Tyranid Codex

“They are the shadow across the Warp, a hunger from another galaxy!”

These rules are unofficial and are not associated with Games Workshop and its affiliates in any way. These rules are dedicated to the fans of Warhammer 40k and the decades shared together.

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What are the Tyranid? The Tyranids are an alien menace from outside of the known galaxy. They have infiltrated in with multiple fleets and feed on worlds, draining them of even the bacteria in the soil and air before moving on. They are a terrifying ravenous horde controlled by a hive mind, and they will stop at nothing to survive!

Army Difficulty 1-5: 3. The army is very focused on getting into close combat, and almost every unit in the codex performs well in such conditions. The difficulty comes from maintaining control over your army as it is easily distracted and can unravel your strategy quickly.

Strengths: Excellent monsters and very cheap infantry. Excellent close combat is also pretty much across the board. The army also has very powerful casters with massive penalties for enemy casters to contend with.
Weaknesses: The entire army is prone to losing control and moving to, charging, and shooting the closest enemy model regardless of what you want. The army also has no vehicles whatsoever, making it difficult to shrug massive amounts of small and medium arms fire sometimes.
Army Abilities: The Tyranid have several Special Rules that either the entire army has, or all of its leadership-based models have. These are unique to this codex and are detailed below.

- **Instinctive Behavior** – A model with Instinctive Behavior will never Flee, Go to Ground, or perform the regular behavior for failing a Ld Test.
    - Instead, it MUST move its full Movement towards the closest enemy model in their Movement Phase.
    - In the Shooting Phase, it must fire with its weapons at the closest enemy model unless this would prevent it from declaring a legal charge during the Assault Phase. If it is out of range of both weapons and 12" for declaring Charges, it will Advance instead towards this model.
    - In the Assault Phase, it must declare a Charge if able against the closest enemy model.
    - In addition, this unit suffers -1 To Hit once it has reverted to its Instinctive Behavior. This lasts until the end of the game.
- **Living Bombs –** This model cannot Claim or Contest Objectives. This model cannot Declare Charges or Advance. This model does not have to follow Unit Coherency after the game starts, though it must be Deployed in Coherency. This model must move in a direct line to the nearest enemy model. If it touches another model, it explodes using its Bomb profile. Victory Points cannot be scored for killing Mines.
- **Synapse** – This Aura has a 12" Range and makes a unit automatically recover from a failed Instinctive Behavior Test, removing all the penalties it is suffering. The Aura only triggers the moment it is cast, meaning an additional effect may cause the unit to revert to Instinctive Behavior again. Like all Auras, Synapse refreshes in your Command Phase and can be used again.
    - If a unit with the Synapse rule is slain, each Tyranid model within 12" must make a Dangerous Terrain Test. This includes both friend and foe.
    - Units with Synapse cast this Aura once per Turn as a unit, not per model.
- **Shadow in the Warp** – This Aura has a range of 18" and inflicts a -3 To Cast penalty on one enemy Psychic Mastery unit.
    - Units with Shadow in the Warp cast this Aura once per Turn as a unit, not per model.

Spells

The following Spells are documented here for ease of reference. Additional spells are available to some specific units and are detailed in their Datasheet.

S +0 points	Dominion Cast 6+	18	-	-	Target unit is treated as having Synapse
S +10 points	Paroxysm Cast 8+	18	-	-	Target non-Titanic unit suffers -1 To Hit until you next Psychic Phase
S +20 points	Onslaught Cast 6+	18	-	-	Target unit gains +2 to Charge Rolls
S +75 points	Catalyst Cast 7+	18	-	-	Target unit gains 5+ Feel No Pain
S +100 points	Horde Beacon Cast 6+	120	-	-	Summon a minimum unit of Hormagaunts with default gear and Deepstrike them onto the table
S +105 points	Ripper Tide Cast 6+	120	-	-	Summon a minimum unit of Ripper Swarms with default gear and Deepstrike them onto the table

Common Wargear

The following is a compilation of common Wargear upgrades to make it easier to locate in mid game and reduce the size of the Codex.

- **Acid Blood -** For each unsaved Wound this model suffers during the Melee Phase, inflict one S5 AP- Autohit on the unit responsible for the damage. Resolve as soon as Saves and Feel No Pains are resolved before moving to the next Initiative Step.
- **Adrenal Glands –** This model gains Fleet.
- **Camouflaged Carapace –** This model gains Stealth.
- **Extended Carapace –** This model gains Sv-1 (Improves by 1).
- **Flesh Hooks –** This model is considered to be armed with Grenades for the purpose of charging units in Cover.
- **Psychic Barrier –** This models gains a 4+ Invulnerability Save.
- **Regeneration –** This model gains Heal.
- **Shield Claws –** This model gains Sv-1 (Improves by 1) and a 5+ Invulnerability Save.

Hive Fleets

There are only so many main Hive Fleets invading the galaxy currently. However, there are many splinter fleets, and each one of these adapts to its environment. You can further customize your army list by playing one of these well-known Hive Fleets, who offer a tradeoff of abilities to represent their specialties compared to your average Hive Fleet in the 40k universe.

You may only use models with the “Hive Fleet” keyword if the army list is using the “Hive Fleet” rule.

Behemoth:

- Hyper Aggression: all models in your army automatically fail Cover Saves.
- Baying for Blood: all models in your army may reroll Charge Rolls.
- Furious Impact: All models in your army gain Furious Charge.

Gorgon:

- Weakened Veins: All models in your army suffer T-1.
- Corrosive Blood: All models in your army inflict one Automatic Hit at S5 AP- when wounded in melee during any Assault Phase. Acid Blood stacks with this rule.

Hydra:

- Hyper Regeneration: All models with a Heal ability Heal +1 extra Wound at a time. This overrides the normal Heal limitations.
- Fast Growing Flesh: All models with a Heal ability have T-1.
- Any two unused Slots can be used for a Troop Slot.

Jormungandr:

- Lurking Below: All Infantry and Monstrous Infantry models in your army gain Deepstrike. Infantry and Monstrous Infantry Models already with Deepstrike may reroll the Scatter Dice to Deepstrike.
- Slithering Adaptation: All Infantry and Monstrous Infantry models in your army except suffer M-2.
- Borrowing Fiends: All Infantry and Monstrous Infantry models in your army suffer Range -6” to a minimum of 6” on all Ranged Attacks used in the Shooting Phase.

Kronos:

- Balethorn Cannon: Use the following weapon profile for Stranglethorn Cannons taken in your army; Range 18” S7 AP4+ Assault 1 3” Blast, Ignore Invulnerability Saves.
- Other Worldly Sustenance: Infantry models in this army only count as half a model for the purposes of Contesting or Securing Objectives.
- All models in this army may reroll 1’s To Hit for ranged attacks.

Kraken:

- Enemy Intelligence: all models in this army gain the Infiltrate rule.
- Built for Speed: all models in this army suffer Sv+1 (Armour saves worsens by 1)
- Reserved Tactics: Infantry models in this army only count as half a model for purposes of Contesting or Securing Objectives.

Leviathan:

- Massive Biomass Loss: Infantry models in this army only count as half a model for the purposes of Contesting or Securing Objectives.
- Bio Plague: All Monsters and Titanic Monsters in your army gain A+1 but suffer 1 Mortal Wound in each of your Command Phases. No model may purchase any ability that Heals in your army. Wounds stack on one model in multi-Monster units like normal, with Independent Characters suffering their Mortal Wounds separately.

- Warp Blanket: Shadow in the Warp is -4 instead of -3 To Cast for all models in your army with Shadow of the Warp.

Splinter Fleet:

- Use models exactly as presented on their datasheets.

HQ Slots 1-2 Slots

Generic

Broodlord Broodlord	**M WS BS S T W I A Ld Sv** 8 2+ 5+ 6 5 6 7 5 10 4+	**Points: 157** **Composition:** **1 Broodlord**
Wargear Broodlord: Monstrous Claws Rending Claws	**Options** May take one A May take one S May take up to one of each B May take one P	**Rules** Broodlord: Independent Character Monstrous Infantry Infiltrate Psychic Mastery 1 Shadow in the Warp Synapse Lightning Reflexes – 5+ Invulnerability Save
Special Wargear:	**Special Wargear Upgrades:** B Adrenal Glands +2 point B Flesh Hooks +1 point P Camouflaged Carapace +4 points P Extended Carapace +8 points	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
M	Rending Claws	Melee	User	5+	Rending
M	Monstrous Claws	Melee	+2	4+	Rending
A +1 point	Acid Maw	Melee	User	3+	Auxiliary

Flyrant Flyrant	**M WS BS S T W I A Ld Sv** 12 2+ 3+ 6 6 12 5 4 10 3+	**Points: 313** **Composition:** **1 Flyrant**
Wargear Flyrant: Bone Swords Monstrous Scything Talons Psychic Barrier	**Options** May swap Bone Swords for M or H May take one T May take one F May take up to 3 S May take one V May take up to one of each B	**Rules** Flyrant: Independent Character Monster Psychic Mastery Level 3 Deepstrike Fly Shadow in the Warp Synapse
Special Wargear:	**Special Wargear Upgrades:** B Acid Blood +6 points B Adrenal Glands +2 points B Regeneration +2 points V Rumbling Roar +40 points V Piercing Screech +40 points	 18" Aura, target unit suffers Ld-1 and must take a Fear Test 18" aura, target unit suffers Ld-2 and must take a Pinning Test

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
P	Monstrous Scything Talons	Melee	User	3+	Extra Attack 1, Reroll 1s To Hit
M	Bone Swords	Melee	User	3+	Extra Attack 1
M +2 points	Monstrous Scything Talons	Melee	User	3+	Extra Attack 1, Reroll 1s To Hit
M +4 points	Lash Whip and Bone Sword	Melee	User	3+	Counterattack, Initiative 6
M +4 points	Monstrous Claws	Melee	+2	4+	Rending
R +20 points	2 Linked Slimer Maggot Death Spitters	24	6	5+	Assault 4 x2
R +26 points	2 Linked Devourers	24	4	-	Assault 6 x2
R +26 points	Heavy Venom Cannon	36	9	3+	Assault 1, 3" Blast
R +38 points	Stranglethorn Cannon	36	7	5+	Assault 1, 5" Blast
T +1 point	Prehensile Tail	Melee	4	3+	Extra Attack 2, Auxiliary
F +6 points	Dissector Larva	Flame	3	-	Assault 1, Poisoned (3+)
F +10 points	Electroshock Grubs	Flame	3	3+	Assault 1, Haywire (3+)

F +10 points	Shreddershard Beetles	Flame	3	-	Assault 1, Rending , Reroll To Wound Rolls

Hive Tyrant Hive Tyrant	**M WS BS S T W I A Ld Sv** 8 2+ 3+ 7 7 12 5 4 10 3+	**Points: 317** **Composition:** **1 Hive Tyrant**
Wargear Hive Tyrant: Bone Swords Bone Swords Psychic Barrier	**Options** May swap any Bone Swords for M or H May take one T May take one F May take up to 3 S May take one V May take up to one of each B	**Rules** Hive Tyrant: Independent Character Monster Psychic Mastery Level 3 Shadow in the Warp Synapse
Special Wargear:	**Special Wargear Upgrades:** B Acid Blood +6 points B Adrenal Glands +2 points B Regeneration +2 points V Rumbling Roar +40 points V Piercing Screech +40 points	 18" Aura, target unit suffers Ld-1 and must take a Fear Test 18" aura, target unit suffers Ld-2 and must take a Pinning Test

Selection	Name	Range	S	AP	Rules
M	Bone Swords	Melee	User	3+	Extra Attack 1
M +2 points	Monstrous Scything Talons	Melee	User	3+	Extra Attack 1, Reroll 1s To Hit
M +4 points	Lash Whip and Bone Sword	Melee	User	3+	Counterattack, Initiative 6
M +4 points	Monstrous Claws	Melee	+2	4+	Rending
R +20 points	2 Linked Slimer Maggot Death Spitters	24	6	5+	Assault 4 x2
R +26 points	2 Linked Devourers	24	4	-	Assault 6 x2
R +26 points	Heavy Venom Cannon	36	9	3+	Assault 1, 3" Blast
R +38 points	Stranglethorn Cannon	36	7	5+	Assault 1, 5" Blast
T +1 point	Prehensile Tail	Melee	4	3+	Extra Attack 2, Auxiliary
F +6 points	Dissector Larva	Flame	3	-	Assault 1, Poisoned (3+)
F +10 points	Electroshock Grubs	Flame	3	3+	Assault 1, Haywire (3+)

F +10 points	Shreddershard Beetles	Flame	3	-	Assault 1, Rending , Reroll To Wound Rolls

Neuro Tyrant Neuro Tyrant	**M WS BS S T W I A Ld Sv** 8 3+ 2+ 5 5 10 4 3 10 -	**Points: 393** **Composition:** **1 Neuro Tyrant**
Wargear Neuro Tyrant: Toxic Lashes Psychic Domination Psychic Barrier	**Options** May take up to 3 Spells or S May take up to one of each B	**Rules** Neuro Tyrant: Independent Character Monster Psychic Mastery Level 4 Shadow in the Warp Synapse Psychic Absorption – Each time an enemy unit successfully Casts a Spell within 18", this model Heals 1 Wound. This ability ignores the usual restriction of Healing 1 Wound per Turn. Synaptic Backlash – When this model is slain, each Tyranid model within 12" suffers a Mortal Wound on a 1-2 instead of just 1. Synaptic Relay – Place a Token on a target friendly unit within 6". It gains S+1 until the end of the game. In each of your Command Phases, roll a d6 for each model in the unit. For each 1 the unit suffers 1 Mortal Wound. Earthshaker – Units hit by this Spell Move, Advance, Charge, and Fall Back at half speed until your next Psychic Phase.
Special Wargear:	**Special Wargear Upgrades:** B Acid Blood +6 points B Adrenal Glands +2 points B Regeneration +2 points	

Selection	Name	Range	S	AP	Rules
M	Toxic Lashes	Melee	User	-	Poisoned (2+)
S	Psychic Domination	48	8/6/4	3+/4+/5+	Heavy 1, 15" Blast, Earthshaker

	Cast 8+				
S +5 points	Warp Blast Cast 6+	18	5	3+	Assault 1, 3” Blast
S +10 points	Psychic Overload Cast 6+	18	5	5+	Assault 6
S +24 points	Warp Lance Cast 7+	18	10	2+	Assault 1, Lance

Unique

Swarmlord Swarmlord	**M WS BS S T W I A Ld Sv** 8 2+ 3+ 8 7 12 6 6 10 3+	**Points: 436** **Composition:** **1 Swarmlord**
Wargear Swarmlord: Bone Sabers Bone Sabers Prehensile Tail Psychic Barrier	**Options** May take up to 3 Spells May take up to one of each B	**Rules** Swarmlord: Independent Character Unique Monster Psychic Mastery Level 3 Shadow in the Warp Synapse Blade Parry – This model has a 3+ Invulnerability Save in Melee Hive Commander – 6” Aura, this model and target unit may Advance and Charge in the same Turn
Special Wargear:	**Special Wargear Upgrades:** B Acid Blood +6 points B Adrenal Glands +2 points B Regeneration +2 points	

Selection	Name	Range	S	AP	Rules
M	Bone Sabers	Melee	User	1+	Extra Attack 1, No Invulnerability Saves
T	Prehensile Tail	Melee	4	3+	Extra Attack 2, Auxiliary

Advisors 0-3/Troop Slot Purchased

Neuro Lictor Neuro Lictor	**M WS BS S T W I A Ld Sv** 10 3+ 3+ 5 5 6 6 4 10 4+	**Points: 156** **Composition:** **1 Neuro Lictor**
Wargear Neuro Lictor: Rending Claws Scything Talons Psychic Barrier	**Options** May take one S May take up to one of each B	**Rules** Neuro Lictor: Monstrous Infantry Infiltrate Psychic Mastery Level 2 Very Bulky Chameleon Skin – Shroud, but a minimum of a 5+ total Cover Save in the open
Special Wargear:	**Special Wargear Upgrades:** B Adrenal Glands +2 points each B Flesh Hooks +1 point each	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
M	Rending Claws	Melee	User	-	Rending
M	Scything Talons	Melee	User	-	Extra Attack 1, Reroll 1s To Hit
S +15 points	Mind Control Cast Target W+	12	-	-	Target model becomes under your control and performs their Melee or Ranged attack, treating friendly units as enemies. The model is then returned to the owner's control. The Cast value for this is the target model's remaining W, and cannot target a Titanic model. You must declare the target before rolling To Cast.

Neurothrope Neurothrope	**M WS BS S T W I A Ld Sv** 8 5+ 3+ 3 4 6 2 1 10 -	**Points: 158** **Composition:** **1 Neurothrope**
Wargear Neurothrope: Warp Field	**Options** May take up to 3 S May take one M May take up to one of each B	**Rules** Neurothrope: Independent Character Monstrous Infantry Psychic Mastery Level 3 Shadow in the Warp Synapse
Special Wargear:	**Special Wargear Upgrades:** B Adrenal Glands +2 points	

Warp Field – 3+ Invulnerability Save	B Regeneration +2 points M Psychic Mastery Level 4 +25 points	May take up to one additional Spell or S

Selection	Name	Range	S	AP	Rules
S +5 points	Warp Blast Cast 6+	18	5	3+	Assault 1, 3” Blast
S +10 points	Psychic Overload Cast 6+	18	5	5+	Assault 6
S +24 points	Warp Lance Cast 7+	18	10	2+	Assault 1, Lance

Ravener Prime Prime	**M WS BS S T W I A Ld Sv** 8 3+ 3+ 4 4 6 4 4 10 4+	**Points: 121** **Composition:** **1 Prime**
Wargear Prime: Rending Claws Rending Claws	**Options** May take one R May swap either Rending Claws for M May take up to each of one B	**Rules** Prime: Independent Character Monstrous Infantry Very Bulky Deepstrike Shadow in the Warp Synapse Alpha Warrior – 6” Aura, this model and target unit may reroll 1s To Hit
Special Wargear:	**Special Wargear Upgrades:** B Adrenal Glands +2 points	

Selection	Name	Range	S	AP	Rules
M	Rending Claws	Melee	User	5+	Rending
M +0 points	Scything Talons	Melee	User	-	Extra Attack 1, Reroll 1’s To Hit
R +5 points	Devourer	18	4	-	Assault 3
R +9 points	Death Spitter	24	5	5+	Assault 3
R +14 points	2 Linked Spine Fists	12	3	5+	Pistol 3 x2

Shrike Prime Prime	**M WS BS S T W I A Ld Sv** 12 3+ 3+ 5 5 6 4 4 10 3+	**Points: 141** **Composition:** **1 Prime**
Wargear Prime: Rending Claws Rending Claws	**Options** May swap one Rending Claws for R May swap one Rending Claws for S May swap either Rending Claws for M May take up to one of each B	**Rules** Prime: Independent Character Monstrous Infantry Deepstrike Fly Very Bulky Shadow in the Warp Synapse Alpha Warrior – 6" Aura, this model and target unit may reroll 1s To Hit
Special Wargear:	**Special Wargear Upgrades:** B Adrenal Glands +2 points B Flesh Hooks +1 point S Shield Claws +24 points	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
M	Rending Claws	Melee	User	5+	Rending
M +0 points	Scything Talons	Melee	User	-	Extra Attack 1, Reroll 1's To Hit
M +3 points	Bone Swords	Melee	User	3+	Extra Attack 1
M +9 points	Lash Whip and Bone Sword	Melee	User	3+	Counterattack, Initiative 6
R +3 points	Devourer	18	4	-	Assault 3
R +7 points	Death Spitter	24	5	5+	Assault 3
R +12 points	2 Linked Spine Fists	12	3	5+	Pistol 3 x2
R +19 points	Venom Cannon	36	6	4+	Assault 1, 3" Blast
R +25 points	Barbed Strangler	36	4	5+	Assault 1, 5" Blast

Tyranid Prime Prime	**M WS BS S T W I A Ld Sv** 8 3+ 3+ 5 5 6 4 4 10 3+	**Points: 121** **Composition:** **1 Prime**
Wargear Prime: Rending Claws Rending Claws	**Options** May swap one Rending Claws for R May swap one Rending Claws for S May swap either Rending Claws for M May take up to one of each B	**Rules** Prime: Independent Character Monstrous Infantry Very Bulky Shadow in the Warp Synapse Alpha Warrior – 6" Aura, this model and target unit may reroll 1s To Hit

Special Wargear:	Special Wargear Upgrades: B Adrenal Glands +2 points B Flesh Hooks +1 point S Shield Claws +24 points	

Selection	Name	Range	S	AP	Rules
M	Rending Claws	Melee	User	5+	Rending
M +0 points	Scything Talons	Melee	User	-	Extra Attack 1, Reroll 1's To Hit
M +3 points	Bone Swords	Melee	User	3+	Extra Attack 1
M +9 points	Lash Whip and Bone Sword	Melee	User	3+	Counterattack, Initiative 6
R +3 points	Devourer	18	4	-	Assault 3
R +7 points	Death Spitter	24	5	5+	Assault 3
R +12 points	2 Linked Spine Fists	12	3	5+	Pistol 3 x2
R +19 points	Venom Cannon	36	6	4+	Assault 1, 3" Blast
R +25 points	Barbed Strangler	36	4	5+	Assault 1, 5" Blast

Troops 2-6 Slots

Infantry

Hormagaunts Hormagaunt	M WS BS S T W I A Ld Sv 8 4+ 5+ 3 3 1 5 1 5 6+	Points: 40 Composition: 10-30 Hormagaunts
Wargear Hormagaunt: Rending Claws	Options May take up to 20 more Hormagaunts for +4 points each Any model may swap Rending Claws for M The entire unit may take any B once each per model	Rules Hormagaunt: Infantry Instinctive Behavior
Special Wargear:	Special Wargear Upgrades: B Adrenal Glands +1 point per model	

Selection	Name	Range	S	AP	Rules
M	Rending Claws	Melee	User	5+	Rending
M +0 points	Scything Talons	Melee	User	-	Extra Attack 1, Reroll 1's To Hit

Neurogaunts Node Beast Neurogaunt	**M WS BS S T W I A Ld Sv** 6 4+ 5+ 3 3 2 3 2 10 5+ 6 4+ 5+ 2 2 1 3 1 5 5+	**Points: 29** **Composition:** **1 Node Beast** **9-29 Neurogaunts**
Wargear Node Beast: Scything Talons Neurogaunt: Scything Talons	**Options** May take up to 20 more Neurogaunts for +2 points each The entire unit may take any B once each per model	**Rules** Node Beast: Infantry Instinctive Behavior Shadow in the Warp Synapse Neurogaunt: Infantry Instinctive Behavior
Special Wargear:	**Special Wargear Upgrades:** B Adrenal Glands +1 point per model	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
M	Scything Talons	Melee	User	-	Extra Attack 1, Reroll 1's To Hit

Termagaunts Termagaunt	**M WS BS S T W I A Ld Sv** 6 4+ 4+ 3 3 1 4 1 5 6+	**Points: 40** **Composition:** **10-30 Termagaunts**
Wargear Termagaunt: Fleshborer	**Options** May add up to 20 more Termagaunts for +4 points each Any model may swap Fleshborer for R Up to 3 models may swap Fleshborer for S The entire unit may take any B once each per model	**Rules** Termagaunt: Infantry Instinctive Behavior
Special Wargear:	**Special Wargear Upgrades:** B Adrenal Glands +1 point per model	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
R	Fleshborer	12	4	5+	Assault 1
R +0 point	Spike Rifle	18	3	-	Assault 2
R +3 points	2 Linked Spine Fists	12	3	5+	Pistol 1 x2
R +4 points	Devourer	18	4	-	Assault 3
S +7 points	Strangleweb	Flame	2	-	Assault 1, Pinning

Genestealers Genestealer	**M WS BS S T W I A Ld Sv** 8 3+ 5+ 4 4 1 6 2 7 -	**Points: 100** **Composition:** **5-20 Genestealers**
Wargear Genestealer: Rending Claws Rending Claws	**Options** May take up to 15 more Genestealers for +20 points each Any model may swap any Rending Claws for M Any model may take one A The entire unit may take any B once each per model The entire unit may take one P per model	**Rules** Genestealer: Infantry Infiltrate Lightning Reflexes – 5+ Invulnerability Save
Special Wargear:	**Special Wargear Upgrades:** B Adrenal Glands +1 point per model B Flesh Hooks +1 point per model P Extended Carapace +2 points per model P Camouflaged Carapace +2 points per model	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
M	Rending Claws	Melee	User	5+	Rending
M +0 points	Scything Talons	Melee	User	-	Extra Attack 1, Reroll 1's To Hit
A +1 point	Acid Maw	Melee	User	3+	Auxiliary

Swarms

Ripper Swarm Rippers	**M WS BS S T W I A Ld Sv** 6 4+ 4+ 3 3 3 3 3 5 -	**Points: 42** **Composition:** **3-10 Rippers**
Wargear Rippers: None	**Options** May take up to 7 more Rippers for +14 points each Any model may take one P The entire unit may take any B once each per model	**Rules** Rippers: Swarm Instinctive Behavior Clog the Barrels Deepstrike
Special Wargear:	**Special Wargear Upgrades:** B Adrenal Glands +1 point per model	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
P +1 point	Spine Maws	6	2	-	Pistol 2

Elite 0-3 Slots

Monstrous Infantry

Hive Guard Brood Guard	**M WS BS S T W I A Ld Sv** 4 4+ 3+ 4 5 3 2 2 5 4+	**Points: 90** **Composition:** **3-6 Guards**
Wargear Guard: Shock Cannon	**Options** May take up to 3 more Guards for +30 points each Any Guard may swap Shock Cannon for R The entire unit may take any B once each per model	**Rules** Guard: Monstrous Infantry Instinctive Behavior Very Bulky
Special Wargear:	**Special Wargear Upgrades:** B Adrenal Glands +2 points per model	

Selection	Name	Range	S	AP	Rules
R	Shock Cannon	24	3	3+	Assault 3, Haywire (3+)
R +20	Impaler Cannon	36	6	3+	Heavy 3, Indirect, Ignores Cover

Lictor Brood Lictor	**M WS BS S T W I A Ld Sv** 10 3+ 5+ 5 5 4 6 4 9 4+	**Points: 83** **Composition:** **1-3 Lictors**
Wargear Lictor: Monstrous Claws Lictor Talons	**Options** May take up to 2 more Lictors for +83 points each The entire unit may take any B once each per model Any model may take up to one G each	**Rules** Lictor: Monstrous Infantry Infiltrate Very Bulky Chameleon Skin – Shroud, but a minimum of a 5+ total Cover Save in the open instead of 6+.
Special Wargear:	**Special Wargear Upgrades:** B Adrenal Glands +2 points per model B Flesh Hooks +1 point per model G Pheromone Trail +5 points	6” Aura, target unit does not Scatter when Deepstriking

Selection	Name	Range	S	AP	Rules
M	Monstrous Claws	Melee	+2	4+	Rending
M	Lictor Talons	Melee	User	-	Extra Attack 1, Reroll 1s To Hit, Rending

Pyrovore Brood Pyrovore	**M WS BS S T W I A Ld Sv** 6 3+ 5+ 5 5 4 3 2 5 4+	**Points: 105** **Composition:** **3-10 Pyrovores**
Wargear Pyrovore: Flame Spurt Acid Maw	**Options** May take up to 7 more Pyrovores for +45 points each The entire unit may take any B once each per model	**Rules** Pyrovore: Monstrous Infantry Instinctive Behavior Very Bulky Volatile – When each model dies, they explode on a 4+ like a Vehicle with a d6" radius, S4 AP-
Special Wargear:	**Special Wargear Upgrades:** B Adrenal Glands +2 points per model	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
S	Flame Spurt	Flame	5	4+	Assault 1
A	Acid Maw	Melee	User	3+	Auxiliary

Tyranid Warrior Brood Warrior	**M WS BS S T W I A Ld Sv** 8 3+ 4+ 4 4 3 4 3 10 4+	**Points: 108** **Composition:** **3-10 Warriors**
Wargear Warrior: Rending Claws Rending Claws	**Options** May take up to 7 more Warriors for +36 points each Any Warrior may swap one Rending Claws for R Any Warrior may swap one Rending Claws for S Any Warrior may swap either Rending Claws for M The entire unit may take any B once each per model	**Rules** Warrior: Monstrous Infantry Very Bulky Shadow in the Warp Synapse
Special Wargear:	**Special Wargear Upgrades:** B Adrenal Glands +2 points per model B Flesh Hooks +1 point per model S Shield Claws +24 points per model	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
M	Rending Claws	Melee	User	5+	Rending
M +0 points	Scything Talons	Melee	User	-	Extra Attack 1, Reroll 1's To Hit

M +3 points	Bone Swords	Melee	User	3+	Extra Attack 1
M +9 points	Lash Whip and Bone Sword	Melee	User	3+	Counterattack, Initiative 6
R +3 points	Devourer	18	4	-	Assault 3
R +7 points	Death Spitter	24	5	5+	Assault 3
R +12 points	2 Linked Spine Fists	12	3	5+	Pistol 3 x2
R +19 points	Venom Cannon	36	6	4+	Assault 1, 3” Blast
R +25 points	Barbed Strangler	36	4	5+	Assault 1, 5” Blast

Tyrant Guard Brood Guard	**M WS BS S T W I A Ld Sv** 8 3+ 5+ 5 5 3 4 3 5 3+	**Points: 138** **Composition:** **3-6 Guards**
Wargear Guard: Rending Claws Rending Claws	**Options** May take up to 3 more Guards for +46 points each Any Guard may swap one Rending Claws for M or S The entire unit may take any B once each per model	**Rules** Guard: Monstrous Infantry Instinctive Behavior Bodyguard Very Bulky
Special Wargear:	**Special Wargear Upgrades:** B Adrenal Glands +2 points per model S Shield Claws +24 points per model	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
M	Rending Claws	Melee	User	5+	Rending
M +0 points	Scything Talons	Melee	User	-	Extra Attack 1, Reroll 1’s To Hit
M +3 points	Bone Swords	Melee	User	3+	Extra Attack 1
M +9 points	Lash Whip and Bone Sword	Melee	User	3+	Counterattack, Initiative 6
M +15 points	Crushing Claws	Melee	X2	2+	Slow, Monsterbane

Venomthrope Brood Venomthrope	**M WS BS S T W I A Ld Sv** 6 3+ 3+ 4 4 3 3 2 5 5+	**Points: 180** **Composition:** **3-6 Venomthropes**
Wargear Venomthrope: Toxic Lashes	**Options** May take up to 3 more Venomthropes for +60 points each The entire unit may take any B once each per model	**Rules** Venomthrope: Monstrous Infantry Instinctive Behavior Counterattack Very Bulky Shrouding Spores – 6" Aura, this unit and target unit has a 5+ Cover Save (cast as a unit)
Special Wargear:	**Special Wargear Upgrades:** B Adrenal Glands +2 points per model	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
M	Toxic Lashes	6 Or Melee	3 Or User	- Or -	Pistol 4, Poisoned (2+) Or Poisoned (2+)

Zoanthrope Brood Zoanthrope	**M WS BS S T W I A Ld Sv** 6 5+ 3+ 3 4 3 2 1 10 -	**Points: 180** **Composition:** **3-6 Zoanthropes**
Wargear Zoanthrope: Warp Field	**Options** May take up to 3 more Zoanthropes for +60 points each The unit may take up to 3 S The entire unit may take any B once each per model	**Rules** Zoanthrope: Monstrous Infantry Shadow in the Warp Synapse Psychic Mastery Level 3 (unit) Very Bulky Hive Node – 12" Aura, target unit may use the Hive Node's Ld in place of their own.
Special Wargear:	**Special Wargear Upgrades:** B Adrenal Glands +2 points each	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
S +7 points	Warp Blast Cast 6+	24	5	3+	Assault 1 per Zoanthrope, 3" Blast
S +10 points	Forced Rush Cast 6+	18	-	-	Target friendly unit moves 1" per Zoanthrope. This move cannot take any models out of or into Melee.

S +10 points	Shadow Node Cast 5+	18	-	-	Target unit gains one additional Deny the Witch in the next Psychic Phase per Zoanthrope
S +15 points	Warp Lightning Cast 6+	24	5	-	Assault 2 per Zoanthrope, Tesla
S +20 points	Ablative Shield Cast 7+	18	-	-	Target unit ignores the next number of Wounds that would be assigned to it equal to the number of Zoanthropes. This effect ends at the start of your next Psychic Phase. Additional Wounds from sources such as Monsterbane count towards this total number ignored.
S +32 points	Warp Lance Cast 7+	24	10	2+	Assault 1 per Zoanthrope, Lance, Monsterbane

Monsters

Haruspex Haruspex	**M WS BS S T W I A Ld Sv** 8 3+ 3+ 7 8 14 2 4 5 3+	**Points: 252** **Composition:** **1 Haruspex**
Wargear Haruspex: Grasping Tongue Shoveling Claws	**Options** May take up to one of each B	**Rules** Haruspex: Monster Instinctive Behavior Gulp – When a Gulp weapon successfully hits on a 6, you may pick the target of the attack. If all Saves fail, swallow the target! The model is Embarked on the Gulp model and may only make Snap Shots on Ranged and Melee attacks. In each of your Command Phases, the model suffers a Mortal Wound. If the Gulp model is slain, all Embarked units Disembark upon its demise.
Special Wargear:	**Special Wargear Upgrades:** B Acid Blood +6 points B Adrenal Glands +2 points B Regeneration +2 points	

Selection	Name	Range	S	AP	Rules
R	Grasping Tongue	12	6	3+	Assault 4, Gulp
M	Shoveling Claws	Melee	X2	2+	Slow, Monsterbane

Maleceptor Maleceptor	**M WS BS S T W I A Ld Sv** 8 3+ 3+ 7 8 14 2 4 10 3+	**Points: 295** **Composition:** **1 Maleceptor**
Wargear Maleceptor: Monstrous Scything Talons Psychic Barrier	**Options** May take up to 2 Spells or S May take up to one of each B	**Rules** Maleceptor: Monster Psychic Master Level 2 Shadow in the Warp Synapse Hive Node – 12" Aura, target unit may use the Hive Node's Ld in place of their own.
Special Wargear: Psychic Barrier – 4+ Invulnerability Save	**Special Wargear Upgrades:** B Acid Blood +6 points B Adrenal Glands +2 points B Regeneration +2 points	

Selection	Name	Range	S	AP	Rules
M	Monstrous Scything Talons	Melee	User	3+	Extra Attack 1, Reroll 1s To Hit
S +10 points	Psychic Overload Cast 6+	18	5	5+	Assault 6

Psychophage Brood Psychophage	**M WS BS S T W I A Ld Sv** 8 3+ 5+ 6 7 10 4 4 5 3+	**Points: 191** **Composition:** **1-2 Psychophages**
Wargear Psychophage: Psycholastic Torrent Feeder Tentacles	**Options** May add up to one more Psychophage for +191 points Any model may take up to one of each B	**Rules** Psychophage: Monster Instinctive Behavior Psycholastic Cloud – 6" Aura, any roll of a 1 or 6 To Cast causes one Mortal Wound to the Caster. This does not count as Perils of the Warp. Pysker Feeder – This model gains Sniper (2+) to target models with Psychic Mastery Level # in Melee.
Special Wargear:	**Special Wargear Upgrades:** B Acid Blood +6 points B Adrenal Glands +2 points	

	B Regeneration +2 points	

Selection	Name	Range	S	AP	Rules
S	Psycholastic Torrent	Flame	6	3+	Assault 1
M	Feeder Tentacles	Melee	User	3+	Psychicbane, Ignores Invulnerability Saves

Tervigon Tervigon	**M WS BS S T W I A Ld Sv** 8 3+ 3+ 7 8 14 2 4 10 3+	**Points: 313** **Composition:** **1 Tervigon**
Wargear Tervigon: Monstrous Scything Talons Stinger Salvo	**Options:** May swap Massive Scything Talons for M May take one F May take up to 2 Spells May take up to one of each B	**Rules** Tervigon: Monster Shadow in the Warp Synapse Psychic Mastery Level 2 Termagaunt Gestation – During your Command Phase, spawn 2d6 Termagaunts with the default options as a new unit within 6". A roll of a double ends the use of this ability for this model for the game, but still summons the number rolled this turn. Synaptic Backlash – When this model is slain, all Hormagaunts, Termagaunts, and Gargoyles within 12" take an Auto Hit S3 AP-. This is applied before the Dangerous Terrain Test from Synapse. Hive Node – 12" Aura, target unit may use the Hive Node's Ld in place of their own.
Special Wargear:	**Special Wargear Upgrades:** B Acid Blood +6 points B Adrenal Glands +2 points B Regeneration +2 points	

Selection	Name	Range	S	AP	Rules
M	Monstrous Scything Talons	Melee	User	3+	Extra Attack 1, Reroll 1s To Hit
M +10 points	Monstrous Crushing Claws	Melee	X2	2+	Slow, Monsterbane

R	Stinger Salvo	24	5	5+	Assault 4
F +6 points	Dissector Larvae	Flame	3	-	Assault 1, Poisoned (3+)
F +10 points	Electroshock Grubs	Flame	3	3+	Assault 1, Haywire (3+)
F +10 points	Shreddershard Beetles	Flame	3	-	Assault 1, Rending, Reroll To Wound Rolls

Fast Attack 0-3 Slots

Infantry

Gargoyles Gargoyle	**M WS BS S T W I A Ld Sv** 12 4+ 4+ 3 3 1 4 1 5 6+	**Points: 160** **Composition:** **10-30 Gargoyles**
Wargear Gargoyle: Fleshborer	**Options** May add up to 20 more Gargoyles for +16 points each	**Rules** Gargoyle: Infantry Instinctive Behavior Flying Deepstrike Blind – If target unit is successfully Wounded by this weapon, it suffers -1 To Hit
Special Wargear:	**Special Wargear Upgrades:** B Adrenal Glands +1 point per model	

Selection	Name	Range	S	AP	Rules
R	Fleshborer	12	4	5+	Assault 1
M	Venom Spit	Melee	User	-	Poisoned (3+), Blind

Mines

Meiotic Spores Meiotic Spore	**M WS BS S T W I A Ld Sv** 4 5+ 5+ 2 2 1 1 1 10 -	**Points: 48** **Composition:** **3-10 Meiotic Spores**
Wargear Meiotic Spore: Meiotic Bomb	**Options** May add up to 7 more Meiotic Spores for +16 points each	**Rules** Meiotic Spore: Infantry Fearless Flying Infiltrate Living Bombs Brood Bombs – upon death, this model explodes using its Meiotic Bomb profile. Before removing this model, spawn D3+1 Spore Mine models with default Wargear by Deepstriking them with the target area being this model. Instead of Direct Hits, use the tiny arrow to scatter in that direction equal to the 2d6".
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
B	Meiotic Bomb	0	5	4+	Assault 1, 5" Blast, One Use Only, Ignores Cover

Spore Mines Spore	**M WS BS S T W I A Ld Sv** 4 5+ 5+ 1 1 1 1 1 10 -	**Points: 9** **Composition:** **3-10 Spores**
Wargear Spore: Spore Bomb	**Options** May add up to 7 more Meiotic Spores for +3 points each Any model may swap Spore Bomb for B	**Rules** Spore: Infantry Fearless Flying Infiltrate Living Bombs
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
B	Spore Bomb	0	4	4+	Assault 1, 5" Blast, One Use Only
B +6 points	Air Burst Bomb	0	8	3+	Assault 1, Monsterbane, can only explode on Flyers and High Altitude models but always

					resolves against the Side of the Aircraft (Auto Hits), One Use Only

Monstrous Infantry

Shrike Brood Shrike	**M WS BS S T W I A Ld Sv** 12 3+ 4+ 4 4 3 4 3 10 4+	**Points: 115** **Composition:** **3-10 Shrikes**
Wargear Shrike: Rending Claws Rending Claws	**Options** May take up to 7 more Shrikes for +55 points each Any model may swap one Rending Claws for R Any model may swap one Rending Claws for S Any model may swap either Rending Claws for M The entire unit may take any B once each per model	**Rules** Shrike: Monstrous Infantry Deepstrike Fly Very Bulky Shadow in the Warp Synapse
Special Wargear:	**Special Wargear Upgrades:** B Adrenal Glands +2 points per model B Flesh Hooks +1 point per model S Shield Claws +20 points per model	

Selection	Name	Range	S	AP	Rules
M	Rending Claws	Melee	User	5+	Rending
M +0 points	Scything Talons	Melee	User	-	Extra Attack 1, Reroll 1's To Hit
M +3 points	Bone Swords	Melee	User	3+	Extra Attack 1
M +9 points	Lash Whip and Bone Sword	Melee	User	3+	Counterattack, Initiative 6
R +3 points	Devourer	18	4	-	Assault 3
R +7 points	Death Spitter	24	5	5+	Assault 3
R +12 points	2 Linked Spine Fists	12	3	5+	Pistol 3 x2
R +19 points	Venom Cannon	36	6	4+	Assault 1, 3" Blast
R +25 points	Barbed Strangler	36	4	5+	Assault 1, 5" Blast

Ravener Brood Ravener	**M WS BS S T W I A Ld Sv** 8 3+ 4+ 4 4 3 4 3 5 4+	**Points: 90** **Composition:** **3-10 Raveners**
Wargear Ravener: Rending Claws Rending Claws	**Options** May take up to 7 more Raveners for +30 points each Any model may take one R Any model may swap either Rending Claws for M The entire unit may take any B once each per model	**Rules** Ravener: Monstrous Infantry Very Bulky Deepstrike
Special Wargear:	**Special Wargear Upgrades:** B Adrenal Glands +2 points per model	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
M	Rending Claws	Melee	User	5+	Rending
M +0 points	Scything Talons	Melee	User	-	Extra Attack 1, Reroll 1's To Hit
R +5 points	Devourer	18	4	-	Assault 3
R +9 points	Death Spitter	24	5	5+	Assault 3
R +9 points	Toxic Glands	Flame	3	-	Assault 1, Poison (3+)
R +14 points	2 Linked Spine Fists	12	3	5+	Pistol 3 x2

Von Ryan Leaper Brood Leaper	**M WS BS S T W I A Ld Sv** 8 3+ 5+ 4 4 3 5 2 7 4+	**Points: 108** **Composition:** **3-6 Leapers**
Wargear Leaper: 2 Leaper Talons	**Options** May take up to 3 more Leapers for +36 points each The entire unit may take any B once each per model Any model may take up to one G each	**Rules** Leaper: Monstrous Infantry Instinctive Behavior Stealth Very Bulky Ambushers – This unit may be held for placement after all Infiltrators are placed and Scouts move, but cannot start the game with any Independent Characters joined with their unit. Write down a piece of terrain in secret that is not occupied by enemy troops. If at any point an enemy unit enters the cover, this unit is immediately revealed, is placed into base contact, and is treated as Ongoing Combat. You may reveal this unit during any of your Command Phases and use them as normal. If the terrain piece is destroyed and they are not revealed, reveal them and then Force Disembark them like normal.
Special Wargear:	**Special Wargear Upgrades:** B Adrenal Glands +2 points each	Fleet

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
M	Leaper Talons	Melee	User	-	Extra Attack 1, Reroll 1s To Hit, Rending

Monsters

Dimachaeron Dimachaeron	**M WS BS S T W I A Ld Sv** 12 2+ 5+ 8 7 14 6 6 5 3+	**Points: 301** **Composition:** **1 Dimachaeron**
Wargear Dimachaeron: Gargantuan Scything Talons Thresher Scythe Tail Bio Static Field	**Options** May take one T May take up to one of each B	**Rules** Dimachaeron: Monster Instinctive Behavior Jump
Special Wargear:	**Special Wargear Upgrades:**	

Bio Static Field – 5+ Invulnerability Save	B Acid Blood +6 points B Adrenal Glands +2 points B Regeneration +2 points	

Selection	Name	Range	S	AP	Rules
M	Gargantuan Scything Talons	Melee	+2	1+	Extra Attack 1, Reroll 1s To Hit, Armourbane
T	Thresher Scythe Tail	Melee	4	3+	Extra Attack 2, Auxiliary

Mawloc Mawloc	**M WS BS S T W I A Ld Sv** 8 3+ 5+ 6 6 12 5 4 5 3+	**Points: 224** **Composition:** **1 Mawloc**
Wargear Mawloc: Monstrous Scything Talons Monstrous Scything Talons Monstrous Scything Talons Emergence Hole	**Options** May take one T May take up to one of each B	**Rules** Mawloc: Monster Deepstrike Instinctive Behavior Burrow – This model may go back into Reserves at the end of your Movement Phase if it did not arrive from Reserves this Turn. Terror from the Deep – This model uses its Emergence Hole weapon when it arrives from Deepstrike. Place the 5” Blast instead of this model when arriving and resolve all Scatters and Hits per normal. Push all non-Titanic models out of the way to the minimum amount, leaving this model 1” away from enemy models. If a Titanic model or Terrain piece is hit, this model then tests for Deepstrike Mishap. This model may charge the turn it arrives from Reserves.
Special Wargear:	**Special Wargear Upgrades:** B Acid Blood +6 points B Adrenal Glands +2 points B Regeneration +2 points	

Selection	Name	Range	S	AP	Rules
M	Monstrous Scything Talons	Melee	User	3+	Extra Attack 1, Reroll 1s To Hit
D	Emergence Hole	0	6	2+	Assault 1, 5” Blast, Ignores Cover,
T +1 point	Thresher Scythe Tail	Melee	4	3+	Extra Attack 2, Auxiliary
T +5 points	Toxin Spike Tail	Melee	User	3+	Poisoned (2+), Auxiliary

Norn Assimilator Assimilator	**M WS BS S T W I A Ld Sv** 10 3+ 3+ 7 8 12 3 4 5 3+	**Points: 281** **Composition:** **1 Assimilator**
Wargear Assimilator: 2 Toxinjector Harpoons Monstrous Rending Claws Monstrous Scything Talons	**Options** May take up to one of each B	**Rules** Assimilator: Monster Instinctive Behavior Shock Assault Chosen Target – During Deployment, this model chooses one enemy model in the enemy player’s list. This model may reroll 1s To Wound against that model.
Special Wargear:	**Special Wargear Upgrades:** B Flesh Hooks +2 points B Acid Blood +6 points B Adrenal Glands +2 points B Regeneration +2 points	

Selection	Name	Range	S	AP	Rules
S	Toxinjector Harpoon	12	6	3+	Assault 1, Sniper (3+), Tear Free
M	Monstrous Rending Claws	Melee	+2	4+	Rending
M	Monstrous Scything Talons	Melee	User	3+	Extra Attack 1, Reroll 1’s To Hit

Trygon Trygon	**M WS BS S T W I A Ld Sv** 8 3+ 3+ 7 6 12 5 4 5 3+	**Points: 238** **Composition:** **1 Trygon**
Wargear Trygon: Monstrous Scything Talons Monstrous Scything Talons Monstrous Scything Talons Bio Electric Pulse	**Options** May take one T May take S and swap Bio Electric Pulse for Charged Bio Electric Pulse May take up to one of each B	**Rules** Trygon: Monster Deepstrike Tremor Sense – This model does not collide with other models or Terrain when Deepstriking. It will move to 1" away from them as close to its Arrival Point. Tunneler – This model has a Transport Capacity of 30. All Embarked units must Disembark the same Movement Phase that this model arrives from Reserves.
Special Wargear:	**Special Wargear Upgrades:** B Acid Blood +6 points B Adrenal Glands +2 points B Regeneration +2 points S Synapse +6 points	Synapse, Ld+5, lose Instinctive Behavior

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
M	Monstrous Scything Talons	Melee	User	3+	Extra Attack 1, Reroll 1s To Hit
R	Bio Electric Pulse	12	5	5+	Assault 6
R +5 points	Charged Bio Electric Pulse	12	5	3+	Assault 8
T +1 point	Thresher Scythe Tail	Melee	4	3+	Extra Attack 2, Auxiliary
T +5 points	Toxin Spike Tail	Melee	User	3+	Poisoned (2+), Auxiliary

Swarms

Skyslasher Swarm Skyslasher	**M WS BS S T W I A Ld Sv** 12 4+ 4+ 3 3 3 3 3 5 -	**Points: 66** **Composition:** **3-10 Skyslashers**
Wargear Skyslasher: None	**Options** May take up to 7 more Skyslashers for +22 points each Any model may take one P The entire unit may take any B once each per model	**Rules** Skyslasher: Swarm Instinctive Behavior Clog the Barrels Deepstrike Flying
Special Wargear:	**Special Wargear Upgrades:** B Adrenal Glands +1 point per model	

Selection	Name	Range	S	AP	Rules
P +1 point	Spine Maws	6	2	-	Pistol 2

Heavy Support 0-3 Slots

Infantry

Barbed Gaunts Barbed Gaunt	**M WS BS S T W I A Ld Sv** 4 5+ 4+ 3 4 2 2 1 5 4+	**Points: 110** **Composition:** **5-10 Barbed Gaunts**
Wargear Barbed Gaunt: Shard Cannon	**Options** May add up to 5 more Barbed Gaunts for +22 points each The entire unit may take any B once each per model	**Rules** Barbed Gaunt: Infantry Instinctive Behavior
Special Wargear:	**Special Wargear Upgrades:** B Adrenal Glands +1 point per model	

Selection	Name	Range	S	AP	Rules
H	Shard Cannon	30	*	-	Heavy 1, 3” Blast, Grav

Monstrous Infantry

Biovore Brood Biovore	**M WS BS S T W I A Ld Sv** 4 4+ 4+ 4 4 4 2 2 5 4+	**Points: 114** **Composition:** **3-6 Biovores**
Wargear Biovore: Spore Mine Launcher	**Options** May take up to 3 more Biovores for +38 points each Any Biovore may swap Spore Mine Launcher for S The entire unit may take any B once each per model	**Rules** Biovore: Monstrous Infantry Instinctive Behavior Very Bulky Mine Launcher – This model may not make Snap Shots with any Mine Launcher weapon
Special Wargear:	**Special Wargear Upgrades:** B Adrenal Glands +2 points per model	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
S	Spore Mine Launcher	48	4	4+	Heavy 1, Spawn 1 Spore Mine with Spore Bomb on the target Scattering like normal. The weapon profile is only used if the Mine explodes by touching a Model.
S +6 points	Air Burst Mine Launcher	48	8	3+	Heavy 1, Spawn 1 Spore Mine with Air Burst Bomb on the target Scattering like normal. The weapon profile is only used if the Mine explodes by touching a Model.

Monsters

Barbed Hierodule Barbed Hierodule	**M WS BS S T W I A Ld Sv** 10 3+ 3+ 8 8 18 2 4 5 3+	**Points: 348** **Composition:** **1 Barbed Hierodule**
Wargear Barbed Hierodule: Hierodule Scything Talons 2 Linked Bio Cannons	**Options** May take up to one of each B	**Rules** Barbed Hierodule: Monster Instinctive Behavior Shock Assault
Special Wargear:	**Special Wargear Upgrades:** B Acid Blood +6 points B Adrenal Glands +2 points B Regeneration +2 points	

Selection	Name	Range	S	AP	Rules
M	Hierodule Scything Talons	Melee	+2	1+	Extra Attack 1, Reroll 1s To Hit
H	2 Linked Bio Cannons	36	10	3+	Assault 3 x2, Monsterbane

Carnifex Brood Carnifex	**M WS BS S T W I A Ld Sv** 8 3+ 4+ 9 7 8 2 4 5 3+	**Points: 174** **Composition:** **1-3 Carnifexes**
Wargear Carnifex: Monstrous Scything Talons Monstrous Scything Talons	**Options** May add up to 2 more Carnifexes for +174 points each Any model may swap Monstrous Scything Talons for M or S Any model may take one T Any model may take one H The entire unit may take any B once each per model	**Rules** Carnifex: Monster Instinctive Behavior Shock Assault
Special Wargear:	**Special Wargear Upgrades:** B Acid Blood +6 points per model B Adrenal Glands +2 points per model B Regeneration +2 points per model C Spore Cysts +9 points per model C Chitin Thorns +20 points per model H Enhanced Senses +1 point per model H Flesh Hooks +1 point per model H Tusks +2 points per model H Screamer +20 per model H Terror +20 points per model	This model always has a 5+ Cover Save All models, friend or foe, in base Contact suffer a S4 AP- Auto Hit each Melee Phase at Initiative 0. BS-1 (improved by 1) Gain A+1 on the first round of combat after you successfully charge. 6” Aura, target unit suffers Ld-2 6” Aura, target unit suffers Ld-1 and must take a Fear Test.

Selection	Name	Range	S	AP	Rules
M	Monstrous Scything Talons	Melee	User	3+	Extra Attack 1, Reroll 1s To Hit

M +12 points	Monstrous Crushing Claws	Melee	X2	2+	Slow, Monsterbane
S +14 points	2 Linked Slimer Maggot Death Spitters	24	6	5+	Assault 4 x2
S +26 points	2 Linked Devourers	24	4	-	Assault 6 x2
S +26 points	Heavy Venom Cannon	36	9	3+	Assault 1, 3" Blast, Monsterbane
S +38 points	Stranglethorn Cannon	36	7	5+	Assault 1, 5" Blast, Monsterbane
T +1 point	Thresher Scythe Tail	Melee	4	3+	Extra Attack 2, Auxiliary
T +3 point	Bone Mace Tail	Melee	User	3+	Monsterbane, Auxiliary
H +18 points	Bio Plasma	12	7	2+	Assault 1, 3" Blast
C +7 points	Spine Banks	6	4	5+	Assault 4

Exocrine Exocrine	**M WS BS S T W I A Ld Sv** 6 3+ 3+ 7 8 14 2 4 5 3+	**Points: 335** **Composition:** **1 Exocrine**
Wargear Exocrine: Monstrous Scything Talons Bio Plasmic Cannon	**Options** May take any B once each per model	**Rules** Exocrine: Monster Instinctive Behavior Weapon Beast – This model may shoot twice in the Shooting Phase or Overwatch twice if it did not move in its last Movement Phase.
Special Wargear:	**Special Wargear Upgrades:** B Acid Blood +6 points B Adrenal Glands +2 points B Regeneration +2 points	

Selection	Name	Range	S	AP	Rules
M	Monstrous Scything Talons	Melee	User	3+	Extra Attack 1, Reroll 1s To Hit
H	Bio Plasmic Cannon	36 Or 36	7 Or 7	2+ Or 2+	Heavy 6 Or Heavy 1, 5" Blast

Norn Emissary Emissary	**M WS BS S T W I A Ld Sv** 10 3+ 3+ 7 8 12 3 4 10 3+	**Points: 263** **Composition:** **1 Emissary**
Wargear Emissary: Monstrous Rending Claws Monstrous Scything Talons Psychic Barrier	**Options** May take up to two Spells May take up to one of each B	**Rules** Emissary: Monster Shadow in the Warp Synapse Psychic Mastery Level 2 Shock Assault
Special Wargear:	**Special Wargear Upgrades:** B Acid Blood +6 points B Adrenal Glands +2 points B Regeneration +2 points	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
M	Monstrous Rending Claws	Melee	+2	4+	Rending
M	Monstrous Scything Talons	Melee	User	3+	Extra Attack 1, Reroll 1's To Hit

Screamer Killer Screamer Killer	**M WS BS S T W I A Ld Sv** 8 3+ 4+ 8 8 9 2 4 5 3+	**Points: 265** **Composition:** **1 Screamer Killer**
Wargear Screamer Killer: Bio Plasmic Scream Monstrous Scything Talons Monstrous Scything Talons	**Options** The entire unit may take any B once each per model	**Rules** Screamer Killer: Monster Instinctive Behavior Shock Assault Psychic Scream – 12" Aura, target unit suffers Ld-1 and must take a Fear Test.
Special Wargear:	**Special Wargear Upgrades:** B Acid Blood +6 points B Adrenal Glands +2 points B Regeneration +2 points	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
S	Bio Plasmic Scream	18	8	2+	Assault 1, 5" Blast, Monsterbane
M	Monstrous Scything Talons	Melee	User	3+	Extra Attack 1, Reroll 1s To Hit

Scythed Hierodule Scythed Hierodule	**M WS BS S T W I A Ld Sv** 10 3+ 5+ 8 8 18 2 7 5 3+	**Points: 380** **Composition:** **1 Scythed Hierodule**
Wargear Scythed Hierodule: Hierodule Scything Talons Hierodule Scything Talons Bio Acid Spray	**Options** May take up to one of each B	**Rules** Scythed Hierodule: Monster Instinctive Behavior Shock Assault
Special Wargear:	**Special Wargear Upgrades:** B Acid Blood +6 points B Adrenal Glands +2 points B Regeneration +2 points	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
M	Hierodule Scything Talons	Melee	+2	1+	Extra Attack 1, Reroll 1s To Hit
H	Bio Acid Spray	Hell Storm	6	3+	Assault 1

Stone Crusher Carnifex Brood Crusher Carnifex	**M WS BS S T W I A Ld Sv** 8 3+ 5+ 10 8 9 2 4 5 3+	**Points: 226** **Composition:** **1-3 Crusher Carnifexes**
Wargear Crusher Carnifex: Wrecker Claws	**Options** May add up to 2 more Crusher Carnifexes for +226 points each Any model may swap Wrecker Claws for M or S Any model may take one T Any model may take one H The entire unit may take any B once each per model	**Rules** Crusher Carnifex: Monster Instinctive Behavior Shock Assault
Special Wargear:	**Special Wargear Upgrades:** B Acid Blood +6 points B Adrenal Glands +2 points B Regeneration +2 points H Tusks +2 points	Gain A+1 on the first round of combat after you successfully charge.

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
M	Wrecker Claws	Melee	X2	1+	Monsterbane
M +4 points	Bio Flails	Melee	User	3+	Extra Attack 2, Counter Attack, Initiative 6
T +1 point	Thresher Scythe Tail	Melee	4	3+	Extra Attack 2, Auxiliary

T +3 point	Bone Mace Tail	Melee	User	3+	Monsterbane, Auxiliary
H +18 points	Bio Plasma	12	7	2+	Assault 1, 3” Blast

Toxicrene Toxicrene	**M WS BS S T W I A Ld Sv** 8 3+ 5+ 7 7 12 4 8 5 3+	**Points: 227** **Composition:** **1 Toxicrene**
Wargear Toxicrene: Massive Toxic Lashes	**Options** May take up to one of each B	**Rules** Toxicrene: Monster Instinctive Behavior Counterattack
Special Wargear:	**Special Wargear Upgrades:** B Acid Blood +6 points B Adrenal Glands +2 points B Regeneration +2 points	

Selection	Name	Range	S	AP	Rules
M	Massive Toxic Lashes	Melee	User	3+	Extra Attack 2, Poisoned (3+), Initiative 6

Tyrannofex Tyrannofex	**M WS BS S T W I A Ld Sv** 8 3+ 3+ 7 8 14 2 4 5 3+	**Points: 348** **Composition:** **1 Tyrannofex**
Wargear Tyrannofex: Monstrous Scything Talons Stinger Salvo Fleshborer Hive	**Options** Tyrannofex may swap Fleshborer Hive for H Tyrannofex may take one F The entire unit may take any B once each per model	**Rules** Tyrannofex: Monster Instinctive Behavior Weapon Beast – This model may shoot twice in the Shooting Phase or Overwatch twice if it did not move in its last Movement Phase.
Special Wargear:	**Special Wargear Upgrades:** B Acid Blood +6 points B Adrenal Glands +2 points B Regeneration +2 points	

Selection	Name	Range	S	AP	Rules
M	Monstrous Scything Talons	Melee	User	3+	Extra Attack 1, Reroll 1s To Hit
S	Stinger Salvo	24	5	5+	Assault 4
H	Fleshborer Hive	18	4	5+	Assault 20
H +68 points	Rupture Cannon	48	D	2+	Assault 1, Destroyer, 3” Blast, Monsterbane
H +130 points	Acid Spray	Hell	8	3+	Assault 1, Monsterbane

		Storm			
F +6 points	Dissector Larvae	Flame	3	-	Assault 1, Poisoned (3+)
F +10 points	Electroshock Grubs	Flame	3	3+	Assault 1, Haywire (3+)
F +10 points	Shreddershard Beetles	Flame	3	-	Assault 1, Rending, Reroll To Wound Rolls

Flyer 0-2 Slots

Hive Crone Hive Crone	**M WS BS S T W I A Ld Sv** 50 4+ 4+ 6 6 12 5 3 5 3+	**Points: 237** **Composition:** **1 Hive Crone**
Wargear Hive Crone: Monstrous Scything Talons Wicked Spurs Drool Cannon Tentaclids	**Options** May take up to one each of S May take up to one of each B	**Rules** Hive Crone: Monster Instinctive Behavior Deepstrike High Altitude
Special Wargear:	**Special Wargear Upgrades:** B Acid Blood +6 points B Adrenal Glands +2 points B Regeneration +2 points	

Selection	Name	Range	S	AP	Rules
M	Monstrous Scything Talons	Melee	User	3+	Extra Attack 1, Reroll 1s To Hit
M	Wicked Spurs	Melee	+2	3+	Auxiliary
H	Drool Cannon	Flame	6	4+	Assault 1, Hull
A	Tentaclids	36	5	3+	Assault 2, AA, Haywire (3+)
S +4 points	Cluster Spines	18	5	-	Assault 1, 5” Blast, Hull
S +12 points	Stinger Salvo	24	5	5+	Assault4, Hull

Harpy Harpy	**M WS BS S T W I A Ld Sv** 50 4+ 4+ 6 6 12 5 3 5 3+	**Points: 285** **Composition:** **1 Harpy**
Wargear Harpy: Monstrous Scything Talons 2 Linked Heavy Venom Cannons	**Options** May swap 2 Linked Heavy Venom Cannons for H May take up to one each of S May take up to one of each B	**Rules** Harpy: Monster Instinctive Behavior Deepstrike High Altitude Mine Layer – At the end of each of your Movement Phases, Summon a Spore Mine with default Wargear and Deepstrike it along the flight path this model just moved.
Special Wargear:	**Special Wargear Upgrades:** B Acid Blood +6 points B Adrenal Glands +2 points B Regeneration +2 points	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
M	Monstrous Scything Talons	Melee	User	3+	Extra Attack 1, Reroll 1s To Hit
H	2 Linked Heavy Venom Cannons	36	9	3+	Assault 1 x2, 3” Blast, Monsterbane, Hull
H +12	2 Linked Stranglethorn Cannon	36	7	5+	Assault 1 x2, 5” Blast, Monsterbane, Hull
S +4 points	Cluster Spines	18	5	-	Assault 1, 5” Blast, Hull
S +12 points	Stinger Salvo	24	5	5+	Assault4, Hull

Dedicated Transport 0-1/Legal Slot

Tyrannocyte Tyrannocyte	**M WS BS S T W I A Ld Sv** - 4+ 4+ 5 5 12 2 3 5 4+	**Points: 201** **Composition:** **1 Tyrannocyte**
Wargear Tyrannocyte: 5 Death Spitters	**Options** May swap any Death Spitter for H May take up to one of each B	**Rules** Tyrannocyte: Monster Instinctive Behavior Deepstrike Immobile Drop Pod – This model acts like a Titanic unit when arriving by Deepstrike for displacing models and causing Auto Hits. Transport 20 – Access Point Front, Sides, and Rear Transport Spore – Models with up to 14 Wounds may Embark in place of the normal Transport rule.
Special Wargear:	**Special Wargear Upgrades:** B Acid Blood +6 points B Regeneration +2 points	

Selection	Name	Range	S	AP	Rules
R	Death Spitter	24	5	5+	Assault 3
R +12 points	Venom Cannon	36	6	4+	Assault 1, 3” Blast
R +18 points	Barbed Strangler	36	4	5+	Assault 1, 5” Blast

Lord of War 0-1 Slots

Doom of Malan'ta Doom of Malan'ta	**M WS BS S T W I A Ld Sv** 8 3+ 2+ 4 5 12 2 1 10 -	**Points: 385** **Composition:** **1 Doom of Malan'ta**
Wargear Doom of Malan'ta: Warp Field Cataclysm	**Options** Doom of Malan'ta may take up to 3 more Spells or S May take up to one of each B	**Rules** Doom of Malan'ta: Independent Character Unique Monster Psychic Mastery Level 4 Shadow in the Warp Synapse Soul Absorption – For each model this model kills, roll 1d6. On a 4+ this model Heals 1 Wound. This ignores the normal Heal restrictions, but cannot exceed the models starting Wound count.
Special Wargear: Warp Field – 3+ Invulnerability Save	**Special Wargear Upgrades:** B Adrenal Glands +2 points B Regeneration +2 points	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
S	Cataclysm Cast 8+	18	*	1+	Assault 1, 7" Blast, Monsterbane, *Strength is equal to Doom of Malan'ta' s current Wounds.
S +5 points	Warp Blast Cast 6+	18	5	3+	Assault 1, 3" Blast
S +10 points	Psychic Overload Cast 6+	18	5	5+	Assault 6
S +24 points	Warp Lance Cast 7+	18	10	2+	Assault 1, Lance

Harridan Harridan	**M WS BS S T W I A Ld Sv** 50 2+ 3+ 8 8 28 4 7 5 3+	**Points: 745** **Composition:** **1 Harridan**
Wargear Harridan: Gargantuan Scything Talons 2 Linked Bio Cannons	**Options** May take up to one of each B	**Rules** Harridan: Titanic Monster Instinctive Behavior Deepstrike High Altitude Hover

Special Wargear:	Special Wargear Upgrades: B Acid Blood +6 points B Adrenal Glands +5 points B Regeneration +5 points	

Selection	Name	Range	S	AP	Rules
M	Gargantuan Scything Talons	Melee	+2	1+	Extra Attack 1, Armourbane, Reroll 1s To Hit, Monsterbane
H	2 Linked Bio Cannons	36	10	3+	Assault 3 x2, Hull

Hierophant Hierophant	M WS BS S T W I A Ld Sv 12 3+ 3+ 8 8 28 4 7 10 3+	Points: 706 Composition: 1 Hierophant
Wargear Hierophant: Gargantuan Scything Talons 2 Linked Bio Cannons Lash Whips Bio Titan Warp Field	Options Hierophant may take one S May take up to one of each B	Rules Hierophant: Titanic Monster Instinctive Behavior Shadow in the Warp Synapse Mine Launcher – This model may not make Snap Shots with any Mine Launcher weapon
Special Wargear: Bio Titan Warp Field – 5+ Invulnerability Save	Special Wargear Upgrades: B Acid Blood +6 points B Adrenal Glands +5 points B Regeneration +5 points S Incendiary Ichor +40 points S Termagaunt Gestation +140 points	 For each unsaved Wound suffered in Melee during the Melee Phase, inflict 1 Auto Hit S8 AP2+ attack on the unit that inflicted it. Termagaunt Gestation – During your Command Phase, spawn 2d6 Termagaunts with the default options on their Datasheet within 6”.

Selection	Name	Range	S	AP	Rules
M	Gargantuan Scything Talons	Melee	+2	1+	Extra Attack 1, Armourbane, Reroll 1s To Hit, Monsterbane
H	2 Linked Bio Cannons	36	10	3+	Assault 3 x2, Monsterbane
W	Lash Whips	Melee	4	5+	Extra Attack 2d6, Auxiliary, Counterattack, Initiative 6

S +80 points	2 Linked Spine Cloud Sprayer	48	7	5+	Assault 6 x2, AA
S +96 points	Bio Acid Torrent	Hell Storm	7	2+	Assault 1
S +120 points	Cluster Spore Mine Launcher	48	4	4+	Heavy 1, Apocalypse Blast, Deploy 1 Spore Mine in the center of each 5” Blast. The weapon profile is only used if the Mine explodes by touching a Model.

Fortification 0-1/1000 points

Capillary Tower Capillary Tower	**M WS BS S T W I A Ld Sv** - - 4+ - 8 30 - - 10 3+	**Points: 462** **Composition:** **1 Capillary Tower**
Wargear Capillary Tower: Cluster Spore Mine Launcher	**Options** May take up to 4 S	**Rules** Hierophant: Titanic Building Immobile Mine Launcher – This model may not make Snap Shots with any Mine Launcher weapon
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
S	Cluster Spore Mine Launcher	48	4	4+	Heavy 1, Apocalypse Blast, Deploy 1 Spore Mine in the center of each 5” Blast. The weapon profile is only used if the Mine explodes by touching a Model.
S +60 points	2 Linked Spine Cloud Sprayer	48	7	5+	Assault 6 x2, AA, Sponson

Sporocyst Sporocyst	**M WS BS S T W I A Ld Sv** - 4+ 4+ 5 5 12 2 3 10 4+	**Points: 203** **Composition:** **1 Sporocyst**
Wargear Sporocyst: Death Spitter Death Spitter Death Spitter Death Spitter Death Spitter	**Options** Sporocyst may swap any Death Spitter for H	**Rules** Sporocyst: Monster Instinctive Behavior Deepstrike Immobile Synapse Drop Pod – This model acts like a Titanic unit when arriving by Deepstrike for displacing models and causing Auto Hits. Spore Mine Cyst – This model spawns 3 Spore Mines with default Wargear within 4” in each of your Command Phases.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
R	Death Spitter	24	5	5+	Assault 3
R +12 points	Venom Cannon	36	6	4+	Assault 1, 3” Blast
R +18 points	Barbed Strangler	36	4	5+	Assault 1, 5” Blast