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THE TYRANID SWARM

This section contains all of the datasheets that you will need in order to fight battles with your Tyranids miniatures. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and abilities it may have. Some rules are common to several Tyranids units – these are described below and are referenced on the datasheets.

KEYWORDS

Throughout this section you will come across a keyword that is within angular brackets, specifically <**HIVE FLEET**>. This is shorthand for a keyword of your own choosing, as described below.

<HIVE FLEET>

All Tyranids belong to a hive fleet. When you include a Tyranids unit in your army, you must nominate which hive fleet that unit is from. There are many different hive fleets to choose from; you can use any of the hive fleets described in this book, or make up your own if you prefer. You then simply replace the <HIVE FLEET> keyword in every instance on that unit's datasheet, and in any psychic powers they know, with the name of your chosen hive fleet.

For example, if you were to include a Tervigon in your army, and you decided it was from Hive Fleet Kraken, then its <**HIVE FLEET**> keyword is changed to **KRAKEN**, and its 'Brood Progenitor' ability would say 'You can re-roll hit rolls of 1 in the Shooting phase for friendly **KRAKEN** Termagant units within 6" of this model.'

ABILITIES

The following abilities are common to several Tyranids units:

SYNAPSE

Some Tyranids serve as synaptic conduits or nodal relays through which a portion of the Hive Mind's iron will flows, overriding the natural instincts of the swarm.

<HIVE FLEET> units automatically pass Morale tests if they are within 12" of any friendly <HIVE FLEET> units with this ability.

INSTINCTIVE BEHAVIOUR

Unless controlled or coordinated by the domineering will of the Hive Mind, many Tyranid organisms will revert to their baser instincts.

Unless a <HIVE FLEET> unit with this ability is within 24" of any friendly <HIVE FLEET> SYNAPSE unit, you must subtract 1 from any hit rolls made for it when shooting any target other than the nearest visible enemy unit, and you must subtract 2 from its charge roll if it declares a charge against any unit other than the nearest enemy unit.

SHADOW IN THE WARP

The unfathomable presence of the Hive Mind radiates out from its synapse creatures, smothering the ability of the psykers who stand before them to draw upon their mystic powers.

Enemy **PSYKERS** must subtract 1 from any Psychic tests they make if they are within 18" of any units with this ability. **TYRANID PSYKERS** are not affected.



- Lord Gadrovian, the Flesh Sculptor

TYRANIDS WARGEAR LISTS

Many of the units you will find on the following pages reference one or more of the following wargear lists (e.g. Basic Bio-cannons). When this is the case, the unit may take any item from the appropriate list below. The profiles for the weapons in these lists can be found in the Weapons of the Hive Fleets section (pg 111-113).

BASIC BIO-WEAPONS

- Scything talons
- Spinefists
- Deathspitter

BASIC BIO-CANNONS

- Barbed strangler
- Venom cannon

MELEE BIO-WEAPONS

- Rending claws
- Boneswords
- Lash whip and bonesword

MONSTROUS BIO-WEAPONS

- Monstrous rending claws
- Monstrous boneswords
- Lash whip and monstrous bonesword

MONSTROUS BIO-CANNONS

- Two deathspitters with slimer maggots
- Two devourers with brainleech worms
- Stranglethorn cannon*
- Heavy venom cannon*

*A model cannot be armed with more than one of these weapons.



8 Aurest				B	ROC	DI	LOR	RD	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Broodlord	8"	2+	-	5	5	6	6	10	4+
A Broodlord is a single mod	del armed	with m	onstrou	is rendi	ng claws.				
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Monstrous rending claws	Melee	Mel	ee		User	-3	D3	addit	can re-roll failed wound rolls for this weapon. In tion, each time you make a wound roll of 6+, that hit solved with an AP of -6 and Damage of 3.
ABILITIES	Synaps	e, Shado	ow in th	e Warp	(pg 82)		134		No. State State State State State
*	Swift a	nd Dead Telepatl	lly: Thi iy: You	s model can ado	d 1 to hit :	ge even	n if it Adv	vanced c	during its turn. for <hive fleet=""> Genestealer units within 6" of any</hive>
PSYKER		power	in each	enemy	Psychic p				h friendly Psychic phase, and attempt to deny one e psychic power and one psychic power from the
FACTION KEYWORDS	TYRA	NIDS,	<hiv.< td=""><td>E FLEI</td><td>ET></td><td></td><td></td><td></td><td></td></hiv.<>	E FLEI	ET>				
KEYWORDS	CHAR	ACTE	R, INF	ANTR	Y, GEN	ESTE	ALER, I	SYKE	R, SYNAPSE, BROODLORD



TOWER			HI	VE	TY	RA	NT			DAMAGE Some of this model's it suffers damage, as			ng
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	WS	
Hive Tyrant	*	*	*	6	7	12	4	10	3+	7-12+	9"/16"	2+	
A Hive Tyrant is a single mo prehensile pincer tail.	odel arme	d with t	wo pair	s of mo	onstrous s	cything	g talons a	and a	A. 34	4-6 1-3	7"/12" 5"/8"	3+ 4+	
WEAPON	RANGE	TYPE	Ε		S	AP	D	ABILI	TIES				
Monstrous scything talons	Melee	Mel	ee		User	-3	3	has r	nore tha nake 1 a	oll hit rolls of 1 for this n one pair of monstrou dditional attack with th	is scything ta	alons, it	
Prehensile pincer tail	Melee	Mel	ee		User	0	D3	one)		e bearer fights, it can m rith this weapon. This is ks.			
			i may ic	place 0	oth pairs	of mor	nstrous s	cything	talons w	with two items from the	Monstrous.	Bio-	
	• This n damag	nodel m ge table	o items ay have above, a	from the wings and it ga	ne Monstr	rous Bio ating + LY key	o-weapor - 2) . If it o word.	list, o loes, it	r with or uses the	vith two items from the ne item from each list. second set of Move cha			
ABILITIES	 This n damag This n Shadow The Will 	nodel m ge table nodel m in the	o items ay have above, a ay have Warp, S Hive M	from the wings and it ga toxin s Synapson lind: T	ne <i>Monstr</i> (Power R ains the F	rous Bid ating + LY key or adrer	o-weapor - 2) . If it o word. nal gland	s list, o loes, it s (pg 11 Deat roll a battle	r with or uses the 3). h Throe dice be efield; or	ne item from each list.	ced to 0 wou lel from the death throe	in the unds, s,	
ABILITIES	 This n damag This n Shadow The Will Tyrant's Swoopin a Hive T of placin your Mo anywhen 	nodel m ge table nodel m in the ll of the Synapse Tyrant w ng it on ovement re on th	o items ay have above, a ay have Warp , S Hive M e ability ult: Dur the bailt the batt t phases e battlef	from the wings and it grates toxin s Synapse Lind: T is 18" a ring de gs circl: lefield. it can s	ne <i>Monstri</i> (Power R ains the F acs and/c e (pg 82) he range o	rous Bid ating + LY key or adrer of a Hiv n 12". , you ca above in d of an wwn – so	<i>p-weapor</i> - 2). If it of word, nal gland <i>re</i> an set up nstead y of et it up	s list, o does, it s (pg 11 Deat roll a battle and o Psyc	r with or uses the 3). h Throc dice be efield; or each uni	he item from each list. second set of Move cha es: If this model is reduc fore removing the mod h a 6, it lashes out in its t within 3" suffers D3 n rier: A Hive Tyrant has	ced to 0 wou lel from the death throe nortal woun	in the unds, s,	
	 This n damag This n Shadow The Will Tyrant's Swoopin a Hive T of placin your Mo anywhen any enen A Hive T 	nodel m ge table nodel m r in the ll of the Synapse Tyrant w ng it on overnent re on th my mod Tyrant c chic pow	o items ay have above, a ay have Warp, S Hive M e ability ult: Dur the bailt the batt the batt the battlef lels. can atter ver in ea	from the wings and it gradients toxin s cynapse find: The is 18" manual ring de gs circh lefield. it can se field the mpt to mach ene	he Monstri (Power R ains the F acs and/c (pg 82) the range of rather that ployment ing high a At the en swoop do at is more	rous Bic ating + IY key or adrer of a Hiv n 12". , you ca above in d of an wn – so than 9	o-weapor -2). If it of word. hal gland re an set up instead y of et it up " from rchic pov	s list, o loes, it i s (pg 11 Deat roll a battle and o Psyci invul	r with on uses the 3). h Throc dice be efield; on each uni hic Barr nerable	he item from each list. second set of Move cha es: If this model is reduc fore removing the mod h a 6, it lashes out in its t within 3" suffers D3 n rier: A Hive Tyrant has	aracteristics ced to 0 wou lel from the death throe nortal woun a 4+ d attempt to	in the unds, s, ds.	
ABILITIES PSYKER FACTION KEYWORDS	 This n damag This n Shadow The Will Tyrant's Swoopin a Hive T of placin your Mo anywhen any ener A Hive T one psyce 	nodel m ge table nodel m in the synapson fyrant w ng Assa fyrant w ng it on ovement re on th my mod Tyrant c chic pow ascipline	o items ay have above, a ay have Warp , S Hive M e ability ult: Dur the baility ult: Dur the battlef lels. can atter wer in ea (pg 12)	from the wings and it grant to sing to sing to sing the synapsed lind: The is 18" manual ring de gs circh lefield. it can st field that mpt to mach ene 1).	he Monstri (Power R ains the F acs and/c (pg 82) he range of rather that ployment ing high a At the en swoop do at is more manifest t my Psych	rous Bic ating + IY key or adrer of a Hiv n 12". , you ca above in d of an wn – so than 9	o-weapor -2). If it of word. hal gland re an set up instead y of et it up " from rchic pov	s list, o loes, it i s (pg 11 Deat roll a battle and o Psyci invul	r with on uses the 3). h Throc dice be efield; on each uni hic Barr nerable	he item from each list. second set of Move cha es: If this model is reduc fore removing the mod h a 6, it lashes out in its t within 3" suffers D3 n tier: A Hive Tyrant has save.	aracteristics ced to 0 wou lel from the death throe nortal woun a 4+ d attempt to	in the unds, s, ds.	



- Sergeant Telion, Ultramarines 10th Company

NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	M S	
The Swarmlord	*	2+	3+	*	7	12	*	10	3+	7-12+	9"	8	6
The Swarmlord is a single this model may be include			n bone sa	bres ar	nd a prehe	ensile p	incer tai	l. Only c	one of	- 4-6 1-3	7" 5"	7 6	5 4
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	· · · · · · · · · · · · · · · · · · ·			8
Bone sabres	Melee	Me	lee		User	-3	3	the ta		u make a wound roll of 6 it suffers a mortal wound e.			
Prehensile pincer tail	Melee	Me	lee		User	0	D3	one)		e bearer fights, it can ma ith this weapon. This is i ks.			
	invulne Blade F saves ag Hive Co you can of the S	rable sa Parry: A gainst w omman pick on warmlo vish) as	ve. dd 1 to t ounds ca d er: In e ne friend rd. That	he Swa used b each of ly <hi unit ca</hi 	ord has a 4 armlord's by Melee v Your Sho VE FLEET an move (ovement	invulne weapon ooting p > unit v and Ad	s. hases, within 6" vance,	roll a battle each	dice bef efield; or	es: If this model is reduce fore removing the model n a 6, it lashes out in its d hin 3" suffers D3 mortal	l from the leath throa	,	
PSYKER	two psy	chic po		each en						endly Psychic phase, and ower and two psychic po			and the second
FACTION KEYWORDS	TYRA	NIDS,	<hivi< td=""><td>E FLE</td><td>ET></td><td></td><td>1 1 1 S</td><td></td><td></td><td>States and the second</td><td>N'SEL</td><td></td><td></td></hivi<>	E FLE	ET>		1 1 1 S			States and the second	N'SEL		
KEYWORDS	CHAR	ACTE	R, MO	NSTE	R, HIVI	ETYR	ANT, P	SYKEF	R, SYNA	APSE, THE SWARM	LORD		

	OWE										
	NAME	М	WS	BS	S	T	W	A	Ld	Sv	
1	Tyranid Prime	6"	2+	3+	5	5	6	4	10	3+	
	A Tyranid Prime is a sing	le model a	rmed wi	th scythi	ing talor	ns and a	devoure	er.	12318		

WEAPON RANGE AP ABILITIES TYPE S D 18" Devourer Assault 3 4 0 1 This weapon can be fired within 1" of an enemy unit, 6" Flesh hooks Assault 2 User 0 1 and can target enemy units within 1" of friendly units. You can re-roll hit rolls of 1 for this weapon. If the bearer has more than one pair of scything talons, it can Scything talons Melee Melee User 0 1 make 1 additional attack with this weapon each time it fights. • This model may replace its devourer with one weapon from the Basic Bio-weapons or Melee Bio-weapons list. WARGEAR OPTIONS • This model may replace its scything talons with one weapon from the Melee Bio-weapons list. • This model may have flesh hooks. • This model may have toxin sacs and/or adrenal glands (pg 113). ABILITIES Shadow in the Warp, Synapse (pg 82) Alpha Warrior: You can add 1 to hit rolls for all <HIVE FLEET> Tyranid Warrior units that are within 6" of any friendly <HIVE FLEET> Tyranid Primes. FACTION KEYWORDS **TYRANIDS, <HIVE FLEET> KEYWORDS** CHARACTER, INFANTRY, SYNAPSE, TYRANID PRIME

13 bwst			1	ER	VIC	GOI	N			DAMAGE Some of this mode it suffers damage, a			anş
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	WS	E
Fervigon	*	*	*	7	8	14	3	9	3+	8-14+	8"	4+	4
A Tervigon is a single moc	del armed v	with mas	ssive scy	thing t	alons. It c	an also	fire sting	er salv	oes.	4-7 1-3	6" 4"	5+ 5+	5
WEAPON	RANGE	TYPI	E		S	AP	D	ABILI	TIES	1-5	-	51	
Stinger salvo	24"	Ass	ault 4		5	-1	1	-					
Massive crushing claws	Melee	Mel	ee		x2	-3	D6		n attack the hit	ing with this weapon, roll.	you must	subtract 1	
Massive scything talons	Melee	Mel	ee		User	-3	D6	has n	nore tha e 1 addit	oll hit rolls of 1 for this an one pair of massive tional attack with this	scything	talons, it car	
WARGEAR OPTIONS					nassive sc acs and/c					shing claws.			- 7en
ABILITIES	Brood Shootin Shootin units w Synapti wounds battlefic within (Progeni ng phase ithin 6" ic Backl s, roll a I eld. Each	tor: You for frie of this r ash: If a D6 befor friend Tervigo	n can re ndly <h nodel. n Tervig re remo ly <hiv on imm</hiv </h 	e (pg 82) e-roll hit r HIVE FLEH oving the TE FLEET> result.	ET> Terr aced to model f Terma	magant 0 from the gant unit	phase add a it up the T these you c in an is wit must the e flesh	e, a Terv a new un on the l Cervigon e models can repla thin 6" c be with nemy. Y	nagants: At the start of vigon can spawn Terma nit of 10 Termagants to battlefield so that it is w and more than 1" from s are armed with flesh ace up to 10 models lo g unit of Termagants fro of the Tervigon. Model nin 6" of the Tervigon a You can only replace m If you cannot place sor carded.	agants. If your arr wholly wi n the ene porers. Al st earlier com your s placed i and more odels arm	it does so, ny and set thin 6" of my. All of ternatively, in the battle army that n this way than 1" from hed with	n
PSYKER	psychic		n each							y Psychic phase, and at and one psychic powe			d
		NIDS,			No.							1.	



W. Contraction					Ż		50		
4 Howest				NE	URC	DTI	HRO	DPE	E
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Neurothrope	5"	4+	3+	4	4	5	1	9	5+
A Neurothrope is a sing	le model arm	ed with	n claws a	nd teetl	h.			Negel.	
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ITIES
Claws and teeth	Melee	Me	lee		User	0	1	-	
ABILITIES	Spirit L using th	. eech: E ne <i>Smite</i>	ach time psychic	e a Neu power,	e (pg 82) rothrope you can OANTHR	heal a v	wound	Wai Psyc	rp Field: This model has a 3+ invulnerable save. rp Siphon: You can re-roll rolls of 1 when taking chic tests for friendly < HIVE FLEET > ZOANTHRO ts within 6" of this model.
PSYKER	one psy	chic po	wer in ea	ach ene		nic phas	se. A Ner		each friendly Psychic phase, and attempt to deny pe knows the <i>Smite</i> psychic power and one psych
FACTION KEYWORDS	TYRA	NIDS,	<hivi< td=""><td>E FLEI</td><td>ET></td><td>S. C.</td><td></td><td></td><td></td></hivi<>	E FLEI	ET>	S. C.			
KEYWORDS	CHAR	ACTE	R, FLY,	INFA	NTRY,	ZOAN	THRO	PE, PS	SYKER, SYNAPSE, NEUROTHROPE

				0]	LD (DNI	e e	YE	(AN) BARA
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Old One Eye	7"	3+	-	7	7	9	5	7	3+
Old One Eye is a single mod may be included in your arm		with m	onstrou	is crush	ing claws	, monst	rous sc	ything ta	lons and a thresher scythe. Only one of this model
WEAPON	RANGE	TYP	E		S	AP	D	ABILITIE	5
Monstrous crushing claws	Melee	Mel	ee		x2	-3	3		attacking with this weapon, you must subtract 1 ne hit roll.
Monstrous scything talons	Melee	Mel	ee		User	-3	3	You can	n re-roll hit rolls of 1 for this weapon.
Thresher scythe	Melee	Mel	ee		4	-1	1	attack v	me the bearer fights, it can make one (and only one with this weapon. Make D3 hit rolls for this attack l of one. This is in addition to the bearer's attacks.
ABILITIES	finishes enemy u addition Fight pl Alpha I	tal Batt a charg init wit a, add 1 hase if it ceader: or friend	ering R te move, hin 1" st to all h c charge You car lly <hiv< td=""><td>am: Wh roll a d uffers D it rolls f d in the a add 1 t /E FLEE</td><td>nen Old C lice; on a 13 mortal for Old O 5 same tur to hit roll T> CARN</td><td>4+ one wounds ne Eye i n. s in the</td><td>s. In n the Fight</td><td>for Old may im weapor not cor</td><td>k Rampage: Each time you make a hit roll of 6+ d One Eye (except for thresher scythe attacks), you mediately make 1 additional attack with the same n against the same unit. These additional attacks do nfer extra attacks. eration: At the beginning of each of your turns, thi heals one wound.</td></hiv<>	am: Wh roll a d uffers D it rolls f d in the a add 1 t /E FLEE	nen Old C lice; on a 13 mortal for Old O 5 same tur to hit roll T> CARN	4+ one wounds ne Eye i n. s in the	s. In n the Fight	for Old may im weapor not cor	k Rampage: Each time you make a hit roll of 6+ d One Eye (except for thresher scythe attacks), you mediately make 1 additional attack with the same n against the same unit. These additional attacks do nfer extra attacks. eration: At the beginning of each of your turns, thi heals one wound.
FACTION KEYWORDS	TYRA			-					
KEYWORDS					R, CAR	MIEEY	OID	ONE E	VE

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Old One Eye is an unstoppable force of destruction that has plagued the Imperium for centuries.

TYRANID WARRIORS

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NAME	М	WS	BS	S	T	W	A	Ld	Sv
Tyranid Warrior	6"	3+	4+	4	4	3	3	9	4+
This unit contains 3 Tyrar Warriors (Power Rating									ower Rating +4) or up to 6 additional Tyranid urer.
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES 🔰
Devourer	18"	Ass	ault 3		4	0	1	-	
Flesh hooks	6"	Ass	ault 2	τ	Jser	0	1		weapon can be fired within 1" of an enemy unit, can target enemy units within 1" of friendly units.
Scything talons	Melee	Me	ee	τ	Jser	0	1	beare	can re-roll hit rolls of 1 for this weapon. If the er has more than one pair of scything talons, it can e 1 additional attack with this weapon each time hts.
WARGEAR OPTIONS	 Any m For ev Bio-ca All model 	nodel m rery thr <i>nnons</i> l odels in	ay repla ee mode ist. the uni	ce its scyth ls in the un t may have	iing ta nit, on flesh	alons wi ae mode hooks.	th one v l may re	veapon f place its	he <i>Basic Bio-weapons</i> or <i>Melee Bio-weapons</i> list. from the <i>Melee Bio-weapons</i> list. s devourer with one weapon from the <i>Basic</i> ands (pg 113).
ABILITIES	Synapse	e, Shad	ow in th	e Warp (pg	g 82)		1.	J.S. D.S.	
FACTION KEYWORDS	TYRA	NIDS,	<hiv< td=""><td>E FLEET></td><td></td><td>12FA</td><td></td><td></td><td></td></hiv<>	E FLEET>		12FA			
KEYWORDS	INFAN	TRY,	SYNAF	SE, TYR	ANI	D WAF	RRIOR	s	

An

4 U				GE	NES	TE	AL	ERS	
NAME	М	WS	BS	S	Т	W	A	Ld	Sv
Genestealer	8"	3+	4+	4	4	1	3	9	5+
This unit contains 5 Gen Rating +8), or up to 15 a									ng +4), up to 10 additional Genestealers (Power vith rending claws.
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	IES
Flesh hooks	6"	Ass	ault 2		User	0	1		weapon can be fired within 1" of an enemy unit, an target enemy units within 1" of friendly units.
Acid maw	Melee	Mel	lee		User	-3	1	-	
Rending claws	Melee	Mel	lee		User	-1	1		time you make a wound roll of 6+ for this weapon, nit is resolved with an AP of -4.
Scything talons	Melee	Mel	lee		User	0	1	You c	an re-roll hit rolls of 1 for this weapon.
ABILITIES	All me Flurry	odels in of Claw	the uni s: Gene	t may h stealers		sacs (p ttacks i	og 113) a	nd/or ex Infest Gene	hooks and/or one model may have an acid maw. tended carapaces. tation: If your army includes any units of stealers, you can place up to four infestation nodes here in your deployment zone when your army
ł	invulne	rable sa	ve.		lers have a		en if	deplo lurkir an en	bys. You can then set up any units of Genestealers ng, instead of setting them up on the battlefield. If emy model is ever within 9" of an infestation node ode is destroyed and removed from the battlefield.
Ł	they Ad Extende	lvanced ed Cara es have	during paces: 0 a Save c	their tu Geneste haracte		n exten	ded	Whils battle Move infest from the la	st there are any friendly infestation nodes on the effield, this unit can stop lurking: at the end of your ement phase, set it up wholly within 6" of a friendly cation node. That infestation node is then removed the battlefield. If this unit is still lurking when ust friendly infestation node is removed, this unit atroyed.
FACTION KEYWORDS	TYRA	NIDS,	<hiv.< td=""><td>E FLE</td><td>ET></td><td>1400</td><td></td><td></td><td></td></hiv.<>	E FLE	ET>	1400			
KEYWORDS	INFAN	TRY,	GENE	STEA	LERS				

VAME	М	WS	BS	S	T	W	A	Ld	Sv
Termagant	6"	4+	4+	3	3	1	1	5	6+
This unit contains 10 T Rating +6). Each mod				o 10 ado	ditional	Termaga	unts (Po	wer Rat	ting +3) or up to 20 additional Termagants (Power
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Devourer	18"	Ass	ault 3		4	0	1	-	
Fleshborer	12"	Ass	ault 1		4	0	1	-	
Spinefists	12"	Pist	ol *		3	0	1		n a model fires this weapon, it makes a number of s equal to its Attacks characteristic.
WARGEAR OPTIONS			• •			with a c n sacs an		-	uefists. unds (pg 113).
ABILITIES		Living	naviour Ammun		f this un	nit contai	ns 20 o	r more n	nodels, you can re-roll wound rolls of 1 when
FACTION KEYWORDS	TYRA	NIDS,	<hive< td=""><td>E FLEE</td><td>T></td><td>19450</td><td>No. 19</td><td>2. 24.5</td><td></td></hive<>	E FLEE	T>	19450	No. 19	2. 24.5	
	States and s	,			-5 -6 - 6	A REAL PROPERTY.	A DECKER OF THE OWNER	Sector 1	

'The torchlight showed up a trail of blood leading to the back room, so like a fool I followed it. Lying in the darkness was one of the smaller ones, its jaws distended around the torso of what I assume used to be the father. He was still convulsing. In my horror, I shot the victim first. Big mistake.'

3

- Enforcer Maitland, Epsilon Hive

HORMAGAUNTS

		WD	nn		Ŧ				2
NAME	М	WS	BS	S	I	W	A	Ld	Sv
Hormagaunt	8"	4+	4+	3	3	1	2	5	6+
This unit contains 10 Horm (Power Rating +6). Each n	•						agaunts	6 (Power	Rating +3) or up to 20 additional Hormagaunts
WEAPON	RANGE	TYP	E		S	AP	0	ABILIT	TIES
Scything talons	Melee	Me	lee		User	0	1	You c	can re-roll hit rolls of 1 for this weapon.
WARGEAR OPTIONS	• All m	odels in	the uni	t may ta	ke toxin	sacs an	d/or ad	renal gla	nds (pg 113).
ABILITIES			haviour p: When	10	is unit pil	les in ar	nd conse	olidates,	it can move up to 6".
	Hunger	ing Sw	arm: If t	his unit	contains	s 20 or 1	nore m	odels, yo	u can re-roll wound rolls of 1 when it fights.
FACTION KEYWORDS	TYRA	NIDS,	<hiv< td=""><td>E FLEE</td><td>ET></td><td></td><td></td><td></td><td></td></hiv<>	E FLEE	ET>				
KEYWORDS	INFAN	TRY,	HORM	AGAU	INTS			1	

2 Adwest			R	RIP	PER	R SV	VAI	RMS	Save
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Ripper Swarm	6"	5+	5+	3	3	3	4	4	6+
This unit contains 3 Rippe (Power Rating +3). Each r						l Ripper	Swarm	s (Power	r Rating +2) or up to 6 additional Ripper Swarms
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Spinemaws	6"	Pist	tol 4		2	0	1	-	
Claws and teeth	Melee	Me	lee		User	0	1	-	
WARGEAR OPTIONS	• All m	odels in	the uni	t may al	so take s	pinema	ws.		
ABILITIES	Instinc	tive Bel	haviour	(pg 82)	128	Mis			
	At the e	nd of a		ar Move	ement ph				er Swarms underground instead of on the battlefiel p to the battlefield – set them up anywhere that is
FACTION KEYWORDS	TYRA	NIDS,	<hiv< td=""><td>E FLEE</td><td>ET></td><td></td><td>a state</td><td></td><td></td></hiv<>	E FLEE	ET>		a state		
KEYWORDS:	SWAR	M, RII	PPERS		S.				



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			No.	
VER	1 Stela		dis.	-

TYRANT GUARD

		WD			Ŧ				-
NAME	Μ	WS	BS	S		W	A	Ld	Sv
Tyrant Guard	7"	3+	4+	5	5	3	3	6	3+
This unit contains 3 Tyrant and scything talons.	Guard. It	can inc	lude up	to 3 add	litional 7	Fyrant C	Guard (P	ower Ra	ating +6). Each model is armed with rending claws
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ries 🛛
Crushing claws	Melee	Me	lee		x2	-3	D3		n attacking with this weapon, you must subtract 1 the hit roll.
Lash whip and bonesword	Melee	Me	lee		User	-2	1	its att fight	bearer is slain in the Fight phase before it has made tacks, leave it where it is. When its unit is chosen to in that phase, the bearer can do so as normal before gremoved from the battlefield.
Rending claws	Melee	Me	lee		User	-1	1		time you make a wound roll of 6+ for this weapon, nit is resolved with an AP of -4.
Scything talons	Melee	Me	lee		User	0	1	You c	can re-roll hit rolls of 1 for this weapon.
WARGEAR OPTIONS									vs or a lash whip and bonesword. ands (pg 113).
ABILITIES	TYRAN of that t	ampag T is kill urn inc	e: If a fr ed withi rease th	iendly < n 6" of ti e Attack	HIVE FL his unit, s charac rest of th	from tl teristic	he end of each	FLEE withi can in	dwall: Roll a dice each time a friendly <hive< b=""> T> HIVE TYRANT loses a wound whilst they are n 3" of this unit; on a 2+ a model from this unit ntercept that hit – the Hive Tyrant does not lose a nd but this unit suffers a mortal wound.</hive<>
FACTION KEYWORDS	Contraction in the	S		E FLEE	1.1.1.1.1.1.1.1		199		
KEYWORDS	INFAN	TRY,	TYRA	NT GU	ARD				

'The blasphemy of the Tyranids is such that only one solution is acceptable. Extermination.'

- Chaplain Ortan Cassius, Ultramarines

A A A A A A A A A A A A A A A A A A A				HI	IVE	G	JAR	RD	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Hive Guard	5"	4+	3+	4	5	3	2	7	4+
This unit contains 3 Hive	Guard. It ca	ın inclu	de up to	3 addit	ional Hi	ive Gua	rd (Powe	er Ratin	ng +6). Each model is armed with an impaler cannon.
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ITIES
Impaler cannon	36"	Hea	avy 2		8	-2	D3	bear	weapon can target units that are not visible to the er. In addition, units attacked by this weapon do not any bonus to their saving throws for being in cover.
Shockcannon	24"	Ass	ault D3		7	-1	D3	4+, t othe	e target is a VEHICLE and you make a wound roll of the target suffers 1 mortal wound in addition to any or damage. If you make a wound roll of 6+, inflict D3 tal wounds instead.
WARGEAR OPTIONS			• •		-		vith a sho nd/or ad		10n. ands (pg 113).
ABILITIES	Instinct	tive Bel	naviour	(pg 82)		11.50	1	1.00 /14	
FACTION KEYWORDS	TYRA	NIDS,	<hiv]< td=""><td>E FLEE</td><td>T></td><td></td><td></td><td></td><td></td></hiv]<>	E FLEE	T>				
KEYWORDS	INFAN	TRY,	HIVE	GUARI)		2.012		

TOWER					LIC	CT(DR				
NAME	М	WS	BS	S	T	W	A	Ld	Sv		
Lictor	9"	2+	4+	6	4	4	3	9	5+		
A Lictor is a single mod	el armed with	h flesh ł	nooks, gi	asping	talons an	d rendi	ng claws	3.		A SELECT	
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ITIES		
Flesh hooks	6"	Ass	ault 2		User	0	1			red within 1" of an ener s within 1" of friendly u	
Grasping talons	Melee	Me	lee		User	-1	2	-			
Rending claws	Melee	Me	lee		User	-1	1		n time you make a hit is resolved wit	wound roll of 6+ for th h an AP of -4.	iis weapon
ABILITIES	from th In addit	eir hit r tion, ad	olls for a	ttacks ad of 1	onent mus that targe to saving	t this m	odel.	Licto At th can s the b mod in th	or in hiding instea ne end of any of ye spring from its hid pattlefield that is r lels. You can re-ro	ing deployment, you can ad of placing it on the ba- our Movement phases, t ding place – set it up an nore than 9" away from Il the Lictor's charge dis truses this ability to arriv	attlefield. the Lictor ywhere or any enem stance
FACTION KEYWORDS	TYRA	NIDS,	<hivi< td=""><td>E FLEI</td><td>ET></td><td></td><td></td><td>Redicta</td><td>The second second</td><td></td><td></td></hivi<>	E FLEI	ET>			Redicta	The second second		
KEYWORDS	And the second second second	all a constant	LICTO	241.2.2	2202241	Contraction of the	CONTRACTOR OF	175.16 A. 1.1	and an and the second	A STATE OF A	THE REAL PROPERTY.



SWER				DE	ATH		ZAP	ER	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Deathleaper	9"	2+	4+	6	4	6	4	10	5+
Deathleaper is a single r	nodel armed	with fle	sh hook	s, grasp	ing talon	s and re	ending c	laws. O1	nly one of this model can be included in your arm
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Flesh hooks	6"	Ass	ault 2		User	0	1		weapon can be fired within 1" of an enemy unit, a target enemy units within 1" of friendly units.
Grasping talons	Melee	Me	ee		User	-1	2	-	
Rending claws	Melee	Mel	ee		User	-1	1		n time you make a wound roll of 6+ for this weapon hit is resolved with an AP of -4.
ABILITIES	subtrac Deathle throws It's Afte before t the opp in the F	t 2 from aper. In for Dea er Me!: . he first osing an ight pha	their hi additio thleaper At the st turn beg rmy. You	t rolls f n, add 2 when i art of th gins, pic can re- ny of D	Your opp or attacks 2 instead t is in cov he first ba k a CHAI -roll hit a eathleape	s that ta of 1 to s ver. attle rou RACTEF nd wou	rget saving nd but t from nd rolls	up D battle Deatl anyw from charg	den Hunter: During deployment, you can set Deathleaper in hiding instead of placing it on the efield. At the end of any of your Movement phases chleaper can spring from its hiding place – set it up where on the battlefield that is more than 9" away any enemy models. You can re-roll Deathleaper's ge distance in the turn in which it uses this ability rive on the battlefield.
FACTION KEYWORDS	TYRA	NIDS,	<hivi< td=""><td>E FLEE</td><td>ET></td><td></td><td>4.6.4.4</td><td>2.521</td><td></td></hivi<>	E FLEE	ET>		4.6.4.4	2.521	
KEYWORDS	CHAR	ACTE	R. INF	ANTR	Y, LICT	OR. D	FATH	FAPE	P



DL

ZOANTHROPES

NAME	М	WS	BS	S	Т	W	A	Ld	Sv
Zoanthrope	5"	4+	3+	4	4	3	1	9	5+
This unit contains 3 Zoa and teeth.	anthropes. It	can incl	ude up t	o 3 add	itional Z	oanthro	opes (Po	wer Rat	ting +2 per model). Each model is armed with claws
WEAPON	RANGE	ТҮР	E		S	AP	D	ABILI	TIES
Claws and teeth	Melee	Me	lee		User	0	1	-	
ABILITIES		ield: M			it have a	3+		powe inste D3 n conta	p Blast: When this unit manifests the <i>Smite</i> psychic er, it affects the closest visible enemy unit within 24" ead of within 18". In addition, it inflicts an additiona nortal wounds on that enemy unit if this unit ains 4 or 5 Zoanthropes, or an additional 3 mortal nds if it contains 6 Zoanthropes.
PSYKER	to deny attempt in each the Hiv When r range, v describ	one psy to man enemy e Mind nanifest visibility ed in th	vchic por ifest two Psychic disciplir ting or d r etc. from e core ru	wer in e o psychi phase. A ne (pg 1 enying n this r iles, but	each ener ic power A Zoanth 21). a psychio nodel. If	ny Psyc s in each prope un c power this uni ithin 6"	hic phas n friend nit know with a 2 it suffers	e. A Zos y Psychi rs the Sn Zoanthro Perils o	wer in each friendly Psychic phase, and attempt anthrope unit of 4 or more models can instead ic phase, and attempt to deny one psychic power <i>nite</i> psychic power and one psychic power from ope unit, first select a model in the unit – measure of the Warp, it suffers D3 mortal wounds as damage if the Perils of the Warp causes the last
FACTION KEYWORDS	A COLUMN TO A COLUMN	100000	<hiv< th=""><td></td><td></td><td></td><td>1.2.1.</td><td>Res 2</td><td></td></hiv<>				1.2.1.	Res 2	
KEYWORDS	INFAN	TRY,	FLY, PS	YKEF	R, SYNA	PSE, Z	ZOANT	HROF	PES



9 Powet			MA	AL F	ECE	PT	OR			DAMAGE Some of this m it suffers dama			acteristics change n below:
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	WS	S	PSYCHIC OVERLOA
Maleceptor	7"	*	4+	*	7	12	3	9	3+	7-12+	4+	7	6 units
A Maleceptor is a single m	odel arme	ed with	massive	scything	g talons.			1921		4 -6 1-3	5+ 6+	6 5	3 units D3 units
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	TES	1-5	0+	5	D3 units
Massive scything talons	Melee	Me	lee Warp, S		User	-3	D6	has n	nore tha 1 addit	oll hit rolls of 1 fo an one pair of mas tional attack with	sive so	cythir	ng talons, it can
•	Psychio brain-b units sh deals 3	c Overle oursting nown in mortal	oad: Inst psychic the dam wounds	ead of r tendrils age tab to that	nanifestii . If it doe	es so, ro On a 2 ad.	ll a dice + the Ma	for each decepto	enemy	Psychic phase, a N ' unit within 6", to 1 mortal wound to	a max	kimur	n number of
PSYKER	two psy from th	ychic po	wers in o Mind dis	each en	emy Psyc	hic pha	ise. It kn	ows the	Smite p	ndly Psychic phas sychic power and opts to manifest a	one p	sychi	c power
FACTION KEYWORDS	TYRA	NIDS	, <hiv< td=""><td>E FLEE</td><td>ET></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></hiv<>	E FLEE	ET>								
which prove the second s	Contraction of the				NAPSE,				1000	A DESCRIPTION OF A DESC	ALC: NOT STREET	JAL ST	And the second sec

-OWER	来望 之、			A	IOM				
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Venomthrope	5"	4+	4+	4	4	3	2	5	5+
This unit contains 3 Venon	nthropes. 1	lt can in	clude u	p to 3 a	dditional	Venom	thropes	(Power	r Rating +4) . Each model is armed with toxic lashes.
WEAPON	RANGE	ТҮР	E		S	AP	D	ABILI	ITIES
Toxic lashes (shooting)	6"	Ass	ault 2		User	0	D3	and o In ac	s weapon can be fired within 1" of an enemy unit, can target enemy units within 1" of friendly units. ddition, you can re-roll failed wound rolls for weapon.
Toxic lashes (melee)	Melee	Me	lee		User	0	D3	mod Fight units then	can re-roll failed wound rolls for this weapon. A del armed with this weapon always fights first in the nt phase, even if it didn't charge. If the enemy has ts that have charged, or that have a similar ability, n alternate choosing units to fight with, starting with player whose turn is taking place.
ABILITIES	for each	liasma: n enemy	At the unit w	end of t ithin 1") of any Ve ortal wour	nomth		1 fro targe while Vence subtr that with that of be	ouding Spores: Your opponent must subtract om hit rolls made for ranged weapons that get <hive fleet=""> units (excluding MONSTERS) lst they are within 6" of any <hive fleet=""> nomthropes. In addition, your opponent must tract 1 from hit rolls made for ranged weapons t target <hive fleet=""> MONSTERS whilst they are hin 6" of any <hive fleet=""> Venomthrope units t contain 3 or more models. Increase the range both these effects to 9" whilst this unit contains nodels.</hive></hive></hive></hive>
FACTION KEYWORDS	TYRA	NIDS,	<hiv< td=""><td>E FLEI</td><td>ET></td><td>192.1</td><td></td><td>U IIIC</td><td></td></hiv<>	E FLEI	ET>	192.1		U IIIC	
KEYWORDS	INFAN	JTRY,	FLY, V	ENON	ITHRO	PES	ALT EN	No.	



Directed by a Hive Tyrant, a Toxicrene and Venomthropes begin the process of predigesting a world with lethal spores.

PYROVORES S A Ld WS BS T W Sv Μ 5" 4+ 4+ 5 5 4+ 4 4 2 This unit contains 1 Pyrovore. It can include 1 additional Pyrovore (**Power Rating +2**) or 2 additional Pyrovores (**Power Rating +4**). Each model is armed with a flamespurt and acid maw. RANGE TYPE AP ABILITIES 5 П

NAME

K

Pyrovore

WEAPON	RANGE	ТҮРЕ	S	AP	D	ABILITIES
Flamespurt	10"	Assault D6	5	-1	1	This weapon automatically hits its target.
Acid maw	Melee	Melee	User	-3	1	-
ABILITIES	Instincti	ve Behaviour (pg 8	2)			to the second se
						e Fight phase, roll a dice; on a 6, the unit that inflicted the A
		When a Pyrovore is) suffers a mortal w		a dice. (On a 4+	it bursts in a shower of acid – the nearest enemy unit within
FACTION KEYWORDS	TYRAN	NIDS, <hive fl<="" td=""><td>EET></td><td></td><td></td><td></td></hive>	EET>			
KEYWORDS	INFAN'	rry, pyrovor	ES		1415	

10 tower			I	IAI	RUS	PE	K (DAMAGE Some of this mode it suffers damage, a			nange
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	WS	BS	S
Haruspex	7"	*	*	*	8	13	4	6	3+	7-13+	4+	4+	7
A Haruspex is a single m	nodel armed	with a g	grasping	tongue	e, a raveno	ous may	v and sho	velling	claws.	4-6	4+	5+	6
WEAPON	RANGE	ТҮР	10	0	S	AP	D	ABILI		1-3	5+	5+	5
Grasping tongue	12"	Ass	ault 1		6	-3	D3	This and c In ad	weapon can targe ldition, v	can be fired within 1' et enemy units within when a model is slain gains 1 lost wound.	1" of frier	ndÍy units.	
Ravenous maw	Melee	Me	lee		User	-1	D3		e D3 hit ad of 1.	rolls for each attack r	nade with	this weap	on,
Shovelling claws	Melee	Me	lee		x2	-3	D6	-					
ABILITIES	Acid Bl Fight pl damage have be Frenzie	ood: Ea nase, ro suffers en resol d Deat	ll a dice; a morta ved. h Throe	this m on a 6, l woun s: If a F	odel loses , the unit d after all laruspex loving the	that inf l of their is reduc	licted the r attacks ed to 0	an en immo claws which maw,	nemy mo ediately s. In add h a Haru	lunger: Each time a F odel with its ravenous make one extra attacl lition, at the end of a I uspex slew any model ns 1 wound lost earlie	maw, it ca k with its s Fight phas s with its i	an shovelling se in ravenous	
	each un	it withi	n 3" suff	ers 3 m	in its dea ortal wou		es, and						
FACTION KEYWORDS	A CONTRACT OF A CONTRACT OF		<hivi< td=""><td>Contract of the</td><td>ET></td><td></td><td></td><td></td><td></td><td></td><td>NE STOR</td><td>1</td><td>- h</td></hivi<>	Contract of the	ET>						NE STOR	1	- h
KEYWORDS	MONS	TER,	HARUS	SPEX									/

- 3 towes				G	AR	GO	YLF	ES	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Gargoyle	12"	4+	4+	3	3	1	1	5	6+
This unit contains 10 Gar Rating +6). Each model i	s armed wit	h a fles	hborer a			iom.	(Power	Rating	(Power 3) or up to 20 additional Gargoyles (Power
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Fleshborer	12"	Ass	ault 1		4	0	1	-	
Blinding venom	Melee	Mel	lee		3	0	1	your	unit suffers any unsaved wounds from this weapon, opponent must subtract 1 from hit rolls for that until the end of the turn.
ABILITIES	Hail of	Living model	haviour Ammur s, you ca	nition: I				this placi Mov – set	oping Assault: During deployment you can set unit up clinging to an airborne Harridan instead of ng them on the battlefield. At the end of any of your ement phases this unit can swoop down from above them up anywhere on the battlefield that is more 9" away from any enemy models.
FACTION KEYWORDS	TYRA	NIDS,	<hivi< td=""><td>E FLEE</td><td>T></td><td>N SK D</td><td></td><td>1.1.9</td><td></td></hivi<>	E FLEE	T>	N SK D		1.1.9	
KEYWORDS	INFAN	TRY,	FLY, G.	ARGO	YLES				



A winged Hive Tyrant and its Gargoyle brood descend from the skies like figures from some primordial nightmare.

Change -									
4 Power					RAV	EN	ER	S	
NAME	М	WS	BS	S	Т	W	A	Ld	Sv
Ravener	12"	3+	4+	4	4	3	4	5	5+
This unit contains 3 Rat Each model is armed w			-		onal Raver	ners (Po	ower Ra	ting +4)	or up to 6 additional Raveners (Power Rating +8).
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Deathspitter	24"		ault 3		5	-1	1	-	
Devourer	18"	Ass	ault 3		4	0	1	-	
Spinefists	12"	Pist	ol *		3	0	1		n a model fires this weapon, it makes a number of s equal to its Attacks characteristic.
Rending claws	Melee	Me	lee		User	-1	1		time you make a wound roll of 6+ for this weapon, hit is resolved with an AP of -4.
Scything talons	Melee	Me	lee		User	0	1	has n	can re-roll hit rolls of 1 for this weapon. If the bearer nore than one pair of scything talons, it can make 1 tional attack with this weapon each time it fights.
WARGEAR OPTIONS					of its pair sts, a dev				h rending claws.
ABILITIES	Instinct	tive Bel	naviour	(pg 82))	213			
	battlefie	ld. At t	he end o	of any o	f your Mo	ovemen	t phases	, the Ray	ener unit underground instead of placing it on the veners can burrow to the surface – set them up r enemy models.
FACTION KEYWORDS	TYRA	NIDS,	<hiv< td=""><td>E FLE</td><td>ET></td><td></td><td></td><td></td><td></td></hiv<>	E FLE	ET>				
KEYWORDS	INFAN	TRY,	RAVEN	NERS			N'ST I	E GAL	



4 to			T	HE	RE	DI	ER	RO	R
NAME	М	WS	BS	S	T	W	A	Ld	Sv
The Red Terror	12"	3+	4+	5	5	6	4	7	4+
The Red Terror is a single your army.	model arm	ed with	a preher	nsile pince	er tail a	and two	o pairs of	scythin	g talons. Only one of this model can be included ir
WEAPON	RANGE	TYPI	E		S	AP	D	ABILIT	IES
Prehensile pincer tail	Melee	Mel	ee	τ	User	0	D3	one)	time the bearer fights, it can make one (and only attack with this weapon. This is in addition to the r's attacks.
Scything talons	Melee	Mel	ee	τ	User	0	1	has n	an re-roll hit rolls of 1 for this weapon. If the beare nore than one pair of scything talons, it can make 1 ional attack with this weapon each time it fights.
ABILITIES	Death H up the H on the b phases, it up an	F rom Be Red Terr pattlefiel the Red ywhere	or under d. At the Terror c	rring deplo rground in e end of an can burrow attlefield t	nstead ny of yo v to th	of plac our Mo e surfa	ing it wement ce – set	scyth causin victin highe unit,	tow Whole: If 4 or more of the Red Terror's ing talons attacks hit the same unit, instead of ng damage normally it can attempt to swallow a n whole. Roll a D6, and if the result is equal to or er than the highest Wounds characteristic of the one model from that unit is slain.
				FIFT				phase	for friendly <hive fleet=""> RAVENER units that ithin 6" of this model.</hive>

KEYWORDS	CHARACTER, INFANTRY, RAVENER, THE RED TERROR	

Rating +2). ABILITIES In F a	3" pore. It can instinctive	e Behavio	1 1 additic	11-36	W 3 olid Spo	A 1 re (Powe	Ld 10 r Ratin	SV 6+ g +1) or 2 additional Mucolid Spores (Power
This unit contains 1 Mucolid S Rating +2). ABILITIES In F a	pore. It ca nstinctive loat Dow	e Behavio	1 additic	nal Muc				
Rating +2). ABILITIES In F a	nstinctive loat Dow	e Behavio		11-36	olid Spo	re (Powe	r Ratin	g +1) or 2 additional Mucolid Spores (Power
F a	loat Dow		ur (pg 82)	1.7. 5.	CONTRACTOR OF STREET,		
M er F w P o o n it S	Istead of a lovement set it up a nemy mo loating D ithin 3" o hase. Each n a 1 it fai nortal woo inflicts D pore is th	Spore uni on the bat t phases, it anywhere dels. Death: A M of any ener h time a M ils to infli- unds on the D6 mortal en destroy	tlefield. A can float that is mo Aucolid S ny units a Aucolid S ct any har ne nearest wounds c red.	pper atm t the end down to ore than pore expl at the end pore expl m, on a 2 enemy u	osphere of any of the batt 12" from odes if i l of any odes, ro 2-5 it inf nnit, and	of your lefield a any t is Charge ll a D6; licts D3 on a 6	disco their not c an ob if a pl you a of ne Spore Spore	ale tests. Furthermore, Mucolid Spores are punted for the purposes of any victory conditions – destruction never awards victory points, they do rount towards the number of models controlling ojective, and they do not count when determining layer has any models left on the battlefield. If are playing a matched play game, the creation we Mucolid Spores by another unit (e.g. from a ocyst's Spore Node ability) is free, and the Mucolid es' points cost does not come out of your pool of forcement points.
FACTION KEYWORDS T	YRANI	DS, <hi< th=""><th>VE FLE</th><td>EL></td><td></td><td></td><td>57.3473</td><td></td></hi<>	VE FLE	EL>			57.3473	

NAME	М	WS	BS	S	T	W	A	Ld	Sv
Spore Mine	3"	-	-	1	1	1	1	10	7+
This unit contains 3 Spo Rating +2).	re Mines. It	can incl	ude up t	o 3 addit	tional Sj	oore Mii	nes (Pov	ver Rati	ing +1), or up to 6 additional Spore Mines (Power
ABILITIES	Float I Spore N of on th Movern – set it enemy Floatin 3" of ar Each ti fails to wound D3 mo	Down: D Mine un he battle hent pha up anyv models. ng Deatl ny enem me a Sp inflict a on the p	it in the field. At ses, it ca where that a: A Spo y units a ore Min- ny harm nearest e nds on t	eployme upper at the end an float d at is mor re Mine t the end e explod , on a 2- memy un hat unit	exploded of any control of any control of any control of any exploded of any es, roll a 5 it inflimit, and	ere instead of your the battl 2" from es if it is Charge a D6; on cts 1 mc on a 6 it	ad lefield any within phase. a 1 it ortal inflicts	tests. purp never the n they any n matc by an abilit Harp Mine reinfo	ng Bombs: Spore Mines automatically pass Moral . Furthermore, Spore Mines are discounted for the poses of any victory conditions – their destruction or awards victory points, they do not count toward number of models controlling an objective, and do not count when determining if a player has models left on the battlefield. If you are playing a ched play game, the creation of new Spore Mines nother unit (e.g. from a Sporocyst's Spore Node ty, a Biovore's Spore Mine Launcher ability or a by's Spore Mine Cysts ability) is free, and the Spor es' points cost does not come out of your pool of forcement points.
	TTATT A	NITDO	TTTTTT	E FLEE	T.				

11 Powst					EXO	OCR	IN	E		DAMAGE Some of this mode it suffers damage,			hange as
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	WS	BS	A
Exocrine	6"	*	*	7	8	12	*	6	3+	7-12+	4+	4+	3
An Exocrine is a single mo	odel armed	with a	hio-plas	mic car	non and	powerf	ul limb		N. J. Jan	4-6	4+	5+	D3
WEAPON	RANGE	Түр			S	AP	D	,. Abili	TIES	1-3	5+	5+	1
Bio-plasmic cannon	36"		vy 6		7	-3	2	-					
Powerful limbs	Melee	Me	lee		User	-1	2	-					
ABILITIES	in its M	tic Targ	geting: I it phase,	f this m you car	odel doe n add 1 t	o its hit	rolls	Mov your	ement p Shootin	st: If this model does hase, it can shoot all o g phase.	of its weap	ons twice	
¥	in the fo cannot				e. If you 1.	do so, it		a dic on a	e before 6, it lash	es: If this model is red removing the model nes out in its death the fers D3 mortal wound	from the l roes, and e	oattlefield	and the second se
FACTION KEYWORDS	TYRA	NIDS,	<hiv< td=""><td>E FLEE</td><td>ET></td><td></td><td></td><td></td><td>Sel Las</td><td>The state of the</td><td></td><td></td><td></td></hiv<>	E FLEE	ET>				Sel Las	The state of the			
KEYWORDS	MONS	STER,	EXOCI	RINE			1142	REAL			ALC: NO		

'You fight the Tyranids, you better have eyes in the back of your head. Won't be the one you're blasting away at with your lasgun that gets you. No, no, no. It'll be the skulker that sneaks up close enough to suck your brains right out of your skull. Or the ground-drake that bursts out from under your bivouac and drags you screaming into the dark. Welcome to hell, new blood.'

- Trooper Mern 'Sunshine' Golbech, 67th Cadian Mechanised Infantry

11 Forwer				TY	RA	NN	OF	EX	(A)	DAMAGE Some of this mode it suffers damage, a			nange
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	BS	S	A
Tyrannofex	6"	4+	*	*	8	14	*	7	3+	8-14+	4+	7	4
A Tyrannofex is a single stinger salvoes.	model arme	d with a	cid spray	y and p	owerful	limbs. I	t can als	o fire		4-7 1-3	5+ 5+	6 5	3 2
WEAPON	RANGE	TYP	E		S	AP	0	ABILIT	IES				
Acid spray	18"	Hea	vy 2D6		User	-1	D3	Thisw	weapon	automatically hits its	target.		
Fleshborer hive	18"	Hea	vy 20		5	0	1	-					
Rupture cannon	48"	Hea	vy 3		10	-3	D6	-					
Stinger salvo	24"	Ass	ault 4		5	-1	1	-					
Powerful limbs	Melee	Mel	ee		User	-1	2	-					
WARGEAR OPTIONS					cid spray acs and/o					re cannon.			
ABILITIES	Bio-tan	k: This		oes no	t suffer th Heavy w			woun the ba	ds, roll attlefield	es: If a Tyrannofex is 1 a dice before removin d; on a 6 it lashes out t within 3" suffers D3	ng the moo in its deatl	del from n throes,	A.C. OF
	Movem	ent pha		shoot	loes not 1 all of its								10
FACTION KEYWORDS	TYRA	NIDS,	<hive< td=""><td>FLEI</td><td>ET></td><td></td><td></td><td></td><td></td><td>Star Barris</td><td>AN AN</td><td></td><td>See.</td></hive<>	FLEI	ET>					Star Barris	AN AN		See.
KEYWORDS	MONS	TFR '	ΓYRAN	INOF	EX	1999	28.273	1. 2. 20	SAN A	Server all the server	and the set	A STREET	Ĵ

	2 towest		No.			BIO	VO	RE	S		-tenter		
	NAME	М	WS	BS	S	T	W	A	Ld	Sv			
~	Biovore	5"	4+	4+	4	4	4	2	5	4+			
	This unit contains 1 Biovore.	It can i	include 1	additio	nal Biov	ore (Po	wer Rat	ing +2)	or 2 add	litional Biovo	res (Power Ratin	ng +4). Each r	nodel i

l is armed with a spore mine launcher.

WEAPON	RANGE	TYPE	S	AP	0	ABILITIES
Spore mine launcher	48"	Heavy 1	-	-	-	See Spore Mine Launcher, below
ABILITIES	Spore M launcher much da Spore Mi	ve Behaviour (p; ine Launcher: Ea hits the target, ro mage is inflicted ine fails to inflict mortal wound, a ounds.	ach time a spo oll a D6 to find on the target; any harm, on	d how on a 1 th a 2-5 it	ne	Each time a spore mine launcher misses its target, set up a single Spore Mine model anywhere within 6" of the target unit and more than 3" from any enemy model (if the Spore Mine cannot be placed it is destroyed). This then follows the rules for a Spore Mine (pg 99) that is part of your army, but it cannot move or charge during the turn it was set up. This weapon can target units that are not visible to the firer, but it cannot be used to fire Overwatch.
FACTION KEYWORDS	TYRAN	NIDS, <hive i<="" td=""><td>FLEET></td><td></td><td></td><td></td></hive>	FLEET>			
KEYWORDS	INFAN	rry, biovor	ES			



-8 Power		1	A CONTRACT	G	OX	ICF	REN	E		DAMAGE Some of this model's it suffers damage, as			nge a
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	WS	S	A
Toxicrene	8"	*	4+	*	7	12	*	7	3+	7-12+	3+	7	6
A Toxicrene is a single m	odel armed	with ch	oking sr	ores a	nd massiv	e toxic	lashes.			4-6	4+	6	5
WEAPON	RANGE	ТҮР	01		S	AP	D	ABILI	TIES	1-3	5+	5	4
Choking spores	12"	_	ault D6		3	0	D3	You addi	can re-ro tion, uni	oll failed wound rolls fo its attacked by this wear ir saving throws for beir	on do not	gain any	
Massive toxic lashes (shooting)	8"	Ass	ault D6		User	-2	D3	and In ac	can targe	can be fired within 1" o et enemy units within 1 you can re-roll failed wo	" of friendly	y units.	
Massive toxic lashes (melee)	Melee	Mel	ee		User	-2	D3	mod Figh unite alter	el armec t phase, s that hav nate cho	bll failed wound rolls fo l with this weapon alwa even if it didn't charge. ve charged, or that have osing units to fight with turn is taking place.	ys fights fir If the enem a similar a	st in the y has bility, the	en
ABILITIES	in the F	ood: Ea ight pha l the da	ch time ase, roll a mage su	this m a D6; c ffers a	odel loses on a 6, the mortal wo	unit th	at	Hyp roll a Toxia mort Fren 0 wo	ertoxic I a D6 for crenes. (tal woun azied De bunds, ro	Miasma: At the end of t each enemy model with Dn a 6, that model's unit d. ath Throes: If this mod ll a D6 before removing	hin 1" of any t suffers a lel is reduce g the model	y ed to l from	
		NUDC			PT .					d; on a 6, it lashes out in t within 3" suffers 3 mo			
FACTION KEYWORDS	TYRA	1.0		10000							100 million (1990)	Y ROAD	
KEYWORDS	MONS	STER,	TOXIC	RENI	£	S. Barrow	and a start		5-12 H	A Provide States	Mar Star	1. Segar	1

	1999	The set			NER KES				
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Carnifex	7"	4+	4+	6	7	8	4	6	3+
This unit contains 1 Carnife model is armed with two pa						ower R	ating +6) or 2 a	dditional Carnifexes (Power Rating +12). Each
WEAPON	RANGE	TYP		, tuioiio	S	AP	D	ABILIT	nes
Bio-plasma	12"	Ass	ault D3		7	-3	1	-	
Spine banks	6"	Ass	ault 4		5	0	1		weapon can be fired within 1" of an enemy unit, an arget enemy units within 1" of friendly units.
Bone mace	Melee	Mel	ee		8	-1	D3	one)	time the bearer fights, it can make one (and only attack with this weapon. This is in addition to the or's attacks.
Monstrous acid maw	Melee	Mel	ee		User	-5	D3	-	
Monstrous crushing claws	Melee	Mel	ee		x2	-3	3		n attacking with this weapon, you must subtract 1 the hit roll.
Monstrous scything talons	Melee	Mel	ee		User	-3	3	has n	can re-roll hit rolls of 1 for this weapon. If the beare nore than one pair of monstrous scything talons, it nake 1 additional attack with this weapon each tim nts.
									time the bearer fights, it can make one (and only
	Bio-ca	nnons li	ay replac st.		Settor 18			this a beare scything	attack with this weapon. Make D3 hit rolls for attack instead of one. This is in addition to the er's attacks. g talons with an item from the <i>Monstrous</i>
	 Any m Bio-ca Any m Bio-ca Any m Any m Any m Any m Any m 	nodel m nnons li nodel m nodel m nodel m nodel m nodel m	ay replac st. ay replac st. ay replac ay have t ay have c ay have a ay have s	the both the one of coxin sa cone of t a thresh spine ba	of its pair of its pair of its pair acs and/o he follow her scythe anks or s	rs of mo rs of mo r adren ving: bio e or a bo	nstrous and glands o-plasma	this a beare scything scything scything scything a, enhan	attack instead of one. This is in addition to the br's attacks. If talons with an item from the <i>Monstrous</i> and talons with two items from the <i>Monstrous</i> of talons with monstrous crushing claws.
WARGEAR OPTIONS	 Any m Bio-ca Any m Bio-ca Any m Any m Any m Any m Any m Any m Instinct Living l a charge within 1 	nodel m nnons li nodel m nodel m nodel m nodel m nodel m nodel m nodel m tive Beh Batterir e move, " suffer	ay replac st. ay replac st. ay replac ay have t ay have c ay have a ay have s ay have c a viour (a g Ram : roll a dic s a morta	the both the one of toxin sa cone of t a thresh spine ba chitin tl (pg 82) When a ce; on a al wour	of its pair of its pair of its pair acs and/o he follow her scythe anks or s horns. a Carnife 4+ one e ad. In ado	s of mo rs of mo r adren ving: bic e or a bo pore cy ex finish enemy u dition, a	nstrous a onstrous a al glands o-plasma one maco sts. nes unit add 1	this a beare scything scything scything (pg 11: a, enhan e. Chiti a D6 with mort	Attack instead of one. This is in addition to the br's attacks. In g talons with an item from the <i>Monstrous</i> and talons with two items from the <i>Monstrous</i> g talons with monstrous crushing claws. (3). (3). (4) (4) (5) (6) (7) (7) (7) (7) (7) (7) (7) (7) (7) (7
WARGEAR OPTIONS	 Any m Bio-ca Any m Bio-ca Any m <l< td=""><td>nodel m nnons li nodel m nodel m nodel m nodel m nodel m nodel m tive Beh Batterin e move, " suffer t rolls ir i n the s</td><td>ay replac st. ay replac st. ay replac ay have t ay have c ay have a ay have a ay have c ay hav b ay have c ay hav c ay hav have c ay hav b ay have c ay have c ay hav c ay hav c</td><td>the both the one of coxin sacone of t a thresh spine bachitin th (pg 82) When a ce; on a al wour nt phase n.</td><td>of its pair of its pair of its pair acs and/o he follow her scythe anks or s horns. a Carnife 4+ one e ad. In add e for a Car</td><td>s of mo rs of mo r adren ving: bio e or a bo pore cy: ex finish enemy u dition, a arnifex</td><td>nstrous a onstrous a al glands o-plasma one maco sts. nes unit add 1 that</td><td>this a beare scything scything (pg 11: t, enhan e. Chiti a D6 with mort Enha has a</td><td>Attack instead of one. This is in addition to the br's attacks. In the set of the set of</td></l<>	nodel m nnons li nodel m nodel m nodel m nodel m nodel m nodel m tive Beh Batterin e move, " suffer t rolls ir i n the s	ay replac st. ay replac st. ay replac ay have t ay have c ay have a ay have a ay have c ay hav b ay have c ay hav c ay hav have c ay hav b ay have c ay have c ay hav c ay hav c	the both the one of coxin sacone of t a thresh spine bachitin th (pg 82) When a ce; on a al wour nt phase n.	of its pair of its pair of its pair acs and/o he follow her scythe anks or s horns. a Carnife 4+ one e ad. In add e for a Car	s of mo rs of mo r adren ving: bio e or a bo pore cy: ex finish enemy u dition, a arnifex	nstrous a onstrous a al glands o-plasma one maco sts. nes unit add 1 that	this a beare scything scything (pg 11: t, enhan e. Chiti a D6 with mort Enha has a	Attack instead of one. This is in addition to the br's attacks. In the set of
WARGEAR OPTIONS	 Any m Bio-ca Any m Bio-ca Any m Instinct Living based on the second s	nodel m nnons li nodel m nodel m nodel m nodel m nodel m nodel m tive Beh Batterir e move, t' suffer t rolls ir in the s ous Bro lefield, a least on nwards,	ay replac st. ay replac st. ay replac ay have t ay have t ay have c ay hav b ay have c ay hav c ay hav c ay have c ay hav c ay have c ay have c ay have c ay	the both the one of coxin sa one of the a thresh spine bachitin the (pg 82) When a ce; on a al wour ht phase n. first tim models nodel in erates in	of its pair of its pair of its pair acs and/o he follow her scythe anks or s horns. a Carnife 4+ one e ad. In ado	s of mo rs of mo s of mo r adren ving: bid e or a bo pore cy ex finish enemy u dition, a arnifex nit is se placed nit. Fron	nstrous a onstrous al glands o-plasma one maco sts. nes unit add 1 that t up on within n that	this a beare scything scything scything (pg 11: a, enhan e. Chiti a D6 with mort Enha has a Sport their with penal	Attack instead of one. This is in addition to the er's attacks. In the set of the end talons with two items from the <i>Monstrous</i> of talons with monstrous from the <i>Monstrous</i> of talons with monstrous crushing claws. (a). (a). (a). (b) (c) (c) (c) (c) (c) (c) (c) (c) (c) (c
Thresher scythe WARGEAR OPTIONS ABILITIES	 Any m Bio-ca Any m Bio-ca Any m Instinct Living based on the second s	nodel m nnons li nodel m nodel m nodel m nodel m nodel m nodel m tive Beh Batterir e move, t' suffer t rolls ir in the s ous Bro lefield, a least on nwards,	ay replac st. ay replac st. ay replac ay have t ay have c ay have a ay have a ay have c ay have c c au have c c ay have c c c c c c c c c c c c c c c c c c c	the both the one of coxin sa one of the a thresh spine bachitin the (pg 82) When a ce; on a al wour ht phase n. first tim models nodel in erates in	of its pair of its pair of its pair acs and/o he follow her scythe anks or s horns. a Carnife 4+ one e ad. In add e for a Carnife une this u must be n their un	s of mo rs of mo s of mo r adren ving: bid e or a bo pore cy ex finish enemy u dition, a arnifex nit is se placed nit. Fron	nstrous a onstrous al glands o-plasma one maco sts. nes unit add 1 that t up on within n that	this a beare scything scything (pg 11: , enhan e. Chiti a D6 with mort Enha has a Sport their with penal Spore Tuska Carn	 attack instead of one. This is in addition to the br's attacks. ag talons with an item from the <i>Monstrous</i> ag talons with two items from the <i>Monstrous</i> ag talons with monstrous crushing claws. a). b). b). c) aced senses, a monstrous acid maw or tusks. in Thorns: At the end of the Fight phase, roll for each enemy unit within 1" of any models chitin thorns. On a 6, that unit suffers a al wound. anced Senses: A Carnifex with enhanced senses Ballistic Skill characteristic of 3+. e Cysts: Your opponent must subtract 1 from hit rolls for ranged attacks that target a Carnifex spore cysts. This is not cumulative with the lities to hit rolls incurred from the Shrouding

6 Howest			SCI	REA	M	ER-	KII	LE	RS		
NAME	М	WS	BS	S	T	W	A	Ld	Sv		
Screamer-Killer	7"	4+	4+	6	7	8	4	6	3+		
This unit contains 1 Screame Rating +12). Each model is									ing +6) or 2 additional Screamer-Killers (Power sything talons.		
WEAPON	RANGE	TYP	E		S	AP	D	ABILII	TIES		
Bio-plasmic scream	18"	Ass	ault D6		7	-4	1	-			
Monstrous scything talons	Melee	Mel	ee		User	-3	3	has n	can re-roll hit rolls of 1 for this weapon. If the bear more than one pair of monstrous scything talons, is make 1 additional attack with this weapon each tir hts.		
WARGEAR OPTIONS		Any model may have toxin sacs and/or adrenal glands (pg 113). Any model may have spore cysts.									
ABILITIES	Instinctive Behaviour (pg 82)Spore Cysts: Your opponent must subtract 1 from their hit rolls for ranged attacks that target a Screamer-Killer with spore cysts. This is not cumulative with the penalties to hit rolls incurred from the Shrouding Spores ability (pg 95).Instinctive Behaviour (pg 82)Spore Cysts: Your opponent must subtract 1 from their hit rolls for ranged attacks that target a Screamer-Killer with spore cysts. This is not cumulative with the penalties to hit rolls incurred from the Shrouding Spores ability (pg 95).										
	that char Monstro the battl 6" of at l point on treated a	fying: Your opponent must add 1 to any le tests for enemy units within 8" of one or Screamer-Killers.									
FACTION KEYWORDS	TYRA	NIDS,	<hive< td=""><td>FLEET</td><td>.></td><td></td><td></td><td></td><td></td></hive<>	FLEET	.>						
KEYWORDS	1000					MER-K	CONTRACTOR OF STREET, S		and the second		



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6 tower			THOR	NB	AC	KS	Stand Mari
NAME	М	WS BS	S T	W	A	Ld	Sv
Thornback	7"	4+ 4+	6 7	8	4	6	3+
This unit contains 1 Thornb model is armed with a pair o							2 additional Thornbacks (Power Rating +12). Eac ms and chitin thorns.
WEAPON	RANGE	TYPE	S	AP	D	ABILITI	IES
Deathspitter with slimer maggots	24"	Assault 3	7	-1	1	-	
Devourer with brainleech worms	18"	Assault 6	6	0	1	-	
Spine banks	6"	Assault 4	5	0	1	can ta	veapon can be fired within 1" of an enemy unit, and rget enemy units within 1" of friendly units.
Stranglethorn cannon	36"	Assault D6	7	-1	2	a unit	an add 1 to hit rolls for this weapon when attacking with 10 or more models.
Monstrous scything talons	Melee	Melee	User	-3	3	has m	an re-roll hit rolls of 1 for this weapon. If the beare ore than one pair of monstrous scything talons, it take 1 additional attack with this weapon each time ts.
Thresher scythe	Melee	Melee	4	-1	1	one) a this at	time the bearer fights, it can make one (and only attack with this weapon. Make D3 hit rolls for tack instead of one. This is in addition to the c's attacks.
WARGEAR OPTIONS	Any mAny m		ce both of its de toxin sacs and/o	evourers or adren	with tw al gland	ro deathsp ls (pg 113	
ABILITIES		ive Behaviour (n Thorns: At the end of the Fight phase, roll a
	Thorneo	d Battering Ran	n: When a Tho	rnback			r each enemy unit within 1" of any models with thorns. On a 6, that unit suffers a mortal wound.
•	enemy u INFANTI addition	a charge move, init within 1" su RY units instead , add 1 to all hit ack that charged	ffers a mortal w l suffer D3 mor r rolls in the Fig	vound. tal wour ht phase		has a l Vicior	nced Senses: A Thornback with enhanced senses Ballistic Skill characteristic of 3+. us Hunter: Enemy INFANTRY units never gain onus to their saving throws for being in cover
	up on th placed w their uni	ous Brood: The e battlefield, all /ithin 6" of at lea it. From that po dently and is tre	of its models n ast one other m int onwards, ea	nust be odel in ch oper	ates		st attacks made by a Thornback.
FACTION KEYWORDS	TYRA	NIDS, <hive< td=""><td>FLEET></td><td></td><td></td><td>24</td><td></td></hive<>	FLEET>			24	
KEYWORDS		TER, CARNI	A REPORT OF THE	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	and a second	and the second second	

'I was opening up with the heavy bolter when the beast charged across the path of our Russ. It hit Widowmaker in the flank, tipped it over in the mud. One of its talons came down, peeled through three inches of steel in a single swipe. The gunner was cut in two, along with the rad-filter and most of the auspex scanner. Looked like a cross-section from a damned training manual'

- Sergeant Dehrman, Cadian 13th Armoured

- A A A A A A A A A A A A A A A A A A A					MA	WL	.00			DAMAGE Some of this model's it suffers damage, as			nę
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	WS	
Mawloc	*	*	-	*	6	12	7	7	3+	7-12+	9"	4+	
A Mawloc is a single mo scything talons.	del armed w	ith diste	nsible ja	ws, a pi	rehensile	pincer	tail and	three p	airs of	4-6 1-3	7" 5"	5+ 6+	
WEAPON	RANGE	TYPI	E		S	AP	D	ABILI	TIES				
Biostatic rattle	Melee	Mel	ee		User	-1	1	one) bear from	attack w er's attac 1 this we	e bearer fights, it can ma vith this weapon. This is ks. If a unit suffers any u apon, add 1 to any Mora of the turn.	in additior	n to the ounds	
Distensible jaws	Melee	Mel	ee		User	-3	D6			e bearer fights, one (and be made with this weap		of its	
Prehensile pincer tail	Melee	Mel	ee		User	0	D3	one)		e bearer fights, it can ma vith this weapon. This is ks.			
Scything talons	Melee	Mel	ee		User	0	1	has 1	nore tha	oll hit rolls of 1 for this w n one pair of scything ta tack with this weapon ea	alons, it car	n make 1	
Foxinspike	Melee	Mel	ee		1	0	D3	one) bear	attack w er's attac	e bearer fights, it can ma vith this weapon. This is ks. This weapon always /EHICLES) on a 2+.	in additior	n to the	
WARGEAR OPTIONS										e or a toxinspike.			Sec. Sec. Sec. Sec. Sec. Sec. Sec. Sec.
ABILITIES	 This model may have toxin sacs and/or adrenal glands (pg 113). Instinctive Behaviour (pg 82) Terror from the Deep: During deployment, you can set up a Mawloc underground instead of placing it on the battlefield. At the end of any of your Movement phases, set up the Mawloc anywhere on the battlefield that is more than 1" away from any enemy models and more than 6" from any other Mawlocs set up this way this Burrow: At the beginning of any of your Movement phases, any Mawloc that is not within 1" of an enemy unit can burrow. Remove it from the battlefield – it can return as described in the Terror from the Deep ability. A Mawloc may not burrow and return to the battlefield in the same turn. If the battle ends while the Mawloc is underground, it is considered to be slain. 												A Supervision and the supervision of the
•	turn, th it; on a 1 morta and on	en roll a 1 the un al wound a 6 it sut	D6 for e it escape l, on a 4- ffers 3 me n the san	each en s unha 5 it suf ortal w	emy unit rmed, or fers D3 r ounds. T	t within 1 a 2-3 i 1 nortal v	n 2" of it suffers wounds	roll a battl	a D6 befo efield; or	es: If this model is reduce ore removing the model n a 6, it lashes out in its o hin 3" suffers D3 mortal	from the death throe		



A Mawloc and Ravener brood burst forth from their subterranean lair, ready to fall upon the foe in an eruption of gore.

9 towes					TR	YG	ON		ALC: NO	DAMAGE Some of this model's it suffers damage, as			ng
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	WS	I
Trygon	*	*	*	7	6	12	6	7	3+	7-12+	9"	3+	4
A Trygon is a single mode and a toxinspike.	l armed wi	th a bio	-electric	pulse,	three pair	rs of ma	assive scy	ything ta	alons	4-6 1-3	7" 5"	4+ 5+	
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES				
Bio-electric pulse	12"	Ass	ault 6		5	0	1	-					
Biostatic rattle	Melee	Each time the bearer fights, it can make one one) attack with this weapon. This is in additMeleeUser-11bearer's attacks. If a unit suffers any unsaved from this weapon, add 1 to any Morale tests to until the end of the turn.You can re-roll hit rolls of 1 for this weapon.											
Massive scything talons	Melee	Mel	ee		User	-3	D6	has n	nore tha e 1 addit	bll hit rolls of 1 for this v in one pair of massive sc ional attack with this we	ything tal	ons, it can	
Prehensile pincer tail	Melee	MeleeUser0D3Each time the bearer fights, it can make one (and only one) attack with this weapon. This is in addition to the bearer's attacks.											
Toxinspike	Melee	Mel	ee		1	0	D3	one) beare	attack w er's attac	e bearer fights, it can ma vith this weapon. This is ks. This weapon always VEHICLES) on a 2+.	in additio	on to the	
WARGEAR OPTIONS			• •		oxinspike acs and/c				-	ensile pincer tail.			and a second
ABILITIES	Death ' to 0 wo the mod a 6, it la and eac	Fhroes: unds, ro del from shes ou	oll a D6 b n the bat t in its d vithin 3"	nodel is before r tlefield; eath thr	roes,	und you the on the who	lergroun i can set end of a the battle re is ano olly with	d instea up a <h ny of yo efield th ther uni in 3" of</h 	d of pla IVE FLE our Move at is mo t in the the Trys	ring deployment, you ca cing it on the battlefield ET> Troops unit in the T ement phases, set up the ore than 9" away from an Trygon's tunnel, set it up gon and more than 9" aw ou cannot place in this w	At the sa Trygon's tu Trygon a y enemy r o at the san yay from a	me time, innel. At nywhere nodels. If me time any enemy	
FACTION KEYWORDS	TYRA	NIDS,	<hivi< td=""><td>E FLEE</td><td>ET></td><td></td><td>-</td><td></td><td></td><td>1</td><td></td><td>10000</td><td>-</td></hivi<>	E FLEE	ET>		-			1		10000	-
KEYWORDS	MONS	STER,	TRYGO	DN	1 Bala						2059183		

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The Trygon is a burrowing horror capable of tearing a battle tank in half with its mighty talons.

10 bust	1			ΓR	YGC	N	PRI	MF		DAMAGE Some of this model's it suffers damage, as			ange a
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	WS	BS
Trygon Prime	*	*	*	7	6	12	6	9	3+	7-12+	9" 7"	3+	4+
A Trygon Prime is a single biostatic rattle and three pa					pulse wit	h conta	inment	spines, a	1	4-6 1-3	7" 5"	4+ 5+	5- 6-
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES			1	
Bio-electric pulse with containment spines	12"	Ass	ault 12		5	0	1	-					K)
Biostatic rattle	Melee	Mel	ee		User	-1	1	one) beare from	attack w er's attac this wea	e bearer fights, it can ma vith this weapon. This is ks. If a unit suffers any u apon, add 1 to any Moral of the turn.	in addition nsaved wo	n to the ounds	Y
Massive scything talons	Melee	Mel	ee		User	-3	D6	has n	nore tha e 1 addit	oll hit rolls of 1 for this w n one pair of massive scy ional attack with this we	ything talc	ons, it can	
Prehensile pincer tail	Each time the bearer fights, it can make one (and Melee Melee User 0 D3 one) attack with this weapon. This is in addition to bearer's attacks.												and the second
Toxinspike	Melee	Mel	ee		1	0	D3	one) beare	attack w er's attac	e bearer fights, it can ma vith this weapon. This is ks. This weapon always v /EHICLES) on a 2+.	in additio	n to the	A Contraction of the
WARGEAR OPTIONS					oiostatic ra acs and/c					il or toxinspike.			1000
ABILITIES	Shadow Death 7 reduced before r	v in the Throes: d to 0 we removin eld; on a nroes, au	Warp, S If this m bunds, re g the mo 6, it lash nd each	Synapso nodel is oll a Do odel fro hes out unit wi	e (pg 82) 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5	Sub Prin tim tun Prin ene it u tha	ne unde e, you ca nel. At t me anyw my mod p at the	an Assa rground in set up he end c here on els. If th same tin y from a	ult: Dur l instead of a <hiv of any of the batt here is ar ne wholl uny enem</hiv 	ring deployment, you car d of placing it on the batt TE FLEET> Troops unit in Fyour Movement phases, tlefield that is more than nother unit in the Trygor ly within 3" of the Trygon ny models. Any models t ved.	lefield. At the Trygo set up the 9" away fr Prime's t n Prime an	the same on Prime's Trygon om any unnel, set nd more	1.
FACTION KEYWORDS	TYRA	NIDS,	<hiv< td=""><td>E FLE</td><td>ET></td><td>Pia</td><td></td><td> ure</td><td></td><td></td><td>15.883</td><td>Jan</td><td>1</td></hiv<>	E FLE	ET>	Pia		ure			15.883	Jan	1
KEYWORDS	MONS	STER,	CHAR	ACTE	R, SYNA	APSE,	TRYGO	ON PRI	ME		N. Constant	1.149	

Sergeant Vhorle emptied his lasgun into the surging tide of xenos sweeping towards the Catachans' firing holes and ducked back behind the parapet, reaching for another power cell. It was then that he became aware of a tremor, deeper and more insistent than the staccato grind of stubber fire and the periodic thud of high explosives. Vhorle felt a shiver of dread trickle down his spine.

'Get clear!' he screamed, spinning around to face the rest of his platoon, 'Get cl-'

The ground beneath them erupted as if struck by an artillery round. Vhorle was thrown backwards, and crashed into the corrugated steel of the trench wall. An enormous serpentine form rose from the breach, taller than a super-heavy tank, its mouth crammed with jagged fangs. Two colossal talons swept down, and Troopers Lale and Torrin came apart in a shower of gore. Vhorle's trembling hand reached for his lasgun, and closed around the grip. <u>The creature turned, and</u> its dead eyes met his own.

Come on then,' Vhorle growled, bringing his weapon to bear. Finish it, you piece of filth.'

He managed one shot before the beast's jaws snapped out with lightning speed, and everything went dark.

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A POWER	1			ΓΥΙ	RAN	IN	OCY	YTI	E	DAMAGE Some of this model's it suffers damage, as			anş
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	S	
Tyrannocyte	*	5+	5+	*	6	12	*	7	4+	7-12+	6"	5	
A Tyrannocyte is a single	e model arm	ed with	five dea	thspitte	rs.				2.6.2	4-6	4"	4	
WEAPON	RANGE	ТҮР	-	1	S	AP	D	ABIL	TIFS	1-3	2"	3	_
Barbed strangler	36"		ault D6		5	-1	1	You	can ado	l 1 to hit rolls for this we unit with 10 or more mo			_
Deathspitter	24"	Ass	ault 3		5	-1	1	-					
Venom cannon	36"		ault D3		8	-2	D3	-					
WARGEAR OPTIONS	• This r	nodel m	ay repla	ce all of	f its deat	hspitter	s with eit	her five	barbed	l stranglers or five venom	a cannons.		
	up a Ty on the l the Tyr: phases more th Any mo must in unit dis must be	rannocy battlefiel annocyt – set it u han 9" av odels tha nmediat sembark e set up . Any m	te in its ld. If you e at the up anywl way from at are ins ely diser ing from more the	hive sh a do so, end of a here on a any er side the mbark i a a tran- an 9" av	eployme ip instea the hive any of yo the batt nemy mo Tyranno n the san sport, ex vay from ot be set	id of pla ship ca our Mov lefield th odels. ocyte (so me man ccept that any end	cing it n launch ement hat is ee right) ner as a at they emy	INFA MON less in a Spo Deat roll a battle	NTRY u STER w nside it rocyst) h Thro dice be field; o	ip, you can also set up a - init of up to 20 models or ith a Wounds characteris (this cannot be another ' es: If this model is reduce fore removing the mode n a 6, it lashes out in its c thin 3" suffers D3 mortal	r a < HIVE F stic of 14 or Tyrannocyt ed to 0 wou l from the leath throes	LEET> e or nds,	



Tyrannocytes are colossal spores which act as transports for other Tyranids, though they also bear formidable weapons of their own.

9 POWER					HA	ARI	PY	-		DAMAGE Some of this model's it suffers damage, as			ange
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	WS	E
Harpy	*	*	*	6	6	12	3	9	4+	7-12+	30"	4+	4
A Harpy is a single mode fire stinger salvoes.	l armed wit	h two st	rangleth	iorn ca	annons an	d scyth	ing wing	gs. It can	also	4-6 1-3	20" 10"	4+ 5+	-
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES				
Heavy venom cannon	36"	Ass	ault D3		9	-2	3	-					
Stinger salvo	24"	Ass	ault 4		5	-1	1	-					
Stranglethorn cannon	36"	Ass	ault D6		7	-1	2			1 to hit rolls for this wea 0 or more models.	apon when	attackin	ıg
Scything wings	Melee	Mel	ee		User	-2	D3	You c	can re-r	oll hit rolls of 1 for this v	veapon.		
	to 0 wo the mod a 6, it la and eac mortal Sonic S success turn en	unds, ro del from shes ou h unit w wounds creech: fully cha emy uni	ll a D6 b the bat t in its d vithin 3" When a arges, un ts within	before tlefield eath th suffer Harp ttil the n 1" ca	nroes, s D3	picl tha Min dan any mo Eac any mo foll	c one en t unit, up ne has hi nage is in harm, o rtal wou h time a where w del (if th ows the	emy uni o to a ma t the tar afflicted on a 2-5 i nds. Spore A ithin 6" e Spore rules for	t that it aximum get and on the u it inflict Aine mi of the t Mine c Spore	se. To do so, after the Har flew over and roll a D6 to n of 3 dice. Each time you explodes. Roll a D6 to f unit; on a 1 the Spore Mi ts 1 mortal wound, and o isses its target, set up a si arget unit and more than annot be placed it is dest Mines (pg 99) that are pa	for each m u roll a 4+ ind out ho ne fails to on a 6 it in: ngle Spore a 3" from 6 croyed), Th art of your	odel in a Spore w much inflict flicts D3 Mine my enem nis then	
FACTION KEYWORDS		ave done. NIDS,		E FLE	ET>	it ca	annot m	ove or cl	harge d	uring the turn it was set	up.	1.12.03	1
KEYWORDS	MONS							C. C. S.	12252		1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	1.1.1.1.1.1.1.1	22

	AT			Η	IVE	CI	RON	JE	14	DAMAGE Some of this model's it suffers damage, as			ing
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	WS	
Hive Crone	*	*	*	6	6	12	3	9	4+	7-12+	30"	4+	
A Hive Crone is a single wicked spur. It can also			drool c	annon,	tentaclic	ls, scyth	ing win	gs and a		4-6 1-3	20" 10"	4+ 5+	
WEAPON	RANGE	TYP	Ξ		S	AP	D	ABILI	TIES				
Drool cannon	8"	Ass	ault D6		6	-1	1	This	weapor	n automatically hits its ta	rget.		
Stinger salvo	24"	Ass	ault 4		5	-1	1	-					
Tentaclids	36"	wound in addition to any other damage. If you make a wound roll of 6+, inflict D3 mortal wounds instead.											
Scything wings	Melee	Mel	ee		User	-2	D3	You o	can re-r	coll hit rolls of 1 for this v	weapon.		
Wicked spur	Melee	Mel	ee		8	-3	D3	one)		ne bearer fights, it can ma with this weapon. This is cks.			
ABILITIES	Instinct	tive Beh	aviour	(pg 82)				North		To State States	1203-19	1.50	
	Death Throes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6, it lashes out in its death throes, and each unit within 3" suffers D3 mortal wounds.												
FACTION KEYWORDS	TYRANIDS, <hive fleet=""></hive>												
KEYWORDS	MONSTER, FLY, HIVE CRONE												

Sporocyst - 5+ 5+ 6 12 * 7 4+ 7-12+ 5 D A Sporocyst is a single model armed with a spore node and five deathspitters. Image: Comparison of the sporocyst is a single model armed with a spore node and five deathspitter Image: Comparison of the sporocyst is a single model. Image: Comparison of the sporocyst is a single model. Image: Comparison of the sporocyst is a single model. Image: Comparison of the sporocyst is a single model. Image: Comparison of the sporocyst is a single model. Image: Comparison of the sporocyst is a single model. Image: Comparison of the sporocyst is a single model. Image: Comparison of the sporocyst is a single model. Image: Comparison of the sporocyst is a single model. Image: Comparison of the sporocyst is a single model. Image: Comparison of the sporocyst is a single model. Image: Comparison of the sporocyst is a single model. Image: Comparison of the sporocyst is a single model. Image: Comparison of the sporocyst is a single model is reduced to 0 wounds. Image: Comparison of the sporocyst is a single model is reduced to 0 wounds. Image: Comparison of the sporocyst is a single model is reduced to 0 wounds. Image: Comparison of the sporocyst is a single model is reduced to 0 wounds. Image: Comparison of the sporocyst is a single model is reduced to 0 wounds. Image: Comparison of the sporocyst is a single model is reduced to 0 wounds. Image: Comparison of the sporocyst is a single model is reduced to 0 wounds. Image: Comparison of the spo	Sporocyst - 5+ 5+ * 6 12 * 7 4+ 7-12+ 5 A Sporocyst is a single model armed with a spore node and five deathspitters. RANGE TYPE S AP 0 ABUILIES Barbed strangler 36° Assault D6 5 -1 1 - You can add to hit rolls for this weapon when a unit with 10 or more models. Deathspitter 24° Assault 3 5 -1 1 - See Spore Node, below Venom cannon 36° Assault D3 8 -2 D3 - WAREFAR DPTIONS • This model may replace all of its deathspitters with either five barbed stranglers or five venom cannons. Spore Node: Each time a spore node attack hits target, roll a D6 to find out how much damage is on the battlefield. Hy ou do so, at the beginning of the first butile round but before the first turn begins, the hive ship enal hunch the Sporocyst can shoot with its weapon error and of up to 3 Spore A ingle-Mucolid Spore or a unit of up to 3 Spore A ingle-Mucolid Spore or a unit of up to 3 Spore A ingle-Mucolid Spore or a unit of up to 3 Spore A ingle-Mucolid Spore or a unit of up to 3 Spore A ingle-Mucolid Spore or Spore Mines; A Sporocyst can shoot with its weapon cannot be us fire Overwatch. SynAPSE keyword and the Synapse ability (pg 82). Spawn Spore Mines; A thene of your Moverment phase, a Sporocyst can shown spore	7 Powet				S	POI	ROC	CYS	Г		DAMAGE Some of this model's o it suffers damage, as s		
A Sporocyst is a single model armed with a spore node and five deathspitters. J 44 4-6 4 D A Sporocyst is a single model armed with a spore node and five deathspitters. Image: Comparison of the spore node and five deathspitters. Image: Comparison of the spore node and five deathspitters. Image: Comparison of the spore node and five deathspitters. Barbed strangler 36° Assult D6 5 -1 1 Image: Comparison of the spore node and five deathspitters. Deathspitter 24° Assult D3 5 -1 1 Image: Comparison of the spore node. Spore node 9° Heavy 1 - - See Spore Node, below Image: Comparison of the spore node. WAREEAR DPIONS • This model may replace all of its deathspitters with either five barbed stranglers or five venom cannons. NULLIES Instinctive Behaviour (pg 82) Spore Node: Each time a spore node attack hits its trategt, rel up anywhere within 6° of the target with and more than 2° from any enemy models. Bio-fortress: A Sporocyst can shoot with its weapons even if there are enemies within 1° of it. Psychic Resonator: Whilst a Sporocyst is within 12° of a friendly <hive fleet=""> SYNAPSE unit, it has the SYNAPSE keyword and the Synapse ability (pg 82). Spawn Spore Mines: At the end of your Movement phase, a Sporocyst can spawn spore mines. Mines any spores trang spawn spore mines than 4° do new with</hive>	A Sporocyst is a single model armed with a spore node and five deathspitters. WEAPUN RANGE TYPE S AP D ABUILTES Barbed strangler 36" Assault D6 5 -1 1 Deathspitter 24" Assault 3 5 -1 1 Deathspitter 24" Assault 3 5 -1 1 Deathspitter 24" Assault 3 8 -2 D3 - Spore node 9" Heavy 1 See Spore Node, below Venom cannon 36" Assault D3 8 -2 D3 - This model may replace all of its deathspitters with either five barbed stranglers or five venom cannons. ABULITIES Instinctive Behaviour (pg 82) Bombardment Organism: During deployment, you can set up a Sporocyst in its hive ship include of placing it on the battlefield. If you do so, at the beginning of the first battle round but before the first turn begins, the hive chip can lauch the Sporocyst in stilt to garwy from any enemy models. Bio-fortress: A Sporocyst can shoot with its weapons even if there are enemies within 1" of it. Psychic Resonator: Whilst a Sporocyst is within 12" of a friendly -HIVE FLEET> SYNAPSE unit, it has the StrAPSE keyword and the Synapse ability (pg 82). Spawn Spore Mines: At the end of your Movement hase, a Sporocyst an shout with its weapons add a new unit of 3 Spore Mines or 1 Mucolid Spore to your army and set it up on the battlefield shore the instruction is death threes, and each un 3' suffers D3 mortal wounds. TYRANDES TYRANDES, <hive fleet=""></hive>	AME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	S	A
A Sporocyst is a single model armed with a spore node and five deathspitters. NEAPON RANCE TYPE S AP D ABUINE Barbed strangler 36" Assault D6 5 -1 1 You can add 1 to hit rolls for this weapon when attacking a unit with 10 or more models. Deathspitter 24" Assault 3 5 -1 1 - Spore node 9" Heavy 1 - - See Spore Node, below Venom cannon 36" Assault D3 8 -2 D3 - NARELA DPTIONS • This model may replace all of its deathspitters with either five barbed stranglers or five venom cannons. Spore Node: Each time a spore node attack hits its its target, rol a D6 to find out how much damage is inflicted on the battlefield. If your do-so, at the beginning of the five ship can-launch the Sporocyst - set it up anywhere within 6" of the target unit and more than 2" some models. Bio-fortress: A Sporocyst can showt with its weapons even if there are enemies within 1" of it. Psychic Resonator: Whilst a Sporocyst is within 12" of a friendly <hive fleet=""> SYNAPSE unit, it has the SYNAPSE keyword and the Sprase ability (pg 82). Death Throes, if this model is reduced to 0 wounds, roll a 6 to lashe out in its death threes, and each unit within 6" of the same oper only the wole so, and each unit within 6" of the same oper only the wole so the battlefield, on a 6, it lashes out in its death threes, and each unit within 6" of</hive>	A Sporocyst is a single model armed with a spore node and five deathspitters. 1.3 3 WIAPON RANEE TYPE S AP D ABUILTES Barbed strangler 36" Assault D6 5 -1 1 - Such and the rolls for this weapon when a unit with 10 or more models. Deathspitter 24" Assault D3 5 -1 1 - Spore node 9" Heavy 1 - - See Spore Node, below Venom cannon 36" Assault D3 8 -2 D3 - NARGEAR OPTIONS • This model may replace all of its deathspitters with either five barbed stranglers or five venom cannons. Spore Node, below NARGEAR OPTIONS • This model may replace all of its deathspitters with either five barbed stranglers or five venom cannons. ABUTHES Instinctive Behaviour (pg 82) Spore Node: Each time a spore node attack hits target, roll a D6 to find out how much damage is one of up a Sporocyst in the bit before the first turn begins, the hive ship can alunch, the Sporocyst can shoot with its weapon error out of up to 3 Spore on the battlefield that is more than 9" away from any enemy models. Bio-fortress: A Sporocyst can shoot with its weapon error out of up to 3 Spore on a unit of up to 3 Spore on a unit of up to 3 Spore 1 Spore Node (law models that	porocyst	-	5+	5+	*	6	12	*	7	4+			D6
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BITTLES Instinctive Behaviour (pg 82) Bombardment Organism: During deployment, you can set up a Sporecyst in its hive ship instead of placing it on the battlefield. If you do so, at the beginning of the first battle round but before the first turn begins, the hive ship can launch the Sporecyst set it up anywhere on the battlefield that is more than 9" away from any enemy models. Spore Node: Each time a spore node attack hits its target, roll a D6 to find out how much damage is inflicted on the unit; on a 1 the mines fail to inflict any harm, on a 2-5 they inflict D3 mortal wounds, and on a 6 they inflict D6 mortal wounds. Bio-fortress: A Sporocyst can shoot with its weapons even if there are enemies within 1" of it. Each time a spore node attack misses its target, set up a single Mucolid Spore or a unit of up to 3 Spore Mines, anywhere within 6" of the target unit and more than 3" from any enemy model (any models that cannot be placed are destroyed). These then follow the rules for Mucolid Spores or Spore Mines (pg 99) that are part of your army, but they cannot move or charge during the turn they were set up. This weapon cannot be used to fire Overwatch. Spawn Spore Mines: At the end of your Movement phase, a Sporocyst can spawn spore mines. Hit does so; add a new unit of 3 Spore Mines or 1 Mucolid Spore to your army and set it up on the battlefield so that it is wholly within 6" of the Sporocyst and more than 1" from the enemy. RETION KEYWORDS TYRANIDS, <hive fleet=""></hive>	BILITIESInstinctive Behaviour (pg 82)Bombardment Organism: During deployment, you can set up a Sporocyst in its hive ship instead of placing it on the battlefield. If you do so, at the beginning of the first battle round but before the first turn begins, the hive ship can launch the Sporocyst — set it up anywhere on the battlefield that is more than 9 rd away from any enemy models.Spore Node: Each time a spore node attack hits target, roll a D6 to find out how much damage is on the unit; on a 1 the mines fail to inflict any ha 2-5 they inflict D3 mortal wounds, and on a 6 th D6 mortal wounds.Bio-fortress: A Sporocyst can shoot with its weapons even if there are enemies within 1° of it.Each time a spore node attack misses its target, or ingle Mucolid Spore or a unit of up to 3 Spore M anywhere within 6° of the target unit and more than 9 rd from any enemy model (any models that can placed are destroyed). These then follow the rule Mucolid Spores or Spore Mines (pg 99) that are your army, but they cannot move or charge durit turn they were set up. This weapon cannot be us fire Overwatch.Spawn Spore Mines: At the end of your Movement phase, a Sporocyst can spawn spore mines. If it does so add a new unit of 3 Spore Mines or 1 Mucolid Spore to your army and set it up on the battlefield so that it is wholly within 6° of the Sporocyst and more than 1° from the enemy.Death Throes: If this model is reduced to 0 wou a 26 before removing the model from the battlefiel doe that it is wholly within 6° of the Sporocyst and more than 1° from the enemy.RETION KEYWORDSTYRANIDS, <hive fleet=""></hive>				•		8	-2	D3	-	1	,		
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from the enemy. ACTION KEYWORDS TYRANIDS, <hive fleet=""></hive>	from the enemy, ACTION KEYWORDS TYRANIDS, <hive fleet=""></hive>		hive shi on the l enemy i Bio-for even if t Psychic of a frie SYNAPS Spawn phase, a add a n to your	 hive ship can launch the Sporocyst – set it up anywhere on the battlefield that is more than 9" away from any enemy models. Bio-fortress: A Sporocyst can shoot with its weapons even if there are enemies within 1" of it. Psychic Resonator: Whilst a Sporocyst is within 12" of a friendly <hive fleet=""> SYNAPSE unit, it has the SYNAPSE keyword and the Synapse ability (pg 82).</hive> Spawn Spore Mines: At the end of your Movement phase, a Sporocyst can spawn spore mines. If it does so, add a new unit of 3 Spore Mines or 1 Mucolid Spore 								d Spore or a unit of up t hin 6" of the target unit- nemy model (any mode stroyed). These then foll res or Spore Mines (pg 9 tt they cannot move or c e set up. This weapon ca h. s: If this model is reduce emoving the model from out in its death throes, ar mortal wounds.	to 3 Spore Min and more tha ls that cannot ow the rules f 9) that are par- charge during annot be used ed to 0 wound in the battlefiel and each unit w	nes, n be for rt of the to s, roll ld; on vithin
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WEAPONS OF THE HIVE FLEETS

The spawn of the hive fleets bear all manner of biological weaponry to war, killing their prey with chitinous blade-limbs or symbiotic gun-beasts grafted inextricably to the host creature's nervous system. Even the ammunition used by many of the Tyranids' weapons takes the form of a living organism, from the voracious fleshborer beetle to the repulsive brainleech worm.

MELEE WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Acid maw	Melee	Melee	User	-3	1	-
Biostatic rattle	Melee	Melee	User	-1	1	Each time the bearer fights, it can make one (and only one) attack with this weapon. This is in addition to the bearer's attacks. If a unit suffers any unsaved wounds from this weapon, add 1 to any Morale tests they take until the end of the turn.
Blinding venom	Melee	Melee	3	0	1	If a unit suffers any unsaved wounds from this weapon, your opponent must subtract 1 from hit rolls for that unit until the end of the turn.
Bone mace	Melee	Melee	8	-1	D3	Each time the bearer fights, it can make one (and only one) attack with this weapon. This is in addition to the bearer's attacks.
Bone sabres	Melee	Melee	User	-3	3	Each time you make a wound roll of 6+ for this weapon, the target unit suffers a mortal wound in addition to any other damage.
Boneswords	Melee	Melee	User	-2	1	A model armed with boneswords can make 1 additional attack with them in the Fight phase.
Claws and teeth	Melee	Melee	User	0	1	-
Crushing claws	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Distensible jaws	Melee	Melee	User	-3	D6	Each time the bearer fights, one (and only one) of its attacks must be made with this weapon.
Grasping talons	Melee	Melee	User	-1	2	-
Lash whip and bonesword	Melee	Melee	User	-2	1	If the bearer is slain in the Fight phase before it has made its attacks, leave it where
Lash whip and monstrous bonesword	Melee	Melee	User	-2	3	it is. When its unit is chosen to fight in that phase, the bearer can do so as normal before being removed from the battlefield.
Monstrous acid maw	Melee	Melee	User	-5	D3	-
Monstrous boneswords	Melee	Melee	User	-2	3	A model armed with monstrous boneswords can make 1 additional attack with them in the Fight phase.
Massive crushing claws	Melee	Melee	x2	-3	D6	When attacking with this weapon, you must subtract 1 from the hit roll.
Monstrous crushing claws	Melee	Melee	x2	-3	3	when attacking with this weapon, you must subtract 1 from the intron.
Monstrous rending claws	Melee	Melee	User	-3	D3	You can re-roll failed wound rolls for this weapon. In addition, each time you make a wound roll of 6+, that hit is resolved with an AP of -6 and Damage of 3.
Massive scything talons	Melee	Melee	User	-3	D6	You can re-roll hit rolls of 1 for this weapon. If the bearer has more than one pair of
Monstrous scything talons	Melee	Melee	User	-3	3	monstrous/massive scything talons, it can make 1 additional attack with this weapon each time it fights.
Massive toxic lashes (melee)	Melee	Melee	User	-2	D3	You can re-roll failed wound rolls for this weapon. A model armed with this weapon always fights first in the Fight phase, even if it didn't charge. If the enemy has units that have charged, or that have a similar ability, then alternate choosing units to fight with, starting with the player whose turn is taking place.
Powerful limbs	Melee	Melee	User	-1	2	-
Prehensile pincer tail	Melee	Melee	User	0	D3	Each time the bearer fights, it can make one (and only one) attack with this weapon. This is in addition to the bearer's attacks.
Ravenous maw	Melee	Melee	User	-1	D3	Make D3 hit rolls for each attack made with this weapon, instead of 1.
Rending claws	Melee	Melee	User	-1	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4.
Shovelling claws	Melee	Melee	x2	-3	D6	-
Scything talons	Melee	Melee	User	0	1	You can re-roll hit rolls of 1 for this weapon. If the bearer has more than one pair of scything talons, it can make 1 additional attack with this weapon each time it fights.
Scything wings	Melee	Melee	User	-2	D3	You can re-roll hit rolls of 1 for this weapon.
Thresher scythe	Melee	Melee	4	-1	1	Each time the bearer fights, it can make one (and only one) attack with this weapon. Make D3 hit rolls for this attack instead of one. This is in addition to the bearer's attacks.
Toxic lashes (melee)	Melee	Melee	User	0	D3	You can re-roll failed wound rolls for this weapon. A model armed with this weapon always fights first in the Fight phase, even if it didn't charge. If the enemy has units that have charged, or that have a similar ability, then alternate choosing units to fight with, starting with the player whose turn is taking place.
Toxinspike	Melee	Melee	1	0	D3	Each time the bearer fights, it can make one (and only one) attack with this weapon. This is in addition to the bearer's attacks. This weapon always wounds targets (other than VEHICLES) on a 2+.
Wicked spur	Melee	Melee	8	-3	D3	Each time the bearer fights, it can make one (and only one) attack with this weapon. This is in addition to the bearer's attacks.
La Harris Harris	Sale Sale	Carrie Car	Part and	6.18		

	North Martin	AND AND REAL		11,200	19.31 6	
RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Acid spray	18"	Heavy 2D6	User	-1	D3	This weapon automatically hits its target.
Barbed strangler	36"	Assault D6	5	-1	1	You can add 1 to hit rolls for this weapon when attacking a unit with 10 or more models.
Bio-electric pulse	12"	Assault 6	5	0	1	-
Bio-electric pulse with containment spines	12"	Assault 12	5	0	1	-
Bio-plasma	12"	Assault D3	7	-3	1	-
Bio-plasmic cannon	36"	Heavy 6	7	-3	2	-
Bio-plasmic scream	18"	Assault D6	7	-4	1	-
Choking spores	12"	Assault D6	3	0	D3	You can re-roll failed wound rolls for this weapon. In addition, units attacked by this weapon do not gain any bonus to their saving throws for being in cover.
Deathspitter	24"	Assault 3	5	-1	1	-
Deathspitter with slimer maggots	24"	Assault 3	7	-1	1	-
Devourer	18"	Assault 3	4	0	1	-
Devourer with brainleech worms	18"	Assault 6	6	0	1	-
Drool cannon	8"	Assault D6	6	-1	1	This weapon automatically hits its target.
Flamespurt	10"	Assault D6	5	-1	1	This weapon automatically hits its target.
Flesh hooks	6"	Assault 2	User	0	1	This weapon can be fired within 1" of an enemy unit, and can target enemy units within 1" of friendly units.
Fleshborer	12"	Assault 1	4	0	1	-
Fleshborer hive	18"	Heavy 20	5	0	1	-
Grasping tongue	12"	Assault 1	6	-3	D3	This weapon can be fired within 1" of an enemy unit, and can target enem units within 1" of friendly units. In addition, when a model is slain by this weapon, the bearer regains 1 lost wound.
Heavy venom cannon	36"	Assault D3	9	-2	3	-
Impaler cannon	36"	Heavy 2	8	-2	D3	This weapon can target units that are not visible to the bearer. In addition, units attacked by this weapon do not gain any bonus to their saving throw for being in cover.



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RANGED WEAPONS CONT.						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Massive toxic lashes (shooting)	8"	Assault D6	User	-2	D3	This weapon can be fired within 1" of an enemy unit, and can target enemy units within 1" of friendly units. You can re-roll all failed wound rolls for this weapon.
Rupture cannon	48"	Heavy 3	10	-3	D6	-
Shockcannon	24"	Assault D3	7	-1	D3	If the target is a VEHICLE and you make a wound roll of 4+, the target suffers 1 mortal wound in addition to any other damage. If you make a wound roll of 6+, inflict D3 mortal wounds instead.
Spine banks	6"	Assault 4	5	0	1	This weapon can be fired within 1" of an enemy unit, and can target enemy units within 1" of friendly units.
Spinefists	12"	Pistol *	3	0	1	When a model fires this weapon, it makes a number of shots equal to its Attacks characteristic.
Spinemaws	6"	Pistol 4	2	0	1	-
Spore mine launcher	48"	Heavy 1				See Biovore datasheet (pg 101)
Stinger salvo	24"	Assault 4	5	-1	1	-
Stranglethorn cannon	36"	Assault D6	7	-1	2	You can add 1 to hit rolls for this weapon when attacking a unit with 10 or more models.
Tentaclids	36"	Assault 4	5	0	1	You may re-roll failed hit rolls for this weapon against units that can FLY . In addition, if the target is a VEHICLE and you make a wound roll of 4+, it suffers 1 mortal wound in addition to any other damage. If you make a wound roll of 6+, inflict D3 mortal wounds instead.
Toxic lashes (shooting)	6"	Assault 2	User	0	D3	This weapon can be fired within 1" of an enemy unit, and can target enemy units within 1" of friendly units. In addition, you can re-roll failed wound rolls for this weapon.
Venom cannon	36"	Assault D3	8	-2	D3	-
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BIOMORPHS	
BIOMORPH	EFFECT
Adrenal glands	If a unit has adrenal glands, add 1" to the distance it can move when it Advances or charges.
Toxin sacs	Any wound rolls of 6+ in the Fight phase for a model with toxin sacs cause 1 additional damage.



Attacking from the skies and from beneath the earth, the Tyranids tear apart their prey in a frenzy of slashing claws.

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ADDRESS AND ADDRESS AND ADDRESS ADDRES

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TYRANIDS ARMY LIST

This section contains all of the datasheets that you will need in order to fight battles with your Tyranid miniatures. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and abilities it may have. Some rules are common to several Tyranid units – these are described below and are referenced on the datasheets.

KEYWORDS

Throughout this section you will come across a keyword that is within angular brackets, specifically **<HIVE FLEET**>. This is shorthand for a keyword of your own choosing, as described below.

<HIVE FLEET>

All Tyranids belong to a hive fleet. When you include a **TYRANID** unit in your army, you must nominate which hive fleet that unit is from. There are many different hive fleets to choose from; you can use any of the hive fleets described in our books, or make up your own if you prefer. You then simply replace the **<HIVE FLEET>** keyword in every instance on that unit's datasheet, and in any psychic powers they know, with the name of your chosen hive fleet.

For example, if you were to include a Tervigon in your army, and you decided it was from the Hive Fleet Kraken, then its <**HIVE FLEET**> keyword is changed to **KRAKEN**, and its 'Brood Progenitor' ability would say 'You can re-roll hit rolls of 1 in the Shooting phase for friendly **KRAKEN** Termagant units within 6" of this model.'

ABILITIES

The following abilities are common to several Tyranid units:

Synapse

<HIVE FLEET> units automatically pass Morale tests if they are within 8" of any friendly <HIVE FLEET> units with this ability.

Instinctive Behaviour

Unless a **<HIVE FLEET>** unit with this ability is within range of the Synapse ability (see above) of any friendly **<HIVE FLEET>** units, it can only target the nearest visible enemy unit if it shoots, and if it charges it can only declare a charge against the nearest visible enemy unit.

Shadow in the Warp

Enemy **PSYKERS** must subtract 1 from any Psychic tests they make if they are within 8" of any units with this ability. **TYRANID PSYKERS** are not affected.

HIVE MIND DISCIPLINE

Before the battle, generate the psychic powers for **PSYKERS** that can use powers from the Hive Mind Discipline using the table below. You can either roll a D3 to generate their powers randomly (re-roll any duplicate results), or you can select the psychic powers you wish the psyker to have.

HIVE MIND DISCIPLINE

D3 PSYCHIC POWER

The Horror

The Horror has a warp charge value of 6. If manifested, select

1 a unit within 24" that is visible to the psyker. Until the start of your next Psychic phase, that unit must subtract 1 from their hit rolls and Leadership characteristic.

Catalyst

Catalyst has a warp charge value of 6. If manifested, select a

2 friendly TYRANIDS unit within 18" of the psyker. Until the start of your next Psychic phase, each time a model from that unit suffers a wound or mortal wound, roll a D6; on a roll of 5 or 6, the model does not lose a wound.

Onslaught

Onslaught has a warp charge value of 6. If manifested, select a friendly **TYRANIDS** unit within 18" of the psyker. That

3 unit can Advance and shoot this turn without suffering any penalties to Ballistic Skill for moving and shooting Heavy weapons, or Advancing and shooting Assault weapons. In addition, that unit can also charge this turn.

WARGEAR

Many of the units you will find on the following pages reference one or more of the following wargear lists (e.g. Basic Biocannons). When this is the case, the unit may take any item from the appropriate list below. The profiles for the weapons in these lists can be found in the appendix (pg 140-141).

BASIC BIO-WEAPONS

Scything talons

- Spinefists
- Deathspitter

MELEE BIO-WEAPONS

- Rending claws Boneswords
- Lash whip and bonesword

BASIC BIO-CANNONS

- Barbed strangler
- Venom cannon

MONSTROUS BIO-WEAPONS

- Monstrous rending clawsMonstrous boneswords
- Lash whip and monstrous bonesword

MONSTROUS BIO-CANNONS

- Two deathspitters with slimer maggots
- Two devourers with brainleech worms
- Stranglethorn cannon
- Heavy venom cannon^{*}

A model cannot be armed with more than one cannon.



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NAME	М	WS	BS	S	T	W	A	Ld	Sv
Tyranid Shrike	12"	3+	4+	4	4	3	3	9	4+
This unit contains 3 Tyr (Power Rating +12). Ea				-				es (Powe	er Rating +6) or up to 6 additional Tyranid Shrikes
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	lies
Devourer	18"	Ass	ault 3		4	0	1	-	
Flesh hooks	12"	Ass	ault 2		User	0	1		weapon can be fired within 1" of an enemy unit, an target enemy units within 1" of friendly units.
Scything talons	Melee	Mel	ee		User	0	1	weap talon	can re-roll hit rolls of 1 when attacking with this on. If the bearer has more than one pair of scything s, it can make 1 additional attack with this weapon time it fights.
WARGEAR OPTIONS	 Any n For ev Bio-ca All model 	nodel m very thre <i>nnons</i> l odels in	ay repla ee mode ist. the uni	ce its sc ls in the t may ha	ything ta unit, on ave flesh	llons wi e mode hooks.	ith one v el may re	weapon f eplace its	he <i>Basic Bio-weapons</i> list. From the <i>Melee Bio-weapons</i> list. Is devourer with one weapon from the <i>Basic</i> nds (pg 141).
ABILITIES	Synapse					1			
FACTION KEYWORDS	TYRA	NIDS,	<hiv.< td=""><td>E FLEF</td><td>ET></td><td>1 2 4</td><td>1.50</td><td>111</td><td></td></hiv.<>	E FLEF	ET>	1 2 4	1.50	111	
KEYWORDS	INFAN	NTRY,	FLY, T	YRAN	ID SHI	RIKES	1243	172.R	

A A Mowes			R	RAV	EN	ER	S		
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Ravener	12"	3+	4+	4	4	3	4	5	5+
This unit contains 3 Ra Each model is armed w					nal Rave	ners (Po	ower Ra	ting +4)	e) or up to 6 additional Raveners (Power Rating +8)
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ITIES
Deathspitter	18"	Ass	ault 3		5	-1	1	-	
Devourer	18"	Ass	ault 3		4	0	1	-	
Spinefists	12"	Pist	ol *		3	0	1		en a model fires this weapon, it makes a number of s equal to its Attacks characteristic.
Rending claws	Melee	Mel	ee		User	-1	1		h time you make a wound roll of 6+ for this weapon hit is resolved with an AP of -4.
Scything talons	Melee	Mel	ee		User	0	1	weap talon	can re-roll hit rolls of 1 when attacking with this pon. If the bearer has more than one pair of scything ns, it can make 1 additional attack with this weapon a time it fights.
WARGEAR OPTIONS					of its pair sts, a dev				ith rending claws.
ABILITIES	battlefie	rom B ld. At tl	elow: D	uring d	eploymeı f your Mo	ovement	t phases	, the Ra	vener unit underground instead of placing it on the aveners can burrow to the surface – set them up y enemy models.
FACTION KEYWORDS	TYRA					E.			
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2 Acourt	9	SKY	-SL	ASI	HE	R S	WA	RM			
NAME	М	WS	BS	S	T	W	A	Ld	Sv		
Sky-Slasher Swarm	12"	5+	5+	3	3	3	4	4	6+		
This unit contains 3 Sky-Slasher Swarms (Power F	Rating +4).	Each mo	del is ar							2) or up to 6	additional Sky-
WEAPON	RANGE	TYPE			S	AP	D	ABILI	IES		
Spinemaw	6"	Pisto	ol 4		2	0	1	-			
Claws and teeth	Melee	Mele	ee		User	0	1	-			
WARGEAR OPTIONS	• All m	odels in	the unit	may also	o take s	pinema	ws.	1. 34			
ABILITIES	Instinc	tive Beh	aviour	(pg 85)	1.5	R. Cont				to free	Sec. Sec.
FACTION KEYWORDS	TYRA	NIDS,	<hivi< td=""><td>E FLEE</td><td>Г></td><td></td><td>1 de la</td><td></td><td></td><td>1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1</td><td></td></hivi<>	E FLEE	Г>		1 de la			1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1	
KEYWORDS	SWAR	M, FLY	, SKY-	SLASH	ERS	14			A STAR STAR		A Charles

4 (4 Powest			G	AR	GO	YLI	ES		
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Gargoyle	12"	4+	4+	3	3	1	1	5	6+
This unit contains 10 Ga Rating +8) . Each model	c .		-			. .	(Power	r Rating	+ 4) or up to 20 additional Gargoyles (Power
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Fleshborer	12"	Ass	ault 1		4	0	1	-	
Blinding venom	Melee	Mel	lee		3	0	1	your	nit suffers any unsaved wounds from this weapon opponent must subtract 1 from hit rolls for that until the end of the turn.
WARGEAR OPTIONS	• All m	odels in	the unit	t may h	ave toxii	n sacs an	d/or ad	renal gla	unds (pg 141).
ABILITIES	Instinct	ive Beh	naviour	(pg 85)	19-24	10.2	2 Lest		maker - Strength - And
	Hail of it shoot		Ammun	iition: I	f this ur	nit contai	ins 20 o	r more n	nodels, you can re-roll wound rolls of 1 when
							1. 6 . 46	10 miles -	
FACTION KEYWORDS	TYRA	NIDS,	<hivi< td=""><td>E FLEI</td><td>ET></td><td></td><td></td><td></td><td></td></hivi<>	E FLEI	ET>				



The winged Gaunts known as Gargoyles throng in the skies, sowing terror and anarchy before the main swarms attack.



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INDEX: XENOS



INTRODUCTION

Welcome to *Imperial Armour – Index: Xenos*. This book is designed to update the rules for Forge World's current and recent ranges of models for use with the latest incarnation of the Warhammer 40,000 game. It provides rules for Forge World's Necrons, Tyranids, T'au Empire, Orks, Asuryani and Drukhari ranges, including new rules for characters introduced across the Imperial Armour range.

This book and its contents are fully compatible with *Warhammer 40,000 – Index: Xenos 1 and 2*, expand the datasheets which are found there and contain all the information you need to field your Forge World xenos models in the new edition of the Warhammer 40,000 game. Also included are both Power Ratings and Appendices for their use in Battle-forged armies.

Some of the datasheets in this book present some of the massive units and war machines in use by the various factions of the Warhammer 40,000 universe. These units are incredibly powerful and can easily tip the balance of a battle if not appropriately countered. It is therefore recommended that you let your opponent know before the battle if you intend to field such a unit, so that they have a chance to prepare for their onslaught.

You will need a copy of both the *Warhammer* 40,000 rulebook and *Warhammer* 40,000 – *Index: Xenos 1 and 2* to make full use of this book and its contents.

ADDITIONAL RULES

While the majority of the rules found within this book should be familiar to you from *Warhammer* 40,000 – *Index: Xenos 1 and 2* and the *Warhammer* 40,000 rulebook, owing to the sheer size and scale of some of the units we produce, we've had to create certain new overarching rules to encompass them, which you can find detailed here:

MACRO WEAPONS

This is an additional weapon type to the five types presented in the main *Warhammer 40,000* rulebook. Macro weapons are truly gigantic in proportion, often the size of armoured vehicles in their own right in many cases. Such mighty weapons are unwieldy and only able to be mounted on the largest of war engines such as Titans, but their power is enough to annihilate the most well-protected target and is particularly effective against fortifications and the largest war machines, against which their power can be fully spent.

A model armed with a Macro weapon may not fire if it has moved previously in the turn, unless the firing unit also has the **TITANIC** keyword. No Macro weapon may be used to make Overwatch attacks. When used against units with the **TITANIC** or **BUILDING** keyword, the damage inflicted by a Macro weapon is doubled (this doubling takes place after any randomised damage has been rolled for).

TYRANIDS ARMY LIST

This section serves as an addendum to the Tyranids army list in *Warhammer 40,000 – Index: Xenos 2*, and features all of the additional datasheets for the Tyranids range of models produced by Forge World. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and abilities it may have.

KEYWORDS

Throughout this section you will come across a keyword that is within angular brackets, specifically **<HIVE FLEET**>. This is shorthand for a keyword of your own choosing, as described below.

<HIVE FLEET>

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All Tyranids belong to a hive fleet. When you include a **TYRANIDS** unit in your army, you must nominate which hive fleet that unit is from. There are many different hive fleets to choose from; you can use any of the hive fleets described in our books, or make up your own if you prefer. You then simply replace the **<HIVE FLEET>** keyword in every instance on that unit's datasheet, and in any psychic powers they know, with the name of your chosen hive fleet.

For example, if you were to include a **SCYTHED HIERODULE** in your army, and you decided it was from Hive Fleet Kraken, then its **<HIVE FLEET>** keyword is changed to **KRAKEN**.

ABILITIES

The following abilities are common to several Tyranids units:

Synapse

<HIVE FLEET> units automatically pass Morale tests if they are within 8" of any friendly <HIVE FLEET> units with this ability.

Instinctive Behaviour

Unless a <HIVE FLEET> unit with this ability is within range of the Synapse ability (see above) of any friendly <HIVE FLEET> units, it can only target the nearest visible enemy unit if it shoots, and if it charges, it can only declare a charge against the nearest visible enemy unit.

Shadow in the Warp

Enemy PSYKERS must subtract 1 from any Psychic tests they make if they are within 8" of any units with this ability. Tyranids Psykers are not affected.

NAME		WD			Ţ		IRC		
NAME	М	WS	BS	S		W	A	Ld	Sv
Malanthrope	5"	4+	4+	4	5	9	4	9	5+
This unit contains 1 Ma +20). Each model is equ				lditional	Malant	hrope (1	Power R	ating +	10) or 2 additional Malanthropes (Power Rating
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	lies
Grasping tail	Melee	Mel	ee		User	-1	D3	-	
WARGEAR OPTIONS	None	e.							
ABILITIES	Shadov	v in the	Warp &	Synaps	e: See pa	age 16.			
			1000						
	models penalty Enhanc	within (from V ced Toxi	ores: You 3 ["] of any ENOM c Miasn	r oppor friendl FHROP na: At th	ent mus y <hivi ES. ne end of</hivi 	st subtra E FLEE f the Fig	F> Mala ht phase	nthrope e, roll a l	lls for ranged weapons that target <hive b="" fleet<="">> This penalty is not cumulative with the same D6 for each enemy unit within 1" of any</hive>
	models penalty Enhand Malantl Prey Ad models	within : from V ced Toxi hropes. daptation in your	ores: You B" of any ENOMT c Miasm On a 4+ on: If the army wi	r opport friendly FHROP na: At th , that un e last mo ith the s	eent mus y <hiv ES. ne end ou nit suffer</hiv 	et subtra E FLEE f the Fig s a mort n enemy IVE FL	F> Mala ht phase al woun unit is EET> ke	nthrope e, roll a id. slain wi ^r eyword a	This penalty is not cumulative with the same D6 for each enemy unit within 1" of any thin 1" of a Malanthrope in the Fight phase, all as the Malanthrope may re-roll hit rolls of 1 agains
	models penalty Enhand Malantl Prey Ad models all mod Monstr	within the from V ceed Toxis the from V ceed Toxis the formation of the fo	res: You 3" of any ENOMT c Miasn On a 4+ on: If the army wi any of t any of t	r opport friendly THROP na: At th , that un e last mo ith the s he same e first tin	eent mus y <hivi< b=""> ES. he end on hit suffer odel in an ame <h< b=""> Faction he this u</h<></hivi<>	tt subtra E FLEE f the Fig s a mort n enemy IVE FL l keywor nit is se	F> Mala tht phase cal woun y unit is EET> ke rds as th t up on t	nthrope e, roll a i nd. slain wit eyword a e slain e the battl	D6 for each enemy unit within 1" of any thin 1" of a Malanthrope in the Fight phase, all as the Malanthrope may re-roll hit rolls of 1 agains
FACTION KEYWORDS	models penalty Enhand Malantl Prey Ad models all mod Monstr at least separate	within t from V ced Toxi hropes. daptatio in your els with ous Bro one othe e unit.	res: You 3" of any ENOMT c Miasn On a 4+ on: If the army wi any of t any of t	r opport friendly THROP na: At th , that un e last mo ith the s he same e first tin l in thei	eent mus y <hivi< b=""> ES. he end on hit suffer odel in an ame <h< b=""> Paction he this u r unit. Fr</h<></hivi<>	tt subtra E FLEE f the Fig s a mort n enemy IVE FL l keywor nit is se	F> Mala tht phase cal woun y unit is EET> ke rds as th t up on t	nthrope e, roll a i nd. slain wit eyword a e slain e the battl	This penalty is not cumulative with the same D6 for each enemy unit within 1" of any thin 1" of a Malanthrope in the Fight phase, all as the Malanthrope may re-roll hit rolls of 1 agains nemy. efield, all of its models must be placed within 6" of

10 10			DIN	1A(CHA	NE R	RON			DAMAGE Some of a Dimach change as it suffer			
NAME	Μ	WS	BS	S	T	W	A	Ld	Sv	shown below:			
Dimachaeron	*	*	3+	6	6	14	*	10	3+	REMAINING W	М	WS	A
			20 - 24 B	28.2019				12.23	1.1887.1	8-14+	12"	2+	6
A Dimachaeron is a single	model arn	ned wit	h sickle o	claws, g	rasping	talons a	nd thora	x spine-	maw.	4-7	9"	3+	5
WEAPON	RANGE	ТҮР	E		S	AP	D	ABILIT	TIES	1-3	6"	5+	3
Grasping talons and thorax spine-maw	Melee	Me	lee		7	-2	1	6+ m		ing INFANTRY units, h this weapon is resolv			ł
Sickle claws	Melee	Me	lee		10	-2	D3			rith this weapon is a 6, and a Damage of D6.	resolve the	at hit with	
WARGEAR OPTIONS	• None	2.	-		1.00	1.24			1.98	11-1-1-1-1-1-1-1-1-1-1-1-1-1-1-1-1-1-1	20.25	and the second	
ABILITIES	Instinct	tive Bel	haviour	See pa	ge 16.		i Sie	1993	15.191	of the open states of the		(
	grasping	g talons	and the	orax spin	ne-maw,	it gains	a 5+ inv	ulnerab	le save f	RY models in the Fight for the remainder of th nce it moves against th	e battle.		
FACTION KEYWORDS	TYRA	NIDS,	<hivi< td=""><td>E FLEE</td><td>ET></td><td></td><td>1996</td><td>100</td><td>1.8.8</td><td></td><td>1.1.1.1</td><td></td><td></td></hivi<>	E FLEE	ET>		1996	100	1.8.8		1.1.1.1		
KEYWORDS			DIMAG						1.27	10.2.3.3.10.24	1.10		7

A Stower			N	IEI	OT	IC S	SPC	RE	S
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Meiotic Spore	3"	-	-	1	2	2	1	10	7+
This unit contains 3 Mei (Power Rating +6).	iotic Spores.	It can in	clude up	to 3 ac	lditional	Meiotic	c Spores	(Power	• Rating +3) or up to 6 additional Meiotic Spores
WARGEAR OPTIONS	• Nor	ne.		1.92	6.23	141.98	12,20	8. K. I.	
	Each t wound	ime a Me	eiotic Spo nearest	ore exp	lodes, ro	ll a D6.	On a 1,	it fails to	any enemy unit at the end of any Charge phase. o inflict any harm. On a 2-5, it inflicts D3 mortal ortal wounds on that unit. The Meiotic Spore is
	the pu the nu	rposes of	f any vic models c	tory con	nditions	– their o	destruct	ion neve	5. Furthermore, Meiotic Spores are discounted for er awards Victory points, they do not count toward t count when determining if a player has any mode
	but ins	stead are	set up ir	n freefal	l. Once	both arn	nies are	fully dep	pores are not deployed with the rest of your army, ployed, just before the first battle round begins, you an 12" from any enemy models,
FACTION KEYWORDS	TYRA	ANIDS.	<hivi< td=""><td>E FLEE</td><td>ET></td><td>1.</td><td></td><td></td><td>The second for the second second second</td></hivi<>	E FLEE	ET>	1.			The second for the second second second
		,							

5 STONE CRUSHER CARNIFEX BROOD

NAME	М	WS BS	i S	Т	W	A	Lđ	Sv
Stone Crusher Carnifex Brood	7"	4+ 4+	_	7	8	4	6	3+
This unit contains 1 Stor Crusher Carnifexes (Po								ifex (Power Rating +5) or 2 additional Stone a thresher scythe.
WEAPON	RANGE	TYPE		S	AP	D	ABILIT	TIES
Bio-plasma	12"	Assault 1	03	7	-3	1	-	
Bio-flail	Melee	Melee		User	-1	2	hit ro	time the bearer fights, you make a number of alls against the target unit equal to the number of els from that unit within 2" of the Stone Crusher ifex
Bone mace	Melee	Melee		8	-1	D3		time the bearer fights, one (and only one) of its ks must be made with this weapon.
Thresher scythe	Melee	Melee		4	-1	1		e D3 hit rolls for each attack made with this weapon ad of 1.
Wrecker claws	Melee	Melee		x2	-3	D6	woun wrecl	nst VEHICLES and BUILDINGS , re-roll all failed ad rolls with this weapon. If this model has two ker claws, it also re-rolls failed hit rolls against ICLES and BUILDINGS .
WARGEAR OPTIONS	• Any i	nodel may e nodel may e nodel may t	xchange it	ts threshe	r scythe			e.
ABILITIES	Carapac unit of y D3 mor Monstre	rour choice y tal wounds. ous Brood: one other mo	ams: When within 1" s The first ti	n a Stone suffers a n me this u	nortal w nit is se	zound. If et up on t	this uni he battle	tes a charge move, roll a dice; on a 4+, one enemy it is a VEHICLE or BUILDING , it instead suffers efield, all of its models must be placed within 6" of , each operates independently and is treated as a
FACTION KEYWORDS	-	NIDS, <h< td=""><td>VE FLE</td><td>ET></td><td>15</td><td></td><td>399 3</td><td></td></h<>	VE FLE	ET>	15		399 3	
KEYWORDS					CRUS	HER C	ARNI	FEX BROOD

		BA	RBI	ED	HIE	ERC	DU	JLE		DAMAGE Some of a Barbed H change as it suffers of below:			
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	
Barbed Hierodule	*	3+	*	10	8	22	*	10	3+	11-22+	12"	4+	ļ
A Barbed Hierodule is a si	ngle mode	l equipp	ed with	two bio	cannon	and tw	o massi	<i>r</i> e		6-10	8"	5+	4
scything talons, WEAPON	RANGE	ТҮР			S	АР	D	ABILIT	166	1-5	4"	6+	
Bio-cannon	48"		L IVY 6		8	-2	D3		ILU				
Massive scything talons	Melee	Mel			User	-3	D6	weapo scyth	on. If th ing talo	oll hit rolls of 1 when at se bearer has more thar ons, it can make 1 addit a time it fights<u>a</u>	1 one mas	sive	,
WARGEAR OPTIONS	• None	e.	N. K	A. F.		1.5	1994		2.15%				
ABILITIES										6" until the end of the p l the lowest result.	phase – do	o not roll a	
	a 5+, it Instinct Titanic its turn. end of i models the ener from an the pen	lashes o tive Bel Monsta When ts move within my unit ny frience alty to i	ut in its naviour: er: A Ba a Barbed it must 1" of it, a that is v ily mode ts hit rol	death th See pag rbed Hierod d Hierod be more as long a within 1' els. In ac	aroes, an ge 16. erodule 6 dule Fall e than 1" as all of t ' of it or ddition, f ly, the B	d each can Fall s Back, from a he enen any oth the Barl	unit with Back in it can ev Il enemy ny mode er visibl ped Hier	the Mov en move units. A ls have t e enemy odule ca	ffers D3 vement over en Barbeo he INF2 unit tha n move	emoving the model from 3 mortal wounds. phase and still shoot ar nemy INFANTRY mod d Hierodule can shoot i ANTRY keyword. In the at is within range and r e and fire Heavy weapon onus to its save in cover	nd/or chan dels, thouş if there ar- nis case, it nore than ns withou	rge during gh at the e enemy can shoot 1" away t suffering	
ACTION KEYWORDS		_		E FLEE				1	1.1.1				
KEYWORDS					RBED	HIER	ODULE	7	1		15.0		-1
	Color March 100							2					
				1.200	Contraction of			-	1. 19. a 1 2 1		191961	REGISER	/
32 Source			E	IAR	RII			_		DAMAGE Some of a Harridan's it suffers damage in			•
	M	WS				DAI	N		Sv				•
	M *	ws *	BS *	S	RRII T	DAI w	N	Ld	Sv 3+	Some of a Harridan's it suffers damage in	battle, as	shown bel	ow:
Harridan	*	*	BS *	S 7	RRII T 7	DAN W 30	N A 5	Ld 10	Sv 3+	Some of a Harridan's it suffers damage in REMAINING W	battle, as M	shown bel WS	ow: B
Harridan	*	*	BS *	S 7	RRII T 7	DAN W 30	N A 5	Ld 10		Some of a Harridan's it suffers damage in T REMAINING W 16-30+ 10-15 5-9	battle, as <u>M</u> 30" 20" 15"	shown bel WS 3+ 3+ 4+	ow: <u>B</u> 3· 4· 5·
XAME Harridan A Harridan is a single moo	*	* with two TYP	BS * > bio-car E	S 7	RRII T 7	DAN W 30 assive s AP	N A 5 cything D	Ld 10	3+	Some of a Harridan's it suffers damage in REMAINING W 16-30+ 10-15	battle, as <u>M</u> 30" 20"	shown bel WS 3+ 3+	ow: B 3.
H arridan A Harridan is a single moo WEAPON Bio-cannon	* del armed v	* with two TYP	BS * bio-car E avy 6	S 7	T 7 d two m	DAN W 30	A 5 cything	Ld 10 talons, ABILIT – You c weap scyth	3+ IES an re-ro on. If the ing talo	Some of a Harridan's it suffers damage in T REMAINING W 16-30+ 10-15 5-9	battle, as M 30" 20" 15" 10" ttacking w a one mas	shown bel WS 3+ 3+ 4+ 5+ vith this sive	ow: <u>B</u> 3· 4· 5·
Harridan A Harridan is a single moo WEAPON Bio-cannon Massive scything talons	* del armed v RANGE 48	* with two TYP Hea Mel	BS * bio-car E avy 6	S 7	T 7 d two m S 8	DAN W 30 assive s AP -2	N A 5 cything D D3	Ld 10 talons, ABILIT – You c weap scyth	3+ IES an re-ro on. If the ing talo	Some of a Harridan's it suffers damage in REMAINING W 16-30+ 10-15 5-9 1-4 oll hit rolls of 1 when at be bearer has more than ons, it can make 1 addit	battle, as M 30" 20" 15" 10" ttacking w a one mas	shown bel WS 3+ 3+ 4+ 5+ vith this sive	ow: 8 3 4 5
Harridan A Harridan is a single moo	* del armed v RANGE 48 Melee • None. Death 7	* with two TYP Hea Mel	BS * bio car E wy 6 lee If this n	S 7 nnon an nodel is	T 7 d two m S 8 User reduced	DAN W 30 assive s AP -2 -3 to 0 wo	N A 5 cything D D3 D6	Ld 10 talons ₁ ABILIT - You c weap scyth this w	3+ IES an re-ro on. If th ing talo reapon- pefore re	Some of a Harridan's it suffers damage in REMAINING W 16-30+ 10-15 5-9 1-4 oll hit rolls of 1 when at be bearer has more than ons, it can make 1 addit	battle, as M 30" 20" 15" 10" ttacking w one mas ional attac	shown bel WS 3+ 3+ 4+ 5+ vith this sive ck with	ow: 8 3 4 5
Harridan A Harridan is a single moo WEAPON Bio-cannon Massive scything talons WARGEAR OPTIONS	* del armed v RANGE 48 Melee • None. Death 7 a 5+, it Frenzie	* with two TYP Hea Mel	BS * bio car E wy 6 lee If this m ut in its bolism:	S 7 nnon an nodel is death th At the s	T 7 d two m S 8 User reduced proes, an	DAN W 30 assive s AP -2 -3 to 0 wo d each ne Shoo	A 5 cything D D3 D6 unds, rc unit with	Ld 10 talons, ABILIT - You c weap scyth this w sll a D6 b nin 3" su se, you r	3+ IES an re-rc on. If th ing talo reapon- before rc ffers D3 nay cho	Some of a Harridan's it suffers damage in REMAINING W 16-30+ 10-15 5-9 1-4 oll hit rolls of 1 when at the bearer has more than ons, it can make 1 addit each time it fights, emoving the model from	battle, as M 30" 20" 15" 10" ttacking w a one mas ional attacking w a one mas ional attacking w	shown bel WS 3+ 3+ 4+ 5+ vith this sive ck with	ow:
Harridan A Harridan is a single moo WEAPON Bio-cannon Massive scything talons WARGEAR OPTIONS	* del armed v 48 48 Melee • None. Death 7 a 5+, it Frenzie wounds Sky Att	* with two TYP Hea Mel	BS * bio car E wy 6 lee If this n ut in its bolism: d D6 to hen mov	S 7 nnon an nodel is death th At the s the Stre <i>v</i> ing the	T 7 d two m S 8 User reduced proes, an tart of th ength of the second	DAN W 30 assive s AP -2 -3 to 0 wo d each he Shoo its bio-c n in the	A 5 cything D D3 D6 unds, rc unit with ting pha cannon f Movem	Ld 10 talons, ABILIT - You c weap scyth this w all a D6 b nin 3" su se, you r or the du ent phas	3+ IES an re-rc on. If the ing talo veapon- before re ffers D3 nay cho uration we, pick	Some of a Harridan's it suffers damage in REMAINING W 16-30+ 10-15 5-9 1-4 oll hit rolls of 1 when at the bearer has more than ons, it can make 1 addit each time it fights emoving the model from 3 mortal wounds.	battle, as M 30" 20" 15" 10" ttacking w n one mas ional attact m the batt an suffers es over. Th	shown bel WS 3+ 3+ 4+ 5+ with this sive ck with tlefield; on D3 mortal	ow:
Harridan A Harridan is a single moo WEAPON Bio-cannon Massive scything talons WARGEAR OPTIONS	* del armed v RANGE 48 Melee • None: Death 7 a 5+, it Frenzie wounds Sky Att immedi Flying 7 its turn. it must as long is withi models.	* with two TYP Hea Mel Fhroes: lashes o cd Meta s, but ad ack: WI iately su Titanic . When be more as all of n 1" of i . In add	BS * bio-car E wy 6 dee If this m ut in its bolism: d D6 to hen mov ffers D3 Monste it Falls F e than 1' The ene: t or any ition, the	S 7 nnon an nodel is death the At the s the Stree ving the amortal ar: A Hau Back, it o " from a my moci other vi e Harric	T 7 d two m S 8 User reduced proes, an tart of th ngth of : Harrida wounds rridan ca can even ll enemy lels have sible ene lan can t	DAN W 30 assive s AP -2 -3 to 0 wo d each as Shoo d each as Shoo d each as Shoo d each as Shoo at shoo	A 5 cything D D3 D6 unds, rc unit with ting pha annon f Movem oility ma Back in t Wover ener A Harrid FANTRY t that is d fire H	Ld 10 talons ABILII - You c weap scyth this w Ul a D6 b nin 3" su se, you r or the du ent phas y not tar he Move my INFA an can s Z keywon within ra eavy wea	3+ IES an re-re- on. If the ing talo reapon- before re- ffers D3 may choo- uration re, pick of get unit ment p NTRY hoot if rd. In the ange an upons w	Some of a Harridan's it suffers damage in REMAINING W 16-30+ 10-15 5-9 1-4 oll hit rolls of 1 when at the bearer has more than one, it can make 1 addit each time it fights, emoving the model from 3 mortal wounds. bose to have the Harrida of your current turn. one enemy unit it passe ts composed entirely of shase and still shoot and models, though at the there are enemy model his case, it can shoot the d more than 1" away fre- vithout suffering the per-	battle, as M 30" 20" 15" 10" ttacking w n one mas ional attact ional attact m the batt an suffers es over. The f CHARA d/or charge end of its ls within 1 e enemy u om any fr nalty to it	shown bel WS 3+ 3+ 4+ 5+ with this sive ck with clefield; on D3 mortal bat unit CTERS. ge during move " of it, unit that iendly s hit rolls.	ow:
Harridan A Harridan is a single moo WEAPON Bio-cannon Massive scything talons WARGEAR OPTIONS ABILITIES	* del armed v RANGE 48 Melee • None. Death 7 a 5+, it Frenzie wounds Sky Att immedi Flying 7 its turn. it must as long is withi models. Finally,	* with two TYP Hea Mel Fhroes: lashes o cd Meta s, but ad ack: Wi iately su Titanic . When be more as all of n 1" of i . In add the Har	BS * bio-car E wy 6 lee If this m ut in its bolism: d D6 to hen mov ffers D3 Monste it Falls F e than 1' the ene: t or any ition, the rridan ou	S 7 nnon-an nodel is death the At the s the Stree ving the mortal ar: A Hau Back, it o " from a my mod other vie e Harric nly gain	T 7 d two m 5 8 User reduced proes, an tart of th ength of f Harrida wounds rridan ca can even ll enemy lels have sible ener lan can r s a bonu	DAN W 30 assive s AP -2 -3 to 0 wo d each to 0 wo d each the Shoo its bio-co its bio-co	A 5 cything D D3 D6 unds, rc unit with ting pha cannon f Movem oility ma Back in t wer ener A Harrid FANTRY t that is d fire H save in c	Ld 10 talons, ABILIT - You c weaps scyth this w and a D6 b nin 3" su se, you r or the du ent phas y not tar he Move my INFA an can s Z keywon within ra eavy wea over if at	3+ IES an re-rc on. If the ing talo veapon- before re ffers D3 may cho uration we, pick get unit enert p NTRY hoot if rd. In the ange an upons w cleast he	Some of a Harridan's it suffers damage in REMAINING W 16-30+ 10-15 5-9 1-4 oll hit rolls of 1 when at the bearer has more than one, it can make 1 addit each time it fights. emoving the model from 3 mortal wounds. bose to have the Harrida of your current turn. one enemy unit it passe ts composed entirely of shase and still shoot and models, though at the there are enemy model his case, it can shoot the d more than 1" away from	battle, as M 30" 20" 15" 10" ttacking w n one mas ional attact ional attact m the batt an suffers es over. The f CHARA d/or charge end of its ls within 1 e enemy u om any fr nalty to it	shown bel WS 3+ 3+ 4+ 5+ with this sive ck with clefield; on D3 mortal bat unit CTERS. ge during move " of it, unit that iendly s hit rolls.	ow:
Harridan A Harridan is a single moo WEAPDN Bio-cannon Massive scything talons WARGEAR OPTIONS	* del armed v RANGE 48 Melee • None. Death 7 a 5+, it Frenzie wounds Sky Att immedi Flying 7 its turn. it must as long is withi models. Finally, This models.	* with two TYP Hea Mel Fhroes: lashes o cd Meta s, but ad ack: Wi iately su Titanic . When be more as all of n 1" of i . In add the Har odel can	BS * bio-car E wy 6 dee If this m ut in its bolism: d D6 to hen mov ffers D3 Monste it Falls F e than 1' the ene: t or any ition, the rridan ou transpo	S 7 nnon-an nodel is death the At the s the Stree ving the mortal ar: A Hau Back, it o " from a my mod other vie e Harric nly gain	I 7 d two m S d two m S void two m S d two m S void two m S d two m S void two m S void two m S void two m S start of the method the met	DAN W 30 assive s AP -2 -3 to 0 wo d each to 0 wo d each the Shoo its bio-co its bio-co	A 5 cything D D3 D6 unds, rc unit with ting pha cannon f Movem oility ma Back in t wer ener A Harrid FANTRY t that is d fire H save in c	Ld 10 talons, ABILIT - You c weaps scyth this w and a D6 b nin 3" su se, you r or the du ent phas y not tar he Move my INFA an can s Z keywon within ra eavy wea over if at	3+ IES an re-rc on. If the ing talo veapon- before re ffers D3 may cho uration we, pick get unit enert p NTRY hoot if rd. In the ange an upons w cleast he	Some of a Harridan's it suffers damage in REMAINING W 16-30+ 10-15 5-9 1-4 oll hit rolls of 1 when at the bearer has more than one, it can make 1 addit each time it fights, emoving the model from 3 mortal wounds. bose to have the Harrida of your current turn. one enemy unit it passe ts composed entirely of shase and still shoot and models, though at the there are enemy model his case, it can shoot the d more than 1" away fre- vithout suffering the per-	battle, as M 30" 20" 15" 10" ttacking w n one mas ional attact ional attact m the batt an suffers es over. The f CHARA d/or charge end of its ls within 1 e enemy u om any fr nalty to it	shown bel WS 3+ 3+ 4+ 5+ with this sive ck with clefield; on D3 mortal bat unit CTERS. ge during move " of it, unit that iendly s hit rolls.	ow 3 3 4 5 6

 TRANSPORT
 This model can transport up to 20 <HIVE FLEET> GARGOYLES.

 FACTION KEYWORDS
 TYRANIDS, <HIVE FLEET>

 KEYWORDS
 FLY, MONSTER, TITANIC, TRANSPORT, HARRIDAN

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¥ 90	HI				NT		D-T			DAMAGE Some of a Hieropha characteristics chan battle, as shown bel	ge as it su		nge in
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	A
Hierophant Bio-titan	*	*	3	10	8	50	*	10	2+	35-50+	12"	3+	- M
A Hierophant Bio-titan is a bio-plasma torrent and mor				two dir	e bio-cai	nnon, la	ashwhip	pods,		20-34	9"	3+	5
WEAPON	RANGE	TYP	:		S	AP	D	ABILIT	IES	5-19	6" 3"	4+	4
Dire bio-cannon	48"	Mao	ro 6		10	-2	2D6	-		1-4	3	5+	3
Bio-plasma torrent	8"	Pist	ol 2D6		5	-2	1	This	weapon	hits its target automati	cally.		
Lashwhip pods	Melee	Mel	ee		User	-1	2	Make	3 hit ro	lls for each attack mad	le with thi	is weapon.	1
Monstrous scything talons	Melee	Mel	ee		x2	-5	2D6	-					
ABILITIES	- Swa Bio-tita	n Warp	ubation Field.	This mo	del has a					moving the model fro			-
	Frenzie you do s Incendi dice at t	d Meta l so, the H a ry Ich he end	oolism: Iieropha or: Whe	When u int Bio- never a	using the titan suff n enemy	Hierop fers D3 unit in	hant's di mortal v flicts on	ire bio-c vounds, e or moi	annon, but dou e woun	mortal wounds. you can harness its free bles the Strength of its ds on this model in the rs a mortal wound.	dire bio-o	cannon.	
	transpor of up to FLEET: Titanic during i though there are case, it c more th	rt a unit 6 HIVI > TYRA Monste ts turn. at the en e enemy can shoo an 1" av	of up to E GUAR NID PI er: A Hie When a and of its models of the en way from	20 < H D , TYF IME of erophan Hierop move it within emy un any fri	IVE FLE ANT G r BROO t Bio-tita hant Bio must be 1" of it, a it that is	ET> G UARD DLORI an can l -titan F more t as long within odels. F	ENESTI or TYR. D. Fall Back Falls Back han 1" fr as all of 1" of it c Finally, th	with this EALERS ANID V a in the l k, it can rom all e the ener or any ot ne Hiero	s ability 5, TERM VARRIC Moveme even mo enemy u ny mod her visil	gains the TRANSPOR IAGANTS or HORM INGANTS or HORM ORS. It may also transpont on the phase and still shoce over over enemy INFAN nits. A Hierophant Bio els have the INFANTR ole enemy unit that is v io-titan only gains a bo	AGAUNT bort a sing ot and/or c NTRY mo o-titan can Y keywor vithin ran	S, or a uni le < HIVE charge dels, a shoot if d. In this ge and	
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WEAPON	RANGE	ТҮР	E		S	AP	D	ABILI	TIES	1-5	4"	5+	
Bio-acid spray	8"	Hea	avy 2D6		6	-2	D3	This	weapo	n hits its target automat	ically.		Т
Massive scything talons	Melee	Me	lee		User	-3	D6	weap scyth	on. If t ring tal	roll hit rolls of 1 when a he bearer has more tha ons, it can make 1 addi 1 each time it fights₁	n one mas	sive	
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TYRANIDS WARGEAR

TYRANIDS RANGED V	VEAPONS					
WEAPON	RANGE	ТҮРЕ	S	AP	D	ABILITIES
Bio-acid spray	8"	Heavy 2D6	6	-2	D3	This weapon hits its target automatically.
Bio-cannon	48"	Heavy 6	8	-2	D3	-
Bio-plasma	12"	Assault D3	7	-3	1	-
Bio-plasma torrent	8"	Pistol 2D6	5	-2	1	This weapon hits its target automatically.
Dire bio-cannon	48"	Macro 6	10	-2	2D6	-

TYRANIDS MELEE WEAPONS

TYRANIDƏ MELEE WEAP	ם וני					
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bio-flail	Melee	Melee	User	-1	2	Each time the bearer fights, you make a number of hit rolls against the target unit equal to the number of models from that unit within 2" of the Stone Crusher Carnifex,
Bone mace	Melee	Melee	8	-1	D3	Each time the bearer fights, one (and only one) of its attacks must be made with this weapon.
Grasping tail	Melee	Melee	User	-1	D3	-
Grasping talons and thorax spine-maw	Melee	Melee	7	-2	1	When targeting INFANTRY units, each wound roll of 6+ made with this weapon is resolved at Strength x2 and Damage D6
Lashwhip pods	Melee	Melee	User	-1	2	Make 3 hit rolls for each attack made with this weapon.
Massive scything talons	Melee	Melee	User	-3	D6	You can re-roll hit rolls of 1 when attacking with this weapon. If the bearer has more than one massive scything talons, it can make 1 additional attack with this weapon each time it fights
Monstrous scything talons	Melee	Melee	x2	-5	2D6	-
Sickle claws	Melee	Melee	10	-2	D3	If a hit roll with this weapon is a 6, resolve that hit with an AP of -4 and a Damage of D6.
Thresher scythe	Melee	Melee	4	-1	1	Make D3 hit rolls for each attack made with this weapon instead of 1.
Wrecker claws	Melee	Melee	x2	-3	D6	Against VEHICLES and BUILDINGS , re-roll all failed wound rolls with this weapon. If this model has two wrecker claws, it also re-rolls failed hit rolls against VEHICLES and BUILDINGS .

THE SHADOW IN THE WARP

In this section you'll find rules for Battle forged armies that include Tyranids Detachments that is, any Detachment which only includes units with the TYRANIDS keyword. These rules include the abilities below and a series of Stratagems. This section also includes the Tyranids' unique Warlord Traits, Psychic Discipline, Bio-artefacts and Tactical Objectives. Together, these rules reflect the character and fighting style of the Tyranids in your games of Warhammer 40,000.

LITIES

Tyranids Detachments gain the following abilities:

EXTENSIONS OF THE HIVE MIND

The organisms that make up a Tyranid army are all extensions of the psychic gestalt known as the Hive Mind – its tendrils and its jaws, all working with a single purpose.

If your army is Battle-forged, all Troops units in Tyranids Detachments gain this ability. Such a unit that is within range of an objective marker (as specified in the mission) controls the objective marker even if there are more enemy models within range of that objective marker. If an enemy unit within range of the same objective marker has a similar ability, then the objective marker is controlled by the player who has the most models within range of it as normal.

HIVE FLEET ADAPTATIONS

Each of the hive fleets has its own distinct methods of predation, from the movement patterns of entire swarms to the behaviours and morphology of individual organisms.

If your army is Battle-forged, all units in Tyranids Detachments gain a Hive Fleet Adaptation, so long as every unit in that Detachment is from the same hive fleet. The Hive Fleet Adaptation gained depends upon the hive fleet they are from, as shown in the table opposite. For example, a **BEHEMOTH** unit with the Hive Fleet Adaptation ability gains the Hyper-aggression adaptation.

If you are using a splinter fleet rather than a hive fleet, use the Hive Fleet Adaptation of its parent hive fleet. For example, the Court of the Nephilim King is a splinter fleet of Hive Fleet Behemoth, so should use the Behemoth Hive Fleet Adaptation. If you are unsure of a splinter fleet's parent hive fleet, either consult the background sections of our books or choose an adaptation from the table that best describes its character and fighting style.



'Perhaps the Tyranids are a punishment for all the galaxy's warring races, we who could not see beyond our reckless hate. Perhaps, in a final twist of irony, we shall be consumed by a force that feels no enmity at all, merely a cold and insatiable hunger'.

Farseer Zonayen of Alaitoc

HIVE FLEET ADAPTATIONS

BEHEMOTH: HYPER-AGGRESSION

Driven by a frenzied hunger, Hive Fleet Behemoth unleashes the full might of its swarms in an overwhelming frontal assault.

You can re-roll failed charge rolls for units with this adaptation.

KRAKEN: QUESTING TENDRILS

The Kraken harries and unbalances its foes with lightningfast flanking attacks, before encircling them for the final, bloody massacre.

When a unit with this adaptation Advances, roll three dice instead of one and pick the highest to add to the Move characteristic of all models in the unit for that Movement phase. In addition, such units can Fall Back and charge in the same turn.

LEVIATHAN: SYNAPTIC IMPERATIVE

Hive Fleet Leviathan's synaptic network is so strong that its organisms can be compelled by the Hive Mind to fight in spite of injuries that should have crippled or slain them outright.

Roll a D6 each time a unit with this adaptation loses a wound whilst it is within 6" of a friendly SYNAPSE unit from the same hive fleet. On a 6, the damage is ignored and the unit does not lose a wound. Ignore this adaptation on a unit that is currently affected by the *Catalyst* psychic power.

GORGON: ADAPTIVE TOXINS

The toxins produced by Hive Fleet Gorgon's swarmcreatures adapt with terrifying speed to any foe, agonising and ravaging the bodies of their unfortunate victims.

You can re-roll wound rolls of 1 in the Fight phase for units with this adaptation.

JORMUNGANDR: TUNNEL NETWORKS

The warrior-organisms of Hive Fleet Jormungandr attack from subterranean tunnels, making them extremely difficult to target until it is far too late.

A unit with this adaptation (other than units that can FLY) always has the benefit of cover for the purposes of shooting attacks. If the unit Advances or charges, however, it loses the benefit of this adaptation until the start of your next Movement phase.

HYDRA: SWARMING INSTINCTS

Hive Fleet Hydra's super-swarms overwhelm their prey with sheer weight of numbers, drowning them in a tide of chitin, flesh and slashing claws.

You can re-roll hit rolls in the Fight phase for units with this adaptation that target units containing fewer models than their own.

KRONOS: BIO-BARRAGE

Hive Fleet Kronos obliterates its foes at range by unleashing devastating barrages of bio-plasma and living missiles.

You can re-roll hit rolls of 1 for units with this adaptation in your Shooting phase if they did not move in the preceding Movement phase.

HIVE FLEET ADAPTATIONS

The Tyranid race is a single, gestalt super-organism, preying on the entire galaxy. Yet like the variable nature of its bio-horrors, each hive fleet is an expression of the Tyranids' adaptability. The huge number of hive fleets allows the Tyranids to deploy an unending array of deadly morphic traits.

Codex: Tyranids describes how the <HIVE FLEET> keyword can be substituted with the name of your chosen Hive Fleet, as well as describing the abilities that units in Tyranids Detachments gain. One of these abilities is Hive Fleet Adaptations. If your chosen Hive Fleet does not have an associated Hive Fleet Adaptation in *Codex: Tyranids*, you can create its Hive Fleet Adaptation by selecting two different rules from the following list:

Adaptive Exoskeleton

The gaunt-derived creatures produced by some hive fleets secrete a waxy, resinous material that hardens into a slick layer of protection, deflecting or absorbing hits.

TERMAGANT, **HORMAGAUNT** and **GARGOYLE** models with this adaptation have a 6+ invulnerable save.

Bestial Nature

The monstrous organisms of this hive fleet embody a savage ferocity. When wounded near unto death, they lash out in animalistic fury, making taking them down a suicidal prospect.

Add 2 to the Attacks characteristic of a model with this adaptation that has a damage table whilst using the bottom row of that model's damage table.

Bio-metallic Cysts

Incubated within the bladed limbs of this hive fleet's weapon-beasts are colonies of cysts whose bio-metallic edges can slice through armour.

Improve the Armour Penetration characteristic of Scything Talons that models with this adaptation are equipped with by 1 (e.g. AP 0 becomes AP -1).

Biosphere Consumption

Parasitising upon the prey world itself, this hive fleet's monstrosities delve osmotic tendrils into its biomass. Embedding themselves like a tumour and fuelling their metabolic resilience, they are nigh impossible to remove.

When a MONSTER model with this adaptation would lose a wound, if that model's unit did not move during your last Movement phase or it is the first battle round, and there are no enemy units within 1" of that model's unit, roll one D6; on a 6 that wound is not lost.

Cranial Channelling

The craniums of this hive fleet's psyker-beasts contain a clutch of symbiotic larvae whose entire life-cycle revolves around the channelling of the Hive Mind. With an instinctive impulse, the carrier will absorb one of these creatures into their swollen brain matter, thus becoming a more efficient and fluid extension of the hive fleet's will.

Once per turn, when a Psychic test is taken for a model with this adaptation, you can re-roll the result.

Feeding Frenzy

With dormant glands that suddenly burst into life, and reinforced, adaptive cartilage powering headlong leaps, the swarms of this hive fleet feed their urge to close with their prey as quickly as possible.

When a pile-in move is made for a unit with this adaptation, models in that unit can move up to 6" instead of 3".

Horror from Beyond

Whether due to some sickening aura of the Hive Mind or simply their terrifying size and predatory hunger, this hive fleet's larger organisms are so monstrous that few are the heroic or insane who can stand before them.

Subtract 1 from the Leadership characteristic of models in enemy units whilst their unit is within 3" of any MONSTER units from your army with this adaptation.

Hypermetabolic Acceleration

This hive fleet bio-engineers its horrors with multiple stimm-releasing glands. Surges of extragalactic chemicals drive them to frenzied rushes across the prey worlds.

When a unit with this adaptation Advances, you can re-roll the Advance roll.

Membranous Mobility

This hive fleet's skyswarm bioforms evince an unusually complex web of membranous tissue, allowing them to weave and jink with such astounding flexibility that carefully aimed blows can easily pass through thin air.

When resolving an attack made with a melee weapon against a model with this adaptation that can FLY, subtract 1 from the hit roll.

Metamorphic Regrowth

Within the flesh of its limitless broods, this hive fleet has adapted strange conglomerate organs and pathogenhunting spores that can rapidly reknit any damage.

A model with this adaptation regains up to 1 lost wound at the start of your turn.

Morphic Sinews

Stabilised with fibrous cords of sinew and internal wells of viscous fluid, this hive fleet's largest weapon symbiotes instinctively adjust to their host beast's hulking advances.

MONSTER models with this adaptation do not suffer the penalty for moving and firing Heavy weapons, nor for Advancing and firing Assault weapons.

Pack Hunters

Submerging their prey in waves of talons and fangs, this hive fleet's creatures use their weight of numbers to punch and tear their way through once-stout defences.

When resolving an attack made with a melee weapon by a model with this adaptation against a unit that contains fewer models than that model's unit, improve the Armour Penetration characteristic of that weapon by 1 for that attack (e.g. AP 0 become AP -1).

Prey-sight

Some hive fleets' horrifying colossi close with the enemy while straining their multiple alien senses, the prey's every movement and position noted. When it comes, the strike is inescapable.

If a MONSTER unit with this adaptation makes a charge move, is charged or performs a Heroic Intervention, then until the end of the turn, when resolving an attack made with a melee weapon by a model in that unit, add 1 to the hit roll.

Senses of the Outer Dark

Developed beyond the galaxy, this hive fleet's organisms' preternatural senses are triggered by surges of aggression as they close with the enemy. The prey's fearful defensive fire is dodged with blinding speed.

When a model with this adaptation would lose a wound as a result of an Overwatch attack, roll one D6; on a 4+ that wound is not lost.

Shrewd Predators

This hive fleet's synaptic coordination is so overwhelming that it compels its organisms to override their baser instincts, unnervingly moving in unexpected directions – all the while closing the snare on their prey. When a model with this adaptation makes a consolidation move, if there are no enemy models within 3", that model does not have to end the move closer to the nearest enemy model.

Sporemist Spines

Ejected with a muscular spasm from between carapace plates, these clouds of microscopic crystalline spines cause pain and disorientation, allowing this hive fleet's broods to slip away at speed – and on to meatier prey.

A unit with this adaptation can Advance in a turn in which it Falls Back.

Synaptic Augmentation

This hive fleet has refined its conduits to the lesser organisms, allowing for subtle control and augmentation of their instincts. So directed, they are far more deadly.

When a <HIVE FLEET> unit with this adaptation that is within 6" of a friendly <HIVE FLEET> PSYKER or <HIVE FLEET> SYNAPSE unit fires Overwatch or is chosen to shoot or fight with, you can re-roll a single hit roll.

STRATAGEMS

If your army is Battle-forged and includes any Tyranids Detachments (excluding Auxiliary Support Detachments), you have access to the Stratagems shown below, meaning you can spend Command Points to activate them. These reflect the unique strategies used by the forces of the Hive Mind on the battlefield.

PSYCHIC BARRAGE

Tyranids Stratagem

By channelling the power of the Shadow in the Warp, Tyranid psyker-beasts can obliterate the minds of their prey.

Use this Stratagem in your Psychic phase if a Zoanthropes unit from your army consisting of at least 3 models is within 6" of 2 other such units. If you do so, the Zoanthropes cannot take any Psychic tests this phase – instead, select a point on the battlefield within 18" of, and visible to, all three units. Roll a dice for each unit (friend or foe) within 3" of that point. Add 1 to the result if the unit being rolled for has 10 or more models, but subtract 1 if the unit being rolled for is a CHARACTER. On a 4+ that unit suffers 3D3 mortal wounds.

CAUSTIC BLOOD

Tyranids Stratagem

Even the act of slaying a Tyranid can prove fatal, as its corpse spews corrosive ichor capable of eating through power armour.

Use this Stratagem at the start of a Fight phase. Select a **TYRANIDS** unit from your army. Roll a dice whenever a model in that unit is destroyed in this phase. For each roll of 6, the enemy unit that inflicted the final wound on that model suffers a mortal wound after all of their attacks have been resolved.

2CP

1CP

1CP

RAPID REGENERATION

Tyranids Stratagem Some Tyranid bioforms possess bizarre organs that allow them to stitch together ruptured flesh and chitin.

Use this Stratagem at the end of your Movement phase. Select a **TYRANIDS** model from your army. It regains D3 wounds lost earlier in the battle.

1CP

SCORCH BUGS

Tyranids Stratagem The thoraxes of these bulbous insectoids pulse with caustic chemicals.

Use this Stratagem when a **TYRANIDS** unit from your army is selected to attack in the Shooting phase. You can add 1 to all wound rolls made for that unit's fleshborer or fleshborer hive attacks in that Shooting phase.

FEEDER TENDRILS Tyranids Stratagem

Feeder tendrils drain the victim's skull, siphoning vital knowledge and memories with every scrap of brain matter.

Use this Stratagem when a Genestealer, **LICTOR**, Toxicrene or Venomthrope from your army kills a **CHARACTER** in the Fight phase. Gain D3 Command Points.

1CP

1CP

IMPLANT ATTACK *Tyranids Stratagem*

Some bio-weapons seed their victims with a lethal spore-cyst. This bloated parasite rapidly expands and bursts, tearing the unfortunate host apart in an eruption of gore.

Use this Stratagem after a **TYRANIDS** unit from your army fights in the Fight phase. Roll a dice for each enemy model (other than a **VEHICLE**) that was wounded by any of this unit's attacks and not slain. On a 2+ the model suffers a mortal wound.

1CP/3CP

BOUNTY OF THE HIVE FLEET *Tyranids Stratagem*

Each hive fleet can create a number of powerful bio-artefacts and unique weapon symbiotes, to be grafted to its synapse beasts if its supremacy is threatened.

Use this Stratagem before the battle. Your army can have one extra Bio-artefact for 1 CP, or two extra Bio-artefacts for 3 CPs. All of the Bio-artefacts that you include must be different and be given to different **TYRANIDS CHARACTERS.** You can only use this Stratagem once per battle.

1CP

METABOLIC OVERDRIVE

Tyranids Stratagem

Potent chemicals pump through the bodies of the hive fleet's warriors, granting them formidable reserves of stamina at the risk of total cellular breakdown.

Use this Stratagem in your Movement phase, after moving a **TYRANIDS** unit from your army. You can make a second move with that unit (including Advancing, if you wish), but when you do so you must roll a dice for each model in the unit. For each roll of 1, inflict a mortal wound on the unit. The unit cannot shoot or make a charge move this turn.

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SINGLE-MINDED ANNIHILATION

Tyranids Stratagem The Hive Mind invests its warrior-forms with but a single

imperative: kill.

Use this Stratagem at the end of your Shooting phase. Select a **TYRANIDS INFANTRY** unit from your army – that unit can immediately shoot again.

GRISLY FEAST

Tyranids Stratagem The sight of a comrade being devoured even as they fall can break the spirit of the hardiest warrior.

Use this Stratagem in the Morale phase. Select a unit of Ripper Swarms or Haruspex from your army. Your opponent must add 1 to any Morale tests taken for enemy units that are within 6" of that unit in this phase.

2CP

1CP

PATHOGENIC SLIME *Tyranids Stratagem*

Tyranid biological ammunition is often doused in a pathogenic mucus, which seeps into wounds and devours flesh.

Use this Stratagem in your Shooting phase. Select a **TYRANIDS MONSTER** from your army. Increase the Damage of its attacks by 1 for this phase.

36P

SPOREFIELD *Tyranids Stratagem*

Ahead of its invasion swarms, the hive fleet sows the prey world with vast clouds of living mines.

Use this Stratagem after both armies have deployed but before the battle begins. You can add up to two units of Spore Mines to your army as reinforcements and set them up anywhere on the battlefield that is more than 12" from enemy models.

1CP

INVISIBLE HUNTER *Tyranids Stratagem*

Tyranid assassin organisms can melt away before the astonished faces of their foes, only to strike suddenly from an unexpected direction.

Use this Stratagem in your Movement phase. Select a **LICTOR** from your army that is within 1" of an enemy unit. That model can Fall Back, shoot and charge in this turn.

1CP

POWER OF THE HIVE MIND *Tyranids Stratagem*

The gestalt consciousness of the Hive Mind possesses a psychic might beyond mortal comprehension.

Use this Stratagem at the end of your Psychic phase. Select a **TYRANIDS PSYKER** unit from your army that manifested a psychic power this turn. It can immediately attempt to manifest one additional psychic power this turn.

1CP

PHEROMONE TRAIL

Tyranids Stratagem Lictors release a trail of potent pheromones that guide fresh waves of bioforms to the slaughter.

Use this Stratagem when a **TYRANIDS INFANTRY** unit from your army is set up on the battlefield as reinforcements if there is already a **LICTOR** from your army on the battlefield. You can set up the unit wholly within 6" of the **LICTOR** and more than 9" from any enemy models, rather than following the normal rules for setting up the unit.

2CP

DEATH FRENZY

Tyranids Stratagem Tyranids care nothing for self-preservation, and will fight on even when riven with mortal wounds.

Use this Stratagem when a **TYRANIDS CHARACTER** from your army is slain; the Hive Mind compels it to one final attack, and it can immediately either shoot as if it were your Shooting phase, or fight as if it were your Fight phase before it is removed from the battlefield.

1CP

OVERRUN

Tyranids Stratagem

A Tyranid assault maintains a fearsome momentum. No sooner is one foe butchered than the swarm moves on to the next kill.

Use this Stratagem when a **TYRANIDS** unit from your army destroys a unit in the Fight phase, and is not within 3" of an enemy unit. Instead of consolidating, that unit can move (and Advance) as if it were your Movement phase (it cannot move within 1" of any enemy models).

1CP

VORACIOUS APPETITE

Tyranids Stratagem The hunger of the Tyranids can never be satiated.

Use this Stratagem in the Fight phase when a **TYRANIDS MONSTER** or **CHARACTER** from your army is chosen to attack. You can re-roll all failed wound rolls for that model until the end of the phase.

1CP

1CP

THE ENEMY BELOW

Jormungandr Stratagem The Great Serpent attacks from below, bursting out from subterranean tunnels in the midst of its prey.

Use this Stratagem when you set up a JORMUNGANDR INFANTRY unit during deployment. It is set up within tunnels bored before battle. Whenever you set up a unit of Raveners, a Mawloc, Trygon or a Trygon Prime at the end of your Movement phase (a burrowing unit), you can also set up any number of units you set up within the tunnels. Set up the unit wholly within 3" of the burrowing unit and more than 9" from any enemy units. Any models you cannot set up in this way when you do so are destroyed.

BRUTE FORCE Behemoth Stratagem

Behemoth's charge crushes all in its path to bloody paste.

Use this Stratagem when a **BEHEMOTH** unit from your army completes a charge move. Roll a dice for each model in the charging unit that is within 1" of an enemy unit. For each roll of 6 (or 2+ for a **MONSTER**), inflict one mortal wound on an enemy unit within 1".

WAR ON ALL FRONTS Leviathan Stratagem

Hive Fleet Leviathan brings death from land, sea and sky.

Use this Stratagem in the Fight phase. Select an enemy unit that is within 1" of at least one LEVIATHAN unit from your army that can FLY and at least one that cannot. You can re-roll hit and wound rolls of 1 in this phase for attacks for LEVIATHAN units that target that enemy unit.

SCP

1CP

CALL THE BROOD

Tyranids Stratagem Bounding from the dark corners of the battlefield come hulking figures with razor claws and ravenous eyes.

Use this Stratagem at the end of your Movement phase. Add a new unit of up to 5 Genestealers to your army and set them up as reinforcements wholly within 6" of a Broodlord or infestation node from your army and more than 9" from any enemy models.

3CP

ADRENALINE SURGE Tyranids Stratagem

Tyranids will not cease their butchery until every living thing in their path has been torn to bloody shreds.

Use this Stratagem at the end of the Fight phase. Select a **TYRANIDS** unit from your army – that unit can immediately fight again.

1CP

THE DEEPEST SHADOW Kronos Stratagem

Around the swarms of Hive Fleet Kronos, the Shadow in the Warp is at its most suffocatingly powerful.

Use this Stratagem when an enemy **PSYKER** attempts to manifest a psychic power within 24" of a **KRONOS** unit from your army. Your opponent can only roll a single dice for the Psychic test.

1CP

HYPER-TOXICITY Gorgon Stratagem

There is no defence against the toxins of Hive Fleet Gorgon.

Use this Stratagem in the Fight phase. Choose a GORGON unit from your army that has the toxin sacs biomorph. For the duration of the phase, the toxin sacs biomorph causes 1 additional damage on wound rolls of 5+ (rather than 6+) for attacks made by that unit.

2CP

ENDLESS SWARM

Tyranids Stratagem The swarms of the Hydra are numberless. Kill one organism, and two more will take its place.

Use this Stratagem at the end of your Movement phase. Select a unit of Termagants, Hormagaunts or Gargoyles (or any **HYDRA INFANTRY** unit) from your army that has been completely destroyed. Add an identical unit to your army, and set it up as reinforcements wholly within 6" of any board edge, more than 9" from enemy models.

1CP

OPPORTUNISTIC ADVANCE

Kraken Stratagem

Before the prey can even react, Hive Fleet Kraken's swarms are already amongst them.

Use this Stratagem in your Movement phase when you roll the dice for an Advancing **KRAKEN** unit (other than a unit that can **FLY**). You can double the number you roll and add that total to their Move characteristic for that Movement phase, rather than following the normal rules for Advancing.

26P

DIGESTIVE DENIAL *Tyranids Stratagem*

The process of digestion has already begun, and corrosive mucal slime is already turning this planet's biospheres to boiling slurry.

Use this Stratagem after deployment but before the first battle round begins. Choose a piece of terrain (other than a Fortification). Units fully within or on this piece of terrain do not gain any bonus to their saving throws for being in cover.

120

STRATAGEMS

1CP

1CP

1CP

1CP

If your army is Battle-forged and includes any Tyranids Detachments (excluding Auxiliary Support Detachments), you have access to the Stratagems shown here, and can spend Command Points to activate them. These reflect the unique strategies used by the forces of the Hive Mind on the battlefield.

1CP

1CP

1CP

1CP

GRASPING TENDRILS

Tyranids Stratagem

None escape the deadly reach of these toxic appendages.

Use this Stratagem in your opponent's Movement phase, when an enemy unit that does not have a minimum Move characteristic and is within 1" of any **TOXICRENE** units from your army is chosen to Fall Back. Roll one D6, adding 1 to the result if that unit is an **INFANTRY** unit; on a 3+ that enemy unit cannot Fall Back this turn.

SYMBIOTIC DEVASTATION

Tyranids Stratagem

In thrall to its symbiote, the Exocrine obeys its every will.

Use this Stratagem at the start of your Shooting phase. Select one **EXOCRINE** unit from your army; until the end of that phase, that unit is treated as not having moved in your Movement phase.

SURPRISE AMBUSH Tyranids Stratagem

Lictors can approach within feet of their prey unnoticed.

Use this Stratagem in your Charge phase. Select one **LICTOR** unit from your army that is entirely on or within a terrain feature, or was set up on the battlefield this turn using the Hidden Hunter ability. Until the end of the turn, enemy units cannot fire Overwatch at that unit. In addition, when a charge roll is made for that unit, add 1 to the result.

FERAL INSTINCTS

Tyranids Stratagem

Talons are unconsciously directed at throats and eyes.

Use this Stratagem in the Fight phase. Select one HORMAGAUNTS unit from your army. Until the end of that phase, improve the Armour Penetration characteristic of melee weapons models in that unit are equipped with by 1 (e.g. AP 0 becomes AP -1).

FEEDING THE HUNGER

Tyranids Stratagem The Haruspex's instinctive need to consume is insatiable.

Use this Stratagem in the Fight phase, when a HARUSPEX unit from your army is chosen to fight wtih. Until the end of that phase, when resolving an attack made by that model, you can re-roll the hit roll.

UNEXPECTED INCURSION

Tyranids Stratagem Mawlocs are capable of bursts of subterranean speed,

catching more of their surface prey unawares.

Use this Stratagem in your Movement phase, when a MAWLOC model from your army is set up on the battlefield using the Terror from the Deep ability. When determining the number of mortal wounds an enemy unit suffers from that model's Terror from the Deep ability that phase, add 2 to the roll.

BURIED THREATS Tyranids Stratagem

Burrowing feeder organisms can surge just beneath the <u>surface, their</u> advance shrouded in sprays of earth.

Use this Stratagem in your Movement phase, when a **RIPPERS** unit from your army is set up on the battlefield using the Burrowers ability. For as long as that unit remains stationary, when resolving an attack made with a ranged weapon against that unit, subtract 1 from the hit roll.

SAVAGE DISTRACTION

Tyranids Stratagem

With their comrades' gore dripping from nearby talons, even disciplined warriors struggle to avert their guns.

Use this Stratagem in the Fight phase, when an enemy unit is destroyed as a result of an attack made by a model in a <HIVE FLEET> unit from your army. In your opponent's next Shooting phase, when resolving an attack made with a ranged weapon by an enemy model within 6" of that <HIVE FLEET> unit against another unit from your army, subtract 1 from the hit roll.

HIVE INSTINCT

Tyranids Stratagem With a psychic summons, the swarm is gathered.

Use this Stratagem in your Charge phase. Select one enemy unit that is within 1" of any <HIVE FLEET> SYNAPSE units from your army. Until the end of that phase, when a charge roll is made for a charge made by a friendly <HIVE FLEET> unit that targets that enemy unit, roll one additional D6 and discard one of the dice. The first model you move as part of that charge must end its charge move within 1" of that enemy unit, otherwise the charge fails and no models in the charging unit move this phase.

UNYIELDING CHITIN

Tyranids Stratagem At a synaptic stimulus, carapaces thicken to become as dense as stone.

Use this Stratagem in your Charge phase or your opponent's Shooting phase, when a **TYRANID PRIME** or **TYRANID WARRIORS** unit from your army is chosen as the target for an attack made with a ranged weapon. Until the end of that phase, when resolving an attack made with a ranged weapon against that unit, reduce the Damage characteristic of that weapon by 1, to a minimum of 1, for that attack.

ENCEPHALIC DIFFUSION *Tyranids Stratagem*

Glistening brain-arrays pulse with diffusive energies.

Use this Stratagem at the start of the turn. Select one **MALECEPTOR** model from your army. Until the end of that turn, when resolving an attack made with a ranged weapon against a friendly unit within 6" of that model, subtract 1 from that weapon's Strength characteristic, to a minimum of 1, for that attack.

1CP

26P

AGGRESSIVE ADAPTATION Tyranids Stratagem

Biomorphic resin sharpens at the touch of enemy blood.

Use this Stratagem in the Fight phase, when an enemy unit is destroyed as a result of an attack made by a <HIVE FLEET> model from your army. Until the end of the battle, improve the Armour Penetration characteristic of melee weapons that models in that model's unit are equipped with by 1 (e.g. AP 0 becomes AP -1). Each unit can only be affected by this Stratagem once per battle.

SYNAPTIC CHANNELLING

1CP

1CP

2CP

1GP

Tyranids Stratagem Individuality is a disadvantage that Tyranids surpass.

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Use this Stratagem in your Psychic phase. Select one <**HIVE FLEET> PSYKER** unit from your army. Until the end of that phase, that unit knows all of the psychic powers known by friendly <**HIVE FLEET> PSYKER** units that are on the battlefield.

SKYSWARM FUSILLADE *Tyranids Stratagem*

The instinctive and fluid agility of skyswarm bioforms allow acidic shots to be fired at extreme close-quarters.

Use this Stratagem in your Shooting phase. Select one **GARGOYLES** unit from your army. Until the end of the phase, fleshborers that models in that unit are equipped with have a Type characteristic of Pistol 1.

PSYCHIC FISSURE *Tyranids Stratagem*

The Shadow in the Warp poses many dangers to those who would draw upon the immaterium's energies.

Use this Stratagem at the start of your opponent's Psychic phase. Until the end of that phase, when a Psychic test is taken for an enemy unit within 12" of any <HIVE FLEET> SYNAPSE units from your army and the test is failed, that enemy unit suffers D3 mortal wounds.

HUNTER'S DRIVE

Tyranids Stratagem

Saturating its kills with motes of synaptic energy, the leader-beast drives its minions towards any survivors.

Use this Stratagem in your Charge phase. Select one <HIVE FLEET> unit from your army. Until the end of the phase, when that unit declares a charge that targets any enemy units that had one or more models destroyed as a result of attacks made with ranged weapons made by friendly <HIVE FLEET> SYNAPSE models this turn, roll one additional D6 and discard one of the dice when making the charge roll. The first model you move as part of that charge must end its charge move within 1" of at least one of those units, otherwise the charge fails and no models in the charging unit move this phase.



1CP

HIVE MIND DISCIPLINE

Tyranid psyker-beasts draw their horrific powers from a fragment of the Hive Mind's gestalt will. They can utilise this psychic might to empower their lesser kin, or obliterate the minds of their opponents with skull-shattering force.

Before the battle, generate the psychic powers for **PSYKERS** that can use powers from the Hive Mind discipline using the table below. You can either roll a D6 to generate their powers randomly (re-roll any duplicate results), or you can select the psychic powers you wish the psyker to have.

D6 RESULT

1 DOMINION

The Tyranid uses its prodigious psychic strength to channel and amplify the will of the Hive Mind.

Dominion has a warp charge value of 5. If manifested, select a friendly **TYRANIDS** unit within 36" of the psyker that has the Instinctive Behaviour ability. Until the end of your next Psychic phase, that unit ignores its Instinctive Behaviour ability and automatically passes Morale tests.

2 CATALYST

Through its synaptic conduits, the Hive Mind reaches out to infuse the organisms under its control, invigorating their metabolisms with such unnatural vitality that they can ignore the most grievous of wounds.

Catalyst has a warp charge value of 6. If manifested, select a friendly **TYRANIDS** unit within 18" of the psyker. Until the start of your next Psychic phase, each time that unit loses a wound, roll a D6; on a 5+, the damage is ignored and the unit does not lose that wound.

3 THE HORROR

The terrifying psychic presence of the Hive Mind radiates from the synapse creature, flooding the minds of the Tyranids' enemies and causing them to quail and panic.

The Horror has a warp charge value of 6. If manifested, select a unit within 24" that is visible to the psyker. Until the start of your next Psychic phase, that unit must subtract 1 from their hit rolls and Leadership characteristic.

'Brother Khulitar stood before the xenos, wielding the fury of the storm. Aetheric lightning struck the creature's hide, and it hissed in fury. That hiss rose to a shriek that tore at my mind and blasted us from our feet. I saw Khulitar stagger backwards, hands clutching his helm – then his head burst apart.' - Brother Temur, White Scars 3rd Company 4 ONSLAUGHT

The synapse creature reaches out its mind and seizes control of the lesser creatures' weapon symbiotes, guiding their fire whilst simultaneously driving the swarms towards the enemy at a breakneck pace.

Onslaught has a warp charge value of 6. If manifested, select a friendly **TYRANIDS** unit within 18" of the psyker. That unit can shoot this turn (even if it Advanced) without suffering any penalties to its hit rolls for moving and shooting Heavy weapons, or Advancing and shooting Assault weapons. In addition, that unit can charge this turn even if it Advanced (though not if it Fell Back).



5 PAROXYSM

The Hive Mind debilitates its enemies by triggering every nerve and pain receptor in their bodies, overwhelming their senses with wracking fits of agony.

Paroxysm has a warp charge value of 5. If manifested, choose an enemy unit within 18" of the psyker. Until your next Psychic phase, that unit cannot fight in the Fight phase until all other units that are able to have done so. If the target unit has an ability that allows it to fight first in the Fight phase, it instead fights as if it didn't have this ability. If both players have units that cannot fight until all other units have done so, then alternate choosing which of those units to fight with, starting with the player whose turn is taking place.

6 PSYCHIC SCREAM

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Through its vassal, the Hive Mind unleashes a piercing shriek of undiluted psychic energy that shreds the minds of those caught in its wake.

Psychic Scream has a warp charge value of 5. If manifested, the nearest enemy unit within 18" suffers D3 mortal wounds. In addition, if that unit is a **PSYKER**, roll two dice. If the result is higher than their Leadership characteristic, randomly select one of their psychic powers. They can no longer use that psychic power.

HIVE FLEET PSYCHIC POWERS

Just as individual broods display varying genetic adaptations and swarms adopt different strategies, so do the hive fleets' psyker-beasts manifest fragments of the Hive Mind's gestalt will in diverse, predatory ways.

All <HIVE FLEET> PSYKER models can know the psychic power of their respective Hive Fleet. Instead of generating a psychic power from the Hive Mind discipline (see *Codex: Tyranids*), a <HIVE FLEET> PSYKER can instead know the appropriate Hive Fleet psychic power from the list below.

BEHEMOTH: UNSTOPPABLE HUNGER

The Hive Mind siphons into its organisms a tiny portion of Behemoth's insatiable and aeons-long hunger. Filled with an aching void, claws and talons rend ever more desperately in their need to feed.

Unstoppable Hunger has a warp charge value of 7. If manifested, select one friendly **BEHEMOTH** unit within 9" of this psyker. Until the end of the turn, when resolving an attack made with a melee weapon by a model in that unit, add 1 to the wound roll.

KRAKEN: SYNAPTIC LURE

Drawing upon Kraken's strategic cunning, the Hive Mind projects a psychic marker upon an identified threat. Unknowingly radiating an irresistible lure to every nearby brood, the enemy is doomed.

Synaptic Lure has a warp charge value of 5. If manifested, select one enemy unit. Until the end of the turn, when a charge roll is made for a charge made by a friendly **KRAKEN** unit that targets that enemy unit, you can re-roll the result.

LEVIATHAN: HIVE NEXUS

The Hive Mind funnels Leviathan's sophisticated synaptic network through its conduits, enforcing its gestalt will among the hive fleet's lesser organisms.

Hive Nexus has a warp charge value of 6. If manifested, until the start of your next Psychic phase, the range of the Synapse ability for friendly **LEVIATHAN** units is 18", instead of 12".

GORGON: POISONOUS INFLUENCE

The synapse creature radiates a pulsed imperative which triggers the semi-sentient spores of Gorgon's bio-horrors, guiding the secretion of venom laced with a seeping psychic miasma. *Poisonous Influence* has a warp charge value of 6. If manifested, until the start of your next Psychic phase, improve the Armour Penetration characteristic of melee weapons that friendly models within 9" of this psyker are equipped with by 1 (e.g. AP 0 becomes AP -1).

JORMUNGANDR: LURKING MAWS

The Hive Mind extends a psychic summons, and calls upon Jormungandr's embedded and waiting broods. Mindlessly converging via synaptic imperative, their sudden and frenzied attacks spell the foe's end.

Lurking Maws has a warp charge value of 6. If manifested, select one enemy unit that is visible to this psyker. Until the end of the turn, when resolving an attack against that unit made by a model in a friendly **JORMUNGANDR** unit that was set up on the battlefield this turn, you can re-roll the hit roll. This psychic power cannot be manifested in the first battle round.

HYDRA: DEATH SHRIEK

Amplifying the psychic death cry of Hydra's progeny to horrifying levels, the Hive Mind causes excruciating physical and psychic trauma in those who resist its predations.

Death Shriek has a warp charge value of 5. If manifested, until the start of your next Psychic phase, when a friendly **HYDRA** model within 6" of this psyker and within 6" of any enemy units is destroyed, roll one D6; on a 6, the closest enemy unit to that **HYDRA** model suffers 1 mortal wound.

KRONOS: SYMBIOSTORM

The Hive Mind delves into the neural mesh between Kronos' organisms and their symbiotes. Guided by its majestic will, a deluge of shrieking bio-matter reaches out unerringly towards the Tyranids' prey.

Symbiostorm has a warp charge value of 6. If manifested, select one friendly **KRONOS** unit within 12" of this psyker. Until the end of the turn, when resolving an attack made with a ranged weapon by a model in that unit, a hit roll of 6+ scores 1 additional hit.

BIO-ARTEFACTS OF THE TYRANIDS

The bio-artefacts of the Tyranids are symbiotic organisms of astonishing complexity and rarity, objects of shattering power that can turn the tide of battle in an instant. Spawned by the Hive Mind for the sole purpose of ensuring the galaxy's doom, each of these dread creations has sown the death of countless worlds.

If your army is led by a TYRANIDS Warlord, you may give one of the following Bio-artefacts to a TYRANIDS CHARACTER in your army. Named characters such as the Swarmlord, Old One Eye, Deathleaper and the Red Terror cannot be given any of the following Bio-artefacts – they have their own unique mutations.

Note that some weapons replace one of the model's existing weapons. Where this is the case, you must, if you are playing a matched play game or are otherwise using points values, still pay the cost of the weapon that is being replaced. Write down any Bio-artefacts your CHARACTERS may have on your army roster.

SCYTHES OF TYRAN

The few remaining records of the fall of Tyran speak of an alphabeast that led the assault upon Magos Varnak's command bunker, tearing open the facility's vast bulkhead doors with a single slash of its scything forelimbs. So sharp were these monomolecular-edged weapon-growths that several Skitarii defenders were bisected with the alpha-beast's every frenzied swipe.

BEHEMOTH model with monstrous scything talons only. The Scythes of Tyran replaces the model's monstrous scything talons and has the following profile:

WEAPON	RANGE	TYPE	S	AP	Ι
Scythes of Tyran	Melee	Melee	+1	-3	3

Abilities: This model can make 1 additional attack with this weapon each time it fights. In addition, each time you make a hit roll of 6+ for this weapon, you can make an additional hit roll. These additional hit rolls cannot generate further additional hit rolls.

THE YMGARL FACTOR

The Ymgarl Genestealers have long been a cancerous blight on the worlds of the Imperium. Their insatiable voracity is legend amongst those that have had the misfortune to encounter them and live. Now, dark rumours have surfaced of Tyranid leader-beasts that appear to share the unfathomable adaptability of the Ymgarl Genestealers.

At the beginning of each Fight phase, roll a D3 for this model and apply the following effect for the duration of the phase.

- D3 Result
- 1 +1 Strength
- 2 +1 Attack
- 3 +1 Toughness

THE REAPER OF OBLITERAX

The Reaper of Obliterax, first encountered amongst the re-emergent swarms of Hive Fleet Jormungandr, is a sentient blade resembling a bonesword that discharges highly concentrated bursts of destructive energy. Even the lightest blow from this bio-weapon can result in its target being rent asunder.

Model with lash whip and bonesword or lash whip and monstrous bonesword only. Add the following to that weapon's Abilities: 'On a wound roll of 6+, this weapon inflicts double damage.'

CHAMELEONIC MUTATION

This chitinous plate armour is an adaptation of the chameleonic carapace common to the Lictor bioform. Sub-dermal crystals capture and redirect light, projecting an ever-shifting mirage that masks the host creature's movements.

KRAKEN model only. Your opponent must subtract 1 from all hit rolls for ranged weapons that target this model.

HYPER-ADAPTIVE BIOLOGY

Leader-beasts spawned by Hive Fleet Gorgon possess an intricate array of bizarre, transmutative organs, each of which can reform itself in mere moments to respond to any internal trauma.

GORGON model only. From the end of the first phase in which this model suffers any wounds, add 1 to its Toughness for the remainder of the battle.

> 'These beasts, they do not fear us. They do not run from our axes. When we meet in battle, the carnage is glorious. Blood and ichor pools under our boots, turns the ash desert to a sucking quagmire. Our throats are raw from screaming our praises to the Blood God. And still they come, bounding over hills of butchered corpses to get at us. Truly, Khorne has blessed us with a worthy foe?

> > - Lord Kalguthar of the Gorehounds

SLAYER SABRES

At the hilt of each of these enormous, curving blades is a shell of diamond-hard chitin. This houses the brain of the weapon-symbiote, a semi-sentient organism which forms a synaptic link with its bearer. With a mental command, the wielder can generate a powerful surge of psychic energy, a fraction of the fell power of the Shadow in the Warp that incinerates the unfortunate victim from the inside out.

LEVIATHAN model with monstrous boneswords only. The Slayer Sabres replace the model's monstrous boneswords and have the following profile:

WEAPON	RANGE	TYPE	5	AP	I
Slayer Sabres	Melee	Melee	User	-2	3

Abilities: A model armed with the Slayer Sabres can make 1 additional attack with them in the Fight phase. In addition, if an **INFANTRY** or **BIKER** model suffers damage from this weapon but is not slain, roll a D3 at the end of the Fight phase. If the result is greater than that model's remaining number of wounds, it is slain.



SLIMER MAGGOT INFESTATION

Rather than individual organisms, this deathspitter fires a wad of self-replicating slimer maggots. Upon striking their target, these ravenous creatures burrow deep into its flesh before beginning the process of fragmentation and regeneration. Within moments, the host body is devoured from the inside by a wriggling mass of grubs.

HYDRA model with two deathspitters with slimer maggots only. The Slimer Maggot Infestation replaces the model's two deathspitters with slimer maggots and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D	
Slimer Maggot Infestation	24"	Assault 6	7	-1	1	
Abilities: You can re-roll failed wound rolls for this weapon.						

BALETHORN CANNON

This enormous bio-cannon spits out a web of hyper-adaptive microfilament. Upon contact with the target, this sentient substance begins to contract, its contra-empathic surface identifying and adapting to any defences it encounters, flaring white-hot to burn through kinetic shielding, or sharpening to a monomolecular edge to slice through even the thickest power armour.

KRONOS model with stranglethorn cannon only. The Balethorn Cannon replaces the model's stranglethorn cannon and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Balethorn Cannon	36"	Assault D6	7	-1	2

Abilities: You can add 1 to hit rolls for this weapon when attacking a unit with 10 or more models. Invulnerable saves cannot be taken against this weapon.

THE MAW-CLAWS OF THYRAX

During the destruction of Thyrax, the dread beast that spearheaded the assault bore a pair of symbiotic fang-lined pincers. These terrible claws consumed both the bodies and the memories of their victims, passing on the assimilated knowledge to the host creature.

Model with rending claws or monstrous rending claws only. When this model slays an enemy model in the Fight phase, you can re-roll failed hit rolls in all subsequent Fight phases for this model.

THE NORN CROWN

First named by Inquisitor Kryptman, the Norn Crown is a unique parasitic organism that burrows needle-like cerebral bores directly into the brain of its host, forming a neuro-synaptic link that acts as a hyper-conduit for the Hive Mind. Through this abhorrent union, the Hive Mind's indomitable will can pour forth to augment and control the hordes of lesser Tyranids that scuttle in the leader-beast's wake.

Friendly <HIVE FLEET> units do not suffer the penalties to their hit rolls and charge rolls incurred from the Instinctive Behaviour ability whilst they are within 30" of this model.

THE MIASMA CANNON

The Tyranids utilise all manner of bio-weapons, but none evoke more dread than the Miasma Cannon. Unlike other venom cannons, this weapon fires gobbets of toxin-laden slime so virulent that it reduces organic targets into shapeless puddles of goo in seconds.

Model with a heavy venom cannon only. The Miasma Cannon replaces the model's heavy venom cannon and has the following profile:

WEAPON	RANGE	TYPE	S	AP			
Miasma Cannon	36"	Assault D3	9	-2	3		
	Abilities: This weapon hits automatically if the target unit is within 8", and it always wounds targets (other than VEHICLES) on a 2+.						

INFRASONIC ROAR

Some Jormungandr bio-colossi utilise a complex arrangement of acoustic organs to unleash fearsome infrasonic bellows. So powerful are these booming sonic emanations that they cause a primal terror and confusion in many sentient species.

JORMUNGANDR MONSTER only. Enemy units within 6" of this model must subtract 1 from their Leadership.



BIO-ARTEFACTS OF THE TYRANIDS

Spawned by the hive fleets to further the Hive Mind's inscrutable will, each of these rare and powerful symbiotic organisms has gestated spontaneously in some unfathomable biological mechanism –and in many guises – over the Tyranid race's immeasurable existence.

If your army is led by a Tyranids Warlord, you can give one of the following Bio-artefacts to a Tyranids **CHARACTER** model from your army instead of giving them a Bio-artefact from *Codex: Tyranids*. Named characters cannot be given any of the following Bio-Artefacts.

Note that some Bio-artefacts are items of wargear that replace one of the model's existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear being replaced. Write down any Bio-Artefacts your models have on your army roster.

RESONANCE BARB

Within the crowning carapace of this creature are pulsing bundles of nerves, their tendrils driven irreversibly into the beast's cortex. The Resonance Barb throbs at sympathetic frequencies with the Hive Mind, transmitting a portion of its cosmic might into the creature's flesh-form.

PSYKER model only. A model with this Relic can attempt to manifest one additional psychic power in your Psychic phase and attempt to deny one additional psychic power in your opponent's Psychic phase. In addition, when a Psychic test is taken for a model with this Relic, add 1 to the total.

XENOGENIC ACID

This oily black subtance continually seeps from the swollen cysts of its carrier. Splashes of the liquid have been seen to flow against gravity towards horrified eyes or compromised armour plates, giving rise to speculation that the acid itself is sentient. Within moments, the horrifying effluence finds its way inside its victims, breaking down the prey's genetic structure and molecular cohesion until all that is left is a bubbling pile of black bio-matter.

Model with toxin sacs only. This Relic replaces toxin sacs. When resolving a melee attack made by a model with this Relic, an unmodified wound roll of 5+ inflicts 1 mortal wound on the target in addition to any other damage.

THE VENOMTHORN PARASITE

These engorged bio-ammunition tubes are only the outer form of an ancient symbiotic intelligence that spreads

its nerve endings like a fungus throughout both creature and weapon, neurally linking the three together. When it senses prey, the Venomthorn Parasite dominates its two hosts, pushing the weapon symbiote to its limit with pulses of hormonal stimuli until the target is eviscerated.

Model equipped with a stranglethorn cannon and/or heavy venom cannon only. When this model shoots with a stranglethorn cannon or heavy venom cannon, do not roll any dice when determining the Type characteristic of that weapon; instead it has the maximum value (e.g. a Heavy D6 weapon makes 6 attacks).

PATHOGENESIS

An organism like no other, Pathogenesis is perhaps a throwback to the Tyranids' genetic origins, or a shadow of things to come. Though its motes of psychic awareness are diffused throughout its carrier like a virus, it acts with a singular will. Subverting the body and symbiotes of its host, Pathogenesis causes rapid mutation: cartilaginous tubes and containment spines are lengthened; intercostal muscles are engorged; bio-ammunition are sheathed in a toxic dermis. With its host's reach and lethality extended, fragments of Pathogenesis can reach out to the bodies of many more prey, by infesting the bio-ammunition or riding through the bio-electric charge. Whether it aims only to spread itself or is actively seeking something in the bodies of its fallen foes, perhaps only time will tell.

Add 8" to the Range characteristic of ranged weapons a model with this Relic is equipped with. In addition, when a model with this Relic fires Overwatch or is chosen to shoot with, you can re-roll a single hit roll and you can re-roll a single wound roll.

ARACHNACYTE GLAND

The Arachnacyte Gland clutches the spine of its host bioform, its multi-limbed tendrils becoming wedded to the creature's own flesh. Through these, the bio-artefact floods its host's nervous systems and organs and lashes it with psychic stimuli, driving the beast on ever faster.

Model with adrenal glands only. This Relic replaces adrenal glands. When a charge roll is made for a model with this Relic, roll one additional D6 and discard one of the dice. In addition, when an Advance roll is made for a model with this Relic, add 1 to the result.

WARLORD TRAITS

Tyranid leader-beasts have experienced centuries of combat, and are reborn upon death with every vestige of their battlefield knowledge intact. Cunning, adaptable and created to sow the destruction of entire worlds, these creatures are truly the stuff of nightmares.

If a **TYRANIDS CHARACTER** is your Warlord, it can generate a Warlord Trait from the following table instead of the one in the *Warhammer 40,000* rulebook. You can either roll on the table below to randomly generate a Warlord Trait, or you can select the one that best suits its background.

D6 RESULT 1 ALIEN CUNNING

This Warlord possesses highly sophisticated neural pathways, allowing it to outwit even the most experienced

generals of other races.

At the start of the first battle round but before the first turn begins, you can remove your Warlord from the battlefield and set them up again. If both players have units that can do this, roll off. The player that wins the roll-off decides who sets up their unit(s) first.

2 HEIGHTENED SENSES

Whether through rows of bristling antennae or clusters of glistening compound eyes, this Warlord can sense the location of its prey with unerring accuracy.

Your Warlord never suffers any penalties to their hit rolls (although they still only hit on rolls of 6 when firing Overwatch).

3 SYNAPTIC LYNCHPIN

This Warlord's cerebral cortex pulsates with the irresistible power of the Hive Mind, acting as a blazing synaptic beacon to the lesser creatures of the swarm.

Add 6" to the range of the Warlord's Synapse ability.

4 MIND EATER

This Warlord devours not only the flesh of the prey's leaders but their thoughts as well, so that it may learn of their strategies and direct the movements of the swarm accordingly.

Each time the Warlord slays an enemy CHARACTER in the Fight phase, choose a friendly <HIVE FLEET> unit within 3". At the end of the phase, that unit can move (and Advance if you wish) as if it was your Movement phase.

5 INSTINCTIVE KILLER

This Warlord has been bioengineered with genetic memories of how best to slay the myriad species which the Hive Mind calls prey.

At the beginning of the battle but before the first turn begins, choose an enemy unit. You can re-roll failed hit rolls for the Warlord for attacks that target that unit or any unit that has the same datasheet (for example, all Intercessor Squads or all units of Nobz etc.).

6 ADAPTIVE BIOLOGY

The same weapon rarely works against this Warlord twice, as its alien physiology adapts at an astonishing rate to counter the attacks of the foe.

From the end of the first phase in which this Warlord suffers any wounds, for the remainder of the battle when inflicting damage upon the Warlord, reduce the damage of the attack by 1 to a minimum of 1.

'I will not retreat. I will not yield the rightful domain of the Necrontyr to this mindless vermin. Open the vault and unleash the Endless Flame. Let the fires of oblivion consume us all.'

- Last words of Overlord Krozha of the Nhemret Dynasty

HIVE FLEET WARLORD TRAITS

If you wish, you can pick a Hive Fleet Warlord Trait from the list below instead of the Tyranid Warlord Traits to the left, but only if your Warlord is from the relevant hive fleet.

BEHEMOTH: MONSTROUS HUNGER

The Warlord embodies the Hive Mind's eternal hunger, tearing great chunks out of its victims in a feeding frenzy, or even swallowing them whole.

Each time you make a wound roll of 6+ for the Warlord in the Fight phase, that attack inflicts 1 additional damage.

KRAKEN: ONE STEP AHEAD

There is no move the prey can make that this Warlord has not foreseen.

In each Fight phase, you can pick one friendly KRAKEN unit within 6" of your Warlord. That unit can fight first in the Fight phase, even if it didn't charge. If the enemy has units that have charged, or that have a similar ability, then alternate choosing units to fight with, starting with the player whose turn is taking place.



LEVIATHAN: PERFECTLY ADAPTED

This Warlord was created for one purpose – to completely eradicate the defenders of this world.

Once per battle round, you can re-roll a single hit roll, wound roll, damage roll, Advance roll, charge roll or saving throw made for your Warlord.

GORGON: LETHAL MIASMA

The air around the Warlord throngs with microscopic organisms that invade the bodies of its foes, devouring them from the inside.

At the end of the Fight phase, roll a D6 for each enemy unit within 1" of the Warlord. On a 4+ that unit suffers a mortal wound.

JORMUNGANDR: INSIDIOUS THREAT

This Warlord has lurked unseen on this world, developing such an intimate knowledge of its terrain that there is nowhere for its prey to hide.

Enemy units never gain any bonus to their saving throws for being in cover for attacks made by the Warlord or friendly JORMUNGANDR units within 3" of the Warlord.

HYDRA: ENDLESS REGENERATION

Enemy soldiers are horrified to see the Warlord's severed limbs and shattered plates regrowing before their eyes.

At the beginning of each of your turns, roll a dice for each wound that your Warlord has lost. For each roll of 6, your Warlord regains a wound lost earlier in the battle.

KRONOS: SOUL HUNGER

This Warlord has an insatiable hunger for psykers, and can manipulate the Shadow in the Warp to isolate and overwhelm its prey.

Whenever an enemy PSYKER fails a psychic test within 18" of your Warlord, they suffer D3 mortal wounds.

'At Sha'draig we faced the Tyranids with eager hearts, sure that no species so crude could stand against the Empire and triumph. I left that world as the sole survivor of my kau'ui, cleansed of my arrogance. We must never underestimate these creatures again. We must learn quicker and adapt faster than they, lest the light of the Greater Good be extinguished forever.'

- Shas'o Magami, Sa'cea Sept

NAMED CHARACTERS AND WARLORD TRAITS

WARLORD TRAIT

The mightiest creatures spawned by the Hive Mind have each been created with a specific purpose. If one of the following named characters is your Warlord, they must be given the associated Warlord Trait shown below.

NAMED CHARACTER

The Swarmlord Old One Eye Deathleaper The Red Terror Alien Cunning Adaptive Biology Mind Eater Heightened Senses

ADAPTIVE PHYSIOLOGY

The Hive Mind is a vast, galaxy-spanning intelligence, unhampered by the petty boundaries of mortality that benights the galaxy's other races. If a brood of weapon-beasts or a near-mindless monstrosity has proved advantageous, its traits and adaptations – once reabsorbed by the hive fleets – will be born anew.

If a Tyranids CHARACTER is your Warlord, rather than determining a Warlord Trait for that model, you can instead select an Adaptive Physiology for one Tyranids unit from your army. To do so, before the battle begins select one Tyranids INFANTRY unit or one Tyranids MONSTER model from your army, and select an Adaptive Physiology from the corresponding list below. That Adaptive Physiology applies to the selected model or unit until the end of the battle. Write down any Adaptive Physiologies your models have on your army roster.

If you have a Tyranids CHARACTER in your army, you also have access to the Progeny of the Hive Stratagem below:

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PROGENY OF THE HIVE

Tyranids Stratagem

Nothing can hold back the terrifying speed at which the hive fleets adapt their diverse organisms.

Use this Stratagem before the battle. Select one Tyranids INFANTRY unit or one Tyranids MONSTER model from your army that does not have an Adaptive Physiology, and then select one Adaptive Physiology to apply to that unit or model until the end of the battle. You can only use this Stratagem once per battle.

INFANTRY ADAPTIVE PHYSIOLOGIES

If you selected an INFANTRY unit, you can select from the following list of Adaptive Physiologies.

Enhanced Resistance

The subcutaneous fibroid membranes of these bioforms are capable of absorbing even armour-piercing shots and blows.

When resolving an attack made against this unit with a weapon that has an Armour Penetration characteristic of -1 or -2, that weapon has an Armour Penetration characteristic of 0 for that attack.

Adrenal Webs

With battlefield knowledge gained from devouring the fleeter races of the galaxy, this brood's glandular stimuli drives them forwards at an unprecedented speed, allowing none to escape. When this unit consolidates, it can move up to 2D6" instead of 3".

Abhorrent Pheremones

The brood releases a complex chemical signature in the press of fighting that provokes fear responses in their prey. Confused and panicking, the enemy are easily torn down.

Subtract 2 from the Leadership characteristic of models in enemy units whilst their unit is within 1" of this unit.

Dynamic Camouflage

Chromatospores in this brood's skin and carapace adapt at a frightening pace, seamlessly blending their alien forms into their surroundings.

When resolving an attack made with a ranged weapon against a model from this unit that is receiving the benefit of cover, add 2 to the saving throw instead of 1.

Unnatural Reactions

This brood uses unique alien senses and its connection to the Hive Mind to react instantly to prey attacking other Tyranids nearby.

This unit can perform Heroic Interventions as if it were a CHARACTER. In addition, this unit can perform a Heroic Intervention if there are any enemy units within 6" of them instead of 3", and when doing so can move up to 6" instead of 3".

MONSTER ADAPTIVE PHYSIOLOGIES

If you selected an **MONSTER** model, you can select from the following list of Adaptive Physiologies.

Dermic Symbiosis

This bio-horror's carapace is actually a symbiotic organism, capable of psychically repelling the fiercest attacks of the prey and boosting the metabolism of its host creature.

This model has a 5+ invulnerable save. In addition, if this model has a damage table it is considered to have double the number of wounds remaining for the purposes of determining what row to use on that damage table.



Voracious Ammunition

Either host to nests of ever-hungry bio-ammunition or unique organs generating a constant stream of biochemical substances, this xenos brute's far-reaching touch continues to sear and consume long after it has moved on to other prey.

At the end of your Shooting phase, select one enemy unit that had one or more models destroyed this phase as a result of an attack made by this model. That unit suffers D3 mortal wounds.

Accelerated Digestion

The ravenous hunger of this monstrous creature is complemented by a dizzying array of consumption sacs and ferociously powerful digestive acids, fuelling its alien vitality with every screaming morsel of prey.

In the Fight phase, when an enemy model is destroyed as a result of an attack made by this model, this model regains up to 1 lost wound. No more than 3 lost wounds can be regained as a result of this rule in any one turn.

Synaptic Enhancement

Adaptations to this organism's cerebral architecture have enhanced its connection to the Hive Mind. Through this towering and deadly creature, the horrific control and influence of the Tyranid race is spread ever further.

This model gains the Shadow in the Warp and Synapse abilities (see *Codex: Tyranids*), and gains the **SYNAPSE** keyword.

Murderous Size

Whether enormous osseous blades, writhing lashes or oversized fangs, this colossus' means of rending apart its prey have grown far beyond those of its kind. Fuelled by the bearer's instinctive ability to slay, each hideous blow and crushing bite delivered by these bio-weapons hasten the prey world's demise.

Before the battle, select one melee weapon that this model is equipped with. Until the end of the battle, add 1 to the Strength and Damage characteristics of that weapon, and improve the Armour Penetration characteristic of that weapon by 1(e.g. AP 0 becomes AP -1).

TACTICAL OBJECTIVES

Though their weapons and tactics may vary, every single Tyranid host is driven to fulfil the same primal imperative: the complete and total consumption of all galactic life.

If your army is led by a **TYRANIDS** Warlord, these Tactical Objectives replace the Capture and Control Tactical Objectives (numbers 11-16) in the *Warhammer 40,000* rulebook. If a mission uses Tactical Objectives, players use the normal rules for using Tactical Objectives with the following exception: when a Tyranids player generates a Capture and Control objective (numbers 11-16), they instead generate the corresponding Tyranids Tactical Objective, as shown below. Other Tactical Objectives (numbers 21-66) are generated normally.

DGG TACTICAL OBJECTIVE

- 1 Swarm
- 2 Crush
- 3 Dominate
- 4 Decapitate
- 5 Terrify
- 6 Devour

11 SWARM 14 DECAPITATE Tyranids Tyranids The Tyranids' numbers are unending, their reach seemingly During its initial incursions into the galaxy, the Hive Mind swiftly limitless. In time, there is no corner of space that will not suffer the learned the value of slaughtering its prey's strongest and most consequences of their ravenous hunger. capable leaders, leaving the remainder in frightened confusion. Score 1 victory point if you control more objective markers than Score 1 victory point if at least one enemy CHARACTER was your opponent at the end of the turn. destroyed this turn. If two or more enemy CHARACTERS were destroyed, score D3 victory points instead. 12 15 ARIISH Tyranids TERRIFY Tvranids One by one, the Tyranids' foes are overrun and butchered, Terror only serves the Hive Mind's ends. A panicked enemy has no crushed and hacked into a formless slurry to be consumed by defence against its relentless onslaught. slavering feeder-beasts. Score 1 victory point if at least one enemy unit failed a Morale test this turn. If three or more enemy units failed Morale tests this Score 1 victory point if at least one enemy unit was completely destroyed this turn, and the last model in the enemy unit turn, score D3 victory points instead. was slain by an attack made by a **TYRANIDS MONSTER** or a TYRANIDS unit of more than 10 models. 13 DOMINATE 16 DEVOUR Tyranids Tyranids By harnessing the horrifying psychic immensity of the Hive Mind, Isolate. Slaughter. Consume. This simple, brutal strategy has seen the Tyranids will overwhelm and obliterate the prey races. *The Great Devourer lay waste to vast swathes of the galaxy.* Score 1 victory point if at least three psychic powers were Score 1 victory point if an enemy unit was destroyed during the successfully manifested by friendly TYRANIDS units in your Fight phase this turn. If 3 or more enemy units were destroyed Psychic phase. during the Fight phase this turn, score D3 victory points instead, and if 6 or more enemy units were destroyed during the Fight phase this turn, score D3+3 victory points instead.

'The war against the Tyranids will not be won with honour, bravery or mighty deeds. To survive we must embrace the ruthless mathematics of attrition. We must be willing to sacrifice a hundred innocent worlds to save a thousand.'

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- Inquisitor Kryptman

2019 EDITION POINTS VALUES FOR WARHAMMER 40,000

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NAMED CHARACTERS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear but not drones)
Aun'Shi	1	50
Aun'Va	1	70
- Ethereal Guard	2	5
Commander Farsight	1	110
Commander Shadowsun	1	110
Darkstrider	1	45

SUPPORT SYSTEMS	
SUPPORT SYSTEM	POINTS PER SYSTEM
Advanced targeting system	18
(Ghostkeel, Riptide and Stormsurge)	
Advanced targeting system (all other model	ls) 6
Counterfire defence system	10
XV8-02 Crisis Iridium battlesuit	10
Drone controller	5
Early warning override	10
(Ghostkeel, Riptide and Stormsurge)	
Early warning override (all other models)	5
Homing beacon	20
Multi-tracker	10
Shield generator (Stormsurge)	30
Shield generator (all other models)	8
Target lock	12
(Ghostkeel, Riptide and Stormsurge)	
Target lock (all other models)	6
Velocity tracker	10
(Ghostkeel, Riptide and Stormsurge)	
Velocity tracker (all other models)	2

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Airbursting fragmentation projector	8
Burst cannon	8
Cluster rocket system	15
Cyclic ion blaster	18
Cyclic ion raker	20
Destroyer missile	10
Flamer	6
Fusion blaster	14
Fusion collider	25
Heavy burst cannon	35
Heavy rail rifle	25
High-output burst cannon	16
High-yield missile pod	25
Ion accelerator	50
Ion cannon	35
Ion rifle	7
Kroot gun	0
Kroot rifle	0
Longshot pulse rifle	0
Markerlight	3
Missile pod	15
Neutron blaster	0

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RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Photon grenades	0
Plasma rifle	8
Pulse blastcannon	20
Pulse blaster	0
Pulse bomb	0
Pulse carbine	0
Pulse driver cannon	30
Pulse pistol	1
Pulse rifle	0
Quad ion turret	30
Rail rifle	12
Railgun	30
Seeker missile	5
Smart missile system	15
Supremacy railgun	50

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Equalizers	1
Honour blade	0
Kroot rifle	0
Krootox fists	0
Ripping fangs	0
Ritual blade	0

TYRANIDS

UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Biovores	1-3	40
Broodlord	1	115
Carnifexes	1-3	67
Exocrine	1	155
Gargoyles	10-30	5
Genestealers	5-20	10
Harpy	1	105
Haruspex	1	150
Hive Crone	1	135
Hive Guard	3-6	18
Hive Tyrant	1	143
Hive Tyrant with Wings	1	190
Hormagaunts	10-30	5
Lictor	1	30
Maleceptor	1	150
Mawloc	1	104
Mucolid Spores	1-3	20
Neurothrope	1	90
Pyrovores	1-3	25
Raveners	3-9	18
Ripper Swarms	3-9	11
Screamer-Killers	1-3	90
Spore Mines	3-9	10

UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Sporocyst	1	79
Termagants	10-30	4
Tervigon	1	162
Thornbacks	1-3	70
Toxicrene	1	125
Trygon	1	108
Trygon Prime	1	138
Tyranid Prime	1	70
Tyranid Warriors	3-9	18
Tyrannocyte	1	50
Tyrannofex	1	151
Tyrant Guard	3-6	35
Venomthropes	3-6	30
Zoanthropes	3-6	40

NAMED CHARACTERS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Deathleaper	1	60
Old One Eye	1	200
The Red Terror	1	50
The Swarmlord	1	250

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Acid spray	20
Barbed strangler	10
Bio-electric pulse	0
Bio-electric pulse with containment spines	0
Bio-plasma	9
Bio-plasmic cannon	0
Bio-plasmic scream	0
Choking spores	0
Deathspitter	5
Deathspitter with slimer maggots	7
Devourer	4
Devourer with brainleech worms	7
Drool cannon	0
Flamespurt	0
Flesh hooks	2
Fleshborer	0
Fleshborer hive	15
Grasping tongue	0
Heavy venom cannon	18
Impaler cannon	25
Massive toxic lashes	0
Rupture cannon	35
Shockcannon	21
Spine banks	2
Spinefists (Ravener and Tyranid Warrior)	1
Spinefists (Termagant)	0
Spinemaws	2
Spore mine launcher	0
Spore node	0
Stinger salvo	8

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Stranglethorn cannon	15
Tentaclids	0
Toxic lashes	0
Venom cannon	12

BIOMORPHS	
BIOMORPH	POINTS PER BIOMORPH
Adrenal glands (MONSTERS)	5
Adrenal glands (other units)	1
Chitin thorns	5
Enhanced senses	10
Extended carapace	2
Spore cysts	10
Toxin sacs (Hormagaunt)	2
Toxin sacs (Hive Guard, Mawloc,	1
Termagant, Tervigon, Tyrant Guard	
and Tyrannofex)	
Toxin sacs (Trygon and Trygon Prime)	8
Toxin sacs (CARNIFEX, Genestealer,	4
Hive Tyrant, Tyranid Prime and	
Tyranid Warrior)	
Tusks	8

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Acid maw	0
Biostatic rattle	0
Blinding venom	0
Bone mace	2
Boneswords	2
Claws and teeth	0
Crushing claws	12
Distensible jaws	0
Grasping talons	0
Lash whip and bonesword	2
Lash whip and monstrous bonesword	15
Massive crushing claws	20
Massive scything talons	10
(Tervigon and Maleceptor)	
Massive scything talons	30
(two or more pairs) (Trygon and Trygon Prime)	
Massive toxic lashes	0
Monstrous acid maw	10
Monstrous boneswords	20
Monstrous crushing claws	12
Monstrous rending claws	0
Monstrous scything talons (CARNIFEX)	14
Monstrous scything talons (Hive Tyrant)	15
Monstrous scything talons (two pairs)	15
(CARNIFEX)	
Monstrous scything talons (two pairs)	20
(Hive Tyrant)	
Powerful limbs	0
Prehensile pincer tail	0
Ravenous maw	0
Rending claws	2

	MELEE WEAPONS	
6	WEAPON	POINTS PER WEAPON
	Shovelling claws	0
	Scything talons	0
× C	Scything wings	0
	Thresher scythe	7
	Toxic lashes	0
	Toxinspike	1
	Wicked spur	0

GENESTEALER CULTS

HQ UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Abominant	1	105
Acolyte Iconward	1	53
Jackal Alphus	1	70
Magus	1	80
- Familiars	0-2	12
Patriarch	1	125
- Familiars	0-2	12
Primus	1	72

TROOPS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Acolyte Hybrids	5-20	7
Brood Brothers Infantry Squad*	10-20	4
Neophyte Hybrids	10-20	5

* If models in this unit form a Brood Brother Weapons Team, there is no change in the unit's points cost.

DEDICATED TRANSPORTS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Cult Chimera	1	60
Goliath Truck	1	50

ELITES		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Aberrants	5-10	19
Biophagus	1	35
- Alchemicus Familiar	0-1	12
Clamavus	1	55
Hybrid Metamorphs	5-10	7
Kelermorph	1	75
Locus	1	40
Nexos	1	50
Purestrain Genestealers	5-20	15
Sanctus	1	55

FAST ATTACK		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Achilles Ridgerunner	1-3	35
Atalan Jackals	4-15	10 (Atalan Wolfquads are 15)
Cult Armoured Sentinels	1-3	30
Cult Scout Sentinels	1-3	30

FORTIFICATIONS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Tectonic Fragdrill	1	75

HEAVY SUPPORT		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Brood Brothers	3	6
Heavy Weapons Squad		
Cult Leman Russ	1	107
Goliath Rockgrinder	1	78
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MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Bonesword	3
Chainsword	0
Cultist knife	0
Drilldozer blade	0
Familiar claws	0
Force stave	0
Heavy improvised weapon	25
Heavy power hammer	16
Heavy rock cutter	12
Heavy rock drill	15
Heavy rock saw	10
Hypermorph tail	0
Improvised weapon	0
Injector goad	0
Lash whip and bonesword	5
Locus blades	0
Metamorph claw	2
Metamorph talon	1
Metamorph whip	0
Monstrous rending claws	0
Power axe	5
Power hammer	4
Power maul	4
Power pick	9
Power sledgehammer	0
Purestrain talons	0
Rending claw(s)	0
Sanctus bio-dagger	0
Sentinel chainsaw	2
Toxin injector claw	0
	Steel States States

TYRANIDS

UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Barbed Hierodule	1	420
Dimachaeron	1	200
Harridan	1	740
Hierophant Bio-titan	1	2000
Malanthrope	1-3	120
Meiotic Spores	3-9	18
Scythed Hierodule	1	350
Stone Crusher Carnifex Brood	1-3	80
Sky-slasher Swarms	3-9	13
Tyranid Shrikes	3-9	21

Constanting of Protection of the State	Stranger Stranger Stranger
WEAPONS	
WEAPON	POINTS PER WEAPON
Bio-acid spray	0
Bio-cannon	0
Bio-flail	15
Bio-plasma	9
Bio-plasma torrent	0
Bone mace	2
Devourer	4
Dire bio-cannon	0
Flesh hooks	2
Grasping tail	0
Grasping talons and thorax spine-maw	0
Lashwhip pods	0
Massive scything talons (one pair)	22
Massive scything talons (two or more pairs)	60
Monstrous scything talons	60
Sickle claws	0
Spinemaws	2
Thresher scythe	7
Wrecker claws (single/pair)	10/18

MISCELLANEOUS Rogue trader Bi

MODELS PER UNIT	POINTS PER MODEL (Including wargear)
4	3
4	3
3	8
4	4
3	31
4	4
1	65
	PER UNIT 4 4 3 4 3 4 3

MODELS PER UNIT	POINTS PER MODEL (Including wargear)
1	45
1	25
1	22
1	17
6	6
	PER UNIT 1 1 1 1

BLACKSTONE FORTRESS

UNITS	MODELS PER UNIT	POINTS PER UNIT (Including wargear)
Amallyn Shadowguide	1	50
Ambull	1	70
Aradia Madellan	1	40
Black Legionnaires	2	26
Borewyrm Infestation	1-2	12 (points per model)
Chaos Beastmen	4	24
Chaos Ogryn	1	65
Cultist Firebrand	1	30
Cultists of the Abyss	7	35
Daedalosus	1	50
Dahyak Grekh	1	20
Espern Locarno	1	30
Gotfret de Montbard	1	35
Janus Draik	1	40
Negavolt Cultists	4	45
Neyam Shai Murad	1	50
Obsidius Mallex	1	102
Pious Vorne	1	25
Rein and Raus	2	35
Rogue Psykers	1	30
Spindle Drones	4	60
Taddeus the Purifier	1	50
Traitor Guardsmen	7	35
Traitor Commissar	1	50
UR-025	1	40
Ur-Ghul	1	15
X-101	1	22