



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

**MONSTER CHARACTER, PSYKER, GREAT DEVOURER, SYNAPSE, VANGUARD INVADER, BROODLORD**

**MONSTER CHARACTER, PSYKER, GREAT DEVOURER, SYNAPSE, TERAVIGON**

**MONSTER CHARACTER, PSYKER, GREAT DEVOURER, SYNAPSE, TYRANNID WARRIORS WITH RANGED BIO-WEAPONS**

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

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

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

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

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

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

**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+ = targets weapons suffer -1 Attacks this turn.**

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

**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, VANGUARD INVADER, HIVE TYRANT, WINGED HIVE TYRANT**

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

**Vicious Insight:** Attached geneestealers' weapons gain [DEWASTATING WOUNDS].

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

**Scouts 6":** Make a free 6" move after deployment, before the first turn.

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

**Talons [DEWASTATING, TWIN]:**

**MONSTER CHARACTER, EPIC HERO, PSYKER, SYNAPSE, GREAT DEVOURER, HIVE TYRANT, THE SWARMLORD**

**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.

**Domination of the Hive Mind:** Synapse range 9".

**MONSTER CHARACTER, EPIC HERO, PSYKER, SYNAPSE, GREAT DEVOURER, HIVE TYRANT, THE SWARMLORD**

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

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

**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, TERAVIGON**

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

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

**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 TYRANNID PRIME**

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

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

**Claws and talons**

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

**Spinefists [ASSAULT, PISTOL, TWIN-LINK]**

**Devourer**

**Deathsplitter**

**Barbed strangler [BLAST]**

**Claws & talons - strike**

**Claws & talons - sweep**

**Unstoppable Monster:** Regain D3 wounds. Happens during both players' turns.

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

**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**

## WINGED HIVE TYRANT

M	T	SV / INV	W	LD	OC
12"	9	2+/4++	10	7+	3

CO	LD	W	SV / INV	T	M
3	7+	10	2+/4++	10	8"

CO	LD	W	SV / INV	T	M
3	7+	10	2+/4++	10	8"

CO	LD	W	SV / INV	T	M
3	7+	10	2+/4++	10	8"

## HIVE TYRANT

M	T	SV / INV	W	LD	OC
12"	9	2+/4++	10	7+	3

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3	7+	10	2+/4++	10	8"

CO	LD	W	SV / INV	T	M
3	7+	10	2+/4++	10	8"

CO	LD	W	SV / INV	T	M
3	7+	10	2+/4++	10	8"

## BROODLORD

M	T	SV / INV	W	LD	OC
8"	10	2+/4++	10	7+	3

CO	LD	W	SV / INV	T	M
1	7+	9	2+/4++	5	8"

CO	LD	W	SV / INV	T	M
1	7+	9	2+/4++	5	8"

CO	LD	W	SV / INV	T	M
1	7+	9	2+/4++	5	8"

## TERVIGON

M	T	SV	W	LD	OC
12"	5	4+	6	7+	1

CO	LD	W	SV	T	M
5	7+	9	2+	11	8"

CO	LD	W	SV	T	M
5	7+	9	2+	11	8"

CO	LD	W	SV	T	M
5	7+	9	2+	11	8"

## WINGED TYRANNID PRIME

M	T	SV	W	LD	OC
12"	5	4+	6	7+	1

CO	LD	W	SV	T	M
5	7+	9	2+	11	8"

CO	LD	W	SV	T	M
5	7+	9	2+	11	8"

CO	LD	W	SV	T	M
5	7+	9	2+	11	8"

## WINGED HIVE TYRANT

M	T	SV / INV	W	LD	OC
12"	9	2+/4++	10	7+	3

CO	LD	W	SV / INV	T	M
3	7+	10	2+/4++	10	8"

CO	LD	W	SV / INV	T	M
3	7+	10	2+/4++	10	8"

CO	LD	W	SV / INV	T	M
3	7+	10	2+/4++	10	8"

## HIVE TYRANT

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12"	9	2+/4++	10	7+	3

CO	LD	W	SV / INV	T	M
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CO	LD	W	SV / INV	T	M
3	7+	10	2+/4++	10	8"

CO	LD	W	SV / INV	T	M
3	7+	10	2+/4++	10	8"

## BROODLORD

M	T	SV / INV	W	LD	OC
8"	10	2+/4++	10	7+	3

CO	LD	W	SV / INV	T	M
1	7+	9	2+/4++	5	8"

CO	LD	W	SV / INV	T	M
1	7+	9	2+/4++	5	8"

CO	LD	W	SV / INV	T	M
1	7+	9	2+/4++	5	8"

## TERVIGON

M	T	SV	W	LD	OC
12"	5	4+	6	7+	1

CO	LD	W	SV	T	M
5	7+	9	2+	11	8"

CO	LD	W	SV	T	M
5	7+	9	2+	11	8"

CO	LD	W	SV	T	M
5	7+	9	2+	11	8"

## WINGED TYRANNID PRIME

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12"	5	4+	6	7+	1

CO	LD	W	SV	T	M
5	7+	9	2+	11	8"

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12"	9	2+/4++	10	7+	3

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3	7+	10	2+/4++	10	8"

## HIVE TYRANT

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12"	9	2+/4++	10	7+	3

CO	LD	W	SV / INV	T	M
3	7+	10	2+/4++	10	8"

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3	7+	10	2+/4++	10	8"

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## BROODLORD

M	T	SV / INV	W	LD	OC
8"	10	2+/4++	10	7+	3

CO	LD	W	SV / INV	T	M
1	7+	9	2+/4++	5	8"

CO	LD	W	SV / INV	T	M
1	7+	9	2+/4++	5	8"

CO	LD	W	SV / INV	T	M
1	7+	9	2+/4++	5	8"

## TERVIGON

M	T	SV	W	LD	OC
12"	5	4+	6	7+	1

CO	LD	W	SV	T	M
5	7+	9	2+	11	8"

CO	LD	W	SV	T	M
5	7+	9	2+	11	8"

CO	LD	W	SV	T	M
5	7+	9	2+	11	8"

## WINGED TYRANNID PRIME

M	T	SV	W	LD	OC
12"	5	4+	6	7+	1

CO	LD	W	SV	T	M
5	7+	9	2+	11	8"

CO	LD	W	SV	T	M
5	7+	9	2+	11	8"

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5	7+	9	2+	11	8"

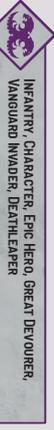
## WINGED HIVE TYRANT

M	T	SV / INV	W	LD	OC
12"	9	2+/4++	10	7+	3

CO	LD	W	SV / INV	T	M
3	7+	10	2+/4++	10	8"

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

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

**DEFEND**  
Lone Operative: Cannot be targeted unless within 12".  
Stealth: Gain -1 to hit against ranged attacks.

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

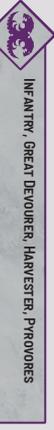
**PRE**  
Infiltrators: Deploy anywhere on the battlefield, >9" from the enemy deployment zone and any enemy units.

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

8"	6	3+/4++	7	7+	1
Claws and talons [precision]	6	2+	7	-2	2

## DEATHLEAPER

M	T	SV/INV	W	LD	OC
8"	6	3+/4++	7	7+	1



INFANTRY, GREAT DEVOURER, HARVESTER, PYROVORES

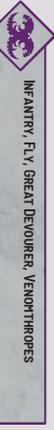
**DEFEND**  
Deadly Demise 1: On death, roll a D6. On a 6, each unit within 6" suffers 1 mortal wound.

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

5"	6	3+	5	8+	1
Flamespurt [IGNORE COVER, TORMENT, TWIN]	12"	D6+1	-	6	-1
Chitin-barbed limbs	2	4+	5	0	1

## PYROVORES

M	T	SV	W	LD	OC
5"	6	3+	5	8+	1



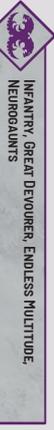
INFANTRY, FLY, GREAT DEVOURER, VENOMTHROPPES

**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).

6"	5	4+	3	8+	1
Toxic lashes [ANTI-INFANTRY 2+]	5	3+	3	0	1

## VENOMTHROPPES

M	T	SV	W	LD	OC
6"	5	4+	3	8+	1



INFANTRY, GREAT DEVOURER, ENDLESS MULTITUDE, NEUROGAUNTS

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

6"	3	6+	1	8+	1
Chitinous claws & teeth	1	4+	3	0	1

## NEUROGAUNTS

M	T	SV	W	LD	OC
6"	3	6+	1	8+	1



INFANTRY, PSYKER, FLY, GREAT DEVOURER, SYNAPSE, ZOANTHROPPES

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

**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.

**Warp Field [aura, psy]:** Friendly units within 6" gain a 6+ invulnerable save.

## ZOANTHROPPES

M	T	SV/INV	W	LD	OC
5"	5	5+/4++	3	7+	1

Warp blast [BLAST, PSYCHIC]	24"	D3	3+	7	-2	D3
Warp blast - focused [LETHAL HITS, PSYCHIC]	24"	1	3+	12	-3	D6+1
Chitinous claws & teeth	2	5+	3	0	1	

## HARUSPEX

M	T	SV	W	LD	OC
8"	11	3+	14	8+	4

Grasping tongue [PRECISION]	12"	1	3+	6	-2	D6+1
Ravenous maw	14	3+	7	-1	2	
Shovelling claws [EXTRA]	4	3+	14	-2	D6+1	

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

**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.

## MALECEPTOR

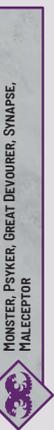
M	T	SV/INV	W	LD	OC
8"	11	3+/4++	14	7+	4

Psychic overload [BLAST, PSYCHIC]	16"	D6+3	3+	10	-2	3
Scything talons - strike	3	3+	9	-2	D6+1	
Scything talons - sweep	6	3+	7	-1	2	

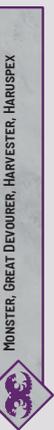
**Shadow in The Warp:** All enemy units must take a Battle-shock test; units within Synapse must take the test at -1.

**Damaged: 1-5 wounds:** This unit's attacks suffer -1 to hit.  
**Deadly Demise D3:** On death, roll a D6. On a 6, each unit within 6" suffers D3 mortal wounds.

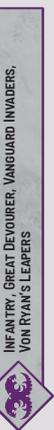
**Encephalic Diffusion [aura, psy]:** Enemy units within 6" suffer -1 to hit, and -1 to wound if below half strength.



MONSTER, PSYKER, GREAT DEVOURER, SYNAPSE, MALECEPTOR



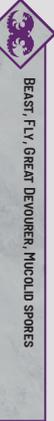
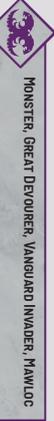
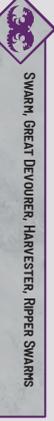
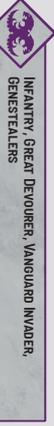
MONSTER, GREAT DEVOURER, HARVESTER, HARUSPEX



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



INFANTRY, PSYKER, FLY, GREAT DEVOURER, SYNAPSE, ZOANTHROPPES



## SPORE MINES

M	T	SV	W	LD	OC
4"	4	7+	3	8+	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.

## MUCOID SPORES

M	T	SV	W	LD	OC
4"	4	7+	3	8+	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.

## TRYGON

M	T	SV	W	LD	OC
10"	10	3+	14	8+	4

R	A	BS	S	AP	D
12"	6	3+	5	0	1
A	WS	S	AP	D	
12	3+	9	-2	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.

## MAWLOC

M	T	SV	W	LD	OC
10"	10	3+	14	8+	4

A	WS	S	AP	D
1	3+	5	0	3
A	WS	S	AP	D
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.

## PARASITE OF MORTREX

M	T	SV	W	LD	OC
12"	5	5	4+	8+	0

R	A	BS	S	AP	D
1	2+	3	-2	3	
A	WS	S	AP	D	
6	2+	5	5	-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.

## RAVENERS

M	T	SV	W	LD	OC
10"	5	5+	3	8+	1

R	A	BS	S	AP	D
3	4+	4	0	1	
A	WS	S	AP	D	
7	3+	5	-1	1	

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

**ENEMY** **Armoured Thorax:** This unit may swap its ranged weapons for a 4+ save.

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

## RIPPER SWARMS

M	T	SV	W	LD	OC
6"	2	6+	4	8+	0

R	A	BS	S	AP	D
6"	4	5+	3	0	1
A	WS	S	AP	D	
6	5+	2	0	1	

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

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

## GENESTEALERS

M	T	SV/INV	W	LD	OC
8"	4	5+/5++	2	7+	1

A	WS	S	AP	D
4	2+	4	-2	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

SWARM, GREAT DEVOURER, HARVESTER, RIPPER SWARMS

MONSTER, GREAT DEVOURER, VANGUARD INVADER, MAWLOC

BEAST, FLY, GREAT DEVOURER, MUCOID SPORES

INFANTRY, GREAT DEVOURER, VANGUARD INVADER, RAVENERS

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

MONSTER, GREAT DEVOURER, VANGUARD INVADER, TRYGON

BEAST, FLY, GREAT DEVOURER, SPORE MINES

INFANTRY, GREAT DEVOURER, BIOVORES



MONSTER, GREAT DEVOURER, SCREAMER-KILLER



MONSTER, GREAT DEVOURER, TYRANNOFEX



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



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

**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.

**Spore mine launcher** [INDIRECT FIRE, BLAST, HEAVY, DEVASTATING WOUNDS]  
 R A BS S AP D  
 1 0 0 5 2 4+ 6 48" D3

**Chitin-barbed limbs**  
 A WS S AP D  
 2 4+ 5 0

BIOVORES

M	T	SV	W	LD	OC
1	+8	5	+3	6	5"

EXOCRINE

M	T	SV	W	LD	OC
8"	10	+3	14	+8	4

**Bio-plasmic cannon** [BLAST, HEAVY]  
 R A BS S AP D  
 36" D6+3 3+ 9 -3 3

**Powerful limbs**  
 A WS S AP D  
 3 3+ 7 0 2

**SHOOT**  
**Symbiotic Targeting:** After shooting, select one enemy unit hit by this unit's attacks. Friendly Tyrannid 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

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

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

**Bio-plasmic scream** [ASSAULT, BLAST]  
 R A BS S AP D  
 1 1 8 8 4+ 4 18" D6+3

**Screamer-Killer talons**  
 A WS S AP D  
 10 3+ 10 -2 3

SCREAMER-KILLER

M	T	SV	W	LD	OC
3	+8	10	+2	6	8"

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

**Deathsitters**  
 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 0 3

**Chitinous claws & teeth**  
 4 4+ 6 0 1

**DEF**  
**Blastering 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

**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.

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

**Acid spray** [TORRENT]  
 R A BS S AP D  
 18" D6+6 - 6 -2 2

**Fleshborer hive** [TWIN, HEAVY, SUSTAINED]  
 24" 20 3+ 5 0 1

**Rupture cannon** [HEAVY]  
 48" 2 3+ 18 -4 D6+6

**Stinger salves**  
 24" 8 3+ 5 0 1

**Powerful limbs**  
 A WS S AP D  
 4 3+ 8 0 2

TYRANNOFEX

M	T	SV	W	LD	OC
5	+8	16	+2	12	9"

HIVE GUARD

M	T	SV	W	LD	OC
6"	7	+3	4	+8	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

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

**DEF**  
**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. Army units within must immediately disembark after Deep Strike, and must be >9" from any enemy units.  
**Deadly Demise D3:** On death roll a D6. On a 6, each unit within 6" suffers D3 mortal wounds.

INFANTRY, GREAT DEVOURER, HIVE GUARD

**PRE**  
**Hover:** Choose to be an AIRCRAFT or not.  
**Airborne Predator:** +1 to hit against flying units.

**SHOOT**  
**Scything wings**  
 R A BS S AP D  
 12" 2D6 - 6 -1 1

**Thorax spur** [ANTI-FLY 2+, EXTRA ATTACKS]  
 R A BS S AP D  
 24" 8 3+ 5 0 1

**Tentacles** [ANTI-VEHICLE 4+, DEV WOUNDS]  
 36" 4 3+ 7 0 2

**Stinger salves**  
 24" 8 3+ 5 0 1

**Drool cannon** [TORRENT]  
 12" 2D6 - 6 -1 1

HIVE CRONE

M	T	SV	W	LD	OC
0	+8	12	+3	6	+20

TYRANNOCYTE

M	T	SV	W	LD	OC
8"	9	+3	10	+8	2

**Bio-weapons**  
 R A BS S AP D  
 24" 5 4+ 5 -1 2

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

**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

MONSTER, GREAT DEVOURER, SPOROCYST



INFANTRY, GREAT DEVOURER, BARBGAUNTS



MONSTER, GREAT DEVOURER, HARVESTER, SYNAPSE, NORN ASSIMILATOR



MONSTER, TITANIC, TOWERING, TRANSPORT, GREAT DEVOURER, HEROPHANT



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

**DEADLY DEMISE D3:** On death roll a D6. On a 6, each unit within 6" suffers D3 mortal wounds.

**SEED MUCCOLIDS:** Instead of shooting, spawn a Muccolid Spore model within 18" and >9" away from any enemy units. Only one Sporocyst unit may use this ability per turn.

OC	M	T	SV	W	LD	OC
0	8+	10	3+	10	3	-

## SPOROCYST

OC	M	T	SV	W	LD	OC
0	8+	10	3+	10	3	-

## HARRY

M	T	SV	W	LD	OC
20+	9	3+	12	8+	0

OC	M	T	SV	W	LD	OC
0	8+	10	3+	10	3	-

**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 (D6): for each 3+, enemy unit suffers 1 mortal wound. • Spawn D3 Spore Mines within 6" and >9" from enemy units.

**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, HARRY

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

OC	M	T	SV	W	LD	OC
1	8+	2	4+	4	6"	3

## BARBGAUNTS

## PSYCHOPHAGE

M	T	SV	W	LD	OC
8"	9	3+	10	8+	3

OC	M	T	SV	W	LD	OC
1	8+	2	4+	4	6"	3

**FEEDING FRENZY:** +1 to hit against units below starting strength, and +1 to wound if below half strength.

**BIO-STIMULUS [AURA]:** Friendly units within 6" gain 8+ FNP.

**FEEL NO PAIN 5+:** When this model would lose a wound, 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

**SHADOW IN THE WRAP:** 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.

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

**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.

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

OC	M	T	SV	W	LD	OC
5	7+	19	2+	11	10"	5

## NORN ASSIMILATOR

## NORN EMISSARY

M	T	SV/INV	W	LD	OC
10"	11	2+/4++	16	7+	5

OC	M	T	SV/INV	W	LD	OC
5	7+	19	2+	11	10"	5

**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.

**SHADOW IN THE WRAP:** All enemy units must take a Battle-shock test; units within Synapse must take the test at -1.

**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, PSYNER, GREAT DEVOURER, SYNAPSE, NORN EMISSARY

**APEX-BEAST:** +1 to hit against Battle-shocked units.

**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.

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

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

OC	M	T	SV/INV	W	LD	OC
21	8+	30	5++/4++	41	12"	21

## HEROPHANT

## NEUROLECTOR

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

OC	M	T	SV/INV	W	LD	OC
21	8+	30	5++/4++	41	12"	21

**CLAWS & TALONS [PRECISION]:** 6 2+ 6 -2 1

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

**NEURAL DISRUPTION:** One enemy unit within 12" must take a Battle-shock test.

**SHADOW IN THE WRAP:** All enemy units must take a Battle-shock test; units within Synapse must take the test at -1.

**FEEDER TENDRILS:** When this unit kills an enemy CHARACTER, gain 1CP.

**LONE OPERATIVE:** Cannot be targeted unless within 12".

**STEALTH:** Gain -1 to hit against ranged attacks.

**PSYCHOLOGICAL SABOTEUR [AURA 1]:** 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, NEUROLECTOR

## UNENDING SWARM STRATAGEMS

- MOVE**
- Bounding Advance:** **1CP** **<STRATEGIC PLAY>**  
Advance roll is automatically a 6.  
One **ENDLESS MULTITUDE** unit.
- SH/FT**
- Swarming Masses:** **1CP** **<BATTLE FOCUS>**  
Gain [SUS1], 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 FOCUS>**  
Gain -1 to hit against ranged or melee attacks.  
One **ENDLESS MULTITUDE** unit that is being attacked.
- DEFEND**
- Preservation Imperative:** **1CP** **<STRATEGIC PLAY>**  
This unit counts as <5 models against [BLAST] weapons.  
One **ENDLESS MULTITUDE** unit that is being shot.
- Unending Waves:** **2CP** **<STRATEGIC PLAY>**  
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** **<MANUEVER PLAY>**  
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.

## 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".

## CRUSHER STAMPEDE STRATAGEMS

- MOVE**
- Untrammelled Ferocity:** **1CP** **<STRATEGIC PLAY>**  
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.  
One **MONSTER** unit that has not moved this phase.
- SHOOT**
- Swarm-Guided Salvoes:** **1CP** **<BATTLE FOCUS>**  
Gain [IG1] and ignore all modifiers to BS and hit rolls.  
One **MONSTER** unit that has not shot yet.
- FIGHT**
- Rampaging Monstrosities:** **1CP** **<BATTLE FOCUS>**  
Re-roll hit rolls.  
One **MONSTER** unit that has not fought yet.
- CHARGE**
- Massive Impact:** **1CP** **<ENGAGE!>**  
Select one enemy unit within engagement range. Roll 8D6. For each 4+ that enemy unit suffers one mortal wound.  
One **MONSTER** unit that has just charged.
- DEFEND**
- Savage Roar:** **1CP** **<BATTLE FOCUS>**  
Enemy units attacks suffer -1 to hit against this unit.  
Enemy units 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 PLAY>**  
One **DEADLY DENISE MONSTER** unit, upon death.

## 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 Noddies**  
5+ Feel No Pain against psychic attacks.
- Monstrous Nemesis**  
+1 to wound against **MONSTERS** and **VEHICLES**.

## INVASION FLEET STRATAGEMS

- COMMAND**
- Predatory Imperative:** **1CP** **<STRATEGIC PLAY>**  
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.
- ENEMY**
- Endless Swarm:** **1CP** **<STRATEGIC PLAY>**  
Return D3+3 models.  
One **ENDLESS MULTITUDE** unit, or two within Synapse.
- Rapid Regeneration:** **1CP** **<BATTLE FOCUS>**  
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 FOCUS>**  
Hit rolls of 5+ become Critical.  
One friendly unit, or two within Synapse.
- Death Frenzy:** **1CP** **<STRATEGIC PLAY>**  
Killed models may fight on a 4+, before removal.  
One friendly unit, after opponent selects targets.
- Overrun:** **1CP** **<STRATEGIC PLAY>**  
Consolidate up to 6", or Normal move 6" if within Synapse and not in Engagement. One friendly unit.

## INVASION FLEET DETACHMENT RULES

### HYPER-ADAPTATIONS

- Choose one:
- Swarming Instincts**  
[SUSTAINED HTS 1] against INFANTRY and SWARMS.
- Hyper-aggression**  
[LETHAL HTS 1] 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+.

## 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 HTS]**  
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 HTS X]**  
Each Critical Hit scores X additional hits.
- [TORRENT]**  
Automatically hits.
- [TWIN-LINKED]**  
Re-roll wound rolls.

## CORE STRATAGEMS ENEMY TURN

- MOVE**
- Rapid Ingress:** **1CP** **<STRATEGIC PLAY>**  
Deploy a unit from Reserves or End of enemy movement phase.
- Overwatch:** **1CP** **<STRATEGIC PLAY>**  
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 FOCUS>**  
One friendly unit gains 6+ Invuln and Cover.  
After enemy selects targets.
- Smokescreen:** **1CP** **<MANUEVER PLAY>**  
One friendly unit gains Cover and Stealth.  
After enemy selects targets.
- CHARGE**
- Heroic Intervention:** **1CP** **<STRATEGIC PLAY>**  
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.

## 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** **◀ SPIRITED**  
Automatically pass a Battle-shock test. Once per battle.

**SHOOT** **Grenade:** **1CP** **◀ WAREFARE**  
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 PLAY**  
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 PLAY**  
Force your unit to fight next.

**One CHARACTER** model gains **[PRECISION]**.

## ARMY RULES

### SYMPARSE

Friendly **TYRANIDS** units within 6" of a friendly **SYMPARSE** 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 **SYMPARSE** 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

## SYNAPTIC NEXUS

### STRATAGEMS

**COMMAND** **Synaptic Channelling:** **1CP** **◀ BATTLE TACTIC**  
Increase Synapse range to 9". One **SYMPARSE** unit.

**IMPERATIVE DOMINANCE:** **1CP** **◀ STRATEGIC PLAY**  
Apply a different Synaptic Imperative. One unit within Synapse.

**MOVE** **Override Instincts:** **1CP** **◀ STRATEGIC PLAY**  
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 **SYMPARSE** unit can re-roll 1s to hit and 1s to wound against that enemy unit. One friendly **SYMPARSE** unit that has not shot this turn.

**ENEMY** **Reinforced Hive Node:** **1CP** **◀ BATTLE TACTIC**  
Enemy attacks suffer -1AP. One friendly **SYMPARSE** unit that is being attacked.

**MISC** **The Smothering Shadow:** **1CP** **◀ STRATEGIC PLAY**  
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 **SYMPARSE** unit.

## 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 Reserve 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.

## VANGUARD ONSLAUGHT

### STRATAGEMS

**MOVE** **Seeded Broods:** **1CP** **◀ STRATEGIC PLAY**  
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 Scyllia:** **2CP** **◀ STRATEGIC PLAY**  
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 PLAY**  
Opponent may choose to select new targets. One **VANGUARD INVADER** unit that is about to be shot.

**Invisible Hunter:** **1CP** **◀ STRATEGIC PLAY**  
At the end of opponent's fight phase, place the unit(s) into Strategic Reserves. One friendly **INFANTRY** unit, or two if **VANGUARD INVADERS**.

## 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 **[STRENGTH]**, 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.

## ASSIMILATION SWARM

### STRATAGEMS

**COM** **Tyrannoforced:** **1CP** **◀ STRATEGIC PLAY**  
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 PLAY**  
Gain **[LETHAL HITS]**. **HARVESTER** units also gain 5+ Critical hits. One friendly unit that has not fought yet.

**DEFEND** **Broodguard Impulse:** **1CP** **◀ SPIRITED**  
All friendly units gain +1 to wound against the enemy unit. One enemy unit that just destroyed a **HARVESTER** unit.

**Reclaim Biomass:** **1CP** **◀ STRATEGIC PLAY**  
Regenerate (see Feed The Swarm). One **HARVESTER** unit within 6" of a friendly unit that has just been destroyed.

**ENEMY** **Ablative Carapace:** **2CP** **◀ SPIRITED**  
Feel No Pain 5+, or 4+ if controlling an objective. One **HARVESTER** unit that is being attacked by ranged or melee.

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

**Bioplastic 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**.

SWARM, GREAT DEVOURER, FLY, SKY-SLASHER SWARMS



MONSTER, GREAT DEVOURER, SCYTHED HIERODULE



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



### DEFEND

**Synaptic Shield:** **TCP** [STRATEGIC PLAY] 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.

**Spontaneous Hypercorrosion:** **TCP** [WAR BEAR] +2 strength (ranged) or +1 strength (melee). One **TYRANID WARRIORS** unit.

**Synaptic Amplification:** **TCP** [STRATEGIC PLAY] 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.

**Parasitic Payload:** **TCP** [STRATEGIC PLAY] 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.

**Synaptic Micronodes:** **TCP** [STRATEGIC PLAY] Currently-controlled objective becomes sticky. One **TYRANID WARRIORS** unit which controls an objective.

**Restorative Impulse:** **TCP** [STRATEGIC PLAY] Return one destroyed model to this unit. One **TYRANID WARRIORS** unit.

## WARRIOR BIOFORM ONSLAUGHT

**Restorative Impulse:** **TCP** [STRATEGIC PLAY] Return one destroyed model to this unit. One **TYRANID WARRIORS** unit.

## WARRIOR BIOFORM ONSLAUGHT

**Restorative Impulse:** **TCP** [STRATEGIC PLAY] Return one destroyed model to this unit. One **TYRANID WARRIORS** unit.

## HARRIDAN

## 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 Tyrant Prime only. Gain +1 to hit.
- Sensory Assimilation**  
Winged Tyrant Prime only. Enemy attacks targeting this unit suffer -1 to hit.
- Elevated Might**  
Advance and charge.

OC	LD	W	SV	T	M
3	7+	10	4+	5	6"

OC	LD	W	SV	T	M
3	7+	10	4+	5	6"

OC	LD	W	SV	T	M
0	8+	4	6+	2	12"

## MALANTHROPE

## SCYTHED HIERODULE

## SKY-SLASHER SWARMS

## HARRIDAN

## BARBED HIERODULE

## DIMACHAERON

M	T	SV	W	LD	OC
20+	10	3+	30	8+	0

M	T	SV	W	LD	OC
8"	12	2+	18	8+	5

M	T	SV / INV	W	LD	OC
12"	10	3+/5++	16	7+	5

OC	LD	W	SV	T	M
3	7+	10	4+	5	6"

OC	LD	W	SV	T	M
5	8+	8	3+	14	-2 D3-3

OC	LD	W	SV	T	M
3	8+	4	6+	2	12"

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

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

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

**Shoot:** Transport: 20 Gargoyles and 1 Winged Tyrant Prime. Frenzied Metabolism: Optional. Gain +1 to wound, but then roll a D6: on a 2+, suffer D3 mortal wounds.

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

**Shoot:** Deep Strike: Unit can deploy in Reserves. Then, during Reinforcements, can deploy <math>9''</math> from enemy units.

**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.

**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.

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

MONSTER, GREAT DEVOURER, BARBED HIERODULE

MONSTER, GREAT DEVOURER, DIMACHAERON

