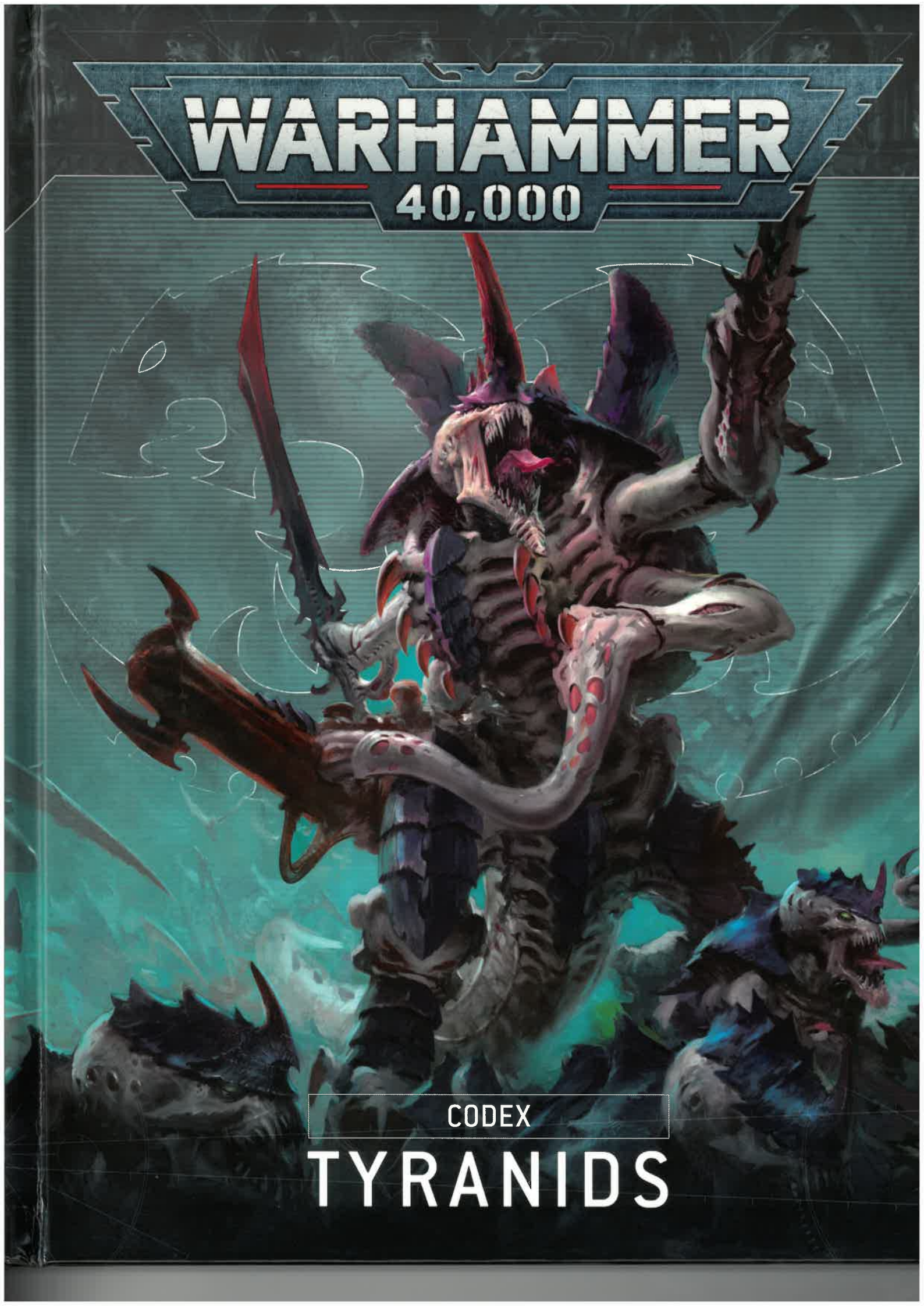
WARHAMMER 40,000



CODEX

TYRANIDS

CONTENTS

THE INTERGALACTIC PREDATOR 4-33

Explore the utterly alien Tyranids and the swarms they gather to consume their prey.

SHOWCASE 34-47

Tyranids miniatures arrayed for battle.

COMBAT PATROL 48-59

Command the Vardenghast Swarm in fast-paced games of Combat Patrol.

FORCES OF THE TYRANIDS 60-103

Select your Detachment then use your units' datasheets to claim victory.

CRUSADE RULES 104-120

Forge your army's narrative with these bespoke Crusade rules.

Introduction 106
Devouring Worlds 107
Agendas 110
Requisitions 111
Battle Traits 112
Battle Scars 114
Crusade Relics 116
Crusade Badges 120

POINTS VALUES 118-119

All the points values you will need to muster your army.

Introduction **62**
Army Rules **63**
Detachments **64**
Invasion Fleet 64
Crusher Stampede 66
Unending Swarm 68
Assimilation Swarm 70
Vanguard Onslaught 72
Synaptic Nexus 74
Datasheets **78**
Hive Tyrant 78
Winged Hive Tyrant 78
Winged Tyranid Prime 79
Neurotyrant 79
Norn Emissary 80
Norn Assimilator 81
Neurolictor 82
Broodlord 82
The Swarmlord 83
Old One Eye 83
Parasite of Mortrex 84
Gargoyles 84
Hormagaunts 85
Termagants 85
Tyranid Warriors with Ranged Bio-weapons 86
Tyranid Warriors with Melee Bio-weapons 86
Genestealers 87
Neurogaunts 87
Raveners 88
Barbgaunts 88
Biovores 89
Pyrovores 89
Carnifexes 90
Deathleaper 91
Exocrine 91
Harpy 92
Hive Crone 93
Haruspex 94
Hive Guard 94
Lictor 95
Maleceptor 95
Mawloc 96
Mucolid Spores 96
Psychophage 97
Ripper Swarms 97
Screamer-Killer 98
Spore Mines 98
Sporocyst 99
Tervigon 99
Toxicrene 100
Trygon 100
Tyrannocyte 101
Tyrannofex 101
Tyrant Guard 102
Venomthropes 102
Von Ryan's Leapers 103
Zoanthropes 103

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Testimony of former Governor Jandid Tuhstot of the planet Hüttos, recovered by Deathwatch Kill Team Akritos of Watch Fortress Mortguard and presented to Inquisitor Czakyn Uziyr of the Ordo Xenos.

Thought for the Day:
Life is the Emperor's currency, spend it well.

'It has been four months since they came. Two since I abandoned my wife and daughters to save myself. I do not pray for forgiveness, for I am unworthy of it. I only beseech the most holy God-Emperor that this record may survive the death that now rapidly engulfs my world, so that perhaps other territories of Mankind may not suffer as ours has. That I, body and soul, am now damned, is beyond all doubt. My fate however does not have to be shared by others.

It began much longer than four months ago. The signs were inconspicuous, but they were there. Only in hindsight now do I see them. At the time I was ignorant, blissfully so. As were my generals, my advisors, my priests. Not one now lives, all probably little more than bubbling bio-gruel in some nutri-pit awaiting consumption by the bio-ships that dominate the skies above. What were the signs? Tectonic activity that toppled hab-blocks; gravitic upheaval that cast orbital stations to the ground or flung them into deep space; bizarre tidal patterns that dried seas and drowned townships. Then there were the deaths and the disappearances. For many months they were merely the problem of local Enforcer detachments, and I heard nothing of them. Until they grew numerous enough, that is.

Rumours became known then, of xenos – Tyranid – involvement. I dismissed them as nonsense. The acts of sabotage, the grisly murders, the weapons thefts, all were the malicious acts of malcontents, I declared, who would be hunted down and punished. There had been no known encounters with the xenos in the entire sub-sector and, thanks to the efforts of my ancestors and myself, Hüttos was as well guarded as it ever had been.

Then the Shadow descended. And I knew how wrong I had been.

We lost contact with our neighbour-worlds of Xornst and Gedaglel, the Sinenfrar Anchorage naval base as well as the forge moon Aleph B-7. All had been staunch friends, our relationships with their masters built up over many centuries of careful diplomacy and generous aid. Once the ear-bleeding screaming of our Astropaths finished, and the servitors scraped and washed away what little remained of the poor souls, there was total silence. It was as if we were the last Human world in the galaxy.

I kept this from the people, and most of my advisors. But I could not hide the monsters' ships. I could not deny the existence of the filth that plunged through our atmosphere, nor the vanguard-beasts that stalked our lands and darkened our skies.

I was informed that atmospheric scans claimed that some trillion tons of spore-matter was released over us within a matter of days. Many were explosives, part of a preliminary bombardment that saw hundreds of thousands of souls melted by searing acids or pierced through with venomous spikes. A great portion were amniotic pods, filled with spawning fluids in which gestated savage, blade-limbed beasts. It was only weeks later, around the time that Gazilus Keep and the Spire of His Everlasting Greatness fell, that we gained a greater understanding of what the remaining spores did to our world. In the southern tundras, average temperatures had almost doubled, humidity the same. The Gadiin Salt Flats and Hu'luruth Sand Sea, devoid of life for millennia, now resembled forests of chitin-covered alien protrusions sprouting out from the ground, many billowing clouds of yet more spores. Perversely, crop yields collapsed to all but nothing. Livestock succumbed to the foulness in the air in their millions.

Hüttos is... was... a fortress world first and foremost. Every major settlement was a citadel, defended not only by high walls, nests of automated turret-slaves and armies of disciplined soldiery, but by secondary keeps and bastions. My family had proudly maintained these for seven generations. All was for naught. Carefully grown ammunition stockpiles were exhausted at Fort Khairn and Highwalle in hours. The barrels of anti-air weapons previously maintained to perfection melted with the sheer volume of fire my gunners put through them in an attempt to stop the colossal swarms of winged beasts that dominated our skies. The hordes were endless. From the Spire of His Boundless Might I saw tides of creatures that filled the landscape to the horizon, towering monsters larger than our mightiest battle tanks striding above the masses. I saw them sweep through forests and tear every tree down as if they were some nation-sized avalanche. My world seethed with xenos. Armoured relief columns we dispatched to the first bastions attacked were rolled over by seas of claws and fangs. And things only grew worse.

The Honoured Citadel and the Keep of Saint Melehew both fell from within as boreholes opened in the ground behind their shielded walls, and sinuous, clawed beasts poured out like a spreading pool of promethium.

In the space of little more than two weeks it was impossible to manoeuvre armies in the field – every fortress not yet overrun by the xenos was alone, and under siege. Batteries of artillery-beasts pounded our walls with living ordnance that rabidly ate at metres-thick walls. Miles of minefields were undone when the xenos merely advanced through them. We cheered when first we saw 'the stupidity of the alien' in action. Then we realised how the losses of even millions of creatures made no difference to our foes. In their wake came the ram-beasts, the wall-crawlers, the tunnel-delvers and the cannon-haulers. How quickly did they seem to adapt to our defensive ploys and stratagems! Our meticulously planned bombardment patterns became all but worthless. They seemed to just… know our garrison-rotating routines that theoretically ensured all our soldiers were well rested, attacking when some of our troops were exhausted and others not yet fully ready to take their places on the battlements. Or, the Tyranids just never stopped attacking, making it all but impossible for our troops to recover and resupply as would be optimal, and that our strategies required. Of course we made alterations. Each change the xenos learned more quickly than the last.

One by one our defences fell. The Golden Citadel; three thousand years old. The Tidegaard, having overlooked the Jade Ocean for centuries, was toppled into the frothing waves below. Keep twenty-five vanished from the landscape, sinking into a huge pit. We boarded aircraft and fled, so many of us did, taking to mountain fastnesses and seaborne strongholds. The latter certainly proved no sanctuary. Monsters burst from the waves, their concentric circles of immense razor sharp teeth rotating in opposing directions. They chewed through our craft with sickening ease. Winged nightmares descended from the sporeclouds that blocked out the light of our star, gutting sentries, drenching our craft and walls with gouts of acid or bombarding them with hails of ravenous living ammunition and spore mines.

It has been many weeks since a handful of us escaped the sinking of the seafort Divine Anchor via airlift. We only escaped in this manner because the Tyranids had overwhelmed so much of our world they no longer appeared to need to continue spawning beasts for aerial supremacy. I shall never forget what I saw from my craft's portholes. Alien bio-structures dominated Hüttos' surface. Gigantic lumpen barnacles pumped out clouds of matter to further poison the planet, alongside pulsating, brain-like nodes that resembled lethal fungi. Immense capillary towers stretched high into the poisoned sky, the glistening chitin coating their flanks crawled over by chains of lesser beasts fulfilling some sick alien purpose I cannot know. Digestion pools spread for miles, replacing our once great lakes with reservoirs of bubbling biomatter. Tides of creatures, bloated with consumed flesh, vomited their guts into the pools, or threw themselves entirely into the bilious liquid.

Amidst the seas of feeder-beasts consuming all in their path, we would see every so often an explosion, or a burst of fire. Were these heroic final stands by other survivors? Or merely abandoned ordnance detonating at random? I will never know. I cannot rejoice in the deaths they inflicted. The biomatter of the dead xenos was surely recycled by the xenos regardless, in no time at all.

Our aircraft ran out of fuel a week ago. Now I stand in the snow, not far from the peak of Mons Saint Hila. I am the only one left that I know of. One by one those with me perished. The slightest cut on a mountain rock resulted in an immediate infection that left the pilot in screaming agony. Her copilot fired the shot that ended her torture. My senior aide threw himself from a ledge, the reality that there was no escape hitting him. I have no idea what happened to my Chief Medicae. Others were slain by lone beasts the rest of us were able to kill or drive away.

A justly deserved end will soon be mine. I have failed on every possible level – we were not even able to send word. An alien disease has me within its grasp. My limbs are numb, my tongue is dry as sand, my head throbs. Even at these chilled heights I sweat profusely.

From here where I sit I can see the final death unfold of the planet entrusted to me. Before me is the Radahirn Ocean. The water level is visibly dropping, hour by hour – they are even taking our seas. There are enormous beasts with great, slowly flapping wings and immense open maws moving through the sky. I may be at high altitude, but the air is thinner here than it should be. I know enough of mountaineering to know that. They will not even leave our air!

There is an isthmus I can see, upon which is sat one of the xenos capillary towers. Now I believe I can tell what they are truly for. High up, foul xenos bio-ships cling to their flanks like twisted calves at their mother's udders. They are feasting, I am sure, hungrily filling themselves to burst on the hideous gruels that are what remains of my people. I have witnessed the planet's death from sinister start to hideous conclusion. I see the power of our foe and, though I have shown boundless weakness these past months, I do not see how we could ever have won.'

The Intergalactic Predator

BEYOND THE HUMAN GALAXY, BEYOND THE RANGE OF MAN-MADE SPACECRAFT AND ASTROTELEPATHY LIES THE UNSPEAKABLE COLD OF THE INTERGALACTIC VOID. FEW HAVE VENTURED INTO THIS REALM AND NONE HAVE EVER RETURNED. IT IS THE GREAT BARRIER THAT DIVIDES GALAXY FROM GALAXY, A PLACE WHERE TIME AND SPACE CONSPIRE TO HOLD THE WORLDS APART WITH INCONCEIVABLE DISTANCES.

YET THE VOID IS NO LONGER EMPTY. AN IMMEASURABLY ANCIENT AND IMPLACABLE INTELLIGENCE MOVES THROUGH THE COLD AND THE DARKNESS, ITS MANY EYES FIXED ON THE DISTANT GLITTERING LIGHTS OF OUR GALAXY. THE GREAT DEVOURER MOVES BETWEEN THE STARS AND HUNGERS FOR THE FLESH OF ALL WHO LIE BEFORE IT. THIS GREAT ORGANISM, THIS MONSTROUS ENTITY, IS KNOWN AS THE TYRANID RACE.

EVEN BY NAMING THE GREAT DEVOURER CIVILISATIONS BETRAY THEIR IGNORANCE. EVERY THOUGHT AND ACTION, EVERY SPARK OF LIFE IN THE TYRANID RACE IS BOUND AND INTERLINKED INTO A SINGLE MIND, A SINGLE GREAT ENTITY THAT STRETCHES OVER LIGHT YEARS OF SPACE AND IS CONTROLLED BY THE IMMORTAL HIVE MIND. A BILLION TIMES A BILLION TYRANIDS STAND AT THE RIM OF THE GALAXY, YET EACH ONE IS NO MORE THAN A SINGLE CELL IN THE LIVING BODY OF THE HIVE MIND, THE DEVOURER OF WORLDS.

T83740X043-41
JORMUNGANDR RETURNS

It was thought that Hive Fleet Jormungandr was defeated at the Battle of the Black Nebula, the few xenos ships to escape the long and bloody battle scattered to the stars. Years later however, this hope is turning to despair. In the Thalassi Sector, where many of the fiercest ground battles against the hive fleet were fought, reports speak of a return. This sector is not alone, however. Reports hail also from Palangyre and Rordrid, suggesting that somehow, despite the apparent triumph at the Black Nebula, Hive Fleet Jormungandr is back, and perhaps even more powerful than before. Many patrol fleets have been lost, fleeing trade hulks tell of bizarre organic vessels embedded in drifting comets and refugee barques are replete with stories of seemingly impregnable fortresses falling into miles-deep sinkholes. Battle Groups of Indomitus Fleet Sextus have been dispatched to meet this growing threat, warned that the sinisterly patient hive fleet uses entire asteroids infested with Tyrannocyte clusters and burrowing beasts as weapons.

The Tyranids are a race of alien predators that are invading the galaxy from the void beyond its edges. Like swarming insects falling upon precious crops, they devour all before them – consuming all life upon each world in their path, and leaving nothing but airless rocks in their wake. They are a threat to every sentient species in the galaxy, and their numbers are evergrowing.

For centuries now, the Magi Biologis and Ordo Xenos of the Imperium have sought to make sense of the Tyranid threat. It speaks volumes that – at the outset of the Fourth Tyrannic War, and with Humanity having fought more battles against these rapacious aliens than can be tallied – these luminaries remain bewildered and horrified in equal measure by the alien nature of the Tyranids.

It is clear that the Tyranids' technology is entirely biological, and far in advance of anything Humanity has encountered in all its long millennia of conquest. Their many types of war-beasts are armoured in chitinous plates, or possessed of natural defences such as chameleonic abilities or veiling clouds of exhaled spores. Tyranid guns, blades, transport craft, even void ships all are living beings, many taking the form of grotesque symbiotes grafted to their host creature for use in battle. The ammunition fired by Tyranid weapons is similarly organic, be it voracious chitin-armoured beetles, gouts of concentrated acids or bio-plasma, armour-piercing shard-beasts or eruptions of bioelectricty. From blades that gnaw the flesh of their victims to tailored toxin spores, weaponised parasites and even stranger weapons, the Tyranids display an infinite capacity for turning the mechanisms of life to the task of spreading death.

This speaks to one of the few other certainties Humanity possesses regarding the Tyranids: their entire race seems fashioned solely for war. It has been observed that few individual Tyranids display anything more than the most rudimentary sentience. Rather, each Tyranid appears to be but a single cell of a sprawling galactic superorganism. Mankind has dubbed this guiding presence the Hive Mind.

THE HIVE MIND

As far as the Magi Biologis can determine, it is the Hive Mind that drives the Tyranid swarms ever onwards towards the galactic core. Through the synaptic control web generated by specialised node-beasts amidst the Tyranid ranks, the influence of the Hive Mind stretches across battlefields, worlds and even the vastness of the void itself. Wherever the grotesque bio-ships of the hive fleets swarm to attack, the presence of the Hive Mind moves with them and allows them to hunt and fight with supernatural synchronicity.

What precisely the Hive Mind is Mankind remains ignorant to. Attempts have been made to tame the fear of the unknown by claiming that this alien sentience is a god, a galactic metapredator, a gestalt psychic presence and countless other even stranger explanations. Yet the truth is that the Hive Mind is as far beyond the understanding of the galaxy's sentient races as they are beyond the comprehension of the cattle they farm and butcher. This – it seems – is all that biological life represents to the Hive Mind; not equals to be communicated with, but simple prey to be found and then devoured.

DEATH OF WORLDS

Since the first Tyranid hive fleet was encountered, the numbers of these alien

invaders have increased at an alarming rate. More and more hive fleets surge from beyond the galaxy, each displaying new and nightmarish adaptations and horribly inventive methods of predation. They coil and probe like the tendrils of some terrifying extragalactic monster. They push in from the fringes, drive up through the galactic plane and crush and destroy everything they touch.

The first warning that most worlds have of the Tyranids' approach is the Shadow in the Warp. This psychic signal rolls ahead of the hive fleets like a smothering metaphysical fog bank. Its nullifying psychic static chokes astropathic communication, leaving worlds isolated in the face of the swarm. It worries at minds and souls alike, spreading paranoia and fear amongst the prey. Psykers are the worst affected, for their strange senses are far more susceptible to this insidious assault. Should they seek to employ their powers while engulfed by the Shadow in the Warp, there is every chance they will be driven mad or even slain by the chittering alien cacophony that overloads their minds.

Then come the Tyranids themselves. Hive ships slide from the darkness like oceanic predators rising to feed. They smash aside the defence platforms and warships that seek to hold them back, settling in orbit above the prey worlds and disgorging untold trillions of warrior organisms to begin the hunt. At first the prey fight back, defence lasers scouring spore-craft and winged monsters from the skies, aircraft spiralling amidst the descending predators with their guns blazing. On the ground, staunch warriors man their battlements and unleash storms of fire to reduce attacking Tyranids to hillocks of charred corpses. Yet as more waves attack, and yet more, the guns begin to fall silent. Aircraft and war engines are destroyed one by one, torn apart or overrun, and their crews devoured. The barricades fall. Defenders become screaming, fleeing prey. Under the influence of microscopic Tyranid spores, even the biosphere of the planet turns against the prey, choking them with toxins and dissolving them into raw biomass ready to be devoured. Only once victory is assured do the Tyranids begin to feed; raw biological gruel flows up fat feeding tubes to replenish the waiting hive ships, who suckle at the world like fat ticks until nothing remains but a lifeless orb to be left hanging, cold and dead in the void.

FIRST CONTACT

The first recorded encounter between the Imperium and the Tyranids came on the world of Tyran Primus in 745.M41. It was the conflict that would see Humanity put a name to this new alien menace, and saw the beginning of Hive Fleet Behemoth's rampage. Yet it was not the only early contact between the Tyranids and their prey.

It is difficult to say when Humanity first encountered the Tyranid menace. Some records suggest that Humanity – and also the Aeldari of Craftworld Iyanden – discovered a bizarre Tyranid megastructure in the Tiamet System, on the jungle world of Ziaphoria, as early as M35. This edifice is said to have spanned a continent, and to have projected from its mass of chitin and encephalitic tissue a horrifically powerful psychic signal that drove the Aeldari into fatal seizures. Rumour has it amongst the Ordo Xenos that this structure, and others like it, remain to this day, seemingly raised by the strange beasts of Hive Fleet Tiamet for some as yet undisclosed purpose.

HIVE FLEET HYDRA

The bio-fleets of Hive Fleet Hydra follow in the wake of tendrils of other hive fleets. To maintain their reserves of biomass, Hydra's bio-ships scavenge mercilessly, devouring the shattered remnants of defeated Tyranid as well as prey species. It also descends upon planets that have only recently withstood other Tyranid onslaughts, finishing off weakened worlds. When the swarms of Hydra unleashes their true fury, they employ boundless reserves with extreme speed and ease, spawning overwhelming numbers of organisms pre-honed by the lessons learned from the consumption of Tyranid biomatter. One of Hydra's strategies is to seed the upper atmosphere of a world with Tyrannocytes, full of slumbering broods of warrior organisms. Wherever the swarms take casualties, pulses in the synaptic network cause floating Tyrannocytes to race to the battlefield, creatures inside stirring awake to rapidly replace the losses twofold.

Then there are the ominous tales from the Helican Sector in M36, speaking of nightmarish winged horrors that match Ordo Xenos intelligence on Hive Fleet Ouroboris. The supposedly indigenous Genestealers of the moons of Ymgarl have also been discovered in the years since to be vanguard organisms for the onrushing Tyranid hive fleets. It is believed that the T'au Empire may have battled the toxic swarms of Hive Fleet Gorgon for centuries. Who can say, meanwhile, what insidious forerunners of the Tyranid threat have been encountered by races such as the Necrons, not to mention more minor or isolated alien empires. Those entirely devoured by the Tyranid menace do not survive to tell their tales, after all.

Yet for those few Humans both privileged enough to possess knowledge of the Tyranids, and unfortunate enough to seek to counter their threat, the death of Tyran Primus remains the first known contact with this ghastly new foe.

THE DEATH OF TYRAN

The first clue of the horror soon to fall upon Tyran Primus was discovered by Imperial explorators. In performing a census of the worlds near to Tyran Primus, they discovered entire planets scoured of all biological life. Not even the simplest bacteria survived on these denuded rocks. In truth, what the explorators had found were the first worlds to be devoured by Hive Fleet Behemoth after its long and lifeless sojourn through the intergalactic void. Thus far it had only consumed worlds without sentient life to defend them, for its reserves were depleted from years of hibernation. Soon enough it would channel the newly-absorbed biomass into huge swarms of war-beasts ready to begin the invasion proper. Yet the explorators lacked the context to perceive the peril implicit in this ominous mystery. The Tyran outpost dutifully continued to file reports of dead worlds, and the warning went unheeded.

That the Tyran outpost had any chance to prepare for the onslaught was due to sheer chance. A returning survey ship encountered a immense cloud of unidentified objects on the edge of the Tyran System. When those same objects turned out to be strange, biological mines, the survey ship fought its way clear of the converging cloud and limped back to Tyran Primus bearing its dire warning. A handful of days later, the invasion began.

Commanded by Adeptus Mechanicus Magos Varnak, the outpost of Tyran Primus was no easy prey. Nestled in an ancient chain of volcanic islands, the base was fortified to resist

the fearsome storms and beasts of Tyran's wild oceans. Moreover, it boasted a substantial garrison of Adeptus Mechanicus and Astra Militarum soldiery, several squadrons of fighter craft and four huge orbital defence lasers set deep inside ceramite silos. Sheathed in void shields, these huge installations were further supported by a formidable network of gun emplacements and Proteus-class bunkers. It was a defensive strength that had seen Tyran Primus hold off more than its share of alien and heretic assaults over the centuries. Against the onslaught of Hive Fleet Behemoth, however, the outpost's defences would be found wholly wanting.

Tyran Primus' defence lasers opened fire the moment the first alien ships made orbit. For more than an hour, the storm-wracked skies were split by incandescent blasts as the base's gunners desperately fended off the invaders. Then, just as the cooling systems of the defence lasers began to glow white and overheat, the invaders withdrew. Magos Varnak ordered his small fleet to harry the withdrawing vessels, but this strategy proved folly. Penetrating the spore cloud masking the alien fleet, the pursuing vessels discovered that fewer than a dozen bio-ships had been destroyed out of a fleet of several thousand. Having lured the cruisers away from Tyran, the void swarm fell upon the Imperial vessels with a vengeance. The slaughter that followed was terrible; one vessel after another torn apart by tendrils, or swept clear of life by boarding swarms of Genestealers, Rippers and other monstrous bioforms.

With the Imperium's cruisers destroyed, the hive fleet returned to Tyran Primus. Thousands of Tyrannocytes descended on the world. Though the laser defences destroyed many, countless more crashed into the seas. The waters thrashed and boiled as the invaders burst from their pods and tore their way through the ferocious inhabitants of Tyran's oceans, before scaling the outpost's walls. At first, the disciplined volleys of the Imperial Guard drove the creatures back. Officers bellowed orders through the pouring rain. Torrents of firepower scythed through the alien ranks. Wave after wave of Hormagaunts and Genestealers were torn apart, their corpses choking the rain-lashed killing zones between the bastions. Thunderbolt fighters darted through the lightning-lashed skies, blasting apart incoming pods with precision fire before turning to intercept new targets.

Then the northern defence laser fell silent. Thousands of Gargoyles had thrown themselves into it, clogging the massive beam projectors. Moments later, the eastern defence laser ceased firing as an enormous Carnifex rammed through the reinforced wall, trampled over the defenders and hurled itself at the coolant lines. One by one, the Thunderbolts tumbled from the skies, engines choked by spores, cockpits torn apart by shrieking Harpies. As more and more of the defence network went dark, the Tyrannocytes began to fall onto the base itself.

An hour later the Tyran outpost was as good as lost. The bastions were overrun, the defence lasers silent. Even the Guardsmen of Catachan, men and women who had reckoned themselves amongst the most stalwart of warriors, abandoned their posts and fled into the driving rain in search of an escape that did not exist. Here and there, pockets of resistance still held out under the watchful gaze of a brave or foolhardy officer, but one by one these were extinguished. Only the command bunker remained, and its walls began to crack under the impact of massive blows. Through the few functioning displays, Varnak saw the flood of aliens rampaging through his base, destroying everything they found. Finally, the adamantine gate of the bunker crashed inwards, and the Tyranids poured into the command complex. Guardsmen and Skitarii fought back with flamers and phosphex, but aliens swarmed through the searing fires and hacked their way onwards.

As Hormagaunts poured into the command centre, Varnak whispered a final prayer to the Omnissiah and triggered a switch, sending a data-codex plummeting into the depths of the base. This codex would be Tyran Primus' enduring legacy, for it would be recovered many months later by Inquisitor Kryptman, a man who would dedicate his life to opposing the Tyranid menace. But for Kryptman's arrival, Tyran Primus' fate might have gone unnoticed by the wider Imperium for long years. He found a blasted and sterile planet, unrecognisable as the teeming ocean world it had once been.

The planet had been sucked dry, every scrap of vegetation and every drop of water consumed. As Kryptman reviewed the auto-logs contained within the data-codex, the full horror of Tyran's downfall was revealed. Wasting not another moment, the Inquisitor set forth to warn the rest of the galaxy of the oncoming horror from beyond the stars – a horror Kryptman named 'Tyranids' for the world they had consumed. The Tyrannic Wars had begun.

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THE DARKENING SKIES

Hive Fleet Ouroboris, noted for its colossal flocks of winged organisms, descends from the galactic north like the talon of a monstrous raptor. Many Imperial worlds lie in its path, as do several Ork empires and the Laevenir Archipelago, a region long held secure by the Aeldari. The Silver Drakes Space Marine Chapter intercepts the hive fleet, engaging one of its tendrils and inflicting heavy losses, though the Chapter becomes isolated, heavily outnumbered. Its surviving warriors dig in, and call for aid. On orders of Commander Dante, the Blood Dragons, Sable Knights and Charnel Guard answer. Before they can arrive, however, the Silver Drakes are approached by unexpected potential allies – a delegation of Aeldari hailing from the Laevenir Archipelago.

HIVE FLEET KRONOS

The Hive Mind has been forced to adapt since the Great Rift's emergence, for the galaxy-spanning chain of warp storms has caused innumerable daemon incursions, each of which has destroyed enormous amounts of biomass. Hive Fleet Kronos advances with caution, an immense Shadow in the Warp preceding it. Kronos' Shadow actively drains the life from psychically capable prey, syphoning their energies and leaving them as husks. Empyric manifestations falter and fade beneath the suffocating shroud – eyewitness accounts have even described warp rifts shrinking before the hive fleet's approach, and daemonic entities snuffed like candle flames.

Once engaged in battle, Kronos focuses heavily on ranged warfare, keeping its warrior organisms out of the enemy's reach to enable easier withdrawal and deploying feeder organisms in a highly efficient manner to consume the biomass of slain Tyranids. Following battle, it quickly withdraws to recover its strength. To do this Kronos targets worlds rich in psychically capable prey. Hive Fleet Leviathan appears to aid it in this, the other hive fleet conquering worlds but leaving them unconsumed apparently so that Kronos can rapidly gorge upon the amassed biomatter in preparation for future wars.

HIVE FLEETS

Even a single hive fleet is a terrible threat, and many such tendrils of the Hive Mind now push their way deeper into settled space. Worse still, one of the greatest strengths of the Tyranids is their ability to learn and adapt to the tactics of their prey; as more and more hive fleets surge to attack, so the Hive Mind learns ever more swiftly how best to make war upon the galaxy.

Though they vary enormously in size, composition, appearance and predatory method, most Tyranid hive fleets have some key characteristics in common. All consist of a number of hive ships, each a gargantuan void-going organism sheathed in feet-thick chitinous armour and with a fleshy hide adapted to shrug off the killing cold of space. Though a near infinite variety of physical forms have been observed amongst hive ships, most boast an array of trailing tendrils and hooked talons large enough to coil around miles-long warships and crush them to sparking wreckage. Immense beaks, fanged maws and colossal feeder-probosci are much in evidence, equally well-suited to consuming the harvested biomass of a dying world or devouring a captured space fortress. Yet for all their monstrous might, it is the seething hordes of warrior organisms borne within the organ-chambers of each hive ship that represent the greatest threat to their prey worlds.

Those few brave souls who have trodden the capillary-tunnels and pulsating cavities of a hive ship and returned alive tell of monstrous bioscapes. Endless waves of warrior organisms are spawned from within the bubbling organ-sacs of their reproductive chambers. Arcing bioelectric currents leap between synapse nodes the size of electro-pylons, or wreathe the dormant forms of Norn Queens even now awakening to command the invasion swarms from afar. Waves of hissing sentry-beasts scurry along dripping intestinal tunnels and tear through membranous walls to fall upon the invaders from all sides. At their backs come hulking Tervigons, unsleeping brood-beasts that spawn ever more hunter organisms from their grotesquely swollen thoraxes. But worst of all is the sight of endless swarms of war-beasts, from lesser Hormagaunts, Termagants and Gargoyles, to the immense and nightmarish bio-titans, held in biostasis and promising apocalypse for whatever world they are vented upon.

Even a single hive ship has the power to tear its way through a flotilla of defence monitors before sowing an invasion swarm onto the surface of a planet. Yet hive ships rarely travel alone. When an entire living fleet of these nightmarish void-monsters descends, they and their endless spawn can strip a system of life in a matter of weeks.

CUNNING PREDATORS

In their ongoing attempts to codify the Tyranid threat – and in doing so, perhaps to diminish its omnipresent terror – Imperial xenobiologians have named many hive fleets. It has been observed that each such distinct bio-flotilla exhibits certain unifying traits that mark its hive ships and warrior organisms out from those of other hive fleets, and serve to characterise the horror of its onslaught. Colouration is one such unifying factor; the creatures of Hive Fleet Behemoth, for example, tend towards hides of blue and mauve, while those of Hive Fleet Kraken are blood red, and those of the ubiquitous Hive Fleet Leviathan are most often purple. What significance such unifying colouration has to a single-minded species like the Tyranids is unclear. Theories abound of everything from instinctual recognition between bioforms of different fleets, to predatory terror tactics or even attempts to confuse and mesmerise prey with shifting patterns displayed upon chitinous armour plates.

Each hive fleet also displays distinctive hunting patterns and strategies, almost as though each were an attempt by the Hive Mind to refine different methods of predating the galaxy's sentient life forms. The warrior organisms of Hive Fleet Jormungandr, for example, favour subterranean assault and deploy immense swarms of tunnelling, serpentine bioforms to strike at their victims from below. Hive Fleet Gorgon, by comparison, is infamous for the toxic spore clouds and biowarfare agents it unleashes in battle, its prey forced to fight not only the tentacular abominations tearing through their ranks, but also the microscopic Tyranid spores seeking to clog their lungs and dissolve their organs from within. Other hive fleets have been observed deploying ground-shaking masses of living tanks, sky-darkening swarms of winged monsters, elusive broods of chameleonic apex predators, endless tides of expendable war-beasts and countless other strategic permutations in greater numbers than other hive fleets.

Many hive fleets also exhibit a remarkable ability to learn and adapt from each defeat. A tactic that serves desperate defenders well on one battlefield may prove utterly worthless on the next, as the Tyranids manifest some rapidly adapted countermeasure. Veteran warriors confidently deploying tank-busting rounds that previously saw the larger Tyranid monsters burst like sacks of offal stare in horror as those same shells rebound from newly-thickened

armour carapaces. Wings of bombers soar overhead to rain death on the swarms below, only to discover that this time, the Hive Mind has spawned flocks of winged bioforms that fall upon their aircraft and tear them apart. Tailored gene-toxins that dissolved Tyranids into twitching soup in a previous engagement are found to be utterly ineffective against the altered body chemistry of the next wave of war-beasts the Hive Mind hurls in. Most unsettling of all is when such adaptations begin to manifest pre-emptively, not only on different battlefields but amongst the swarms of entirely separate hive fleets. How the Tyranids are able to communicate such hard-won lessons is unclear, but that they can suggests nightmarish possibilities to the increasingly beleaguered prey races.

SPLINTER FLEETS

One of the most insidious aspects of the Tyranid threat is how hard it is to eradicate even a single one of its tendrils. Should a hive fleet be decisively defeated, either planetside or in the void, some portion of its strength almost always escapes. Either running on primal instinct or guided by the Hive Mind, organisms go to ground, or flee the theatre of war altogether. For a single world, this can mean fresh nightmares when the foe thought defeated rises up again from hidden lairs, sometimes years or even centuries after the original Tyranid attack.

On a wider scale, this phenomenon is even more problematic. Should a tendril of a hive fleet be shattered by battle or catastrophe, its survivors become splinter fleets – lesser echoes of the former threat, small enough to slip away into the void and regather their strength. In time, a splinter fleet will attack again, having devoured enough biomass to replenish its ranks, and often benefitting from the lessons of its primogenitors' defeat.

THE SHADOW IN THE WARP

Settling like a colossal and terrible pall across countless worlds, the Shadow in the Warp heralds the coming of the Tyranid hive fleets. It is a nightmarish phenomenon that – whether by accident or design – has proved a cripplingly effective weapon against many of the galaxy's sentient races.

The warp is a strange dimension of ever-shifting energies that lies behind the skin of realspace. It is a churning and mysterious infinity amidst whose currents the passions, obsessions, sorrows and joys of all living things find reflection. The warp has been both boon and bane to the galaxy's sentient races. It is a source of near-limitless power for those who can harness it; it is the ocean from which flows the gifts of all psykers. It is also the means by which Humanity spread out across the stars, and by which the Imperium of Man achieves interstellar travel and communication to this day. Yet it is also the realm of timeless and malevolent sentiences born from the primal emotions of all living things, and hell-bent on consuming reality.

It it because of these hostile entities, known as daemons, that extreme caution must be exercised when dealing with the warp. However, there is no alternative but to take the risk; without using the energies of the sea of souls, each settled system becomes an isolated candle flame amidst the endless darkness, just waiting to be snuffed.

It is this helpless state of isolation that the Shadow in the Warp imposes upon the Tyranids' prey. The phenomenon itself is a smothering

psychic signal that surrounds the hive fleets, extending vast distances from them in all directions. Though even races as advanced as the ancient Aeldari remain unable to explain how, the Shadow inveigles its way into mortal senses and interferes with their connection to the warp. For even the most dull-witted of creatures this is an unsettling experience and causes heightened anxiety, paranoia and panic to spread through prey populations. A sense of all-pervading dread goads frightened mobs to violence and sees doomsayers take to the streets even before the first warnings of the Tyranids' approach are received.

It is amongst psychically attuned beings, however, that the Shadow in the Warp is felt the worst. Human psykers, Ork Weirdboyz and virtually the entire Aeldari race are amongst such unfortunates, their psychic sensitivity rendering them dangerously vulnerable to the Shadow's insidious effects. Some have described the phenomenon as a numbing blanket of static that fills their thoughts and makes it hard even to think or speak. To others it is the chittering and squealing of a billion nameless horrors, the endless scraping of talons across their minds, or the onset of existential dread so acute that it is all they can do to keep breathing beneath its pall.

Those attempting to actively employ psychic powers while engulfed by the Shadow in the Warp are hit hardest of all. Even to access their gifts at such times requires extreme effort, and those who try are as likely to be driven mad or slain by explosive cranial haemorrhage as to manifest even the weakest flicker of power.

Crucially, Astropaths attempting to send distress calls out to the wider Imperium find their mental cries choked off, more often than not painfully dying before they can force anything out through the smothering psychic blanket. Navigators are equally afflicted; their third eyes are blinded and their minds overwhelmed by the Shadow so that attempts to guide evacuation craft to safety, or warships to the rescue of beleaguered worlds, end in disaster and death. It is thanks to the Shadow in the Warp that most Imperial worlds beset by the Tyranids must fight alone, cut off from aid and unable even to scream.

Nor are Humans the only victims of this phenomenon. For most branches of the Aeldari race, merely being in proximity to the Tyranids brings torment that they must struggle to ignore if they are to even stand a chance to fight back. Moreover, the precognitive psychic gifts upon which their dwindling race relies are all but useless once the Shadow in the Warp settles about them.

Warp sorcery falters as easily as more sanctified psychic powers, leaving even the servants of the Dark Gods howling in powerless fury as the Tyranids descend on them. Only truly psychically inactive races, such as the T'au or Necrons, have less to fear from the Shadow, but even then the insidious Hive Mind has methods by which it can weaponise its gestalt will against them to claim victory.

PSYCHIC WARFARE

It is unclear precisely how Tyranid war-beasts manifest powers that echo the psychic abilities of the varied races they prey upon. Yet the longer the hive fleets drive their tendrils into the galaxy, and the more of their swarms that emerge from the outer darkness of the void, the more Tyranids have been observed adapting ever more bioforms whose abilities do just that. Some xenobiologians postulate that these creatures are syphoning warp energy in a controlled manner, wholly removed from anything achieved by any other known life form. Others believe that it is the synaptic energies of the Hive Mind itself that are being channelled, crackling through the encephalitic synapse tissues of the Tyranids before being unleashed in hissing blasts of lethal energies, projected as shimmering force fields, amplified into sanity-shredding psychic screams or employed to drive lesser swarm-beasts into frenetic killing fury. For those facing the Tyranids, such academic theorising rings hollow; it matters only that the Tyranids are able to employ a ghastly range of apparently psychic abilities to tear apart the minds and bodies of their prey, seemingly with ease.

INEXPLICABLE PHENOMENA

The longer the scholars of the galaxy study the Tyranid menace, the more bewildered they become by the xenos' interactions with the warp. In some ways, the Tyranids appear empyrically inert. The Ordo Xenos have pieced together records that show splinter fleets swallowed by warp rents, only to emerge from other immaterean phenomena in entirely different regions of the galaxy. Should most races' craft be plunged through the warp like this they would likely emerge badly damaged or mutated, if they emerged at all. The hive ships appear unharmed, however, surging from the roiling tides of warp space as hungry and as deadly as ever.

Inquisitors of the Ordo Xenos and the elite Deathwatch have discovered another such insidious phenomenon in the last few centuries. Genestealers are amongst the most prolific of the Tyranids' vanguard organisms, moving ahead of the swarms and infiltrating Human worlds. The Genestealers infect abducted prey organisms with a gene-curse that brings them under the Genestealers' sway. As time passes more and more of the prey populace are forcibly inducted or born into the resultant Genestealer Cult, which remains hidden until the day it erupts in full-blown rebellion. As though this were not threat enough, it has also been suggested that the cults themselves broadcast some manner of indecipherable mass psychic signal. What seems apparent is that the hive fleets can perceive this subtle beacon, and follow it to fresh feeding grounds. Such an unholy fusion of Human and Tyranid psychic and synaptic potential hints at ominous and terrible nightmares yet to come…

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PACIFICATION

T'au forces under the nominal command of Ethereal Aun'Kir united with the Aeldari of Craftworld Lugganath to assail a tendril of Hive Fleet Gorgon before it reached the Perdus Rift, location of the Kroot home world of Pech and many of the mercenary race's colonies. In the brutal naval battle the Tyranids were defeated, though at great cost. In the aftermath, Aun'Kir and his honour guard were granted audience aboard the Aeldari flagship. Soon after this meeting, the Ethereal High Council granted Aun'Kir control of his own pacification fleet, which headed beyond the Perdus Rift with utmost secrecy. With it travelled Aeldari and Kroot craft, the three allied races determined to seek out where the hive fleet's spores had reached...

BIO-SHIPS

The vast emptiness of space is no barrier to the Tyranids' all-encompassing hunger. Each hive fleet consists of countless bio-ships, enormous space-swimming creatures whose grotesque forms are endless in diversity and function. No bio-ship is truly a single organism; rather, each is a complex composite of dozens, if not hundreds, of different creatures. Every part, every organ and extremity, is a specifically designed symbiotic bio-construct operating under the single, unified consciousness of the bio-ship itself.

Tyranid hive ships are found at the very heart of the hive fleets, and serve as primary nodes for the Hive Mind, capable of directing the activity of unimaginable numbers of Tyranids. Most are biological factories capable of not only creating millions of Tyranid organisms, but replicating genomes and splicing together new creatures perfectly adapted for each new world and threat they encounter. Rarely do they operate alone, each escorted by smaller void-beasts who fight ferociously to protect their charge.

Tremendous physical variety has been observed in hive ships. Living battering rams with frigate-sized horns and clad in layer after layer of adamantine-tough chitin pulverise orbital stations; void-beasts with colossal, manta-like wings outstretch their appendages to block the light of the local star from a prey world; razor-beaked ship-killers hunt enemy void craft like murderous bloodfins of the deep; bloated creatures loaded with spawning sacs launch waves of planet-choking swarms, mega-flocks of winged organisms and clouds of living void mines capable of unleashing armour-melting bio-plasma or hails of barbed thorns. And they are not alone. Other hive ships possess hyperactive adrenal glands rendering them capable of travelling at phenomenal speed to intercept craft attempting to escape, or to more easily blockade a doomed prey world; some possess impossibly large maws filled with thick bristles for harvesting every mote of biomass or valuable resources from gas clouds and debris fields. Perhaps the most terrifying are those that appear to function as psychic beacons for their bio-fleet. These hive ships frequently boast pulsating cerebral nodes and project the Shadow in the Warp with particular vigour. Their weapons are unlike almost anything else in the galaxy. Though they can unleash ferocious warp blasts capable of obliterating enemy vessels, one of their most spine-shuddering abilities is to cause the crews of prey ships to experience horrifying hallucinations, crippling paranoia and maddening terror.

THE DARK INTERIOR

Boarding assaults are some of the most dangerous missions any warrior can undertake. To attack a Tyranid vessel is hideously more hazardous. Even supposedly dead bio-ships have proven lethal to those who boarded them without caution. The hyper-adaptive physiology of the Tyranids means that identifying a relatively safe point for a boarding craft to strike is incredibly difficult. Areas that prove ripe targets for assault on one gargantuan void-beast may be indistinguishable from those on another that turn out to be an acid sac or Mawloc spawning chamber. Reports from boarders who have endured to recount their experiences speak of viscous, dank conditions. There have been encounters with pulsating encephalic matter, creeping tentacles with black orbs for eyes,

nests of needle-like teeth and chambers filled with filter-choking spores and toxic miasmas. Furthermore, survivors tell of bizarre gravitic and sonic effects, as well as clouds of bio-static that render scanning, navigational and targeting equipment all but useless. Returned pict-footage reveals palpitating tubules glistening with alien excretions, throbbing translucent sacs and nests of barbed lashes throughout a bio-ship's gruesome innards.

The very worst thing, so survivors say, is that the bio-ship itself knows its insides have been invaded, and reacts like any physical body trying to expel an infection. By sealing and opening channels within itself, the beast corrals its invaders where it wills. Those who escape entrapment and crushing when the walls of arterial passageways close in around them soon find corrosive ichor, digestive juices, choking gases or vicious warrior organisms flooding the fleshy chambers they occupy.

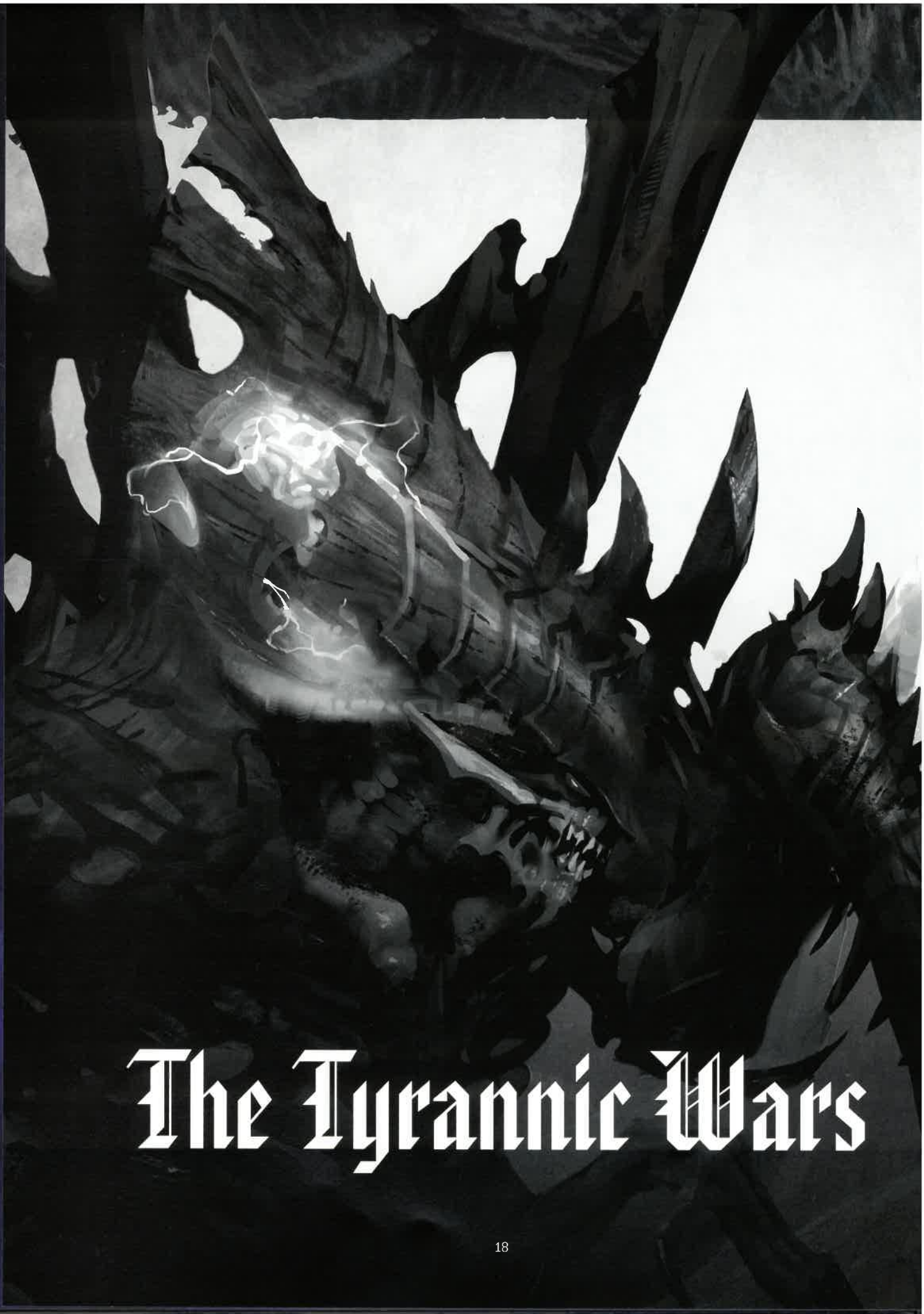
THE NARVHAL

Tyranid hive fleets do not travel through the warp. Nonetheless, they are capable of achieving great velocity when traversing interstellar space. This is thanks to small, almost innocuous bio-vessels classified by the Imperium as Narvhals.

A Narvhal is almost completely defenceless, with little in the way of bio-weaponry and a comparatively thin protective carapace. This is little consolation to the Tyranids' foes, for Narvhals are always heavily protected. A cluster of monofilament spines on its bow enable it to interpret a wide range of sensory input, including an unbelievably broad spectrum of gravimetric signals. Using these senses, the Narvhal can detect planetary systems at incredible distances. By means unknown to Imperial xenolographers, it can then harness that system's own gravity to create a compressed-space transit corridor through which the Narvhal and nearby bio-vessels can cover immense distances. It cannot employ this method near to strong gravitational forces, as they drown out the more subtle traces that the Narvhal uses to navigate. As a result, a Tyranid bio-fleet must rely on more conventional propulsion in the final approach to a prey world. Whilst this combined propulsion method is slower than warp travel, it is infinitely more reliable. Furthermore, this method of interstellar travel has resulted in it proving immensely difficult for the Imperium to track and detect Tyranid bio-fleets. Due to Humanity's use of the warp, Imperial forces rarely situate augur stations or relays in the empty gulfs between star systems, instead focusing their efforts on near-system star-scryers. Thus it is all but impossible for naval strategos to know where a bio-fleet is headed once it has departed a system – though hypotheses that the most heavily populated nearby worlds are the targets have often proven accurate.

The Narvhal's manipulation of a star system's underlying forces to direct Tyranid bio-fleets can cause terrible side effects. A prey planet will sometimes be subjected to earthquakes, solar flares, tidal waves and other natural disasters in the time between the Narvhal casting its gravitic snare and the bio-fleet's arrival. This only benefits the Tyranids' efforts, guaranteeing as it does that the defenders of the target world will still be wrestling with planetary disaster or anarchic doomsday cults interpreting these events – perhaps correctly – as catastrophic omens when the bio-ships slither into orbit.

'Battle is grim enough as it is. Seeing the blackness illuminated by a million charges, salvoes and blasts, never quite sure whether they will strike you or simply streak off into the void beyond. You never really feel like you are aware of it all, like an unseen volley could career into your hull at any second and send the ship rocking from stern to bow. But the Tyranids, they are something else. To see a soft, probing tongue pressed against the portholes, seeming so harmless, so ineffectual, lulling you into a feeling of safety before beaks, teeth and claws shatter the illusion and your ship's hull alike. Hearing the explosions and commotion as another raft of assault boats slam into you is one thing, but then hearing the assault boats scream and howl as they dismantle your ship from within, feasting on whatever fool defenders they find in their way is something entirely indescribable. I have experienced it once, and I haven't enough limbs spare to survive it a second time.'



The Tyrannic Wars

FIRST TYRANNIC WAR

Behemoth was the first hive fleet recognised by the Imperium of Man. After annihilating the outpost at Tyran Primus, it thundered on through settled space, carving a direct line towards the Ultramarines' stellar empire of Ultramar. Driven on by a primal hunger it seemed unable to fully control, the hive fleet appeared as unstoppable as it was bestially unsubtle.

It was only thanks to the effort of Inquisitor Kryptman, who followed in Hive Fleet Behemoth's wake, that warning reached Ultramar ahead of the Tyranid menace. The Ultramarines gathered virtually the entire strength of their Chapter to meet the xenos onslaught. They marshalled the mighty defence regiments of Ultramar and the strength of entire void fleets to their banner. Still it was to prove barely enough to halt Behemoth's rampage.

The Tyranids overran one world after another, consuming biomass and redoubling their ranks as they drove towards the Ultramarines' Chapter planet of Macragge. The idyllic garden world of Prandium was stripped bare. The caverns of Calth became bloody charnel houses. One slaughter followed another. Yet it was at Macragge itself that the fate of the First Tyrannic War would be decided. Here, Chapter Master Marneus Calgar led his warriors in a masterful campaign, doing all they could to resist the hive fleet's attack waves and bleed away its strength. Calgar himself was sorely wounded by the monstrous bioform known as the Swarmlord during the Battle of Cold Steel Ridge, and for a time it appeared that Hive Fleet Behemoth would consume all before it. Eventually, a puissant ambush performed by the Ultramarines' mauled void fleet and the newly arrived ships of Battlefleet Tempestus saw the hive fleet shattered above the ringed world of Circe. Meanwhile, on the surface of Macragge, the Tyranid swarms were finally defeated by the unyielding resistance of the Ultramarines garrisoning the planet's polar fortresses. Yet the victory came at a terrible cost to the defenders; the Ultramarines' precious 1st Company were slain to the last by the ferocious onslaught of Hive Fleet Behemoth. It was a wound the Ultramarines would not soon recover from.

THE BEHEMOTH

Splinters of Hive Fleet Behemoth scattered from Macragge and continue to bedevil Ultramar and the wider Imperium to this day. They are characterised by a brutish lack of subtlety quite at odds with the cunning of more recently arrived tendrils. Those who have fought against this hive fleet and somehow survived report hulking masses of heavily armoured war-beasts such as Carnifexes and Tyrannofexes much in evidence. Supported by lumbering bio-artillery and teeming swarms of lesser beasts, these living fortresses stampede across the land and smash headlong into whatever bars their path. Wave upon bludgeoning wave is unleashed by the brutish-looking hive ships in orbit, the Hive Mind seeking simply to smash its prey to their knees with its clubbing blows before finally delivering the coup de grâce and beginning its victory feast.

SECOND TYRANNIC WAR

Following the defeat of Hive Fleet Behemoth, some Imperial observers believed the Tyranid threat over. Humanity has outlived countless such xenos threats, they pointed out, each destructive in their own right yet ultimately minor in the grand scheme of the wider Imperium. Several centuries passed before this assumption was proved the worst sort of foolish optimism.

The onset of the second Tyranid invasion – which would subsequently be named Hive Fleet Kraken – was subtle and insidious. This new hive fleet divided its strength amongst many separate tendrils. This allowed Kraken to assail many planetary systems all at once, and also spread the Shadow in the Warp across a much wider area of space. As a result, it took a long while for word of the invasion to reach Imperial authorities. Many worlds were devoured during that delay.

Once the Imperial counter-attack began and the Second Tyrannic War was officially declared, Humanity discovered the true nature of this new threat. Hive Fleet Kraken was a wily ambush predator that sought ever to encircle, outflank and surprise its prey. Vanguard organisms swarmed before it, destabilising worlds with acts of surreptitious slaughter and sabotage. Tunnelling organisms undermined Human defence lines, slipping past especially formidable points of resistance to attack from unexpected quarters. Kraken attacked on more fronts than the Imperium could defend, forcing its prey to sacrifice lower-priority worlds and systems in order to protect more strategically vital locations. All the while, the pale hides and crimson chitin of Hive Fleet Kraken was sighted in more and more systems, and the armies of Humanity could do little but retreat before the alien invaders.

A number of Space Marine Chapters sprung to the fore during this desperate fighting retreat.

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BLOODHAND'S SKULLREAP

Having long ago amassed an uncountable volume of Human skulls, Roghrax Bloodhand of the World Eaters swore to collect a skull from every warrior species in the galaxy. His masterwork took a dramatic new turn with the coming of the Tyranids. Bloodhand made haste for the Eastern Fringe, leading his fleet directly into the path of Hive Fleet Kraken. The Hive Mind has poured more and more warrior organisms into the sub-sector-sized abattoir of a conflict Bloodhand created, and word has spread among Ork tribes, Drukhari and Khorne-worshippers alike. All seek bloodshed and spoils. Imperial observers have noted Hive Fleet Kraken has evolved a number of new strains of warrior organisms in this ever-growing bloodbath. Tendrils and splinter fleets battling blood-frenzied World Eaters have become even more ferocious and savage. Those assailed by Drukhari raiders have developed incredible resistance to pain, venoms and paralysing toxins, and those engaged in attritional wars against the Orks have become greatly enlarged.

T43289X312-41
THE RED SCAR BLEEDS
One of the largest Tyranid bio-fleets ever detected descended on the Baal System and the wider Red Scar region in the waning years of the 41st Millennium. Dozens of the Blood Angels' successor Chapters came to their aid against the truly colossal megaswarms of Hive Fleet Leviathan. The war that followed was apocalyptically brutal, with the scions of Sanguinius stretched to the point of near total destruction on their legendary home world. The Space Marines were only spared defeat - ironically - thanks to the emergence of the Great Rift, the cataclysmic shock waves of which shattered the bio-fleet in Baal's orbit, destroying thousands of bio-ships, while others were swallowed by the warp storms. Despite this event, splinter fleets were still spread throughout the Red Scar, feasting on world after world, and Baal's surface remained host to millions of warrior organisms.

The Red Scar's future still remains in doubt, even with the return of Roboute Guilliman and his delivery of many thousands of Primaris Space Marines and the arcane technologies required to produce more. Commander Dante has established the Angel's Halo, an ambitious plan to conquer vital worlds in close proximity to Baal and possessed of important resources. With these locations secure, the Blood Angels will have the means to supply further waves of Imperial reconquest of the Red Scar. The Blood Angels and Flesh Tearers achieved vital victories on the sentinel world of Kheru and industrial world of Ashallon, but the battles for the fortress world of Bhelik Alphus and the shrine world of Acrabellar remain fiercely contested.

Their valour was undeniable, as was their success in wounding and slowing the advancing threat of the hive fleet. Yet their defiance cost the Space Marines dear. The Scythes of the Emperor and the Lamenters were both mauled terribly, driven to the brink of extinction, while the Knights of Eternity Chapter was wiped out altogether.

The decisive battle against Kraken came when the hive fleet drew its greatest tendrils together and drove them towards the hive world of Ichar IV. No one has been able to determine why the hive fleet's behaviour changed, but it was in this moment that Imperial commanders had a chance to score a decisive victory over the rapacious xenos. The Tyranids deployed many previously unseen warrior organisms during the grinding and bloody conflict that followed, even unleashing bio-titans for the first time. Yet it was Chapter Master Marneus Calgar who led the fight-back, arriving on Ichar IV at the head of a mighty Ultramarines force and coordinating a masterful defence that finally saw the xenos scoured from the planet's surface and the surrounding void. Hive Fleet Kraken had been decisively defeated – albeit at the cost of Ichar IV's ruination – yet with dozens of splinter fleets and lesser tendrils still scattered, it was far from a spent force.

THIRD TYRANNIC WAR

Only years after the defeat of Hive Fleet Kraken at Ichar IV, Hive Fleet Leviathan drove its tendrils up through the galactic plane. The largest and most widespread hive fleet to date, Leviathan showed clear signs of having learnt from the fates of Behemoth and Kraken. Its swarms continue to pose an all-pervading threat to life in the galaxy.

By the time of Hive Fleet Leviathan's invasion, numerous other lesser hive fleets had been recognised as threats by the Imperium. Some were splinters of Behemoth or Kraken. Others were entirely separate and strangely adapted entities in their own right. Many – once Leviathan began its onslaught – moved to support, shelter behind or even parasitise this largest of hive fleets yet known.

Leviathan's swarms were legion; its tendrils spread out so that no corner of the galaxy was safe from the Tyranid menace. Imperial forces who survived the onslaught of Leviathan reported an alarming upsurge in the number of psyker-analogue warrior organisms amongst its ranks. The synaptic network that linked this hive fleet appeared especially powerful, its Shadow in the Warp smothering and tremendously potent. Here was the Tyranid threat writ larger and more terrible than ever before. Great armies, even entire xenos races, fled before its inexorable advance.

Amongst the first Imperial war-leaders to take the fight to Hive Fleet Leviathan was Inquisitor Kryptman. Believing the ends justified any means, the aged Inquisitor employed every resource he had amassed in his long and bloody career. He unleashed a wave of Exterminatus strikes upon worlds in the path of Leviathan's tendrils. Kryptman reasoned that, if enough planets could be rendered lifeless in the path of the swarm, the Tyranids would be starved and their onslaught slowed. His horrific methods met with some success, but they were too much even for his Machiavellian peers. Trillions of Imperial lives had been lost to Kryptman's purge. He was accused of heretical arrogance and declared Excommunicate Traitoris.

Yet Kryptman was not done. He next engineered the release of a brood of captured Genestealers within the bounds of the Ork empire of Octarius. Sure enough, a tendril of Hive Fleet Leviathan was drawn after the synaptic signal of the brood, ploughing into the greenskins' empire and igniting a ferocious war. Kryptman had hoped the xenos would annihilate one another; however, he was mistaken. Untold numbers of greenskins provided the Tyranids with a nigh-inexhaustible supply of biomass that saw their swarms grow daily. The Orks, meanwhile, thrive upon battle. In the Tyranids they found the fight of their lives. Larger and more belligerent greenskins were reported all the time by the outmatched Imperial forces caught up amidst the alien war. Soon enough, the fighting in the Octarian Empire threatened to spill out across neighbouring Imperial sectors.

Hoping to stem the tide before it reached critical mass, Inquisitor Nasir Sahansun and many of his comrades sought to establish a defence line – the Cordon Impenetra – that would contain the tumultuous xenos war. Yet their containment wall was far from complete by the time Tyranid and Ork forces assailed it. The situation grew more grave by the day.

This was but one example of the multitudinous catastrophic war zones that erupted wherever Hive Fleet Leviathan struck. The shrine world of Saint Caspalen was transformed into an abattoir by the combined efforts of tunnelling horrors and the insidious stealth organism known as Deathleaper. Here was proof that faith alone, no matter how fervent, was no defence against this terror from the outer dark.

Battlefleet Ultima lost more ships than they could afford during the Battle of Bloodstar, their captains discovering too late that the Hive Mind had learned much of ambush tactics since last they had battled its swarms. The mighty forge world of Gryphonne IV also fell to the tendrils of Hive Fleet Leviathan, all of its precious knowledge lost to the devouring maws of unthinking beasts. The systems of Pyrehaven, Ninth Gift, Josmire's Rest and Abdralla all fell silent and dark, their last cries warning of Tyranids attacking from the far reaches of the Segmentum Obscurus to the heartlands of the Segmentum Solar.

It was as the flames of the Third Tyrannic War raged higher that the Great Rift tore open. This calamitous chain of warp storms split the Imperium in two, leaving fully half the Emperor's realm cut off from the Astronomican. Such lost and darkened systems were easy prey for Leviathan. Even those worlds fortunate enough to remain within the Emperor's light were battered by daemonic phenomena, plagues of mutation and catastrophic collapses in communication and coordination. Everywhere, Hive Fleet Leviathan surged forward, taking advantage of Mankind's confusion as a lunging predator into the midst of panicked prey.

Yet the Hive Mind did not have things all its own way. Though the bedlam caused by the Great Rift aided it in many ways, it also saw swathes of the galaxy plunged into maelstroms of empyric madness or overrun by malevolent warp entities. Such beings offer no sustenance to the swarm, and so Hive Fleet Leviathan was forced to adapt new methods for fighting these inimical hosts, before they starved it of biomass by slaughtering or tainting its prey beyond consumption. In this way, the Hive Mind inadvertently joined the fight against Chaos – albeit entirely for its own sake – while still devouring all prey races that crossed its path.

HIVE FLEET TIAMET

It has caused much alarm among groups of the Imperium and xenos races that the Tyranids of Hive Fleet Tiamet appear to be adapted for defence. With Tyranids hitherto being known for relentless attacks and swiftly moving on to new targets, a sign that they have something to protect was a disturbing change in behaviour.

Hive Fleet Tiamet has earned its name for its being concentrated around the Tiamet System, where some Imperial xenosavants dare believe it has been nurturing some kind of monstrous bio-construct on the world of Ziaphoria. For many years the hive fleet has been content to lie relatively dormant, striking out only opportunistically at prey who have come too close.

Things have now changed. More and more psykers complain of the buildup of a terrible psychic scream emanating from the Tiamet System. Also, the hive fleet's tendrils are pushing further and further out, crushing their foes beneath the heavy bulk of their warrior organisms, which possess unusually resilient chitinous armour plates and flesh capable of rapid regrowth. It is only a matter of time until Tiamet's true purpose is revealed, and what the bio-construct it defends is. When this occurs, it is without any shadow of doubt that a new nightmare will befall the galaxy.

FOURTH TYRANNIC WAR

To the galaxy's great misfortune, Hive Fleet Leviathan had yet to reveal the full extent of its power. More mass slaughter and terrible destruction was still to come, as fresh tendrils of the hive fleet slid into the Segmentum Pacificus in the galactic west.

The first warnings of the dire Tyranid threat encroaching upon the Imperium's western border were, to all intents and purposes, ignored. The colossal, creaking bureaucracy of the Emperor's domain placed written records of panicked aid requests at the bottom of overflowing missive stacks, or else failed to notice the total silence of entire systems. Only after gaining a powerful foothold did Leviathan's true surge through the Segmentum Pacificus begin, spearheaded by two colossal tendrils. Dozens of Imperial systems were assailed or overwhelmed, alongside Ork empires, Necron tomb worlds, pirate lairs and Leagues of Votann holdings which also found themselves embroiled in ferocious fights for survival that few endured for long.

Still it took precious time for the great, good and powerful of the Imperium to understand the scale of the danger facing looming to the galactic west. Though within various Imperial regions the Tyranid invaders were recognised as a genuine threat, and the two tendrils given code names of Nautilon and Promethor, unreliable information resulted in the Imperial response being tragically inconsistent. On some worlds planetary governors ordered huge militias be assembled and mighty defences constructed. From others planetary leaders fled, abandoning their homes before it was too late. Others still did nothing, declaring in earnest piety that with the protection of the Emperor there was no danger, or through catastrophic complacency believed the threat was minimal or non-existent to them.

Few agents of the Imperium saw the true threat for what it was – the two tendrils of Hive Fleet Leviathan were on a parallel path, one that would see both storm straight into the Segmentum Solar if not halted. Slowly, however, the truth was revealed as word from refugee boats, astropathic screams and intercepted vox fragments were put together. Under the auspices of Imperial heroes such as Trajann Valoris and Lord Solar Leontus, a coordinated response to this new onslaught by Hive Fleet Leviathan did at last begin to cohere. While larger and slower forces were drawn together from those reserves not committed to the Indomitus Crusade, a wave of swift and elite response fleets was despatched to counter-attack the Tyranids' advance. These were the Solblades – small, fast-moving and elite forces, one of which was led by Valoris himself. Solblades consisted of such warriors as Space Marines, Sisters of Battle and Imperial Knights. Given complete autonomy to operate as they saw fit, their only guidance was to slow or halt the Nautilon and Promethor tendrils by any means possible. Their efforts were more successful than any Imperial commander expected. Relentless guerrilla campaigns, furious hit-and-run attacks, establishment of keeps and citadels on worlds in the Tyranids' path and training of Imperial defence forces on threatened worlds led some strategos to dare dream that perhaps the tendrils of Leviathan could be broken before they reached the Segmentum Solar. These desperate hopes were soon dashed. A third tendril attacked, spearing up through the galactic plane without warning and bypassing the bulk of the Solblades entirely.

A significant bulk of the newly discovered tendril of Hive Fleet Leviathan – codenamed Grendyllus – slithered relentlessly for the Bastior Sub-sector, where Lord Solar Leontus and the colossal battle station *Phalanx* of the Imperial Fists had chosen to make their bases of operations. Though mass mobilisation, fortification and armament had been carried out throughout the sub-sector, several of its systems had been wracked with civil wars, insidious unrest and more. Xenolographers, Logisticars and field commanders all reached similar conclusions when assessing the Tyranids' apparent strength versus that of the Imperial defenders. Bastior would fall if it stood alone. Countless calls for reinforcements were sent out, to any Imperial forces which might hear.

The most significant battle of the Bastior Sub-sector was that for the planet of Sanctum, home world to the White Templars Chapter. Lord Solar Leontus commanded the ground defence from the fortress monastery of Holdfast, and the *Phalanx* was ready to annihilate any Tyranid void-beast that threatened it in orbit. The first stage of the titanic conflict took place within the colossal asteroid field known as the Dornwall. Though Imperial commanders knew it could not be held, they believed by defending this partial barrier they could slow the Tyranid advance, inflict terrible losses and shatter the formations of their hive ships. Hollowed-out asteroid bases were soon made into grisly abattoirs as warrior organisms flooded their narrow corridors and defenders fought to the death to stop them. Brutal ship-to-ship fighting created massive fields of debris and left hive ship carcasses tumbling through the frozen void. The defenders used their knowledge of the terrain to good effect, launching devastating ambushes

to isolate hive ships and blow apart void-beasts before they could retaliate. Despite heroism and sacrifice of a great many Imperial crews, the Tyranids' numbers were utterly overwhelming. Bio-ships smashed through the Dornwall and billions of warrior organisms went on to make planetfall on Sanctum. Among them were a trio of lethal Norn Emissaries, beasts spawned for the most vital of the Hive Mind's objectives. The dedicated goal of one was the slaughter of the Lord Solar.

On Sanctum's surface, Imperial forces were under standing orders to retain mobility and avoid being besieged for as long as possible. Towering God-Engines duelled with monstrous bio-titans in mountain passes. Mega-swarms of warrior organisms and armies of infantry fought tooth and nail in forests and moors, bathing the landscape in blood. Despite their valiant efforts, Imperial forces were pushed back to Sanctum's keeps battle by bloody battle, with no sign of the reinforcements that had been called for so desperately. Colossal swarms of Tyranids descended upon the Holdfast, and the slaughter of the siege was truly apocalyptic.

It was during this earth-shaking clash that one Norn Emissary launched an attempt on Leontus' life. Before the creature could land the killing blow, however, Trajann Valoris himself intervened; he and his bodyguards of elite Custodians slayed the vicious beast at great cost in lives. He and his Solblade had heard the call for aid, and battled their way to Sanctum to relieve the beleaguered world. He was not alone. Many other Solblades had come to Sanctum's relief, battering their way through the blockade of bio-ships that surrounded the planet, their warriors racing to the world's surface to purge it of the xenos invaders.

Though the fighting that followed was no less bloody than that earlier in the war for Sanctum, the sudden arrival of determined Imperial reinforcements turned the tide against the Tyranids, and the Grendyllus tendril eventually recoiled from Sanctum. Nevertheless, xenos infestation of the wider war zone continued to gather pace and more Imperial reinforcements were desperately needed. A reprieve had been won, but the Fourth Tyrannic War had truly begun.

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THE MAELSTROM

Following Hive Fleet Leviathan's defeat at Baal thanks to the Great Rift's emergence, thousands of bio-ships are scattered by empyric storms. Hundreds are cast into the Maelstrom, where Huron Blackheart, one of the most powerful Heretic Astartes warlords in the galaxy, and lord of the Red Corsairs, rules. Bio-ships fall upon Blackheart's fleets in huge numbers, and merciless combat rages between his forces and the Tyranids. The power of the colossal warp tempest in which they fight proves to be no detriment to the hive fleet, whose hive ships spawn neurobeasts and psyker organisms at a prodigious rate as they accumulate biomass.

The screams of the Sanctioned Psyker ended the instant the bolt entered her brain. Two of her fellows were killed in quick succession, their agonised cries snuffed out with the boom of Commissar Dartani's bolt pistol. The Tyranids had caused it, she knew. The xenos' effects on the weak-minded were seemingly as swift as they were horrific.

Dartani took a deep breath. For the time being, it seemed, the Tyranids were holding back. A *reprieve, thank the Emperor,* she thought, as soldiers raced to move the bodies of the executed psykers from the Imperial lines. The Commissar's unit, the seventh company of the 1st Phrankyn Musketry were deployed on a ridge in the centre of their battalion's section of the trenches, with a good view of the Imperial defensive lines in the area. Before them was a three-hundred-yard open kill zone bar the occasional blackened stump. Beyond was a thicket of woodland that had only escaped destruction because supplies of artillery shells had been diverted to another front before the 1st Musketry had even arrived.

The Commissar knew the break in the fighting only meant that the ferocious aliens were massing for yet another assault. Dartani had little conviction that her company would hold. It had only been a week since deployment and already it was at forty percent of its starting strength.

In her forty-year service, Dartani had wrestled Kroot Hounds, duelled Nicassar pirates, punched Orks in the face and even survived the ravages of the Dvorgite. But she had never seen anything like the Tyranids before. Truly, 'suffer not the alien to live' was a phrase uttered for these most foul creatures. What they were capable of was... unnatural. It was evil. Their ability to corrupt especially. She had shot no fewer than four Phrankyns for it – she had discovered tell-tale signs of a foul xenos implantation in their necks. 'Mark of the Neurolictor', regimental xenosavant attaches had called them. Whatever a Neurolictor was, their hideous influence caused sentries to open fire on their comrades, ignore movements of Tyranid infiltrators as though they could not see them and much worse.

Filth, she thought, spitting onto the mud around her feet.

Dartani could not dwell for long on the heinousness of the foe. The Commissar heard a chorus of alien screeches and chaotic Imperial fire, before a Tyranid swarm ploughed through Imperial lines some half a mile to the right of seventh company's position, the attack spearheaded by a colossal monster. Layers of thick chitin plates covered its back, scorched by ineffectual Imperial weapons fire. It possessed an enormous maw lined with ferocious teeth and a pair of colossal scythe-like claws. It projected itself forwards on a pair of heavily muscled rear legs, balancing the sheer mass of its head and weapons with a long, thick tail that stretched up into the air behind it. Dartani recognised it from her orientation pamphlet as a Scythed Hierodule, a massive – if thankfully rare – Tyranid siege-beast.

The Commissar watched, mouth agape, as the beast crushed wounded Guardsmen beneath its clawed feet, and drove its wicked claws through the hull of a Leman Russ battle tank. Missiles streamed towards it, plumes of exhaust trailing behind them. They struck the monster's flank, and it barely flinched. Imperial Guardsmen fled before it. Dartani saw, horrified, as a spout protruding from the Hierodule's back throbbed, bulged and then burst, spraying a dark liquid over the soldiers. They sank to their knees, screaming, as they were reduced to steaming slurry by the foul gush.

For a moment, Dartani sympathised with the fleeing troops, as smaller gaunt forms rushed through the gap forced by the Hierodule in quick, bounding leaps. Who could possibly stand against such brutal, ugly alien power? What was the point in trying? She bit her tongue to punish herself for such cowardice. Duty is the point. Dartani swore she would subject herself to the lash when this was all over. Pain was the greatest reminder of responsibility, and the greatest teacher.

'This is Commissar Dartani,' she voxed to her platoon. 'All positions to hold.' She knew however that with the line severely shattered not far away it was only a moment of time until–

'Seventh company is to fall back in good order to prepared tertiary defences. Fourth platoon to maintain position to provide cover first, then to be covered in their retreat.' The soldier speaking in her personal vox bead was Sergeant Markell, the acting company commander. The officers were all dead or mangled now.

It must have been serious if orders were to pull straight back to tertiary defences, skipping the second entirely. Commissar Eraskis, stationed with the battalion commander, must have approved of the plan. As such, Dartani overlooked what many would have called cowardice.

'We will do our duty, Musketry,' Dartani said to her troops, who were visibly shaken by the Tyranid surge. There were no Tyranids here... yet. A simple withdrawal, if achieved, would ensure they were well prepared to take the fight back to the xenos soon.

Vox messages soon followed from the other platoons. Dartani kept her eyes

to her unit's front. She scanned the tree line, panning her vision from left to right and back again, counting to six slowly. The count was vital – it was too easy to scan the terrain without truly looking.

Then Dartani saw it, drifting between the trees. It possessed what appeared to be a huge brain, framed in a cog-like ring of purple chitin. She could see energy crackling around the encephalous matter, viscous fluids coating its throbbing form. Cog-like ring of hardened purple chitin resembling the hood of a venomous striking serpent stretched out around the beast's head. Seemingly like every Tyranid monstrosity Dartani had so far seen, it possessed a mouth full of wickedly sharp teeth and a set of claws. Descending below the hideous monster was a pair of pale, whip-like tentacles, a long, armour-plated tail ended with brutal-looking hook claws and two other, smaller appendages that resembled it. Despite the fact that the beast did not appear to possess eyes, Dartani somehow knew it was looking directly at her. Thanks to the shape of its mouth and teeth it appeared to be grinning in a way that was malign, cruel and darkly intelligent all at the same time. Moving with the beast, scuttling over the floor in an eerily coherent shoal was a host of diminutive, eyeless creatures with short blade-arms. Two more monsters accompanied the primary brain-beast, almost resembling smaller versions of it. They too possessed oversized encephali and long tentacles that distended beneath them as they glided, seemingly defying gravity, over the ground.

Dartani felt hatred rise deep in her heart, as well as her bowels sour. *God-Emperor, your might is incomparable, your power unquenchable. Lend me but a mote of it and I will see your will be done here this day.*

So bizarre was the sight that no one, including Dartani, had yet engaged the Tyranid monstrosities before them.

Dartani's vox activated with crackling hisses that made her wince. '*Or… toon… ull… ba,*' the voice sounded like Sergeant Markell, but the signal was so broken it was impossible to tell. The voice started again before being replaced with a high-pitched scream so harsh Dartani ripped out her earpiece. She felt sure the creature before her caused the communications breakdown. The Commissar felt a heavy build up of pressure in her head. The ache was agony. Raising her shaking bolt pistol arm, she aimed at the Tyranids.

'God-Emperor, guide my aim! Let me slay the abominations in your name! Fourth platoon, open fire!'

Dartani's soldiers followed her example and started firing even as surely their heads were wracked with pain. She saw a heavy bolter team struggle with their weapon and bring its fire to bear in controlled bursts. The sight of their courage fortified her own resolve. The team had been firing only for a few seconds when the brain-beast launched a bright violet ball of roaring energy at the gunners. The explosion was furious when it struck their position. Nothing remained besides warped fragments of heavy bolter and tatters of charred uniform.

Dartani pulled the trigger of her bolt pistol again and again, screaming with rage for the destroyed soldiers. She did not blame the Emperor as her fire appeared to have little impact on the approaching foe. Faith was not faith if it was not tested, and for a warrior to hold the Emperor responsible for his or her failure to select the correct weapon for the task at hand was blasphemy. The Emperor rewarded his faithful, this the Commissar knew, and it was proven once more when she saw an abandoned launcher and a number of missiles next to it in a firing position to her left. *Thank you, God-Emperor.*

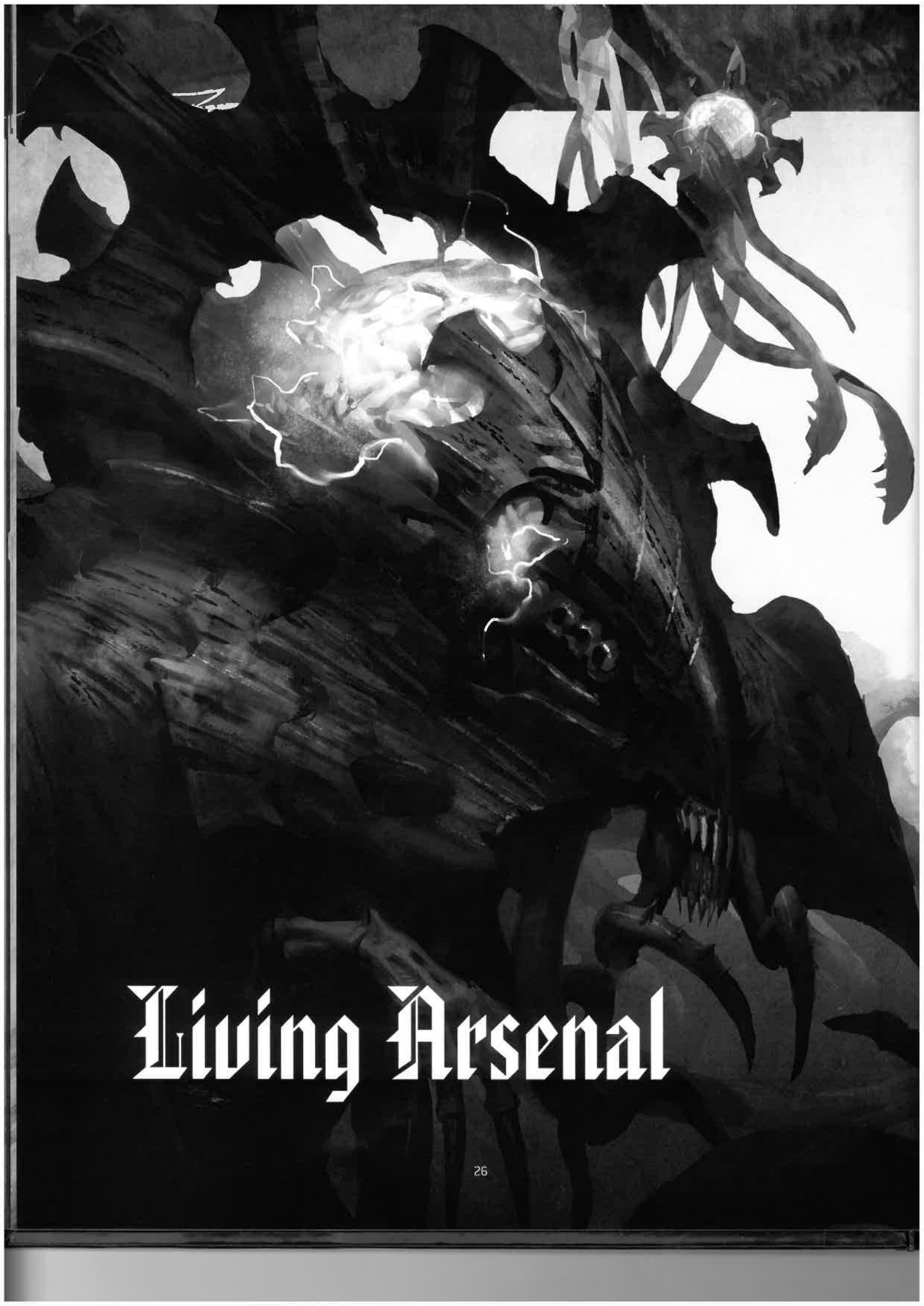
Dartani's head pounded so fiercely it took most of her strength to reach her weapon, shove a missile into the back of it and raise it to her shoulder. The brain-beast's presence caused her whole body to throb with pain. But she clenched her teeth, prayed, and did what duty demanded. She squeezed the trigger. The missile shot from the end of the launcher, smoky plumes and sparks trailing behind it. Dartani saw it strike an invisible alien energy shield surrounding the brain-beast. The missile bounced off in a flare of light and detonated ineffectually. The Commissar went to reload the launcher. It was then she realised she couldn't move. The brain-beast floated towards her, moving without hurry, its lesser escort-beasts in tow, seemingly knowing it had won. Dartani could not even open her mouth to curse it, spit at it or invoke the Emperor's name. All she had were her thoughts. She chose to hate, hate, with all her strength, mind and soul.

Dartani smelled the alien's foul stink, and heard the screams of her soldiers as the lesser beasts butchered them around her. She could not move her head to see her soldiers' deaths, and for that she felt shame.

As the brain-beast drew up to her it took her head with two of its tentacles, handling it with surprising care. Its maw opened wide. Still she couldn't move.

Emperor curse you, filth.

The creature brought her head into its maws, driving its teeth into the filthy flesh of her neck.



Living Arsenal

Tyranid weaponry and wargear is entirely organic. Some examples such as heavy carapaces of chitinous armour, chameleonic flesh or spore-spewing gas bladders are integral to the warrior organisms that employ them on the hunt. The rest appear to be grown in the churning innards of the hive ships and symbiotically grafted to the bioforms that will wield them.

Tyranid warrior organisms and their living weaponry make for a repulsive and truly frightening sight. It is hard for their enemies to perceive where the war-beast ends and its armaments begin, for the two are inextricably linked via pulsing tubules, chitinous growths and membranous swathes of melded flesh. Few can fail to miss the vicious fangs and talons that almost all Tyranids boast, nor the slime-slick and quivering analogues of gun or blade that most carry. Yet in truth any part of a warrior organism's anatomy may prove a weapon, from sacs of virulent toxins or corrosive bioacids, to fleshy barbs ready to stab forth and impale prey, or other, even stranger and more gruesome weapons. For those not trained in identifying such threats and counteracting them, a myriad of horrible fates await. Many warriors have met their end after believing they had severed a Tyranid's weapons from its body, or after parrying an obvious blow from a chitinous blade, only to be impaled upon concealed stingers, struck by tail-borne bio-weapons, or enmeshed in lashing nests of secondary tendrils.

In truth, the distinction between Tyranids and their wargear only exists within the minds of prey species, for every Tyranid is as much a living weapon as the symbiotes it wields. Moreover, the utterly alien nature and rapid adaptability of this organic technology is more than a match for even the most advanced prey races. It allows the Tyranids to drag their victims into a feverish arms race in which most prey are ill-equipped to keep pace, and that soon sees them outmatched, outmanoeuvred and fatally outnumbered.

DEVOURER

The devourer is a deceptively simple projectile weapon whose barrel-analogue is a long tapered cone of slowly decomposing meat. Inhabiting this foetid mass are colonies of squirming parasitic worms. By sending a bioelectric shock from the body through the cone, the weapon's wielder launches showers of ravenous worms at any nearby targets. These worms then burrow through their victims' nervous systems until they reach the brain, causing such agony in the process that even those not slain are often driven mad. The largest devourers fire brainleech worms, a particularly sizeable and unpleasant adaptation of the basic bioform.

FLESHBORER

The fleshborer is an organic burrow within which dwell borer beetles. When the weapon is fired it stimulates the beetles to launch themselves from the barrel with their flea-like rear legs. The creatures then spend their final seconds of life chewing frenziedly through the bodies of their victims. Fleshborers can launch from many different types of beetle, from creatures with hardened, armour-piercing chitin to ones with biochemical incendiary fluid; the latter are grimly referred to as torchbugs.

SPINEFIST

Usually wielded in pairs, spinefists connect themselves to their host organism's internal airways via rubbery flesh tubes driven into their bodies. With a sharp exhalatory spasm, the warrior-beast sends pressurised air surging through its spinefists in order to launch a hail of chitinous spikes at the foe. These foul projectiles are coated with tailored neurotoxins so that the slightest scratch is fatal to the prey. That is, of course, if any of their victims survive being impaled upon dozens of wicked chitin shards long enough to feel the toxins' bite.

BARBED STRANGLER

The barbed strangler fires a seedpod the size of a Human fist. The living ammunition is channelled from a bloated gestation sac by a thick feeder arm into a simple launcher that is little more than a muscled tube. After being launched by a muscle spasm, the seedpod grows to maturity at a grossly accelerated pace, becoming a flailing mass of hooked tendrils capable of puncturing flesh, spreading out in all directions with blinding speed. They gouge eyes, entangle weapons and lash around throats before constricting savagely. Should it penetrate flesh before reaching maturity, the unfortunate victim is ripped apart in an explosion of gore as sinuous tentacles burst out from their own body.

Stranglethorn cannons are heavier versions of the barbed strangler, firing much larger and more aggressive seedpods. The growing seedpod's writhing mass of metal-shredding tentacles can tear apart vehicles as they work their way in through vision slits or chinks in their armour plating, shredding their targets from the inside out.

VENOM CANNONS

Venom cannons fire shards of concentrated and crystallised acid, coated in a metallic residue and launched at incredible speeds. Even the lighter breed of venom cannon is highly effective at punching through well-armoured targets. Meanwhile, the heavier variant launches its weightier projectiles at hypersonic speed, the tank-killing rounds wreathed in an electrostatic charge that detonates upon impact.

HIVE FLEET GORGON

No hive fleet yet encountered matches Gorgon's ability to hyperadapt to its prey, no matter how strategically flexible they might be. The hive fleet heavily favours toxic biowarfare, deploying immense billows of weaponised spores which no rebreather or sealed compartment can seem to keep out. Hive Fleet Gorgon launches attacks in which warrior organisms are wreathed in rolling clouds of these spores, a mere lungful of which can see an enemy's organs bloat and burst with self-replicating organisms as their flesh sloughs from their bones.

Every Hive Fleet Gorgon organism possesses a toxin gland containing semi-sentient spores. As battles progress and the Tyranids taste their foes' flesh, the spores tailor themselves to the prey's nature, thus becoming biological anathema to the enemy. In little time at all, a slight cut a foe suffers or even mere skin contact with a warrior organism can kill. Such is the ingenuity of Gorgon's capabilities, they have even been known to overwhelm the supernaturally-virulent warp plagues of the Death Guard.

Most recently, Gorgon has been preying on agri worlds, and some Inquisitors believe spore-tainted foodstuffs have already been unwittingly spread far and wide…

IMPALER CANNON

This cruel weapon fires chitinous harpoons that are more than capable of punching through even tank armour. At the base of each projectile nestles a parasitic shard-beast that feeds off its projectile's internal fluids until the moment the weapon is fired. At that point the shard-beast's innards are torn out, leaving it trailing fin-like projectiles that it uses to steer its shard into the body of the victim during its last moments of life.

DEATHSPITTER

A deathspitter is a complex multi-creature weapon symbiote that fires large, maggot-like organisms that possess highly corrosive innards. Next to the weapon's brooding chamber is an oozing set of fangs that drags a maggot creature from the nest and strips it of its protective shell with a loud grinding noise. The deathspitter reacts to the caustic flesh spilt by the maggot's agonised throes with a violent spasm, firing the morsel of still-living flesh at high speed. The projected creature shrieks through the air until it strikes its target in a shower of volatile fluids and gobbets of caustic slime that melt through armour and flesh with equal vigour.

SCYTHING TALON

Many Tyranid warrior organisms employ sizeable deadly blade-limbs to hack, tear and impale their victims at close quarters. Such weapons rarely exhibit any degree of subtlety, employing the simple expedient of putting massive strength of muscle and sinew behind a long rigid talon of razor-edged chitin. Yet no warrior who ever saw these scything talons rip through an entire rank of screaming victims before tossing their bloodied and mangled remains through the air would ever mistake simplicity for ineffectiveness.

BONESWORD

Specially grown from dense chitin, boneswords have a sentient symbiote grafted into their hilts. This small gobbet of neurotransmissive flesh takes care of regrowing the bonesword's organic blade should it ever be damaged. Moreover, its vast web of nerve tendrils are embedded along the entire length of the weapon, transmitting and amplifying the synaptic energies of the wielder into a lethal field that extinguishes victims' life energies with every blow. This effect is amplified by proximity to other weapons of the same kind, making paired boneswords especially deadly.

RENDING CLAW

These oversized claws are rendered particularly deadly by their organic sheaths of diamond-hard and wickedly sharp chitin. With the tailored muscle and sinew of a Tyranid warrior organism behind them, rending claws are quite capable of ripping through adamantine and bonded ceramite as though it were nothing more than tattered cloth. The damage such vicious claws can inflict on living flesh can best be described as catastrophic, with a single swipe usually sufficient to disembowel or tear the throat from the prey.

BONE MACE

This unsubtle mass of knurled bone, chitin spikes and coiled tendons is most often seen grafted to hulking Carnifexes. A dense tangle of tensile ligaments connect the bone mace organism to its monstrous wielder, their steely strength and instinctive whipcord contractions further augmenting the already colossal might of the siege-beast as it swings the mace at its victims. A solid blow from this weapon can easily stave in a fortified bunker, smash a battle tank onto its side or pulp any foolish warrior unfortunate enough to stand in its path.

SPORE MINES

Launched from Biovore sporecaster organisms or atmospherically seeded in their thousands from the bellies of hive ships, Spore Mines are living bombs in possession of rudimentary intelligence. If they do not detonate on impact, they possess internal gas bladders that allow them to drift across the battlefield, and sensitive tendrils that trail behind them as they feel for vibrations of prey organisms. Once triggered, the Spore Mines detonate themselves, unleashing a violent storm of chitinous shrapnel and sprays of toxic, venomous or acidic fluids upon their unfortunate victims. Spore Mines have been known to drift for days, just waiting for an unwary foe to come near, before detonating with brutal effect.

PREDATORY PROJECTILES

The Hive Mind has proven monstrously inventive in its ever-adapting arsenal of living projectiles. From blunt force trauma and violent impalement, to bioelectric shock, acidic corrosion, haemorrhagic detonation or death by toxin, the ranged weapon-forms of the hive fleets inflict all these fates and more upon their prey. Warrior organisms have even demonstrated the ability to produce their own form of bio-plasma that is more than capable of reducing armoured warriors to mounds of glowing ashes.

FLESH HOOKS

Nestled within the thoracic cavities of warrior organisms, these chitin-barbed hooks are launched through violent muscle spasm. Not only do they inflict bloody wounds as they punch into their victims, but the sinewy cords that connect them to their host organism can be swiftly reeled back in, dragging impaled prey into the monster's embrace.

Devourer

Scything talon

Barbed strangler

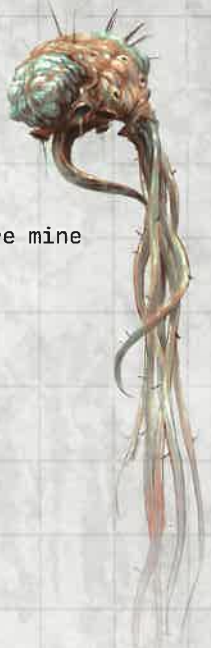
Predatory projectiles

Flesh hooks

Rending claw

Bone mace

Bonesword



Spore mine

Venom cannon

Spinefist

Fleshborer

Impaler cannon

SELECTED TYRANID WEAPONRY:
CLASSIFIED X237-85-41

Inquisitor Czakyn Uziyr was surrounded by piles of dataslates, servo-scrolls, leafs of parchment and heavy tomes. His entire chamber was filled with such documents.

A vox-recording played through the chamber, the last words of a planetary governor crackling to their grim conclusion. '*I do not see how we could ever have won.*'

Elements of the voluminous research sources Uziyr had collected flashed through his memory.

'*...our continued existence as a species appears now tenuous at best...*,' claimed the Departmento Munitorum's Strategic Intelligence Collectives in one report.

'*...over the coming centuries we may be out-evolved to the point of extinction...*,' agreed a transcript of the words of Magos Biologis Alder Garrick, who had spoken at the Conclave of Har.

Mankind was in trouble, and few individuals knew that better than Inquisitor Uziyr of the Ordo Xenos. He had dedicated decades to researching the threat of the Tyranids, abandoning all other work in his obsession. He was centuries old, kept alive by a suite of bionics, arguably heretical rejuvenant treatments and the life support system he was now fused into – all extremely expensive. Even so, his thin hair had long turned white, and his skin was heavily liver-spotted. Once he had been strong, full of vim and vigour. Those years were deep in his past now. Nonetheless, he always kept his favourite weapon from those times with him. Polantair, it was called, a masterwork laspistol, gifted to him by his former master when he was a mere Interrogator. It was a beautiful weapon, with a hardwood casing filigreed with twists of golden thread. With it he had killed hundreds of aliens and their weak, Human sympathisers. It was an instrument of his will as an Inquisitor of the Imperium, a symbol of his authority.

Agents now went on Uziyr's behalf where he could not, returning with more and more resources such as those filling his chamber, which in turn informed the next missions he set for them.

None of what Uziyr had learned of the Tyranids was good. Each source revealed more and more of the dire threat they posed.

'*...with each avenue of enquiry... we find ourselves faced with contradiction and endlessly branching alien illogic...*,' complained xenosavant grade second Lortimer Gartholemew Junt II in his studies. He fumed, also, over the '*... frustrating paucity of verifiable certainties in relation to almost all aspects of the Tyranids' xenobiological makeup, adaptational methodology and so forth...*'. Junt was not done with that either. He concluded a piece regarding the so-called Parasite of Mortrex saying '*...so unnatural, so enigmatic and unclean are the mysteries of the Tyranid that I consider both my faith and, yes, even my sanity to have been sorely tried...*'.

The fool doesn't know the half of it, thought Uziyr. He was sure the xenosavant considered himself learned, intelligent and well-read on the Tyranids. And perhaps, comparatively, he was. But Uziyr knew more. Much more. He had two dozen spies attending the Munitorum's Strategic Intelligence Collectives. There was nothing collated by that grouping of number-counters and macropedants that he didn't know. Inquisitor Nashir Sahansun, creator of the Cordon Impenetra, owed him much, and so told him everything of the calamitous events in the Octarius Sector. Uziyr could be sure of Sahansun's honesty because he had several hundred agents in the region who could verify, many of whom were in Sahansun's service. Nothing escaped Uziyr. He knew all about the Tiamet situation. He had links to the Iron Lords Chapter keeping the Barghesi of the Grendl Stars out of Tyranid maws. Through Aeldari Corsair intermediaries he even knew of that dying race's plight in the Laevenir Archipelago.

On every front, the tidings were grim. The Tyranids were outmatching every race in the galaxy, or so it seemed. Uziyr picked up a dataslate. Upon it was a report composed by one Magos Biologis Salik of the NewHallefus Biomedical Research Station. That station had been raided by the Inquisitor's Aeldari contacts, partly at his request, so that he could get his hands on whatever the Magi had stored there: samples, records, and the like. Salik and his colleagues had done good work. *Had they only agreed to work with me they never would have needed to meet their end as they did,* Uziyr thought, shaking his head. He scanned the Magos' piece.

'*...Tyranids seem to evolve 'as needed maintaining all adaptations that are deemed useful... making modifications to their own metabolism while still in the developmental stage... they have been seen to survive the loss of all limbs without expiring... may fully recover from seemingly lethal wounds...*'

As if that wasn't bad enough, the rate of adaptation was compounded when Tyranids of different hive fleets met.

'*...note increasing magnitude upon successive contacts... note corresponding increases in magnitude amongst previously contacted hive fleet upon contact with a new fleet...*'

Uziyr could remember that off by heart from the reports by Biologis Task Group 773/z. He sighed and took

a healthy swig from his hip flask of amasec, which hadn't left his side in some years. He had a trio of servitors dedicated to ensuring it never ran dry, and that his storage cellars always had plenty in reserve. He cared not for any particular vintage, or source-world. As long as it burned his throat, brought a few seconds' relief from despair and gave his brain new ideas well enough he drank it.

Poor swine who have to fight these beasts don't have this luxury, he thought bitterly as he put the flask down. Uziyr snorted, remembering an old report. He ruffled through some old papers on his desk. There it was.

'...discipline is hard to maintain against such a horrifying foe as many men are driven mad with despair or frozen with terror at their approach...'

'Such a gift for understatement,' Uziyr muttered to himself. Though he had executed many a soldier and even agent for cowardice over the years, he struggled to blame any individual for feeling terror at the thought of facing the Tyranids, or to be broken at the mere sight of the xenos' onrushing hordes.

When pondering the horror of the Tyranids, Uziyr's mind was never far from the robust analyses and detailed reports of the Munitorum's Strategic Intelligence Collectives. Even if its work somewhat... strayed from the Departmento Munitorum's technical remit at times, and the Inquisitor had no care for those who compiled it, the data the organisation collected was incredibly useful. It was also thoroughly disquieting.

It was Uziyr's life purpose to study the resources produced by the Imperium's bureaucracies regarding the Tyranids, so far as he was concerned at any rate. As each year passed, and as he continued his work, he had sunk deeper and deeper into melancholy. For many years he had seen that as the price for service to the Emperor and Humanity. It was a burden he had to bear so that others might live free of the Tyranid menace. He had known that the Emperor gave his greatest followers the greatest tests. But it had been a long time now since Uziyr had prayed.

'...in several reported instances entire sectors have disappeared beneath it...'

'...all too often the target of their attack becomes apparent only after it has been enveloped and rendered unapproachable...'

'...the consumption of the planet under attack is continuous from the moment the hive ships achieve low orbit...'

The lines raced through his mind over and over. The Shadow in the Warp... the relentless attacks... the Tyranids were so well optimised for planetary conquest, it was as if victory was assured for them before a single invasion beast made planetfall. The xenos' rapid success, and the Imperium's apparent inability to contain their rapacious onslaught throughout the galaxy, was frighteningly apparent.

'...ongoing loss of agri worlds and mining facilities is slowly but surely bleeding Ultima Segmentum white...'

'...at current rates of loss the Imperium's hold at the eastern extent of the Astronomican will be entirely gone within two centuries...'

So said Commissar General Vortigus Hornth, in a surprisingly frank appeal for additional resources in which he had accused senior commanders of dangerous ignorance of the threat posed by the Tyranids. Uziyr was still rankled that he had been unable to locate the Commissar General since a copy of the report made its way to his chambers. The man was surely dead. Whether the Tyranids or one of Uziyr's esteemed Inquisitorial colleagues had got there first, he did not know. Either way, the loss was unfortunate. Men and women with their eyes open to the true scale of the Tyranid threat were desperately needed.

But are they really? What difference do they make? I grasp the danger – what have I done? How many worlds have I saved?

The brutal truth was that he had made precious little difference. Perhaps no more than a score of systems endured a Tyranid invasion thanks to his intervention, and some of them had been consumed by Hive Fleet Hydra or Kronos in follow-up attacks regardless.

Every night, Uziyr was haunted by the terrible conclusions the Collective had reached. He would not have been surprised if now these estimates were already too hopeful.

'...number of instances in which Tyranid bio-forms have... survived the Exterminatus...'

'...the hive fleets we have thus far encountered represent but the vanguard of a far larger force...'

'...there may in fact be more hive fleets than there are worlds...'

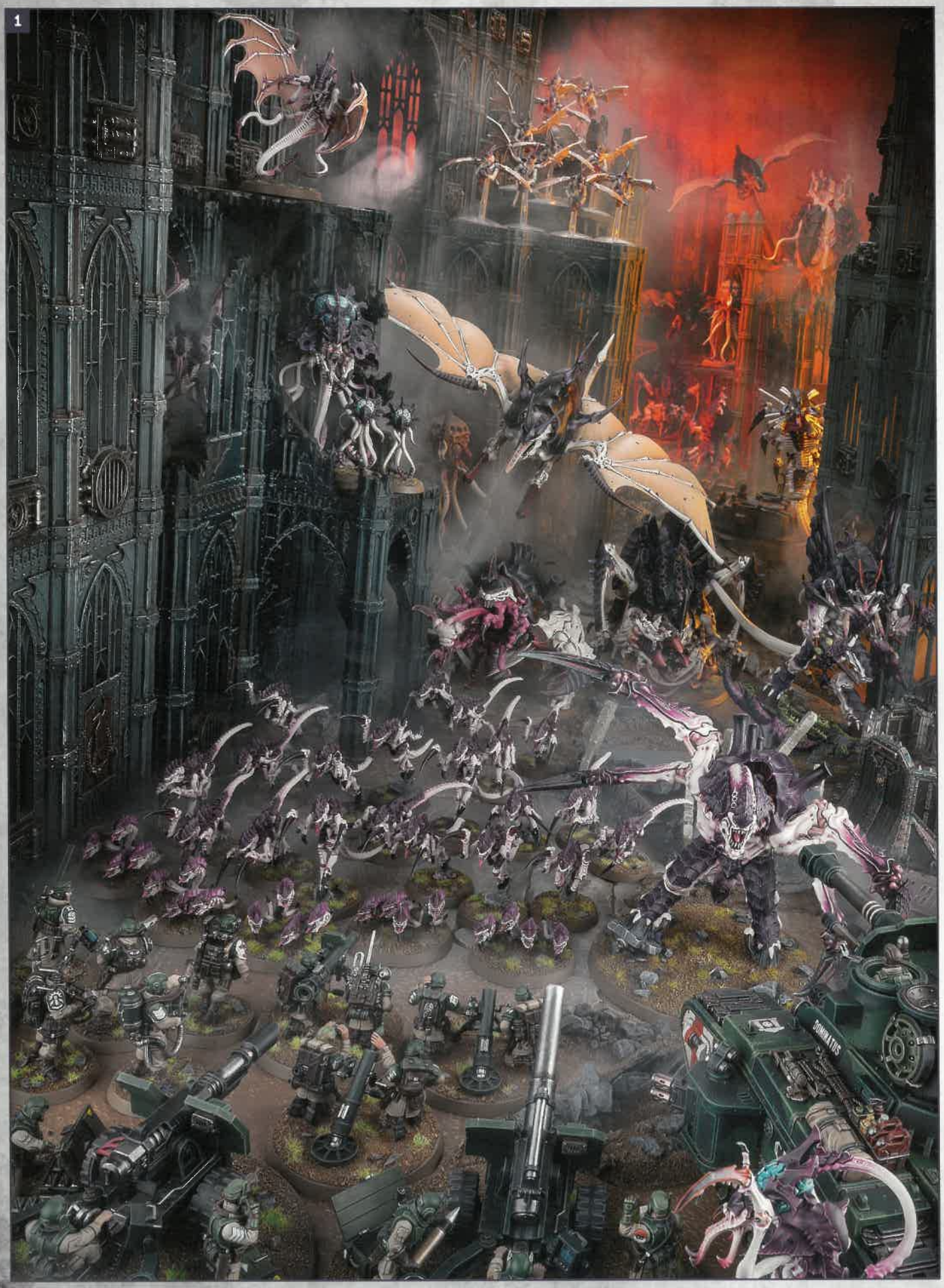
'...current mobilisation levels will need to be increased a minimum of 500% if we are even to stand a chance of slowing the advance of the Hive Mind... every able-bodied man and woman on every world in the Ultima Segmentum, Segmentum Pacificus and Segmentum Solar will need to be drafted into the Imperial Guard...'

And that was before the Rift, before Pankallis, before Bastior, Uziyr thought. He eyed Polantair. It promised him oblivion. It promised him escape. All it would take was one pull of the trigger.

Showcase

PREDATORY PANOPLY

NO GLINT OF METAL OR SPARK OF MOTIVE POWER IS TO BE SEEN AMONGST THE TYRANIDS. INSTEAD, ALL IS RIPPLING CHITIN, DRIPPING INNARDS AND TWISTED, ALIEN FLESH. IN ONE ASPECT ALONE DO THEIR SWARMS MIRROR THE MORE CONVENTIONAL ARMIES UPON WHICH THEY PREY – EACH HIVE FLEET HAS ITS OWN UNIFYING COLOUR SCHEME BY WHICH ITS ORGANISMS ARE INSTANTLY RECOGNISABLE. THESE PREDATORY HUES OWE NOTHING TO MARTIAL ORGANISATION. INSTEAD, THEY ARE ANOTHER WEAPON OF TERROR IN THE HIVE MIND'S ARSENAL.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DOMINATUS

1 The massed gunlines of the Astra Militarum inspire no fear in the Hive Mind. No matter how many Tyranids the men and women of the Imperium may kill in their artillery bombardments and lasgun volleys, there are always more bio-organisms to throw into the meatgrinder. On unnumbered battlefields, the defenders of the Imperium have run out of ammunition and even rocks to throw before they have destroyed the last Tyranid swarms.

2 Deathleaper is the perfect terror weapon, one designed to destroy the enemy's morale and break their will to oppose the swarm. Space Marines know no fear, and the Ultramarines hold a deep hatred for the Tyranids that will see them furiously fight the xenos whenever they clash. These factors do not hamper Deathleaper's effectiveness. If its enemies will not panic or run, then it is equally capable of ending the threat they pose with its long, clawed talons.

Hive Fleet Leviathan Lictor

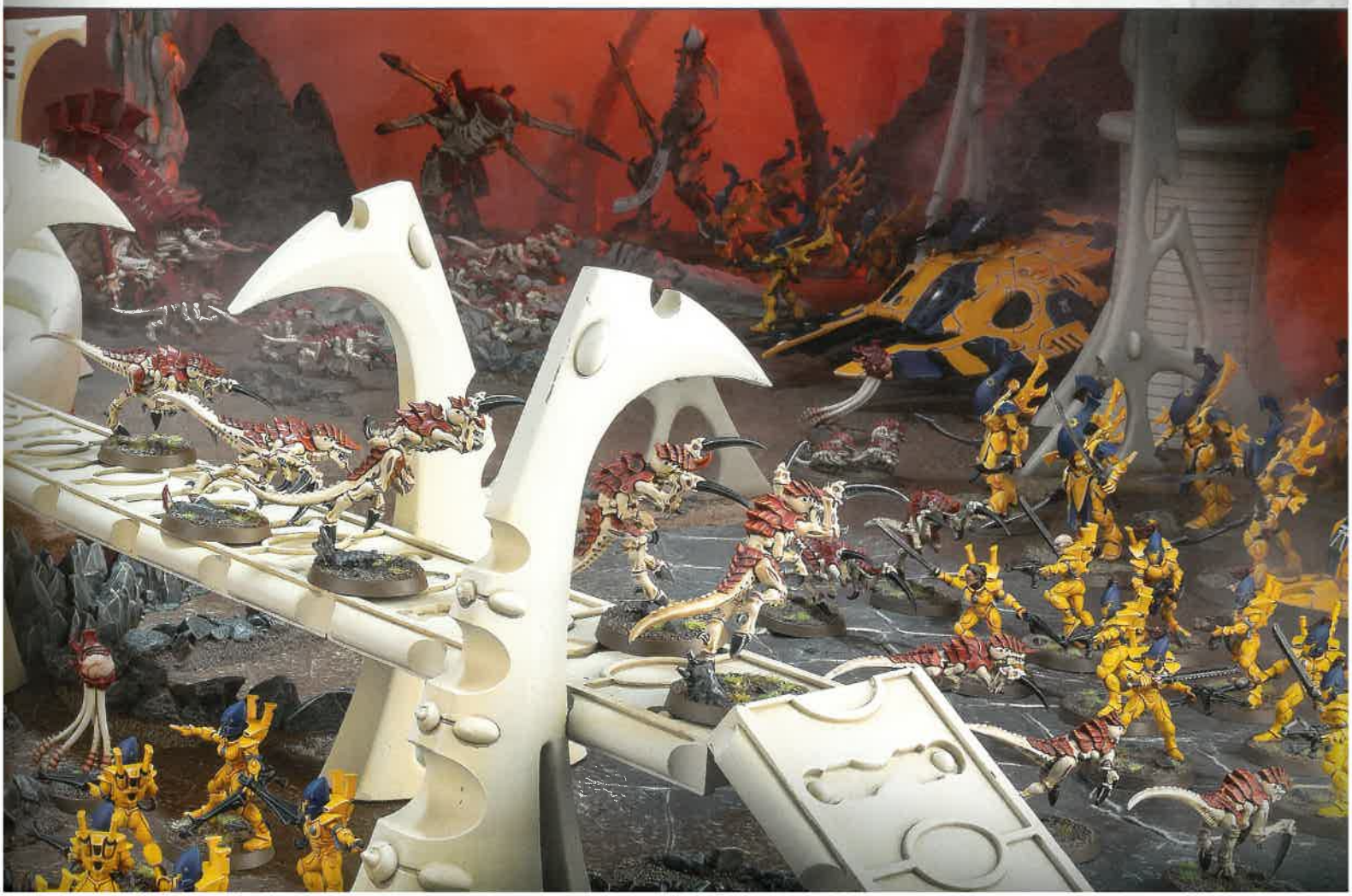
Hive Fleet Leviathan Hormagaunts

Hive Fleet Leviathan Genestealers

3 The Orks of Da Deffkeep believed their gargantuan, labyrinthine fortress impenetrable. Hive Fleet Kraken proved them wrong. The months-long bloodbath that followed the Tyranids' storming of the fort saw millions on both sides slain, mounds of corpses growing so high they could be seen towering well above the bastion's spiked parapets. With bio-organisms tunnelling beneath and winged nightmares dominating the skies, there was nowhere for the Orks to run.

4 Once, Iyanden was the most populous and powerful of the Asuryani craftworlds. Then came Hive Fleet Kraken. Though the Aeldari fought valiantly, they were ground down by the relentless hordes of Tyranids. The Aeldari avoided annihilation, with barely a fifth of the craftworld's population alive, and to this day only ghosts inhabit entire domes of their colossal world-ship. To the Aeldari's despair, it would not be the last time they would have to face this most rapacious of foes.

3



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5 On Karmeas, a world ravaged by a splinter fleet of Hive Fleet Kraken, the Space Wolves clashed with the Tyranids in cities torn apart by the xenos invasion. The scions of Leman Russ were scattered in the ensuing chaos, each squad fighting its own battle for survival. The Rune Priest Arnfel the Black engaged a fearsome Maleceptor, its bulging encephalic matter pulsating with alien psychic energy. It was to be the final clash of his saga.

6 Many space hulks that drift through the galaxy are infested with nests of hibernating Genestealers awaiting opportunities to infiltrate unsuspecting prey worlds. When they are disturbed, the newly awoken Genestealers flood echoing corridors and chambers in a torrent of chitin and claws. They have been the doom of countless explorers, relic hunters, and even Space Marine Terminators.

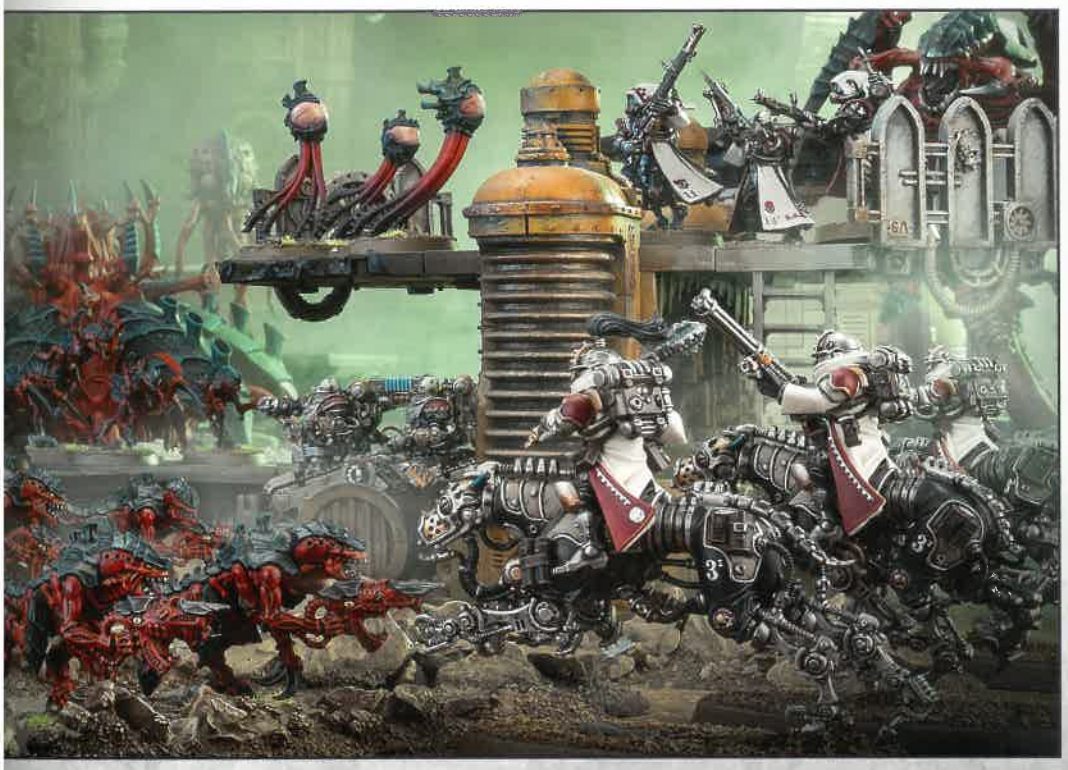
Hive Fleet Leviathan Biovore

Hive Fleet Leviathan Termagant with devourer

Hive Fleet Leviathan Termagant with shardlauncher

Hive Fleet Leviathan Screamer-Killer

Hive Fleet Leviathan Norn Assimilator



7 When the Tyranids board a prey warship, the vessel ceases being a colossal weapon of war. It becomes a deathtrap. Such was the fate of the Tempest-class battlecruiser *Fury of the Will* and its entire war group, assaulted by the Tyranids of Hive Fleet Behemoth. The millennia-old vessel and its fellow voidcraft were lost with all hands, the wreckage only discovered two centuries later with every scrap of biomass stripped from it.

8 On an industrial world at the very edge of forge world Metalica's area of influence, a splinter fleet of Hive Fleet Behemoth has unleashed tides of bio-organisms to rampage over the surface. The pollution smog that once filled the air has been usurped by a haze of xenos spores that have already begun the consumption of the planet. Though the Skitarii legions defending the world fight with all the cold discipline they are renowned for, they are doomed.

Hive Fleet Leviathan Neurolictor

Hive Fleet Leviathan Neurogaunts

Hive Fleet Leviathan Neurotyrant and Neuroloid

9 Some World Eaters savour few enemies as much as the Tyranids, for the xenos present a near endless supply of skulls to offer the Blood God. For the Tyranids, the Heretic Astartes are merely another form of prey, to be overwhelmed and consumed. Though many bio-organisms might be slain by the Chaos Space Marines, it matters little, their biomass is recycled anew as if no damage was done.

10 For the piratical Drukhari, who plunder the galaxy of not only souls but beasts for their depraved experiments or hellish gladiatorial arenas, Tyranid bioforms are great prizes indeed. But they do not come quietly. Countless arrogant Commorrite raiding parties have sought to capture Tyranid organisms, only to be ambushed and slaughtered by their intended targets.

9

10

Combat Patrol

In this section you will find all the essentials for using the Vardenghast Swarm in games of Combat Patrol, from a tactical commentary and a guide to painting your miniatures to bespoke faction rules and datasheets.

THE VARDENGHAST SWARM

PSYCHOPHAGE (1 MODEL)

- **This model is equipped with:** psychoclastic torrent; talons and betentacled maw.

The Psychophage is the force's big hitter, able to dish out powerful melee attacks combined with a very capable Torrent weapon. With its excellent durability it can move into exposed positions, allowing you to get the best out of the Fire Overwatch Stratagem without having to worry unduly about repercussions.

TERMAGANTS (10 MODELS)

- **Every model is equipped with:** fleshborer; chitinous claws and teeth.

What the Termagants lack in firepower they more than make up for in tactical flexibility. Their Skulking Horrors ability makes them very manoeuvrable, able to jam up key locations and react to the enemy's moves. Their ranged weapons can chip away at the foe, causing a wound here and a casualty there, which will add up over the course of the battle.

VON RYAN'S LEAPERS (3 MODELS)

- **Every model is equipped with:** Leaper's talons.

The Von Ryan's Leapers are a powerful board-control unit. Able to infiltrate at the start of the game, they can easily use their high Move characteristic to pull off a charge in the first turn. But it is important to choose their targets wisely, as while they can throw out a lot of attacks, they are not best suited to cracking heavily armoured enemies.

TERROR OF VARDENGHAST (1 MODEL)

- **This model is equipped with:** Prime talons.

This model is another strong melee threat, with a solid set of attacks that are good against a wide range of infantry models you will encounter on the battlefield. Coupled with its ability to fly, the Terror of Vardenghast is best used as a scalpel, aimed directly at your enemy's most critical assets.

TERMAGANTS (10 MODELS)

- **Every model is equipped with:** fleshborer; chitinous claws and teeth.

Having two units of these creatures allows you to swarm across large parts of the battlefield, reducing your foe's movement options. If your opponent has placed any of their units in Reserves using the Deep Strike ability, these units can be a great way to block them from setting up in key locations.

BARBGAUNTS (5 MODELS)

- **Every model is equipped with:** barblauncher; chitinous claws and teeth.

The Barbgaunts are the primary ranged threat in this force. Their barblaunchers have the Blast ability, which means that when targeting larger enemy units they will be able to make additional attacks. Remember that since these are also Heavy weapons, they will be much more accurate if your Barbgaunts do not move in your Movement phase. With this in mind, aim to position them with some good firing angles from the off.

PAINTING YOUR COMBAT PATROL

On the following pages you will find a painting guide to help you bring your Tyranids Combat Patrol to life. By following the steps set out here you will be able to paint your models in the colours of Hive Fleet Leviathan to a Battle Ready standard, and also learn useful techniques that you can apply to your collection as it grows.

You Will Need

To make the most of this painting guide, we recommend you use a Citadel brush and the Citadel Colour paints shown below. We also recommend using multiple thin coats where needed to achieve good coverage.

- WRAITHBONE
- MAGOS PURPLE
- VOLUPUS PINK
- SIGVALD BURGUNDY
- GENESTEALER PURPLE
- ABADDON BLACK
- DARK REAPER
- MEPHISTON RED
- NULN OIL
- FUEGAN ORANGE
- YRIEL YELLOW
- ASTROGRANITE DEBRIS

Top Tip

Before you follow any other steps, we suggest priming your models with an even coat of Wraithbone Spray paint. You can use several thin coats of Wraithbone Base paint instead.

Basing

1 Apply a neat layer of Astrogranite Debris, being careful near the edges. 2 Once the layer of Astrogranite Debris is completely dry, apply a shade of Nuln Oil. 3 Drybrush the base gently with Wraithbone then apply multiple thin coats of Abaddon Black to the base edge to finish.

Tyranid Skin

1 If you sprayed your models, apply a thin basecoat of Wraithbone Base paint all over. You do not need to do this if you prepared your models with Wraithbone Base paint. 2 Apply a layer of Magos Purple to the skin areas. 3 Re-layer the skin with thinned Wraithbone, leaving Magos Purple in the recesses.

Joints and Tongues

1 Apply a Volupus Pink basecoat to these areas, making sure not to let your paint overflow onto other parts. 2 Apply a highlight of thinned Wraithbone. Take your time and keep a point on your brush.

Chitinous Carapaces

1 Apply an even layer of Sigvald Burgundy. Once the first is dry, add a second layer to get a deep, rich colour. 2 Now pick out all the outer edges and raised ridges of each carapace segment with a thinned Genestealer Purple highlight to get sharp definition.

Claws, Hooves and Weapon Carapaces

1 Apply a smooth basecoat of thinned Abaddon Black to all claws, hooves and weapon carapaces. Make sure your paint isn't too thick or you may lose some detail. 2 Next, use the edge of your brush to highlight the raised edges with thinned Dark Reaper.

Barblaunchers

1 Apply a thinned Mephiston Red basecoat to all the fleshy innards of the weapon, taking care not to get any on the carapace or skin. 2 Once the basecoat is completely dry, carefully shade these parts with Nuln Oil.

Wings and Termagant Weapons

1 Apply a shade of Fuegan Orange, being careful not to get any on the adjacent areas. 2 Once the shade is completely dry, carefully highlight the raised areas with thinned Wraithbone to heighten definition.

Neural Masses

1 Make a wash of Dark Reaper by thinning it heavily with water and apply evenly to the area.

Eyes

1 Using a smaller brush, apply a neat basecoat of thinned Yriel Yellow to your Tyranids' eyes, including those on the weapons. 2 Taking care not to let any spill over, apply a shade of Fuegan Orange to the eyes.

Teeth

1 Use Nuln Oil to paint the teeth and the inside of the mouth, avoiding the tongue, using multiple coats to get a dark colour. 2 Once the shade is dry, pick out the teeth with a thinned Wraithbone highlight.

COMBAT PATROL
THE VARDENGHAST SWARM

ABILITIES

The datasheets required to use the Vardenghast Swarm can be found on the following pages. These are simplified versions of those found in Warhammer 40,000. A unit's datasheet will list all the abilities it has. This will include a Faction ability – Synapse – that is referenced on each unit's datasheet. You can also use the Shadow in the Warp ability. Both of these abilities are described below.

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.

While a **TYRANIDS** unit from your army is within 6" of one or more friendly **SYNAPSE** models, that **TYRANIDS** unit is said to be within Synapse Range of those models and 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.

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.

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.

ENHANCEMENTS

Your **WINGED TYRANID PRIME** model has the Psychostatic Veil Enhancement. You can replace this with Secretion Goad.

DEFAULT ENHANCEMENT

PSYCHOSTATIC VEIL

Grotesque neuro-symbiotes squirm through the encephalitic meat of this organism's cranial node. They emit a nauseating barrage of localised psychostatic that triggers dread, revulsion and visual hallucinations in nearby prey. Foes whose only chance is to steady their aim and strike true against this vile monster instead stagger back, weapons falling from shaking hands, survival instincts drowned by a flood of panic and pain.

The bearer has the Lone Operative ability and a 4+ invulnerable save. In addition, each time a melee attack targets the bearer, subtract 1 from the Hit roll.

OR

OPTIONAL ENHANCEMENT

SECRETION GOAD

By palpitating a bio-implant within its thoracic cavity, this creature is able to trigger a surge of hyper-acidic secretions in the venom glands of nearby warrior organisms. Battle armour and flesh alike bubble and dissolve under this sudden caustic onslaught.

Once per turn, when a friendly **TYRANIDS** unit within 6" of the bearer is selected to shoot or fight, the bearer can use this ability. If it does, until the end of the phase, improve the Armour Penetration characteristic of weapons equipped by models in that friendly unit by 1.

SECONDARY OBJECTIVES

You will use the Alpha Xenoform secondary objective. You can replace this with Chitinous Tide.

DEFAULT SECONDARY OBJECTIVE

ALPHA XENOFORM

This organism is linked to the ineffable alien might of the Hive Mind and serves as a conduit of its will. There is no action it takes nor dread deed of butchery it performs that does not further – on however minor a scale – the designs of their wider galactic super-predator.

At the end of each phase, you score 4VP if your **WINGED TYRANID PRIME** model destroyed one or more enemy models that phase.

OR

OPTIONAL SECONDARY OBJECTIVE

CHITINOUS TIDE

Tyranids attack in living waves of predatory warrior organisms whose only impulse is to overwhelm and tear apart their foes. Allowing such an enemy to break through your defence lines and choke off your routes of retreat is a sure way to seal your own doom.

At the end of your turn, you score 5VP if you control one or more objective markers that are within 6" of your opponent's deployment zone.

STRATAGEMS

You can use the following Stratagems:

HYPER-REACTIVE

THE VARDENGHAST SWARM – BATTLE TACTIC STRATAGEM

Inhumanly swift reaction times and tensile muscle-spasms allow the warrior organisms to weave and dodge around their foes' attacks.

1CP

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

TARGET: One **TYRANIDS INFANTRY** 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.

VORACIOUS ASSAULT

THE VARDENGHAST SWARM – BATTLE TACTIC STRATAGEM

Whether by rending their prey apart at close quarters or slaying them with hails of carnivorous or acidic projectiles at range, the Tyranids' every attack serves to render their victims down into just more biomass to feed the swarm.

1CP

WHEN: Your Shooting phase or the Fight phase.

TARGET: One **TYRANIDS** unit from your army that has not been selected to shoot or fight this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack that targets the closest eligible target, you can re-roll the Hit roll.

TEEMING BROODS

THE VARDENGHAST SWARM – STRATEGIC PLOY STRATAGEM

Numerous, expendable and seemingly without number, fresh waves of Termagants flow into battle by the minute.

1CP

WHEN: The Reinforcements step of your Movement phase.

TARGET: One **TERMAGANTS** unit from your army. You can use this Stratagem on that unit even if it is destroyed.

EFFECT: If your unit is not destroyed, return up to D6 destroyed models to it. Otherwise, add a new unit to your army identical to your destroyed unit, in Strategic Reserves, containing 2D6 models.

TERROR OF VARDENGHAST

Combat Patrol Datasheet

M	T	SV	W	LD	OC
12"	5	4+	6	7+	1

As a Tyranid Prime, the Terror of Vardenghast possesses all the physical and synaptic might of an alpha war-beast while also boasting the frightening speed and manoeuvrability imparted by its huge leathery wings. Swooping down into the midst of the foe, it rends and tears until naught remains but corpses and fleeing prey.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Prime talons	Melee	6	2+	6	-1	2

ABILITIES

CORE: **Deep Strike**

FACTION: **Shadow in the Warp, Synapse**

Death Blow: If this model is destroyed by a melee attack, if it 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 unit has finished making its attacks, and is then removed from play.

KEYWORDS: **Infantry, Character, Fly, Great Devourer, Synapse, Vanguard Invader, Winged Tyranid Prime, Terror of Vardenghast**

FACTION KEYWORDS: **Tyranids**

PSYCHOPHAGE

Combat Patrol Datasheet

M	T	SV	W	LD	OC
8"	9	3+	10	8+	3

These monsters stampede into battle with frightening speed. They devour any prey organism in their paths, but especially favour those victims with psychic abilities. How they metabolise such esoteric powers is unclear, but doing so allows them to project surges of psychocorrosive ash that deflagrate their victims' minds and souls.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Psychoclastic torrent [IGNORES COVER, TORRENT]	12"	D6	N/A	6	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Talons and betentacled maw [ANTI-PSYKER 4+, DEVASTATING WOUNDS]	Melee	D6+1	3+	6	-1	2

ABILITIES

CORE: **Deadly Demise 1, Feel No Pain 5+**

FACTION: **Synapse**

Feeding Frenzy: Each time this model makes a melee attack that targets a unit that is below its Starting Strength, add 1 to the Hit roll. If that target is also Below Half-strength, add 1 to the Wound roll as well.

KEYWORDS: **Monster, Great Devourer, Harvester, Psychophage**

FACTION KEYWORDS: **Tyranids**

TERMAGANTS

M	T	SV	W	LD	OC
6"	3	5+	1	8+	2

Combat Patrol Datasheet

Scuttling predators that attack in huge swarms, Termagants were originally spawned to roam the tight arterial passages of hive ships and hunt intruders. They harry their prey with a hail of firepower, seeking always to outflank and envelop their victims as they erode their numbers.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Fleshborer [ASSAULT]	18"	1	4+	5	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Chitinous claws and teeth	Melee	1	4+	3	0	1

PATROL SQUADS

At the start of the Declare Battle Formations step, before any units have been set up, this unit can be split into two units, each containing ten models.

ABILITIES

FACTION: **Synapse**

Skulking Horrors: Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this unit, if this unit is not within Engagement Range of one or more enemy units, it can make a Normal move of up to D6".

KEYWORDS: **INFANTRY, BATTLELINE, GREAT DEVOURER, ENDLESS MULTITUDE, TERMAGANTS**

FACTION KEYWORDS: **TYRANIDS**

Termagants

Psychophage

BARBGAUNTS

M	T	SV	W	LD	OC
6"	4	4+	2	8+	1

Combat Patrol Datasheet

Barbgaunts are little more than living weapons, their bodies and barblaunchers slaved to the will of a pulsating ganglio-parasite that piggybacks them into battle. There, they unleash volleys of chitinous barbs that detonate with the fury of violent muscle-spasms and transfix nearby victims with hails of jagged projectiles.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Barblauncher [BLAST, HEAVY]	24"	D6	4+	5	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Chitinous claws and teeth	Melee	1	4+	4	0	1

ABILITIES

FACTION: **Synapse**

Disruption Bombardment: In your Shooting phase, after this unit has shot, if an enemy **INFANTRY** unit was hit by one or more of those attacks. Until the end of your opponent's next turn, that enemy unit is disrupted. While a unit is disrupted, subtract 2 from its Move characteristic and subtract 2 from Advance and Charge rolls made for it.

KEYWORDS: **INFANTRY, GREAT DEVOURER, BARBGAUNTS**

FACTION KEYWORDS: **TYRANIDS**

Terror of Vardenghast

Barbgaunts

VON RYAN'S LEAPERS

M	T	SV	W	LD	OC
10"	5	4+	3	8+	1

6+ INVULNERABLE SAVE

Combat Patrol Datasheet

Stealthy hunters and expert ambushers, Von Ryan's Leapers are swift, agile and especially lethal when fighting in dense terrain. Akin to living mines, they lie in wait at the optimum locations to cause as much damage as possible. When they sense the perfect time to strike, they burst forth to butcher all around in a murderous frenzy.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Leaper's talons	Melee	6	3+	5	-1	1

ABILITIES

CORE: **Fights First, Infiltrators, Stealth**

FACTION: **Synapse**

Pouncing Leap: You can target this unit with the Heroic Intervention Stratagem for 0CP, and can do so even if you have already used that Stratagem on a different unit this phase.

KEYWORDS: **Infantry, Great Devourer, Vanguard Invader, Von Ryan's Leapers**

FACTION KEYWORDS: **Tyranids**

Von Ryan's Leapers

Forces of the Tyranids

'There is no waking from this nightmare. Relentlessly it tightens its grip, and so our thrashing grows more desperate. In the manner of all nightmares the threat refuses to take form. It writhes with the shadows of our bleakest imaginings, dons grotesqueries, thrusts them like puppets from the darkness. It tantalises with the promise of ultimate horror yet unglimpsed. And each time we think we must surely wake, instead we fall deeper into its tendrilous embrace.'

- *Meditations upon the Tyranid Threat, an excerpt*

INTRODUCTION

Welcome to the rules section of *Codex: Tyranids*. Whether forging your own tales of glory and infamy with narrative play or pitting yourself against your opponents in nail-biting matched play contests, the following pages present all the rules you will need to bring your Tyranids collection to life on the tabletop.

These include Detachment rules that Tyranids armies can use, along with the Tyranids army rules – Synapse and Shadow in the Warp – which are common to many of your units. This section also includes datasheets for Tyranids units; you can find out more about how to use datasheets on pages 37-38 of the Core Rules.

CRUSHER STAMPEDE

Should the Tyranids be faced with an especially formidable target, the Hive Mind may unleash what Imperial Strategas have termed a Crusher Stampede. The cores of these swarms comprise bulking monsters, led by some of the most physically imposing synapse beasts to emerge from the bowels of the hive ships. Supported by bulking walking tanks like the Tyrannofex or Exocrine, and lent support by broods of lesser warrior organisms, Crusher Stampedes smash through everything in their paths. The ground trembles under their thunderous footfalls. The weapons fire of the prey serves only to enrage the beasts rushing their lines, causing the inevitable headlong impact to slam home all the harder. Fortress gates topple and bunkers collapse before their wrath. Entire formations of soldiery vanish beneath their onrushing mass with final, despairing screams. Once the Crusher Stampede is unleashed, nothing short of absolute annihilation will halt its rampage.

DETACHMENT RULE

ENRAGED BEHEMOTHS

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

1

ENHANCEMENTS

DOMINOUS PRESENCE

The crushing menace of the Hive Mind rolls off this monstrous creature in waves, causing it to loom even larger in the minds of its quailing prey and lending it absolute dominance of the battlefield.

TYRANIDS MONSTER model only. Add 3 to the bearer's Objective Control characteristic.

ENRAGED RESERVES

Contained deep within this organism's body is a pulsating sac filled with a cocktail of adrenosimulant fluids linked to a ring of vascular-pneumatic sphincters, allowing them one last-ditch strike.

TYRANIDS MONSTER model only. If the bearer is destroyed by a melee attack, if it has not fought this phase, roll one D6: on a 3+, do not remove it from play. It can fight after the attacking model's unit has finished making its attacks, and is then removed from play.

NULL NODULES

A centroganglion knot in this creature's cranium channels and amplifies the smothering power of the Shadow in the Warp to nullify its prey's psychic abilities.

TYRANIDS MONSTER model only. Once per battle, when a Psychic Attack is allocated to the bearer, it can use this ability. If it does, until the end of the phase, the bearer has the Feel No Pain 5+ ability against Psychic Attacks.

MONSTROUS NEMESIS

With its basic logic centres and instinctive drivers augmented, this warrior organism is capable of singling out and hunting down valuable prey without direct synaptic oversight.

TYRANIDS MONSTER model only. Each time the bearer makes a melee attack that targets a MONSTER or VEHICLE unit, add 1 to the Wound roll.

2

CORROSIVE VISCERA

CRUSHER STAMPEDE – STRATAGEM PLOY STRATAGEM

Highly acidic fluids spray from the creature's wounds, lethal to those nearby.

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.

1CP

UNTRAMMELLED FEROCITY

CRUSHER STAMPEDE – STRATAGEM PLOY STRATAGEM

Enormous and rampaging such physically powerful and fearless beasts is nigh on impossible.

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, models in your unit can move through enemy models as if they were friendly models, and until the end of the phase any Desperate Escape tests those models must take are automatically passed.

1CP

RAMPAGING MONSTROSITIES

CRUSHER STAMPEDE – BATTLE TACTIC STRATAGEM

Tyranid monsters have reservoirs of energy that they unleash in waves of devastating fury.

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.

1CP

SWARM-GUIDED SALVOES

CRUSHER STAMPEDE – BATTLE TACTIC STRATAGEM

One cannot hide from a gestalt entity with a million eyes, even in the densest cover.

WHEN: Your Shooting phase.

TARGET: One TYRANIDS MONSTER unit from your army that has not been selected to shoot 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.

1CP

SAVAGE ROAR

CRUSHER STAMPEDE – BATTLE TACTIC STRATAGEM

This monster is even more terrifying to behold than other deformed alien kind.

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.

1CP

MASSIVE IMPACT

CRUSHER STAMPEDE – EPIC DEED STRATAGEM

Employing their sheer bulk and vicious chainsaw bone and spikes, the largest Tyranids crash headlong through the foe, often with devastating results.

WHEN: Your Charge phase, just after a TYRANIDS MONSTER model from your army ends a Charge move.

TARGET: One TYRANIDS MONSTER model from your army.

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.

1CP

3

On the following pages you will find several **TYRANIDS** Detachments you can select from, as described in the Core Rules (see the Select Detachment Rules step, page 56). If you are playing a Crusade battle, see the equivalent step in the Mustering a Crusade Army section of the main Crusade rules. Each Detachment is a themed fighting force that focuses on one particular combat style employed by the Tyranids – the rules they include are as follows:

1 DETACHMENT RULE

If you select to use a Detachment, a Detachment rule listed here will apply either to your whole army or to particular units within it.

2 ENHANCEMENTS

When mustering your army, your chosen Detachment enables you to upgrade **CHARACTERS** using the Enhancements listed here, as described in the Core Rules (see the Select Units step, page 56). If you are playing a Crusade battle, you can instead use the Renowned Heroes Requisition to give your **CHARACTERS** Enhancements, as described in the main Crusade rules.

3 STRATAGEMS

Your chosen Detachment gives you access to the Stratagems listed here in addition to the Core Stratagems listed in the Core Rules. During the battle, you can spend Command points (CP) to use these Stratagems. You can find out more about how to use Stratagems on pages 41-42 of the Core Rules.

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 friendly **SYNAPSE** models, that **TYRANIDS** unit is said to be within Synapse Range of that model and 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.

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.

INVASION FLEET

DETACHMENT RULE

HYPER-ADAPTATIONS

Every warrior organism 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 their 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 **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 a **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 a **CHARACTER** unit, on a Critical Hit, that attack has the **[PRECISION]** ability.

ENHANCEMENTS

ALIEN CUNNING

This leader-beast possesses highly sophisticated neural pathways, allowing it to identify priority strategic assets and adapt the disposition of its warriors to seize them before the foe even recognise their value.

TYRANIDS model only. After both players have deployed their armies, select up to three **TYRANIDS** units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves if you wish, regardless of how many units are already in Strategic Reserves.

PERFECTLY ADAPTED

This creature was created for one purpose: to completely eradicate the defenders of the target prey world.

TYRANIDS model only. Once per turn, you can re-roll one Hit roll, one Wound roll, one Damage roll, one Advance roll, one Charge roll or one saving throw made for the bearer.

SYNAPTIC LINCHPIN

With a neuro-cortex that pulsates with the irresistible power of the Hive Mind, this leader acts as a blazing synaptic beacon to the lesser creatures of the swarm, the better to direct their actions and react to the ever-changing state of battle.

TYRANIDS model only. While a friendly **TYRANIDS** unit is within 9" of the bearer, that unit is within Synapse Range of your army.

ADAPTIVE BIOLOGY

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

TYRANIDS model only. The bearer has the Feel No Pain 5+ ability. At the start of any turn, if the bearer has fewer than its starting number of wounds remaining, until the end of the battle, it has the Feel No Pain 4+ ability instead.

As the bio-ships of a Tyranid invasion cluster around a prey world, their drop spores bear trillions of warrior organisms down to its surface. These alien hosts combine with lurking vanguard organisms to form immense invasion swarms. The composition of each fresh invasion swarm varies greatly. It may depend upon the needs of the wider conflict, or the efforts of the Hive Mind to tailor its attack waves, from the ratio of smaller swarming beasts to hulking walking tanks, right through to biomorphic adaptations on a beast-by-beast basis. While one swarm might darken the skies with a preponderance of winged terrors supported by ambulatory artillery-beasts, another might erupt from subterranean tunnels burrowed by titanic worm-forms or rain death upon its foes with a grotesque assortment of mid- to close-range bio-cannons. The only true constant is that every invasion swarm is as lethal as it is horrifying.

RAPID REGENERATION

INVASION FLEET – BATTLE TACTIC STRATAGEM

Prey stare in horror as chitinous armour regrows and flesh, muscle and sinew knots back together.

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

INVASION FLEET – BATTLE TACTIC STRATAGEM

These warrior organisms destroy all as their adrenaline surges.

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

INVASION FLEET – STRATEGIC PLOY STRATAGEM

Tyranids care nothing for self-preservation, lashing out even in death.

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

INVASION FLEET – STRATEGIC PLOY STRATAGEM

Tyranids in battle form an unstoppable avalanche of flesh and chitin that buries the foe alive.

1CP

WHEN: Fight phase, just before a **TYRANIDS** unit from your army Consolidates.

TARGET: That **TYRANIDS** unit.

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

INVASION FLEET – STRATEGIC PLOY STRATAGEM

Guided by the instincts of leader-beasts, the swarm can be tasked with focusing its hunting instincts.

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 one 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.

RESTRICTIONS: You cannot select the same Hyper-adaptation you selected at the start of the first battle round.

ENDLESS SWARM

INVASION FLEET – STRATEGIC PLOY STRATAGEM

As the battle rages, more organisms pour in to bolster the swarms.

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 those selected units.

CRUSHER STAMPEDE

DETACHMENT RULE

ENRAGED BEHEMOTHS

In their efforts to lay the monstrous beasts of a Crusher Stampede low, the prey only succeed 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.

ENHANCEMENTS

OMINOUS PRESENCE

The crushing menace of the Hive Mind rolls off this monstrous creature in waves, causing it to loom even larger in the minds of its quailing prey and lending it absolute dominance of the battlefield.

TYRANIDS MONSTER model only. Add 3 to the bearer's Objective Control characteristic.

ENRAGED RESERVES

Contained deep within this organism's body is a pulsating sac filled with a cocktail of adrenostimulant fluids linked to a ring of vascular-pneumatic sphincters, allowing them one last-ditch strike.

TYRANIDS MONSTER model only. If the bearer is destroyed by a melee attack, if it has not fought this phase, roll one D6: on a 3+, do not remove it from play. It can fight after the attacking model's unit has finished making its attacks, and is then removed from play.

NULL NODULES

A contraganglion knot in this creature's cranium channels and amplifies the smothering power of the Shadow in the Warp to nullify its prey's psychic abilities.

TYRANIDS MONSTER model only. Once per battle, when a Psychic Attack is allocated to the bearer, it can use this ability. If it does, until the end of the phase, the bearer has the Feel No Pain 5+ ability against Psychic Attacks.

MONSTROUS NEMESIS

With its basic logic centres and instinctive drivers augmented, this warrior organism is capable of singling out and hunting down valuable prey without direct synaptic oversight.

TYRANIDS MONSTER model only. Each time the bearer makes a melee attack that targets a **MONSTER** or **VEHICLE** unit, add 1 to the Wound roll.

Should the Tyranids be faced with an especially formidable target, the Hive Mind may unleash what Imperial Strategos have termed a Crusher Stampede. The cores of these swarms comprise hulking monsters, led by some of the most physically imposing synapse beasts to emerge from the bowels of the hive ships. Supported by hulking walking tanks like the Tyrannofex or Exocrine, and lent support by broods of lesser warrior organisms, Crusher Stampedes smash through everything in their paths. The ground trembles under their thunderous footfalls. The weapons fire of the prey serves only to enrage the beasts rushing their lines, causing the inevitable headlong impact to slam home all the harder. Fortress gates topple and bunkers collapse before their wrath. Entire formations of soldiery vanish beneath their onrushing mass with final, despairing screams. Once the Crusher Stampede is unleashed, nothing short of absolute annihilation will halt its rampage.

CORROSIVE VISCERA

CRUSHER STAMPEDE – STRATEGIC PLOY STRATAGEM

Highly acidic fluids spray from the creature's wounds, lethal to those nearby.

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

CRUSHER STAMPEDE – BATTLE TACTIC STRATAGEM

Tyranid monsters have reserves of energy that they unleash in waves of devastating fury.

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

CRUSHER STAMPEDE – BATTLE TACTIC STRATAGEM

This monster is even more terrifying to behold than other bioforms of its kind.

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

CRUSHER STAMPEDE – STRATEGIC PLOY STRATAGEM

Encircling and entrapping such physically powerful and fearless beasts is nigh on impossible.

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, models in your unit can move through enemy models as if they were friendly models, and until the end of the phase any Desperate Escape tests those models must take are automatically passed.

SWARM-GUIDED SALVOES

CRUSHER STAMPEDE – BATTLE TACTIC STRATAGEM

One cannot hide from a gestalt entity with a million eyes, even in the densest cover.

1CP

WHEN: Your Shooting phase.

TARGET: One **TYRANIDS MONSTER** unit from your army that has not been selected to shoot 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

CRUSHER STAMPEDE – EPIC DEED STRATAGEM

Employing their sheer bulk and vicious chitinous horns and spikes, the largest Tyranids crash headlong through the foe, often with devastating results.

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.

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.

ENHANCEMENTS

RELENTLESS HUNGER

An overriding need to sink their fangs into the flesh of their prey drives these creatures toward the foe.

TYRANIDS model only. Add 2" to the Move characteristic of models in the bearer's unit.

NATURALISED CAMOUFLAGE

These warrior organisms possess limited chameleonic properties that conceal their advance. The benefits of such deceptions decrease as they approach their prey, but can be enough to bring them safely into range to strike.

TYRANIDS model only. At the start of the first battle round, select up to three friendly **ENDLESS MULTITUDE** units within 9" of the bearer. Until the end of the battle round, each time a ranged attack targets one of those units, models in that unit have the Benefit of Cover against that attack.

PIERCING TALONS

A simple but potent biomorphic enhancement of these warrior organisms sees some amongst their number boast diamond-sharp talon tips. Lashing suddenly from amidst the mass of thrashing weapon limbs these plunge through armour to pierce organs and rupture delicate systems.

TYRANIDS model only. Each time a model in the bearer's unit makes an attack, on a Critical Wound, improve the Armour Penetration characteristic of that attack by 1.

ADRENALISED ONSLAUGHT

Biostimulants course through the bodies of these warrior organisms, combining with goading synaptic impulses to lend them an unholy turn of speed.

TYRANIDS model only. Each time the bearer's unit Piles In or Consolidates, models in this unit can move an additional 3".

The onslaught of an Unending Swarm is nigh impossible to stop. Brood upon brood of light, swift warrior organisms gather in an avalanche of flesh, chitin, talons and teeth. Goaded forward by their synaptic leader-beasts, they sweep across the battlefield in thousands-strong attack waves that batter down their prey-creatures' defences. Tyranid casualties during this unsubtle onslaught will be catastrophic. The prey may butcher entire broods with their thundering guns, or drive back the Unending Swarm for a time with determined counter-attacks. Yet eventually even the most plentiful ammunition reserves run dry. Inevitably, assaulting warriors beset upon all sides will be dragged down and torn apart. At last, beaten down, demoralised, their formations in tatters, their positions overrun, the last of the prey try to flee. As yet more Tyranid attack waves sweep across their corpse-strewn positions and lumbering horrors move up behind, they will not get far.

SYNAPTIC GOADING

UNENDING SWARM – STRATEGIC PLOY STRATAGEM

1CP

For a moment, a minuscule sliver of the Hive Mind's ineffable will is focussed through these warrior organisms, driving them to pounce upon either valuable prey or else some vital strategic target.

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

UNENDING SWARM – STRATEGIC PLOY STRATAGEM

2CP

No matter how many warrior organisms are slain, more are already surging forward over their corpses.

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.

RESTRICTIONS: Any destroyed **CHARACTER** units that were attached to your unit are not returned.

TEEMING MASSES

UNENDING SWARM – BATTLE TACTIC STRATAGEM

1CP

Skittering, darting and pouring over one another, the Tyranids make for hard and confusing targets.

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

UNENDING SWARM – BATTLE TACTIC STRATAGEM

1CP

The sheer weight of Tyranid numbers begins to tell as they bury their victims in lashing, biting horror.

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

UNENDING SWARM – BATTLE TACTIC STRATAGEM

1CP

Synaptic impulses from the Hive Mind urge greater speed from the swarm's warrior organisms.

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

UNENDING SWARM – STRATEGIC PLOY STRATAGEM

1CP

Triggered by incoming projectile fire, a synaptic pulse spurs the danger-senses of lesser warrior organisms and causes them to scatter like a shoal evading predators. Only once the explosions have stopped and the dust cleared do the bioforms bunch up once again.

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.

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 world's 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.

ENHANCEMENTS

REGENERATING MONSTROSITY

This nightmarish creature seems virtually unkillable, its every hurt healing in moments as it guzzles down the hunks of bubbling biomatter that were once foes.

TYRANIDS model only (excluding **MONSTERS** models). The bearer's unit can be regenerated up to twice per phase, instead of once.

INSTINCTIVE DEFENCE

The swarm's warrior organisms fight with instinctive and single-minded ferocity to protect the all-devouring organisms in their midst.

TYRANIDS model only. While the bearer is within 6" of one or more friendly **HARVESTER** units, you can target the bearer's unit with the Heroic Intervention Stratagem for 0CP. In addition, while the bearer is within 6" of one or more friendly **HARVESTER** units, models in the bearer's unit have the Fights First ability.

BIOPHAGIC FLOW (AURA)

Parasitised biomass and revivifying fluids flow through the Assimilation Swarm like lifeblood.

TYRANIDS model only. While a friendly **HARVESTER** model is within 12" of the bearer, when using the Feed the Swarm ability, that **HARVESTER** model can Regenerate one friendly Tyranids unit that is within 9" of it, instead of one within 6".

PARASITIC BIOMORPHOLOGY

These warrior organisms boast additional fanged maws, jabbing probosci and haemophagic membranes that consume the fluids of their prey.

TYRANIDS model only. Add 1 to the Strength characteristic of melee weapons equipped by models in the bearer's unit. The first time the bearer's unit destroys an enemy unit in the Fight phase while the bearer is within 6" of one or more friendly **HARVESTER** units, until the end of the battle, add 1 to the Attacks characteristic of melee weapons equipped by models in the bearer's unit.

With the prey world's fortifications toppled and its defenders reeling, the Tyranids begin their gruesome feast. Even as spore chimneys rise over the devastation and the shadows of clustering hive ships blacken the skies, Assimilation Swarms hunt down enduring pockets of resistance to devour. Their advance is preceded by carpets of Rippers that engulf the wounded and dead alike. Behind these myriad bioforms come stalking broods of warrior organisms, there to direct the grim feast and to bring to battle any prey warriors who try to fight back. Most terrifying are the true assimilator-beasts; Pyrovores whose corrosive chemical fire renders down even the toughest targets for consumption; ravenous Psychophages that scuttle forward with nightmarish speed; lumbering Haruspexes whose mouthparts shoot out to drag screaming victims into their acidic gullets. Against such a grotesque onslaught what little hope the prey retained swiftly dissolves.

BROODGUARD IMPULSE

ASSIMILATION SWARM – EPIC DEED STRATAGEM

1CP

Should a foe successfully slay one of the swarm's assimilation organisms, they only mark themselves as a priority for predation and consumption in turn.

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

ASSIMILATION SWARM – STRATEGIC PLOY STRATAGEM

1CP

Dead Tyranids are consumed and reconstituted by the swarm just as readily as the lifeless carcasses of their prey.

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

ASSIMILATION SWARM – STRATEGIC PLOY STRATAGEM

1CP

Swarms of diminutive Tyranid phage organisms carpet even the most vital strategic assets, steadily breaking them down for assimilation.

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

ASSIMILATION SWARM – EPIC DEED STRATAGEM

2CP

These organisms have employed consumed minerals to exude an additional hardened protective layer over their chitinous armour.

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

ASSIMILATION SWARM – STRATEGIC PLOY STRATAGEM

1CP

When rich sources of biomass are identified the warrior organisms of this swarm will stop at nothing to destroy resistance and claim them.

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

ASSIMILATION SWARM – BATTLE TACTIC STRATAGEM

1CP

The hunger of the Tyranids can never be satiated.

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.

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**.

ENHANCEMENTS

HUNTING GROUNDS

This warrior organism has identified installations and routes of communication and supply vital to the prey. As the Tyranid invasion commences so the beast orchestrates ambushes and terror raids against these priority targets, ensuring that those enemy reinforcements who do reach the battlefield do so in bloodied disarray.

TYRANIDS model only. While the bearer is on the battlefield, each time your opponent sets up a Reserves unit on the battlefield, roll one D6: on a 2+, that unit must take a Battle-shock test.

CHAMELEONIC

Subdermal crystals in this organism's carapace capture and redirect light, helping to conceal it.

VANGUARD INVADER model only. The bearer has the Stealth ability and each time a ranged attack targets the bearer's unit, models in that unit have the Benefit of Cover against that attack.

STALKER

This hunter seeks vital priority prey that has been pheromonally marked for swift slaughter.

VANGUARD INVADER model only. At the start of the battle, select one enemy unit. Each time the bearer makes an attack that targets that enemy unit, add 1 to the Hit roll and add 1 to the Wound roll.

NEURONODE

While no true synapse beast, this bioform has been grafted with a limited synaptic symbiote, the influence of which increases its host's ability to formulate and enforce large-scale predatory strategies.

TYRANIDS model only. After both players have deployed their armies and determined who has the first turn, you can select up to three **VANGUARD INVADER** units from your army and redeploy all of those units. When doing so, any of those units can be placed into Strategic Reserves, regardless of how many units are already in Strategic Reserves.

The first blows struck by invading Tyranids come from unexpected quarters. Vanguard organisms that have infiltrated the planet erupt suddenly from hiding to eviscerate the personnel of defence emplacements or command facilities. Neurolictors extend their insidious powers from places of concealment, their sinister influence causing commanders to panic and staunch-hearted garrisons to quail. As response forces rush to man defensive positions or sweep the wilderness for reported Tyranid threats, broods of Von Ryan's Leapers erupt like living booby traps to wreak bloody havoc. And then, as the Shadow in the Warp weighs heavier upon the prey and turns their alarm to terror, the first Tyranid attack waves sweep down from orbit. Skies darken with clouds of winged organisms. Tyrannocyte Spores disgorge weapons-beasts into the escalating fray. Guided by instinct and the tendrils of the Hive Mind, the Tyranid invaders bring horror to the prey world.

SURPRISE ASSAULT

VANGUARD ONSLAUGHT – BATTLE TACTIC STRATAGEM

Vanguard organisms strike from unexpected quarters with calculated and emotionless alien savagery that is appalling to behold.

1CP

WHEN: Your Shooting phase or the Fight phase.

TARGET: One **VANGUARD INVADER** unit from your army that has not been selected to shoot or fight this phase, and one enemy unit.

EFFECT: 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

VANGUARD ONSLAUGHT – BATTLE TACTIC STRATAGEM

These bioforms have been adapted to strike with pinpoint precision at the pre-assessed weak points of selected prey that require elimination.

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

VANGUARD ONSLAUGHT – STRATEGIC PLOY STRATAGEM

Warrior organisms erupt from concealment straight into advanced positions.

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

VANGUARD ONSLAUGHT – STRATEGIC PLOY STRATAGEM

Hissing clusters of scillia warn of the slightest prey movements, allowing the Tyranids to react.

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: Those selected units can each make a Normal move of up to 6".

RESTRICTIONS: You cannot target units that are within Engagement Range of one or more enemy units.

UNSEEN LURKERS

VANGUARD ONSLAUGHT – STRATEGIC PLOY STRATAGEM

Hyper-attuned senses warn vanguard organisms when they are being targeted by the prey.

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 12" 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

VANGUARD ONSLAUGHT – STRATEGIC PLOY STRATAGEM

Hunter-slayer organisms can melt away before the eyes of their foes, only to strike from a new direction.

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.

SYNAPTIC NEXUS

DETACHMENT RULE

SYNAPTIC IMPERATIVES

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.

ENHANCEMENTS

POWER OF THE HIVE MIND

The Hive Mind channels lethal energy through its synaptic bioforms.

TYRANIDS PSYKER model only. Improve the Strength and Armour Penetration characteristics of psychic weapons equipped by the bearer by 1.

PSYCHOSTATIC DISRUPTION

A maelstrom of psychostatic disruption boils about this bioform. It degrades artificial and biological cognition alike, causing teleport signals to fluctuate, geopositioning cogitators to spew contradictory data, and onrushing enemy warriors to reel in confusion.

TYRANIDS SYNAPSE model only. Enemy units that arrive on the battlefield from Reserves cannot be set up within 12" of the bearer. In addition, once per battle, during the first or second battle round, when your opponent declares that a unit will arrive on the battlefield from Strategic Reserves, the bearer can use this Enhancement. If it does, roll one D6: on a 4+, that enemy unit cannot arrive on the battlefield this turn.

SYNAPTIC CONTROL

The Hive Mind's synaptic network is so strong that even the mangled remains of mortally wounded beasts can be compelled to fight on.

TYRANIDS SYNAPSE model only. Each time an attack is allocated to the bearer, subtract 1 from the Damage characteristic of that attack.

THE DIRGEHEART OF KHARIS (AURA)

This grotesque biomorphic symbiote buries itself in its host's thorax and emits a droning psychic note. The longer prey are exposed to the sound, the worse their atavistic terror response becomes…

TYRANIDS SYNAPSE model only. While an enemy unit is within 9" of the bearer, worsen that unit's Leadership characteristic by 1.

The coming of a Synaptic Nexus is akin to the onset of some ominous spiritual storm cloud. The concentration of psionic might roiling about its monstrous leader-beasts, coupled with the crushing weight of the Shadow in the Warp, is enough to break the minds of lesser prey. The broods that make up the twisted honour guard to the Synaptic Nexus move in perfect unison, flesh-and-chitin puppets held in the grip of an infinitely greater will. Punishing storms of energy crackle through the air, directed by the masters of the swarm to blow apart strongpoints, scatter warriors in terror or flay the minds and souls of those who lead them. Enemy strategies collapse in the presence of this concentration of the Hive Mind's influence, their architects running mad while the soldiers under their command turn their weapons upon themselves or drop dead from sheer fright.

THE SMOTHERING SHADOW

SYNAPTIC NEXUS – STRATEGIC PLOY STRATAGEM

1CP

In the heart of the swarms, the Shadow in the Warp can literally kill with its smothering power.

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

SYNAPTIC NEXUS – BATTLE TACTIC STRATAGEM

1CP

Tyranids are one with the Hive Mind; individuality is a disadvantage that they surpass.

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

SYNAPTIC NEXUS – BATTLE TACTIC STRATAGEM

1CP

Whether paralysing its prey or forcing them to stumble out of cover with its force of will, or else puppeteering nearby warrior organisms, the leader-beast ensures the prey targets are struck down.

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

SYNAPTIC NEXUS – BATTLE TACTIC STRATAGEM

1CP

Psionic shielding crackles around these leader-beasts, helping to ensure their survival.

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

SYNAPTIC NEXUS – STRATEGIC PLOY STRATAGEM

1CP

At need, the focused will of the Tyranid leader-beasts can goad warrior organisms to exhibit strategically beneficial behaviours at the instant they are needed most.

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

SYNAPTIC NEXUS – STRATEGIC PLOY STRATAGEM

1CP

The seemingly omniscient Hive Mind processes the sensory input of its swarms at an impossible rate, and compels its broods to react accordingly.

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.

Datasheets

'There are nights that I sleep, or so the medicae-wardens tell me. The nightmares are so horrific I try to stay awake when I can, but in all honesty being awake is worse. Then I can see the shapes in the corners of the room. I can hear things scratch in the walls. I can feel things move under my filthy rags. They tell me I didn't see anything on Tyleia III, beat me and scream at me for the delusional coward I am. I know they're right. But, Throne help me, can't they understand. I didn't see one abomination and yet they're still here. They're in my head – can't you hear them?'

- Adept Zhemuel Flaxx, evacuated from Tyleia III two days prior to xenos invasion

HIVE TYRANT

M	T	SV	W	LD	OC
8"	10	2+	10	7+	3

4+ INVULNERABLE SAVE

Hive Tyrants command the swarm on the Hive Mind's behalf. Not only are they powerful warrior organisms in their own right, but they are also possessed of a depth of sentient autonomy and strategic cunning that makes them truly deadly foes. Where the Hive Tyrants bestride the battlefield, death comes for the prey.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy venom cannon [BLAST]	36"	D3	2+	9	-2	3
Stranglethorn cannon [BLAST]	36"	D6+1	2+	7	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Monstrous bonesword and lash whip [TWIN-LINKED]	Melee	6	2+	9	-2	3
Monstrous scything talons [EXTRA ATTACKS]	Melee	4	2+	7	-2	2

WARGEAR OPTIONS

- This model's monstrous bonesword and lash whip can be replaced with one of the following:
  - 1 heavy venom cannon
  - 1 stranglethorn cannon
  - 1 monstrous scything talons
- This model's monstrous scything talons can be replaced with one of the following:
  - 1 heavy venom cannon*
  - 1 stranglethorn cannon*

** This model cannot be equipped with both a stranglethorn cannon and a heavy venom cannon. This model cannot be equipped with more than 1 heavy venom cannon, and it cannot be equipped with more than 1 stranglethorn cannon.*

LEADER

This model can be attached to the following unit: **TYRANT GUARD**

ABILITIES

CORE: **Deadly Demise D3, Leader**

FACTION: **Shadow in the Warp, Synapse**

Will of the Hive Mind: Once per turn, one friendly **TYRANIDS** unit within 12" of one or more models with this ability can be targeted with a Stratagem for 0CP, even if another unit from your army has already been targeted with that Stratagem this phase.

Onslaught [Aura, Psychic]: While a friendly **TYRANIDS** unit is within 6" of this model, ranged weapons equipped by models in that unit have the **[ASSAULT]** ability.

UNIT COMPOSITION

- **1 Hive Tyrant**

This model is equipped with: monstrous bonesword and lash whip; monstrous scything talons.

KEYWORDS: **MONSTER, CHARACTER, PSYKER, GREAT DEVOURER, SYNAPSE, HIVE TYRANT**

FACTION KEYWORDS: **TYRANIDS**

WINGED HIVE TYRANT

M	T	SV	W	LD	OC
12"	9	2+	10	7+	3

4+ INVULNERABLE SAVE

When the Hive Mind deploys airborne swarms, it spawns Winged Hive Tyrants to direct them in battle. Wielding an array of nightmarish organic weapons, their monstrous forms singing with the synaptic might of the Hive Mind, these dread swarm leaders spread terror and death wherever the dark shadow of their wings falls.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy venom cannon [BLAST]	36"	D3	2+	9	-2	3
Stranglethorn cannon [BLAST]	36"	D6+1	2+	7	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Monstrous bonesword and lash whip [TWIN-LINKED]	Melee	6	2+	9	-2	3
Monstrous scything talons [EXTRA ATTACKS]	Melee	4	2+	7	-2	2
Tyrant talons	Melee	5	2+	7	-2	2

WARGEAR OPTIONS

- This model's monstrous bonesword and lash whip can be replaced with one of the following:
  - 1 heavy venom cannon
  - 1 stranglethorn cannon
  - 1 monstrous scything talons

ABILITIES

CORE: **Deadly Demise D3, Deep Strike**

FACTION: **Shadow in the Warp, Synapse**

Will of the Hive Mind: Once per turn, one friendly **TYRANIDS** unit within 12" of one or more models with this ability can be targeted with a Stratagem for 0CP, even if another unit from your army has already been targeted with that Stratagem this phase.

Paroxysm [Psychic]: At the start of the Fight phase, you can select one enemy unit within 12" of and visible to this model and roll one D6: on a 1, this **PSYKER** suffers D3 mortal wounds; on a 2+, until the end of the phase, subtract 1 from the Attacks characteristic of weapons equipped by models in that unit.

UNIT COMPOSITION

- **1 Winged Hive Tyrant**

This model is equipped with: monstrous bonesword and lash whip; Tyrant talons.

KEYWORDS: **MONSTER, CHARACTER, PSYKER, FLY, GREAT DEVOURER, SYNAPSE, VANGUARD INVADER, HIVE TYRANT, WINGED HIVE TYRANT**

FACTION KEYWORDS: **TYRANIDS**

WINGED TYRANID PRIME

M	T	SV	W	LD	OC
12"	5	4+	6	7+	1

Tyranid Primes adapted for flight possess all the physical and synaptic might of an alpha war-beast, while also boasting the frightening speed and manoeuvrability imparted by huge leathery wings. Swooping down into the midst of the foe, they rend and tear until nought remains but corpses and fleeing prey.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Prime talons	Melee	6	2+	6	-1	2

LEADER

This model can be attached to the following units: **Gargoyles, Tyranid Warriors with Melee Bio-weapons, Tyranid Warriors with Ranged Bio-weapons**

ABILITIES

CORE: **Deep Strike, Leader**

FACTION: **Shadow in the Warp, Synapse**

Alpha Warrior: While this model is leading a unit, weapons equipped by models in that unit have the **[SUSTAINED HITS 1]** ability.

Death Blow: If this model is destroyed by a melee attack, if it 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.

UNIT COMPOSITION

- **1 Winged Tyranid Prime**

This model is equipped with: Prime talons.

KEYWORDS: **Infantry, Character, Fly, Great Devourer, Synapse, Vanguard Invader, Winged Tyranid Prime**

FACTION KEYWORDS: **Tyranids**

NEUROTYRANT

M	T	SV	W	LD	OC
6"	8	4+	9	7+	3

4+ INVULNERABLE SAVE

The Shadow in the Warp radiating from this immensely powerful beast creeps in all directions, driving even non-psychic prey organisms to screaming madness. As its foes writhe in agony, the Neurotyrant guides the swarms around it to slaughter with brutal efficiency.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Psychic Scream [IGNORES COVER, PSYCHIC, TORRENT]	18"	2D6	N/A	5	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Neurotyrant claws and lashes	Melee	6	3+	5	0	1

LEADER

This model can be attached to the following units: **Neurogaunts, Tyrant Guard**

UNIT COMPOSITION

- 1 Neurotyrant

This model is equipped with: Psychic Scream; Neurotyrant claws and lashes.

ABILITIES

CORE: **Leader**

FACTION: **Synapse, Shadow in the Warp**

Node Lash (Psychic): While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Hit roll. If the target is Battle-shocked, add 1 to the Wound roll as well.

Psychic Terror (Psychic): If one or more models from your army with this ability are on the battlefield when you unleash the Shadow in the Warp, subtract 1 from the Battle-shock test each enemy unit on the battlefield must take as a result.

Neuroloids: In your Command phase, you can select up to two friendly **Tyranids** units within 18" of this model's unit. Until the start of your next Command phase, the selected units are always considered to be within Synapse Range of your army.

Designer's Note: *Place a Neuroloid token next to each selected unit to remind you.*

KEYWORDS: **Monster, Character, Fly, Psyker, Great Devourer, Synapse, Neurotyrant**

FACTION KEYWORDS: **Tyranids**

NORN EMISSARY

M	T	SV	W	LD	OC
10"	11	2+	16	7+	5

4+ INVULNERABLE SAVE

Each Norn Emissary is spawned for a specific purpose, be it predating on a strategically gifted commander, abducting a knowledgeable prey-being at the behest of its Norn Queen, or some other ineffable task. Melding terrifying psionic potential with speed, agility and awful strength, the Norn Emissary is more than equal to its mission.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Psychic Tendril – neuroparasite [PRECISION, PSYCHIC]	18"	2	2+	8	-2	D3
Psychic Tendril – neuroblast [BLAST, PSYCHIC]	18"	2D6	2+	6	-2	1
Psychic Tendril – neurolance [MELTA 2, PSYCHIC]	18"	2	2+	12	-3	D6

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Monstrous scything talons	Melee	6	2+	9	-2	3
Monstrous rending claws [EXTRA ATTACKS]	Melee	4	2+	7	-2	2

DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- **1 Norn Emissary**

This model is equipped with: Psychic Tendril; monstrous scything talons; monstrous rending claws.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Shadow in the Warp, Synapse**

Singular Purpose: At the start of the first battle round, select one of the following:

- Select one enemy unit. Until the end of the battle, each time this model makes an attack that targets that unit, you can re-roll the Hit roll and you can re-roll the Wound roll.
- Select one objective marker. Until the end of the battle, while this model is within range of that objective marker, it has the Feel No Pain 5+ ability and an Objective Control characteristic of 15.

Unnatural Resilience: This model has the Feel No Pain 4+ ability against mortal wounds.

KEYWORDS: **Monster, Psyker, Great Devourer, Synapse, Norn Emissary**

FACTION KEYWORDS: **Tyranids**

NORN ASSIMILATOR

M	T	SV	W	LD	OC
10"	11	2+	16	7+	5

Norn Assimilators are the living and inexhaustible nemeses of their prey. Using their toxinjector harpoons, these towering monsters can impale and tear down the fortifications their quarry cower behind, drag guardian war engines into their deadly embrace, or pinion the target themselves before dragging them inexorably in to their doom.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Toxinjector Harpoon [HARPOONED]	12"	2	2+	12	-3	D6+1

Harpooned: After the bearer has shot with this weapon, select one enemy **MONSTER** or **VEHICLE** unit hit by one or more of those attacks. Until the end of the turn, each time the bearer selects that unit as a target of a charge, add 2 to the Charge roll.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Monstrous scything talons	Melee	6	2+	9	-2	3
Toxinjector harpoon [EXTRA ATTACKS]	Melee	4	2+	12	-3	D6+1

DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- **1 Norn Assimilator**

This model is equipped with: toxinjector harpoon; monstrous scything talons.

ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Shadow in the Warp, Synapse**

Singular Purpose: At the start of the first battle round, select one of the following:

- Select one enemy unit. Until the end of the battle, each time this model makes an attack that targets that unit, you can re-roll the Hit roll and you can re-roll the Wound roll.
- Select one objective marker. Until the end of the battle, while this model is within range of that objective marker, it has the Feel No Pain 5+ ability and an Objective Control characteristic of 15.

Harpoon Barbs: Once per turn, when an enemy unit within Engagement Range of this model is selected to Fall Back, roll one D6: on a 2+, that unit suffers D6 mortal wounds.

KEYWORDS: **MONSTER, GREAT DEVOURER, SYNAPSE, NORN ASSIMILATOR**

FACTION KEYWORDS: **TYRANIDS**

NEUROLICTOR

M	T	SV	W	LD	OC
8"	5	4+	7	7+	1

4+ INVULNERABLE SAVE

Neurolictors are nightmarish living weapons of psychological warfare. The field of neural disruption that they project causes atavistic terror responses in even the most hardened prey, rendered all the more nightmarish as – thanks to the Neurolictors' nigh-supernatural abilities to fool their victims' senses and evade notice – these effects seem often to come from out of thin air.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Piercing claws and talons [PRECISION]	Melee	6	2+	6	-2	1

UNIT COMPOSITION

- **1 Neurolictor**

This model is equipped with: piercing claws and talons.

ABILITIES

CORE: **Infiltrators, Lone Operative, Stealth**

FACTION: **Shadow in the Warp, Synapse**

Feeder Tendrils: Each time this model destroys an enemy **CHARACTER** model, you gain 1CP.

Neural Disruption: In your Command phase, select one enemy unit within 12" of this model. That unit must take a Battle-shock test.

Psychological Saboteur (Aura): While an enemy unit is within 12" of this model, if that unit is Battle-shocked:

- Each time a model in that unit makes an attack, subtract 1 from the Hit roll.
- Each time a friendly **TYRANIDS** model makes an attack that targets that unit, add 1 to the Wound roll.

KEYWORDS: **INFANTRY, GREAT DEVOURER, VANGUARD INVADER, NEUROLICTOR**

FACTION KEYWORDS: **TYRANIDS**

BROODLORD

M	T	SV	W	LD	OC
8"	5	4+	6	7+	1

4+ INVULNERABLE SAVE

Mightiest and most intelligent of the Genestealer bioforms, the Broodlord is an insidious predatory infiltrator. Able to act as a forward commander for the invasion swarms, it sows carnage through the enemy lines while maximising the cunning and lethality of lesser warrior organisms around it.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Broodlord claws and talons [DEVASTATING WOUNDS, TWIN-LINKED]	Melee	5	2+	6	-2	2

LEADER

This model can be attached to the following unit: **GENESTEALERS**

ABILITIES

CORE: **Leader, Scouts 8"**

FACTION: **Synapse**

Vicious Insight: While this model is leading a unit, weapons equipped by models in that unit have the **[DEVASTATING WOUNDS]** ability.

Hypnotic Gaze (Psychic): At the start of the Fight phase, select one enemy unit within Engagement Range of this model. Until the end of the phase, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- **1 Broodlord**

This model is equipped with: Broodlord claws and talons.

KEYWORDS: **INFANTRY, CHARACTER, PSYKER, GREAT DEVOURER, VANGUARD INVADER, BROODLORD**

FACTION KEYWORDS: **TYRANIDS**

THE SWARMLORD

M	T	SV	W	LD	OC
8"	10	2+	10	7+	3

4+ INVULNERABLE SAVE

The Swarmlord is the herald of the Hive Mind and may be as old as the Tyranids themselves. Upon death, the beast is always absorbed through the synaptic link and spawned anew. It has presided over the annihilation of countless civilisations, and with every incarnation it only becomes more deadly.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Synaptic pulse [PSYCHIC, TORRENT]	18"	D6+3	N/A	5	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Bone sabres [TWIN-LINKED]	Melee	8	2+	9	-2	3

LEADER

This model can be attached to the following unit: **TYRANT GUARD**

ABILITIES

CORE: **Deadly Demise D3, Leader**

FACTION: **Shadow in the Warp, Synapse**

Hive Commander: At the start of your Command phase, if this model is on the battlefield, you gain 1CP.

Malign Presence: Once per battle, after your opponent uses a Stratagem, if this model is your **WARLORD** and is on the battlefield, it can use this ability. If it does, until the end of the battle, increase that Stratagem's cost to your opponent by 1CP.

Domination of the Hive Mind (Aura): While a friendly **TYRANIDS** unit is within 9" of this model, that unit is within your army's Synapse Range.

UNIT COMPOSITION

- **1 The Swarmlord – EPIC HERO**

This model is equipped with: Synaptic pulse; bone sabres.

KEYWORDS: **MONSTER, CHARACTER, EPIC HERO, PSYKER, GREAT DEVOURER, SYNAPSE, HIVE TYRANT, THE SWARMLORD**

FACTION KEYWORDS: **TYRANIDS**

OLD ONE EYE

M	T	SV	W	LD	OC
8"	9	2+	9	8+	3

Known as the Beast of Calth, this unstoppable brute was first seen during the First Tyrannic War. Though many have thought it slain over the centuries, always the scarred monster rises again. Whether it is spawned as a new Tyranid organism or the same unstoppable monster come again is a mystery few in its path live long enough to ponder.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Old One Eye's claws and talons – strike	Melee	6	3+	14	-3	D6+1
Old One Eye's claws and talons – sweep	Melee	12	3+	6	-1	1

LEADER

This model can be attached to the following unit: **CARNIFEXES**

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: **Feel No Pain 5+, Leader**

FACTION: **Synapse**

Alpha Leader: While this model is leading a unit, each time a model in that unit makes an attack, you can re-roll the Hit roll.

Unstoppable Monster: At the start of each player's Command phase, this model regains up to D3 lost wounds.

UNIT COMPOSITION

- **1 Old One Eye – EPIC HERO**

This model is equipped with: Old One Eye's claws and talons.

KEYWORDS: **MONSTER, CHARACTER, EPIC HERO, GREAT DEVOURER, OLD ONE EYE**

FACTION KEYWORDS: **TYRANIDS**

PARASITE OF MORTREX

M	T	SV	W	LD	OC
12"	5	4+	5	8+	1

Swooping on leathery wings, Parasites of Mortrex use their barbed ovipositors to drive Ripper gestation pods deep into their victims' bodies, from where the swiftly growing creatures soon eat their way out. Such was the doom of the defenders of Mortrex, the world first cursed by the Parasites' onslaught.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Barbed ovipositor [ANTI-INFANTRY 3+, EXTRA ATTACKS]	Melee	1	2+	3	-2	3
Clawed limbs	Melee	6	2+	5	-1	1

ABILITIES

CORE: **Deep Strike, Lone Operative, Stealth**

FACTION: **Synapse**

Parasitic Infection: Each time an **INFANTRY** model is destroyed by an attack made with this model's barbed ovipositor, after this model has finished making its attacks, you can add one new **RIPPER SWARMS** unit to your army consisting of D3 models and set it up within 3" of this model. If you do, that **RIPPER SWARMS** unit can be set up within Engagement Range of the destroyed model's unit (but not within Engagement Range of any other enemy units).

It Itches!: At the start of the Fight phase, select one enemy unit within Engagement Range of this model. That enemy unit must take a Battle-shock test.

UNIT COMPOSITION

- **1 Parasite of Mortrex**

This model is equipped with: barbed ovipositor; clawed limbs.

KEYWORDS: **INFANTRY, CHARACTER, FLY, GREAT DEVOURER, VANGUARD INVADER, PARASITE OF MORTREX**

FACTION KEYWORDS: **TYRANIDS**

GARGOYLES

M	T	SV	W	LD	OC
12"	3	6+	1	8+	2

Gargoyles are often the first warrior organisms hurled against a prey world, with teeming swarms darkening the skies. Their opportunistic attacks spread panic and disarray. Worst of all, the creatures can squirm through gaps that appear far too small, bursting through gun slits and vent pipes to assail horrified defenders.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Fleshborer [ASSAULT]	18"	1	4+	5	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Blinding venom	Melee	1	4+	3	0	1

ABILITIES

CORE: **Deep Strike**

FACTION: **Synapse**

Winged Swarm: In your Shooting phase, after this unit has shot, if it is not within Engagement Range of any enemy units, it can make a Normal move of up to 6". If it does, until the end of the turn, this unit is not eligible to declare a charge.

UNIT COMPOSITION

- **10-20 Gargoyles**

Every model is equipped with: fleshborer; blinding venom.

KEYWORDS: **INFANTRY, BATTLELINE, FLY, GREAT DEVOURER, ENDLESS MULTITUDE, VANGUARD INVADER, GARGOYLES**

FACTION KEYWORDS: **TYRANIDS**

HORMAGAUNTS

M	T	SV	W	LD	OC
10"	3	5+	1	8+	2

Swarming shock troops, Hormagaunts are seeded onto prey worlds in their billions. As simple hunter-slayer organisms, they can be left to rampage, wearing down defence lines and forcing the prey to expend lives and ammunition. Many formidable bastions have been buried in literal mountains of these chitinous horrors.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Hormagaunt talons	Melee	3	4+	3	-1	1

ABILITIES

FACTION: **Synapse**

Bounding Leap: This unit is eligible to declare a charge in a turn in which it Advanced.

UNIT COMPOSITION

- **10-20 Hormagaunts**

Every model is equipped with: Hormagaunt talons.

KEYWORDS: **Infantry, Battleline, Great Devourer, Endless Multitude, Hormagaunts**

FACTION KEYWORDS: **Tyranids**

TERMAGANTS

M	T	SV	W	LD	OC
6"	3	5+	1	8+	2

Scuttling predators that attack in huge swarms, Termagants were originally spawned to roam the tight arterial passages of hive ships and hunt intruders. They harry their prey with a hail of firepower, seeking always to outflank and envelop their victims as they erode their numbers.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Fleshborer [ASSAULT]	18"	1	4+	5	0	1
Shardlauncher [BLAST, HEAVY]	18"	D3	4+	5	0	1
Spike rifle [HEAVY]	24"	1	4+	4	-1	1
Strangleweb [ASSAULT, DEVASTATING WOUNDS, TORRENT]	18"	D6	N/A	2	0	1
Termagant devourer	18"	2	4+	4	0	1
Termagant spinefists [ASSAULT, PISTOL, TWIN-LINKED]	12"	2	4+	3	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Chitinous claws and teeth	Melee	1	4+	3	0	1

WARGEAR OPTIONS

- All models in this unit can each have their fleshborer replaced with 1 Termagant devourer.
- All models in this unit can each have their fleshborer replaced with 1 Termagant spinefists.
- For every 10 models in this unit, 1 model's ranged weapon can be replaced with 1 shardlauncher.
- For every 10 models in this unit, 1 model's ranged weapon can be replaced with 1 spike rifle.
- For every 10 models in this unit, 1 model's ranged weapon can be replaced with 1 strangleweb.

ABILITIES

FACTION: **Synapse**

Skulking Horrors: Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this unit, if this unit is not within Engagement Range of one or more enemy units, it can make a Normal move of up to D6".

UNIT COMPOSITION

- **10-20 Termagants**

Every model is equipped with: fleshborer; chitinous claws and teeth.

KEYWORDS: **Infantry, Battleline, Great Devourer, Endless Multitude, Termagants**

FACTION KEYWORDS: **Tyranids**

TYRANID WARRIORS *WITH RANGED BIO-WEAPONS*

M	T	SV	W	LD	OC
6"	5	4+	3	7+	2

Strong, swift, independently intelligent and amongst the Hive Mind's most adaptable bioforms, Tyranid Warriors are the backbone of many Tyranid invasions. Their synaptic link imbues them with advanced martial abilities, and also allows them to serve as synaptic linchpins within the wider swarms during battle.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Barbed strangler [BLAST]	36"	D6+1	4+	6	-1	1
Deathspitter	24"	3	4+	5	-1	1
Devourer	18"	5	4+	4	0	1
Spinefists [ASSAULT, PISTOL, TWIN-LINKED]	12"	2	4+	4	0	1
Venom cannon [BLAST]	36"	D3	4+	9	-2	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Tyranid Warrior claws and talons	Melee	5	3+	5	-1	1

WARGEAR OPTIONS

- Any number of models can each have their devourer replaced with one of the following:
  - 1 deathspitter
  - 1 spinefists
- For every 3 models in this unit, 1 model's devourer can be replaced with 1 barbed strangler.
- For every 3 models in this unit, 1 model's devourer can be replaced with 1 venom cannon.

ABILITIES

FACTION: **Shadow in the Warp, Synapse**

Adaptable Predators: This unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

UNIT COMPOSITION

- **1 Tyranid Prime**
- **2-5 Tyranid Warriors**

Every model is equipped with: devourer; Tyranid Warrior claws and talons.

KEYWORDS: **Infantry, Great Devourer, Synapse, Tyranid Warriors with Ranged Bio-weapons**

FACTION KEYWORDS: **Tyranids**

TYRANID WARRIORS *WITH MELEE BIO-WEAPONS*

M	T	SV	W	LD	OC
6"	5	4+	3	7+	2

When adapted for close-quarters battle with an array of vicious talons, claws and chitinous blades, Tyranid Warriors excel in leading the onslaught from the front. Even as they slaughter elite prey and send lesser foes fleeing in terror, the Tyranid Warriors act as nodal relays for the insidious Hive Mind and ensure the attack is pressed home with unstoppable ferocity.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Tyranid Warrior claws and talons [TWIN-LINKED]	Melee	6	3+	5	-2	1

ABILITIES

FACTION: **Shadow in the Warp, Synapse**

Adaptive Instincts: At the start of the Fight phase, select one of the following:

- **Aggression Imperative:** Until the end of the phase, each time a model in this unit makes an attack, re-roll a Hit roll of 1.
- **Bioregeneration:** Until the end of the phase, each time a saving throw is made for a model in this unit, re-roll a saving throw of 1.

UNIT COMPOSITION

- **1 Tyranid Prime**
- **2-5 Tyranid Warriors**

Every model is equipped with: Tyranid Warrior claws and talons.

KEYWORDS: **Infantry, Great Devourer, Synapse, Tyranid Warriors with Melee Bio-weapons**

FACTION KEYWORDS: **Tyranids**

GENESTEALERS

M	T	SV	W	LD	OC
8"	4	5+	2	7+	1

5+ INVULNERABLE SAVE

Swift vanguard organisms armoured in chitin and possessed of terrifying strength and agility, Genestealers are peerless predators. Their broods move ahead of the hive fleets to seek out fresh feeding grounds. Then, when the invasion swarms descend, the Genestealers burst from hiding to begin the slaughter.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Genestealer claws and talons	Melee	4	2+	4	-2	1

ABILITIES

CORE: **Scouts 8"**

FACTION: **Synapse**

Vanguard Predator: Each time a model in this unit makes an attack, re-roll a Hit roll of 1. If the target is within range of one or more objective markers, re-roll a Wound roll of 1 as well.

UNIT COMPOSITION

- **5-10 Genestealers**

Every model is equipped with: Genestealer claws and talons.

KEYWORDS: **Infantry, Great Devourer, Vanguard Invader, Genestealers**

FACTION KEYWORDS: **Tyranids**

NEUROGAUNTS

M	T	SV	W	LD	OC
6"	3	6+	1	8+	1

Neurogaunts scuttle forward in seething masses, driven on by the parasitic neurocytes that cling to their backs. Their primary purpose is to protect the synaptic node-beasts coordinating invasion swarms. It is a task they go about with single-minded savagery, slashing, biting and giving their lives without hesitation.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Chitinous claws and teeth	Melee	1	4+	3	0	1

ABILITIES

FACTION: **Synapse**

Neurocytes: While this unit is within Synapse Range of a friendly **Tyranids** unit (excluding **Neurogaunt** units), it has the **Synapse** keyword.

UNIT COMPOSITION

- **1-2 Neurogaunt Nodebeasts***
- **10-20 Neurogaunts**

Every model is equipped with: chitinous claws and teeth.

** This unit can only contain 2 Neurogaunt Nodebeasts if it contains 20 Neurogaunts.*

KEYWORDS: **Infantry, Great Devourer, Endless Multitude, Neurogaunts**

FACTION KEYWORDS: **Tyranids**

RAVENERS

M	T	SV	W	LD	OC
10"	5	5+	3	8+	1

Serpentine bioforms capable of a terrifying turn of speed, Raveners are made doubly dangerous by their ability to tunnel swiftly through even solid bedrock. Often assaulting their prey from below, Raveners are especially vicious and predatory warrior organisms used as shock troops by the Hive Mind.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Thoracic bio-weapon [ASSAULT]	12"	3	4+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Ravener claws and talons [TWIN-LINKED]	Melee	7	3+	5	-1	1

WARGEAR OPTIONS

- All models in this unit can each have their thoracic bio-weapon replaced with 1 armoured thorax.

ABILITIES

CORE: **Deep Strike**

FACTION: **Synapse**

Death From Below: At the end of your opponent's turn, if this unit is not within Engagement Range of one or more enemy units, you can remove it from the battlefield and place it into Strategic Reserves.

WARGEAR ABILITIES

Armoured Thorax: The bearer has a Save characteristic of 4+.

UNIT COMPOSITION

- **3-6 Raveners**

Every model is equipped with: thoracic bio-weapon; Ravener claws and talons.

KEYWORDS: **INFANTRY, GREAT DEVOURER, RAVENERS**

FACTION KEYWORDS: **TYRANIDS**

BARBGAUNTS

M	T	SV	W	LD	OC
6"	4	4+	2	8+	1

Barbgaunts are little more than living weapons, their bodies and barblaunchers slaved to the will of a pulsating ganglio-parasite that piggybacks them into battle. There, they unleash volleys of chitinous barbs that detonate with the fury of violent muscle-spasms and transfix nearby victims with hails of jagged projectiles.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Barblauncher [BLAST, HEAVY]	24"	D6	4+	5	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Chitinous claws and teeth	Melee	1	4+	4	0	1

ABILITIES

FACTION: **Synapse**

Disruption Bombardment: In your Shooting phase, after this unit has shot, select one enemy **INFANTRY** unit hit by one or more of those attacks. Until the end of your opponent's next turn, that enemy unit is disrupted. While a unit is disrupted, subtract 2 from its Move characteristic and subtract 2 from Advance and Charge rolls made for it.

UNIT COMPOSITION

- **5-10 Barbgaunts**

Every model is equipped with: barblauncher; chitinous claws and teeth.

KEYWORDS: **INFANTRY, GREAT DEVOURER, BARBGAUNTS**

FACTION KEYWORDS: **TYRANIDS**

BIOVORES

M	T	SV	W	LD	OC
5"	6	3+	5	8+	1

These living artillery pieces nurture a clutch of Spore Mines within their bodies. After anchoring themselves to the ground with their chitinous spurs, the creatures fire their living ammunition in high arcs, allowing the Spore Mines to drift languidly down into the midst of the foe where they detonate with sudden violence.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Spore Mine launcher [BLAST, DEVASTATING WOUNDS, HEAVY, INDIRECT FIRE]	48"	D3	4+	6	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Chitin-barbed limbs	Melee	2	4+	5	0	1

ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Synapse**

Seed Spore Mines: Once per turn, in your Shooting phase, when selected to shoot, one unit with this ability can use it instead of making any attacks with its ranged weapons. If it does, you can add one new **SPORE MINES** unit to your army and set it up anywhere on the battlefield that is wholly within 48" of this unit and more than 9" horizontally away from all enemy units. That **SPORE MINES** unit contains 1 model for each model in this unit.

UNIT COMPOSITION

- **1-3 Biovores**

Every model is equipped with: Spore Mine launcher; chitin-barbed limbs.

KEYWORDS: **INFANTRY, GREAT DEVOURER, BIOVORES**

FACTION KEYWORDS: **TYRANIDS**

PYROVORES

M	T	SV	W	LD	OC
5"	6	3+	5	8+	1

Pyrovores exist to predigest biomass. The acids that drip from their maws are so corrosive they can melt adamantine. Meanwhile, their flame-spewing dorsal organisms can engulf entire squads of prey in roiling chemical fire. Even killing these bioforms is perilous, for their volatile innards can detonate upon death.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Flamespurt [IGNORES COVER, TORRENT, TWIN-LINKED]	12"	D6+1	N/A	6	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Chitin-barbed limbs	Melee	2	4+	5	0	1

ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Synapse**

Burning Spray: In your Shooting phase, after this unit has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, that enemy unit cannot have the Benefit of Cover.

UNIT COMPOSITION

- **1-3 Pyrovores**

Every model is equipped with: flamespurt; chitin-barbed limbs.

KEYWORDS: **INFANTRY, GREAT DEVOURER, HARVESTER, PYROVORES**

FACTION KEYWORDS: **TYRANIDS**

CARNIFEXES

M	T	SV	W	LD	OC
8"	9	2+	8	8+	3

Carnifexes have been a mainstay of the hive fleets for centuries. Rugged and adaptable organisms, they can support a great range of weapon grafts and biomorphs while retaining the raw strength, durability and armoured ferocity that has seen them smash through countless prey defence lines like living battering rams.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bio-plasma [ASSAULT, BLAST]	12"	D3	4+	7	-2	1
Deathspitters with slimer maggots	24"	6	4+	7	-2	1
Devourers with brainleech worms	18"	12	4+	6	0	1
Heavy venom cannon [BLAST]	36"	D3	4+	9	-2	3
Spine banks [ASSAULT]	6"	5	4+	5	0	1
Stranglethorn cannon [BLAST]	36"	D6+1	4+	7	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Carnifex crushing claws	Melee	4	4+	12	-3	D6+1
Carnifex extra scything talons [EXTRA ATTACKS]	Melee	2	4+	9	-2	3
Carnifex scything talons	Melee	6	4+	9	-2	3
Chitinous claws and teeth	Melee	4	4+	6	0	1

WARGEAR OPTIONS

- Any number of models can each have their Carnifex extra scything talons replaced with one of the following:
  - 1 deathspitters with slimer maggots
  - 1 devourers with brainleech worms
  - 1 heavy venom cannon
  - 1 stranglethorn cannon
  - 1 Carnifex crushing claws
- Any number of models can each have their Carnifex scything talons replaced with one of the following:
  - 1 deathspitters with slimer maggots
  - 1 devourers with brainleech worms
  - 1 Carnifex crushing claws
- Any number of models can each be equipped with 1 bio-plasma.
- Any number of models can each be equipped with 1 spine banks.

ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Synapse**

Blistering Assault: Each time an enemy unit is selected to shoot, after that unit has shot, if any models from this unit lost one or more wounds as a result of those attacks, this unit can make a Blistering Assault move. If it does, roll one D6, adding 2 to the result: each model in this unit can be moved a distance in inches up to the result, but this unit must finish that move as close as possible to the closest enemy unit. When doing so, those models can be moved within Engagement Range of that enemy unit. Each unit can only make one Blistering Assault move per phase.

UNIT COMPOSITION

- **1-2 Carnifexes**

Every model is equipped with: Carnifex scything talons; Carnifex extra scything talons; chitinous claws and teeth.

KEYWORDS: **MONSTER, GREAT DEVOURER, CARNIFEXES**

FACTION KEYWORDS: **TYRANIDS**

DEATHLEAPER

M	T	SV	W	LD	OC
8"	6	3+	7	7+	1

4+ INVULNERABLE SAVE

The Deathleaper is an advancement of the Lictor strain intended to act as a terror weapon. Possessing an instinctive understanding of how to spread fear through prey populations, it uses its skills in stealth, infiltration and assassination to sow paranoia and dread before the hive fleet attacks en masse.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Lictor claws and talons [PRECISION]	Melee	6	2+	7	-2	2

ABILITIES

CORE: **Fights First, Infiltrators, Lone Operative, Stealth**

FACTION: **Synapse**

Feeder Tendrils: Each time this model destroys an enemy **CHARACTER** model, you gain 1CP.

Fear of the Unseen (Aura): While an enemy unit is within 6" of this model, worsen the Leadership characteristic of models in that unit by 1. In addition, in the Battle-shock step of your opponent's Command phase, if such an enemy unit is below its Starting Strength, it must take a Battle-shock test.

UNIT COMPOSITION

- **1 Deathleaper – EPIC HERO**

This model is equipped with: Lictor claws and talons.

HUNTER ORGANISM

This model cannot be your **WARLORD**.

KEYWORDS: **INFANTRY, CHARACTER, EPIC HERO, GREAT DEVOURER, VANGUARD INVADER, DEATHLEAPER**

FACTION KEYWORDS: **TYRANIDS**

EXOCRINE

M	T	SV	W	LD	OC
8"	10	3+	14	8+	4

Huge, tough and very stupid, the Exocrine's only task is to carry the dorsal cannon organism on its back into an optimal firing position. Once in place, the bio-plasmic cannon emits a terrible, high-pitched hiss before unleashing a searing blast of bio-plasma capable of reducing tanks and bunkers to glowing craters.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bio-plasmic cannon [BLAST, HEAVY]	36"	D6+3	3+	8	-3	3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Powerful limbs	Melee	3	3+	7	0	2

DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Synapse**

Symbiotic Targeting: In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, each time a friendly **TYRANIDS** model makes an attack that targets that unit, re-roll a Hit roll of 1.

UNIT COMPOSITION

- **1 Exocrine**

This model is equipped with: bio-plasmic cannon; powerful limbs.

KEYWORDS: **MONSTER, GREAT DEVOURER, EXOCRINE**

FACTION KEYWORDS: **TYRANIDS**

HARPY

M	T	SV	W	LD	OC
20+"	9	3+	12	8+	0

Harpies are flying bioforms whose natural agility allows them to outmanoeuvre most prey fighter craft. They are often sent in amidst the first waves of an invasion, dropping organic munitions onto panicked defenders and diving down to attack.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Stinger salvoes	24"	8	3+	5	0	1
Twin heavy venom cannon [BLAST, TWIN-LINKED]	36"	D3	3+	9	-2	3
Twin stranglethorn cannon [BLAST, TWIN-LINKED]	36"	D6+1	2+	7	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Scything wings	Melee	4	4+	7	-1	2

WARGEAR OPTIONS

- This model's twin stranglethorn cannon can be replaced with 1 twin heavy venom cannon.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

ABILITIES

CORE: **Deadly Demise D3, Hover**

FACTION: **Synapse**

Spore Mine Cysts: Each time this model ends a Normal move, you can select one of the following:

- Select one enemy unit it moved over during that move and roll six D6: for each 3+, that unit suffers 1 mortal wound.
- Add one new **SPORE MINES** unit containing D3 models to your army and set it up anywhere on the battlefield that is wholly within 6" of this model and more than 9" horizontally away from all enemy units. You cannot select this option for more than one model per turn.

UNIT COMPOSITION

- **1 Harpy**

This model is equipped with: stinger salvoes; twin stranglethorn cannon; scything wings.

KEYWORDS: **MONSTER, FLY, AIRCRAFT, GREAT DEVOURER, VANGUARD INVADER, HARPY**

FACTION KEYWORDS: **TYRANIDS**

HIVE CRONE

M	T	SV	W	LD	OC
20+"	9	3+	12	8+	0

Hive Crones scour the skies for prey fighter craft. The tentaclids they release pursue enemy aircraft before erupting in bio-electric pulses that banish motive force and send the dark, dead machines tumbling groundward. Then, drool cannons slathering, the Hive Crones dive down to seek fresh, land-based prey.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Drool cannon [TORRENT]	12"	2D6	N/A	6	-1	1
Stinger salvoes	24"	8	3+	5	0	1
Tentaclids [ANTI-VEHICLE 4+, DEVASTATING WOUNDS]	36"	4	3+	7	0	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Scything wings	Melee	4	4+	7	-1	2
Thorax spur [ANTI-FLY 2+, EXTRA ATTACKS]	Melee	1	3+	10	-3	D6

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

ABILITIES

CORE: **Deadly Demise D3, Hover**

FACTION: **Synapse**

Airborne Predator: Each time this model makes a ranged attack that targets a unit that can **FLY**, add 1 to the Hit roll.

UNIT COMPOSITION

- **1 Hive Crone**

This model is equipped with: drool cannon; stinger salvoes; tentaclids; scything wings; thorax spur.

KEYWORDS: **MONSTER, FLY, AIRCRAFT, GREAT DEVOURER, VANGUARD INVADER, HIVE CRONE**

FACTION KEYWORDS: **TYRANIDS**

HARUSPEX

M	T	SV	W	LD	OC
8"	11	3+	14	8+	4

The infinite hunger of the Haruspex can see it consume an entire platoon of prey organisms in moments. Nothing escapes its yawning gullet and lashing tongue for long; its victims meet a horrible end as they are swallowed down to be gradually dissolved into raw biomass within the monster's churning innards.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Grasping tongue [PRECISION]	12"	1	3+	6	-2	D6+1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Ravenous maw	Melee	14	3+	7	-1	2
Shovelling claws [EXTRA ATTACKS]	Melee	4	3+	14	-2	D6+1

DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Synapse**

Grisly Spectacle: Each time this model is selected to fight, after resolving its attacks, if one or more enemy units were destroyed by those attacks, each enemy unit within 6" of this model must take a Battle-shock test.

UNIT COMPOSITION

- **1 Haruspex**

This model is equipped with: grasping tongue; ravenous maw; shovelling claws.

KEYWORDS: **Monster, Great Devourer, Harvester, Haruspex**

FACTION KEYWORDS: **Tyranids**

HIVE GUARD

M	T	SV	W	LD	OC
6"	7	3+	4	8+	1

Hive Guard are spawned to protect Tyranid bio-architecture and vital spore-seeding sites. They carry a monstrous arsenal of grafted bio-weapons and are instinctively driven – or sometimes synaptically impelled – to lay down heavy hails of firepower against those prey organisms the Hive Mind wishes to see eradicated.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Impaler cannon [HEAVY, INDIRECT FIRE]	36"	4	4+	5	-1	1
Shockcannon [ANTI-VEHICLE 2+]	24"	2	3+	7	-1	3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Chitinous claws and teeth	Melee	3	4+	5	0	1

WARGEAR OPTIONS

- Any number of models can each have their shockcannon replaced with 1 impaler cannon.

ABILITIES

FACTION: **Synapse**

Defensive Stance: Each time you target this unit with the Fire Overwatch Stratagem, while resolving that Stratagem, hits are scored on unmodified Hit rolls of 5+, or unmodified Hit rolls of 4+ instead if this unit is within range of an objective marker that you control.

UNIT COMPOSITION

- **3-6 Hive Guard**

Every model is equipped with: shockcannon; chitinous claws and teeth.

KEYWORDS: **Infantry, Great Devourer, Hive Guard**

FACTION KEYWORDS: **Tyranids**

LICTOR

M	T	SV	W	LD	OC
8"	6	4+	6	7+	1

Lictors are an adaptation of the Tyranid Warrior bioform specialising in infiltration, scouting and assassination. Hidden by their chameleonic skin, Lictors pick off their prey opportunistically, always looking for a chance to crack open their victims' skulls and suck out the secrets held within using their feeder tendrils.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Lictor claws and talons [PRECISION]	Melee	6	2+	7	-2	2

ABILITIES

CORE: **Fights First, Infiltrators, Lone Operative, Stealth**

FACTION: **Synapse**

Feeder Tendrils: Each time this model destroys an enemy **CHARACTER** model, you gain 1CP.

Pheromone Trail: Once per battle round, you can target one model with this ability with the Rapid Ingress Stratagem for 0CP.

UNIT COMPOSITION

- **1 Lictor**

This model is equipped with: Lictor claws and talons.

KEYWORDS: **INFANTRY, GREAT DEVOURER, VANGUARD INVADER, LICTOR**

FACTION KEYWORDS: **TYRANIDS**

MALECEPTOR

M	T	SV	W	LD	OC
8"	11	3+	14	7+	4

4+ INVULNERABLE SAVE

Amongst the most powerful Tyranid psyker-analogues yet known, Maleceptors wield colossal synaptic power. Ethereal psychic pseudopods lash about them, able to literally detonate victims' skulls with the slightest touch, while the encephalitic orbs set into their carapaces focus the smothering dread of the Shadow in the Warp.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Psychic overload [BLAST, PSYCHIC]	18"	D6+3	3+	10	-2	3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Massive scything talons – strike	Melee	3	3+	9	-2	D6+1
Massive scything talons – sweep	Melee	6	3+	7	-1	2

DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Shadow in the Warp, Synapse**

Encephalic Diffusion (Aura, Psychic): While an enemy unit is within 6" of this model, each time a model in that unit makes an attack, subtract 1 from the Hit roll and, if that enemy unit is Below Half-strength, subtract 1 from the Wound roll as well.

UNIT COMPOSITION

- **1 Maleceptor**

This model is equipped with: psychic overload; massive scything talons.

KEYWORDS: **MONSTER, PSYKER, GREAT DEVOURER, SYNAPSE, MALECEPTOR**

FACTION KEYWORDS: **TYRANIDS**

MAWLOC

M	T	SV	W	LD	OC
10"	10	3+	14	8+	4

Vast, burrowing worm-forms, Mawlocs hunt by sensing even the smallest vibrations on the surface above them. Once they have located prey, the Mawlocs surge upwards in an eruption of bedrock and soil, yawning maws swallowing everything above them before they plunge back under the surface again.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Distensible jaw [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, EXTRA ATTACKS]	Melee	1	3+	5	0	3
Mawloc scything talons	Melee	16	3+	8	-2	1

DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

ABILITIES

CORE: **Deep Strike**

FACTION: **Synapse**

Terror From The Deep: Each time this model is set up on the battlefield using the Deep Strike ability, roll one D6 for each enemy unit within 12" of this model: on a 2-4, that unit suffers D3 mortal wounds; on a 5+, that unit suffers 3 mortal wounds and must take a Battle-shock test.

UNIT COMPOSITION

- **1 Mawloc**

This model is equipped with: distensible jaw; Mawloc scything talons.

KEYWORDS: **Monster, Great Devourer, Mawloc**

FACTION KEYWORDS: **Tyranids**

MUCOLID SPORES

M	T	SV	W	LD	OC
4"	4	7+	3	8+	0

These rudimentary organisms are filled with poisonous gases held under extremely high pressure. Instinct drives them to drift towards prey formations or up into the path of enemy aircraft, before detonating in a nauseating spray of poisonous filth and chitinous shrapnel.

ABILITIES

CORE: **Deep Strike**

FACTION: **Synapse**

Bio-minefield: Enemy units cannot start or end an Advance move within 6" of this unit.

Floating Death: Each time this unit or an enemy unit ends a move, for each model in this unit that is within 3" of one or more enemy units, select one of those enemy units. That model in this unit is destroyed, then roll one D6: on a 2-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers D6 mortal wounds.

UNIT COMPOSITION

- **1-2 Mucolid Spores**

Every model is equipped with: nothing.

KEYWORDS: **Beast, Fly, Great Devourer, Mucolid Spores**

FACTION KEYWORDS: **Tyranids**

PSYCHOPHAGE

M	T	SV	W	LD	OC
8"	9	3+	10	8+	3

These monsters stampede into battle with frightening speed. They devour any prey organism in their paths, but especially favour those victims with psychic abilities. How they metabolise such esoteric powers is unclear, but doing so allows them to project surges of psychocorrosive ash that deflagrate their victims' minds and souls.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Psychoclastic torrent [IGNORES COVER, TORRENT]	12"	D6	N/A	6	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Talons and betentacled maw [ANTI-PSYKER 4+, DEVASTATING WOUNDS]	Melee	D6+1	3+	6	-1	2

ABILITIES

CORE: **Deadly Demise 1, Feel No Pain 5+**

FACTION: **Synapse**

Bio-stimulus (Aura): While a friendly **TYRANIDS** unit is within 6" of this model, models in that unit have the Feel No Pain 6+ ability.

Feeding Frenzy: Each time this model makes a melee attack that targets a unit that is below its Starting Strength, add 1 to the Hit roll. If that target is also Below Half-strength, add 1 to the Wound roll as well.

UNIT COMPOSITION

- **1 Psychophage**

This model is equipped with: psychoclastic torrent; talons and betentacled maw.

KEYWORDS: **MONSTER, GREAT DEVOURER, HARVESTER, PSYCHOPHAGE**

FACTION KEYWORDS: **TYRANIDS**

RIPPER SWARMS

M	T	SV	W	LD	OC
6"	2	6+	4	8+	0

Living carpets of Rippers squirm across the ground wherever the Tyranid swarms advance. Little more than simple eating machines, these chitinous horrors swarm over the wounded and dead alike, and can even drag down trained warriors in sufficient numbers. Once a Ripper's fangs sink home, it will not let go...

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Spinemaws [PISTOL]	6"	4	5+	3	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Chitinous claws and teeth [SUSTAINED HITS 1]	Melee	6	5+	2	0	1

WARGEAR OPTIONS

- All models in this unit can each be equipped with 1 spinemaws.

ABILITIES

CORE: **Deep Strike**

FACTION: **Synapse**

Chitinous Horrors (Aura): While an enemy unit is within Engagement Range of this unit, halve the Objective Control characteristic of models in that enemy unit.

UNIT COMPOSITION

- **1-3 Ripper Swarms**

Every model is equipped with: chitinous claws and teeth.

KEYWORDS: **SWARM, GREAT DEVOURER, HARVESTER, RIPPER SWARMS**

FACTION KEYWORDS: **TYRANIDS**

SCREAMER-KILLER

M	T	SV	W	LD	OC
8"	9	2+	10	8+	3

An older adaptation of the basic Carnifex strain, the Screamer-Killer was christened by terrified Imperial troops for the distinctive howl it emits as it generates then unleashes its bio-plasmic blasts. Screamer-Killers are often seen at the forefront of a Tyranid assault, where they can inflict the most damage quickly.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bio-plasmic scream [ASSAULT, BLAST]	18"	D6+3	4+	8	-2	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Screamer-Killer talons	Melee	10	3+	10	-2	3

ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Synapse**

Death Scream: In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. That unit must take a Battle-shock test, subtracting 1 from that test.

UNIT COMPOSITION

- **1 Screamer-Killer**

This model is equipped with: bio-plasmic scream; Screamer-Killer talons.

KEYWORDS: **Monster, Great Devourer, Screamer-Killer**

FACTION KEYWORDS: **Tyranids**

SPORE MINES

M	T	SV	W	LD	OC
4"	1	7+	1	8+	0

Spore Mines are a form of living bomb, which drift across the battlefield in shoals and detonate when they detect prey organisms nearby. Those caught in the blast are torn apart as surely as if they had caught a brace of live frag grenades. The Hive Mind often uses Spore Mines to deny areas of the battlefield to the prey.

ABILITIES

CORE: **Deep Strike**

FACTION: **Synapse**

Bio-minefield: Enemy units cannot start or end an Advance move within 6" of this unit.

Floating Death: Each time this unit or an enemy unit ends a move, for each model in this unit that is within 3" of one or more enemy units, select one of those enemy units. That model in this unit is destroyed, then roll one D6: on a 2-5, that enemy unit suffers 1 mortal wound; on a 6, that enemy unit suffers D3 mortal wounds.

UNIT COMPOSITION

- **3-6 Spore Mines**

Every model is equipped with: nothing.

KEYWORDS: **Beast, Fly, Great Devourer, Spore Mines**

FACTION KEYWORDS: **Tyranids**

SPOROCYST

M	T	SV	W	LD	OC
-	10	3+	10	8+	0

Dropped from orbit, Sporocysts dig into the surface of the prey world like ticks then begin spewing toxic spores from their living chimneys. They are able to eject shoals of Mucolid Spores, while prey who stray too close are subjected to hails of organic projectiles from the bio-cannons grafted to the Sporocyst's hide.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Sporocyst bio-weapons	24"	10	4+	5	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Flensing whips	Melee	6	4+	7	-1	2

UNIT COMPOSITION

- **1 Sporocyst**

This model is equipped with: Sporocyst bio-weapons; flensing whips.

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Synapse**

Seed Mucolids: Once per turn, in your Shooting phase, when selected to shoot, one unit with this ability can use it instead of making any attacks with its ranged weapons. If it does, you can add one new **MUCOLID SPORES** unit containing 1 model to your army and set it up anywhere on the battlefield that is wholly within 18" of this model and more than 9" horizontally away from all enemy units.

Hive Defences: You can target this model with the Fire Overwatch Stratagem for 0CP, and can do so even if you have already targeted a different unit with that Stratagem this turn. This model can only be targeted with that Stratagem once per turn.

KEYWORDS: **MONSTER, GREAT DEVOURER, SPOROCYST**

FACTION KEYWORDS: **TYRANIDS**

TERVIGON

M	T	SV	W	LD	OC
8"	11	2+	16	7+	5

Beyond simply being large and powerful synapse beasts, Tervigons are also able to spawn skittering masses of Termagant warrior organisms from within their bulging abdomens. These dripping spawn instinctively protect their broodmother with their lives, their numbers growing all the time until they overwhelm the prey.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Stinger salvoes	24"	8	3+	5	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Massive crushing claws	Melee	4	4+	12	-3	D6+1
▶ Massive scything talons – strike	Melee	4	3+	9	-2	D6
▶ Massive scything talons – sweep	Melee	8	3+	7	-1	2

DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

WARGEAR OPTIONS

- This model's massive scything talons can be replaced with 1 massive crushing claws.

▶ *Before selecting targets for this weapon, select one of its profiles to make attacks with.*

ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Shadow in the Warp, Synapse**

Spawn Termagants: In your Command phase, you can select one friendly **TERMAGANTS** unit within 6" of this model and return up to D3+3 destroyed models to that unit. A **TERMAGANTS** unit cannot be selected for this ability more than once per phase.

Brood Progenitor (Aura, Psychic): While a friendly **TERMAGANTS** unit is within 6" of this model, ranged weapons equipped by models in that unit have the **[LETHAL HITS]** ability.

UNIT COMPOSITION

- **1 Tervigon**

This model is equipped with: stinger salvoes; massive scything talons.

KEYWORDS: **MONSTER, CHARACTER, PSYKER, GREAT DEVOURER, SYNAPSE, TERVIGON**

FACTION KEYWORDS: **TYRANIDS**

TOXICRENE

M	T	SV	W	LD	OC
8"	11	3+	14	8+	4

The semi-sentient spores spewed by the Toxicrene can penetrate even sealed armour and enviro-suits before multiplying within the victim's body to burst their organs and dissolve their flesh. Prey not slain in this horrible manner soon fall to the Toxicrene's monstrous bulk and vast, lashing tendrils as it rampages ever onwards.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Massive toxic lashes [ANTI-INFANTRY 2+]	9"	2D6	3+	6	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Massive toxic lashes [ANTI-INFANTRY 2+]	Melee	12	3+	6	-1	2

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Synapse**

Grasping Tendrils: Each time an enemy unit (excluding **TITANIC** units) within Engagement Range of one or more units from your army with this ability is selected to Fall Back, you can roll one D6: on a 3+, that enemy unit must Remain Stationary instead.

Hypertoxic Miasma (Aura): At the end of your Movement phase, roll one D6 for each enemy unit within 6" of this model: on a 2-3, that unit suffers 1 mortal wound; on a 4-5, that unit suffers D3 mortal wounds; on a 6, that unit suffers D6 mortal wounds.

UNIT COMPOSITION

- **1 Toxicrene**

This model is equipped with: massive toxic lashes.

KEYWORDS: **MONSTER, GREAT DEVOURER, TOXICRENE**

FACTION KEYWORDS: **TYRANIDS**

TRYGON

M	T	SV	W	LD	OC
10"	10	3+	14	8+	4

Trygons are battle-tank-sized tunnelling machines. As they dig through the substrata of the prey world, they excavate huge tunnels for other Tyranid beasts to exploit. At the same time, the rasping of their chitinous plates builds up a powerful bio-electric charge that the Trygons can unleash as a weapon.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bio-electric pulse [SUSTAINED HITS 2]	12"	6	3+	5	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Trygon scything talons	Melee	12	3+	9	-2	3

DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

ABILITIES

CORE: **Deep Strike**

FACTION: **Synapse**

Subterranean Tunnels: Each time this model is set up on the battlefield using the Deep Strike ability, it can be set up anywhere on the battlefield that is more than 3" horizontally away from all enemy units. When doing so, if this model is set up within 9" of one or more enemy units, until the end of the turn, it is not eligible to declare a charge.

UNIT COMPOSITION

- **1 Trygon**

This model is equipped with: bio-electric pulse; Trygon scything talons.

KEYWORDS: **MONSTER, GREAT DEVOURER, TRYGON**

FACTION KEYWORDS: **TYRANIDS**

TYRANNOCYTE

M	T	SV	W	LD	OC
8"	9	3+	10	8+	2

Tyrannocytes are huge spores, heat-resistant to endure atmospheric re-entry and with wet, pulsing interior chambers within which broods of organisms can ride down to a world's surface. Once its passengers spill forth into battle, the Tyrannocyte drifts skyward again and goes hunting for its own prey.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Tyrannocyte bio-weapons	24"	5	4+	5	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Flensing whips	Melee	6	4+	7	-1	2

TRANSPORT

This model has a transport capacity of 20 **TYRANIDS INFANTRY** models, or 1 **TYRANIDS MONSTER** model with a Wounds characteristic of 12 or less. Each **INFANTRY** model with a Wounds characteristic of more than 1 takes up the space of 3 models.

UNIT COMPOSITION

- **1 Tyrannocyte**

This model is equipped with: Tyrannocyte bio-weapons; flensing whips.

ABILITIES

CORE: **Deadly Demise D3, Deep Strike**

FACTION: **Synapse**

Aerial Seeding: This model must start the battle in Reserves, but neither it nor any units embarked within it are counted towards any limits placed on the maximum number of Reserves units you can start the battle with. This model can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules. Any units embarked within this model must immediately disembark after it has been set up on the battlefield, and they must be set up more than 9" away from all enemy models. After this model has been set up on the battlefield, no units can embark within it.

KEYWORDS: **MONSTER, FLY, TRANSPORT, DEDICATED TRANSPORT, GREAT DEVOURER, VANGUARD INVADER, TYRANNOCYTE**

FACTION KEYWORDS: **TYRANIDS**

TYRANNOFEX

M	T	SV	W	LD	OC
9"	12	2+	16	8+	5

The Tyrannofex is a walking battle tank and heavy weapons platform of huge size and resilience. These warrior organisms are extremely well armoured, more than capable of going toe-to-toe with the heaviest battle tanks of their prey species in a shooting match. Few foes can stand against even one of these beasts.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Acid spray [TORRENT]	18"	D6+6	N/A	6	-2	2
Fleshborer hive [HEAVY, SUSTAINED HITS 1, TWIN-LINKED]	24"	20	3+	5	0	1
Rupture cannon [HEAVY]	48"	2	3+	18	-4	2D6
Stinger salvoes	24"	8	3+	5	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Powerful limbs	Melee	4	3+	8	0	2

DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

WARGEAR OPTIONS

- This model's fleshborer hive can be replaced with one of the following:
  - 1 acid spray
  - 1 rupture cannon

ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Synapse**

Resilient Organism: Once per battle, when an attack is allocated to this model, you can change the Damage characteristic of that attack to 0.

UNIT COMPOSITION

- **1 Tyrannofex**

This model is equipped with: fleshborer hive; stinger salvoes; powerful limbs.

KEYWORDS: **MONSTER, GREAT DEVOURER, TYRANNOFEX**

FACTION KEYWORDS: **TYRANIDS**

TYRANT GUARD

M	T	SV	W	LD	OC
6"	8	3+	4	8+	1

Incredibly well armoured and resilient, Tyrant Guard form a mobile bulwark around their assigned synapse organism. So extreme is their bio-adaptation, they do not even possess weak spots such as eyes. Instead, they are guided as extensions of their charge's synaptic will, acting as living weapons and shields.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Bone cleaver, lash whip and rending claws	Melee	3	3+	5	-1	2
Crushing claws and rending claws [TWIN-LINKED]	Melee	2	4+	8	-2	2
Scything talons and rending claws	Melee	5	3+	5	-1	1

WARGEAR OPTIONS

- Any number of models can each have their scything talons and rending claws replaced with one of the following:
  - 1 bone cleaver, lash whip and rending claws
  - 1 crushing claws and rending claws

ABILITIES

FACTION: **Synapse**

Guardian Organism: While a **CHARACTER** model is leading this unit, that **CHARACTER** model has the Feel No Pain 5+ ability.

UNIT COMPOSITION

- **3-6 Tyrant Guard**

Every model is equipped with: scything talons and rending claws.

KEYWORDS: **INFANTRY, GREAT DEVOURER, TYRANT GUARD**

FACTION KEYWORDS: **TYRANIDS**

VENOMTHROPES

M	T	SV	W	LD	OC
6"	5	4+	3	8+	1

Venomthropes drift forward amidst miasmal clouds of spores that spew from within their bodies. The touch of their tendrils is extremely poisonous, and those exposed to the Venomthropes' spore clouds for any length of time drown on their own frothing fluids as they dissolve from the inside out.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Toxic lashes [ANTI-INFANTRY 2+]	Melee	5	3+	3	0	1

ABILITIES

CORE: **Stealth**

FACTION: **Synapse**

Foul Spores (Aura): While a friendly **TYRANIDS** unit is within 6" of this unit, each time a ranged attack targets that unit, models in that unit have the Benefit of Cover against that attack. In addition, while a friendly **TYRANIDS** unit (excluding **MONSTERS**) is within 6" of this unit, models in that unit have the Stealth ability.

UNIT COMPOSITION

- **3-6 Venomthropes**

Every model is equipped with: toxic lashes.

KEYWORDS: **INFANTRY, FLY, GREAT DEVOURER, VENOMTHROPES**

FACTION KEYWORDS: **TYRANIDS**

VON RYAN'S LEAPERS

M	T	SV	W	LD	OC
10"	5	4+	3	8+	1

6+ INVULNERABLE SAVE

Stealthy hunters and expert ambushers, Von Ryan's Leapers are swift, agile and especially lethal when fighting in dense terrain. Akin to living mines, they lie still at the optimum locations to cause as much damage as possible. When they sense the perfect time to strike, they butcher all around in a murderous frenzy.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Leaper's talons	Melee	6	3+	5	-1	1

ABILITIES

CORE: **Fights First, Infiltrators, Stealth**

FACTION: **Synapse**

Pouncing Leap: You can target this unit with the Heroic Intervention Stratagem for 0CP, and can do so even if you have already used that Stratagem on a different unit this phase.

UNIT COMPOSITION

- **3-6 Von Ryan's Leapers**

Every model is equipped with: Leaper's talons.

KEYWORDS: **Infantry, Great Devourer, Vanguard Invader, Von Ryan's Leapers**

FACTION KEYWORDS: **Tyranids**

ZOANTHROPES

M	T	SV	W	LD	OC
5"	5	5+	3	7+	1

4+ INVULNERABLE SAVE

A Zoanthrope's physical form is given over to harnessing the might of the Hive Mind. Not only do they act as synapse nodes, but they can also draw upon the energies of the Hive Mind to unleash searing psychic blasts, and to generate fields of defensive power that can stop an artillery shell dead.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Warp Blast – witchfire [BLAST, PSYCHIC]	24"	D3	3+	7	-2	D3
Warp Blast – focused witchfire [LETHAL HITS, PSYCHIC]	24"	1	3+	12	-3	D6+1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Chitinous claws and teeth	Melee	2	5+	3	0	1

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

FACTION: **Shadow in the Warp, Synapse**

Spirit Leech (Aura, Psychic): While an enemy unit is within 6" of this unit, if this unit contains a Neurothrope, each time that enemy unit fails a Battle-shock test, it suffers D3 mortal wounds and one model in this unit regains up to D3 lost wounds.

Warp Field (Aura, Psychic): While a friendly **Tyranids** unit is within 6" of this unit, models in that unit have a 6+ invulnerable save.

UNIT COMPOSITION

- **1 Neurothrope**
- **2-5 Zoanthropes**

Every model is equipped with: Warp Blast; chitinous claws and teeth.

KEYWORDS: **Infantry, Psyker, Fly, Great Devourer, Synapse, Zoanthropes**

FACTION KEYWORDS: **Tyranids**

Crusade Rules

'I see eyes in endless myriad. Their glitter fills the void until it overwhelms the faltering light of the stars. I see skies that churn with a shroud of flesh from horizon to horizon, with maws that gape and tendrils that writhe. I see the rippling oceans of hateful life that carpet this world and every world, as that below mirrors that which writhes above. This is our doom, and it is drawing closer.'

- Mundshors the Seer, 'Of the Tyranid'

INTRODUCTION

In this section you'll find additional rules for playing Crusade battles that are bespoke to TYRANIDS units. You can find out more about Crusade armies in the main Crusade rules.

This section contains the following rules:

DEVOURING WORLDS
As the hive fleets tighten their stranglehold on the galaxy, more and more worlds succumb to their unending hunger. The rules presented on the following pages allow you to devour one world after another, strengthening your force as your foes fall.

AGENDAS
TYRANIDS armies can attempt to achieve unique Agendas in addition to those found in other publications. These represent the faction's unique goals and their particular methods of waging war.

REQUISITIONS
TYRANIDS armies have access to a number of bespoke Requisitions in addition to those found in other publications.

BATTLE TRAITS
As they gain experience and prowess, **TYRANIDS** units in your Crusade force can be given one of the Battle Traits in this section instead of one presented elsewhere.

BATTLE SCARS
Themed to the unique nature of the **TYRANIDS**, these Battle Scars represent long-lasting effects units from your Crusade force may come to carry.

CRUSADE RELICS
In addition to the Crusade Relics presented in other Crusade publications, **TYRANIDS CHARACTER** models can claim one of the Crusade Relics found here.

CRUSADE BADGES
Here you will find three Crusade Badges representing goals you can set yourself when campaigning with your Crusade force. Once one is achieved, you could set yourself a new goal, or take the opportunity to start a new Crusade force.

DEVOURING WORLDS

Your Crusade force can only work on devouring one world at a time. When devouring a world, your Crusade force will move through three stages in order: the first stage is Invasion, followed by Predation and then finally Consumption. During each phase, your force will devour more of the world's biomass. Once you have devoured enough biomass and participated in enough battles, you will complete your current stage and move on to the next stage in devouring that world. If at any point your Crusade force finds itself without an active world to devour, generate a new one as described below.

GENERATING A WORLD

When generating a world to devour, your Crusade force's Biomass and Battles Played points begin at 0. To generate a world to devour, roll one D6 and consult the table below.

WORLD TYPE	D6
INDUSTRIAL WORLD May also be a forge world, manufactorum world, refinery world, etc.	
RURAL WORLD May also be an agri world, feudal world, Knight world, etc.	
HIVE WORLD May also be a capital world, shrine world, etc.	

Next, consult the relevant table on the right to generate the Biomass and Battles Played points needed for each stage of that world's destruction. Generate the number of points needed for the Invasion stage first, then generate the number of points needed for the Predation stage by adding the value in the table to what you generated for the Invasion stage for that world type. Finally, generate the points needed for the Consumption stage in the same manner, but add the value in the table to that of the Predation stage instead of the Invasion stage. Note that Biomass points accrued during a previous stage of a world's destruction still count towards the targets for the current stage.

INDUSTRIAL WORLD

STAGE	BIOMASS	BATTLES PLAYED
Invasion	3	2D3
Predation	+D3	4
Consumption	+3	5

RURAL WORLD

STAGE	BIOMASS	BATTLES PLAYED
Invasion	3D3	2
Predation	+2D3	D3
Consumption	+2D3	D3

HIVE WORLD

STAGE	BIOMASS	BATTLES PLAYED
Invasion	D3+3	D6
Predation	+2D3	D6
Consumption	+D6	D6

COMPLETING A DEVOURING STAGE

To complete a stage and move on to the next, your Crusade force needs to have acquired at least as many Biomass and Battles Played points for that stage as were generated for it above. Keep a Battles Played tally during each stage; these tallies do not carry over into the next stage but simply act as a minimum requirement for advancement.

- Each time you win a battle, your Crusade force gains 1 Biomass point.
- Each time you lose a battle, your Crusade force loses 1 Biomass point (to a minimum of 0).

Additional ways of earning Biomass points can be found in the Agendas section. Once you have reached a particular stage of devouring, you gain access to new Requisitions that you can purchase once per world.

For example, Scott has completed the Invasion stage of an industrial world that required 3 Biomass points and 4 Battles Played points. During that stage he instead earned 5 Biomass points, which will now carry through to the Predation stage. This may mean he has already met that stage's Biomass points requirement, and only needs Battles Played points to complete that stage.

STAGE 1:
INVASION

VANGUARD ADAPTATION — 1RP

In the first stages of a Tyranid invasion, swift and adaptable broods of bioforms assess and then rapidly counteract the defences of the prey. Some organisms may already have infiltrated the target world, and only now burst from their hiding places to wreak bloody havoc. Others pour down from spore-blighted skies and flow into battle, the myriad heralds of yet greater horrors still to come.

Purchase this Requisition before a battle once per world. Select two **VANGUARD INVADER** units (excluding **CHARACTERS** and **MONSTERS**) from your Order of Battle. For the next battle, you can swap these units' Battle Traits (and change their Crusade point totals accordingly). After the battle, they must be swapped back.

BATTLE EXPERIENCE

Units from your Crusade army with any of the following keywords gain an additional 1XP from the Battle Experience rule if they are wholly within your opponent's deployment zone at the end of the battle:

- **ENDLESS MULTITUDE**
- **VANGUARD INVADER**
- **WARLORD**

STAGE 2:
PREDATION

INFESTATION — 1RP

So thoroughly infested with Tyranid swarms has the prey world become, that broods prowl almost all environs and surge from every tangled thicket and blasted ruin to attack. Even defenders who consider themselves safe within formidable fortifications can be suddenly and violently disabused of that notion amidst a rush of chitinous bodies and stabbing talons from an unexpected quarter.

Purchase this Requisition before a battle once per devoured world. Select one **ENDLESS MULTITUDE** unit from your Order of Battle. For the next battle only, that unit has the Infiltrators ability (Core Rules).

BATTLE EXPERIENCE

Units from your Crusade army with any of the following keywords gain an additional 1XP from the Battle Experience rule if they control an objective marker in No Man's Land at the end of the battle:

- **BIOVORES**
- **EXOCRINE**
- **HARUSPEX**
- **HIVE GUARD**
- **HIVE TYRANT**
- **PYROVORES**
- **TYRANNOFEX**
- **TYRANT GUARD**
- **WARLORD**

STAGE 3:
CONSUMPTION

GUARD AND CONSUME — 1RP

As the Tyranid ecosystem takes hold, strange living structures sprout forth that are vital to the final consumption of the world. Those Tyranid organisms charged with protecting these grotesque bio-structures now become exceptionally aggressive even as vile eater-beasts devour every scrap of available biomass and ferry it back to the waiting assimilation structures.

Purchase this Requisition after a battle once per devoured world. Choose a **CHARACTER** or **MONSTER** unit that was not destroyed in that battle; that unit immediately gains 5XP.

BATTLE EXPERIENCE

Units from your Crusade army with any of the following keywords gain an additional 1XP from the Battle Experience rule if they were not destroyed at the end of the battle:

- **BIOVORES**
- **EXOCRINE**
- **HARUSPEX**
- **HIVE GUARD**
- **HIVE TYRANT**
- **PYROVORES**
- **TYRANNOFEX**
- **TYRANT GUARD**
- **WARLORD**

BIOGENESIS

Each time your Crusade force completes the Consumption stage of its attack on a world, you can spend any of the Biomass points you have acquired on the upgrades shown below, before generating a new world to devour.

THE SWARM GROWS
2 BIOMASS POINTS

Raw biomass is diverted to the creation of even more warrior organisms and hive ships to bear them through the void.

Increase your Crusade force's Supply Limit by 100 points.

RARE BIOMORPHS
4 BIOMASS POINTS

A great enough stock of biomass has been secured that a portion can be poured into fashioning strange and terrible graft organisms for the swarms' mightiest leader-beasts.

Select one **TYRANIDS CHARACTER** unit from your Order of Battle. You can reduce the cost of the Renowned Heroes Requisition by 1RP (to a minimum of 0RP) and use it immediately to give a model in that unit an Enhancement as if it had just gained a rank.

ENHANCED ORGANISMS
5 BIOMASS POINTS

The Hive Mind exploits the neurally cached experiences of its warrior organisms to hone their predatory instincts.

Select one **TYRANIDS** unit from your Order of Battle. That unit gains 5XP. Each unit can only be selected for this upgrade once per devoured world.

RAPID ADAPTATION
5 BIOMASS POINTS

A focused allocation of biomass offers a brood the chance to rapidly and significantly adapt at the Hive Mind's urging.

You can use the Adapted Physiology Requisition once for 0RP.

BIOLOGICAL RESOURCES
6 BIOMASS POINTS

With so much accumulated biomass, the hive fleet can adapt whatever aspect of its nature the Hive Mind bids it to.

Your Crusade force gains 1RP.

AGENDAS

If your Crusade army includes any TYRANIDS units, you can select Agendas from those presented here.

INFEST THE PREY WORLD

In order to overwhelm the prey, devour the biomass of the dead and seed the world with toxic spores; the swarm must cover all.

At the end of the battle, gain 1 Biomass point for each table quarter that wholly contains one or more **ENDLESS MULTITUDE** units from your Crusade army that are not within 6" of the centre of the battlefield. Each **ENDLESS MULTITUDE** unit wholly within your opponent's deployment zone gains 2XP.

HUNT AND SLAY

The Hive Mind has marked those prey organisms whose swift destruction it wishes prioritised. The hunt begins.

At the start of the battle, your opponent selects five different units from their army to be Prey Targets (if your opponent's army has fewer than five units, they select as many as possible). Each time a unit from your Crusade army destroys a Prey Target unit in the Fight phase, make a note of it. At the end of the battle, each unit from your Crusade army gains a number of XP equal to double the amount of Prey Targets they destroyed, and your Crusade force gains a number of Biomass points as shown in the table below.

ENEMY PREY TARGETS DESTROYED	BIOMASS POINTS GAINED
1	0
2-3	1
4+	D3

TYRANNOFORM THE PREY WORLD

In preparation for the complete assimilation of biomass on this prey world, it is necessary to seed Tyranid structures on the battlefield, from sporecaster organisms to digestion pools.

At the start of your Shooting phase, you can select one **INFANTRY** unit (excluding **CHARACTERS**) from your Crusade army that is not Battle-shocked and is eligible to shoot. If that unit is more than 12" away from any Tyrannoform Spore markers, it can implant tyrannoform spores. If it does, at the end of your turn, place one Tyrannoform Spore marker, 40mm in diameter, anywhere within 1" of that unit. At the end of the battle, each unit that implanted one or more tyrannoform spores in this manner gains XP equal to double the number of Tyrannoform Spore markers they placed in this manner, and your Crusade force gains a number of Biomass points as shown in the table below.

IMPLANTED TYRANNOFORM SPORE MARKERS	BIOMASS POINTS GAINED
3	1
4	D3
5+	3

TYRANID ATTACK

Every last prey organism that stands against the swarm must be overrun – butchered – and their biomass consumed so that fresh waves of bioforms may be spawned.

At the end of the battle, if there are no enemy models remaining on the battlefield, each **TYRANIDS** unit from your Crusade army that is on the battlefield gains 3XP, your Crusade force gains 4 Biomass points, and you gain 2 Battles Played points for this battle instead of 1.

REQUISITIONS

If your Crusade force includes any TYRANIDS units, you can spend Requisition points (RPs) on any of the following Requisitions.

CONSUME TO SURVIVE

The hive fleets must constantly hunt, slay and consume prey worlds in order to replenish or increase their ranks.

If your Crusade force includes any **TYRANIDS** units, the Increase Supply Limit Requisition costs you 2RP to use.

RESPAWN WARRIOR ORGANISMS — 1RP

The Hive Mind can break down the biomass of its warrior organisms, reabsorbing them and restructuring their bodies and neural pathways at a molecular level before spawning them anew.

Purchase this Requisition at any time. Select one **TYRANIDS** unit from your Order of Battle that has no Battle Scars. That unit loses any or all Battle Traits it currently has. For each Battle Trait it lost, you can now select a new Battle Trait for it.

AN INTELLECT VAST AND COLD — 1RP

The gestalt consciousness of the Great Devourer is omnipresent throughout the hive fleets, always urging its mindless, ravenous swarms on toward whatever strategic goals will see them best feed, grow and spread.

Purchase this Requisition during the Select Agendas step of the battle. You can select one additional Agenda to use during this battle. At least one of the Agendas you select must be a Tyranids Agenda (see opposite).

SYNAPTIC BIOREGENESIS — 2RP

As the needs of the swarm change, so the Hive Mind is able to break down the physical form of its synaptic node-beasts while preserving their neuro-ganglia and the cached sense-impressions therein. This neural mass is then encased in a new and more suitable physical form.

Purchase this Requisition at any time. Select one **SYNAPSE** unit from your Order of Battle and replace it with a new **SYNAPSE** unit. You cannot purchase this Requisition if doing so would cause your total points to exceed your Crusade force's Supply Limit. The newly added **SYNAPSE** unit starts with the same number of XP as the unit it replaced and immediately gains the appropriate number of Battle Honours for its rank.

ADAPTED PHYSIOLOGY — 2RP

Every warrior organism 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 its prey.

Purchase this Requisition at any time. Select one **TYRANIDS CHARACTER** from your Order of Battle with a Crusade Relic. You can exchange this for any other Crusade Relic they are currently eligible for, adjusting their Crusade points as required.

BATTLE TRAITS

RUDIMENTARY INSTINCTS

MUCOLID SPORES and **SPORE MINES** units never gain XP, and so can never gain Battle Honours. However, they are also assumed to pass any Out of Action tests they are required to take (no dice is rolled) and so never accrue Battle Scars. You can mark the XP section of their Crusade card as 'N/A' to remind you.

TYRANIDS UNITS — D6

Excluding **SYNAPSE** units

STRENGTH BORN OF HUNGER

These warrior organisms are possessed of a ravenous hunger, their eagerness to tear and rend flesh lending their blows additional, frenzied strength.

Add 1 to the Strength characteristic of melee weapons equipped by models in this unit.

ENHANCED SENSES

The sensory acuity of this brood has been heightened such that no prey can hide from them.

- Each time a model in this unit makes a melee attack, you can ignore any or all Hit roll and Weapon Skill modifiers for that attack.
- Each time a model in this unit makes a ranged attack, that attack has the **[IGNORES COVER]** ability.

INSTINCTIVE AUTONOMY

This brood possess heightened tactical instincts that allow them to hunt efficiently even without direct synaptic oversight.

While this unit is within 18" of a friendly **SYNAPSE** model, this unit counts as being within 6" of that model for its Synapse ability.

RANGED RESISTANCE

These warrior organisms are well protected by their pseudo-sentient carapaces and partial regenerative capabilities. It takes a great concentration of fire to do them any real harm.

Each time a ranged attack is allocated to a model in this unit, add 1 to any armour saving throw made against that attack.

FLEET OF CLAW

Moving with lithe rapidity, these warrior organisms close the distance to their prey and begin their killing frenzy.

Each time you make an Advance or Charge roll for this unit, you can re-roll the result.

ONSLAUGHT KILLERS

The bioforms of this brood have been imbued with tensile strength and whipcord sinews that allow them to spring upon their prey, lending their pouncing onslaught additional impact to maximise carnage.

Each time a model in this unit makes a melee attack, if this unit made a Charge move this turn, add 1 to the Hit roll.

SYNAPSE UNITS D6

UNFATHOMABLE TERROR

These leader-beasts emanate the unfathomable will of the Hive Mind, an alien consciousness so vast it drives prey creatures mad.

At the end of your Movement phase, select one enemy unit within 6" of and visible to this unit. That enemy unit must take a Leadership test, subtracting 1 from the roll. If failed, until the start of your next Movement phase, that enemy unit cannot be selected to Advance and its Move characteristic is reduced by 2".

PSYCHIC SHADOW

Such is this creature's psionic power that enemy sorceries unravel in its presence.

Each time a ranged Psychic Attack targets this unit, this unit has the Benefit of Cover and the Feel No Pain 5+ ability against that attack.

PSIONIC RESONANCE

So potent is the psionic presence of this leader-beast that it is able to act as a nodal amplifier to imperatives unleashed by other nearby synaptic organisms.

Once per battle, this unit can be targeted with a Stratagem for 0CP, even if another unit from your Crusade army has already been targeted with that Stratagem this phase.

ALIEN RESILIENCE

The damaged flesh and chitin of this formidable warrior organism regrows at an astounding rate.

At the start of your Command phase, one model in this unit regains 1 lost wound.

ARMOURED BIOMORPH

This brood boasts thickened and extended chitinous carapaces.

Add 1 to the Toughness characteristic of models in this unit.

PSYCHIC ABERRATION

So potent is this bioform's synaptic presence that it acts as a focusing lens for the psychic might of the Hive Mind.

Once per battle, at the start of any phase, you can select one **TYRANIDS** unit that is Battle-shocked and within 12" of this model. That unit is no longer Battle-shocked.

'Norn Emissaries, Norn Assimilators and other examples of these monstrous bioforms are being sighted with increasing frequency. Unusually for Tyranids of such apparent neural autonomy, these creatures do not appear to fulfil a leadership role. Instead they operate alongside the swarms in a way that suggests independent thought and goals. The Norn-beasts do exhibit varying levels of synaptic capability. Yet these seem to be employed by the towering monsters not in aid of the wider strategic picture, but simply to spend lesser warrior organisms to aid them in concluding their own hunts.

Such bioforms subjected to after-action battlefield analysis by strategos have been identified as pursuing their own - for want of a better term - missions. These tasks are atypical of the ways in which the vast mass of Tyranids prosecute their predatory wars: the abduction of individuals: the theft of significant intelligence or relics: the sabotage of installations and so forth. The Norn-beasts demonstrate a frightening degree of intelligence and guile in their single minded pursuit of their goals, not to mention an agility and swiftness that seems wholly unnatural in creatures so large.

The origins of these terrifying bioforms remain as mysterious and provocative as the questions of what higher purposes may be served by their deployment. Some Imperial biologians theorise that the organisms are fashioned by the Norn Queens themselves to act as extensions of their - and by proxy the Hive Mind's - will, perhaps even in the literal sense of detaching themselves from the greater mass of the Queens' physical forms and returning to a conjoined state when their duties are done. So grotesque and darkly suggestive a notion is this, that it has triggered several minor conflicts and numerous accusations of heresy between cabals of the Ordo Xenos. So does even rumour of the Tyranids' true nature spread fear and division amongst those who should stand united against their endless hunger.'

– Conjectures Upon the Tyrannoform Menace, Horatius Gloje, Biotheoretician Maximal to the Court of Governor Radicke

BATTLE SCARS

'As I looked into its dead black eyes, I saw the terrible sentience it had in place of a soul. Behind that was the steel will of its leader. Further still, I could feel its primogenitor coldly assessing me from the void. And looking back from the deepest recesses of the alien's mind, I perceived what I can only describe as an immortal hunger. We can slay the Tyranids on our worlds, blast their fleets from space, grind their armies to torn and ruined fragments. But their hunger? That is beyond our ability to slay.'

- Varro Tigurius, Chief Librarian of the Ultramarines

TYRANIDS UNITS — D6

Excluding **SYNAPSE** units

UNCONTROLLABLE

Lingering neural trauma has left this brood with a damaged connection to the synaptic network.

This unit is never considered to be within Synapse range of your army.

BY INSTINCT ALONE

Severed entirely from synapse control, this brood is forced to fall back upon its own hardwired instincts in battle.

This unit cannot be targeted with Stratagems.

MINDLESS FOCUS

Overdeveloped prey-response instincts drown out the higher functions of this brood, causing them to obsessively focus on the nearest prey to the exclusion of more strategically important targets.

Each time this unit is selected to shoot, models in this unit can only target the closest eligible enemy unit when resolving this unit's attacks.

BESTIAL RAGE

So overcome with biochemical adrenaline and predatory aggression is this brood, that its warrior organisms seek constantly to hurl themselves upon the nearest possible prey and tear them to pieces.

Each time this unit declares a charge, one of the targets of that charge must be the closest eligible enemy unit.

Generate a Battle Scar from the main Crusade rules.

SYNAPSE UNITS D6

NEURAL DISSONANCE

Due to neurosynaptic feedback or cranial damage, this bioform struggles to mesh fully with the Hive Mind.

This unit cannot benefit from any Stratagems or Detachment Rules that require the **SYNAPSE** keyword.

SYNAPTIC DECAY

Physical and neural damage has eroded the strength of this organism's synaptic signal, leaving it unable to fully impose its will upon the swarm.

Reduce the range of this model's Synapse ability to 3".

LOBE IMPAIRMENT

Although able to still provide the warrior organisms around it with basic synaptic imperatives, this beast is no longer able to control their behaviour.

While this unit has this Battle Scar, it loses the Synapse ability.

CASTS NO SHADOW

This organism's psychic presence is all but non-existent, its ability to deepen the Shadow in the Warp stolen away from it.

While this unit has this Battle Scar, it is affected by your army's Shadow in the Warp ability (and thus must take a Battle-shock test when it is used).

Generate a Battle Scar from the main Crusade rules.

PARASITIC PERIL

The galaxy has long been haunted by immense nightmare vessels known as space hulks. Insane amalgams of warp-lost shipwrecks, planetary fragments and unholy biomass, these chimerical derelicts grow to colossal size. Adrift on currents of unreality and fractured time, space hulks manifest in realspace without warning. Despite the inimical tangle of each space hulk's interior, infernal entities, renegade warbands and various alien beasts infest the gheist-ships and employ them as an unpredictable means to cross the interstellar gulfs. Broods of Genestealers - and occasionally other vanguard organisms - spread in such a fashion.

When a space hulk translates from the warp into settled Imperial space, it may drift through busy shipping lanes and pass close to multiple worlds before vanishing again into the immaterium. At such times, Genestealers infesting the hulk will do everything in their power to reach and infiltrate Imperial society. Possessed of instinctual cunning and a singular will wedded to nigh-supernatural resilience, this is a task Genestealers are well suited to. Some drift away from the hulk within ancient saviour pods or detached structural wreckage and manage to endure atmospheric entry. Others may slink aboard the void ships of incautious salvagers, or even the vessels of Imperial boarding parties sent to purge them as a threat.

However they manage it, if even one Genestealer reaches a settled world it can spell doom. Vanishing into the planetary underbelly, the Genestealers spread their genetic curse amongst the populace. Over slow generations this process results in the growth of a Genestealer Cult; hypnotised or xeno-tainted Humans utterly inculcated into the worship of the Tyranids as benevolent gods from beyond the stars. Beginning with the lowest ranks of Imperial society, the cult spreads its tendrils and gathers strength. All the while its gestalt Broodmind grows in psychic strength until it becomes a beacon that draws the Tyranid hive fleets to fresh and bounteous feeding grounds. By the time the cultists realise that their deities are, in truth, their destroyers, it is far too late…

SEED OF CORRUPTION

It was during the early years of the Era Indomitus that Abaddon the Despoiler unleashed his Balefleets. At the heart of each heretic war fleet sailed a titanic abomination known as an Ark of Omen, macro-class warships converted from space hulks through daemonic cybersorcery. One particular Ark – *the Sobbing God* – sailed under the command of Scourgemaster Ulghata. This renegade warlord was a champion amongst the ranks of The Cleaved – revolting post-human warriors whose souls were pledged to the plague god Nurgle and whose armour constantly leaked reeking, oily blood. It was as the Sobbing God Balefleet pursued an infernal quest on the orders of the Despoiler that it dropped out of the warp and straight into the midst of a tendril of Hive Fleet Kraken.

Bio-ships converged on the heretic vessels with vast weapons spitting bone lances and gouts of acid. Even as its escort vessels were torn apart, the *Sobbing God* was boarded by multiple swarms. Ulghata and his Cleaved waged a fighting retreat into the heart of his flagship and were there besieged. The broods of Hive Fleet Kraken are cunning and the depths of the Ark offered endless pipes, vents and crawlways through which they could outflank the defence lines of The Scourged. In that desperate hour, as his forces looked sure to be overrun, Ulghata struck a bargain with an ancient sentience that had languished within one of the Arks' constituent vessels before it had even joined with the space hulk.

In an instant the Ark of Omen, the Cleaved and all those bioforms still aboard were snatched from realspace by the entity's power. The next report of their presence came from an entirely different sector of Imperial space. The *Sobbing God* was sighted attacking settled worlds in the Felgoth Nebula, yet now it was a vessel divided. Almost a third of the Ark of Omen seethed with extrusions of Tyranid bio-architecture, while the rest of the immense warship was riddled with mutation and suppurating disease. The *Sobbing God* was now a ship at war with itself, yet wherever it went it also vented both renegade and Tyranid forces onto the luckless worlds that fell beneath its deformed shadow.

CRUSADE RELICS

When a **TYRANIDS CHARACTER** model gains a Crusade Relic, you can select one of the Crusade Relics presented here.

ARTIFICER RELICS

SPIRIT-LEECH CORTEX

This rare cranial biomodification allows its monstrous host to psionically drain the life from its prey, feeding off their animus and using it as fuel to both regrow and augment its own form.

PSYKER model only. Each time an enemy unit loses a wound as the result of a Psychic Attack made by the bearer:

- The bearer regains 1 lost wound.
- Until the start of your next Command phase, add 1 to the Strength of the bearer's melee weapons.

BALEMIND MEMBRANE

This foul net of neuro-membranes infests the cranial cavities of its host and amplifies their offensive psycho-synaptic aptitude.

Model with one or more Psychic weapons only. Each time the bearer makes an attack with a Psychic weapon, you can re-roll the Hit roll and you can re-roll the Wound roll.

ANTIQUITY RELICS

MORTREXITE IMPLANT ATTACK

This bio-artefact can penetrate the thickest armour in order to implant dozens of Ripper parasites within a host. In seconds, the ghastly creatures grow to full size, devouring the host from the inside out and bursting forth in a shower of gore.

- Melee weapons equipped by the bearer gain the **[DEVASTATING WOUNDS]** ability.
- Each time the bearer fights, if one or more enemy models (excluding **VEHICLE** models) are destroyed when resolving those attacks, after that fight is resolved you can select one friendly **RIPPER SWARMS** unit within 12" of the bearer. If you do, add one Ripper Swarm model to that unit. If any of those destroyed enemy models had the **MONSTER** keyword, add D3 Ripper Swarm models to that **RIPPER SWARMS** unit instead.

SLAYER SABRES

At the hilt of each of these enormous, curving blades is a shell of diamond-hard chitin. This houses the brain of the weapon-symbiote. With a mental command, the wielder can generate a surge of psychic energy through this organism that incinerates the sabres' unfortunate victims from the inside out.

MONSTER model only. Select one of the bearer's melee weapons. That weapon gains the following ability:

Slayer Sabres: Each time the bearer fights, after that fight is resolved, select one enemy unit hit by one or more attacks made with this weapon this phase, then roll one D6: on a 2+, that unit suffers D3 mortal wounds, or D6+1 mortal wounds instead if that unit has the **PSYKER** keyword.

LEGENDARY RELICS

THE NORN CROWN

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

- While the bearer is on the battlefield, once per battle, you can use the Shadow in the Warp ability one additional time.
- While the bearer is on the battlefield, increase the range of friendly **SYNAPSE** units' Synapse ability to 9".

'There is a cancer eating at the Imperium. With each decade it advances deeper, leaving drained, dead worlds in its wake. This horror, this abomination, has thought and purpose which functions on an unimaginable galactic scale, and all we can do is try to stop the swarms of bioengineered monsters it unleashes upon us by instinct. We have given the horror a name to salve our fears; we call it Tyranid, but if it is aware of us at all, it must know us only as Prey.'

- Inquisitor Czevak at the Conclave of Har

POINTS LISTED HERE ARE OUT OF DATE AS OF 7TH SEPTEMBER 2023

POINTS VALUES

You can use this section to determine the points (pts) value of each unit from your army. Each entry lists the unit's size (which may include a lower and upper limit) and the associated points value for that size. You can learn more about using points to muster your army on pages 55-56 of the Core Rules.

Barbgaunts
5 models ..... 55 pts
10 models ..... 110 pts

Biovores
1 model ..... 45 pts
2 models ..... 90 pts
3 models ..... 135 pts

Broodlord
1 model ..... 90 pts

Carnifexes
1 model ..... 125 pts
2 models ..... 250 pts

Deathleaper
1 model ..... 75 pts

Exocrine
1 model ..... 125 pts

Gargoyles
10 models ..... 70 pts
20 models ..... 140 pts

Genestealers
5 models ..... 95 pts
10 models ..... 190 pts

Harpy
1 model ..... 165 pts

Haruspex
1 model ..... 120 pts

Hive Crone
1 model ..... 195 pts

Hive Guard
3 models ..... 95 pts
6 models ..... 190 pts

Hive Tyrant
1 model ..... 215 pts

Hormagaunts
10 models ..... 70 pts
20 models ..... 140 pts

Lictor
1 model ..... 70 pts

Maleceptor
1 model ..... 160 pts

Mawloc
1 model ..... 135 pts

Mucolid Spores
1 model ..... 40 pts
2 models ..... 80 pts

Neurogaunts
11 models ..... 45 pts
22 models ..... 90 pts

Neurolictor
1 model ..... 60 pts

Neurotyrant
1 model ..... 95 pts

Norn Assimilator
1 model ..... 305 pts

Norn Emissary
1 model ..... 285 pts

Old One Eye
1 model ..... 140 pts

Parasite of Mortrex
1 model ..... 75 pts

Psychophage
1 model ..... 125 pts

Pyrovores
1 model ..... 30 pts
2 models ..... 60 pts
3 models ..... 90 pts

Raveners
3 models ..... 75 pts
6 models ..... 150 pts

Ripper Swarms
1 model ..... 15 pts
2 models ..... 30 pts
3 models ..... 45 pts

Screamer-Killer
1 model ..... 175 pts

Spore Mines
3 models ..... 45 pts
6 models ..... 90 pts

Sporocyst
1 model ..... 125 pts

Termagants
10 models ..... 60 pts
20 models ..... 120 pts

Tervigon
1 model ..... 190 pts

The Swarmlord
1 model ..... 250 pts

Toxicrene
1 model ..... 200 pts

Trygon
1 model ..... 170 pts

Tyrannocyte
1 model ..... 95 pts

Tyrannofex
1 model ..... 190 pts

Tyrant Guard
3 models ..... 95 pts
6 models ..... 190 pts

Tyranid Warriors with Melee Bio-weapons
3 models ..... 95 pts
6 models ..... 190 pts

Tyranid Warriors with Ranged Bio-weapons
3 models ..... 70 pts
6 models ..... 140 pts

Venomthropes
3 models ..... 70 pts
6 models ..... 140 pts

Von Ryan's Leapers
3 models ..... 70 pts
6 models ..... 140 pts

Winged Hive Tyrant
1 model ..... 190 pts

Winged Tyranid Prime
1 model ..... 65 pts

Zoanthropes
3 models ..... 90 pts
6 models ..... 180 pts

POINTS LISTED HERE ARE OUT OF DATE AS OF 7TH SEPTEMBER 2023

In addition to the points values printed here – which you can always use in agreement with your opponent – this Codex is supported with live online points values so that you can enjoy the most balanced and exciting games of Warhammer 40,000. Scan this QR code to see the latest points values for your army.

DETACHMENT ENHANCEMENTS

Assimilation Swarm

Biophagic Flow	10 pts
Instinctive Defence	15 pts
Parasitic Biomorphology	25 pts
Regenerating Monstrosity	20 pts

Crusher Stampede

Enraged Reserves	20 pts
Monstrous Nemesis	25 pts
Null Nodules	10 pts
Ominous Presence	15 pts

Invasion Fleet

Adaptive Biology	25 pts
Alien Cunning	30 pts
Perfectly Adapted	15 pts
Synaptic Linchpin	20 pts

Synaptic Nexus

Power of the Hive Mind	10 pts
Psychostatic Disruption	30 pts
Synaptic Control	20 pts
The Dirgeheart of Kharis	15 pts

Unending Swarm

Adrenalised Onslaught	15 pts
Naturalised Camouflage	30 pts
Piercing Talons	25 pts
Relentless Hunger	20 pts

Vanguard Onslaught

Chameleonic	15 pts
Hunting Grounds	20 pts
Neuronode	30 pts
Stalker	10 pts

CRUSADE BADGES

VANGUARD TENDRIL

Stretching out across the dark void, your swarms spread the soul-crushing Shadow in the Warp to sow dismay amongst the foe. With every successful act of predation, every prey bastion broken open and its defenders devoured, every massed clash won by means both insidious and monstrous, the power of your tendril grows. You have amassed much biomass and driven vanguard organisms like talons into the yielding flesh of yet more bounteous hunting grounds. Now is the time to push forward at the Hive Mind's urging and let the true feast begin.

- You have successfully devoured one world.
- You have won at least two battles.

MONSTROUS TENDRIL

One after another the prey worlds fall to the rapacious hunger of your swarms. Whether teeming wildernesses of ferocious flora and fauna, populous megalopolis worlds covered in mountainous cities, or indomitable fortress worlds clad in plasteel and ferrocrete from pole to pole, none can resist your hunger. With each fresh victory your bioforms harvest more and varied quantities of biomass, opening up new options for adaptation and increasingly efficient consumption of the prey. Yet more worlds still lie before you. All must fall. All must be devoured.

- You have successfully devoured three different types of world.
- You have won at least six battles.

ALL-CONSUMING TENDRIL

Immense swarms flood entire star systems at your urging. An unending torrent of biomass pours back into your tendril, fortifying it further with every world devoured. You are the will of the Hive Mind made manifest. You are the death of worlds, and you are unstoppable!

- You have successfully devoured five worlds, including at least one of each type.
- You have won at least ten battles.
- A **CHARACTER** from your Crusade force has reached the Legendary rank.
- A **CHARACTER** from your Crusade force possesses the Norn Crown Crusade Relic.

The Tyranids are an all-consuming alien swarm. Driven by the vast and ineffable intellect of the Hive Mind, their tendrils drive deeper into the galaxy with every passing hour. Single-minded metapredators, the Tyranids cannot be reasoned with, bought off or put to flight. They seek only to strip each new world they encounter, devouring every shred of biomass to feed the relentless advance of the hive fleets and leaving dead, airless husk worlds in their wake. Endlessly adaptable, the Tyranids possess no mechanical technology. Instead, their weapons and wargear are symbiotic or parasitic organisms, bonded with their wielders and capable of annihilating the Tyranids' prey with hails of bio-acid, living projectiles and ravaging psionic energies. From seething masses of warrior organisms to malevolent leader-beasts and walking battle-tank-sized monsters, the Tyranid swarms are as nightmarish as they are unstoppable.

INSIDE YOU WILL FIND:

- The horrific histories of the Tyrannic Wars, along with ghastly details of the alien hive fleets that waged them and still seek to devour all life in the galaxy.
- All the rules you will need to assemble your collection of Tyranid Citadel miniatures into a fearsome tabletop army ready to engage in Combat Patrol, Crusade or matched play games of Warhammer 40,000.
- A striking showcase of expertly painted Citadel miniatures that displays the Tyranid army in all its grotesque glory, as well as a step-by-step painting guide to get your own collection Battle Ready and into action on the tabletop battlefield.

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