

The cover art features a massive, multi-segmented Tyranid creature, likely a Carnifex, in a dynamic pose. It has a large, curved mandible on its left side and a long, segmented tail-like appendage on its right. The creature's body is covered in intricate, organic-looking armor and spikes. The background is a fiery, apocalyptic landscape with a large, glowing orange and yellow sun or explosion in the center. The entire scene is framed by a dark, metallic border with ornate, spiky details at the corners.

WARHAMMER
40,000

CODEX
TYRANIDS

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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

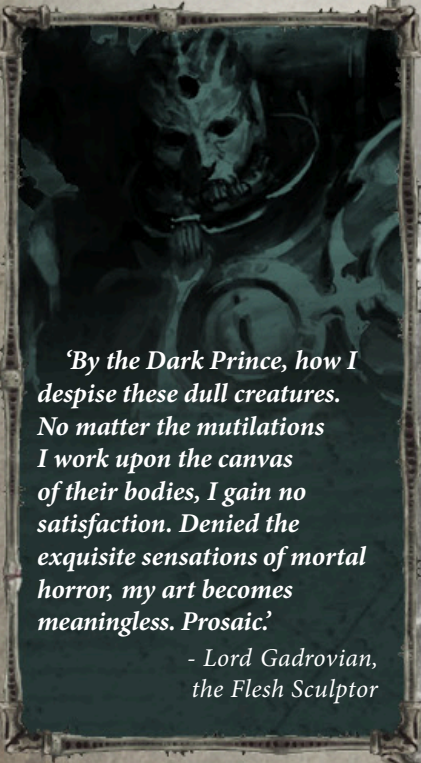
Unless controlled or coordinated by the domineering will of the Hive Mind, many Tyranid organisms will revert to their baser instincts.

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.



'By the Dark Prince, how I despise these dull creatures. No matter the mutilations I work upon the canvas of their bodies, I gain no satisfaction. Denied the exquisite sensations of mortal horror, my art becomes meaningless. Prosaic.'

- Lord Gadvorian,
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.





BROODLORD

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Broodlord	8"	2+	-	5	5	6	6	10	4+
A Broodlord is a single model armed with monstrous rending claws.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
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.		
ABILITIES	Synapse, Shadow in the Warp (pg 82)								
	Lightning Reflexes: This model has a 5+ invulnerable save.								
	Swift and Deadly: This model can charge even if it Advanced during its turn.								
	Brood Telepathy: You can add 1 to hit rolls in the Fight phase for <HIVE FLEET> Genestealer units within 6" of any friendly <HIVE FLEET> Broodlords.								
PSYKER	A Broodlord can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the <i>Smite</i> psychic power and one psychic power from the Hive Mind discipline (pg 121).								
FACTION KEYWORDS	TYRANIDS, <HIVE FLEET>								
KEYWORDS	CHARACTER, INFANTRY, GENESTEALER, PSYKER, SYNAPSE, BROODLORD								



Guided by the synaptic impulses of a Broodlord, Genestealers attack with increased ferocity and coordination.



HIVE TYRANT

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Hive Tyrant	*	*	*	6	7	12	4	10	3+	7-12+	9"/16"	2+	3+
A Hive Tyrant is a single model armed with two pairs of monstrous scything talons and a prehensile pincer tail.										4-6	7"/12"	3+	3+
										1-3	5"/8"	4+	4+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Monstrous scything talons	Melee	Melee		User	-3	3	You can re-roll hit rolls of 1 for this weapon. If the bearer has more than one pair of monstrous scything talons, it can make 1 additional attack with this weapon each time it fights.						
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.						
WARGEAR OPTIONS													
- A Hive Tyrant may replace one pair of monstrous scything talons with one item from the <i>Monstrous Bio-cannons</i> or <i>Monstrous Bio-weapons</i> list. - A Hive Tyrant may replace both pairs of monstrous scything talons with two items from the <i>Monstrous Bio-cannons</i> or two items from the <i>Monstrous Bio-weapons</i> list, or with one item from each list. - This model may have wings (Power Rating +2). If it does, it uses the second set of Move characteristics in the damage table above, and it gains the FLY keyword. - This model may have toxin sacs and/or adrenal glands (pg 113).													
ABILITIES													
Shadow in the Warp, Synapse (pg 82)							Death Throes: If this model is reduced to 0 wounds, roll a dice 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.						
The Will of the Hive Mind: The range of a Hive Tyrant's Synapse ability is 18" rather than 12".													
Swooping Assault: During deployment, you can set up a Hive Tyrant with wings circling high above instead of placing it on the battlefield. At the end of any of your Movement phases it can swoop down – set it up anywhere on the battlefield that is more than 9" from any enemy models.							Psychic Barrier: A Hive Tyrant has a 4+ invulnerable save.						
PSYKER													
A Hive Tyrant can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the <i>Smite</i> power and two psychic powers from the Hive Mind discipline (pg 121).													
FACTION KEYWORDS													
TYRANIDS, <HIVE FLEET>													
KEYWORDS													
CHARACTER, MONSTER, PSYKER, SYNAPSE, HIVE TYRANT													



'A new Tyrant joined the fray, and in an eye-blink the whole character of the swarm changed. The ravening berserker-spirit that had driven the Tyranids onto the ridge was gone, as if it had never existed. Left in its place was something cannier, and infinitely more worrisome. It was then that I knew the battle to be lost.'

- Sergeant Telion, Ultramarines 10th Company



THE SWARMLORD

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	S	A
The Swarmlord	*	2+	3+	*	7	12	*	10	3+	7-12+	9"	8	6
										4-6	7"	7	5
										1-3	5"	6	4

The Swarmlord is a single model armed with bone sabres and a prehensile pincer tail. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
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.
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.
ABILITIES	Shadow in the Warp, Synapse (pg 82)					The Will of the Hive Mind: The range of the Swarmlord's Synapse ability is 18" rather than 12".
	Psychic Barrier: The Swarmlord has a 4+ invulnerable save.					Death Throes: If this model is reduced to 0 wounds, roll a dice 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.
	Blade Parry: Add 1 to the Swarmlord's invulnerable saves against wounds caused by Melee weapons.					
	Hive Commander: In each of your Shooting phases, you can pick one friendly <HIVE FLEET> unit within 6" of the Swarmlord. That unit can move (and Advance, if you wish) as if it were the Movement phase instead of shooting.					
PSYKER	The Swarmlord can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny two psychic powers in each enemy Psychic phase. It knows the <i>Smite</i> power and two psychic powers from the Hive Mind discipline (pg 121).					
FACTION KEYWORDS	TYRANIDS, <HIVE FLEET>					
KEYWORDS	CHARACTER, MONSTER, HIVE TYRANT, PSYKER, SYNAPSE, THE SWARMLORD					



TYRANID PRIME

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Tyranid Prime	6"	2+	3+	5	5	6	4	10	3+
A Tyranid Prime is a single model armed with scything talons and a devourer.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Devourer	18"	Assault 3		4	0	1	-		
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.		
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.		
WARGEAR OPTIONS	• This model may replace its devourer with one weapon from the <i>Basic Bio-weapons</i> or <i>Melee Bio-weapons</i> list. • This model may replace its scything talons with one weapon from the <i>Melee Bio-weapons</i> 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								



TERVIGON

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Tervigon	*	*	*	7	8	14	3	9	3+	8-14+	8"	4+	4+
A Tervigon is a single model armed with massive scything talons. It can also fire stinger salvos.										4-7	6"	5+	5+
										1-3	4"	5+	6+
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES					
Stinger salvo	24"	Assault 4			5	-1	1	-					
Massive crushing claws	Melee	Melee			x2	-3	D6	When attacking with this weapon, you must subtract 1 from the hit roll.					
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 massive scything talons, it can make 1 additional attack with this weapon each time it fights.					
WARGEAR OPTIONS													
• This model may replace its massive scything talons with massive crushing claws. • This model may have toxin sacs and/or adrenal glands (pg 113).													
ABILITIES													
Shadow in the Warp, Synapse (pg 82) Brood Progenitor: You can re-roll hit rolls of 1 in the Shooting phase for friendly <HIVE FLEET> Termagant units within 6" of this model. Synaptic Backlash: If a Tervigon is reduced to 0 wounds, roll a D6 before removing the model from the battlefield. Each friendly <HIVE FLEET> Termagant unit within 6" of the Tervigon immediately suffers a number of mortal wounds equal to the result. Spawn Termagants: At the start of your Movement phase, a Tervigon can spawn Termagants. If it does so, add a new unit of 10 Termagants to your army and set it up on the battlefield so that it is wholly within 6" of the Tervigon and more than 1" from the enemy. All of these models are armed with fleshborers. Alternatively, you can replace up to 10 models lost earlier in the battle in an existing unit of Termagants from your army that is within 6" of the Tervigon. Models placed in this way must be within 6" of the Tervigon and more than 1" from the enemy. You can only replace models armed with fleshborers. If you cannot place some of the models the excess is discarded.													
PSYKER													
A Tervigon can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the <i>Smite</i> power and one psychic power from the Hive Mind discipline (pg 121).													
FACTION KEYWORDS													
TYRANIDS, <HIVE FLEET>													
KEYWORDS													
CHARACTER, MONSTER, PSYKER, SYNAPSE, TERVIGON													



NEUROTHROPE

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Neurothrope	5"	4+	3+	4	4	5	1	9	5+
A Neurothrope is a single model armed with claws and teeth.									
WEAPON	RANGE	TYPE	S		AP	D	ABILITIES		
Claws and teeth	Melee	Melee	User		0	1	-		
ABILITIES	Shadow in the Warp, Synapse (pg 82)						Warp Field: This model has a 3+ invulnerable save.		
	Spirit Leech: Each time a Neurothrope slays a model using the <i>Smite</i> psychic power, you can heal a wound on a friendly <HIVE FLEET> ZOANTHROPE within 6".						Warp Siphon: You can re-roll rolls of 1 when taking Psychic tests for friendly <HIVE FLEET> ZOANTHROPE units within 6" of this model.		
PSYKER	A Neurothrope can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. A Neurothrope knows the <i>Smite</i> psychic power and one psychic power from the Hive Mind discipline (pg 121).								
FACTION KEYWORDS	TYRANIDS, <HIVE FLEET>								
KEYWORDS	CHARACTER, FLY, INFANTRY, ZOANTHROPE, PSYKER, SYNAPSE, NEUROTHROPE								



OLD ONE EYE

NAME	M	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 model armed with monstrous crushing claws, monstrous scything talons and a thresher scythe. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Monstrous crushing claws	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.
Monstrous scything talons	Melee	Melee	User	-3	3	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.

ABILITIES	Instinctive Behaviour (pg 82) Immortal Battering Ram: When Old One Eye finishes a charge move, roll a dice; on a 4+ one enemy unit within 1" suffers D3 mortal wounds. In addition, add 1 to all hit rolls for Old One Eye in the Fight phase if it charged in the same turn. Alpha Leader: You can add 1 to hit rolls in the Fight phase for friendly <HIVE FLEET> CARNIFEX units that are within 6" of this model.	Berserk Rampage: Each time you make a hit roll of 6+ for Old One Eye (except for thresher scythe attacks), you may immediately make 1 additional attack with the same weapon against the same unit. These additional attacks do not confer extra attacks. Regeneration: At the beginning of each of your turns, this model heals one wound.
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FACTION KEYWORDS	TYRANIDS, <HIVE FLEET>
KEYWORDS	CHARACTER, MONSTER, CARNIFEX, OLD ONE EYE



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

5
POWER

TYRANID WARRIORS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Tyranid Warrior	6"	3+	4+	4	4	3	3	9	4+
This unit contains 3 Tyranid Warriors. It can include up to 3 additional Tyranid Warriors (Power Rating +4) or up to 6 additional Tyranid Warriors (Power Rating +8). Each model is armed with a pair of scything talons and a devourer.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Devourer	18"	Assault 3			4	0	1	-	
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.	
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.	
WARGEAR OPTIONS	- Any model may replace its devourer with one weapon from the <i>Basic Bio-weapons</i> or <i>Melee Bio-weapons</i> list. - Any model may replace its scything talons with one weapon from the <i>Melee Bio-weapons</i> list. - For every three models in the unit, one model may replace its devourer with one weapon from the <i>Basic Bio-cannons</i> list. - All models in the unit may have flesh hooks. - All models in the unit may have toxin sacs and/or adrenal glands (pg 113).								
ABILITIES	Synapse, Shadow in the Warp (pg 82)								
FACTION KEYWORDS	TYRANIDS, <HIVE FLEET>								
KEYWORDS	INFANTRY, SYNAPSE, TYRANID WARRIORS								

4
POWER

GENESTEALERS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Genestealer	8"	3+	4+	4	4	1	3	9	5+
This unit contains 5 Genestealers. It can include up to 5 additional Genestealers (Power Rating +4), up to 10 additional Genestealers (Power Rating +8), or up to 15 additional Genestealers (Power Rating +12). Each model is armed with rending claws.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
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.		
Acid maw	Melee	Melee		User	-3	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.		
Scything talons	Melee	Melee		User	0	1	You can re-roll hit rolls of 1 for this weapon.		
WARGEAR OPTIONS	- Any model may also have a pair of scything talons. - For every four models in the unit, one model may have flesh hooks and/or one model may have an acid maw. - All models in the unit may have toxin sacs (pg 113) and/or extended carapaces.								
ABILITIES	Flurry of Claws: Genestealers have 4 Attacks instead of 3 whilst their unit has 10 or more models. Lightning Reflexes: Genestealers have a 5+ invulnerable save. Swift and Deadly: Genestealers can charge even if they Advanced during their turn. Extended Carapaces: Genestealers with extended carapaces have a Save characteristic of 4+ but lose the Swift and Deadly ability.						Infestation: If your army includes any units of Genestealers, you can place up to four infestation nodes anywhere in your deployment zone when your army deploys. You can then set up any units of Genestealers lurking, instead of setting them up on the battlefield. If an enemy model is ever within 9" of an infestation node, the node is destroyed and removed from the battlefield. Whilst there are any friendly infestation nodes on the battlefield, this unit can stop lurking: at the end of your Movement phase, set it up wholly within 6" of a friendly infestation node. That infestation node is then removed from the battlefield. If this unit is still lurking when the last friendly infestation node is removed, this unit is destroyed.		
FACTION KEYWORDS	TYRANIDS, <HIVE FLEET>								
KEYWORDS	INFANTRY, GENESTEALERS								

TERMAGANTS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Termagant	6"	4+	4+	3	3	1	1	5	6+
This unit contains 10 Termagants. It can include up to 10 additional Termagants (Power Rating +3) or up to 20 additional Termagants (Power Rating +6). Each model is armed with a fleshborer.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Devourer	18"	Assault 3			4	0	1	-	
Fleshborer	12"	Assault 1			4	0	1	-	
Spinefists	12"	Pistol *			3	0	1	When a model fires this weapon, it makes a number of shots equal to its Attacks characteristic.	
WARGEAR OPTIONS	- Any model may replace its fleshborer with a devourer or spinefists. - All models in the unit may have toxin sacs and/or adrenal glands (pg 113).								
ABILITIES	Instinctive Behaviour (pg 82) Hail of Living Ammunition: If this unit contains 20 or more models, you can re-roll wound rolls of 1 when it shoots.								
FACTION KEYWORDS	TYRANIDS, <HIVE FLEET>								
KEYWORDS	INFANTRY, TERMAGANTS								

'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.'

- Enforcer Maitland, Epsilon Hive

HORMAGAUNTS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Hormagaunt	8"	4+	4+	3	3	1	2	5	6+
This unit contains 10 Hormagaunts. It can include up to 10 additional Hormagaunts (Power Rating +3) or up to 20 additional Hormagaunts (Power Rating +6). Each model is armed with a pair of scything talons.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Scything talons	Melee	Melee			User	0	1	You can re-roll hit rolls of 1 for this weapon.	
WARGEAR OPTIONS		• All models in the unit may take toxin sacs and/or adrenal glands (pg 113).							
ABILITIES		Instinctive Behaviour (pg 82) Bounding Leap: Whenever this unit piles in and consolidates, it can move up to 6". Hungering Swarm: If this unit contains 20 or more models, you can re-roll wound rolls of 1 when it fights.							
FACTION KEYWORDS		TYRANIDS, <HIVE FLEET>							
KEYWORDS		INFANTRY, HORMAGAUNTS							




RIPPER SWARMS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
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NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ripper Swarm	6"	5+	5+	3	3	3	4	4	6+
This unit contains 3 Ripper Swarms. It can include up to 3 additional Ripper Swarms (Power Rating +2) or up to 6 additional Ripper Swarms (Power Rating +3). Each model is armed with claws and teeth.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Spinemaws	6"	Pistol 4			2	0	1	-	
Claws and teeth	Melee	Melee			User	0	1	-	
WARGEAR OPTIONS	• All models in the unit may also take spinemaws.								
ABILITIES	Instinctive Behaviour (pg 82) Burrowers: During deployment, you can set up a unit of Ripper Swarms underground instead of on the battlefield. At the end of any of your Movement phases, they can tunnel up to the battlefield – set them up anywhere that is more than 9" from any enemy models.								
FACTION KEYWORDS	TYRANIDS, <HIVE FLEET>								
KEYWORDS:	SWARM, RIPPERS								

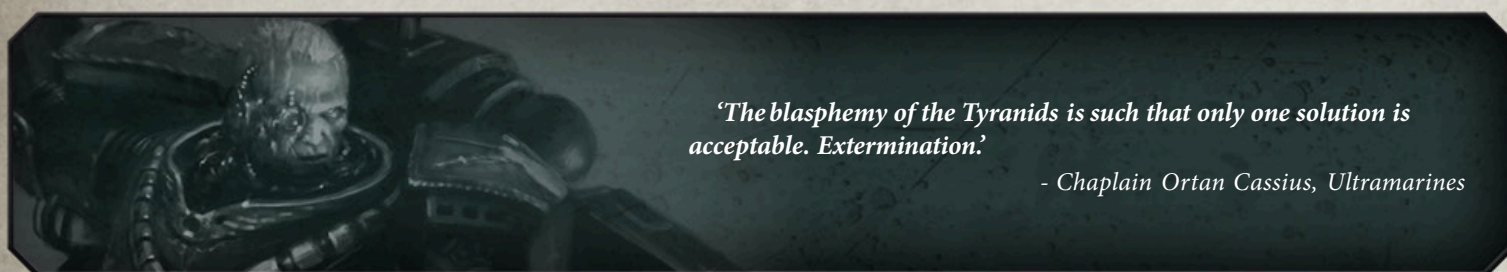


Hormagaunts soak up desperate volleys of lasgun fire, masking the advance of larger Tyranid organisms.



TYRANT GUARD

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Tyrant Guard	7"	3+	4+	5	5	3	3	6	3+
This unit contains 3 Tyrant Guard. It can include up to 3 additional Tyrant Guard (Power Rating +6). Each model is armed with rending claws and scything talons.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Crushing claws	Melee	Melee		x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.		
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 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.		
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.		
Scything talons	Melee	Melee		User	0	1	You can re-roll hit rolls of 1 for this weapon.		
WARGEAR OPTIONS	- Any model may replace its scything talons with crushing claws or a lash whip and bonesword. - All models in the unit may have toxin sacs and/or adrenal glands (pg 113).								
ABILITIES	Instinctive Behaviour (pg 82) Blind Rampage: If a friendly <HIVE FLEET> HIVE TYRANT is killed within 6" of this unit, from the end of that turn increase the Attacks characteristic of each model in this unit by 1 for the rest of the battle.						Shieldwall: Roll a dice each time a friendly <HIVE FLEET> HIVE TYRANT loses a wound whilst they are within 3" of this unit; on a 2+ a model from this unit can intercept that hit – the Hive Tyrant does not lose a wound but this unit suffers a mortal wound.		
FACTION KEYWORDS	TYRANIDS, <HIVE FLEET>								
KEYWORDS	INFANTRY, TYRANT GUARD								



HIVE GUARD

NAME	M	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 can include up to 3 additional Hive Guard (Power Rating +6). Each model is armed with an impaler cannon.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
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 throws for being in cover.	
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.	
WARGEAR OPTIONS	- Any model may replace its impaler cannon with a shockcannon. - All models in the unit may have toxin sacs and/or adrenal glands (pg 113).								
ABILITIES	Instinctive Behaviour (pg 82)								
FACTION KEYWORDS	TYRANIDS, <HIVE FLEET>								
KEYWORDS	INFANTRY, HIVE GUARD								



LICTOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Lictor	9"	2+	4+	6	4	4	3	9	5+
A Lictor is a single model armed with flesh hooks, grasping talons and rending claws.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
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.		
Grasping talons	Melee	Melee		User	-1	2	-		
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.		
ABILITIES	Chameleonic Skin: Your opponent must subtract 1 from their hit rolls for attacks that target this model. In addition, add 2 instead of 1 to saving throws for this model when it is in cover.						Hidden Hunter: During deployment, you can set up a Lictor in hiding instead of placing it on the battlefield. At the end of any of your Movement phases, the Lictor can spring from its hiding place – set it up anywhere on the battlefield that is more than 9" away from any enemy models. You can re-roll the Lictor's charge distance in the turn in which it uses this ability to arrive on the battlefield.		
FACTION KEYWORDS	TYRANIDS, <HIVE FLEET>								
KEYWORDS	INFANTRY, LICTOR								



DEATHLEAPER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Deathleaper	9"	2+	4+	6	4	6	4	10	5+
Deathleaper is a single model armed with flesh hooks, grasping talons and rending claws. Only one of this model can be included in your army.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
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.	
Grasping talons	Melee	Melee			User	-1	2	-	
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.	
ABILITIES	Superior Chameleonic Skin: Your opponent must subtract 2 from their hit rolls for attacks that target Deathleaper. In addition, add 2 instead of 1 to saving throws for Deathleaper when it is in cover.							Hidden Hunter: During deployment, you can set up Deathleaper in hiding instead of placing it on the battlefield. At the end of any of your Movement phases, Deathleaper can spring from its hiding place – set it up anywhere on the battlefield that is more than 9" away from any enemy models. You can re-roll Deathleaper's charge distance in the turn in which it uses this ability to arrive on the battlefield.	
	It's After Me!: At the start of the first battle round but before the first turn begins, pick a CHARACTER from the opposing army. You can re-roll hit and wound rolls in the Fight phase for any of Deathleaper's attacks that target that CHARACTER .								
FACTION KEYWORDS	TYRANIDS, <HIVE FLEET>								
KEYWORDS	CHARACTER, INFANTRY, LICTOR, DEATHLEAPER								



ZOANTHROPES



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Zoanthrope	5"	4+	3+	4	4	3	1	9	5+
This unit contains 3 Zoanthropes. It can include up to 3 additional Zoanthropes (Power Rating +2 per model). Each model is armed with claws and teeth.									
WEAPON	RANGE	TYPE	S		AP	D	ABILITIES		
Claws and teeth	Melee	Melee	User		0	1	-		
ABILITIES	Shadow in the Warp, Synapse (pg 82) Warp Field: Models in this unit have a 3+ invulnerable save.						Warp Blast: When this unit manifests the <i>Smite</i> psychic power, it affects the closest visible enemy unit within 24", instead of within 18". In addition, it inflicts an additional D3 mortal wounds on that enemy unit if this unit contains 4 or 5 Zoanthropes, or an additional 3 mortal wounds if it contains 6 Zoanthropes.		
PSYKER	A unit of Zoanthropes can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. A Zoanthrope unit of 4 or more models can instead attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. A Zoanthrope unit knows the <i>Smite</i> psychic power and one psychic power from the Hive Mind discipline (pg 121). When manifesting or denying a psychic power with a Zoanthrope unit, first select a model in the unit – measure range, visibility etc. from this model. If this unit suffers Perils of the Warp, it suffers D3 mortal wounds as described in the core rules, but units within 6" will only suffer damage if the Perils of the Warp causes the last model in the Zoanthrope unit to be slain.								
FACTION KEYWORDS	TYRANIDS, <HIVE FLEET>								
KEYWORDS	INFANTRY, FLY, PSYKER, SYNAPSE, ZOANTHROPES								



MALECEPTOR

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	WS	S	PSYCHIC OVERLOAD
Maleceptor	7"	✱	4+	✱	7	12	3	9	3+	7-12+	4+	7	6 units
A Maleceptor is a single model armed with massive scything talons.										4-6	5+	6	3 units
										1-3	6+	5	D3 units
WEAPON	RANGE	TYPE	S			AP	D	ABILITIES					
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 massive scything talons, it can make 1 additional attack with this weapon each time it fights.					
ABILITIES	Shadow in the Warp, Synapse (pg 82) Psychic Overload: Instead of manifesting any psychic powers in your Psychic phase, a Maleceptor can unleash brain-bursting psychic tendrils. If it does so, roll a dice for each enemy unit within 6", to a maximum number of units shown in the damage table above. On a 2+ the Maleceptor deals 1 mortal wound to that unit, but on a 6 it deals 3 mortal wounds to that unit instead. Psychic Barrier: A Maleceptor has a 4+ invulnerable save.												
PSYKER	A Maleceptor can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny two psychic powers in each enemy Psychic phase. It knows the <i>Smite</i> psychic power and one psychic power from the Hive Mind discipline (pg 121). Whenever a Maleceptor attempts to manifest a psychic power, add 1 to its Psychic test.												
FACTION KEYWORDS	TYRANIDS, <HIVE FLEET>												
KEYWORDS	MONSTER, PSYKER, SYNAPSE, MALECEPTOR												



VENOMTHROPES



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Venomthrope	5"	4+	4+	4	4	3	2	5	5+
This unit contains 3 Venomthropes. It can include up to 3 additional Venomthropes (Power Rating +4). Each model is armed with toxic lashes.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
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.		
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.		
ABILITIES	Instinctive Behaviour (pg 82)						Shrouding Spores: Your opponent must subtract 1 from hit rolls made for ranged weapons that target <HIVE FLEET> units (excluding MONSTERS) whilst they are within 6" of any <HIVE FLEET> Venomthropes. In addition, your opponent must subtract 1 from hit rolls made for ranged weapons that target <HIVE FLEET> MONSTERS whilst they are within 6" of any <HIVE FLEET> Venomthrope units that contain 3 or more models. Increase the range of both these effects to 9" whilst this unit contains 6 models.		
	Toxic Miasma: At the end of the Fight phase, roll a D6 for each enemy unit within 1" of any Venomthropes. On a 5+, that unit suffers a mortal wound.								
FACTION KEYWORDS	TYRANIDS, <HIVE FLEET>								
KEYWORDS	INFANTRY, FLY, VENOMTHROPES								



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



2
POWER

PYROVORES

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Pyrovore	5"	4+	4+	5	4	4	2	5	4+
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.									
WEAPON	RANGE	TYPE			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	Instinctive Behaviour (pg 82)								
	Acid Blood: Each time this model loses a wound in the Fight phase, roll a dice; on a 6, the unit that inflicted the damage suffers a mortal wound after all of their attacks have been resolved.								
	Volatile: When a Pyrovore is slain, roll a dice. On a 4+ it bursts in a shower of acid – the nearest enemy unit within 3" (if any) suffers a mortal wound.								
FACTION KEYWORDS	TYRANIDS, <HIVE FLEET>								
KEYWORDS	INFANTRY, PYROVORES								



10
POWER

HARUSPEX

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Haruspex	7"	*	*	*	8	13	4	6	3+
A Haruspex is a single model armed with a grasping tongue, a ravenous maw and shovelling claws.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Grasping tongue	12"	Assault 1		6	-3	D3	This weapon can be fired within 1" of an enemy unit, and can target enemy units within 1" of friendly units. In addition, when a model is slain by this weapon, the Haruspex regains 1 lost wound.		
Ravenous maw	Melee	Melee		User	-1	D3	Make D3 hit rolls for each attack made with this weapon, instead of 1.		
Shovelling claws	Melee	Melee		x2	-3	D6	-		
ABILITIES		Instinctive Behaviour (pg 82) Acid Blood: Each time this model loses a wound in the Fight phase, roll a dice; on a 6, the unit that inflicted the damage suffers a mortal wound after all of their attacks have been resolved. Frenzied Death Throes: If a Haruspex is reduced to 0 wounds, roll a dice before removing the model from the battlefield; on a 6, it lashes out in its death throes, and each unit within 3" suffers 3 mortal wounds.					Rapacious Hunger: Each time a Haruspex slays an enemy model with its ravenous maw, it can immediately make one extra attack with its shovelling claws. In addition, at the end of a Fight phase in which a Haruspex slew any models with its ravenous maw, it regains 1 wound lost earlier in the battle.		
FACTION KEYWORDS		TYRANIDS, <HIVE FLEET>							
KEYWORDS		MONSTER, HARUSPEX							

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	WS	BS	S
7-13+	4+	4+	7
4-6	4+	5+	6
1-3	5+	5+	5




GARGOYLES

NAME	M	WS	BS	S	T	W	A	Ld	Sv
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NAME	M	WS	BS	S	T	W	A	Ld	Sv
Gargoyle	12"	4+	4+	3	3	1	1	5	6+
This unit contains 10 Gargoyles. It can include up to 10 additional Gargoyles (Power Rating + 3) or up to 20 additional Gargoyles (Power Rating +6). Each model is armed with a fleshborer and blinding venom.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Fleshborer	12"	Assault 1			4	0	1	-	
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.	
ABILITIES	Instinctive Behaviour (pg 82)						Swooping Assault: During deployment you can set this unit up clinging to an airborne Harridan instead of placing them on the battlefield. At the end of any of your Movement phases this unit can swoop down from above – set them up anywhere on the battlefield that is more than 9" away from any enemy models.		
FACTION KEYWORDS	TYRANIDS, <HIVE FLEET>								
KEYWORDS	INFANTRY, FLY, GARGOYLES								



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

RAVENERS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ravener	12"	3+	4+	4	4	3	4	5	5+
This unit contains 3 Ravens. It can include up to 3 additional Ravens (Power Rating +4) or up to 6 additional Ravens (Power Rating +8). Each model is armed with two pairs of scything talons.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Deathspitter	24"	Assault 3			5	-1	1	-	
Devourer	18"	Assault 3			4	0	1	-	
Spinefists	12"	Pistol *			3	0	1	When a model fires this weapon, it makes a number of shots equal to its Attacks characteristic.	
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.	
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.	
WARGEAR OPTIONS	- Any model may replace one of its pairs of scything talons with rending claws. - Any model may have spinefists, a devourer or a deathspitter.								
ABILITIES	Instinctive Behaviour (pg 82) Death From Below: During deployment, you can set up a Ravener unit underground instead of placing it on the battlefield. At the end of any of your Movement phases, the Ravens can burrow to the surface – set them up anywhere on the battlefield that is more than 9" away from any enemy models.								
FACTION KEYWORDS	TYRANIDS, <HIVE FLEET>								
KEYWORDS	INFANTRY, RAVENERS								



THE RED TERROR

NAME	M	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 model armed with a prehensile pincer tail and two pairs of scything talons. Only one of this model can be included in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
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.		
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.		
ABILITIES	Instinctive Behaviour (pg 82)						Swallow Whole: If 4 or more of the Red Terror's scything talons attacks hit the same unit, instead of causing damage normally it can attempt to swallow a victim whole. Roll a D6, and if the result is equal to or higher than the highest Wounds characteristic of the unit, one model from that unit is slain.		
	Death From Below: During deployment, you can set up the Red Terror underground instead of placing it on the battlefield. At the end of any of your Movement phases, the Red Terror can burrow to the surface – set it up anywhere on the battlefield that is more than 9" away from any enemy models.						Feeding Frenzy: You can add 1 to hit rolls in the Fight phase for friendly <HIVE FLEET> RAVENER units that are within 6" of this model.		
FACTION KEYWORDS	TYRANIDS, <HIVE FLEET>								
KEYWORDS	CHARACTER, INFANTRY, RAVENER, THE RED TERROR								



MUCOLID SPORES

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Mucolid Spore	3"	-	-	1	3	3	1	10	6+
This unit contains 1 Mucolid Spore. It can include 1 additional Mucolid Spore (Power Rating +1) or 2 additional Mucolid Spores (Power Rating +2).									
ABILITIES	Instinctive Behaviour (pg 82) Float Down: During deployment, you can set up a Mucolid Spore unit in the upper atmosphere instead of on the battlefield. At the end of any of your Movement phases, it can float down to the battlefield – set it up anywhere that is more than 12" from any enemy models. Floating Death: A Mucolid Spore explodes if it is within 3" of any enemy units at the end of any Charge phase. Each time a Mucolid Spore explodes, roll a D6; on a 1 it fails to inflict any harm, on a 2-5 it inflicts D3 mortal wounds on the nearest enemy unit, and on a 6 it inflicts D6 mortal wounds on that unit. The Mucolid Spore is then destroyed. Living Bombs: Mucolid Spores automatically pass Morale tests. Furthermore, Mucolid Spores are discounted for the purposes of any victory conditions – their destruction never awards victory points, they do not count towards the number of models controlling an objective, and they do not count when determining if a player has any models left on the battlefield. If you are playing a matched play game, the creation of new Mucolid Spores by another unit (e.g. from a Sporocyst's Spore Node ability) is free, and the Mucolid Spores' points cost does not come out of your pool of reinforcement points.								
FACTION KEYWORDS	TYRANIDS, <HIVE FLEET>								
KEYWORDS	FLY, MUCOLID SPORES								



SPORE MINES

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Spore Mine	3"	-	-	1	1	1	1	10	7+
This unit contains 3 Spore Mines. It can include up to 3 additional Spore Mines (Power Rating +1), or up to 6 additional Spore Mines (Power Rating +2).									
ABILITIES	Instinctive Behaviour (pg 82) Float Down: During deployment, you can set up a Spore Mine unit in the upper atmosphere instead of on the battlefield. At the end of any of your Movement phases, it can float down to the battlefield – set it up anywhere that is more than 12" from any enemy models. Floating Death: A Spore Mine explodes if it is within 3" of any enemy units at the end of any Charge phase. Each time a Spore Mine explodes, roll a D6; on a 1 it fails to inflict any harm, on a 2-5 it inflicts 1 mortal wound on the nearest enemy unit, and on a 6 it inflicts D3 mortal wounds on that unit. The Spore Mine is then destroyed. Living Bombs: Spore Mines automatically pass Morale tests. Furthermore, Spore Mines are discounted for the purposes of any victory conditions – their destruction never awards victory points, they do not count towards the number of models controlling an objective, and they do not count when determining if a player has any models left on the battlefield. If you are playing a matched play game, the creation of new Spore Mines by another unit (e.g. from a Sporocyst's Spore Node ability, a Biovore's Spore Mine Launcher ability or a Harpy's Spore Mine Cysts ability) is free, and the Spore Mines' points cost does not come out of your pool of reinforcement points.								
FACTION KEYWORDS	TYRANIDS, <HIVE FLEET>								
KEYWORDS	FLY, SPORE MINES								



EXOCRINE

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Exocrine	6"	*	*	7	8	12	*	6	3+

An Exocrine is a single model armed with a bio-plasmic cannon and powerful limbs.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bio-plasmic cannon	36"	Heavy 6	7	-3	2	-
Powerful limbs	Melee	Melee	User	-1	2	-

ABILITIES

Instinctive Behaviour (pg 82)

Symbiotic Targeting: If this model does not move in its Movement phase, you can add 1 to its hit rolls in the following Shooting phase. If you do so, it cannot charge in the same turn.

Weapon Beast: If this model does not move in your Movement phase, it can shoot all of its weapons twice in your Shooting phase.

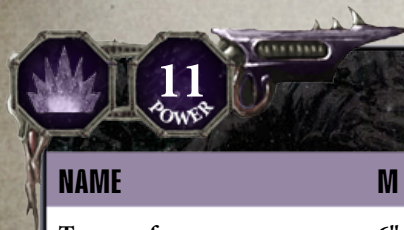
Death Throes: If this model is reduced to 0 wounds, roll a dice before removing the model from the battlefield; on a 6, it lashes out in its death throes, and each unit within 3" suffers D3 mortal wounds.

FACTION KEYWORDS TYRANIDS, <HIVE FLEET>

KEYWORDS MONSTER, EXOCRINE

'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



TYRANNOFEX

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Tyrannofex	6"	4+	*	*	8	14	*	7	3+

A Tyrannofex is a single model armed with acid spray and powerful limbs. It can also fire stinger salvos.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Acid spray	18"	Heavy 2D6	User	-1	D3	This weapon automatically hits its target.
Fleshborer hive	18"	Heavy 20	5	0	1	-
Rupture cannon	48"	Heavy 3	10	-3	D6	-
Stinger salvo	24"	Assault 4	5	-1	1	-
Powerful limbs	Melee	Melee	User	-1	2	-

WARGEAR OPTIONS

- This model may replace its acid spray with a fleshborer hive or rupture cannon.
- This model may have toxin sacs and/or adrenal glands (pg 113).

ABILITIES

Instinctive Behaviour (pg 82)

Bio-tank: This model does not suffer the penalty to its hit rolls for moving and firing Heavy weapons.

Weapon Beast: If this model does not move in your Movement phase, it can shoot all of its weapons twice in your Shooting phase.

Death Throes: If a Tyrannofex is reduced to 0 wounds, roll a dice 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>

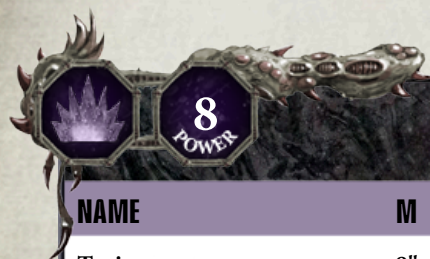
KEYWORDS MONSTER, TYRANNOFEX





BIOVORES

NAME	M	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 include 1 additional Biovore (Power Rating +2) or 2 additional Biovores (Power Rating +4). Each model is armed with a spore mine launcher.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Spore mine launcher	48"	Heavy 1			-	-	-	See Spore Mine Launcher, below	
ABILITIES	Instinctive Behaviour (pg 82)							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.	
ABILITIES	Spore Mine Launcher: Each time a spore mine launcher hits the target, roll a D6 to find how much damage is inflicted on the target; on a 1 the Spore Mine fails to inflict any harm, on a 2-5 it inflicts 1 mortal wound, and on a 6 it inflicts D3 mortal wounds.								
FACTION KEYWORDS	TYRANIDS, <HIVE FLEET>								
KEYWORDS	INFANTRY, BIOVORES								



TOXICRENE

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	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 model armed with choking spores and massive toxic lashes.										4-6	4+	6	5
										1-3	5+	5	4
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
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.						
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. In addition, you can re-roll failed wound rolls for this weapon.						
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.						
ABILITIES	Instinctive Behaviour (pg 82)						Hypertoxic Miasma: At the end of the Fight phase, roll a D6 for each enemy model within 1" of any Toxicrenes. On a 6, that model's unit suffers a mortal wound.						
	Acid Blood: Each time this model loses a wound in the Fight phase, roll a D6; on a 6, the unit that inflicted the damage suffers a mortal wound after all of their attacks have been resolved.						Frenzied 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 3 mortal wounds.						
FACTION KEYWORDS	TYRANIDS, <HIVE FLEET>												
KEYWORDS	MONSTER, TOXICRENE												

6
POWER

CARNIFEXES

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Carnifex	7"	4+	4+	6	7	8	4	6	3+
This unit contains 1 Carnifex. It can include 1 additional Carnifex (Power Rating +6) or 2 additional Carnifexes (Power Rating +12). Each model is armed with two pairs of monstrous scything talons.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bio-plasma	12"	Assault D3		7	-3	1	-		
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.		
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.		
Monstrous acid maw	Melee	Melee		User	-5	D3	-		
Monstrous crushing claws	Melee	Melee		x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.		
Monstrous scything talons	Melee	Melee		User	-3	3	You can re-roll hit rolls of 1 for this weapon. If the bearer has more than one pair of monstrous scything talons, it can make 1 additional attack with this weapon each time it fights.		
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.		
WARGEAR OPTIONS		- Any model may replace one of its pairs of monstrous scything talons with an item from the <i>Monstrous Bio-cannons</i> list. - Any model may replace both of its pairs of monstrous scything talons with two items from the <i>Monstrous Bio-cannons</i> list. - Any model may replace one of its pairs of monstrous scything talons with monstrous crushing claws. - Any model may have toxin sacs and/or adrenal glands (pg 113). - Any model may have one of the following: bio-plasma, enhanced senses, a monstrous acid maw or tusks. - Any model may have a thresher scythe or a bone mace. - Any model may have spine banks or spore cysts. - Any model may have chitin thorns.							
ABILITIES		Instinctive Behaviour (pg 82) Living Battering Ram: When a Carnifex finishes a charge move, roll a dice; on a 4+ one enemy unit within 1" suffers a mortal wound. In addition, add 1 to all hit rolls in the Fight phase for a Carnifex that charged in the same turn. Monstrous Brood: The first time this unit is set up on the battlefield, all of its models must be placed within 6" of at least one other model in their unit. From that point onwards, each operates independently and is treated as a separate unit. Chitin Thorns: At the end of the Fight phase, roll a D6 for each enemy unit within 1" of any models with chitin thorns. On a 6, that unit suffers a mortal wound. Enhanced Senses: A Carnifex with enhanced senses has a Ballistic Skill characteristic of 3+. Spore Cysts: Your opponent must subtract 1 from their hit rolls for ranged attacks that target a Carnifex with spore cysts. This is not cumulative with the penalties to hit rolls incurred from the Shrouding Spores ability (pg 95). Tusks: You can add 1 to the Attacks characteristic of a Carnifex with tusks in the Fight phase if it charged in the preceding Charge phase.							
FACTION KEYWORDS		TYRANIDS, <HIVE FLEET>							
KEYWORDS		MONSTER, CARNIFEXES							



6
POWER

SCREAMER-KILLERS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Screamer-Killer	7"	4+	4+	6	7	8	4	6	3+
This unit contains 1 Screamer-Killer. It can include 1 additional Screamer-Killer (Power Rating +6) or 2 additional Screamer-Killers (Power Rating +12). Each model is armed with a bio-plasmic scream and two pairs of monstrous scything talons.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bio-plasmic scream	18"	Assault D6		7	-4	1	-		
Monstrous scything talons	Melee	Melee		User	-3	3	You can re-roll hit rolls of 1 for this weapon. If the bearer has more than one pair of monstrous scything talons, it can make 1 additional attack with this weapon each time it fights.		
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) Living Battering Ram: When a Screamer-Killer finishes a charge move, roll a dice; on a 4+ one enemy unit within 1" suffers a mortal wound. In addition, add 1 to all hit rolls in the Fight phase for a Screamer-Killer that charged in the same turn. Monstrous Brood: The first time this unit is set up on the battlefield, all of its models must be placed within 6" of at least one other model in their unit. From that point onwards, each operates independently and is treated as a separate unit.						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). Terrifying: Your opponent must add 1 to any Morale tests for enemy units within 8" of one or more Screamer-Killers.		
FACTION KEYWORDS	TYRANIDS, <HIVE FLEET>								
KEYWORDS	MONSTER, CARNIFEX, SCREAMER-KILLERS								



An ear-splitting shriek fills the air as super-hot bio-plasma builds up within a Screamer-Killer’s maw.



THORNBACKS

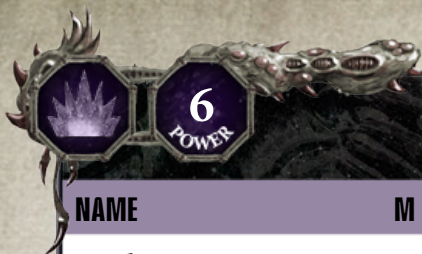


NAME	M	WS	BS	S	T	W	A	Ld	Sv
Thornback	7"	4+	4+	6	7	8	4	6	3+
This unit contains 1 Thornback. It can include 1 additional Thornback (Power Rating +6) or 2 additional Thornbacks (Power Rating +12). Each model is armed with a pair of monstrous scything talons, two devourers with brainleech worms and chitin thorns.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
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	This weapon can be fired within 1" of an enemy unit, and can target enemy units within 1" of friendly units.		
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.		
Monstrous scything talons	Melee	Melee			User	-3	3	You can re-roll hit rolls of 1 for this weapon. If the bearer has more than one pair of monstrous scything talons, it can make 1 additional attack with this weapon each time it fights.	
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.		
WARGEAR OPTIONS		- Any model may replace its monstrous scything talons with a stranglethorn cannon. - Any model may replace both of its devourers with two deathspitters with slimer maggots. - Any model may have toxin sacs and/or adrenal glands (pg 113). - Any model may have enhanced senses, spine banks and/or a thresher scythe.							
ABILITIES		Instinctive Behaviour (pg 82) Thorned Battering Ram: When a Thornback finishes a charge move, roll a dice; on a 4+ one enemy unit within 1" suffers a mortal wound. INFANTRY units instead suffer D3 mortal wounds. In addition, add 1 to all hit rolls in the Fight phase for a Thornback that charged in the same turn. Monstrous Brood: The first time this unit is set up on the battlefield, all of its models must be placed within 6" of at least one other model in their unit. From that point onwards, each operates independently and is treated as a separate unit.					Chitin Thorns: At the end of the Fight phase, roll a D6 for each enemy unit within 1" of any models with chitin thorns. On a 6, that unit suffers a mortal wound. Enhanced Senses: A Thornback with enhanced senses has a Ballistic Skill characteristic of 3+. Vicious Hunter: Enemy INFANTRY units never gain any bonus to their saving throws for being in cover against attacks made by a Thornback.		
FACTION KEYWORDS		TYRANIDS, <HIVE FLEET>							
KEYWORDS		MONSTER, CARNIFEX, THORNBACKS							



'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



MAWLOC

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Mawloc	*	*	-	*	6	12	7	7	3+

REMAINING W	M	WS	S
7-12+	9"	4+	6
4-6	7"	5+	5
1-3	5"	6+	4

A Mawloc is a single model armed with distensible jaws, a prehensile pincer tail and three pairs of scything talons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
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.
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.
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.
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.
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+.
WARGEAR OPTIONS	- This model may replace its prehensile pincer tail with a biostatic rattle or a toxinspike. - This model may have toxin sacs and/or adrenal glands (pg 113).					
ABILITIES	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 turn, then roll a D6 for each enemy unit within 2" of it; on a 1 the unit escapes unharmed, on a 2-3 it suffers 1 mortal wound, on a 4-5 it suffers D3 mortal wounds and on a 6 it suffers 3 mortal wounds. The Mawloc cannot charge in the same turn. 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. 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>					
KEYWORDS	MONSTER, MAWLOC					



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



TRYGON

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Trygon	*	*	*	7	6	12	6	7	3+

A Trygon is a single model armed with a bio-electric pulse, three pairs of massive scything talons and a toxinspike.

REMAINING W	M	WS	BS
7-12+	9"	3+	4+
4-6	7"	4+	5+
1-3	5"	5+	6+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bio-electric pulse	12"	Assault 6	5	0	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.
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 massive scything talons, it can make 1 additional attack with this weapon each time it fights.
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.
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+.

- WARGEAR OPTIONS**
- This model may replace its toxinspike with a biostatic rattle or a prehensile pincer tail.
 - This model may have toxin sacs and/or adrenal glands (pg 113).

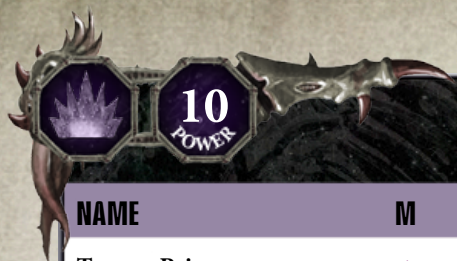
ABILITIES	Instinctive Behaviour (pg 82)	Subterranean Assault: During deployment, you can set up a Trygon underground instead of placing it on the battlefield. At the same time, you can set up a <HIVE FLEET> Troops unit in the Trygon's tunnel. At the end of any of your Movement phases, set up the Trygon anywhere on the battlefield that is more than 9" away from any enemy models. If there is another unit in the Trygon's tunnel, set it up at the same time wholly within 3" of the Trygon and more than 9" away from any enemy models. Any models that you cannot place in this way are destroyed.
	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>

KEYWORDS MONSTER, TRYGON



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



TRYGON PRIME

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Trygon Prime	*	*	*	7	6	12	6	9	3+	7-12+	9"	3+	4+
A Trygon Prime is a single model armed with a bio-electric pulse with containment spines, a biostatic rattle and three pairs of massive scything talons.										4-6	7"	4+	5+
										1-3	5"	5+	6+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Bio-electric pulse with containment spines	12"	Assault 12		5	0	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.						
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 massive scything talons, it can make 1 additional attack with this weapon each time it fights.						
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.						
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+.						
WARGEAR OPTIONS	- This model may replace its biostatic rattle with a prehensile pincer tail or toxinspike. - This model may have toxin sacs and/or adrenal glands (pg 113).												
ABILITIES	Shadow in the Warp, Synapse (pg 82)						Subterranean Assault: During deployment, you can set up a Trygon Prime underground instead of placing it on the battlefield. At the same time, you can set up a <HIVE FLEET> Troops unit in the Trygon Prime's tunnel. At the end of any of your Movement phases, set up the Trygon Prime anywhere on the battlefield that is more than 9" away from any enemy models. If there is another unit in the Trygon Prime's tunnel, set it up at the same time wholly within 3" of the Trygon Prime and more than 9" away from any enemy models. Any models that you cannot place in this way are destroyed.						
FACTION KEYWORDS	TYRANIDS, <HIVE FLEET>												
KEYWORDS	MONSTER, CHARACTER, SYNAPSE, TRYGON PRIME												

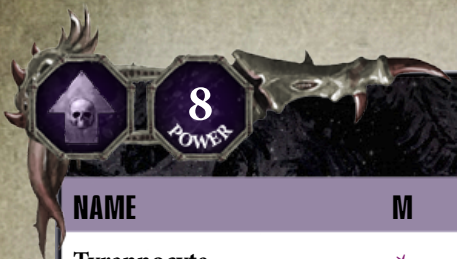
Sergeant Vhorle emptied his lasgun into the surging tide of xenos sweeping towards the Catachans' firing holes and ducked back behind the parapet, reaching for another power cell. It was then that he became aware of a tremor, deeper and more insistent than the staccato grind of stubber fire and the periodic 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. The creature turned, and 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.



TYRANNOCYTE

DAMAGE			
Some of this model's characteristics change as it suffers damage, as shown below:			
REMAINING W	M	S	A
7-12+	6"	5	D6
4-6	4"	4	D3
1-3	2"	3	1

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Tyrannocyte	*	5+	5+	*	6	12	*	7	4+

A Tyrannocyte is a single model armed with five deathspitters.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
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	-
Venom cannon	36"	Assault D3	8	-2	D3	-

WARGEAR OPTIONS • This model may replace all of its deathspitters with either five barbed stranglers or five venom cannons.

ABILITIES

Instinctive Behaviour (pg 82)

Invasion Organism: During deployment, you can set up a Tyrannocyte in its hive ship instead of placing it on the battlefield. If you do so, the hive ship can launch the Tyrannocyte at the end of any of your Movement phases – set it up anywhere on the battlefield that is more than 9" away from any enemy models.

Any models that are inside the Tyrannocyte (see right) must immediately disembark in the same manner as a unit disembarking from a transport, except that they must be set up more than 9" away from any enemy models. Any models that cannot be set up in this way are destroyed.

Transport Spore: When you set up a Tyrannocyte in its hive ship, you can also set up a <HIVE FLEET> INFANTRY unit of up to 20 models or a <HIVE FLEET> MONSTER with a Wounds characteristic of 14 or less inside it (this cannot be another Tyrannocyte or a Sporocyst).

Death Throes: If this model is reduced to 0 wounds, roll a dice 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>

KEYWORDS MONSTER, FLY, TYRANNOCYTE



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



HARPY

DAMAGE

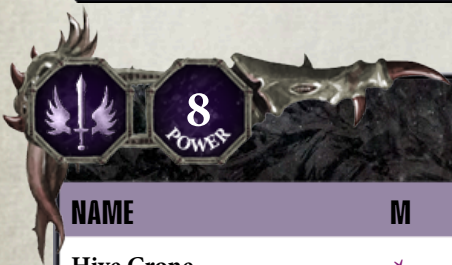
Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Harpy	*	*	*	6	6	12	3	9	4+

A Harpy is a single model armed with two stranglethorn cannons and scything wings. It can also fire stinger salvos.

REMAINING W	M	WS	BS
7-12+	30"	4+	4+
4-6	20"	4+	5+
1-3	10"	5+	5+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy venom cannon	36"	Assault D3	9	-2	3	-
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.
Scything wings	Melee	Melee	User	-2	D3	You can re-roll hit rolls of 1 for this weapon.
WARGEAR OPTIONS	• This model may replace both its stranglethorn cannons with two heavy venom cannons.					
ABILITIES	Instinctive Behaviour (pg 82) 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. Sonic Screech: When a Harpy successfully charges, until the end of the turn enemy units within 1" cannot be chosen to Fight until all other eligible units have done so. Spore Mine Cysts: A Harpy can drop Spore Mines as it flies over enemy units in its Movement phase. To do so, after the Harpy has moved, pick one enemy unit that it flew over and roll a D6 for each model in that unit, up to a maximum of 3 dice. Each time you roll a 4+ a Spore Mine has hit the target and explodes. Roll a D6 to find out how much damage is inflicted on the unit; on a 1 the Spore Mine fails to inflict any harm, on a 2-5 it inflicts 1 mortal wound, and on a 6 it inflicts D3 mortal wounds. Each time a Spore Mine misses its target, set up a single Spore Mine 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 Spore Mines (pg 99) that are part of your army, but it cannot move or charge during the turn it was set up.					
FACTION KEYWORDS	TYRANIDS, <HIVE FLEET>					
KEYWORDS	MONSTER, FLY, HARPY					



HIVE CRONE

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Hive Crone	*	*	*	6	6	12	3	9	4+

A Hive Crone is a single model armed with a drool cannon, tentaclids, scything wings and a wicked spur. It can also fire stinger salvos.

REMAINING W	M	WS	BS
7-12+	30"	4+	4+
4-6	20"	4+	5+
1-3	10"	5+	5+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Drool cannon	8"	Assault D6	6	-1	1	This weapon automatically hits its target.
Stinger salvo	24"	Assault 4	5	-1	1	-
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.
Scything wings	Melee	Melee	User	-2	D3	You can re-roll hit rolls of 1 for this weapon.
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.
ABILITIES	Instinctive Behaviour (pg 82) 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>					
KEYWORDS	MONSTER, FLY, HIVE CRONE					



SPOROCYST

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Sporocyst	-	5+	5+	*	6	12	*	7	4+

A Sporocyst is a single model armed with a spore node and five deathspitters.

REMAINING W	S	A
7-12+	5	D6
4-6	4	D3
1-3	3	1

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
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	-

WARGEAR OPTIONS • This model may replace all of its deathspitters with either five barbed stranglers or five venom cannons.

ABILITIES	Instinctive 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" 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). 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.	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. 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. 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. Immobile: A Sporocyst cannot move for any reason.
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FACTION KEYWORDS TYRANIDS, <HIVE FLEET>

KEYWORDS MONSTER, SPOROCYST

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 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.
Lash whip and monstrous bonesword	Melee	Melee	User	-2	3	
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	
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/massive scything talons, it can make 1 additional attack with this weapon each time it fights.
Monstrous scything talons	Melee	Melee	User	-3	3	
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.

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 enemy 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 throws for being in cover.



Spinefist



Impaler cannon



Fleshborer



Devourer



Barbed strangler



Spore mine



Venom cannon



Living ammunition

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 <i>Biovore datasheet</i> (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	-

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.

WARHAMMER 40,000 INDEX: XENOS 2



ORKS - T'AU EMPIRE - TYRANIDS
GENESTEALER CULTS

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

2 *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 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

3 *Onslaught* has a warp charge value of 6. If manifested, select a friendly **TYRANIDS** unit within 18" of the psyker. That 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 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 appendix (pg 140-141).

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 cannon.

 6 POWER TYRANID SHRIKES									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Tyranid Shrike	12"	3+	4+	4	4	3	3	9	4+
This unit contains 3 Tyranid Shrikes. It can include up to 3 additional Tyranid Shrikes (Power Rating +6) or up to 6 additional Tyranid Shrikes (Power Rating +12). Each model is armed with a devourer and scything talons.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Devourer	18"	Assault 3		4	0	1	-		
Flesh hooks	12"	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.		
Scything talons	Melee	Melee		User	0	1	You can re-roll hit rolls of 1 when attacking with 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.		
WARGEAR OPTIONS		- Any model may replace its devourer with one weapon from the <i>Basic Bio-weapons</i> list. - Any model may replace its scything talons with one weapon from the <i>Melee Bio-weapons</i> list. - For every three models in the unit, one model may replace its devourer with one weapon from the <i>Basic Bio-cannons</i> list. - All models in the unit may have flesh hooks. - All models in the unit may have toxin sacs and/or adrenal glands (pg 141).							
ABILITIES		Synapse, Shadow in the Warp (pg 85)							
FACTION KEYWORDS		TYRANIDS, <HIVE FLEET>							
KEYWORDS		INFANTRY, FLY, TYRANID SHRIKES							

 4 POWER RAVENERS									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ravener	12"	3+	4+	4	4	3	4	5	5+
This unit contains 3 Raveners. It can include up to 3 additional Raveners (Power Rating +4) or up to 6 additional Raveners (Power Rating +8). Each model is armed with two pairs of scything talons.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Deathspitter	18"	Assault 3		5	-1	1	-		
Devourer	18"	Assault 3		4	0	1	-		
Spinefists	12"	Pistol *		3	0	1	When a model fires this weapon, it makes a number of shots equal to its Attacks characteristic.		
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.		
Scything talons	Melee	Melee		User	0	1	You can re-roll hit rolls of 1 when attacking with 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.		
WARGEAR OPTIONS	- Any model may replace one of its pairs of scything talons with rending claws. - Any model may have spinefists, a devourer or a deathspitter.								
ABILITIES	Instinctive Behaviour (pg 85) Death From Below: During deployment, you can set up a Ravener unit underground instead of placing it on the battlefield. At the end of any of your Movement phases, the Raveners can burrow to the surface – set them up anywhere on the battlefield that is more than 9" away from any enemy models.								
FACTION KEYWORDS	TYRANIDS, <HIVE FLEET>								
KEYWORDS	INFANTRY, RAVENERS								



SKY-SLASHER SWARM

NAME	M	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. It can include up to 3 additional Sky-Slasher Swarms (Power Rating +2) or up to 6 additional Sky-Slasher Swarms (Power Rating +4). Each model is armed with claws and teeth.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Spinemaw	6"	Pistol 4			2	0	1	-	
Claws and teeth	Melee	Melee			User	0	1	-	
WARGEAR OPTIONS	• All models in the unit may also take spinemaws.								
ABILITIES	Instinctive Behaviour (pg 85)								
FACTION KEYWORDS	TYRANIDS, <HIVE FLEET>								
KEYWORDS	SWARM, FLY, SKY-SLASHERS								



GARGOYLES

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Gargoyle	12"	4+	4+	3	3	1	1	5	6+
This unit contains 10 Gargoyles. It can include up to 10 additional Gargoyles (Power Rating + 4) or up to 20 additional Gargoyles (Power Rating +8). Each model is armed with a fleshborer and blinding venom.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Fleshborer	12"	Assault 1			4	0	1	-	
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.	
WARGEAR OPTIONS	• All models in the unit may have toxin sacs and/or adrenal glands (pg 141).								
ABILITIES	Instinctive Behaviour (pg 85)								
	Hail of Living Ammunition: If this unit contains 20 or more models, you can re-roll wound rolls of 1 when it shoots.								
FACTION KEYWORDS	TYRANIDS, <HIVE FLEET>								
KEYWORDS	INFANTRY, FLY, GARGOYLES								



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

IMPERIAL ARMOUR™

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>

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.

  MALANTHROPE									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Malanthrope	5"	4+	4+	4	5	9	4	9	5+
This unit contains 1 Malanthrope. It can contain 1 additional Malanthrope (Power Rating +10) or 2 additional Malanthropes (Power Rating +20). Each model is equipped with a grasping tail.									
WEAPON	RANGE	TYPE	S		AP	D	ABILITIES		
Grasping tail	Melee	Melee	User		-1	D3	-		
WARGEAR OPTIONS	• None.								
ABILITIES	Shadow in the Warp & Synapse: See page 16. Shrouding Spores: Your opponent must subtract 1 from hit rolls for ranged weapons that target <HIVE FLEET> models within 3" of any friendly <HIVE FLEET> Malanthropes. This penalty is not cumulative with the same penalty from VENOMTHROPEs. Enhanced Toxic Miasma: At the end of the Fight phase, roll a D6 for each enemy unit within 1" of any Malanthropes. On a 4+, that unit suffers a mortal wound. Prey Adaptation: If the last model in an enemy unit is slain within 1" of a Malanthrope in the Fight phase, all models in your army with the same <HIVE FLEET> keyword as the Malanthrope may re-roll hit rolls of 1 against all models with any of the same Faction keywords as the slain enemy. Monstrous Brood: The first time this unit is set up on the battlefield, all of its models must be placed within 6" of at least one other model in their unit. From that point onwards, each operates independently and is treated as a separate unit.								
FACTION KEYWORDS	TYRANIDS, <HIVE FLEET>								
KEYWORDS	MONSTER, CHARACTER, MALANTHROPE								

 10 POWER DIMACHAERON										DAMAGE Some of a Dimachaeron's characteristics change as it suffers damage in battle, as shown below: <table><tr><th>REMAINING W</th><th>M</th><th>WS</th><th>A</th></tr><tr><td>8-14+</td><td>12"</td><td>2+</td><td>6</td></tr><tr><td>4-7</td><td>9"</td><td>3+</td><td>5</td></tr><tr><td>1-3</td><td>6"</td><td>5+</td><td>3</td></tr></table>				REMAINING W	M	WS	A	8-14+	12"	2+	6	4-7	9"	3+	5	1-3	6"	5+	3
REMAINING W	M	WS	A																										
8-14+	12"	2+	6																										
4-7	9"	3+	5																										
1-3	6"	5+	3																										
NAME	M	WS	BS	S	T	W	A	Ld	Sv																				
Dimachaeron	*	*	3+	6	6	14	*	10	3+																				
A Dimachaeron is a single model armed with sickle claws, grasping talons and thorax spine-maw.																													
WEAPON	RANGE	TYPE	S			AP	D	ABILITIES																					
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.																					
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.																					
WARGEAR OPTIONS	• None.																												
ABILITIES	Instinctive Behaviour: See page 16. Digestion Spine. If a Dimachaeron kills one or more enemy INFANTRY models in the Fight phase with its grasping talons and thorax spine-maw, it gains a 5+ invulnerable save for the remainder of the battle. Leaper-killer. When this model moves, do not count any vertical distance it moves against the total it may travel.																												
FACTION KEYWORDS	TYRANIDS, <HIVE FLEET>																												
KEYWORDS	MONSTER, DIMACHAERON																												

DAMAGE

Some of a Dimachaeron's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	WS	A
8-14+	12"	2+	6
4-7	9"	3+	5
1-3	6"	5+	3



MEIOTIC SPORES

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Meiotic Spore	3"	-	-	1	2	2	1	10	7+
This unit contains 3 Meiotic Spores. It can include up to 3 additional Meiotic Spores (Power Rating +3) or up to 6 additional Meiotic Spores (Power Rating +6).									
WARGEAR OPTIONS	• None.								
ABILITIES	Instinctive Behaviour: See page 16. Floating Death: A Meiotic Spore explodes if it is within 3" of any enemy unit at the end of any Charge phase. Each time a Meiotic Spore explodes, roll a D6. On a 1, it fails to inflict any harm. On a 2-5, it inflicts D3 mortal wounds on the nearest enemy unit, and on a 6 it inflicts D6 mortal wounds on that unit. The Meiotic Spore is then destroyed. Living Bombs: Meiotic Spores automatically pass Morale tests. Furthermore, Meiotic Spores are discounted for the purposes of any victory conditions – their destruction never awards Victory points, they do not count towards the number of models controlling an objective and they do not count when determining if a player has any models left on the battlefield. Outriders of the Swarm: During deployment, your Meiotic Spores are not deployed with the rest of your army, but instead are set up in freefall. Once both armies are fully deployed, just before the first battle round begins, you may place this unit anywhere on the battlefield that is more than 12" from any enemy models.								
FACTION KEYWORDS	TYRANIDS, <HIVE FLEET>								
KEYWORDS	FLY, SPORE MINES, MEIOTIC SPORES								



STONE CRUSHER CARNIFEX BROOD

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Stone Crusher Carnifex Brood	7"	4+	4+	6	7	8	4	6	3+
This unit contains 1 Stone Crusher Carnifex. It can contain 1 additional Stone Crusher Carnifex (Power Rating +5) or 2 additional Stone Crusher Carnifexes (Power Rating +10). Each model is armed with two wrecker claws and a thresher scythe.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bio-plasma	12"	Assault D3		7	-3	1	–		
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.		
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 .		
WARGEAR OPTIONS	- Any model may exchange one wrecker claw for a bio-flail. - Any model may exchange its thresher scythe for a bone mace. - Any model may be armed with bio-plasma.								
ABILITIES	Instinctive Behaviour: See page 16. Carapace Chitin Rams: When a Stone Crusher Carnifex finishes a charge move, roll a dice; on a 4+, one enemy unit of your choice within 1" suffers a mortal wound. If this unit is a VEHICLE or BUILDING, it instead suffers D3 mortal wounds. Monstrous Brood: The first time this unit is set up on the battlefield, all of its models must be placed within 6" of at least one other model in their unit. From that point onwards, each operates independently and is treated as a separate unit.								
FACTION KEYWORDS	TYRANIDS, <HIVE FLEET>								
KEYWORDS	MONSTER, CARNIFEX, STONE CRUSHER CARNIFEX BROOD								

 22 POWER BARBED HIERODULE										DAMAGE Some of a Barbed Hierodule's characteristics change as it suffers damage in battle, as shown below: <table><tr><th>REMAINING W</th><th>M</th><th>BS</th><th>A</th></tr><tr><td>11-22+</td><td>12"</td><td>4+</td><td>5</td></tr><tr><td>6-10</td><td>8"</td><td>5+</td><td>4</td></tr><tr><td>1-5</td><td>4"</td><td>6+</td><td>3</td></tr></table>				REMAINING W	M	BS	A	11-22+	12"	4+	5	6-10	8"	5+	4	1-5	4"	6+	3
REMAINING W	M	BS	A																										
11-22+	12"	4+	5																										
6-10	8"	5+	4																										
1-5	4"	6+	3																										
NAME	M	WS	BS	S	T	W	A	Ld	Sv																				
Barbed Hierodule	*	3+	*	10	8	22	*	10	3+																				
A Barbed Hierodule is a single model equipped with two bio-cannon and two massive scything talons.																													
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES																						
Bio-cannon	48"	Heavy 6		8	-2	D3	–																						
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.																						
WARGEAR OPTIONS		• None.																											
ABILITIES		Agile: When this model Advances, increase its Move characteristic by 6" until the end of the phase – do not roll a dice. Additionally, this model may roll 3D6 when charging and discard the lowest result. Death Throes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 5+, it lashes out in its death throes, and each unit within 3" suffers D3 mortal wounds. Instinctive Behaviour: See page 16. Titanic Monster: A Barbed Hierodule can Fall Back in the Movement phase and still shoot and/or charge during its turn. When a Barbed Hierodule Falls Back, it can even move over enemy INFANTRY models, though at the end of its move it must be more than 1" from all enemy units. A Barbed Hierodule can shoot if there are enemy models within 1" of it, as long as all of the enemy models have the INFANTRY keyword. In this case, it can shoot the enemy unit that is within 1" of it or any other visible enemy unit that is within range and more than 1" away from any friendly models. In addition, the Barbed Hierodule can move and fire Heavy weapons without suffering the penalty to its hit rolls. Finally, the Barbed Hierodule only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.																											
FACTION KEYWORDS		TYRANIDS, <HIVE FLEET>																											
KEYWORDS		MONSTER, TITANIC, BARBED HIERODULE																											

DAMAGE

Some of a Barbed Hierodule's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	BS	A
11-22+	12"	4+	5
6-10	8"	5+	4
1-5	4"	6+	3

 32 POWER HARRIDAN										DAMAGE Some of a Harridan's characteristics change as it suffers damage in battle, as shown below: <table><tr><th>REMAINING W</th><th>M</th><th>WS</th><th>BS</th></tr><tr><td>16-30+</td><td>30"</td><td>3+</td><td>3+</td></tr><tr><td>10-15</td><td>20"</td><td>3+</td><td>4+</td></tr><tr><td>5-9</td><td>15"</td><td>4+</td><td>5+</td></tr><tr><td>1-4</td><td>10"</td><td>5+</td><td>6+</td></tr></table>				REMAINING W	M	WS	BS	16-30+	30"	3+	3+	10-15	20"	3+	4+	5-9	15"	4+	5+	1-4	10"	5+	6+
REMAINING W	M	WS	BS																														
16-30+	30"	3+	3+																														
10-15	20"	3+	4+																														
5-9	15"	4+	5+																														
1-4	10"	5+	6+																														
NAME	M	WS	BS	S	T	W	A	Ld	Sv																								
Harridan	*	*	*	7	7	30	5	10	3+																								
A Harridan is a single model armed with two bio-cannon and two massive scything talons.																																	
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES																										
Bio-cannon	48	Heavy 6		8	-2	D3	-																										
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.																										
WARGEAR OPTIONS	• None.																																
ABILITIES	Death Throes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 5+, it lashes out in its death throes, and each unit within 3" suffers D3 mortal wounds. Frenzied Metabolism: At the start of the Shooting phase, you may choose to have the Harridan suffers D3 mortal wounds, but add D6 to the Strength of its bio-cannon for the duration of your current turn. Sky Attack: When moving the Harridan in the Movement phase, pick one enemy unit it passes over. That unit immediately suffers D3 mortal wounds. This ability may not target units composed entirely of CHARACTERS. Flying Titanic Monster: A Harridan can Fall Back in the Movement phase and still shoot and/or charge during its turn. When it Falls Back, it can even move over enemy INFANTRY models, though at the end of its move it must be more than 1" from all enemy units. A Harridan can shoot if there are enemy models within 1" of it, as long as all of the enemy models have the INFANTRY keyword. In this case, it can shoot the enemy unit that is within 1" of it or any other visible enemy unit that is within range and more than 1" away from any friendly models. In addition, the Harridan can move and fire Heavy weapons without suffering the penalty to its hit rolls. Finally, the Harridan only gains a bonus to its save in cover if at least half of it is obscured from the bearer.																																
TRANSPORT	This model can transport up to 20 <HIVE FLEET> GARGOYLES.																																
FACTION KEYWORDS	TYRANIDS, <HIVE FLEET>																																
KEYWORDS	FLY, MONSTER, TITANIC, TRANSPORT, HARRIDAN																																

DAMAGE

Some of a Harridan's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	WS	BS
16-30+	30"	3+	3+
10-15	20"	3+	4+
5-9	15"	4+	5+
1-4	10"	5+	6+

 90 POWER HIEROPHANT BIO-TITAN										DAMAGE Some of a Hierophant Bio-titan's characteristics change as it suffers damage in battle, as shown below: <table><tr><th>REMAINING W</th><th>M</th><th>WS</th><th>A</th></tr><tr><td>35-50+</td><td>12"</td><td>3+</td><td>6</td></tr><tr><td>20-34</td><td>9"</td><td>3+</td><td>5</td></tr><tr><td>5-19</td><td>6"</td><td>4+</td><td>4</td></tr><tr><td>1-4</td><td>3"</td><td>5+</td><td>3</td></tr></table>				REMAINING W	M	WS	A	35-50+	12"	3+	6	20-34	9"	3+	5	5-19	6"	4+	4	1-4	3"	5+	3
REMAINING W	M	WS	A																														
35-50+	12"	3+	6																														
20-34	9"	3+	5																														
5-19	6"	4+	4																														
1-4	3"	5+	3																														
NAME	M	WS	BS	S	T	W	A	Ld	Sv																								
Hierophant Bio-titan	*	*	3	10	8	50	*	10	2+																								
A Hierophant Bio-titan is a single model armed with two dire bio-cannon, lashwhip pods, bio-plasma torrent and monstrous scything talons.																																	
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES																										
Dire bio-cannon	48"	Macro 6		10	-2	2D6	–																										
Bio-plasma torrent	8"	Pistol 2D6		5	-2	1	This weapon hits its target automatically.																										
Lashwhip pods	Melee	Melee		User	-1	2	Make 3 hit rolls for each attack made with this weapon.																										
Monstrous scything talons	Melee	Melee		x2	-5	2D6	–																										
WARGEAR OPTIONS	- A Hierophant Bio-titan may choose one of the following two abilities: - Incendiary ichor - Swarm incubation chamber																																
ABILITIES	Bio-titan Warp Field. This model has a 5+ invulnerable save. Death Throes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 4+, it lashes out in its death throes, and each unit within 6" suffers D6 mortal wounds. Frenzied Metabolism: When using the Hierophant's dire bio-cannon, you can harness its frenzied metabolism. If you do so, the Hierophant Bio-titan suffers D3 mortal wounds, but doubles the Strength of its dire bio-cannon. Incendiary Ichor: Whenever an enemy unit inflicts one or more wounds on this model in the Fight phase, roll a dice at the end of the Fight phase. On a 4+, that unit immediately suffers a mortal wound. Swarm Incubation Chamber. A Hierophant Bio-titan with this ability gains the TRANSPORT keyword, and can transport a unit of up to 20 <HIVE FLEET> GENESTEALERS, TERMAGANTS or HORMAGAUNTS, or a unit of up to 6 HIVE GUARD, TYRANT GUARD or TYRANID WARRIORS. It may also transport a single <HIVE FLEET> TYRANID PRIME or BROODLORD. Titanic Monster: A Hierophant Bio-titan can Fall Back in the Movement phase and still shoot and/or charge during its turn. When a Hierophant Bio-titan Falls Back, it can even move over enemy INFANTRY models, though at the end of its move it must be more than 1" from all enemy units. A Hierophant Bio-titan can shoot if there are enemy models within 1" of it, as long as all of the enemy models have the INFANTRY keyword. In this case, it can shoot the enemy unit that is within 1" of it or any other visible enemy unit that is within range and more than 1" away from any friendly models. Finally, the Hierophant Bio-titan only gains a bonus to its save in cover if at least half of the model is obscured from the bearer. <i>Designer's note: See page 4 for details of how Macro weapons work.</i>																																
FACTION KEYWORDS	TYRANIDS, <HIVE FLEET>																																
KEYWORDS	MONSTER, TITANIC, HIEROPHANT BIO-TITAN																																

 22 POWER SCYTHED HIERODULE										DAMAGE Some of a Scythed Hierodule's characteristics change as it suffers damage in battle, as shown below: <table><tr><th>REMAINING W</th><th>M</th><th>WS</th><th>A</th></tr><tr><td>11-22+</td><td>12"</td><td>3+</td><td>7</td></tr><tr><td>6-10</td><td>8"</td><td>4+</td><td>5</td></tr><tr><td>1-5</td><td>4"</td><td>5+</td><td>3</td></tr></table>				REMAINING W	M	WS	A	11-22+	12"	3+	7	6-10	8"	4+	5	1-5	4"	5+	3
REMAINING W	M	WS	A																										
11-22+	12"	3+	7																										
6-10	8"	4+	5																										
1-5	4"	5+	3																										
NAME	M	WS	BS	S	T	W	A	Ld	Sv																				
Scythed Hierodule	*	*	4+	10	8	22	*	10	3+																				
A Scythed Hierodule is a single model equipped with bio-acid spray and two massive scything talons.																													
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES																						
Bio-acid spray	8"	Heavy 2D6		6	-2	D3	This weapon hits its target automatically.																						
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.																						
WARGEAR OPTIONS	• None.																												
ABILITIES	Agile: When this model Advances, increase its Move characteristic by 6" until the end of the phase - do not roll a dice. Additionally, this model may roll 3D6 when charging and discard the lowest result. Death Throes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 5+, it lashes out in its death throes, and each unit within 3" suffers D3 mortal wounds. Instinctive Behaviour: See page 16. Titanic Monster: A Scythed Hierodule can Fall Back in the Movement phase and still shoot and/or charge during its turn. When a Scythed Hierodule Falls Back, it can even move over enemy INFANTRY models, though at the end of its move it must be more than 1" from all enemy units. A Scythed Hierodule can shoot if there are enemy models within 1" of it, as long as all of the enemy models have the INFANTRY keyword. In this case, it can shoot the enemy unit that is within 1" of it or any other visible enemy unit that is within range and more than 1" away from any friendly models. In addition, the Scythed Hierodule can move and fire Heavy weapons without suffering the penalty to its hit rolls. Finally, the Scythed Hierodule only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.																												
FACTION KEYWORDS	TYRANIDS, <HIVE FLEET>																												
KEYWORDS	MONSTER, TITANIC, SCYTHED HIERODULE																												

DAMAGE			
Some of a Scythed Hierodule's characteristics change as it suffers damage in battle, as shown below:			
REMAINING W	M	WS	A
11-22+	12"	3+	7
6-10	8"	4+	5
1-5	4"	5+	3

TYRANIDS WARGEAR

TYRANIDS RANGED WEAPONS						
WEAPON	RANGE	TYPE	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						
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.



ABILITIES

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 lightning-fast 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 swarm-creatures 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 pathogen-hunting 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.

1CP

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.

1CP

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

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.

1CP

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

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.

2CP**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.

1CP**GRISLY FEAST***Tyranids Stratagem**The sight of a comrade being devoured even as they fall can break the spirit of the hardest 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**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.

3CP**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**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.

1CP**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".

1CP**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.

3CP**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.

2CP**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.

STRATAGEMS

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

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.

1CP

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 with. Until the end of that phase, when resolving an attack made by that model, you can re-roll the hit roll.

1CP

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.

1CP

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.

1CP

BURIED THREATS

Tyranids Stratagem

Burrowing feeder organisms can surge just beneath the surface, their 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.

1CP

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.

1CP

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.

1CP

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).

1CP**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.

1CP**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.

2CP**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**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.

1CP**SYNAPTIC CHANNELLING***Tyranids Stratagem**Individuality is a disadvantage that Tyranids surpass.*

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.

1CP**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.

2CP**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.

1CP**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.

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

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 alpha-beast 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	D
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

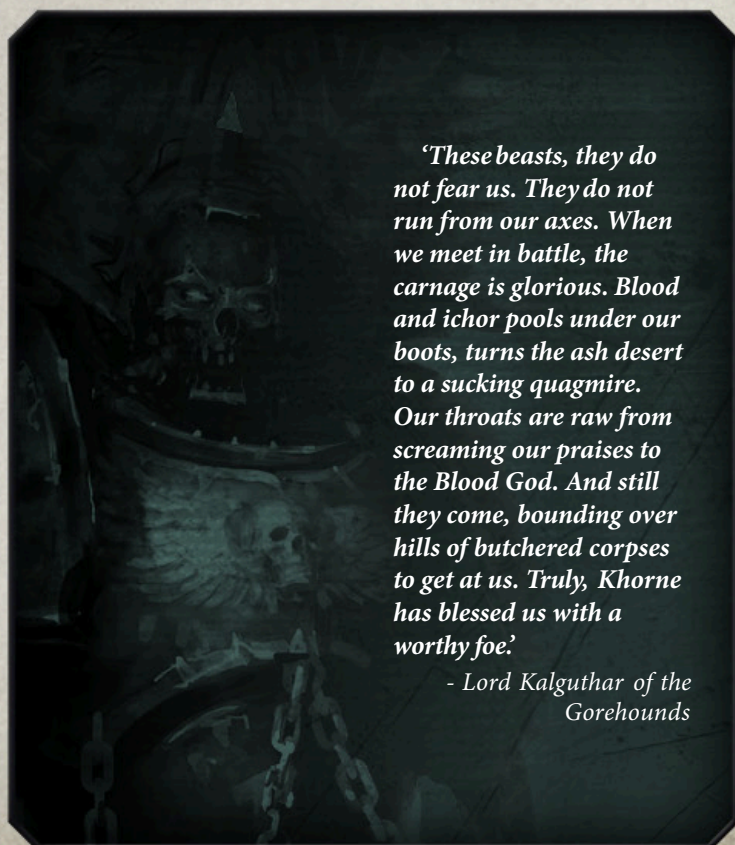
This chitinous plate armour is an adaptation of the chameleonic carapace common to the Lictor bioform. Sub-dermal crystals capture and redirect light, projecting an ever-shifting mirage that masks the host creature's movements.

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	S	AP	D
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 micro-filament. 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	D
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 substance 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 strangleshorn cannon and/or heavy venom cannon only. When this model shoots with a strangleshorn 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.'

- Shasō Magami, Sa'cea Sept

NAMED CHARACTERS AND WARLORD TRAITS

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	WARLORD TRAIT
The Swarmlord	Alien Cunning
Old One Eye	Adaptive Biology
Deathleaper	Mind Eater
The Red Terror	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:

PROGENY OF THE HIVE

1CP

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 Pheromones

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 bio-chemical 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.

D66 TACTICAL OBJECTIVE

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

11

SWARM

Tyranids

The Tyranids' numbers are unending, their reach seemingly limitless. In time, there is no corner of space that will not suffer the consequences of their ravenous hunger.

Score 1 victory point if you control more objective markers than your opponent at the end of the turn.

14

DECAPITATE

Tyranids

During its initial incursions into the galaxy, the Hive Mind swiftly learned the value of slaughtering its prey's strongest and most capable leaders, leaving the remainder in frightened confusion.

Score 1 victory point if at least one enemy CHARACTER was destroyed this turn. If two or more enemy CHARACTERS were destroyed, score D3 victory points instead.

12

CRUSH

Tyranids

One by one, the Tyranids' foes are overrun and butchered, crushed and hacked into a formless slurry to be consumed by slaving feeder-beasts.

Score 1 victory point if at least one enemy unit was completely destroyed this turn, and the last model in the enemy unit was slain by an attack made by a TYRANIDS MONSTER or a TYRANIDS unit of more than 10 models.

15

TERRIFY

Tyranids

Terror only serves the Hive Mind's ends. A panicked enemy has no defence against its relentless onslaught.

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 turn, score D3 victory points instead.

13

DOMINATE

Tyranids

By harnessing the horrifying psychic immensity of the Hive Mind, the Tyranids will overwhelm and obliterate the prey races.

Score 1 victory point if at least three psychic powers were successfully manifested by friendly TYRANIDS units in your Psychic phase.

16

DEVOUR

Tyranids

Isolate. Slaughter. Consume. This simple, brutal strategy has seen The Great Devourer lay waste to vast swathes of the galaxy.

Score 1 victory point if an enemy unit was destroyed during the Fight phase this turn. If 3 or more enemy units were destroyed 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.'

- Inquisitor Kryptman

WARHAMMER **40,000** **MUNITORUM FIELD** **MANUAL**



2019 EDITION
POINTS VALUES FOR WARHAMMER 40,000

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 (Ghostkeel, Riptide and Stormsurge)	18
Advanced targeting system (all other models)	6
Counterfire defence system	10
XV8-02 Crisis Iridium battlesuit	10
Drone controller	5
Early warning override (Ghostkeel, Riptide and Stormsurge)	10
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 (Ghostkeel, Riptide and Stormsurge)	12
Target lock (all other models)	6
Velocity tracker (Ghostkeel, Riptide and Stormsurge)	10
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

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
Ravens	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
Tentaclics	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, Termagant, Tervigon, Tyrant Guard and Tyrannofex)	1
Toxin sacs (Trygon and Trygon Prime)	8
Toxin sacs (CARNIFEX, Genestealer, Hive Tyrant, Tyranid Prime and Tyranid Warrior)	4
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 (Tervigon and Maleceptor)	10
Massive scything talons (two or more pairs) (Trygon and Trygon Prime)	30
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) (CARNIFEX)	15
Monstrous scything talons (two pairs) (Hive Tyrant)	20
Powerful limbs	0
Prehensile pincer tail	0
Ravenous maw	0
Rending claws	2

MELEE WEAPONS		
WEAPON	POINTS PER WEAPON	
Shovelling claws	0	
Scything talons	0	
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 Alphas	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 Lemman Russ	1	107
Goliath Rockgrinder	1	78

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

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
Tyrannid Shrikes	3-9	21

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

GELLERPOX INFECTED		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Cursemites	4	3
Eyestinger Swarms	4	3
The Vox-Shamblers	3	8
Glitchlings	4	4
The Hullbreakers	3	31
Sludge-Grubs	4	4
Vulgrar Thrice-Cursed	1	65

ELUCIDIAN STARSTRIDERS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Elucia Vhane	1	45
Knosso Prond	1	25
Larsen van der Grauss	1	22
Sanistasia Minst	1	17
Nitsch's Squad	6	6

BLACKSTONE FORTRESS

UNITS		
UNIT	MODELS PER UNIT	POINTS PER UNIT (Including wargear)
Amallyn Shadowguide	1	50
Ambull	1	70
Aradia Madellan	1	40
Black Legionnaires	2	26
Borewyrn 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
Daedalus	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