

# CODEx



6.9<sup>th</sup> edition FAN MADE CODEx

## **BURROW**

Models with the Burrow special rule also have the Hit & Run special rule. At the beginning of the Movement phase, an unengaged unit with the Burrow special rule can leave the table and be placed on Ongoing Reserves. A model cannot Deep Strike and Burrow in the same turn.

## **FEEDER ORGANISM**

A unit with the Feeder Organism special rule collects a Biomass Token each time an enemy unit locked in the same close combat is destroyed. At the end of the game, each Biomass Token collected by a unit with at least half of its initial models still alive will give an additional Victory Point to the owner of that unit. In the case of a multiple combat with more than one unit with the Feeder Organism special rule, the Biomass Tokens generated will be randomly allocated between them.

## **INSTINCTIVE BEHAVIOUR**

This special rule is always followed, in brackets, by a type: Lurk, Hunt or Feed, which corresponds to a table opposite. At the beginning of each of your turns, all Tyranids Faction units with this special rule that are outside of the synapse range of any friendly Synapse Creatures (see below) must take a Leadership test unless they are: engaged in combat, falling back, have gone to ground or arrived from reserve this turn. If the test is passed, the unit acts normally during this turn. If the test is failed, the unit must roll a D3 on the appropriate Instinctive Behaviour table. The effects of the result rolled last until the beginning of your next turn, unless specified otherwise.

## **OVERWHELMING NUMBERS**

A Tyranid primary detachment can take an allied detachment composed of more Tyranids. The Tyranids in this allied detachment are Battle Brothers to the ones in the primary detachment.

## **SHADOW IN THE WARP**

Enemy units and models within synapse range of a model with this rule suffer a -1 penalty to their Leadership. Psychic tests made by enemy Psykers within synapse range of a model with this rule have a -1 modifier.

## **SYNAPTIC CREATURE**

Models with the Synapse Creature special rule usually have a synapse range of 12" unless stated otherwise. Friendly Tyranids Faction units within synapse range of a model with this rule, including the model with the rule itself, automatically pass Pinning, Fear and Regroup tests and Morale checks.

## **WARLORD TRAITS**

When generating its Warlord Traits, a Tyranid Warlord may either roll on one of the Warlord Traits tables in the Warhammer 40,000 rulebook, or instead roll on the Warlord Traits table presented here.

|   |
|---|
| <b>D6 - WARLORD TRAIT</b>   |
| <b>1-Synaptic Lynchpin:</b><br>Your Warlord's synapse range is increased to 18". Re-roll this result if your Warlord doesn't have the Synapse Creature special rule.  |
| <b>2-Orbital Bombardment:</b><br>One use only. At the beginning of the friendly Shooting phase roll a D6 for each unengaged enemy unit. On a roll of a 4+, the enemy unit will be targeted by a single Spore Mine using the rules for the Spore Mine Launcher, with your Warlord as the firer. This Spore Mines don't count to the number of weapons your Warlord can fire each Shooting phase. |
| <b>3-Adaptive Biology:</b><br>Your Warlord has the Feel No Pain (5+) special rule.  |
| <b>4-Tactical Monstrosity:</b><br>Your rolls for Reserves gain a +1 bonus, and Outflank rolls can be re-rolled.   |
| <b>5-Psychic Monstrosity:</b><br>Your Warlord can re-roll any Psychic test. Re-roll this result if your Warlord doesn't have the Psyker special rule.   |
| <b>6-Mind Eater:</b><br>You gain 2 Victory Points every time your warlord slays an enemy model with the Independent Character special rule in a Challenge. When your Warlord declares a Challenge, you can select which enemy Character can accept the Challenge, note that the enemy Character still can refuse the challenge.   |

## INSTINCTIVE BEHAVIOUR TABLES

### INSTINCTIVE BEHAVIOUR (LURK)

|   |
|---|
| <b>D3 - Lurk Result</b>   |
| <b>1 - Survive:</b><br>The unit is treated as having failed a Morale test and must immediately Fall Back, if possible, to the closest friendly model with the Synapse Creature special rule.  |
| <b>2 - Seek Cover:</b><br>In the Movement phase, the unit is not slowed by difficult terrain, though its models must take Dangerous Terrain tests as normal. In the Shooting phase, the unit can Run, but it can only shoot if it is in a building or area terrain (if the unit is partially within area terrain, only those models within area terrain are allowed to shoot). The unit cannot charge in the Assault phase. |
| <b>3 - Stalk:</b><br>This follows all the rules for Seek Cover (above). In addition, the unit gains the Stealth special rule.   |

### INSTINCTIVE BEHAVIOUR (HUNT)

|  |
|--|
| <b>D3 - Hunt Result</b>  |
| <b>1 - Burrow and Hide:</b><br>The unit immediately Goes to Ground. Units that contain at least one model with the Fearless special rule treat this result as Prowl (below), instead.  |
| <b>2 - Prowl:</b><br>In the Shooting phase, the unit cannot Run and must instead shoot at the closest enemy unit that is within range and line of sight of at least one model in the Tyranid unit. If there is no viable target, the Tyranid unit can do nothing during the Shooting phase. The unit cannot charge in the Assault phase. |
| <b>3 - Destroy:</b><br>This follows all the rules for Prowl (above). In addition, the unit gains the Preferred Enemy special rule.   |

## INSTINCTIVE BEHAVIOUR (FEED)

| <b>D3 - Feed Result</b>  |
|--|
| <p><b>1 - Cannibalistic Hunger:</b></p> <p>The unit immediately suffers D3 Wounds for each 10 models in the unit. Wounds are allocated by the owning player and armour saves (but not cover saves) may be taken. After resolving casualties (if any) the unit can do nothing else until the end of its turn. Units consisting of only a single model treat this result as Devour (below), instead.</p> |
| <p><b>2 - Devour:</b></p> <p>In the Shooting phase, the unit cannot shoot or Run. In the Assault phase, if the unit is able to declare a charge, it must do so against the closest viable enemy unit. If the unit cannot declare a charge, it does nothing in the Assault phase. In addition, the unit gains the Fearless special rule.</p>  |
| <p><b>3 - Kill:</b></p> <p>This follows all the rules for Devour (above). In addition, the unit gains the Rage special rule.</p>   |

## HIVE TYRANTS

|             | WS | BS | S | T | W | I | A | Ld | Sv |
|-------------|----|----|---|---|---|---|---|----|----|
| Hive Tyrant | 8  | 4  | 6 | 6 | 4 | 5 | 4 | 10 | 3+ |

**UNIT TYPE:** Monstrous Creature (Character).

**WEAPONS & BIOMORPHS:** Two pairs of Scything Talons.

**SPECIAL RULES:** Psyker (Mastery Level 2), Shadow in the Warp, Synaptic Creature.

**PSYKER:** A Hive Tyrant generates its Psychic powers from the **Adaptation, Devastation, Biomancy, Telekinesis** and **Telepathy Disciplines**.

|  |
|--|
| <b>UPGRADES:</b>   |
| <b>Hive Commander:</b> For each Hive Tyrant in your army with this upgrade, choose a single troops selection from the same detachment. All models in the selected unit gain the Outflank special rule. |
| <b>Old Adversary:</b> The Hive Tyrant and friendly Tyranids Faction units within 6" the Hive Tyrant have the Preferred Enemy special rule.   |
| <b>Horrific Presence:</b> Enemy units within 6" of the Hive Tyrant have a -1 penalty to Fear, Moral, and Pining checks.  |

## TERVIGONS

|          | WS | BS | S | T | W | I | A | Ld | Sv |
|----------|----|----|---|---|---|---|---|----|----|
| Tervigon | 3  | 3  | 6 | 6 | 6 | 3 | 3 | 10 | 3+ |

**UNIT TYPE:** Monstrous Creature (Character).

**WEAPONS & BIOMORPHS:** Scything Talons, Stinger Salvo.

**SPECIAL RULES:** Psyker (Mastery Level 1), Shadow in the Warp, Synaptic Creature.

**Brood Progenitor:** All Termagants units within 12" of the Tervigon can use the Tervigon Leadership and have the Counter-Attack special rule.

**Spawn Termagants:** At the end of your Movement phase, a Tervigon can spawn Termagants (see army list), even if it is locked in close combat. If it does so, roll 3D6 – this is the number of models spawned. Place the new unit of Termagants on the table so that it is wholly within 6" of the Tervigon. Models in this new unit cannot be placed in impassable terrain or within 1" of enemy models. If you cannot place some of the models due to the restrictions above or because you have run out of Termagant models, the excess is discarded.

The spawned unit cannot move during the Movement phase in which it is spawned, nor can it charge this turn, but it is free to shoot or Run as normal. A unit spawned by a Tervigon is identical in every way to a Termagant unit chosen from the Troops section of the army list, and is treated as such for all mission special rules. Models in a spawned unit can be armed with Fleshborers, Spike Rifles or Spinefists; and may not purchase options.

If any double is rolled when determining the size of a spawned unit, the Tervigon has temporarily exhausted its supply of larvae – the Termagant unit is created as normal, but the Tervigon cannot spawn any further units for the rest of the game.

**Synaptic Backlash:** If a Tervigon is slain, roll 3D6 before removing the model as a casualty. Each friendly unit of Termagants within 6" of the Tervigon immediately suffers a number of Strength 3 AP- hits equal to the result. Cover saves may not be taken against these hits and Wounds are allocated as per shooting, with the Tervigon as the firer. After all Termagant casualties have been resolved (if any), remove the Tervigon from play.

**PSYKER:** A Tervigon generates its Psychic powers from the **Adaptation** and **Devastation Disciplines**.

## TYRANID WARRIORS

|                  | WS | BS | S | T | W | I | A | Ld | Sv |
|------------------|----|----|---|---|---|---|---|----|----|
| Tyrannid Prime   | 6  | 4  | 5 | 5 | 3 | 5 | 4 | 10 | 3+ |
| Tyrannid Warrior | 4  | 3  | 4 | 4 | 3 | 4 | 3 | 10 | 4+ |
| Tyrannid Shrike  | 4  | 3  | 4 | 4 | 3 | 4 | 3 | 10 | 5+ |

**UNIT TYPE:** Tyrannid Prime is **Infantry (Character)**. Tyrannid Warriors are **Infantry**. Tyrannid Shrikes are **Jump Infantry**

**WEAPONS & BIOMORPHS:** Two pairs of Scything Talons.

**SPECIAL RULES:** **Independent Character** (Tyrannid Prime only), **Move through Cover** (Tyrannid Prime and Tyrannid Warriors only), **Shadow in the Warp**, **Synaptic Creature**, **Very Bulky**.

**Alpha Warrior** (Tyrannid Prime only): A unit joined by a Tyrannid Prime increase their Weapon Skill and Ballistic Skill by 1, to a maximum of Weapon Skill 6 and Ballistic Skill 4.

## GENESTEALERS:

|             | WS | BS | S | T | W | I | A | Ld | Sv |
|-------------|----|----|---|---|---|---|---|----|----|
| Genestealer | 6  | 0  | 4 | 4 | 1 | 6 | 2 | 10 | 5+ |
| Broodlord   | 7  | 0  | 5 | 5 | 3 | 7 | 4 | 10 | 4+ |

**UNIT TYPE:** Infantry. Broodlord is **Infantry (Character)**.

**WEAPONS & BIOMORPHS:** Rending claws.

**SPECIAL RULES:** **Bulky** (Broodlord only), **Fleet**, **Infiltrate**, **Move Through Cover**, **Psyker (Mastery Level 1)** (Broodlord only).

**Infestation:** A Genestealer unit can be deployed using this special rule. If you chose to deploy this way, after both sides have deployed their forces, secretly write down in which piece of terrain the Genestealers will deploy. When the unit enters from reserves, place all the models inside the selected piece of terrain (make sure that both your opponent and you agree which are the boundaries of the pieces of terrain at the start of the game). Models that can't be placed inside the piece of terrain because of enemy units within 1" or impassable terrain are destroyed. The deployed unit can move and assault normally the same turn they are deployed this way.

**Ymgarl Genestealers:** At the beginning of a Movement phase, the models in an Ymgarl Genestealer Brood must alter their form into one of the four listed below. The bonus gained lasts until the beginning of the next friendly Movement phase. The same form cannot be chosen in two consecutive turns. In addition, Ymgarl Genestealers always must deploy using the Infestation special rule.

|  |
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| Slashing Claws: The models in the Ymgarl Genestealer Brood have +1 Strength. |
|--|

|   |
|---|
| Tentacled Limbs: The models in the Ymgarl Genestealer Brood have +1 Attack. |
|---|

|   |
|---|
| Protective Carapace: The models in the Ymgarl Genestealer Brood have their armour save improved by 1. |
|---|

|   |
|---|
| Hardened Exoskeleton: The models in the Ymgarl Genestealer Brood have +1 Toughness. |
|---|

**PSYKER:** A Broodlord always knows The Horror psychic power.

## HORMAGAUNTS

|            | <b>WS</b> | <b>BS</b> | <b>S</b> | <b>T</b> | <b>W</b> | <b>I</b> | <b>A</b> | <b>Ld</b> | <b>Sv</b> |
|------------|-----------|-----------|----------|----------|----------|----------|----------|-----------|-----------|
| Hormagaunt | 3         | 3         | 3        | 3        | 1        | 5        | 2        | 6         | 6+        |

**UNIT TYPE:** Infantry.

**WEAPONS & BIOMORPHS:** Scything Talons.

**SPECIAL RULES:** Fleet, Instinctive Behaviour (Feed), Move Through Cover.

**Bounding Leap:** A Hormagaunt adds an additional 3" to its Run move (this will normally be D6+3") or to its charge range (normally 2D6+3"). A Hormagaunt can only benefit from this additional 3" once each turn.

## TERMAGANTS

|            | <b>WS</b> | <b>BS</b> | <b>S</b> | <b>T</b> | <b>W</b> | <b>I</b> | <b>A</b> | <b>Ld</b> | <b>Sv</b> |
|------------|-----------|-----------|----------|----------|----------|----------|----------|-----------|-----------|
| Hormagaunt | 3         | 3         | 3        | 3        | 1        | 4        | 1        | 6         | 6+        |

**UNIT TYPE:** Infantry.

**WEAPONS & BIOMORPHS:** Fleshborer.

**SPECIAL RULES:** Instinctive Behaviour (Lurk), Move Through Cover.

## RIPPER SWARMS

|                   | <b>WS</b> | <b>BS</b> | <b>S</b> | <b>T</b> | <b>W</b> | <b>I</b> | <b>A</b> | <b>Ld</b> | <b>Sv</b> |
|-------------------|-----------|-----------|----------|----------|----------|----------|----------|-----------|-----------|
| Ripper Swarm      | 2         | 2         | 3        | 3        | 3        | 2        | 4        | 5         | 6+        |
| Sky-Slasher Swarm | 2         | 2         | 3        | 3        | 3        | 2        | 4        | 5         | 6+        |

**UNIT TYPE:** Ripper Swarms are **Infantry**. Sky-Slasher Swarms are **Jump Infantry**

**SPECIAL RULES:** Fearless, Feeder Organism, Instinctive Behaviour (Feed), Swarms.

## HARUSPEXES

|          | WS | BS | S | T | W | I | A | Ld | Sv |
|----------|----|----|---|---|---|---|---|----|----|
| Haruspex | 3  | 3  | 6 | 6 | 5 | 3 | 4 | 8  | 3+ |

**UNIT TYPE: Monstrous Creature.**

**WEAPONS & BIOMORPHS: Acid Blood, Crushing Claws.**

**Grappling Tongue:**

| Range | S | AP | Type                           |
|-------|---|----|--------------------------------|
| 12"   | 8 | 2  | Assault 1, Armourbane, Grapple |

**Grapple:** After resolving damage rolls, an enemy vehicle that has suffered at least one penetrating hit caused by the Grappling Tongue will be moved 2D6" towards the firing Haruspex even if the vehicle is immobilized. Vehicles cannot be rotated or moved within 1" of enemy models or into impassable terrain, but Dangerous Terrain tests must be rolled if required.

**SPECIAL RULES: Fearless, Feeder Organism, Instinctive Behaviour (Feed).**

**Feeder-beast:** If a Haruspex inflicts at least one unsaved Wound in the Assault phase, then at the end of that phase it recovers a single Wound lost earlier in the battle.

**Rapacious Hunger:** In the turn in which a Haruspex charges, every unsaved Wound that it inflicts in close combat immediately allows it to make an additional Attack. These bonus Attacks cannot generate further Attacks. Wounds that inflict Instant Death only generate one bonus Attack. Note that Wounds caused by its Hammer of Wrath, Acid Blood or tail biomorph do not benefit from this rule.

## HIVE GUARDS

|            | WS | BS | S | T | W | I | A | Ld | Sv |
|------------|----|----|---|---|---|---|---|----|----|
| Hive Guard | 3  | 3  | 5 | 6 | 3 | 4 | 2 | 8  | 4+ |

**UNIT TYPE:** Infantry.

**WEAPONS & BIOMORPHS:**

**Impaler Cannon:**

| Range | S | AP | Type                             |
|-------|---|----|----------------------------------|
| 24"   | 8 | 4  | Assault 2, Homing, Ignores Cover |

**Homing:** Impaler Cannons can be fired at targets out of the unit's line of sight.

**Shockcannon:**

|         | Range | S | AP | Type                      |
|---------|-------|---|----|---------------------------|
| Blast   | 24"   | 5 | 5  | Assault 1, Blast, Haywire |
| Focused | 18"   | 5 | 5  | Assault 2, Haywire        |

**SPECIAL RULES:** Instinctive Behaviour (Hunt), Very Bulky.

**Synaptic Targeting:** While the Hive Guard unit is within synapse range of a friendly model with the Synapse Creature special rule, the unit's shooting attacks have the Twin-linked special rule.

## LICTORS

|        | WS | BS | S | T | W | I | A | Ld | Sv |
|--------|----|----|---|---|---|---|---|----|----|
| Lictor | 7  | 4  | 6 | 4 | 3 | 7 | 4 | 10 | 5+ |

**UNIT TYPE:** Infantry.

**WEAPONS & BIOMORPHS:** Flesh Hooks, Rending Claws, Scything Talons.

**SPECIAL RULES:** Deep Strike, Fear, Fleet, Hit & Run, Infiltrate, Move Through Cover, Precision Shots, Precision Strikes, Shrouded, Stealth, Very Bulky.

**Ambush Predator:** On the game turn a Lictor is deployed, enemy models can only fire Snap Shots when targeting the Lictor.

**Chameleonic Skin:** A Model with this special rule does not scatter when arriving from Deep Strike Reserve. Also, at the beginning of the Movement phase, an unengaged Model with this special rule can leave the table and be placed on Ongoing Reserves. A model with this rule cannot Deep Strike and leave the table in the same turn.

**Pheromone Trail:** If a friendly unit from Tyranids Faction arrives on the battlefield via Deep Strike, it will not scatter so long as the first model in the unit is placed within 6" of a model with this special rule.

## PYROVORES

|          | WS | BS | S | T | W | I | A | Ld | Sv |
|----------|----|----|---|---|---|---|---|----|----|
| Pyrovore | 3  | 4  | 4 | 4 | 3 | 3 | 2 | 6  | 4+ |

**UNIT TYPE:** Infantry.

**WEAPONS & BIOMORPHS:** Acid blood.

**Acid Maw:** In close combat, a model with this biomorph can exchange all of its normal Attacks to make a single Attack with the following profile.

| Range | S | AP | Type                         |
|-------|---|----|------------------------------|
| -     | 5 | 2  | Melee, Armourbane, Fleshbane |

**Acidspurt:**

| Range    | S | AP | Type                                      |
|----------|---|----|---|
| Template | 3 | 3  | Assault 1, Instinctive Weapon, Armourbane |

**Instinctive Weapon:** The Pyrovore can fire its weapon even if it is subject to Instinct Behaviour (Feed)

**Flamespurt:**

| Range    | S | AP | Type                                   |
|----------|---|----|--|
| Template | 5 | 4  | Assault 1, Instinctive Weapon, Torrent |

**Meltaspurt:**

| Range | S | AP | Type                                 |
|-------|---|----|--------------------------------------|
| 24"   | 8 | 1  | Assault 1, Instinctive Weapon, Melta |

**Plasmaspurt:**

| Range | S | AP | Type                          |
|-------|---|----|-------------------------------|
| 18"   | 7 | 2  | Assault 2, Instinctive Weapon |

**SPECIAL RULES:** Feeder Organism, Instinctive Behaviour (Feed), Very Bulky.

**Volatile:** If a Pyrovore is slain by a Wound that inflicted Instant Death, place a large blast marker (5") over the slain Pyrovore. Every model with its base fully or partially beneath the blast marker suffers a Strength 3 AP- hit (resolve damage before removing the Pyrovore as a casualty).

## TYRANT GUARDS

|              | WS | BS | S | T | W | I | A | Ld | Sv |
|--------------|----|----|---|---|---|---|---|----|----|
| Tyrant Guard | 3  | 0  | 5 | 6 | 3 | 4 | 3 | 6  | 3+ |

**UNIT TYPE:** Infantry.

**WEAPONS & BIOMORPHS:** Rending Claws, Scything Talons.

**SPECIAL RULES:** Fearless, Instinctive Behaviour (Feed), Move Through Cover, Very Bulky:

**Blind Protector:** While a Tyrant Guard is in the same unit with a model with the Synaptic Creature special rule, the Tyrant Guard can use the Weapon Skill of the model with the Synaptic Creature special rule.

**Blind Rampage:** If a model with the Synaptic Creature special rule is removed as a casualty while being part of a unit with one or more Tyrant Guards, then the Tyrant Guards in the unit gain the Rampage, Rage and Preferred Enemy special rules.

**Shieldwall:** A Tyrant Guard unit can join another Tyranid unit composed of one or more Monstrous Creatures just as if the Tyrant Guard unit was an Independent Character. Wounds allocated to a Monstrous Creature in the same unit with a Tyrant Guard can be automatically relocated to the nearest Tyrant Guard.

## VENOMTHROPES

|             | WS | BS | S | T | W | I | A | Ld | Sv |
|-------------|----|----|---|---|---|---|---|----|----|
| Venomthrope | 3  | 3  | 4 | 4 | 2 | 5 | 3 | 7  | 5+ |

**UNIT TYPE:** Infantry.

**WEAPONS & BIOMORPHS:** Lash Whip, Toxic Miasma.

**SPECIAL RULES:** Instinctive Behaviour (Lurk), Poisoned (2+), Shrouded, Very Bulky.

**Spore Cloud:** All friendly models from Tyranids Faction that are within 6" of at least one Venomthrope have the Shrouded special rule.

## ZOANTHROPES

|            | WS | BS | S | T | W | I | A | Ld | Sv |
|------------|----|----|---|---|---|---|---|----|----|
| Zoanthrope | 3  | 4  | 4 | 4 | 2 | 4 | 2 | 10 | 5+ |

**UNIT TYPE:** Infantry.

**SPECIAL RULES:** Brotherhood of Psykers, Shadow in the Warp, Synapse Creature, Very Bulky.

**One Mind:** A Zoanthrope Brood's Psychic tests have a +1 modifier for each Zoanthrope on the unit. Also, Deny the Witch rolls made to cancel Psychic powers casted by a Zoanthrope Brood will suffer a -1 modifier for each Zoanthrope on the unit that casted the Psychic power. Note that a Deny the Witch roll of a 6 will always be successful and a Psychic test roll of 1 will always be a failure.

**Psychic Brood:** A Zoanthrope brood follows all the rules for Brotherhood of Psykers except that the unit has a Mastery Level of 2. In addition, if a unit of Zoanthropes uses a **witchfire** power, the normal number of shots fired is multiplied by the number of Zoanthropes in that unit (for example, assault 2 becomes assault 6 for a brood of 3 Zoanthropes).

**Warp Shield:** A model with this special rule has a 3+ invulnerable save. Also it cannot have the Warp Field Psychic Power and must re-roll it when generating Psychic powers.

**PSYKER:** A Zoanthrope brood always knows the Warp Blast Psychic power. The unit can generate one additional power from the **Adaptation, Devastation, Biomancy, Telekinesis** or **Telepathy Disciplines**.

## GARGOYLES

|          | WS | BS | S | T | W | I | A | Ld | Sv |
|----------|----|----|---|---|---|---|---|----|----|
| Gargoyle | 3  | 3  | 3 | 3 | 3 | 4 | 1 | 7  | 6+ |

**UNIT TYPE:** Jump Infantry.

**WEAPONS & BIOMORPHS:** Fleshborer.

**Blinding Venom:** If a Gargoyle has Blinding Venom, its close combat attacks have the Blind and Poisoned (6+) special rules.

**Plasma Spit:**

| Range | S | AP | Type      |
|-------|---|----|-----------|
| 6"    | 7 | 2  | Assault 1 |

**SPECIAL RULES:** Instinctive Behaviour (Hunt).

## HARPIES

|       | WS | BS | S | T | W | I | A | Ld | Sv |
|-------|----|----|---|---|---|---|---|----|----|
| Harpy | 3  | 3  | 5 | 5 | 5 | 5 | 3 | 10 | 4+ |

**UNIT TYPE:** Flying Monstrous Creature.

**WEAPONS & BIOMORPHS:** Scything Talons, Twin-linked Stranglethorn Cannon.

**Spore Mine Cysts:**

|          | Range | S | AP | Type   |
|----------|-------|---|----|--|
| Frag     | -     | 4 | 4  | Assault 1, Barrage, Large Blast, Spore Bomb, Spore Burst                               |
| Toxin    | -     | 1 | 4  | Assault 1, Barrage, Ignores Cover, Large Blast, Poisoned (4+), Spore Bomb, Spore Burst |
| Bio-Acid | -     | 3 | 3  | Assault 1, Armourbane, Barrage, Large Blast, Spore Bomb, Spore Burst                   |

**Spore Bomb:** Unlike other weapons, Spore Mine cysts are used during the Movement phase. A Harpy can fire its Spore Mine cysts once in each of its Movement phases. If it does so, it counts as having fired one weapon in its following Shooting phase; however, any other weapons it fires that turn can choose a different target to the Spore Mine cysts. To fire the Spore Mine cysts, the Harpy must be Swooping. After the Harpy has finished moving, centre the large blast marker on any one model the Harpy has passed over that turn and scatter it D6". Units take a hit for each model that is even partially under the blast marker's final position, resolved using the profile above.

**SPECIAL RULES:** Fearless, Instinctive Behaviour (Hunt).

**Predator of the Skies:** A model with this can move up to 36" when Swooping in the Movement phase.

**Sonic Screech:** A Harpy can use Sonic Screech in 2 different modes each turn:

**Swoop mode:** If the Harpy is Swooping, at the end of the Movement phase, nominate an enemy unit the Harpy has moved over that turn. All the models in that unit suffer a -5 to their Initiative (to a minimum of 1). In addition, Tyranids Faction units that charge the affected unit will not suffer the initiative penalty from charging through terrain. The effects last until the end of the next Assault phase.

**Charge mode:** If the Harpy is Gliding and charges into combat, all enemy models in the combat suffer -5 to their Initiative (to a minimum of 1). In addition, Tyranids Faction units that charge the affected units will not suffer the initiative penalty from charging through terrain. The effects last until the end of the Assault phase.

## HIVE CRONES

|            | WS | BS | S | T | W | I | A | Ld | Sv |
|------------|----|----|---|---|---|---|---|----|----|
| Hive Crone | 3  | 3  | 5 | 5 | 5 | 5 | 3 | 10 | 4+ |

**UNIT TYPE:** Flying Monstrous Creature.

**WEAPONS & BIOMORPHS:** Scything Talons.

**Drool Cannon:**

| Range    | S | AP | Type      |
|----------|---|----|-----------|
| Template | 6 | 4  | Assault 1 |

**Tentaclids:**

| Range | S | AP | Type                                      |
|-------|---|----|---|
| 36    | 5 | 5  | Assault 1, Haywire, One use only, Seeking |

**Seeking:** A Hive Crone always can fire 2 Tentaclids per Shooting phase. If a Hive Crone makes a shooting attack with a Tentaclid against either a Zooming Flyer or a Swooping Flying Monstrous Creatures, it re-rolls failed To Hit rolls.

**SPECIAL RULES:** Fearless, Instinctive Behaviour (Feed), Predator of the Skies.

**Raking Strike:** A Hive Crone's Vector Strike is resolved at Strength 8.

## RAVENERS

|                | WS | BS | S | T | W | I | A | Ld | Sv |
|----------------|----|----|---|---|---|---|---|----|----|
| Ravener        | 5  | 3  | 4 | 4 | 3 | 5 | 4 | 6  | 5+ |
| The Red Terror | 6  | 3  | 5 | 5 | 3 | 5 | 5 | 8  | 4+ |

**UNIT TYPE:** Ravens are **Beasts**. The Red Terror is **Beast (Character)**.

**WEAPONS & BIOMORPHS:** Two pairs of **Scything Talons**, **Prehensile Pincer** (the Red Terror only).

**SPECIAL RULES:** **Burrow**, **Deep strike**, **Instinctive Behaviour (Feed)**, **Very Bulky**.

**Homing Predator:** If a Ravener unit is deep striking within 6" of an enemy homing beacon or any other similar device that is used for "guiding" Deep Strike, then the Ravener unit will not scatter.

**Swallow Whole** (the Red Terror only): If the Red Terror hits with at least four of its close combat attacks in a single phase (excluding its prehensile pincer attack), you may nominate a single enemy Infantry, Jump Infantry or Jet Pack Infantry model in base contact with the Red Terror and attempt to swallow it whole. If you choose to do so, no To Wound rolls are made for any of the Red Terror's Attacks (excluding its prehensile pincer attack). Instead, the nominated model must pass a single invulnerable save (if it has one) or be removed from play as a casualty. There is no need to decide beforehand if you will attempt to swallow a model whole; declare after rolling To Hit. Enemy models with either the Very Bulky or Extremely Bulky special rule cannot be nominated as targets to be Swallowed Whole. If no models in the target unit can be nominated, the Red Terror cannot choose to Swallow Whole and must roll To Wound normally.

## SPORE MINE CLUSTERS

|            | WS | BS | S | T | W | I | A | Ld | Sv |
|------------|----|----|---|---|---|---|---|----|----|
| Spore Mine | -  | -  | 1 | 1 | 1 | 1 | - | 1  | -  |

**UNIT TYPE:** Infantry.

**SPECIAL RULES:** Deep Strike, Fearless.

**Spore Mine (Frag)**

| Range | S | AP | Type          |
|-------|---|----|---------------|
| -     | 4 | 4  | Ignores Cover |

**Spore Mine (Toxin)**

| Range | S | AP | Type                         |
|-------|---|----|------------------------------|
| -     | 1 | 4  | Ignores Cover, Poisoned (4+) |

**Spore Mine (Bio-Acid)**

| Range | S | AP | Type                      |
|-------|---|----|---------------------------|
| -     | 3 | 3  | Armourbane, Ignores Cover |

**Floating Death:** Spore Mines move 3" in the Movement phase and, when they Run or charge, move half the distance rolled. Spore Mines are never slowed by difficult terrain, but must take Dangerous Terrain tests as normal. Spore Mines do not attack in close combat. Instead, at the Initiative 10 step, the entire cluster detonates! To resolve this, centre the large blast marker over any one of the unit's Spore Mines. Every other unit (friend or foe) under the blast marker suffers a number of hits equal to the number of its models under the blast marker multiplied by the number of Spore Mines in the detonating cluster. To resolve these hits use the profile that matches with the type of Spore Mines of the detonating cluster. Once all hits have been resolved, remove all models in the Spore Mine Cluster from play as casualties.

**Living Bomb:** Spore Mine Clusters are non-scoring, non-denial units. They do not award Victory Points when destroyed, and Wounds suffered by Spore Mines in close combat (including those caused by a Floating Death detonation) are not counted when determining assault results.

**Versatile Bomb:** When deploying a Spore Mine Cluster, declare the type of Spore Mines of the cluster. All the Spore Mines in a Cluster must be of the same type.

## BIOVORES

|         | WS | BS | S | T | W | I | A | Ld | Sv |
|---------|----|----|---|---|---|---|---|----|----|
| Biovore | 3  | 4  | 4 | 4 | 3 | 2 | 2 | 8  | 4+ |

**UNIT TYPE:** Infantry

**WEAPONS & BIOMORPHS:**

**Spore Mine Launcher:**

|          | Range | S | AP | Type   |
|----------|-------|---|----|--|
| Frag     | 48"   | 4 | 4  | Assault 1, Barrage, Large Blast, Spore Burst                               |
| Toxin    | 48"   | 1 | 4  | Assault 1, Barrage, Ignores Cover, Large Blast, Poisoned (4+), Spore Burst |
| Bio-Acid | 48"   | 3 | 3  | Assault 1, Armourbane, Barrage, Large Blast, Spore Burst                   |

**Spore Burst:** If, when the final position of the first blast marker in the barrage is determined, there are no models (friend or foe) under it, place D3 Spore Mine models anywhere under the blast marker so that they are in unit coherency and not within impassable terrain or 1" of an enemy model (any Spore Mine that cannot be placed will be lost). These act as a Spore Mine Cluster for the rest of the game. The Spore Mines placed must be of the same type as the firing mode used.

**SPECIAL RULES:** Instinctive Behaviour (Hunt), Very Bulky.

## CARNIFEXES

|          | WS | BS | S | T | W | I | A | Ld | Sv |
|----------|----|----|---|---|---|---|---|----|----|
| Carnifex | 3  | 3  | 9 | 6 | 4 | 2 | 3 | 8  | 3+ |

**UNIT TYPE:** Monstrous Creature.

**WEAPONS & BIOMORPHS:** Two pairs of Scything Talons.

**SPECIAL RULES:** Fearless, Instinctive Behaviour (Feed).

**Living Battering Ram:** When this model charges, it inflicts D3 Hammer of Wrath Attacks, rather than just 1.

## EXOCRINES

|          | WS | BS | S | T | W | I | A | Ld | Sv |
|----------|----|----|---|---|---|---|---|----|----|
| Exocrine | 3  | 3  | 6 | 6 | 5 | 2 | 3 | 8  | 3+ |

**UNIT TYPE:** Monstrous Creature.

**WEAPONS & BIOMORPHS:** Scything Talons.

**Bio-Plasmic Cannon:**

|         | Range | S | AP | Type        |
|---------|-------|---|----|-------------|
| Blast   | 36"   | 7 | 2  | Large Blast |
| Streams | 24"   | 7 | 2  | Assault 6   |

**SPECIAL RULES:** Fearless, Instinctive Behaviour (Hunt).

**Symbiotic Targeting:** If an Exocrine does not move in its Movement phase, it gains a +1 modifier to its Ballistic Skill until the end of its turn. An Exocrine cannot declare a charge during the same turn that it uses this special rule.

## MAWLOCS

|        | WS | BS | S | T | W | I | A | Ld | Sv |
|--------|----|----|---|---|---|---|---|----|----|
| Mawloc | 3  | 3  | 6 | 6 | 6 | 4 | 2 | 8  | 3+ |

**UNIT TYPE: Monstrous Creature.**

**WEAPONS & BIOMORPHS:**

**Two pairs of Tunneling Claws:**

| Range | S    | AP | Type              |
|-------|------|----|-------------------|
| -     | User | 1  | Melee, Armourbane |

**SPECIAL RULES: Burrow, Deep Strike, Fearless, Instinctive Behaviour (Feed).**

**Serpentine Creature:** A model with this special rule can move up to 12" in the Movement phase and is not slowed by difficult terrain (even when charging).

**Terror From the Deep:** When arriving from Deep Strike Reserve, a Mawloc can choose to Deep Strike onto a point occupied by another model (friend or foe) – roll for scatter as normal. If a Mawloc Deep Strikes onto a point occupied by another model, do not roll on the Deep Strike Mishap table. Instead, place the large blast marker directly over the spot the Mawloc is deep striking onto. All units except Flyers and Flying Monstrous Creatures beneath the blast marker suffer a number of Strength 6 AP2 hits with the Ignores Cover special rule equal to the number of models that unit has underneath the blast marker. If the blast marker is on a multi-level ruin, only models on the lowest level of the ruin count as being under the blast marker. For Wound allocation purposes, assume the attack is coming from the centre of the blast marker. Hits against vehicles are resolved against their side armour.

If, after removing casualties, it is now possible to place the Mawloc on the table on the spot where the blast marker landed, then do so, even if this is within 1" of another model (but not if it would be in base contact with, or occupying the same space as, another model). If it is not possible to place the Mawloc, replace the large blast marker on the spot and resolve another round of damage as detailed above. If, after removing casualties for a second time, it is still not possible to place the Mawloc, roll on the Deep Strike Mishap table.

## TRYGONS

|              | WS | BS | S | T | W | I | A | Ld | Sv |
|--------------|----|----|---|---|---|---|---|----|----|
| Trygon       | 5  | 3  | 6 | 6 | 6 | 4 | 5 | 8  | 3+ |
| Trygon Prime | 7  | 3  | 6 | 6 | 6 | 5 | 5 | 10 | 3+ |

**UNIT TYPE:** A Trygon is a **Monstrous Creature**. A Trygon Prime Is a **Monstrous Creature (Character)**

**WEAPONS & BIOMORPHS:** Two pairs of Scything Talons.

**Bio-electric Pulse:**

| Range | S | AP | Type      |
|-------|---|----|-----------|
| 12"   | 5 | 5  | Assault 6 |

**Bio-electric Pulse with Containment Spines:**

| Range | S | AP | Type                           |
|-------|---|----|--------------------------------|
| 18"   | 5 | 5  | Assault 12, Bio-Electric Field |

**Bio-electric Field:** If this weapon isn't fired on the Shooting phase, it grants its wearer a 5+ invulnerable save until the next friendly Shooting phase.

**SPECIAL RULES:** **Burrow**, **Deep Strike**, **Fearless** (Trygon only), **Fleet**, **Instinctive Behaviour (Feed)** (Trygon only), **Serpentine Creature**, **Shadow in the Warp** (Trygon Prime only), **Synapse Creature** (Trygon Prime only).

**Subterranean Assault:** If, when a Trygon (or Trygon Prime) deploys via Deep Strike, it scatters on top of impassable terrain or another model (friend or foe), reduce the scatter distance by the minimum required to avoid the obstacle.

After a Trygon (or Trygon Prime) has arrived from Deep Strike, mark the position under the creature's base with a suitable marker. Also if, when a Trygon (or Trygon Prime) uses the Burrow Special Rule to leave the table, mark the position where the Trygon (or Trygon Prime) burrowed. These markers represent the tunnels left by the Trygon (or Trygon Prime).

Any friendly Tyranid Infantry unit that arrives from reserve in subsequent turns may emerge from the Trygon's tunnel instead of arriving from reserve as normal. If any unit chooses to do so, place the entire unit so that all of its models are wholly within 6" of the centre of the tunnel marker and in unit coherency. These models cannot be placed within 1" of enemy models or within impassable terrain; if any models cannot be placed, these excess models are removed as casualties. A unit may not move or charge on the same turn it arrives from a Trygon's tunnel, but may shoot or Run.

Also, on the Movement phase, a friendly Tyranid Infantry unit with all its models wholly within 6" of the center of a tunnel marker can leave the table and be placed on Ongoing Reserves.

Each tunnel marker can only be used by a single unit each turn for either emerging or submerging.

## TYRANNOFEXES

|            | WS | BS | S | T | W | I | A | Ld | Sv |
|------------|----|----|---|---|---|---|---|----|----|
| Tyrannofex | 3  | 3  | 6 | 6 | 6 | 2 | 3 | 8  | 2+ |

**UNIT TYPE: Monstrous Creature.**

**WEAPONS & BIOMORPHS: Stinger Salvo.**

**Acid Spray:**

| Range    | S | AP | Type    |
|----------|---|----|---------|
| Template | 6 | 4  | Torrent |

**Fleshborer Hive:**

| Range | S | AP | Type                    |
|-------|---|----|-------------------------|
| 12"   | 4 | 5  | Assault 20, Twin-linked |

**Heavy Shockcannon:**

|         | Range | S | AP | Type                            |
|---------|-------|---|----|---------------------------------|
| Blasts  | 36"   | 5 | 5  | Assault 2, Haywire, Large Blast |
| Focused | 30"   | 5 | 5  | Assault 4, Haywire.             |

**Rupture Cannon:**

|            | Range | S  | AP | Type                               |
|------------|-------|----|----|------------------------------------|
| Acid Shell | 48"   | 8  | 3  | Assault 1, Armourbane, Dual Weapon |
| Seedpod    | 48"   | 10 | 4  | Assault 1, Dual Weapon             |

**Dual Weapon:** The Rupture Cannon fires both the Acid Shell and the Seedpod at the same time. If the Acid Shell hits the target, the Seedpod gains the Armourbane special rule and its Armour Piercing value (AP) is improved to 1.

**SPECIAL RULES: Fearless, Instinctive Behaviour (Hunt).**

**Anti-armour Predator:** If the Tyrannofex fires at a unit that has at least one Vehicle\* or one Monstrous Creature\*, the Tyrannofex's Ballistic Skill is improved to 4.

\*Author Note: this also includes Super Heavy Vehicles and Gargantuan Creatures.

## MYCETIC SPORES

|                     | WS | BS | S | T | W | I | A | Ld | Sv |
|---------------------|----|----|---|---|---|---|---|----|----|
| Mycetic Spore       | 2  | 2  | 6 | 4 | 3 | 1 | 3 | 1  | 4+ |
| Large Mycetic Spore | 2  | 2  | 6 | 6 | 4 | 1 | 4 | 1  | 3+ |

**UNIT TYPE: Monstrous Creature.**

**WEAPONS & BIOMORPHS: Lash Whip.**

**Ripper Tentacles:**

| Range | S | AP | Type        |
|-------|---|----|-------------|
| 6"    | 6 | -  | Assault 2X* |

\* Ripper Tentacles get two shots for every Attack on the unmodified characteristic profile of the model firing them.

**SPECIAL RULES: Deep Strike, Fearless.**

**Immobile Pod:** A Mycetic Spore (or Large Mycetic Spore) cannot move for any reason once it has landed. It cannot Go to Ground and cannot make a sweeping advance following a close combat.

**Limited Sentience:** A Mycetic Spore (or Large Mycetic Spore) must target the closest enemy unit in line of sight when firing on the Shooting phase.

**Orbital Assault:** On at the beginning of your first turn, nominate half of your Mycetic Spores and Large Mycetic Spores (rounding up). The nominated Mycetic Spores (and/or Large Mycetic Spores) will immediately enter the game via Deep Strike. The Mycetic Spores (and/or Large Mycetic Spores) that remain in reserves will enter in the subsequent turns following the normal rules for reserves.

**Transport Spore:** A Mycetic Spore (or Large Mycetic Spore) always deploys using the Deep Strike special rules. If it scatters on top of impassable terrain or another model (friend or foe), reduce the scatter distance by the minimum required to avoid the obstacle.

A Mycetic Spore has a transport capacity of 20 models or a single Monstrous Creature with no more than 4 Wounds. A Large Mycetic Spore has a transport capacity of 30 models or a single Monstrous Creature with no more than 6 Wounds. Once a Mycetic Spore (or Large Mycetic Spore) has landed, the unit inside must immediately disembark. Place all the models of the unit within 6" of the Mycetic Spore (or Large Mycetic Spore). These models cannot be placed within 1" of enemy models or within impassable terrain; if any models cannot be placed, these excess models are removed as casualties. A unit that Deep Strikes via Mycetic Spore (or Large Mycetic Spore) cannot move or assault in the same turn it arrives, but it can Run or shoot as normal.

## DEATHLEAPER

|             | WS | BS | S | T | W | I | A | Ld | Sv |
|-------------|----|----|---|---|---|---|---|----|----|
| Deathleaper | 9  | 5  | 6 | 4 | 3 | 9 | 5 | 10 | 5+ |

**UNIT TYPE:** Infantry (Character).

**WARLORD TRAIT:** Mind Eater.

**WEAPONS & BIOMORPHS:** Flesh Hooks, Rending Claws, Scything Talons.

**SPECIAL RULES:** Chameleonic Skin, Deep Strike, Fear, Fleet, Hit & Run, Infiltrate, Move Through Cover, Pheromone Trail, Precision Shots, Precision Strikes, Shrouded, Stealth, Very Bulky.

**'It's after me!':** Nominate an enemy character at the beginning of the game and roll a D3. Whilst Deathleaper is alive, that model's Leadership is reduced by the result.

**'Where is it?':** Enemy models can only fire Snap Shots when targeting Deathleaper.

**Killing Strike:** The Deathleaper's attacks count as Precision Shots or Precision Strikes on any To Hit roll of a 5 or a 6. Also the Deathleaper's Flesh Hooks and Rending Claws count as Rending on any To Wound roll of a 5 or a 6.

## OLD ONE EYE

|             | WS | BS | S | T | W | I | A | Ld | Sv |
|-------------|----|----|---|---|---|---|---|----|----|
| Old One Eye | 4  | 3  | 9 | 7 | 5 | 3 | 4 | 10 | 2+ |

**UNIT TYPE:** Monstrous Creature (Character).

**WARLORD TRAIT:** Adaptive Biology.

**WEAPONS & BIOMORPHS:** Crushing Claws, Scything Talons, Regeneration, Thresher Scythe.

**SPECIAL RULES:** Eternal Warrior, Instinctive Behaviour (Feed), Fearless, Living Battering Ram.

**Alpha Leader:** Any friendly unit within 12" of Old One Eye can choose to use Old One Eye's Leadership for any Morale or Leadership tests they are required to make. Also, the Old One Eye can join a Carnifex Brood just as if it was an Independent Character. While being part of a Carnifex brood, the Old One Eye benefits from all the Independent Character rules.

**Berserk Rampage:** For every successful To Hit roll that Old One Eye makes in close combat (excluding those from its thresher scythe), it may immediately make one additional Attack against the same unit. These additional Attacks do not confer extra Attacks.

## THE DOOM OF MALAN'TAI

|                       | WS | BS | S | T | W | I | A | Ld | Sv |
|-----------------------|----|----|---|---|---|---|---|----|----|
| The Doom of Malan'tai | 4  | 5  | X | 5 | 4 | 4 | 4 | 10 | 5+ |

**UNIT TYPE:** Infantry (Character).

**WARLORD TRAIT:** Psych Monstrosity.

**SPECIAL RULES:** Eternal Warrior, Psyker (Mastery Level X), Shadow in the Warp, Synapse Creature, Very Bulky, Warp Shield.

**Absorb Life:** The Doom of Malan'tai gains a Wound for every unsaved wound it inflicts, to a maximum of 10 Wounds.

**Psychic Strength:** The Doom of Malan'tai's Strength and Mastery Level is always the same as its Wounds characteristics. In addition, if the Doom of Malan'tai has 6 or more wounds, it becomes Monstrous Creature (Character). This change is reverted if the Doom of Malan'tai is reduced to 5 or less wounds.

**Psychic Mastery:** The Doom of Malan'tai has a +1 modifier to its Psychic tests.

In addition, Deny the Witch rolls made against Psych powers that were cast by the Doom of Malan'tai always can only be successful on a roll of a 6, regardless of any possible modifiers.

**PSYKER:** The Doom of Malan'tai knows two unique Psychic powers explained below in addition to all the Psychic powers from the **Adaptation** and **Devastation Disciplines**. Also when rolling to generate Psychic powers roll a D3 and consult the chart below, the Doom of Malan'tai will know all the Psychic powers from that **Discipline**.

| D3                       |
|--------------------------|
| 1-Biomancy Discipline    |
| 2-Telekinesis Discipline |
| 3-Telepathy Discipline   |

**UNIQUE PSYCHIC POWERS:** The Doom of Malan'tai has the following powers:

|  |              |          |           |                        |                       |
|--|--------------|----------|-----------|------------------------|-----------------------|
| <b>CATACLYSM</b>   |              |          |           |                        | <b>Warp Charge: 2</b> |
| Cataclysm is a <b>witchfire</b> power with the following profile.  |              |          |           |                        |                       |
|  | <b>Range</b> | <b>S</b> | <b>AP</b> | <b>Type</b>            |                       |
| Cataclysm  | 24"          | X*       | 2         | Assault 1, Large Blast |                       |
| *X is the number of Wounds of the Doom of Malan'tai has when Cataclysm is casted.  |              |          |           |                        |                       |
| <b>SPIRIT LEECH</b>  |              |          |           |                        | <b>Warp Charge: 1</b> |
| Spirit Leech is a <b>nova</b> power with a range of 6". Each target unit must roll a 3D6 and subtract their Leadership-the target unit suffers a number of Wounds equal to the result. Armour and cover saves cannot be taken against Wounds caused by Spirit Leech. |              |          |           |                        |                       |

## THE SWARMLORD

|               | WS | BS | S | T | W | I | A | Ld | Sv |
|---------------|----|----|---|---|---|---|---|----|----|
| The Swarmlord | 10 | 5  | 6 | 6 | 5 | 6 | 5 | 10 | 2+ |

**UNIT TYPE: Monstrous Creature (Character).**

**WEAPONS & BIOMORPHS:**

**Two pairs of Bone Sabres.**

| Range | S    | AP | Type  |
|-------|------|----|---|
| -     | User | 1  | Melee, Armourbane, Blade Parry, Instant Death, Fleshbane, Xeno Crystals |

**Blade Parry:** The Swarmlord has a 4+ invulnerable save against Wounds caused by Melee weapons.

**Xeno Crystals:** Successful saves made against wounds inflicted by the Bone Sabres must be re-rolled.

**SPECIAL RULES: Eternal Warrior, Psyker (Mastery Level 3), Shadow in the Warp, Synaptic Creature.**

**Embodiment of the Hive Mind:** If possible, the Swarmlord always must be your Warlord and he cannot roll on the Warlord Traits tables in the Warhammer 40,000 rulebook. Instead, the Swarmlord must roll two times on the Tyranid Warlord Traits table. If a double is rolled, reroll one of the results and the Swarmlord gains another additional roll on the table. Any further repeated result on the Warlord Traits table must be re-rolled. This means the Swarmlord will always have 2 or 3 Warlord Traits.

**Swarm Leader:** At the beginning of your turn, choose either the Swarmlord's unit or one friendly unit from Tyranids Faction within 18" of the Swarmlord. Then, choose one of the following special rules: Furious Charge, Monstrous Hunter, or Preferred Enemy. The chosen unit has that special rule until the end of the turn.

**PSYKER:** The Swarmlord generates its Psychic powers from the **Adaptation, Devastation, Biomancy, Telekinesis** and **Telepathy Disciplines**.

# WEAPONS AND BIOMORPHS

## MELEE WEAPONS

Tyrannid Melee weapons come as pairs. For game purposes, each pair is treated as a single Melee weapon. This means that Tyrannid models only gain an additional bonus attack if they have 2 pairs of Melee weapons (tail biomorphs don't count for this). For example, a Hormagaunt armed with a single pair of scything talons does not gain a bonus Attack, but a Tyrannid Warrior with a pair of Boneswords and a pair of scything talons or a Scything Talons, or the Swarmlord with two pairs of Bone Sabres, does.

Also, the bloodbath that is melee combat comes naturally to the Tyrannids, whose weapons are extensions of the Tyrannid creatures, literally connected by muscle, blood vessels and nerves. Tyrannid models can mix and match their melee weapons' (with the exception of tail biomorphs) different bonuses, special rules (although the Unwieldy special rule cannot be ignored) and must always use the best AP available. For example, a Tyrannid Prime armed with Rending Claws and Boneswords gets both the Rending and Life Drain special rules, and its attacks are AP 3.

### BONESWORDS\*

| Range | S    | AP | Type              |
|-------|------|----|-------------------|
| -     | User | 3  | Melee, Life Drain |

**Life Drain:** Any To Wound roll of a 6 made by a Tyrannid armed with a Bonesword in close combat has the Instant Death special rule. If the Tyrannid is armed with two Boneswords, any To Wound roll of a 5 or a 6 made in close combat has the Instant Death special rule.

### CRUSHING CLAWS

| Range | S  | AP | Type                        |
|-------|----|----|-----------------------------|
| -     | +1 | 2  | Melee, Armourbane, Unwieldy |

### LASH WHIP\*

| Range | S    | AP | Type           |
|-------|------|----|----------------|
| -     | user | -  | Melee, Ensnare |

**Ensnare:** Any enemy model that is in base contact with a Tyrannid armed with a Lash Whip at the beginning of the Fight sub-phase counts their Initiative value as 1 until the end of the Assault phase, regardless of their actual Initiative.

\*A Lash Whip and Bonesword is only considered as one pair of melee weapons.

### RENDING CLAWS

| Range | S    | AP | Type           |
|-------|------|----|----------------|
| -     | user | 5  | Melee, Rending |

### SCYTHING TALONS

| Range | S    | AP | Type                   |
|-------|------|----|------------------------|
| -     | user | 6  | Melee, Flurry of Blows |

**Flurry of Blows:** A Tyrannid armed with a single pair of Scything Talons re-rolls any To Hit roll of a 1 made in close combat. A Tyrannid armed with two pairs of Scything Talons re-rolls all failed To Hit rolls in close combat.

## RANGED WEAPONS

### BARBED STRANGLER WEAPONS

|                      | Range | S | AP | Type                            |
|----------------------|-------|---|----|---------------------------------|
| Barbed Strangler     | 36"   | 4 | 5  | Assault 1, Large Blast, Pinning |
| Stranglethorn Cannon | 36"   | 6 | 5  | Assault 1, Large Blast, Pinning |

### BIO-PLASMA

|         | Range | S | AP | Type             |
|---------|-------|---|----|------------------|
| Blast   | 12"   | 7 | 2  | Assault 1, Blast |
| Streams | 12"   | 7 | 2  | Assault 3        |

### CLUSTER SPINES

| Range | S | AP | Type                   |
|-------|---|----|------------------------|
| 18"   | 5 | -  | Assault 1, Large Blast |

### DEATHSPITTER

| Range | S | AP | Type             |
|-------|---|----|------------------|
| 18"   | 5 | 5  | Assault 1, Blast |

### DEVOURER WEAPONS

|                                | Range | S | AP | Type      |
|--------------------------------|-------|---|----|-----------|
| Devourer                       | 12"   | 4 | -  | Assault 3 |
| Devourer with Brainleech Worms | 18"   | 6 | -  | Assault 6 |

### THORAX BIOMORPHS

|                       | Range    | S | AP | Type                                    |
|-----------------------|----------|---|----|---|
| Desiccator Larvae     | Template | 1 | -  | Assault 1, Fleshbane, Thorax Swarm      |
| Electroshock Grubs    | Template | 5 | 5  | Assault 1, Haywire, Thorax Swarm        |
| Shreddershard Beetles | Template | 3 | -  | Assault 1, Rending, Shred, Thorax Swarm |

**Thorax Swarm:** This weapon doesn't count when determining the maximum numbers of weapons a model can shoot. This means a Monstrous Creature can fire two weapons and an additional weapon with the Thorax Swarm special rule.

### FLESHBORER

| Range | S | AP | Type      |
|-------|---|----|-----------|
| 12"   | 4 | 5  | Assault 1 |

### SHOCK RIFLE

| Range | S | AP | Type               |
|-------|---|----|--------------------|
| 12"   | 5 | 5  | Assault 1, Haywire |

### SPIKE RIFLE

| Range | S | AP | Type      |
|-------|---|----|-----------|
| 18"   | 3 | 5  | Assault 1 |

### SPINEFISTS

| Range | S | AP | Type                    |
|-------|---|----|-------------------------|
| 12"   | 3 | 5  | Assault X*, Twin-linked |

\* Spinefists get one shot for every Attack on the unmodified characteristic profile of the Tyranid creature firing them.

### STINGER SALVO

| Range | S | AP | Type      |
|-------|---|----|-----------|
| 18"   | 5 | 5  | Assault 4 |

### STRANGLEWEB

| Range    | S | AP | Type    |
|----------|---|----|---------|
| TEMPLATE | 3 | -  | Pinning |

### VENOM CANNON WEAPONS

|                    | Range | S | AP | Type                                |
|--------------------|-------|---|----|-------------------------------------|
| Venom Cannon       | 36"   | 7 | 4  | Assault 2, Corrosive, Poisoned (4+) |
| Heavy Venom Cannon | 36"   | 9 | 4  | Assault 2, Corrosive, Poisoned (4+) |

**Corrosive:** A vehicle that suffered a penetrating hit caused by a weapon with this special rule loses 2 Hull Points instead of 1.

## BIOMORPHS UPGRADES

### ACID BLOOD

For each unsaved Wound a model with the acid blood biomorph suffers in close combat, the enemy unit that inflicted the Wound must take an Initiative test at the end of the current Initiative step. For each test that is failed, the unit that inflicted the Wound immediately suffers a Strength 5 AP2 hit with the Ignores Cover special rule.

### ADRENAL GLANDS

A model with the adrenal glands biomorph has the Fleet and Furious Charge special rules.

### FLESH HOOKS AND SPINE BANKS

Models equipped with either of these biomorphs don't suffer the penalty to their Initiative for charging enemies through difficult terrain but fight at their normal Initiative. In addition, they can each be fired as a ranged weapon with the relevant profile below.

|             | Range | S | AP | Type                      |
|-------------|-------|---|----|---------------------------|
| Flesh Hooks | 12"   | 6 | -  | Assault 2, Hooks, Rending |
| Spine Banks | 12"   | 3 | -  | Assault 1, Blast, Rending |

**Hooks:** After Making saving throws and Feel No Pain rolls, any Infantry, Jump Infantry or Jet-Pack Infantry model without the Very Bulky and Extremely Bulky special rules that has suffered at least one unsaved wound caused by Flesh Hooks will be moved D6" towards the firing unit. These models cannot be moved within 1" of enemy models or into impassable terrain, but Dangerous Terrain tests must be rolled if required.

### REGENERATION

At the end of each friendly turn, roll a D6 for each model with the regeneration biomorph that has less than its starting number of Wounds, but has not been removed as a casualty. On a 4+, that model regains a single Wound lost earlier in the battle.

### TAIL BIOMORPHS

A tail biomorph is a Melee weapon that allows its wielder to make usually a single additional Attack. Note that this Attack is resolved separately from a model's other close combat attacks and uses the appropriate profile below. Also note that a tail Attack is not affected by other Melee weapons, biomorphs, upgrades or special rules belonging to the owning model, or vice versa.

|                   | Range | S | AP | Type                 |
|-------------------|-------|---|----|----------------------|
| Bone Mace         | -     | 8 | 2  | Melee, Unwieldy      |
| Prehensile Pincer | -     | 6 | 3  | Melee                |
| Thresher Scythe   | -     | 4 | 4  | Melee*, Rending      |
| Toxinspike        | -     | 1 | 6  | Melee, Poisoned (2+) |

\* A Thresher Scythe makes D3 Attacks, the other tail biomorphs only make one Attack.

### **THORAX SPINES**

Thorax Spines are Tyranid assault grenades and follow all the rules for assault grenades

### **TOXIC MIASMA**

Once per game, in any Assault phase, a unit with this biomorph can unleash its toxic miasma. If it does so, at the Initiative 1 step, all enemy units engaged in the combat suffer a number of hits equal to the number of models from their unit in base contact with any model from the Tyranid unit unleashing the toxic miasma. These hits are resolved at Strength 3 AP- and have the Poisoned (4+) and Ignores Cover special rules.

### **TOXIN SACS**

If a model has the toxin sacs biomorph, its close combat attacks have the Poisoned (4+) special rule.

## TYRANID BIO-ARTEFACTS

### THE MAW-CLAWS OF THYRAX

| Range | S    | AP | Type                       |
|-------|------|----|----------------------------|
| -     | User | 5  | Melee, Assimilate, Rending |

**Assimilate:** If this weapon's close combat attacks cause an enemy model to be removed as a casualty, the model equipped with the Maw-claws of Thyrax will re-roll all failed To Hit rolls and To Wound rolls when attacking units chosen from the same codex as the model removed as a casualty. This effect last until the end of the game.

### THE MIASMA CANNON

|               | Range    | S | AP | Type                          |
|---------------|----------|---|----|-------------------------------|
| Miasmic Spit  | 36"      | 1 | 3  | Assault, Blast, Poisoned (2+) |
| Miasmic Spray | Template | 1 | 3  | Assault, Poisoned (2+)        |

### THE NORN CROWN

A model with the Norn Crown adds 6" to its synapse range.

### THE REAPER OF OBLITERAX

The Reaper of Obliterax is always paired with a Lash Whip

| Range | S  | AP | Type                      |
|-------|----|----|---------------------------|
| -     | +1 | 3  | Melee, Life Drain*, Shred |

\*The Reaper of Obliterax is considered a Bonesword for the Life Drain special rule.

### THE YMGARL FACTOR

At the beginning of a Movement phase, A models with the Ymgarl Factor must alter its form into one of the four listed below. The bonus gained lasts until the beginning of the next friendly Movement phase. The same form cannot be chosen in two consecutive turns

|  |
|--|
| Slashing Claws: The model with the Ymgarl Factor has +1 Strength.                        |
| Tentacled Limbs: The model with the Ymgarl Factor has +1 Attack.                         |
| Protective Carapace: The model with the Ymgarl Factor has its armour save improved by 1. |
| Hardened Exoskeleton: The model with the Ymgarl Factor has +1 Toughness.                 |

## POWERS OF THE HIVE MIND

| D3 – ADAPTATION  |                              |
|--|------------------------------|
| <b>PRIMARIS POWER</b><br><b>DOMINION</b><br>Dominion is a <b> blessing </b> that targets the Psyker. Whilst this power is in effect the Psyker adds 6" to its synapse range for each Warp Charge point used to cast this power.  | <b>Warp Charge: Variable</b> |
| <b>1 - CATALYST</b><br>Catalyst is a <b> blessing </b> that targets the Psyker's unit and up to one other friendly unit from Tyranids Faction that is within 12". Whilst this power is in effect, the targets gain the Feel No Pain special rule.                                | <b>Warp Charge: 1</b>        |
| <b>2 - ONSLAUGHT</b><br>Onslaught is a <b> blessing </b> that targets a single friendly unit within 24". Whilst this power is in effect, the target unit can both Run and then shoots in its Shooting phase or Run in its Shooting phase and then assaults in the Assault phase. | <b>Warp Charge: 1</b>        |
| <b>3 – WARP FIELD</b><br>Warp Field is a <b> blessing </b> that targets the Psyker, the Psyker gains a 3+ invulnerable save.   | <b>Warp Charge: 1</b>        |

| D3 – DEVASTATION  |       |    |    |                  |
|---|-------|----|----|------------------|
| PRIMARIS POWER  |       |    |    |                  |
| THE HORROR  |       |    |    | Warp Charge: 1   |
| The Horror is a <b>malediction</b> that targets a single enemy unit within 24". The target must immediately take a Pinning test (as described for the Pinning special rule in the Warhammer 40,000 rulebook) with a -2 modifier to their Leadership.                |       |    |    |                  |
| 1 - PAROXISM  |       |    |    | Warp Charge: 1   |
| Paroxysm is a <b>malediction</b> that targets a single enemy unit within 24". Whilst this power is in effect, the target unit's Weapon Skill and Ballistic Skill are both reduced by D3 (roll once and apply the result to both characteristics).                   |       |    |    |                  |
| 2 – PSYCHIC SCREAM  |       |    |    | Warp Charge: 1   |
| Psychic Scream is a <b>nova</b> power with a range of 6". For each target unit, roll 2D6+2 and subtract their Leadership. That unit suffers a number of Wounds equal to the result. Armour and cover saves cannot be taken against Wounds caused by Psychic Scream. |       |    |    |                  |
| 3 – WARP BLAST  |       |    |    | Warp Charge: 2   |
| Warp Blast is a <b>witchfire</b> power. Warp Blast can be used as either a Blast or a Lance. Each time this power is manifested, the controlling player must choose which profile is being used, before the target is chosen:                                       |       |    |    |                  |
|   | Range | S  | AP | Type             |
| Blast   | 24"   | 5  | 3  | Assault, Blast   |
| Lance   | 18"   | 10 | 1  | Assault 1, Lance |

## WARGEAR LIST

### BASIC BIO-WEAPONS

A model may replace a pair of Scything Talons with one of the following:

- Devourer – free
- Spinefists – free
- Deathspitter – 5 pts
- Shock Rifle – 5 pts

### BASIC BIO-CANNONS

A model may replace a pair of Scything Talons with one of for the following:

- Barbed Strangler\* – 10 pts
- Venom Cannon\* – 15 pts

\* One per model. A model cannot have both a Barbed Strangler and a Venom Cannon.

### MONSTROUS BIO-CANNONS

A model may replace a pair of Scything Talons with one of for the following:

- Twin-linked Deathspitter – free
- Twin-linked Devourer with Brainleech Worms – 15 pts
- Stranglethorn Cannon – 15 pts
- Heavy Venom Cannon – 20 pts

### MELEE BIO-WEAPONS

A model may replace a pair of Scything Talons with one of for the following:

- Rending Claws – 5 pts
- Two Boneswords – 15 pts
- A Bonesword and a Lash Whip – 15 pts
- Crushing Claws – 20 pts

### BIOMORPHS

A model may take up to one of each of the following:

- Thorax Spines – 5 pts
- Toxin Sacs – 10 pts
- Acid Blood\* – 10 pts
- Regeneration – 20 pts

\*A Haruspex can't take Acid Blood

### THORAX BIOMORPHS

A model may take up to one of the following:

- Desiccator Larvae – 10 pts
- Electroshock Grubs – 10 pts
- Shreddershard Beetles – 10 pts

## **TYRANID BIO-ARTEFACTS**

A model may replace any pair of scything talons with one of the following. Only one of each Tyranid Bio-artefact may be taken per army.

- The Maw-Claws of Thyrax – 10 pts
- The Miasma Cannon – 20 pts
- The Norn Crown\* – 30 pts
- The Reaper of Obliterax – 30 pts
- The YMGARL Factor\* – 30 pts

\*Does not replace the model's scything talons and so can be taken in addition to any other weapon/upgrade.

# HQ

## DEATHLEAPER – 140 pts

|             | WS | BS | S | T | W | I | A | Ld | Sv |
|-------------|----|----|---|---|---|---|---|----|----|
| Deathleaper | 9  | 5  | 6 | 4 | 3 | 9 | 5 | 10 | 5+ |

**UNIT TYPE:** Infantry (Character)

**UNIT COMPOSITION:** 1 (Unique)

### WEAPONS & BIOMORPHS:

- Flesh Hooks
- Rending Claws
- Scything Talons

### WARLORD TRAIT:

- Mind Eater

### SPECIAL RULES:

- 'It's after me!'
- 'Where is it?'
- Chameleonic Skin
- Deep Strike
- Fear
- Fleet
- Hit & Run
- Infiltrate
- Killing Strike
- Move Through Cover
- Pheromone Trail
- Precision Shots
- Precision Strikes
- Shrouded
- Stealth
- Very Bulky.

# HQ

## HIVE TYRANT – 155 Points

|             | <b>WS</b> | <b>BS</b> | <b>S</b> | <b>T</b> | <b>W</b> | <b>I</b> | <b>A</b> | <b>Ld</b> | <b>Sv</b> |
|-------------|-----------|-----------|----------|----------|----------|----------|----------|-----------|-----------|
| Hive Tyrant | 8         | 4         | 6        | 6        | 4        | 5        | 4        | 10        | 3+        |

**UNIT TYPE:** Monstrous Creature (Character)

**UNIT COMPOSITION:** 1 Hive Tyrant

### WEAPONS AND BIOMORPHS:

- Two pairs of scything talons

### SPECIAL RULES:

- Psyker (Mastery Level 2)
- Shadow in the Warp
- Synapse Creature

### PSYKER:

A Hive Tyrant generates its Psychic powers from the **Adaptation, Devastation, Biomancy, Telekinesis** and **Telepathy Disciplines**.

### OPTIONS:

- May take items from the **Monstrous Bio-cannons, Melee Bio-weapons, Biomorphs, Thorax Biomorphs** and **Tyranid Bio-artefacts** lists.
- May take Adrenal Glands – 15 pts
- May take any of the following upgrades:
  - Indescribable Horror – 15 pts
  - Old Adversary – 20 pts
  - Hive Commander – 20 pts
- May take up to one of the following:
  - Prehensile pincer – 10 pts
  - Toxinspike – 10 pts
- May take up to one of the following:
  - Extended Carapace (Armour save improved to 2+) – 25 pts
  - Wings (Becomes Flying Monstrous Creature (Character)) – 35 pts

For each Hive Tyrant included in your army (including the Swarmlord), you can include a Tyrant Guard Brood without using a Force Organization Slot

# HQ

## OLD ONE EYE – 300 pts

|             | WS | BS | S | T | W | I | A | Ld | Sv |
|-------------|----|----|---|---|---|---|---|----|----|
| Old One Eye | 5  | 3  | 9 | 7 | 5 | 3 | 4 | 10 | 2+ |

**UNIT TYPE:** Monstrous Creature (Character)

**UNIT COMPOSITION:** 1 (Unique)

### WEAPONS & BIOMORPHS:

- Crushing Claws
- Scything Talons
- Regeneration
- Thresher Scythe

### WARLORD TRAIT:

- Adaptive Biology

### SPECIAL RULES:

- Alpha Leader
- Berserk Rampage
- Eternal Warrior
- Instinctive Behaviour (Feed)
- Fearless
- Living Battering Ram

### DEDICATED TRANSPORT:

- May take a Large Mycetic Spore.

# HQ

## TERVIGON – 170 pts

|          | <b>WS</b> | <b>BS</b> | <b>S</b> | <b>T</b> | <b>W</b> | <b>I</b> | <b>A</b> | <b>Ld</b> | <b>Sv</b> |
|----------|-----------|-----------|----------|----------|----------|----------|----------|-----------|-----------|
| Tervigon | 3         | 3         | 6        | 6        | 6        | 3        | 3        | 10        | 3+        |

**UNIT TYPE:** Monstrous Creature (Character)

**UNIT COMPOSITION:** 1 Tervigon

**WEAPONS & BIOMORPHS:**

- Scything Talons
- Stinger Salvo

**SPECIAL RULES:**

- Brood Progenitor
- Psyker (Mastery Level 1)
- Shadow in the Warp
- Spawn Termagants
- Synaptic Backlash
- Synaptic Creature

**PSYKER:**

A Tervigon generates its Psychic powers from the **Adaptation and Devastation Disciplines**.

**OPTIONS:**

- May take items from the **Biomorphs, Thorax Biomorphs** and **Tyranid Bio-artefacts** lists.
- May take Adrenal Glands – 15 pts
- May replace Scything Talons with Crushing Claws – 15 pts
- May replace Stinger Salvo with Cluster Spines – 5 Pts
- May take an Extended Carapace (Armour save improved to 2+) – 30 pts

**DEDICATED TRANSPORT:**

- May take a Large Mycetic Spore.

# HQ

## THE DOOM OF MALAN'TAI – 300 pts

|                       | WS | BS | S | T | W | I | A | Ld | Sv |
|-----------------------|----|----|---|---|---|---|---|----|----|
| The Doom of Malan'tai | 4  | 5  | X | 5 | 4 | 4 | 4 | 10 | 5+ |

**UNIT TYPE:** Infantry (Character)

**UNIT COMPOSITION:** 1 (Unique)

### SPECIAL RULES:

- Absorb Life
- Eternal Warrior
- Psychic Strength
- Psychic Mastery
- Psyker (Mastery Level X)
- Shadow in the Warp
- Synapse Creature
- Very Bulky
- Warp Shield

### WARLORD TRAIT:

- Psych Monstrosity

**PSYKER:** The Doom of Malan'tai knows two unique Psychic powers (Spirit Leech and Cataclysm) in addition to all the Psychic powers from the **Adaptation** and **Devastation Disciplines** and one randomly selected **Discipline (Biomancy, Telekinesis or Telepathy)**.

### DEDICATED TRANSPORT:

- May take a Mycetic Spore.

# HQ

## TYRANID PRIME – 80 pts

|                | <b>WS</b> | <b>BS</b> | <b>S</b> | <b>T</b> | <b>W</b> | <b>I</b> | <b>A</b> | <b>Ld</b> | <b>Sv</b> |
|----------------|-----------|-----------|----------|----------|----------|----------|----------|-----------|-----------|
| Tyrannid Prime | 6         | 4         | 5        | 5        | 3        | 5        | 4        | 10        | 3+        |

**UNIT TYPE:** Infantry (Character)

**UNIT COMPOSITION:** 1 Tyrannid Prime

**WEAPONS & BIOMORPHS:**

- Two pairs of Scything Talons

**SPECIAL RULES:**

- Alpha Warrior
- Independent Character
- Move through Cover
- Shadow in the Warp
- Synaptic Creature
- Very Bulky

**OPTIONS:**

- May take items from the **Basic Bio-weapons, Basic Bio-cannons, Melee Bio-weapons, Biomorphs** and **Tyrannid Bio-artefacts** lists.
- May take Adrenal Glands – 10 pts
- May take Flesh Hooks or Spine Banks – 10 pts
- May take up to one of the following:
  - Wings (becomes Jump Infantry (Character)) – 15 pts
  - Serpentine Body (gains the Burrow and Deep Strike special rules and become Beast (Character)) – 20 pts
  - Extended Carapace (Armour save improved to 2+) – 20 pts

|   |
|---|
| Up to 3 Tyrannid Primes can occupy the same HQ slot |
|---|

# TROOPS

## TYRANID WARRIOR BROOD – 60 pts

|                  | WS | BS | S | T | W | I | A | Ld | Sv |
|------------------|----|----|---|---|---|---|---|----|----|
| Tyrannid Warrior | 4  | 3  | 4 | 4 | 3 | 4 | 3 | 10 | 4+ |

**UNIT TYPE:** Infantry

**UNIT COMPOSITION:** 3 Tyrannid Warriors

**WEAPONS & BIOMORPHS:**

- Two pairs of Scything Talons

**SPECIAL RULES:**

- Move through Cover
- Shadow in the Warp
- Synaptic Creature
- Very Bulky

**OPTIONS:**

- May include up to 12 additional Tyrannid Warriors – 20 pts/model
- For every 3 Tyrannid Warriors the brood contains, one may take items from the **Basic Bio-cannons** list.
- Any model may take items from the **Basic Bio-weapons** and **Melee Bio-weapons** lists.
- The unit may take any of the following biomorphs:
  - Thorax Spines – 2 pts/model
  - Toxin Sacs – 2 pts/model
  - Adrenal Glands – 4 pts/model
  - Flesh Hooks or Spine Banks – 5 pts/model

**DEDICATED TRANSPORT:**

- The brood may take a Mycetic Spore or a Large Mycetic Spore.

# TROOPS

## GENESTEALER BROOD – 70 pts

|             | WS | BS | S | T | W | I | A | Ld | Sv |
|-------------|----|----|---|---|---|---|---|----|----|
| Genestealer | 6  | 0  | 4 | 4 | 1 | 6 | 2 | 10 | 5+ |
| Broodlord   | 7  | 0  | 5 | 5 | 3 | 7 | 4 | 10 | 4+ |

### UNIT TYPE:

- Genestealer: Infantry.
- Broodlord: Infantry (Character)

### UNIT COMPOSITION: 5 Genestealers

### WEAPONS & BIOMORPHS:

- Rending claws

### SPECIAL RULES:

- Bulky (Broodlord only)
- Fleet
- Infestation
- Infiltrate
- Move Through Cover
- Psyker (Mastery Level 1) (Broodlord only)

**PSYKER:** A Broodlord always knows The Horror psychic power.

### OPTIONS:

- May include up to 15 additional Genestealers - 14 pts/model
- Any model may take scything talons - 4 pts
- All Genestealers in the unit may take any of the following biomorphs:
  - Adrenal Glands - 1 pts/model
  - Thorax Spines – 1 pts/model
  - Toxin Sacs – 3 pts/model
  - Hardened Carapace (Armour save improved to 4+) – 4 pts/model
- May add a Broodlord - 60 pts
- A Broodlord may take items from the **Biomorphs** list
- A Broodlord may take Adrenal Glands – 10 pts
- The Brood may be upgraded to **Ymgarl Genestealers** – 4 pts/model

### DEDICATED TRANSPORT:

- The brood may take a Mycetic Spore or a Large Mycetic Spore.

# TROOPS

## HORMAGAUNT BROOD – 50 pts

|            | WS | BS | S | T | W | I | A | Ld | Sv |
|------------|----|----|---|---|---|---|---|----|----|
| Hormagaunt | 3  | 3  | 3 | 3 | 1 | 5 | 2 | 6  | 6+ |

**UNIT TYPE:** Infantry

**UNIT COMPOSITION:** 10 Hormagaunts

### WEAPONS & BIOMORPHS:

- Scything Talons

### SPECIAL RULES:

- Bounding Leap
- Fleet
- Instinctive Behaviour (Feed)
- Move through Cover.

### OPTIONS:

- May include up to 30 additional Hormagaunts - 5 pts/model
- The unit may take any of the following biomorphs:
  - Adrenal Glands - 1 pts/model
  - Thorax Spines – 1 pts/model
  - Toxin Sacs – 2 pts/model

### DEDICATED TRANSPORT:

- The brood may take a Mycetic Spore or a Large Mycetic Spore.

# TROOPS

## TERMAGANT BROOD – 40 pts

|           | WS | BS | S | T | W | I | A | Ld | Sv |
|-----------|----|----|---|---|---|---|---|----|----|
| Termagant | 3  | 3  | 3 | 3 | 1 | 4 | 1 | 6  | 6+ |

**UNIT TYPE:** Infantry

**UNIT COMPOSITION:** 10 Termagants

**WEAPONS & BIOMORPHS:**

- Fleshborer

**SPECIAL RULES:**

- Instinctive Behaviour (Lurk)
- Move through Cover.

**OPTIONS:**

- May include up to 30 additional Termagants - 4 pts/model
- For every 10 Termagants the brood contains, one may replace its Fleshborer with a Strangleweb – 5 pts
- Any model may replace its Fleshborer with one of the following:
  - Spike Rifle – free
  - Spinefists – free
  - Devourer – 4 pts
  - Shock Rifle – 6 pts
- The unit may take any of the following biomorphs:
  - Adrenal Glands - 1 pts/model
  - Thorax Spines – 1 pts/model
  - Toxin Sacs – 1 pts/model

**DEDICATED TRANSPORT:**

- The brood may take a Mycetic Spore or a Large Mycetic Spore.

**Scuttling Swarm:** For every Termagant Brood of 20 models or more included in your army, you can include one Tervigon as a troops choice instead of an HQ choice.

# TROOPS

## RIPPER SWARM BROOD – 39 pts

|              | WS | BS | S | T | W | I | A | Ld | Sv |
|--------------|----|----|---|---|---|---|---|----|----|
| Ripper Swarm | 2  | 2  | 3 | 3 | 3 | 2 | 4 | 5  | 6+ |

**UNIT TYPE:** Infantry

**UNIT COMPOSITION:** 3 Ripper Swarms

### SPECIAL RULES:

- Fearless
- Feeder Organism
- Instinctive Behaviour (Feed)
- Swarms

### OPTIONS:

- May include up to 17 additional Ripper Swarms - 13 pts/base
- Any model may take Spinefists – 2 pts
- The unit may take any of the following biomorphs:
  - Toxin Sacs – 2 pts/base
  - Adrenal glands – 3 pts/base
- The unit may purchase the Burrow and Deep Strike special rule - 2 pts/base

# DEDICATED TRANSPORTS

## MYCETIC SPORE – 40 pts

|               | WS | BS | S | T | W | I | A | Ld | Sv |
|---------------|----|----|---|---|---|---|---|----|----|
| Mycetic Spore | 2  | 2  | 6 | 4 | 3 | 1 | 3 | 1  | 4+ |

**UNIT TYPE:** Monstrous Creature

**UNIT COMPOSITION:** 1 Mycetic Spore

### WEAPONS & BIOMORPHS:

- Lash Whip
- Ripper Tentacles

### SPECIAL RULES:

- Deep Strike
- Fearless
- Immobile Pod
- Limited Sentience
- Orbital Assault
- Transport Spore

### OPTIONS:

- May take up to one of the following:
  - Stinger Salvo – 5 pts
  - Cluster Spines – 10 pts
  - Twin-linked Deathspitter – 10 pts
  - Twin-linked Shock Rifle – 10 pts
  - Barbed Strangles – 15 pts
  - Venom Cannon – 15 pts

# DEDICATED TRANSPORTS

## LARGE MYCETIC SPORE – 60 pts

|                     | WS | BS | S | T | W | I | A | Ld | Sv |
|---------------------|----|----|---|---|---|---|---|----|----|
| Large Mycetic Spore | 2  | 2  | 6 | 6 | 4 | 1 | 4 | 1  | 3+ |

**UNIT TYPE:** Large Monstrous Creature

**UNIT COMPOSITION:** 1 Mycetic Spore

**WEAPONS & BIOMORPHS:**

- Lash Whip
- Ripper Tentacles

**SPECIAL RULES:**

- Deep Strike
- Fearless
- Immobile Pod
- Limited Sentience
- Orbital Assault
- Transport Spore

**OPTIONS:**

- May take up to one of the following:
  - Stinger Salvo – 5 pts
  - Cluster Spines – 10 pts
  - Twin-linked Deathspitter – 10 pts
  - Twin-linked Shock Rifle – 10 pts
  - Barbed Strangles – 15 pts
  - Venom Cannon – 15 pts

# ELITES

## HARUSPEX – 155 pts

|          | WS | BS | S | T | W | I | A | Ld | Sv |
|----------|----|----|---|---|---|---|---|----|----|
| Haruspex | 3  | 3  | 6 | 6 | 5 | 3 | 4 | 8  | 3+ |

**UNIT TYPE:** Monstrous Creature

**UNIT COMPOSITION:** 1 Haruspex

### WEAPONS & BIOMORPHS:

- Acid Blood,
- Crushing Claws
- Grappling Tongue:

### SPECIAL RULES:

- Fearless
- Feeder-beast
- Feeder Organism
- Instinctive Behaviour (Feed).
- Rapacious Hunger

### OPTIONS:

- May take items from the **Biomorphs** list.
- May take Adrenal Glands – 15 pts
- May take a Thresher Scythe – 10 pts
- May take an Extended Carapace (Armour save improved to 2+) – 25 pts

# ELITES

## HIVE GUARD BROOD – 60 pts

|            | WS | BS | S | T | W | I | A | Ld | Sv |
|------------|----|----|---|---|---|---|---|----|----|
| Hive Guard | 3  | 3  | 5 | 6 | 3 | 4 | 2 | 8  | 4+ |

**UNIT TYPE:** Infantry

**UNIT COMPOSITION:** 1 Hive Guard

**WEAPONS & BIOMORPHS:**

- Impaler Cannon

**SPECIAL RULES:**

- Instinctive Behaviour (Hunt)
- Synaptic Targeting
- Very Bulky

**OPTIONS:**

- May include up to 4 additional Hive Guards – 60 pts/model
- Any model may replace its Impaler Cannon for a Shockcannon – 5 pts
- The unit may take any of the following biomorphs:
  - Thorax Spines – 2 pts/model
  - Toxin Sacs – 3 pts/model
  - Adrenal Glands – 4 pts /model

# ELITES

## LICTOR BROOD – 50 pts

|        | WS | BS | S | T | W | I | A | Ld | Sv |
|--------|----|----|---|---|---|---|---|----|----|
| Lictor | 7  | 4  | 6 | 4 | 3 | 7 | 4 | 10 | 5+ |

**UNIT TYPE:** Infantry

**UNIT COMPOSITION:** 1 Lictor

**WEAPONS & BIOMORPHS:**

- Flesh Hooks
- Rending Claws
- Scything Talons

**SPECIAL RULES:**

- Ambush Predator
- Chameleonic Skin
- Deep Strike
- Fear
- Fleet
- Hit & Run
- Infiltrate
- Move Through Cover
- Pheromone Trail
- Precision Shots
- Precision Strikes
- Shrouded
- Stealth
- Very Bulky

**OPTIONS:**

- May include up to 2 additional Lictors – 50 pts/model

# ELITES

## PYROVORE BROOD – 30 pts

|          | WS | BS | S | T | W | I | A | Ld | Sv |
|----------|----|----|---|---|---|---|---|----|----|
| Pyrovore | 3  | 4  | 4 | 4 | 3 | 3 | 2 | 6  | 4+ |

**UNIT TYPE:** Infantry

**UNIT COMPOSITION:** 1 Pyrovore

### WEAPONS & BIOMORPHS:

- Acid blood
- Acid Maw
- Flamespurt

### SPECIAL RULES:

- Feeder Organism
- Instinctive Behaviour (Feed)
- Very Bulky
- Volatile

### OPTIONS:

- May include up to 4 additional Pyrovores – 30 pts/model
- Any model may replace its Flamespurt with one of the following:
  - Acidspurt – free
  - Meltaspurt – 5 pts
  - Plasmaspurt – 5 pts

### DEDICATED TRANSPORT

- The brood may take a Mycetic Spore.

# ELITES

## TYRANT GUARD BROOD – 60 pts

|              | WS | BS | S | T | W | I | A | Ld | Sv |
|--------------|----|----|---|---|---|---|---|----|----|
| Tyrant Guard | 3  | 0  | 5 | 6 | 3 | 4 | 3 | 6  | 3+ |

**UNIT TYPE:** Infantry

**UNIT COMPOSITION:** 1 Tyrant Guard

### WEAPONS & BIOMORPHS:

- Rending Claws
- Scything Talons

### SPECIAL RULES:

- Blind Protector
- Blind Rampage
- Fearless
- Instinctive Behaviour (Feed)
- Move Through Cover
- Shieldwall
- Very Bulky

### OPTIONS:

- May include up to 4 additional Tyrant Guards – 60 pts/model
- Any model may take an item from the **Melee Bio-weapons** list.
- The unit may take any of the following biomorphs:
  - Thorax Spines – 3 pts/model
  - Toxin Sacs – 3 pts/model
  - Adrenal Glands – 5 pts/model
  - Regeneration – 15 pts/model
- The unit may take Extended Carapaces (Armour save improved to 2+) – 15 pts/model

### DEDICATED TRANSPORT

- The brood may take a Mycetic Spore.

# ELITES

## VENOMTHROPE BROOD – 45 pts

|             | WS | BS | S | T | W | I | A | Ld | Sv |
|-------------|----|----|---|---|---|---|---|----|----|
| Venomthrope | 3  | 3  | 4 | 4 | 2 | 5 | 3 | 7  | 5+ |

**UNIT TYPE:** Infantry

**UNIT COMPOSITION:** 1 Venomthrope

### WEAPONS & BIOMORPHS:

- Lash Whip
- Toxic Miasma

### SPECIAL RULES:

- Instinctive Behaviour (Lurk)
- Poisoned (2+)
- Shrouded
- Spore Cloud
- Very Bulky

### OPTIONS:

- May include up to 2 additional Venomthropes – 45 pts/model

### DEDICATED TRANSPORT

- The brood may take a Mycetic Spore.

# ELITES

## ZOANTHROPE BROOD – 50 pts

|            | WS | BS | S | T | W | I | A | Ld | Sv |
|------------|----|----|---|---|---|---|---|----|----|
| Zoanthrope | 3  | 4  | 4 | 4 | 2 | 4 | 2 | 10 | 5+ |

**UNIT TYPE:** Infantry

**UNIT COMPOSITION:** 1 Zoanthrope

### SPECIAL RULES:

- Brotherhood of Psykers
- One Mind
- Psychic Brood
- Shadow in the Warp
- Synaptic Creature
- Very Bulky
- Warp Shield

### OPTIONS:

- May include up to 2 additional Zoanthropes – 50 pts/model

### DEDICATED TRANSPORT

- The brood may take a Mycetic Spore.

# FAST ATTACK

## GARGOYLE BROOD – 60 pts

|          | WS | BS | S | T | W | I | A | Ld | Sv |
|----------|----|----|---|---|---|---|---|----|----|
| Gargoyle | 3  | 3  | 3 | 3 | 1 | 4 | 1 | 7  | 6+ |

**UNIT TYPE:** Jump Infantry

**UNIT COMPOSITION:** 10 Gargoyles

### WEAPONS & BIOMORPHS:

- Fleshborer
- Blinding Venom

### SPECIAL RULES:

- Instinctive Behaviour (Hunt)

### OPTIONS:

- May include up to 30 additional Gargoyles - 6 pts/model
- For every 10 Gargoyles the brood contains, one may replace its Fleshborer with a Strangleweb – 5 pts
- Any model may replace its Fleshborer with one of the following:
  - Spike Rifle – free
  - Spinefists – free
  - Devourer – 4 pts
  - Shock Rifle – 6 pts
- Any model may replace Blinding Venom with Plasma Spit – 6 pts
- The unit may take any of the following biomorphs:
  - Adrenal Glands - 1 pts/model
  - Thorax Spines – 1 pts/model
  - Toxin Sacs – 1 pts/model

# FAST ATTACK

## HARPY – 130 pts

|       | <b>WS</b> | <b>BS</b> | <b>S</b> | <b>T</b> | <b>W</b> | <b>I</b> | <b>A</b> | <b>Ld</b> | <b>Sv</b> |
|-------|-----------|-----------|----------|----------|----------|----------|----------|-----------|-----------|
| Harpy | 3         | 3         | 5        | 5        | 5        | 5        | 3        | 10        | 4+        |

**UNIT TYPE:** Flying Monstrous Creature.

**UNIT COMPOSITION:** 1 Harpy

### WEAPONS & BIOMORPHS:

- Scything Talons
- Spore Mine Cysts
- Twin-linked Stranglethorn Cannon

### SPECIAL RULES:

- Fearless
- Instinctive Behaviour (Hunt)
- Predator of the Skies
- Sonic Screech

### OPTIONS:

- May replace the Twin-linked Stranglethorn Cannon with a Twin-linked Heavy Venom Cannon – 5 pts
- May take up to one of the following
  - Stinger Salvo – 5 pts
  - Cluster Spines – 10 pts
- May take items from the **Biomorphs** and **Thorax Biomorphs** list.
- May take Adrenal Glands – 15 pts

# FAST ATTACK

## HIVE CRONE – 140 pts

|            | <b>WS</b> | <b>BS</b> | <b>S</b> | <b>T</b> | <b>W</b> | <b>I</b> | <b>A</b> | <b>Ld</b> | <b>Sv</b> |
|------------|-----------|-----------|----------|----------|----------|----------|----------|-----------|-----------|
| Hive Crone | 3         | 3         | 5        | 5        | 5        | 5        | 3        | 10        | 4+        |

**UNIT TYPE:** Flying Monstrous Creature.

**UNIT COMPOSITION:** 1 Hive Crone

### WEAPONS & BIOMORPHS:

- Drool Cannon
- Scything Talons

### SPECIAL RULES:

- Fearless
- Instinctive Behaviour (Feed)
- Predator of the Skies
- Raking Strike

### OPTIONS:

- May replace the Drool Cannon with Bio-Plasma – free
- May take up to 3 pairs of Tentaclids – 5 pts each pair
- May take up to one of the following
  - Stinger Salvo – 5 pts
  - Cluster Spines – 10 pts
- May take items from the **Biomorphs** and **Thorax Biomorphs** list.
- May take Adrenal Glands – 15 pts

# FAST ATTACK

## RAVENER BROOD – 60 pts

|                | WS | BS | S | T | W | I | A | Ld | Sv |
|----------------|----|----|---|---|---|---|---|----|----|
| Ravener        | 5  | 3  | 4 | 4 | 3 | 5 | 4 | 6  | 5+ |
| The Red Terror | 6  | 3  | 5 | 5 | 3 | 5 | 5 | 8  | 4+ |

### UNIT TYPE:

- Ravens: Beasts
- The Red Terror: Beast (Character)

### UNIT COMPOSITION: 3 Ravens

### WEAPONS & BIOMORPHS:

- Two pairs of Scything Talons
- Prehensile Pincer (The Red Terror only)

### SPECIAL RULES:

- Burrow
- Deep Strike
- Homing Predator
- Instinctive Behaviour (Feed)
- Swallow Whole (The Red Terror only)
- Very Bulky

### OPTIONS:

- May include up to 12 additional Ravens – 20 pts/model
- Any model may replace a pair of Scything Talons for Rending Claws – 5 pts
- Up to one Ravener Brood in the army may add the Red Terror – 70 pts
- Any Ravener may take up to one of the following:
  - Devourer – 5 pts
  - Spinefists – 5 pts
  - Deathspitter – 10 pts
- The unit may take any of the following biomorphs:
  - Adrenal Glands – 2 pts/model
  - Thorax Spines – 2 pts/model
  - Toxin Sacs – 2 pts/model
  - Flesh Hooks or Spine Banks – 5 pts/model

# FAST ATTACK

## SKY-SLASHER SWARM BROOD – 42 pts

|                   | WS | BS | S | T | W | I | A | Ld | Sv |
|-------------------|----|----|---|---|---|---|---|----|----|
| Sky-Slasher Swarm | 2  | 2  | 3 | 3 | 3 | 2 | 4 | 5  | 6+ |

**UNIT TYPE:** Jump Infantry

**UNIT COMPOSITION:** 3 Sky-Slasher Swarms

**SPECIAL RULES:**

- Fearless
- Feeder Organism
- Instinctive Behaviour (Feed)
- Swarms

**OPTIONS:**

- May include up to 17 additional Sky-Slasher Swarms - 14 pts/base
- Any model may take Spinefists – 2 pts
- The unit may take any of the following biomorphs:
  - Toxin Sacs – 2 pts/base
  - Adrenal glands – 3 pts/base

# FAST ATTACK

## SPORE MINE CLUSTER – 15 pts

|            | WS | BS | S | T | W | I | A | Ld | Sv |
|------------|----|----|---|---|---|---|---|----|----|
| Spore mine | -  | -  | 1 | 1 | 1 | 1 | - | 1  | -  |

**UNIT TYPE:** Infantry

**UNIT COMPOSITION:** 3 Spore Mines

**SPECIAL RULES:**

- Deep Strike
- Fearless
- Floating Death
- Living Bomb
- Versatile Bomb

**OPTIONS:**

- May include up to 6 additional Spore Mines – 5 pts/model

# FAST ATTACK

## TYRANID SHRIKE BROOD – 60 pts

|                | WS | BS | S | T | W | I | A | Ld | Sv |
|----------------|----|----|---|---|---|---|---|----|----|
| Tyranid Shrike | 4  | 3  | 4 | 4 | 3 | 4 | 3 | 10 | 5+ |

**UNIT TYPE:** Jump Infantry

**UNIT COMPOSITION:** 3 Tyranid Warriors

**WEAPONS & BIOMORPHS:**

- Two pairs of Scything Talons

**SPECIAL RULES:**

- Shadow in the Warp
- Synaptic Creature
- Very Bulky

**OPTIONS:**

- May include up to 12 additional Tyranid Shrikes – 20 pts/model
- For every 3 Tyranid Shrikes the brood contains, one may take items from the **Basic Bio-cannons** list.
- Any model may take items from the **Basic Bio-weapons** and **Melee Bio-weapons** lists.
- The unit may take any of the following biomorphs:
  - Thorax Spines – 2 pts/model
  - Toxin Sacs – 2 pts/model
  - Adrenal Glands – 4 pts/model
  - Flesh Hooks or Spine Banks – 5 pts/model

# HEAVY SUPPORT

## BIOVORE BROOD – 45 pts

|         | <b>WS</b> | <b>BS</b> | <b>S</b> | <b>T</b> | <b>W</b> | <b>I</b> | <b>A</b> | <b>Ld</b> | <b>Sv</b> |
|---------|-----------|-----------|----------|----------|----------|----------|----------|-----------|-----------|
| Biovore | 3         | 4         | 4        | 4        | 3        | 2        | 2        | 8         | 4+        |

**UNIT TYPE:** Infantry

**UNIT COMPOSITION:** 1 Biovore

**WEAPONS & BIOMORPHS:**

- Spore Mine Launcher

**SPECIAL RULES:**

- Instinctive Behaviour (Hunt)
- Very Bulky

**OPTIONS:**

- May include up to 4 additional Biovores – 45 pts/model

# HEAVY SUPPORT

## CARNIFEX BROOD – 120 pts

|          | WS | BS | S | T | W | I | A | Ld | Sv |
|----------|----|----|---|---|---|---|---|----|----|
| Carnifex | 3  | 3  | 9 | 6 | 4 | 2 | 3 | 8  | 3+ |

**UNIT TYPE:** Monstrous Creature

**UNIT COMPOSITION:** 1 Carnifex

**WEAPONS & BIOMORPHS:**

- Two pairs of Scything Talons

**SPECIAL RULES:**

- Fearless
- Instinctive Behaviour (Feed)
- Living Battering Ram

**OPTIONS:**

- May include up to 2 additional Carnifexes – 120 pts/model
- Any model may take items from the **Monstrous Bio-cannons, Biomorphs** and **Thorax Biomorphs** lists.
- Any model may replace a pair of Scything Talons for Crushing Claws – 10 pts
- Any model may take Bio-Plasma – 10 pts
- Any model may take up to one of the following:
  - Stinger Salvo – 5 pts
  - Cluster Spines – 10 pts
- Any model may take up to one of the following:
  - Bone Mace – 10 pts
  - Thresher Scythe – 10 pts
- The unit may take Adrenal Glands – 15 pts/modle
- The unit may take Extended Carapaces (Armour save improved to 2+) – 20 pts/model

**DEDICATED TRANSPORT:**

- If the brood consists of only one Carnifex, it may take a Mycetic Spore.

# HEAVY SUPPORT

## EXOCRINE – 170 pts

|          | <b>WS</b> | <b>BS</b> | <b>S</b> | <b>T</b> | <b>W</b> | <b>I</b> | <b>A</b> | <b>Ld</b> | <b>Sv</b> |
|----------|-----------|-----------|----------|----------|----------|----------|----------|-----------|-----------|
| Exocrine | 3         | 3         | 6        | 6        | 5        | 2        | 3        | 8         | 3+        |

**UNIT TYPE:** Monstrous Creature

**UNIT COMPOSITION:** 1 Exocrine

**WEAPONS & BIOMORPHS:**

- Bio-Plasmic Cannon
- Scything Talons

**SPECIAL RULES:**

- Fearless
- Instinctive Behaviour (Hunt)
- Symbiotic Targeting

**OPTIONS:**

- May take items from the **Biomorphs** and **Thorax Biomorphs** lists.
- May take Adrenal Glands – 15 pts
- May take an Extended Carapace (Armour save improved to 2+) – 25 pts

# HEAVY SUPPORT

## MAWLOC – 155 pts

|        | <b>WS</b> | <b>BS</b> | <b>S</b> | <b>T</b> | <b>W</b> | <b>I</b> | <b>A</b> | <b>Ld</b> | <b>Sv</b> |
|--------|-----------|-----------|----------|----------|----------|----------|----------|-----------|-----------|
| Mawloc | 3         | 3         | 6        | 6        | 6        | 4        | 2        | 8         | 3+        |

**UNIT TYPE:** Monstrous Creature

**UNIT COMPOSITION:** 1 Mawloc

### WEAPONS & BIOMORPHS:

- Two pairs of Tunneling Claws

### SPECIAL RULES:

- Burrow
- Deep Strike
- Fearless
- Instinctive Behaviour (Feed)
- Serpentine Creature
- Terror From Below

### OPTIONS:

- May take items from the **Biomorphs** and **Thorax Biomorphs** lists.
- May take Adrenal Glands – 15 pts
- May take up to one of the following:
  - Toxin Spike – 5 pts
  - Prehensile Pincer – 10 pts

# HEAVY SUPPORT

## TRYGON – 190 pts

|        | WS | BS | S | T | W | I | A | Ld | Sv |
|--------|----|----|---|---|---|---|---|----|----|
| Trygon | 5  | 3  | 6 | 6 | 6 | 4 | 5 | 8  | 3+ |

**UNIT TYPE:** Monstrous Creature

**UNIT COMPOSITION:** 1 Trygon

### WEAPONS & BIOMORPHS:

- Two pairs of Scything Talons
- Bio-electric Pulse

### SPECIAL RULES:

- Burrow
- Deep Strike
- Fearless
- Fleet
- Instinctive Behaviour (Feed)
- Serpentine Creature

### OPTIONS:

- May take items from the **Melee Bio-Weapons, Biomorphs** and **Thorax Biomorphs** lists.
- May take Adrenal Glands – 10 pts
- May replace the Bio-electric Pulse with a Bio-electric Pulse with Containment Spines – 10 pts
- May take up to one of the following:
  - Toxin Spike – 5 pts
  - Prehensile Pincer – 10 pts

**Tunneling Leader:** For every Trygon included in your army, you can include one Trygon Prime as a HQ choice instead of a Heavy Support choice.

# HEAVY SUPPORT

## TRYGON PRIME– 220 pts

|              | WS | BS | S | T | W | I | A | Ld | Sv |
|--------------|----|----|---|---|---|---|---|----|----|
| Trygon Prime | 7  | 3  | 6 | 6 | 6 | 5 | 5 | 10 | 3+ |

**UNIT TYPE:** Monstrous Creature

**UNIT COMPOSITION:** 1 Trygon Prime

### WEAPONS & BIOMORPHS:

- Two pairs of Scything Talons
- Bio-electric Pulse

### SPECIAL RULES:

- Burrow
- Deep Strike
- Fleet
- Shadow in the Warp
- Synaptic Creature
- Serpentine Creature

### OPTIONS:

- May take items from the **Melee Bio-Weapons, Biomorphs, Thorax Biomorphs** and **Tyranid Bio-artefacts** lists.
- May take Adrenal Glands – 10 pts
- May replace the Bio-electric Pulse with a Bio-electric Pulse with Containment Spines – 10 pts
- May take up to one of the following:
  - Toxin Spike – 5 pts
  - Prehensile Pincer – 10 pts

# HEAVY SUPPORT

## TYRANNOFEX – 170 pts

|            | WS | BS | S | T | W | I | A | Ld | Sv |
|------------|----|----|---|---|---|---|---|----|----|
| Tyrannofex | 3  | 3  | 6 | 6 | 6 | 2 | 3 | 8  | 3+ |

**UNIT TYPE:** Monstrous Creature

**UNIT COMPOSITION:** 1 Tyrannofex

### WEAPONS & BIOMORPHS:

- Acid Spray
- Stinger Salvo

### SPECIAL RULES:

- Anti-armour Predator
- Fearless
- Instinctive Behaviour (Hunt)

### OPTIONS:

- May replace the Acid Spray with one of the following:
  - Fleshborer Hive – free
  - Heavy Shockcannon – 40 pts
  - Rupture Cannon – 40 pts
- May replace the Stinger Salvo with Cluster Spines – 5 pts
- May take items from the **Biomorphs** and **Thorax Biomorphs** lists.
- May take Adrenal Glands – 15 pts

### DEDICATED TRANSPORT:

- May take a Large Mycetic Spore.

# Lord of War

## THE SWARMLORD – 310 pts

|               | WS | BS | S | T | W | I | A | Ld | Sv |
|---------------|----|----|---|---|---|---|---|----|----|
| The Swarmlord | 10 | 5  | 6 | 6 | 5 | 6 | 5 | 10 | 2+ |

**UNIT TYPE:** Monstrous Creature (Character).

**UNIT COMPOSITION:** 1 (Unique)

### WEAPONS & BIOMORPHS:

- Two pairs of Bone Sabres

### SPECIAL RULES:

- Embodiment of the Hive Mind
- Eternal Warrior
- Psyker (Mastery Level 3)
- Shadow in the Warp
- Swarm Leader
- Synaptic Creature

### PSYKER:

The Swarmlord generates its Psychic powers from the **Adaptation, Devastation, Biomancy, Telekinesis** and **Telepathy Disciplines**.