ARMY RULES

SYNAPSE

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

If your Army Faction is **TYRANIDS**, while a **TYRANIDS** unit from your army is within 6" of one or more **SYNAPSE** models from your army, that unit is said to be within Synapse Range of your army. Each time a **TYRANIDS** unit from your army takes a Battle-shock test, if it is within Synapse Range of your army, take that test on 3D6 instead of 2D6.

SHADOW IN THE WARP

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

If your Army Faction is **TYRANIDS**, once per battle, in either player's Command phase, if one or more units from your army with this ability are on the battlefield, you can unleash the Shadow in the Warp. When you do, each enemy unit on the battlefield must take a Battle-shock test.

TYRANIDS – INVASION FLEET
DETACHMENT RULE

If your Army Faction is **TYRANIDS,** you can use this Invasion Fleet Detachment rule.

HYPER-ADAPTATIONS

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

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

SWARMING INSTINCTS

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

HYPER-AGGRESSION

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

HIVE PREDATORS

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

TYRANIDS – INVASION FLEET
STRATAGEMS

If you are using the Invasion Fleet Detachment rule, you can use these Invasion Fleet Stratagems.

RAPID REGENERATION

INVASION FLEET – BATTLE TACTIC STRATAGEM

1CP

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

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

TARGET: One **TYRANIDS** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, models in your unit have the Feel No Pain 6+ ability. If your unit is within Synapse Range of your army, until the end of the phase, models in your unit have the Feel No Pain 5+ ability instead.

DEATH FRENZY

INVASION FLEET – STRATEGIC PLOY STRATAGEM

1CP

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

WHEN: Fight phase, just after an enemy unit has selected its targets.

TARGET: One **TYRANIDS** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, roll one D6: on a 4+, do not remove it from play. The destroyed model can fight after the attacking model's unit has finished making attacks, and is then removed from play.

ADRENAL SURGE

INVASION FLEET – BATTLE TACTIC STRATAGEM

2CP

These warrior organisms destroy all as their adrenaline surges.

WHEN: Fight phase.

TARGET: Up to two **TYRANIDS** units from your army that are within Synapse Range of your army and are eligible to fight, or one other **TYRANIDS** unit from your army that is eligible to fight.

EFFECT: Until the end of the phase, each time a model in one of those selected units makes an attack, a successful unmodified Hit roll of 5+ scores a Critical Hit.

OVERRUN

INVASION FLEET – STRATEGIC PLOY STRATAGEM

1CP

Tyranids are an unstoppable avalanche of flesh and chitin.

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

TARGET: That **TYRANIDS** unit.

EFFECT: Until the end of the phase, each time a model in your unit makes a Consolidation move, it can move up to 6" instead of up to 3", provided your unit can end its Consolidation move in Unit Coherency and within Engagement Range of one or more enemy units. If your unit is within Synapse Range of your army and not within Engagement Range of any enemy units, instead of making that Consolidation move, it can instead make a Normal move of up to 6".

STRATAGEMS

If you are using the Invasion Fleet Detachment rule, you can use these Invasion Fleet Stratagems.

SYNAPTIC INSIGHT

1CP

INVASION FLEET – STRATEGIC PLOY STRATAGEM

Guided by the instincts of leader-beasts, a portion of the swarm can be tasked with focusing its hunting instincts to destroy a particular foe.

WHEN: Your Command phase.

TARGET: Up to two **TYRANIDS** units from your army that are within Synapse Range of your army, or one other **TYRANIDS** unit from your army.

EFFECT: Select one Hyper-adaptation. Until the end of the battle round, that hyper-adaptation is active for those selected units in addition to any other that may be active for your army.

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

ENDLESS SWARM

1CP

INVASION FLEET – STRATEGIC PLOY STRATAGEM

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

WHEN: Your Command phase.

TARGET: Up to two **ENDLESS MULTITUDE** units from your army that are within Synapse Range of your army, or one other **ENDLESS MULTITUDE** unit from your army.

EFFECT: Up to D3+3 destroyed models are returned to each of the selected units.

ENHANCEMENTS

If you are using the Invasion Fleet Detachment rule, you can use these Invasion Fleet Enhancements.

ALIEN CUNNING

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

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

PERFECTLY ADAPTED

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

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

SYNAPTIC LINCHPIN

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

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

ADAPTIVE BIOLOGY

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

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

THE SWARMLORD

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

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

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

ABILITIES

CORE: **Deadly Demise D3, Leader**

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

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

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

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

INVULNERABLE SAVE 4+

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

FACTION KEYWORDS: **TYRANIDS**

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.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Swarmlord – Epic Hero**

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

LEADER

This model can be attached to the following unit:

- **Tyrant Guard**

KEYWORDS: **Monster, Character, Epic Hero, Psyker, Great Devourer, Synapse, The Swarmlord**

FACTION KEYWORDS: **Tyranids**

HIVE TYRANT

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

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

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

ABILITIES

CORE: **Deadly Demise D3, Leader**

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

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

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

INVULNERABLE SAVE 4+

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

FACTION KEYWORDS: **TYRANIDS**

HIVE TYRANT

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

WARGEAR OPTIONS

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

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

UNIT COMPOSITION

- **1 Hive Tyrant**

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

LEADER

This model can be attached to the following unit:

- **Tyrant Guard**

KEYWORDS: **Monster, Character, Psyker, Great Devourer, Synapse, Hive Tyrant**

FACTION KEYWORDS: **Tyranids**

WINGED HIVE TYRANT

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

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

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

ABILITIES

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

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

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

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

INVULNERABLE SAVE 4+

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

FACTION KEYWORDS: **TYRANIDS**

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.

WARGEAR OPTIONS

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

UNIT COMPOSITION

- **1 Winged Hive Tyrant**

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

KEYWORDS: **Monster, Character, Psyker, Fly, Great Devourer, Synapse, Winged Hive Tyrant**

FACTION KEYWORDS: **Tyranids**

TYRANT GUARD

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

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

ABILITIES

FACTION: **Synapse**

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

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

FACTION KEYWORDS:
TYRANIDS

TYRANT GUARD

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

WARGEAR OPTIONS

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

UNIT COMPOSITION

- **3-6 Tyrant Guard**

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

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

FACTION KEYWORDS: **Tyranids**

HIVE GUARD

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

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

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

ABILITIES

FACTION: **Synapse**

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

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

FACTION KEYWORDS: **Tyranids**

HIVE GUARD

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

WARGEAR OPTIONS

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

UNIT COMPOSITION

- **3-6 Hive Guard**

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

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

FACTION KEYWORDS: **Tyranids**

BROODLORD

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

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

ABILITIES

CORE: **Leader, Scouts 8"**

FACTION: **Synapse**

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

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

INVULNERABLE SAVE

4+

KEYWORDS: **Infantry, Character, Psyker, Great Devourer, Broodlord**

FACTION KEYWORDS: **Tyranids**

BROODLORD

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

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Broodlord**

This model is equipped with: Broodlord claws and talons.

LEADER

This model can be attached to the following unit:

- **Genestealers**

KEYWORDS: **Infantry, Character, Psyker, Great Devourer, Broodlord**

FACTION KEYWORDS:
Tyranids

GENESTEALERS

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

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

ABILITIES

CORE: **Scouts 8"**

FACTION: **Synapse**

Vanguard Predator: Each time a model in this unit makes an attack, re-roll a Wound roll of 1. If the target is within range of an objective marker, you can re-roll the Wound roll instead.

INVULNERABLE SAVE 5+

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

FACTION KEYWORDS: **Tyranids**

GENESTEALERS

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

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **5-10 Genestealers**

Every model is equipped with: Genestealer claws and talons.

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

FACTION KEYWORDS: **Tyranids**

DEATHLEAPER

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

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

ABILITIES

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

FACTION: **Synapse**

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

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

INVULNERABLE SAVE 4+

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

FACTION KEYWORDS: **TYRANIDS**

DEATHLEAPER

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

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Deathleaper – Epic Hero**

This model is equipped with: Lictor claws and talons.

HUNTER ORGANISM

This model cannot be your **Warlord**.

KEYWORDS: **Infantry, Character, Epic Hero, Great Devourer, Deathleaper**

FACTION KEYWORDS:
Tyranids

LICTOR

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

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

ABILITIES

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

FACTION: **Synapse**

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

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

INVULNERABLE SAVE 5+

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

FACTION KEYWORDS: **TYRANIDS**

LICTOR

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

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Lictor**

This model is equipped with: Lictor claws and talons.

KEYWORDS: **Infantry, Great Devourer, Lictor**

FACTION KEYWORDS: **Tyranids**

VON RYAN'S LEAPERS

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

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

ABILITIES

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

FACTION: **Synapse**

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

INVULNERABLE SAVE 6+

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

FACTION KEYWORDS: **Tyranids**

VON RYAN'S LEAPERS

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

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **3-6 Von Ryan's Leapers**

Every model is equipped with: Leaper's talons.

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

FACTION KEYWORDS: **Tyranids**

NEUROTYRANT

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

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

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

ABILITIES

CORE: **Leader**

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

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

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

Synaptic Relays: In your Command phase, you can select up to two friendly **TYRANIDS** units within 12" of this model's unit. Until the start of your next Command phase, the selected units are always considered to be within Synapse Range of your army.

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

INVULNERABLE SAVE 4+

KEYWORDS: **MONSTER, CHARACTER, FLY, PSYKER, GREAT DEVOURER, SYNAPSE, NEUROTYRANT**

FACTION KEYWORDS: **TYRANIDS**

NEUROTYRANT

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

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Neurotyrant**

This model is equipped with: psychic scream; Neurotyrant claws and lashes.

LEADER

This model can be attached to the following units:

- **Neurogaunts**
- **Tyrant Guard**

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

FACTION KEYWORDS: **Tyranids**

NEUROGAUNTS

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

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

ABILITIES

FACTION: **Synapse**

Neurocytes: While this unit is within Synapse Range of your army, it has the **SYNAPSE** keyword.

KEYWORDS: **INFANTRY, GREAT DEVOURER, ENDLESS MULTITUDE, NEUROGAUNTS**

FACTION KEYWORDS:
TYRANIDS

NEUROGAUNTS

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

WARGEAR OPTIONS

- None

UNIT COMPOSITION

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

Every model is equipped with: xenos claws and teeth.

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

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

FACTION KEYWORDS:
Tyranids

ZOANTHROPES

M	T	SV	W	LD	OC
5"	5	5+	3	7+	1

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Warp Blast – witchfire [BLAST, PSYCHIC]	24"	D3	3+	7	-2	D3
Warp Blast – focused witchfire [LETHAL HITS, PSYCHIC]	24"	1	3+	12	-3	D6+1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Xenos claws and teeth	Melee	2	5+	3	0	1

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

ABILITIES

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

Spirit Leech (Aura, Psychic): While this unit contains a Neurothrope, while an enemy unit is within 6" of this unit, each time that enemy unit fails a Battle-shock test, it suffers D3 mortal wounds and one model in this unit regains up to D3 lost wounds.

Warp Field (Aura, Psychic): While a friendly **TYRANIDS** unit is within 6" of this unit, models in that unit have a 6+ invulnerable save.

INVULNERABLE SAVE

4+

KEYWORDS: **INFANTRY, PSYKER, FLY, GREAT DEVOURER, SYNAPSE, ZOANTHROPES**

FACTION KEYWORDS: **TYRANIDS**

ZOANTHROPES

A Zoanthrope's physical form is given over to harnessing the might of the Hive Mind. Not only do they act as synapse nodes, but they can also draw upon the energies of the Hive Mind to unleash searing psychic blasts, and to generate fields of defensive power that can stop an artillery shell dead.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Neurothrope**
- **2-5 Zoanthropes**

Every model is equipped with: Warp Blast; xenos claws and teeth.

KEYWORDS: **Infantry, Psyker, Fly, Great Devourer, Synapse, Zoanthropes**

FACTION KEYWORDS:
Tyranids

MALECEPTOR

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

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

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

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

ABILITIES

CORE: **Deadly Demise D3**

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

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

DAMAGED: 1-5 WOUNDS REMAINING

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

INVULNERABLE SAVE 4+

KEYWORDS: **Monster, Psyker, Great Devourer, Synapse, Maleceptor**

FACTION KEYWORDS: **Tyranids**

MALECEPTOR

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

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Maleceptor**

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

KEYWORDS: **Monster, Psyker, Great Devourer, Synapse, Maleceptor**

FACTION KEYWORDS:
Tyranids

WINGED TYRANID PRIME

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

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

ABILITIES

CORE: **Deep Strike, Leader**

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

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

Death Blow: If this model is destroyed by a melee attack, if it has not fought this phase, roll one D6: on a 4+, do not remove it from play. The destroyed model can fight after the attacking model's unit has finished making its attacks, and is then removed from play.

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

FACTION KEYWORDS: **Tyranids**

WINGED TYRANID PRIME

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

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Winged Tyranid Prime**

This model is equipped with: Prime talons.

LEADER

This model can be attached to the following units:

- Gargoyles
- Tyranid Warriors with melee Bio-weapons
- Tyranid Warriors with Ranged Bio-weapons

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

FACTION KEYWORDS: **Tyranids**

TYRANID WARRIORS *WITH RANGED BIO-WEAPONS*

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

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

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Bio-weapons	Melee	5	3+	5	-1	1

ABILITIES

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

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

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

FACTION KEYWORDS:
Tyranids

TYRANID WARRIORS *WITH RANGED BIO-WEAPONS*

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.

WARGEAR OPTIONS

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

UNIT COMPOSITION

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

Every model is equipped with: devourer; bio-weapons.

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

FACTION KEYWORDS: **Tyranids**

TYRANID WARRIORS *WITH MELEE BIO-WEAPONS*

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

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Bio-weapons [TWIN-LINKED]	Melee	6	3+	5	-2	1

ABILITIES

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

Adrenalised Onslaught: At the start of the Fight phase, you can select one of the following abilities to apply to models in this unit until the end of the phase:

- **Aggression Imperative:** Each time a model in this unit makes a melee attack, re-roll a Hit roll of 1.
- **Preservation Imperative:** Each time a saving throw is made for a model in this unit, re-roll a saving throw of 1.

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

FACTION KEYWORDS: **Tyranids**

TYRANID WARRIORS *WITH MELEE BIO-WEAPONS*

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.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

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

Every model is equipped with: bio-weapons.

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

FACTION KEYWORDS:
Tyranids

TERVIGON

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

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

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

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

ABILITIES

CORE: **Deadly Demise D6**

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

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

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

DAMAGED: 1-5 WOUNDS REMAINING

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

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

FACTION KEYWORDS: **TYRANIDS**

TERVIGON

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

WARGEAR OPTIONS

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

UNIT COMPOSITION

- **1 Tervigon**

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

KEYWORDS: **Monster, Character, Psyker, Great Devourer, Synapse, Tervigon**

FACTION KEYWORDS:
Tyranids

TERMAGANTS

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

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Fleshborer [ASSAULT]	18"	1	4+	5	0	1
Termagant spinefists [ASSAULT, PISTOL, TWIN-LINKED]	12"	2	4+	3	0	1
Termagant devourer	18"	2	4+	4	0	1

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

ABILITIES

FACTION: **Synapse**

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

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

FACTION KEYWORDS: **Tyranids**

TERMAGANTS

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

WARGEAR OPTIONS

- All models in this unit can each have their fleshborer replaced with 1 Termagant devourer.
- All models in this unit can each have their fleshborer replaced with 1 Termagant spinefists.

UNIT COMPOSITION

- **10-20 Termagants**

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

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

FACTION KEYWORDS: **Tyranids**

HORMAGAUNTS

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

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

ABILITIES

FACTION: **Synapse**

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

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

FACTION KEYWORDS: **Tyranids**

HORMAGAUNTS

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

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **10-20 Hormagaunts**

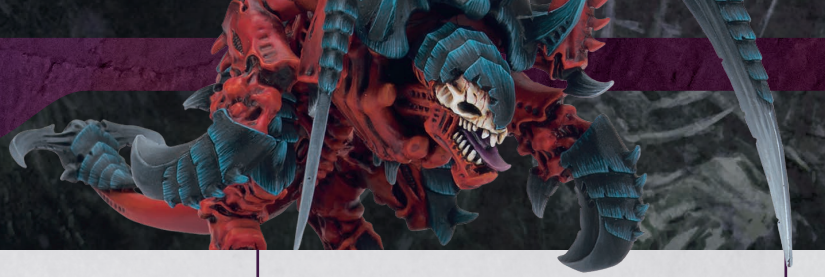
Every model is equipped with: Hormagaunt talons.

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

FACTION KEYWORDS: **Tyranids**

OLD ONE EYE

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



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

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

ABILITIES

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

FACTION: **Synapse**

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

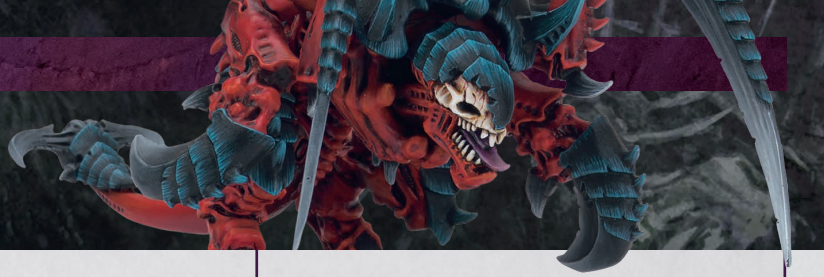
Unstoppable Monster: At the start of each player's Command phase, this model regains up to D3 lost wounds.

KEYWORDS: **Monster, Character, Epic Hero, Great Devourer, Old One Eye**

FACTION KEYWORDS: **Tyranids**

OLD ONE EYE

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



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Old One Eye – Epic Hero**

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

LEADER

This model can be attached to the following unit:

- **Carnifexes**

KEYWORDS: **Monster, Character, Epic Hero, Great Devourer, Old One Eye**

FACTION KEYWORDS:
Tyranids

CARNIFEXES

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

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

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

ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Synapse**

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

KEYWORDS: **Monster, Great Devourer, Carnifexes**

FACTION KEYWORDS: **Tyranids**

CARNIFEXES

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

WARGEAR OPTIONS

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

UNIT COMPOSITION

- **1-2 Carnifexes**

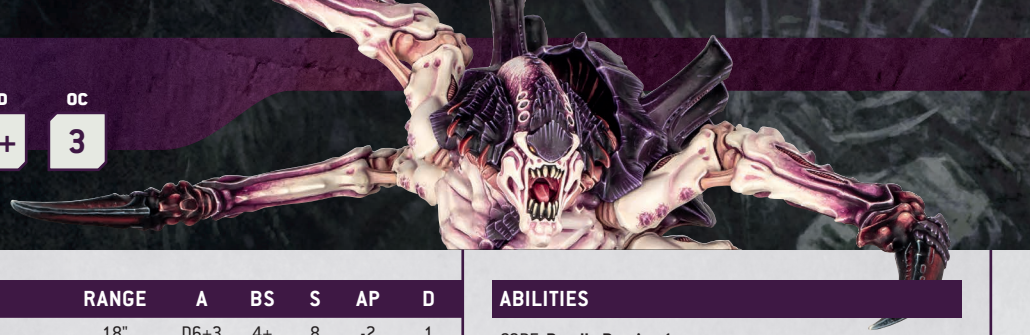
Every model is equipped with: Carnifex scything talons; Carnifex extra scything talons; xenos claws and teeth.

KEYWORDS: **Monster, Great Devourer, Carnifexes**

FACTION KEYWORDS: **Tyranids**

SCREAMER-KILLER

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



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

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

ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Synapse**

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

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

FACTION KEYWORDS: **Tyranids**

SCREAMER-KILLER

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

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Screamer-Killer**

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

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

FACTION KEYWORDS: **Tyranids**

BARBGAUNTS

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

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

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

ABILITIES

FACTION: **Synapse**

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

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

FACTION KEYWORDS: **TYRANIDS**

BARBGAUNTS

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

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **5-10 Barbgaunts**

Every model is equipped with: bio-cannon; xenos claws and teeth.

KEYWORDS: **Infantry, Great Devourer, Barbgaunts**

FACTION KEYWORDS: **Tyranids**

BIOVORES

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

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

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

ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Synapse**

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

KEYWORDS: **Infantry, Great Devourer, Biovores**

FACTION KEYWORDS: **Tyranids**

BIOVORES

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

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1-3 Biovores**

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

KEYWORDS: **Infantry, Great Devourer, Biovores**

FACTION KEYWORDS: **Tyranids**

EXOCRINE

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

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

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

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Synapse**

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

DAMAGED: 1-5 WOUNDS REMAINING

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

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

FACTION KEYWORDS: **TYRANIDS**

EXOCRINE

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

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Exocrine**

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

KEYWORDS: **Monster, Great Devourer, Exocrine**

FACTION KEYWORDS: **Tyranids**

TYRANNOFEX

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

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

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

ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Synapse**

Resilient Organism: Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack.

DAMAGED: 1-5 WOUNDS REMAINING

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

KEYWORDS: **Monster, Great Devourer, Tyrannofex**

FACTION KEYWORDS: **Tyranids**

TYRANNOFEX

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

WARGEAR OPTIONS

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

UNIT COMPOSITION

- **1 Tyrannofex**

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

KEYWORDS: **Monster, Great Devourer, Tyrannofex**

FACTION KEYWORDS: **Tyranids**

RAVENERS

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

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

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

ABILITIES

CORE: **Deep Strike**

FACTION: **Synapse**

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

KEYWORDS: **Infantry, Great Devourer, Raveners**

FACTION KEYWORDS: **Tyranids**

RAVENERS

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

WARGEAR OPTIONS

- Any number of models can each be equipped with 1 thoracic bio-weapon.

UNIT COMPOSITION

- **3-6 Raveners**

Every model is equipped with: Ravener claws and talons.

KEYWORDS: **Infantry, Great Devourer, Raveners**

FACTION KEYWORDS:
Tyranids

MAWLOC

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

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

ABILITIES

CORE: **Deep Strike**

FACTION: **Synapse**

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

DAMAGED: 1-5 WOUNDS REMAINING

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

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

FACTION KEYWORDS:
Tyranids

MAWLOC

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

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Mawloc**

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

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

FACTION KEYWORDS: **Tyranids**

TRYGON

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

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

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

ABILITIES

CORE: **Deep Strike**

FACTION: **Synapse**

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

DAMAGED: 1-5 WOUNDS REMAINING

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

KEYWORDS: **Monster, Great Devourer, Trygon**

FACTION KEYWORDS: **Tyranids**

TRYGON

Trygons are 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.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Trygon**

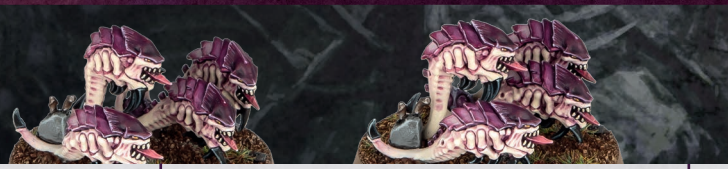
This model is equipped with: bio-electric pulse; Trygon scything talons.

KEYWORDS: **Monster, Great Devourer, Trygon**

FACTION KEYWORDS: **Tyranids**

RIPPER SWARMS

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



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

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

ABILITIES

CORE: **Deep Strike**

FACTION: **Synapse**

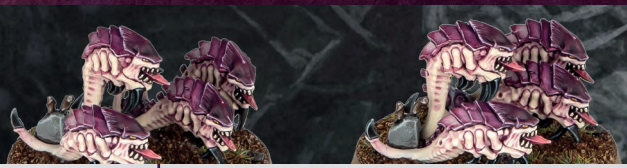
Chitinous Horrors (Aura): While an enemy unit is within Engagement Range of this unit, halve the Objective Control characteristic of models in that enemy unit.

KEYWORDS: **Swarm, Great Devourer, Ripper Swarms**

FACTION KEYWORDS: **Tyranids**

RIPPER SWARMS

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



WARGEAR OPTIONS

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

UNIT COMPOSITION

- **3-6 Ripper Swarms**

Every model is equipped with: xenos claws and teeth.

KEYWORDS: **Swarm, Great Devourer, Ripper Swarms**

FACTION KEYWORDS:
Tyranids

PYROVORES

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

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

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

ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Synapse**

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

KEYWORDS: **Infantry, Great Devourer, Pyrovores**

FACTION KEYWORDS: **Tyranids**

PYROVORES

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

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1-3 Pyrovores**

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

KEYWORDS: **Infantry, Great Devourer, Pyrovores**

FACTION KEYWORDS: **Tyranids**

PSYCHOPHAGE

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

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

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

ABILITIES

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

FACTION: **Synapse**

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

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

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

FACTION KEYWORDS: **TYRANIDS**

PSYCHOPHAGE

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

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Psychophage**

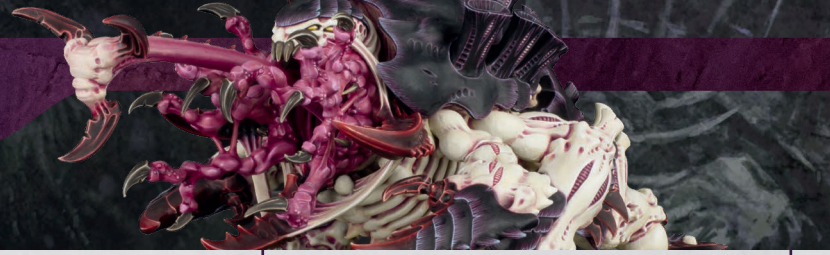
This model is equipped with: psychoclastic torrent; talons and betentacled maw.

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

FACTION KEYWORDS:
Tyranids

HARUSPEX

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



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

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

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Synapse**

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

DAMAGED: 1-5 WOUNDS REMAINING

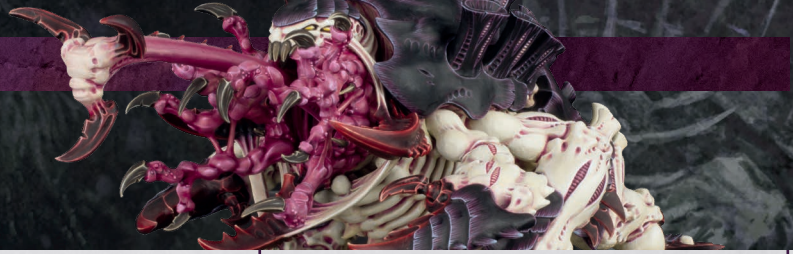
While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

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

FACTION KEYWORDS:
Tyranids

HARUSPEX

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



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Haruspex**

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

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

FACTION KEYWORDS: **Tyranids**

PARASITE OF MORTREX

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

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

ABILITIES

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

FACTION: **Synapse**

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

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

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

FACTION KEYWORDS:
TYRANIDS

PARASITE OF MORTREX

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

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Parasite of Mortrex**

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

KEYWORDS: **Infantry, Character, Fly, Great Devourer, Parasite of Mortrex**

FACTION KEYWORDS:
Tyranids

GARGOYLES

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

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

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

ABILITIES

CORE: **Deep Strike**

FACTION: **Synapse**

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

KEYWORDS: **Infantry, Battleline, Fly, Great Devourer, Endless Multitude, Gargoyles**

FACTION KEYWORDS: **Tyranids**

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.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **10-20 Gargoyles**

Every model is equipped with: fleshborer; blinding venom.

KEYWORDS: **Infantry, Battleline, Fly, Great Devourer, Endless Multitude, Gargoyles**

FACTION KEYWORDS: **Tyranids**

HIVE CRONE

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

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

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

ABILITIES

CORE: **Deadly Demise D3, Hover**

FACTION: **Synapse**

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

DAMAGED: 1-4 WOUNDS REMAINING

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

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

FACTION KEYWORDS:
TYRANIDS

HIVE CRONE

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

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Hive Crone**

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

KEYWORDS: **Monster, Fly, Aircraft, Great Devourer, Hive Crone**

FACTION KEYWORDS: **Tyranids**

HARPY

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

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

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

ABILITIES

CORE: **Deadly Demise D3, Hover**

FACTION: **Synapse**

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

- Select one enemy unit it moved over during that move and roll six D6: for each 3+, that unit suffers 1 mortal wound.
- Add a new **Spore Mines** unit containing D3 models to your army and set it up anywhere on the battlefield that is within 6" of this model and more than 9" horizontally away from all enemy units.

DAMAGED: 1-4 WOUNDS REMAINING

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

KEYWORDS: **Monster, Fly, Aircraft, Great Devourer, Harpy**

FACTION KEYWORDS: **Tyranids**

HARPY

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

WARGEAR OPTIONS

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

UNIT COMPOSITION

- **1 Harpy**

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

KEYWORDS: **Monster, Fly, Aircraft, Great Devourer, Harpy**

FACTION KEYWORDS:
Tyranids

VENOMTHROPES

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

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

ABILITIES

CORE: **Stealth**

FACTION: **Synapse**

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

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

FACTION KEYWORDS: **TYRANIDS**

VENOMTHROPES

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

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **3-6 Venomthropes**

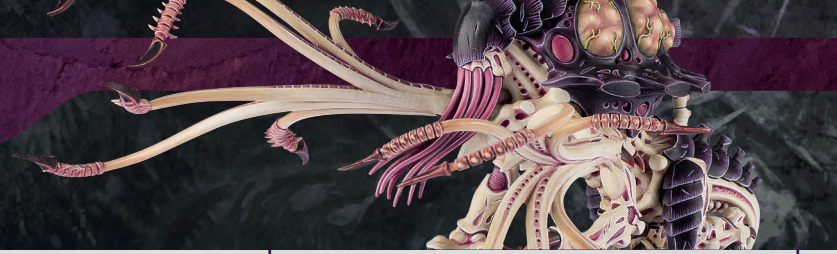
Every model is equipped with: toxic lashes.

KEYWORDS: **Infantry, Fly, Great Devourer, Venomthropes**

FACTION KEYWORDS:
Tyranids

TOXICRENE

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



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

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

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Synapse**

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

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

DAMAGED: 1-5 WOUNDS REMAINING

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

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

FACTION KEYWORDS: **TYRANIDS**

TOXICRENE

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

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Toxicrene**

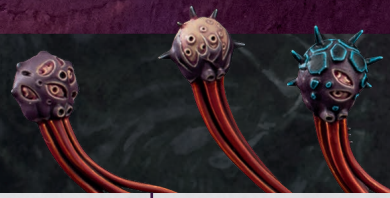
This model is equipped with: massive toxic lashes.

KEYWORDS: **Monster, Great Devourer, Toxicrene**

FACTION KEYWORDS: **Tyranids**

SPORE MINES

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



ABILITIES

CORE: **Deep Strike**

FACTION: **Synapse**

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

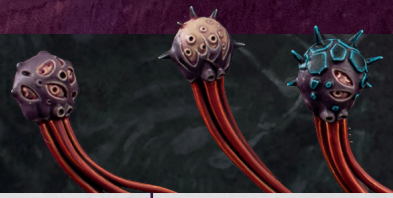
Floating Death: Each time an enemy unit ends a move within 3" of a model in this unit, and each time a model in this unit ends a move within 3" of an enemy unit, roll one D6: on a 2-5, that enemy unit suffers 1 mortal wound; on a 6, that enemy unit suffers D3 mortal wounds. The model in this unit that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

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

FACTION KEYWORDS:
Tyranids

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 prey.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **3-6 Spore Mines**

Every model is equipped with: nothing.

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

FACTION KEYWORDS:
Tyranids

MUCOLID SPORES

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

ABILITIES

CORE: **Deep Strike**

FACTION: **Synapse**

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

Floating Death: Each time an enemy unit ends a move within 3" of a model in this unit, and each time a model in this unit ends a move within 3" of an enemy unit, roll one D6: on a 2-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers D6 mortal wounds. The model in this unit that caused that roll is then destroyed.

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

FACTION KEYWORDS:
Tyranids

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.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1-2 Mucolid Spores**

Every model is equipped with: nothing.

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

FACTION KEYWORDS:
Tyranids

TYRANNOCYTE

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

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

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

ABILITIES

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

FACTION: **Synapse**

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

KEYWORDS: **Monster, Fly, Transport, Dedicated Transport, Great Devourer, Tyrannocyte**

FACTION KEYWORDS: **Tyranids**

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.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Tyrannocyte**

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

TRANSPORT

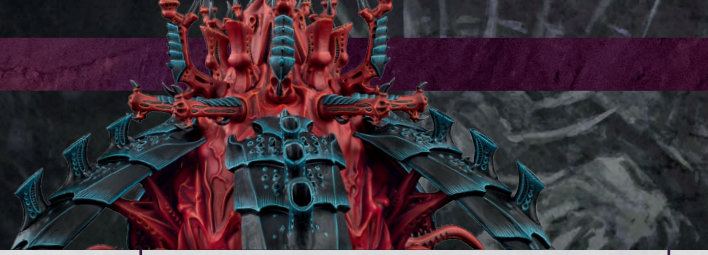
This model has a transport capacity of 20 **Tyranids Infantry** models, or 1 **Tyranids Monster** model with a Wounds characteristic of 12 or less. Each **Infantry** model with a Wounds characteristic of more than 1 takes up the space of 3 models.

KEYWORDS: **Monster, Fly, Transport, Dedicated Transport, Great Devourer, Tyrannocyte**

FACTION KEYWORDS: **Tyranids**

SPOROCYST

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



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Sporocyst bio-weapons [HIVE DEFENCES]	24"	5	4+	5	-1	2

Hive Defences: Each time an enemy unit is set up or ends a Normal, Advance or Fall Back move within range of this weapon, if that enemy unit is an eligible target, the bearer can shoot with this weapon at that unit as if it were your Shooting phase (the bearer can do so up to four times per phase).

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

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Synapse**

Seed Mucolids: In your Shooting phase, each time this model is selected to shoot, it can use this ability instead of making any attacks with its ranged weapons. If it does, you can add a new **Mucolid Spores** unit containing 1 model to your army and set it up anywhere on the battlefield that is within 18" of this model but more than 9" horizontally away from all enemy units.

KEYWORDS: **Monster, Great Devourer, Sporocyst**

FACTION KEYWORDS: **Tyranids**

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.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Sporocyst**

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

KEYWORDS: **Monster, Great Devourer, Sporocyst**

FACTION KEYWORDS: **Tyranids**