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June 1, 2017 Kirby 8th Edition, Genestealer Cults, Tiranids Full Rules for Tiranids and Genestealer Cults. Love the new Hive Guard - 48 points and 36 range. wpDiscuz This article is awesome. Don't screw it up. This page is a translation of the Codex - T'hiraida: /tg/ edition in the 8th edition. Since Tyranny is now a decent army this code is mostly useless, but still a fun idea if you want to play Tiranids in a more extreme way. All the rules on this page are for use along with the usual Tiranids code. If the rule is not explained, look at it on the Codex. Expanding here you can find additional rules for some of the scariest Hive fleets ever encountered with Imperium Man, along with landscapes for campaigns and special missions. Ash Yggdrasil (WIP campaign) edit Ghosts from below (Soon) edit Army Rules edit Instinctive behavior: If controlled or coordinated by the overbearing will of Hive Mind, many T'iraid organisms will return to their basic instincts. If the unit with this ability is within the synapse range of any friendly Synapse unit, you must subtract 1 of any shock rolls made for it when firing any of the units other than the nearest visible enemy unit, and you must deduct 2 from its charge roll if it announces a charge against any unit other than the nearest enemy unit. Shadow in Warp: The unfathomable presence of Hive Mind radiates from its synapsis creatures, stifling the ability of the psykers who stand before them to draw on their mystical powers. Enemy Psykers must subtract one from any mental tests they do and from their leadership characteristic if they are within 18 of any units with this ability. Tiranid Psykers are not affected. Synapse: Some tyrannids serve as synaptic channels or nodal relays through which part of the Iron Hive Mind will flow, redefining the natural instincts of the swarm. Units will automatically pass Morale tests if they are within 12 of any friendly units with this ability. In addition, units do not suffer from instinctive behavior if they are within 24 of any friendly units with this ability. The rules of the squad edit the extension of Hive Mind: the organisms that make up the army of T'iraid all the extensions of the mental gestalt, known as Hive Mind - its antennae and jaws, all work for one purpose. If your army is a fake battle, all the troops units in The Tiranids squads get this ability. Such a device, which is within reach of an objective marker (as indicated in the mission), objective marker, even if there are more enemy models within the reach of this objective marker. If the enemy unit within the reach of the same objective marker has a similar ability, the objective marker is controlled by the player who has the majority of the models in the world. Its as usual. Hive Fleet Adaptations: Each of the hives has its own different methods of predator, from the patterns of movement of whole flocks to the behavior and morphology of individual organisms. If your army has forged a battle, all units in the T'iraid squads are adapted to the Hive fleet, as long as each unit in that unit is made up of the same fleet hive. Hive Fleet Adaptation got dependent on the hive fleet they're out of, as shown in the table below. For example, the BEHEMOTH unit with the ability to adapt Hive Fleet is adapted to the hyperpad of aggression. Hive Fleet Adaptation Edit Behemoth-Hyper Aggression: Driven by frenzied hunger, Hive Fleet Hippopotamus unleashes the full power of its flocks in an overwhelming frontal attack. Whenever a unit with this line of charge has been charged or carried out a heroic intervention it adds one to its attack characteristic for the duration of the next stage of the fight. In addition, units with this trait are always considered charged, even if they were not charged at the previous stage of the charge. Gorgon-Adaptive Toxins: Toxins produced by Hive Fleet Gorgon swarms adapt at a terrifying speed to any enemy, tormenting and emptying the bodies of their unfortunate victims. You can re-roll the wound rolls 1 in the fight phase for units with this adaptation. In addition, the effect of toxic bags is activated on roll 5 instead of 6. Hydra-Warm Instincts: The Super-swarms of Hive Fleet Hydra overflow their prey with a huge weight of numbers, drowning them in a rush of chitin, flesh and cutting claws. The unit with this trait adds 1 to its hit rolls if the total number of attacks or shots it directs to a unit in the fight, shooting or overwatch phases is greater than the total number of models in the block it targets. Add 2 units to hit rolls, not if the value is twice or larger, not more than that. Jormungandr- Tunnel Network: The warrior-organisms of the Hive fleet Jormungandr attack from underground tunnels, making them extremely difficult to aim before it is too late. Units with this trait are considered in hiding until they advance in the movement phase. If a unit with this trait gets the advantage of covering by other means (for example, actually being in the lid) it adds 2 to its armor to save rolls instead of 1. Kraken-questing Tendrils: Kraken harries and unbalances his enemies with lightning-fast flank attacks before encircling them for the final, bloody massacre. When the device with this Adaptation Achievements, roll three bones instead of one and choose the highest one to add to the move characteristic of all the models in the block for this movement phase. In addition, these units can retreat and charge in the same turn. Kronos-Bio-Barrage: Hive fleet of Kronos destroys its enemies at range, unleashing a devastating barrage of bio-plasma and life You can re-roll the kick rolls 1 for units with this adaptation in your shooting phase if they don't move in the previous stage of the movement. In addition, add 1 to the result of the roll when trying to block the enemy mental force. The Leviathan-Synaptic Imperative Hive Fleet Leviathan's synaptic network is so strong that its organisms may be forced to fight despite injuries that must have maimed or killed them outright. The unit with this trait within 6 being Synapse gets 6 invulnerability to save from various attacks and ignores the damage received at 6. Custom Adaptations 'Edit' If selected Hive Fleet has no related Hive Fleet Adaptation in Codex - Tiranids: / TG / 8th edition, You can create your Hive Fleet Adaptation by selecting two different rules from the following list: Adaptive exoskeleton skinny derivatives produced by some hive fleets to secrete the waxy, resinous material solidifies into a layer of units with this adaptation add one to their armor to keep the rolls but can't Advance. The beastly nature of the monstrous organisms of this hive of the fleet embody wild ferocity. When wounded near death, they pounce in a while animal rage, making them down a suicidal perspective. Units with this adaptation add one to their attack characteristics and hit the rolls in turn in which they are charged, charged or performed heroic intervention. However, if the previous conditions are not met, this device subtract 1 of its shock rolls in the combat phase. Biometallic cysts: Incubated in the bladed limbs of this hive are a fleet of arms beasts colony cysts whose biometallic edges can cut through armor. Improving armor penetration, characteristic of all Scythian arms claws, that models with this adaptation are equipped with one (e.g. AP 0 becomes AP -1). Consumption of the biosphere: Parasitizing on the prey of the world itself, the monsters of this hive fleet deepen the osmotic moustache in its biomass. Embedding yourself as a tumor and fueling their metabolic resistance, they are almost impossible to remove. Roll die every time a monster unit with this adaptation that is located in an organic part of the terrain loses its wound; 5 that the wound is not lost. Crane Channeling: The psiker-beast skull of this hive fleet contains a clutch of symbiotic larvae, the entire life cycle of which revolves around the Channeling Of Hive Mind. With an instinctive impulse, the carrier will absorb one of these creatures into their swollen brain matter, thus becoming more efficient and fluid-expanding the hive of the will fleet. After each turn, each Psyker block with this adaptation can roll over the result of one Mental Test. Feeding Frenzy with sleeping glands that suddenly burst into life, and reinforced, adaptive cartilage powering with head-jumping. This hive fleet feed their desire to close with their prey as quickly as possible. At the end of the phase of the struggle, in which he was charged, charged or made a heroic intervention, the unit with this adaptation restores a number of previously lost wounds equal to the number of wounds he inflicted. Horrors because of: whether it's because of the sickening aura of Hive Mind or simply their terrifying size and predatory hunger, the great organisms of this hive fleet are so monstrous that few of them are heroic or insane, which can stand before them and not be paralyzed by fear. Enemy units must subtract 1 of their leadership characteristics if within 12 monster units with this adaptation and must subtract 1 of their hit rolls. Hypermetabolic Acceleration: This hive fleet of bio-engineers has its horrors with multiple stimulant-releasing glands. Splashes of extragalactic chemicals drive them to frenzied rushes through predatory worlds. When one with this Adaptation Achievements, you can roll the Advance roll. Membranous Mobility: This hive fleet of skyswarm bioforms display an unusually complex network of membranous fabrics, allowing them to weave and jink with such striking flexibility that allowing them to spread like gusts of wind. The unit with this adaptation that can fly can advance in turn in which it falls back. Metamorphic regatta: Inside the flesh of its boundless broods, this fleet of hives has adapted strange conglomerate organs and spores of pathogenic hunting that can quickly reknit any damage. Infantry models with this trait recover one previously lost wound at the beginning of each of your turns, while the monsters recover the D3 previously lost wounds instead. Morphic Sinews: Stabilized with fibrous tendon cords and inner wells viscous liquid, this hive fleet of the largest weapons of symbiotic instinctively adjust to the clunky achievements of their beast master. Models of monsters with this adaptation are not punished neither for moving, nor for shooting heavy weapons, nor for the promotion and shooting of assault weapons. Pack Hunters: By immersing their prey in waves of claws and fangs, the creatures of this hive fleet use their weight numbers to punch and break their way through the once-thick defense. As long as the unit with this adaptation is within 9 other units with this adaptation, it adds one to its distance movement and hit the rolls during the fight phase. Prey-sight: Some hives of fleets terrifying colossi close with the enemy, straining their numerous alien feelings, each movement and position of the victim noted. When it comes, a strike is inevitable. If the Monster block with this adaptation makes a charge, charges or performs a heroic intervention, then to the end of the turn, when the attack made with a melee weapon model in this block, add 1 to the hit roll. Feelings Dark: Developed outside the galaxy, the organisms of this hive fleet fleet feelings are caused by bursts of aggression when they close with the enemy. The victim's terrible defensive fire dodges at dazzling speed. When the model with this adaptation loses the wound from the Overwatch fire, roll D6. At 4, that wound is not lost. In addition, models with this adaptation do not suffer from fines for their hit rolls as a result of special rules such as Night Fighting or Dawn Raid. Astute predators: The synaptic coordination of this hive fleet is so overwhelming that it forces its organisms to override their basic instincts, unnering moving in unexpected directions - all the while closing traps on their prey. Units with this adaptation can roll all the charge rolls and beat the rolls in close combat if they charge the enemy unit that is beyond their line of sight. Sporemist Spines: Thrown out with muscle spasms between the plates of carapace, these clouds of microscopic life spores create dense and thick fog on the battlefield, allowing the broods of this hive fleet to approach without worrying too much enemy fire. When enemies make a melee attack on a unit with this adaptation, subtract one from the hit roll. Synaptic enlargement: This beehing park has perfected its channels for smaller organisms, allowing subtle control and increasing their instincts. So directed, they are much more lethal. When an enemy unit announces a charge against a It's hive fleet with this adaptation, a unit of the same one that is located within 6 of it can shoot Overwatch as if they were also targeted. The unit that does this cannot shoot Overwatch again in this turn. In doing so, the device can re-roll all hit rolls. Adaptive Physiology if Tiranids CHARACTER is your warlord and not the definition of a Tright warlord for this model, you can choose adaptive physiology for one Unit of Tiranids from your army. To do this, before the battle begins, select one Tiranids Infantry or one TiranidsMonster model from your army (except for any unique character), and choose adaptive physiology from the relevant list below. That Adaptive physiology applies to the selected model or unit until the end of the battle. Write down any adaptive physiology of your models on your army list. Infantry -Disgusting Pheromones: The brood produces a complex chemical signature in the press of hostilities, which provokes fear of reaction in their prey. Confused and panicking, the enemy is easily ripped off. Subtract 2 of the leadership characteristic patterns in enemy units while their unit is within 3 of that unit. -Adrenal Webs: With the combat knowledge gained from devouring the fleeting races of the galaxy, the glandular stimuli of this brood drives them forward at an unprecedented rate, allowing Don't run. When this unit is consolidated, it can move up to 2D6 instead of 3. Dynamic camouflage: Chromatospores in the City of The skin and carapas brood adapt at a frightening pace, smoothly mixing their alien shapes in their surroundings. When you allow an attack made with a long-range weapon against a model from this device that gets the cover advantage, add 2 to the saving throw instead of 1. -Advanced resistance: subcutaneous myomic membranes of these bioforms are able to absorb even armor-piercing shots and blows. In allowing an attack on this unit with a weapon that has armor Penetration characteristically -1 or -2, this weapon has an armor penetration characteristic 0 for this attack. -Unnatural Reactions: This brood uses unique alien feelings and its connection to the Hive Mind to instantly respond to prey by attacking other tyrannids nearby. This unit can perform heroic interventions as if it were CHARACTER. In addition, this unit can perform heroic intervention if there are any enemy units within 6 of them instead of 3, and can still move up to 6 instead of 3. Monster -Accelerated Digestion: The Hungry Hunger of this monstrous creature is complemented by a dizzying set of consumer bags and ferociously powerful digestive acids, fueling its alien vitality with every flashy piece of prey. During the combat phase, when the enemy model is destroyed by an attack made by this model, this model restores up to 1 lost wound. -Dermic symbiosis: Carapas this bio-horror is actually a symbiotic organism capable of mentally repelling fierce mining attacks and enhancing the metabolism of its host creature. This model has 5 invulnerable save. In addition, if this model has an injury table, it is considered to be twice the number of wounds left to determine which line to use on this damage table. Whether it's huge ossium blades, wriggling eyelashes or oversized fangs, this colossus' means of sending out its prey have grown far beyond those of its kind. Fueled by the carrier's instinctive ability to kill, every disgusting blow and crushing bite delivered by these bio weapons accelerate the demise of the mining world. Before the fight, choose one melee weapon, which is equipped with this model. By the end of the battle, add 1 to the strength and damage characteristics of these weapons and improve the armor penetration characteristics characteristic of this weapon by 1 (e.g., AP 0 becomes AP -1). -Synaptic Improvement: Adaptation to the brain architecture of this organism has strengthened its connection with Hive Mind. Through this towering and deadly creature, the terrible control and influence of the Tiranid race extends further. This model gets shade in the special rules of Warp and Synapse and gets the word SYNAPSE. -Insatiable ammo: either the host nests are all hungry or unique organs that generate a constant stream of biochemical biochemical This synxenous rough far-reaching touch continues to mourage and consume long after it has moved on to another prey. At the end of the firing phase, all enemy units that had one or more models destroyed this phase as a result of an attack made by this model suffer D3 fatal wounds. Stratagem (edit) Universal edit abominal mutations (2 CP): Twisted, turned, Hive Mind can mutate its subjects clusters of chitin and muscle if circumstances require. Use this Strategy before the battle. Choose one unit from your army that already has mutations, you can immediately purchase another mutation for this model. Adrenaline Surge (3 CP): The Tiranids won't stop their carnage until every living on their way has been torn into bloody shreds. Use this Stratagem at the end of the battle phase. Choose the Tiranids unit from your army - this unit can immediately fight again. Aggressive Adaptation (1 CP): Biomorphing resin is exacerbated by enemy blood. Use this Stratagem in the combat phase when the enemy unit is destroyed in an attack made by a model from your army. Until the end of the battle, improve the armour penetration characteristic of melee weapons that the models in the unit of this model are equipped with on 1 (e.g., AP 0 becomes AP -1). Each unit can be affected by this Stratagem only once per fight. Bounty Hive Fleet (1 CP/3 CP): Each hive fleet can create a series of powerful bio-artifacts and unique symbioses of weapons that will be grafted by its synapses beasts if its superiority is threatened. Use this Strategy before the battle. Your army may have one additional bio-artifact for 1 CP, or two additional bio-artifacts for 2 CP. Each unit include must be different and be provided by different Tiranids characters. You can only use this Stratagem once per fight. Buried Threats (1 CP): Buried feeder organisms can grow just below the surface, their progress shrouded in splashes of earth. Use this Stratagem in the movement phase when the RIPPERS unit from your army is set up on the battlefield using the Burrowers ability. As long as this unit remains stationary, while allowing a long-range attack against that unit, subtract one from the hit roll. Challenge Brood (2 CP): Related to the dark corners of the battlefield come clumsy figures with razor claws and predatory eyes. Use this Stratagem at the end of the Movement phase. Add a new unit of up to 5 Genestealers or Ymgarl Genestealers to your army and install them as reinforcements completely within 6 Patriarch, or Ymgarl Patriarch in the case of Ymgarl Genestealers, or infecting a node from your army and more than 9 from any enemy models. This unit must belong to the same Ulyx that of the Patriarch, chosen from your army. Blood Caustic (1 CP): Even the act of killing Tiranid can be fatal, as his corpse spews corrosive ichor zilt; /HIVE eat through power armor. Use this Stratagem at the beginning of the battle phase. Choose a Tiranids unit from your army. Throw the dice whenever the model in this block collapses in this phase. For each roll of 6, the enemy unit that inflicted the final wound on this model suffers a fatal wound after all their attacks have been resolved. Conglomerate Adaptations (4 CP): Use this Stratagem before the fight. Choose one squad from your army that uses custom adaptations; select another custom adaptation for this squad. Death Frenzy (2 CP): Tiranids care nothing about self-preservation, and will struggle even when torn apart by fatal wounds. Use this Stratagem when the character of Tiranida from your army is killed; Hive Mind forces him to one last attack and it can immediately either shoot as if it were your shooting phase, or fight as if it were your fight phase before it is removed from the battlefield. Digestive failure (2 CP): The digestion process has already begun, and the corrosive mucosa is already turning the biospheres of this planet into boiling suspensions. Use this Stratagem after deployment, but before the first round of the fight. Choose a piece of terrain (except for the fortification). Units completely within or on this piece of terrain don't get any bonus to their savings throws for being in hiding. In addition, the roll to die for each block is completely within this piece of terrain; 6 that unit suffers one fatal wound. Encephalic diffusion (2 CP): Brilliant pulse of brain arrays with diffuse energies. Use this Stratagem at the beginning of the turn. Choose one Maleceptor model from your army. Until the end of this turn, when allowing an attack made with a long-range weapon against a friendly unit within 6 of this model, subtract 1 of this weapon Force characteristic of at least 1, for this attack. Feeder Tendrils (1 CP): Feeder tendrils deplete the victim's skull, pumping vital knowledge and memories with every scrap of brain matter. Use this Stratagem when a model equipped with Feeder Tendrils from your army kills a character in a combat phase. Get D3 command points. Feeding hunger: Haruspex's instinctive need to consume is insatiable. Use this Stratagem in the combat phase when Haruspex units from your army are selected to fight. Feral Instincts (1 CP): Talons are unconsciously directed at the throat and eyes. Use this Stratagem in the fight phase. Choose one infantry unit from your army. Until the end of this stage, improve armour penetration characteristic models of melee weapons in this unit equipped at 1 (e.g. AP 0 becomes AP -1). Capture Of Tendrils (1 CP): avoid the deadly reach of these toxic appendages. Use this Stratagem in the enemy's motion phase when the enemy unit that makes have a minimal travel feature and is within 1 of any Velentrophe, Malanthrophe or Toxicerene units out of your army selected fall back. Roll one D6, adding one to the result if it's an infantry unit unit; at 3 that the enemy unit can't fall backwards this turn. Grisly Feast (1 CP) The sight of a comrade devoured even in a fall can break the spirit of the toughest warrior. Use this Stratagem in the Moral phase. Choose a one of Roe Ripper or Haruspex from your army. Your opponent must add 1 to any Morale tests taken for enemy units that are within 12 of that unit at this stage. Hive Instincts (1 CP): With a mental challenge, the swarm has gathered. Use this Stratagem in the charging phase. Choose one enemy unit that is within 1 of the 1st of the Synapse units from your army. Until the end of this stage, when the charge roll is made for a charge made by a friendly unit that will aim for that enemy unit, throw one extra D6 and give up one of the dice. The first model you move within this charge should stop the charge moving within 1 of this enemy unit, otherwise, the charge fails and no models in the charging unit move this phase. Hunter's Drive (1 CP): By saturating his murders with hoe-synaptic energy, the beast leader chases his henchmen to any survivors. Use this Stratagem in the charging phase. Choose a unit from your army. Until the end of the phase, when this unit announces a charge that targets any enemy units that have had one or more models destroyed by attacks made with the help of a long-range weapon made by friendly Synapse models this turn, throw one extra D6 and give up one of the bones when taking a charge roll. The first model you move within this charge should stop the charge moving within 1 of at least one of these devices, otherwise the charge fails, and no models in the charger move this phase. Implant Attack (1 CP) Some bio-weapons seed their victims with deadly spores-cysts. This bloated parasite quickly expands and bursts, tearing the unfortunate host apart during a blood eruption. Use this Stratagem after TYRANIDS unit from your army battles in the fight phase. Roll the dice for each enemy model that has been hit by any of the attacks of that unit and not killed. The 2nd model suffers a fatal wound. If the target was a vehicle, then instead he suffers a fatal wound on roll 6. Invisible Hunter (1 CP): Tyrannid killer organisms can melt in front of surprised faces of their enemies, only to strike suddenly from an unexpected direction. This Stratagem is in motion phase. Choose Lictor from your army, which is within 1 enemy unit. This model can retreat, shoot and charge in this turn. Leaper-Beast (2 CP): With one jump a huge creature jumps through the battlefield, wanting to satiate his hunger with unconscious prey. Use this Stratagem at the beginning of the HIVE Your turn. Choose one Dimachaeron model from your army. This model can use its special Leaper rule both during the shooting phase and during the combat stage. Metabolic overdrive (1 CP) Potent chemicals pump through the bodies of the warriors of the hive fleet, giving them huge reserves of endurance at risk of complete cellular decay. Use this Stratagem in the movement phase, after moving the Tiranids unit out of your army. You can take the second step with this device (including Promotion if you want), but when you do this, you have to roll the dice for each model in the block. For each roll 1, inflict a deadly wound per unit. The device cannot shoot or force the charge to move this turn. Overspending (1 CP): Attacking Tiranid maintains a terrible impulse. No sooner had one enemy stabbed to death than the swarm goes to the next kill. Use this Stratagem when the Tiranids unit from your army destroys the unit in the combat phase, and is not within 3 enemy units. Instead of consolidating, this unit can move (and Advance) as if it were your phase of motion (it can't move within 1 of any enemy models). Pathogenic mucus (2 CP): Tiride biological munitions are often doused with pathogenic mucus that seeps into wounds and devours flesh. Use this Stratagem at the beginning of the shooting phase. Choose the Tiranida Monster from your army. Increase the damage from his attacks at 1 at this stage. Feromone Trail (1 CP): Lyctors release a trail of powerful pheromones that direct fresh waves of bioforms to slaughter. Use this Stratagem when a Tiranids infantry unit from your army is set up on the battlefield as reinforcements if you already have a Lictor from your army on the battlefield. You can customize the device completely within 6 from Lictor and more than 1 from any enemy models, rather than following the usual rules for setting up the device. You can't use this Stratagem to affect the reinforcement unit installed by genestealer infection, or which are added to your army because of the unit's ability. The power of Uma Ulys (1 CP) Gestalt-consciousness of the Ulysson of Mind has psychic power that goes beyond mortal understanding. Use this Stratagem at the end of your mental phase. Choose The Tiranids Psyker Unit from your army, which has shown mental strength in this turn. He can immediately try to show another mental force of this turn. Offspring of Hive (1 CP/3 CP): Nothing can contain the terrifying speed at which hives of fleets adapt their diverse organisms. Use this Strategy before the battle. Choose one Tiranids infantry unit or one Tiranids Monster model from your army that has no adaptive physiology, and then select one adaptive physiology to apply to this unit or model for the rest







rolls against attacks made in the fight phase. Clouds of death and desperation: enemy units aimed at the l'hive fleet friendly units within 24 of this model subtract 1 of their shock rolls. In addition, enemy units that do not possess the keywords Vehicle or Titanic, within 24 of this model subtract 3 of their motion characteristics and suffer 1 fatal wound at the end of their phase of movement on 4 on D6. Horror in the warp: Enemy Psykers must subtract one from any mental tests they do if they are within 36 of this model. Tyrannide Psikers are not affected. In addition, this model does not suffer the danger of a strain to rolling more than 12 when manifesting or denying mental strength. Impossible Essence: This model ignores all damage on 6 except for the damage done by the Macro weapon. In addition, all enemy units within 36 subtract 2 of their leadership characteristics. Synapse Titan: Friendly units within 36 years automatically pass morale tests and do not suffer from instinctive behavior. Titanic Monster: A model with this rule can fall back into the motion phase and still shoot and/or charge during your turn. When this model falls backwards, it can even move over enemy models as long as they don't possess a key Титаник и до тех пор, как&lt;/Hive&gt; &lt;/Hive&gt; &lt;/Hive&gt; &lt;/Hive&gt; Ends it moves more than 1 away from enemy models. This model can still shoot if there are enemy models within 1 of it as long as they possess the infantry keyword. In this case, he can shoot at enemies within 1 of himself or any other visible enemy unit that is not within 1 friendly unit. Finally, this model only gets a cover bonus to its armor to keep if at least half of it is hidden from the firing unit. Psyker: Hydraphant can try to show three psychic powers in each friendly mental phase, and try to deny three psychic powers in each enemy mental phase. He knows the power of Smite and three psychic powers from any of Hivemind's disciplines. updates: Attention Norm queens: This model adds an extra No.1 to his mental tests and No.1 to his invulnerability saves. Swarm's Giant Incubation Camera: This model acquires the Transport keyword and can carry up to 40 zlt;Hive fleets, Termagaunt or Hormagaunt, or two units up to 6 Hive Guard, Tyrant Or Warriors. It can also carry one Hive Tyrann or two Broodlords. At the beginning of the movement phase, Dominatrix can generate one unit of the maximum 20 models of any Tyranid unit that possess the keyword infantry. If it does this add a new unit to the battlefield, so it's completely within 6 of Dominatrix and more than 1 from the enemy. These models have their usual biomorphs. In addition, you can replace up to 20 models lost previously in combat in an existing infantry unit from your army, which is within 6 of Dominatrix. These models are considered to be with the same updates as the device in which they participate. Models placed in this way must be within 6 of Dominatrix and more than 1 from the enemy. Incendiary Ichor and Acid Flesh: When an enemy unit within 18 of this model inflicts one or more wounds on this model on 5, that model suffers a fatal wound. If this damage was done in a melee attack, then the attacking unit suffers 2D3 fatal wounds by 2 instead. Options: Hydraphant can choose one of the following three updates: -Incendiary Ichor and Burning Flesh - free -Gigantic Swarm Incubation Camera - 500 pts./25 pp -Attention Norm queens - 5 300 pts./15 PP can take up to six Biomorphs from the following list: -Frag Spine Batteries - free -Cellular Bolster - free -Psy-Catalyst - free -Spine-cloud Spray - free can be accepted several times. Faction: 'lt;Hive fleet', Tyrannids Lord of War, Hydraphant, Monster, Titanic, Synapse, Psyker Nautiloid Edit This unit contains 1 Nautiloid (Power Rating 30). Name M WS BS S T W W A Ld Sv Nautiloid 9 - 4 8 30 10 2 remaining WS S 16-30 2 10 6 7-15 3 9 5 1-6 4 7 4 Амфибии Адаптации Пара Массивные Scything Talons Feeder Tendrils Большая плоть крючки Impaling Tendril Lashwhip стручки Синаптической регенерации Специальные правила: Бронированная оболочка: Эта модель&lt;/Hive&gt; &lt;/Hive&gt; &lt;/Hive&gt; &lt;/Hive&gt; weapon ap -1 or -2 as ap 0. Anaphylactic shock: Ever unit suffers an insatiable wound from this model roll D6. At 4 units suffers -1 for all its shock rolls and -1 to its characteristic movement until the next turn. Vehicles affect 5 and TITANIC units are not affected by this ability unless they suffer 7 or more damage from this model at one stage, in which case they suffer at 5. Fuel for Rampage: For each model removed as a victim due to the Nautiloid attack (both in range and melee), this model receives one food token at the end of the phase, a maximum of six. At the beginning of the Movement phase, Nautiloid can spend up to three Food tokens to receive a bonus of 2 euros to the maximum distance of movement for each token spent. At the beginning of the battle phase, Nautiloid can spend any number of Food tokens to receive a bonus attack of 1 euro for each token spent. At the beginning of the movement phase, Nautiloid can spend any number of Food tokens to repair one wound on a spent food token. Unstoppable and stable: This model may not move forward, but it does not suffer from shock penalties for moving and firing heavy weapons and cannot suffer from any negative modifiers characteristic of its movement. Options: can take up to three biomorphs from the following list: -Transport Chamber - 25 points. -Cellular Bolster - 25 points. -Gargantuan Warp Shield - 40 points. -Spore Cloud - 40 points. -Spine-cloud Spray - 25 points. Keywords: Faction: , Tiranida Lord'lt;Hive fleet, Nautiloid, Monster, Titanic Viciator'edit ' This device contains 1 Viciator (Rating Power 30). Name M WS BS S T W W A Ld Sv Viciator - 10 8 28 8 10 3 Staying W W WS BS 13-28 18 2 3 7-12 12 2 4 1-6 6 3 3 35 Biomorphs: Monstrous Acid Maw Para Gargantuan Scything Talons Brainleech Hive Thresher Tendrils and Spikes Big Flesh Hooks Spore Cloud Special Rules: Death embodied: All units (except this model) within 18 suffer -1 to their leadership characteristic. Wicked speed: This model rolls 3D6 dice while moving and charging and discards the lowest result value. This model can charge you after promotion. Bonded exoskeleton: This model treats all weapons with ap value of -2 or less as AP 0. Titanic Monster: A model with this rule can fall back into the motion phase and still shoot and/or charge during your turn. When this model falls back, it can even move over enemy models as long as they possess the infantry keyword and as it ends it moves more than 1 from enemy models. This model can still shoot if there are enemy models within 1 of it as long as they possess the infantry keyword. In this case, he can shoot at enemies in the 1 from yourself or any other visible enemy unit that is not within 1 friendly unit. Finally, this model only gets a bonus to its armor to keep if at least half of it is hidden from the firing unit. Options: May its Brainleech Hive with Deathscreeamer Hive - 25 points can take up to three biomorphs from the following list: - Transport Camera - 25 points. - Cellular bolster - 35 pts. - Frag Spine Batteries - 30 pts. - Gargantuan Warp Shield - 40 pts. - Spine-Cloud Spray - 40 pts. - Synaptic Regeneration - 45 pts. Keywords: 'lt;Hive fleet'gt;Faction: , Tyrannids Lord of War, Viciator, Monster, Titanic Viragon'edit- This unit contains 1 Viragon (Power Rating 100). Name M WS BS S T W A Ld Sv Viragon - 12 55 6 10 3 remaining W M WS BS S 45-55 18 2 2 2 9 35-45 14 2 3 9 20-20-1 34 10 3 3 8 5-19 8 4 4 7 1-4 6 5 5 6 Biomorphs: Acid Spit Melting Maw Pair Viragon Scything Talons Special Rules: At the beginning of any of your movement phases Any Viragon can burrow. Remove it from the battlefield - it can return as described in the ability of the underground reaper. Viragon can't burrow and return to the battlefield in the same turn. If the battle ends, while Viragon is underground, he is considered killed. Kaustik Vomit: When this model kills a model that doesn't have the Titanic keyword with its melting Mo (the Swallow rule is all counts), instead of healing D3 lost wounds, it can make a shooting attack on an enemy unit between 18 (even between 1 of this model, but not other friendly units) with the following profile: Range Type S AP D Ability 18 Assault X -5 D3 X is the number of wounds killed by the model (the model was a model or : W40kKeywordMonster is the key word, it is half the wounds that it had). In addition, this weapon wounds on a roll equal to the armor to save the killed model (If his armor to keep was 2, then this weapon wounds at 2 and so on). These weapons automatically hit the target. Dense muscle tissue: This model has 6 saves from any damage, fatal wounds included. If this model is reduced to 0 wounds, roll the D6 before removing it from the battlefield; at 4, he pounces in his death agony, and each block for 6 suffers D6 fatal wounds, D6'3 on 6. Underground Tunnels: During deployment, you can customize Viragon underground rather than place it on the battlefield. At the same time, you can set up a maximum of two units in the Viragon tunnel. At the end of any of your Phases of Movement, customize Viragon anywhere on the battlefield, more than 9 from any enemy models. If there are other units in the Viragon tunnel, install them at the same time completely within 6 Viragon and more than 9 from any enemy models. Any models that you cannot place in this way are destroyed. Swallow of everything: If an enemy model suffers any damage from this model of Mo acid it should take the Strength test (unless it has the key word Titanic). If the result is equal or higher than the strength of this pattern characteristic, then nothing happens, if the result is lower, then, &lt;/Hive&gt; &lt;/Hive&gt; killed, remove it from the game without making saves of any kind. This model then repairs the D3 to the lost wounds. Underground Reaper: Instead of following the rule of underground tunnels, you can install Viragon alone underground instead of placing it on the battlefield. At the end of any of your Phases of Movement, create a Viragon anywhere on the battlefield that is more than 1 from any enemy models and more than 6 from any other Viragons created in this way, this turn, and then roll the D6 for each enemy unit within 2 of it; On the 1 block avoids unscathed, at 2-3 he suffers A D3 fatal wound, at 4-5 he suffers D6 fatal wounds, and at 6 he suffers D6'3 fatal wounds. Viragon cannot charge in the same turn. Psyker: Viragon, who acquired synaptic Spinal Node Upgrade can try to show two mental strength in each friendly mental phase, and try to deny two mental forces in each enemy mental phase. He knows the power of Smite and two psychic powers from any of Hivemind's disciplines. Updates: Hardened Carapace: Subtract 2 from the motion of this model and charge distance. Also, consider the AP weapon, which the wound of this model has two points worse (-4 become -2, -2 becomes 0 and so on). Iper-acid Bags: You can re-roll all the wound rolls for this model and on the wound roll 6 enemy unit suffers 3D3 fatal wounds. Also, consider the AP of each weapon of this model (including caustic vomiting) as one point better. Also, every time this model loses a wound, roll D6; at 4 each block between 6 suffers 2D3 fatal wounds, 2D6 by 6. Synaptic Spinal Node: This model gets the keywords Synapse and Psyker, Shadow's Special Deformation Rule and 5 invulnerable Save. Options: May take one of the following updates: -Hardened Carapace Update - 50 points. -Iper-Acid Bags Update - 150 points. -Synaptic spinal cord Update - 100 points. Can take up to two of the following: -Cellular Bolster - 25 points. -Gargantuan Warp Shield - 40 points. -Psy-Catalyst - 40 points. -Spine-cloud Spray - 25 points. Keywords: Faction: , Tyrannidi The Lord of the World, Viragon, Monster, Titanic Fortifications Edit Capillary Towers It can include 1 additional capillary tower (Power Rating No.8) or 2 additional capillary towers (Power Rating No.16). The capillary tower is a Battlefield Debris no more than 4 x4 and as high as you want (consider it as an unlimited height). These pieces should be deployed at the same time as soon as both players have finished installing their armies on the table, but they should not be installed next to each other. When the Capillary Tower loses its last wound, it loses its special Rule of The Biomass Transponder and becomes Battlefield Debris, a игрок Тиранид, который управляет ею, теряет очки победы D3. Имя M WS BS S T W A Ld Sv Капиллярная башня - - - - 9 16 - - 2 Специальные правила: &lt;/Hive&gt; &lt;/Hive&gt; Transponder: If you have at least one functioning capillary tower on board, each time one of your units with An Instinctive Behavior special rule destroys an enemy unit in close combat, give a biomass token to that unit. Biomass token units consider the friendly capillary towers to be objective markers that receive 3 Victory points at the end of each of the controls' turns. Each time he provides Victory Points, remove one Biomass marker from one of the units by hammering the Capillary Tower. Keywords: Faction: 'lt;Hive fleet', Tyrannids Fortifications, Monster, Capillary Tower, Building Spawning Pools Edit This device contains 1 spawning pool (Power Rating 4). It can include 1 additional spawning pool (Power Rating No. 4), or 2 additional spawning pools (Power Rating No.8). The spawning pool is a marshy area no larger than 6x6. When the spawning pool loses its last wound, it loses its special Ripper rule and becomes an ordinary Swamp. Title M WS BS S T W A Ld Sv Spawning Pool - - - - 5 6 - - - 4 Special Rules: The Spawner Ripper: At the beginning of each of your phases of motion roll D3, and add an equal number of Ripper Swarm bases anywhere within 3 spawning pool - these bases can be incorporated into the already existing friendly Ripper Swarm Brood, if they can be placed in a co-ordinated unit , or form a new Ripper Swarm Brood. If any of these models cannot be placed because there is no available space, remove them as cause-and-effect relationships. Keywords: Faction: 'lt;Hive fleet', Tyrannids Fortifications, Monster, Spawning Pool, Building Spore Chimneys Edit This unit contains 1 Spore chimney (Power Rating 6). It may include 1 additional spore chimney (Power Rating No. 6), or 2 additional Spore chimneys (Power Rating No. 12). Spore Smoke Battlefield debris is no more than 3 x3x10. These pieces should be deployed at the same time as soon as both players have finished to set their armies on the table, but they should not be installed next to each other. When Spore Chimney loses his last wound, he loses his special Spore Cloud rule and becomes a regular space junk. Title M WS BS S T W A Ld Sv Spore Chimney - - - - 8 10 - - - 3 Special Rules: Spore Cloud: Your opponent must subtract 1 of the percussion rolls for the long-range weapon, which is aimed at the units within 6 of any qlt'Hive fleet'gt;friendly Spore Chimneys. At the beginning of each turn, roll the D6 for each enemy unit within 6 of any Spore chimneys. At 4 that unit suffers D3 fatal Keywords: Faction: 'lt;Hive fleet'gt; Tyrannids Fortifications, Monster, Spore Chimney, Construction Sporocyst Brood'edit This device contains 1 Sporocyst (Power Rating 5). It can include 1 additional Sporocyst (Power Rating No. 5), or 2 additional Sporocysts (Power Rating No. 10). These parts should be deployed at the same time as both players have finished to place their armies on the table, but they don't have to be installed at the same time as Друг другу. Имя M WS BS S T W A Ld Sv Sporocyst - 5 5 6 12 - - 7 4 Остаток W M S A 7-12 6 5 D6 4-6 4 4 D3 1-3 2 1 Бюморфы: Пять Deathspitters Spore Node Специальные правила: Био-крепость Бомбардировка Организм Смерть Трое Иммобиле Инстинктивное поведение Психический Resonator Spore Spore Spore Варианты: Мутации: (M:5/WS:5/BS:10/S:5/T:20/W:10/A:5/Ld:5/Sv:15/Psy: /Syn:-) Может заменить все пять Deathspitters c - Пять колючих душителей - 50 баллов. - Пять Venom пушки - 100 баллов. - Моб upgrade it's Spore Node to launch a different type of spore mine - 100 pts. Keywords: Faction:&lt;Hive fleet=&gt; Tyrannids Fortification, Monster, Sporocyst Points Cost[edit] Units[edit] Unit Models per unit Points per model (weapons not included) Genestealer Patriarch 1 120 Ymgar Genestealer Patriarch 1 155 Hive Tyrant 1 133 Malanthrope 1-3 120 Neurothrope 1-70 Tervigon 1 162 Trygon Prime 1 138 Tyrannid Prime 1 70 Characters[edit] Unit Models per unit Points per model (weapons included) Blind Horror 1 165 Deathheaper 1 100 Old One Eye 1 200 The Doom of Malant'ai 1 300 The Latus Horror 1 160 The Parasite 1 160 The Red Terror 1 80 The Red Terror 1 50 The Swarmlord 1 400 The Thing from Below 1 160 Troops[edit] Unit Models per unit Points per model (weapons not included) Genestealer Brood 5-20 10 Hormagaunt Brood 3-15 11 Termagant Brood 10-50 4 Tyrannid Warrior Brood 3-9 18 Elites[edit] Unit Модели на единицу точки на модель (оружие не включено) Cortex Leech Swarm Brood 3-15 13 Crisis Brood 1-3 160 Narusrex Brood 1-3 150 Hive Guard Brood 3-6 18 Lictor Brood 1-5 30 Malecceptor Brood 1-3 150 Мегакарте Swarm Brood 3-15 15 Рувон/Ore Brood 1-5 25 Synaptic Booster Spore Brood 3-9 7 Tyrant Guard Brood 3-6 35 Venomthrope Brood 3-9 30 Ymgar Genestealer Brood 5-15 18 Zoanthrope Brood 3-6 40 Fast Attacks (редактировать) Модели единицы на единицу (оружие не включено) Dimaschaeron Brood 3-6 40 Быстрые атаки1-3 200 Gargoyle Brood 10-50 6 Meiotic Spore Brood 3-9 18 Mucolid Spore Brood 1-3 20 Ravenor Brood 3-9 23 Simurgh Brood 10-50 7 Sky-Slasher Swarm Brood 3-15 11 Spore Mine Brood 3-12 8 TyrannidRik 3-9 26 Тяжелые опоры (редактировать) Единица Модели на единицу Точек на модель (оружие не включено) Biovore Brood 1-6 36 Carnifex Brood 1-5 67 Screamer-Killer Brood 1-5 90 Stone Crusher Carnifex Brood 1-5 80 Thornback Brood 1-5 70 Эхосрине Brood 1-3 1216 Моулук Brood 1-3 104 Тохисрине Brood 1-3 157 Тригон Brood 1-3 108 Туранпофex Brood 1-3 181 Флайеры Модели единицы на единицу пунктов на модель (оружие не включено) Елипус Brood 1-3 174 Нгру Brood 1-3 105 Hive Crone Brood 1-3 135 Посвященный Транспортные модели единицы на единицу пунктов на модель (оружие не включено) Маледфактор 1 130 Тиранкоцит 1 98 лордов войны &lt;редактировать> Единица Модели на единицу точек на модель (оружие включено) Ключий Иеропуле 1 430 Церберор 1 700 Дакхилс 1 1000 Доминатрикс 1 Харридан 1 640 Иерофант 1 2000 &lt;/Hive&gt; &lt;/Hive&gt; 1 6000 Nautiloid 1 650 Scythed Hierodule 1 370 Viciator 1 700 Viragon 1 2100 Fortifications (edited) Model Unit Per Unit Point on Model (weapon not included) Capillary Towers 1-3 160 Spawning Pools 1-3 70 Spore chimneys 1-3 110 Sporocyst Brood 1-3 79 Weapons Edit Shooting Weapons Edit Unit Points on Weapon Acid Spray 20 Bio-Electric Pulse 0 Bio-Electric Pulse With Containment Spikes 0 Bio-Plasma 9 Bio-Plasma Gun 0 Bio-Plasma Scream 0 Choking Cloud 0 Deathspitter 5plttter Slimer Maggots 7 Devourer 4 Devourer with Brainleech Worms 7 Drool Cannon 0 Electroshock Grubs 10 Flamespurt Cannon 0 Fleshborer 0 Flesh Hooks 2 Grasping Tongue 0 Heavy Spinefist 5 Impaler Cannon 30 Massive Toxic Lashes 0 Spore Mine Launcher 0 Stinger Salvo 8 Stranglethorn Cannon 15 Tentaclds 0 Toxic Eyelashes 0 Melee Weapon (Editing) Point Unit For Weapons Acid Mo 0 Blind Venom 0 Claws and Teeth 0 Broken Jaw 0 Grabbing Tail 0 Grabbing Talons 0 Capture Coupons and Torax Spine-Mau 0 Massive scything claws 10 Massive Toxic Lashes 0 Monstrous Lash Whips 10 Monstrous Fire Claws 0 Monstrous Scythian Claws 10 Claws Patriarch 0 Powerful Limbs 0 Ravenous Maw 0 Scattering Claws 2 Schoveling Claws 0 Skiffs Claws 0 Scythian Wings 0 Serp Claws 0 Toxic Lashes 0 Angry Spurs 0 Wrecker Claw 9 9 tyrannids 8th codex pdf. warhammer 40k tyrannids 8th codex pdf. tyrannids 8th edition codex. tyrannids 8th edition codex pdf download. tyrannids 8th edition codex download. tyrannids codex pdf 8th vk. warhammer 40k tyrannids codex 8th edition. codex tyrannids 8th pdf download

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