# ARMY RULES

SYNAPSE

Some Tyranids serve as synaptic conduits or nodal relays through which a portion of the Hive Mind's iron will flows, overriding the natural instincts of the swarm to direct the teeming warrior-beasts to function as a single, gestalt organism on the battlefield.

If your Army Faction is **Tyranids**, while a **Tyranids** unit from your army is within 6" of one or more **Synapse** models from your army, that unit is said to be within Synapse Range of your army. Each time a **Tyranids** unit from your army takes a Battle-shock test, if it is within Synapse Range of your army, take that test on 3D6 instead of 2D6. The unit also gains **+1** to the **Strength** attribute of their attacks in melee.

SHADOW IN THE WARP

Tyranids flood the battlefield with the psychic signature of the hive fleet, an icy, alien dread that gnaws at the minds of their prey and smothers even the most stalwart courage. When faced with such unfathomable horror, many are driven insane or suffer catastrophic neural damage.

If your Army Faction is **Tyranids**, once per battle, in either player's Command phase, if one or more units from your army with this ability are on the battlefield, you can unleash the Shadow in the Warp. When you do, each enemy unit on the battlefield must take a Battle-shock test. If the enemy unit is within 6" of one or more **Synapse** models from your army, they take **-1** to this Battle-shock test.
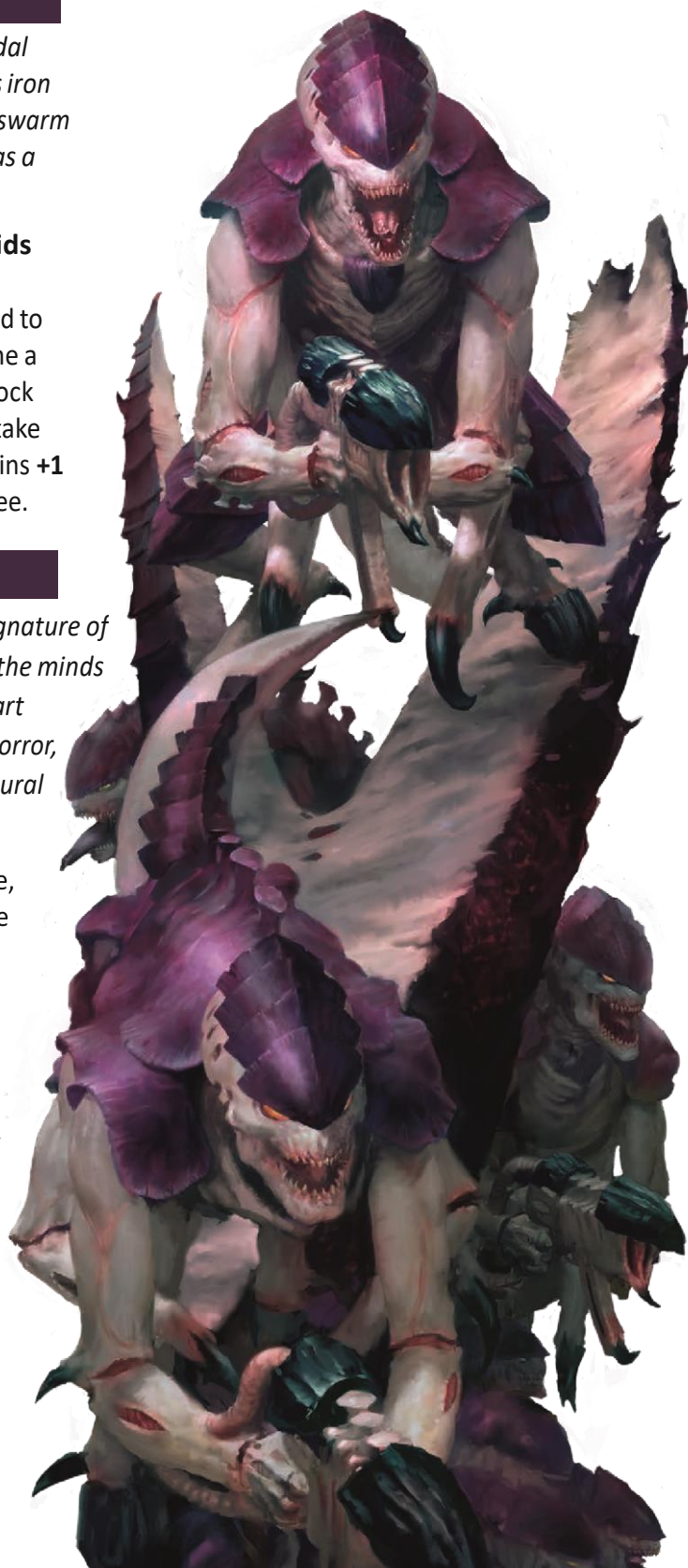
If your Army Faction is **Tyranids**, you can use this Invasion Fleet Detachment rule.

HYPER-ADAPTATIONS

Every warrior organism in the Tyranid race is fashioned by the ineffable alien will of the Hive Mind. Their flesh and chitin is endlessly mutable, honed into whatever form will prove most lethal to the prey.

At the start of the first battle round, select one of the following Hyper-adaptations to be active for **Tyranids** units from your army until the end of the battle:

SWARMING INSTINCTS

Each time a **Tyranids** model with this Hyper-adaptation makes an attack that targets an enemy **Infantry** or **Swarm** unit, that attack has the [SUSTAINED HITS 1] ability.

HYPER-AGGRESSION

Each time a **Tyranids** model with this Hyper-adaptation makes an attack that targets an enemy **Monster** or **Vehicle** unit, that attack has the [LETHAL HITS] ability.

HIVE PREDATORS

Each time a **Tyranids** model with this Hyper-adaptation makes an attack that targets an enemy **Character** unit, if a Critical Hit is scored, that attack has the [PRECISION] ability.

Strategic Ploys

RAPID REGENERATION 1CP

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
TARGET: One **TYRANIDS** unit from your army that was selected as the target of one or more of the attacking unit's attacks.
EFFECT: Until the end of the phase, models in your unit have the Feel No Pain 6+ ability. If your unit is within Synapse Range of your army, models in your unit have the Feel No Pain 5+ ability instead.

ADRENAL SURGE 2CP

WHEN: Fight phase.
TARGET: Up to two **TYRANIDS** units from your army that are within Synapse Range of your army and are eligible to fight, or one other **TYRANIDS** unit from your army that is eligible to fight.
EFFECT: Until the end of the phase, each time a model in any of those selected units makes an attack, an unmodified Hit roll of 5+ scores a Critical Hit.

DEATH FRENZY 1CP

WHEN: Fight phase, just after an enemy unit has selected its targets.
TARGET: One **TYRANIDS** unit from your army that was selected as the target of one or more of the attacking unit's attacks.
EFFECT: Until the end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, roll one D6: on a 4+, do not remove it from play. The destroyed model can fight after the attacking model's unit has finished making its attacks, and is then removed from play.

OVERRUN 1CP

WHEN: Fight phase, just after an enemy unit has selected its targets.
TARGET: Fight phase, just before a **TYRANIDS** unit from your army Consolidates.
EFFECT: Until the end of the phase, each time your unit Consolidates, models in it can move an additional 3" as long as your unit can end that move within Engagement Range of one or more enemy units. If your unit is within Synapse Range of your army and not within Engagement Range of any enemy units, instead of making that Consolidation move, it can make a Normal move of up to 6".

PREDATORY IMPERATIVE 1CP

WHEN: Your Command phase.
TARGET: Up to two **TYRANIDS** units from your army that are within Synapse Range of your army, or one other **TYRANIDS** unit from your army.
EFFECT: Select another Hyper-adaptation. Until the start of your next Command phase, that Hyper-adaptation is active for those selected units in addition to any other that may be active for your army.

ENDLESS SWARM 1CP

WHEN: Your Command phase.
TARGET: Up to two **ENDLESS MULTITUDE** units from your army that are within Synapse Range of your army, or one other **ENDLESS MULTITUDE** unit from your army.
EFFECT: You can return up to D3+3 destroyed models to each of the selected units.

DETACHMENT RULE

If your Army Faction is **Tyranids**, you can use this Crusher Stampede Detachment rule.

ENRAGED BEHEMOTHS

In their efforts to lay the monstrous beasts of a Crusher Stampede low, the prey only succeeds in further enraging the rampaging monsters. The surviving beasts are driven to fight with greater fury the more of their number that fall.

Each time a **Tyranids Monster** model from your army makes an attack, add 1 to the Hit roll if that model's unit is below its Starting Strength, and add 1 to the Wound roll as well if that model's unit is Below Half-strength. In addition, while a Tyranids Monster unit from your army (excluding Battle-shocked units) is at its Starting Strength, add 2 to the Objective Control characteristic of models in that unit.

Strategic Ploys

CORROSIVE VISCERA 1CP

WHEN: Your opponent's Shooting phase or the Fight phase, just after a **TYRANIDS MONSTER** model from your army with the Deadly Demise ability that cannot **FLY** is destroyed.
TARGET: That **TYRANIDS MONSTER** model. You can use this Stratagem on that model even though it was just destroyed.
EFFECT: Do not roll one D6 to determine whether mortal wounds are inflicted by your model's Deadly Demise ability. Instead, mortal wounds are automatically inflicted.

RAMPAGING MONSTROSITIES 1CP

WHEN: Fight phase.
TARGET: One **TYRANIDS MONSTER** unit from your army that has not been selected to fight this phase.
EFFECT: Until the end of the phase, each time a model in your unit makes an attack, you can re-roll the Hit roll.

SAVAGE ROAR 1CP

WHEN: Fight phase, just after an enemy unit has selected its targets.
TARGET: One **TYRANIDS MONSTER** unit from your army that was selected as the target of one or more of the attacking unit's attacks.
EFFECT: That enemy unit must take a Battle-shock test and, until the end of the phase, each time a model in that enemy unit makes an attack that targets your unit, subtract 1 from the Hit roll. If that Battle-shock test was failed, subtract 1 from the Wound roll as well.

UNTRAMMELLED FEROCITY 1CP

WHEN: Your Movement phase.
TARGET: One **TYRANIDS MONSTER** unit from your army that has not been selected to move this phase.
EFFECT: Until the end of the phase, each time a model in your unit makes a Normal, Advance or Fall Back move, it can move through models (excluding **TITANIC** models) and sections of terrain features that are 4" or less in height.
When doing so:
It can move within Engagement Range of enemy models, but cannot end that move within Engagement Range of them. It can also move through sections of terrain features that are more than 4" in height, but if it does, after its unit has moved, roll one D6: on a 1, your unit is Battle-shocked.

SWARM-GUIDED SALVOES 1CP

WHEN: Your Shooting phase.
TARGET: One **TYRANIDS MONSTER** unit from your army that has not been selected to move this phase.
EFFECT: Until the end of the phase, ranged weapons equipped by models in your unit have the **[IGNORES COVER]** ability, and until the end of the phase each time a model in your unit makes an attack, you can ignore any or all modifiers to that model's Ballistic Skill characteristic and any or all modifiers to the Hit roll.

MASSIVE IMPACT 1CP

WHEN: Your Charge phase, just after a **TYRANIDS MONSTER** model from your army ends a Charge move.
TARGET: That **TYRANIDS MONSTER** model.
EFFECT: Select one enemy unit within Engagement Range of your model and roll six D6: for each 4+, that enemy unit suffers 1 mortal wound.

DETACHMENT RULE

If your Army Faction is **Tyranids**, you can use this Unending Swarm Detachment rule.

INSURMOUNTABLE ODDS

When Hormagaunts, Termagants and other such expendable warrior organisms attack en masse they make up for their comparative fragility with sheer numbers. Coupled with the speed and ferocity of their onslaught - which only seems to increase as the prey try to gun the creatures down or drive them back - the gathered broods soon overrun even the most determined defenders.

Each time an enemy unit is selected to shoot, after that unit has finished making its attacks, if one or more models from one or more **ENDLESS MULTITUDE** units from your army were destroyed as a result of those attacks, each such unit can make a Surge move. To do so, roll one D6: that unit can be moved a distance in inches up to the result, but that unit must end that move as close as possible to the closest enemy unit (excluding **AIRCRAFT**). When doing so, those models can be moved within Engagement Range of enemy units. A unit cannot make a Surge move while it is Battle-shocked.

Strategic Ploys

SYNAPTIC GOADING 1CP

WHEN: Any phase, just before an **ENDLESS MULTITUDE** unit from your army that is within Synapse Range of your army makes a Surge move.
TARGET: That **ENDLESS MULTITUDE** unit.
EFFECT: When making that Surge move, you can re-roll the D6 to determine how far your unit moves, and your unit can end that move as close as possible to the closest objective marker (instead of as close as possible to the closest enemy unit]. All other rules for making Surge moves still apply.

UNENDING WAVES 2CP

WHEN: Any phase.
TARGET: One **ENDLESS MULTITUDE** unit from your army that was just destroyed. You can use this Stratagem on that unit even though it was just destroyed.
EFFECT: Add a new unit to your army identical to your destroyed unit, in Strategic Reserves, at its Starting Strength.

TEEMING MASSES 1CP

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
TARGET: One **ENDLESS MULTITUDE** unit from your army that was selected as the target of one or more of the attacking unit's attacks.
EFFECT: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Hit roll.

SWARMING MASSES 1CP

WHEN: Your Shooting phase or the Fight phase.
TARGET: One **ENDLESS MULTITUDE** unit from your army that has not been selected to shoot or fight this phase.
EFFECT: Until the end of the phase, weapons equipped by models in your unit have the **[SUSTAINED HITS 1]** ability, and If your unit contains 15 or more models, each time a model in your unit makes an attack, an unmodified Hit roll of 5+ scores a Critical Hit.

BOUNDING ADVANCE 1CP

WHEN: Your Movement phase.
TARGET: One **ENDLESS MULTITUDE** unit from your army.
EFFECT: Until the end of the phase, each time your unit Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of models in your unit.

PRESERVATION IMPERATIVE 1CP

WHEN: Your opponent's Shooting phase, just after an enemy unit has selected its targets.
TARGET: One **ENDLESS MULTITUDE** unit from your army that was selected as the target of one or more of the attacking unit's attacks.
EFFECT: Until the end of the phase, your unit is treated as containing fewer than five models for the purpose of the **[BLAST]** ability.

DETACHMENT RULE

If your Army Faction is **Tyranids**, you can use this Assimilation Swarm Detachment rule.

FEED THE SWARM

Even as the beasts of the Assimilation Swarm stalk across the battlefield they make use of the abundant biomass yielded up by the prey worlds slow demise. Warrior organisms heal even the most grievous wounds in moments, or stagger upright and return to the fight after they seemed slain. A strain of revolting vitality flows through the Tyranid broods as though leeched direct from their dismayed victims.

In your Command phase, each **HARVESTER** unit from your army that is within range of an objective marker you control can Regenerate one friendly **TYRANIDS** unit that is within 6" of it. A unit can only be regenerated once per phase. Each time a unit regenerates, do one of the following:

One model in that unit regains up to D3 lost wounds.

One destroyed **INFANTRY** model (excluding **CHARACTERS**) is returned to that unit with its full wounds remaining. If that unit is an **ENDLESS MULTITUDE** unit, up to 3 destroyed models are returned instead.

Strategic Ploys

BROODGUARD IMPULSE 1CP

WHEN: Any phase
TARGET: One **HARVESTER** unit from your army that was just destroyed. You can use this Stratagem on that unit even though it was just destroyed.
EFFECT: Until the end of the battle, each time a friendly **TYRANIDS** model makes an attack that targets the enemy unit that just destroyed your **HARVESTER** unit, add 1 to the Wound roll.

RECLAIM BIOMASS 1CP

WHEN: Any phase, when a **TYRANIDS** unit from your army is destroyed, before the last model in it is removed from play.
TARGET: One **HARVESTER** unit from your army that is within 6" of that destroyed unit.
EFFECT: Regenerate one friendly **TYRANIDS** unit within 6" of your **HARVESTER** unit
(See Feed the Swarm).

TYRANNOFORMED 1CP

WHEN: Command phase.
TARGET: One **HARVESTER** unit from your army that is within range of an objective marker you control.
EFFECT: That objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.

ABLATIVE CARAPACE 2CP

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
TARGET: One **HARVESTER** unit from your army that was selected as the target of one or more of the attacking unit's attacks.
EFFECT: Until the end of the phase, models in your unit have the Feel No Pain 5+ ability. If your unit is within range of an objective marker you control, until the end of the phase models in your unit have the Feel No Pain 4+ ability instead.

SECURE BIOMASS 1CP

WHEN: Fight phase.
TARGET: One **TYRANIDS** unit from your army that has not been selected to fight this phase.
EFFECT: Until the end of the phase, melee weapons equipped by models in your unit have the **[LETHAL HITS]** ability. If your unit is a **HARVESTER** unit, each time a model in that unit makes a melee attack, a successful unmodified Hit roll of 5+ scores a Critical Hit as well.

RAPACIOUS HUNGER 1CP

WHEN: Your Fight phase.
TARGET: One **TYRANIDS** unit from your army that just destroyed an enemy unit.
EFFECT: Your unit immediately Regenerates (See Feed the Swarm). When doing so, if your unit is a **HARVESTER** unit and you choose for one model to regain up to D3 lost wounds, that model regains up to 3 lost wounds instead.

DETACHMENT RULE

If your Army Faction is **Tyranids**, you can use this Vanguard Onslaught Detachment rule.

QUESTING TENDRILS

In the early stages of an invasion, the Hive Mind harries and unbalances its foes with lightning-fast flanking attacks, before encircling them for the final, bloody slaughter.

TYRANIDS units with this ability are eligible to charge in a turn in which they Fell Back. **VANGUARD INVADER** units with this ability are eligible to charge in a turn in which they Advanced.

VANGUARD PRIME

During the earliest stages of a Tyranid invasion, the rare bioform Imperial observers have named Deathleaper has been seen fulfilling a leadership and coordination role amongst the swarms. Employing pheromone trails and goading imperatives, the creature provides guidance to other warrior organisms that is the localised equivalent of synaptic control.

DEATHLEAPER loses the Hunter Organism rule and can be your WARLORD.

Strategic Ploys

SURPRISE ASSAULT 1CP

WHEN: Your Shooting phase or the Fight phase, just after a **VANGUARD INVADER** unit from your army has selected its targets.
TARGET: That **VANGUARD INVADER** unit.
EFFECT: Select one enemy unit that was selected as the target of one or more of your unit's attacks. That enemy unit must take a Battle-shock test. Until the end of the phase, each time a model in your unit makes an attack that targets that enemy unit, add 1 to the Hit roll. If the Battle-shock test was failed, add 1 to the Wound roll as well.

ASSASSIN BEASTS 1CP

WHEN: Fight phase.
TARGET: One **VANGUARD INVADER INFANTRY** unit from your army that has not been selected to fight this phase.
EFFECT: Until the end of the phase, melee weapons equipped by models in your unit have the **[PRECISION]** ability.

SEEDED BROODS 1CP

WHEN: Your Movement phase.
TARGET: One **TYRANIDS** unit from your army that is in Reserves, or up to two **VANGUARD INVADER** units from your army that are in Reserves
EFFECT: Until the end of the phase, for the purposes of setting up those selected units on the battlefield, treat the current battle round number as being one higher than it actually is.

HYPERSENSORY SCILLIA 2CP

WHEN: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.
TARGET: Up to two **VANGUARD INVADER** units from your army that are within 9" of that enemy unit, or one other **TYRANIDS INFANTRY** unit from your army that is within 9" of that enemy unit.
EFFECT: If not in Engagement Range, those selected units can each make a Normal move of up to 6".

UNSEEN LURKERS 1CP

WHEN: Your opponent's Shooting phase, just after an enemy unit has selected its targets.
TARGET: One **VANGUARD INVADER** unit from your army that was selected as the target of one or more of the attacking unit's attacks.
EFFECT: Until the end of the phase, your unit can only be selected as the target of a ranged attack if the attacking model is within 18" or, if your unit has the Lone Operative ability, if the attacking model is within 6". Your opponent can select new targets for the attacking unit's attacks.

INVISIBLE HUNTER 1CP

WHEN: End of your opponent's Fight phase.
TARGET: Up to two **VANGUARD INVADER** units from your army, or one **TYRANIDS INFANTRY** unit from your army.
EFFECT: Remove the targeted units from the battlefield and place them into Strategic Reserves.
RESTRICTIONS: The targeted units must be more than 3" away from all enemy units.

DETACHMENT RULE

If your Army Faction is **Tyranids**, you can use this Synaptic Nexus Detachment rule.

INSURMOUNTABLE ODDS

The leader-beasts of these swarms act as conduits to the will of the Hive Mind. Irresistible imperatives lash out from them like whips that drive lesser bioforms to hurl themselves at the prey, to fight on through fatal wounds or to attack with redoubled savagery.

At the start of the battle round, you can select one of the Synaptic Imperatives shown below. Until the end of the battle round, that Synaptic Imperative is active for your army and while a **TYRANIDS** unit from your army is within Synapse Range of your army, it will benefit from it. Each Synaptic Imperative can only be selected once per battle.

Synaptic Augmentation: While this unit is within Synapse Range of your army, models in this unit have a 5+ invulnerable save.

Surging Vitality: While this unit is within Synapse Range of your army, add 1 to Advance and Charge rolls made for this unit.

Goaded to Slaughter: While this unit is within Synapse Range of your army, each time a model in this unit makes a melee attack, add 1 to the Hit roll.

Strategic Ploys

THE SMOTHERING SHADOW 1CP

WHEN: Any phase, just after an enemy unit fails a Battle-shock test.
TARGET: One **SYNAPSE** unit from your army within 12" of that enemy unit.
EFFECT: Roll six D6: for each 3+, that enemy unit suffers 1 mortal wound.

SYNAPTIC CHANNELLING 1CP

WHEN: Command phase.
TARGET: One **SYNAPSE** unit from your army.
EFFECT: Until the end of the turn, while a friendly **TYRANIDS** unit is within 9" of the selected unit, that unit is within Synapse Range of your army.

IRRESISTIBLE WILL 1CP

WHEN: Your Shooting phase or the Fight phase.
TARGET: One **SYNAPSE** unit from your army that has not been selected to shoot or fight this phase, and one enemy unit within 24" of and visible to the **SYNAPSE** unit.
EFFECT: Until the end of the phase, each time a friendly **TYRANIDS** model makes an attack that targets that enemy unit, if the attacking model's unit is within 6" of your **SYNAPSE** unit, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.

REINFORCED HIVE NODE 1CP

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
TARGET: One **SYNAPSE** unit from your army that was selected as the target of one or more of the attacking unit's attacks.
EFFECT: Until the end of the phase, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

IMPERATIVE DOMINANCE 1CP

WHEN: Your Command phase.
TARGET: One **TYRANIDS** unit from your army that is within Synapse Range of your army.
EFFECT: Select one Synaptic Imperative, even if you have already selected that imperative this battle. Until the start of your next Command phase, that Synaptic Imperative is active for your unit instead of any other Synaptic Imperative that is active for your army.

OVERRIDE INSTINCTS 1CP

WHEN: Your Movement phase.
TARGET: One **TYRANIDS** unit from your army that is within Synapse Range of your army and made a Fall Back move this phase.
EFFECT: Your unit is eligible to shoot and declare a charge this turn.