

NODE ORGANISM [CRUCIBLE]

80 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Acid spray TORRENT	18"	D6+6	N/A	6	-2	2
Barbed strangler BLAST	36"	D6+1	3+	6	-1	1
Bio-electric pulse SUSTAINED HITS 2	12"	6	3+	5	0	1
Bio-plasma ASSAULT BLAST	12"	D3	3+	7	-2	1
Bio-plasmic cannon BLAST HEAVY	36"	D6+3	3+	8	-3	3
Deathspitter	24"	3	3+	5	-1	1
Deathspitters with slimer maggots	24"	6	3+	7	-2	1
Devourer	18"	5	3+	4	0	1
Devourers with brainleech worms	18"	12	3+	6	0	1
Fleshborer hive HEAVY SUSTAINED HITS 1 TWIN-LINKED	24"	20	3+	5	0	1
Heavy venom cannon BLAST	36"	D3	3+	9	-2	3
Psychic overload BLAST PSYCHIC	18"	D6+3	3+	10	-2	3
Psychic scream IGNORES COVER PSYCHIC TORRENT	18"	2D6	N/A	5	-1	2
Psychoclastic torrent IGNORES COVER TORRENT	12"	D6	N/A	6	-1	1
Rupture cannon HEAVY	48"	2	3+	18	-4	2D6
Spine banks ASSAULT	6"	5	3+	5	0	1
Spinefists ASSAULT PISTOL TWIN-LINKED	12"	2	3+	4	0	1
Stinger salvoes	24"	8	3+	5	0	1
Stranglethorn cannon BLAST	36"	D6+1	3+	7	-1	2
Thoracic bio-weapon ASSAULT	12"	3	3+	4	0	1
Venom cannon BLAST	36"	D3	3+	9	-2	2

✂ MELEE WEAPONS

1x Node Organism [Crucible]

Equipped with: Acid spray, Barbed strangler, Bio-electric pulse, Bio-plasma, Bio-plasmic cannon, Deathspitter, Deathspitters with slimer maggots, Devourer, Devourers with brainleech worms, Fleshborer hive, Heavy venom cannon, Psychic overload, Psychic scream, Psychoclastic torrent, Rupture cannon, Spine banks, Spinefists, Stinger salvoes, Stranglethorn cannon, Thoracic bio-weapon, Venom cannon, Crushing claws, Monstrous talons, Monstrous bone sword, Whip, Monstrous scything talons, Piercing claws and talons, Ravener talons and talons, Venomous maw, Bone talons, Tyrant-beak, Bone talons, Tyrant-beak

KEYWORDS: Character, Infantry, Crucible, Great Devourer, Synapse, Node Organism, Leader
FACTION KEYWORDS: Tyranids

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WEAPON	RANGE	A	WS	S	AP	D
Crushing claws	Melee	5	2+	12	-3	D6+1
Monster-beast weapons	Melee	12	3+	9	-2	3
Monstrous bonesword and lash whip TWIN-LINKED	Melee	6	2+	9	-2	3
Monstrous scything talons EXTRA ATTACKS	Melee	4	2+	7	-2	2
Piercing claws and talons PRECISION	Melee	6	2+	7	-2	2
Ravener claws and talons TWIN-LINKED	Melee	7	2+	5	-1	1
Ravenous maw	Melee	14	3+	7	-1	2
Scything talons	Melee	6	2+	9	-2	3
Tyrant-beast weapons	Melee	5	2+	7	-2	2
Warrior-beast weapons	Melee	6	2+	5	-1	1
➤ Massive scything talons - strike	Melee	5	3+	9	-2	D6
➤ Massive scything talons - sweep	Melee	10	3+	7	-1	2

ABILITIES

CORE - Leader

- Alpha Warrior**
While this model is leading a unit, weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.
- Armoured Shell**
Macro Organism only. Change this model's Save characteristic to 2+, and change its Deadly Demise D3 ability to Deadly Demise D6.
- Burrowing Claws**
Change this model's Move characteristic to 10", add the Vanguard Invader keyword, and it gains the Deep Strike ability. If it is an Infantry model, replace the list of units this model can be attached to: Ravensers.
- Fear of the Unseen (Aura)**
While an enemy unit is within 6" of this model, worsen the Leadership characteristic of models in that unit by 1. In addition, in the Battle-shock step of your opponent's Command phase, if such an enemy unit is below its Starting Strength, it must take a Battle-shock test.
- Feeder Tendrils**
Each time a melee attack made a model in this unit destroys an enemy Character model, you gain 1CP.
- Floating Horror**
Node Organism only. Add the Fly keyword, and replace the list of units this model can be attached to: Venomthropes, Zoanthropes.
- Hyperstimulation**
You can re-roll Advance and Charge rolls made for this unit.
- Leader-beast**
This model has a 4+ invulnerable save, add the Psyker and Synapse keywords, and it gains the Shadow in the Warp ability. If it is an Infantry model, add the following unit to the list of units this model can be attached to: Neurogaunts.
- Psychic Terror (Psychic)**
Psyker only. If one or more models from your army with this ability are on the battlefield when you unleash the Shadow in the Warp, subtract 1 from the Battle-shock test each enemy unit on the battlefield must take as a result.
- Synaptic Senses (Psychic)**
Psyker only. Ranged weapons equipped by models in this unit have the [LETHAL HITS] ability.

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- Vanguard-beast**
Node Organism only. Change this model's Move characteristic to 8", add the Vanguard Invader keyword, and it gains the Fights First, Infiltrators, Lone Operative and Stealth abilities. Replace the list of units this model can be attached to: Hormagaunts, Von Ryan's Leapers.
- Winged Biomorph**
Node Organism or Prime Organism only. Change this model's Move characteristic to 12", add the Fly and Vanguard Invader keywords, and it gains the Deep Strike ability. If it is an Infantry model, replace the list of units this model can be attached to: Gargoyles.
- Leader**
This model can be attached to the following units:
 - Tyranid Warriors with Melee Bio-weapons
 - Tyranid Warriors with Ranged Bio-weapons

WEAPON ABILITIES

- Assault**
Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).
- Blast**
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).
- Extra Attacks**
Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:
 - All of that model's [EXTRA ATTACKS] weapons.
 - One of that model's other melee weapons, if possible.
- Heavy**
In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:
 - That unit is unengaged.
 - That unit was not set up on the battlefield this turn.
 - No model in that unit has moved more than 3" this turn.
- Ignores Cover**
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- Lethal Hits**
Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.
Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].
- Pistol**
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
 - One or more of its [CLOSE-QUARTERS] weapons.
 - One or more of its other ranged weapons.
- Precision**
While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

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- Psychic

Each time an attack is made with a **[PSYCHIC]** weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with **[PSYCHIC]** weapons are known as **psychic** attacks (this can be important for the triggering of other rules).
- Sustained Hits

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*
- Torrent

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.
- Twin-linked

Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

FACTION RULES

- Shadow in the Warp

If your Army Faction is TYRANIDS, once per battle, in either player's Command phase, if one or more units from your army with this ability are on the battlefield, you can unleash the Shadow in the Warp. When you do, each enemy unit on the battlefield must take a Battle-shock test. Each time an enemy unit takes such a Battle-shock test, if it is within 6" of one or more SYNAPSE units from your army, subtract 1 from that test.
- Synapse

If your Army Faction is TYRANIDS, while a TYRANIDS unit from your army is within 6" of one or more friendly SYNAPSE models, that TYRANIDS unit is said to be within Synapse Range of that model and of your army. While a TYRANIDS unit from your army is within Synapse Range of your army:

 - Each time that unit takes a Battle-shock test, take that test on 3D6 instead of 2D6.
 - Each time a model in that unit makes a melee attack, add 1 to the Strength characteristic of that attack.

CORE RULES

- Crucible

A Character created using Crucible rules has the Crucible ability. Your army may include up to three units with the Crucible ability and these units cannot be given Enhancements.
- Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.
- Fights First

While every model in a unit has this ability, that unit is a Fights First unit.

See the Resolve Fights First Combats step in the Fight phase (12.04).
- Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.
- Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.
- Lone Operative

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by **[INDIRECT FIRE]** weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by **[INDIRECT FIRE]** weapons unless the attacking model is within X" of this unit.

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Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

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