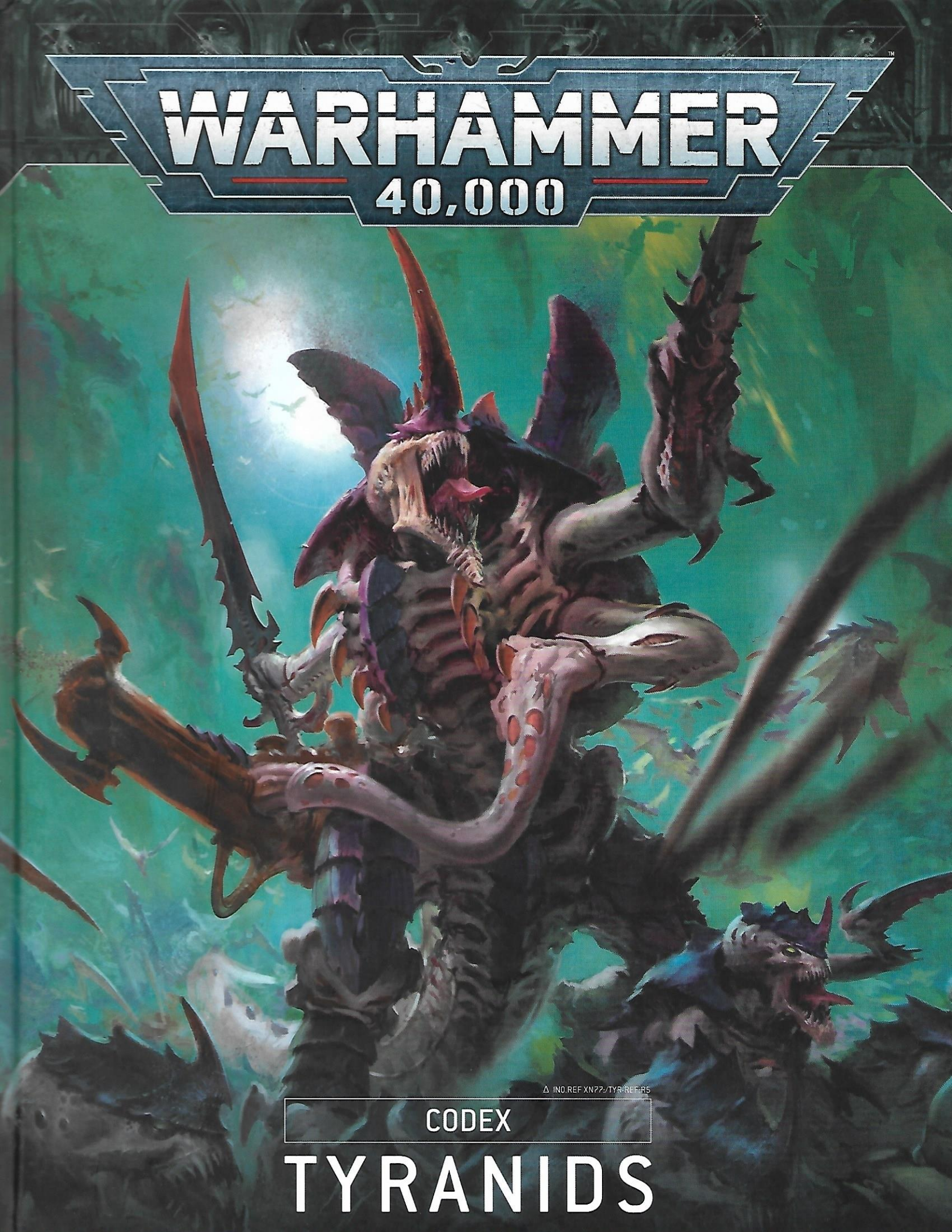
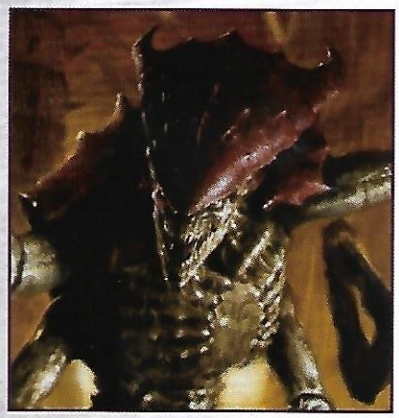
WARHAMMER 40,000



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CODEX

TYRANIDS







TYRANIDS

FROM THE DARKNESS BETWEEN THE STARS THEY FLOW, A TIDE OF LIVING NIGHTMARES. THEIR SHADOW IS THE FUNERAL SHROUD OF CIVILISATIONS. THEIR HUNGER IS THE DEATH OF WORLDS. THEY KNOW NOT HATE, FEAR OR COMPASSION, ONLY THE DESIRE TO HUNT AND TO DEVOUR. THEY ARE THE SWARM. THEY ARE THE TENDRIL AND THE TALON. THEY ARE THE TYRANIDS, AND TO STAND AGAINST THEM IN BATTLE IS TO KILL OR BE CONSUMED.



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INTRODUCTION

Welcome to the tome of ineffable horrors that is *Codex: Tyranids*. What follows is an account of this most alien and inimical of races, from the Tyranids' nature and ways of war to tales of bloody encounters with their ravenous swarms, and descriptions of their myriad monstrous bioforms. Read on to learn more of the Hive Mind and its numberless, hungering brood.

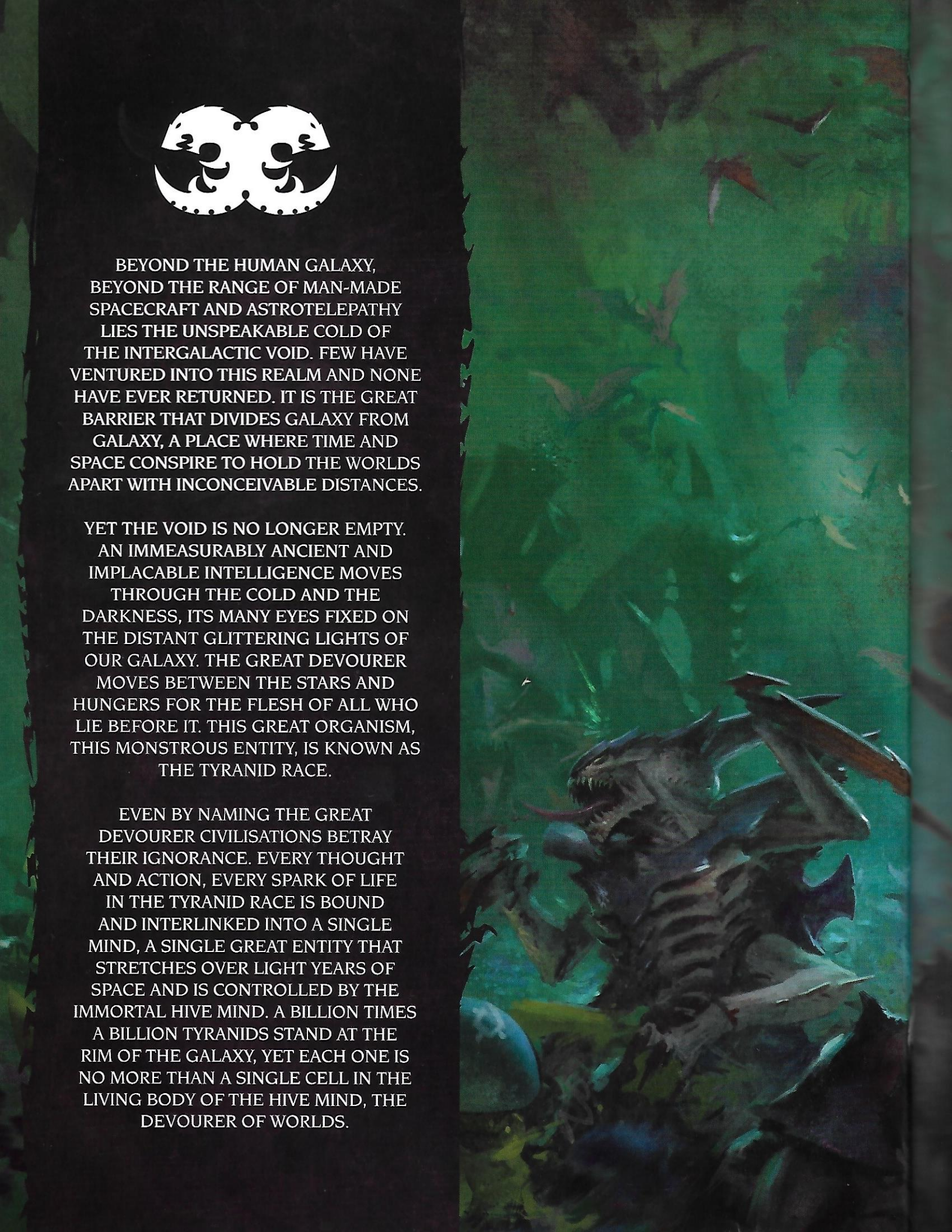
The Tyranids are a seemingly infinite race of extragalactic life forms that exist to hunt, kill and devour all organic life. Be it the warriors of enemy armies or the biospheres of verdant worlds, all are simply biomass to be consumed by the swarm. This raw material is then used to spawn yet more Tyranid war-beasts to invade fresh worlds, and so the cycle continues.

Like the questing tendrils of some impossibly vast monster, the Tyranids' hive fleets push deeper into the galaxy with every passing day. For every swarm destroyed by desperate defenders, another three drift into the light of beleaguered stars, ready to do battle. The Tyranids cannot be bought off, reasoned with or put to flight. They can only be fought or fled from. Even then, against their seemingly inexhaustible numbers and endless hunger, it seems unlikely either strategy offers any chance of lasting victory or survival.

Amassing a Tyranid army is unlike any other collecting and gaming experience in Warhammer 40,000. It places the biological might of the hive fleets at your disposal, from numberless tides of lesser war-beasts and mindless shoals of living bombs, to towering chitinous monsters whose raw might and resilience are the match for the most formidable war engines of the foe. Sky-darkening flocks of winged predators; lumbering artillery-beasts; subterranean horrors; toxin-spewing abominations; cunning synaptic leader-beasts and devastating psychic bioforms – the sheer variety of Tyranid creatures available to a hobbyist is remarkable, and truly offers the opportunity to tailor your swarm to the precise way in which you prefer to hunt your prey.

Moreover, taking command of a Tyranid swarm allows you to take on the role of the Hive Mind. This vast gestalt consciousness is what drives the Tyranids on, and donning its mantle gives you access to an impressive array of tabletop psychic abilities, cunning Stratagems and deadly tactics to help you forge your force into a living weapon of war.

Painting a Tyranid swarm is also an exciting and unique experience. An army of flesh, fang, talon and chitin – which can be drawn from one of countless hive fleets, each with their own nightmarish palette of biological hues – a Tyranid collection looks entirely alien when set against the ordered ranks and armoured vehicles of the galaxy's more conventional races. But remember, Hive Commander, that those beings are simply prey to you now, and nothing more. Read on to discover how best they may be devoured.



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

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

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







THE GREAT DEVOURER

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

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

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

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

THE HIVE MIND

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

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

DEATH OF WORLDS

Since the first Tyranid hive fleet was encountered, the numbers of these alien invaders have increased at an alarming rate. More and more hive fleets surge from the extragalactic void, each displaying new and nightmarish adaptations and horribly inventive methods of predation. They coil and probe like the tendrils of some unimaginably vast monster. They push in from the fringes, drive up through the galactic plane and crush and destroy everything they touch.

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

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

FIRST CONTACT

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

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

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

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



THE DEATH OF TYRAN

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

That the Tyran outpost had any chance to prepare for the onslaught was due to sheer chance. A returning survey ship encountered a vast cloud of unidentified objects on the edge of the Tyran System. When those same objects turned out to be strange, biological mines, the survey ship fought its way clear of the

converging cloud and limped back to Tyran Primus bearing its dire warning. A handful of days later, the invasion began.

Commanded by Adeptus Mechanicus Magos Varnak, the outpost of Tyran Primus was no easy prey. Nestled in an ancient chain of volcanic islands, the base was fortified to resist the fearsome storms and beasts of Tyran's wild oceans. Moreover, it boasted a substantial garrison of Adeptus Mechanicus and Astra Militarum soldiery, several squadrons of fighter craft and four huge orbital defence lasers set deep inside ceramite silos. Sheathed in void shields, these huge installations were further supported by a formidable network of gun emplacements and Proteus-class bunkers. It was a defensive strength that had seen Tyran Primus hold off more than its share of alien and heretic assaults over the centuries. Against the onslaught of Hive Fleet Behemoth, however, the outpost's defences would be found wholly wanting.

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

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



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

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

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

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

We cannot live through this. Mankind cannot live through this. In a single day they have covered this planet with a flood of living blades and needle-fanged mouths. If they are truly without number then our race is doomed to a violent death...

-Magos Varnak, excerpt from last words



HIVE FLEETS

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

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

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

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

CUNNING PREDATORS

In their ongoing attempts to codify the Tyranid threat – and in doing so, perhaps to diminish its omnipresent terror – Imperial xenobiologians have named



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

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

Many hive fleets also exhibit a remarkable ability to learn and adapt from each defeat. A tactic that serves desperate defenders well on one battlefield may prove utterly worthless on the next, as the Tyranids manifest some rapidly adapted countermeasure. Veteran warriors confidently deploying tank-busting rounds that previously saw the larger Tyranid monsters burst like sacks of offal stare in horror as those same shells rebound from newly-thickened armour carapaces. Wings of bombers soar overhead to rain death on the swarms below, only to discover that this time, the Hive Mind has spawned flocks of winged bioforms that fall upon their aircraft and tear them apart. Tailored gene-toxins that dissolved Tyranids into twitching soup in a previous engagement are found to be utterly ineffective against the altered body chemistry of the next wave of war-beasts the Hive Mind hurls in. Most unsettling of all is when such adaptations begin to manifest pre-emptively, not only on different battlefields but amongst the swarms of entirely separate hive fleets. How the Tyranids are able to communicate such hard-won lessons is unclear, but that they can suggests nightmarish possibilities to the increasingly beleaguered prey races.

SPLINTER FLEETS

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

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

'Do not look for honour in battle against the Tyranid. Its sheer monstrosity makes mock of such notions. The Tyranid sees us as meat, living matter to be devoured or else corrupted so that our very bodies turn traitor. The Tyranid drags us down to its animal level and turns war into a fight for survival between predator and prey. I have witnessed brave champions and expert bladesmen simply swallowed whole, their end the ignominy of dissolution in some horror's churning gut. I have seen chitinous barbs pierce armour and flesh to deposit parasites that devour their unwilling hosts alive before turning on all around them. I have seen noble heroes melt like tallow, swell up and burst like blood blisters or die choking on the black froth of their own lungs. No, the Tyranid does not treat us with honour, and nor should we it. The Tyranid is vermin. Exterminate it accordingly.'

- Magos-Antipathus Jarvyn Jaxx, 'Theses Exterminus'



THE SHADOW IN THE WARP

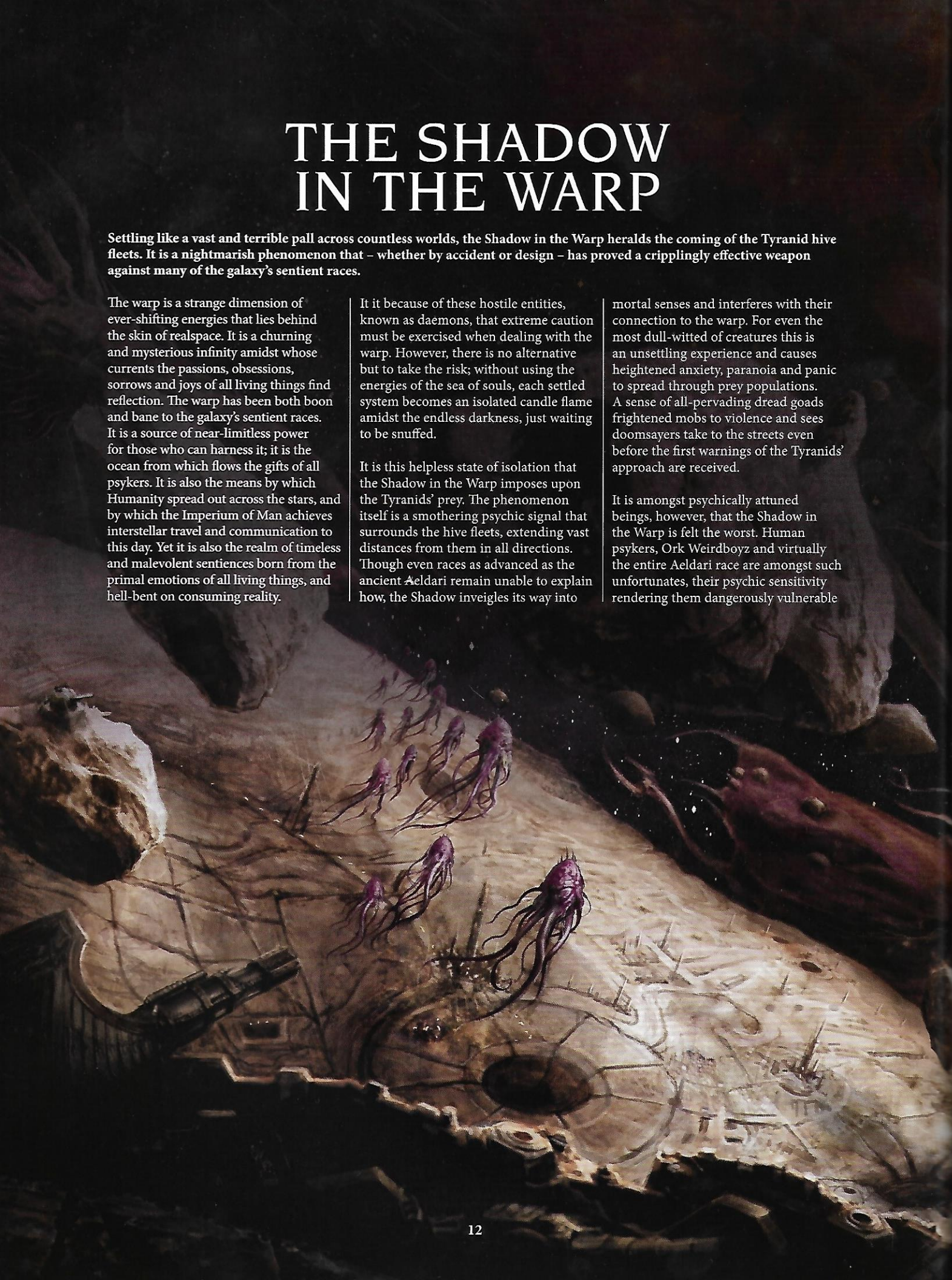
Settling like a vast and terrible pall across countless worlds, the Shadow in the Warp heralds the coming of the Tyranid hive fleets. It is a nightmarish phenomenon that – whether by accident or design – has proved a cripplingly effective weapon against many of the galaxy's sentient races.

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

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

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

It is amongst psychically attuned beings, however, that the Shadow in the Warp is felt the worst. Human psykers, Ork Weirdboyz and virtually the entire Aeldari race are amongst such unfortunates, their psychic sensitivity rendering them dangerously vulnerable



to the Shadow's insidious effects. Some have described the phenomenon as a numbing blanket of static that fills their thoughts and makes it hard even to think or speak. To others it is the chittering and squealing of a billion nameless horrors, the endless scraping of talons across their minds, or the onset of existential dread so acute that it is all they can do to keep breathing beneath its pall.

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

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

Nor are Humans the only victims of this phenomenon. For most branches of the Aeldari race, merely being in proximity to the Tyranids brings torment that they must struggle to ignore if they are to even stand a chance to fight back. Moreover, the precognitive psychic gifts upon which their dwindling race relies are all but useless once the Shadow in the Warp settles about them. Warp sorcery falters as easily as more sanctified psychic powers, leaving even the servants of the Dark Gods howling in powerless fury as the Tyranids descend on them. Only truly psychically inactive races, such as the T'au or Necrons, have less to fear from the Shadow, but even then the insidious Hive Mind has methods by which it can weaponise its gestalt will against them to claim victory

PSYCHIC WARFARE

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

INEXPLICABLE PHENOMENA

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

The Inquisitors of the Ordo Xenos and the elite Deathwatch have also discovered another such insidious phenomenon in the last few centuries. Genestealers are amongst the most prolific of the hive fleets' vanguard organisms, moving ahead of the swarms as stowaways aboard Imperial vessels and infiltrating Human worlds. Only since the horrors of Ghosar Quintus has it become apparent, however, that these creatures are doing more than hunting. It is in the Genestealers' gift to infect abducted prey organisms with a gene-curse that brings the victims under the Genestealers' sway. More and more of the prey populace are forcibly inducted or born into the resultant Genestealer Cult, which festers beneath the skin of Imperial civilisation until the day it erupts in full-blown rebellion. As though this were not threat enough, it has also been suggested that the cults themselves broadcast some manner of mass psychic signal, though it is beyond even the most talented magi to decipher its exact nature or mechanism. What seems apparent, however, is that the hive fleets can perceive this subtle beacon, and follow it to fresh feeding grounds. Such an unholy fusion of Human and Tyranid psychic and synaptic potential hints at ominous and terrible nightmares yet to come...

BEHEMOTH
FIRST TYRANNIC WAR

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

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

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

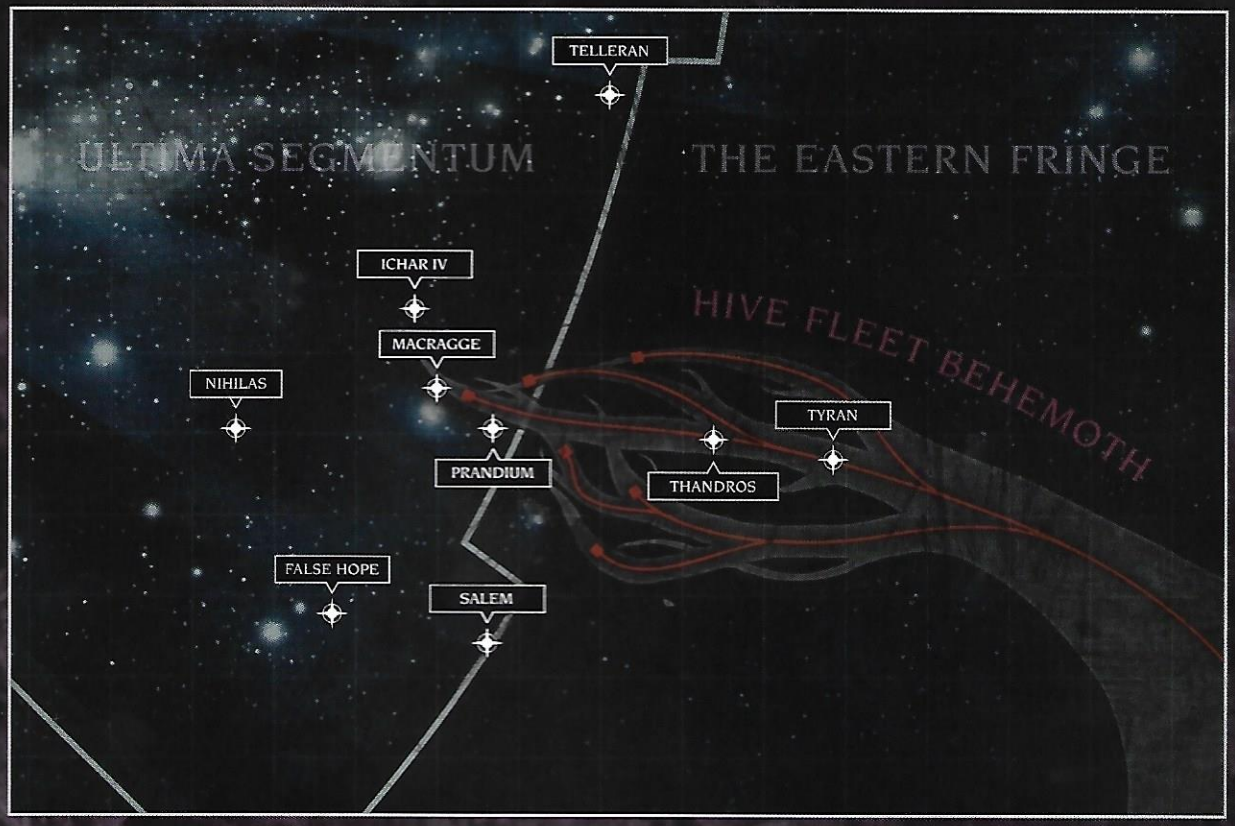
THE BEHEMOTH

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

An alien threat has risen from beyond the abyss. A swarm so vast that it blots out the stars. This horror fights for neither power nor territory but rather to feed a hunger so insatiable that it will eventually devour the entire galaxy.
- Inquisitor Kryptman

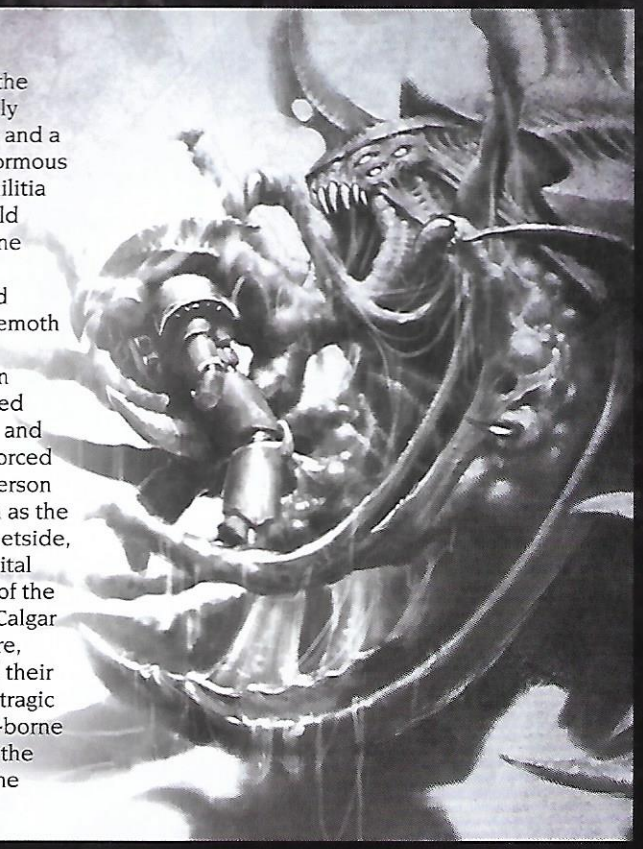


PATH OF HIVE FLEET BEHEMOTH 745. M41



BATTLE FOR MACRAGGE

The assault upon Macragge showed just how devastating the brute-force tactics of Hive Fleet Behemoth can be. Not only was the planet watched over by orbital defence platforms and a mighty fleet of warships, but on the ground it boasted enormous polar fortresses, massed regiments of Ultramar defence militia and entire companies of Ultramarines. Most invaders would have fled at the mere sight of such an assemblage, let alone ploughed on unflinching as did Hive Fleet Behemoth. So ferocious were its first attack waves that even the gathered Imperial ships and platforms were unable to prevent Behemoth from seeding invasion swarms onto Macragge itself. Thus, defenders who had believed themselves shielded from on high were assailed and driven back even as the battle raged in orbit. It was the chaos created by these initial landings, and the insidious strategic leadership of the Swarmlord, that forced Marneus Calgar to command the battle on the planet in person and take his attention away from the war in the void. Even as the Chapter Master was facing ever more punishing odds planetside, wave upon mindlessly ferocious wave pummelled the orbital defences. By the ninth such onslaught, nothing remained of the defence platforms but blood-soaked, airless tombs. Had Calgar not survived to return to space and command the war there, and had Battlefleet Tempestus not arrived in time to lend their aid, then Ultramar itself might even now be nothing but a tragic name to be avenged. Even as it was, by the time the void-borne forces were able to return and reinforce the defenders on the ground, the polar fortresses lay in ruins – a testament to the unstinting fury of Hive Fleet Behemoth's hunger.



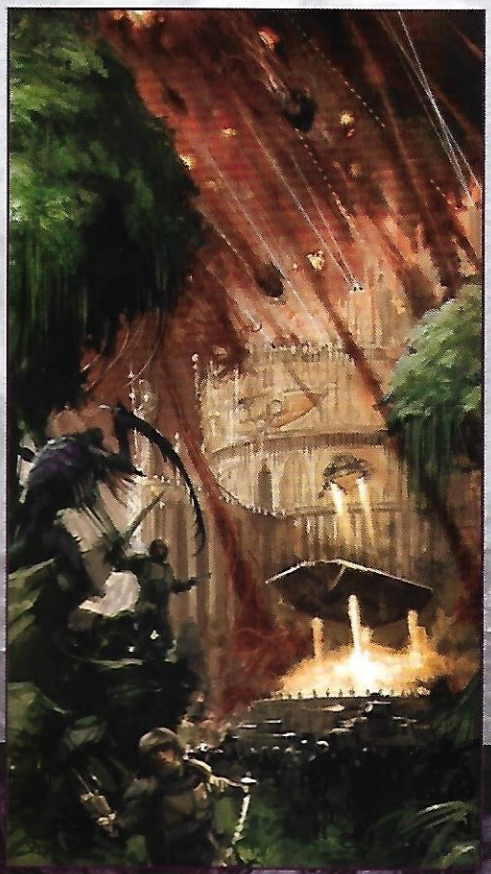
INVASION SWARMS

A Tyranid attack is a harrowing spectacle to behold. The skies darken with roiling toxic clouds and the descending shapes of hundreds of thousands of Tyrannocytes containing brood upon brood of Tyranids. Vast swarms of ravenous monsters flow across the land, slaughtering all in their path. Yet amidst all the horror and chaos, there is an insidious pattern to be observed.

While every hive fleet displays its own predatory methods and instinctive tactics, most invade and eventually consume prey worlds in roughly the same manner. This can be seen in the strategies employed by successive Tyranid attack waves, in the spawning of different bioforms in response to the condition of the defenders and their world, and in the shifting tactics employed by the Tyranid swarms both planetside and in the void above.

The nightmare begins with probing attacks intended to test and undermine the prey world's defences. Vanguard organisms – some of which may have lurked upon the planet for months or even years before the attack – suddenly go on the offensive. Lictors and Genestealers act as saboteurs and assassins, disrupting command channels and supply chains with their attacks or spreading terror amongst the prey populace. At the same time, waves of biological invasion craft rain down from on high. Many are inevitably shot down by battery fire and combat aircraft, but more hit the planet's surface and split open to disgorge expendable invasion swarms. Driven on by synapse creatures such as Tyranid Warriors, Tervigons and Hive Tyrants, chitinous tides of Termagants and Hormagaunts fling themselves at the enemy's defences. What resistance they can overwhelm they do, tearing apart armoured columns fleeing for safety and butchering garrisons trapped behind their own defence lines. Yet this is not the primary purpose of the first waves. Supported from above by thousands-strong flocks of Gargoyles, the first waves allow the Hive Mind to corral the prey, to exhaust their ammunition and spirit, and to test where their defences are staunchest.

With battle lines firmly drawn, the nature of the next invasion swarms adapts dependant on the resistance the Hive Mind has met thus far. If the prey hide within fortified compounds or have taken to subterranean complexes, the follow-up waves include vast tunnelling swarms of Raveners, Trygons and Mawlocs. They may also see an upsurge in the numbers of living-tank analogues, such as Carnifexes or Exocrines, ready to pummel especially formidable defences into ruin. Should the prey prove resistant in the air, the Hive Mind hurls in flocks of Harpies, Hive Crones and monstrous Harridans to smash the foe from the skies. Prey who seek to fight a more metaphysical war may be met with waves of Neurothropes and monstrous Maleceptors, while those able to shrug off more direct assaults may be undermined by the toxic emanations of Venomthropes and Toxicrenes.





One by one, the surviving bastions of the prey are toppled. Worn down through attrition or destroyed in mighty conflicts, their armies fall. Where the staunchest resistance is met the Hive Mind may even deploy the colossal forms of bio-titans such as the Hierophant or Hierodule, abominations quite capable of toppling even Ork gargants or the god-machines of the Adeptus Titanicus. Gradually the fires of battle gutter, as what was a war of resistance becomes a cruel game of cat and mouse, the last surviving defenders seeking to fight back or to escape.

Yet by now, the strategies of the Hive Mind have shifted again, and new bioforms begin to appear amidst the changing landscape of the tortured world. Unbeknown to the defenders, another war has raged unseen alongside their own. It is a conflict fought on a microscopic level, for even as their first invasion swarms assail the planet's defenders, so the hive ships also seed its atmosphere with roiling clouds of inimical spores that set to work perverting the biosphere. By the time the prey armies have been defeated, the planet's very biology has also been overthrown and harnessed to the Tyranids' foul purposes. Gruesome spore chimneys of flesh and chitin thrust up from the world's heaving surface. Alongside foul Sporocysts dropped from orbit, these bioforms pump out ever denser toxic clouds that hasten the subsumption of the planet's biosphere. Bubbling digestion pools yawn wide, grotesque open guts the size of lakes into which raw biomatter is deposited to be broken down. Pulsing synapse nodes sprout like colossal fungi, amplifying the influence of the Hive Mind and strengthening the grip of the Shadow in the Warp. Stranger and more nightmarish biostructures erupt around or amidst the few holdouts of the prey, towering talons and lashing nests of tendrils that rip down fortifications and spread parasitic infestations.

Meanwhile, the feeder-beasts of the invasion swarms are hard at work. From the start of the invasion, swarms of the simple organic eating machines known as Rippers have undulated across the land devouring the wounded and dead alike. Now, trillions of the awful creatures sweep across entire continents, cramming their gullets to bursting point before slithering into the digestion pools to be rendered down along with the biomass they have harvested. At the same time, Haruspexes lumber across the land, swallowing whole any prey that defies them and gorging on the fallen, before vomiting their immense meals into the pools for digestion.

Only when the last flickers of resistance have been extinguished does the final stage of the invasion begin. The hive ships gather in low orbit, clustering around vast capillary towers like ticks fastening to the flesh of cattle. Here they feed upon the accumulated biomass of the slaughtered world, and of their own dead alike, as it is pumped up the towers to be devoured. Ruthlessly ravenous, the Tyranid swarms break down defensive structures and towering mountains for the minerals that can be extracted from within. They drain the world's oceans dry, leaving barren plains of cracked bedrock in their place. Every last scrap of organic life down to the bacterial level is devoured. At the end, even the world's atmosphere is plundered, its protective cowl torn away and scattered into the void. By the time the hive ships rise once more into the cold expanse of space and prepare to move on, nothing remains of the prey world but a cold, dead husk.





THE LIVING ARSENAL

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

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

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

DEVOURER

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



FLESHBORER

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



SPINEFIST

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



PREDATORY PROJECTILES

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





FLESH HOOKS

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

'Tyranids are creatures from our darkest nightmares. But remember this: they can bleed, and they can die.'
- Inquisitor Kryptman, prior to his excommunication

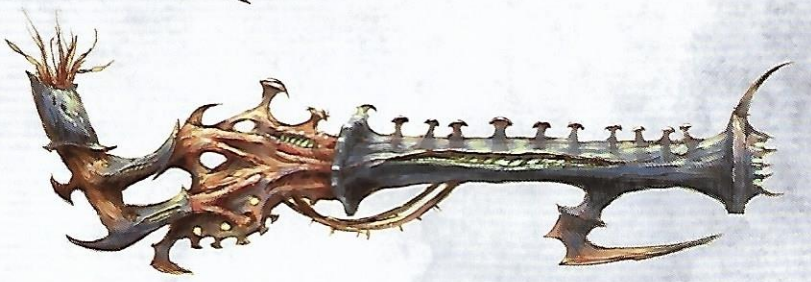
BARBED STRANGLER

This simple but devastating weapon shunts a barbed seed from its gestation sac to its muscular barrel, within which the seed begins to grow at a grossly accelerated pace. Launched by muscle spasm, the projectile continues to expand as it hurtles through the air, erupting into a flailing mass of hooked tendrils that puncture flesh, gouge eyes, entangle weapons and lash around throats before constricting savagely. They are especially effective weapons against massed and lightly armoured prey.



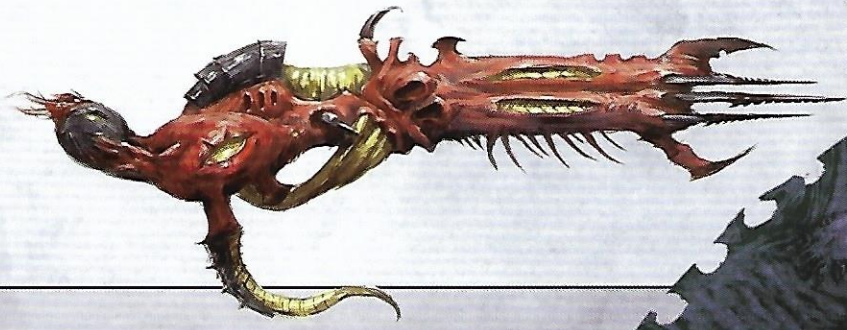
VENOM CANNONS

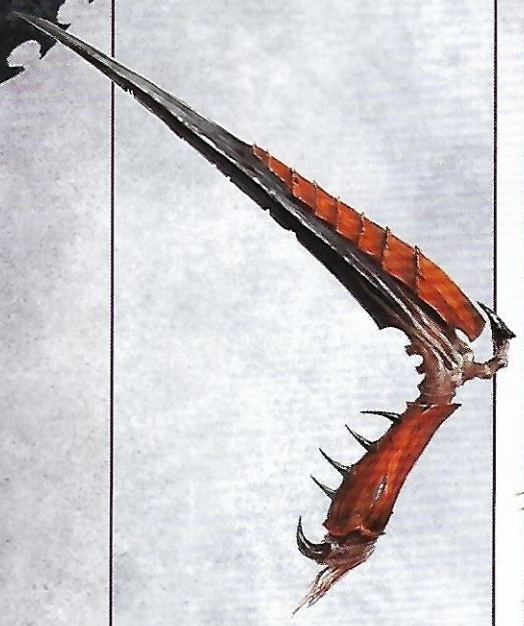
Venom cannons fire shards of concentrated and crystallised acid, coated in a metallic residue and launched at incredible speeds. Even the lighter breed of venom cannon is highly effective at punching through well-armoured targets. Meanwhile, the heavier variant launches its weightier projectiles at hypersonic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



IMPALER CANNON

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





SCYTHING TALON

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



BONESWORD

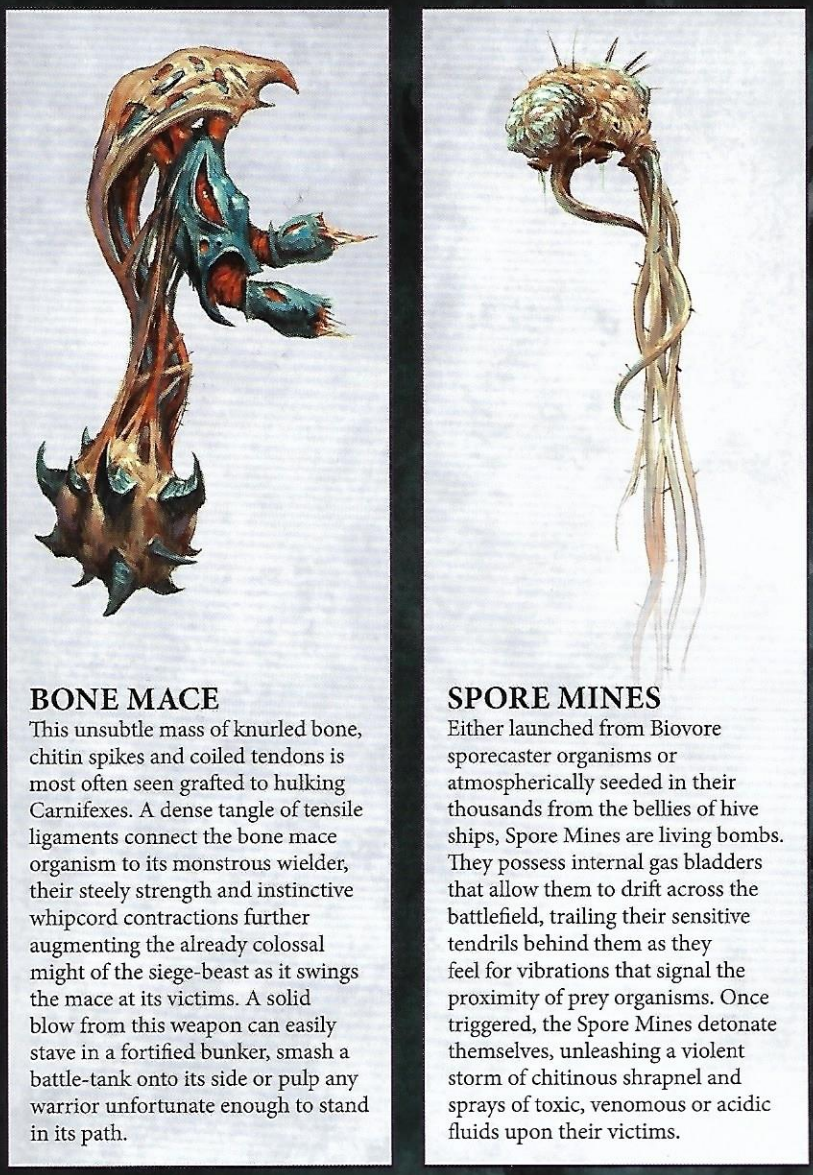
Grown from dense chitin, boneswords have a symbiote grafted into their hilts. This small gobbet of neurotransmissive flesh takes care of regrowing the bonesword's organic blade should it be damaged. Moreover, its web of nerve tendrils are embedded along the length of the weapon, transmitting and amplifying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



RENDING CLAW

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

++Vox-Log commences. God-Emperor help me, this will surely be my last recording. I must be quick, for even now I hear them clawing at the doors. We had the might of an entire Gospodyr regiment to protect us. We had high ferrocrete ramparts, servitor gun turrets, Throne we even had Brother-Sergeant Escar and his Space Marines. We thought it was enough. It should have been enough! The walls went first. When the xenos attack waves broke against them, they brought up some manner of living artillery. The fire those monsters rained down didn't just kill the wall guards but it ate away the walls themselves, swift as acid spilled upon flesh. The servitor guns might have held them, even then, but they were torn to pieces by... I don't know what, something we could barely see. Major Renn's Gospodyr did their best to hold back the swarm. Even managed it for a while with the Space Marines' help. But the next Tyranid waves brought weapons with them that doused the Gospodyr in flesh-eating worms and incendiary chemicals. As for the Emperor's Angels? Throne they were magnificent! But the beasts coming at them got bigger, and bigger, until... It was as though every wave we defeated taught the xenos how best to kill us, and by the God-Emperor they learnt their lesson well. There is no way out now. This world is being eaten, and we shall be eaten with it. I just wish- ++ [EX/ANO/Vox-Log interrupted, terminates]



BONE MACE

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

SPORE MINES

Either launched from Biovore sporecaster organisms or atmospherically seeded in their thousands from the bellies of hive ships, Spore Mines are living bombs. They possess internal gas bladders that allow them to drift across the battlefield, trailing their sensitive tendrils behind them as they feel for vibrations that signal the proximity of prey organisms. Once triggered, the Spore Mines detonate themselves, unleashing a violent storm of chitinous shrapnel and sprays of toxic, venomous or acidic fluids upon their victims.

'As I looked into its dead black eyes, I saw the terrible sentience it had in place of a soul. Behind that was the steel will of its leader. Further still, I could feel its primogenitor coldly assessing me from the void. And looking back from the deepest recesses of the alien's mind, I perceived what I can only describe as an immortal hunger. We can slay the Tyranids on our worlds, blast their fleets from space, grind their armies to torn and ruined fragments. But their hunger? That is beyond our ability to slay.'

- Varro Tigurius, Ultramarines Chief Librarian

KRAKEN
SECOND TYRANNIC WAR

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

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

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

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

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

The Aeldari of Craftworld Iyanden had greater forewarning of the approach of Hive Fleet Kraken. Their Farseers perceived the doom drawing nigh through the skeins of fate, while their Rangers brought back first-hand accounts of the alien swarm fast approaching. Yet the craftworlds are immense and stately vessels with no capacity for warp travel or swift escape. It soon became clear that Craftworld Iyanden would not be able to evade this threat, but rather would have to meet it head on.

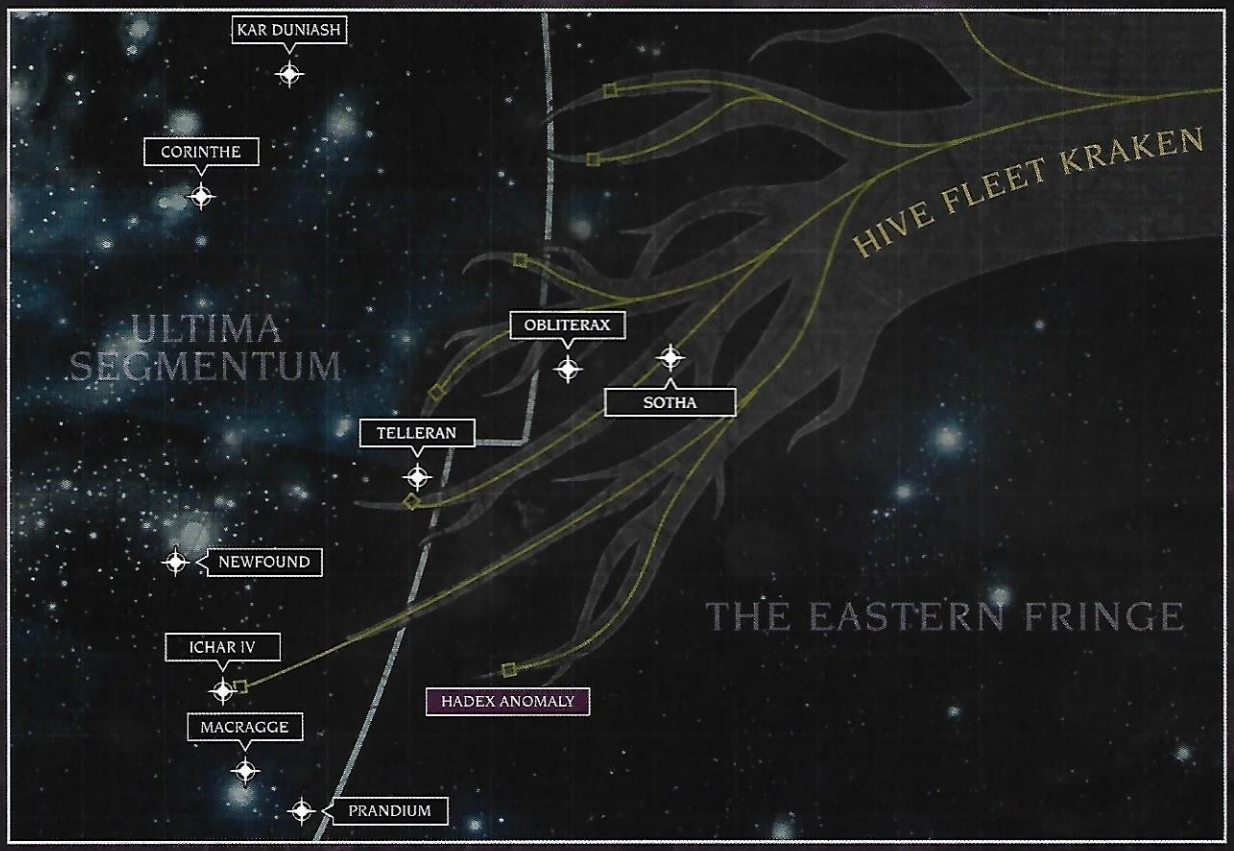
Farseer Kelmon, Iyanden's leader and most potent seer, warned that the entire population would have to mobilise as one if there was to be any chance of defeating Hive Fleet Kraken. With heavy hearts, even the most peaceful of Iyanden's Aeldari donned the armour of Guardian Defenders and joined the ranks alongside the puissant Aspect Warriors and perilous Engines of Vaul. Even the spirits of the craftworld's dead were recruited, drawn from its mystical infinity circuit and into spirit stones that allowed them to pilot mighty wraithbone war constructs. Iyanden's void fleets were recalled, elegant warships taking up station about their craftworld ready to protect it from attack.

Then came the Tyranids, and the nightmare began in earnest. One wave of void-borne organisms after another descended upon Iyanden. The Aeldari warships fought with breathtaking grace and skill, slaughtering the attackers until the void was fouled with drifting meat and ichor. But one by one they were overcome, until at last a huge attack wave fell upon the craftworld itself.

The Aeldari counter-attacked furiously wherever the Tyranids breached their crystal domes and winding corridors, yet they could not stem the monstrous tide. Thousands-strong swarms of warrior organisms battered down each new defence line in turn. Insidious predators stalked softly lit passageways and reduced formerly beautiful wraithbone chambers to blood-drenched abattoirs. The Dome of Crystal Seers; the Forge of Vaul's Fury; the Library of Sighs; these and countless other irreplaceable treasures were destroyed amidst the onslaught. The death toll rose until Iyanden's dead outnumbered its living defenders.

It was as the last embers of hope for survival were dying that Prince Yriel and his Corsair fleet swept to the rescue. Yriel was an exile from Craftworld Iyanden yet, in its hour of darkest need, he could not abandon his former home to its fate. Though the fight was bloody and desperate, the newcomers cut apart the Tyranid hive ships until none remained. Then, wielding the cursed Spear of Twilight and leading a fierce force of veteran warriors, Prince Yriel boarded Iyanden. It was he who slew the monstrous Hive Tyrant that led the invasion swarm, and he who led the subsequent purge of every last warrior organism after Farseer Kelmon was found dead atop a mound of Tyranid corpses. Prince Yriel had returned to Iyanden and earned his peoples' forgiveness with his selfless actions, but even still Kraken had wrought terrible slaughter throughout the craftworld. The Tyranids might be defeated, but their legacy would remain in the slow decline of what remained of Craftworld Iyanden.

PATH OF HIVE FLEET KRAKEN 990-993.M41



'If the Tyranids were just animals, mere predatory beasts supremely adapted to the hunt, they would be dangerous enough. World that we were so fortunate, for they are infinitely more cunning and adaptable than that.' - Admiral Yonyoine, Battlefleet Obscurus



++ INQ.REF/: 55301X4DE-XENOS ++

TYRANID GENUS STUDY

Being an attempt to extrapolate from physiological and neuroalchemical autoprognostication the inherent nature and genealogical classifactum of the Tyranid organism *Expiravis larvum* **[REF/: Parasite of Mortrex]**. Initial eruditic scrutifaction performed by your humble servant and xenosavant grade secundus Lortimer Gartholemew Junt II.



RUMINANCE EXACTO ORIGINATUS

The xeno-organism that forms the subject of my latest study labours under the somewhat lurid appellation 'Parasite of Mortrex'. It seems apparent to me that, while marginally informative from an astrocartographic perspective, this title was surely coined by some overwrought Militarum enlistee with precious little respect for suitable xenocategorisation. Presenting as a serpentine organism that puts one in mind of such subspecies as the ***Rapaxus anguismus*** **[REF/: Ravener]** or ***Bellatori tyrannus*** **[REF/: Tyranid Warrior]**, this so-called Parasite's primary method of locomotion is clearly provided by a pair of broad and membranous wings. Its prethoracic trunk supports multiple, chitin-sheathed offensive limbs, yet its most formidable biological armament lies in its barbed ovipositor. It is by means of this acute appendage that it appears to inject live victims with the true parasitic organisms, a form of hyper-gestational ***Arrodosis vermis*** **[REF/: Ripper]** capable of devouring the host organism from within before erupting from their denuded cadaver.

ON PROGENITORY GENUS

Whence, then, originates this aerial venator? Through comparative organo-analysis, is it possible for the diligent scholar to establish genealogical linkage with other Tyranid bioforms, the better to extrapolate the creature's aptitudes and limitations? Such labours are, of course, hampered as always by the frustrating paucity of verifiable certainties in relation to almost all aspects of the Tyranids' xenobiological makeup, adaptational methodology and so forth. ***Expiravis larvum*** is certainly possessed of prodigious wingspan and evinces a notable lack of hindlimbs with which to effect terrestrial perambulation. One can reasonably, then, draw anatomical similarities to *Volitansis vociferatians [REF/: Harpy]*, as well as the smaller **Multisis sputus [REF/: Gargoyle]** or the macroorganism ***Colossus umbradori [REF/: Harridan]***. Yet pursuit of any such potential genea-comparative branches swiftly reveals such marked disparities in behavioural and morphological nature that further meaningful reference becomes patently fatuous.

ON THE QUESTION OF EMPYRIC FACULTY

Respected xenosavants and students of the Corpus Tyrannus from Cartiliphus of Lorthe, to Brasnov or Moss have theorised as follows. Were we to grasp the mechanism by which the Tyranid species employs synaptic linkage to mimic true empyric extrasensitivity - they suggest, often at length - we might unlock some as yet unguessed at advantage that our military organisations could exploit when in battle against the swarm. Certainly, this 'Parasite' organism exhibits observable psycho-conductive abilities. The creatures have been documented manifesting empyro-analogous phenomena during battle, as well as exerting a quantifiable degree of synaptic coordination upon proximital broods of warrior organisms. Clearly this is strategically beneficial information when taken at its most rudimentary value. Yet the pragmatist in me laments Humanity's continued inability to achieve deeper understanding of Tyranid synaptic linkage. Without such insight, I fail to see what further benefits this line of study may yield.

BASIC INTERRELATION

In extremis, one must return to the fundamental tenets of one's understanding. Few biological samples of any notable quality have been recovered of ***Expiravis***. However, those I have been afforded clearance to examine display similarities to a number of Tyranid shock organisms. Here, we see the muscular, serpentine form reminiscent of ***Rapaxus anguismus [REF/: Ravener]***. There, we observe chitinous talons akin to those of ***Incursus salirum [REF/: Hormagaunt]***. Certainly elements of the creature's physiology suggest a capacity for direct and aggressive conduct at the forefront of conflict. Yet, again, as with each avenue of inquiry we seek to follow in connecting the Tyranid subgenera, we find ourselves faced with contradiction and endlessly branching alien illogic. The organism possesses such front-line biomorphology, yes, but its behavioural profile sits closer to that of vanguard classification bioforms. And yet in other ways, one might be forgiven for assuming the creature serves some purpose within the latter-spawned consumption swarms, spawning as it does its ravenous parasites.





IN CONCLUSION

My lady Inquisitor, when many months ago you set me to this endeavour I truly believed it a rare honour. And yet as I come at last to deliver my findings to you I must question how I so angered you as to be assigned this duty. So unnatural, so enigmatic and unclean are the mysteries of the Tyranid that I consider both my faith and, yes, even my sanity to have been sorely tried. You ask me to provide you with insights that you might exploit in the slaying of these creatures, but I tell you I have precious few to offer. These so-called 'Parasites' appear to diverge almost wilfully from each archetype we attempt to fit to them. As to the matter of genealogical speculations upon subspecies linkage and the implicit weaknesses therein, like so many before me, my lady, I am at an utter loss. One might posit counter-empyric measures as being at least partially efficacious; perhaps all-enclosing personal protective equipment the better to prevent parasitisation? But frankly, as Humanity has done since first these xenoform abominations set themselves against us, I would counsel the use of overwhelming firepower coupled with a staunch faith in the God-Emperor almighty. In short, their weakness could best be described as 'bullets', and in that field, my lady, you are far more the expert than I…



Armsman first class Shana Vesko stood aboard the doomed ship Clarion *and looked down upon a dying world.* After the Tyranids had boarded, her Section had performed a fighting retreat, up through the spiralling ramps of the transit decks until they reached barrack-level seventeen. The fight had been furious, a cacophony of hissing shrieks, thundering shotguns, skittering talons and screams of pain. At last, upon reaching shrine-17-3, they had been ordered to weld hatches, throw up barricades and hold fast against the tide of organic nightmares flooding up from below.

It would not be long until the xenos broke through. Armsman Vesko was sure of that. In the meantime, however, Lieutenant P'shen had ordered the remains of fifth and ninth squads to guard the hatch while the rest of the mauled force took rations, offered prayer and saw to the wounded. There were few enough of the latter. Most armsmen hit by the caustic bioacids or burrowing grubs of the Tyranids at least had the good fortune to die swiftly. Still, a few luckless souls had been hauled along with the retreat. They now lay moaning and pleading along the shrine's port bulkhead while old Medicae Raspil moved between them and did what he could.

The Lieutenant had commandeered the choristry alcove. He hunched in its shadows, talking swiftly in hushed tones into a vox unit. Vesko envied him his task, something to focus on. She herself had checked over her faithful shotgun and offered it thanks in prayer. She had drunk some water and had a few mouthfuls of a ration-block. Now there was nothing left for her to do but think, and try not to imagine what came next. Perhaps if the shrine had not had window-ports, that might have been easier. However, like many of the shrines dedicated to lower-ranking crew, it pressed against the very outer skin of the ship. And because of that it had window-ports, some stained armaglass, others clear and offering an unadorned view out into the infinite void of the God-Emperor's realm. Vesko wondered whether that was the idea behind these smaller, round windows – a rare chance for mere crew-serfs and deck ratings to gaze out upon the endless and the divine. If so, the shrine's original architects would have been dismayed at the view she saw now.

Orthica II swelled huge and sickly beyond the armaglass. The planet was far closer than even the most reckless steersman would call safe. What thin strip of open space still separated them from the planet's atmosphere churned with conflict. Here, a wing of transatmospheric interceptors spiralled between grasping tendrils, loosing off munitions at a chitinous monster the size of a light cruiser. There, torn sections of what Vesko took to be a dismembered capital ship tumbled into Orthica II's atmosphere and became blazing meteors. She saw hunting creatures with conical bodies armoured in bone that trailed nests of stinging tendrils as they slid through the void. Chunks of wreckage span lazily amidst miles-long slicks of alien fluids, sparking wires creating their own miniature constellations. Barely ten miles starboard, something that was all gnawing mouths, whipping pseudopods and bulging sacs of flesh was steadily engulfing a crippled orbital defence platform.

Below, beyond the slaughter in the void, the planet's atmosphere was thick with roiling clouds. It appeared the world was shrouded in storms. Vesko knew this appearance was deceiving, that she was not witnessing anything so natural as weather systems. She had overheard her officers talking about spores and atmospheric seeding. At the time she hadn't been quite sure of their meaning. Now, as she gazed down upon the jaundiced mass blanketing much of Orthica II, she thought she understood.

Vesko couldn't see detail, of course. Even with her crippled vessel wallowing down toward the planet's thermosphere, Orthica II's surface was just a mass of colours and shapes. Yet she could still make out the dark stain spreading across it. Some part of her mind wanted to misinterpret that sight, to wilfully misunderstand. The part still clutching the frayed ends of her sanity told Vesko that what she saw were shadows cast by the clouds, or maybe by void ships. She knew it lied. Shadows didn't extrude vast tendrils in such a fashion. Shadows didn't extinguish the lights where they flowed over them, leaving nothing but dark desolation in their wake. They didn't leave her wondering what it would be like to stand upon the surface of that dying world amidst the horror and the blood as the creatures that formed that shadow flowed over her and–

A scream jolted Armsman Vesko from her reverie. She felt as though her mind snapped back into her body, recoiling from the clutches of the dark tide below. The sensation made her stagger. Only then did Vesko realise she had been pressing both hands and her forehead against the cold armaglass, in defiance of all basic naval training. She felt the raw pain in her palms and the skin of her face where the void's cold had crept through to her skin.

The cry of pain and horror came again, followed by the dull report of a gunshot muffled by flesh. Vesko looked round in time to see Medicae Raspil rising from beside Armsman Tommar and shaking his head. Raspil holstered

his mercy-stub after checking the gun's magazine, then pulled Tommar's plastek blanket over the man's face. The flimsy wrapping had doubtless brought little comfort to the mangled armsman while he had clung to life. Vesko prayed silently to the Emperor that it might bring Tommar at least the cold boon of dignity in death. She had served alongside the man for almost five years. She tried to feel something for his passing, some sorrow or rage. But it seemed she had nothing left. Shana Vesko imagined herself a holed vessel, open to the icy void, no longer capable of fear or sorrow, or of feeling anything at all.

As though Tommar's cries had goaded them, the bestial roars and shrieks outside the hatch rose in a hellish chorus. Then came a deeper, louder roar that Vesko felt reverberating through her chest. Something struck the chapel's hatch hard enough to dent the plasteel.

Another pounding impact buckled the hatch within its frame. Armsmen were moving now, their momentary paralysis broken by the immediacy of danger. There would be no fiery death-dive through the planet's atmosphere for the *Clarion*, Vesko thought as she rushed to join the firing line. Or rather, the damaged ship would still meet that end, but neither she nor her companions would live to see it. The Tyranids were coming. Now. Backed into this chamber with no way out, Vesko and her comrades would fight until they were overrun. They were cornered prey, but she was damned if she would cower.

By the time the third mighty impact smashed the hatch inward, the armsmen were already in a firing line. A handful of decksweepers jutted from their midst, the multi-barrelled las weapons emitting a rising whine. The sound was drowned out in an instant, along with Lieutenant P'shen's barked orders. Nothing could cut through the cacophony of roars and shrieks that rolled through the hatch.

The Tyranids came on like a single, unstoppable organism made up of dozens of chitinous bodies, gnashing fangs and void-black eyes. At the fore lumbered the Carnifex that had broken down the hatch. Vesko had an impression of vast bulk, of talons longer than she was tall and huge pincers that clacked open and shut with obscene eagerness. Then they were all firing and the strobe of muzzle flash lit the scene. Point-blank shotgun blasts shattered chitinous plates and ripped alien flesh. Ichor sprayed the walls and floor. Fusillades of searing fire raked the xenos. Grotesque bodies tumbled and were crushed beneath the masses. It wasn't enough. It could never be enough.

Armsman Vesko fired again and again. She screamed the prayer of righteous aiming, though she couldn't hear her own words. She couldn't tell what she hit amongst the living tide, but she had no doubt she hit something. It would have taken a dark miracle to miss with so many monsters bearing down upon her. Had she really thought herself beyond fear, she wondered? Numbed to terror? It seemed as though the Tyranid onslaught rolled toward the Navis gun-line in slow motion, lit by the flare of dozens of roaring guns, and as it came there was time enough for Shana Vesko to realise she had been wrong. She witnessed the full and final horror of this alien foe. She felt their shadow flow over her and sensed the single, monstrous intellect that glimmered behind every dark and somehow lifeless eye. She knew with absolute certainty that Humanity, the Imperium, even the God-Emperor himself could not defeat this predator from beyond the stars.

Then the Tyranid charge hit home. The Carnifex smashed headlong into the armsmens' midst, crushing and slicing, seemingly untroubled by the dozens of smoking holes torn in its body. It dropped its head at the last instant so that the chitin horn jutting from its brow impaled Armsman Hostlar. The Carnifex tossed its head high, flinging its screaming victim through the air. Hostlar fell amidst a thrashing mass of talons and was lost. Something sprang at Vesko, its blade arms raised to strike, its maw yawning to reveal glistening rows of fangs. She fired point-blank and the monster was hurled back. She wasn't quick enough to stop the second one, however. The thing took a manstopper round to the side even as it lunged, yet still it managed to catch her a glancing blow that sliced through her bicep and shattered the bones of her right arm.

Vesko reeled back with a wordless cry of agony, still clinging to her shotgun with her one good hand. Something slammed into her from the side. Her foot skidded in a slick of bubbling fluid. Vesko clubbed frantically with her gun. Her blow hit a hissing monster in the face. She looked around frantically, trying to get her bearings in the punishing melee, but the Tyranids were everywhere now and her comrades were growing fewer by the second. She saw the Lieutenant engulfed by the yawning jaws of some nameless monster, swallowed whole. She saw Medicae Raspil's head ripped from his shoulders, his body still flailing even as blood geysered from the stump of his neck. Limbs thumped to the ground, twitching, slick with gnawing worms. Vesko didn't need to imagine what it was like down on the surface of the dying world. Not anymore. The nightmare was up here too. In the end, it was almost a relief when a live frag grenade rolled to a stop at her feet…

LEVIATHAN
THIRD TYRANNIC WAR

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

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

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

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

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



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

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

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

'Our light shall not gutter out beneath this shroud of blackness. These xenos filth will not prevail.

I vow to you – all of you who share the Angel's noble blood – we will cast down these beasts, we will sunder their hosts, for their end has come!'

- Commander Dante, Lord of the Angelic Host, during the Battle for Baal

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

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

THE BATTLE FOR BAAL

The Shattered Shield: A tendril of Hive Fleet Leviathan pushes into the Cryptus System. Intended to act as a fortified shield against threats approaching the Blood Angels home world of Baal, the system is nonetheless overrun. A desperate counter-attack led by the Chapter Master Dante – and some say aided by xenos allies – stalls the Tyranids' advance, but nothing can now halt it. Pushing deeper into the region of space known as the Red Scar, the Tyranids bear down upon Baal.

Assemblage of Angels: Knowing that his Chapter faces a fight for its very survival, Dante summons all of the Blood Angels successor Chapters to help defend Baal. Many hasten to their primogenitors' aid, including the ferocious Flesh Tearers and even the excommunicated Knights of Blood.

The Onslaught Begins: Uncounted Tyranids swarm from the interstellar darkness toward Baal and its moons. Though a vast void war rages for many hours, even the amassed might of multiple Imperial fleets cannot hold the Tyranids back. Invasion swarms descend upon Baal, Baal Prime and Baal Secundus alike.

Wave Upon Wave: Having unearthed and rebuilt mighty fortifications dating from before the Horus Heresy, the Blood Angels and their successors dig in and withstand the Tyranid onslaught. Hive Fleet Leviathan employs every tactic and trick it knows, and spawns every abomination in its biological arsenal. It even manifests the Swarmlord to command the intensifying assault.

Desperation: By the time the Tyranids have hurled nineteen successive attack waves into the fight, the defenders are on their last legs. Five Chapter Masters lie amongst the slain. The doom of the Blood Angels and of their successors is at hand.

The Rift Yawns Wide: It is in this most desperate moment that the Great Rift tears its way across the galaxy. The hive ships of Leviathan's tendril are swallowed up by the roiling fury of the rift, vanished in an instant though no one knows to where. Yet the fight is far from over. On Baal Prime, the daemonic lord Ka'Bandha leads a vast daemonic invasion out of the rift to butcher Space Marines and Tyranids alike. Only the total sacrifice of the Knights of Blood Chapter sees Gabriel Seth and the last of his Flesh Tearers make their escape. Meanwhile, on Baal itself, the overwhelmed Blood Angels and their allies stage their last stand. Dante hurls himself into battle with the Swarmlord, suffering ghastly wounds but succeeding in lopping its head from its shoulders at the last.

Aid Unlooked For: As the warp storms scatter away and the fires die from Baal's tortured skies, a new fleet is revealed in orbit. In place of the Tyranids, there are instead void ships of the Indomitus Crusade, arrived in the nick of time. Roboute Guilliman himself leads the drop assault that at last sees the Tyranids purged from the Blood Angels' ravaged home world.

'THE SCRATCHING... THE... SQUIRMING IN MY MIND, IN MY THOUGHTS... SLICK TENDRILS SLIDING THROUGH THE MEAT OF MY MIND... THE LEVIATHAN IS COMING... THE LEVIATHAN IS COMING!'

- last war log of Astrognath Maur Diver, unsanctified

HIVE FLEET GORGON

No other hive fleet has been documented to possess the swift and insidious adaptability of Hive Fleet Gorgon. Its broods have been observed to hyperadapt even between one attack wave and the next, outwitting and outpacing even the most strategically flexible prey to their eventual, hideous doom.

It is the T'au Empire, more than Humanity's Imperium, that has borne the brunt of Hive Fleet Gorgon's onslaught, possibly for as long as several centuries. However, Humanity has also been unfortunate enough to face Gorgon in battle, as have the greenskins, the Aeldari and countless other alien races.

Two common factors have emerged from these ongoing battles along the Eastern Fringe of the galaxy. The first is the speed and ingenuity with which Hive Fleet Gorgon has been seen to adapt in the face of resistant prey. The second and more horrific observation is the degree to which this adaptability favours toxic biowarfare. Hive Fleet Gorgon makes great use of weaponised spores, especially those varieties that billow in microscopic clouds or can be launched from bestial sporecaster organisms.

The swarms of Hive Fleet Gorgon advance wreathed in rolling clouds of these devastatingly toxic spores. No rebreather or sealed compartment seems able to keep them out, and even a single lungful can see victims' organs bloat and burst with self-replicating organisms even as their flesh sloughs from their bones. Sinister broods of Venomthropes drift amidst the murk, tentacles whipping out to lash and strangle. They pump out ever more deadly gene pollutants to screen the Tyranid advance and choke the life from the foe. Toxicrenes and Malanthropes lumber behind them, half-seen primordial terrors that surge from the veil of spores with lesser beasts scuttling around them to crush and trample resistant prey.



Every organism in the hive fleet has within its body a toxin gland that contains semi-sentient spores. As battle progresses and more of Hive Fleet Gorgon's beasts taste the flesh of their foe, so these spores tailor themselves to the biological make-up of their prey. For each new fragment of gene-data, a new effective adaptation is transmitted through the synaptic network. Soon enough the weapon-spores of Gorgon become biological anathema to the prey organisms they are fighting, rendering even the slightest scratch or skin contact utterly lethal. Should battle rage long enough for this to be the case, the foe will surely be overwhelmed, their armies melting away – often literally – in the face of the Tyranids' gruesome biological warfare. Such tactics have been observed not only to outpace and overcome the rapid technological advancement of the T'au, but aboard the plague hulk *Vomnivorax* they even undid the warp-saturated resilience of diseased Plague Marines. Most recently, as it pushes into systems claimed by the Imperium, Hive Fleet Gorgon has been seen striking at agri worlds. If initial Inquisitorial assessments of disasters such as that of the Pagrius Taint are correct, the resultant spore-tainted foodstuffs may already have been circulated far and wide through neighbouring Imperial systems with nightmarish results.



'A thousand miles of ferrocrete and blasted fortifications. Eighteen hundred heavy artillery emplacements. Minefields and wire laid across half a continent. All rendered utterly meaningless as they erupted up from beneath our feet...'

- Heinman Tayth, Tarro VII Disaster

HIVE FLEET JORMUNGANDR

Hive Fleet Jormungandr, sometimes referred to as simply the Great Serpent, hunts in a most unusual fashion. Favouring subterranean movement and sudden, shocking assaults, it stays out of sight and keeps its prey guessing. Many are the armed hosts that believed Hive Fleet Jormungandr defeated, shortly before they were swallowed up from below.

From the first, an assault by Hive Fleet Jormungandr is atypical for the Tyranid menace. Rather than surging toward their prey worlds, its hive ships hang back in the void and employ sinewy dorsal sling organisms to hurl chunks of space debris at them. Believing this to be an attempt at conventional bombardment, prey species do all they can to intercept and blast apart the incoming projectiles. Yet only rarely do they realise their true danger, for each projectile carries within it a living payload more deadly than any asteroidal impact. Even blasted into fragments, the chunks of debris streak down on trails of fire through the prey world's atmosphere. Within, cocooned in heat-resistant sheaths of living matter, lurk broods of Raveners, Mawlocs and Trygons. Each fragment that makes planetfall disgorges its deadly passengers to burrow deep into the planet's bedrock and begin their campaign of terror.

Once Hive Fleet Jormungandr has successfully infested a world, its organisms do all they can to rapidly increase their numbers. Slithering abominations the size of battle-tanks churn through the depths beneath the feet of their unsuspecting targets. Perhaps the prey receive some disquieting hints of the threat growing beneath their feet – outlying mine complexes falling suddenly silent, tectonic monitoring stations detecting strange spikes in deep-strata activity, catacomb complexes and deep-dug armouries vanishing into mysterious chasms. Yet it is rare indeed that the prey will grasp their true peril, especially while fully engaged defending against ongoing attacks from the hive ships on high.

Then come the subterranean swarms as the Great Serpent strikes. Tunnelling horrors explode from the depths to devour entire garrisons. Swarms burst from hidden tunnels like insects from a kicked hive. Towering fortifications and refugee-packed population centres alike fall to sudden, ravenous attack from below, and one by one the prey world's lights go dark.

Even should the defenders somehow see off this onslaught from above and below, the surviving warrior organisms simply go to ground in the deep places their foes cannot reach. There they build their strength once again, even as the unsuspecting prey declare a hard-won victory and begin to rebuild. Soon enough, the serpent rises again, and again, and again...

HIVE FLEET KRONOS

Faced with the sudden upsurge in daemonic incursions caused by the Great Rift, the Hive Mind has been forced to adapt swiftly. Hive Fleet Kronos is an example of its newly refined strategy for doing battle with ethereal enemies that provide no biomass to replenish that expended in driving them back.



The swarms of Hive Fleet Kronos fight with unusual strategic caution. Their advance is preceded by a Shadow in the Warp vastly more powerful than that manifested by any other hive fleet. While some have observed this phenomenon to have a more restricted area of effect than the Shadow cast by most hive fleets, the trade-off is more than borne out by its impact. Kronos' Shadow actively drains the life from psychically capable prey, syphoning their energies to fortify the swarm, leaving them as nothing but crumbling husks. Empyric manifestations falter and fade beneath the suffocating shroud. Eyewitness accounts have even sighted warp rifts shrinking before the hive fleet's approach, and daemonic entities snuffed like candle flames. Of course, all such statements have been suppressed by the Inquisition, for they deal with proscribed warp phenomena. Yet the fact of Hive Fleet Kronos' contra-empyric powers remains.

Once its swarms commit to battle, this hive fleet focuses on ranged warfare and commits to close assault only where victory is guaranteed. Its warrior organisms instinctively conserve biomass, while feeder-beasts concentrate on recycling all dead Tyranid matter as swiftly and efficiently as possible. More than one commander has been wrong-footed as their well-braced static defences were blasted methodically apart by salvoes of bio-incendiaries, living artillery bombardments and pinpoint hails of chitinous shards.

Hive Fleet Kronos enjoys a symbiotic relationship with the tendrils of Hive Fleet Leviathan, which have been observed predating but not devouring entire worlds' worth of biomass. Following behind the larger fleets, the swarms of Kronos replenish their might from these macabre larders before rejoining the fight against inimical warp incursions. In this way, Kronos' tendrils have slowly worked their way along the fringes of the Great Rift, focusing on Chaos-corrupted systems with the potential to threaten the progress of other hive fleets. They lash out like the stinger of some monstrous beast before withdrawing to regather their strength.

It might be tempting for prey races to believe Hive Fleet Kronos an unlikely ally in the fight against Chaos. Such hopes are soon dashed. Wherever possible, the swarms of Kronos pick off vulnerable prey worlds, consuming biomass with ravenous ferocity to fuel their ongoing fight against their true enemies. Moreover, this hive fleet's swarms have been observed targeting psychic prey, be that Asuryani craftworlds, sorcerous heretic cults or Human systems in the grip of mass psychic mutation. Whether this is an attempt to absorb more psyker biomass or to eliminate potential conduits for daemonic incursion is unclear, but with the energies of the Great Rift accelerating the psychic potential of almost every race in the galaxy, it is a disturbing and dangerous new precedent.

HIVE FLEET HYDRA

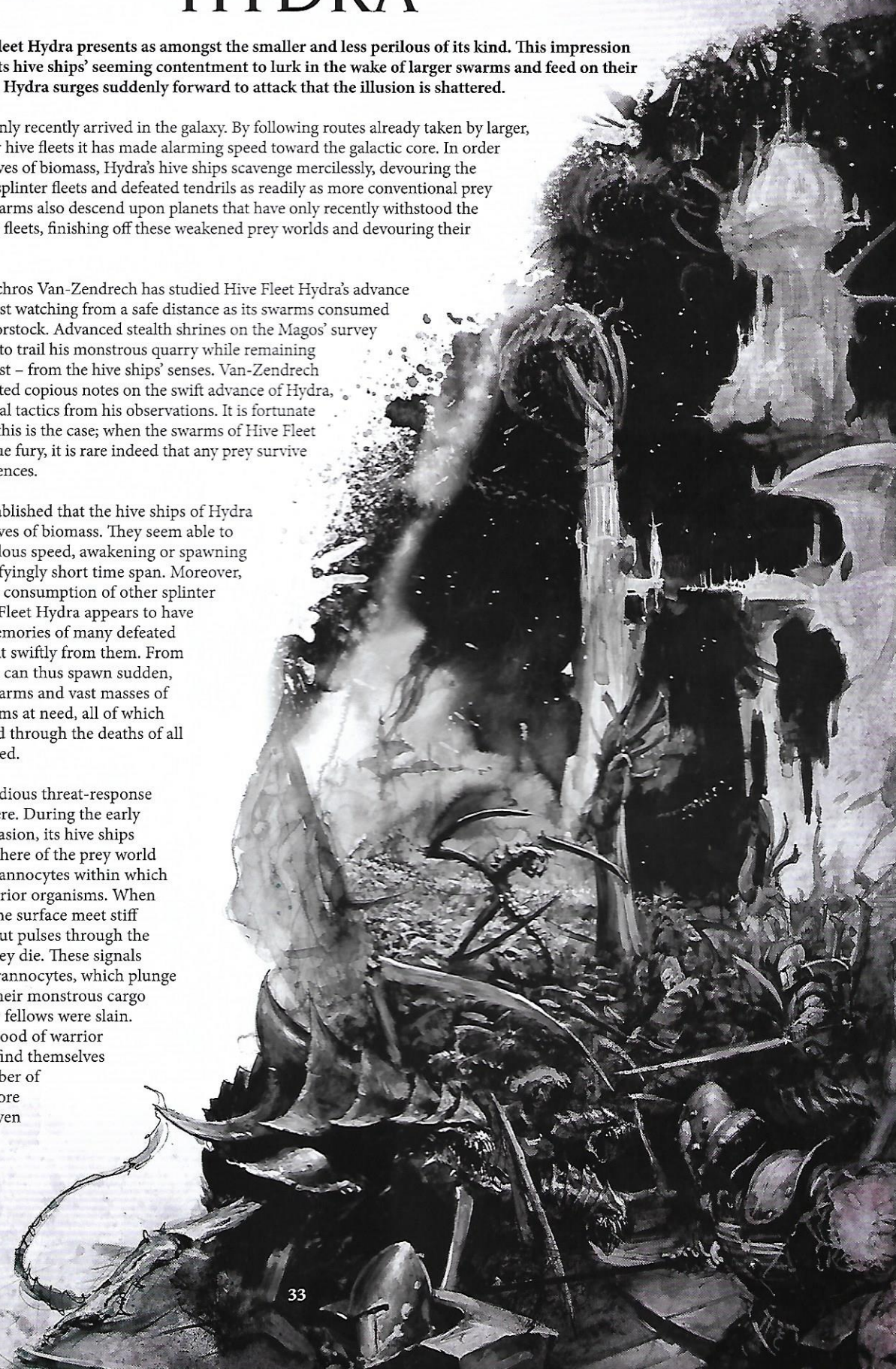
At first glance, Hive Fleet Hydra presents as amongst the smaller and less perilous of its kind. This impression is only reinforced by its hive ships' seeming contentment to lurk in the wake of larger swarms and feed on their scraps. It is only when Hydra surges suddenly forward to attack that the illusion is shattered.

Hive Fleet Hydra has only recently arrived in the galaxy. By following routes already taken by larger, slower tendrils of other hive fleets it has made alarming speed toward the galactic core. In order to maintain their reserves of biomass, Hydra's hive ships scavenge mercilessly, devouring the shattered remnants of splinter fleets and defeated tendrils as readily as more conventional prey species. Its invasion swarms also descend upon planets that have only recently withstood the onslaught of other hive fleets, finishing off these weakened prey worlds and devouring their despairing defenders.

Magos Xenobiologis Echros Van-Zendrech has studied Hive Fleet Hydra's advance into the galaxy, after first watching from a safe distance as its swarms consumed the mining world of Korstock. Advanced stealth shrines on the Magos' survey ship have allowed him to trail his monstrous quarry while remaining hidden – thus far at least – from the hive ships' senses. Van-Zendrech has made and transmitted copious notes on the swift advance of Hydra, extrapolating its unusual tactics from his observations. It is fortunate for the Imperium that this is the case; when the swarms of Hive Fleet Hydra unleash their true fury, it is rare indeed that any prey survive to recount their experiences.

Van-Zendrech has established that the hive ships of Hydra retain enormous reserves of biomass. They seem able to deploy it with tremendous speed, awakening or spawning huge swarms in a terrifyingly short time span. Moreover, thanks to its rapacious consumption of other splinter fleets' remnants, Hive Fleet Hydra appears to have absorbed the sense-memories of many defeated predecessors and learnt swiftly from them. From a compact core, Hydra can thus spawn sudden, enormous invasion swarms and vast masses of defensive void organisms at need, all of which possess instincts honed through the deaths of all those they have predated.

Hive Fleet Hydra's insidious threat-response reflex does not end there. During the early stages of planetary invasion, its hive ships seed the upper atmosphere of the prey world with vast shoals of Tyrannocytes within which slumber broods of warrior organisms. When bioforms fighting on the surface meet stiff resistance, they send out pulses through the synaptic network as they die. These signals trigger the floating Tyrannocytes, which plunge groundward bearing their monstrous cargo to the spot where their fellows were slain. Thus, in slaying one brood of warrior organisms, prey soon find themselves facing thrice that number of foes, then countless more again. Soon enough, even the mightiest defences are overrun by the might of Hive Fleet Hydra's seemingly endless swarms.



'Is it a beacon to call new hivefleets down upon our galaxy? Is it a weapon that will fill the warp with its clattering shriek, or cast the shadow across the Emperor's realm entire? Unless we halt the ravages of Tiamet, we may learn the answer all too soon.
- Inquisitor Kryptman



HIVE FLEET TIAMET

Hive Fleet Tiamet is heavily adapted for defensive warfare. This alone has been enough to draw puzzled and alarmed scrutiny from many prey races, for the fleet's behaviour seems atypical of the usual, never-ending predatory onslaught. The more that groups like Humanity's Ordo Xenos or the seers of Craftworld Iyanden learn of Tiamet, the deeper grows their dread.

Only recently have the prey races of the galaxy begun to suspect the true threat posed by Hive Fleet Tiamet. At least one faction within the Ordo Xenos has come to believe that Tiamet's vanguard organisms may have been present in the galaxy from as early as M35 and that – working slowly and stealthily – these Tyranids have been labouring to fashion some dreadful bioconstruct ever since.

Unlike those of other hive fleets, the tendrils of Tiamet have remained concentrated within one region of space. They coil about the Tiamet System that gave their hive fleet its Imperial designation. Until recently, they have seemed almost dormant, content to slither out and snatch away unlucky convoys of merchant craft or overrun worlds possessed of no sentient life.

The only time prey species have truly suffered Tiamet's wrath has been when their forces have attempted to investigate or purge the hive fleet's swarms. At such times they have found themselves facing tremendously resilient warrior organisms, whose chitinous armour is diamond hard and whose flesh regrows as rapidly as attackers can wound it. Tiamet's swarms fight in overlapping waves, each bulwark capable of soaking up tremendous punishment and bogging down the prey long enough for encircling broods to close about them like a monstrous claw snapping shut.

So costly have assaults against Hive Fleet Tiamet proven that – in a galaxy replete with more active invading threats – they have been infrequent and hard to justify. Only now, as the hive fleet's tendrils multiply and push aggressively outward, does the folly of such inactivity become clear. Tales abound of a Genestealer Cult calling itself the Choir of the Void, whose adherents have arisen on many worlds only to take ship en masse once their uprisings have succeeded. The Choir leave abandoned worlds in their wake, sailing unmolested into the heart of Tiamet territory and bringing great feasts of biomass to their supposed deities. Meanwhile, records resurface of a terrible biostructure upon the world of Ziaphoria in the Tiamet System. As more and more psykers complain of a building psychic scream emanating from that world, those in power begin to ask what fell purpose the Tyranids' biostructure might serve, and what nightmare may befall the galaxy should it reach completion.

HIVE FLEET
OUROBORIS

The swarms of Hive Fleet Ouroboris bring death on dark wings. Striking swiftly and in great numbers, their warrior organisms fill the skies of the prey world and descend with piercing shrieks to rend and tear.

Imperial xenobiologists and scholars of alien apocrypha have theorised that Hive Fleet Ouroboris may be the most ancient of its kind. Some point to historical accounts drawn from dust-drowned archives and originally penned by Cardinal Miriamulus the Elder. Miriamulus tells of 'the Legion of Ouroboris', describing a host of winged xenos horrors 'aflame with infernal ague' that descended upon the worlds around Thracian Primaris. The Cardinal's accounts detail the xenos stripping all life from the worlds they invaded, while subsequent investigations by Inquisitorial teams have noted distinctive bio-plasmic scarring upon relics surviving from the war to defeat this rapacious threat.

Other savants more versed in the biologian arts cite the primitive nature of Hive Fleet Ouroboris' organisms as an indicator of its antiquity. Organic samples recovered from battles against this hive fleet appear almost primordial in their rugged simplicity, especially when compared to the more refined biomorphs of hive fleets such as Leviathan or Kronos.

Far from being a weakness of Hive Fleet Ouroboris, however, the horrified accounts of those who have battled its swarms reveal this simplicity to be a strength. Strategies refined during the Tyrannic Wars prove ineffectual against Ouroboris' warrior organisms. Armies expecting to exploit anatomical weak spots, carefully documented instinctive behaviours or vulnerabilities to tailored gene toxins, discover too late that these Tyranids do not possess them. Lessons learnt over centuries of warfare against the Tyranid menace must be hastily discarded in favour of far more basic and bloody-minded defensive tactics. It is a realisation that comes to many prey worlds too late to be of aid.

Even those who do grasp swiftly how to combat Hive Fleet Ouroboris face a daunting and nightmarish fight for survival. Its invasion swarms favour airborne organisms, filling the prey world's skies with teeming billions of Gargoyles interspersed with descending spore clouds. Larger shapes cut through these living thunderheads, vast aerial monstrosities ploughing through the screeching masses like deep sea leviathans scattering shoals of fish.

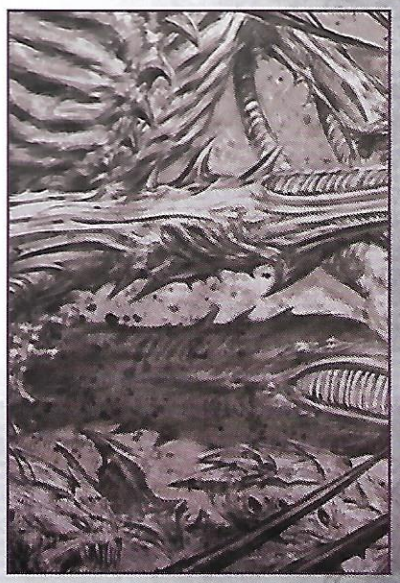
So thick do the flying organisms swarm that they blot out the daylight, plummeting to attack in the unnatural twilight cast by their leathery wings, the eerie glow that surrounds their bio-weapons the only light. Their onslaught comes with shocking speed and – wherever possible – Ouroboris' organisms strike at command posts and any prey they identify as being military or spiritual leaders. Masses of chittering, clawing, flapping monsters topple vox masts with their sheer weight, wash out auspex screens in a blizzard of amorphous contacts and pluck messengers screaming into the air to be torn apart.

In this way, Ouroboris claws out the eyes of its prey, blinding them strategically on a planetwide scale and plunging the defenders into ignorance and panic. Dragged down to the same primitive level as the monsters attacking them from on high, knots of frightened soldiery huddle together for protection. They cower in subterranean boltholes, staying within the dwindling circles of their light sources and crackling fires, and praying to their deities for salvation. All that comes in answer are fresh waves of Tyranid ground troops and hidden horrors that systematically hunt down every last hidden prey enclave, flushing them onto the surface where – at the last desperate end – the sky swarms descend upon them with exultant shrieks.

Only one prey species in the galaxy remains consistently unfazed by Hive Fleet Ouroboris. Most Orks care little for strategy, and wouldn't recognise global coordination if it grew fangs and bit them. As such, greenskin warbands welcome the onslaught of the skyborne swarms of Hive Fleet Ouroboris with the same glee they would any other good fight. More than happy to fight war on a crude and primitive level, the Orks have defeated Ouroboris' swarms on more than one occasion.







PREDATORY PANOPLY

Tyranid invasion swarms pour across the landscape in an organic tide whose nightmarish aspect is unlike anything else seen on the battlefields of the 41st Millennium. No glint of metal or spark of motive power is to be seen amongst them. Instead, all is rippling chitin, dripping innards and twisted, alien flesh.



In one aspect alone do the swarms of the Tyranids mirror the more conventional armies upon which they prey; each hive fleet has its own unifying colour scheme by which its organisms are instantly recognisable. Yet these predatory hues owe nothing to regimentation or martial organisation. What use has the gestalt of the Hive Mind for distinguishing markings when its warrior organisms understand one another's place in the swarm on a deep and instinctive level? Instead those colours manifest as another psychological weapon, a visual language of menace that fills prey organisms with terror. The utter, faceless unity of the Tyranids bespeaks their singular purpose and reflects their nature as living weapons. It also helps the swarm to resemble a single monstrous organism that surges across the battlefield to overrun the prey with its seemingly numberless hordes. Gruesome biological flourishes are also much in evidence throughout the Tyranids' swarms. Ichor, venom and acid drips from maws and talons. Vividly coloured organs and lurid mouthparts pulsate nauseatingly. Glassy black eyes stare with mindless hunger from beneath glinting ridges of bone. Everything about the Tyranids' appearance and colouration promises the prey a fight they cannot win against an utterly alien horde of apex predators.

Hive Fleet Colours

Each hive fleet exhibits its own colours. Typically there will be two or three main hues: the creatures' flesh tone, that of their chitinous plates and a third organic shade contrasting these. Though all the swarms of a particular hive fleet will display the same combination of colours, individual splinters or swarms have been observed to apply these differently. Moreover, some Tyranid organisms display a range of patternation or markings the purpose of which remains unknown.



Termagant of Hive Fleet Leviathan



Termagant of Hive Fleet Kraken



Hormagaunt of Hive Fleet Hydra



Hormagaunt of Hive Fleet Behemoth

Refinery Theta-Aspis-54 echoes with the skitter and shriek of countless alien organisms as the swarms of Hive Fleet Leviathan pour into battle. Though the clades of the Adeptus Mechanicus fight with cyborg determination, they cannot defeat the ravenous horrors that engulf them.





Gargoyle of Hive Fleet Gorgon



Hormagaunt of Hive Fleet Ouroboris



Termagant of Hive Fleet Kronos



Hormagaunt of Hive Fleet Jormungandr



Termagant of Hive Fleet Tiamet

The bellicose prayers and oaths of the Cadian soldiery falter as the great shadow of the Hive Tyrant's wings engulfs them. A screeching chorus drowns out the defiant cries as Hive Fleet Leviathan's sky swarms descend…





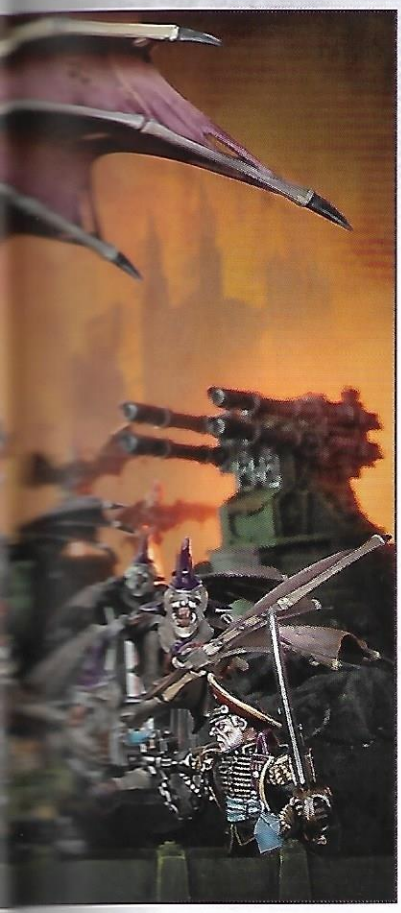
Hive Fleet Leviathan Parasite of Mortrex

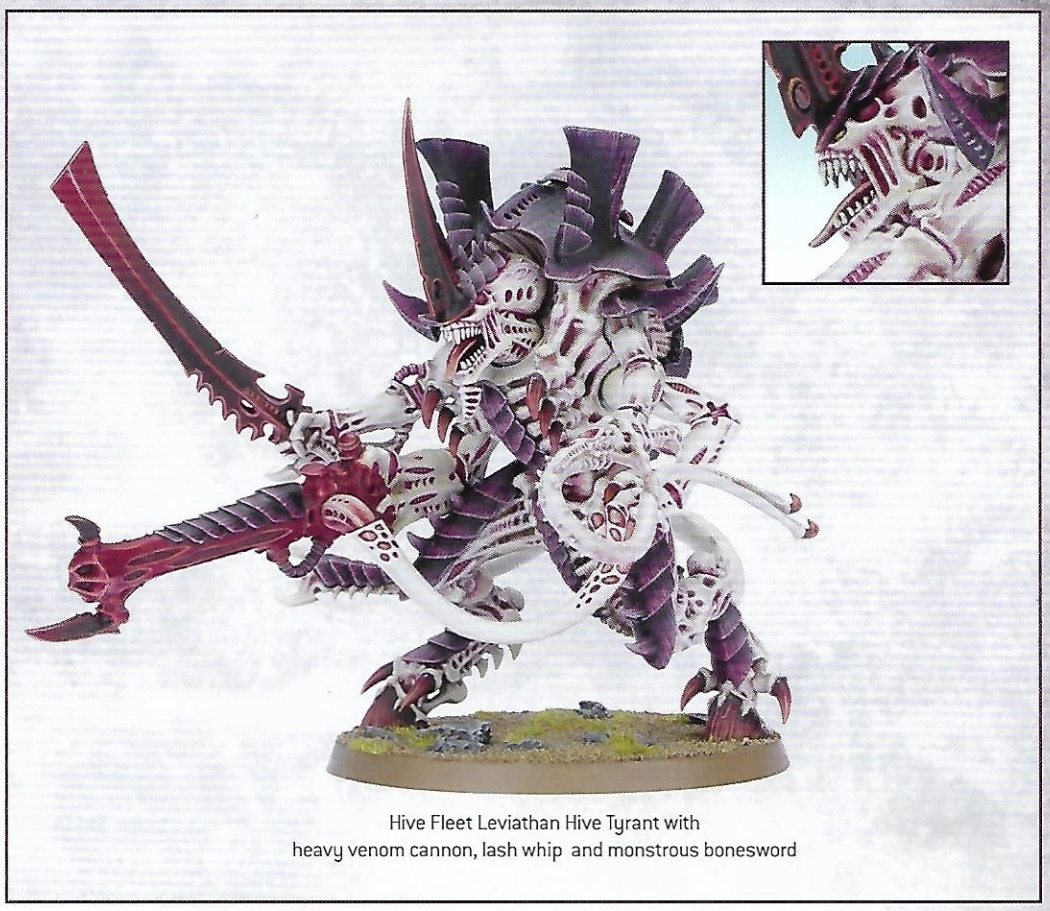




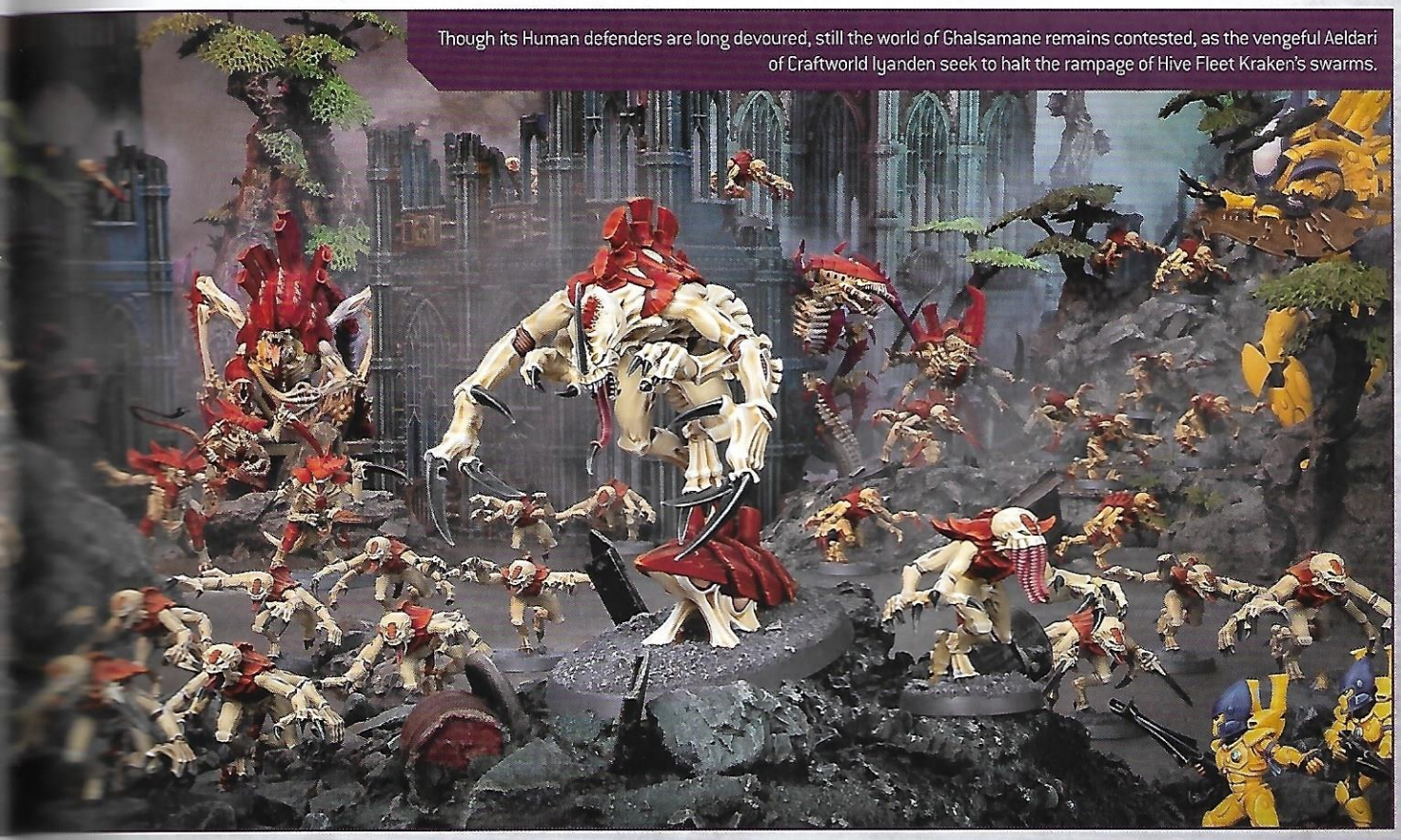








Hive Fleet Leviathan Hive Tyrant with
heavy venom cannon, lash whip and monstrous bonesword



Though its Human defenders are long devoured, still the world of Ghalsamane remains contested, as the vengeful Aeldari of Craftworld Iyanden seek to halt the rampage of Hive Fleet Kraken's swarms.



Hive Fleet Leviathan Exocrine

Void craft smashed to sparking wrecks, astropathic distress calls choked off by the Shadow in the Warp, the Ultramarines of Strike Force Ulandro prepare to make their last stand. The organisms of Hive Fleet Behemoth surge from amidst the whirling spores to finish these last, defiant prey.

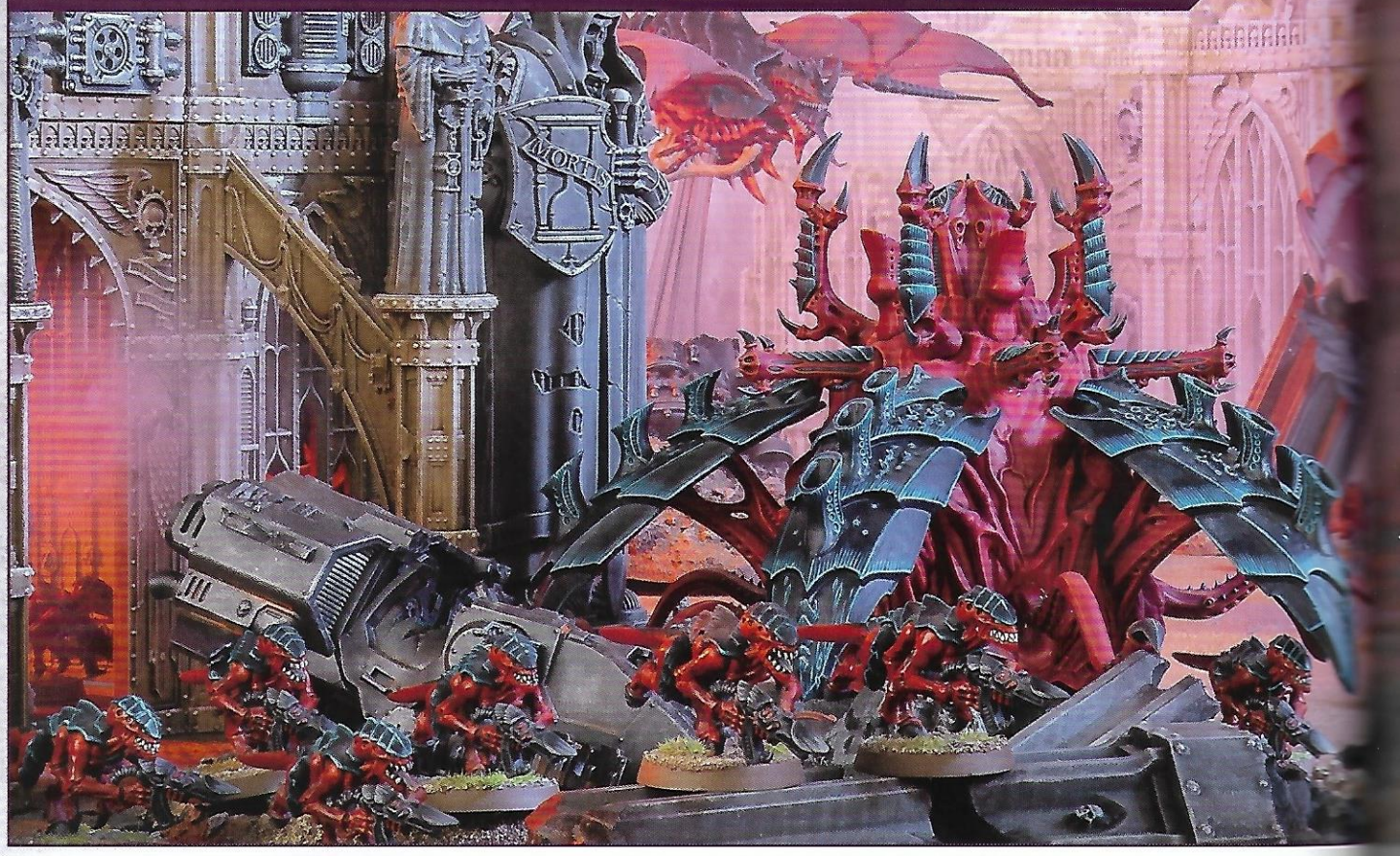




Hive Fleet Leviathan Tyrannofex with rupture cannon



Amidst the devastation and carnage of the Hadraxia infestation, Old One Eye leads the charge through the shattered ruins of a once-glorious Ultramarian city. The Ultramarines form one defensive line after another, but they cannot slow the monster's rampage.



Carnifex Variants

The Carnifex bioform is amongst the most mutable of all Tyranid warrior organisms. It is a creature that can be adapted for near infinite purpose, be that organic fire support, siege-breaking, hunting down elite prey organisms, scything through massed rank and file, tank-hunting, or countless other roles.

Thresher scythe





Spine banks

Hive Fleet Leviathan Thornback Carnifex




Stranglethorn cannon


Adrenal glands

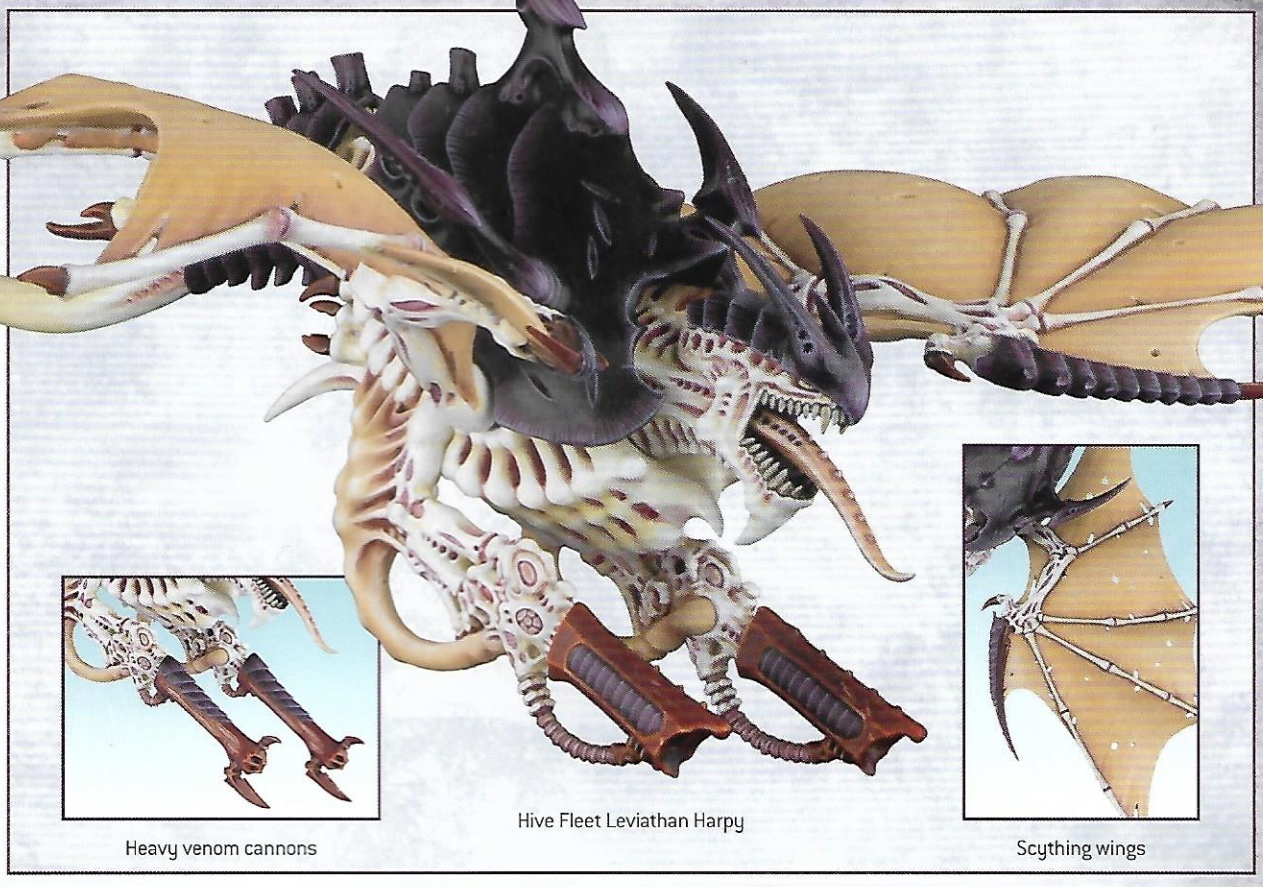

Spore cysts

Hive Fleet Leviathan Carnifex

Hive Fleet Leviathan Screamer-Killer Carnifex



The worlds of the Red Scar remain violently contested between their Imperial defenders and the swarms of Hive Fleet Leviathan. As the last Blood Angels battle lines collapse upon Ormala II, however, the fate of this planet at least is sealed.



Heavy venom cannons

Hive Fleet Leviathan Harpy

Scything wings







THE RULES

Welcome to the rules section of *Codex: Tyranids*. On the following pages you will find all the rules content you need to bring every aspect of the Tyranids hive fleets to life on your tabletop battlefields. Maybe you're inspired to dive straight into some open play games, maybe you want to shape your own tales of glory and infamy with narrative play, or perhaps you can't wait to pit yourself against your opponents in nail-biting matched play contests. Whichever appeals to you – even if it's a bit of all three – this section of your Codex provides a modular toolbox that allows you to get the most out of your collection.

Of course, there's no need to take it all in at once! Some of the content on the following pages – things like your army's datasheets and the rules for its weapons – will be useful no matter what kind of game you're playing. Others, such as your army's Stratagems, Warlord Traits and Relics, will become relevant once you start playing games with Battle-forged armies. Then there's content like Adaptive Physiologies that allow you to customise particular models to fight the enemy before you. You can include such new elements at your own pace; whether you're a brand new hobbyist playing your first few games or a veteran general ready to cause carnage, there's plenty here to provide you with countless hours of fresh and exciting gameplay.

On top of this, the Tyranids are the only faction in Warhammer 40,000 with access to the Synaptic Imperative and Synaptic Link rules, through which you can adapt and overcome your foes using the powers of the Hive Mind. You will find everything you need on the following pages to include these rules in your games of Warhammer 40,000, not to mention bespoke content for your Tyranids force, including a system allowing you to devour the worlds of the galaxy one by one!

'The remarkable efficiency of the Tyranids' biological technologies is undeniable. I know that some amongst my Earth Caste comrades continue to hold out hope that there is something in it that can be harnessed for the Greater Good. They have not seen these creatures first hand. I envy them their naivety. There is nothing to be salvaged from the horror of the Tyranids, no advantage to be gained, no good to be refined from the bad. They are inimical to all we are and all we seek to achieve. They are the single greatest threat to our galactic destiny. We should not seek to understand these monsters, unless it is in aid of hastening their absolute destruction.'

- Fio'el Ossma, Bork'an Sept



BATTLE-FORGED RULES

DETACHMENT ABILITIES (PG 51)
Units in Tyranids Detachments gain additional abilities to better reflect how their armies operate together and wage war on the battlefield. You can find out more about Detachment abilities in the Battle-forged Armies section of the Warhammer 40,000 Core Book.

STRATAGEMS (PG 62-65)
Tyranids armies have access to unique battlefield strategies and tactics that they can utilise to best their foes in any theatre of war; these are represented by the Stratagems in this section, which you can spend Command points to use in your games. You can find out more about Stratagems and Command points in the Warhammer 40,000 Core Book.

ADAPTIVE PHYSIOLOGIES (PG 66-67)
Monster models in your Tyranids army can be upgraded to gain new abilities using these Adaptive Physiologies. These make these already fearsome beasts true terrors of the battlefield.

WARLORD TRAITS (PG 68)
The Warlord of a Tyranids army can have one of the traits presented in this section. These help to personalise the leader of your force and better reflect their individual combat prowess and command style on the battlefield.

ARMY RULES

HIVE MIND DISCIPLINE (PG 69)
If your army includes any Psykers, they can be given additional psychic powers from the Hive Mind discipline. This represents the different arcane lore and particular talents of each individual Psyker. You can find out more about psychic powers in the Warhammer 40,000 Core Book.

RELICS (PG 70-71)
Tyranids characters can take powerful weaponry and biomorphs called Relics into battle; these Relics and the rules they bestow are described in this section.

MATCHED PLAY RULES

CHAPTER APPROVED RULES (PG 72)
If you are playing a battle that instructs you to select secondary objectives, then you will be able to choose from the Tyranids ones printed here that represent tactical goals unique to their armies. You can find out more about selecting secondary objectives in many matched play mission packs, including the Eternal War mission pack found in the Warhammer 40,000 Core Book.

CRUSADE RULES

CRUSADE (PG 74-85)
Tyranids have access to a host of additional rules that enhance your Crusade experience and further personalise your Crusade force. These include bespoke Agendas, Requisitions, Battle Traits and Crusade Relics that reflect the rich background of Tyranids armies. Amongst the rules presented in this section are those that allow you to devour one world after another as you progress along your crusade, adding the planets' biomass to that of your hive fleet.

DATASHEETS

DATASHEETS (PG 86-121)
This section is essential to all Tyranids players, regardless of preferred play style, containing as it does the datasheets for Tyranids units. Each datasheet describes, among other things, the profiles of its models, the wargear they can be equipped with and the abilities they have. You can find out more about datasheets in the Warhammer 40,000 Core Book.

WARGEAR

WEAPON PROFILES (PG 122-123)
This section provides an alphabetised list of all the weapons that Tyranids units can be equipped with, and should be used in conjunction with the Datasheets section.

POINTS

POINTS VALUES (PG 124-125)
If you are playing a game that uses points values, you can use the alphabetised lists in this section to determine the cost of each unit from your army. These values will be reviewed and updated annually.

RULES REFERENCE

GLOSSARY (PG 126)
In this section you will find a glossary of rules terms used in this Codex. This is intended to work alongside the glossary found in the Warhammer 40,000 Core Book, and aid in resolving any complex rules interactions that may arise.

REFERENCE (PG 127)
Here you will find a handy bullet-pointed rules reference that summarises some common Tyranids rules.

COMBAT PATROL

Combat Patrol is the smallest size game, and the Tyranids force below is a great way to start – regardless of whether you want to play an open play game, forge a narrative with a Crusade army, or compete in a matched play mission. Created from the contents of the Tyranids Combat Patrol boxed set, this force can be used in a Battle-forged army, and in itself comprises a Patrol Detachment, as described in the Warhammer 40,000 Core Book.

The Termagants are a reliable unit that, as part of a Battle-forged army, gain the Objective Secured ability (see the Warhammer 40,000 Core Book), making them ideally suited to holding battlefield objectives. Their powerful fleshborers, while short in range, allow them to shoot while still advancing, and can punch through even the hardiest of enemy infantry models. In addition, their plentiful number makes them ideal to overwhelm your opponent in bodies, restricting their ability to move around the table as the tendrils of your hive fleet close in around them.

The Tyranid Warriors, meanwhile, provide the muscle to back up the Termagants. Their tough, durable bodies allow them to weather the enemy's attacks and keep on fighting. In combat, they can be kitted out with the powerful boneswords to cut their way through enemy armour or with scything talons to slice and dice the opponent's forces to pieces. They can also be equipped with a wide variety of ranged weaponry, including the eviscerating barbed strangler or the truly devastating venom cannon. Finally, the Tyranid Warriors provide one of the two sources of the Synapse rule in the box, making them able to act as linchpins for the other bioforms around them.

The Ripper Swarms comprise a small, aggressive element to the force. Able to deploy beneath the ground, they can pop up deep in your opponent's lines and are particularly difficult to shoot at when hidden amongst cover.

The Hive Tyrant is a powerful anchor for the whole army, able to be a source of Synapse, manifest psychic powers, improve the efficacy of your other units through its Will of the Hive Mind ability and destroy enemy units on its own through powerful ranged and melee equipment; it is a true force to be reckoned with.



DETACHMENT ABILITIES

A **HIVE TENDRIL** Detachment is one that only includes models with the **HIVE TENDRIL** keyword (excluding models with the **UNALIGNED** keyword).

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

RARE ORGANISMS

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

You can include a maximum of one **HIVE TYRANT** model in each **HIVE TENDRIL** Detachment in your army.

HIVE FLEET ADAPTATIONS

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

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

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

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

HYPER-ADAPTATIONS

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

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

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

SPORE SEEDING

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

HIVE FLEETS

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

HIVE FLEET ADAPTATIONS

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

WARLORD TRAITS

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

PSYCHIC POWERS

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

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

BIO-ARTEFACT RELICS

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

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

STRATAGEMS

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

HIVE FLEETS

BEHEMOTH

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

HIVE FLEET ADAPTATION: HYPER-AGGRESSION

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

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

Adaptive

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

Hyper-adaptation

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

WARLORD TRAIT: MONSTROUS HUNGER

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

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

PSYCHIC POWER: UNSTOPPABLE ONSLAUGHT

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

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

BIO-ARTEFACT RELIC: MONSTROUS MUSCULATURE

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

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

UNPARALLELED FEROCITY — 1CP/2CP

Behemoth – Battle Tactic Stratagem

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

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



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

– Brother Amadeo of the Deathwatch

HIVE FLEETS

KRAKEN

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

HIVE FLEET ADAPTATION: QUESTING TENDRILS

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

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

Adaptive

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

Hyper-adaptation

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

WARLORD TRAIT: ONE STEP AHEAD

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

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

PSYCHIC POWER: SYNAPTIC LURE

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

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

BIO-ARTEFACT RELIC: CHAMELEONIC MUTATION

Subdermal crystals in this carapace capture and redirect light.

Each time an attack is made against the bearer:

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

OPPORTUNISTIC ADVANCE 1CP

Kraken – Battle Tactic Stratagem

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

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

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

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

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

LEVIATHAN

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

HIVE FLEET ADAPTATION: SYNAPTIC CONTROL

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

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

Adaptive

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

Hyper-adaptation

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

WARLORD TRAIT: PERFECTLY ADAPTED

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

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

PSYCHIC POWER: HIVE NEXUS

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

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

BIO-ARTEFACT RELIC: PRECEPTIC NODE

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

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

COMBINED ASSAULT 1CP

Leviathan – Battle Tactic Stratagem

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

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



HIVE FLEETS

GORGON

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

HIVE FLEET ADAPTATION: ADAPTIVE TOXINS

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

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

Adaptive

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

Hyper-adaptation

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

WARLORD TRAIT: LETHAL MIASMA

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

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

PSYCHIC POWER: POISONOUS INFLUENCE

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

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

BIO-ARTEFACT RELIC: HYPERMORPHIC BIOLOGY

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

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

HYPER-TOXICITY — 1CP

Gorgon – Wargear Stratagem

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

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

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

– Sister Hospitaller Amalica Hope

JORMUNGANDR

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

HIVE FLEET ADAPTATION: TUNNEL NETWORKS

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

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

Adaptive

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

Hyper-adaptation

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

WARLORD TRAIT: INSIDIOUS THREAT

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

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

PSYCHIC POWER: LURKING MAWS

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

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

BIO-ARTEFACT RELIC: INFRASONIC ROAR

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

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

BURIED IN WAIT — 1CP

Jormungandr – Requisition Stratagem

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

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



HIVE FLEETS

KRONOS

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

HIVE FLEET ADAPTATION: BIO-BARRAGE

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

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

Adaptive

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

Hyper-adaptation

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

WARLORD TRAIT: SOUL HUNGER (AURA)

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

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

PSYCHIC POWER: SYMBIOSTORM

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

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

BIO-ARTEFACT RELIC: NULLNODE

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

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

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

THE DEEPEST SHADOW — 1CP

Kronos – Epic Deed Stratagem

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

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

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



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

- Thaghrael the Wanderer

HYDRA

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

HIVE FLEET ADAPTATION: SWARMING INSTINCTS

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

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

Adaptive

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

Hyper-adaptation

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

WARLORD TRAIT: ENDLESS REGENERATION

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

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

PSYCHIC POWER: PSYCHIC SHRIEK

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

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

BIO-ARTEFACT RELIC: BARBWORM INFESTATION

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

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

CRITICAL MASS 1CP

Hydra – Battle Tactic Stratagem

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

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

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

- Marshal Karya Blaise, 674th Kovian Infantry

INFINITE BIOMORPHOLOGIES

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

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

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

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

SPLINTER FLEET

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

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

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

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

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

BIOMORPHOLOGIES

HUNT BIOMORPHOLOGIES

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

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

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

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

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

LURK BIOMORPHOLOGIES

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

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

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

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

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

FEED BIOMORPHOLOGIES

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

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

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

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

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

STRATAGEMS

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

SCORCH BUGS 1CP/2CP

Tyranids – Battle Tactic Stratagem

These beetles boast powerful legs and incendiary biochemicals.

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

VORACIOUS APPETITE 1CP

Tyranids – Battle Tactic Stratagem

The hunger of the Tyranids can never be satiated.

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

ADRENAL SURGE 1CP/2CP

Tyranids – Battle Tactic Stratagem

These warrior organisms destroy all as their adrenaline surges.

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

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

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

REINFORCED HIVE NODE 1CP/2CP

Tyranids – Battle Tactic Stratagem

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

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

OBSERVER ORGANISM 1CP

Tyranids – Battle Tactic Stratagem

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

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

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

INDOMITABLE MONSTROSITY 1CP

Tyranids – Battle Tactic Stratagem

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

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

POWER OF THE HIVE MIND 1CP

Tyranids – Epic Deed Stratagem

The Hive Mind channels lethal energy through its synaptic bioforms.

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

DEATH FRENZY 2CP

Tyranids – Epic Deed Stratagem

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

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

PHEROMONE TRAIL 1CP

Tyranids – Epic Deed Stratagem

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

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

SYNAPTIC CHANNELLING 1CP

Tyranids – Epic Deed Stratagem

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

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

SYNAPTIC LEGACY 1CP

Tyranids – Epic Deed Stratagem

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

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

TRAMPLING CHARGE 1CP

Tyranids – Epic Deed Stratagem

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

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

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

ENFOLDING STRIKE 1CP

Tyranids – Epic Deed Stratagem

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

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

RAREFIED ENHANCEMENTS 1CP

Tyranids – Requisition Stratagem

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

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

HIVE PREDATOR 1CP

Tyranids – Requisition Stratagem

Some bioforms are imbued with additional predatory abilities.

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

SUBTERRANEAN ASSAULT 1CP

Tyranids – Strategic Ploy Stratagem

Entire swarms erupt from tunnels dug by burrowing monsters.

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

RAPID REGENERATION 1CP

Tyranids – Strategic Ploy Stratagem

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

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

INVISIBLE HUNTER 1CP

Tyranids – Strategic Ploy Stratagem

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

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

OVERRUN 1CP

Tyranids – Strategic Ploy Stratagem

Tyranids are an unstoppable avalanche of flesh and chitin.

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

SHARD LURE 1CP

Tyranids – Strategic Ploy Stratagem

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

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

ENDLESS SWARM 1CP

Tyranids – Strategic Ploy Stratagem

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

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

INSTINCTIVE RAMPAGE 1CP

Tyranids – Strategic Ploy Stratagem

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

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

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

BOUNDING ADVANCE 1CP/2CP

Tyranids – Strategic Ploy Stratagem

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

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

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

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

ENCIRCLE THE PREY 1CP

Tyranids – Strategic Ploy Stratagem

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

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

SPORE CLOUDS 1CP

Tyranids – Strategic Ploy Stratagem

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

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

TOXIC ENTANGLEMENT 1CP

Tyranids – Strategic Ploy Stratagem

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

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

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

IMPALING HOOKS 1CP

Tyranids – Wargear Stratagem

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

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

PSYCHOTROPIC VENOM 1CP

Tyranids – Wargear Stratagem

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

Use this Stratagem at the start of the Morale phase. Select one enemy unit (excluding **VEHICLE** units) within Engagement Range of a **LASH WHIP** or **TOXIC LASHES** unit from your army. Until the end of the phase:

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

ACIDIC TORRENT 1CP

Tyranids – Wargear Stratagem

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

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

CORROSIVE VISCERA 2CP

Tyranids – Wargear Stratagem

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

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

BLINDING VENOM 1CP

Tyranids – Wargear Stratagem

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

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

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

PATHOGENIC SLIME 1/2CP

Tyranids – Wargear Stratagem

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

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

ADAPTIVE PHYSIOLOGIES

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

ADAPTIVE PHYSIOLOGIES

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

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

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

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



DERMIC SYMBIOSIS

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

This model has a 4+ invulnerable save.

ENRAGED RESERVES

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

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

HARDENED BIOLOGY

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

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

PRECOGNITIVE SENSORIA

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

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

PREDATOR INSTINCTS

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

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

SYNAPTIC ENHANCEMENT

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

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

VORACIOUS AMMUNITION

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

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

WHIPCOIL REFLEXES

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

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



WARLORD TRAITS

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

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

1. ALIEN CUNNING

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

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

2. HEIGHTENED SENSES

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

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

3. SYNAPTIC LINCHPIN

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

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

4. DIRECT GUIDANCE

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

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

5. SYNAPTIC TENDRILS

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

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

6. ADAPTIVE BIOLOGY

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

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

NAMED CHARACTERS AND WARLORD TRAITS

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

Named Character	Warlord Trait
Deathleaper	Alien Cunning
Old One Eye	Adaptive Biology
The Swarmlord	Synaptic Linchpin

HIVE MIND DISCIPLINE

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

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

1. CATALYST

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

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

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

2. THE HORROR

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

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

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

3. NEUROPARASITE

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

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

4. ONSLAUGHT

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

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

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

5. PAROXYSM

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

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

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

6. PSYCHIC SCREAM

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

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

RELICS

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

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

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

THE YMGARL FACTOR

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

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

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

THE REAPER OF OBLITERAX

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

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

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

THE MAW-CLAWS OF THYRAX

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

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

RESONANCE BARB

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

PSYKER model only.

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

PATHOGENESIS

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

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

SCYTHES OF TYRAN

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

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

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

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

BALETHORN CANNON

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

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

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

Abilities: Blast

SHARDGULLET

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

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

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

GESTATION SAC

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

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

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

THE DIRGEHEART OF KHARIS

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

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

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

THE PASSENGER

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

ADRENAL GLANDS model only.

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

SEARHIVE

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

TOXIN SACS model only. Each time the bearer makes a melee attack against a unit (excluding **MONSTER** and **VEHICLE** units), if a hit is scored, it automatically wounds the target.

CHAPTER APPROVED RULES

If every model in your army (excluding **UNALIGNED** units) has the **HIVE TENDRIL** keyword, you can, if you are playing a matched play battle that instructs you to select secondary objectives (e.g. a mission from the Eternal War mission pack in the Warhammer 40,000 Core Book), select one of them to be from the **TYRANIDS** secondary objectives listed below.

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

NO MERCY, NO RESPITE

SYNAPTIC INSIGHT

Progressive Objective

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

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

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

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

SHADOW OPERATIONS

SPORE NODES

Progressive Objective

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

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

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

PURGE THE ENEMY

CRANIAL FEASTING

End Game Objective

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

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

At the end of the battle:

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



CRUSADE RULES

In this section you'll find additional rules for playing Crusade battles with Tyranids, such as Agendas, Battle Traits and Crusade Relics that are bespoke to Hive Tendril units. You can find out more about Crusade armies in the Warhammer 40,000 Core Book.

This section contains the following additional rules:

DEVOURING WORLDS

As the hive fleets tighten their stranglehold on the galaxy, more and more planets succumb to their unending hunger. The rules presented on the following pages allow you to devour one world after another, strengthening your force as your foes fall.

AGENDAS

HIVE TENDRIL units attempt to achieve unique Agendas in Crusade battles, which can be found on page 78. These Agendas represent the unique goals of Tyranids armies and their particular methods of waging war. You can find out more about Agendas in Crusade mission packs, such as that presented in the Warhammer 40,000 Core Book.

REQUISITIONS

Tyranids armies have access to a number of additional Requisitions, suited to their alien abilities, which can be found on page 79.

BATTLE TRAITS

HIVE TENDRIL units can be given one of the Battle Traits presented on page 80 as they gain experience and are promoted in your Crusade force. These help to reflect the unique upgrades and Battle Honours that **HIVE TENDRIL** units can gain.

BATTLE SCARS

Devoid of free will, the bioforms of the Tyranids suffer injury and damage in their own unique ways unlike other alien races. The Battle Scars on page 81 provide a thematic and appropriate way to represent these long-lasting effects on units from your army.

PSYCHIC FORTITUDES

HIVE TENDRIL PSYKER units can be given one of the Psychic Fortitudes presented on page 82 as they gain experience and are promoted in your Crusade force. These help to reflect the unique interaction with psykers that the Tyranid race exhibits.

CRUSADE RELICS

In addition to the Crusade Relics presented in the Warhammer 40,000 Core Book, **HIVE TENDRIL CHARACTER** models can claim one of the Crusade Relics described on page 83; these Relics are unique to the Tyranids, and grant the bearer power.

SHOWCASE CRUSADE ARMY

On pages 84-85 you will find Eddie Eccles' Tyranids Crusade army in all its chitinous glory, with a description of the impressive force.



DEVOURING WORLDS

If your Crusade force includes **HIVE TENDRIL** units, it can embark upon the task of devouring a series of planets in order to absorb their biomass and fuel your hive fleet's expansion.

Your Crusade force can only work on devouring one planet at a time. When devouring a planet, your Crusade force will move through three stages in order; the first stage is Invasion, followed by Predation and then finally Consumption. During each phase, your force will devour more of the planet's biomass as its flora and fauna are consumed, and crush more of the inhabitants' resistance as they go. Once you have devoured enough biomass and destroyed enough of the enemy resistance, your Crusade force will complete your current stage and move on to the next step in devouring that world.

If at any point your Crusade force finds itself without an active world to devour, you can generate a new one as described below.

GENERATING A NEW WORLD

When generating a new world to devour, you begin by resetting your Crusade force's Biomass points and Crushed Resistance points to 0, and then determine how many of each of these is required in order to complete each of that planet's three stages.

First, roll one D3 to determine the type of the planet that you are devouring using the Planet Type table below.

D3	PLANET TYPE
1	**Industrial World** (may also be a forge world, manufactorum world, refinery world, etc.)
2	**Rural World** (may also be an agri world, feudal world, frontier colony, Imperial Knight world, etc.)
3	**Hive World**

Then consult the relevant table (see right) to determine the Biomass points and Crushed Resistance points needed for each stage of that planet's destruction. To do so, generate the number of points needed for the Invasion stage first. Then generate the number of points needed for the Predation stage by adding the value in the table to what you generated for the Invasion stage for that particular planet type. Finally, generate the points needed for the Consumption stage in the same manner but add the value in the table to that of the Predation stage, instead of the Invasion stage. Note that Biomass and Crushed Resistance points accrued during a previous stage of a planet's destruction still count towards the targets for the current stage.

Example: *Hannah Marie's Tyranid forces came upon a hive world and began devouring it. She rolled to determine the Biomass and Crushed Resistance values for the Invasion phase first, resulting in a 5 and 3 respectively. This means that her Crusade force will need to accrue 5 Biomass points and 3 Crushed Resistance points in order to move on to the Predation stage of her attack. She then rolls to determine the values for the Predation stage. She rolls a 6 for Biomass which means that, when added to the value she generated for the Invasion stage (which was 5), she will need a total of 11 Biomass to complete that stage. She does the same for the Crushed Resistance value, rolling a 4, and ends up with a final result of 7. Finally, she rolls to determine the amounts she needs to complete the Consumption stage. For Biomass, she rolls a 3, which she adds to the 11 from the previous stage to get a total of 14 Biomass points that are needed to complete the last stage. She then calculates the Consumption stage value for Crushed Resistance in a similar manner.*

1. INDUSTRIAL WORLD

STAGE	BIOMASS	CRUSHED RESISTANCE
Invasion	3	2D3
Predation	+D3	+4
Consumption	+3	+5

2. RURAL WORLD

STAGE	BIOMASS	CRUSHED RESISTANCE
Invasion	3D3	2
Predation	+2D3	+D3
Consumption	+2D3	+D3

3. HIVE WORLD

STAGE	BIOMASS	CRUSHED RESISTANCE
Invasion	D3+3	D6
Predation	+2D3	+D6
Consumption	+D6	+D6

COMPLETING A DEVOURING STAGE

To complete a stage and move on to the next, your Crusade **force needs to have acquired at least as many** Biomass **points and at least as many Crushed** Resistance points for **that stage as were generated for it above.**

- **Each time you win a battle,** your Crusade force gains 1 **Biomass point and 1** Crushed Resistance point.
- **Each time you lose a battle,** your Crusade force loses 1 **Biomass point** (to a minimum of 0 Biomass points).

Additional ways of earning Biomass and Crushed **Resistance points can be found in the Agendas section** (pg 78).

STAGE 1: INVASION

ARMY BUILDING

While your Crusade force is in the Invasion stage, when mustering your army, the Command Benefits of the Vanguard Detachment are changed to: '+3 Command points if your **WARLORD** is part of this Detachment.'

STRATAGEM

While your Crusade force is in the Invasion stage, you have access to the Stratagem shown below, and can spend CPs to use it:

VANGUARD ONSLAUGHT 1CP

Tyranids – Battle Tactic Stratagem

First amongst the swarm to assail the prey, vanguard organisms pounce upon ill-prepared defenders.

Use this Stratagem in the Fight phase, when a **GARGOYLES**, **GENESTEALERS**, **HARPY**, **HIVE CRONE** or **LICTOR** unit from your army is selected to fight. Until the end of the phase, if that unit made a charge move, was charged, or performed a Heroic Intervention this turn, then each time a model in that unit makes an attack, you can re-roll the wound roll.

BATTLE EXPERIENCE

While your Crusade force is in the Invasion stage, at the end of each battle:

- Units from your army with any of the following keywords gain an additional 1 experience point from the Battle Experience rule (see the Warhammer 40,000 Core Book): **ENDLESS MULTITUDE**; **GENESTEALERS**; **HARPY**; **HIVE CRONE**; **LICTOR**.
- Units from your army with any of the following keywords do not gain any experience points from the Battle Experience rule: **BIOVORES**; **EXOCRINE**; **HARUSPEX**; **HIVE GUARD**; **HIVE TYRANT**; **PYROVORES**; **RIPPER SWARMS**; **TYRANNOFEX**; **TYRANT GUARD**.



STAGE 2: PREDATION

ARMY BUILDING

While your Crusade force is in the Predation stage, when mustering your army, the Command Benefits of the Outrider Detachment are changed to: '+3 Command points if your **WARLORD** is part of this Detachment.'

STRATAGEM

While your Crusade force is in the Predation stage, you have access to the Stratagem shown below, and can spend CPs to use it:

INFESTATION 1CP

Tyranids – Strategic Ploy Stratagem

So thoroughly saturated with Tyranid swarms has the prey world become, that broods prowl almost all environs and surge from every tangled thicket and blasted ruin to attack.

Use this Stratagem before the battle, during the Declare Reserves and Transports step (if you are playing a mission without this step, use this Stratagem during deployment instead). Select one **ENDLESS MULTITUDE** unit from your army. During deployment, when you set up that unit, it can be set up anywhere on the battlefield that is wholly within an Area Terrain feature and more than 9" away from the enemy deployment zone and any enemy models.

BATTLE EXPERIENCE

While your Crusade force is in the Predation stage, at the end of each battle:

- Troops units from your army gain an additional 1 experience point from the Battle Experience rule (see the Warhammer 40,000 Core Book).
- Units from your army with any of the following keywords do not gain any experience points from the Battle Experience rule: **BIOVORES**; **EXOCRINE**; **HARUSPEX**; **HIVE GUARD**; **HIVE TYRANT**; **PYROVORES**; **RIPPER SWARMS**; **TYRANNOFEX**; **TYRANT GUARD**.



STAGE 3: CONSUMPTION

ARMY BUILDING

When mustering your army, while your Crusade force is in the Consumption stage, the Command Benefits of the Spearhead Detachment are changed to: '+3 Command points if your **WARLORD** is part of this Detachment.'

STRATAGEM

While your Crusade force is in the Consumption stage, you have access to the Stratagem shown below, and can spend CPs to use it:

GUARD AND CONSUME — 1CP

Tyranids – Battle Tactic Stratagem

As the Tyranid ecosystem takes hold, strange living structures sprout forth that are vital to the final consumption of the world. Those Tyranid organisms charged with protecting these grotesque bio-structures now become exceptionally aggressive.

Use this Stratagem in your Shooting phase, when a **BIOVORES**, **EXOCRINE**, **HARUSPEX**, **HIVE GUARD**, **HIVE TYRANT**, **PYROVORES**, **RIPPER SWARMS**, **TYRANNOFEX** or **TYRANT GUARD** unit from your army is selected to shoot. Until the end of the phase, each time a model in that unit makes an attack:

- If that unit is within range of an objective marker, re-roll a hit roll of 1.
- If that unit is within range of an Implanted Tyrannoform Spore objective marker (pg 78), you can re-roll the hit roll.

BATTLE EXPERIENCE

While your Crusade force is in the Consumption stage, at the end of each battle:

- Units from your army with any of the following keywords gain an additional 1 experience point from the Battle Experience rule (see the Warhammer 40,000 Core Book): **BIOVORES**; **EXOCRINE**; **HARUSPEX**; **HIVE GUARD**; **HIVE TYRANT**; **PYROVORES**; **RIPPER SWARMS**; **TYRANNOFEX**; **TYRANT GUARD**.
- Units from your army with any of the following keywords do not gain any experience points from the Battle Experience rule: **GENESTEALERS**; **HARPY**; **HIVE CRONE**; **LICTOR**.

BIOGENESIS

Each time your Crusade force completes Stage 3 of its attack on a planet, you can spend any of the Biomass points you have acquired on the upgrades shown below, before generating a new world to devour.

THE SWARM GROWS — 2 BIOMASS PTS

Raw biomass is diverted to the creation of even more warrior organisms and hive ships to bear them through the void.

Increase your Crusade force's Supply Limit by 3 Power.

RARE BIOMORPHS — 4 BIOMASS PTS

A great enough stock of biomass has been secured that a portion can be poured into fashioning strange and terrible graft-organisms for the swarms' mightiest leader-beasts.

Select one **HIVE TENDRIL CHARACTER** unit from your Order of Battle. You can use the Relic Requisition (see the Warhammer 40,000 Core Book) once for 0RP to give a model in that unit a Relic as if it had just gained a rank.

ENHANCED ORGANISMS — 5 BIOMASS PTS

The Hive Mind exploits the neurally cached experiences of its warrior organisms to hone their predatory instincts.

Select one **HIVE TENDRIL** unit from your Order of Battle. That unit gains 5 experience points. Each unit can only be selected for this upgrade once per devoured world.

SWARMNODE — 5 BIOMASS PTS

Harvested biomass is channelled into enhancing the strategic and tactical abilities of an already efficacious leader organism.

Select one **HIVE TENDRIL CHARACTER** unit from your Order of Battle. You can use the Warlord Trait Requisition (see the Warhammer 40,000 Core Book) once for 0RP to give a model in that unit a Warlord Trait as if it had just gained a rank.

RAPID ADAPTATION — 5 BIOMASS PTS

A focussed allocation of biomass offers a brood the chance to rapidly and significantly adapt at the Hive Mind's urging.

You can use the Adapted Physiology Requisition (pg 79) once for 0RP.

BIOLOGICAL RESOURCES — 6 BIOMASS PTS

With so much accumulated biomass, the hive fleet can adapt whatever aspect of its nature the Hive Mind bids it to.

Your Crusade force gains 1 Requisition point.

AGENDAS

If your Crusade army includes any **HIVE TENDRIL** units, you can select one Agenda from the Tyranids Agendas, listed below. This is a new category of Agendas, and follows all the normal rules for Agendas (for example, when you select Agendas, you cannot choose more than one from each category).

INFEST THE PREY WORLD

Tyranids Agenda

In order to overwhelm the enemy, devour the biomass of the dead and seed the world with toxic spores, the swarm must cover all.

Keep an Overwhelm and Spread tally for your army. At the end of your turn, add 1 to your army's Overwhelm and Spread tally for each table quarter that wholly contains one or more **ENDLESS MULTITUDE** units from your army that are not within 6" of the centre of the battlefield.

At the end of the battle, your Crusade force gains the number of Biomass and Crushed Resistance points shown in the table below, and each unit from your army wholly within your opponent's deployment zone earns 2 experience points.

OVERWHELM AND SPREAD TALLY	BIOMASS POINTS GAINED	CRUSHED RESISTANCE POINTS GAINED
0-5	0	0
6-10	1	1
11-15	D3	1
16+	D3	D3

HUNT AND SLAY

Tyranids Agenda

The Hive Mind has marked those prey organisms whose swift destruction it wishes prioritised. The hunt begins.

Keep a Predatory Kills tally for each unit from your army. At the start of the battle, your opponent selects five different units from their army to be Prey Targets (if your opponent's army has less than five units, they select as many as possible). Each time a unit from your army destroys a Prey Target unit in the Fight phase, add 1 to its Predatory Kills tally.

If a Prey Target unit splits into multiple, smaller units, then all of those units must be destroyed for that Prey Target unit to be considered destroyed.

Each unit from your army gains a number of experience points equal to double their Predatory Kills tally, and your Crusade force gains a number of Biomass and Crushed Resistance points as shown in the table.

NUMBER OF ENEMY PREY TARGETS DESTROYED	BIOMASS POINTS GAINED	CRUSHED RESISTANCE POINTS GAINED
1	0	1
2-3	1	D3
4+	D3	3

TYRANNOFORM PREY WORLD

Tyranids Agenda

In preparation for the complete assimilation of biomass on this prey world, it is necessary to seed Tyranid structures on the battlefield, from sporecaster organisms to digestion pools.

Keep a Tyrannoform Prey World tally for each unit from your army. Add 1 to a unit's Tyrannoform Prey World tally each time it successfully completes the Implant Tyrannoform Spore action (see below). If you selected this Agenda, then **HIVE TENDRIL INFANTRY** units from your army can attempt the following action:

Implant Tyrannoform Spore (Action): One **HIVE TENDRIL INFANTRY** unit (excluding **CHARACTER** units) from your army can start to perform this action at the end of your Movement phase if it is more than 12" from any Implanted Tyrannoform Spore objective markers (see below). This action is completed at the end of your turn. Once completed, place an objective marker anywhere within 1" of the unit that completed this action. This objective marker represents an Implanted Tyrannoform Spore, but does not count as an objective marker for any rules purposes other than for this Agenda.

Each unit from your army gains a number of experience points equal to double their Tyrannoform Prey World tally, and your Crusade force gains a number of Biomass and Crushed Resistance points as shown in the table below.

NUMBER OF IMPLANTED TYRANNOFORM SPORE OBJECTIVE MARKERS	BIOMASS POINTS GAINED	CRUSHED RESISTANCE POINTS GAINED
3	1	1
4	D3	1
5+	3	D3

TYRANID ATTACK

Tyranids Agenda

Every last prey organism that stands against the swarm must be overrun – butchered – and their biomass consumed so that fresh waves of bioforms may be spawned.

At the end of the battle, if there are no enemy models remaining on the battlefield, each **HIVE TENDRIL** unit from your army that is on the battlefield gains 3 experience points, and your Crusade force gains 4 Biomass points and 4 Crushed Resistance points.

REQUISITIONS

If your Crusade force includes any **HIVE TENDRIL** units, you can spend Requisition points (RPs) on any of the following Requisitions in addition to those presented in the Warhammer 40,000 Core Book.

CONSUME TO SURVIVE

The hive fleets must constantly hunt, slay, and consume prey worlds in order to replenish or increase their ranks.

If your Crusade force includes any **HIVE TENDRIL** units, the Increase Supply Limit Requisition (see the Warhammer 40,000 Core Book) costs you 2 Requisition points to use.

RESPAWN WARRIOR ORGANISMS — 1RP

The Hive Mind can break down the biomass of its warrior organisms, reabsorbing them and restructuring their bodies and neural pathways at a molecular level before spawning them anew.

Purchase this Requisition at any time. Select one **HIVE TENDRIL** unit from your Order of Battle that has no Battle Scars. That unit loses any or all Battle Traits it currently has. For each Battle Trait it lost, you can now select a new Battle Trait for it.

AN INTELLECT VAST AND COLD — 1RP

The gestalt consciousness of the Great Devourer is omnipresent throughout the hive fleets, always urging its mindless, ravenous swarms on toward whatever strategic goals will see them best feed, grow and spread.

Purchase this Requisition during the Select Agendas step of the battle. You can select one additional Agenda to use during this battle and up to two of your Agendas can be selected from the Tyranids Agendas (pg 78). At least one of the Agendas you select must be from the Tyranids Agendas.

ADAPTED PHYSIOLOGY — 1RP

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 its prey.

Purchase this Requisition when you add a **HIVE TENDRIL** unit to your Order of Battle, or when a **HIVE TENDRIL** unit in your Crusade force gains a rank.

You can give that **HIVE TENDRIL** unit an Adaptive Physiology (pg 66). The Adaptive Physiology that **HIVE TENDRIL** unit is given must be one that it can have. Make a note of the Adaptive Physiology on that **HIVE TENDRIL** unit's Crusade card and increase its Power Rating appropriately. You cannot give a **HIVE TENDRIL** unit an Adaptive Physiology in this manner if doing so would cause your total Power Level to exceed your Crusade force's Supply Limit.

SYNAPTIC BIOREGENESIS — 2RP

As the needs of the swarm change, so the Hive Mind is able to break down the physical form of its synaptic node-beasts while preserving their neuro-ganglia and the cached sense-impressions therein. This neural mass is then encased in a new and more suitable physical form.

Purchase this Requisition at any time. Select one **SYNAPSE** unit from your Order of Battle and replace it with a new **SYNAPSE** unit from the same hive fleet. You cannot purchase this Requisition if doing so would cause your total Power Level to exceed your Crusade force's Supply Limit. The newly added **SYNAPSE** unit starts with the same number of experience points as the unit it replaced and immediately gains the appropriate number of Battle Honours for its rank.

NEURO-HYBRIDISATION — 1RP

To view the warrior organisms of the hive fleets as distinct individuals is to fundamentally misunderstand the nature of their gestalt bond. Leader organisms have been observed to exchange behaviour patterns, predatory specialisms and even psyker-analogous abilities from one conflict to the next. It is theorised that such organic data is all filtered easily through the synaptic network.

Purchase this Requisition at any time. Select two **SYNAPSE** units from your Order of Battle. Swap the Synaptic Imperative abilities (pg 88) of those two units with one another. Make a note on their Crusade cards of their new Synaptic Imperative abilities.

BATTLE TRAITS

When a **HIVE TENDRIL** unit gains a Battle Trait, you can use one of the tables below instead of one of the tables in the Warhammer 40,000 Core Book to determine what Battle Trait the unit has gained. To do so, roll one D6 and consult the appropriate table to randomly determine what Battle Trait the unit gains, or choose a Battle Trait that tells the best narrative for your unit. All the normal rules for Battle Traits apply (e.g. a unit cannot have the same Battle Trait more than once). As with any Battle Honour, make a note on the unit's Crusade card when it gains a Battle Trait and increase its Crusade points accordingly, as described in the Warhammer 40,000 Core Book.

SPORE units never gain experience points, and so can never gain Battle Honours. However, they also are assumed to pass any Out of Action tests they are required to take (no dice is rolled) and so never accrue Battle Scars. You can mark the Experience Points section of their Crusade card as 'N/A' to remind you.

HIVE TENDRIL UNITS (EXCLUDING SYNAPSE UNITS)

D6	TRAIT
1	**Strength Born of Hunger** *These warrior organisms are possessed of a ravenous hunger, their eagerness to tear and rend flesh lending their blows additional, frenzied strength.* Add 1 to the Strength characteristic of models in this unit.
2	**Enhanced Senses** *The sensory organs of this brood have been adapted so that no prey can hide from them.* • Each time a model in this unit makes a melee attack, you can ignore any or all hit roll and Weapon Skill modifiers. • Each time a model in this unit makes a ranged attack, the target does not receive the benefits of Light Cover against that attack.
3	**Instinctive Autonomy** *This brood possess heightened tactical instincts that allow them to hunt efficiently even without direct synaptic oversight.* While this unit is within 18" of a friendly **<HIVE FLEET> SYNAPSE** model, this unit counts as being within 6" of that model for its Synapse ability (pg 86).
4	**Ranged Resistance** *These warrior organisms are well protected by their pseudo-sentient carapaces and partial regenerative capabilities. It takes a great concentration of fire to do them any real harm.* Each time a ranged attack is allocated to a model in this unit, add 1 to any armour saving throw made against that attack.
5	**Fleet of Claw** *These warrior organisms move with lithe rapidity, the better to close the distance to their prey and begin their killing frenzy.* • Each time an Advance roll is made for this unit, treat a roll of 1-2 as 3 instead. • Each time a charge roll is made for this unit, treat each dice result of 1-2 as 3 instead.
6	**Onslaught Killers** *The bioforms of this brood have been imbued with tensile strength and whipcord sinews that allow them to spring upon their prey, lending their pouncing onslaught additional impact to maximise carnage.* Each time a model in this unit makes a melee attack, if this unit made a charge move or performed a Heroic Intervention this turn, add 1 to that attack's hit roll.

SYNAPSE UNITS

D6	TRAIT
1	**Unfathomable Terror** *These leader-beasts emanate the unfathomable will of the Hive Mind, an alien consciousness so vast it drives prey creatures mad.* At the end of your Movement phase, select one enemy unit within 9" of this unit. Roll one D6 and add this unit's Leadership characteristic to the result. Your opponent rolls one D6 and adds that enemy unit's Leadership characteristic to their result. If your total is greater than your opponent's, until the start of your next Movement phase, that enemy unit cannot be selected to Advance and the Move characteristic of models in it are halved.
2	**Psychic Shadow** *Such is this creature's psychic power that enemy sorceries unravel in its presence.* • Each time an enemy unit manifests a psychic power, this unit cannot be selected when resolving that psychic power. • In your opponent's Psychic phase, each time a model in this unit would lose a wound as a result of a mortal wound, roll one D6: on a 3+, that wound is not lost.
3	**Lingering Presence** *Even if its physical frame is destroyed, the neural imprint of this leader-beast continues to echo through the synaptic network.* Each time you use the Synaptic Legacy Stratagem (pg 63), if this unit is destroyed and its Synaptic Imperative ability is selected for that Stratagem, reduce its CP cost by 1CP. Note that the CP cost is only reduced by 1CP for that use of the Stratagem, any future usages of it cost the normal amount of CPs.
4	**Alien Resilience** *The damaged flesh and chitin of this formidable warrior organism regrows at an astounding rate.* At the start of your Command phase, one model in this unit regains 1 lost wound.
5	**Armoured Biomorph** *This brood boasts thickened and extended chitinous carapaces.* Add 1 to the Toughness characteristic of models in this unit.
6	**Psychic Aberration** *So potent is this bioform's synaptic presence that it acts as a focussing lens for the psychic might of the Hive Mind.* Each time you use the Power of the Hive Mind Stratagem (pg 62), if this unit is selected for that Stratagem, reduce its CP cost by 1CP. Note that the CP cost is only reduced by 1CP for that use, any future usages of it cost the normal amount of CPs.

BATTLE SCARS

When a **HIVE TENDRIL** unit gains a Battle Scar, use one of the tables below instead of one of the tables in the Warhammer 40,000 Core Book to determine what Battle Scar the unit has gained. To do so, roll one D6 and consult the appropriate table to randomly determine what Battle Scar the unit gains, or choose a Battle Scar that tells the best narrative for your unit. All the normal rules for Battle Scar apply (e.g. a unit cannot have the same Battle Scar more than once). As with any Battle Scar, make a note on the unit's Crusade card when it gains a Battle Scar and decrease its Crusade points accordingly, as described in the Warhammer 40,000 Core Book.

HIVE TENDRIL UNITS (EXCLUDING SYNAPSE, GENESTEALERS AND LICTOR UNITS)

D6	SCAR
1	**Uncontrollable** *Lingering neural trauma has left this brood with a damaged connection to the synaptic network.* This unit is not affected by the Synaptic Imperative abilities of friendly **SYNAPSE** models.
2	**By Instinct Alone** *Severed entirely from synapse control, this brood is forced to fall back upon its own hardwired instincts in battle.* This unit is not affected by the Synapse ability (pg 86) of friendly models.
3	**Mindless Focus** *Overdeveloped prey-response instincts drown out the higher functions of this brood, causing them to obsessively focus on the nearest prey to the exclusion of more strategically important targets.* Each time this unit is selected to shoot, models in this unit can only target the closest eligible enemy unit when resolving this unit's attacks.
4	**Bestial Rage** *So overcome with biochemical adrenaline and predatory aggression is this brood, that its warrior organisms seek constantly to hurl themselves upon the nearest possible prey and tear them to pieces.* Each time this unit declares a charge, one of the targets of that charge must be the closest eligible enemy unit.
5-6	**Generate a Battle Scar from the Warhammer 40,000 Core Book**

SYNAPSE UNITS

D6	SCAR
1	**Neural Dissonance** *Due to neurosynaptic feedback or cranial damage, this bioform struggles to mesh fully with of the Hive Mind.* When using the ability of another friendly model to select a unit within Synaptic Link range (pg 87), this unit is not treated as having the **SYNAPSE** keyword.
2	**Synaptic Decay** *Physical and neural damage has eroded the strength of this organism's synaptic signal, leaving it unable to fully impose its will upon the swarm.* You cannot select this unit's Synaptic Imperative ability to be active for your army. Note that if there is another friendly unit on the battlefield with the same Synaptic Imperative ability, you can still select that unit's version of the ability.
3	**Lobe Impairment** *Although this organism can still provide the warrior organisms around it with basic synaptic imperatives, it is no longer able to control their behaviour.* While this unit has this Battle Scar, it loses the Synapse ability (pg 86).
4	**Casts No Shadow** *This organism's psychic presence is all but non-existent, its ability to deepen the Shadow in the Warp stolen away from it.* While this unit has this Battle Scar, it loses the Shadow in the Warp ability (pg 86).
5-6	**Generate a Battle Scar from the Warhammer 40,000 Core Book**

PSYCHIC FORTITUDES

When a **HIVE TENDRIL PSYKER** unit gains a Psychic Fortitude, you can use the table below. If you do so, roll one D6 and consult the table to randomly determine what Psychic Fortitude the unit gains, or choose a Psychic Fortitude that tells the best narrative for your unit. All the normal rules for Psychic Fortitudes apply (e.g. a unit cannot have the same Psychic Fortitude more than once). As with any Psychic Fortitude, make a note on the unit's Crusade card when it gains a Psychic Fortitude and increase its Crusade points accordingly, as described in the Warhammer 40,000 Core Book.

PSYCHIC FORTITUDES

D6	TRAIT
1	**Warp Tendrils** *This organism's localised empyric presence manifests as a writhing nest of malignant tendrils that latch onto its victims' minds and souls, draining them of purpose and courage.* Each time an enemy unit is selected for a psychic power manifested by this unit, and each time an enemy unit suffers 1 or more mortal wounds from a psychic power manifested by this unit, until the start of your next Psychic phase, that enemy unit's resolve is sapped. While a unit's resolve is sapped: • Subtract 1 from the Leadership characteristic of models in that enemy unit. • Subtract 1 from Combat Attrition tests taken for that enemy unit.
2	**Shadowcaster Organism** *This bioform has been transformed into an organic focusing lens for the malevolent Shadow in the Warp.* Each time an enemy unit attempts to deny a psychic power manifested by this unit, if that Deny the Witch roll includes a double, that enemy unit suffers Perils of the Warp.
3	**Warp Crest** *This membranous crest sends excess empyric energies lashing out to rake at nearby prey organisms.* Each time this unit successfully manifests a psychic power, select one enemy unit within 6" of this unit and roll one D6: on a 2+, that enemy unit suffers 1 mortal wound.
4	**Manifest Will** *Even as this warrior organism works the Hive Mind's will, gestalt energies flow through it to infuse nearby broods with strategic purpose, bolstering their already deadly capabilities.* The first time this unit successfully manifests a psychic power in each of your Psychic phases, select one friendly **<HIVE FLEET>** unit within 9" of this unit. Until the start of your next Command phase, that unit gains the Objective Secured ability (see the Warhammer 40,000 Core Book).
5	**Flickerflit** *This organism phases unsettlingly in and out of reality as the synaptic energies of the Hive Mind flow through it, allowing it to meld into shadow and smoke only to reappear nearby – catching the unsuspecting prey by surprise.* The first time this unit successfully manifests a psychic power in each of your Psychic phases, it can make a Normal Move of up to 3".
6	**Alpha Node** *As synaptic energies crackle through the enhanced cerebral architecture of this bioform, its conductivity of the Hive Mind's formidable will expands to affect a wider area, giving nearby brood-beasts the advantage.* Each time this unit successfully manifests a psychic power, until the start of your next Psychic phase, add 3" to the range of this unit's aura abilities and Synaptic Imperative abilities (to a maximum of 18").

CRUSADE RELICS

When a **HIVE TENDRIL CHARACTER** model gains a Crusade Relic, you can instead select one of the Relics listed below. All the usual rules for selecting Crusade Relics, as described in the Warhammer 40,000 Core Book, apply. When a model from your army is given a Crusade Relic, replace all instances of the **<HIVE FLEET>** keyword on that Relic's rules, if any, with the name of the hive fleet that your model is drawn from.

ARTIFICER RELICS

A **HIVE TENDRIL CHARACTER** model can be given one of the following Artificer Relics instead of one of the ones presented in the Warhammer 40,000 Core Book.

Spirit-leech Cortex

This rare cranial adaptation allows its monstrous host to psychically drain the life from its prey, feeding off their psionic essence and using it as fuel to both regrow and augment its form.

PSYKER model only. In your Psychic phase, each time an enemy unit loses a wound as the result of a mortal wound inflicted by a psychic power manifested by the bearer:

- The bearer regains 1 lost wound (to a maximum of 3 regained wounds per phase).
- Until the start of your next Psychic phase, add 1 to the bearer's Strength characteristic (to a maximum of +3).

Balemind Membrane

This foul net of neuro-membrane infests the cranial cavities of its host and amplifies their offensive psycho-synaptic aptitude.

PSYKER model only. Each time the bearer successfully manifests a psychic power or performs a psychic action, if the result of the Psychic test was 8+, that psychic power or psychic action cannot be denied.

ANTIQUITY RELICS

A **HIVE TENDRIL CHARACTER** model of Heroic rank or higher can be given one of the following Antiquity Relics instead of one of the ones presented in the Warhammer 40,000 Core Book. Add 1 to a unit's total Crusade points for each Antiquity Relic it has – this is in addition to the +1 from gaining a Battle Honour, for a total of +2.

Mortrex Implant Attack

This bio-artefact can penetrate the thickest armour in order to implant dozens of Ripper parasites within a host. In seconds, they grow to full size, devouring the host from the inside out and bursting forth in a shower of gore.

- Each time the bearer makes a melee attack, improve the Armour Penetration characteristic of that attack by 1.
- Each time the bearer makes a melee attack, on an unmodified wound roll of 6, the target suffers 1 mortal wound in addition to any normal damage.
- Each time the bearer fights, if one or more enemy models (excluding **VEHICLE** models) are destroyed when resolving its attacks, after the fight is resolved you can select one friendly **<HIVE FLEET> RIPPER SWARMS** unit within 12" of the bearer. If you do so, add 1 **<HIVE FLEET> RIPPER SWARMS** model to that unit. If any of the destroyed models had the **MONSTER** keyword, add D3 models to that **RIPPER SWARMS** unit instead. When setting these models up on the battlefield, they cannot be set up within Engagement Range of any enemy units, unless those enemy units are already within Engagement Range of that **RIPPER SWARMS** unit.

Slayer Sabres

At the hilt of each of these enormous, curving blades is a shell of diamond-hard chitin. This houses the brain of the weapon-symbiote, a semi-sentient organism linked with the bearer. With a mental command, the wielder can generate a surge of psychic energy that incinerates the unfortunate victim from the inside out.

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

- Each time the bearer is selected to fight, after resolving its attacks, select one enemy unit hit by an attack made with this weapon this phase, and roll one D6: on a 2+, that enemy unit suffers D3+1 mortal wounds.
- Each time an attack is made with this weapon against a **PSYKER** unit, if a hit is scored, in your opponent's next Psychic phase, that unit cannot attempt to perform psychic actions.
- Each time an attack is made with this weapon against a **PSYKER** unit, you can re-roll the wound roll.

LEGENDARY RELICS

A **HIVE TENDRIL CHARACTER** model of Legendary rank can be given the following Legendary Relic instead of one of the ones presented in the Warhammer 40,000 Core Book. In addition, in order to give a model a Legendary Relic, you must also pay 1 Requisition point (if you do not have enough Requisition points, you cannot give that model a Legendary Relic). Add an additional 2 to a unit's total Crusade points for each Legendary Relic it has – this is in addition to the +1 from gaining a Battle Honour, for a total of +3.

The Norn Crown

First named by Inquisitor Kryptman, the Norn Crown is a unique parasitic organism that burrows needle-like cerebral bores directly into the brain of its host, forming a neuro-synaptic link that acts as a hyper-conduit for the Hive Mind. Through this abhorrent union, the Hive Mind's indomitable will can pour forth to augment and control the hordes of lesser Tyranids that scuttle in the leader-beast's wake.

- Once per battle, at the start of the battle round, when selecting a Synaptic Imperative ability to be active for your army, if the bearer is on the battlefield, you can select the bearer's Synaptic Imperative ability, even if it has already been active for your army.
- While the bearer is on the battlefield, all friendly **<HIVE FLEET> SYNAPSE** units count as being within 12" of one another for the purpose of selecting a unit within Synaptic Link range of one of them.

CRUSADE ARMY

As a member of the Warhammer Community Team and occasional Warhammer TV presenter, Eddie Eccles is a familiar face to many hobbyists. Some of them may not know about the alien menace lurking just beneath his cheerful exterior, however...



One of the most exciting and enjoyable aspects of collecting a Tyranid army for Warhammer 40,000 is the sheer adaptability of the model range. With its huge variety of units comes the opportunity to theme your collection towards whatever tabletop strategies and tactics you prefer. Meanwhile, the ever-increasing number of hive fleets and their splinters opens the door to almost any colour scheme you wish to paint. The organic and fluid nature of warrior organisms means that whatever monstrous miniature conversions you dream up they will look the part. Combined with the Tyranids' entirely biological technologies and their unique place within the Warhammer 40,000 setting, all of this allows collectors, painters and gamers to draw their inspiration from myriad unusual sources before bringing their ideas to life on the gaming table.

When collecting his own splinter fleet, Eddie took full advantage of this thematic flexibility. He was first attracted to the Tyranid range thanks to its vibrant organic nature and his love of the menacing alien models. As an avid converter and painter, Eddie was particularly inspired by the striking effect that massed Tyranid broods painted with a unified palette achieve on the tabletop. For his colour scheme, he looked to some of the stranger creatures that exist in the real world, settling on the colourful and dangerous mantis shrimp. This is a great way to discover effective paint schemes for Tyranid armies, with there being few weird and wonderful things that nature hasn't already spawned!



In terms of his army's backstory, Eddie decided to stay on theme and called his force Hive Fleet Mantis. A relatively small splinter fleet, this swarm preys upon worlds that have been infiltrated and weakened by its dedicated Genestealer Cult. Moreover, to accommodate Eddie's particular soft spot for vanguard organisms, Hive Fleet Mantis makes up for its comparative scarcity of biomass by employing many such stalking predatory assassins.

With his background, colour palette and preferred army composition firmly established, Eddie went on to build a truly imposing force. As with most of his projects, it includes a number of converted models, and he will likely acquire more as Hive Fleet Mantis grows and fights in more Crusade battles. Of particular note is the Hive Tyrant, which Eddie wanted to appear especially insectile. This effect has been achieved by swapping the Tyrant's usual head out for that of a Zoanthrope, and adding wings from the Nurgle Plague Drones kit to create a swarm-leader worthy of the title. His Mawloc is also an eye-catching and nightmarish conversion, which was built to capture the sudden and shocking moment when the subterranean monster bursts through to the surface and attacks.

DATASHEETS

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

THE <HIVE FLEET> KEYWORD

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

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

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

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

WEAPON PROFILES

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

ABILITIES

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

SYNAPSE

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

SHADOW IN THE WARP (AURA)

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

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

SWARMING MASSES

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

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

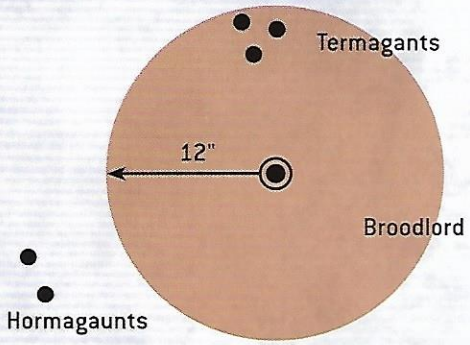
If, in the Fight phase, this unit is subject to any other rules that would reduce the number of models from this unit that are able to fight, then neither those rules nor the Swarming Masses rule take effect for that phase.

DEATH FROM BELOW

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

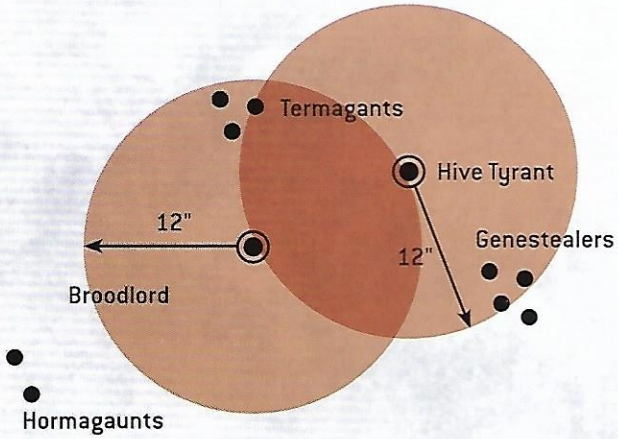
SYNAPTIC LINK RANGE

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



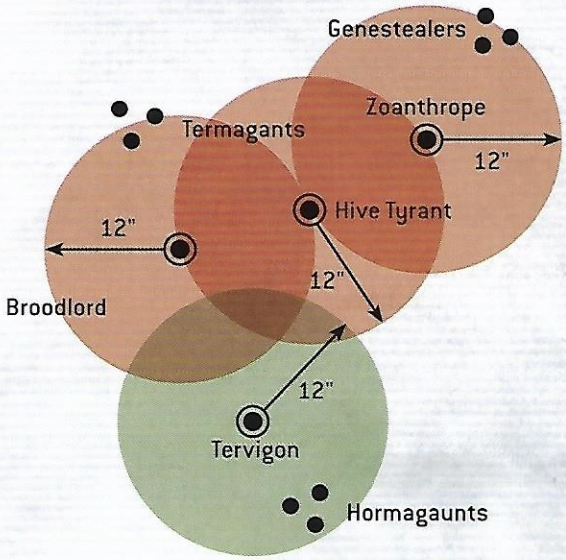
In this example, the Termagants are within Synaptic Link range of the Broodlord, while the Hormagaunts are not. When selecting a unit for the Broodlord's Vicious Insight ability, the player can only select the Termagants.

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



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

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



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

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



SYNAPTIC IMPERATIVE ABILITIES

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

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

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

HIVE TYRANT: RELENTLESS FEROCITY

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

BROODLORD: PREDATORY GUILE

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

TYRANID PRIME: GUIDEMIND

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

TERVIGON: SURGING VITALITY

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

NEUROTHROPE: PSYCHIC AUGMENTATION

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

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

TRYGON PRIME: THRASHING DEMISE

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

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

TYRANID WARRIORS: GOADED TO SLAUGHTER

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

MALECEPTOR: PSYCHIC OVERSIGHT

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

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

ZOANTHROPES: WARP SHIELDING

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

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

PARASITE OF MORTREX: SWIFT ONSLAUGHT

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

WINGED HIVE TYRANT

11 POWER

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

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

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

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

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

WARGEAR OPTIONS

- This model's monstrous bonesword and lash whip can be replaced with one of the following: 1 heavy venom cannon; 1 stranglethorn cannon; 2 monstrous scything talons.
- This model can be equipped with 1 adrenal glands.
- This model can be equipped with 1 toxin sacs.

ABILITIES

Synapse, Shadow in the Warp (pg 86)

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

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

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

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

PSYKER

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

FACTION KEYWORDS: **Hive Tendril, Tyranids, <Hive Fleet>**
KEYWORDS: **Monster, Character, Fly, Synapse, Psyker, Hive Tyrant, Horned Chitin, Winged Hive Tyrant**



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



HIVE TYRANT

9 POWER

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

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

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

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

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

WARGEAR OPTIONS

- This model's monstrous bonesword and lash whip can be replaced with one of the following: 1 heavy venom cannon; 1 stranglethorn cannon.
- This model's 2 monstrous scything talons can be replaced with one of the following: 1 heavy venom cannon; 1 stranglethorn cannon. This model cannot be equipped with both a stranglethorn cannon and a heavy venom cannon.
- This model can be equipped with 1 adrenal glands.
- This model can be equipped with 1 toxin sacs.

ABILITIES

Synapse, Shadow in the Warp (pg 86)

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

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

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

PSYKER

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

FACTION KEYWORDS: **Hive Tendril, Tyranids, <Hive Fleet>**
KEYWORDS: **Monster, Character, Synapse, Psyker, Horned Chitin, Hive Tyrant**

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.

THE SWARMLORD

11 POWER

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

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

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

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

ABILITIES

Synapse, **Shadow in the Warp** (pg 86)

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

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

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

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

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

PSYKER

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

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



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



BROODLORD

6 POWER

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

A Broodlord is equipped with: Broodlord claws and talons.

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

ABILITIES

Synapse, **Shadow in the Warp** (pg 86)

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

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

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

PSYKER

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

FACTION KEYWORDS: **HIVE TENDRIL, TYRANIDS, <HIVE FLEET>**
KEYWORDS: **INFANTRY, CHARACTER, SYNAPSE, PSYKER, BROODLORD**

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.



NEUROTHROPE

5 POWER

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

ABILITIES

Synapse, **Shadow in the Warp** (pg 86)

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

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

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

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

PSYKER

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

FACTION KEYWORDS: **HIVE TENDRIL, TYRANIDS, <HIVE FLEET>**
KEYWORDS: **INFANTRY, CHARACTER, FLY, SYNAPSE, PSYKER, HORNED CHITIN, NEUROTHROPE**

An advancement upon the Zoanthrope bioform, these monsters leech the souls from their prey and use the energy to fortify nearby synaptic organisms. The Aeldari believe these psychic parasites to be the spawn of a psychic abomination they call the Doom of Malan'tai, which shattered an entire craftworld with its powers.

TYRANID PRIME

5 POWER

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

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

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

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

WARGEAR OPTIONS

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

ABILITIES

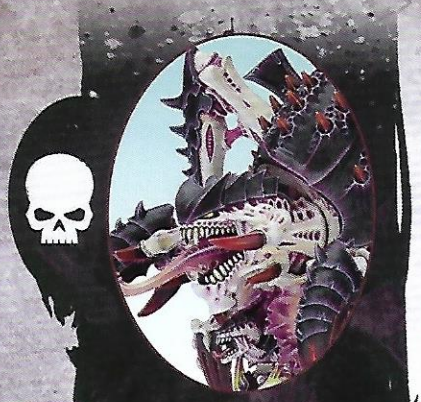
Synapse, Shadow in the Warp (pg 86)

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

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



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



TERVIGON

11 POWER

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

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

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

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

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

WARGEAR OPTIONS

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

ABILITIES

Synapse, Shadow in the Warp (pg 86)

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

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

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

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

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

PSYKER

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

FACTION KEYWORDS: **Hive Tendril, Tyranids, <Hive Fleet>**
KEYWORDS: **Monster, Character, Synapse, Psyker, Tervigon**

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.

TRYGON PRIME

10 POWER

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

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

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

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

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

WARGEAR OPTIONS

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

ABILITIES

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

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

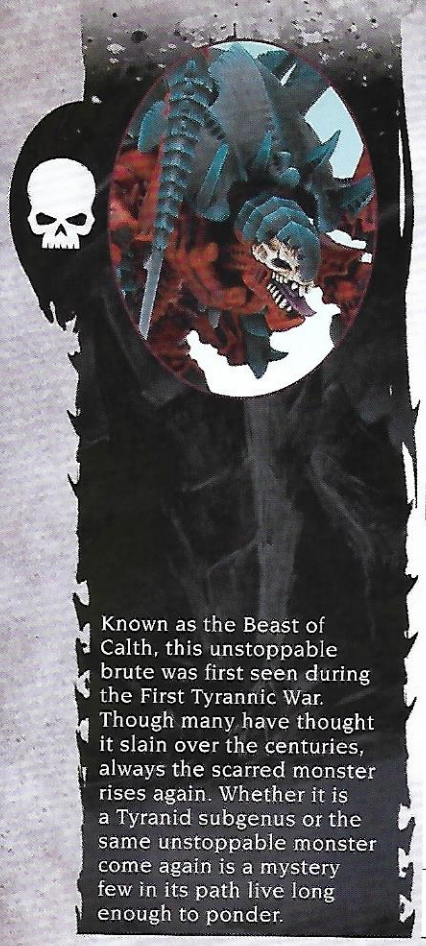
Death Throes: When this model is destroyed, roll one D6 before removing it from play. On a 6+, the closest enemy unit within 6" suffers D3 mortal wounds.

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

FACTION KEYWORDS: **HIVE TENDRIL, TYRANIDS, <HIVE FLEET>**
KEYWORDS: **MONSTER, CHARACTER, SYNAPSE, BURROWER, TRYGON PRIME**



Spearheading Tyranid swarms that strike from below, the Trygon Prime erupts from beneath the enemy's feet. Even as warrior organisms spill up from its yawning tunnel, this serpentine synapse-beast unleashes the focused bio-electric charge of its containment spines to blast apart the prey.



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.

OLD ONE EYE

11 POWER

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

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

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

ABILITIES

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

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

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

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

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

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

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

TYRANID WARRIORS

4 POWER

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

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

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

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

WARGEAR OPTIONS

- Any number of models can each have their bonesword and lash whip replaced with one of the following: 1 dual boneswords; 2 rending claws; 2 scything talons.
- Any number of models can each have their devourer replaced with one of the following: 1 deathspitter; 1 spinefists; 1 bonesword and 1 lash whip; 1 dual boneswords; 2 rending claws; 2 scything talons.
- For every 3 models in this unit, 1 model's devourer can be replaced with 1 barbed strangler.
- For every 3 models in this unit, 1 model's devourer can be replaced with 1 venom cannon.
- All of the models in this unit can be equipped with 1 adrenal glands each.
- All of the models in this unit can be equipped with 1 flesh hooks each.
- All of the models in this unit can be equipped with 1 toxin sacs each.

ABILITIES

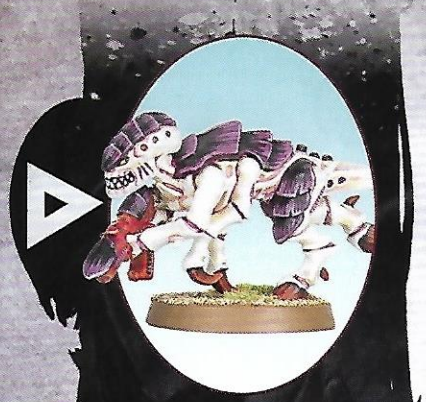
Synapse, Shadow in the Warp (pg 86)

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

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



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



TERMAGANTS

4 POWER

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

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

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

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

WARGEAR OPTIONS

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

ABILITIES

Swarming Masses (pg 86)

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

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.



HORMAGAUNTS

4 POWER

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

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

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

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

WARGEAR OPTIONS

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

ABILITIES

Swarming Masses (pg 86)

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

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

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.

GARGOYLES

4 POWER

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

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

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

ABILITIES

Swarming Masses (pg 86)

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



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





TOXICRENE

8 POWER

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

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

A Toxicrene is equipped with: massive toxic lashes.

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

ABILITIES

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

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

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

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

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

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.

TYRANT GUARD

8 POWER

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

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

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

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

WARGEAR OPTIONS

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

ABILITIES

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

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

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

FACTION KEYWORDS: **HIVE TENDRIL, TYRANIDS, <HIVE FLEET>**
KEYWORDS: **INFANTRY, CORE, TYRANT GUARD**



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.





LICTOR

4 POWER

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

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

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

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

ABILITIES

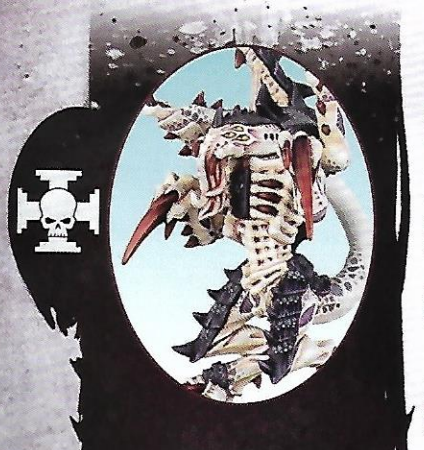
Chameleonic Skin:
- Each time an attack is made against this model, subtract 1 from that attack's hit roll.
- While this model is receiving the benefits of cover, it cannot be selected as the target of a ranged attack if the attacker is more than 12" away.
- This model has a 5+ invulnerable save.

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

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

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

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.



DEATHLEAPER

5 POWER

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

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

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

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

ABILITIES

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

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

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

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

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

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

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.

MALECEPTOR

9 POWER

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

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

A Maleceptor is equipped with: massive scything talons.

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

ABILITIES

Synapse, Shadow in the Warp (pg 86)

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

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

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

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

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

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

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

PSYKER

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

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



The most powerful Tyranid psyker-analogue yet encountered, 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.





PYROVORES

2 POWER

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

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

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

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

ABILITIES

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

FACTION KEYWORDS: **HIVE TENDRIL, TYRANIDS, <HIVE FLEET>**
KEYWORDS: **INFANTRY, CORE, ACID BLOOD, PYROVORES**

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.



HARUSPEX

9 POWER

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

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

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

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

ABILITIES

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

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

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

FACTION KEYWORDS: **HIVE TENDRIL, TYRANIDS, <HIVE FLEET>**
KEYWORDS: **MONSTER, HORNED CHITIN, ACID BLOOD, HARUSPEX**

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.

VENOMTHROPES

5 POWER

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

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

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

ABILITIES

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

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

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

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



Venomthropes drift forward amidst miasmal clouds of spores that spew from within their bodies. The touch of their tendrils is incredibly 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.

ZOANTHROPES

7 POWER

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

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

ABILITIES

Synapse, Shadow in the Warp (pg 86)

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

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

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

PSYKER

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

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



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.



GENESTEALERS

5 POWER

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

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

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

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

WARGEAR OPTIONS

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

ABILITIES

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

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

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

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

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

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

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.

RAVENERS

4 POWER

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

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

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

WARGEAR OPTIONS

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

ABILITIES

Death from Below (pg 86)

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

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

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



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.

RIPPER SWARMS

2 POWER

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

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

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

WARGEAR OPTIONS

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

ABILITIES

Death from Below (pg 86)

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

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

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



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...



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.

PARASITE OF MORTREX

4 POWER

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

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

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

ABILITIES

Synapse, Shadow in the Warp (pg 86)

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

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

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

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

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

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

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

MAWLOC

7 POWER

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

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

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

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

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

WARGEAR OPTIONS

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

ABILITIES

Death from Below (pg 86)

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

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

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

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

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



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



TRYGON

8 POWER

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

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

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

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

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

WARGEAR OPTIONS

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

ABILITIES

Death from Below (pg 86)

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

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

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

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

MUCOLID SPORES

1 POWER

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

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

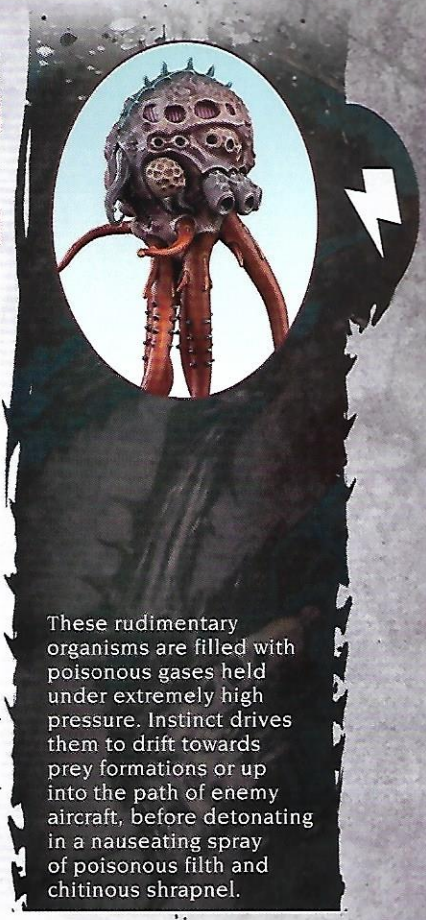
ABILITIES

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

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

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

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



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

SPORE MINES

1 POWER

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

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

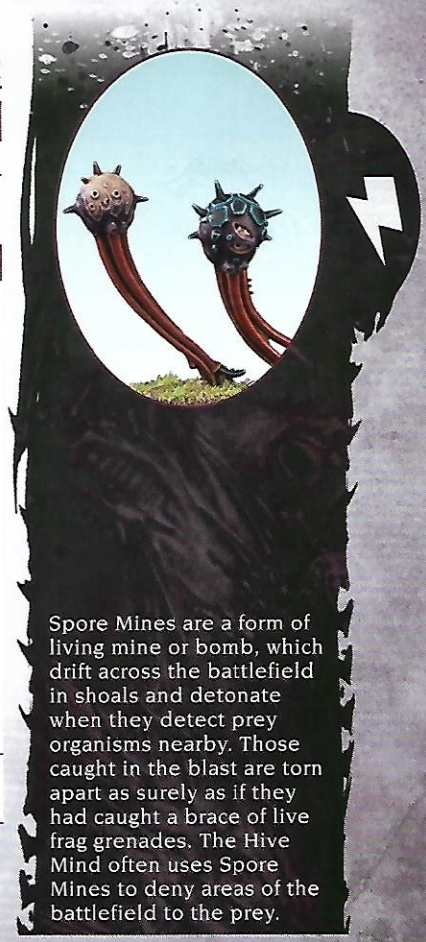
ABILITIES

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

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

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

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



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



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.

EXOCRINE

9 POWER

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

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

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

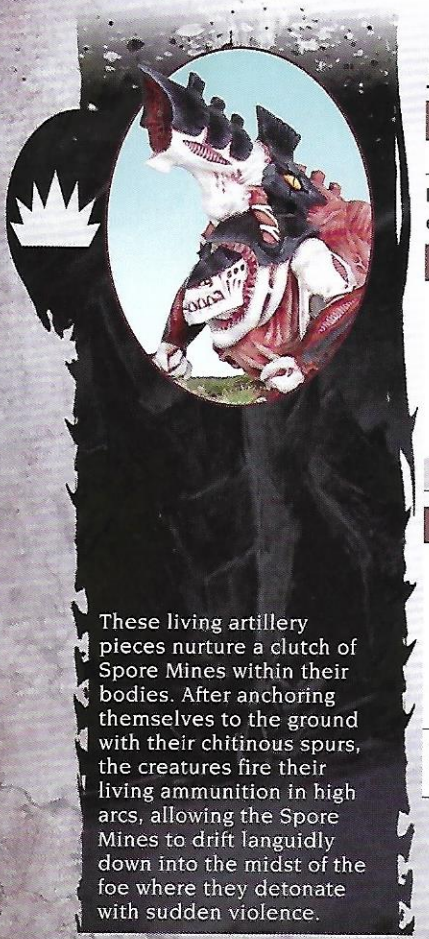
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bio-plasmic cannon	36"	Heavy D3+6	8	-4	3	Blast
Powerful limbs	Melee	Melee	User	-1	2	-

ABILITIES

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

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

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



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.

BIOVORES

3 POWER

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

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

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

ABILITIES

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

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

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

CARNIFEXES

7 POWER

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

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

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

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

WARGEAR OPTIONS

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

ABILITIES

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

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

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

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

FACTION KEYWORDS: **HIVE TENDRIL, TYRANIDS, <HIVE FLEET>**
KEYWORDS: **MONSTER, CORE, CARNIFEXES**



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.



SCREAMER-KILLERS

7 POWER

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

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

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

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

WARGEAR OPTIONS

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

ABILITIES

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

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

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

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

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

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

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.

THORNBACKS

7 POWER

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

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

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

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

WARGEAR OPTIONS

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

ABILITIES

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

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

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

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

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

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

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

FACTION KEYWORDS: **HIVE TENDRIL, TYRANIDS, <HIVE FLEET>**
KEYWORDS: **MONSTER, CORE, CARNIFEX, THORNBACKS**



Thornbacks appear adapted to tear their way through massed prey infantry formations. They wield short-ranged bio-weaponry with high rates of fire, not to mention the bristling rows of chitin thorns, which give them their name, that rip apart tight-packed foes as the Thornback ploughs into their midst.



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.

HIVE GUARD

9 POWER

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

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

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

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

WARGEAR OPTIONS

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

ABILITIES

Defensive Stance: This unit can perform the following action:

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

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

FACTION KEYWORDS: **HIVE TENDRIL, TYRANIDS, <HIVE FLEET>**
KEYWORDS: **INFANTRY, HIVE GUARD**

TYRANNOFEX

10 POWER

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

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

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

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

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

WARGEAR OPTIONS

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

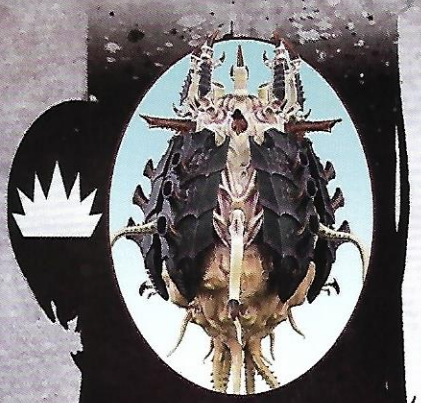
ABILITIES

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

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



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.



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.

TYRANNOCYTE

7 POWER

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

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

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

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

WARGEAR OPTIONS

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

ABILITIES

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

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

TRANSPORT

This model has one of the following transport capacities:

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

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

HIVE CRONE

8 POWER

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

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

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

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

ABILITIES

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

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

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

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

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

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

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



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.



HARPY

9 POWER

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

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

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

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

WARGEAR OPTIONS

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

ABILITIES

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

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

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

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

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

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

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

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

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.

SPOROCYST

6 POWER

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

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

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

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

WARGEAR OPTIONS

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

ABILITIES

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

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

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

Seed Spores: This model can perform the following action:

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

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



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

WEAPON PROFILES

Below you will find the profiles for all the weapons that Tyranids models can be equipped with. Note that some weapons have the Blast ability; this ability is detailed in full in the Warhammer 40,000 Core Book.

RANGED WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Acid spray	18"	Heavy D6+6	6	-3	2	Each time an attack is made with this weapon, that attack automatically hits the target.
Barbed strangler	36"	Assault D6	6	-1	1	Blast
Bio-electric pulse	12"	Assault 8	5	0	1	-
Bio-electric pulse with containment spines	12"	Assault 8	5	-2	1	-
Bio-plasma	12"	Assault D3	6	-3	1	Blast
Bio-plasmic cannon	36"	Heavy D3+6	8	-4	3	Blast
Bio-plasmic scream	18"	Assault D6	8	-4	1	Blast
Deathspitter	24"	Assault 3	5	-2	1	-
Deathspitter with slimer maggots	24"	Assault 3	7	-3	1	-
Devourer	18"	Assault 5	4	0	1	-
Devourer with brainleech worms	18"	Assault 6	6	0	1	-
Drool cannon	18"	Assault 2D6	6	-2	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Flamespurt	Before selecting targets, select one of the profiles below to make attacks with.					
- Burning spray	12"	Assault D6	6	-2	2	Each time an attack is made with this weapon, that attack automatically hits the target.
- Pyrogout	18"	Assault 2D6	4	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Fleshborer	18"	Assault 1	5	-1	1	-
Fleshborer hive	24"	Assault 30	5	-1	1	-
Grasping tongue	12"	Assault 1	6	-3	3	Each time you select a target for this weapon, you can ignore the Look Out, Sir rule (see the Warhammer 40,000 Core Book).
Heavy venom cannon	36"	Heavy 3	9	-3	4	-
Impaler cannon	24"	Heavy 3	6	-2	2	This weapon can target units that are not visible to the bearer, as long as the target is visible to a friendly **<HIVE FLEET> SYNAPSE** model. Each time an attack is made with this weapon, the target does not receive the benefits of Light Cover against that attack.
Massive toxic lashes (shooting)	8"	Assault 2D6	User	-2	1	Each time an attack is made with this weapon against a unit (excluding **VEHICLE** or **TITANIC** units), an unmodified wound roll of 2+ is always successful.
Rupture cannon	48"	Heavy 3	14	-4	D6+4	-
Shockcannon	36"	Assault 2	7	-2	3	Each time an attack is made with this weapon against a **VEHICLE** unit, an unmodified wound roll of 4+ successfully wounds the target and inflicts 1 mortal wound in addition to any normal damage.
Spine banks	6"	Assault 5	5	0	1	-
Spinefists	12"	Pistol 2	5	-1	1	-
Spinemaws	6"	Pistol 4	2	0	1	-
Spore mine launcher	48"	Heavy D3	*	*	*	This weapon can target units that are not visible to the bearer, as long as they are visible to a friendly **<HIVE FLEET> SYNAPSE** model. Each time an attack is made with this weapon, if a hit is scored, the target suffers 1 mortal wound and the attack sequence ends.
Stinger salvoes	24"	Assault 8	5	-1	1	-
Stranglethorn cannon	36"	Heavy D3+3	8	-2	2	Blast
Tentaclids	36"	Assault 4	7	-3	2	Each time an attack is made with this weapon against a **VEHICLE** unit, an unmodified wound roll of 4+ successfully wounds the target. Each time an attack made with this weapon is allocated to an **AIRCRAFT** model, that attack has a Damage characteristic of 4.
Termagant devourer	18"	Assault 2	3	0	1	-
Termagant spinefists	12"	Pistol 2	3	0	1	-
Thoracic spinefists	12"	Pistol 2	5	-1	1	-
Venom cannon	36"	Assault D3	8	-3	2	Blast

MELEE WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Barbed ovipositor	Melee	Melee	+1	-1	1	Parasitic Infection (pg 108). Each time the bearer fights, it makes 1 additional attacks with this weapon, and no more than 1 attack can be made with this weapon while resolving that fight.
Bludgeoning fists	Melee	Melee	+1	-3	1	-
Bone mace	Melee	Melee	+1	-2	2	Each time the bearer fights, it makes 1 additional attack with this weapon, and no more than 1 attack can be made with this weapon while resolving that fight.
Bone sabres	Melee	Melee	+1	-4	3	-
Bonecleaver	Melee	Melee	User	-1	2	-
Bonesword	Melee	Melee	+2	-2	2	-
Broodlord claws and talons	Melee	Melee	User	-3	2	Each time an attack is made with this weapon, you can re-roll the wound roll, and on an unmodified wound roll of 6, that attack has an AP characteristic of -5.
Carnifex crushing claw	Melee	Melee	+4	-3	D3+3	-
Carnifex scything talon	Melee	Melee	User	-3	3	Each time the bearer fights, it makes 1 additional attack with this weapon.
Chitin-barbed fists	Melee	Melee	+1	-1	1	-
Clawed limbs	Melee	Melee	User	-2	1	-
Crushing claw	Melee	Melee	+3	-3	2	-
Dual boneswords	Melee	Melee	+2	-2	2	Each time the bearer fights, it makes 1 additional attack with this weapon.
Flensing whips	Melee	Melee	User	-2	2	-
Genestealer claws and talons	Melee	Melee	User	-3	1	-
Hormagaunt talons	Melee	Melee	User	-1	1	-
Lictor claws and talons	Melee	Melee	User	-3	2	-
Massive crushing claws	Melee	Melee	x2	-5	D3+3	-
Massive scything talons	Each time an attack is made with this weapon, select one of the profiles below to make that attack with.					
- Sweep	Melee	Melee	User	-3	2	Each time an attack is made with this weapon profile, make 2 hit rolls instead of 1.
- Strike	Melee	Melee	+3	-4	2D3	-
Massive toxic lashes [melee]	Melee	Melee	User	-2	1	Each time an attack is made with this weapon against a unit (excluding **VEHICLE** or **TITANIC** units), an unmodified wound roll of 2+ is always successful.
Mawloc scything talons	Melee	Melee	User	-1	1	-
Monstrous bonesword	Melee	Melee	+3	-4	3	-
Monstrous crushing claw	Melee	Melee	+4	-3	D3+2	-
Monstrous scything talon	Melee	Melee	User	-3	2	Each time the bearer fights, it makes 1 additional attack with this weapon.
Powerful limbs	Melee	Melee	User	-1	2	-
Ravener claws	Melee	Melee	User	-2	1	-
Ravenous maw	Melee	Melee	User	-1	2	Each time an attack is made with this weapon, make 3 hit rolls instead of 1.
Rending claw	Melee	Melee	+1	-4	1	-
Screamer-killer talons	Melee	Melee	User	-3	3	-
Scything talon	Melee	Melee	User	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Scything wings	Melee	Melee	User	-2	2	-
Shovelling claws	Melee	Melee	x2	-3	D3+3	-
Thorax spur	Melee	Melee	+3	-4	3	Each time the bearer fights, it makes 1 additional attack with this weapon, and no more than 1 attack can be made with this weapon while resolving that fight.
Thresher scythe	Melee	Melee	4	-1	1	Each time the bearer fights, it makes 3 additional attacks with this weapon, and no more than 3 attacks can be made with this weapon while resolving that fight.
Toxic lashes	Melee	Melee	User	-1	1	Each time an attack is made with this weapon against a unit (excluding **VEHICLE** or **TITANIC** units), an unmodified wound roll of 2+ is always successful.
Toxinspike	Melee	Melee	User	-3	2	Each time the bearer fights, it makes 1 additional attack with this weapon, and no more than 1 attack can be made with this weapon while resolving that fight.
Trygon scything talons	Melee	Melee	User	-3	2	-
Tyrant talons	Melee	Melee	User	-3	1	Each time the bearer fights, it makes 2 additional attacks with this weapon.

POINTS VALUES

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

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

HQ

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

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

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

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

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

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

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

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

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

TROOPS

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

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

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

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

ELITES

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

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

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

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

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

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

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

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

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

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

FAST ATTACK

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

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

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

Raveners (pg 107)
Unit size ..... 3-9 models
Unit cost ..... 30 pts/model

Ripper Swarms (pg 107)
Unit size ..... 3-9 models
Unit cost ..... 15 pts/model
- Spinemaws ..... +10 pts/unit

Spore Mines (pg 111)
Unit size ..... 3-9 models
Unit cost ..... 10 pts/model

Trygon (pg 110)
Unit size ..... 1 model
Unit cost ..... 145 pts
- Adrenal glands ..... +15 pts
- Toxin sacs ..... +10 pts

HEAVY SUPPORT

Biovores (pg 112)
Unit size ..... 1-3 models
Unit cost ..... 45 pts/model

Carnifexes (pg 113)
Unit size ..... 1-3 models
Unit cost ..... 100 pts/model
- Acid maw ..... +5 pts
- Adrenal glands ..... +10 pts
- Bio-plasma ..... +10 pts
- Bone mace ..... +5 pts
- Carnifex crushing claw ..... +5 pts
- Chitin thorns ..... +5 pts
- Deathspitter with slimer maggots ..... +5 pts
- Devourer with brainleech worms ..... +5 pts
- Enhanced senses ..... +10 pts
- Heavy venom cannon ..... +10 pts
- Spine banks ..... +5 pts
- Spore cysts ..... +15 pts
- Stranglethorn cannon ..... +10 pts
- Thresher scythe ..... +5 pts
- Toxin sacs ..... +5 pts
- Tusks ..... +5 pts

Exocrine (pg 112)
Unit size ..... 1 model
Unit cost ..... 170 pts

Hive Guard (pg 116)
Unit size ..... 3-6 models
Unit cost ..... 50 pts/model
- Adrenal glands ..... +5 pts
- Impaler cannon ..... +10 pts
- Toxin sacs ..... +5 pts

Screamer-Killers (pg 114)
Unit size ..... 1-3 models
Unit cost ..... 115 pts/model
- Adrenal glands ..... +10 pts
- Spore cysts ..... +15 pts
- Toxin sacs ..... +5 pts

Thornbacks (pg 115)
Unit size ..... 1-3 models
Unit cost ..... 115 pts/model
- Adrenal glands ..... +10 pts
- Enhanced senses ..... +10 pts
- Spine banks ..... +5 pts
- Stranglethorn cannon ..... +10 pts
- Thresher scythe ..... +5 pts
- Toxin sacs ..... +5 pts

Tyrannofex (pg 117)
Unit size ..... 1 model
Unit cost ..... 170 pts
- Acid spray ..... +5 pts
- Adrenal glands ..... +10 pts
- Rupture cannon ..... +20 pts
- Toxin sacs ..... +5 pts

DEDICATED TRANSPORTS

Tyrannocyte (pg 118)
Unit size ..... 1 model
Unit cost ..... 100 pts
- Barbed strangler ..... +5 pts
- Venom cannon ..... +10 pts

FLYERS

Harpy (pg 120)
Unit size ..... 1 model
Unit cost ..... 160 pts
- Heavy venom cannon ..... +5 pts

Hive Crone (pg 119)
Unit size ..... 1 model
Unit cost ..... 150 pts

FORTIFICATIONS

Sporocyst (pg 121)
Unit size ..... 1 model
Unit cost ..... 95 pts
- Barbed strangler ..... +5 pts
- Venom cannon ..... +10 pts

Adaptive Physiologies (pg 66-67)
Dermic Symbiosis ..... +25 pts
Enraged Reserves ..... +25 pts
Hardened Biology ..... +15 pts
Precognitive Sensoria ..... +20 pts
Predator Instincts ..... +15 pts
Synaptic Enhancement ..... +10 pts
Whipcoil Reflexes ..... +15 pts
Voracious Ammunition ..... +15 pts

GLOSSARY

Below you will find a glossary that contains a number of terms used in this Codex.

Adaptive Element (pg 51): The part of a Hive Fleet Adaptation that can be swapped out using the Hyper-adaptations rule.

Adaptive Physiologies (pg 66): A unique upgrade that can be given to **HIVE TENDRIL MONSTER** models (excluding named characters).

Any number of models can each have their Weapon A replaced with Weapon B: When this wargear option is selected for a unit, any number of models in that unit that are equipped with Weapon A can each have its weapon replaced with Weapon B. It is possible for only some of the models in that unit to have their weapon replaced and for others not to.

Bio-artefact Relics (pg 70): A type of Relic that can be given to **HIVE TENDRIL CHARACTER** models.

Biomass points (pg 75): A resource earned by a Tyranids Crusade force when devouring a world.

Biomorphologies (pg 60): Can be combined to create your own Hive Fleet Adaptations or replace the Adaptive Element of a hive fleet's Adaptation at the start of the game using the Hyper-adaptations rule. There are three types of Biomorphologies described in this Codex: Hunt, Lurk and Feed.

Crushed Resistance points (pg 75): A resource earned by a Tyranids Crusade force when devouring a world.

From: The hive fleet that a unit belongs to is the hive fleet they are from. A unit is from a certain hive fleet if they have that hive fleet's name listed on its Faction keyword line.

<Hive Fleet> unit: A unit that is from a hive fleet and has the name of a hive fleet as a Faction keyword on its datasheet.

Hive Fleet (pg 52): **TYRANIDS** units with the **<HIVE FLEET>** keyword will belong to one hive fleet. When you include such a unit in your army, you must select a hive fleet's keyword to replace this keyword with.

Hive Fleet Adaptations (pg 52): Detachment ability for **HIVE TENDRIL** Detachments.

Hive Fleet Bio-artefact Relic (pg 52): A Bio-artefact Relic associated with a specific hive fleet. These are only available to **CHARACTER** models that are part of a Hive Fleet Detachment (and only if they, and your **WARLORD**, are drawn from the associated hive fleet).

Hive Fleet Detachment (pg 52): A Hive Fleet Detachment in which every **HIVE TENDRIL** unit that is from a hive fleet is from the same hive fleet.

Hive Fleet Stratagem (pg 52): A Stratagem associated with a specific hive fleet. These are only available if your army includes a Hive Fleet Detachment of the associated hive fleet. All Hive Fleet Stratagems have the Tyranids label.

Hive Fleet Warlord Trait (pg 52): A Warlord Trait associated with a specific hive fleet. These are only available to **WARLORDS** that are part of a Hive Fleet Detachment (and only if they are from the associated hive fleet).

HIVE TENDRIL Detachment (pg 51): A Detachment in a Battle-forged army where every model has the **HIVE TENDRIL** keyword (excluding models with the **UNALIGNED** keyword).

Hive Tendril secondary objectives (pg 72): Additional secondary objectives that can be used in certain matched play mission packs, if every Detachment in your army is a **HIVE TENDRIL** Detachment.

Hyper-adaptations (pg 51): At the start of the game allows the Adaptive Element of your Hive Fleet Adaptation to be swapped out for a specified Biomorphology.

Psychic power type: A psychic power type is written in **bold** at the start of its rules. These are three types of psychic powers described in this Codex: Blessing, Malediction and Witchfire.

Rare Organisms (pg 51): Detachment ability for **HIVE TENDRIL** Detachments.

Stratagem label: A Stratagem's labels are written beneath its title and can include: Tyranids; Battle Tactic; Epic Deed, Strategic Ploy; Requisition; Wargear. A Stratagem can have more than one label; for example, a Stratagem with 'Tyranids – Wargear Stratagem' has both the Tyranids and Wargear labels.

Synaptic Imperative (pg 88): An ability that can be gained by **SYNAPSE** units from your army at the start of the battle round and that lasts until the end of the battle round. The available Synaptic Imperatives depend on which **SYNAPSE** units are in your army and are on the battlefield. Only one Synaptic Imperative ability can be selected per battle round, and you cannot select the same Synaptic Imperative more than once per battle.

Synaptic Link Range (pg 87): The range over which many Tyranids abilities used in the Command phase and psychic powers operate. Can be increased by spreading out **SYNAPSE** models across the battlefield.

REFERENCE

Below you will find a bullet-pointed summary of several Tyranids rules.

<HIVE FLEET> KEYWORD (PG 52)

- When you include a unit with the **<HIVE FLEET>** keyword, nominate which hive fleet it is from.
- Replace every instance of the **<HIVE FLEET>** keyword on that unit's datasheet with the name of your chosen hive fleet.

ADAPTIVE PHYSIOLOGY (PG 66)

- If your army is Battle-forged, you can upgrade **HIVE TENDRIL MONSTER** models with an Adaptive Physiology.
- Doing so increases a model's Power Rating and points value.
- A model cannot have more than one Adaptive Physiology.
- Your army cannot contain more than one model with the same Adaptive Physiology.
- Crusade armies must use the Adapted Physiology Requisition to gain Adaptive Physiologies.
- You cannot give named characters Adaptive Physiologies.

BIOMASS POINTS (PG 75)

- In Crusade, when devouring a world, each of the stages of that world's destruction will require a certain amount of Biomass points to complete. This represents the amount of biomatter your force has consumed on that world.

CRUSHED RESISTANCE POINTS (PG 75)

- In Crusade, when devouring a world, each of the stages of that planet's destruction will require a certain amount of Crushed Resistance points to complete. This represents the amount of enemy presence that needs to be destroyed on the world.

DEATH FROM BELOW (PG 86)

- During deployment, can set unit up underground instead of setting them up on the battlefield.
- Unit can then arrive during Reinforcements step of one of your Movement phases.
- When unit arrives, set it up on battlefield more than 9" from any enemy models.

DETACHMENT ABILITIES (PG 51)

- **HIVE TENDRIL** Detachments gain the Rare Organisms ability.
- **HIVE TENDRIL** units in **HIVE TENDRIL** Detachments gain the Hive Fleet Adaptations ability.
- Troops units in **HIVE TENDRIL** Detachments gain the Objective Secured ability (this ability is described in the Warhammer 40,000 Core Book).

RARE ORGANISMS (PG 51)

- If your army is Battle-forged, for each Detachment with this ability, that Detachment cannot contain more than one **HIVE TYRANT** model.

SHADOW IN THE WARP (PG 86)

- Aura ability. Subtract 1 from Psychic test for enemy units within 18", and those units suffer 1 additional mortal wound from Perils of the Warp.

SWARMING MASSES (PG 86)

- Models with this ability can fight if within Engagement Range or 2½" of any enemy units when their unit fights.
- If any other rules would reduce the distance at which models in this unit can fight, this rule and those rules do not take effect.

SYNAPSE (PG 86)

- Aura ability. Friendly **<HIVE FLEET>** units within 6" automatically pass Morale tests.

SYNAPTIC IMPERATIVE (PG 88)

- Synaptic Imperatives only apply if every model in your army has the **HIVE TENDRIL** keyword (excluding **UNALIGNED** models) and is from the same hive fleet.
- At the start of the battle round, select one Synaptic Imperative from a unit in your army that is on the battlefield and that you have not yet selected this game.
- Until the end of the battle round, **SYNAPSE** models in your army gain a new ability based on the Synaptic Imperative that was selected.

SYNAPTIC LINK RANGE (PG 87)

- A unit or model is within Synaptic Link Range of this model if it is within 12" of this model or within 12" of any friendly **<HIVE FLEET> SYNAPSE** unit that is itself within Synaptic Link Range of this model.

