy units must take a Battle-shock test. If an enemy unit is within 6" of a **SYNAPSE** model, subtract 1 from that test.

- Once per battle only
- May be used in either player's Command phase
- Only if a unit with this ability is on the battlefield

# INVASION FLEET

## DETACHMENT RULES

### HYPER-ADAPTATIONS

Choose one:

#### Swarming Instincts

**[SUSTAINED 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	<b>Untrammelled Ferocity: 1CP</b> <b>STRATEGIC PLOY</b> Move, advance, or fall back through enemy models or terrain lower than 4". If moving through terrain taller than 4", roll a D6: on a 1, the unit is battle-shocked. <i>One <b>MONSTER</b> unit that has not moved this phase.</i>
SHOOT	<b>Swarm-Guided Salvoes: 1CP</b> <b>BATTLE TACTIC</b> Gain [1G], and ignore all modifiers to BS and hit rolls. <i>One <b>MONSTER</b> unit that has not shot yet.</i>
FIGHT	<b>Rampaging Monstrosities: 1CP</b> <b>BATTLE TACTIC</b> Re-roll hit rolls. <i>One <b>MONSTER</b> unit that has not fought yet.</i>
CHARGE	<b>Massive Impact: 1CP</b> <b>EPIC DEED</b> Select one enemy unit within engagement range. Roll 6D6. For each 4+ that enemy unit suffers one mortal wound. <i>One <b>MONSTER</b> unit that has just charged.</i>
DEFEND	<b>Savage Roar: 1CP</b> <b>BATTLE TACTIC</b> 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. <i>One <b>MONSTER</b> unit that is targeted by an enemy attack.</i>
	<b>Corrosive Viscera: 1CP</b> <b>STRATEGIC PLOY</b> Deadly Demise automatically goes off. <i>One Deadly Demise <b>MONSTER</b> unit, upon death.</i>

# 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 Goad: 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 can Regenerate one friendly unit within 6". Choose from the following:

- One model in that unit regains D3+1 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** **Tyrannoformed: 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/FIGHT**     **Surprise Assault: 1CP** **BATTLE TACTIC**  
Enemy unit must take a Battle-shock test. Gain +1 to hit against that unit. If they failed Battle-shock, also gain +1 to wound.  
*One **VANGUARD INVADER** unit that has just selected targets.*

---

**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.*

# WARRIOR BIOFORM ONSLAUGHT

## LEADER-BEASTS

- **TYRANID WARRIORS** and **WINGED TYRANID PRIME** units gain a 5+ invulnerable save.
- **TYRANID WARRIORS** gain **BATTLELINE** keyword.
- **TYRANID WARRIORS** gain OC 3 when not battle-shocked.

## ENHANCEMENTS

### Synaptic Tyrant

Neurotyrant only. May attach to Tyranid Warriors.

---

### Ocular Adaptation

Winged Tyranid Prime only. Gain +1 to hit.

---

### Sensory Assimilation

Winged Tyranid Prime only. Enemy attacks targeting this unit suffer -1 to hit.

---

### Elevated Might

Advance and charge.

# WARRIOR BIOFORM ONSLAUGHT

## COMMAND

**Restorative Impulse: 1CP** **STRATEGIC PLOY**

Return one destroyed model to this unit.

One **TYRANID WARRIORS** unit.

## MOVE

**Synaptic Micronodes: 1CP** **STRATEGIC PLOY**

Currently-controlled objective becomes sticky.

One **TYRANID WARRIORS** unit which controls an objective.

## SHOOT

**Parasitic Payload: 1CP** **STRATEGIC PLOY**

Gain **[IGNORES COVER]**. One enemy unit which was hit by this attack cannot have Benefit of Cover until end of turn.

One **TYRANID WARRIORS** unit.

## SHOOT/FIGHT

**Synaptic Amplification: 1CP** **STRATEGIC PLOY**

Re-roll 1s to wound. If target is **TYRANID WARRIORS**, also re-roll 1s to hit, plus one **ENDLESS MULTITUDE** unit within 6" also gains these benefits.

One friendly unit that has not attacked this phase.

**Spontaneous Hypercorrosion: 1CP** **WAR GEAR**

+2 strength (ranged) or +1 strength (melee).

One **TYRANID WARRIORS** unit.

## DEFEND

**Synaptic Shield: 1CP** **STRATEGIC PLOY**

Select an **ENDLESS MULTITUDE** unit within 6". Enemy attacks against either unit, with strength greater than the **ENDLESS MULTITUDE** unit's toughness, suffer -1 to wound.

One **TYRANID WARRIORS** unit that is being attacked.



