

TYRANIDS

005 Fixed psychic power warp level

004

To complete the rules change to smash, scything talons and rending claws gained -1AP (not hormagaunts). This means scything talons on an MC (which have smash) they will be ap-2, -3 if overpower. This is also a small buff to Warriors and raveners which I wanted too.

Increased hive tyrant to s7 making him overpower t4 to finish the nerf to smash. Reworked their loadout to limit to 1 of all types of ranged weapons. Reduced price of ranged weapons by 10 points each.

Removed pyroacid cannon from the hive guard for now (we dont have any anyways)

Gave smash to the lictor. Tidied up lictor rules.

Added clarification about the tervigon.

Changed the order of the troop choices to make more sense, warriors at the front. Restored electrode nodules to warriors.

Added points restriction to the tyrannofex.

Added rules for barbgaunts and their weapons. Added rules for vonryan leapers. These will probably both need work, I need to really see the models in front of me more to get a good reading.

Updated rules for biovore to reflect new mini.

Nerfed implant attack and buffed acid blood.

THE DEVOURER OF WORLDS

SYNAPSE CREATURE

Some Tyranids serve as synaptic conduits or nodal relays through which a portion of the Hive Mind's iron will flows, overriding the natural instincts of the swarm. This kind of existence distances Tyranids from the physical world and many of the smaller beings only have limited sentience. Tyranids sharing a direct link with the Hive Mind serve as relays to connect these more purposed creatures together. Synapse creatures flow with immense psychic energies which are used in all sorts, protection, killing, and most importantly their communication. The unbreakable will of the of the hive mind controls all Tyranids within its reach.

Models with the Synapse Creature special rule have a synapse range of 12". Friendly units within this synapse range, including the Synapse Creatures themselves automatically pass all Moral and Pinning tests. Fleeing units that are brought back into synapse range automatically rally regardless of normal restrictions.

Tyranids always fall back towards the nearest Synapse Creature. If there are no Synapse Creatures left on the board they will fall back towards the Tyranid table edge.

Synapse creatures are protected by a warp barrier granting them a 5+ invulnerable save.

A Synapse Creature is able to detonate any Spore Mine within 24" of itself at any point during the turn.

INSTINCTIVE BEHAVIOR

Unless controlled or coordinated by the domineering will of the Hive Mind, many Tyranid organisms will revert to their animalistic instincts. With the loss of the presence of synapse, Tyranids suffer withdrawal like symptoms and are drawn toward the closest source like a moth to the flame.

If a Tyranid unit begins its movement phase outside the influence of synapse which is not falling back, is not pinned, or is not engaged in close combat reverts to instinctive behavior. Move all other units at this time. The unit must now take a leadership test.

If the target unit passed the unit behaves as normal that turn under the full control of the tyranid player.

If the target unit failed its test, the unit succumbs to its lesser instincts. Use the following rules.

- **Feed** *Without the dominion of the Hive Mind these lesser creatures are driven insane by the biochemical enhancements that make them so suited for killing. The desire builds until they recklessly seek out the only thing familiar to them.*

A unit that feeds must move and run and declare charges towards and against the closest enemy unit (measure by path of least resistance) – the unit must run in a turn where they are not within charge range at the start of the shooting phase and may not run in a turn which they are. The unit must take a dangerous terrain check for every phase which they move with no saves allowed. The unit does not gain bonus attacks for charging.

- **Yearning** *The lack of the ever-present hive mind leaves these creatures searching for its source while seemingly oblivious to most of their other surroundings.*

A unit that years will immediately fall back as if it had failed a moral test, regardless of other rules.

- **Lurk** *The lack of the ever-present hive mind leaves these creatures without purpose and they begun to lurk.*

A unit that lurks is immediately Pinned regardless of other rules and must shoot at the closest enemy target. If there is no such target the unit must move towards the nearest piece of cover and is then Pinned.

SHOOT THE BIG ONES

Enemies of the Tyranids have learned many valuable lessons at the terrible cost in lives lost and bloodshed. One of the most important stratagems has been teaching troops to evaluate the threat represented by different targets within the swarm, even in the heat of battle.

SHADOW IN THE WARP

Tyranids flood the battlefield with the psychic signature of the Hive Fleet. The unfathomable presence of the Hive Mind radiates out from its synapse creatures, smothering the ability of the psykers who stand before them to draw upon their connection to the warp.

Shadows in the Warp effects all units friend or foe within 12" of the model with the rule. All non Tyranid Psychic tests made within this range must take the test at a -1 penalty and will suffer Perils of the Warp attack on the roll of any double 1, double 2, or double 6.

HIVE MIND PSYCHIC POWERS

Many Tyrand organisms act as a conduit for the awesome psychic energies of the Hive Mind. Any Tyranid creature with these powers is considered to be a psyker even though they do not harness their powers from the warp – Perils of the Warp instead representing massive cerebral trauma or synaptic feedback.

HIVE TYRANT POWERS

The Blackness warp level -

The psychic pattern of the world bends around the caster with his will slipping into the stream. A subtle move which settles upon the minds of all those not in direct link with the Hive.

Any enemy units with models within 12” of a creature with this power suffer a -1 Leadership penalty. Multiple cases of The Blackness are cumulative. The blackness is a passive power that never needs a psychic test to use and is always active.

The Horrorwarp level -

The psychic presence of the Hive Mind radiates from the Hive Tyrant, flooding the minds of the enemy with an unfathomable sentience, so alien that they quail against it in panic

Any enemy unit that wishes to assault a creature with this power must take a Leadership test. If the test is failed the unit equals before the horrifying psychic presence of the Tyranid Hive mind and may not make an assault that turn. The Horror is a passive power that never needs a psychic test to use and is always active.

Paroxysmwarp level 2

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

Paroxysm can be used at any point during your turn. It targets a single enemy unit within 12” within line of sight. The target unit has its Weapon Skill, Ballistic Skill, and Initiative characteristics reduced by 1 (to a minimum of 1) until the beginning of the casters next turn.

Psychic Scream warp level 2

A resonating wave of psychic energy is released through the medium raking the minds of all those unfortunate to be close to the host as it lets forth a terrifying keen.

Psychic Scream is a used in the assault phase, and hits all non-vehicle units within 2d6”. Each unit must take a Leadership test, suffering a Wound for each point the test was failed by. Armour and cover saves cannot be taken against Wounds caused by Psychic Scream. Enemy psykers afflicted must take the test on 3d6 instead, dropping the lowest result.

See zonethrope powers.

Warp Blast warp level 1,2

TERVIGON PSYCHIC POWERS

Dominion warp level -

The Tervigon uses its prodigious psychic strength to channel and amplify the will of the Hive Mind.

The Tervigon has its synapse range increased to 18”. Dominion is a passive power that never needs a psychic test to use and is always active.

Catalyst warp level 1

Through its synaptic conduits, the power of the Hive Mind reaches out to infuse the organisms under its control, invigorating their systems with such unnatural vitality causing them to hold onto the clutches of life for a few more moments.

This power is used at the beginning of the Tyranid players Assault phase. Nominate one friendly unit that is within 12”. Until the beginning of the controlling players turn, any models in the unit which are killed in combat will make a full retaliation at the initiative 0 step before being removed from play.

Onslaught warp level 1

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

During your shooting phase nominate a single friendly unit within 24”. Whilst this power is in effect, the target unit can shoot after running.

Subjugate warp level 2

The synapse creature reaches out its mind and seizes control of the targets creatures’ limbs fighting their movement.

Subjugate is a psychic shooting attack that targets a single enemy unit within 18”. The enemy unit must pass both a strength and a toughness test, or until the start casters following turn they move, run, and charge at half speed.

BROODLORD PSYCHIC POWERS

Hypnotic Gazewarp level 1

The Broodlord subverts its prey's willpower and smothers its conscious mind, leaving the victim enthralled and completely at its mercy.

This psychic power is used during your either players Assault phase after any assault moves have been made but before any attacks. If successful select one model in base contact with the Broodlord. Both players roll a d6 and add their Leadership. If the Broodlord rolls higher than the targets score, that model may not attack in the ensuing close combat. This power cannot affect models that do not have a leadership value.

Terrifywarp level 1

The terrifying psychic presence of the Hive Mind radiates throughout the synapse creature, flooding into the minds of those unfortunate to fall under his domain.

Terrify psychic shooting attack that automatically hits an enemy unit within 12". The target must take a moral check with a -1 penalty to its leadership.

ZOANTHROPE PSYCHIC POWERS

Warp Blastwarp level 1,2

The Tyranid taps into the raw power of the Hive Mind, unleashing it as a blast of pure psychic energy that arcs from its cranium and vaporizes its prey.

Warp Blast is a psychic shooting attack that can be used as either a Blast or a Lance mode. When using the lance mode, the warp level is increased to 6.

	Range	S	AP	Type
Warp Blast	24"	5	3	Assault 1, Blast
Warp Lance	18"	10	1	Assault 1, Lance

FURY OF THE SWARM

TRYANID EXOSKELETONS

The chitin of Tyranids varies from creature to creature, comprising of a tough shell that protects the host from the ravages of combat. This protection starts with the simplest of chitin plates that can deflect a las-blast, to enameled plates that can withstand even heavy ordnance.

Chitin

Even the most basic Tyranid life forms have beetle-like carapace which cover the creatures body. The chitinous material is tough enough to turn aside blades and even small arms fire if the shot lands askew. However it is rigid and prone to shattering if struck with sufficient force, leaving the creatures vitals exposed to the elements. The outer body of a Tyranid is coated in a waxy slime that allows the organism to survive for short periods of time in a vacuum.

A model with chitin has an armour save of 6+.

Reinforced Chitin

The carapace plated of these Tyranid plates are essentially composite versions of the more basic chitin. They continuously extrude a sticky resin-like substance. These secretions quickly harden, creating an additional self-healing layers of ablative armour that offers the Tyranid grater protection against incoming attacks. This material has also proven effective in attenuating the worse effects of radiation.

A model with reinforced chitin has an armour save of 5+.

Hardened Carapace

The creature's carapace is made of denser strengthened chitin, able to absorb kinetic impacts that would shatter or punch through that of smaller Tyranids

A model with hardened carapace has an armour save of 4+.

Bonded Exoskeleton

Almost every bony-like plate and chitinous segment of these Tyranid organisms have grown and fused together to form a extremely resilient yet absorbing exoskeleton.

A model with a bonded exoskeleton has an armour save of 3+.

Armoured Shell

The largest of Tyranid organisms have the most advanced armoured exteriors. They are composed of multiple layers of chitin and enamel, and have capillaries of high density non-Newtonian fluids inside them. They are for the most part immune to anti infantry fire and other small arms.

A model with an armoured shell have an armour save of 2+.

CLOSE COMBAT BIOMORPHS

Tyranid creatures do not wield close combat weapons as normal races, but rather slash at their opponents with their own teeth, claws, and talons.

Unlike normal, where models must differentiate attacks between their melee weapons, tyranid creatures receive all bonuses and special rules from its close combat biomorphs simultaneously. Tyranids will still gain bonus attacks from having multiple melee weapons, however it is not limited to just one, if a creature has 3 melee weapons they will gain +2 attacks!

As a designer note, Tyranid weapons often come in the form of pairs or sets, and as such they are referenced in both plural and pair form, both meaning the same thing. If there are duplicate sets it will be explicit.

Boneswords

Boneswords are living blades of chitin that continuously grow to repair any damage and maintain a monomolecular edge. A bonesword has a rudimentary sentience of its own and shares a neural pathway to the synapses of its host organism. This symbiotic link allows the bonesword to act as a conduit for the psychic field of the hive enabling Tyranid Synapse Creatures to use its power behind their blows. Boneswords crackle with psychic energy which can wrench a targets mind or control circuits.

Range	S	AP	Type
-	User	2	Melee, Life-drain

Life-drain: A unit which suffers one or more unsaved wounds dealt from a Tyranid with a bonesword must immediately pass

a Leadership test on 2D6 or suffer another wound. If equipped with a pair of boneswords the test is made with 3d6.

Claws and Teeth

A Tyranid creature is never defenseless and even the most basic organisms have vicious claws and a maw filled with razor-sharp fangs which they can rip apart opponents with.

Range	S	AP	Type
-	User	-	Melee

Crushing Claws

These Massive crab-like claws are only ever found on the largest

of Tyranid organisms, the only creatures capable of hefting their enormous bulk. The obscene strength of the claws allows them to tear apart an armoured bastion with contemptuous ease, and like wise smash and crush anything that manages to wander into its grasping clutches.

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

Lash Whips

Lash Whips are long cords of muscle and sinew that slice through the air at immense speed tangling their prey and lacerating them with the horrific talons attached to the end of each tendril.

Enemy models in base contact with a Tyranid with lash whips suffer -1 attack to a minimum of 1 attack per model. This effect is not cumulative.

Rending Claws

Rending claws are usually short, powerful claws tipped with diamond-hard spikes or talons. Often the claws are constructed of multiple digits which are clearly fused together to provide more force and strength behind each strike. They are very ca-

pable of ripping through cerimite, plasteel, and the thickest of armours with ease.

Range	S	AP	Type
-	User	-1	Melee, Rending

Scything Talons

Scything talons are long, razor-edged claws of fused chitin and serrated shingle like bone structures which outer edge breaks off in sheets to keep the edge sharp. Each talon is powered by whipcord muscles, allowing the Tyranids to strike with lightning-fast speed. Some Tyranid organisms have several of these wicked curved limbs making them a terror for the less armoured of opponents.

A Tyranid model with a single set of scything talons re-rolls any To Hit rolls of a 1 in close combat. A Tyranid model with two sets of scything talons re-rolls all failed To Hit rolls in close combat.

	Range	S	AP	Type
Scything Talons	-	User	-1	Melee

Note that hormagaunts are too weak to use scything talons to their full effect, when wielded by hormagaunts they are treated as having no armour rend.

RANGED WEAPON SYMBIOTES

Tyranid weapon symbiotes are usually joined to their bodies, organisms melded to them from inception. Remember that even if you have more than one ranged weapon most models can only fire a single ranged weapon a turn. Only monstrous creatures can fire two.

Strangler-Pod Weapons

The Barbed Strangler is a seed channeled from the sac of a thick feeder arm in to a simple launcher little more than a muscled tube. The strangler seed pod grows to maturity in seconds, spreading and growing in all directions with bringing speed, sending out hooked tendrils to bind an tear apart its prey. The larger Tyranids wield similar weapons commonly called a Strangethorn Cannon capable of delivering a much more aggressive payload

	Range	S	AP	Type
Barbed Strangler	36"	4	5	Assault 1, Large Blast, Pinning
Stranglethorn Cannon	36"	7	5	Assault 1, Large Blast, Pinning

Barb Launchers

The Barblauncher is a Tyranid Biomorph which is fused to a Barbgaunt. These weapons unleash volleys of chitinous barbs that detonate with the fury of violent muscle-spasms, transfixing nearby victims with a hail of jagged projectiles.

Range	S	AP	Type
18"	4	-	Assault 1, Blast, Pinning

Deathspitter

A deathspitter is a complex multi-creature weapon symbiote that fires large, maggot-like organism with highly corrosive in-

nards. Next to the weapon's brooding chamber is an oozing, spider-jawed set of fangs that drags a maggot creature from the nest and strips it of its protective shell. The deathspitter reacts to the caustic flesh spilt by the maggots agonized throes with a violent spasm, firing the morsel of still living flesh at high speed. The maggot-like creature shrieks through the air until it strikes its target in a shower of volatile fluids and gobbets of caustic slime that melts through armour and flesh with equal vigor.

Range	S	AP	Type
24"	5	5	Assault 1, Blast

Devourer Weapons

The devourer is a conical lump of flesh which is home to a colonies of writhing worm-like parasites with black shiny heads. When this horrific weapon is triggered, a bio-electric jolt hurls a shower of these creatures forward. Upon contact with anything these creatures immediately attempt to start burrowing into the substance. Guided with small sensory organs the worms rapidly eat there way through nervous systems and signal lines towards the brain or core of their target. The devourers wielded by larger Tyranids teem with hives of brainleech worms, a more aggressive and voracious devourer worm.

	Range	S	AP	Type
Devourer	18"	3	-	Assault 4, Living Ammunition
Devourer with Brainleach Worms	18"	6	-	Assault 6, Living Ammunition, Terrify

Living Ammunition: Any failed to wound rolls from a weapon with living ammunition may be re-rolled.

Terrify: Any unit suffering at least one unsaved wound from Brainleach Worms suffers -1 leadership until the end of the turn.

Fleshborer Weapons

The fleshborer is a compact brood nest for sharp-fanged borer beetles. When the weapon is fired a massive electro-chemical shock drives the now frenzied borer beetle to hurtle itself forward with a single flick of its flea-like legs. The beetle then spends its remaining life energy in a few seconds, frantically boring through the armour, flesh, and bone of the first thing in its path.

	Range	S	AP	Type
Fleshborer	12"	4	6	Assault 1, Living Ammunition
Fleshborer Hive	18"	4	6	Assault 30, Living Ammunition

Living Ammunition: Any failed to wound rolls from a weapon with living ammunition may be re-rolled.

Impaler Cannon

Impaler cannons propel osseous spines at such high velocities that they can punch through reinforced plasteel. At the base of each spine is a small creature known as a shard-beast that uses thin membranous fins to steer the spine around obstacles towards its target.

Range	S	AP	Type
24"	7	3	Assault 2, Guided

Guided: Targets cover save is reduced by one, ex from a 4+ to a 5+

Pyroacid Cannon

The Pyroacid Cannon is a massive weapon which spews fourth flammable acid which is stored in stomach-like sacks. Upon contact with the air the acid catalyzes immediately heating to immense temperatures over the course of a few seconds resulting in an eruption of fire at great distances.

Range	S	AP	Type
Template	6	4/-1	Assault 1, Torrent 6", armour bane

Shock Cannon

Shockcannons fire large claws attached to ropes of sinew, which latch onto their target before delivering a powerful bio-electric

surge that electrocutes any prey nearby and disables enemy machinery.

Range	S	AP	Type
24"	4	4	Assault 1, Blast, Haywire

Spike Weapons

The Spike rifle is a bony muscle-lined tube that contains a row of harpoon like spikes. These are launched over a considerable range while maintaining sufficient force to puncture their targets flesh. Those not killed outright will quickly bleed to death if the spikes are not removed carefully as the barbs slice the victim on their way out. Similar weapons are often seen throughout the Tyranid forces.

	Range	S	AP	Type
Spike Rifle	18"	3	5	Assault 1
Stinger Salvo	18"	5	4	Assault 4
Clusters Spines	18"	5	-	Assault 1, Large Blast

Spinefists

This symbiote weapon is carried in pairs by Tyranids for close quarter fighting. Spinefists launch salvos of diamond-hard spines coated in lethal neuro toxins in a broad pattern when stimulated.

Spinefists come in many sizes, and therefore have a strength equal to their users strength characteristic. Additionally, in the assault phase spinefists may be used as a pistol with one shot.

Range	S	AP	Type
12	S	-	Assault 2, Twin-linked

Spore Mine Launcher

The spore mine launcher of a Biovore is an intricate weapon that works by propelling a spore mine stored in a connected sack by a series of muscle contractions. In combination with the natural buoyancy of the spore mines, this combination can send the bloated sacks of terror considerable distances, albeit slower than more conventional artillery.

Range	S	AP	Type
48"	-	-	Assault 1, Barrage, Spore Mine

Spore Mine: Declare which type of Spore Mine is being launched. Launching a spore mine is resolved by placing a new Spore Mine model where ever the target location lies. This new mine acts as any other Spore Mine, and is immediately subject to the Floating Death and Living Bomb special rules.

Spore Mine: When firing a spore mine launcher first declare the type of spore mine, then select any location on the map and roll for scatter. Placing the spore mine where the target position is, this new mine is immediately subject to the Floating Death and Living Bomb special rules.

Venom Cannons

The venom cannon is a long powerful bio-weapon that fires salvos of highly corrosive crystals coated with a bio-metallic material. The weapon launches these projectiles at tremendous velocities using an electrostatic charge. Upon contact the outer shell causes an immense electric potential to spread across the target as the crystal shatters. The foes struck that is not killed

outright by the impulse will be lacerated by a hail of crystalline shards.

	Range	S	AP	Type
Venom Cannon	36"	7	4	Assault 3, Shatter Shock
Heavy Venom Cannon	36"	9	4	Assault 3, Shatter Shock

Shatter Shock: If a venom cannon scores at least one unsaved penetrating hit the target also takes single Haywire hit with the Ignores Cover special rule, to be resolved after the normal shots. Hits from the venom cannon have a -1 penalty on the vehicle damage chart.

BIOMORPH UPGRADES

Tyranids are extremely proficient at adapting themselves for every situation. It is truly rare that when the same trick works twice on them. They modify themselves to suit each situation with an efficiency seen no where else.

Following is a complete list of biomorphs which Tyranids implement to modify themselves for combat. Each biomorph may only be taken once per creature. The biomorphs available to each type of Tyranid are described in the army building section.

Acid Blood

The blood of many of the larger Tyranids of some splinter fleets runs hot with horrific acid compounds which melt through just about every material known to the Imperium. Striking blows in close quarters can be exceptionally dangerous when facing these creatures as a single cut can result in an acidic spray spewing all over the attacker.

For every unsaved wound a model with acid blood suffers in close combat, the enemy unit that struck the blow must pass an initiative test or suffer a wound (Vehicles instead suffer a glancing hit on a D6 roll of a 4+). No armour saves or cover saves may be taken against these wounds. Casualties count toward combat resolution.

Adrenal Glands

Adrenal glands are a common Tyranid biomorph which can be found on most of their front-line fighting creatures. Polyp-like organisms clam themselves to their host and secrete a dose of powerful adrenaline-like substances into the host.

Adrenal glands add +1 to a creature's Initiative characteristic and grants the Fleet special rule.

Electrode nodules

Electrode nodules fit within the limbs of some Tyranids and are capable of delivering a electric pulse when triggered by subconscious portions of the creatures neural pathways. The result is a whip like speed and impulse added to the movements of the Tyranids.

Electrode nodules add +1 to the creatures Strength characteristic.

Bio-plasma

Some Carnifexes can generate a ball of bio-plasma within their bodies and vomit forth the energy as a blinding gall of incandescent fire. This process is accompanied by a high pitched scream that is often the last thing the Carnifexes prey ever hears.

Range	S	AP	Type
12"	7	2	Assault 1, Blast

Blinding Venom

Specialized glands fixed inside and around the opening of the creatures weapon symbiotes secrete a venom which upon impact emits a wide range of spectral radiation in an immense burst of blinding lights.

A creature with blinding venom counts its Ranged Weapon Symbiotes as having the Blind special rule.

Endocrine Leaches

Endocrine leaches are small creatures which share a symbiotic relation with their host. They most commonly are located on the underside of the cranial exoskeleton closest to the synapse. The leaches excrete chemicals into the host heightening their reflexes and timing while it feeds off the biomass of the Tyranid it rides.

Endocrine leaches grant the host +1 Weapon Skill.

Enhanced Senses

Tyranids often make use of multiple variations of sensory organs such as complex antennae, segmented wide range ocular adaptations or wave polarization filters

A creature with enhanced senses adds +1 to its Ballistic Skill characteristic.

Feeder Tendrils

These are most commonly associated with the vanguard species of Tyranids used as forward eyes for the Hive. These facial tendrils are sophisticated sensory receptor organs which both taste and smell, enabling the creatures to pick up and absorb scents from their prey. This information is shared with nearby Tyranids by psychic communication akin to a lower level of synapse control, lending them a natural proclivity for attacking weak points and vulnerable areas.

A creature with feeder tendrils always counts as having the Preferred Enemy special rule to all enemy units within base contact.

Flesh Hooks

Flesh hooks are chitinous spines which coat the limbs of some Tyranids. They enable the creature to grapple and hang on to walls with seemingly no footing or holds at all.

Tyranids with flesh hooks treat impassable vertical walls as passable. In addition Tyranids with Flesh Hooks don't suffer the penalty to their Initiative for charging enemies through cover, but fight at their normal Initiative in the ensuing combat. Note that monstrous creatures, notably tervigons, cannot benefit from flesh hooks even if they have them.

Implant Attack

Barbed stringers attached to a tail or tongue, implant attacks usually deliver corrosive pathogens, organic acids, or lethal toxins.

Any unsaved wound roll of a 6 made by a model with implant attack in close combat will cause an additional wound.

Leaping

Powerful bounding leaps are a notable feature of some Tyranid species, carrying them forward into close quarters with astonishing speed.

Leaping creatures gain +3" inches towards their run and charge rolls.

Rapid Regeneration

Some Carnifex genus creatures exhibit a remarkable rate of regeneration surpassing anything seen on other life forms.

At the beginning of the Tyranids movement phase a model with rapid regeneration rolls a dice for each wound it has lost, and for each roll of a 5+ that creature regains one lost wound, up to its starting total.

Regeneration

Some Tyranids have shown the ability to heal from horrendous wounds and injuries that would have otherwise proven fatal. The flesh and organs grow anew while the bone and chitin knit together at an alarming rate leaving nothing to show for the previous damage.

At the beginning of the Tyranids movement phase a model with rapid regeneration rolls a dice for each wound it has lost, and for each roll of a 6 that creature regains one lost wound, up to its starting total.

Secondary Chitin

A rare genome of Tyranid which has a secondary layer of chitin separated by a fibrous layer right underneath its external plating. These creatures sporting this mutation have been found to be extremely resilient.

A Tyranid with secondary chitin has +1 Toughness.

Spine Banks

Rows of spines are imbedded in cavities in the Tyranids carapace. These can be triggered to explode outward with a bio-electric wave which can be visually seen traveling across the area.

Tyranids with spine banks don't suffer the penalty to their Initiative for charging enemies through cover, but fight at their normal Initiative in the ensuing combat.

Spore Cysts

Another feature sometimes observed in larger Tyranids are subcutaneous excretion pits for the generation of Spore Mines. These are apparently symbiotic organisms meshed so closely into the carapace of their host that they are impossible to separate.

A creature with spore cysts can choose to produce a Spore Mine during the movement phase. Roll a dice, on a roll of a one, the creature takes a wound with no saves allowed. On a 2+,

d3 Spore Mines of your choice (choose each one separately) are created and may be placed within 2" of the host. If Spore Cysts are taken on a flying monstrous creature instead pick any point between the start and end of the move and scatter the Spore Mine d6". Each mine is always placed individually.

Thorn Back

Creatures with a profusion of hooked blades growing out of their carapace are nicknamed thornbacks by Imperial soldiers. These defensive spines make it exceptionally dangerous to rush into combat with these creatures.

Any unit which charges and comes into base contact with a Tyranid creature with a thorn back suffers a Hammer of Wrath Hit as if it had been charged by the creature.

Even brief exposure to these caustic fumes can cause the victim to burn or even choke to death on its own blood.

Toxic Miasma

The chimney-like vents sprouting from the backs of the larger Tyranids sometimes have clusters of microscopic, algal symbiotes around their rims that poison the air with soporific emissions.

At the end of each Assault phase, every non-vehicle enemy model in base contact with a Tyranid with the toxic miasma biomorphs must pass a toughness test or suffer a wound – saves (but not cover saves) may be taken as normal.

Toxin Sacs

This tick-like parasite feeds on the host and secretes lethal poisons into or over its weapon symbiotes. Poisons are created vary widely, from agonizing paralytic neurotoxins to aggressive necrotic enzymes, all swimming with deadly Tyrannic phage cells.

Tyranids with toxin sacks gain the Poisoned(5+) special rule for their close combat attacks.

Tusked

Curving tusked of adamantium-laced chitin sprout from the Tyranids head, allowing it to make a devastating charge.

Tusked Tyranids gain 2 Attacks when charging instead of 1.

Wings

Specialized organisms of Tyranids have evolved for aerial combat in a direct response to the maneuverability of machines used by other races. These resilient leathery wings carry previously land bound Tyranids quickly through the skies at a wide variety of altitudes.

Models equipped with wings count as Jump Infantry. Monstrous Creatures with wings count as Flying Monstrous Creatures.

THORAX SWARMS

Some Tyranid organisms have large bloated thorax cavities that are filled with teeming swarms of small parasitic creatures. These erupt from opening in their hosts chest to cover the enemy, drowning them in a tide of scuttling creatures that chew out eyes and crawl down screaming throats.

A thorax swarm is a weapon used in the shooting phase in addition to any other weapon(s) the model may have. This means a monstrous creature can fire up to two weapons and a thorax swarm in the same shooting phase.

There are different creatures that make up these thorax swarms, each of which uses one of the profiles below. The type of swarm housed within each creature's chest is chosen and purchased for the model in the army list.

Electroshock Grubs

As they writhe and squirm, the segmented plates of the electroshock grubs create an electrostatic jolt. Powerful bolts of electricity arc between the teeming hordes of grubs, reducing anything caught inbetween to charred ruin.

Range	S	AP	Type
Template	5	5	Assault 1, Haywire

Desiccator Larvae

Desiccator Larvae latch onto their victims with hollow fangs. Within seconds every drop of moisture is ripped from the victims body and nothing remains but a dry shriveled husk.

Range	S	AP	Type
Template	1	-	Assault 1, Fleshbane

Shreddershard Beetles

The Shreddershard Beetle is a tiny Tyranid organism that is covered in needle sharp spines. They instinctively try to crawl into any nook and crevice they can find, such as inbetween armour joints. Shreddershard Beetles cannot live for long outside their host, and as they die the bodies literally explode, covering those nearby in a shower of needles.

Range	S	AP	Type
Template	3	-	Assault 1, Rending, Shred

THE HIVE FLEETS

HQ

Hive Tyrant **165 points**

the commanders of the Tyranid swarm and the enactors of the Hive Minds will, the Hive Tyrants are massive, powerful creatures. These Hulking monsters are four times the height of a man. Though individuals display a wide variety of physical characteristics, all are brutally strong, able to tear through all but the toughest ceramite plating. Every part of the Hive tyrants body is created to kill, even the Tyrant's chitinous armour plating that protects its massive frame is razor sharp around the edges. Unlike many other Tyranid creatures the Hive Tyrant is an incredibly skilled and intelligent warrior – it is completely self aware. Highly psychic, they are a true terror to see. Though the most horrific part of the the Hive Tyrant is that even if it is slain, it will simply be regrown, with the experiences, character, and knowledge as its predecessor. No matter how many times it is killed, it will always com back.

	WS	BS	S	T	W	I	A	Ld	Sv
Hive Tyrant	8	3	7	6	5	5	4	10	3+

Unit Composition

1 Hive Tyrant

Unit Type

Monstrous Creature
(Character)

Wargear

- Bonded exoskeleton
- Claws and teeth
- 2 sets of Scything talons

Apex Leader

- A Hive Tyrant may be upgraded to have one characteristic upgrade from the following:
 - Hive Commander 20 points
 - Old Adversary 25 points

Special Rules

- Synapse Creature
- Shadow in the Warp
- Move Through Cover
- Psyker (2)

Psyker

A Hive Tyrant has any two of the following powers. The Blackness, The Horror, Leach Essence, Paroxysm, Psychic Scream, Warp Blast.

Options

- May exchange one pair of scything talons with a weapon symbiote from the following:
 - rending claws free
 - lash-whip and bonesword 20 points
- May exchange one set of scything tallons with a weapon symbiotes from the following:
 - twin-linked deathspitter free
 - stranglethorn cannon 10 points
 - heavy venom cannon 10 points
 - twin-linked devourers with brainleech worms .. 20 points
- May take one of the following:
 - May take a thorax swarm with either electroshock grubs, desiccator larvae, or shreddershard beetles 10 points
 - May upgrade its bonded exoskeleton to an armoured shell 40 points

Biomorphs

- May take any of the following biomorphs:
 - endocrine leaches (+1WS) 10 points
 - enhanced senses (+1BS) 15 points
 - electrode nodules(+1S) 10 points
 - adrenal glands (+1I) 15 points
 - toxin sacs 15 points
- May take one mutation:
 - implant attack 10 points
 - regeneration 10 points
 - acid blood 15 points
 - leaping¹ 15 points
 - wings¹ 60 points

¹Cannot be selected alongside the armoured shell upgrade.
- May take the flesh hooks carapace biomorph 5 points

Hive Commander: *This Hive Tyrant shows an instinctive cunning that orders on tactical genius, directing their swarms to encircle the foe and strike their weakest points with unerring timing.*

If a Hive Tyrant has the Hive Commander upgrade a single unit of Troops may outflank.

Old Adversary: *This Hive Tyrant has a great knowledge of the energy, faced similar foes on numerous worlds. Spawned again, the Hive Tyrant draws upon experiences from prior lifetimes to bring about a swift slaughter.*

All Tyranid units within 6" of the Hive Tyrant benefit from the Preferred Enemy (HQ) special rule. This includes the Hive Tyrant as well.

Tyrant Guard Brood **30 pts/model**

Tyrant Guard are colossal living shields, their bulky bodies are protected by iron hard exoskeletons covered by interlocking layers of impenetrable chitinous plates rendering them all but impervious to small arms fire. Even should heavy weapons be brought to bear, several salvos are required to fell even a single tyrant guard. They are the ultimate body guard with no sense of self preservation.

For Each Hive Tyrant included in your army, you may include one Tyrant Guard brood as part of the same force organization slot – they may otherwise not be chosen.

	WS	BS	S	T	W	I	A	Ld	Sv
Tyrant Guard	3	2	5	6	2	2	2	7	3+

Options

- Any Tyrant Guard may exchange their scything talons for one of the following:
 - rending claws free
 - crushing claws 15 points

Unit Composition

2-6 Tyrant Guard

Unit Type

Infantry

Wargear

- Bonded exoskeleton
- Claws and teeth
- Scything talons

Special Rules

- Instinctive Behavior (Return)
- Move Through Cover
- Fleet
- Shield Wall
- Blind Rampage

Shield Wall: *Tyrant Guard are used as living shields whose entire purpose is to protect Hive Tyrants from harm heedless of any personal injury.*

A single Hive Tyrant must join their unit of Tyrant Guard and the Tyrant Guard may use the Look Out Sir special rule exactly as if the Hive Tyrant were an independent character, excluding the exclusion for monstrous creatures.

Blind Rampage: *The Tyrant Guard are driven mad with rage if their charge is slain, the psychic whiplash of the dying Hive Tyrant scouring their minds.*

If a Hive Tyrant is killed whilst part of a unit of Tyrant Guard, the surviving Tyrant Guard immediately gain the Furious Charge and Rage special rules. These abilities last for the remainder of the battle.

Malanthrope **85 pts/model**

Previously rarely seen, the Malanthrope's existence has only recently been discovered. Normally only present in the followup swarm after the Tyranids have begun to devour the planet is the Malanthrope present. It seems to be used to selectively collect and process genetic material from the fallen enemies. When seen in a battle the Malanthrope exhausts a constant protective could amongst the local Tyranids, while directing their attack.

	WS	BS	S	T	W	I	A	Ld	Sv
Malanthrope	3	3	5	5	4	3	3	10	3+

Unit Composition
1 Malanthrope

Unit Type
Infantry

- Wargear**
- Toxic Miasma
 - Feeder Tendrils
 - Regeneration
 - Implant Attack

Special Rules

- Synapse Creature
- Shadow in the Warp
- Poisoned (2+)
- Grasping Tail
- Prey Adaptation
- Spore Cloud

Grasping Tail: *Floating above the ground, the Malantrope uses its lithe tail to snare its prey and drag them up to their certain doom.*

Select one enemy model in base contact (who is not bulky, very bulky, or extremely bulky). Both players dice off adding their initiative to the total. If the Malantrope scores higher or equal to the enemy he has caught them in his gasping tail! The selected enemy model has his attacks halved for the remainder of the fight and is reduced to initiative 1.

Prey Adaptation: *The Malanthrope seeks out the corpses of fallen enemies to analyze and aid in better attacking their foes.*

If a Malantrope is involved in any close combat which results in an enemy unit being destroyed in combat, it may not perform a Sweeping Advance but instead stops to feed on the dead. From the end of that phase onwards all friendly Tyranid units within synapse range gain the Preferred Enemy special rule toward the army they killed while they remain within synapse range of the Malanthrope.

Spore Cloud: *Malanthropes emit a cloud of airborne spores so dense that it shrouds everything nearby providing protection for the smaller Tyranids*

The Malanthrope and all friendly Tyranid models within 9" are counted as having defensive grenades and gain a 4+ cover save. Monstrous creatures -1 penalty to cover saves applies as normal.

ELITES

0-1 Lictors **80 pts/model**

Lictors appear to be a specialist mutation of Tyranid Warriors and are highly adapted to survive in hostile environments. Lictors rove ahead of the swarm, seeking out critical targets to engage and destroy. Able to move swiftly and without sound through even the densest terrain allows the Lictor to approach unnoticed. Concealed by a chameleonic carapace lets the Lictor hide in even the smallest amount of cover completely hidden until it chooses to strike,

All lictors within a brood are deployed as separate units.

	WS	BS	S	T	W	I	A	Ld	Sv
Lictor	6	3	6	4	3	6	4	7	4+

Unit Composition

1-3 Lictors

Unit Type

Infantry

Wargear

- Hardened carapace
- Scything talons
- Rending claws
- Implant Attack
- Feeder tendrils
- Flesh hooks
- Leaping

Special Rules

- Smash
- Fleet
- Hit and Run
- Move Through Cover
- Fear
- Fearless
- Loner: Does not suffer instinctive behavior
- Pheromone tail
- Secret Deployment
- Chameleonic skin

Pheromone tail: *Lictors exude a potent pheromone signature to signal nearby tyranids as they locate and track their prey, extending the influence of their feeder tendrils to close by Tyranid creatures.*

Friendly tyranids within the same combat as a lictor gain preferred enemy against their targets.

Secret Deployment: *A Lictor's chameleonic skin enables it to position themselves far ahead of the main force well before the battle begins, and remain so undetected almost indefinitely. From this forward vantage point they gather information for the rest of the hive and scout.*

Lictors start the game hidden somewhere on the battlefield. Before deployment but after table sides have been chosen secretly write down a terrain piece that the Lictor is hiding in. While the Lictor is still hidden, following the rules for arriving from reserves you may do one of two things. You may choose to move the Lictor to any other terrain piece

within 12" (also secretly writing this down), or you may reveal the Lictor and place it anywhere inside the terrain piece it resides in.

Lictors may move, run, and charge the turn you reveal them, and on this turn no charge reactions may be made against them (overwatch, defence grenades, etc.). You must reveal the lictor by the start of your fourth turn.

The opposing player may use units to try to find the Lictor by searching for them. Any enemy unit may choose to forgo its shooting that turn to attempt to search for the Lictor. Pick a terrain piece within 3" and roll a dice. On a 6 they find the Lictor if there is one. If the unit has either a psyker, a flamer, or a scanner of some sort (auspex, multi-tracker, etc.) add +1 to their roll. If this roll is successful, the Lictor is placed at the end of the shooting phase.

Chameleonic skin: Lictors can only be fired upon with snap shots so long as they are in cover.

Hive Guard Brood **40 pts/model**

However closely the resemblance to Tyrant Guard in structural appearance, these large beasts are quite unlike their cousins. A evolutionary split, the Hive Guard are found carrying devastating and advance weapon symbiotes found on no other Tyranid creature. Though not developed as synapse creatures, the Hive Guard possess a low-level telepathic ability that allows them to "see" through the eyes of all other Tyranids giving them an uncanny level of battle awareness.

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

Options

- The entire brood may upgrade their hardened carapace to a bonded exoskeleton 5 points/model
- Any Hive Guard may exchange their impaler cannon for one of the following:
 - shock cannon free

Unit Composition

2-6 Hive Guard

Special Rules

- Instinctive Behavior (Lurk)

Unit Type

Infantry

Wargear

- Hardened carapace
- Claws and teeth
- Impaler cannon

0-1 Zoanthropes **50 pts/model**

Zoanthropes are amongst the strangest of all the creature in the Hive Fleets. Each serves solely as a powerful psychic conduit with a huge bloated head that sits atop an atrophied body seemingly to frail to offer support. So extreme is their development that they can only move by psychically levitating themselves drifting across the battlefield to rain bolts of incandescent fire upon the enemy, or relay the synapse commands of the Hive Mind to its lesser beasts. Protected by a powerful warp barrier they are deceptively difficult to take down.

Zoanthropes within a brood are all deployed as separate units at the start of the battle.

	WS	BS	S	T	W	I	A	Ld	Sv
Zoanthropes	3	4	4	4	2	2	1	10	5+

Unit Composition

1-9 Zoanthropes

Unit Type

Infantry

Wargear

- Reinforced chitin
- Claws and teeth

Special Rules

- Synapse Creature
- Shadow in the Warp
- Warpfield: 3+ invulnerable save
- Psyker (2)

Psyker

A Zoanthrope always has the Warp Blast power

Genestealer Brood.....14 pts/model

The Imperium first encountered Genestealers were first encountered on the moons of Ymgarli long before they were privy to the approach of the hive fleets. Only with time has it been learned tha Genestealers are vanguard organisms for the Hive, created to seek out and undermine potential prey-worlds by infiltration. Genestealers are legendarily ferocious close combat opponents, with lightning fast reflexes and deadly claws capable of ripping though the thickest armour.

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

Unit Composition

5-20 Genestealers

Unit Type

Infantry

Wargear

- Reinforced chitin (Genestealer only)
- Hardened Carapace (Broodlord only)
- Claws and teeth
- Rending claws

Special Rules

- Brood Telepathy: Does not suffer from instinctive behavior
- Fleet
- Move Through Cover
- Infiltrate
- Psyker (1)(Broodlord only)
- Smash (Broodlord only)

The Ymgarl Factor: *Genesealers are known to change over generations. The variations and adaptations between brood can be marked indeed, but the Ymgarl Genestealers are unique in that they can alter their own alien flesh in a matter of moments.*

At the start of every Assault Phase, the Ymgarl Genestealers must alter their form into one of the those listed below. The benefits last until the end of the phase. You cannot select the same form in two consecutive player turns.

Hardened Claws: The Ymgarl Genestealers receive +1 to their Strength.

Segmented limbs: The Ymgarl Genestealers receive +1 to their Attacks.

Protective Carapace: The Ymgarl Genestealers receive +1 to their Toughness.

Dormant: *The truly terrifying aspect of the Ymgarl Genestealers is for them to hide dormant invisible to the eyes of their enemy until it is to late.*

Ymgarl Genestealers may elect to start the game in a dormant state provided there is at least one piece of terrain large enough to accommodate the entire unit (Be sure to discuss with your opponent terrain boundaries before the game begins). If so chosen, before deployment but after table sides have been chosen secretly write down a terrain piece for which the brood is lying dormant in.

The unit will remain dormant until something comes to close. If at any point during your opponents turn one of their models is within 3” of the terrain piece (or on your opponents third turn, whichever happens first) the Ymgarl Genestealers awake!

When the Ymgarl Genestealers awake the entire unit must be placed into the terrain piece you have written down at the end of the turns shooting phase.

Biomorphs

- The entire brood may upgrade their reinforced chitin to hardened carapace2 points/model
 - The entire brood may may take any of the following biomorphs:
 - flesh hooks 1 point/model
 - feeder tendrils¹ 1 point/model
 - implant attack¹ 1 point/model
 - toxin sacs3 points/model
- ¹ One per model.

Broodlord

- One Genestealer may be upgraded to a Broodlord 60 points

Psyker

A Broodlord has the Hypnotic Gaze and Terrify powers.

The Ymgarl Factor

A single unit of Genestealers may be upgraded to Ymgarl Genestealers at 5 points per model. If done so they gain the special rules listed below.

TROOPS

Tyranid Warrior Brood **22 pts/model**

Tyranid Warriors are the most adaptable of all the Hive Mind's bioforms. They are creatures from the blackest of nightmares, unstoppable killing machines with pulsing ichor for blood, needle-sharp teeth and darkly gleaming eyes that reveal a terrible intelligence at work. A Tyranid Warrior stands twice the height of a man, its carapace protected by a thick chitin. One might expect such a creature to be slow in its actions, but a Tyranid Warrior is lithe, with reactions as swift as a whip.

	WS	BS	S	T	W	I	A	Ld	Sv
Warrior	4	2	4	4	2	4	2	10	4+

Unit Composition

3-9 Warriors

Unit Type

Infantry

Wargear

- Hardened carapace
- Claws and teeth
- Scything talons
- Devourer

Special Rules

- Synapse Creature
- Shadow in the Warp

Options

- Any Warrior may exchange their scything talons for a weapon symbiote from the following:
 - rending claws 2 points
 - boneswords 10 points
 - Any Warrior may exchange their devourer for a weapon symbiote from the following:
 - scything talons free
 - spinefists free
 - deathspitter with enhanced senses 1 point
 - barbed strangler¹ 10 points
 - venom cannon with enhanced senses¹ 10 points
- ¹Limited to one of either option per brood

Biomorphs

- Any Warrior may take any of the following biomorphs:
 - endocrine leaches (+1WS) 2 points
 - electrode nodules (+1S) 3 points
 - adrenal glands (+1I) 3 points
 - toxin sacs 5 points
- The entire brood may take the leaping biomorph 3 points/model
- The entire brood may take the flesh hooks carapace biomorph 2 points/model

0-1 Barbgaunt Brood **18 pts/model**

The Barblaunchers on their backs are actually bonded with the same parasitic organism that has enslaved the rest of the gaunt to its will, merging body and weapon into a single lethal entity. Five stout limbs serve to support its living weapon or provide a stable firing platform, while the sixth is little more than an atrophied talon. These beasts of burden are controlled by cerebral parasites, fleshy tendrils digging into each Barbgaunt's eyeless skull to direct its organic payload

	WS	BS	S	T	W	I	A	Ld	Sv
Barbgaunt	3	3	4	4	1	3	1	5	5+

Unit Composition

3-9 Barbgaunts

Unit Type

Infantry

Wargear

- Reinforced Chitin
- Claws and teeth
- Barblaunchers

Special Rules

- Instinctive Behavior (Lurk)

Synapse link: *The parasite on the brain stem of the barb gaunt can direct the barbgaunt as it is sent flashes of visions from nearby synapse creatures.*

Barbgaunts can fire their barblaunchers indirectly using the barrage rules so long as they target an enemy that is within synapse range of a creature they are also within synapse range of.

Ripper Swarm **10 pts/model**

A Ripper Swarm is a writhing mat of maggot like-Tyranid organisms driven by a single voracious appetite. Each Ripper is little more than an armoured serpent that terminates in a broad maw crammed with dozens of needle sharp teeth. Rippers are completely mindless and perish if they lose contact with the Hive Mind, but while under its guidance they are utterly relentless and pose a truly horrifying threat.

	WS	BS	S	T	W	I	A	Ld	Sv
Rippers	3	1	3	2	3	3	*	5	6+

Biomorphs

- The entire swarm may take any of the following biomorphs:
 - flesh hooks2 points
 - toxin sacs4 points

Unit Composition

3-10 Rippers

Unit Type

Infantry

Wargear

- Chitin
- Claws and teeth

Special Rules

- Instinctive Behavior (Feed)
- Move Through Cover
- Fleet
- Swarm
- Mindless

Tunnel Swarm

The entire swarm may be upgraded be tunnel swarms, granting them deep strike 2 points/model

Swarm: *Rippers while small on their own are a truly terrifying prospect when their numbers seem uncountable.*

Ripper Swarms count their cover saves as being one better at all times – in the open they have a 6+ cover save. In addition the number of attacks that a Ripper Swarm has is equal to the number of wounds left on the model +1. Ripper swarms take take double wounds from blast and template weapons.

Mindless: *Ripper are feeder organisms without any independent brain functions and they quickly perish without the Hive Mind to sustain them.*

When testing for instinctive behavior, a Ripper Swarm unit loses 1 Wound for each point by which they fail their leadership test. Ripper Swarms cannot hold objectives but may contest them.

Gaunt Brood **5 pts/model**

The Gaunt is an quick, agile, and deadly despite its small size relative to other Tyranids. Most commonly encountered is the Termagaunt, equip with the basic fleshborer weapon symbiote. They are amongst the smallest of the Hive Minds monstrosities, little over two meters from head to tail. Clutching a simple bio-weapon in their forelimbs, they are unleashed on a planet in never-ending waves.

	WS	BS	S	T	W	I	A	Ld	Sv
Gaunt	3	3	3	3	1	4	1	5	6+

Unit Composition

8-32 Gaunts

Unit Type

Infantry

Wargear

- Chitin
- Claws and teeth
- Fleshborer

Special Rules

- Instinctive Behavior (Lurk)
- Move Through Cover
- Fleet

Options

- The entire brood may exchange all its spinefists for a weapon symbiote from the following:
 - spinefists free
 - spike rifles free
- The entire brood may upgrade their chitin to reinforced chitin 0.5 point/model

Biomorphs

- The entire brood may take any of the following biomorphs:
 - adrenal glands(+1I) 0.5 point/model
 - flesh hooks 0.5 point/model
 - toxin sacs 0.5 point/model

Without Number

For every brood of gaunts or hormagaunts with at least 24 models included in your army, a single tervigon may be purchased, taking up no force organization slot. The tervigon must purchase the same biomorphs as the gaunt brood. The tervigon will spawn the type of gaunts it was taken along side with.

Hormagaunt Brood **6 pts/model**

The Hormagaunt is a highly specialized iteration of the gaunt bioform, one that is utilized by the Tyranid Hive Fleets in their billions. Each Hormagaunt has our razor-sharp claws specially developed for ripping and piecing flesh and armour alike. The Hormagaunt also has powerful hind legs that drive it after its prey in a series of bounding leaps, giving the creature a skittering, insect-like gait.

	WS	BS	S	T	W	I	A	Ld	Sv
Hormagaunt	4	2	3	3	1	4	1	5	6+

Unit Composition

8-32 Hormagaunts

Unit Type

Infantry

Wargear

- Chitin
- Claws and teeth
- Scything talons
- Leaping

Special Rules

- Instinctive Behavior (Yearn)
- Move Through Cover
- Fleet

Options

- The entire brood may upgrade their chitin to reinforced chitin 0.5 point/model

Biomorphs

- The entire brood may take any of the following biomorphs:
 - adrenal glands(+1I) 0.5 point/model
 - flesh hooks 0.5 point/model
 - toxin sacs 1 point/model

Tervigon **140 pts**

The Tervigon is a massive creature, with a towering spined carapace that shields a swollen abdomen. The Tervigon relies on all three pairs of legs for support, however should the need arise, the giant beast can shift a greater proportion of its weight onto its rear legs, allowing it to scythe its claws back and forth in crushing arcs. Yet no matter how fearsome such a large beast may appear, the true threat lies within, as each Tervigon is a living mobile incubator for dozens of Gaunts.

One tervigon can be taken for every Without Number brood of gaunts or hormagaunts, but may otherwise not be taken by themselves, with the exception of the brood progenitor (see below). The tervigon must purchase the same biomorphs as the gaunt brood. The tervigon will spawn the type of gaunts it was taken along side with.

	WS	BS	S	T	W	I	A	Ld	Sv
Tervigon	3	3	5	6	6	1	3	10	3+

Unit Composition

1 Tervigon

Unit TypeMonstrous Creature
(Character)**Wargear**

- Bonded exoskeleton
- Claws and teeth
- Stinger Salvo

Special Rules

- Synapse Creature
- Shadow in the Warp
- Move Through Cover
- Psyker (1)
- Swarm Host
- Synaptic Backlash

Psyker

A Tervigon has one of the following powers.

Dominion, Catalyst, Onslaught, and Subjugate.

Brood Progenitor

If an army only has a single tervigon in it, it can be upgraded to a brood progenitor for 25, and becoming an HQ choice capable of spawning all types of gaunts and hormagaunts.

Options

- May be upgraded to have one of the following:
 - scything talons 15 points
 - Crushing Claws 25 points
- May exchange its stinger salvo with cluster spines 10 points

Biomorphs

- May take any of the following biomorphs:
 - flesh hooks 5 points
 - reinforced chitin 5 points
 - adrenal glands (+II) 5 points
 - toxin sacs 10 points
- May take one mutation:
 - acid blood 15 points
 - regeneration 25 points

Swarm Host: *Each Tervigon is a host whose lumpen carapace serves to transport unearthly amounts of Gaunts held in a near-life stasis. The Tervigon can spawn its dormant broods at will, and so one finds the Tervigon surrounded by teething waves of skittering Gaunts.*

At the start of the movement phase the Tervigon may choose to spew forth some of its gaunts (or hormagaunts if taken alongside a hormagaunt brood), if it does so roll 2d6 and place that many gaunts onto the table wholly within 6" of the Tervigon. The gaunts can either be attached to an existing unit if the models can be placed within unit coherency, or forming a new unit by itself. The gaunts will have all biomorphs purchased by the tervigon, and the type of gaunt will be that which the tervigon was purchased along side.

Additionally, if when spawning the gaunts a double is rolled, the tervigon suffers a wound with no saves allowed. Any models that cannot be placed wholly within 6" of the Tervigon are lost.

Synaptic Backlash: *Whilest alive there may seem to be no hope for those fighting a Tervigon, but skilled commanders know that if you take it down you it will destroy many of the monsters that it birthed. For when a Tervigon dies, a wave of synaptic energy resonates outward slaying any of the lesser creatures nearby.*

When a Tervigon is reduced to 0 wounds, each friendly unit of Gaunts or Hormagaunts within 12" immediately suffers 2d6 wounds with no saves allowed, with casualties taken from those closest to the Tervigon.

FAST ATTACK

Von-Ryan Leapers Brood **15 pts/model**
Von-Ryan's Leapers are Tyranid creatures whose swift, agile, and utterly lethal nature, makes them the ultimate ambush predators. Unlike normally solitary Lictors, Leapers are pack-hunters and they emerge in groups to eviscerate the Tyranids' enemies. Leapers take genetic elements from Hormagaunts and Lictors, combining their best qualities to create a deadly melee threat. They move exceedingly fast thanks to their balancing tails.

	WS	BS	S	T	W	I	A	Ld	Sv
Leapers	4	3	5	4	1	5	2	7	5+

Unit Composition
 3-9 Leapers

Unit Type
 Infantry

- Wargear**
- Extended Chitin
 - Claws and teeth
 - Scything Talons
 - Leaping

Special Rules

- Instinctive Behavior (Lurk)
- Move Through Cover
- Fleet
- Scout

Ravener Brood **25 pts/model**
Despite their resemblance to Tyranid Warriors, Raveners are a very different kind of beast. They lack the synaptic nodes that Tyranid warriors have, in place of they have extreme visual and auditory senses. While not as intelligent as the Warrior their more animalistic behavior leaves them just as terrifying – the high pitch screech of Raveners on the charge can petrify even the most battle hardened soldier.

	WS	BS	S	T	W	I	A	Ld	Sv
Ravener	5	3	4	4	2	5	3	7	5+

Options

- Any Ravener may exchange a single set of scything talons for rending claws 5 points
- Any Ravener may be upgraded to have one thorax weapon symbiote from the following:
 - deathspitter 5 points
 - twin-linked devourer 5 points
 - spine fists 5 points

Unit Composition
 3-9 Raveners

Unit Type
 Beasts

- Wargear**
- Reinforced Chitin
 - Claws and teeth
 - Two sets of scything talons
 - Leaping
 - Flesh hooks

Special Rules

- Instinctive Behavior (Feed)
- Fleet
- Move Through Cover
- Deep Strike
- Acute Senses
- Outflank
- Burrow

Biomorphs

- Any Ravener may take any of the following biomorphs:
 - electrode nodules 5 points
 - toxin sacs 8 points

Burrow: *There is a genus of Tyranids which are biologically crafted for moving underground. Spade-like claws which excel at digging and a snakelike body which allows the creature to tunnel through even the hardest of minerals to appear right on top of their prey.*

At the beginning of the movement phase a unit with Burrow may elect to be placed into ongoing reserves to Deep Strike in the following turns. Alternately, the unit can make a special Burrow move with up to 24" range, arriving via the Deep Strike rules but only scattering D6".

0-1 Spore Mine Cluster **15 pts/model**

Spore Mines are very basic, geno-modified organisms which the Tyranids use as living bombs. Upon the start of a planetary invasion these mines rain down upon the target planet erupting and beginning the first step for readying the planets bio-mass for Tyranid consumption. The mines are little more than engorged sacs full of chemical viruses, toxins and acids that drift slowly in the air currents. Each mine has a nest of sensitive feelers dangling below questioning for the heat and vibration of nearby possible targets.

Up to three spore mine clusters may be chosen as a single fast attack choice.

	WS	BS	S	T	W	I	A	Ld	Sv
Spore Mine	0	0	1	1	1	10	0	-	-

Options

The entire Spore Mine cluster must select a type of spore mine

Spore mine types - see below

- Toxin
- Bio-acid
- Frag

Unit Composition

3-6 Spore Mines

Unit Type

Infantry

Special Rules

- Orbital Deployment
- Floating Death
- Living Bomb

Toxin

Toxin Spore Mines are filled with compact vessels of toxic gasses which are triggered to break down simultaneously expelling the toxins outwards with equal vigor.

Up to three spore mine clusters may be chosen as a single fast attack choice.

Range	S	AP	Type
-	3	4	Blast, Poisoned (2+)

Bio-acid

Bio-acid Spore Mines are filled with a horribly destructive mixture of acidic fluids which are vented out through hose-like nozzles or through any ruptures in their side-wall lining.

The direction the template is random – Roll the scatter dice in order to determine faces. If a hit is rolled the template faces towards the nearest enemy model. This attack does not have the Ignores Cover special rule.

Range	S	AP	Type
Template	3	-1	Armour Bane

Frag

Frag Spore Mines have a ridged serrated outer shell which serves as shrapnel when the volatile liquids inside the mine are ignited, exploding outwards in a terrifying ball of flame.

Range	S	AP	Type
-	4	-	Large Blast, Rending

Floating Death: *Drifting in the winds these mindless pockets of death float silently in seemingly random movements.*

Spore Mines move D6” in a direction determined by the scatter dice. If a hit is scored the controlling player may chose their direction. Unlike other units, spore mines may end their movement withing 1” of enemy models. Spore mines may not run or charge. If a spore mine comes within 1” of an enemy model for any reason the spore mine detonates after all models in the unit have completed their move. If a spore mine is reduced to 0 wounds it detonates. If a spore mine cannot be placed on the battlefield it detonates where it would have been placed. The results of detonation are determined by the Spore Mine type as listed adjacent.

Living Bomb: *Spore Mines are mindless sacks of either explosives, toxins, or some other equally violent and brutal killing agent. Observation has shown they have no sense of will or motive to any of their movement, similar to some jellyfish.*

Each Spore Mine model is treated as an individual unit, which move and act individually. Spore mines are never scoring units and cannot contest objectives. Spore mines are immune to psychology and are not subject to instinctive behavior. An enemy unit may direct its fire between all spore mines within 6” of a target spore mine as if it were the same shooting target unit.

Orbital Deployment: *Spore Mines are often rained down upon their foes from the skies being called in by synapse creatures. Spore mines are space capable and remain orbiting until needed.*

Spore Mine Clusters must always enter play via Deep Strike, regardless of the mission type or other special rules. When arriving from reserves all units must arrive at the same time and count as one arrival. They are all immediately subject to the Living Bomb and Floating Death special rules. Begin by placing a large blast template on the intended target location for each unit. Scattering the spore mines all individually, if a direct hit is rolled place the spore mine on the edge of the blast template as indicated by the small arrow, otherwise scatter as normal.

HEAVY SUPPORT

0-1 Biovore Brood **60 pts/model**

Spore Mines are most often vomited from genetically adapted parasitic weapon symbiotes. With the spider like warbeast these creatures imbed themselves into, together they are referred to by the Magos Biologis as the Biovore. The creature nurtures a clutch of Spore Mines inside its own body and launches them by a powerful muscle spasm, whilst stealing nutrients from its host organism. The Biologis point out that the Biovore has only appeared relatively recently in action against the hive fleets, showing the Hive Minds ability to adapt.

	WS	BS	S	T	W	I	A	Ld	Sv
Biovore	2	3	4	5	2	3	2	5	4+

Spore clutch

Biovore carries enough of each Spore Mine to last the battle.

Unit Composition

1-3 Biovores

Unit Type

Infantry

Special Rules

- Instinctive behavior (lurk)

Wargear

- Hardened Carapace
- Claws and teeth
- Spore mine launcher

Carnifex **105 points**

The Carnifex is a living engine of destruction evolved for use in shock assaults, spaceship boarding actions and massed battles where it can smash through almost any obstacle whether it is a defensive line, enemy tanks, or a fortified position. The assault of these creatures is terrifying to behold, a primeval force which smashes men and vehicles aside like children's toys.

In games of 1300 points and higher, two Carnifexes may be chosen as a single heavy support choice, acting as two separate units.

	WS	BS	S	T	W	I	A	Ld	Sv
Carnifex	3	2	8	6	4	2	3	7	3+

Biomorphs

- May take any of the following biomorphs:
 - endocrine leaches (+1WS) 5 points
 - enhanced senses (+1BS) 20 points
 - electrode nodules(+1S) 10 points
 - adrenal glands (+1I) 5 points
 - tusked 10 points
 - toxin sacs 10 points
 - secondary chitin (+1T) 25 points
- May take one mutation:
 - acid blood 15 points
 - bioplasma 15 points
 - rapid regeneration 25 points
- May take one carapace biomorph:
 - spine banks 5 points
 - spore cysts 10 points
 - thorn back 5 points

Unit Composition

1 Carnifex

Unit Type

Monstrous Creature

Special Rules

- Instinctive Behavior (feed)
- Move Through Cover
- Fearless
- Living Battering Ram: d3 hammer of wrath hits

Wargear

- Bonded exoskeleton
- Claws and teeth
- Scything talons
- Twin-linked deathspitter

Options

- May exchange either either the scything talons or twin-linked deathspitter with a weapon symbiotes from the following:
 - crushing claws free
 - scything talons free
 - twin-linked deathspitter free
 - strangleshorn cannon¹ 20 points
 - heavy venom cannon¹ 20 points

¹May only take one of these

 - twin-linked devourer with brainleach worms ... 30 points
- May upgrade its bonded exoskeleton to an armoured shell 30 points

Tyrannofex **225 points**

There can be little doubt that the massive Tyrannofex exists purely for destruction – it is a monster created for the most apocalyptic and grueling battlegrounds. Striding ominously forward towards their prey these alien giants deal death from afar shattering enemy battle lines with merciless salvos of bio-weapons fire. Clad in ablative layer of chitinous armour a Tyrannofex is as unyielding as any war engine built of steel.

Tyrannofexes may only be included in games of 1200 points or greater.

	WS	BS	S	T	W	I	A	Ld	Sv
Tyrannofex	3	3	6	6	6	1	3	7	2+

Unit Composition

1 Tyrannofex

Unit Type

Monstrous Creature

Wargear

- Armoured shell
- Claws and teeth
- Cluster spines
- Fleshborer hive
- Spine banks

Special Rules

- Instinctive Behavior (Lurk)
- Fearless
- Move Through Cover

Options

- May replace the fleshborer hive with one weapon symbiote from the following:
 - pyroacid cannon free
- May replace the cluster spines with a stinger salvo ... free
- May take a thorax swarm with either electroshock grubs, desiccator larvae, or shreddershard beetles 25 points

Biomorphs

- May take one of the following biomorphs:
 - adrenal glands (+1I) 10 points
 - toxin sacs 20 points
 - secondary chitin (+1T) 45 points
- May take one of the following mutations:
 - acid blood 30 points
 - regeneration 30 points