

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 **PSYKER** 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 round only.



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

HIVE TYRANT

M

8"

T

10

SV / INV

2+/4++

W

10

LD

7+

OC

3



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 round 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.

COMMAND

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

36"

A

D6+1

BS

4+

S

6

AP

-1

D

1

Deathspitter

24"

3

4+

5

-1

1

Devourer

18"

5

4+

4

0

1

Spinefists

[ASSAULT, PISTOL, TWIN-LINK]

12"

2

4+

4

0

1

Venom cannon

[BLAST]

36"

D3

4+

9

-2

2



Claws and talons

A

5

WS

3+

S

5

AP

-1

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.

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 & 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.



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.

DEFEND

Stealth: Gain -1 to hit against ranged attacks.



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

24"

A

D3

BS

3+

S

7

AP

-2

D

D3

Warp blast - focused

[LETHAL HITS, PSYCHIC]

24"

1

3+

12

-3

D6+1



Chitinous claws & teeth

A

2

WS

5+

S

3

AP

0

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.

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

4+

W

3

LD

8+

OC

1



Claws & talons [TWIN-LINKED]

A

3

WS

3+

S

5

AP

-2

D

2

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


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,
BURROWERS, RAVENERS

HYPERADAPTED RAVENERS

	M	T	SV	W	LD	OC
PRIME*:	10"	5	4+	6	7+	1
RAVENER:	10"	5	4+	3	8+	1

		R	A	BS	S	AP	D
Venom bolt [ASSAULT, IGNORES COVER, TORRENT]	12"	D6+3	-	6	-1	1	

		A	WS	S	AP	D
Prime claws & talons [TWIN, ANTI-MONSTER 5+, ANTI-VEHICLE 5+]	6	3+	5	-2	2	

		A	WS	S	AP	D
Claws & talons [TWIN-LINKED, ANTI-MONSTER 5+, ANTI-VEHICLE 5+]	3	3+	5	-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.

S/F **Alpha Invader:** All weapons have [SUSTAINED HITS 1].

MISC **Hypersensory Array:** Use Rapid Ingress or Heroic Intervention for OCP, even if that stratagem has already been used this turn. Once per round.



INFANTRY, GREAT DEVOURER, HYPERADAPTED RAVENERS, VANGUARD INVADER, BURROWERS, CHARACTER*, SYNAPSE*

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 & 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 1st, 2nd, or 3rd turn regardless of any mission rules. Any units within must immediately disembark after Deep Strike, and must be >9" from any enemy units.

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



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

HIVE CRONE

M

20+

T

9

SV

3+

W

12

LD

8+

OC

0



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 whether 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



Stinger salvoes

R

24"

A

8

BS

3+

S

5

AP

0

D

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



Scything wings

A

4

WS

4+

S

7

AP

-1

D

2

PRE **Hover:** Choose whether 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]

R	A	BS	S	AP	D
24"	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

12"

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

6

WS

3+

S

6

AP

-2

D

2

SHOOT

Bio-stimulus: Choose one enemy unit which was hit by this unit's shooting attack. All friendly melee attacks against that unit gain 1 extra AP.

FIGHT

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

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, SMOKE,
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

10"

T

11

SV

2+

W

16

LD

7+

OC

5



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 & 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 whether 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**
Your unit immediately fights 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
- 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.*

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.*

DEFEND

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.

CRUSHER STAMPEDE

DETACHMENT RULES

ENRAGED BEHEMOTHS

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

ENHANCEMENTS

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

Ominous Presence

+3 objective control.

Enraged Reserves

Fight on death on a 3+.

Null Nodules

5+ Feel No Pain against psychic attacks.

Monstrous Nemesis

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

CRUSHER STAMPEDE STRATAGEMS

- MOVE** **Untrammelled Ferocity: 1CP** **STRATEGIC PLOY**
Move, advance, or fall back through enemy models or terrain. If terrain is 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 TACTIC**
Gain **[IGNORES COVER]**, and ignore all modifiers to BS and hit rolls. *One **MONSTER** unit that has not shot this phase.*
-
- FIGHT** **Rampaging Monstrosities: 1CP** **BATTLE TACTIC**
Re-roll hit rolls.
*One **MONSTER** unit that has not fought this phase.*
-
- CHARGE** **Massive Impact: 1CP** **EPIC DEED**
Select one enemy unit within engagement range. Roll 6D6. For each 4+ that enemy unit suffers one mortal wound.
*One **MONSTER** unit that has just charged.*
-
- DEFEND** **Savage Roar: 1CP** **BATTLE TACTIC**
Enemy unit's attacks suffer -1 to hit against this unit. Enemy must take a Battle-shock test; if failed, enemy's attacks also suffer -1 to wound.
*One **MONSTER** unit that is targeted by an enemy attack.*
-
- Corrosive Viscera: 1CP** **STRATEGIC PLOY**
Deadly Demise automatically goes off.
*One Deadly Demise **MONSTER** unit, upon death.*

UNENDING SWARM

DETACHMENT RULES

INSURMOUNTABLE ODDS

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

ENHANCEMENTS

Relentless Hunger

Attached units gain +2 move.

Naturalised Camouflage

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

Piercing Talons

Attached units' Critical wounds gain +1 AP.

Adrenalised Onslaught

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

UNENDING SWARM STRATAGEMS

- MOVE** **Bounding Advance: 1CP** **BATTLE TACTIC**
Advance roll is automatically a 6.
*One **ENDLESS MULTITUDE** unit.*
-
- SHOOT/FIGHT** **Swarming Masses: 1CP** **BATTLE TACTIC**
Gain **[SUSTAINED HITS 1]**. If this unit's size is 15+, also gain 5+ Critical hits.
*One **ENDLESS MULTITUDE** unit that has not attacked this turn.*
-
- ENEMY** **Teeming Masses: 1CP** **BATTLE TACTIC**
Gain -1 to hit against ranged or melee attacks.
*One **ENDLESS MULTITUDE** unit that is being attacked.*
-
- Preservation Imperative: 1CP** **STRATEGIC PLOY**
This unit counts as <5 models against **[BLAST]** weapons.
*One **ENDLESS MULTITUDE** unit that is being shot.*
-
- DEFEND** **Unending Waves: 2CP** **STRATEGIC PLOY**
Return the destroyed unit to Strategic Reserves, at starting strength. Attached Characters are not returned.
*One **ENDLESS MULTITUDE** unit, upon death. Once per battle.*
-
- MISC** **Synaptic Goading: 1CP** **STRATEGIC PLOY**
Re-roll the Surge move roll. May move towards the closest objective rather than the closest enemy unit.
*One **ENDLESS MULTITUDE** unit that is eligible to Surge move.*
-

ASSIMILATION SWARM DETACHMENT RULES

FEED THE SWARM

In your Command phase, each **HARVESTER** unit 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**

Regenerate after destroying an enemy unit (see Feed The Swarm). If this unit is a **HARVESTER** unit, heal 3 wounds instead of D3.

One friendly unit that just destroyed an enemy unit.

Secure Biomass: 1CP **STRATEGIC PLOY**

Gain **[LETHAL HITS]**. If this unit is a **HARVESTER** unit, also gain 5+ Critical hits. *One friendly unit that has not fought this phase.*

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.*

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.

SUBTERRANEAN ASSAULT *RULES*

SURPRISE ASSAULT

All units re-roll 1s to hit.

When a **BURROWER** unit arrives from Reserves, place a 40mm tunnel marker within 1" and >3" from enemies. Friendly units arriving from Reserves may then set up wholly <9" of that marker and >6" from enemy units.

If an enemy model (excluding **AIRCRAFT**) ends a move within 3" of a tunnel marker, remove that marker.

ENHANCEMENTS

Synaptic Strategy

OCP Rapid Ingress. May use this in addition to regular Rapid Ingress in the same turn. Once per battle.

Tremor Senses

After deployment, redeploy 3 units. May move those units into Strategic Reserves.

Vanguard Intellect

Deep Strike model only. Deep Strike on turn 1, 2, or 3.

Trygon Prime

Gain **SYNAPSE**. Melee weapons gain +1 S and +1 WS.

KEYWORDS

Trygons and Mawlocs gain **BURROWER** keyword. Two Trygons may become **CHARACTERS** (can be Warlord and take Enhancements).

SUBTERRANEAN ASSAULT STRATAGEMS

COMMAND

Adaptive Optimisation: 1CP **WAR GEAR**

Gain **SYNAPSE** for one turn.

One **MAWLOC** or **TRYGON**.

MOVE

Replenishing Swarms: 1CP **WAR GEAR**

Regain D3+1 wounds, or return D3+1 destroyed models (models with a Wounds characteristic of 1 only).

One friendly unit wholly within 9" of a tunnel marker.

Enfilading Emergence: 1CP **STRATEGIC PLOY**

Gain [**SUSTAINED HITS 1**] and [**IGNORES COVER**].

One friendly unit which arrived as Reinforcements this turn.

Tunnel Network: 1CP **STRATEGIC PLOY**

End of movement phase: move from one tunnel marker to another. Must be wholly within 9", and >6" from enemies.

One friendly unit wholly within 9" of a tunnel marker.

CHARGE

Swarming Assault: 1CP **STRATEGIC PLOY**

Friendly units within 6" can re-roll Charge rolls.

One **TYRANIDS MONSTER** which arrived as Reinforcements.

ENEMY

Retreat Below: 1CP **STRATEGIC PLOY**

At the end of opponent's fight phase, place the unit(s) into Strategic Reserves.

One friendly unit (or two if **BURROWERS**) which is not in engagement.

TYRANID ATTACK

BOARDING ACTIONS

XENO-TERROR

When using **Shadow In The Warp**, all enemy units take the test at -1. Units which fail cannot **Fire Overwatch** this turn.

ENHANCEMENTS

Synaptic Goad

In your Command phase, one friendly **TYRANID WARRIORS** unit within 6" gains +2" move this turn.

Reinforced Carapace

This model gains -1 damage against incoming attacks.

RULES ADAPTATIONS

- **TYRANID WARRIORS** and **PRIMES** may draw line of sight through **ENDLESS MULTITUDE** and **RIPPER SWARMS** units.
- **TYRANID PRIME** models in **TYRANID WARRIORS** units may take Enhancements as though they are **CHARACTERS**.
- **TYRANID WARRIORS** can perform the Secure Site action.
- **ENDLESS MULTITUDE** units cannot perform Secure Site.
- **RIPPER SWARMS** and **WINGED PRIME** lose Deep Strike.
- **TERMAGANTS** lose Skulking Horrors.
- Gaunts units do not split into separate units of 5.

TYRANID ATTACK

BOARDING ACTIONS

SHOOT

Expendable Biomass: 1CP **STRATEGIC PLOY**

May fire at enemy units which are in melee with friendly **ENDLESS MULTITUDE** or **RIPPER SWARMS** units, at -1 to hit. Those friendly units then suffer D3 mortal wounds.
*One **TYRANID WARRIORS [RANGED]** unit that has not shot.*

CHARGE

Hive Sight: 1CP **STRATEGIC PLOY**

May charge an enemy unit which is not visible. Add +1 to the charge roll. Must be visible to a friendly Synapse unit.
*One **TYRANIDS** unit that has not declared a charge this turn.*

FIGHT

Bio-Acid Surge: 1CP **BATTLE TACTIC**

Melee weapons gain [**SUSTAINED HITS 1**].
*One **TYRANIDS** unit within Synapse which has not fought yet.*

DEFEND / FIGHT

Phagic Spores: 1CP **STRATEGIC PLOY**

For each friendly model destroyed, target the closest visible enemy unit within 3" and roll a D6: on a 3-5, the target unit suffers 1 mortal wound. On a 6, it suffers 2MW.
*One **TYRANID WARRIORS** unit which is being attacked.*

BOARDING SWARM

BOARDING ACTIONS

PRIORITY PREDATION

Move 3" when an enemy unit falls back.

ENHANCEMENTS

Monoform Predators

This detachment cannot take Enhancements.

RULES ADAPTATIONS

- **HORMAGAUNTS** cannot perform the Secure Site action.
- **LICTOR** loses Pheromone Trail.
- **RAVENERS** lose Death From Above.
- **VON RYAN'S LEAPERS** lose Pouncing Leap.
- Gaunts units do not split into separate units of 5.

BOARDING SWARM

BOARDING ACTIONS

FIGHT

Lithe Killers: 1CP **BATTLE TACTIC**

5+ invulnerable save. *One **TYRANIDS** unit that has just been selected as the target of an enemy attack.*

.....

Adrenalised Slaughter: 1CP **STRATEGIC PLOY**

5+ fights on death. *One **TYRANIDS** unit that has just been selected as the target of an enemy attack.*

.....

Talon-tip Swarm: 1CP **STRATEGIC PLOY**

After destroying an enemy unit, move 3". Then, if within range of an objective with no enemies, that objective becomes Secured. *One friendly **TYRANIDS** unit.*

.....

ENEMY

Predatory Pounce: 1CP **STRATEGIC PLOY**

Move 3" when an enemy unit opens a hatchway. May move into engagement range with that enemy unit. *One **TYRANIDS** unit within 3" of the hatchway.*

BIOTIDE *BOARDING ACTIONS*

UNSTOPPABLE SWARM

Move through friendly models. Also add +1 to the dice roll when attempting to open a hatchway.

ENHANCEMENTS

Synaptic Beacon

9" Synapse range.

Hypersurge Gland

Declare a charge at the end of the enemy charge phase. Once per battle.

RULES ADAPTATIONS

- **RIPPER SWARMS** and **WINGED PRIME** lose Deep Strike.
- **TERMAGANTS** lose Skulking Horrors.
- Gaunts units do not split into separate units of 5.

BIOTIDE

BOARDING ACTIONS

MOVE

Living Avalanche: 1CP **STRATEGIC PLOY**

After opening a hatchway, make a 3" swarm move. At least one model must go through the hatchway. May move into engagement range.

*One **TYRANIDS** unit that has just opened a hatchway.*

Squirming Masses: 1CP **STRATEGIC PLOY**

Deep Strike 6" from enemy units, within Synapse range. This unit cannot then charge. Once per battle.

*One **ENDLESS MULTITUDES** unit in reserves.*

SHOOT

Swarm Hunters: 1CP **BATTLE TACTIC**

Models in this unit may ignore friendly models when drawing line of sight. Also re-roll hits if within Synapse.

*One **TERMAGANTS** unit that has not shot this phase.*

ENEMY

Onrushing Horde: 1CP **BATTLE TACTIC**

Gain -1 to hit against the enemy unit's attacks.

*One **TYRANIDS** unit, excluding **WINGED PRIME**, that has just been selected as the target of an enemy unit's attacks.*

INFESTATION SWARM *BOARDING ACTIONS*

ARMY RULE: AUSPEX GHOSTS

Opponent must deploy their entire army first. This rule replaces **Synapse** and/or **Cult Ambush**.

DETACHMENT RULE: HALF-GLIMPSED SHADOWS

Enemy ranged attacks suffer -1 to hit when >6" away.

ENHANCEMENTS

Stalking Menace

Go into Strategic Reserves at the end of opponent's Fight phase, then redeploy on your turn as if using Deep Strike. Cannot then charge. Once per battle.

Psi-Spoor Sensitivity

May charge an enemy unit which is not visible.

RULES ADAPTATIONS

- **GENESTEALERS** and **PURESTRAIN GENESTEALERS** can perform the Secure Site action.
- **PURESTRAIN GENESTEALERS** lose Swift and Deadly.
- All models lose Deep Strike.

INFESTATION SWARM

BOARDING ACTIONS

MOVE **Hunting Grounds: 1CP** **STRATEGIC PLOY**
After opening a hatchway, make a 3" normal move. At least one model must go through the hatchway.
One friendly unit that has just opened a hatchway.

FIGHT **Hyperadrenal Reflexes: 1CP** **BATTLE TACTIC**
4+ invulnerable save.
One friendly unit that was just selected as the target of an enemy unit's attacks.

Pervasive Dread: 1CP **STRATEGIC PLOY**
In opponent's next Command phase, all enemy units must take a Battle-shock test at -1.
*One friendly unit that just destroyed the enemy **WARLORD**.*

ENEMY **Outflank: 1CP** **STRATEGIC PLOY**
End of opponent's Fight phase: return this unit to Strategic Reserves, then redeploy into another Entry Zone next turn. May only move from a friendly Entry Zone to another friendly Entry Zone, or from an enemy Entry Zone to another enemy Entry Zone.
*One non-**WARLORD** unit that is wholly within an Entry Zone.*

