

C O D E X

LIBRARY - 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

DAMAGED: 1-4 WOUNDS REMAINING

ABILITIES

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

DAMAGED: 1-6 WOUNDS REMAINING

ABILITIES

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

DETACHMENT OVERVIEW

21 Detachments

Ambush Predators

0 Stratagems · 2 Enhancements

Assimilation Swarm

0 Stratagems · 4 Enhancements

Biosanctic Broodsurge

0 Stratagems · 4 Enhancements

Biotide

0 Stratagems · 2 Enhancements

Brood Brother Auxilia

0 Stratagems · 4 Enhancements

Crusher Stampede

0 Stratagems · 4 Enhancements

Cult Unveiled

0 Stratagems · 2 Enhancements

Final Day

0 Stratagems · 4 Enhancements

Genespawn Onslaught

0 Stratagems · 2 Enhancements

Heroes of the Uprising

0 Stratagems · 2 Enhancements

Host of Ascension

0 Stratagems · 4 Enhancements

Invasion Fleet

0 Stratagems · 4 Enhancements

Outlander Claw

0 Stratagems · 4 Enhancements

Subterranean Assault

0 Stratagems · 4 Enhancements

Synaptic Nexus

0 Stratagems · 4 Enhancements

Talons of the Norn Queen

0 Stratagems · 2 Enhancements

Tyrannid Attack

0 Stratagems · 2 Enhancements

Unending Swarm

0 Stratagems · 4 Enhancements

Vanguard Onslaught

0 Stratagems · 4 Enhancements

Warrior Bioform Onslaught

0 Stratagems · 2 Enhancements

Xenocreed Congregation

0 Stratagems · 4 Enhancements

AMBUSH PREDATORS

0 Stratagems · 2 Enhancements

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.

ASSIMILATION SWARM

0 Stratagems · 4 Enhancements

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.

Regenerating Monstrosity

20 pts

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

Parasitic Biomorphology

25 pts

Tyrannids 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.

Biophagic Flow (Aura)

10 pts

Tyrannids 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 Tyrannids 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.

BIOSANCTIC BROODSURGE

0 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Predatory Instincts

20 pts

ABOMINANT, BIOPHAGUS or PATRIARCH model only.

- Models in the bearer's unit have the Infiltrators ability.
- 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.

Mutagenic Regeneration

10 pts

Abominant, Biophagus or Patriarch model only. In each Command phase, one model in the bearer's unit regains 1 lost wound.

Biomorph Adaption

25 pts

Abominant or Patriarch model only. Improve the Armour Penetration and Damage characteristics of melee weapons equipped by the bearer by 1.

Alien Majesty

15 pts

Abominant, Biophagus or Patriarch model only. While an enemy unit is in within Engagement Range of the bearer's unit, subtract 1 from the Objective Control characteristic of models in that enemy unit (to a minimum of 1).

DETACHMENT RULE

Add 1 to Charge rolls made for Aberrants, Biophagus and Purestrain Genestealers units from your army. In addition, each time such a unit is selected to fight, if it made a Charge move this turn, until the end of the phase, add 1 to the Attacks characteristic of melee weapons equipped by the models in that unit.

ENHANCEMENTS (2)

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.

DETACHMENT RULE

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

- Hormagaunts
- Neurogaunts
- Termagants

BROOD BROTHER AUXILIA

0 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Martial Espionage

25 pts

Genestealer Cults Infantry model only. Once Per turn, when a friendly Astra Militarum Infantry or Astra Militarum Mounted unit within 9" of the bearer is selected to shoot, the bearer can use this Enhancement. If it does, until the end of the phase, improve the Armour Penetration characteristic of ranged weapons equipped by models in that unit by 1.

Adaptive Reprisal

15 pts

GENESTEALER CULTS INFANTRY model only. When you target this unit with the Heroic Intervention stratagem, that use is -1 CP.

The Hero Returned

20 pts

Genestealer Cults Infantry model only. Improve the Leadership and Objective Control characteristic of models in the bearer's unit by 1

Fire-point Commander

10 pts

Genestealer Cults Infantry model only. Each time you target the bearer's unit with the Fire Overwatch Stratagem, while resolving that stratagem, hits are successfully scored on a 5+.

DETACHMENT RULE

You can include Astra Militarum units in your army, even though they do not have the Genestealer Cult Faction keyword. The combined points cost of such units you can include in your army is:

- Incursion: Up to 500 pts
- Strike Force: Up to 1000 pts
- Onslaught: Up to 1500 pts

A GENESTEALER CULTS model must be your WARLORD, and ASTRA MILITARUM models from your army lose the Voice of Command ability if they have it. You cannot include units with any of the following keywords in your army using this rule: AIRCRAFT; COMMISSAR; EPIC HERO; MILITARUM TEMPESTUS; OGRYN; RATLING; TECH-PRIEST ENGINEER; MINISTORUM PRIEST.

CRUSHER STAMPEDE

0 Stratagems · 4 Enhancements

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.

CULT UNVEILED

0 Stratagems · 2 Enhancements

ENHANCEMENTS (2)

Primary Detonator

Once per battle, when an enemy unit opens a closed Hatchway, if the bearer is on the battlefield, it can use this Enhancement. If it does, roll one D6: on a 3-4, that enemy unit suffers 1 mortal wound; on a 5+, that enemy unit suffers 2 mortal wounds.

Master Saboteur

The first time in the battle that your opponent's army Secures an objective marker while the bearer is on the battlefield, roll one D6: on a 3+, that objective marker is not Secured by your opponent's army.

DETACHMENT RULE

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

FINAL DAY

0 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Synaptic Auger

15 pts

Tyranids model only. Each time the bearer would regain one or more lost wounds from the Psionic Parasitism Detachment rule, it regains up to twice that number of lost wounds instead.

Vanguard Tyrant

25 pts

Winged Hive Tyrant model only. Improve the Strength and Armour Penetration characteristics of melee weapons equipped by the bearer by 1.

Inhuman Integration

20 pts

Genestealer Cults model only. Weapons equipped by models in the bearer's unit have the [SUSTAINED HITS 1] ability while targeting an enemy unit within 6" of one or more friendly Tyranidsunits.

Enraptured Damnation

10 pts

Genestealer Cults model only. Enemy units cannot use the Fire Overwatch Stratagem to shoot at the bearer's unit.

DETACHMENT RULE

You can include TYRANIDS VANGUARD INVADER units (excluding AIRCRAFT, BROODLORD and GENESTEALERS units) in your army. The combined points cost of such units depends on your battle size:

- Incursion: Up to 500 pts
- Strike Force: Up to 1000 pts
- Onslaught: Up to 1500 pts

No TYRANIDS models from your army can be your WARLORD.

GENESPAWN ONSLAUGHT

0 Stratagems · 2 Enhancements

ENHANCEMENTS (2)

Spiteful Imp

Abominant model only. Each time an enemy unit opens a Hatchway, if the bearer is within 1" of that Hatchway, roll one D6: one a 3-4, that enemy unit suffers 1 mortal wound; on a 5+, that enemy unit suffers 2 mortal wounds.

Miasmic Fumes

Biophagus model only. Each time an attack targets the bearer, subtract 1 from the Hit roll and subtract 1 from the Wound roll.

DETACHMENT RULE

You can include up to two of the following units (duplicates are not allowed):

- Abominant
- Benefictus
- Biophagus

You can include up to two of the following unit:

- Aberrants (5 or 10 models)

You can include up to one of the following unit:

- Hybrid Metamorphs (5 or 10 models)

HEROES OF THE UPRISING

0 Stratagems · 2 Enhancements

ENHANCEMENTS (2)

Contraband Munitions

20 pts

KELERMORPH/REDUCTUS SABOTEUR model only. This unit's ranged attacks have +2 S.

Gene-tailored Toxins

35 pts

LOCUS/SANCTUS model only. This model's attacks have +1 D.

DETACHMENT RULE

Friendly KELERMORPH/LOCUS/REDUCTUS SABOTEUR/SANCTUS models have KILLER.

- Friendly KILLER models' attacks can:

-- Re-roll hit rolls of 1.

-- Re-roll wound rolls of 1.

HOST OF ASCENSION

0 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Our Time is Nigh

20 pts

Genestealer Cults model only. Once per battle, when the bearer's unit declares a charge, the bearer can use the Enhancement. If it does, until the end of the phase, add 2 to Charge rolls made for the bearer's unit.

Prowling Agitant

15 pts

GENESTEALER CULTS model only. 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".

A Chink in Their Armour

20 pts

Genestealer Cults model only. Each time the bearer is set up on the battlefield as Reinforcements, until the end of your next Fight phase, ranged weapons equipped in the bearer's unit have the [LETHAL HITS] ability.

Assassination Edict

15 pts

Genestealer Cults model only. Each time a model in the bearer's unit makes an attack that targets a Character unit, add 1 to the Hit roll.

DETACHMENT RULE

Each time a GENESTEALER CULTS unit from your army is set up on the battlefield as Reinforcements, until the end of your next Fight phase, weapons equipped by models in that unit have the [SUSTAINED HITS 1] and [IGNORES COVER] abilities

INVASION FLEET

0 Stratagems · 4 Enhancements

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.

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.

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

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.

OUTLANDER CLAW

0 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Serpentine Tactics

10 pts

Genestealer Cults Mounted model only. The bearer's unit is eligible to shoot in a turn in which it Fell Back.

Starfall Shells

10 pts

Genestealer Cults Mounted model only. In your Shooting phase, after the bearer has shot, select one enemy unit by one or more of those attacks made with a cult sniper rifle. Until the start of your next Shooting phase, each time a model in that enemy unit makes an attack, subtract 1 from the Hit roll.

Cartographic Data-leech

10 pts

Genestealer Cults model only. While the bearer is embarked within a Transport, each time that Transport is selected to shoot, until end of the phase, improve the Ballistic Skill characteristic of ranged weapons equipped by that Transport as a result of the Firing Deck ability by 1.

Assault Commando

15 pts

Genestealer Cults model only. Each time a model in the bearer's unit makes a ranged attack, if it disembarked from a Transport this turn, you can re-roll the Hit roll.

DETACHMENT RULE

While a GENESTEALER CULTS MOUNTED/VEHICLE model from your army is not Battle-shocked, add 1 to its Objective Control characteristic. In addition, at the end of your Command phase, if one or more ATALAN JACKALS units from your army are within range of an objective you control, that objective 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.

SUBTERRANEAN ASSAULT

0 Stratagems · 4 Enhancements

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.

Synaptic Synergy

15 pts

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

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.

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.*

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.

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.

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.

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

TALONS OF THE NORN QUEEN

0 Stratagems · 2 Enhancements

ENHANCEMENTS (2)

Destabilising Predation

20 pts

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

Synaptoprescience

25 pts

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

DETACHMENT RULE

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

TYRANID ATTACK

0 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

UNENDING SWARM

0 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Naturalised Camouflage

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.

Relentless Hunger

20 pts

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

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.

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".

VANGUARD ONSLAUGHT

0 Stratagems · 4 Enhancements

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.

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.

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.

Chameleonic

15 pts

VANGUARD INVADER model only. This unit has Stealth.

DETACHMENT RULE

Deathleaper loses Hunter Organism rule and can be your Warlord.

WARRIOR BIOFORM ONSLAUGHT

0 Stratagems · 2 Enhancements

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.

XENOCREED CONGREGATION

0 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Deeds That Speak to the Masses

25 pts

MAGUS, PRIMUS or ACOLYTE ICONWARD model only. You start the battle with 2 additional Resurgence points.

Gene-sire's Reliquant

5 pts

Magus, Primus or Acolyte Iconward model only. You can re-roll Battle-shock tests taken for the bearer's unit.

Incendiary Inspiration

15 pts

Magus, Primus or Acolyte Iconward model only. The bearer's unit is eligible to declare a charge in a turn in which it Advanced.

Denunciator of Tyrants

25 pts

Magus, Primus or Acolyte Iconward model only. Each time a model in the bearer's unit makes an attack that targets a Character unit, add 1 to the Hit Roll and add 1 to the Wound roll.

DETACHMENT RULE

For Each ACOLYTE HYBRIDS, HYBRID METAMORPHS, and NEOPHYTE HYBRID unit from your army, while one or more CHARACTER models are leading that unit, you can re-roll Advance and Charge rolls made for it. If that CHARACTER model is a MAGUS, PRIMUS, or ACOLYTE ICONWARD, that model has the Feel No Pain 3+ ability while leading that unit.

LIBRARY - TYRANIDS

DEATHLEAPER

80 PTS



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



MELEE WEAPONS

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

AUFSTELLUNG

1x Deathleaper

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

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.

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.



LIBRARY - TYRANIDS

GARGOYLES

80-155 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

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.



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   	12"	D6+3	N/A	6	-1	1

 MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Prime claws and talons  	Melee	6	3+	5	-2	2
						
Ravener heavy claws and talons 	Melee	3	3+	5	-2	2
 						

AUFSTELLUNG

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

ABILITIES

CORE - Leader

Alpha Invader

Weapons equipped by models in this unit have the  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: Ravensers



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.



LIBRARY - 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

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

◆ 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.

◆ 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.



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 salvos	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



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 salvos, 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 salvos.
- 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.



MAWLOC

135 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	Melee	1	3+	5	0	3
EXTRA ATTACKS						
Mawloc scything talons	Melee	16	3+	8	-2	1

AUFSTELLUNG

1x Mawloc

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.



LIBRARY - TYRANIDS

NEUROLICTOR

80 PTS



M

8"

T

5

SV

4+

W

7

LD

7+

OC

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
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

◆ 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.

◆ 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.



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 salvos	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



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, Fleshbore hive, Heavy venom cannon, Psychic overload, Psychic scream, Psychoclastic torrent, Rupture cannon, Spine banks, Spinefists, Stinger salvos, Stranglethorn cannon, Thoracic bio-weapon, Venom cannon, Crushing claws, Monster-beast weapons, Monstrous bonesword and lash whip, Monstrous scything talons, Piercing claws and talons, Raven 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, Fleshbore hive, Psychic overload, Psychic scream, Psychoclastic torrent, Stinger salvos.
- 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.



PARASITE OF MORTREX

70 PTS



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

⚔ MELEE WEAPONS

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

AUFSTELLUNG

1x Parasite of Mortrex

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.



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 salvos	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



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, Fleshbore hive, Heavy venom cannon, Psychic overload, Psychic scream, Psychoclastic torrent, Rupture cannon, Spine banks, Spinefists, Stinger salvos, Stranglethorn cannon, Thoracic bio-weapon, Venom cannon, Crushing claws, Monster-beast weapons, Monstrous bonesword and lash whip, Monstrous scything talons, Piercing claws and talons, Ravenar 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, Fleshbore hive, Psychic overload, Psychic scream, Psychoclastic torrent, Stinger salvos.
- 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.



LIBRARY - 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

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.



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

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.



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.



THE RED TERROR

130 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	Melee	1	2+	5	-	D3+2
PRECISION						
Scything talons	Melee	12	2+	7	-2	2

AUFSTELLUNG

1x The Red Terror

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.



TRYGON

140 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

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.



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

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.



VON RYAN'S LEAPERS

55–105 PTS



M

10"

T

5

SV

4+

W

3

LD

8+

OC

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

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.

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

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.



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.



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
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

◆ 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.



PUNKTELISTE

EINHEIT	PUNKTE
Deathleaper	80 pts
Gargoyles	80 pts (bis 10 Modelle) · 155 pts (ab 11 Modellen)
Hyperadapted Ravens	165 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Lictor	60 pts
Macro Organism [Crucible]	150 pts · +5 pts (Sonderbedingung)
Mawloc	135 pts
Neurolictor	80 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Node Organism [Crucible]	80 pts · +5 pts (Sonderbedingung)
Parasite of Mortrex	70 pts
Prime Organism [Crucible]	135 pts · +5 pts (Sonderbedingung)
Ravens	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)
The Red Terror	130 pts
Trygon	140 pts

EINHEIT	PUNKTE
Tyrannocyte	80 pts · ab der 4. gleichnamigen Einheit im Heer: +10 pts
Von Ryan's Leapers	55 pts (bis 3 Modelle) · 105 pts (ab 4 Modellen)
Winged Hive Tyrant	185 pts
Winged Tyranid Prime	65 pts

ENHANCEMENTS — AMBUSH PREDATORS

ENHANCEMENT	PUNKTE
Encircling Horrors	20 pts
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 — BIOSANCTIC BROODSURGE

ENHANCEMENT	PUNKTE
Predatory Instincts	20 pts
Biomorph Adaption	25 pts
Mutagenic Regeneration	10 pts
Alien Majesty	15 pts

ENHANCEMENTS — BIOTIDE

ENHANCEMENT	PUNKTE
Synaptic Beacon	—
Hypersurge Gland	—

ENHANCEMENTS — BROOD BROTHER AUXILIA

ENHANCEMENT	PUNKTE
Martial Espionage	25 pts
Adaptive Reprisal	15 pts
The Hero Returned	20 pts
Fire-point Commander	10 pts

ENHANCEMENTS — CRUSHER STAMPEDE

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

ENHANCEMENTS — CULT UNVEILED

ENHANCEMENT	PUNKTE
Primary Detonator	—
Master Saboteur	—

ENHANCEMENTS — FINAL DAY

ENHANCEMENT	PUNKTE
Synaptic Auger	15 pts
Vanguard Tyrant	25 pts
Inhuman Integration	20 pts
Enraptured Damnation	10 pts

ENHANCEMENTS — GENESPAWN ONSLAUGHT

ENHANCEMENT	PUNKTE
Spiteful Imp	—
Miasmic Fumes	—

ENHANCEMENTS — HEROES OF THE UPRISING

ENHANCEMENT	PUNKTE
Contraband Munitions	20 pts
Gene-tailored Toxins	35 pts

ENHANCEMENTS — HOST OF ASCENSION

ENHANCEMENT	PUNKTE
Our Time is Nigh	20 pts
A Chink in Their Armour	20 pts
Prowling Agitant	15 pts
Assassination Edict	15 pts

ENHANCEMENTS — INVASION FLEET

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

ENHANCEMENTS — OUTLANDER CLAW

ENHANCEMENT	PUNKTE
Serpentine Tactics	10 pts
Cartographic Data-leech	10 pts
Starfall Shells	10 pts
Assault Commando	15 pts

ENHANCEMENTS — SUBTERRANEAN ASSAULT

ENHANCEMENT	PUNKTE
Vanguard Intellect	15 pts
Trygon Prime	20 pts

ENHANCEMENT	PUNKTE
Synaptic Synergy	15 pts
Tremor Senses	20 pts

ENHANCEMENTS — SYNAPTIC NEXUS

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

ENHANCEMENTS — TYRANID ATTACK

ENHANCEMENT	PUNKTE
Reinforced Carapace	—
Synaptic Goad	—

ENHANCEMENTS — UNENDING SWARM

ENHANCEMENT	PUNKTE
Naturalised Camouflage	30 pts
Piercing Talons	25 pts
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

ENHANCEMENTS — XENOCREED CONGREGATION

ENHANCEMENT	PUNKTE
Deeds That Speak to the Masses	25 pts
Gene-sire's Reliquant	5 pts
Incendiary Inspiration	15 pts
Denunciator of Tyrants	25 pts

