DETACHMENT ABILITIES

A **Hive Tendril** Detachment is one that only includes models with the **Hive Tendril** keyword (excluding models with the **Unaligned** keyword).

- **Hive Tendril** Detachments gain the Rare Organisms ability.
- **Hive Tendril** units in **Hive Tendril** Detachments gain the Hive Fleet Adaptations ability.
- Troops units in **Hive Tendril** Detachments gain the Objective Secured ability (this ability is described in the Warhammer 40,000 Core Book).

RARE ORGANISMS

Some warrior organisms are seen comparatively rarely. Hive Tyrants are seeded amongst the swarms as centralised synaptic nodes so only a single such organism will be observed commanding each swarm.

You can include a maximum of one **Hive Tyrant** model in each **Hive Tendril** Detachment in your army.

HIVE FLEET ADAPTATIONS

Each hive fleet has its own adaptations suited to the enemies that it will face.

If every unit from your army (excluding **Hive Tendril Living Artillery** and **Unaligned** units) is from the same hive fleet, all **Hive Tendril** units with this ability, and all the models in them, gain a Hive Fleet Adaptation. The Hive Fleet Adaptation gained depends upon which hive fleet they are from.

If your hive fleet does not have an associated Hive Fleet Adaptation, you must instead create a new Hive Fleet Adaptation for them, as described on pages 60-61. This allows you to customise the rules for your hive fleet to best represent their fighting style. In either case, write down all of your Detachments' Hive Fleet Adaptations on your army roster.

Example: *A* **Behemoth** *unit with the Hive Fleet Adaptations ability gains the Hyper-aggression adaptation (pg 53).*

HYPER-ADAPTATIONS

Each Hive Fleet Adaptation also has an Adaptive element to it, which can be swapped out for another rule at the start of the battle, after determining who has the first turn. There are multiple alternative rules that this Adaptive element can be swapped out for, and each hive fleet's Hyper-adaptations rule will specify which ones are available to you.

Example: *John's army contains only* **Behemoth** *units, which have the Hyper-aggression adaptation (pg 53). At the start of the battle, he decides to use the Hyper-adaptations rule to change the Adaptive element of his models' adaptation. The Hyper-adaptations rule for* **Hive Fleet Behemoth** *states that he can select either a Hunt or Lurk Biomorphology from page 61 to replace it with. He selects Unfeeling Resilience from the Lurk Biomorphologies and so, for that battle, his* **Behemoth** *units' adaptation becomes:*

- *Each time a unit with this adaptation fights, if it made a charge move, was charged, or performed a Heroic Intervention this turn, then until that fight is resolved, add 1 to the Strength characteristic of models in that unit.*
- *Models with this adaptation whose characteristics can change as they suffer damage are considered to have double the number of wounds remaining for the purposes of determining what those characteristics are.*

SPORE SEEDING

- **Living Artillery** units can be included in a **Hive Tendril** Detachment without preventing other units in that Detachment from gaining a Hive Fleet Adaptation.
- **Living Artillery** units never gain a Hive Fleet Adaptation.
- **Living Artillery** units can be included in your army without preventing other friendly **Hive Tendril** units from benefiting from their Hive Fleet's Hyper-adaptation.

HIVE FLEETS

If your army is Battle-forged, **<Hive Fleet>** units in **Hive Tendril** Detachments gain access to the following hive fleet rules, provided every **<Hive Fleet>** unit in your army is from the same hive fleet. If every **<Hive Fleet>** unit in a **Hive Tendril** Detachment is from the same hive fleet, that Detachment is referred to as a Hive Fleet Detachment.

HIVE FLEET ADAPTATIONS

All **<Hive Fleet>** units with this ability gain a Hive Fleet Adaptation. The adaptation gained depends on which hive fleet they are from, as shown on the following pages.

WARLORD TRAITS

Each hive fleet has an associated Hive Fleet Warlord Trait. If a **Hive Tendril <Hive Fleet> Character** model gains a Warlord Trait, they can have the relevant Hive Fleet Warlord Trait instead of a Warlord Trait from page 68.

PSYCHIC POWERS

Each hive fleet has an associated Hive Fleet psychic power. **Hive Tendril Psyker** units in Hive Fleet Detachments (excluding Auxiliary Support, Super-heavy Auxiliary or Fortification Network Detachments) know the relevant Hive Fleet psychic power in addition to any other psychic powers they know.

Example: *A Battle-forged army includes a* **Hive Tendril** *Detachment in which every unit has the* **Kraken** *keyword. A* **Character** *model in that Detachment that is given a Warlord Trait can instead be given the One Step Ahead Warlord Trait.* **Psyker** *units in that Detachment will know the Synaptic Lure psychic power in addition to any others they know. You also have access to the Opportunistic Advance Stratagem and can spend CPs to use it, and if the army's* **Warlord** *is selected from this Detachment, then a* **Kraken Character** *model from your army that could be given a Bio-artefact Relic can instead be given Chameleonic Mutation.*

BIO-ARTEFACT RELICS

Each hive fleet has an associated Hive Fleet Bio-artefact Relic. If your army is led by a **Hive Tendril <Hive Fleet> Character Warlord**, you can give the relevant Hive Fleet Bio-artefact Relic to a **Hive Tendril <Hive Fleet> Character** model from your army instead of giving them a Bio-artefact Relic from pages 70-71. Named characters (such as **The Swarmlord**) cannot be given a Hive Fleet Bio-artefact Relic.

Note some Relics replace one of the model's existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Write down any Bio-artefact Relics your models have on your army roster.

STRATAGEMS

Each hive fleet has an associated Hive Fleet Stratagem. If your army includes a Hive Fleet Detachment (excluding Auxiliary Support, Super-heavy Auxiliary or Fortification Network Detachments), then you will gain access to the relevant Hive Fleet Stratagem.

BEHEMOTH

The swarms of Hive Fleet Behemoth rampage into their prey in a stampede of hulking muscle, crushing chitin and trampling hooves. They embody the most unsubtle aspects of predatory aggression and uncontrollable hunger. What they lack in subtlety and cunning, however, they more than make up for indomitable resilience and overwhelming ferocity.

HIVE FLEET ADAPTATION: HYPER-AGGRESSION

There is nothing of subtlety or of stealth to the swarms of Hive Fleet Behemoth, just a headlong onslaught that crushes all in their path.

- Each time a unit with this adaptation fights, if it made a charge move, was charged, or performed a Heroic Intervention this turn, then until that fight is resolved, add 1 to the Strength characteristic of models in that unit.

Adaptive

You can re-roll charge rolls made for units from your army with this adaptation.

Hyper-adaptation

You can swap this hive fleet's Adaptive rule for one of the **Hunt Biomorphologies** or **Lurk Biomorphologies** on page 61.

WARLORD TRAIT: MONSTROUS HUNGER

This warlord embodies the Hive Mind's eternal hunger, tearing great chunks out of its victims in a feeding frenzy, or even swallowing them whole.

Each time this **Warlord** makes a melee attack, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.

PSYCHIC POWER: UNSTOPPABLE ONSLAUGHT

A surge of mindless aggression flows through Hive Fleet Behemoth, driving them forward in a tidal wave of snapping jaws and lashing talons.

Blessing: *Unstoppable Onslaught* has a warp charge value of 7. If manifested, select one friendly **Behemoth** unit within Synaptic Link range of this **Psyker**. Until the start of your next turn, each time a model in that unit makes a melee attack, add 1 to that attack's wound roll.

BIO-ARTEFACT RELIC: MONSTROUS MUSCULATURE

Occasionally, a Hive Fleet Behemoth warrior organism will epitomise its hive fleet's name by growing to colossal and appallingly powerful proportions.

Add 1 to the Damage characteristic of melee weapons the bearer is equipped with.

UNPARALLELED FEROCITY — 1CP/2CP

Behemoth – Battle Tactic Stratagem

So single-minded is the aggression with which the beasts of Hive Fleet Behemoth fight that even death does not immediately halt their brutal rampage.

Use this Stratagem in the Fight phase, when a **Behemoth Infantry** unit (excluding **Character** units) from your army that has not fought this phase is selected as the target of a melee attack. Until the attacking model's unit has finished making its attacks, each time a model in that **Behemoth** unit is destroyed, instead of using any rules that are triggered when that model is destroyed, do not remove the destroyed model from play – it can, after the attacking model's unit has finished making its attacks, attack as if its unit had been selected to fight. After resolving these attacks, the destroyed model is then removed. If that **Behemoth Infantry** unit has the **Endless Multitude** keyword, this Stratagem costs 1CP; otherwise, it costs 2CP.

'We went in by boarding torpedo. Our mission was to extract Magos Engh before the foremost swarms overran Lynaeus Station. Once we had him, extraction was a flight of Thunderhawks waiting on the Sector III platforms. I've fought Tyranids before, we all had, but I've never seen them move with such single-minded ferocity. They tore through every bulkhead and barricade in their path as though they weren't there. I cannot feel fear, but I tell you now I have never felt more like prey than I did on Lynaeus Station.'

- Brother Amadeo of the Deathwatch

HIVE FLEETS

KRAKEN

To do battle with the swarms of Hive Fleet Kraken is to pit oneself against a sly predatory gestalt whose every instinct and action is calculated towards outmanoeuvring and encircling its prey. The Kraken's broods spring from unexpected quarters. They surge through the slightest gap in their enemies' defences, and exploit even the smallest weakness with rapacious savagery.

HIVE FLEET ADAPTATION: QUESTING TENDRILS

Kraken harries and unbalances its foes with lightning-fast flanking attacks, before encircling them for the final, bloody slaughter.

- Each time a unit with this adaptation fights, if it made a charge move this turn, then until that fight is resolved, each time a model in this unit makes an attack, improve the Armour Penetration characteristic of that attack by 1.

Adaptive

Each time a unit with this adaptation Advances, if it is not affected by the Opportunistic Advance Stratagem (see opposite) or the Bounding Advance Stratagem (pg 64), do not make an Advance roll. Instead, until the end of the phase, add D3+3" to the Move characteristic of models in that unit.

Hyper-adaptation

You can swap this hive fleet's Adaptive rule for one of the **Feed Biomorphologies** or **Hunt Biomorphologies** on page 61.

WARLORD TRAIT: ONE STEP AHEAD

This warlord's foresight allows it to see the prey's next move.

Each time your opponent uses a Stratagem, if this **WARLORD** is on the battlefield, roll one D6: on a 5+, you gain 1 Command point.

PSYCHIC POWER: SYNAPTIC LURE

A psychic lure is placed on a threat; the marked prey is doomed.

Malediction: *Synaptic Lure* has a warp charge value of 5. If manifested, select one enemy unit within Synaptic Link range of this **PSYKER** or one enemy unit within 18" of this **PSYKER**. Until the start of your next Psychic phase, each time a friendly **KRAKEN** unit declares a charge, if that enemy unit is one of the targets of that charge, you can re-roll the charge roll.

BIO-ARTEFACT RELIC: CHAMELEONIC MUTATION

Subdermal crystals in this carapace capture and redirect light.

Each time an attack is made against the bearer:

- Subtract 1 from that attack's hit roll.
- The hit roll cannot be re-rolled.

OPPORTUNISTIC ADVANCE — 1CP

Kraken – Battle Tactic Stratagem

Before the prey can react, Kraken's swarms are already amongst them.

Use this Stratagem in your Movement phase, when a **KRAKEN** unit from your army is selected to move. Until the end of the turn:

- Each time that unit Advances, do not make an Advance roll. Instead, until the end of the phase, add 8" to the Move characteristic of models in that unit (note that a unit cannot be affected by both this Stratagem and the Bounding Advance Stratagem, page 64, in the same phase).
- Models in that unit do not suffer the penalty to hit rolls incurred for firing Assault weapons in the same turn that their unit has Advanced.

'Nothin' in this galaxy beats a platoon of Catachan Jungle Fighters in the deep green. That's what I thought. Then again, I also thought nothin' living could make it through that ravine on our right flank. Choked with thornweed, Orksnare, those damn puffball things big as an Ogryn's head... They came through there all the same, still don't know how. Throne-damned 'nids just pourin' out like pyrewasps from a burrow. Outmanoeuvred and outfought in the deep green by dirty xenos animals. I'll take that shame to my grave...'

- Captain Vance Stryker, Catachan 86th 'Gladestalkers', court-martial testimonial

LEVIATHAN

Pouring up through the galactic plane, the swarms of Hive Fleet Leviathan strike at their prey from one end of the galaxy to the other. Honed by the trial-and-error carnage wrought by the hive fleets that came before them, these are the most artfully adapted predators yet to be unleashed by the Hive Mind. They are death inescapable, and their number is legion.

HIVE FLEET ADAPTATION: SYNAPTIC CONTROL

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

- Each time an attack is made against a **SYNAPSE** unit with this adaptation, an unmodified wound roll of 1-3 always fails, irrespective of any abilities that the weapon or the attacker may have.
- Each time an attack is made against a unit with this adaptation (excluding **SYNAPSE** units), if that unit is within Synaptic Link range of any friendly **LEVIATHAN SYNAPSE** units, an unmodified wound roll of 1-2 always fails, irrespective of any abilities that the weapon or the attacker may have.

Adaptive

Each time a unit with this adaptation is selected to shoot or fight, you can re-roll one hit roll when resolving that unit's attacks.

Hyper-adaptation

You can swap this hive fleet's Adaptive rule for one of the **Feed Biomorphologies** or **Hunt Biomorphologies** on page 61.

WARLORD TRAIT: PERFECTLY ADAPTED

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

Once per battle round, you can re-roll one of the following rolls made for this **WARLORD**: hit roll; wound roll; damage roll; Advance roll; charge roll; Psychic test; saving throw.

PSYCHIC POWER: HIVE NEXUS

The Hive Mind funnels Leviathan's sophisticated synaptic network through its conduits, enforcing its gestalt will among the hive fleet's lesser organisms.

Blessing: *Hive Nexus* has a warp charge value of 7. If manifested, select one friendly **LEVIATHAN** unit within Synaptic Link range of this **PSYKER** and select one Synaptic Imperative ability of a friendly **LEVIATHAN SYNAPSE** model that is also within Synaptic Link range of this **PSYKER**. Until the start of your next turn, that unit benefits from that **SYNAPSE** model's Synaptic Imperative ability as if it was active for your army (in addition to the one that is currently active for your army) and as if they were within 6" of one another.

BIO-ARTEFACT RELIC: PRECEPTIC NODE

Synaptic echoes of former organisms and previous battles flow from this encephalitic biomorph, imbuing the host creature with instinctive foreknowledge of the enemy's attack patterns and strategies.

In the Reinforcements step of your opponent's Movement phase, each time an enemy unit is set up as Reinforcements within 18" of the bearer, you can select one friendly **LEVIATHAN CORE** or **LEVIATHAN CHARACTER** unit within 6" of the bearer. If you do so, that friendly unit can shoot as if it were your Shooting phase, but its models can only target that enemy Reinforcements unit. A unit cannot be selected to fire more than once per phase as a result of this Relic.

COMBINED ASSAULT 1CP

Leviathan – Battle Tactic Stratagem

The broods of Hive Fleet Leviathan hunt as one, exhibiting eerie precision in their strikes.

Use this Stratagem in the Fight phase. Select one enemy unit within Engagement Range of two or more **LEVIATHAN** units from your army. Until the end of the phase, each time a **LEVIATHAN** model makes a melee attack against that enemy unit, improve the Armour Penetration characteristic of that attack by 1.

HIVE FLEETS

GORGON

Hive Fleet Gorgon wears down its prey through the use of adaptive hypertoxins, weaponised spore clouds, and corrosive poisons of the most gruesome sorts imaginable. Its broods scuttle half-seen toward the foe, wreathed in a rolling miasma of inimical Tyranid microorganisms that can reduce even the mightiest warriors and war engines to bubbling slicks of flesh-and-metal sludge.

HIVE FLEET ADAPTATION: ADAPTIVE TOXINS

The toxins produced by Hive Fleet Gorgon's swarm-creatures adapt with terrifying speed to any prey, swiftly rendering even the most glancing of blows or skin contact potentially lethal.

- Each time an attack is made by a model with this adaptation against a unit (excluding **VEHICLE** or **TITANIC** units), an unmodified wound roll of 4+ is always successful.

Adaptive

Each time a unit with this adaptation is selected to shoot or fight, you can re-roll one wound roll when resolving that unit's attacks.

Hyper-adaptation

You can swap this hive fleet's Adaptive rule for one of the **Feed Biomorphologies** or **Lurk Biomorphologies** on page 61.

WARLORD TRAIT: LETHAL MIASMA

The air around the warlord churns with microscopic spores that invade the bodies of its foes, devouring them from the inside.

At the start of the Fight phase, roll one D6 for each enemy unit within 3" of this **WARLORD**: on a 2-5, that enemy unit suffers 1 mortal wound; on a 6, that enemy unit suffers D3 mortal wounds.

PSYCHIC POWER: POISONOUS INFLUENCE

This synapse creature radiates a pulsed imperative that triggers the semi-sentient spores of Gorgon's biohorrors, spurring them to secrete venoms laced with a seeping psychic corruption.

Blessing: *Poisonous Influence* has a warp charge value of 7. If manifested, select one friendly **GORGON** unit within Synaptic Link range of this **PSYKER**. Until the start of your next Psychic phase, each time a model in that unit makes a melee attack, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage (to a maximum of 6 mortal wounds).

BIO-ARTEFACT RELIC: HYPERMORPHIC BIOLOGY

Unstable organs within this organism's body respond to any physical and mental trauma, rapidly undergoing beneficial mutations.

- Add 1 to the Toughness characteristic of the bearer.
- If the bearer's characteristics can change as they suffer damage, they are considered to have double the number of wounds remaining for the purposes of determining what those characteristics are.

HYPER-TOXICITY — 1CP

Gorgon – Wargear Stratagem

Few substances are as lethal as the toxins of Hive Fleet Gorgon. Fewer still tailor themselves so effectively to their luckless victims.

Use this Stratagem in the Fight phase, when a **GORGON TOXIN SACS** unit from your army is selected to fight. Until the end of the phase, each time a **TOXIN SACS** model in that unit makes a melee attack, an unmodified hit roll of 5+ automatically wounds the target.

'Cosseted scholars spend hours in debate over the nature and intent of the Tyranid menace. Some amongst them claim that, unlike the infernal servants of the Dark Gods or the ghoulish flesh-thieves of Commorragh, the Tyranid cannot be considered truly evil or cruel. They claim that all it does is driven by mere predatory instinct rather than by some higher – or indeed lower – purpose. But I have seen the Gorgon open its jaws and vomit forth its malignant spawn. I have seen it contort and agonise its prey before their miserable deaths, and I tell you now that the Tyranid is the very embodiment of evil and of cruelty.'

- Sister Hospitaller Amalica Hope

JORMUNGANDR

Hive Fleet Jormungandr assails its enemies not only from orbit and across blazing battlefields, but also in horrific attack waves from beneath their feet. No other hive fleet makes such prodigious use of tunnelling organisms to completely honeycomb invaded worlds with subterranean networks of Tyranid burrows, from which attack swarms erupt upwards to tear their prey apart.

HIVE FLEET ADAPTATION: TUNNEL NETWORKS

The warrior organisms of Hive Fleet Jormungandr attack from subterranean tunnels, making these predatory monsters extremely difficult to target until it is far too late.

- Each time a ranged attack targets a **MONSTER** unit with this adaptation, if the attacker is more than 18" away, then the target is treated as having the benefits of Dense Cover against that attack (see the Warhammer 40,000 Core Book).
- Each time a ranged attack targets a unit (excluding **MONSTER** units) with this adaptation, if the attacker is more than 12" away, then the target is treated as having the benefits of Dense Cover against that attack.

Adaptive

Each time a unit with this adaptation is targeted by a weapon with the Blast rule (see the Warhammer 40,000 Core Book), halve the number of models in that unit (rounding up) when determining how many attacks are made with that weapon.

Hyper-adaptation

You can swap this hive fleet's Adaptive rule for one of the **Hunt Biomorphologies** or **Lurk Biomorphologies** on page 61.

WARLORD TRAIT: INSIDIOUS THREAT

This warlord has lurked long on this world, developing an intimate knowledge of its terrain so there is nowhere for the prey to hide.

In your Command phase, select one friendly **JORMUNGANDR** unit within Synaptic Link range of this **WARLORD**. Until the start of your next Command phase, each time a model in that unit makes an attack, the target does not receive the benefits of cover against that attack.

PSYCHIC POWER: LURKING MAWS

The Hive Mind extends a psychic summons, and calls upon Jormungandr's embedded and waiting broods. Mindlessly converging via synaptic imperative, their sudden and frenzied attacks spell the foe's end.

Malediction: *Lurking Maws* has a warp charge value of 7. If manifested, select one enemy unit within Synaptic Link range of this **PSYKER** or one enemy unit within 18" of this **PSYKER**. Until the start of your next Psychic phase, each time a friendly **JORMUNGANDR** model makes a melee attack against that enemy unit, improve the Armour Penetration characteristic of that attack by 1.

BIO-ARTEFACT RELIC: INFRASONIC ROAR

This warrior organism has been grafted with a complex arrangement of acoustic organs to unleash fearsome infrasonic bellows. So powerful are these booming sonic emanations that they cause primal terror and confusion in many sentient species.

At the end of your Movement phase, select one enemy unit within 12" of the bearer and roll 3D6; if the result is equal to or higher than that enemy unit's Leadership characteristic, until the start of your next Movement phase, that unit cannot perform actions (if that unit is currently performing an action, it immediately fails).

BURIED IN WAIT — 1CP

Jormungandr – Requisition Stratagem

The Great Serpent attacks from below, bursting out from subterranean tunnels into the midst of its prey.

Use this Stratagem before the battle, during the Declare Reserves and Transports step (if you are playing a mission without this step, use this Stratagem during deployment instead). Select one **JORMUNGANDR** unit from your army (excluding **TITANIC** units). You can set up that unit near to the surface instead of setting it up on the battlefield. If you do so, then in the Reinforcements step of one of your Movement phases, you can set up that unit anywhere on the battlefield that is more than 9" away from any enemy models. You can only use this Stratagem once, unless you are playing a Strike Force battle (in which case you can use this Stratagem twice), or an Onslaught battle (in which case you can use this Stratagem three times).

HIVE FLEETS

KRONOS

Adapted to battle the otherworldly threat of daemons spilling through from warp space, the swarms of Hive Fleet Kronos are nonetheless utterly deadly to any prey that cross their path. Their warrior organisms instinctively do battle from long range, upon both physical and metaphysical planes, reducing their victims to maggot-riddled offal and soul-blasted husks before devouring them ravenously.

HIVE FLEET ADAPTATION: BIO-BARRAGE

Hive Fleet Kronos obliterates its foes at range by unleashing devastating barrages of bio-plasma and living missiles.

- Add 4" to the Range characteristic of ranged weapons that models with this adaptation are equipped with.

Adaptive

Each time a model with this adaptation makes a ranged attack that targets a unit within half range, improve the Armour Penetration characteristic of that attack by 1.

Hyper-adaptation

You can swap this hive fleet's Adaptive rule for one of the **Feed Biomorphologies** or **Lurk Biomorphologies** on page 61.

WARLORD TRAIT: SOUL HUNGER (AURA)

This warlord has an insatiable hunger for psykers, and can manipulate the Shadow in the Warp to drain the life from its favoured prey.

While an enemy **PSYKER** unit is within 18" of this **WARLORD**, each time a Psychic test is taken for that unit, it suffers Perils of the Warp on any dice roll that includes a double, instead of only a double 1 or double 6.

PSYCHIC POWER: SYMBIOSTORM

The synaptic web sings with psionic targeting information, guiding living projectiles to strike at the prey's identified weak spots.

Blessing: *Symbiostorm* has a warp charge value of 7. If manifested, select one friendly **KRONOS** unit within Synaptic Link range of this **PSYKER**. Until the start of your next Psychic phase, each time a model in that unit makes a ranged attack, add 1 to the Strength characteristic of that attack.

BIO-ARTEFACT RELIC: NULLNODE

A synaptic knot in this creature's skull channels and amplifies Kronos' potent Shadow so prey can barely think or focus in the organism's presence.

In your Command phase, select one enemy unit within Synaptic Link range (pg 87) of the bearer. Until the start of your next Command phase:

- Each time a model in that unit makes an attack, the hit roll cannot be re-rolled and the wound roll cannot be re-rolled.
- Psychic tests taken for that unit cannot be re-rolled.

THE DEEPEST SHADOW — 1CP

Kronos – Epic Deed Stratagem

In the swarms of Kronos, the Shadow in the Warp is suffocatingly powerful.

Use this Stratagem in your opponent's Psychic phase, when an enemy unit fails a Psychic test. Select one **KRONOS PSYKER** unit from your army within 18" of that enemy unit. That enemy unit suffers D3 mortal wounds and, until the end of the phase, that **KRONOS PSYKER** unit gains the following ability:

Deepest Shadow (Aura): While an enemy **PSYKER** unit is within 18" of this unit, each time a Psychic test taken for that unit is failed, that unit suffers D3 mortal wounds.

'The spawn of the Great Devourer came upon us as we combed the ruins of Shaethys'II. We sought to ready ourselves, expecting close-quarters battle. Yet these beasts did not surge to the attack but instead harried us from afar with such ferocity that we were forced to quit the field. I weep to think of the lives lost that day, bodies and spirit stones alike vanished into the maws of their killers. Yet the worst of it is that the creatures saw us not as foes, but merely fuel. We were raw materials to be harvested, ammunition to be reloaded before they returned to their true fight.'

- Thaghrael the Wanderer

HYDRA

At first, the threat posed by the swarms of Hive Fleet Hydra appears deceptively manageable, albeit still nightmarishly dangerous. Yet this hive fleet fights its battles through hyper-aggressive escalation, passing swiftly from infestation to overwhelming tide until its horrified victims are buried beneath the heaving masses of predatory organisms they have unwittingly drawn down upon themselves.

HIVE FLEET ADAPTATION: SWARMING INSTINCTS

Hive Fleet Hydra's super swarms overwhelm their prey with sheer weight of numbers, drowning them in a tide of chitin and talons.

- Each time a model with this adaptation makes a melee attack that targets a unit containing fewer models than its own, add 1 to that attack's hit roll. For the purposes of this adaptation, **VEHICLE** and **MONSTER** models each count as 5 models.

Adaptive

Add 1" to the Move characteristic of models with this adaptation, and each time a model with this adaptation makes a consolidation move, it can move up to an additional 3" (to a maximum of 9").

Hyper-adaptation

You can swap this hive fleet's Adaptive rule for one of the **Feed Biomorphologies** or **Hunt Biomorphologies** on page 61.

WARLORD TRAIT: ENDLESS REGENERATION

Enemy soldiers are horrified to see this warlord's severed limbs and shattered chitinous plates regrowing before their eyes.

At the start of the Command phase, this **WARLORD** can regenerate itself. If it does so, it regains up to D3 lost wounds. This **WARLORD** can only regenerate itself once per turn.

PSYCHIC POWER: PSYCHIC SHRIEK

Driven by synaptic imperative, acting as psychic conduits for the Hive Mind's power, the warrior organisms of Hive Fleet Hydra open their maws as one and emit a mind-shredding shriek.

Witchfire: *Psychic Shriek* has a warp charge value of 6. If manifested, select one enemy unit within Synaptic Link range of this **PSYKER** or one enemy unit within 18" of this **PSYKER**. Roll one D6 for each friendly **HYDRA INFANTRY** and **HYDRA BEAST** model within 3" of that unit and three D6s for each friendly **HYDRA MONSTER** model within 3" of that unit: for each 5+, that enemy unit suffers 1 mortal wound (to a maximum of 6 mortal wounds).

BIO-ARTEFACT RELIC: BARBWORM INFESTATION

This creature's body seethes with self-replicating barbworms that clot in blade-headed masses around its weapon-projectiles and lend them extra punch.

Each time the bearer makes a ranged attack, you can re-roll the wound roll.

CRITICAL MASS — 1CP

Hydra – Battle Tactic Stratagem

Once this hive fleet's warrior organisms outnumber their prey, they soon overwhelm them in a hideous, heaving mass.

Use this Stratagem in the Fight phase, when a **HYDRA** unit from your army is selected to fight. Until the end of the phase, each time a melee attack made by a model in that unit targets an enemy unit with fewer models than its own, you can re-roll the wound roll.

'How do you fight an enemy that grows stronger the harder you hit it? Oh, we grasped quickly enough that the more fire we poured into their swarms, the more of the scuttling horrors came surging through the hive-tangle to avenge the dead. But what could we do? Stop shooting and just let them tear us apart? You think you can order your soldiers to put up their guns mid-battle while you... what... try to think of a way to defeat the foe that doesn't involve blasting them to bits? Laughable. We could only plough on as we had been trained to, and hope their reserves petered out before ours did. Let's just say that's the last day I trusted to hope.'

- Marshal Karya Blaise, 674th Kovian Infantry

INFINITE BIOMORPHOLOGIES

If your chosen hive fleet does not have an associated Hive Fleet Adaptation on pages 53-59, you must instead create your own Hive Fleet Adaptation. You do this by either selecting the Splinter Fleet Hive Fleet Adaptation or by selecting two biomorphologies from the lists shown opposite. Due to the drive toward biodiversity within the hive fleets, when selecting these, the following rules apply:

- The two biomorphologies must be selected from separate lists.
- You must choose one of these biomorphologies to be the Adaptive element of your Hive Fleet's Adaptation. It is this which can be swapped out at the start of the battle using the Hyper-adaptations rule (pg 51).
- At the start of the battle, if you use the Hyper-adaptations rule to change the Adaptive element of your Hive Fleet's Adaptation, then you must select one of the biomorphologies from the third remaining list (that was not used when initially creating your Hive Fleet's Adaptation) to swap it for.

Example: *For her first adaptation, Becca selects Augmented Ferocity from the Hunt Biomorphologies list. This leaves her the Lurk and Feed Biomorphologies to choose from for her second adaptation. She selects Exoskeletal Reinforcement from the Lurk Biomorphologies and chooses for it to be the Adaptive element of her hive fleet's adaptation. This means that if, at the start of the battle, she chooses to make use of the Hyper-adaptations rule (pg 51), she can swap out Exoskeletal Reinforcement for one of the Feed Biomorphologies. Her final Hive Fleet Adaptation then becomes:*

- *Add 1 to charge rolls made for units with this adaptation.*
- ***Adaptive:*** *Each time an attack with an Armour Penetration characteristic of -1 is allocated to a model with this adaptation, that attack has an Armour Penetration characteristic of 0 instead.*
- ***Hyper-adaptation:*** *You can swap this Hive Fleet's Adaptive rule for one of the Feed Biomorphologies on page 61.*

SPLINTER FLEET

Select one of the following hive fleets and use the Hive Fleet Adaptation of that hive fleet (and its associated Hyper-adaptation) as listed on pages 53-59:

- Hive Fleet Behemoth
- Hive Fleet Kraken
- Hive Fleet Leviathan
- Hive Fleet Gorgon
- Hive Fleet Jormungandr
- Hive Fleet Kronos
- Hive Fleet Hydra

If a **CHARACTER** model with this adaptation gains a Warlord Trait, they can have the Hive Fleet Warlord Trait associated with the hive fleet that you selected, instead of a Warlord Trait from page 68. If it does so, replace all instances of the **<HIVE FLEET>** keyword on that Warlord Trait (e.g. **KRAKEN**), if any, with the name of the hive fleet that the **CHARACTER** is from.

Unless the only units with this adaptation are part of an Auxiliary Support, Super-heavy Auxiliary and/or Fortification Network Detachment:

- You will gain access to the Hive Fleet Stratagem associated with the hive fleet that you selected. When using such a Stratagem, replace all instances of the **<HIVE FLEET>** keyword on that Stratagem (e.g. **KRAKEN**) with the hive fleet that the units with this adaptation are from.
- **HIVE TENDRIL PSYKER** units with this adaptation know the relevant Hive Fleet psychic power in addition to any other psychic powers they know. When manifesting that psychic power, replace all instances of the **<HIVE FLEET>** keyword on that psychic power (e.g. **KRAKEN**) with the hive fleet that the units with this adaptation are from.

BIOMORPHOLOGIES

HUNT BIOMORPHOLOGIES

Adrenalised Onslaught
Each time a model with this adaptation makes a consolidation move, it can move up to an additional 3" (to a maximum of 9").

Heightened Reflexes
Units with this adaptation are eligible to shoot in a turn in which they Fell Back, but if they do, then until the end of the turn, each time a model in that unit makes a ranged attack, subtract 1 from that attack's hit roll.

Augmented Ferocity
Add 1 to charge rolls made for units with this adaptation.

Synaptic Goading
At the start of the first battle round, before the first turn begins, **ENDLESS MULTITUDE** units with this adaptation that start the battle wholly within your deployment zone can make a Normal Move of up to 6".

Ambush Predators
Units with this adaptation are eligible to perform Heroic Interventions as if they were a **CHARACTER** unit.

LURK BIOMORPHOLOGIES

Exoskeletal Reinforcement
Each time an attack with an Armour Penetration characteristic of -1 is allocated to a model with this adaptation, that attack has an Armour Penetration characteristic of 0 instead.

Naturalised Camouflage
Each time a ranged attack is allocated to a model with this Adaptation while it is receiving the benefits of cover from a terrain feature, add an additional 1 to any armour saving throw made against that attack.

Territorial Instincts
- **MONSTER** models with this adaptation have the Objective Secured ability (see the Warhammer 40,000 Core Book).
- **MONSTER** models with this adaptation that have a Wounds characteristic of 10 or more count as 5 models when determining control of an objective marker.

Unfeeling Resilience
Models with this adaptation whose characteristics can change as they suffer damage are considered to have double the number of wounds remaining for the purposes of determining what those characteristics are.

Synaptic Ganglia
- You can re-roll Deny the Witch tests taken for units with this adaptation.
- Each time a psychic power is manifested by a unit with this adaptation, increase the range of that psychic power by 3" (if that psychic power specifies multiple ranges, add 3" to the first range specified in that psychic power only).

FEED BIOMORPHOLOGIES

Stabilising Membranes
Each time a model with this adaptation makes a ranged attack, on an unmodified wound roll or 6, improve the Armour Penetration characteristic of that attack by 1.

Exoskeletal Stabilisation
- Models with this adaptation do not suffer the penalty to hit rolls incurred for firing Assault weapons in the same turn that their unit has Advanced.
- Models with this adaptation do not suffer the penalty to hit rolls incurred for firing Heavy weapons in the same turn that their unit has moved.
- **MONSTER** models with this adaptation do not suffer the penalty incurred to their hit rolls for firing Heavy weapons at enemy units that are within Engagement Range of them.

Wreathed in the Shadow
Each time a unit with this adaptation declares a charge, enemy units that were targeted by that charge cannot fire Overwatch or Set to Defend against that charge.

Relentless Hunger
Each time a unit with this adaptation fails a charge, it can make a Normal Move of up to 3".

Unstoppable Swarm
Units with this adaptation can ignore any or all modifiers to their Move characteristic, Advance rolls and charge rolls.

STRATAGEMS

If your army includes any **HIVE TENDRIL** Detachments (excluding Auxiliary Support, Super-heavy Auxiliary or Fortification Network Detachments), you have access to the Stratagems shown here, and can spend CPs to use them. When one of these Stratagems instructs you to select a unit from your army, replace all instances of the **<HIVE FLEET>** keyword on that Stratagem, if any, with the name of the hive fleet that your selected unit is from.

SCORCH BUGS 1CP/2CP

Tyranids – Battle Tactic Stratagem

These beetles boast powerful legs and incendiary biochemicals.

Use this Stratagem in your Shooting phase, when a **HIVE TENDRIL** unit from your army is selected to shoot. Until the end of the phase, add 6" to the Range characteristic and add 1 to the Strength characteristic of fleshborer and fleshborer hive weapons models in that unit are equipped with. If that unit has 16 or more models or has the **MONSTER** keyword, this Stratagem costs 2CP; otherwise, it costs 1CP.

VORACIOUS APPETITE 1CP

Tyranids – Battle Tactic Stratagem

The hunger of the Tyranids can never be satiated.

Use this Stratagem in the Fight phase, when a **HIVE TENDRIL MONSTER** model from your army is selected to fight. Until the end of the phase, each time that model makes a melee attack, you can re-roll the wound roll.

ADRENAL SURGE 1CP/2CP

Tyranids – Battle Tactic Stratagem

These warrior organisms destroy all as their adrenaline surges.

Use this Stratagem in the Fight phase, when an **ADRENAL GLANDS** unit from your army is selected to fight. Until the end of the phase, if that unit made a charge move this turn:

- Add 1 to the Attacks characteristic of models (excluding **MONSTER** models) in that unit.
- Add D3 to the Attacks characteristic of **MONSTER** models in that unit.

If that unit contains 19 or fewer models, this Stratagem costs 1CP; otherwise, it costs 2CP.

REINFORCED HIVE NODE 1CP/2CP

Tyranids – Battle Tactic Stratagem

The Hive Mind fortifies the minds and bodies of its swarms.

Use this Stratagem in any phase, when a **TYRANID WARRIORS** or **TYRANID PRIME** unit from your army is selected as the target of an attack. Until the end of the phase, each time an attack is allocated to a model in that unit, subtract 1 from the Damage characteristic of that attack (to a minimum of 1). If that unit contains 5 or fewer models, this Stratagem costs 1CP; otherwise, it costs 2CP.

OBSERVER ORGANISM 1CP

Tyranids – Battle Tactic Stratagem

Exocrines are sometimes synaptically entangled with tiny insectile observer organisms that flit ahead and spy out targets.

Use this Stratagem in your Shooting phase, when an **EXOCRINE** model from your army is selected to shoot. Until the end of the phase, each time that model makes an attack:

- The target does not receive the benefits of cover against that attack.
- An unmodified hit roll of 6 scores 1 additional hit.

INDOMITABLE MONSTROSITY 1CP

Tyranids – Battle Tactic Stratagem

Driven on by synaptic compulsion, the largest Tyranid beasts can shrug off even the most dolorous blows and keep fighting.

Use this Stratagem in any phase, when a **HIVE TENDRIL MONSTER** unit from your army is selected as the target of an attack. Until the end of the phase, each time an attack is made against that unit, an unmodified wound roll of 1-3 for that attack fails, irrespective of any abilities that the weapon or the model making the attack may have.

POWER OF THE HIVE MIND 1CP

Tyranids – Epic Deed Stratagem

The Hive Mind channels lethal energy through its synaptic bioforms.

Use this Stratagem in your Psychic phase. Select one **HIVE TENDRIL PSYKER** unit from your army. Until the end of the phase, that unit can attempt to manifest one additional psychic power.

DEATH FRENZY 2CP

Tyranids – Epic Deed Stratagem

Tyranids care nothing for self-preservation, and will fight on.

Use this Stratagem in the Fight phase, when a **HIVE TENDRIL CHARACTER** model from your army that has not already been selected to fight this phase is destroyed, instead of using any rules that are triggered when that model is destroyed (e.g. the Death Throes ability). Do not remove that model from play – it can fight after the attacking model's unit has finished making attacks. When making those attacks, if the destroyed model's characteristics can change as they suffer damage, that model is considered to have its full wounds remaining for the purpose of determining what those characteristics are. After resolving the destroyed model's attacks, it is then removed.

PHEROMONE TRAIL 1CP

Tyranids – Epic Deed Stratagem

Lictors release a trail of potent pheromones that guide fresh waves of bioforms to the slaughter.

Use this Stratagem in your Charge phase. Select one enemy unit within 6" of a **<HIVE FLEET> LICTOR** model from your army. Until the end of the phase, each time a friendly **<HIVE FLEET>** unit declares a charge that targets that enemy unit, add 2 to the charge roll.

SYNAPTIC CHANNELLING 1CP

Tyranids – Epic Deed Stratagem

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

Use this Stratagem in your Psychic phase. Select one **<HIVE FLEET> PSYKER** unit from your army. Until the end of the phase, that unit knows all of the psychic powers known by friendly **<HIVE FLEET> PSYKER** units that are on the battlefield.

SYNAPTIC LEGACY 1CP

Tyranids – Epic Deed Stratagem

Even when the mortal frame of a synapse organism is slain, its mental imprint is not lost to the will of the Hive Mind.

Use this Stratagem at the start of the battle round, when selecting a Synaptic Imperative ability to be active for your army (pg 88). If your **WARLORD** is on the battlefield and has the **HIVE TENDRIL** keyword, this turn you can select the Synaptic Imperative ability of a destroyed model from your army instead of one from a model that is on the battlefield. Note that, unless otherwise allowed, you still cannot select that ability if it has already been selected by you earlier in the battle.

TRAMPLING CHARGE 1CP

Tyranids – 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.

Use this Stratagem in your Charge phase, when a **HIVE TENDRIL MONSTER** model from your army finishes a charge move. Select one enemy unit within Engagement Range of that **MONSTER** model and roll one D6:

- If that **MONSTER** model has the **HORNED CHITIN** keyword, on a 2-4, that enemy unit suffers 3 mortal wounds; on a 5+, that enemy unit suffers D3+3 mortal wounds.
- If that **MONSTER** model does not have the **HORNED CHITIN** keyword, on a 2-4, that enemy unit suffers D3 mortal wounds; on a 5+, that enemy unit suffers 3 mortal wounds.

ENFOLDING STRIKE 1CP

Tyranids – Epic Deed Stratagem

Unsuspecting victims see nothing but a blur of thick leathery wings and a swift and dreadful sting, before the attacker is gone again.

Use this Stratagem in your Movement phase, when a **PARASITE OF MORTREX** model from your army finishes a Normal Move or Advances. Select one enemy unit that **PARASITE OF MORTREX** model moved across this phase. Roll one D6: on a 2-5, that unit suffers D3 mortal wounds and becomes infected with parasites (see Parasitic Infection, page 108); on a 6, that unit suffers 3 mortal wounds and becomes infected with parasites.

RAREFIED ENHANCEMENTS 1CP

Tyranids – Requisition Stratagem

When faced with especially resistant prey, or if possessed of a bounty of biomass, the Hive Mind has many ways of enhancing its foremost warrior organisms to render them even more dangerous.

Use this Stratagem before the battle, when you are mustering your army, if your **WARLORD** has the **HIVE TENDRIL** keyword. Select one **HIVE TENDRIL CHARACTER** model from your army and give them one Relic (this must be a Relic they can have). Each Relic in your army must be unique, and you cannot use this Stratagem to give a model two Relics. You can only use this Stratagem once, unless you are playing a Strike Force battle (in which case you can use this Stratagem twice), or an Onslaught battle (in which case you can use this Stratagem three times).

HIVE PREDATOR 1CP

Tyranids – Requisition Stratagem

Some bioforms are imbued with additional predatory abilities.

Use this Stratagem before the battle, when you are mustering your army, if your **WARLORD** has the **HIVE TENDRIL** keyword. Select one **HIVE TENDRIL CHARACTER** model from your army and determine one Warlord Trait for that model (this must be a Warlord Trait they can have); that model is only regarded as your **WARLORD** for the purposes of that Warlord Trait. Each Warlord Trait in your army must be unique (if randomly generated, re-roll duplicate results), and you cannot use this Stratagem to give a model two Warlord Traits. You can only use this Stratagem once, unless you are playing a Strike Force battle (in which case you can use this Stratagem twice), or an Onslaught battle (in which case you can use this Stratagem three times).

SUBTERRANEAN ASSAULT 1CP

Tyranids – Strategic Ploy Stratagem

Entire swarms erupt from tunnels dug by burrowing monsters.

Use this Stratagem in the Reinforcements step of your Movement phase, when a **<HIVE FLEET> TRYGON** or **<HIVE FLEET> TRYGON PRIME** model from your army is set up on the battlefield using its Death From Below ability. Select one friendly **<HIVE FLEET>** unit with the Troops Battlefield Role that is in Strategic Reserves. Set that unit up anywhere on the battlefield that is wholly within 9" of that **TRYGON** or **TRYGON PRIME** model and not within 9" of any enemy models.

RAPID REGENERATION 1CP

Tyranids – Strategic Ploy Stratagem

Prey stare in horror as chitinous armour regrows and flesh, muscle and sinew knots back together as though never harmed.

Use this Stratagem in your Command phase. Select one **HIVE TENDRIL** model from your army. That model regenerates and regains up to D3 lost wounds. Each model can only be regenerated once per turn.

INVISIBLE HUNTER 1CP

Tyranids – Strategic Ploy Stratagem

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

Use this Stratagem at the end of your turn. Select one **LICTOR** model from your army that was not set up on the battlefield this turn. Remove that model from the battlefield. In the Reinforcements step of your next Movement phase, you can set that model back up on the battlefield anywhere that is wholly within 9" of any battlefield edge and more than 9" away from any enemy models. If the battle ends and that model is not on the battlefield, it is destroyed.

OVERRUN 1CP

Tyranids – Strategic Ploy Stratagem

Tyranids are an unstoppable avalanche of flesh and chitin.

Use this Stratagem at the end of the Fight phase. Select one **HIVE TENDRIL** unit from your army that made a charge move this turn. If there are no enemy models within Engagement Range of that unit, models in that unit can make a Normal Move instead of making a consolidation move.

SHARD LURE 1CP

Tyranids – Strategic Ploy Stratagem

Leader-beasts mark prey with synaptically conductive chitin shards, to be pursued by their subordinate warrior organisms.

Use this Stratagem in your Shooting phase, when a ranged attack made by a model in a **<HIVE FLEET> SYNAPSE** unit from your army scores a hit against an enemy unit. Until the end of the turn, each time a friendly **<HIVE FLEET>** unit declares a charge, if that enemy unit is one of the targets of that charge, roll one additional D6 and discard one of the dice when making the charge roll.

ENDLESS SWARM 1CP

Tyranids – Strategic Ploy Stratagem

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

Use this Stratagem at the start of your Command phase. Select one **ENDLESS MULTITUDE** unit from your army. Up to D3+3 destroyed models can be added back to that unit with their full wounds remaining. These returned models can only be set up within Engagement Range of enemy units that are already within Engagement Range of the unit they are being added back to.

INSTINCTIVE RAMPAGE 1CP

Tyranids – Strategic Ploy Stratagem

Tyrant Guard mercilessly hound those prey who have slain their Hive Tyrant, for such threats cannot be allowed to survive.

Use this Stratagem in any phase, when a **<HIVE FLEET> HIVE TYRANT** model from your army is destroyed by an enemy unit. Until the end of the battle:

- Each time a friendly **<HIVE FLEET> TYRANT GUARD** unit declares a charge, if that enemy unit is a target of that charge, add 4 to the charge roll.
- Each time a friendly **<HIVE FLEET> TYRANT GUARD** unit makes an attack against that enemy unit, add 1 to that attack's hit roll and add 1 to that attack's wound roll.

BOUNDING ADVANCE 1CP/2CP

Tyranids – Strategic Ploy Stratagem

Synaptic impulses from the Hive Mind cause Hormagaunts to surge into battle.

Use this Stratagem in your Movement phase, when a **HORMAGAUNTS** unit from your army is selected to Advance. Until the end of the turn:

- Each time that unit Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of models in that unit.
- That unit is still eligible to declare a charge this turn even though it Advanced.

If that unit has 15 or fewer models, this Stratagem costs 1CP; otherwise, it costs 2CP.

ENCIRCLE THE PREY 1CP

Tyranids – Strategic Ploy Stratagem

For organisms that can soar on high or burrow, it is no hardship to fade back during battle and stalk their prey before striking again.

Use this Stratagem at the end of your turn. Select one **BURROWERS** unit or unit that can **FLY** from your army. Remove that unit from the battlefield. In the Reinforcements step of your next Movement phase, you can set that unit back up anywhere on the battlefield anywhere that is more than 9" away from any enemy models. If the battle ends and that unit is not on the battlefield, it is destroyed. A unit cannot be selected for this Stratagem if it was set up on the battlefield this turn.

SPORE CLOUDS 1CP

Tyranids – Strategic Ploy Stratagem

Sporecaster organisms are able to eject billowing clouds of spores that set to work polluting and altering the biosphere itself.

Use this Stratagem in your Movement phase, when a **SPORECASTER** unit from your army is selected to Remain Stationary. Until the start of your next Command phase, add 6" to the range of that unit's aura abilities.

TOXIC ENTANGLEMENT 1CP

Tyranids – Strategic Ploy Stratagem

The Toxicrene's mass of tendrils whip and coil about its victim, ensnaring them and drawing them into its lethal embrace.

Use this Stratagem in your Shooting phase, when a **Toxicrene** model from your army scores a hit against an enemy unit (excluding **Aircraft** units) with a ranged attack. Roll one D6: on a 2+, until the start of your next Movement phase:

- Halve the Move characteristic of models in that enemy unit.
- If a charge is declared with that enemy unit, that **Toxicrene** model must be one of the targets of that charge.
- If a charge is declared with that **Toxicrene** model, that enemy unit must be one of the targets of that charge. In addition, add 2 to the charge roll.

IMPALING HOOKS 1CP

Tyranids – Wargear Stratagem

Pinioned upon vicious flesh hooks, the squirming prey is all the easier to tear apart.

Use this Stratagem in the Fight phase, when a **Flesh Hooks** unit from your army is selected to fight. Until the end of the phase, each time a **Flesh Hooks** model in that unit makes a melee attack against an enemy unit (excluding **Vehicle** and **Monster** units), add 1 to that attack's hit roll.

PSYCHOTROPIC VENOM 1CP

Tyranids – Wargear Stratagem

Some lash whips can extrude venomous barbs, whose slightest scratch sends the victim into hallucinatory paroxysms as their mind's worst fears manifest behind their eyes.

Use this Stratagem at the start of the Morale phase. Select one enemy unit (excluding **Vehicle** units) within Engagement Range of a **Lash Whip** or **Toxic Lashes** unit from your army. Until the end of the phase:

- Subtract 2 from the Leadership characteristic of models in that enemy unit.
- Subtract 1 from Combat Attrition tests taken for that enemy unit.

ACIDIC TORRENT 1CP

Tyranids – Wargear Stratagem

This crude but undeniably effective method of killing the prey has the added advantage of rendering them down to easily consumed slurry.

Use this Stratagem in the Fight phase, when a unit from your army that contains any **Acid Maw** models is selected to fight. Select one enemy unit within Engagement Range of that unit. For each **Acid Maw Infantry** model in that unit that is within Engagement Range of that enemy unit, roll one D6, or three D6 if that model has the **Monster** keyword; for each 3+, that enemy unit suffers 1 mortal wound (to a maximum of 6 mortal wounds).

CORROSIVE VISCERA 2CP

Tyranids – Wargear Stratagem

The slightest cut to this creature's flesh causes pressurised and highly acidic fluids to spray from the wound.

Use this Stratagem in the Fight phase, when a model in an **Acid Blood** unit from your army would lose a wound. Until the end of the phase, each time a model in that unit would lose a wound as the result of a melee attack, roll one D6: on a 4+, the attacking model's unit suffers 1 mortal wound after making all of its attacks (to a maximum of 6 mortal wounds).

BLINDING VENOM 1CP

Tyranids – Wargear Stratagem

Vomited in hissing gouts, this noxious venom blinds its victims and leaves them reeling in agony.

Use this Stratagem at the start of the Fight phase. Select one enemy unit within Engagement Range of any **Gargoyles** units from your army. Until the end of the phase:

- Each time a model in that enemy unit makes an attack, the hit roll cannot be re-rolled.
- Each time a model in that enemy unit makes a melee attack, subtract 1 from that attack's hit roll.

PATHOGENIC SLIME 1/2CP

Tyranids – Wargear Stratagem

Tyranid biological ammunition is often doused in a pathogenic mucus, which seeps into wounds and devours flesh.

Use this Stratagem in your Shooting phase, when a **Hive Tendril** unit from your army is selected to shoot. Until the end of the phase, each time a model in that unit makes an attack, an unmodified hit roll of 6 automatically wounds the target. If that unit has the **Toxin Sacs** keyword, this Stratagem costs 1CP; otherwise, it costs 2CP.

ADAPTIVE PHYSIOLOGIES

If your army is Battle-forged and includes any **Hive Tendril** Detachments (excluding Auxiliary Support, Super-heavy Auxiliary and Fortification Network Detachments), then when you are mustering your army, you can upgrade any **Monster** model in your army (excluding **Character** and **Titanic** models) by giving them an Adaptive Physiology from those presented here.

ADAPTIVE PHYSIOLOGIES

ADAPTIVE PHYSIOLOGY	POWER	POINTS PER MODEL
Dermic Symbiosis	+2	+25 pts
Enraged Reserves	+2	+25 pts
Hardened Biology	+1	+15 pts
Precognitive Sensoria	+1	+20 pts
Predator Instincts	+1	+15 pts
Synaptic Enhancement	+1	+10 pts
Voracious Ammunition	+1	+15 pts
Whipcoil Reflexes	+1	+15 pts

Each time you give a model an Adaptive Physiology, its Power Rating is increased as shown in the table above. If you are playing a matched play game, or a game that uses a points limit, then the points value of that model is also increased by the amount shown in the same table. Make a note on your army roster each time you give a model an Adaptive Physiology.

Each model can only have one Adaptive Physiology. An army (or a Crusade force) cannot include the same Adaptive Physiology more than once.

A Crusade force cannot start with any models having Adaptive Physiologies – to include one in a Crusade force you must use the Adapted Physiology Requisition (pg 79).

DERMIC SYMBIOSIS

This biohorror's carapace is actually a symbiotic organism, capable of psychically repelling the fiercest attacks and boosting the metabolism of its host creature.

This model has a 4+ invulnerable save.

ENRAGED RESERVES

Contained deep within this organism's body is a pulsating sac filled with a cocktail of adrenostimulant fluids and linked to a ring of vascular-pneumatic sphincters. When roused, this arrangement pumps its potent bio-stimulant through the host organism's body, driving the creature to new heights of speed and ferocity.

- If this model's characteristics can change as it suffers damage, it is considered to have double the number of wounds remaining for the purposes of determining what those characteristics are.
- Once per battle, when this model is selected for a Tyranids Epic Deed Stratagem, you can use that Stratagem without spending any Command points. Note that any future usages of that Stratagem cost the normal amount of CPs.

HARDENED BIOLOGY

This biohorror's chitinous carapace is thickened by expendable, brittle outer layers designed to absorb the impact of small arms fire as they shatter and flake away.

Each time an attack with a Damage characteristic of 1 is allocated to this model, add 1 to any armour saving throw made against that attack.

PRECOGNITIVE SENSORIA

Crackling bio-electric ultra-conductivity enhances this creature's speed of perception, processing and decision making such that its reactions appear prescient in their swiftness.

At the start of the Fight phase, if this model is within Engagement Range of any enemy units, it can fight first that phase.

PREDATOR INSTINCTS

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.

- This model is eligible to perform Heroic Interventions as if it were a **CHARACTER** model.
- This model is eligible to perform a Heroic Intervention if it is within 6" horizontally and 5" vertically of any enemy unit, instead of 3" horizontally and 5" vertically. Each time this model makes a Heroic Intervention move, it can move up to 6". All other rules for Heroic Interventions still apply.

SYNAPTIC ENHANCEMENT

Adaptations to this organism's cerebral architecture have enhanced its connection to the Hive Mind. Through this towering and deadly creature, the horrific influence of the Tyranids' gestalt mind is spread ever further.

- This model gains the Shadow in the Warp and Synapse abilities (pg 86), and the **SYNAPSE** keyword.

VORACIOUS AMMUNITION

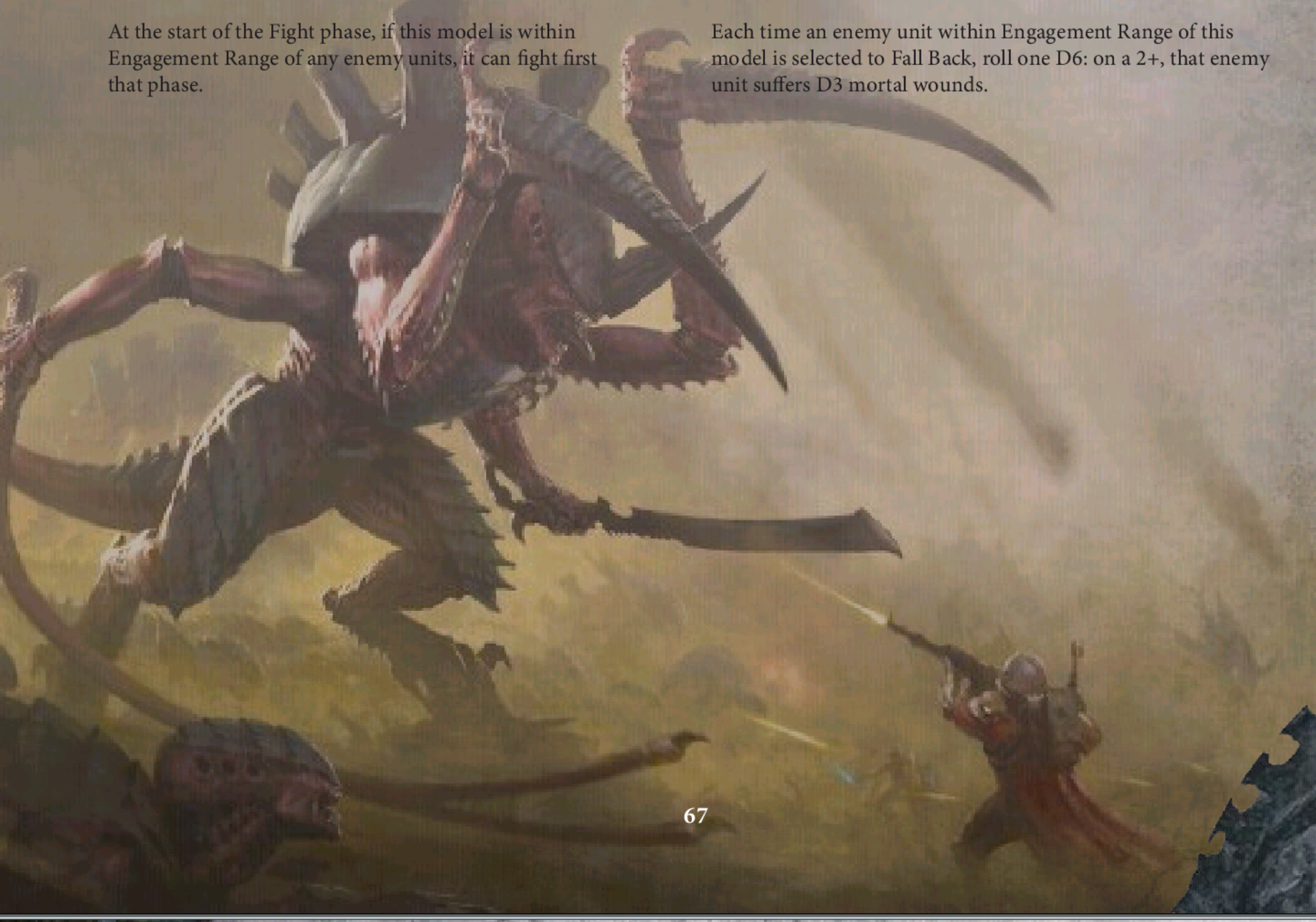
Either host to nests of hungry bio-ammunition or unique organs generating a constant stream of biochemical substances, this xenos brute's organic projectiles continue to sear or consume long after it has moved on to other prey.

Each time this model shoots, after it has finished making its attacks, select one unit that was hit by one or more of those attacks. Roll one D6: on a 2+, that unit suffers D3 mortal wounds.

WHIPCOIL REFLEXES

Subconscious instinctive drivers trigger when this beast detects prey organisms fleeing its grasp, spurring it to lash out quicker than the speed of thought.

Each time an enemy unit within Engagement Range of this model is selected to Fall Back, roll one D6: on a 2+, that enemy unit suffers D3 mortal wounds.



WARLORD TRAITS

If a **<HIVE FLEET> CHARACTER** model is your **WARLORD**, you can use the Hive Fleet Warlord Traits table below to determine what Warlord Trait they have. You can either roll one D6 to randomly generate one, or you can select one.

When you have determined a Warlord Trait for a **HIVE TENDRIL CHARACTER** model, replace all instances of the **<HIVE FLEET>** keyword in their Warlord Trait, if any, with the name of the hive fleet that your model is from.

1. ALIEN CUNNING

This warlord possesses highly sophisticated neural pathways, allowing it to identify priority strategic assets and seize them before the foe even recognise their value.

- This **WARLORD** has the Objective Secured ability (see the Warhammer 40,000 Core Book).
- This **WARLORD** counts as 5 models when determining control of an objective marker.
- This **WARLORD** can start to perform an action, even if it Advanced or Fell Back this turn.

2. HEIGHTENED SENSES

Whether through rows of bristling antennae or clusters of glistening compound eyes, this warlord can sense the location of its prey with unerring accuracy.

- At the start of the Fight phase, if this **WARLORD** is within Engagement Range of any enemy units, it can fight first that phase.
- Each time this **WARLORD** makes an attack, you can re-roll the hit roll.

3. SYNAPTIC LINCHPIN

With a cerebral cortex that pulsates with the irresistible power of the Hive Mind, this warlord acts as a blazing synaptic beacon to the lesser creatures of the swarm.

- Add 3" to the range of this **WARLORD**'s aura abilities and Synaptic Imperative abilities (pg 88).
- Each time this **WARLORD** uses an ability in your Command phase that specifies a range, until the end of the phase, add 3" to the range of that ability.

4. DIRECT GUIDANCE

Projecting a portion of its consciousness directly into the crude ganglia of its lesser warrior organisms allows this warlord to guide their strikes.

In your Command phase, select one friendly **<HIVE FLEET> CORE** unit within Synaptic Link range of this **WARLORD**. Until the start of your next Command phase, each time a model in that unit makes an attack, add 1 to that attack's hit roll.

5. SYNAPTIC TENDRILS

This organism is a thrumming node of synaptic energies, a blazing beacon of the Hive Mind's influence, able to reach out and augment the abilities of its swarm at will.

In your Command phase, if this **WARLORD** has one of the following abilities, it can use that ability one additional time that phase: Alpha Warrior, Bio-impulses, Brood Progenitor, Vicious Insight, Warp Siphon, Will of the Hive Mind.

6. ADAPTIVE BIOLOGY

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

Each time this **WARLORD** would lose a wound, roll one D6: on a 5+, that wound is not lost.

NAMED CHARACTERS AND WARLORD TRAITS

If one of the following characters gains a Warlord Trait, they must have the one shown below.

Named Character	Warlord Trait
Deathleaper	Alien Cunning
Old One Eye	Adaptive Biology

HIVE MIND DISCIPLINE

Before the battle, generate the psychic powers for **PSYKER** units from your army that know powers from the Hive Mind discipline using the table below. You can either roll one D6 to generate each power randomly (re-rolling duplicate results), or you can select which powers those units know.

When a **PSYKER** unit from your army manifests a psychic power from this discipline, replace all instances of the **<HIVE FLEET>** keyword on that psychic power, if any, with the name of the hive fleet that your **PSYKER** unit is drawn from.

1. CATALYST

Through its synaptic conduits, the Hive Mind reaches out to infuse the organisms under its control, invigorating their metabolisms with such unnatural vitality that they can ignore the most grievous of wounds.

Blessing: *Catalyst* has a warp charge value of 6. If manifested, select one friendly **<HIVE FLEET>** unit within Synaptic Link range of this **PSYKER**. Until the start of your next Psychic phase:

- Each time a model in that unit (excluding **TITANIC** models) would lose a wound, roll one D6: on a 5+, that wound is not lost.
- Each time a **TITANIC** model in that unit would lose a wound, roll one D6: on a 6, that wound is not lost.

2. THE HORROR

The terrifying psychic presence of the Hive Mind radiates from the synapse creature, flooding the minds of the Tyranids' enemies and causing them to quail and panic.

Malediction: *The Horror* has a warp charge value of 5. If manifested, select one enemy unit within Synaptic Link range of this **PSYKER** or one enemy unit within 24" of this **PSYKER**. Until the start of your next Psychic phase:

- Subtract 2 from the Leadership characteristic of models in that unit.
- Subtract 1 from Combat Attrition tests taken for that unit.

3. NEUROPARASITE

Channelling psionic energies into the mind of the prey organism, the synapse creature triggers encephalitic mutation. Raw grey matter gains rudimentary synaptic sentience and sprouts microscopic chitinous talons and fangs before attempting to chew its way out of its cranial prison.

Witchfire: *Neuroparasite* has a warp charge value of 7. If manifested, select one enemy unit within Synaptic Link range of this **PSYKER** or one enemy unit within 18" of this **PSYKER**. Roll one D6 for each model in that unit: for each roll that exceeds that model's Toughness characteristic, that model's unit suffers 1 mortal wound (to a maximum of 6 mortal wounds).

4. ONSLAUGHT

The synapse creature reaches out with its mind and seizes control of the lesser creatures' weapon symbiotes, guiding their fire whilst simultaneously driving the swarms toward the enemy at a breakneck pace.

Blessing: *Onslaught* has a warp charge value of 6. If manifested, select one friendly **<HIVE FLEET>** unit within Synaptic Link range of this **PSYKER**. Until the start of your next Psychic phase:

- Models in that unit do not suffer the penalty to hit rolls incurred for firing Assault weapons in the same turn that their unit has Advanced.
- Models in that unit do not suffer the penalty to hit rolls incurred for firing Heavy weapons in the same turn that their unit has moved.
- That unit is eligible to declare a charge in a turn in which it Advanced.

5. PAROXYSM

The Hive Mind debilitates its enemies by triggering every nerve and pain receptor in their bodies, overwhelming their senses with wracking fits of agony.

Malediction: *Paroxysm* has a warp charge value of 7. If manifested, select one enemy unit within Synaptic Link range of this **PSYKER** or one enemy unit within 18" of this **PSYKER**. Until the start of your next Psychic phase:

- That unit cannot fire Overwatch or Set to Defend.
- Each time a model in that unit makes a melee attack, subtract 1 from that attack's wound roll.

6. PSYCHIC SCREAM

Through its vassal, the Hive Mind unleashes a piercing shriek of undiluted psychic energy that shreds the minds of those caught in its shock wave.

Witchfire: *Psychic Scream* has a warp charge value of 5. If manifested, select the closest enemy unit within 18" of this **PSYKER**. That unit suffers D3 mortal wounds. If that unit has the **PSYKER** keyword and the result of the Psychic test is higher than the Leadership characteristic of that unit, randomly select one psychic power that unit knows. Until the end of the battle, that unit no longer knows that psychic power.

RELICS

If your army is led by a **Hive Tendril Warlord**, you can, when mustering your army, give one of the following Bio-artefact Relics to a **Hive Tendril Character** model in your army. Named characters cannot be given any of the following Relics.

When a model in your army is given a Bio-artefact Relic, replace all instances of the **<Hive Fleet>** keyword on that Relic's rules, if any, with the name of the hive fleet that your model is drawn from.

Note that some Relics replace one of the model's existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Write down any Bio-artefact Relics your models have on your army roster.

THE YMGARL FACTOR

The Ymgarl Genestealers have long been a cancerous blight on the worlds of the Imperium. Their insatiable voracity is legend amongst those that have had the misfortune to encounter them and live. Now, dark rumours have surfaced of Tyranid leader-beasts that appear to share the unfathomable adaptability of the Ymgarl Genestealers.

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

- Until the end of the phase, add 2 to the bearer's Strength characteristic.
- Until the end of the phase, add 1 to the bearer's Attacks characteristic.
- Until the end of the phase, add 1 to the bearer's Toughness characteristic.

THE REAPER OF OBLITERAX

The Reaper of Obliterax, first encountered amongst the re-emergent swarms of Hive Fleet Jormungandr, is a sentient blade resembling a bonesword that discharges highly concentrated bursts of destructive energy. Even the lightest blow from this bio-weapon can result in its target being rent asunder.

Model equipped with bonesword or monstrous bonesword only. That model's bonesword or monstrous bonesword gains the following abilities:

- Each time an attack is made with this weapon, if that attack successfully wounds the target, the target suffers 1 mortal wound in addition to any other damage.
- Each time an attack made with this weapon is allocated to an enemy model, that model cannot use any rules to ignore the wounds it loses.

THE MAW-CLAWS OF THYRAX

During the destruction of Thyrax, the dread beast that spearheaded the assault bore a pair of symbiotic fang-lined pincers. These terrible claws consumed both the bodies and the memories of their victims, passing on the assimilated knowledge to the host creature.

- Add 1 to the bearer's Attacks characteristic
- Each time the bearer makes a melee attack, you can re-roll the wound roll.
- Each time the bearer destroys an enemy unit as the result of a melee attack, until the end of the battle, add 1 to the bearer's Attacks characteristic (to a maximum of +3).

RESONANCE BARB

Within the crowning carapace of this creature are pulsing bundles of nerves, their tendrils driven irreversibly into the beast's cortex. The Resonance Barb throbs at sympathetic frequencies with the Hive Mind, transmitting a portion of its cosmic might into the creature's flesh-form.

Psyker model only.

- Add 1 to Psychic tests taken for the bearer.
- The bearer knows one additional psychic power from the Hive Mind discipline (pg 69).

PATHOGENESIS

An organism like no other, Pathogenesis is perhaps a throwback to the Tyranids' genetic origins, or a shadow of things to come. Though its motes of psychic awareness are diffused throughout its carrier like a virus, it acts with a singular will. Subverting the body and symbiotes of its host, pathogenesis causes rapid mutation: cartilaginous tubes and containment spines are lengthened; intercostal muscles are engorged; bio-ammunition is sheathed in a toxic dermis. With its host's reach and lethality extended, fragments of pathogenesis can stretch out to the bodies of many more prey, by infesting the bio-ammunition or riding through the bioelectric charge. Whether it aims only to spread itself or is actively seeking something in the bodies of its fallen foes, perhaps only time will tell.

- Add 8" to the Range characteristic of ranged weapons the bearer is equipped with.
- Each time the bearer shoots, you can re-roll one hit roll and you can re-roll one wound roll when resolving those attacks.

SCYTHES OF TYRAN

The few remaining records of the fall of Tyran Primus speak of an alpha-beast that led the assault upon Magos Varnak's command bunker, tearing open the facility's vast bulkhead doors with a single slash of its scything forelimbs. So sharp were these monomolecular-edged weapon-growths that several Skitarii defenders were bisected with the alpha-beast's every frenzied swipe. The vicious blade-limbs of this appalling biohorror have since been witnessed several times by observers battling many different hive fleets across the galaxy.

Model equipped with 2 monstrous scything talons only. This Relic replaces 2 monstrous scything talons and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Scythes of Tyran	Melee	Melee	+2	-4	3

Abilities: Each time the bearer fights, it makes 2 additional attacks with this weapon.

BALETHORN CANNON

This enormous bio-cannon spits out a web of hyper-adaptive microfilament. Upon contact with the target, this sentient substance begins to contract; its contra-empathic surface identifying and adapting to any defences it encounters, flaring white-hot to burn through kinetic shielding, or sharpening to a monomolecular edge to slice through even the thickest power armour. Its contractions do not cease until the web is a knurled ball no larger than a Human fist, and whatever it encased has been sliced into bloody gobbets.

Model equipped with stranglethorn cannon only. This Relic replaces a stranglethorn cannon and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Balethorn Cannon	36"	Heavy D3+3	10	-3	3

Abilities: Blast

SHARDGULLET

A terrible sound of wet and chitinous rasping emerges constantly from the innards of this gruesome weapon, like some monstrous beast chewing meat with a maw full of broken teeth. When it fires, what bursts from the bio-cannon's muscular barrel is a hail of long, diamond-hard barbs, each with a voracious fanged maw growing at its base. Once the bioelectric-wreathed projectiles punch deep into their targets, their parasitic mouths begin chewing frenziedly, devouring the victim from the inside out.

Model equipped with heavy venom cannon only. This Relic replaces a heavy venom cannon and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Shardgullet	36"	Assault 3	12	-5	5

GESTATION SAC

Embedded within this organism's body is a pulsating sac of membranous flesh and nutrient bio-slurry. As battle rages the grotesque graft swells and bulges, dark shapes writhing within it as they grow at an exponential rate. At last, with a wet ripping sound and a vomitous gush of fluids, an entire brood of parasitic Rippers spills forth to squirm their way into battle.

Once per battle, the bearer can perform the following action:

Bursting the Sac (Action): At the start of your Shooting phase, this model can start to perform this action. The action is completed at the end of that phase. When it is completed, set up a new **<Hive Fleet> Ripper Swarms** unit on the battlefield within 3" of this model and not within Engagement Range of any enemy units. That **Ripper Swarms** unit contains D3+1 models, and, if you are playing a game that uses a points limit, does not cost any Reinforcement points.

THE DIRGEHEART OF KHARIS

First documented during the fall of the cardinal world of Kharis, this chitin-shelled organism embeds itself deep into the thorax of its host and emits a droning psionic note, that rises to an unbearable keening howl in the minds of those nearest. Whether this is thanks to some invisible neurotoxin, a directed synaptic assault or some other awful ability is unclear. Nor does it matter to those sent reeling back, gibbering in terror as their most atavistic fear responses are triggered, and their rational minds are choked off by unreasoning, animal panic.

Each time the bearer is selected to fight, after resolving its attacks, select one enemy unit hit by an attack made by the bearer this phase. Until the end of the next turn:

- That unit loses the Objective Secured ability (see the Warhammer 40,000 Core Book).
- Subtract 1 from the Leadership characteristic of models in that unit.

THE PASSENGER

Named by survivors of the Orochon II Massacre, this graft-organism clings to its host's dorsal chitin and sinks fleshy tubules deep into its body. The Passenger siphons off vital fluids to feed its own quivering flesh, exuding replacement liquids laced with doses of hyper-adrenaline. Augmented thus by its parasitic companion, the host gains a ferocious turn of speed that helps it to run down screaming prey, feeding both itself and the horror on its back.

Adrenal Glands model only.

- Add 2 to Advance rolls made for the bearer.
- Add 2 to charge rolls made for the bearer.

SEARHIVE

Infesting its host's body, this gestalt organism comprises millions of microscopic spore-worms that exude caustic chemicals when they detect non-Tyranid biological surroundings. Infusing their host's saliva, organic projectiles, talon-tips and the like, the Searhive actively seeks to gain entry to the vulnerable bodies of the host's prey. Once within, the worms begin the process of dissolving their screaming victim from inside, over long and agonising minutes.

Toxin Sacs model only. Each time the bearer makes a melee attack against a unit (excluding **Monster** and **Vehicle** units), if a hit is scored, it automatically wounds the target.

CHAPTER APPROVED RULES

If every model in your army (excluding **UNALIGNED** units) has the **HIVE TENDRIL** keyword, you can, if you are playing a matched battle that instructs you to select secondary objectives (e.g. a mission from the Eternal War mission pack in the Warhammer 4 Core Book), select one of them to be from the **TYRANIDS** secondary objectives listed below.

Like all other secondary objectives, each of the secondary objectives listed below has a category, and they follow all the norma for secondary objectives (for example, when you select secondary objectives, you cannot choose more than one from each cat you can score no more than 15 victory points from each secondary objective you select during the mission etc.).

NO MERCY, NO RESPITE

SYNAPTIC INSIGHT

Progressive Objective

Testing their strength against the mightiest prey and sending sense-impressions to back through the synaptic network, leader organisms appraise the Hive Mind of potential threats and weaknesses.

If you select this objective, keep a tally of Synaptic Kill points. Reset your Synaptic Kill points tally to 0 at the start of each battle round. Each time an enemy model (excluding Dedicated Transport models) is destroyed by a **SYNAPSE** model from your army:

- If that enemy model had a Wounds characteristic of between 3 and 5, add 1 to your Synaptic Kill points tally.
- If that enemy model had a Wounds characteristic of between 6 and 9, add 2 to your Synaptic Kill points tally.
- If that enemy model had a Wounds characteristic of 10 or more, add 3 to your Synaptic Kill points tally.

Score 3 victory points at the end of the battle round if your Synaptic Kill points tally for that battle round is 4 or more. You cannot score more than 12 victory points from this objective.

SHADOW OPERATIONS

SPORE NODES

Progressive Objective

By shedding clouds of microscopic nodules and allowing them to take root in the bedrock of the prey world, Tyranids sow bitter crops of spore organisms that will later erupt and corrupt enemy territory.

Score 4 victory points each time a unit from your army successfully completes the following action:

Seed Spore Node (Action): One Troops unit from your army can start to perform this action at the end of your Movement phase from the second battle round onwards if it is within 6" of your opponent's deployment zone and not within 6" of any Spore Node objective markers. The action is completed at the end of your turn. If this action is successfully completed, place one objective marker anywhere wholly within your opponent's deployment zone and within 1" of the unit that completed this action. This objective marker represents a Spore Node, but does not count as an objective marker for any rules purposes other than for this secondary objective.

PURGE THE ENEMY

CRANIAL FEASTING

End Game Objective

By cracking open the skulls of prey leaders and thrusting proboscises or writhing tendrils into the gory bounty within ravenous Tyranid organisms digest the very secrets and plan the enemy.

Each time an enemy **CHARACTER** model or unit champion (the Warhammer 40,000 Core Book) is destroyed by a mel attack made by a **HIVE TENDRIL** model from your army, roll one D6, adding 2 to the roll if that **HIVE TENDRIL** model has **FEEDER TENDRILS** keyword, and adding 2 if the destroyed m has the **CHARACTER** keyword: on a 6+, you gain 1 Comman point (to a maximum of 1 Command point per battle rou

At the end of the battle:

- Score 3 victory points if you gained 1 or more Comma points during the battle due to this objective.
- Score 1 victory point for each enemy **CHARACTER** model each enemy unit champion that was destroyed by a mel attack made by a **HIVE TENDRIL** model from your army.
- Score 3 victory points if the enemy **WARLORD** was destro a melee attack made by a **HIVE TENDRIL** model from you

DATASHEETS

This section contains the datasheets that you will need to fight battles with your Tyranids miniatures, as well as details of army-specific abilities. You can find out how to use datasheets in the Warhammer 40,000 Core Book.

THE <HIVE FLEET> KEYWORD

Many datasheets in this section have the **<Hive Fleet>** keyword. This is a keyword that you can select for yourself, as described in the Warhammer 40,000 Core Book, with the guidance detailed below.

Tyranids units are drawn from a hive fleet. When you include such a unit in your army, you must nominate which hive fleet it is from and then replace the **<Hive Fleet>** keyword in every instance on its datasheet with the name of your chosen hive fleet. This could be one of the hive fleets detailed in a Warhammer 40,000 publication, or one of your own design.

Example: *If you include a Winged Hive Tyrant in your army, and you decide it is from Hive Fleet Kraken, its* **<Hive Fleet>** *keyword becomes* **Kraken** *and its Will of the Hive Mind ability reads, 'In your Command phase, select one friendly* **Kraken Core** *unit within Synaptic Link range of this model. Until the start of your next Command phase, each time a model in that unit makes an attack, re-roll a hit roll of 1.'*

If your army is Battle-forged, you cannot include units from two different hive fleets in the same Detachment. You can find out more about Battle-forged armies in the Warhammer 40,000 Core Book.

WEAPON PROFILES

The weapon profiles found on a unit's datasheet describe the primary weapons that models in that unit can be equipped with. Some weapons are only referenced on a datasheet; profiles for these, and all other weapons, can be found on pages 124-125.

ABILITIES

A unit's datasheet will list all the abilities it has. Certain abilities that are common to many units are only referenced on the datasheets rather than described in full. These abilities are described below.

SYNAPSE

While a friendly **<Hive Fleet>** unit is within 6" of this unit, that unit automatically passes Morale tests.

SHADOW IN THE WARP (AURA)

While an enemy **Psyker** unit is within 18" of this unit:

- Subtract 1 from Psychic tests taken for that enemy unit.
- Each time that enemy unit suffers Perils of the Warp, it suffer 1 additional mortal wound.

SWARMING MASSES

Each time this unit fights, models in this unit can fight if:

- They are within Engagement Range of any enemy units.
- They are within 2½" of any enemy units.

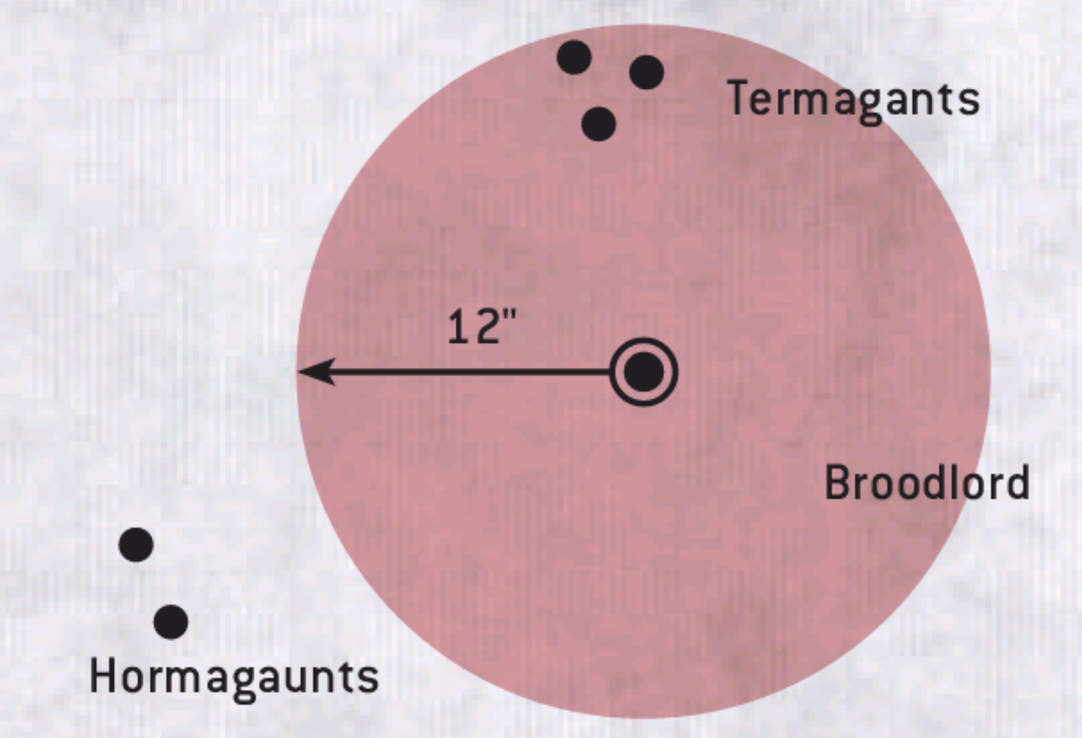
If, in the Fight phase, this unit is subject to any other rules that would reduce the number of models from this unit that are able to fight, then neither those rules nor the Swarming Masses rule take effect for that phase.

DEATH FROM BELOW

During deployment, you can set up this unit underground instead of setting it up on the battlefield. If you do so, then during the Reinforcements step of one of your Movement phases, you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models.

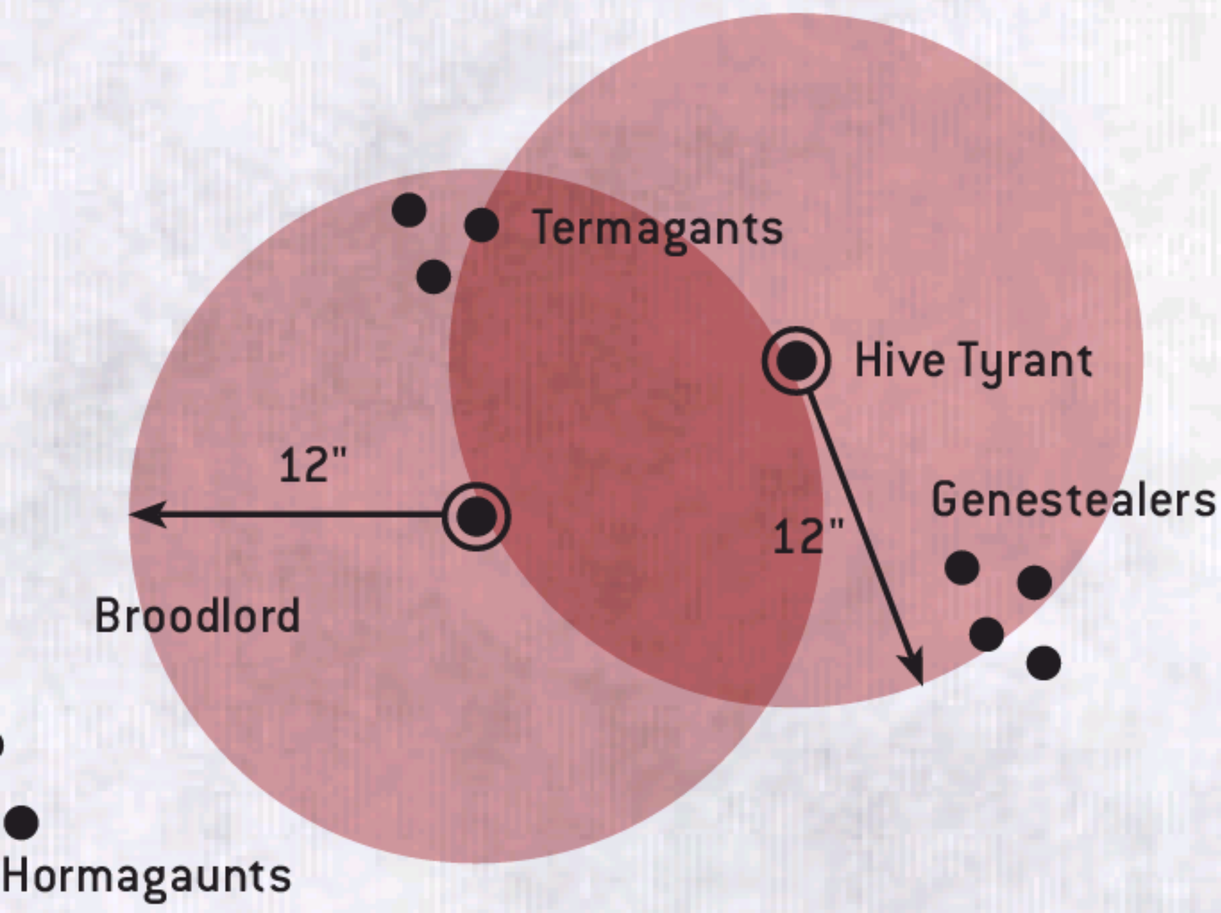
SYNAPTIC LINK RANGE

Some abilities refer to selecting a unit that is within Synaptic Link range of the unit with the ability. When selecting a unit within Synaptic Link range of a **<HIVE FLEET> SYNAPSE** unit, you can select any unit that is within 12" of that unit, as shown below:



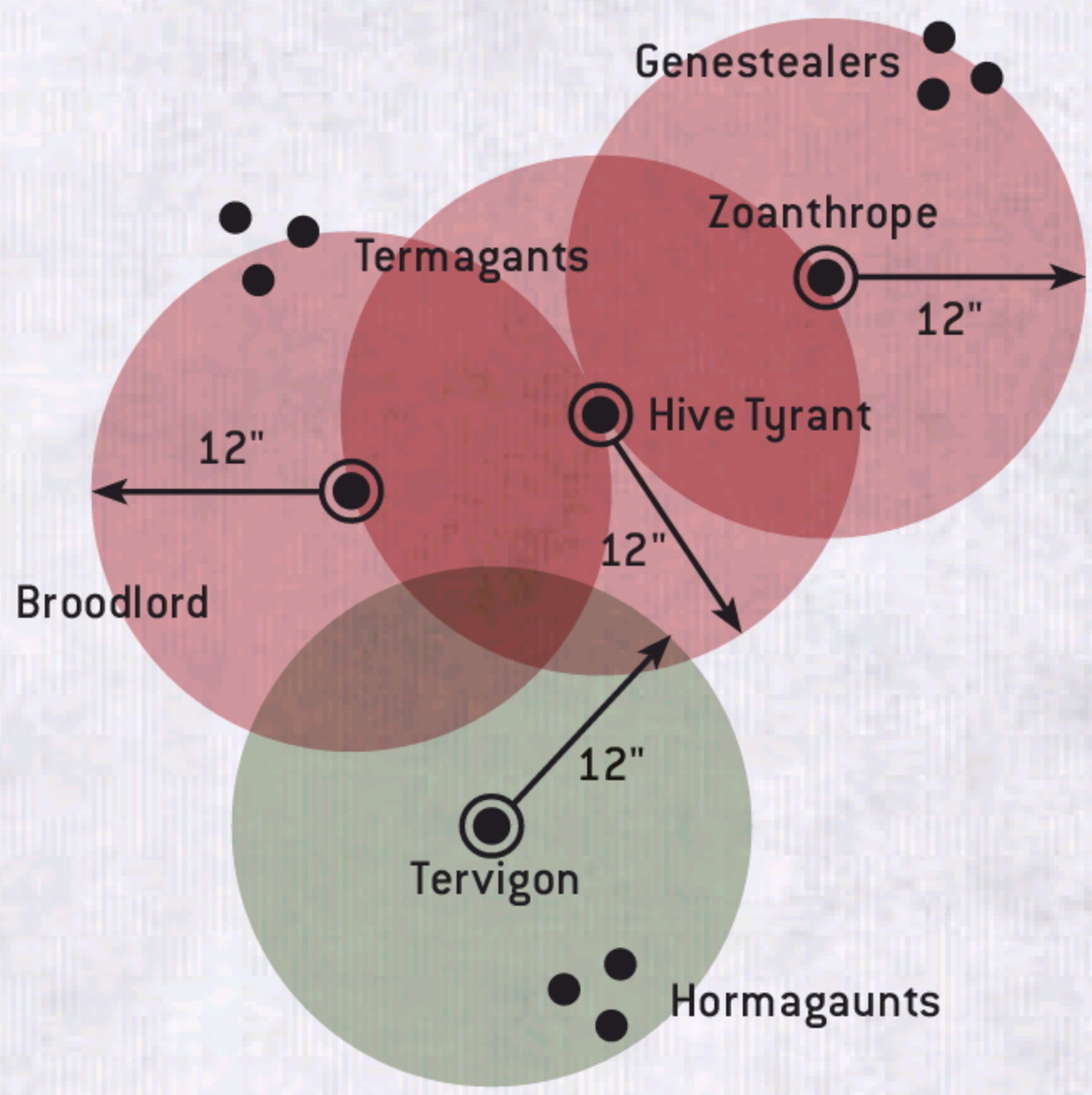
In this example, the Termagants are within Synaptic Link range of the Broodlord, while the Hormagaunts are not. When selecting a unit for the Broodlord's Vicious Insight ability, the player can only select the Termagants.

If, however, there are any other friendly **<HIVE FLEET> SYNAPSE** units that are also within 12" of that unit, then you can instead select one of the units that is within 12" of any of those **<HIVE FLEET> SYNAPSE** units, as shown below:



In this example, the Hive Tyrant, which is also a **<HIVE FLEET> SYNAPSE** *unit, is within 12" of the Broodlord. As such, when selecting a unit for the Broodlord's Vicious Insight ability, the player can select any unit within 12" of either the Broodlord or the Hive Tyrant, which in this case is the Termagants or the Genestealers.*

If those **<HIVE FLEET> SYNAPSE** units also have other **<HIVE FLEET> SYNAPSE** units within 12" of themselves, then they increase the area over which units can be selected from in the same manner. This continues for as long as there are friendly **<HIVE FLEET> SYNAPSE** units within range of one another, as shown below:



In this example, the Zoanthrope, which is a **<HIVE FLEET> SYNAPSE** *unit, is within 12" of the Hive Tyrant, which is itself within 12" of the Broodlord. As such, when selecting a unit for the Broodlord's Vicious Insight ability, the player can select any unit within 12" of either the Broodlord, the Hive Tyrant or the Zoanthrope, which in this case is the Termagants or the Genestealers.*

Note that while the Tervigon is a **<HIVE FLEET> SYNAPSE** *unit, it is not within 12" of the Broodlord. As such, even though the Hormagaunts are within 12" of the Tervigon, they cannot be selected for the Broodlord's Vicious Insight ability.*

SYNAPTIC IMPERATIVE ABILITIES

If every unit from your army has the HIVE TENDRIL keyword (excluding UNALIGNED units) and each of those units (excluding LIVING ARTILLERY units) is from the same hive fleet, then SYNAPSE units from your army gain a Synaptic Imperative ability depending on which one is currently active for your army.

Each **SYNAPSE** unit has their own Synaptic Imperative. These are abilities that affect friendly units within a set range, in much the same way as aura abilities do. As with auras, the effects of multiple, identically named Synaptic Imperative abilities are not cumulative (i.e. if a unit is within range of two models with the same Synaptic Imperative ability, that ability only applies to the unit once). However, while similar in many regards to aura abilities, Synaptic Imperative abilities are not affected by rules that affect aura abilities, and vice versa.

At the start of the battle round, you can select one of the Synaptic Imperative abilities from a unit from your army (see below). You cannot select a unit's Synaptic Imperative ability if that unit is not on the battlefield, or if you have selected that ability earlier in the battle. Until the end of the battle round, that Synaptic Imperative ability is active for your army, and it is gained by each of the **SYNAPSE** models from your army. The Synaptic Imperative abilities, and which **SYNAPSE** units unlock them, are found below.

HIVE TYRANT: RELENTLESS FEROCITY

While this Synaptic Imperative ability is active for your army and a friendly **HIVE TENDRIL** unit is within 6" of this **SYNAPSE** model, that unit is eligible to declare a charge in a turn in which it Fell Back.

BROODLORD: PREDATORY GUILE

While this Synaptic Imperative ability is active for your army and a friendly **HIVE TENDRIL INFANTRY** unit is within 6" of this **SYNAPSE** model, each time an attack targets that unit, that unit is treated as having the benefits of Light Cover against that attack. If that unit was already receiving the benefits of Light Cover against that attack, it is treated as also having the benefits of Heavy Cover against that attack.

TYRANID PRIME: GUIDEMIND

While this Synaptic Imperative ability is active for your army and a friendly **HIVE TENDRIL** unit is within 6" of this **SYNAPSE** model, each time a model in that unit makes a ranged attack that targets a unit within 24" an unmodified hit roll of 6 scores 1 additional hit.

TERVIGON: SURGING VITALITY

While this Synaptic Imperative ability is active for your army and a friendly **HIVE TENDRIL** unit is within 6" of this **SYNAPSE** model, each time that unit is selected to make a Normal Move or Advance, until the end of the phase, add 2" to the Move characteristic of models in that unit.

NEUROTHROPE: PSYCHIC AUGMENTATION

While this Synaptic Imperative ability is active for your army and a friendly **HIVE TENDRIL** unit is within 6" of this **SYNAPSE** model:

- Add 1 to Psychic tests taken for that unit.
- Add 1 to Deny the Witch tests taken for that unit.
- Each time a model in that unit would lose a wound as the result of a mortal wound, roll one D6: on a 5+, that wound is not lost.

TRYGON PRIME: THRASHING DEMISE

While this Synaptic Imperative ability is active for your army and a friendly **HIVE TENDRIL** unit is within 6" of this **SYNAPSE** model:

- Each time you roll a dice for the Death Throes ability of a model in that unit, add 3 to the roll.
- Each time a model is destroyed in that unit as a result of a melee attack, if that model does not have the Death Throes ability, roll one D6: on a 6, the attacking model's unit suffers 1 mortal wound after making all of its attacks.

TYRANID WARRIORS: GOADED TO SLAUGHTER

While this Synaptic Imperative ability is active for your army and a friendly **HIVE TENDRIL** unit is within 6" of this **SYNAPSE** model, each time a model in that unit makes a melee attack, an unmodified hit roll of 6 scores 1 additional hit.

MALECEPTOR: PSYCHIC OVERSIGHT

While this Synaptic Imperative ability is active for your army and a friendly **HIVE TENDRIL** unit is within 6" of this **SYNAPSE** model:

- If that unit is performing an action, it can make ranged attacks without that action failing.
- That unit can start to perform an action, even if it Advanced or Fell Back this turn.
- If that unit has the **PSYKER** keyword, performing a psychic action does not prevent it from manifesting psychic powers.

ZOANTHROPES: WARP SHIELDING

While this Synaptic Imperative ability is active for your army and a friendly **HIVE TENDRIL** unit is within 6" of this **SYNAPSE** model:

- **MONSTER** models in that unit have a 4+ invulnerable save.
- Models (excluding **MONSTER** models) in that unit have a 5+ invulnerable save.

PARASITE OF MORTREX: SWIFT ONSLAUGHT

While this Synaptic Imperative ability is active for your army and a friendly **HIVE TENDRIL** unit is within 6" of this **SYNAPSE** model, each time a model in that unit makes a pile-in or consolidation move, it can move up to an additional 3" (to a maximum of 9").

WINGED HIVE TYRANT

11 POWER

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

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Winged Hive Tyrant (7+ wounds remaining)	16"	2+	2+	7	7	12	5	10	3+
	Winged Hive Tyrant (4-6 wounds remaining)	12"	3+	3+	7	7	N/A	5	10	3+
	Winged Hive Tyrant (1-3 wounds remaining)	8"	4+	4+	7	7	N/A	5	10	3+

A Winged Hive Tyrant is equipped with: monstrous bonesword; prehensile pincer tail; Tyrant talons; lash whip.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy venom cannon	36"	Heavy 3	9	-3	4	-
Stranglethorn cannon	36"	Heavy D3+3	8	-2	2	Blast
Monstrous bonesword	Melee	Melee	+3	-4	3	-
Monstrous scything talon	Melee	Melee	User	-3	2	Each time the bearer fights, it makes 1 additional attack with this weapon.
Tyrant talons	Melee	Melee	User	-3	1	Each time the bearer fights, it makes 2 additional attacks with this weapon.

OTHER WARGEAR	ABILITIES
Adrenal glands	The bearer gains the ADRENAL GLANDS keyword. Add 1" to the Move characteristic and add 1 to the Strength characteristic of the bearer.
Lash whip	The bearer gains the LASH WHIP keyword. Each time the bearer makes a melee attack, re-roll a hit roll of 1.
Prehensile pincer tail	Each time the bearer is selected to fight, when resolving its attacks you can re-roll one hit roll or one wound roll.
Toxin sacs	The bearer gains the TOXIN SACS keyword. Each time the bearer makes a melee attack, an unmodified hit roll of 6 automatically wounds the target.

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; 2 monstrous scything talons.
- This model can be equipped with 1 adrenal glands.
- This model can be equipped with 1 toxin sacs.

ABILITIES

Synapse, Shadow in the Warp (pg 86)

Psychic Barrier: This model has a 4+ invulnerable save.

Will of the Hive Mind: In your Command phase, select one friendly <HIVE FLEET> CORE unit within Synaptic Link range (pg 87) of this model. Until the start of your next Command phase, each time a model in that unit makes an attack, re-roll a hit roll of 1.

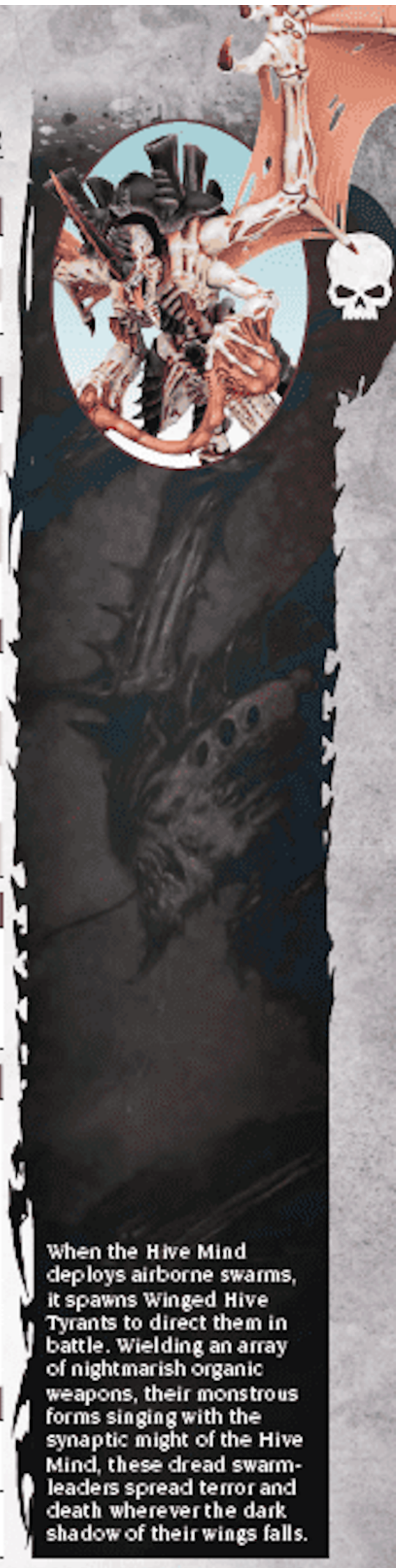
Death from Above: During deployment, you can set up this model high in the skies instead of setting it up on the battlefield. If you do so, then during the Reinforcements step of one of your Movement phases, you can set up this model anywhere on the battlefield that is more than 9" away from any enemy models, and, until the end of the turn, you can re-roll charge rolls made for this model.

Death Throes: When this model is destroyed, roll one D6 before removing it from play. On a 6+, the closest enemy unit within 6" suffers D3 mortal wounds.

PSYKER

This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and two psychic powers from the Hive Mind discipline (pg 69).

FACTION KEYWORDS: HIVE TEMORIL, TYRANIDS, <HIVE FLEET>
KEYWORDS: MONSTER, CHARACTER, FLY, SYNAPSE, PSYKER, HIVE TYRANT, HORNED CHITIN, WINGED HIVE TYRANT



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.

HIVE TYRANT

9 POWER

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

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Hive Tyrant (7+ wounds remaining)	9"	2+	2+	7	8	12	5	10	2+
	Hive Tyrant (4-6 wounds remaining)	8"	3+	3+	7	8	N/A	5	10	2+
	Hive Tyrant (1-3 wounds remaining)	6"	4+	4+	7	8	N/A	5	10	2+

A Hive Tyrant is equipped with: monstrous bonesword; 2 monstrous scything talons; lash whip.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy venom cannon	36"	Heavy 3	9	-3	4	-
Stranglethorn cannon	36"	Heavy D3+3	8	-2	2	Blast
Monstrous bonesword	Melee	Melee	+3	-4	3	-
Monstrous scything talon	Melee	Melee	User	-3	2	Each time the bearer fights, it makes 1 additional attack with this weapon.

OTHER WARGEAR	ABILITIES
Adrenal glands	The bearer gains the **ADRENAL GLANDS** keyword. Add 1" to the Move characteristic and add 1 to the Strength characteristic of the bearer.
Lash whip	The bearer gains the **LASH WHIP** keyword. Each time the bearer makes a melee attack, re-roll a hit roll of 1.
Toxin sacs	The bearer gains the **TOXIN SACS** keyword. Each time the bearer makes a melee attack, an unmodified hit roll of 6 automatically wounds the target.

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.
- This model's 2 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 can be equipped with 1 adrenal glands.
- This model can be equipped with 1 toxin sacs.

ABILITIES

Synapse, Shadow in the Warp (pg 86)

Will of the Hive Mind: In your Command phase, select one friendly **<HIVE FLEET> CORE** unit within Synaptic Link range (pg 87) of this model. Until the start of your next Command phase, each time a model in that unit makes an attack, re-roll a hit roll of 1.

Psychic Barrier: This model has a 4+ invulnerable save.

Death Throes: When this model is destroyed, roll one D6 before removing it from play. On a 6+, the closest enemy unit within 6" suffers D3 mortal wounds.

PSYKER

This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and two psychic powers from the Hive Mind discipline (pg 69).

FACTION KEYWORDS: **HIVE TENDRIL, TYRANIDS, <HIVE FLEET>**
KEYWORDS: **MONSTER, CHARACTER, SYNAPSE, PSYKER, HORNED CHITIN, HIVE TYRANT**

THE SWARMLORD

11 POWER

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

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	The Swarmlord (7+ wounds remaining)	9"	2+	2+	8	8	13	9	10	2+
	The Swarmlord (4-6 wounds remaining)	8"	3+	3+	8	8	N/A	9	10	2+
	The Swarmlord (1-3 wounds remaining)	6"	4+	4+	8	8	N/A	9	10	2+

The Swarmlord is equipped with: bone sabres. Your army can only include one THE SWARMLORD model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bone sabres	Melee	Melee	+1	-4	3	-

ABILITIES

Synapse, Shadow in the Warp (pg 86)

Psychic Barrier: This model has a 4+ invulnerable save.

Blade Parry: Once per turn, the first time a saving throw made against a melee attack is failed for this model, the Damage characteristic of that attack is changed to 0.

Domination of the Hive Mind: In your Command phase, select one friendly <HIVE FLEET> CORE unit within Synaptic Link range (pg 87) of this model. Until the start of your next Command phase, each time a model in that unit makes an attack, you can re-roll the hit roll.

Hive Commander: In your Command phase, select one friendly <HIVE FLEET> CORE unit within Synaptic Link range of this model. Until the start of your next Command phase, that unit gains the Objective Secured ability (see the Warhammer 40,000 Core Book). If that unit already has this ability, models in that unit count as one additional model when determining control of an objective marker.

Death Throes: When this model is destroyed, roll one D6 before removing it from play. On a 6+, the closest enemy unit within 6" suffers D3 mortal wounds.

PSYKER

This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny two psychic powers in your opponent's Psychic phase. It knows *Smite* and two psychic powers from the Hive Mind discipline (pg 69).

FACTION KEYWORDS: HIVE TENDRIL, TYRANIDS, <HIVE FLEET>
KEYWORDS: MONSTER, CHARACTER, SYNAPSE, PSYKER, HIVE TYRANT, HORNED CHITIN, THE SWARMLORD

The Swarmlord is the herald of the Hive Mind and may be as old as the Tyranid race itself. 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.

BROODLORD

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Broodlord	8"	2+	6+	5	5	7	6	10	4+

A Broodlord is equipped with: Broodlord claws and talons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Broodlord claws and talons	Melee	Melee	User	-3	2	Each time an attack is made with this weapon, you can re-roll the wound roll, and on an unmodified wound roll of 6, that attack has an AP characteristic of -5.

ABILITIES

Synapse, Shadow in the Warp (pg 86)

Lightning Reflexes: This model has a 4+ invulnerable save.

Vanguard Predator: During deployment, this unit can be set up anywhere on the battlefield that is more than 9" away from the enemy deployment zone and any enemy models.

Vicious Insight: In your Command phase, select one friendly **<Hive Fleet> Core** unit within Synaptic Link range (pg 87) of this model that has not already been selected for this ability this turn. Until the start of your next Command phase, each time a model in that unit makes a melee attack, on an unmodified wound roll of 6, improve the Armour Penetration characteristic of that attack by 1.

PSYKER

This model can attempt to manifest one psychic power in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and one psychic power from the Hive Mind discipline (pg 69).

FACTION KEYWORDS: **Hive Tendril, Tyranids, <Hive Fleet>**
KEYWORDS: **Infantry, Character, Synapse, Psyker, Broodlord**

NEUROTHROPE

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Neurothrope	6"	5+	3+	5	5	6	2	10	5+

ABILITIES

Synapse, Shadow in the Warp (pg 86)

Warp Field: This model has a 3+ invulnerable save.

Spirit Leech: In your Psychic phase, each time an enemy unit within 18" of this model suffers a mortal wound, select one friendly **<Hive Fleet> Neurothrope** or **<Hive Fleet> Zoanthrope** model within 12" of this model. That model regains 1 lost wound (to a maximum of 3 regained wounds per phase).

Psychic Node: Add 1 to Psychic tests taken for this model.

Warp Siphon: In your Command phase, select one friendly **<Hive Fleet> Psyker** unit within Synaptic Link range (pg 87) of this model that has not already been selected for this ability this turn. Until the start of your next Command phase, each time a Psychic test is taken for that unit, roll one additional D6 and discard one of the dice.

PSYKER

This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny two psychic powers in your opponent's Psychic phase. It knows *Smite* and two psychic powers from the Hive Mind discipline (pg 69).

FACTION KEYWORDS: **Hive Tendril, Tyranids, <Hive Fleet>**
KEYWORDS: **Infantry, Character, Fly, Synapse, Psyker, Horned Chitin, Neurothrope**

TYRANID PRIME

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Tyranid Prime	6"	2+	2+	5	5	6	4	10	3+

A Tyranid Prime is equipped with: devourer; bonesword; lash whip.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Barbed strangler	36"	Assault D6	6	-1	1	Blast
Deathspitter	24"	Assault 3	5	-2	1	-
Devourer	18"	Assault 5	4	0	1	-
Spinefists	12"	Pistol 2	5	-1	1	-
Venom cannon	36"	Assault D3	8	-3	2	Blast
Bonesword	Melee	Melee	+2	-2	2	-
Dual boneswords	Melee	Melee	+2	-2	2	Each time the bearer fights, it makes 1 additional attack with this weapon.
Rending claw	Melee	Melee	+1	-4	1	-
Scything talon	Melee	Melee	User	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.

OTHER WARGEAR	ABILITIES
Adrenal glands	The bearer gains the **Adrenal Glands** keyword. Add 1" to the Move characteristic and add 1 to the Strength characteristic of the bearer.
Flesh hooks	The bearer gains the **Flesh Hooks** keyword. When the bearer's unit makes a Normal Move, Advances or Falls Back, the bearer does not count any vertical distance it moves against the total that it can move this turn.
Lash whip	The bearer gains the **Lash Whip** keyword. Each time the bearer makes a melee attack, re-roll a hit roll of 1.
Toxin sacs	The bearer gains the **Toxin Sacs** keyword. Each time the bearer makes a melee attack, an unmodified hit roll of 6 automatically wounds the target.

WARGEAR OPTIONS

- This model's bonesword and lash whip can be replaced with one of the following: 1 dual boneswords; 2 rending claws; 2 scything talons.
- This model's devourer can be replaced with one of the following: 1 barbed strangler; 1 deathspitter; 1 spinefists; 1 venom cannon; 1 bonesword and 1 lash whip; 1 dual boneswords; 2 rending claws; 2 scything talons.
- This model can be equipped with 1 adrenal glands.
- This model can be equipped with 1 flesh hooks.
- This model can be equipped with 1 toxin sacs.

ABILITIES

Synapse, Shadow in the Warp (pg 86)

Alpha Warrior: In your Command phase, select one friendly **<Hive Fleet> Core** unit within Synaptic Link range (pg 87) of this model that has not already been selected for this ability this turn. Until the start of your next Command phase, each time a model in that unit makes an attack, re-roll a wound roll of 1.

FACTION KEYWORDS: **Hive Tendril, Tyranids, <Hive Fleet>**
KEYWORDS: **Infantry, Character, Synapse, Tyranid Prime**

These warrior organisms are the apex of the Tyranid Warrior strain. Lesser bioforms instinctively attempt to emulate their puissant skill with talon and organic firearms alike, and – in the absence of a Hive Tyrant – these creatures take temporary command of the swarms to keep them moving forward as the Hive Mind demands.

TERVIGON

11 POWER

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

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Tervigon (9+ wounds remaining)	8"	3+	3+	7	8	17	4	10	2+
	Tervigon (5-8 wounds remaining)	7"	4+	4+	7	8	N/A	4	10	2+
	Tervigon (1-4 wounds remaining)	6"	5+	5+	7	8	N/A	4	10	2+

A Tervigon is equipped with: stinger salvoes; massive scything talons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Stinger salvoes	24"	Assault 8	5	-1	1	-
Massive crushing claws	Melee	Melee	x2	-5	D3+3	-
Massive scything talons	Each time an attack is made with this weapon, select one of the profiles below to make that attack with.					
- Sweep	Melee	Melee	User	-3	2	Each time an attack is made with this weapon profile, make 2 hit rolls instead of 1.
- Strike	Melee	Melee	+3	-4	2D3	-

OTHER WARGEAR	ABILITIES
Adrenal glands	The bearer gains the **ADRENAL GLANDS** keyword. Add 1" to the Move characteristic and add 1 to the Strength characteristic of the bearer.
Toxin sacs	The bearer gains the **TOXIN SACS** keyword. Each time the bearer makes a melee attack, an unmodified hit roll of 6 automatically wounds the target.

WARGEAR OPTIONS

- This model's massive scything talons can be replaced with 2 massive crushing claws.
- This model can be equipped with 1 adrenal glands.
- This model can be equipped with 1 toxin sacs.

ABILITIES

Synapse, Shadow in the Warp (pg 86)

Spawn Termagants: In your Command phase, you can do one of the following:

- Select one friendly **<HIVE FLEET> TERMAGANTS** unit within 6" of this model. Up to 2D6 destroyed models from that unit are returned to it; set those models back up on the battlefield with their full wounds remaining. When setting these models up on the battlefield, they must be set up wholly within 6" of this model and cannot be set up within Engagement Range of any enemy units, unless those units are already within Engagement Range of that **TERMAGANTS** unit.
- Once per battle, this model can spawn a new unit of Termagants. If it does so, set up a new friendly **<HIVE FLEET> TERMAGANTS** unit on the battlefield not within Engagement Range of any enemy units and wholly within 6" of this model. That **TERMAGANTS** unit contains 10 models, each equipped with fleshborers, and, if you are playing a game that uses a points limit, that unit does not cost any Reinforcement points.

Brood Progenitor: In your Command phase, select one friendly **<HIVE FLEET> TERMAGANTS** unit within Synaptic Link range (pg 87) of this model that has not already been selected for this ability this turn. Until the start of your next Command phase, each time a model in that unit makes a ranged attack, add 1 to that attack's hit roll.

Wall of Flesh: While a friendly **<HIVE FLEET> TERMAGANTS** unit is within 1" of this model, if that unit contains 15 or more models and is closer to any enemy models than this model, those enemy models cannot target this model with ranged attacks.

Death Throes: When this model is destroyed, roll one D6 before removing it from play. On a 6+, the closest enemy unit within 6" suffers D6 mortal wounds.

PSYKER

This model can attempt to manifest one psychic power in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and one psychic power from the Hive Mind discipline (pg 69).

FACTION KEYWORDS: **HIVE TENDRIL, TYRANIDS, <HIVE FLEET>**
KEYWORDS: **MONSTER, CHARACTER, SYNAPSE, PSYKER, TERVIGON**

TRYGON PRIME

10 POWER

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

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Trygon Prime (7+ wounds remaining)	10"	3+	3+	7	7	14	12	10	3+
	Trygon Prime (4-6 wounds remaining)	8"	4+	4+	7	7	N/A	12	10	3+
	Trygon Prime (1-3 wounds remaining)	6"	5+	5+	7	7	N/A	12	10	3+

A Trygon Prime is equipped with: bio-electric pulse with containment spines; toxinspike, Trygon scything talons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bio-electric pulse with containment spines	12"	Assault 8	5	-2	1	-
Toxinspike	Melee	Melee	User	-3	2	Each time the bearer fights, it makes 1 additional attack with this weapon, and no more than 1 attack can be made with this weapon while resolving that fight.
Trygon scything talons	Melee	Melee	User	-3	2	-

OTHER WARGEAR	ABILITIES
Adrenal glands	The bearer gains the **Adrenal Glands** keyword. Add 1" to the Move characteristic and add 1 to the Strength characteristic of the bearer.
Biostatic rattle	At the start of the Fight phase, select one enemy unit within Engagement Range of the bearer. Roll 3D6: if the result is greater than the enemy unit's Leadership characteristic, until the end of the phase, each time a model in that unit makes an attack, that attack's hit roll cannot be re-rolled and that attack's wound roll cannot be re-rolled.
Prehensile pincer tail	Each time the bearer is selected to fight, when resolving its attacks you can re-roll one hit roll or one wound roll.
Toxin sacs	The bearer gains the **Toxin Sacs** keyword. Each time the bearer makes a melee attack, an unmodified hit roll of 6 automatically wounds the target.

WARGEAR OPTIONS

- This model's toxinspike can be replaced with one of the following: 1 biostatic rattle; 1 prehensile pincer tail.
- This model can be equipped with 1 adrenal glands.
- This model can be equipped with 1 toxin sacs.

ABILITIES

Synapse, Shadow in the Warp, Death from Below (pg 86)

Serpentine Coils: Each time a melee attack is made against this unit, subtract 1 from that attack's hit roll.

Death Throes: When this model is destroyed, roll one D6 before removing it from play. On a 6+, the closest enemy unit within 6" suffers D3 mortal wounds.

Bio-impulses: In your Command phase, select one friendly **<Hive Fleet> Core** unit within Synaptic Link range (pg 87) of this model that has not already been selected for this ability this turn. Until the start of your next Command phase, add 1 to Advance rolls and add 1 to charge rolls made for that unit.

FACTION KEYWORDS: **Hive Tendril, Tyranids, <Hive Fleet>**
KEYWORDS: **Monster, Character, Synapse, Burrower, Trygon Prime**

OLD ONE EYE

11 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Old One Eye	8"	2+	2+	6	7	9	6	7	2+

Old One Eye is equipped with: 2 monstrous crushing claws; 2 monstrous scything talons; thresher scythe; chitin thorns. Your army can only include one **Old One Eye** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Monstrous crushing claw	Melee	Melee	+4	-3	D3+2	-
Monstrous scything talon	Melee	Melee	User	-3	2	Each time the bearer fights, it makes 1 additional attack with this weapon.
Thresher scythe	Melee	Melee	4	-1	1	Each time the bearer fights, it makes 3 additional attacks with this weapon, and no more than 3 attacks can be made with this weapon while resolving that fight.

ABILITIES

Armoured Exoskeleton: Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack (to a minimum of 1). This is not cumulative with any other abilities that reduce the Damage characteristic of an attack.

Berserk Rampage: Each time this model fights, if it made a charge move or performed a Heroic Intervention this turn, then until that fight is resolved, add D3+1 to the Attacks characteristic of this model.

Chitin Thorns: Each time this model makes a melee attack, improve the Armour Penetration characteristic of that attack by 1.

Alpha Leader: In your Command phase, select one friendly **<Hive Fleet> Carnifex** model within 9" of this model. Until the start of your next Command phase, each time that model makes an attack, add 1 to that attack's hit roll.

Regeneration: In your Command phase, this model regenerates and regains up to D3 lost wounds. Each model can only be regenerated once per turn.

Death Throes: When this model is destroyed, roll one D6 before removing it from play. On a 6+, the closest enemy unit within 3" suffers 1 mortal wound.

FACTION KEYWORDS: **Hive Tendril, Tyranids, <Hive Fleet>**
KEYWORDS: **Monster, Character, Carnifex, Horned Chitin, Old One Eye**

TYRANID WARRIORS

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
3-9	Tyranid Warrior	6"	3+	3+	5	5	3	3	9	4+

If this unit contains between 4 and 6 models, it has **Power Rating 8**. If this unit contains 7 or more models, it has **Power Rating 12**. Every model is equipped with: devourer; bonesword; lash whip.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Barbed strangler	36"	Assault D6	6	-1	1	Blast
Deathspitter	24"	Assault 3	5	-2	1	-
Devourer	18"	Assault 5	4	0	1	-
Spinefists	12"	Pistol 2	5	-1	1	-
Venom cannon	36"	Assault D3	8	-3	2	Blast
Bonesword	Melee	Melee	+2	-2	2	-
Dual boneswords	Melee	Melee	+2	-2	2	Each time the bearer fights, it makes 1 additional attack with this weapon.
Rending claw	Melee	Melee	+1	-4	1	-
Scything talon	Melee	Melee	User	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.

OTHER WARGEAR	ABILITIES
Adrenal glands	The bearer gains the **Adrenal Glands** keyword. Add 1" to the Move characteristic and add 1 to the Strength characteristic of the bearer.
Flesh hooks	The bearer gains the **Flesh Hooks** keyword. When the bearer's unit makes a Normal Move, Advances or Falls Back, the bearer does not count any vertical distance it moves against the total that it can move this turn.
Lash whip	The bearer gains the **Lash Whip** keyword. Each time the bearer makes a melee attack, re-roll a hit roll of 1.
Toxin sacs	The bearer gains the **Toxin Sacs** keyword. Each time the bearer makes a melee attack, an unmodified hit roll of 6 automatically wounds the target.

WARGEAR OPTIONS

- Any number of models can each have their bonesword and lash whip replaced with one of the following: 1 dual boneswords; 2 rending claws; 2 scything talons.
- Any number of models can each have their devourer replaced with one of the following: 1 deathspitter; 1 spinefists; 1 bonesword and 1 lash whip; 1 dual boneswords; 2 rending claws; 2 scything talons.
- 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.
- All of the models in this unit can be equipped with 1 adrenal glands each.
- All of the models in this unit can be equipped with 1 flesh hooks each.
- All of the models in this unit can be equipped with 1 toxin sacs each.

ABILITIES

Synapse, Shadow in the Warp (pg 86)

Warrior Spawning: If your army is Battle-forged, then for each Detachment that includes any **<Hive Fleet> Tyranid Warriors** units, one **<Hive Fleet> Tyranid Prime** model can be included in that Detachment without taking up a Battlefield Role slot.

FACTION KEYWORDS: **Hive Tendril, Tyranids, <Hive Fleet>**
KEYWORDS: **Infantry, Synapse, Core, Tyranid Warriors**

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.

TERMAGANTS

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
10-30	Termagant	6"	4+	4+	3	3	1	1	5	5+

If this unit contains between 11 and 20 models, it has **Power Rating 8**. If this unit contains 21 or more models, it has **Power Rating 12**. Every model is equipped with: fleshborer.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Fleshborer	18"	Assault 1	5	-1	1	-
Termagant devourer	18"	Assault 2	3	0	1	-
Termagant spinefists	12"	Pistol 2	3	0	1	-

OTHER WARGEAR	ABILITIES
Adrenal glands	The bearer gains the **Adrenal Glands** keyword. Add 1" to the Move characteristic and add 1 to the Strength characteristic of the bearer.
Toxin sacs	The bearer gains the **Toxin Sacs** keyword. Each time the bearer makes a melee attack, an unmodified hit roll of 6 automatically wounds the target.

WARGEAR OPTIONS

- All of the models in the unit can have their fleshborer replaced with 1 Termagant spinefists each.
- All of the models in the unit can have their fleshborer replaced with 1 Termagant devourer each.
- All of the models in this unit can be equipped with 1 adrenal glands each.
- All of the models in this unit can be equipped with 1 toxin sacs each.

ABILITIES

Swarming Masses (pg 86)

FACTION KEYWORDS: **Hive Tendril, Tyranids, <Hive Fleet>**
KEYWORDS: **Infantry, Core, Endless Multitude, Termagants**

HORMAGAUNTS

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
10-30	Hormagaunt	10"	4+	4+	3	3	1	3	5	5+

If this unit contains between 11 and 20 models, it has **Power Rating 8**. If this unit contains 21 or more models, it has **Power Rating 12**. Every model is equipped with: Hormagaunt talons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hormagaunt talons	Melee	Melee	User	-1	1	-

OTHER WARGEAR	ABILITIES
Adrenal glands	The bearer gains the **Adrenal Glands** keyword. Add 1" to the Move characteristic and add 1 to the Strength characteristic of the bearer.
Toxin sacs	The bearer gains the **Toxin Sacs** keyword. Each time the bearer makes a melee attack, an unmodified hit roll of 6 automatically wounds the target.

WARGEAR OPTIONS

- All of the models in this unit can be equipped with 1 adrenal glands each.
- All of the models in this unit can be equipped with 1 toxin sacs each.

ABILITIES

Swarming Masses (pg 86)

Bounding Leap: Each time a model in this unit makes a pile-in move, it can move up to an additional 3" (to a maximum of 9").

FACTION KEYWORDS: **Hive Tendril, Tyranids, <Hive Fleet>**
KEYWORDS: **Infantry, Core, Endless Multitude, Hormagaunts**

GARGOYLES

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
10-20	Gargoyle	12"	4+	4+	3	3	1	1	5	6+

If this unit contains 11 or more models, it has **Power Rating 8**. Every model is equipped with: fleshborer.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Fleshborer	18"	Assault 1	5	-1	1	-

ABILITIES

Swarming Masses (pg 86)

FACTION KEYWORDS: **Hive Tendril, Tyranids, <Hive Fleet>**
KEYWORDS: **Infantry, Fly, Core, Endless Multitude, Gargoyles**

Gargoyles are often the first warrior organisms hurled against a prey world. Their teeming swarms darken 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.

TOXICRENE

8 POWER

Some of this models characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Toxicrene [8+ wounds remaining]	8"	3+	3+	7	8	15	12	7	3+
	Toxicrene [5-7 wounds remaining]	7"	4+	4+	7	8	N/A	12	7	3+
	Toxicrene [1-4 wounds remaining]	5"	5+	5+	7	8	N/A	12	7	3+

A Toxicrene is equipped with: massive toxic lashes.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Massive toxic lashes [shooting]	8"	Assault 2D6	User	-2	1	Each time an attack is made with this weapon against a unit [excluding VEHICLE or TITANIC units], an unmodified wound roll of 2+ is always successful.
Massive toxic lashes [melee]	Melee	Melee	User	-2	1	Each time an attack is made with this weapon against a unit [excluding VEHICLE or TITANIC units], an unmodified wound roll of 2+ is always successful.

ABILITIES

Massive Grasping Tendrils: Once per turn, when an enemy unit [excluding AIRCRAFT units] within Engagement Range of this model is selected to Fall Back, this model can use this ability. If it does so, roll one D6, adding 1 if that unit has the INFANTRY keyword: on a 3+, that unit cannot Fall Back and must Remain Stationary instead.

Choking Spores [Aura]: While an enemy unit is within 3" of this model, each time a model in that enemy unit makes an attack, subtract 1 from that attack's hit roll.

Hypertoxic Miasma: At the start of the Fight phase, for each enemy unit within Engagement Range of this model, roll one D6: on a 4+, that unit suffers D3 mortal wounds and is not eligible to fight this phase until after all eligible units from your army have done so.

Death Throes: When this model is destroyed, roll one D6 before removing it from play. On a 6+, the closest enemy unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: HIVE TENDRIL, TYRANIDS, <HIVE FLEET>
KEYWORDS: MONSTER, SPORECASTER, TOXIC LASHES, ACID BLOOD, FEEDER TENDRILS, TOXICRENE

TYRANT GUARD

8 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
3-6	Tyrant Guard	6"	3+	4+	5	6	4	3	5	2+

If this unit contains 4 or more models, it has **Power Rating 15**. Every model is equipped with: 2 rending claws; 2 scything talons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bonecleaver	Melee	Melee	User	-1	2	-
Crushing claw	Melee	Melee	+3	-3	2	-
Rending claw	Melee	Melee	+1	-4	1	-
Scything talon	Melee	Melee	User	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.

OTHER WARGEAR	ABILITIES
Adrenal glands	The bearer gains the **Adrenal Glands** keyword. Add 1" to the Move characteristic and add 1 to the Strength characteristic of the bearer.
Lash whip	The bearer gains the **Lash Whip** keyword. Each time the bearer makes a melee attack, re-roll a hit roll of 1.
Toxin sacs	The bearer gains the **Toxin Sacs** keyword. Each time the bearer makes a melee attack, an unmodified hit roll of 6 automatically wounds the target.

WARGEAR OPTIONS

- Any number of models can each have their 2 scything talons replaced with one of the following: 1 bonecleaver and 1 lash whip; 2 crushing claws.
- All of the models in this unit can be equipped with 1 adrenal glands each.
- All of the models in this unit can be equipped with 1 toxin sacs each.

ABILITIES

Guardian Organism: While a friendly **<Hive Fleet> Hive Tyrant** model is within 3" of this unit, enemy models cannot target that **Hive Tyrant** model with ranged attacks.

Tyrant Goading: While this unit is within 3" of any friendly **<Hive Fleet> Hive Tyrant** models, add 1 to the Attacks characteristic of models in this unit.

Ablative Brood: If your army is Battle-forged, then for each **<Hive Fleet> Hive Tyrant** model included in a Detachment, you can include one **<Hive Fleet> Tyrant Guard** unit in that Detachment without it taking up a Battlefield Role slot.

FACTION KEYWORDS: **Hive Tendril, Tyranids, <Hive Fleet>**
KEYWORDS: **Infantry, Core, Tyrant Guard**

LICTOR

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Lictor	10"	2+	6+	7	5	5	6	8	4+

A Lictor is equipped with: Lictor claws and talons; flesh hooks.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Lictor claws and talons	Melee	Melee	User	-3	2	-

OTHER WARGEAR	ABILITIES
Flesh hooks	When the bearer's unit makes a Normal Move, Advances or Falls Back, the bearer does not count any vertical distance it moves against the total that it can move this turn.

ABILITIES

Chameleonic Skin:

- Each time an attack is made against this model, subtract 1 from that attack's hit roll.
- While this model is receiving the benefits of cover, it cannot be selected as the target of a ranged attack if the attacker is more than 12" away.
- This model has a 5+ invulnerable save.

Inhuman Swiftness: At the start of the Fight phase, if this model is within Engagement Range of any enemy units, it can fight first that phase.

Hidden Hunter: During deployment, you can set up this model in hiding instead of setting it up on the battlefield. If you do so, then in the Reinforcements step of one of your Movement phases you can set up this model wholly within 6" of any battlefield edge or any terrain features and more than 9" away from any enemy models (or more then 6" away from enemy models if this model is set up wholly within your deployment zone), and, until the end of the turn, you can re-roll charge rolls made for this model.

FACTION KEYWORDS: **Hive Tendril, Tyranids, <Hive Fleet>**
KEYWORDS: **Infantry, Flesh Hooks, Feeder Tendrils, Lictor**

DEATHLEAPER

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Deathleaper	10"	2+	6+	7	5	7	7	8	4+

A Deathleaper is equipped with: Lictor claws and talons; flesh hooks. Your army can only include one **Deathleaper** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Lictor claws and talons	Melee	Melee	User	-3	2	-

OTHER WARGEAR	ABILITIES
Flesh hooks	When the bearer's unit makes a Normal Move, Advances or Falls Back, the bearer does not count any vertical distance it moves against the total that it can move this turn.

ABILITIES

Superior Chameleonic Skin:

- Each time an attack is made against this model, subtract 1 from that attack's hit roll.
- While this model is receiving the benefits of cover, it cannot be selected as the target of a ranged attack if the attacker is more than 12" away.
- This model has a 4+ invulnerable save.

It's Out There (Aura): While an enemy unit is within 6" of this model, that enemy unit cannot start to perform actions.

Inhuman Swiftness: At the start of the Fight phase, if this model is within Engagement Range of any enemy units, it can fight first that phase.

Fear of the Unseen: While an enemy unit is within Engagement Range of this model, that unit cannot be selected for Stratagems used by your opponent, and that unit cannot be affected by Stratagems used by your opponent when that unit is selected to shoot or fight.

Hidden Hunter: During deployment, you can set up this model in hiding instead of setting it up on the battlefield. If you do so, then in the Reinforcements step of one of your Movement phases you can set up this model wholly within 6" of any battlefield edge or any terrain features and more than 9" away from any enemy models (or more then 6" away from enemy models if this model is set up wholly within your deployment zone), and, until the end of the turn, you can re-roll charge rolls made for this model.

FACTION KEYWORDS: **Hive Tendril, Tyranids, <Hive Fleet>**
KEYWORDS: **Infantry, Character, Lictor, Flesh Hooks, Feeder Tendrils, Deathleaper**

MALECEPTOR

9 POWER

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

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Maleceptor (8+ wounds remaining)	8"	3+	3+	7	8	15	3	10	3+
	Maleceptor (5-7 wounds remaining)	7"	4+	4+	7	8	N/A	3	10	3+
	Maleceptor (1-4 wounds remaining)	5"	5+	5+	7	8	N/A	3	10	3+

A Maleceptor is equipped with: massive scything talons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Massive scything talons	Each time an attack is made with this weapon, select one of the profiles below to make that attack with.					
- Sweep	Melee	Melee	User	-3	2	Each time an attack is made with this weapon profile, make 2 hit rolls instead of 1.
- Strike	Melee	Melee	+3	-4	2D3	-

ABILITIES

Synapse, Shadow in the Warp (pg 86)

Encephalic Diffusion: This unit can attempt to perform the following psychic action:

Encephalic Diffusion (Psychic Action – Warp Charge 6): In your Psychic phase, this **PSYKER** can attempt to perform this psychic action. If completed, until the start of your next Psychic phase, this **PSYKER** gains the following ability:

Diffusion Field (Aura): While a friendly **<HIVE FLEET>** unit is within 6" of this **PSYKER**, each time a ranged attack is made against that unit, subtract 1 from the Strength characteristic of that attack.

Death Throes: When this model is destroyed, roll one D6 before removing it from play. On a 6+, the closest enemy unit within 6" suffers D3 mortal wounds.

Psychic Barrier: This model has a 4+ invulnerable save.

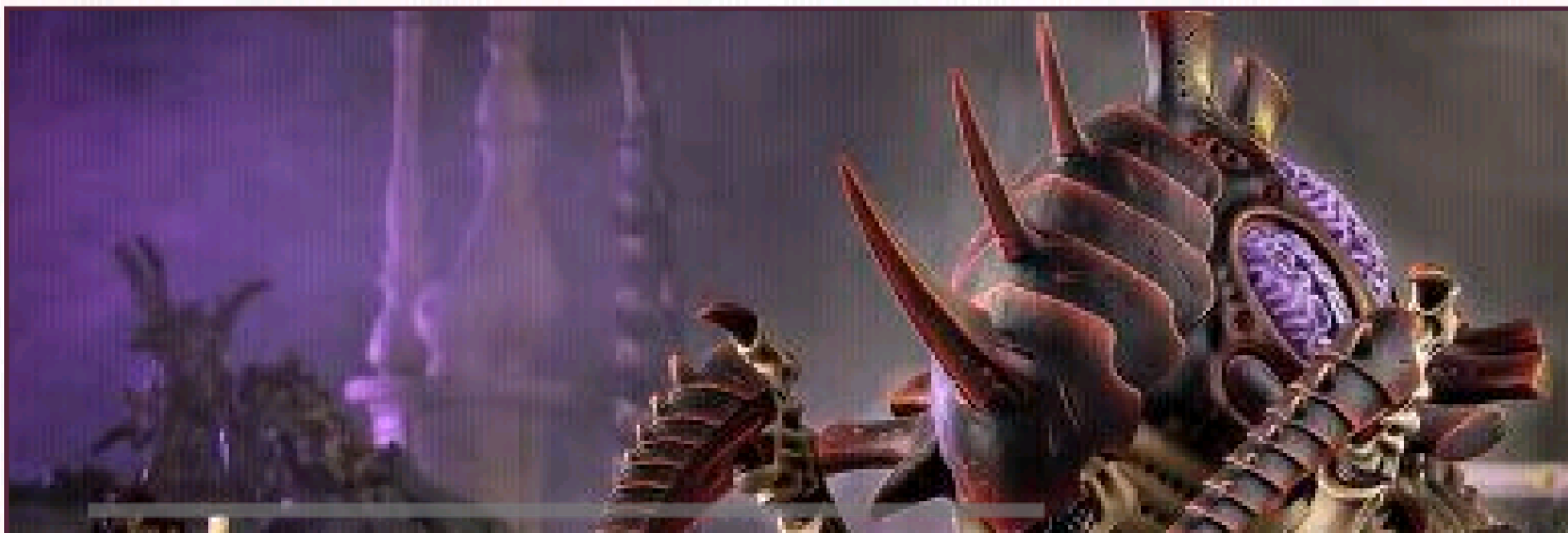
Psychic Overload: Each time this model successfully manifests a psychic power or completes a psychic action, if the result of the Psychic test was 7 or more, after resolving that psychic power, the closest enemy unit within 12" suffers the number of mortal wounds shown in the table below.

THIS MODEL'S WOUNDS REMAINING	MORTAL WOUNDS SUFFERED
8+	3
5-7	2
1-4	1

PSYKER

This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny one psychic powers in your opponent's Psychic phase. It knows *Smite* and two psychic powers from the Hive Mind discipline (pg 69).

FACTION KEYWORDS: **HIVE TENDRIL, TYRANIDS, <HIVE FLEET>**
KEYWORDS: **MONSTER, SYNAPSE, PSYKER, HORNED CHITIN, MALECEPTOR**



PYROVORES

2 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-3	Pyrovore	5"	3+	3+	5	5	5	3	5	3+

If this unit contains 2 models, it has **Power Rating 4**. If this unit contains 3 models, it has **Power Rating 6**. Every model is equipped with: flamespurt; bludgeoning fists; acid maw.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Flamespurt	Before selecting targets, select one of the profiles below to make attacks with.					
- Burning spray	12"	Assault D6	6	-2	2	Each time an attack is made with this weapon, that attack automatically hits the target.
- Pyrogout	18"	Assault 2D6	4	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Bludgeoning fists	Melee	Melee	+1	-3	1	-

OTHER WARGEAR	ABILITIES
Acid maw	The bearer gains the **Acid Maw** keyword.

ABILITIES

Volatile: Each time a model in this unit is destroyed, roll one D6 before removing it from play. On a 6, it explodes, and each unit within 3" suffers 1 mortal wound.

FACTION KEYWORDS: **Hive Tendril, Tyranids, <Hive Fleet>**
KEYWORDS: **Infantry, Core, Acid Blood, Pyrovores**

HARUSPEX

9 POWER

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

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Haruspex (8+ wounds remaining)	8"	3+	3+	7	8	15	5	7	2+
	Haruspex (5-7 wounds remaining)	7"	4+	4+	7	8	N/A	5	7	2+
	Haruspex (1-4 wounds remaining)	5"	5+	5+	7	8	N/A	5	7	2+

A Haruspex is equipped with: grasping tongue; ravenous maw; shovelling claws

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Grasping tongue	12"	Assault 1	6	-3	3	Each time you select a target for this weapon, you can ignore the Look Out, Sir rule (see the Warhammer 40,000 Core Book).
Ravenous maw	Melee	Melee	User	-1	2	Each time an attack is made with this weapon, make 3 hit rolls instead of 1.
Shovelling claws	Melee	Melee	x2	-3	D3+3	-

ABILITIES

Rapacious Hunger: Each time an enemy model is destroyed as a result of an attack made by this model, this model regains 1 lost wound (to a maximum of 3 regained wounds per phase).

Grisly Spectacle (Aura): While an enemy unit is within 6" of this model, subtract 2 from the Leadership characteristic of models in that unit.

Death Throes: When this model is destroyed, roll one D6 before removing it from play. On a 6+, the closest enemy unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: **Hive Tendril, Tyranids, <Hive Fleet>**
KEYWORDS: **Monster, Horned Chitin, Acid Blood, Haruspex**

VENOMTHROPES

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
3-6	Venomthrope	8"	3+	3+	5	5	4	5	5	4+

If this unit contains 4 or more models, it has **Power Rating 10**. Every model is equipped with: toxic lashes.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Toxic lashes	Melee	Melee	User	-1	1	Each time an attack is made with this weapon against a unit (excluding **VEHICLE** or **TITANIC** units), an unmodified wound roll of 2+ is always successful.

ABILITIES

Grasping Tendrils: Once per turn, when an enemy unit (excluding **MONSTER** and **VEHICLE** units) within Engagement Range of this unit is selected to Fall Back, this unit can use this ability. If it does so, roll one D6: on a 4+, that unit cannot Fall Back and must Remain Stationary instead.

Toxic Miasma: At the start of the Fight phase, you can select one enemy unit within 3" of this unit. Roll one D6: on a 3+, that unit suffers 1 mortal wound and is not eligible to fight this phase until after all eligible units from your army have done so.

Foul Spores (Aura): While a friendly **<HIVE FLEET>** unit (excluding **TITANIC** units) is within 6" of this unit, each time a ranged attack is made against that friendly unit, subtract 1 from that attack's hit roll.

FACTION KEYWORDS: **HIVE TENDRIL, TYRANIDS, <HIVE FLEET>**
KEYWORDS: **INFANTRY, FLY, CORE, SPORECASTER, TOXIC LASHES, FEEDER TENDRILS, VENOMTHROPES**

ZOANTHROPES

7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
3-6	Zoanthrope	6"	5+	3+	5	5	4	2	9	5+

If this unit contains 4 or more models, it has **Power Rating 14**.

ABILITIES

Synapse, Shadow in the Warp (pg 86)

Warp Field: Models in this unit have a 4+ invulnerable save.

Warp Blast: Each time this unit attempts to manifest *Smite* or a Witchfire psychic power, add 1 to the Psychic test for each model in this unit. Each time this unit manifests the *Smite* psychic power, add 1 to the number of mortal wounds suffered by the enemy unit for each model in this unit (to a maximum of +3 mortal wounds).

Psybrood Coterie: If your army is Battle-forged, then for each Detachment that includes any **<HIVE FLEET> NEUROTHROPE** units, one **<HIVE FLEET> ZOANTHROPE** unit can be included in that Detachment without taking up a Battlefield Role slot.

PSYKER

This unit can attempt to manifest one psychic power in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and one psychic power from the Hive Mind discipline (pg 69).

FACTION KEYWORDS: **HIVE TENDRIL, TYRANIDS, <HIVE FLEET>**
KEYWORDS: **INFANTRY, PSYKER, FLY, CORE, ZOANTHROPES**

GENESTEALERS

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
5-10	Genestealer	8"	3+	6+	4	4	1	4	8	5+

If this unit contains 6 or more models, it has **Power Rating 9**. Every model is equipped with: Genestealer claws and talons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Genestealer claws and talons	Melee	Melee	User	-3	1	-

OTHER WARGEAR	ABILITIES
Acid maw	The bearer gains the **ACID MAW** keyword.
Extended carapace	The bearer has a Move characteristic of 7" and a Save characteristic of 4+.
Flesh hooks	The bearer gains the **FLESH HOOKS** keyword. When the bearer's unit makes a Normal Move, Advances or Falls Back, the bearer does not count any vertical distance it moves against the total that it can move this turn.
Infestation node	**<HIVE FLEET>** Infestation Node markers have the following abilities: **Hive Infestation:** In your Command phase, select one friendly **<HIVE FLEET> GENESTEALERS** unit within 3" of this marker that has not already been selected for this ability this turn. Up to D3 destroyed models are returned to that unit. When setting these models up on the battlefield, they cannot be set up within Engagement Range of any enemy units, unless those enemy units are already within Engagement Range of that Genestealers unit. **Burn Them Out:** At the end of any phase, if there are any enemy models within 3" of this marker and there are no friendly models within 3" of this marker, remove it from the battlefield. *An Infestation Node marker does not count as a model for any rules purposes.*
Toxin sacs	The bearer gains the **TOXIN SACS** keyword. Each time the bearer makes a melee attack, an unmodified hit roll of 6 automatically wounds the target.

WARGEAR OPTIONS

- All of the models in this unit can be equipped with 1 extended carapace each.
- All of the models in this unit can be equipped with 1 toxin sacs each.
- For every 4 models this unit contains, 1 model can be equipped with 1 acid maw.
- For every 4 models this unit contains, 1 model can be equipped with 1 flesh hooks.
- This unit can be equipped with 1 infestation node.

ABILITIES

Lightning Reflexes: Models in this unit have a 5+ invulnerable save. Models in this unit have a 4+ invulnerable save against melee attacks.

Vanguard Predator: During deployment, this unit can be set up anywhere on the battlefield that is more than 9" away from the enemy deployment zone and any enemy models. After this unit is set up, if it is equipped with an infestation node, you can set up one friendly **<HIVE FLEET>** Infestation Node marker on the battlefield within 1" of this unit.

Infiltration Spawning: If your army is Battle-forged, then for each Detachment that includes any **<HIVE FLEET> GENESTEALERS** units, one **<HIVE FLEET> BROODLORD** unit can be included in that Detachment without taking up a Battlefield Role slot.

Insidious Infestation: If this unit is equipped with an infestation node, but you did not set up a friendly **<HIVE FLEET>** Infestation Node marker within 1" of this unit during deployment, this unit can perform the following action:

Insidious Infestation (Action): In your Command phase, any number of **GENESTEALERS** units from your army can start to perform this action. The action is completed at the end of your next Movement phase. When it is completed, set up this unit's **<HIVE FLEET>** Infestation Node marker on the battlefield within 1" of this unit.

FACTION KEYWORDS: **HIVE TENDRIL, TYRANIDS, <HIVE FLEET>**
KEYWORDS: **INFANTRY, CORE, FEEDER TENDRILS, GENESTEALERS**

RAVENERS

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
3-9	Ravener	12"	3+	3+	5	5	4	5	5	4+

If this unit contains between 4 and 6 models, it has **Power Rating 8**. If this unit contains 7 or more models, it has **Power Rating 12**. Every model is equipped with: Ravener claws; 2 scything talons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Deathspitter	24"	Assault 3	5	-2	1	-
Devourer	18"	Assault 5	4	0	1	-
Thoracic spinefists	12"	Pistol 2	5	-1	1	-
Ravener claws	Melee	Melee	User	-2	1	-
Rending claw	Melee	Melee	+1	-4	1	-
Scything talon	Melee	Melee	User	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.

WARGEAR OPTIONS

- Any number of models can each have their 2 scything talons replaced with 2 rending claws.
- Any number of models can each be equipped with one of the following: 1 deathspitter; 1 devourer; 1 thoracic spinefists.

ABILITIES

Death from Below (pg 86)

Serpentine Bodies: Each time a melee attack is made against this unit, subtract 1 from that attack's hit roll.

Vicious Devourers: Each time a model in this unit makes a melee attack, if that model is not equipped with any ranged weapons, re-roll a hit roll of 1.

FACTION KEYWORDS: **Hive Tendril, Tyranids, <Hive Fleet>**
KEYWORDS: **Infantry, Core, Burrowers, Raveners**

RIPPER SWARMS

2 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
3-9	Ripper Swarm	6"	5+	5+	3	3	4	4	4	6+

If this unit contains between 4 and 6 models, it has **Power Rating 4**. If this unit contains 7 or more models, it has **Power Rating 6**.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Spinemaws	6"	Pistol 4	2	0	1	-

WARGEAR OPTIONS

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

ABILITIES

Death from Below (pg 86)

Lesser Organisms: If your army is Battle-forged, this unit cannot be taken as a compulsory Battlefield Role slot in a Detachment.

Burrow and Squirm: Each time a ranged attack is allocated to a model in this unit while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.

FACTION KEYWORDS: **Hive Tendril, Tyranids, <Hive Fleet>**
KEYWORDS: **Swarm, Ripper Swarms**

PARASITE OF MORTREX

4 POWE

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Parasite of Mortrex	16"	2+	3+	5	5	6	6	8	4+

A Parasite of Mortrex is equipped with: clawed limbs; barbed ovipositor.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Clawed limbs	Melee	Melee	User	-2	1	-
Barbed ovipositor	Melee	Melee	+1	-1	1	Parasitic Infection [see below]. Each time the bearer fights, it makes 1 additional attack with this weapon, and no more than 1 attack can be made with this weapon while resolving that fight.

ABILITIES

Synapse, Shadow in the Warp [pg 86]

Parasitic Infection: Each time an attack made with this weapon successfully wounds an enemy unit [excluding **VEHICLE** units], that unit suffers 1 mortal wound in addition to any normal damage and becomes infected with parasites. At the start of your opponent's Command phase, for each enemy unit that is infected with parasites, your opponent must roll one D6:

- On a 1-3, that unit being rolled for suffers D3 mortal wounds and is no longer infected with parasites.
- On a 4-6, that unit being rolled for suffers D3 mortal wounds and remains infected with parasites.

If that unit suffers 2 or more mortal wounds as a result of this ability this phase, set up a new friendly **<HIVE FLEET> RIPPER SWARMS** unit on the battlefield within 3" of that unit and not within Engagement Range of any enemy units. That **RIPPER SWARMS** unit contains 1 model, and, if you are playing a game that uses a points limit, does not cost any Reinforcement points.

It Bleeds: While a unit is infected with parasites [see Parasitic Infection], it loses the Objective Secured ability [see the Warhammer 40,000 Core Book].

Shadow Hunter: Each time an attack is made against this model, subtract 1 from that attack's hit roll and that hit roll cannot be re-rolled.

Death from Above: During deployment, you can set up this model high in the skies instead of setting it up on the battlefield. If you do so, then during the Reinforcements step of one of your Movement phases, you can set up this model anywhere on the battlefield that is more than 9" away from any enemy models, and, until the end of the turn, you can re-roll charge rolls made for this model.

FACTION KEYWORDS: **HIVE TENDRIL, TYRANIDS, <HIVE FLEET>**
KEYWORDS: **INFANTRY, CHARACTER, FLY, SYNAPSE, PARASITE OF MORTREX**

MAWLOC

7 POWER

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

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Mawloc (7+ wounds remaining)	10"	3+	3+	7	7	14	16	7	3+
	Mawloc (4-6 wounds remaining)	8"	4+	4+	7	7	N/A	16	7	3+
	Mawloc (1-3 wounds remaining)	6"	5+	5+	7	7	N/A	16	7	3+

A Mawloc is equipped with: Mawloc scything talons; toxinspike.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Mawloc scything talons	Melee	Melee	User	-1	1	-
Toxinspike	Melee	Melee	User	-3	2	Each time the bearer fights, it makes 1 additional attack with this weapon, and no more than 1 attack can be made with this weapon while resolving that fight.

OTHER WARGEAR	ABILITIES
Adrenal glands	The bearer gains the **ADRENAL GLANDS** keyword. Add 1" to the Move characteristic and add 1 to the Strength characteristic of the bearer.
Biostatic rattle	At the start of the Fight phase, select one enemy unit within Engagement Range of the bearer. Roll 3D6: if the result is greater than the enemy unit's Leadership characteristic, until the end of the phase, each time a model in that unit makes an attack, that attack's hit roll cannot be re-rolled and that attack's wound roll cannot be re-rolled.
Prehensile pincer tail	Each time the bearer is selected to fight, when resolving its attacks you can re-roll one hit roll or one wound roll.
Toxin sacs	The bearer gains the **TOXIN SACS** keyword. Each time the bearer makes a melee attack, an unmodified hit roll of 6 automatically wounds the target.

WARGEAR OPTIONS

- This model's toxinspike can be replaced with one of the following: 1 biostatic rattle; 1 prehensile pincer tail.
- This model can be equipped with 1 adrenal glands.
- This model can be equipped with 1 toxin sacs.

ABILITIES

Death from Below (pg 86)

Terror from the Deep: In your Command phase, if any **MAWLOC** models from your army are underground (see the Death from Below ability, page 86), you can select one of those models and select one point on the battlefield and place a Terror from the Deep marker on that point. If you do so, that model cannot be set up using its Death from Below ability this turn and, at the start of the Reinforcements step of your next turn's Movement phase, roll one D6 for each enemy unit within 6" of the centre of that marker, adding 1 if the unit being rolled for contains between 6 and 10 models, and adding 2 if the unit being rolled for contains 11 or more models: on a 3-6, that unit suffers D3 mortal wounds; on a 7+, that unit suffers D3+3 mortal wounds. Then set the selected **MAWLOC** model up anywhere on the battlefield that is within 12" of the centre of that marker and not within Engagement Range of any enemy models, and remove that marker. If that **MAWLOC** model is set up within 9" of any enemy models, until the end of the turn, it cannot charge.

Serpentine Coils: Each time a melee attack is made against this model, subtract 1 from that attack's hit roll.

Distensible Jaws: Each time this model is selected to Fight, select one enemy unit (excluding **VEHICLE** units) within Engagement Range of this model and roll one D6: on a 2-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers 3 mortal wounds. If any models are destroyed as a result of those mortal wounds, until the end of the turn, that enemy unit counts as being below Half-strength for the purpose of Combat Attrition tests.

Death Throes: When this model is destroyed, roll one D6 before removing it from play. On a 6+, the closest enemy unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: **HIVE TENDRIL, TYRANIDS, <HIVE FLEET>**
KEYWORDS: **MONSTER, BURROWER, MAWLOC**

MUCOLID SPORES

1 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-3	Mucolid Spore	4"	6+	6+	1	4	4	-	10	6+

If this unit contains 2 models, it has **Power Rating 2**. If this unit contains 3 models, it has **Power Rating 3**.

ABILITIES

Drone Bioform:

- This unit automatically passes Morale tests.
- This unit cannot perform actions.
- This unit cannot declare a charge.
- This unit, and any models within it, are ignored for the purpose of scoring any mission objectives or Agendas.
- Each time an enemy unit is set up on the battlefield, this unit, and any models within it, are ignored for the purposes of any rules specifying where that enemy unit can be set up.
- Each time an enemy unit makes a Normal Move, Advances, Falls Back or it makes a charge move, until that move is finished, models in that unit can move horizontally through models in this unit (they cannot finish a move on top of another model, or its base).
- This unit is ignored for the purpose of the Look Out, Sir rule (see the Warhammer 40,000 Core Book).

Floating Death: Each time a model in this unit ends a move within 3" of any enemy units, or an enemy unit ends a move during which any of its models moved within 3" of a model from this unit, that model can explode. That model is destroyed. Select one of those enemy units and roll one D6: on a 2-4, the selected enemy unit suffers D6 mortal wounds; on a 5+, the selected enemy unit suffers D3+3 mortal wounds.

Float Down: During deployment, you can set up this unit high in the skies instead of setting it up on the battlefield. If you do so, it can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules, and can be set up anywhere on the battlefield that is more than 9" away from any enemy models.

FACTION KEYWORDS: **Hive Tendril, Tyranids, Living Artillery**
KEYWORDS: **Beast, Fly, Mucolid Spores**

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.

SPORE MINES

1 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
3-9	Spore Mine	4"	6+	6+	1	3	1	-	10	6+

If this unit contains between 4 and 6 models, it has **Power Rating 2**. If this unit contains 7 or more models, it has **Power Rating 3**.

ABILITIES

Drone Bioform:

- This unit automatically passes Morale tests.
- This unit cannot perform actions.
- This unit cannot declare a charge.
- This unit, and any models within it, are ignored for the purpose of scoring any mission objectives or Agendas.
- Each time an enemy unit is set up on the battlefield, this unit, and any models within it, are ignored for the purposes of any rules specifying where that enemy unit can be set up.
- Each time an enemy unit makes a Normal Move, Advances, Falls Back or it makes a charge move, until that move is finished, models in that unit can move horizontally through models in this unit (they cannot finish a move on top of another model, or its base).
- This unit is ignored for the purpose of the Look Out, Sir rule (see the Warhammer 40,000 Core Book).

Floating Death: Each time a model in this unit ends a move within 3" of any enemy units, or an enemy unit ends a move during which any of its models moved within 3" of a model from this unit, that model can explode. That model is destroyed. Select one of those enemy units and roll one D6: on a 2-4, the selected enemy unit suffers 1 mortal wound; on a 5+, the selected enemy unit suffers D3 mortal wounds.

Float Down: During deployment, you can set up this unit high in the skies instead of setting it up on the battlefield. If you do so, it can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules, and can be set up anywhere on the battlefield that is more than 9" away from any enemy models.

FACTION KEYWORDS: **Hive Tendril, Tyranids, Living Artillery**
KEYWORDS: **Beast, Fly, Spore Mines**

Spore Mines are a form of living mine or 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 pr

EXOCRINE

9 POWER

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

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Exocrine (8+ wounds remaining)	8"	3+	3+	7	8	15	3	7	2+
	Exocrine (5-7 wounds remaining)	7"	4+	4+	7	8	N/A	3	7	2+
	Exocrine (1-4 wounds remaining)	5"	5+	5+	7	8	N/A	3	7	2+

An Exocrine is equipped with: bio-plasmic cannon; powerful limbs.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bio-plasmic cannon	36"	Heavy D3+6	8	-4	3	Blast
Powerful limbs	Melee	Melee	User	-1	2	-

ABILITIES

Symbiotic Targeting: In your Movement phase, if this model Remains Stationary or moves a total distance of less than half its Move characteristic, until the end of the turn, each time this model makes a ranged attack, the target does not receive the benefits of cover against that attack.

Death Throes: When this model is destroyed, roll one D6 before removing it from play. On a 6+, the closest enemy unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: **Hive Tendril, Tyranids, <Hive Fleet>**
KEYWORDS: **Monster, Exocrine**

BIOVORES

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-3	Biovore	5"	4+	4+	5	5	4	2	5	4+

If this unit contains 2 models, it has **Power Rating 6**. If this unit contains 3 models, it has **Power Rating 9**. Every model is equipped with: spore mine launcher; chitin-barbed fists.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Spore mine launcher	48"	Heavy D3	*	*	*	This weapon can target units that are not visible to the bearer, as long as they are visible to a friendly **<Hive Fleet> Synapse** model. Each time an attack is made with this weapon, if a hit is scored, the target suffers 1 mortal wound and the attack sequence ends.
Chitin-barbed fists	Melee	Melee	+1	-1	1	-

ABILITIES

Seed Spore Mines: This unit can perform the following action:

Seed Spore Mines (Action): At the start of your Shooting phase, one **Biovores** unit from your army can start to perform this action. The action is completed at the end of that phase. When it is completed, set up a new friendly **Spore Mines** unit on the battlefield more than 6" away from any enemy units and wholly within 48" of this unit. That **Spore Mines** unit contains D3 models for each **Biovores** model in this unit, and, if you are playing a game that uses a points limit, does not cost any Reinforcement points.

FACTION KEYWORDS: **Hive Tendril, Tyranids, <Hive Fleet>**
KEYWORDS: **Infantry, Biovores**

Trygons are essentially battle tank-sized living 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.

TRYGON

8 POWER

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

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Trygon [7+ wounds remaining]	10"	3+	3+	7	7	14	12	7	3+
	Trygon [4-6 wounds remaining]	8"	4+	4+	7	7	N/A	12	7	3+
	Trygon [1-3 wounds remaining]	6"	5+	5+	7	7	N/A	12	7	3+

A Trygon is equipped with: bio-electric pulse; toxinspike; Trygon scything talons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bio-electric pulse	12"	Assault 8	5	0	1	-
Toxinspike	Melee	Melee	User	-3	2	Each time the bearer fights, it makes 1 additional attack with this weapon, and no more than 1 attack can be made with this weapon while resolving that fight.
Trygon scything talons	Melee	Melee	User	-3	2	-

OTHER WARGEAR	ABILITIES
Adrenal glands	The bearer gains the **Adrenal Glands** keyword. Add 1" to the Move characteristic and add 1 to the Strength characteristic of the bearer.
Biostatic rattle	At the start of the Fight phase, select one enemy unit within Engagement Range of the bearer. Roll 3D6: if the result is greater than the enemy unit's Leadership characteristic, until the end of the phase, each time a model in that unit makes an attack, that attack's hit roll cannot be re-rolled and that attack's wound roll cannot be re-rolled.
Prehensile pincer tail	Each time the bearer is selected to fight, when resolving its attacks you can re-roll one hit roll or one wound roll.
Toxin sacs	The bearer gains the **Toxin Sacs** keyword. Each time the bearer makes a melee attack, an unmodified hit roll of 6 automatically wounds the target.

WARGEAR OPTIONS

- This model's toxinspike can be replaced with one of the following: 1 biostatic rattle; 1 prehensile pincer tail.
- This model can be equipped with 1 adrenal glands.
- This model can be equipped with 1 toxin sacs.

ABILITIES

Death from Below [pg 86]

Serpentine Coils: Each time a melee attack is made against this model, subtract 1 from that attack's hit roll.

Death Throes: When this model is destroyed, roll one D6 before removing it from play. On a 6+, the closest enemy unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: **Hive Tendril, Tyranids, <Hive Fleet>**
KEYWORDS: **Monster, Burrower, Trygon**

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-3	Carnifex	8"	3+	4+	6	7	9	4	6	2+

If this unit contains 2 models, it has **Power Rating 14**. If this unit contains 3 models, it has **Power Rating 21**. Every model is equipped with: 4 Carnifex scything talons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bio-plasma	12"	Assault D3	6	-3	1	Blast
Deathspitter with slimer maggots	24"	Assault 3	7	-3	1	-
Devourer with brainleech worms	18"	Assault 6	6	0	1	-
Heavy venom cannon	36"	Heavy 3	9	-3	4	-
Spine banks	6"	Assault 5	5	0	1	-
Stranglethorn cannon	36"	Heavy D3+3	8	-2	2	Blast
Bone mace	Melee	Melee	+1	-2	2	Each time the bearer fights, it makes 1 additional attack with this weapon, and no more than 1 attack can be made with this weapon while resolving that fight.
Carnifex crushing claw	Melee	Melee	+4	-3	D3+3	-
Carnifex scything talon	Melee	Melee	User	-3	3	Each time the bearer fights, it makes 1 additional attack with this weapon.
Thresher Scythe	Melee	Melee	4	-1	1	Each time the bearer fights, it makes 3 additional attacks with this weapon, and no more than 3 attacks can be made with this weapon while resolving that fight.

OTHER WARGEAR	ABILITIES
Acid maw	The bearer gains the **Acid Maw** keyword.
Adrenal glands	The bearer gains the **Adrenal Glands** keyword. Add 1" to the Move characteristic and add 1 to the Strength characteristic of the bearer.
Chitin thorns	Each time the bearer makes a melee attack, improve the Armour Penetration characteristic of that attack by 1.
Enhanced senses	The bearer has a Ballistic Skill characteristic of 3+.
Spore cysts	Each time a ranged attack is made against the bearer, the bearer receives the benefits of Light Cover against that attack (see the Warhammer 40,000 Core Book).
Toxin sacs	The bearer gains the **Toxin Sacs** keyword. Each time the bearer makes a melee attack, an unmodified hit roll of 6 automatically wounds the target.
Tusks	The bearer gains the **Horned Chitin** keyword.

WARGEAR OPTIONS

- Any number of models can each have 2 of their Carnifex scything talons replaced with one of the following: 2 deathspitters with slimer maggots; 2 devourers with brainleech worms; 1 stranglethorn cannon; 2 Carnifex crushing claws.
- Any number of models can each have 2 of their Carnifex scything talons replaced with one of the following: 2 deathspitters with slimer maggots; 2 devourers with brainleech worms; 1 heavy venom cannon; 2 Carnifex crushing claws. Models in this unit cannot be equipped with both a stranglethorn cannon and a heavy venom cannon.
- Any number of models can each be equipped with one of the following: 1 bone mace; 1 thresher scythe.
- Any number of models can each be equipped with 1 adrenal glands.
- Any number of models can each be equipped with one of the following: 1 acid maw; 1 bio-plasma; 1 enhanced senses; 1 tusks.
- Any number of models can each be equipped with 1 chitin thorns.
- Any number of models can each be equipped with one of the following: 1 spine banks; 1 spore cysts.
- Any number of models can each be equipped with 1 toxin sacs.

ABILITIES

Armoured Exoskeleton: Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack (to a minimum of 1). This is not cumulative with any other abilities that reduce the Damage characteristic of an attack.

Blistering Assault: Each time this model fights, if it made a charge move or performed a Heroic Intervention this turn, then until that fight is resolved, add 1 to the Attacks characteristic of this model.

Monstrous Brood: When this unit is first set up on the battlefield, its models do not have to be set up in unit coherency. Instead, each model must be set up within 6" of one other model from its unit. From that point on, each model in this unit is treated as a separate unit.

Death Throes: When this model is destroyed, roll one D6 before removing it from play. On a 6+, the closest enemy unit within 3" suffers 1 mortal wound.

FACTION KEYWORDS: **Hive Tendril, Tyranids, <Hive Fleet>**
KEYWORDS: **Monster, Core, Carnifexes**

SCREAMER-KILLERS

7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-3	Screamer-Killer	10"	3+	4+	6	7	9	10	6	2+

If this unit contains 2 models, it has **Power Rating 14**. If this unit contains 3 models, it has **Power Rating 21**. Every model is equipped with: 1 bio-plasmic scream; 4 Screamer-killer talons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bio-plasmic scream	18"	Assault D6	8	-4	1	Blast
Screamer-killer talons	Melee	Melee	User	-3	3	-

OTHER WARGEAR	ABILITIES
Adrenal glands	The bearer gains the **Adrenal Glands** keyword. Add 1" to the Move characteristic and add 1 to the Strength characteristic of the bearer.
Spore cysts	Each time a ranged attack is made against the bearer, the bearer receives the benefits of Light Cover against that attack [see the Warhammer 40,000 Core Book].
Toxin sacs	The bearer gains the **Toxin Sacs** keyword. Each time the bearer makes a melee attack, an unmodified hit roll of 6 automatically wounds the target.

WARGEAR OPTIONS

- Any number of models can each be equipped with 1 adrenal glands.
- Any number of models can each be equipped with 1 spore cysts.
- Any number of models can each be equipped with 1 toxin sacs.

ABILITIES

Armoured Exoskeleton: Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack [to a minimum of 1]. This is not cumulative with any other abilities that reduce the Damage characteristic of an attack.

Bilesoaking Assault: Each time this model fights, if it made a charge move or performed a Heroic Intervention this turn, then until that fight is resolved, add 1 to the Attacks characteristic of this model.

Terrifying: Each time this model destroys a model in an enemy unit, until the end of the turn, subtract 1 from the Leadership characteristic of models in that enemy unit [to a maximum of -4].

Monstrous Brood: When this unit is first set up on the battlefield, its models do not have to be set up in unit coherency. Instead, each model must be set up within 6" of one other model from its unit. From that point on, each model in this unit is treated as a separate unit.

Death Throes: When this model is destroyed, roll one D6 before removing it from play. On a 6+, the closest enemy unit within 3" suffers 1 mortal wound.

FACTION KEYWORDS: **Hive Tendril, Tyranids, <Hive Fleet>**
KEYWORDS: **Monster, Core, Carnifex, Screamer-Killers**

THORNBACKS

7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-3	Thornback	6"	3+	4+	6	7	9	4	6	2+

If this unit contains 2 models, it has **Power Rating 14**. If this unit contains 3 models, it has **Power Rating 21**. Every model is equipped with: 2 devourers with brainleech worms; 2 Carnifex scything talons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Deathspitter with slimer maggots	24"	Assault 3	7	-3	1	-
Devourer with brainleech worms	18"	Assault 6	6	0	1	-
Spine banks	6"	Assault 5	5	0	1	-
Stranglethorn cannon	36"	Heavy D3+3	8	-2	2	Blast
Carnifex scything talon	Melee	Melee	User	-3	3	Each time the bearer fights, it makes 1 additional attack with this weapon.
Thresher scythe	Melee	Melee	4	-1	1	Each time the bearer fights, it makes 3 additional attacks with this weapon, and no more than 3 attacks can be made with this weapon while resolving that fight.

OTHER WARGEAR	ABILITIES
Adrenal glands	The bearer gains the **Adrenal Glands** keyword. Add 1" to the Move characteristic and add 1 to the Strength characteristic of the bearer.
Enhanced senses	The bearer has a Ballistic Skill characteristic of 3+.
Toxin sacs	The bearer gains the **Toxin Sacs** keyword. Each time the bearer makes a melee attack, an unmodified hit roll of 6 automatically wounds the target.

WARGEAR OPTIONS

- Any number of models can each have their 2 Carnifex scything talons replaced with 1 stranglethorn cannon.
- Any number of models can each have their 2 devourers with brainleech worms replaced with 2 deathspitters with slimer maggots.
- Any number of models can each be equipped with 1 spine banks.
- Any number of models can each be equipped with 1 thresher scythe.
- Any number of models can each be equipped with 1 adrenal glands.
- Any number of models can each be equipped with 1 enhanced senses.
- Any number of models can each be equipped with 1 toxin sacs.

ABILITIES

Armoured Exoskeleton: Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack (to a minimum of 1). This is not cumulative with any other abilities that reduce the Damage characteristic of an attack.

Blistering Assault: Each time this model fights, if it made a charge move or performed a Heroic Intervention this turn, then until that fight is resolved, add 1 to the Attacks characteristic of this model.

Vicious Hunter: Each time this model makes a ranged attack:

- The target does not receive the benefits of Light Cover against that attack.
- On an unmodified wound roll of 6, improve the Armour Penetration characteristic of that attack by 1.

Chitin Thorns: Each time this model makes a melee attack, improve the Armour Penetration characteristic of that attack by 1.

Monstrous Brood: When this unit is first set up on the battlefield, its models do not have to be set up in unit coherency. Instead, each model must be set up within 6" of one other model from its unit. From that point on, each model in this unit is treated as a separate unit.

Death Throes: When this model is destroyed, roll one D6 before removing it from play. On a 6+, the closest enemy unit within 3" suffers 1 mortal wound.

FACTION KEYWORDS: **Hive Tendril, Tyranids, <Hive Fleet>**
KEYWORDS: **Monster, Core, Carnifex, Thornbacks**

HIVE GUARD

9 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
3-6	Hive Guard	6"	4+	3+	5	6	4	3	5	3+

If this unit contains 4 or more models, it has **Power Rating 18**. Every model is equipped with: shockcannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Impaler cannon	24"	Heavy 3	6	-2	2	This weapon can target units that are not visible to the bearer, as long as the target is visible to a friendly **<Hive Fleet> Synapse** model. Each time an attack is made with this weapon, the target does not receive the benefits of Light Cover against that attack.
Shockcannon	36"	Assault 2	7	-2	3	Each time an attack is made with this weapon against a **Vehicle** unit, an unmodified wound roll of 4+ successfully wounds the target and inflicts 1 mortal wound in addition to any normal damage.

OTHER WARGEAR	ABILITIES
Adrenal glands	The bearer gains the **Adrenal Glands** keyword. Add 1" to the Move characteristic and add 1 to the Strength characteristic of the bearer.
Toxin sacs	The bearer gains the **Toxin Sacs** keyword. Each time the bearer makes a melee attack, an unmodified hit roll of 6 automatically wounds the target.

WARGEAR OPTIONS

- Any number of models can each have their shockcannon replaced with 1 impaler cannon.
- All of the models in this unit can be equipped with 1 adrenal glands each.
- All of the models in this unit can be equipped with 1 toxin sacs each.

ABILITIES

Defensive Stance: This unit can perform the following action:

Defensive Stance (Action): At the start of your Command phase, any number of **Hive Guard** units from your army can start to perform this action. The action is completed at the end of your next Movement phase. When it is completed, until the start of your next Movement phase, each model in this unit counts as 3 models when determining control of an objective marker.

Synaptic Guidance: Each time a model in this unit makes a ranged attack against an enemy unit that is visible to a friendly **<Hive Fleet> Synapse** model, you can ignore any or all hit roll and Ballistic Skill modifiers.

FACTION KEYWORDS: **Hive Tendril, Tyranids, <Hive Fleet>**
KEYWORDS: **Infantry, Hive Guard**

TYRANNOFEX

10 POWER

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

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Tyrannofex (9+ wounds remaining)	9"	3+	3+	7	8	17	4	7	2+
	Tyrannofex (5-8 wounds remaining)	8"	4+	4+	7	8	N/A	4	7	2+
	Tyrannofex (1-4 wounds remaining)	6"	5+	5+	7	8	N/A	4	7	2+

A Tyrannofex is equipped with: fleshborer hive; stinger salvoes; powerful limbs.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Acid spray	18"	Heavy D6+6	6	-3	2	Each time an attack is made with this weapon, that attack automatically hits the target.
Fleshborer hive	24"	Assault 30	5	-1	1	-
Rupture cannon	48"	Heavy 3	14	-4	D6+4	-
Stinger salvoes	24"	Assault 8	5	-1	1	-
Powerful limbs	Melee	Melee	User	-1	2	-

OTHER WARGEAR	ABILITIES
Adrenal glands	The bearer gains the **ADRENAL GLANDS** keyword. Add 1" to the Move characteristic and add 1 to the Strength characteristic of the bearer.
Toxin sacs	The bearer gains the **TOXIN SACS** keyword. Each time the bearer makes a melee attack, an unmodified hit roll of 6 automatically wounds the target.

WARGEAR OPTIONS

- This model's fleshborer hive can be replaced with one of the following: 1 acid spray; 1 rupture cannon.
- This model can be equipped with 1 adrenal glands.
- This model can be equipped with 1 toxin sacs.

ABILITIES

Death Throes: When this model is destroyed, roll one D6 before removing it from play. On a 6+, the closest enemy unit within 6" suffers D6 mortal wounds.

FACTION KEYWORDS: **HIVE TENDRIL, TYRANIDS, <HIVE FLEET>**
KEYWORDS: **MONSTER, HORNED CHITIN, TYRANNOFEX**

HIVE CRONE

8 POWER

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

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Hive Crone (7+ wounds remaining)	15-40"	3+	3+	6	7	13	4	8	3+
	Hive Crone (4-6 wounds remaining)	15-30"	4+	4+	6	7	N/A	4	8	3+
	Hive Crone (1-3 wounds remaining)	15-20"	5+	5+	6	7	N/A	4	8	3+

A Hive Crone is equipped with: drool cannon; stinger salvoes; tentaclids; scything wings; thorax spur.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Drool cannon	18"	Assault 2D6	6	-2	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Stinger salvoes	24"	Assault 8	5	-1	1	-
Tentaclids	36"	Assault 4	7	-3	2	Each time an attack is made with this weapon against a **VEHICLE** unit, an unmodified wound roll of 4+ successfully wounds the target. Each time an attack made with this weapon is allocated to an **AIRCRAFT** model, that attack has a Damage characteristic of 4.
Scything wings	Melee	Melee	User	-2	2	-
Thorax spur	Melee	Melee	+3	-4	3	Each time the bearer fights, it makes 1 additional attack with this weapon, and no more than 1 attack can be made with this weapon while resolving that fight.

ABILITIES

Hunter's Instincts: Each time this model makes an attack against a unit that can **FLY**, add 1 to that attack's hit roll.

Airborne Predator: Each time you declare a charge with this model, you can only select **AIRCRAFT** units as the target(s) of that charge. This model can only be chosen as a target of a charge if the unit making the charge can **FLY**. You can only fight with this model if it is within engagement Range of any enemy units that can **FLY**, and this model can only make melee attacks against units that can **FLY**. Enemy units can only make melee attacks against this model if they can **FLY**.

Manoeuvrable: Each time this model makes a Normal Move, Advances or Falls Back, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), then move the model straight forwards. It can pivot up to 90° one more time, at any point, during the move.

Hard to Hit: Each time a ranged attack is made against this model, subtract 1 from that attack's hit roll.

Hover: In your Command phase, this model can hover. If it does so, then until the start of your next Command phase, its Move characteristic becomes 15" and it loses the Airborne Predator, Hard to Hit and Manoeuvrable abilities.

Death Throes: When this model is destroyed, roll one D6 before removing it from play. On a 6+, the closest enemy unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: **HIVE TENDRIL, TYRANIDS, <HIVE FLEET>**
KEYWORDS: **MONSTER, AIRCRAFT, FLY, HORNED CHITIN, HIVE CRONE**

HARPY

9 POWER

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

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Harpy (7+ wounds remaining)	15-40"	3+	3+	6	7	13	4	8	3+
	Harpy (4-6 wounds remaining)	15-30"	4+	4+	6	7	N/A	4	8	3+
	Harpy (1-3 wounds remaining)	15-20"	5+	5+	6	7	N/A	4	8	3+

A Harpy is equipped with: stinger salvoes; 2 stranglethorn cannons; scything wings.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy venom cannon	36"	Heavy 3	9	-3	4	-
Stinger salvoes	24"	Assault 8	5	-1	1	-
Stranglethorn cannon	36"	Heavy D3+3	8	-2	2	Blast
Scything wings	Melee	Melee	User	-2	2	-

WARGEAR OPTIONS

- This model's 2 stranglethorn cannons can be replaced with 2 heavy venom cannons.

ABILITIES

Spore Mine Cysts: Once per turn, after this model has moved in your Movement phase, you can select one unit it moved across or one point on the battlefield it moved across.

- If you select a unit, roll six D6s for each **VEHICLE** or **MONSTER** model in that unit and roll one D6 for each other model in that unit (to a maximum of ten D6s): for each 4+, that unit suffers 1 mortal wound.
- If you select a point on the battlefield, set up a new friendly **SPORE MINES** unit of 3 models on the battlefield not within 6" of any enemy units and within 1" of the selected point. If you are playing a game that uses a points limit, this unit does not cost any Reinforcement points.

Airborne Predator: Each time you declare a charge with this model, you can only select **AIRCRAFT** units as the target(s) of that charge. This model can only be chosen as a target of a charge if the unit making the charge can **FLY**. You can only fight with this model if it is within Engagement Range of any enemy units that can **FLY**, and this model can only make melee attacks against units that can **FLY**. Enemy units can only make melee attacks against this model if they can **FLY**.

Manoeuvrable: Each time this model makes a Normal Move, Advances or Falls Back, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), then move the model straight forwards. It can pivot up to 90° one more time, at any point, during the move.

Hard to Hit: Each time a ranged attack is made against this model, subtract 1 from that attack's hit roll.

Hover: In your Command phase, this model can hover. If it does, then until the start of your next Command phase, its Move characteristic becomes 15" and it loses the Airborne Predator, Hard to Hit and Manoeuvrable abilities.

Death Throes: When this model is destroyed, roll one D6 before removing it from play. On a 6+, the closest enemy unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: **HIVE TENDRIL, TYRANIDS, <HIVE FLEET>**
KEYWORDS: **MONSTER, AIRCRAFT, FLY, HARPY**

TYRANNOCYTE

7 POWER

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

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Tyrannocyte (8+ wounds remaining)	8"	5+	5+	7	7	15	6	6	4+
	Tyrannocyte (5-7 wounds remaining)	6"	5+	5+	6	7	N/A	5	6	4+
	Tyrannocyte (1-4 wounds remaining)	4"	5+	5+	5	7	N/A	4	6	4+

A Tyrannocyte is equipped with: 5 deathspitters; flensing whips.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Barbed strangler	36"	Assault D6	6	-1	1	Blast
Deathspitter	24"	Assault 3	5	-2	1	-
Venom cannon	36"	Assault D3	8	-3	2	Blast
Flensing whips	Melee	Melee	User	-2	2	-

WARGEAR OPTIONS

- This model's 5 deathspitters can be replaced with one of the following: 5 barbed stranglers; 5 venom cannons.

ABILITIES

Aerial Seeding: During deployment, this unit must be set up high in the skies instead of setting it up on the battlefield, neither it, nor any units embarked within it, are counted towards any limits that the mission you are playing places on the maximum number of Reinforcement units you can have in your army. This **TRANSPORT** 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 **TRANSPORT** model must immediately disembark after it has been set up on the battlefield, and they must be set up more than 9" away from any enemy models. After this **TRANSPORT** model has been set up on the battlefield, no units can embark within it.

Death Throes: When this model is destroyed, roll one D6 before removing it from play. On a 6+, the closest enemy unit within 6" suffers D3 mortal wounds.

TRANSPORT

This model has one of the following transport capacities:

- 20 **<HIVE FLEET> INFANTRY** models. Each model with a Wounds characteristic of more than one takes up the space of 3 models.
- 1 **<HIVE FLEET> MONSTER** model with a Wounds characteristic of 16 or less.

FACTION KEYWORDS: **HIVE TENDRIL, TYRANIDS, <HIVE FLEET>**
KEYWORDS: **MONSTER, FLY, TRANSPORT, TYRANNOCYTE**

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.

SPOROCYST

6 POWER

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

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Sporocyst [6+ wounds remaining]	-	5+	5+	7	7	10	6	6	4+
	Sporocyst [3-5 wounds remaining]	-	5+	6+	6	7	N/A	5	6	4+
	Sporocyst [1-2 wounds remaining]	-	5+	6+	5	7	N/A	4	6	4+

A Sporocyst is equipped with: 5 deathspitters; flensing whips.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Barbed strangler	36"	Assault D6	6	-1	1	Blast
Deathspitter	24"	Assault 3	5	-2	1	-
Venom cannon	36"	Assault D3	8	-3	2	Blast
Flensing whips	Melee	Melee	User	-2	2	-

WARGEAR OPTIONS

- This model's 5 deathspitters can be replaced with one of the following: 5 barbed stranglers; 5 venom cannons.

ABILITIES

Bombardment Organism: During deployment, when you set up this model, it can be set up anywhere on the battlefield that is more than 12" away from the enemy deployment zone and any enemy models.

Synaptic Relay: While this model is within 12" of a friendly **<Hive Fleet> Synapse** unit (excluding **Sporocyst** models), this model gains the **Synapse** keyword and the Synapse ability (pg 86).

Death Throes: When this model is destroyed, roll one D6 before removing it from play. On a 6+, the closest enemy unit within 6" suffers D3 mortal wounds.

Seed Spores: This model can perform the following action:

Seed Spores (Action): At the start of your Movement phase, one **Sporocyst** model from your army can start to perform this action. The action is completed at the end of that phase. When it is completed, set up a new friendly **Spore Mines** unit containing 6 models or a new friendly **Mucolid Spores** unit containing 1 model on the battlefield. That unit must be set up more than 6" away from any enemy units and wholly within 18" of this model. If you are playing a game that uses a points limit, that unit does not cost any Reinforcement points.

FACTION KEYWORDS: **Hive Tendril, Tyranids, <Hive Fleet>**
KEYWORDS: **Monster, Sporocyst**

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.

POINTS VALUES

You can use this section to determine the points (pts) value of each unit in your army. Each entry lists the unit's size (i.e. how many models the unit can contain) and how many points the unit costs. If an entry has a unit cost of '*x* pts/model', then the unit costs *x* points for every model in that unit. You must then add points for each weapon, or item of wargear, that is included in that unit if it is listed in that unit's entry (weapons and other wargear not listed in a unit's entry cost no additional points to include in that unit).

Some weapons or pieces of wargear are presented as '+x pts/unit. In these cases, instead of it costing x points for each model in the unit that is equipped with that weapon or piece of wargear, you only add that cost once, regardless of how many models are in the unit.

HQ

Broodlord (pg 92)
Unit size ..... 1 model
Unit cost ..... 120 pts

Hive Tyrant (pg 90)
Unit size ..... 1 model
Unit cost ..... 160 pts
- Adrenal glands ..... +15 pts
- Heavy venom cannon ..... +15 pts
- Stranglethorn cannon ..... +10 pts
- Toxin sacs ..... +5 pts

Neurothrope (pg 92)
Unit size ..... 1 model
Unit cost ..... 100 pts

Old One Eye (pg 96)
Unit size ..... 1 model
Unit cost ..... 220 pts

Tervigon (pg 94)
Unit size ..... 1 model
Unit cost ..... 215 pts
- Adrenal glands ..... +10 pts
- Toxin sacs ..... +5 pts

The Swarmlord (pg 91)
Unit size ..... 1 model
Unit cost ..... 220 pts

Trygon Prime (pg 95)
Unit size ..... 1 model
Unit cost ..... 175 pts
- Adrenal glands ..... +15 pts
- Toxin sacs ..... +10 pts

Tyranid Prime (pg 93)
Unit size ..... 1 model
Unit cost ..... 85 pts
- Adrenal glands ..... +5 pts
- Flesh hooks ..... +5 pts
- Toxin sacs ..... +5 pts

Winged Hive Tyrant (pg 89)
Unit size ..... 1 model
Unit cost ..... 190 pts
- Adrenal glands ..... +15 pts
- Heavy venom cannon ..... +15 pts
- Stranglethorn cannon ..... +10 pts
- Toxin sacs ..... +5 pts

TROOPS

Gargoyles (pg 99)
Unit size ..... 10-20 models
Unit cost ..... 8 pts/model

Hormagaunts (pg 98)
Unit size ..... 10-30 models
Unit cost ..... 8 pts/model
- Adrenal glands ..... +2 pts
- Toxin sacs ..... +1 pt

Termagants (pg 98)
Unit size ..... 10-30 models
Unit cost ..... 7 pts/model
- Adrenal glands ..... +1 pt
- Termagant devourer ..... +1 pt
- Toxin sacs ..... +1 pt

Tyranid Warriors (pg 97)
Unit size ..... 3-9 models
Unit cost ..... 25 pts/model
- Adrenal glands ..... +15 pts/unit
- Barbed strangler ..... +5 pts
- Flesh hooks ..... +5 pts/unit
- Toxin sacs ..... +10 pts/unit
- Venom cannon ..... +5 pts

ELITES

Deathleaper (pg 102)
Unit size ..... 1 model
Unit cost ..... 95 pts

Genestealers (pg 106)
Unit size ..... 5-10 models
Unit cost ..... 16 pts/model
- Extended carapace ..... +1 pt
- Infestation node ..... +20 pts
- Toxin sacs ..... +3 pts

Haruspex (pg 104)
Unit size ..... 1 model
Unit cost ..... 170 pts

Lictor (pg 102)
Unit size ..... 1 model
Unit cost ..... 70 pts

Maleceptor (pg 103)
Unit size ..... 1 model
Unit cost ..... 170 pts

Pyrovores (pg 104)
Unit size ..... 1-3 model
Unit cost ..... 30 pts/model

Toxicrene (pg 100)
Unit size ..... 1 model
Unit cost ..... 150 pts

Tyrant Guard (pg 101)
Unit size ..... 3-6 models
Unit cost ..... 40 pts/model
- Adrenal glands ..... +15 pts/unit
- Crushing claw ..... +10 pts
- Toxin sacs ..... +10 pts/unit

Venomthropes (pg 105)
Unit size ..... 3-6 models
Unit cost ..... 35 pts/model

Zoanthropes (pg 105)
Unit size ..... 3-6 models
Unit cost ..... 50 pts/model

FAST ATTACK

Mawloc (pg 109)
Unit size ..... 1 model

HEAVY SUPPORT

Biovores (pg 112)
Unit size ..... 1-3 models

DEDICATED TRANSPORTS

Tyrannocyte (pg 118)
Unit size ..... 1 model

FAST ATTACK

Mawloc (pg 109)
Unit size ..... 1 model
Unit cost ..... 125 pts
- Adrenal glands ..... +10 pts
- Toxin sacs ..... +10 pts

Mucolid Spores (pg 111)
Unit size ..... 1-3 models
Unit cost ..... 20 pts/model

Parasite of Mortrex (pg 108)
Unit size ..... 1 model
Unit cost ..... 80 pts

Raveners (pg 107)
Unit size ..... 3-9 models
Unit cost ..... 30 pts/model

Ripper Swarms (pg 107)
Unit size ..... 3-9 models
Unit cost ..... 15 pts/model
- Spinemaws ..... +10 pts/unit

Spore Mines (pg 111)
Unit size ..... 3-9 models
Unit cost ..... 10 pts/model

Trygon (pg 110)
Unit size ..... 1 model
Unit cost ..... 145 pts
- Adrenal glands ..... +15 pts
- Toxin sacs ..... +10 pts

HEAVY SUPPORT

Biovores (pg 112)
Unit size ..... 1-3 models
Unit cost ..... 45 pts/model

Carnifexes (pg 113)
Unit size ..... 1-3 models
Unit cost ..... 100 pts/model
- Acid maw ..... +5 pts
- Adrenal glands ..... +10 pts
- Bio-plasma ..... +10 pts
- Bone mace ..... +5 pts
- Carnifex crushing claw ..... +5 pts
- Chitin thorns ..... +5 pts
- Deathspitter with slimer maggots ..... +5 pts
- Devourer with brainleech worms ..... +5 pts
- Enhanced senses ..... +10 pts
- Heavy venom cannon ..... +10 pts
- Spine banks ..... +5 pts
- Spore cysts ..... +15 pts
- Stranglethorn cannon ..... +10 pts
- Thresher scythe ..... +5 pts
- Toxin sacs ..... +5 pts
- Tusks ..... +5 pts

Exocrine (pg 112)
Unit size ..... 1 model
Unit cost ..... 170 pts

Hive Guard (pg 116)
Unit size ..... 3-6 models
Unit cost ..... 50 pts/model
- Adrenal glands ..... +5 pts
- Impaler cannon ..... +10 pts
- Toxin sacs ..... +5 pts

Screamer-Killers (pg 114)
Unit size ..... 1-3 models
Unit cost ..... 115 pts/model
- Adrenal glands ..... +10 pts
- Spore cysts ..... +15 pts
- Toxin sacs ..... +5 pts

Thornbacks (pg 115)
Unit size ..... 1-3 models
Unit cost ..... 115 pts/model
- Adrenal glands ..... +10 pts
- Enhanced senses ..... +10 pts
- Spine banks ..... +5 pts
- Stranglethorn cannon ..... +10 pts
- Thresher scythe ..... +5 pts
- Toxin sacs ..... +5 pts

Tyrannofex (pg 117)
Unit size ..... 1 model
Unit cost ..... 170 pts
- Acid spray ..... +5 pts
- Adrenal glands ..... +10 pts
- Rupture cannon ..... +20 pts
- Toxin sacs ..... +5 pts

DEDICATED TRANSPORTS

Tyrannocyte (pg 118)
Unit size ..... 1 model
Unit cost ..... 100 pts
- Barbed strangler ..... +5 pts
- Venom cannon ..... +10 pts

FLYERS

Harpy (pg 120)
Unit size ..... 1 model
Unit cost ..... 160 pts
- Heavy venom cannon ..... +5 pts

Hive Crone (pg 119)
Unit size ..... 1 model
Unit cost ..... 150 pts

FORTIFICATIONS

Sporocyst (pg 121)
Unit size ..... 1 model
Unit cost ..... 95 pts
- Barbed strangler ..... +5 pts
- Venom cannon ..... +10 pts

Adaptive Physiologies (pg 66-67)
Dermic Symbiosis ..... +25 pts
Enraged Reserves ..... +25 pts
Hardened Biology ..... +15 pts
Precognitive Sensoria ..... +20 pts
Predator Instincts ..... +15 pts
Synaptic Enhancement ..... +10 pts
Whipcoil Reflexes ..... +15 pts
Voracious Ammunition ..... +15 pts