



CODEX



HIVE SPYRRERS

HIVE SPYRERS

By: Matthew Forish



Compatible with 7th Edition Warhammer 40,000

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LORDS OF THE SPIRE

Even in the living nightmare of a hive-world's Underhive, the Spyrrers are spoken of with a shudder. Parents scare small children in to obedience with a mention of their name and grown men fall silent at tales of their attacks. To Underhive dwellers they are demons of the darkness, blood-soaked fiends who prey upon the warring gangs without compunction or pity.

WHO ARE THE HIVE SPYRRERS?

These creatures are not devils or ghosts, as the Underhivers know all too well. They are the sons and daughters of the Noble Houses that rule the hive from the fastness of the Spire. These siblings of noble blood are cast down into purgatory to prove themselves tough and resourceful enough to take their place amid the ruling families. In a hive containing so many billions of souls, only the most dynamic and merciless individuals can expect to rule, or indeed to survive.

Spyrrers are sent below the wall in teams. Once in the Underhive they can expect little help, no money and no resources; they have only the equipment they bring with them and their own native wits to help them survive. The only assistance they can expect to receive is the occasional appearance of the Noble House Matriarch or Patriarch that has sponsored the team, either or both of whom will occasionally venture into the Underhive to see at firsthand how their charges are doing, and maybe lend them a hand against especially dangerous opponents.

Of course, a Spyrrer's hunting rig is no ordinary set of armour. Spyrrers use ritualised combinations of weapons and armour that favour different combat styles. Each rig is meticulously crafted off-world, a wondrous device of half-forgotten technologies worth its own weight in credits. The rig is self-sustaining and self-repairing, with integral weaponry and, most importantly of all, built-in power boosters which activate as the wearer gradually masters the suit's functions. These power boosters make each Spyrrer evolve in a subtly different way, creating a diverse and powerful group of individuals in each hunt.

A Spyrrer team can only cross back above the wall when it has achieved its stated objective, which might be to slay a half-dozen Underhive warriors or to survive in the wastes for a certain period of time or some similar vow. Their fighting suits record all that occurs in the depths and verifies their kills, so no duplicity is possible; the Spyrrers must succeed in their quest or die trying. In the Underhive itself they are hated and feared, but in the Spire they will be lionised on their return and the survivors of the team will take their place among the powerful ruling elite of their world. In time they may become a Matriarch or Patriarch in their own right, and return to the Underhive to feel the thrill of the chase once again. Many hunting teams find it impossible to wait that long, and will be drawn back to the Underhive by an adrenalin-fuelled desire for blood and death that life in the Spire simply cannot fulfill.

WARHAMMER 40,000

If you are reading this codex, then you have already taken your first steps into the Warhammer 40,000 hobby.

Warhammer 40,000: The Rules contains all the rules you need to fight battles with your Citadel miniatures, and every army has its own codex that acts as a definitive guide to collecting and unleashing it upon the tabletop battlefields of the Warhammer 40,000 universe. This codex, while it is a fan-produced work rather than an official Games Workshop product, still allows you to turn your collection of Adeptus Arbites models into an impressive army that will serve you well on the field of battle!

Although they are normally found in the Underhives, occasionally a band of Spyrrers will find themselves fighting in an altogether different environment. Perhaps the party grew bored with hunting lowly gangers and scum and decided to seek out greater challenges in the form of dangerous beasts, organised military or xenos settlements. It may be that their world has come under attack, and they have decided to meet the invaders on their own terms. They may have answered the call of the Ecclesiarchy to join in a holy crusade. It is even possible that the hunters themselves have grown too powerful and have been designated as a threat by the local PDF, the Adeptus Arbites or some other Imperial organisation. A particularly successful team of Spyrrers might even catch the eye of an Inquisitor, who will offer them the opportunity to become a part of his network of operatives, granting them privilege above and beyond even what their fellow nobles enjoy.

WHY COLLECT HIVE SPYRRERS?

The Spyrrers are a bit of an enigma. Most of the time they are found within the confines of the dark, dangerous Underhive on one of the densely-populated Hive Worlds throughout the Imperium, sharpening their skills and proving their worth by hunting the dregs of their societies in order to earn a place amongst the ruling elite. On rare occasions, however, they will find themselves facing down any of hundreds of much more dangerous threats. The reasoning behind this may be planetary invasion, a special mission assigned to them by an Inquisitor, or even simple boredom and a desire to hunt more dangerous prey.

Of course, the best reason to use a Spyrrer Hunting Party in a game of Warhammer 40,000 is simply the excuse to use models you already have collected for your Necromunda campaigns to throw a bit of spice into the greater Warhammer 40,000 universe. Imagine facing a horde of rampaging Orks, a swarm of hideous Tyranids or a raiding party of Dark Eldar with naught but a few highly-skilled warriors wearing the best combat armour money can buy!

HOW THIS CODEX WORKS

Codex: Hive Spyrrers contains everything you need to collect your very own force of Underhive stalkers and lead it to victory in your games of Warhammer 40,000 – be it as a small allied detachment, or as a small army in its own right.

Within these pages you will find the definitive guide to the Hive Spyrrers, including their motivations and goals, as well as their unusual methods of fighting. You will also find a showcase of Hive Spyrrer miniatures. Finally, you will also find a full description of each Hive Spyrrer unit, the rules for its use, and an army list that enables you to organise your collection of Citadel miniatures into a force to be feared!

SPYRER HUNTING PARTIES



Jakara Spyrrers are adept at close quarters combat, deflecting and reflecting their opponents' shots as they close, and slicing them apart in close combat with their monomolecular swords.



Malcadon Spyrrers are skilled at maneuvering over and through densely-packed terrain with their web spinners, capturing their prey in a web of iron-hard filaments before cutting them down with their poisoned venom claws.



Orrus Spyrrers are able to withstand a withering hail of enemy fire unscathed, returning the favor with volleys of devastating bolts from their wrist-mounted launchers and pummeling their foes with their massive crushing claws.



Yeld Spyrrers use their wings to soar over the heads of their enemies, raining down bursts of deadly laser fire on those below. When they land, their wings wrap about them and conceal them in a cloak of chameleon scales.



The Patriarch is the most heavily armoured of the Spyrrers, and his hunting rig incorporates a pair of nasty power claws capable of ripping apart a battle tank, as well as a set of boosted pulse lasers to blast his enemies from afar.



The Matriarch is a silent hunter, the most sinister of all Spyrrers. She stalks unseen through the shadows, pouncing on her unsuspecting prey in an unstoppable flurry, her mono sword and chainscythe cutting their way through nearly anything.



FORCES OF THE HIVE SPYRERS

The following section details background and rules information that describe the forces used by the Hive Spyrers – their warriors, equipment and the characters that lead them to battle. This section will enable you to forge your collection of Spyrer miniatures into an army ready to fight battles in your games of Warhammer 40,000.

DATASHEETS

Each Spyrer unit in this book has a datasheet. These detail either Army List Entries or Formations, providing all the rules information that you will need to use your models in your games of Warhammer 40,000.


ARMY LIST ENTRIES

Each Army List Entry contains the following information:

- 1) **Faction:** The unit's Faction is shown here by a symbol. All units that have this symbol, which is all the units described in this book, have the Hive Stryer Faction (which are considered to be one of the Armies of the Imperium for the purposes of the Allies Matrix).
- 2) **Battlefield Role:** The unit's Battlefield Role is shown here by a symbol. Units in this book have one of the following Battlefield Roles: HQ, Troops, Elites, Fast Attack, and Heavy Support. The symbols for these battlefield roles are defined in Warhammer 40,000: The Rules.
- 3) **Unit Name:** Here you will find the name of the unit.
- 4) **Unit Description:** This section provides a background description of the unit, detailing their particular strengths and weaknesses along with the tactics and methods they employ to hunt their prey in the grim darkness of the 41st Millennium.
- 5) **Points Cost:** This is the points cost of the unit without any upgrades, used if you are choosing an army to a points value.
- 6) **Unit Profile:** This section will show the profiles of any models the unit can include.
- 7) **Unit Type:** This refers to the unit type rules in Warhammer 40,000: The Rules. For example, a unit may be classed as Infantry, Jump Infantry or noted as a Character, which will subject it to a number of rules regarding movement, shooting, assaults, etc.
- 8) **Unit Composition:** This section will show the number and type of models that make up the basic unit, before any upgrades have been taken.
- 9) **Wargear:** This section details the weapons and equipment the models in the unit are armed with, many of which are described in more detail in the Appendix section of this book. The cost for all the unit's basic equipment is included in its points cost.
- 10) **Special Rules:** Any special rules that apply to models in the unit are listed here. Special rules that are unique to models in that unit are described in full here, whilst others are detailed either in the Appendix section of this book or in the Special Rules section of Warhammer 40,000: The Rules.
- 11) **Options:** This section list all of the upgrades you may add to the unit if you wish to do so, alongside the associated points cost for each. Where an option states that you may exchange one weapon 'and/or' another, you may replace either or both, provided you pay the points cost for each.

HIVE SPYRER KILL TEAM DETACHMENT

If you are playing using the rules from *Warhammer 40,000: Kill Team*, rather than the normal Kill Team Detachment, Hive Spyrers may instead include 0-1 of each of the following units: Patriarch, Matriarch, Jakara Hunting Team, Malcadon Hunting Team, Yeld Hunting Team, Orrus Hunting Team. All other restrictions and rules in *Warhammer 40,000: Kill Team* apply as normal.



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JAKARA HUNTING TEAM


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POINTS

Jakara weapons are the mono sword and mirror shield. The Jakara is the lightest of all the Spyr Hunters, emphasising agility and speed over heavy armour. The suit itself is armoured with flexible plates like snake scales which are overlaid with the tubes and cables that feed power to the Spyrer's limbs. The Jakara buckler is inset with energy absorbing devices that look like faceted jewels, each one of which can drain the force from a shot or blow and hurl it back at the attacker.

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	WS	BS	S	T	W	I	A	Ld	Sw	Unit Type	Unit Composition
Jakara	4	4	3	3	1	3	1	7	5+	Infantry	1 Jakara
Elder Jakara	4	4	3	3	2	3	2	8	5+	Infantry (Character)	

Wargear:

- Monomolecular sword
- Mirror shield
- Bio-boost
- Hunting rig
- Photo contacts
- Skull chip

Options:

- Include up to five additional Jakara,20 points per model
- One model may be upgraded to an Elder Jakara,10 points

Special Rules:

- Fleet
- Power Boost

JAKARA POWER BOOSTS

1) **Sharpened Monomolecular Swords:** *Molecular scale away from the edge of the mono sword to make it even sharper.*

The unit's monomolecular swords are replaced with sharpened monomolecular swords.

4) **Improved Motive Power:** *The suit's power output for movement is boosted, increasing its speed.*

Unless accompanied by an Independent Character, the unit rolls an extra die when making Run moves and Charge moves, discarding the lowest.

2) **Enhanced Mirror Shields:** *The mirror shield is improved and becomes capable of absorbing different kinds of energy.*

The unit's mirror shields are improved to confer a 4+ Invulnerable Save.

5) **Improved Skull Chip Interface:** *The suit's interface with the skull chip is enhanced, allowing even swifter reactions.*

The Initiative bonus of the unit's skull chips is increased to -2.

3) **Heightened Reflexes:** *The suit's reflexes sharpen incredibly so that the Jakara can swing its shield around to protect it from enemies appearing from any direction.*

All Snap Shots fired by the unit now roll To Hit using BS2.

6) **Choose:** *The suit adapts to the situation at hand, granting an appropriate power boost to help the wearer against their opposition.*

You may select any of the above Power Boosts, but may not choose a Power Boost the unit has already obtained.

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- 12) **Power Boosts:** *This lists all of the available Power Boosts that the unit may be able to earn during the course of a battle. Each Power Boost is described in detail, allowing you to improve your Spyrrer Hunting Teams during a battle. See the Hive Spyrrer Special Rules section for more details on how Power Boosts work.*



FORMATIONS

Formation datasheets are identified by this symbol. The rules for Formations can be found in *Warhammer 40,000: The Rules*. A Formation datasheet will list the Army List Entries which make up the Formation, any restrictions upon what it may include, and any special rules the Formation's units gain.



SPYRER PATRIARCH

75
POINTS

Spyrer Patriarchs are equipped with the finest combat armour that credits can buy. The suits heavily reinforced armour is capable of shrugging off all but the most powerful attacks, while its powerful servomotors allow the wearer to move and fight without hindrance. However, most deadly of all are cybernetically controlled combat arms fixed to the suits back that can lash out to attack any opponent that is nearby.



	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Patriarch	5	4	3	3	3	4	3	9	2+	Infantry (Character)	1 Patriarch

Wargear:

- Boosted pulse lasers
- Two power claws
- Bio-booster
- Bio-scanner
- Hunting rig
- Photo-contacts

Options:

- May take any of the following special rules:
 - Precision Shots.....5 points
 - Smash.....5 points
 - Split Fire.....5 points

Special Rules:

- Independent Character
- Stubborn



SPYRER MATRIARCH

75
POINTS

Spyrer Matriarchs are feared throughout the Underhive as grim-faced reapers that slay from the shadows. The Matriarch wears a special chameleon cloak" that allows her to blend in with her surroundings. She will stalk her prey and then suddenly appear, her chainscythe in one hand, a deadly sharp monomolecular sword in the other. Matriarchs are hugely experienced fighters, and able to wield both weapons with deadly efficiency. Within moments their prey will be dead and the Matriarch will disappear back into the shadows.



	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Matriarch	5	4	3	3	3	4	3	9	4+	Infantry (Character)	1 Matriarch

Wargear:

- Sharpened monomolecular sword
- Chainscythe
- Bio-booster
- Chameleon cloak
- Hunting rig
- Photo-contacts

Options:

- May take any of the following special rules:
 - Hit & Run.....5 points
 - Counter-Attack.....5 points
 - Rampage.....5 points

Special Rules:

- Independent Character
- Infiltrate



JAKARA HUNTING TEAM

20
POINTS

Jakara weapons are the mono sword and mirror shield. The Jakara is the lightest of all the Spyre Hunters, emphasising agility and speed over heavy armour. The suit itself is armoured with flexible plates like snake scales which are overlaid with the tubes and cables that feed power to the Spyrer's limbs. The Jakara buckler is inset with energy absorbing devices that look like faceted jewels, each one of which can drain the force from a shot or blow and hurl it back at the attacker.



	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Jakara	4	4	3	3	1	3	1	7	5+	Infantry	1 Jakara
Elder Jakara	4	4	3	3	2	3	2	8	5+	Infantry (Character)	

Wargear:

- Monomolecular sword
- Mirror shield
- Bio-booster
- Hunting rig
- Photo contacts
- Skull chip

Options:

- Include up to five additional Jakara.....20 points per model
- One model may be upgraded to an Elder Jakara.....10 points

Special Rules:

- Fleet
- Power Boost

JAKARA POWER BOOSTS

- Sharpened Monomolecular Swords:** *Molecules flake away from the edge of the mono sword to make it even sharper.*

The unit's monomolecular swords are replaced with sharpened monomolecular swords.
- Enhanced Mirror Shields:** *The mirror shield is improved and becomes capable of absorbing different kinds of energy.*

The unit's mirror shields are improved to confer a 4+ Invulnerable Save.
- Heightened Reflexes:** *The suit's reflexes sharpen incredibly so that the Jakara can swing its shield around to protect it from enemies appearing from any direction.*

All Snap Shots fired by the unit now roll To Hit using BS 2.
- Improved Motive Power:** *The suit's power output for movement is boosted, increasing its speed.*

Unless accompanied by an Independent Character, the unit rolls an extra dice when making Run moves and Charge moves, discarding the lowest.
- Improved Skull Chip Interface:** *The suit's interface with the skull chip is enhanced, allowing even swifter reactions.*

The Initiative bonus of the unit's skull chips is increased to +2.
- Choose:** *The suit adapts to the situation at hand, granting an appropriate power boost to help the wearer against their opposition.*

You may select any of the above Power Boosts, but may not choose a Power Boost the unit has already obtained.



MALCADON HUNTING TEAM

20
POINTS

Malcadon are cunning and subtle in their hunting, trapping their victims in webs of iron-hard silk before tearing them apart with steely claws. Two bulbous spinnerets for creating the web threads are mounted on the suit's arms and connect to the Malcadon's hunched back amidst a snake's nest of tubes. The rest of the elongated limbs and back of the Malcadon are covered with downward pointing spines and overlapping plates of armour. Its arms and legs are boosted by pistons and hydraulics which permit it to climb swiftly and leap great distances so that it can move quickly among the mass of broken pipes and struts which form the dark canopy of the Underhive.



	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Malcadon	4	4	3	3	1	3	1	7	5+	Infantry	1 Malcadon
Elder Malcadon	4	4	3	3	2	3	2	8	5+	Infantry (Character)	

Wargear:

- Web spinner
- Two venom claws
- Bio-booster
- Hunting rig
- Photo contacts

Options:

- Include up to five additional Malcadon.....20 points per model
- One model may be upgraded to an Elder Malcadon.....10 points

Special Rules:

- Fleet
- Move Through Cover
- Power Boost

MALCADON POWER BOOSTS

- Improved Web Spinner Range:** *The spinner's pressure chamber is improved to increase its range.*
The unit's web spinners are improved to Range 18".
- Weaving Web Spinners:** *The spinner muzzles change to allow it to cover a larger area.*
The entire unit may now choose to fire their web spinners as normal, or with the Blast special rule. All models in the unit must fire in the same manner.
- Toxin Sacs:** *Insidious neurotoxins synthesised by the suit from pollutant waste coat its spines.*
The unit's venom claws are improved to Poisoned (3+).
- Improved Motive Power:** *The suit's power output for movement is boosted, increasing its speed.*
Unless accompanied by an Independent Character, the unit rolls an extra dice when making Run moves and Charge moves, discarding the lowest.
- Thickened Armour:** *The suit's armour thickens and hardens, providing more protection.*
The unit's Armour Save is improved to 4+.
- Choose:** *The suit adapts to the situation at hand, granting an appropriate power boost to help the wearer against their opposition.*
You may select any of the above Power Boosts, but may not choose a Power Boost the unit has already obtained.



YELD HUNTING TEAM

20
POINTS

The Yeld is the most bizarre of the Spyre Hunters: a winged fiend with pinions of chameleonic metal and claws of laser energy. When not in use, the Yeld's wings sweep back to form a pinioned cloak of steel and reveal the heavy forearm units bearing laser tubes that are its primary weapons. Its wings are jagged with edges sharp as razors so it can slice its victim as it swoops overhead. When stealth is needed, the Yeld's wings curl around it and mimic the hues surrounding its body, concealing the Spyrer from view until it takes flight again.



	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Yeld	4	4	3	3	1	3	1	7	5+	Jump Infantry	1 Yeld
Elder Yeld	4	4	3	3	2	3	2	8	5+	Jump Infantry (Character)	

Wargear:

- Laser gauntlet
- Bio-booster
- Chameleon wings
- Hunting rig
- Photo contacts

Options:

- Include up to five additional Yeld.....20 points per model
- One model may be upgraded to an Elder Yeld.....10 points

Special Rules:

- Power Boost

YELD POWER BOOSTS

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| <p>1) Pulse Lasers: <i>New power feeds come on line to make the suit weapons capable of sustained fire.</i></p> <p>The unit's laser gauntlets are improved to Assault 3.</p> <p>2) Boosted Laser Power: <i>The suit's lasers become more focused and deadly.</i></p> <p>The unit's laser gauntlets are improved to Strength 4, AP 5.</p> <p>3) Sharpened Claws: <i>Molecules flake away from the edge of the Yeld's wings and claws to make them even sharper.</i></p> <p>The unit gains the Shred special rule for all of their close combat attacks.</p> | <p>4) Enhanced Chameleon Scales: <i>The chameleon circuits in the Yeld's wings become faster and more accurate.</i></p> <p>The unit's chameleon wings are improved to grant a +2 bonus to their cover saves.</p> <p>5) Improved Maneuverability: <i>The suit's power output to its wings is boosted, making it easier to quickly maneuver in combat.</i></p> <p>The unit gains the Hit & Run special rule.</p> <p>6) Choose: <i>The suit adapts to the situation at hand, granting an appropriate power boost to help the wearer against their opposition.</i></p> <p>You may select any of the above Power Boosts, but may not choose a Power Boost the unit has already obtained.</p> |
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ORRUS HUNTING TEAM

20
POINTS

The Orrus embodies the most brutal aspects of the Spyre Hunters. Its distinctively oversized powered arms and hulking shoulders betray the Orrus' fearsome combat style: that of crushing and battering its opponents to a bloody pulp. Ranks of armoured pistons power the arms and its blunt, claw-fingered hands, and each fist is backed by a rack of bolt launchers to blast apart opponents at a distance. Though the Orrus is the slowest of the Spyre Hunters it is also the most indomitable. Not only are the powered arms and shoulders heavily armoured but a force field protects the Spyrer as he lumbers forward.



	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Orrus	4	4	3	3	1	3	1	7	4+	Infantry	1 Orrus
Elder Orrus	4	4	3	3	2	3	2	8	4+	Infantry (Character)	

Wargear:

- Bolt launchers
- Two power fists
- Bio-booster
- Hunting rig
- Photo contacts
- Power field

Options:

- Include up to five additional Orrus.....20 points per model
- One model may be upgraded to an Elder Orrus.....10 points

Special Rules:

- Power Boost

ORRUS POWER BOOSTS

- | | |
|---|--|
| <p>1) Improved Range: <i>The suit's optics and combat display are improved to increase the effective threat range of its weapons.</i></p> <p>The unit's bolt launchers are improved to Range 36".</p> <p>2) Sustained Fire: <i>New ammo feeds come on line to make the suit weapons capable of sustained fire.</i></p> <p>The unit's bolt launchers are improved to Assault 3.</p> <p>3) Heavy Bolt Ammo: <i>The bolts fired by the suit's launchers explode more fiercely on impact.</i></p> <p>The unit's bolt launchers are improved to Strength 5, AP 4.</p> | <p>4) Thickened Armour: <i>The suit's armour thickens and hardens, providing more protection.</i></p> <p>The unit's Armour Save is improved to 3+.</p> <p>5) Power Field Strengthened: <i>The power feed to the suit's shielding is increased, providing greater protection.</i></p> <p>The unit's power fields are improved to confer a 5+ Invulnerable Save.</p> <p>6) Choose: <i>The suit adapts to the situation at hand, granting an appropriate power boost to help the wearer against their opposition.</i></p> <p>You may select any of the above Power Boosts, but may not choose a Power Boost the unit has already obtained.</p> |
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HOUSEHOLD STAFF

30
POINTS

When the more adventurous Spyrrers travel in a large group, intent on hunting big game, defending their homes or joining an Imperial crusade, they will often bring some of their household staff with them. Loyal retainers carry extra equipment, cook meals, deal with menial tasks and otherwise make themselves useful. Houseguards are trained to defend their liege-lords to the death, and will gladly lay down their lives to protect those whom they have been raised from birth to revere. That many members of the household staff never return from these expeditions is of little concern to their high-born masters – without question the lives of these underlings belong to the Spyrrers.



	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Retainer	2	2	3	3	1	3	1	5	6+	Infantry	2 Retainers
Steward	2	2	3	3	1	3	1	7	6+	Infantry (Character)	1 Steward
Houseguard	3	3	3	3	1	3	1	7	5+	Infantry	
Houseguard Captain	3	3	3	3	1	3	2	8	5+	Infantry (Character)	

Wargear (Retainers & Steward):

- Laspistol
- Light armour

Wargear (Houseguard):

- Lasgun
- Flak armour

Wargear (Houseguard Captain):

- Laspistol
- Close combat weapon
- Flak Armour

Special Rules (Retainers):

- Baggage Handlers

Baggage Handlers: Retainers carry extra supplies, ammunition and other equipment for their masters.

As long as there is at least one Retainer in the unit, each Household Staff may be called on for supplies by one Hunting Team within 6" of the Household Staff during each player turn.

During their own turn, a Hunting Team calling for supplies may re-roll all To Hit rolls of 1 during that Shooting phase.

During their opponent's turn, a Hunting Team calling for supplies may re-roll all Feel No Pain rolls of 1 during that Shooting phase.

Options:

- Include up to 7 additional Retainers.....3 points per model
- Include up to 9 Houseguard.....5 points per model
- Include up to 1 Houseguard Captain.....10 points per model
- Any Houseguard may exchange their lasgun for one of the following:
 - Shotgun or laspistol and close combat weapon.....free
 - Boltguns.....1 point
 - Hot-shot lasguns.....5 points
- Any Houseguard or Houseguard Captain may replace their flak armour with carapace armour.....4 points
- The Houseguard Captain may exchange their laspistol and/or close combat weapon for one of the following:
 - Bolt pistol, shotgun or lasgun.....free
 - Hotshot laspistol.....5 points
 - Power weapon or plasma pistol.....15 points

Special Rules (Houseguard & Houseguard Captain):

- Houseguard Loyalty

Houseguard Loyalty: Houseguard are raised from birth to revere their masters, to the point that they are quite willing to die to protect them and will never flee while their masters may be in any danger.

Houseguard and Houseguard Captains have the Zealot special rule as long as their unit is within 6" of any Spyrrer Hunting Team, Patriarch or Matriarch.



THE GRAND HUNT



In times of great need, times of a greater calling, or perhaps just times of great boredom, the rulers of one of the ruling houses will call together all of the best warriors among their kin, as well as their able-bodied household staff and set forth on a great hunt.

The goal of this great hunt could be as simple as finding and slaying some great beast that is terrorising the underhives, or as grand as aiding the planetary defense force or the Imperial Guard in the task of liberating a world in the name of the Emperor, the House and the hive.



FORMATION:

- 1 Patriarch
- 1 Matriarch
- 1 Jakara Hunting Team
- 1 Malcadon Hunting Team
- 1 Yeld Hunting Team
- 1 Orrus Hunting Team
- 1 Household Staff

RESTRICTIONS:

The Patriarch and the Matriarch must both take all of their optional special rules.

The Household Staff must include all optional additional models.

COMMAND BENEFITS:

Master of the Hunt: If this formation is chosen as your Primary Detachment, your Warlord may generate two traits on the Hive Spyrrer Traits Table. If you roll a duplicate trait, re-roll one of the dice until you generate two different traits.

Vow of Honor: All Hunting Teams chosen as part of this formation roll an extra dice and uses the highest roll when rolling to see whether they gain a new Power Boost.

Well Supplied: The Household Staff in this formation improves its Baggage Handler rule to allow the Hunting Team calling for supplies to re-roll all failed To Hit rolls or Feel No Pain, rather than just rolls of 1.

APPENDIX

HIVE SPYRER TRAITS TABLE

If you choose any model with the Hive Spyrer Faction as your Warlord, they must generate their Warlord Trait from this table.

- | | |
|--|--|
| 1) Imperial Pride: The Warlord has the Fearless special rule, and all friendly units chosen from Codex: Hive Spyrrers gain the Stubborn special rule as long as they are within 12" of the Warlord. | 4) Imperial Disdain: The Warlord and his unit have the Hatred special rule. |
| 2) Impetuous: The Warlord gains the Crusader, Furious Charge and Rage special rules, and must accept a challenge whenever possible. | 5) Seasoned Hunter: The Warlord has the Move Through Cover and Scouts special rule. |
| 3) Big Game Hunter: The Warlord has the Monster Hunter and Tank Hunter special rules. | 6) Trophy Hunter: A unit with the Power Boost special rule that is joined by the Warlord adds +1 to their roll to see if they have gained a Power Boost. If your Warlord or the unit he is with slays the enemy Warlord, you gain an additional +1 Victory Point. |

HIVE SPYRERS SPECIAL RULES

Power Boost

Each Spyrrer's hunting rig is a wondrous device of half-forgotten technologies, worth its own weight in credits. The rig is self-sustaining and self-repairing, with integral weaponry and, most importantly of all, built-in power boosters which activate as the wearer gradually master's the suits functions in combat. These power boosters work by increasing the energy feed into weapon systems and making them more powerful, improving cybernetic enhancements to make the wearer stronger or faster, thickening armour cells to increase their protection, and so on.

Whenever a model with this rule causes an enemy model to be removed as a casualty, add a Kill Token to their unit. At the end of each of the Spyrrer player's turns, roll a D6 for each unit with this rule and add +1 for each Kill Token they have accrued to the total. If the total is 10 or higher, the unit discards all Kill Tokens they have accumulated and rolls once on their unit type's Power Boost table. (See unit datasheets for Power Boost tables.) If the total is 9 or less, they do not roll on their Power Boost table, but keep their accumulated Kill Tokens.

Any rules or stat increases provided by a Power Boost are applied immediately to the entire unit (but not to any attached characters) and last for the remainder of the game. If you roll a duplicate Power Boost you may choose a Power Boost instead. If a unit has all available Power Boosts, it may not gain any further improvements.



HIVE SPYRERS WARGEAR

RANGED WEAPONS

Bolt Launchers

The bolt launchers on an Orrus suit are racks of small rockets mounted on the back of its crusher fists. The power boosts of an Orrus hunting rig can increase the power of the warheads and improve the fire control so that greater salvos of bolts can be fired.

Range	Strength	AP	Type
18"	4	5	Assault 2, Twin-Linked

Boosted Pulse Lasers

The Patriarch is armed with a set of laser weapons based on the same technology as the Yeld's laser gauntlets. In the case of the Patriarch, the weapons are fitted to two of the cybernetically controlled arms of his combat armour.

Range	Strength	AP	Type
24"	4	5	Assault 3, Twin-Linked

Laser Gauntlet

The Yeld hunting rig is fitted with heavy gauntlets mounting multiple laser tubes. The gauntlets fire a storm of laser bolts from the Yeld's fists, a deadly attack which has the longest range of any of the Spyrrer hunting suits. The power boosts for the Yeld rig make its lasers even more potent.

Range	Strength	AP	Type
24"	3	6	Assault 1

Web Spinner

The spinnerets of a Malcadon's web spinner spew out silky threads of gossamer that harden with the strength of steel wires. A victim of the web is left hopelessly ensnared and at the mercy of the Malcadon's ripping claws. The Malcadon can also use its spinner to create threads that it uses to climb vertical surfaces or lower itself down sheer drops.

Range	Strength	AP	Type
12"	3	-	Pistol, Pinning

MELEE WEAPONS

Chainscythe

When not in use, the chainscythe can be folded down into a small baton carried on the Patriarch's hip or in her hand. At the touch of a button it quickly expands out into a deadly close combat weapon that is capable of slicing a man, or a bulkhead, in two.

Range	Strength	AP	Type
-	User	-	Melee, Shred, Sweep

Sweep: A model attacking with this weapon gains +D3 bonus Attacks.

Monomolecular Swords

The monomolecular sword carried by the Jakara is a marvel of molecular engineering. The blade is a living crystalline structure which constantly renews its edge as it is blunted. The sword's edge is only one molecule thick and can slice through any but the densest of matter. As the Jakara's power boosts kick in, the sword's edge renews itself more regularly and evenly to make it even sharper still.

Spyrrer Patriarchs carry a fully-boosted version of the monomolecular sword. Sharp and deadly, it can cut through nearly anything.

Monomolecular Sword

Range	Strength	AP	Type
-	User	4	Melee, Rendering

Sharpened Monomolecular Sword

Range	Strength	AP	Type
-	+1	3	Melee, Rendering

Power Claw

Two of the arms that belong to the Patriarch's combat armour are fitted with power claws. These deadly weapons can whip round to attack any enemy that moves close to the Patriarch. They are surrounded by a shimmering blue power field, and are perfectly capable of punching through solid steel if need be.

Range	Strength	AP	Type
-	x2	2	Melee, Armourbane

Venom Claw

Each wrist of a Malcadon's armour sports a pair of elongated steel claws with interior channels that carry potent toxins to their cutting edges.

Range	Strength	AP	Type
-	User	-	Melee, Poisoned (4+)

ARMOUR

Carapace Armour

Carapace armour is made up of large, rigid plates of armaplas or ceramite moulded to fit the wearer.

Carapace armour confers a 4+ Armour Save.

Flak Armour

Cheap and easy to produce, flak armour comprises several layers of ablative thermoplas materials and absorbent carbifibres.

Flak armour confers a 5+ Armour Save.

Hunting Rig

A Spyrer's hunting rig is a masterful marvel of forgotten technology.

A hunting confers an Armour Save as listed in the wearer's profile. In addition, the wearer may re-roll failed Armour Save rolls of 1.

Light Armour

Even the household staff of the Splyers are well equipped, wearing padded clothing with inlaid armour plates and flakk jackets that allow them freedom of movement while still offering some protection from hostile forces.

Light armour confers a 6+ Armour save.

OTHER EQUIPMENT

Bio-Booster

A bio-booster is a small chemical charge that fits into a wrist band or similar. The booster's bio-sensor is activated when the wearer is injured, administering a shot of booster chemical into the bloodstream by means of a pressure diffuser. The bio-booster is self-administering and completely automatic.

A model equipped with a bio-booster gains the Feel No Pain (5+) special rule.

Bio Scanner

A bio-scanner detects life signs within the proximity of the user. A fighter who carries such a device improves his chances of spotting enemy intruders.

A model with a bio scanner gains the Acute Senses and Night Vision special rules.

Chameleon Cloak

The Matriarch's cloak is wired with crystalline circuitry so that it can change colour and meld into the wearer's surroundings as part of her defences.

A model wearing a chameleon cloak has +2 cover save. If it does not already have a cover save, it gains a 5+ cover save.

Chameleon Wings

A Yeld's wings are made out of hundreds of individual plates of metal connected together by micro fibre bundles on an articulated frame. Each of the metal plates is wired with crystalline circuitry so that they can change colour and meld into the wearer's surroundings as part of the Yeld's defences.

A model equipped with chameleon wings has +1 cover save. If it does not already have a cover save, it gains a 6+ cover save.

Mirror Shield

The Jakara mirror shield is a complex device that contains an unusual force field generator. The generator sets up a resonant energy vortex across the shield which bleeds off the power it absorbs into one of several containment devices which stud the shield's surface. In turn this stored energy can be channeled back to its source as a brilliant bolt of heat and light.

A model carrying a mirror shield has a 5+ Invulnerable Save. Each Shooting hit saved by the mirror shield may immediately be fired back at the firing enemy unit as long as they are within 12", the shot has a Strength value of 5 or less, and the hit was not caused by a Blast or Template weapon. These are special Shooting attacks, are always Snap Shots, and have the same Strength and AP of the original attack, but none of its special rules or any other properties.

Photo Contacts

Photo-contacts are multi-layered plastic lenses worn on the eyes to enhance vision in poor light conditions. They also incorporate a photochromatic layer which protects the wearer's sight against sudden bright flashes.

A model wearing photo contacts may re-roll failed Initiative tests when hit by attacks with the Blind special rule.

Power Field

The Orrus's hunting rig is surrounded by a crackling power field that hovers mere inches above its armour, deflecting incoming blows and protecting the wearer from harm.

A model equipped with a power field has a 6+ Invulnerable Save.

Skull Chip

This is a small bio-chip that looks like a stud or tiny metal plate covered in circuitry. It is attached to the skull by means of a fine needle-like pin which fixes straight into the brain. The chip melds with the wearer's mind and improves his reaction time and memory functions.

A model equipped with a skull chip adds +1 to their Initiative value for determining at what Initiative step they Pile In and make their Attacks, as well as whenever they make a Sweeping Advance.

REFERENCE

HQ

	WS	BS	S	T	W	I	A	Ld	Sv	Type
Patriarch	5	4	3	3	3	4	3	9	2+	In (ch)
Matriarch	5	4	3	3	3	4	3	9	4+	In (Ch)

ELITES

	WS	BS	S	T	W	I	A	Ld	Sv	Type
Jakara	4	4	3	3	1	3	1	7	5+	In
Elder Jakara	4	4	3	3	2	3	2	8	5+	In (ch)
Malcadon	4	4	3	3	1	3	1	7	5+	In
Elder Malcadon	4	4	3	3	2	3	2	8	5+	In (ch)

FAST ATTACK

	WS	BS	S	T	W	I	A	Ld	Sv	Type
Yeld	4	4	3	3	1	3	1	7	5+	In, J
Elder Yeld	4	4	3	3	2	3	2	8	5+	In, J (ch)

HEAVY SUPPORT

	WS	BS	S	T	W	I	A	Ld	Sv	Type
Orrus	4	4	3	3	1	3	1	7	4+	In
Elder Orrus	4	4	3	3	2	3	2	8	4+	In (ch)

TROOPS

	WS	BS	S	T	W	I	A	Ld	Sv	Type
Retainer	2	2	3	3	1	3	1	5	6+	In
Steward	2	2	3	3	1	3	1	7	6+	In (ch)
Houseguard	3	3	3	3	1	3	1	7	5+	In
Houseguard Captain	3	3	3	3	1	3	2	8	5+	In (ch)

JAKARA POWER BOOSTS

- Sharpened Monomolecular Swords:** The unit's monomolecular swords are replaced with sharpened monomolecular swords.
- Enhanced Mirror Shields:** The unit's mirror shields are improved to confer a 4+ Invulnerable Save.
- Heightened Reflexes:** All Snap Shots fired by the unit now roll To Hit using BS 2.
- Improved Motive Power:** Unless accompanied by an Independent Character, the unit rolls an extra dice when making Run moves and Charge moves, discarding the lowest.
- Improved Skull Chip Interface:** The Initiative bonus of the unit's skull chips is increased to +2.
- Choose:** You may select any of the above Power Boosts, but may not choose a Power Boost the unit has already obtained.

MALCADON POWER BOOSTS

- Improved Web Spinner Range:** The unit's web spinners are improved to Range 18".
- Weaving Web Spinners:** The entire unit may now choose to fire their web spinners as normal, or with the Blast special rule. All models in the unit must fire in the same manner.
- Toxin Sacs:** The unit's venom claws are improved to Poisoned (3+).
- Improved Motive Power:** Unless accompanied by an Independent Character, the unit rolls an extra dice when making Run moves and Charge moves, discarding the lowest.
- Thickened Armour:** The unit's Armour Save is improved to 4+.
- Choose:** You may select any of the above Power Boosts, but may not choose a Power Boost the unit has already obtained.

YELD POWER BOOSTS

- Pulse Lasers:** The unit's laser gauntlets are improved to Assault 3.
- Boosted Laser Power:** The unit's laser gauntlets are improved to Strength 4, AP 5.
- Sharpened Claws:** The unit gains the Shred special rule for all of their close combat attacks.
- Enhanced Chameleon Scales:** The unit's chameleon wings are improved to grant a +2 bonus to their cover saves.
- Improved Maneuverability:** The unit gains the Hit & Run special rule.
- Choose:** You may select any of the above Power Boosts, but may not choose a Power Boost the unit has already obtained.

ORRUS POWER BOOSTS

- Improved Range:** The unit's bolt launchers are improved to Range 36".
- Sustained Fire:** The unit's bolt launchers are improved to Assault 3.
- Heavy Bolt Ammo:** The unit's bolt launchers are improved to Strength 5, AP 4.
- Thickened Armour:** The unit's Armour Save is improved to 3+.
- Power Field Strengthened:** The unit's power fields are improved to confer a 5+ Invulnerable Save.
- Choose:** You may select any of the above Power Boosts, but may not choose a Power Boost the unit has already obtained.

WEAPONS

Weapon	Range	Strength	AP	Type
Bolt Launchers	18"	4	5	Assault 2, Twin-Linked
Boosted Pulse Lasers	24"	4	5	Assault 3, Twin-Linked
Chainscythe	-	User	-	Melee, Shred, Sweep*
Laser Gauntlet	24"	3	6	Assault 2
Monomolecular Sword	-	User	4	Melee, Rending
Power Claw	-	x2	2	Melee, Armourbane
Sharpened Monomolecular Sword	-	+1	3	Melee, Rending
Venom Claw	-	User	-	Melee, Poisoned (5+)
Web Spinner	12"	3	-	Pistol, Pinning

* Sweep: A model attacking with this weapon gains +D3 bonus Attacks.

UNIT TYPES

Character = (ch), Infantry = In, Jump unit = J

WARHAMMER 40,000



HIVE SPYRERS

The sons and daughters of the Noble Houses that rule a hive city from the fastness of the Spyre. These siblings of noble blood are cast down into purgatory to prove themselves tough and resourceful enough to take their place amid the ruling families. In a hive containing so many billions of souls, only the most dynamic and merciless individuals can expect to rule, or indeed to survive. When their world is threatened by invasion, or when they become bored with life in the Spyre, these hunters once again don their hunting rigs and feel the thrill of battle!

Inside you will find:

LORDS OF THE SPYRE: *The history and organisation of the Adeptus Arbites*

SPYRER HUNTING PARTIES: *An impressive showcase of beautifully painted Hive Spyrer Citadel miniatures, showing off lovely color schemes. You will also see examples of the Spyrers various hunting rigs and wargear.*

FORCES OF THE HIVE SPYRERS: *A comprehensive army list that allows you to turn your Spyrer collection into an impressive hunting party and take them to battle in the war-torn universe of Warhammer 40,000!*

APPENDIX: *A description of, and rules for, the various warriors, weapons and equipment of the Hive Spyrers.*

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