CODEX

TYRANIDS

newvision

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FRAKTIONSREGELN

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.

FRAKTIONSKRAM

TYRANID WARRIOR

UNIT

name: M

$text: 6"

typeId: e703-ecb6-5ce7-aec1

TYRANIDS

DETACHMENT OVERVIEW

14 Detachments

Ambush Predators
3 Stratagems · 2 Enhancements

Assimilation Swarm
6 Stratagems · 4 Enhancements

Biotide
4 Stratagems · 4 Enhancements

Boarding Swarm
4 Stratagems · 1 Enhancement

Crusher Stampede
6 Stratagems · 4 Enhancements

Infestation Swarm
4 Stratagems · 2 Enhancements

Invasion Fleet
6 Stratagems · 4 Enhancements

Subterranean Assault
6 Stratagems · 4 Enhancements

Synaptic Nexus
6 Stratagems · 4 Enhancements

Talons of the Norn Queen
3 Stratagems · 2 Enhancements

Tyranid Attack
4 Stratagems · 2 Enhancements

Unending Swarm
6 Stratagems · 4 Enhancements

Vanguard Onslaught
6 Stratagems · 4 Enhancements

Warrior Bioform Onslaught
3 Stratagems · 2 Enhancements

TYRANIDS

AMBUSH PREDATORS

3 Stratagems · 2 Enhancements

1 DP · DISRUPTION

ENHANCEMENTS (2)

Encircling Horrors — 20 pts

NEUROLICTOR/LICTOR/VON RYAN'S LEAPERS unit only. In your opponent's Movement phase, when an enemy unit ends a move within 8" of this unit, this unit can make a normal move of up to D3+3".

Cryptophotaic Camouflage — 15 pts

VON RYAN'S LEAPERS unit only. This unit has -3" detection range.

DETACHMENT RULE

- Friendly DEATHLEAPER/LICTOR/NEUROLICTOR units have Deep Strike.

- Friendly LICTOR/NEUROLICTOR units' attacks that target a CHARACTER unit can re-roll hit rolls of 1.

STRATAGEMS (3/3)

1 CP · AMBUSH PREDATORS STRATAGEM · SHOOTING

HYPERSENSORY ADAPTATIONS

When: Start of your Shooting phase.
Target: One friendly DEATHLEAPER/LICTOR/NEUROLICTOR/VON RYAN'S LEAPERS unit.
Effect: Select one visible enemy unit within 12" of your unit. That enemy unit has +6" detection range.

1 CP · AMBUSH PREDATORS STRATAGEM · FIGHT

COUNTERPREDATION

When: Fight phase, when a friendly DEATHLEAPER/LICTOR/NEUROLICTOR/VON RYAN'S LEAPERS unit is selected to fight.
Target: That DEATHLEAPER/LICTOR/NEUROLICTOR/VON RYAN'S LEAPERS unit.
Effect: Your unit's attacks that target a hidden unit have +1 S and AP.

1 CP AMBUSH PREDATORS STRATAGEM FIGHT

SCANNER GHEIST

When: End of your opponent's Fight phase.

Target: One friendly unengaged DEATHLEAPER/LICTOR/ NEUROLICTOR unit.

Effect: Place your unit in strategic reserves.

TYRANIDS

ASSIMILATION SWARM

6 Stratagems · 4 Enhancements

2 DP · PRIORITY ASSETS

ENHANCEMENTS (4)

Instinctive Defense — 15 pts

TYRANIDS model only. While the bearer is within 6" of one or more friendly HARVESTER units, when you target this unit with the Heroic Intervention stratagem, that use is -1 CP. In addition, while the bearer is within 6" of one or more friendly HARVESTER units, models in the bearer's unit have the Fights First ability.

Parasitic Biomorphology — 25 pts

Tyranids model only. Add 1 to the Strength characteristic of melee weapons equipped by models in the bearer's unit. The first time the bearer's unit destroys an enemy unit in the Fight phase while the bearer is within 6" of one or more Harvester units, until the end of battle, add 1 to the Attacks characteristic of melee weapons equipped by models in the bearer's unit.

Regenerating Monstrosity — 20 pts

Tyranids model only (excluding Monsters models) The bearer's unit can be regenerated up to twice per phase, instead of once.

Biophagic Flow (Aura) — 10 pts

Tyranids model only. While a friendly Harvester model is within 12" of the bearer, when using the Feed the Swarm ability, that Harvester model can Regenerate one friendly Tyranids unit that is within 9" instead of one within 6".

DETACHMENT RULE

In your Command phase, each HARVESTER unit from your army can Regenerate one friendly TYRANIDS unit that is within 6" of it. A unit can only be regenerated once per phase. Each time a unit regenerates, do one of the following:

- One model in that unit regains up to D3+1 lost wounds.
- One destroyed INFANTRY model (excluding CHARACTERS) is returned to that unit with its full wounds remaining. If that unit is an ENDLESS MULTITUDE unit, up to 3 destroyed models are returned instead.

STRATAGEMS (6/6)

1 CP ASSIMILATION SWARM – STRATEGIC PLOY STRATAGEM COMMAND

TYRANNOFORMED

When: Command phase.
Target: One Harvester unit from your army that is within range of an objective marker you control.
Effect: That objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.

2 CP ASSIMILATION SWARM – EPIC DEED STRATAGEM SHOOTING

ABLATIVE CARAPACE

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
Target: One Harvester unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the end of the phase, models in your unit have the Feel No Pain 5+ ability. If your unit is within range of an objective marker you control, until the end of the phase models in your unit have the Feel No Pain 4+ ability instead.

1 CP ASSIMILATION SWARM – BATTLE TACTIC STRATAGEM FIGHT

RAPACIOUS HUNGER

When: Your Fight phase.
Target: One TYRANIDS unit from your army that just destroyed an enemy unit.
Effect: Your unit immediately Regenerates (See Feed the Swarm). When doing so, if your unit is a Harvester unit and you choose for one model to regain up to D3 lost wounds, that model regains up to 3 lost wounds instead.

1 CP ASSIMILATION SWARM – STRATEGIC PLOY STRATAGEM FIGHT

SECURE BIOMASS

When: Fight phase.
Target: One TYRANIDS unit from your army that has not been selected to fight this phase.
Effect: Until the end of the phase, melee weapons equipped by models in your unit have the [LETHAL HITS] ability. If your unit is a Harvester unit, each time a model in that unit makes a melee attack, a successful unmodified Hit roll of 5+ scores a Critical Hit as well.

1 CP ASSIMILATION SWARM – EPIC DEED STRATAGEM ANY

BROODGUARD IMPULSE

When: Any phase.
Target: One Harvester unit from your army that was just destroyed. You can use this Stratagem on that unit even though it was just destroyed.
Effect: Until the end of the battle, each time a friendly TYRANIDS model makes an attack that targets the enemy unit that just destroyed your HARVESTER unit, add 1 to the Wound roll.

1 CP ASSIMILATION SWARM – STRATEGIC PLOY STRATAGEM ANY

RECLAIM BIOMASS

When: Any phase, when a TYRANIDS unit from your army is destroyed, before the last model in it is removed from play.
Target: One Harvester unit from your army that is within 6" of that destroyed unit.
Effect: Regenerate one friendly TYRANIDS unit within 6" of your HARVESTER unit (See Feed the Swarm).

TYRANIDS

BIOTIDE

4 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Synaptic Beacon

While a friendly Tyranids unit is within 9" of the bearer (ignoring Walls and closed Hatchways), that unit is within Synapse Range of the bearer and of your army.

Hypersurge Gland

Once per battle, at the end of your opponent's Charge phase, the bearer can use this Enhancement. If it does, it can declare a charge as if it were your Charge phase.

Psi-spoor Sensitivity

Each time the bearer declares a charge, it can target enemy units that are not visible to it.

Stalking Menace

Once per battle, at the end of your opponent's Fight phase, if the bearer is not within Engagement Range of one or more enemy units, it can use this Enhancement. If it does, remove the bearer from the battlefield and place it into Strategic Reserves. It will arrive back on the battlefield in the Reinforcements step of your next Movement phase as if it had the Deep Strike ability. If this is not possible, the bearer is destroyed. When the bearer is set back up on the battlefield, until the end of the turn, it cannot declare a charge.

DETACHMENT RULE

The following units do not split into separate units in the Form Boarding Squads step:

- Hormagaunts
- Neurogaunts
- Termagants

STRATAGEMS (4/4)

1 CP BIOTIDE – STRATEGIC PLOY STRATAGEM MOVEMENT

LIVING AVALANCHE

When: Your Movement phase, just after a TYRANIDS unit from your army has opened a Hatchway.
Target: That TYRANIDS unit.
Effect: Your unit can make a Swarm move. To do so, your unit can be moved up to 3", but at least one model from your unit must end that move on the opposite side of that Hatchway from the one it started the phase on. When doing so, those models can be moved within Engagement Range of enemy units.

1 CP BIOTIDE – STRATEGIC PLOY STRATAGEM MOVEMENT

SQUIRMING MASSES

When: Your Movement phase, at the start of the Reinforcements step.
Target: One ENDLESS MULTITUDE unit from your army that is in Reserves.
Effect: Until the end of the phase, models in your unit have the Deep Strike ability and, when setting them upon the battlefield using that ability, they can be set up anywhere on the battlefield that is more than 6" horizontally away from all enemy units, provided they are also within Synapse Range of your army.
Restriction: You can only use this Stratagem once and, until the end of the turn, your unit is not eligible to declare a charge.

1 CP BIOTIDE – BATTLE TACTIC STRATAGEM SHOOTING

ONRUSHING HORDE

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.
Target: One TYRANIDS unit from your army (excluding WINGED TYRANID PRIME units), that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Hit roll.

1 CP BIOTIDE – BATTLE TACTIC STRATAGEM SHOOTING

SWARM HUNTERS

When: Your Shooting phase.
Target: One TERMAGANTs unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, models in your unit can ignore other models in their unit for the purposes of determining visibility. In addition, if your unit is within Synapse Range of your army, each time a model in your unit makes an attack, you can re-roll the Hit roll.

TYRANIDS

BOARDING SWARM

4 Stratagems · 1 Enhancement

ENHANCEMENTS (1)

Monoform Predators — **0 pts**

TYRANiDS models in this Detachment cannot be given Enhancements.

DETACHMENT RULE

Do not split Hormagaunts into separate units in the Form Boarding Squads step.

STRATAGEMS (4/4)

1 CP — BOARDING SWARM – STRATEGIC PLOY STRATAGEM — MOVEMENT

PREDATORY POUNCE

When: Your opponent's Movement phase, just after an enemy unit opens a Hatchway.
Target: One TYRANIDS unit from your army that is within 3" of that Hatchway and is not within Engagement Range of one or more enemy units.
Effect: Your unit can make a Pounce move. To do so, your unit can be moved up to 3", but must end that move as close as possible to that Hatchway. When doing so, those models can be moved within Engagement Range of that enemy unit, but only that enemy unit.

1 CP — BOARDING SWARM – STRATEGIC PLOY STRATAGEM — FIGHT

ADRENALISED SLAUGHTER

When: Fight phase, just after an enemy unit has selected its targets.
Target: One TYRANIDS unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, roll one D6. On a 5+, do not remove the destroyed model from play; it can fight after the attacking unit has finished making its attacks, and is then removed from play.

1 CP — BOARDING SWARM – BATTLE TACTIC STRATAGEM — FIGHT

LITHE KILLERS

When: Fight phase, just after an enemy unit has selected its targets.
Target: One TYRANIDS unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the end of the phase, models in your unit have a 5+ invulnerable save.

1 CP BOARDING SWARM – STRATEGIC PLOY STRATAGEM FIGHT

TALON-TIP SWARM

When: Fight phase, just after a TYRANIDS unit from your army destroys an enemy unit.

Target: That TYRANIDS unit.

Effect: If your unit is not within Engagement Range of one or more enemy units, it can make a Normal move of up to 3". After that move, if your unit is within range of an objective marker and no enemy units are within range of that objective marker, that objective marker is Secured by your army.

TYRANIDS

CRUSHER STAMPEDE

6 Stratagems · 4 Enhancements

2 DP · PURGE THE FOE

ENHANCEMENTS (4)

Monstrous Nemesis — 25 pts

Tyranids Monster only. Each time the bearer makes a melee attack that targets a Monster or Vehicle unit, add 1 to the Wound roll.

Null Nodules — 10 pts

Tyranids Monster only. Once per battle, when a Psychic Attack is allocated to the bearer, it can use this ability. If it does, until the end of the phase, the bearer has the Feel No Pain 5+ ability against Psychic Attacks.

Ominous Presence — 15 pts

Tyranids Monster only. Add 3 to the bearer's Objective Control characteristic.

Enraged Reserves — 20 pts

Tyranids Monster only. If the bearer is destroyed by a melee attack, if it has not fought this phase, roll one D6: on a 3+, do not remove it from play. It can fight after the attacking model's unit has finished making its attacks, and is then removed from play.

DETACHMENT RULE

Each time a TYRANIDS MONSTER model from your army makes an attack, add 1 to the Hit roll if that model’s unit is below its Starting Strength, and add 1 to the Wound roll as well if that model’s unit is Below Half-strength. In addition, while a TYRANIDS MONSTER unit from your army (excluding Battle-shocked units) is at its Starting Strength, add 2 to the Objective Control characteristic of models in that unit.

STRATAGEMS (6/6)

1 CP CRUSHER STAMPEDE – STRATEGIC PLOY STRATAGEM MOVEMENT

UNTRAMMELLED FEROCITY

When: Your Movement phase.
Target: One Tyranids Monster unit from your army that has not been selected to move this phase.
Effect: Until the end of the phase, each time a model in your unit makes a Normal, Advance or Fall Back move, it can move through models (excluding TITANIC models) and sections of terrain features that are 4" or less in height. When doing so: It can move within Engagement Range of enemy models, but cannot end that move within Engagement Range of them. It can also move through sections of terrain features that are more than 4" in height, but if it does, after its unit has moved, roll one D6: on a 1, your unit is Battle-shocked.

1 CP CRUSHER STAMPEDE – STRATEGIC PLOY STRATAGEM SHOOTING

CORROSIVE VISCERA

When: Your opponent's Shooting phase or the Fight phase, just after a Tyranids Monster model from your army with the Deadly Demise ability that cannot FLY is destroyed.
Target: That TYRANIDS MONSTER model. You can use this Stratagem on that model even though it was just destroyed.
Effect: Do not roll one D6 to determine whether mortal wounds are inflicted by your model's Deadly Demise ability. Instead, mortal wounds are automatically inflicted.

1 CP CRUSHER STAMPEDE – BATTLE TACTIC STRATAGEM SHOOTING

SWARM-GUIDED SALVOES

When: Your Shooting phase.
Target: One Tyranids Monster unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, ranged weapons equipped by models in your unit have the [IGNORES COVER] ability, and until the end of the phase each time a model in your unit makes an attack, you can ignore any or all modifiers to that model's Ballistic Skill characteristic and any or all modifiers to the Hit roll.

1 CP CRUSHER STAMPEDE – EPIC DEED STRATAGEM CHARGE

MASSIVE IMPACT

When: Your Charge phase, just after a Tyranids Monster model from your army ends a Charge move.
Target: That TYRANIDS MONSTER model.
Effect: Select one enemy unit within Engagement Range of your model and roll six D6: for each 4+, that enemy unit suffers 1 mortal wound.

1 CP CRUSHER STAMPEDE – BATTLE TACTIC STRATAGEM FIGHT

RAMPAGING MONSTROSITIES

When: Fight phase.
Target: One Tyranids Monster unit from your army that has not been selected to fight this phase.
Effect: Until the end of the phase, each time a model in your unit makes an attack, you can re-roll the Hit roll.

1 CP CRUSHER STAMPEDE – BATTLE TACTIC STRATAGEM FIGHT

SAVAGE ROAR

When: Fight phase, just after an enemy unit has selected its targets.
Target: One Tyranids Monster unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: That enemy unit must take a Battle-shock test and, until the end of the phase, each time a model in that enemy unit makes an attack that targets your unit, subtract 1 from the Hit roll. If that Battle-shock test was failed, subtract 1 from the Wound roll as well.

TYRANIDS

INFESTATION SWARM

4 Stratagems · 2 Enhancements

ENHANCEMENTS (2)

Psi-spoor Sensitivity

Each time the bearer declares a charge, it can target enemy units that are not visible to it.

Stalking Menace

Once per battle, at the end of your opponent's Fight phase, if the bearer is not within Engagement Range of one or more enemy units, it can use this Enhancement. If it does, remove the bearer from the battlefield and place it into Strategic Reserves. It will arrive back on the battlefield in the Reinforcements step of your next Movement phase as if it had the Deep Strike ability. If this is not possible, the bearer is destroyed. When the bearer is set back up on the battlefield, until the end of the turn, it cannot declare a charge.

DETACHMENT RULE

- Genestealers and Purestrain Genestealers units can perform the Secure Site Tactical Manoeuvre as if they had the Battleline keyword.

- The Purestrain Genestealers unit loses the Swift and Deadly ability.

- All models lose the Deep Strike ability.

STRATAGEMS (4/4)

1 CP INFESTATION SWARM – STRATEGIC PLOY STRATAGEM — MOVEMENT

HUNTING GROUNDS

When: Your Movement phase, just after a GREAT DEVOURER unit from your army opens a Hatchway.
Target: That GREAT DEVOURER unit.
Effect: Your unit can make a Normal move of up to 3", provided at least one of its models ends that move on the opposite side of that Hatchway from when your unit opened it.

1 CP INFESTATION SWARM – BATTLE TACTIC STRATAGEM — FIGHT

HYPERADRENAL REFLEXES

When: Fight phase, just after an enemy unit has selected its targets.
Target: One GREAT DEVOURER unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the end of the phase, models in your unit have a 4+ invulnerable save.

1 CP INFESTATION SWARM – STRATEGIC PLOY STRATAGEM FIGHT

OUTFLANK

When: End of your opponent's Fight phase.

Target: One GENESTEALERs or PURESTRAIN GENESTEALERS unit from your army that is wholly within an Entry Zone.

Effect: Remove your unit from the battlefield and place it into Strategic Reserves. It will arrive back on the battlefield in the Reinforcements step of your next Movement phase. When doing so, if it was within one of your Entry Zones when it was removed, it must be set up wholly within another one of your Entry Zones. If it was within one of your opponent's Entry Zones when it was removed, it must be set up wholly within another one of your opponent's Entry Zones instead. If this is not possible, your unit is destroyed.

1 CP INFESTATION SWARM – STRATEGIC PLOY STRATAGEM FIGHT

PERVASIVE DREAD

When: Fight phase, just after the enemy WARLORD is destroyed (and is not returned to the battlefield) by a GREAT DEVOURER unit from your army.

Target: That GREAT DEVOURER unit.

Effect: In your opponent's next Command phase, each enemy unit on the battlefield must take a Battle-shock test, subtracting 1 from the result. This Stratagem cannot cause a unit to take two Battle-shock tests in the same phase.

TYRANIDS

INVASION FLEET

6 Stratagems · 4 Enhancements

3 DP · TAKE AND HOLD

ENHANCEMENTS (4)

Alien Cunning — 30 pts

Tyranids model only. After both players have deployed their armies, select up to three Tyranids units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves if you wish, regardless of how many units are already in Strategic Reserves.

Perfectly Adapted — 15 pts

Tyranids model only. Once per turn, you can re-roll one Hit roll, one Wound roll, one Damage roll, one Advance roll, one Charge roll or one saving throw made for the bearer

Synaptic Linchpin — 20 pts

Tyranids model only. While a friendly Tyranids unit is within 9" of the bearer, that unit is within Synapse Range of your army.

Adaptive Biology — 25 pts

Tyranids model only. The bearer has the Feel No Pain 5+ ability. At the start of any turn, if the bearer has fewer than its starting number of wounds remaining, until the end of the battle, it has the Feel No Pain 4+ ability instead.

DETACHMENT RULE

At the start of the first battle round, select one of the following Hyper-adaptations to be active for Tyranids units from your army until the end of the battle:

SWARMING INSTINCTS

Each time a Tyranids model with this Hyper-adaptation makes an attack that targets an enemy Infantry or Swarm unit, that attack has the [SUSTAINED HITS 1] ability.

HYPER-AGGRESSION

Each time a Tyranids model with this Hyper-adaptation makes an attack that targets an enemy Monster or Vehicle unit, that attack has the [LETHAL HITS] ability.

HIVE PREDATORS

Each time a Tyranids model with this Hyper-adaptation makes an attack that targets an enemy Character unit, if a Critical Hit is scored, that attack has the [PRECISION] ability.

STRATAGEMS (6/6)

1 CP INVASION FLEET – STRATEGIC PLOY STRATAGEM COMMAND

ENDLESS SWARM

When: Your Command phase.
Target: Up to two Endless Multitude units from your army that are within Synapse Range of your army, or one other ENDLESS MULTITUDE unit from your army.
Effect: You can return up to D3+3 destroyed models to each of the selected units.

1 CP INVASION FLEET – STRATEGIC PLOY STRATAGEM COMMAND

PREDATORY IMPERATIVE

When: Your Command phase.
Target: Up to two TYRANIDS units from your army that are within Synapse Range of your army, or one other TYRANIDS unit from your army.
Effect: Select one Hyper-adaptation. Until the start of your next Command phase, that Hyper-adaptation is active for those selected units in addition to any other that may be active for your army.
Restriction: You cannot select the same Hyper-adaptation you selected at the start of the first battle round.

1 CP INVASION FLEET – BATTLE TACTIC STRATAGEM SHOOTING

RAPID REGENERATION

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

Target: One TYRANIDS unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, models in your unit have the Feel No Pain 6+ ability. If your unit is within Synapse Range of your army, models in your unit have the Feel No Pain 5+ ability instead.

2 CP INVASION FLEET – BATTLE TACTIC STRATAGEM FIGHT

ADRENAL SURGE

When: Fight phase.

Target: Up to two TYRANIDS units from your army that are within Synapse Range of your army and are eligible to fight, or one other TYRANIDS unit from your army that is eligible to fight.

Effect: Until the end of the phase, each time a model in any of those selected units makes an attack, an unmodified Hit roll of 5+ scores a Critical Hit.

1 CP INVASION FLEET – STRATEGIC PLOY STRATAGEM FIGHT

DEATH FRENZY

When: Fight phase, just after an enemy unit has selected its targets.

Target: One TYRANIDS unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, roll one D6: on a 4+, do not remove it from play. The destroyed model can fight after the attacking model's unit has finished making its attacks, and is then removed from play.

1 CP INVASION FLEET – STRATEGIC PLOY STRATAGEM FIGHT

OVERRUN

When: Fight phase, just before a TYRANIDS unit from your army Consolidates.

Target: That TYRANIDS unit.

Effect: Until the end of the phase, each time your unit Consolidates, models in it can move an additional 3" as long as your unit can end that move within Engagement Range of one or more enemy units. If your unit is within Synapse Range of your army and not within Engagement Range of any enemy units, instead of making that Consolidation move, it can make a Normal move of up to 6".

TYRANIDS

SUBTERRANEAN ASSAULT

6 Stratagems · 4 Enhancements

3 DP · DISRUPTION

ENHANCEMENTS (4)

Vanguard Intellect — 15 pts

Tyranids model with the Deep Strike ability only. The bearer's unit can be set up using the Deep Strike ability in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules.

Trygon Prime — 20 pts

Trygon model only. The bearer gains the Synapse keyword. Improve the Strength and Weapon Skill characteristics of melee weapons equipped by the bearer by 1.

Synaptic Strategy — 15 pts

Tyranids model only. Once per battle, you can target the bearer's unit with the Rapid Ingress stratagem for 0CP, and can do so even if you have already targeted a different unit with that Stratagem this phase.

Tremor Senses — 20 pts

Tyranids model only. After both players have deployed their armies, select up to three friendly Tyranids units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves, regardless of how many units are already in Strategic Reserves.

DETACHMENT RULE

Mawloc and Trygon units from your army have the Burrower keyword.

In the Muster Armies step, you can select up to 2 Trygon models from your army. The selected units gain the Character keyword.

Designer's Note: *This means that the selected models can be given Enhancements and one of them can be selected as your Warlord.*

STRATAGEMS (6/6)

1 CP SUBTERRANEAN ASSAULT – WARGEAR STRATAGEM COMMAND

ADAPTIVE OPTIMISATION

When: Command phase.
Target: One Mawloc or Trygon unit from your army.
Effect: Until the start of your next Command phase, your unit has the Synapse keyword.

1 CP SUBTERRANEAN ASSAULT – STRATEGIC PLOY STRATAGEM MOVEMENT

ENFILADING EMERGENCE

When: End of your Movement phase.
Target: One Tyranids unit from your army that was set up as Reinforcements this turn.
Effect: Until the end of your next Fight phase, weapons equipped by models in your unit have the [SUSTAINED HITS 1] and [IGNORES COVER] abilities.

1 CP SUBTERRANEAN ASSAULT – WARGEAR STRATAGEM MOVEMENT

REPLENISHING SWARMS

When: Your Movement phase.
Target: One Tyranids unit from your army, wholly within 9" of one or more Tunnel Markers you placed.
Effect: One model in your unit regains up to D3+1 lost wounds, or you can return up to D3+1 destroyed models with a Wounds characteristic of 1 to your unit, with their full wounds remaining, instead.

1 CP SUBTERRANEAN ASSAULT – STRATEGIC PLOY STRATAGEM MOVEMENT

TUNNEL NETWORK

When: End of your Movement phase.
Target: One Tyranids unit from your army that is wholly within 9" of one or more of your Tunnel Markers and not within Engagement Range of one or more enemy units.
Effect: Remove your unit from the battlefield and set it up again, wholly within 9" of another Tunnel Marker you placed, and more than 6" horizontally away from all enemy units.

1 CP SUBTERRANEAN ASSAULT – STRATEGIC PLOY STRATAGEM CHARGE

SWARMING ASSAULT

When: Your Charge phase.
Target: One Tyranids Monster unit from your army that was set up as Reinforcements this turn.
Effect: Until the end of the phase, friendly Tyranids units within 6" of your unit can re-roll Charge rolls.

1 CP SUBTERRANEAN ASSAULT – STRATEGIC PLOY STRATAGEM FIGHT

RETREAT BELOW

When: End of your opponent's Fight phase.
Target: One Tyranids unit or up to two Burrower units from your army that are not within Engagement Range of one or more enemy units.
Effect: Remove your unit from the battlefield and place it into Strategic Reserves.

TYRANIDS

SYNAPTIC NEXUS

6 Stratagems · 4 Enhancements

2 DP · DISRUPTION

ENHANCEMENTS (4)

Psychostatic Disruption (Aura) — 30 pts

Tyranids Synapse model only. Enemy units that arrive on the battlefield from Reserves cannot be set up with 12" of the bearer. In addition, once per battle, during the first or second battle round, when your opponent declares that a unit will arrive on the battlefield from Strategic Reserves, the bearer can use this enhancement. If it does, roll one D6: on a 4+, that enemy cannot arrive on the battlefield this turn.

Synaptic Control — 20 pts

Tyranids Synapse model only. Each time an attack is allocated to the bearer, subtract 1 from the Damage characteristic of the attack.

The Dirgeheart of Kharis (Aura) — 15 pts

Tyranids Synapse model only. While an enemy unit is within 9" of the bearer, worsen that unit's Leadership characteristic by 1.

Power of the Hive Mind — 10 pts

Tyranids Psyker model only. Improve the Strength and Armour Penetration characteristic of psychic weapons equipped by the wearer of 1.

DETACHMENT RULE

At the start of the battle round, you can select one of the Synaptic Imperatives shown below. Until the end of the battle round, that Synaptic Imperative is active for your army and while a Tyranids unit from your army is within Synapse Range of your army, it will benefit from it. Each Synaptic Imperative can only be selected once per battle.

- Synaptic Augmentation: While this unit is within Synapse Range of your army, models in this unit have a 5+ invulnerable save.

- Surging Vitality: While this unit is within Synapse Range of your army, add 1 to Advance and Charge rolls made for this unit.

- Goaded to Slaughter: While this unit is within Synapse Range of your army, each time a model in this unit makes a melee attack, add 1 to the Hit roll

STRATAGEMS (6/6)

1 CP SYNAPTIC NEXUS – STRATEGIC PLOY STRATAGEM COMMAND

IMPERATIVE DOMINANCE

When: Your Command phase.
Target: One TYRANIDS unit from your army that is within Synapse Range of your army.
Effect: Select one Synaptic Imperative, even if you have already selected that imperative this battle. Until the start of your next Command phase, that Synaptic Imperative is active for your unit instead of any other Synaptic Imperative that is active for your army.

1 CP SYNAPTIC NEXUS – BATTLE TACTIC STRATAGEM COMMAND

SYNAPTIC CHANNELLING

When: Command phase.
Target: One Synapse unit from your army.
Effect: Until the end of the turn, while a friendly TYRANIDS unit is within 9" of the selected unit, that unit is within Synapse Range of your army.

1 CP SYNAPTIC NEXUS – STRATEGIC PLOY STRATAGEM MOVEMENT

OVERRIDE INSTINCTS

When: Your Movement phase.
Target: One TYRANIDS unit from your army that is within Synapse Range of your army and made a Fall Back move this phase.
Effect: Your unit is eligible to shoot and declare a charge this turn.

1 CP SYNAPTIC NEXUS – BATTLE TACTIC STRATAGEM SHOOTING

IRRESISTIBLE WILL

When: Your Shooting phase or the Fight phase.
Target: One Synapse unit from your army that has not been selected to shoot or fight this phase, and one enemy unit within 24" of and visible to the SYNAPSE unit.
Effect: Until the end of the phase, each time a friendly TYRANIDS model makes an attack that targets that enemy unit, if the attacking model's unit is within 6" of your SYNAPSE unit, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.

1 CP SYNAPTIC NEXUS – BATTLE TACTIC STRATAGEM SHOOTING

REINFORCED HIVE NODE

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
Target: One Synapse unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP SYNAPTIC NEXUS – STRATEGIC PLOY STRATAGEM ANY

THE SMOTHERING SHADOW

When: Any phase, just after an enemy unit fails a Battle-shock test.
Target: One Synapse unit from your army within 12" of that enemy unit.
Effect: Roll six D6: for each 3+, that enemy unit suffers 1 mortal wound.

TYRANIDS

TALONS OF THE NORN QUEEN

3 Stratagems · 2 Enhancements

1 DP · TAKE AND HOLD

ENHANCEMENTS (2)

Destabilising Predation — 20 pts

NORN EMISSARY unit only. This unit's ranged attacks have [ANTI-CHARACTER 2+].

Synaptoprescience — 30 pts

NORN ASSIMILATOR unit only. This unit has 4+ InSv.

DETACHMENT RULE

Friendly NORN EMISSARY/NORN ASSIMILATOR units have the Protean Purpose ability.

STRATAGEMS (3/3)

1 CP · TALONS OF THE NORN QUEEN STRATAGEM · SHOOTING

TANGLESTRIKE ROUNDS

When: Your Shooting phase, when a friendly NORN ASSIMILATOR unit has shot.
Target: That NORN ASSIMILATOR unit.
Effect: Select one enemy unit hit by those attacks. That enemy unit is tethered until the start of your next Command phase: While a unit is tethered, that unit has -2" M.

1 CP · TALONS OF THE NORN QUEEN STRATAGEM · FIGHT

LESSER PREY

When: Fight phase, when a friendly NORN ASSIMILATOR/NORN EMISSARY unit is selected to fight.
Target: That NORN ASSIMILATOR/NORN EMISSARY unit.
Effect: Your unit's melee attacks have +2 S.

1 CP · TALONS OF THE NORN QUEEN STRATAGEM · ANY

CATALYTIC BIOFORTIFICATION

When: Any phase, when a friendly NORN ASSIMILATOR unit suffers a mortal wound.
Target: That NORN ASSIMILATOR unit.
Effect: Your unit has Feel No Pain 4+ against mortal wounds.

TYRANIDS

TYRANID ATTACK

4 Stratagems · 2 Enhancements

ENHANCEMENTS (2)

Reinforced Carapace

Each time an attack is allocated to the bearer, subtract 1 from the Damage characteristic of that attack (note that if given to a Tyranid Prime model, this only affects that model and not other models in its unit).

Synaptic Goad

In your Command phase, select one friendly Tyranid Warriors with Melee Bio-weapons or Tyranid Warriors with Ranged Bio-weapons unit within 6" of the bearer. Until the end of the turn, add 2" to the Move characteristic of models in that unit.

DETACHMENT RULE

The following units do not split into separate units in the Form Boarding Squads step:

- Hormagaunts
- Neurogaunts
- Termagants

STRATAGEMS (3/4)

1 CP TYRANID ATTACK – WARGEAR STRATAGEM SHOOTING

PHAGIC SPORES

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
Target: One TYRANID WARRIORS wITH MELEE BIO-wEAPONS or TYRANID WARRIORS wITH RANGED BIO-wEAPONS unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the end of the phase, each time a model in your unit is destroyed as a result of an attack, do not remove it from play; after the attacking unit has finished making its attacks, roll one D6: on a 3-5, the closest enemy unit within 3" of and visible to your unit suffers 1 mortal wound; on a 6, the closest enemy unit within 3" of and visible to your unit suffers 2 mortal wounds. The destroyed model is then removed from play.

1 CP TYRANID ATTACK – STRATEGIC PLOY STRATAGEM CHARGE

HIVE SIGHT

When: Your Charge phase.
Target: One TYRANIDS SYNAPSE unit from your army and one friendly TYRANIDS unit that has not declared a charge this phase.
Effect: Select one enemy unit that is visible to your SYNAPSE unit. Until the end of the phase, each time your other unit declares a charge, it can include that enemy unit as a target of that charge, even if it is not visible to it, and when doing so, add 1 to the Charge roll.

1 CP TYRANID ATTACK – BATTLE TACTIC STRATAGEM FIGHT

BIO-ACID SURGE

When: Fight phase.
Target: One TYRANIDS unit from your army that is within Synapse Range of your army and has not been selected to fight this phase.
Effect: Until the end of the phase, melee weapons equipped by models in your unit have the [SUSTAINED HITS 1] ability.

1 CP TYRANID ATTACK – STRATEGIC PLOY STRATAGEM ANY

EXPENDABLE BIOMASS

TYRANIDS

UNENDING SWARM

6 Stratagems · 4 Enhancements

2 DP · TAKE AND HOLD

ENHANCEMENTS (4)

Naturalised Camoflage — 30 pts

Tyranids model only. At the start of the first battle round, select up to three friendly Endless Multitude units within 9" of the bearer. Until the end of the battle round, each time a ranged attack targets one of those units, models in that unit have the Benefit of Cover against that attack.

Piercing Talons — 25 pts

Tyranids model only. Each time a model in the Bearer's unit makes an attack, on a Critical Wound, improve the Armour Penetration characteristic of that attack by 1.

Relentless Hunger — 20 pts

Tyranids model only. Add 2" to the Move characteristic of models in the bearer's unit.

Adrenalised Onslaught — 15 pts

Tyranids model only. Each time the bearer's unit makes a Pile In or Consolidation, models in this unit can move an additional 3"

DETACHMENT RULE

In your opponent’s Shooting phase, when an enemy unit has shot, if a model from a friendly ENDLESS MULTITUDE unit was destroyed as a result of those attacks, that friendly unit can make a surge move of up to D6".

STRATAGEMS (6/6)

1 CP UNENDING SWARM – BATTLE TACTIC STRATAGEM MOVEMENT

BOUNDING ADVANCE

When: Your Movement phase.
Target: One Endless Multitude unit from your army.
Effect: Until the end of the phase, each time your unit Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of models in your unit.

1 CP UNENDING SWARM – STRATEGIC PLOY STRATAGEM SHOOTING

PRESERVATION IMPERATIVE

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.
Target: One Endless Multitude unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the end of the phase, your unit is treated as containing fewer than five models for the purpose of the [BLAST] ability.

1 CP UNENDING SWARM – BATTLE TACTIC STRATAGEM SHOOTING

SWARMING MASSES

When: Your Shooting phase or the Fight phase.
Target: One Endless Multitude unit from your army that has not been selected to shoot or fight this phase.
Effect: Until the end of the phase, weapons equipped by models in your unit have the [SUSTAINED HITS 1] ability, and If your unit contains 15 or more models, each time a model in your unit makes an attack, an unmodified Hit roll of 5+ scores a Critical Hit.

1 CP UNENDING SWARM – BATTLE TACTIC STRATAGEM SHOOTING

TEEMING MASSES

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
Target: One Endless Multitude unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Hit roll.

1 CP UNENDING SWARM – STRATEGIC PLOY STRATAGEM ANY

SYNAPTIC GOADING

When: Any phase, just before an Endless Multitude unit from your army that is within Synapse Range of your army makes a surge move.
Target: That ENDLESS MULTITUDE unit.
Effect: When making that surge move, you can re-roll the D6 to determine how far your unit moves, and your unit can end that move as close as possible to the closest objective marker (instead of as close as possible to the closest enemy unit]. All other rules for making surge moves still apply.

2 CP UNENDING SWARM – STRATEGIC PLOY STRATAGEM ANY

UNENDING WAVES

When: Any phase.
Target: One Endless Multitude unit from your army that was just destroyed. You can use this Stratagem on that unit even though it was just destroyed.
Effect: Add a new unit to your army identical to your destroyed unit, in Strategic Reserves, at its Starting Strength.
Restriction: Any destroyed Character units that were attached to your unit are not returned. You can only use this Stratagem once per battle.

TYRANIDS

VANGUARD ONSLAUGHT

6 Stratagems · 4 Enhancements

2 DP · RECONNAISSANCE

ENHANCEMENTS (4)

Hunting Grounds — 30 pts

Tyranids model only. While the bearer is on the battlefield, each time your opponent sets up a Reserves unit on the battlefield, roll one D6: on a 2+ that unit must make a Battle-shock test.

Neuronode — 20 pts

TYRANIDS model only. After both players have deployed their armies, you can select up to three VANGUARD INVADER units from your army and redeploy all of those units. When doing so, any of those units can be placed into Strategic Reserves, regardless of how many units are already in Strategic Reserves.

Stalker — 10 pts

Vanguard Invader model only. At the start of the battle, select one enemy unit. Each time the bearer makes an attack that targets that enemy unit, add 1 to the Hit roll and Wound roll.

Chameleonic — 15 pts

VANGUARD INVADER model only. This unit has Stealth.

DETACHMENT RULE

Deathleaper loses Hunter Organism rule and can be your Warlord.

STRATAGEMS (6/6)

2 CP VANGUARD ONSLAUGHT – STRATEGIC PLOY STRATAGEM — MOVEMENT

HYPERSENSORY SCILLIA

When: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.
Target: Up to two Vanguard Invader units from your army that are within 8" of that enemy unit, or one other Tyranids Infantry unit from your army that is within 8" of that enemy unit.
Effect: Those selected units can each make a Normal move of up to 6".
Restriction: You cannot target units that are within Engagement Range of one or more enemy units.

1 CP VANGUARD ONSLAUGHT – STRATEGIC PLOY STRATAGEM — MOVEMENT

SEEDED BROODS

When: Your Movement phase.
Target: One TYRANIDS unit from your army that is in Reserves, or up to two Vanguard Invader units from your army that are in Reserves.
Effect: Until the end of the phase, for the purposes of setting up those selected units on the battlefield, treat the current battle round number as being one higher than it actually is.

1 CP VANGUARD ONSLAUGHT – BATTLE TACTIC STRATAGEM — SHOOTING

SURPRISE ASSAULT

When: Your Shooting phase or the Fight phase, just after a Vanguard Invader unit from your army has selected its targets.
Target: That VANGUARD INVADER unit.
Effect: Select one enemy unit that was selected as the target of one or more of your unit's attacks. That enemy unit must take a Battle-shock test. Until the end of the phase, each time a model in your unit makes an attack that targets that enemy unit, add 1 to the Hit roll. If the Battle-shock test was failed, add 1 to the Wound roll as well.

1 CP VANGUARD ONSLAUGHT – STRATEGIC PLOY STRATAGEM — SHOOTING

UNSEEN LURKERS

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.
Target: One Vanguard Invader unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the end of the phase, your unit can only be selected as the target of a ranged attack if the attacking model is within 18" or, if your unit has the Lone Operative ability, if the attacking model is within 6". Your opponent can select new targets for the attacking unit's attacks.

1 CP VANGUARD ONSLAUGHT – BATTLE TACTIC STRATAGEM — FIGHT

ASSASSIN BEASTS

When: Fight phase.
Target: One Vanguard Invader Infantry unit from your army that has not been selected to fight this phase.
Effect: Until the end of the phase, melee weapons equipped by models in your unit have the [PRECISION] ability.

1 CP VANGUARD ONSLAUGHT – STRATEGIC PLOY STRATAGEM — FIGHT

INVISIBLE HUNTER

When: End of your opponent's Fight phase.
Target: Up to two Vanguard Invader units from your army, or one Tyranids Infantry unit from your army.
Effect: Remove the targeted units from the battlefield and place them into Strategic Reserves.
Restriction: The targeted units must be more than 3" away from all enemy units.

TYRANIDS

WARRIOR BIOFORM ONSLAUGHT

3 Stratagems · 2 Enhancements

1 DP · TAKE AND HOLD

ENHANCEMENTS (2)

Elevated Might — 30 pts

WINGED TYRANID PRIME/TYRANID PRIME WITH LASH WHIP model only. This model's melee attacks:

- Can re-roll wound rolls.

- Have +1 AP.

Ocular Adaptation — 20 pts

WINGED TYRANID PRIME/TYRANID PRIME WITH LASH WHIP model only. This unit's melee attacks have +1 to hit rolls.

DETACHMENT RULE

- Friendly TYRANID WARRIORS WITH RANGED BIO-WEAPONS/TYRANID WARRIORS WITH MELEE BIO-WEAPONS units have:

-- TYRANID WARRIORS.

-- BATTLELINE.

- TYRANID WARRIORS/TYRANID PRIME WITH LASH WHIP/WINGED TYRANID PRIME models from your army have 5+ InSv.

STRATAGEMS (3/3)

1 CP · WARRIOR BIOFORM ONSLAUGHT STRATAGEM · MOVEMENT

SYNAPTIC MICRONODES

When: End of your Movement phase.
Target: One friendly TYRANID WARRIORS unit.
Effect: Select one objective your unit is controlling. That objective is secured.

1 CP · WARRIOR BIOFORM ONSLAUGHT STRATAGEM · SHOOTING

ALIEN PHYSIOLOGY

When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly TYRANID WARRIORS unit.
Target: That TYRANID WARRIORS unit.
Effect: Attacks that target your unit with a S greater than your unit's T have -1 to wound rolls.

1 CP WARRIOR BIOFORM ONSLAUGHT STRATAGEM SHOOTING

PARASITIC PAYLOAD

When: Your Shooting phase, when a friendly TYRANID WARRIORS unit is selected to shoot.

Target: That TYRANID WARRIORS unit.

Effect: Your unit's ranged attacks have [IGNORE COVER].

TYRANIDS

BARBED HIERODULE [LEGENDS]

340 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Bio-cannon BLAST	48"	D6+3	3+	9	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Hierodule scything talons	Melee	8	3+	14	-2	D3+3

AUFSTELLUNG

1x Barbed Hierodule [Legends]

Equipped with: 2x Bio-cannon, Hierodule scything talons

ABILITIES

Damaged: 1-6 Wounds Remaining
While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Overgrown Barbs
In your Shooting phase, after this model has shot, select one enemy unit (excluding Titanic units) that was hit by one or more of those attacks. Until the start of your next turn, while this model is on the battlefield, that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

WEAPON RULES

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).

CORE RULES

Deadly Demise D6
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

TYRANIDS

BARBGAUNTS

50–100 PTS

BARBGAUNT

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Barblauncher BLAST HEAVY	24"	D6	4+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chitinous claws and teeth	Melee	1	4+	4	0	1

AUFSTELLUNG

5-10x Barbgaunt - Equipped with: Barblauncher, Chitinous claws and teeth (40mm)

ABILITIES

Disruption Bombardment
In your Shooting phase, after this unit has shot, select one enemy INFANTRY unit hit by one or more of those attacks. Until the end of your opponent's next turn, that enemy unit is disrupted. While a unit is disrupted, subtract 2 from its Move characteristic, and subtract 2 from Advance and Charge rolls made for it.

WEAPON RULES

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).*

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.

CORE RULES

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.

TYRANIDS

BIOVORES

60–140 PTS

BIOVORE

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Spore mine launcher [BLAST] [DEVASTATING WOUNDS] [HEAVY] [INDIRECT FIRE]	48"	D3	4+	6	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chitin-barbed limbs	Melee	2	4+	5	0	1

AUFSTELLUNG

1-3x Biovore - Equipped with: Chitin-barbed limbs, Spore mine launcher (80mm)

ABILITIES

Seed Spore Mines

Once per turn, in your Shooting Phase, when selected to shoot, one unit with this ability can use it instead of making any attacks with its ranged weapons. If it does, you can add one new SPORE MINES unit to your army and set it up anywhere on the battlefield that is wholly within 48" of this unit and more than 8" horizontally away from all enemy units. That SPORE MINES unit contains 1 model for each model in this unit.

WEAPON RULES

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).

DEVASTATING WOUNDS

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

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.

INDIRECT FIRE

Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

CORE RULES

◈ Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◈ 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.

TYRANIDS

BROODLORD

80 PTS

M	T	SV	W	LD	OC
8"	5	4+	6	7+	1

4+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Broodlord Claws and Talons DEVASTATING WOUNDS TWIN-LINKED	Melee	5	2+	6	-2	2

AUFSTELLUNG

1x Broodlord (75x42mm Oval Base)

Equipped with: Broodlord Claws and Talons

ABILITIES

CORE - Leader

Hypnotic Gaze (Psychic)
At the start of the Fight phase, select one enemy unit within Engagement Range of this model. Until the end of the phase, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

Vicious Insight
While this model is leading a unit, weapons equipped by models in that unit have the [DEVASTATING WOUNDS] ability.

Leader
This model can be attached to the following unit:
- Genestealers

WEAPON RULES

DEVASTATING WOUNDS
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

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

CORE RULES

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.

Scouts 8"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

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.

TYRANIDS

CARNIFEXES

CARNIFEX

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bio-plasma ASSAULT BLAST	12"	D3	4+	7	-2	1
Deathspitters with slimer maggots	24"	6	4+	7	-2	1
Devourers with brainleech worms	18"	12	4+	6	0	1
Heavy venom cannon BLAST	36"	D3	4+	9	-2	3
Spine banks ASSAULT	6"	5	4+	5	0	1
Stranglethorn cannon BLAST	36"	D6+1	4+	7	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Carnifex crushing claws	Melee	4	4+	12	-3	D6+1
Carnifex extra scything talons EXTRA ATTACKS	Melee	2	4+	9	-2	3
Carnifex scything talons	Melee	6	4+	9	-2	3
Chitinous claws and teeth	Melee	4	4+	6	0	1

AUFSTELLUNG

1-2x Carnifex - Equipped with: Chitinous claws and teeth, Bio-plasma, Spine banks, Deathspitters with slimer maggots, Devourers with brainleech worms, Carnifex crushing claws, Carnifex scything talons, Heavy venom cannon, Stranglethorn cannon, Carnifex extra scything talons (105x70mm Oval Base)

Wargear Options:

- This model can replace its Carnifex scything talons with Deathspitters with slimer maggots, Devourers with brainleech worms or Carnifex crushing claws.
- This model can replace its Carnifex extra scything talons with Heavy venom cannon, Stranglethorn cannon, Deathspitters with slimer maggots, Devourers with brainleech worms or Carnifex crushing claws.

ABILITIES

Blistering Assault
In your opponent's Shooting phase, when an enemy unit has shot, if a model in this unit lost a wound as a result of those attacks, this unit can make a surge move of up to D6+2".

KEYWORDS: Monster, Great Devourer, Carnifexes

FACTION: Tyranids

WEAPON RULES

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.

CORE RULES

Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

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.

TYRANIDS

DEATHLEAPER

80 PTS

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

4+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Lictor claws and talons PRECISION	Melee	6	2+	7	-2	2

AUFSTELLUNG

1x Deathleaper (60mm)

Equipped with: Lictor claws and talons

ABILITIES

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 this model destroys an enemy Character model, you gain 1CP.

Hunter Organism
This model cannot be your Warlord

WEAPON RULES

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.

CORE RULES

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.

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.

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).

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.

TYRANIDS

DIMACHAERON [LEGENDS]

200 PTS

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

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Massive scything talons TWIN-LINKED	Melee	10	3+	9	-2	3

AUFSTELLUNG

1x Dimachaeron [Legends]

Equipped with: Massive scything talons

ABILITIES

Damaged: 1-5 Wounds Remaining

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Digestion Spine

Each time this model fights, after it has resolved its attacks, if one or more enemy models (excluding Vehicle models) were destroyed as the result of those attacks, this model regains up to D3 mortal wounds.

WEAPON RULES

TWIN-LINKED

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

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

TYRANIDS

EXOCRINE

135 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bio-plasmic cannon BLAST HEAVY	36"	D6+3	3+	9	-3	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Powerful limbs	Melee	3	3+	7	0	2

AUFSTELLUNG

1x Exocrine (120x92mm Oval Base)

Equipped with: Bio-plasmic cannon, Powerful limbs

ABILITIES

Damaged: 1-5 Wounds Remaining

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Symbiotic Targeting

In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, each time a friendly TYRANIDS model makes an attack that targets that unit, re-roll a Hit roll of 1.

WEAPON RULES

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).*

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.

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

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.

TYRANIDS

GARGOYLES

75–150 PTS

GARGOYLES

M	T	SV	W	LD	OC
12"	3	6+	1	8+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Fleshborer ASSAULT	18"	1	4+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Blinding venom	Melee	1	4+	3	0	1

AUFSTELLUNG

10-20x Gargoyles - Equipped with: Blinding venom, Fleshborer (Small Flying Base)

ABILITIES

Winged Swarm
In your Shooting phase, after this unit has shot, if it is not within Engagement Range of any enemy units, it can make a Normal move of up to 6". If it does, until the end of the turn, this unit is not eligible to declare a charge.

WEAPON RULES

ASSAULT
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

CORE RULES

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.

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).

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.

TYRANIDS

GENESTEALERS

75–140 PTS

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

5+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Genestealers claws and talons	Melee	4	2+	4	-2	1

AUFSTELLUNG

5-10x Genestealer (32mm)

Equipped with: Genestealers claws and talons

ABILITIES

Vanguard Predator
Each time a model in this unit makes an attack, re-roll a Hit roll of 1. If the target is within range of one or more objective markers, re-roll a Wound roll 1 as well.

CORE RULES

Scouts 8"
This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:
- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

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).

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.

TYRANIDS

HARPY

185 PTS

M	T	SV	W	LD	OC
-	9	3+	12	8+	-

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Stinger salvoes	24"	8	3+	5	0	1
Twin heavy venom cannon BLAST TWIN-LINKED	36"	D3	3+	9	-2	3
Twin stranglethorn cannon BLAST TWIN-LINKED	36"	D6+1	2+	7	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Scything wings	Melee	4	4+	7	-1	2

AUFSTELLUNG

1x Harpy (120x92mm Oval Base)

Equipped with: Stinger salvoes, Twin heavy venom cannon, Twin stranglethorn cannon, Scything wings

Wargear Options:

- This model can replace its Twin stranglethorn cannon with Twin heavy venom cannon.

ABILITIES

Damaged: 1-4 Wounds Remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Spore Mine Cysts
At the end of your opponent's Fight phase, you can do one of the following:
- Select one visible enemy unit (excluding Lone Operative units) within 24" of this unit and roll six D6 for that unit: for each 3+, that unit suffers 1 mortal wound.
- Add a new SPORE MINES unit containing D3 models to your army and set it up anywhere on the battlefield that is within 6" of this model and more than 8" horizontally away from all enemy units. You cannot select this option for more than one model per turn.

WEAPON RULES

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).

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

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

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.

TYRANIDS

HARRIDAN

610 PTS

M	T	SV	W	LD	OC
14"	10	3+	30	8+	0

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Dire bio-cannon BLAST	48"	D6+6	3+	10	-3	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Gargantuan scything talons	Melee	6	3+	14	-2	D6

AUFSTELLUNG

1x Harridan (Unique)

Equipped with: 2x Dire bio-cannon, Gargantuan scything talons

ABILITIES

Damaged: 1-10 wounds remaining
While this model has 1-10 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Frenzied Metabolism
Each time this model is selected to shoot, you can use this ability. If you do, until the end of the phase, each time this model makes an attack, add 1 to the Wound roll. After resolving those attacks, roll one D6: on a 2+, this model suffers D3 mortal wounds.

Harridan (Transport)
Capacity: This model has a transport capacity of 20 GARGOYLES models and 1 WINGED TYRANID PRIME model.

WEAPON RULES

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).

CORE RULES

Deadly Demise 2D6
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Hover
Each time this unit takes to the skies (21.03), do not subtract 2" from the maximum distance.

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.

TYRANIDS

HARUSPEX

125 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Grasping tongue PRECISION	12"	1	3+	6	-2	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ravenous maw	Melee	14	3+	7	-1	2
Shovelling claws EXTRA ATTACKS	Melee	4	3+	14	-2	D6+1

AUFSTELLUNG

1x Haruspex (120x92mm Oval Base)

Equipped with: Grasping tongue, Ravenous maw, Shovelling claws

ABILITIES

Damaged: 1-5 Wounds Remaining
While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Grisly Spectacle
Each time this model is selected to fight, after resolving its attacks, if one or more enemy units were destroyed by those attacks, each enemy unit within 6" of this model must take a Battle-shock test.

WEAPON RULES

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.

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.

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

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.

TYRANIDS

HIEROPHANT

810 PTS

M	T	SV	W	LD	OC
12"	14	2+	30	8+	12

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bio-plasma torrent ASSAULT TORRENT	12"	3D6	N/A	7	-2	1
2x Dire bio-cannon BLAST	48"	D6+6	3+	10	-3	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Lashwhip pods EXTRA ATTACKS	Melee	10	3+	5	-1	1
Titanic scything talons	Melee	8	3+	20	-2	D6+1

AUFSTELLUNG

1x Hierophant (Hull)

Equipped with: Bio-plasma torrent, 2x Dire bio-cannon, Lashwhip pods, Titanic scything talons

ABILITIES

Apex-beast
Each time this model makes an attack that targets a unit that is Battle-shocked, add 1 to the Hit roll.

Damaged: 1-10 wounds remaining
While this model has 1-10 wounds remaining, subtract 6 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

Stalking Forward
Each time this model makes a Normal, Advance or Fall Back move, it can move over models (excluding TITANIC models) and terrain features that are 4" or less in height as if they were not there.

Hierophant (Transport)
Capacity: This model has a transport capacity of 20 TYRANIDS INFANTRY models. Each model with a Wounds characteristic of more than 1 takes up the space of 3 models. This model cannot transport models that can FLY.

WEAPON RULES

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.

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

CORE RULES

Deadly Demise 2D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

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.

TYRANIDS

HIVE CRONE

170 PTS

M	T	SV	W	LD	OC
-	9	3+	12	8+	-

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Drool cannon **TORRENT**	12"	2D6	N/A	6	-1	1
Stinger salvoes	24"	8	3+	5	0	1
Tentaclids **ANTI-VEHICLE 4+** **DEVASTATING WOUNDS**	36"	4	3+	7	0	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Scything wings	Melee	4	4+	7	-1	2
Thorax spur **ANTI-FLY 2+** **EXTRA ATTACKS**	Melee	1	3+	10	-3	D6

AUFSTELLUNG

1x Hive Crone (120x92mm Oval Base)

Equipped with: Drool cannon, Stinger salvoes, Tentaclids, Scything wings, Thorax spur

ABILITIES

Airborne Predator
Each time this model makes a ranged attack that targets a unit that can FLY, add 1 to the Hit roll.

Damaged: 1-4 Wounds Remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

WEAPON RULES

ANTI
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

DEVASTATING WOUNDS
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

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.

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

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

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.

TYRANIDS

HIVE GUARD

80–160 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Impaler cannon HEAVY INDIRECT FIRE	36"	4	4+	5	-1	1
Shockcannon ANTI-VEHICLE 2+	24"	2	3+	7	-1	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chitinous claws and teeth	Melee	3	4+	5	0	1

AUFSTELLUNG

3-6x Hive Guard w/ shockcannon oder Hive Guard w/ impaler cannon (50mm)

Equipped with: Impaler cannon, Shockcannon, Chitinous claws and teeth

ABILITIES

Defensive Stance
Each time you target this unit with the Fire Overwatch Stratagem, while resolving that Stratagem, hits are scored on unmodified Hit rolls of 5+, or unmodified Hit rolls of 4+ instead if this unit is within range of an objective marker that you control.

WEAPON RULES

ANTI
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

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.

INDIRECT FIRE
Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

CORE RULES

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.

TYRANIDS

HIVE TYRANT

195 PTS

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

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy venom cannon BLAST	36"	D3	2+	9	-2	3
Stranglethorn cannon BLAST	36"	D6+1	2+	7	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Monstrous bonesword and lash whip TWIN-LINKED	Melee	6	2+	9	-2	3
Monstrous scything talons EXTRA ATTACKS	Melee	4	2+	7	-2	2

AUFSTELLUNG

1x Hive Tyrant (60mm)

Equipped with: Heavy venom cannon, Stranglethorn cannon, Monstrous bonesword and lash whip, Monstrous scything talons

Wargear Options:

- This model can replace its Monstrous bonesword and lash whip with Heavy venom cannon, Stranglethorn cannon or Monstrous scything talons.
- This model can replace its Monstrous scything talons with Stranglethorn cannon or Heavy venom cannon.

ABILITIES

CORE - Leader

Onslaught (Aura, Psychic)
While a friendly TYRANIDS unit is within 6" of this model, ranged weapons equipped by models in that unit have the [ASSAULT] and [LETHAL HITS] abilities.

Will of the Hive Mind
Once per battle round, one model from your army with this ability can use it when a friendly TYRANIDS unit within 12" of that model is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.

Leader
This model can be attached to the following unit:
- Tyrant Guard

WEAPON RULES

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.

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

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

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.

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.

TYRANIDS

HORMAGAUNTS

70–120 PTS

M	T	SV	W	LD	OC
10"	3	5+	1	8+	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Hormagaunt talons	Melee	3	4+	3	-1	1

AUFSTELLUNG

10-20x Hormagaunts (28.5mm)

Equipped with: Hormagaunt talons

ABILITIES

Bounding Leap

This unit is eligible to declare a charge in a turn in which it Advanced.

CORE RULES

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.

TYRANIDS

HYPERADAPTED RAVENERS

165 PTS

RAVENER PRIME

M	T	SV	W	LD	OC
10"	5	4+	6	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Venom bolt [ASSAULT] [IGNORES COVER] [TORRENT]	12"	D6+3	N/A	6	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Prime claws and talons [ANTI-MONSTER 5+] [ANTI-VEHICLE 5+] [TWIN-LINKED]	Melee	6	3+	5	-2	2
Ravener heavy claws and talons [ANTI-MONSTER 5+] [ANTI-VEHICLE 5+] [TWIN-LINKED]	Melee	3	3+	5	-2	2

AUFSTELLUNG

1x Ravener Prime - Equipped with: Prime claws and talons (40mm)
3x Ravener oder Ravener w/ Venom bolt (40mm)

ABILITIES

CORE - Leader

Alpha Invader
Weapons equipped by models in this unit have the [**SUSTAINED HITS** 1] ability.

Hypersensory Array
Once per battle round, you can target this unit with the Rapid Ingress/Heroic Intervention stratagem, regardless of any other uses of that stratagem this phase. If you do:
- That use is -1 CP.
- That use does not prevent any uses of that stratagem on other units this phase.

Leader
This unit can be attached to the following units: Raveners

Ravener Prime KEYWORDS: Character, Synapse
KEYWORDS: Infantry, Great Devourer, Vanguard Invader, Burrowers, Hyperadapted Raveners, Character, Leader

WEAPON RULES

ANTI

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

ASSAULT

Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

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).

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.

CORE RULES

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.

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.

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.

TYRANIDS

LICTOR

60 PTS

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

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Lictor claws and talons PRECISION	Melee	6	2+	7	-2	2

AUFSTELLUNG

1x Lictor (50mm)

Equipped with: Lictor claws and talons

ABILITIES

Feeder Tendrils
Each time this model destroys an enemy Character model, you gain 1CP.

Pheromone Trail
Once per battle round, you can target one model with this ability with the Rapid Ingress Stratagem for 0CP.

WEAPON RULES

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.

CORE RULES

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.

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.

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).

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.

TYRANIDS

MACRO ORGANISM [CRUCIBLE]

150 PTS

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

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

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

KEYWORDS: Character, Crucible, Great Devourer, Monster, Macro Organism

FACTION: Tyranids 150 PTS

AUFSTELLUNG

1x Macro 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, Monster-beast weapons, Monstrous bonesword and lash whip, Monstrous scything talons, Piercing claws and talons, Ravener claws and talons, Ravenous maw, Scything talons, Tyrant-beast weapons, Warrior-beast weapons, ➤ Massive scything talons - strike, ➤ Massive scything talons - sweep

Wargear Options:

- This model can be equipped with one of: Barbed strangler, Bio-plasma, Bio-plasmic cannon, Deathspitter, Deathspitters with slimer maggots, Devourer, Devourers with brainleech worms, Heavy venom cannon, Spine banks, Spinefists, Stranglethorn cannon, Thoracic bio-weapon, Venom cannon, Rupture cannon, Acid spray, Bio-electric pulse, Fleshborer hive, Psychic overload, Psychic scream, Psychoclastic torrent, Stinger salvoes.
- This model can be equipped with 1x Monstrous scything talons.
- This model can be equipped with 1x Monstrous bonesword and lash whip.
- This model can be equipped with 1x Ravenous maw.

ABILITIES

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: Raveners.

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.

Unstoppable Monstrosity
At the start of each player's Command phase, this model regains up to D3 lost wounds.

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.

WEAPON RULES

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.

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.

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.

Deadly Demise D6
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

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.

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.

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.

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).

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.

TYRANIDS

MALANTHROPE [LEGENDS]

75 PTS

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

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Grasping tail	Melee	4	4	5	0	2

AUFSTELLUNG

1x Malanthrope [Legends]

Equipped with: Grasping tail

ABILITIES

CORE - Leader

Enhanced Toxic Miasma
While this model is leading a unit, the range of that unit's Foul Spores Aura ability is increased to 9".

Prey Adaptation
Each time this model's unit is selected to fight, select one of the following abilities to apply to all melee weapons equipped by models in that unit until the end of the phase:
- [SUSTAINED HITS 1]
- [LANCE]
- [LETHAL HITS]

Leader
This model can be attached to the following unit:
- Venomthropes

WEAPON RULES

LANCE
Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

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].

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).

CORE RULES

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.

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).

TYRANIDS

MALECEPTOR

180 PTS

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

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Psychic overload BLAST PSYCHIC	18"	D6+3	3+	10	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Massive scything talons - strike	Melee	3	3+	9	-2	D6+1
➤ Massive scything talons - sweep	Melee	6	3+	7	-1	2

AUFSTELLUNG

1x Maleceptor (120x92mm Oval Base)

Equipped with: Psychic overload, ➤ Massive scything talons - strike, ➤ Massive scything talons - sweep

ABILITIES

Damaged: 1-5 Wounds Remaining
While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Encephalic Diffusion (Aura, Psychic)
While an enemy unit is within 6" of this model, each time a model in that unit makes an attack, subtract 1 from the Hit roll, and, if that enemy unit is Below Half-strength, subtract 1 from the Wound roll as well.

WEAPON RULES

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).*

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).

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

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.

TYRANIDS

MAWLOC

130 PTS

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

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Distendible jaw ANTI-INFANTRY 4+ DEVASTATING WOUNDS EXTRA ATTACKS	Melee	1	3+	5	0	3
Mawloc scything talons	Melee	16	3+	8	-2	1

AUFSTELLUNG

1x Mawloc (120x92mm Oval Base)

Equipped with: Distendible jaw, Mawloc scything talons

ABILITIES

Damaged: 1-5 Wounds Remaining
While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Terror from the Deep
Each time this unit is set up on the battlefield using the Deep Strike ability, roll one D6 for each enemy unit within 12" of this model: on a 2-4, that unit suffers D3 mortal wounds; on a 5+, that unit suffers 3 mortal wounds and must take a Battle-shock test.

WEAPON RULES

ANTI
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

DEVASTATING WOUNDS
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

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.

CORE RULES

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.

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.

TYRANIDS

MUCOLID SPORES

MUCOLID SPORE

M	T	SV	W	LD	OC
4"	4	7+	3	8+	0

AUFSTELLUNG

1-2x Mucolid Spore (40mm)

ABILITIES

Bio-minefield

Enemy units cannot start or end an Advance move within 6" of this unit.

Floating Death

Each time this unit or an enemy unit ends a move, for each model in this unit within 3" of one or more enemy units, select one of those enemy units. That model in this unit is destroyed, then roll one D6: on a 2-5, that enemy unit suffers D3 mortal wounds; on a 6 that enemy unit suffers D6 mortal wounds.

CORE RULES

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.

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.

KEYWORDS: Mucolid Spores, Beast, Fly, Great Devourer

FACTION: Tyranids

TYRANIDS

MUCOLID SPORES (SPOROCYST)

MUCOLID SPORE

M	T	SV	W	LD	OC
4"	4	7+	3	8+	0

AUFSTELLUNG
1x Mucolid Spore

ABILITIES

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

Floating Death
Each time this unit or an enemy unit ends a move, for each model in this unit within 3" of one or more enemy units, select one of those enemy units. That model in this unit is destroyed, then roll one D6: on a 2-5, that enemy unit suffers D3 mortal wounds; on a 6 that enemy unit suffers D6 mortal wounds.

CORE RULES

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.

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.

TYRANIDS

NEUROGAUNTS

45–90 PTS

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

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chitinous claws and teeth	Melee	1	4+	3	0	1

AUFSTELLUNG

1-2x Neurogaunt Nodebeast
10-20x Neurogaunt
Basegrößen: 25mm, Nodebeasts 28.5mm
Equipped with: Chitinous claws and teeth

ABILITIES

Neurocytes
While this unit is within Synapse Range of your friendly Tyranids unit (excluding Neurogaunt units), it has the Synapse keyword.

CORE RULES

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.

TYRANIDS

NEUROLICTOR

80 PTS

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

4+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Piercing claws and talons PRECISION	Melee	6	2+	6	-2	1

AUFSTELLUNG

1x Neurolictor (50mm)

Equipped with: Piercing claws and talons

ABILITIES

Feeder Tendrils
Each time this model destroys an enemy CHARACTER model, you gain 1CP

Neural Disruption
In your Command phase, select one enemy unit within 12" of this model. That unit must take a Battle-shock test

Psychological Saboteur (Aura)
While an enemy unit is with 12" of this model, if that unit is Battle-shocked:

- Each time a model in that unit makes an attack, subtract 1 from the Hit roll
- Each time a friendly TYRANIDS model makes an attack that targets that unit, add 1 to the Wound roll.

WEAPON RULES

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.

CORE RULES

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.

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.

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.

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).

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.

TYRANIDS

NEUROTYRANT

120 PTS

M	T	SV	W	LD	OC
6"	8	4+	9	7+	3

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Psychic scream IGNORES COVER PSYCHIC TORRENT	18"	2D6	N/A	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Neurotyrant claws and lashes	Melee	6	3+	5	0	1

AUFSTELLUNG

1x Neurotyrant (50mm)

Equipped with: Psychic scream, Neurotyrant claws and lashes

ABILITIES

CORE - Leader

Neuroloids
In your Command phase, you can select up to two friendly Tyranids units within 18" of this model's unit. Until the start of your next Command phase, the selected units are always considered to be within Synapse Range of your army.
Designer's Note: *Place a Neuroloid token next to each select unit to remind you.*

Node Lash (Psychic)
While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Hit roll. If the target is Battle-shocked, add 1 to the Wound roll as well.

Psychic Terror (Psychic)
If one or more Neurotyrants from your army 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.

Leader
This model can be attached to the following units:
- Neurogaunts
- Tyrant Guard
- Zoanthropes

WEAPON RULES

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).

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).

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

CORE RULES

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.

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.

TYRANIDS

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

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

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

AUFSTELLUNG

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, Monster-beast weapons, Monstrous bonesword and lash whip, Monstrous scything talons, Piercing claws and talons, Ravener claws and talons, Ravenous maw, Scything talons, Tyrant-beast weapons, Warrior-beast weapons, ➤ Massive scything talons - strike, ➤ Massive scything talons - sweep

Wargear Options:

- This model can be equipped with one of: Barbed strangler, Bio-plasma, Bio-plasmic cannon, Deathspitter, Deathspitters with slimer maggots, Devourer, Devourers with brainleech worms, Heavy venom cannon, Spine banks, Spinefists, Stranglethorn cannon, Thoracic bio-weapon, Venom cannon, Rupture cannon, Acid spray, Bio-electric pulse, Fleshborer hive, Psychic overload, Psychic scream, Psychoclastic torrent, Stinger salvoes.
- This model can be equipped with 1x Monstrous scything talons.
- This model can be equipped with 1x Monstrous bonesword and lash whip.
- This model can be equipped with 1x Ravenous maw.

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: Raveners.

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.

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 RULES

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.

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.

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.

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.

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).

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.

TYRANIDS

NORN ASSIMILATOR

250 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Toxinjecter Harpoon HARPOONED	12"	2	2+	12	-3	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Monstrous scything talons	Melee	6	2+	9	-2	3
Toxinjecter Harpoon EXTRA ATTACKS	Melee	4	2+	12	-3	D6+1

AUFSTELLUNG

1x Norn Assimilator (100mm)

Equipped with: Toxinjecter Harpoon, Monstrous scything talons

ABILITIES

Damaged: 1-5 Wounds Remaining
While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Harpoon Barbs
Once per turn, when an enemy unit within Engagement Range of this unit is chosen to Fall Back, roll one D6; on a 2+, that unit suffers D6 mortal wounds.

Protean Purpose
(Once per battle, per unit) In your Command phase, you can use this ability. If you do, this unit can make a selection for its Singular Purpose ability (this replaces the previous selection).

Singular Purpose
At the start of the first battle round, select one of the following:
- Select one enemy unit. Until the end of the battle, each time this model makes an attack that targets that unit you can re-roll the Hit roll and you can re-roll the Wound roll
- Select one objective marker. Until the end of the battle, while this model is within range of that objective marker, it has the Feel No Pain 5+ ability and an Objective Control characteristic of 15.

WEAPON RULES

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.

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

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.

TYRANIDS

NORN EMISSARY

250 PTS

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

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Psychic tendril - neuroblast BLAST PSYCHIC	18"	2D6	2+	6	-2	1
➤ Psychic tendril - neurolance MELTA 2 PSYCHIC	18"	2	2+	12	-3	D6
➤ Psychic tendril - neuroparasite PRECISION PSYCHIC	18"	2	2+	8	-2	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Monstrous rending claws EXTRA ATTACKS	Melee	4	2+	7	-2	2
Monstrous scything talons	Melee	6	2+	9	-2	3

AUFSTELLUNG

1x Norn Emissary (100mm)

Equipped with: ➤ Psychic tendril - neuroblast, ➤ Psychic tendril - neurolance, ➤ Psychic tendril - neuroparasite, Monstrous rending claws, Monstrous scything talons

ABILITIES

Damaged: 1-5 Wounds Remaining
While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Protean Purpose
(Once per battle, per unit) In your Command phase, you can use this ability. If you do, this unit can make a selection for its Singular Purpose ability (this replaces the previous selection).

Singular Purpose
At the start of the first battle round, select one of the following:

- Select one enemy unit. Until the end of the battle, each time this model makes an attack that targets that unit you can re-roll the Hit roll and you can re-roll the Wound roll
- Select one objective marker. Until the end of the battle, while this model is within range of that objective marker, it has the Feel No Pain 5+ ability and an Objective Control characteristic of 15.

Unnatural Resistance
This model has the Feel No Pain 4+ ability against Mortal Wounds.

KEYWORDS: Monster, Psyker, Great Devourer, Synapse, Norn Emissary

WEAPON RULES

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.

MELTA

This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

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).

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Feel No Pain

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

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.

TYRANIDS

OLD ONE EYE

130 PTS

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

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Old One Eye's claws and talons - Strike	Melee	6	3+	14	-3	D6+1
➤ Old One Eye's claws and talons - Sweep	Melee	12	3+	6	-1	1

AUFSTELLUNG

1x Old One Eye (105x70mm Oval Base)

Equipped with: ➤ Old One Eye's claws and talons - Strike, ➤ Old One Eye's claws and talons - Sweep

ABILITIES

CORE - Leader

Alpha Leader
While this model is leading a unit, each time a model in that unit makes an attack, you can re-roll the Hit roll.

Unstoppable Monster
At the start of each player's Command phase, this model regains up to D3 lost wounds.

Leader
This model can be attached to the following unit:
- Carnifexes

CORE RULES

Feel No Pain 5+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

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.

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.

TYRANIDS

PARASITE OF MORTREX

65 PTS

M	T	SV	W	LD	OC
12"	5	4+	5	8+	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Barbed ovipositor ANTI-INFANTRY 3+ EXTRA ATTACKS	Melee	1	2+	3	-2	3
Clawed limbs	Melee	6	2+	5	-1	1

AUFSTELLUNG

1x Parasite of Mortrex (40mm)

Equipped with: Barbed ovipositor, Clawed limbs

ABILITIES

It Itches!
At the start of the Fight phase, select one enemy unit within Engagement Range of this model. That enemy unit must take a Battle-shock test.

Parasitic Infection
Each time an Infantry model is destroyed by an attack made with this model's barbed ovipositor, after this model has finished making its attacks, you can add one new Ripper Swarms unit to your army consisting of D3 models and set it up within 3" of this model. If you do, that Ripper Swarms unit can be set up within Engagement Range of the destroyed model's unit (but not within Engagement Range of any other enemy units).

WEAPON RULES

ANTI
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

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.

CORE RULES

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.

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.

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.

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).

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.

TYRANIDS

PRIME ORGANISM [CRUCIBLE]

135 PTS

M	T	SV	W	LD	OC
8"	9	2+	9	7+	3

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

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

KEYWORDS: Character, Crucible, Great Devourer, Monster, Prime Organism, Leader

AUFSTELLUNG

1x Prime 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, Monster-beast weapons, Monstrous bonesword and lash whip, Monstrous scything talons, Piercing claws and talons, Ravener claws and talons, Ravenous maw, Scything talons, Tyrant-beast weapons, Warrior-beast weapons, ➤ Massive scything talons - strike, ➤ Massive scything talons - sweep

Wargear Options:

- This model can be equipped with one of: Barbed strangler, Bio-plasma, Bio-plasmic cannon, Deathspitter, Deathspitters with slimer maggots, Devourer, Devourers with brainleech worms, Heavy venom cannon, Spine banks, Spinefists, Stranglethorn cannon, Thoracic bio-weapon, Venom cannon, Rupture cannon, Acid spray, Bio-electric pulse, Fleshborer hive, Psychic overload, Psychic scream, Psychoclastic torrent, Stinger salvoes.
- This model can be equipped with 1x Monstrous scything talons.
- This model can be equipped with 1x Monstrous bonesword and lash whip.
- This model can be equipped with 1x Ravenous maw.

ABILITIES

CORE - Leader

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: Raveners.

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.

Monstrous Barrage
This unit is eligible to shoot and declare a charge in a turn in which it Advanced.

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.

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:
- Carnifexes
- Tyrant Guard

WEAPON RULES

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.

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.

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.

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

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.

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.

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).

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.

TYRANIDS

PSYCHOPHAGE

110 PTS

M	T	SV	W	LD	OC
12"	9	3+	10	8+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Psychoclastic torrent IGNORES COVER TORRENT	12"	D6	N/A	6	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Talons and betentacled maw ANTI-PSYKER 4+ DEVASTATING WOUNDS	Melee	6	3+	6	-2	2

AUFSTELLUNG

1x Psychophage (120x92mm Oval Base)

Equipped with: Psychoclastic torrent, Talons and betentacled maw

ABILITIES

Bio-stimulus

In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. Until the end of the turn, each time a friendly TYRANIDS unit makes a melee attack that targets that enemy unit, improve the Armour Penetration characteristic of that attack by 1. The same enemy unit can only be affected by this ability once per turn.

Feeding Frenzy

Each time this model makes a melee attack that targets a unit that is below its Starting Strength, add 1 to the Hit roll. If that target is also Below Half strength, add 1 to the Wound roll as well.

WEAPON RULES

ANTI

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

DEVASTATING WOUNDS

Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

CORE RULES

Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Feel No Pain 5+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

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.

TYRANIDS

PYROVORES

40–100 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Flamespurt [IGNORES COVER] [TORRENT] [TWIN-LINKED]	12"	D6+1	N/A	6	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chitin-barbed limbs	Melee	2	4+	5	0	1

AUFSTELLUNG

1-3x Pyrovore (80mm)

Equipped with: Flamespurt, Chitin-barbed limbs

ABILITIES

Burning Spray

In your Shooting phase, after this unit has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, that enemy unit cannot have the Benefit of Cover.

WEAPON RULES

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).

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.

CORE RULES

Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

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.

TYRANIDS

RAVENERS

125 PTS

M	T	SV	W	LD	OC
10"	5	4+	3	8+	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ravener claws and talons TWIN-LINKED	Melee	3	3+	5	-2	2

AUFSTELLUNG

5x Ravener (40mm)

Equipped with: Ravener claws and talons

ABILITIES

Death From Below

At the end of your opponent's turn, if this unit is not within Engagement Range of one or more enemy units, you can remove it from the battlefield and place it into Strategic Reserves.

WEAPON RULES

TWIN-LINKED

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

CORE RULES

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.

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).

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.

TYRANIDS

RIPPER SWARMS

30–50 PTS

RIPPER SWARM

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Spinemaw PISTOL	6"	4	5+	3	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chitinous claws and teeth SUSTAINED HITS 1	Melee	6	5+	2	0	1

AUFSTELLUNG

1-3x Ripper Swarm - Equipped with: Chitinous claws and teeth, Spinemaw (40mm)

Wargear Options:

■ This model can be equipped with 1x Spinemaw.

ABILITIES

Chitinous Horrors (Aura)

While an enemy unit is within Engagement Range of this unit, halve the Objective Control characteristic of models in that enemy unit.

WEAPON RULES

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.

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).

CORE RULES

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.

RIPPER SWARMS (PARASITE OF MORTREX)

RIPPER SWARM

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Spinemaw PISTOL	6"	4	5+	3	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chitinous claws and teeth SUSTAINED HITS 1	Melee	6	5+	2	0	1

AUFSTELLUNG

1-3x Ripper Swarm - Equipped with: Chitinous claws and teeth, Spinemaw

Wargear Options:

■ This model can be equipped with 1x Spinemaw.

ABILITIES

Chitinous Horrors (Aura)
While an enemy unit is within Engagement Range of this unit, halve the Objective Control characteristic of models in that enemy unit.

WEAPON RULES

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.

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).

CORE RULES

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.

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.

TYRANIDS

SCREAMER-KILLER

125 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bio-plasmic scream ASSAULT BLAST	18"	D6+3	4+	8	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Screamer-killer talons	Melee	10	3+	10	-2	3

AUFSTELLUNG

1x Screamer-killer (90mm)

Equipped with: Bio-plasmic scream, Screamer-killer talons

ABILITIES

Death Scream
In your Shooting phase, after this model has shot, select one unit hit by one or more of those attacks. That unit must take a Battle-shock test, subtracting 1 from that test.

WEAPON RULES

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).

CORE RULES

Deadly Demise 1
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

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.

TYRANIDS

SCYTHED HIERODULE [LEGENDS]

330 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bio-acid spray TORRENT	18"	3D6	N/A	6	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Hierodule scything talons	Melee	10	3+	14	-2	D3+3

AUFSTELLUNG

1x Scythed Hierodule [Legends]

Equipped with: Bio-acid spray, Hierodule scything talons

ABILITIES

Damaged: 1-6 Wounds Remaining
While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Irresistible Force
This model is eligible to declare a charge in a turn in which it Fell Back.

WEAPON RULES

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

CORE RULES

Deadly Demise D6
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

TYRANIDS

SKY-SLASHER SWARMS [LEGENDS]

60 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Spinemaws PISTOL	6"	4	5+	3	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Claws and teeth SUSTAINED HITS 1	Melee	6	5+	2	0	1

AUFSTELLUNG

3x Sky-slasher swarm oder Sky-slasher swarm w/ spinemaws

Equipped with: Spinemaws, Claws and teeth

ABILITIES

Chitinous Horrors

While an enemy unit is within Engagement Range of one or more units with this ability, halve the Objective Control characteristic of models in that enemy unit.

WEAPON RULES

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.

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).*

CORE RULES

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.

TYRANIDS

SPORE MINES

55–110 PTS

SPORE MINE

M	T	SV	W	LD	OC
4"	1	7+	1	8+	0

AUFSTELLUNG

3-6x Spore Mine (25mm)

ABILITIES

Bio-minefield

Enemy units cannot start or end an Advance move within 6" of this unit.

Floating Death

Each time this unit or an enemy unit ends a move, for each model in this unit that is within 3" of one or more enemy units, select one of those enemy units. That model in this unit is destroyed, then roll one D6: on a 2-5, that enemy unit suffers 1 mortal wound; on a 6, that enemy unit suffers D3 mortal wounds.

CORE RULES

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.

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.

TYRANIDS

SPORE MINES (BIOVORE)

SPORE MINE

M	T	SV	W	LD	OC
4"	1	7+	1	8+	0

AUFSTELLUNG
1-3x Spore Mine

ABILITIES

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

Floating Death
Each time this unit or an enemy unit ends a move, for each model in this unit that is within 3" of one or more enemy units, select one of those enemy units. That model in this unit is destroyed, then roll one D6: on a 2-5, that enemy unit suffers 1 mortal wound; on a 6, that enemy unit suffers D3 mortal wounds.

CORE RULES

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.

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.

TYRANIDS

SPORE MINES (HARPY)

SPORE MINE

M	T	SV	W	LD	OC
4"	1	7+	1	8+	0

AUFSTELLUNG
1-3x Spore Mine

ABILITIES

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

Floating Death
Each time this unit or an enemy unit ends a move, for each model in this unit that is within 3" of one or more enemy units, select one of those enemy units. That model in this unit is destroyed, then roll one D6: on a 2-5, that enemy unit suffers 1 mortal wound; on a 6, that enemy unit suffers D3 mortal wounds.

CORE RULES

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.

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.

TYRANIDS

SPOROCYST

145 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Sporocyst bio-weapon HIVE DEFENCES	24"	10	4+	5	-1	2

MELEE WEAPONS

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

AUFSTELLUNG

1x Sporocyst (Hull)

Equipped with: Sporocyst bio-weapon, Flensing whips

ABILITIES

Hive Defences
You can target this model with the Fire Overwatch stratagem for 0CP, and can do so even if you have already targeted a different unit with that stratagem this turn. This model can only be targeted with that Stratagem once per turn

Seed Mucolids
Once per turn, in your shooting phase, when selected to shoot, one unit with this ability can use it instead of making any attacks with it's ranged weapons. If it does, you can add one new MUCOLID SPORES containing 1 model to your army and set it up anywhere on the battlefield that is wholly within 18" of this model and more than 8" horizontally away from all enemy units.

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

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.

TYRANIDS

TERMAGANTS

55–110 PTS

M	T	SV	W	LD	OC
6"	3	5+	1	8+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Fleshborer ASSAULT	18"	1	4+	5	0	1
Shardlauncher BLAST HEAVY	18"	D3	4+	5	0	1
Spike rifle HEAVY	24"	1	4+	4	-1	1
Strangleweb ASSAULT DEVASTATING WOUNDS TORRENT	18"	D6	N/A	2	0	1
Termagant devourer	18"	2	4+	4	0	1
Termagant spinefist ASSAULT PISTOL TWIN-LINKED	12"	2	4+	3	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chitinous claws and teeth	Melee	1	4+	3	0	1

AUFSTELLUNG

10-20x Termagants oder Termagant w/ Shardlauncher oder Termagant w/ Spike rifle oder Termagant w/ Strangleweb (28.5mm)

Equipped with: Fleshborer, Shardlauncher, Spike rifle, Strangleweb, Termagant devourer, Termagant spinefist, Chitinous claws and teeth

Wargear Options:

- Each Termagants can replace its Fleshborer with Termagant spinefist or Termagant devourer.

ABILITIES

Skulking Horrors
In your opponent's Movement phase, if an enemy unit ends a move within 8" of this unit, if this unit is not within Engagement Range of one or more enemy units, this unit can make a Normal move of up to D6".

WEAPON RULES

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).*

DEVASTATING WOUNDS

Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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.

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.

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.

CORE RULES

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.

TYRANIDS

TERVIGON

150 PTS

M	T	SV	W	LD	OC
8"	11	2+	16	7+	5

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Stinger salvoes	24"	8	3+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Massive crushing claws	Melee	4	4+	12	-3	D6+1
➤ Massive scything talons - strike	Melee	4	3+	9	-2	D6
➤ Massive scything talons - sweep	Melee	8	3+	7	-1	2

AUFSTELLUNG

1x Tervigon (120x92mm Oval Base)

Equipped with: Stinger salvoes, Massive crushing claws, ➤ Massive scything talons - strike, ➤ Massive scything talons - sweep

Wargear Options:

■ This model can replace its Massive scything talons with Massive crushing claws.

ABILITIES

Brood Progenitor (Aura, Psychic)
While a friendly TERMAGANTS unit is within 6" of this model, ranged weapons equipped by models in that unit have the [LETHAL HITS] ability.

Damaged: 1-5 Wounds Remaining
While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Spawn Termagants
In your Command phase, you can select one friendly TERMAGANTS unit within 6" of this model and return up to D3+3 destroyed TERMAGANT models to that unit. A TERMAGANTS unit cannot be selected for this ability more than once per phase.

CORE RULES

Deadly Demise D6
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

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.

TYRANIDS

THE RED TERROR

120 PTS

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

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Gaping maw **EXTRA ATTACKS** **DEVASTATING WOUNDS** **PRECISION**	Melee	1	2+	5	-	D3+2
Scything talons	Melee	12	2+	7	-2	2

AUFSTELLUNG

1x The Red Terror (100mm)

Equipped with: Gaping maw, Scything talons

ABILITIES

Subterranean Hunter
At the end of the Fight phase, if this unit is not within Engagement Range of one or more enemy units, you can remove it from the battlefield and place it into Strategic Reserves.

Swallow Whole
Each time an attack with this model's gaping maw targets an Infantry, Mounted or Beasts unit, each successful unmodified Wound roll is a Critical Wound. Each time an Infantry, Mounted or Beasts model is destroyed as a result of an attack made by this model's gaping maw, this model regains up to D3+2 lost wounds.

WEAPON RULES

DEVASTATING WOUNDS
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.
Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.
*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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.

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.

CORE RULES

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.

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.

TYRANIDS

THE SWARMLORD

210 PTS

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

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Synaptic Pulse PSYCHIC TORRENT	18"	D6+3	N/A	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bone Sabres TWIN-LINKED	Melee	8	2+	9	-2	3

AUFSTELLUNG

1x The Swarmlord (60mm)

Equipped with: Synaptic Pulse, Bone Sabres

ABILITIES

CORE - Leader

Domination of the Hive Mind (Aura)
While a friendly TYRANIDS unit is within 9" of this model, that unit is within your army's Synapse Range.

Hive Commander
At the start of your Command phase, if this model is on the battlefield, you gain 1CP

Lord of Deceit (Aura)
Each time your opponent targets a unit from their army with a Stratagem, if that unit is within 12" of this model, increase the cost of that use of that Stratagem by 1CP.

Malign Presence (Aura)
Once per turn, when your opponent targets a unit from their army within 12" of this model with a stratagem, you can use this ability. If you do increase the CP cost of that use of that stratagem by 1CP.

Leader
This model can be attached to the following unit:
- Tyrant Guard

WEAPON RULES

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.

KEYWORDS: Epic Hero, Character, Monster, The Swarmlord, Great Devourer, Synapse, Psyker, Hive Tyrant, Leader

FACTION: Tyranids 210 PTS

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

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.

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.

TYRANIDS

TOXICRENE

120 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Massive toxic lashes ANTI-INFANTRY 2+	9"	2D6	3+	6	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Massive toxic lashes ANTI-INFANTRY 2+	Melee	12	3+	6	-1	2

AUFSTELLUNG

1x Toxicrene (120x92mm Oval Base)

Equipped with: Massive toxic lashes

ABILITIES

Damaged: 1-5 Wounds Remaining
While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Grasping Tendrils
Each time an enemy unit (excluding Titanic units) within Engagement Range of one or more units from your army with this ability is selected to Fall Back, you can roll one D6: on a 3+, that enemy unit must Remain Stationary instead.

Hypertoxic Miasma (Aura)
At the end of your Movement phase, roll one D6 for each enemy unit within 6" of this model: on a 2-3, that unit suffers 1 mortal wound; on a 4-5, that unit suffers D3 mortal wounds; on a 6, that unit suffers D6 mortal wounds.

WEAPON RULES

ANTI
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

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.

TYRANIDS

TRYGON

135 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bio-electric pulse **SUSTAINED HITS 2**	12"	6	3+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Trygon scything talons	Melee	12	3+	9	-2	3

AUFSTELLUNG

1x Trygon (120x92mm Oval Base)

Equipped with: Bio-electric pulse, Trygon scything talons

ABILITIES

Damaged: 1-5 Wounds Remaining

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Subterranean Tunnels

In your Movement phase, when this model is set up on the battlefield using the Deep Strike ability, it can use a subterranean tunnel. If it does, this model can be set up anywhere on the battlefield that is more than 6" horizontally away from all enemy units, but until the end of the turn, it is not eligible to declare a charge.

WEAPON 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).*

CORE RULES

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.

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.

TYRANIDS

TYRANID PRIME WITH LASH WHIP

75 PTS

M	T	SV	W	LD	OC
10"	5	3+	6	7+	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Lash whip EXTRA ATTACKS	Melee	8	2+	4	-2	1
Rending claw	Melee	4	2+	8	-2	3
Scything talons	Melee	6	2+	6	-2	2

AUFSTELLUNG

1x Tyranid Prime with Lash Whip (50mm)

Equipped with: Lash whip, Rending claw, Scything talons

ABILITIES

CORE - Leader

Aggressive Leader-beast
In your opponent's Shooting phase, when an enemy unit has shot, if a model in this unit was destroyed by those attacks, this unit can make a surge move of up to D6".

Alpha Warrior
Weapons equipped by models in this model's unit have the [**SUSTAINED HITS** 1] ability.

Leader
This model can be attached to the following unit:
- Hormagaunts
- Termagants
- Tyranid Warriors with Melee Bio-weapons
- Tyranid Warriors with Ranged Bio-weapons

WEAPON RULES

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.

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).*

CORE RULES

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.

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.

TYRANIDS

TYRANID WARRIORS WITH MELEE BIO-WEAPONS

75–150 PTS

M	T	SV	W	LD	OC
6"	5	4+	3	7+	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Tyranid Warrior claws and talons TWIN-LINKED	Melee	6	3+	5	-2	1

AUFSTELLUNG

1x Tyranid Prime (50mm)
2-5x Tyranid Warrior (50mm)

Equipped with: Tyranid Warrior claws and talons

ABILITIES

Adaptive Instincts (Once per turn, per unit)
In the Fight phase, when this unit is selected to fight or when an enemy unit targets this unit, you can select one of the following:

- This unit's melee attacks have +1 S.
- <ins>Or</ins>: This unit has +1 T.

WEAPON RULES

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

CORE 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.

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).

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.

TYRANID WARRIORS WITH RANGED BIO-WEAPONS

60–120 PTS

M	T	SV	W	LD	OC
6"	5	4+	3	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Barbed strangler BLAST	36"	D6+1	4+	6	-1	1
Deathspitter	24"	3	4+	5	-1	1
Devourer	18"	5	4+	4	0	1
Spinefists ASSAULT PISTOL TWIN-LINKED	12"	2	4+	4	0	1
Venom cannon BLAST	36"	D3	4+	9	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Tyranid Warrior claws and talons	Melee	5	3+	5	-1	1

AUFSTELLUNG

1x Tyranid Prime (50mm)
2-5x Tyranid Warrior (50mm)

Equipped with: Barbed strangler, Deathspitter, Devourer, Spinefists, Venom cannon, Tyranid Warrior claws and talons

Wargear Options:

- Each Tyranid Prime can replace its Devourer with Deathspitter, Spinefists, Venom cannon or Barbed strangler.
- Each Tyranid Warrior can replace its Devourer with Deathspitter, Spinefists, Venom cannon or Barbed strangler.

ABILITIES

Adaptable Predators
This unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

WEAPON RULES

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).

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.

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

CORE 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.

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).

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.

TYRANIDS

TYRANNOCYTE

80 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Tyrannocyte Bio-weapons	24"	5	4+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Flensing Whips	Melee	6	4+	7	-1	2

AUFSTELLUNG

1x Tyrannocyte (100mm)

Equipped with: Tyrannocyte Bio-weapons, Flensing Whips

ABILITIES

Aerial Seeding

This model must start the battle in Reserves, but neither it nor any units embarked within it are counted towards any limits placed on the maximum number of Reserves units you can start the battle with. This model can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules. Any units embarked within this model must immediately disembark after it has been set up on the battlefield, and they must be set up more than 8" away from all enemy models. After this model has been set up on the battlefield, no units can embark within it.

Tyrannocyte (Transport)

Capacity: This model has a transport capacity of 20 TYRANIDS INFANTRY models, or 1 TYRANIDS MONSTER model with a Wounds characteristic of 12 or less. Each INFANTRY model with a Wounds characteristic of more than 1 takes up the space of 3 models.

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

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.

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.

TYRANIDS

TYRANNOFEX

170 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Acid spray TORRENT	18"	D6+6	N/A	6	-2	2
Fleshborer hive HEAVY SUSTAINED HITS 1 TWIN-LINKED	24"	20	3+	5	0	1
Rupture cannon HEAVY	48"	2	3+	18	-4	D6+6
Stinger salvoes	24"	8	3+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Powerful limbs	Melee	4	3+	8	0	2

AUFSTELLUNG

1x Tyrannofex (120x92mm Oval Base)

Equipped with: Acid spray, Fleshborer hive, Rupture cannon, Stinger salvoes, Powerful limbs

Wargear Options:

■ This model can replace its Rupture cannon with Fleshborer hive or Acid spray.

ABILITIES

Damaged: 1-5 Wounds Remaining
While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Resilient Organism
Once per battle, when an attack is allocated to this model, you can change the Damage characteristic of that attack to 0.

WEAPON RULES

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.

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.

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

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.

TYRANIDS

TYRANT GUARD

80–170 PTS

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

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bone cleaver, lash whip and rending claws	Melee	3	3+	5	-1	2
Crushing claws and rending claws TWIN-LINKED	Melee	2	4+	8	-2	2
Scything talons and rending claws	Melee	5	3+	5	-1	1

AUFSTELLUNG

3-6x Tyrant Guard (50mm)

Equipped with: Bone cleaver, lash whip and rending claws, Crushing claws and rending claws, Scything talons and rending claws

Wargear Options:

- Each Tyrant Guard can replace its Scything talons and rending claws with Bone cleaver, lash whip and rending claws or Crushing claws and rending claws.

ABILITIES

Guardian Organism
While a Character model is leading this unit, that Character has the Feel No Pain 5+ ability.

WEAPON RULES

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

CORE RULES

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.

TYRANIDS

VENOMTHROPES

55–110 PTS

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

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Toxic lashes ANTI-INFANTRY 2+	Melee	5	3+	3	0	1

AUFSTELLUNG

3-6x Venomthrope (40mm)

Equipped with: Toxic lashes

ABILITIES

Foul Spores (Aura)
Friendly TYRANIDS units within 6" of this unit have Stealth.

WEAPON RULES

ANTI
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

CORE RULES

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).

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.

TYRANIDS

VON RYAN'S LEAPERS

55–105 PTS

M	T	SV	W	LD	OC
10"	5	4+	3	8+	1

6+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Leaper's talons	Melee	6	3+	5	-1	1

AUFSTELLUNG

3-6x Von Ryan's Leaper (40mm)

Equipped with: Leaper's talons

ABILITIES

Pouncing Leap

You can target this unit with the Heroic Intervention stratagem, regardless of any other uses of that stratagem this phase. If you do:

- That use is -1 CP.
- That use does not prevent any uses of that stratagem on other units this phase.

CORE RULES

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.

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).

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.

TYRANIDS

WINGED HIVE TYRANT

185 PTS

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

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy venom cannon BLAST	36"	D3	2+	9	-2	3
Stranglethorn cannon BLAST	36"	D6+1	2+	7	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Monstrous bonesword and lash whip TWIN-LINKED	Melee	6	2+	9	-2	3
Monstrous scything talons EXTRA ATTACKS	Melee	4	2+	7	-2	2
Tyrant talons	Melee	5	2+	7	-2	2

AUFSTELLUNG

1x Winged Hive Tyrant (60mm)

Equipped with: Heavy venom cannon, Stranglethorn cannon, Monstrous bonesword and lash whip, Monstrous scything talons, Tyrant talons

Wargear Options:

- This model can replace its Monstrous bonesword and lash whip with Monstrous scything talons, Stranglethorn cannon or Heavy venom cannon.

ABILITIES

Paroxysm (Psychic)
At the start of the Fight phase, you can select one enemy unit within 12" of and visible to this model and roll one D6: on a 1, this Psyker suffers D3 mortal wounds; on a 2+, until the end of the phase, subtract 1 from the Attacks characteristic of weapons equipped by models in that unit.

Will of the Hive Mind
Once per battle round, one model from your army with this ability can use it when a friendly TYRANIDS unit within 12" of that model is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.

WEAPON RULES

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.

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

KEYWORDS: Monster, Character, Psyker, Winged Hive Tyrant, Great Devourer, Fly, Synapse, Vanguard Invader, Hive Tyrant

CORE RULES

◈ Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◈ 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.

◈ 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.

TYRANIDS

WINGED TYRANID PRIME

65 PTS

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

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Prime talons	Melee	6	2+	6	-1	2

AUFSTELLUNG

1x Winged Tyranid Prime (50mm)

Equipped with: Prime talons

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.

Death Blow
If this model is destroyed by a melee attack, if it has not fought this phase, roll one D6: on a 4+, do not remove it from play. The destroyed model can fight after the attacking model's unit has finished making its attacks, and is then removed from play.

Leader
This model can be attached to the following units:
- Gargoyles
- Tyranid Warriors With Melee Bio-Weapons
- Tyranid Warriors With Ranged Bio-Weapons

CORE RULES

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.

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.

TYRANIDS

ZOANTHROPES

90–190 PTS

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

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Warp blast - focused witchfire LETHAL HITS PSYCHIC	24"	1	3+	12	-3	D6+1
➤ Warp blast - witchfire BLAST PSYCHIC	24"	D3	3+	7	-2	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chitinous claws and teeth	Melee	2	5+	3	0	1

AUFSTELLUNG

1x Neurothrope (40mm)
2-5x Zoanthrope (40mm)

Equipped with: ➤ Warp blast - focused witchfire, ➤ Warp blast - witchfire, Chitinous claws and teeth

ABILITIES

Spirit Leech (Aura, Psychic)
While an enemy unit is within 6" of this unit, if it contains a Neurothrope, each time that enemy unit fails a Battle-shock test, it suffers D3 mortal wounds and one model in this unit regains up to D3 lost wounds.

Warp Field (Aura, Psychic)
While a friendly TYRANIDS unit is within 6" of this unit, models in that unit have a 6+ invulnerable save.

WEAPON RULES

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).

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].

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).

CORE 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.

PUNKTELISTE

EINHEIT	PUNKTE
Barbed Hierodule [Legends]	340 pts
Barbgaunts	50 pts (bis 5 Modelle) · 100 pts (ab 6 Modellen)
Biovores	60 pts (bis 1 Modell) · 100 pts (2 Modelle) · 140 pts (ab 3 Modellen)
Broodlord	80 pts
Deathleaper	80 pts
Dimachaeron [Legends]	200 pts
Exocrine	135 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Gargoyles	75 pts (bis 10 Modelle) · 150 pts (ab 11 Modellen)
Genestealers	75 pts (bis 5 Modelle) · 140 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Harpy	185 pts
Harridan	610 pts · ab der 2. gleichnamigen Einheit im Heer: +50 pts
Haruspex	125 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Hierophant	810 pts · ab der 2. gleichnamigen Einheit im Heer: +100 pts

EINHEIT	PUNKTE
Hive Crone	170 pts
Hive Guard	80 pts (bis 3 Modelle) · 160 pts (ab 4 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Hive Tyrant	195 pts
Hormagaunts	70 pts (bis 10 Modelle) · 120 pts (ab 11 Modellen)
Hyperadapted Raveners	165 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Lictor	60 pts
Macro Organism [Crucible]	150 pts · +5 pts (Sonderbedingung)
Malanthrope [Legends]	75 pts
Maleceptor	180 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Mawloc	130 pts
Neurogaunts	45 pts (bis 11 Modelle) · 90 pts (ab 12 Modellen)
Neurolictor	80 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Neurotyrant	120 pts
Node Organism [Crucible]	80 pts · +5 pts (Sonderbedingung)
Norn Assimilator	250 pts · ab der 2. gleichnamigen Einheit im Heer: +20 pts
Norn Emissary	250 pts · ab der 2. gleichnamigen Einheit im Heer: +20 pts

EINHEIT	PUNKTE
Old One Eye	130 pts
Parasite of Mortrex	65 pts
Prime Organism [Crucible]	135 pts · +5 pts (Sonderbedingung)
Psychophage	110 pts
Pyrovores	40 pts (bis 1 Modell) · 70 pts (2 Modelle) · 100 pts (ab 3 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Raveners	125 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Ripper Swarms	30 pts (bis 1 Modell) · 40 pts (2 Modelle) · 50 pts (ab 3 Modellen)
Screamer-killer	125 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Scythed Hierodule [Legends]	330 pts
Sky-slasher Swarms [Legends]	60 pts
Spore Mines	55 pts (bis 3 Modelle) · 110 pts (ab 4 Modellen)
Sporocyst	145 pts
Termagants	55 pts (bis 10 Modelle) · 110 pts (ab 11 Modellen)
Tervigon	150 pts
The Red Terror	120 pts
The Swarmlord	210 pts

EINHEIT	PUNKTE
Toxicrene	120 pts
Trygon	135 pts
Tyranid Prime with Lash Whip	75 pts
Tyranid Warriors with Melee Bio-Weapons	75 pts (bis 3 Modelle) · 150 pts (ab 4 Modellen)
Tyranid Warriors with Ranged Bio-Weapons	60 pts (bis 3 Modelle) · 120 pts (ab 4 Modellen)
Tyrannocyte	80 pts · ab der 4. gleichnamigen Einheit im Heer: +10 pts
Tyrannofex	170 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Tyrant Guard	80 pts (bis 3 Modelle) · 170 pts (ab 4 Modellen)
Venomthropes	55 pts (bis 3 Modelle) · 110 pts (ab 4 Modellen)
Von Ryan's Leapers	55 pts (bis 3 Modelle) · 105 pts (ab 4 Modellen)
Winged Hive Tyrant	185 pts
Winged Tyranid Prime	65 pts
Zoanthropes	90 pts (bis 3 Modelle) · 190 pts (ab 4 Modellen)

ENHANCEMENTS — AMBUSH PREDATORS

ENHANCEMENT	PUNKTE
Encircling Horrors	20 pts

ENHANCEMENT	PUNKTE
Cryptophotaic Camouflage	15 pts

ENHANCEMENTS — ASSIMILATION SWARM

ENHANCEMENT	PUNKTE
Instinctive Defense	15 pts
Parasitic Biomorphology	25 pts
Regenerating Monstrosity	20 pts
Biophagic Flow (Aura)	10 pts

ENHANCEMENTS — BIOTIDE

ENHANCEMENT	PUNKTE
Synaptic Beacon	—
Hypersurge Gland	—
Psi-spoor Sensitivity	—
Stalking Menace	—

ENHANCEMENTS — BOARDING SWARM

ENHANCEMENT	PUNKTE
Monoform Predators	0 pts

ENHANCEMENTS — CRUSHER STAMPEDE

ENHANCEMENT	PUNKTE
Monstrous Nemesis	25 pts
Null Nodules	10 pts
Ominous Presence	15 pts
Enraged Reserves	20 pts

ENHANCEMENTS — INFESTATION SWARM

ENHANCEMENT	PUNKTE
Psi-spoor Sensitivity	—
Stalking Menace	—

ENHANCEMENTS — INVASION FLEET

ENHANCEMENT	PUNKTE
Alien Cunning	30 pts
Perfectly Adapted	15 pts
Synaptic Linchpin	20 pts
Adaptive Biology	25 pts

ENHANCEMENTS — SUBTERRANEAN ASSAULT

ENHANCEMENT	PUNKTE
Vanguard Intellect	15 pts
Trygon Prime	20 pts
Synaptic Strategy	15 pts
Tremor Senses	20 pts

ENHANCEMENTS — SYNAPTIC NEXUS

ENHANCEMENT	PUNKTE
Psychostatic Disruption (Aura)	30 pts
Synaptic Control	20 pts

ENHANCEMENT	PUNKTE
The Dirgeheart of Kharis (Aura)	15 pts
Power of the Hive Mind	10 pts

ENHANCEMENTS — TALONS OF THE NORN QUEEN

ENHANCEMENT	PUNKTE
Destabilising Predation	20 pts
Synaptoprescience	30 pts

ENHANCEMENTS — TYRANID ATTACK

ENHANCEMENT	PUNKTE
Reinforced Carapace	—
Synaptic Goad	—

ENHANCEMENTS — UNENDING SWARM

ENHANCEMENT	PUNKTE
Naturalised Camoflage	30 pts
Piercing Talons	25 pts

ENHANCEMENT	PUNKTE
Relentless Hunger	20 pts
Adrenalised Onslaught	15 pts

ENHANCEMENTS — VANGUARD ONSLAUGHT

ENHANCEMENT	PUNKTE
Hunting Grounds	30 pts
Neuronode	20 pts
Stalker	10 pts
Chameleonic	15 pts

ENHANCEMENTS — WARRIOR BIOFORM ONSLAUGHT

ENHANCEMENT	PUNKTE
Elevated Might	30 pts
Ocular Adaptation	20 pts