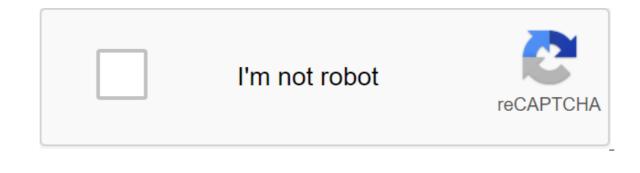
Tyranids 8th codex pdf





June 1, 2017 Kirby 8th Edition, Genestealer Cults, Tyranids Full Rules for Tyranids and Genestealer Cults. Love the new Hive Guard - 48 points and 36 range. wpDiscuz This page is a translation of the Codex - Tthiraida: /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 Tyranids in a more extreme way. All the rules on this page are for use along with the usual Tyranids 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 Universal edit Instinctive behavior: If controlled or coordinated by the overbearing will of Hive Mind, many Tiirarid 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. Tyrannide Psikers 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 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 Tirarid 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 Tyranids 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 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 Tirarid 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 hyperapad 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-Barraj: 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 Adaptation in Codex - Tyranids: / 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 monstrous organisms of 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 cvsts; Incubated in the bladed limbs of this hive are a fleet of arms beasts colony cvsts whose biometallic edges can cut through 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 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 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 leadership 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. 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 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, unnerving 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 live 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 again in this turn. In doing so, the device can re-roll all hit rolls. Adaptive Physiology if Tyranids CHARACTER is your warlord and not the definition of a Tright warlord for this model, you can choose adaptive physiology for one Unit of Tyranids Infantry or one Tyranids Infantry or one Tyranids Infantry or one Tyranids Monster 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 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 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. -Killingous size: 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, 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 characteristics 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 Tiranaid 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 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 Tyranids won't stop their carnage until every living on their way has been torn into bloody shreds. Use this Stratagemu at the end of the battle phase. Choose the Tyranids unit from your army - this unit can immediately fight again. Aggressive Adaptation (1 CP): Biomorphic 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 hive fleet (1 CP/3 CP): Each hive fleet can create a series of powerful bio-artifacts and unique symbioes 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-artifacts for 3 CPs. All bio-artifacts for 3 CPs. All bio-artifacts that you include must be different and be provided by different Tyranids 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 Ymgral 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 Ulye that of the Patriarch, chosen from your army. Blood Caustic (1 CP): Even the act of killing Tirarid can be fatal, as his corpse spews corrosive ichor zlt; /HIVE eat through power 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; select another custom adaptations; select 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 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 Velenthrope, Malanthrope or Toxicrene 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 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 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 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 Tyranids 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 block. 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 Tirarid 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 Tyranids 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 Tyranids 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) Gestaltconsciousness of the Ulyssion of Mind has psychic power that goes beyond mortal understanding. Use this stratagem at the end of your 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 Tyranids infantry unit or model for the rest

of the battle. If you Wish then you can choose another Tyranids infantry unit or one Tyranids Monster model from your army that has no adaptive And then select one adaptive And then select one adaptive physiology to apply to this block or model for the rest of the battle. If so, this Stratagem is worth 3CP. You can only use this Stratagem once per fight. Psychic Barrage (1 CP): By channeling the power of shadows into a strain, Tyranid psyker-beasts can destroy the minds of their prey. Use this Stratagem in your mental phase if your army's zontrop unit, consisting of at least 3 models, is within 6 of 2 other such units. If you do this, the zooanthropes can't take any mental tests of this phase - instead, select a point on the battlefield within 18 of, and visible, all three units. Roll the dice for each unit (friend or foe) within 3 of that point. Add 1 to the result if the device is rolled for the character. At 4 that unit suffers 3D3 fatal wounds. Mental Crack (2 CP): The shadow in the deformation presents many dangers for those who will rely on the energy of immattering. Use this Stratagem at the beginning of your opponent's mental phase. Until the end of the phase, every time an enemy psiker fails a mental test within 18 of the Synapse units of your army, he suffers D3 fatal wounds. Rapid Regeneration (2 CP): Some of Tirarid's bioforms have bizarre organs that allow them to stitch up the rupture of flesh and chitin. Use this Stratagem at the end of the Movement phase. Choose the Tyranids model from your army. It repairs D3 wounds lost earlier in combat. Savage Distraction (1 CP): With a mountain of his comrades dripping from nearby claws, even disciplined warriors are fighting to prevent their weapons. Use this trick during the battle phase of shooting the enemy, when an enemy unit is killed by a friendly unit of the hive fleet from your army. In the next phase of shooting the enemy, when an enemy unit is killed by a friendly unit of the hive fleet from your army. In the next phase of shooting the enemy, when an enemy unit is killed by a friendly unit of the hive fleet from your army. 1 of the hit rolls. Scorch Bugs (1 CP): The thoracic cell of these bulbous insecticides pulse with caustic chemicals. Use this Stratagem when the Tyranids unit from your army is selected to attack in the firing phase. You can add 1 to all the wound rolls made for the Fleshborer of this unit, Fleshborer Hive or Shreddershard Beetle Attacks in that shooting phase. Purposeful Destruction (2 CP): Hive Mind invests its warrior-form with, but one imperative: kill. Use this Stratagem at the end of the shooting phase. Choose the Tyranids Infantry Unit from your army - that unit can immediately shoot again. Skyswarm Fusillade (1 CP): The instinctive and fluid agility of Skyswarm bioforms allows you to make sour shots in the extreme close. Use this Stratagem in Phase shooting. Choose one GARGOYLES unit from your army. Until the end of the phase, the carnivores that the models in this unit are equipped with have the type of characteristics of the pistol 1 and add 1 to the wound rolls. </Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive></Hive><\\ enemy models. This unit should belong to the same Hive Fleet as another unit from your army. Surprise Ambush (1 CP): Lyctors can come a few feet from their prey undetected. Use this Stratagem in the charging phase. Choose one Lictor unit from your army that is completely on or within the terrain function, or has been created on the battlefield by this twist using the Ability of the Hidden Hunter. Until the end of the turn, enemy units cannot fire at this Overwatch unit. In addition, when a charge roll is made for this device, add 1 to the result. Symbiotic Destruction (1 CP): In thrall to its symbiotic, Exocrine obeys its every will. Use this Stratagem at the beginning of the shooting phase. Choose one Exocrine unit from your army; until the end of this phase, the unit is considered to be not displaced in the Movement phase. Synaptic Channel (1 CP): Personality is a disadvantage that Tyranids outperform. Use this Stratagem in your mental phase. Choose one of your army's Psyker units. Until the end of this stage, this unit knows all the psychic forces known to be the friendly psyker units that are on the battlefield. Unexpected Invasion (1 CP): Mawlocs are capable of bursting underground speeds, catching more of their surface prey by surprise. Use this Stratagem in the Movement phase when the Mawloc model from your army is configured on the battlefield with the help of terror from deep abilities. In determining the number of fatal wounds the enemy unit suffers from the terror of this model from the terror of the terror of this model from the terror of this model from the terror of this model from the terror of the terror of this model from the terror of terror from terror of terror from terror of terror from terror of the terror of terror from terror fro enemy's charge phase or firing phase when the Tyranid infantry unit from your army is selected as a target for a long-range attack. Until the end of this phase, when a long-range attack. Insatiable appetite (1 CP): Hunger tyranny can never be fed. Use this Stratagem in the fight phase when Tyranids is a monster or character from your army selected to attack. You can roll over all the bad run rolls for this model until the end of the phase. Hive Fleet-Specific-edit - Brute Force (1 CP): Behemoth charge crushes everyone on its way to Pasta. Use this Stratagem when the hippo unit from your army completes the charge move. Roll the dice for each model in the charging unit, which is a zlt; 1 enemy unit for 1. Gorgon - Hypertoxicity (1 CP): There is no protection against the toxins hive fleet Gorgon. Use this Stratagem at the beginning of the battle phase. Choose a Gorgon unit from your army that has a toxin Sachs biomorph. During the phase, consider wound rolls as 1 item above to determine the effect of the toxin Sachs biomorph. Hydra - Infinite Roy (2 CP) Hydras are numbered. Kill one organism, and its place will take two more. Use this Stratagem at the end of the Movement phase. Choose a unit of Termagants, Hormagaunts, gargoyles or Simurghs (or any Hydra infantry unit) from your army, and set it up as reinforcements completely within 6 of any edge of the board, over 9 from enemy models. Kraken - Opportunistic Advance (1 CP) Before the victim can even react, the swarms of Kraken's Hive fleet are already among them. Use this Stratagem in the motion phase when you throw the dice to advance the Kraken unit (except for the unit that can fly). You can double the number you roll and add its total number to their Move feature of this phase of the Movement, instead of following the usual promotion rules. Kronos - The Deepest Shadow (1 CP) Around the flock of the Hive fleet kronor, Shadow in The Deformation is at its most suffocating powerful. Use this Stratagem when the enemy Psyker is trying to show mental strength within 24 Units of Kronos from your army. Your opponent can only throw one bone for a mental test. Leviathan - War on all fronts (1 CP): The hive of the Leviathan fleet brings death from land, sea and sky. Use this Stratagem in the fight phase. Choose an enemy unit that is within 1 of at least two Leviathan units from your army that, in any combination, can't fly, or which have amphibious adaptation biomorphs. You can re-roll the hit and wound rolls 1 in this phase to attack the Leviathan units that target this enemy unit. Warlord possesses a very complex neural pathway that allows him to outsmart even the most experienced generals of other races. At the beginning of the first round of battle, but before the first turn, you can remove your warlord from the battlefield and adjust them again, as described in the Deployment section of the mission you are playing. If both players have units that can do this, swerve. The player who wins the rolls rolls decides who sets their unit (s) first. Also, roll die every time you hold a command post; 5 that the command post is not lost. 2: Elevated Whether through rows of bristling antennas or clusters of shiny complex eyes, this warlord can feel the location of his prey with unmistakable precision. Yours never suffers any fines for their hit rolls, even when shooting Overwatch. 3: Synaptic Lincpin: The cerebral cortex of this warlord pulsates with the irresistible force of the Uehness of Reason, acting as a flaming synaptic beacon for smaller swarm creatures. Add 6 to the Warlord's Synapse ability range. 4: Mind Eater: This warlord devours not only the flesh of the mining leaders, but also their thoughts, so that he can learn about their strategies and guide the movement of the swarm accordingly. Each time a warlord kills an enemy character in a combat phase, choose one of the unit's aurial abilities, and for the rest of the battle your warlord gets this special rule. Replace all factions and sub-fractions of keywords with Tyranids (for example, the rule to roll the wound rolls 1 for the friendly infantry units that are within 6 of this model will become re-roll wound rolls 1 glt'Hive fleet'gt; for friendly infantry units that are within 6 of this model). At the beginning of the battle, but before the first turn, choose the type of enemy unit. You can roll over unsuccessful strike rolls for the Warlord for attacks targeting this unit or any unit that has the same type (e.g. all infantry units or all Biker, etc.). 6: Adaptive Biology: The same weapon rarely works against this warlord twice, as his alien physiology adapts at an amazing speed to withstand enemy attacks. From the end of the first stage, in which this warlord inflicts any wounds, to the end of the battle, when the commander is injured, reduce the damage from the attack by at least 1. Hive Fleet-Specific Edit Hippopotamus - Monstrous Hunger of the Hive Mind, tearing large chunks of his victims into a feeding frenzy, or even swallowing them whole. Every time you do a wound roll 6 for a warlord in a phase of combat, that attack inflicts 1 extra damage. Gorgon - Deadly Miasma Air around the Warlord is crowded with microscopic organisms that invade the bodies of his enemies, devouring them from within. At the end of the combat phase, roll the D6 for each enemy unit within 2 warlords. At 4, that unit suffers a fatal wound. Hydra -Infinite Regeneration: enemy soldiers are terrified of seeing the severed limbs of the warlord and broken plates, on the back of their eyes. At the beginning of each roll 5, your warlord repairs the wound lost earlier in battle. Jormungandr - Insidious Threat: This warlord lurks invisible in this world, developing such a deep knowledge of his terrain that there is nowhere for his prey to hide. Enemy units </Hive> </Hive> There is no move mining can do that this warlord did not foresee. In each stage of the battle, you can choose one friendly Kraken unit for 6 of your warlord. This unit can fight first in the fight phase, even if it doesn't charge. If an opponent has units that are loaded, or who have a similar ability, then alternate the choice of units to fight with, starting with the player whose turn occurs. Kronos - Soul Hunger: This warlord has an insatiable hunger for psykers, and can manipulate the shadow into a strain to isolate and suppress his prey. Whenever the enemy Of Psyker does not have a mental test for 18 of your warlord, they suffer D3 fatal wounds while your warlord recovers one previously lost wound. Leviathan - Perfectly adapted: This warlord was created with one goal to completely eradicate the defenders of this world. After each turn, you can re-roll one punch roll, damage roll, advance roll, charge roll or save the throw made for your warlord. Psychic Forces (edit) Unless stated otherwise, all Tyranid psykers can generate their strength from any of the below Hivemind disciplines. Control hivemind's Warp Charge: 5 Thanks to this power, tyrannid organisms are able to expand the range at which they can influence other tyranny organisms. Choose a friendly unit of Tyranids within 36 of the psyker, which has the ability to instinctive behavior. Until the end of the next mental phase, this unit ignores its ability to instinctive behavior and automatically passes morality tests. Strain charge: 6 Many Tyranid psykers are known for their ability to make themselves and other Tyranids seemingly unable to even have the most serious injuries, allowing them to fight. Choose a friendly Block Tyranids within 18 of the psyker. Until the beginning of the next mental phase, every time the device loses a wound, roll D6; At 5, the damage is ignored, and the device body, allowing them to attack even during the sprint. Choose a friendly Block Tyranids within 18 of the psyker. This unit can shoot this turn (even if it is advanced) without suffering any punishment for its hit rolls for moving and firing heavy weapons, or advancing and firing assault weapons. In addition, this device can charge this turn even if it is Advanced (although not if it fell backwards). Charge deformation: 8 More severe form of energy, injecting into the body this power fills the Creature of Tyranny with such psychic power as to become a juggernaut, although the flow of energy is prone to killing the body afterwards. Choose a friendly Unit Of Tyranids within 24 of the psyker psyker. The beginning of your next mental phase, the target unit gets 2 save from any type of wound, even fatal wounds and adds one to both its attack and characteristic strength in turn in which it is charged. He can also re-roll failed hit rolls both in shooting and in close combat. At the beginning of the next mental phase, the goal must immediately pass a leadership test or be removed as a victim. If the test is passed, he cannot take any action at any stage, make cover saves and he is hit automatically in close combat before the next mental phase begins. Strain Charge: 6 Emotions of Anger, like all emotions, product chemicals, chemicals that Tyranid psykers can stimulate into being with the thought to provide the benefits that animal-breeding rage can provide in combat. Choose a friendly Unit of Tyranids within 12 of the next mental phase, the target unit adds one to both its attack and the strength characteristic of it if it charges that turn. Strain Charge: 7 Thanks to this power. Hive Mind is able to turn even the most elementary fighting organisms into formidable beast battles as they learn the fighting skills of an assimilated hive mind over billions of years. Choose a friendly Unit of Tyranids within 12 of the psyker. Before the next mental phase of Target Block and psyker add 2 of their hit rolls in both the shooting and fight phase. Anger Hivemind's Warp Charge: 6 The terrifying mental presence of the Hive of Mind radiates from the synapses, flooding them to quail and panic. Choose a unit within 24 that is visible to psyker. Before the start of the next mental phase, that unit must subtract one from their hit rolls and leadership characteristic. Strain Charge: 5 Hive Mind spares its enemies, causing all the nerves and pain receptors in their bodies, suppressing their senses with wracking bouts of agony. Select an enemy unit within 18 of the psyker. Until the next mental phase, that unit can't fight in the fight phase until all the other units that are able to do so. If the goal has the ability that allows him to fight ghase, he instead fights as if he does not have that cannot fight until all the other units come true, then alternately choosing which of these units to fight, starting with the player whose turn occurs. Charge Warp: 6 Select the enemy unit within 24 of the psyker. The target unit must pass a strength test or suffer -1 fine strength, strength and attack. Charge warp: 7 Select unit for 24, which is visible to psyker. Before the next mental phase begins, this unit reduces its leadership to D3. If the psyker's goal he suffers an extra -1 to his rolls when trying to or deny mental strength. Finally, if the target has the demon keyword he should consider it an invulnerable save as one point worse. Charge warp: 7 Select unit for 24, which is visible to psyker. Until the start of the next mental phase, that unit hits only at 6s in both the should consider it an invulnerable save as one point worse. visible to psyker. Before the start of the next mental phase, that device can not benefit from the cover, must deduct 2 of all their hit rolls, can not shoot overwatch and must attack the latter in the fight phase. Anger Hivemind's Warp Charge: 6 Select a unit within 12 that is visible to the psiker. This unit suffers D6 automatic hits with the profile below: S AP D Ability 8 -2 1 This weapon wounds to the leadership unit instead of the strength of the device, roll two bones. If the result is higher than their leadership characteristic, randomly choose one of their mental forces. They can no longer use this psychic force. Charge warp: 7 Select unit for 18, which is visible psyker. Both Target and Psyker should roll the D6 and add the result to their leadership - if Psyker gets a higher result, feedback, rather than suffering to offend the tyranny; The psyker synaps band is immediately reduced by 6 before the start of its next mental phase. Models without the value of leadership cannot be affected by this mental strength. Charge warp: 7 Select unit for 18, which is visible psyker. This unit suffers D3 automatic hits with the profile below: S AP D Ability 9 -3 2 This weapon wounds to the strength of smaller organisms to control, forcing them to try to eat your comrades to satiate this horrible desire to satiate the unfathomable hunger. Choose a unit within 24 that is visible to psyker. Roll the opposite Leadership test against the highest Ld in the target block, if the target fails, the device immediately receives equal to the number of models in this block. These hits are solved with the help of most unit units (if drawn, use the highest) and AP-. Wounds are distributed by the owning player and the armor saves or invulnerable saves if better. Strain charge: 7 Explosion of pure mental energy is either shot like a beam that can pierce the strongest armor, a ball that can break terminators, or as a pulsating explosion that can turn even Astartes inside out, is the signature ability of the zoning. Choose a unit within 24 that is visible to psyker. You can immediately do one shooting attack against this unit using one of the profiles below as if it were your shooting phase. Weapon Range Type S AP D Ability Warp Blast 24 Attack 2D6 6 -3 1 - Warp Orb 24 Attack D6 8 -4 D3 - Deformation Lance 24 Assault 1 10 -5 D6 You can re-roll all the wound rolls if the target is a vehicle or building. Treat damage rolls 1 or 2 made by these weapons like 3 instead. Hive Fleet-Specifics edit These following psychic forces can be taken by any Tyranid Psyker of this particular, regardless of the indications of one model, the hive fleet on which discipline to choose the powers out. Hippo-Unstoppable Hunger Warp Charge: 7 Select Friendly Hippo Unit within 9 of psyker. Before the end of the turn, add one roll of wound to the melee attacks of that unit. Gorgon-Poison effect strain charge: 6 Until the next mental phase, improve the AP melee weapon characteristic for friendly Gorgon units for 9 of this psyker one at a time. Charge Warp: 5 Until the next mental phase, when a friendly Hydra unit that is within 6 as this psyker and enemy unit loses the model, roll D6. At 5, the nearest enemy unit suffers one fatal wound. Charge strain: 6 Choose an enemy unit that is visible to the psyker. Until the end of the turn, re-roll hit rolls against this unit from the friendly units Jormungandr set up on the battlefield this twist. During the first turn, units installed using a conventional deployment cannot benefit from this mental strength. Charge Strain: 5 Choose an enemy unit. Until the end of the turn, roll over the charge rolls made by friendly Kraken units that target this unit. Warp Charge: 6 Pick friendly Kronos units for 12 of psyker. Until the end of the turn, when this block rolls 6 to hit with a long-range weapon, he scores an extra kick. Charge strain: 6 Until the next mental phase, synaps range friendly units Leviathan 18 instead of 12 (if it will be already higher) and improve the save awarded to the Leviathan Hive Fleet Adaptation at 1. Tyranid Biomorphs (editing) Weapon Range Type S AP D Acid Ability Maw Melee Melee User -3 1 - Acid Maw Melee Melee User -5 D3 - Melting Maw Melee Melee User -5 6 Every time the bearer fights, he can give up all his attacks to make one attack with this weapon. If this weapon kills the model Viragon heals the D3 wounds it previously lost. Weapon Range Type S AP D Ability Venom Melee Melee 3 0 1 If any unit suffers from any unachnical wounds from this weapon, your opponent must subtract 1 of the shock rolls for that block until the end of the turn. Weapon Range Type S AP D Ability Bones Sabres Melee User -3 6 Every time you do a wound roll 6 for this weapon, the target suffers a fatal wound in addition to any other damage. Successful invulnerable rescue from wounds inflicted by these weapons must be re-curtailed. Boneswords and Lash Whips: Weapon Range Type S AP D Ability Boneswords Melee Melee User -2 1 Model, Armed Boneswords can make 1 additional attack with them in the combat phase. Every time you roll a wound roll 6 for that weapon, the target suffers a fatal wound in addition to any other damage. Lash Whips Melee User 0 1 Enemy models in basic contact with the model equipped with this weapon must subtract 1 of their shock rolls. Lash Whip and Bonesword Melee User -2 1 If the carrier is killed in the fight phase before he makes this attack, leave it where it is. When its unit is selected to fight in this phase, the carrier can do so as usual before being removed from the battlefield. Every time you roll a wound roll 6 for that weapon, the target suffers a fatal wound in addition to any other damage. Enemy models in basic contact with a model equipped with these weapons must subtract 1 of their shock rolls. The monstrous Boneswords Melee User -2 3 Model armed with monstrous boneswords can make 1 additional attack with them in the fight phase. Every time you roll a wound roll 6 for that weapon, the target suffers a fatal wound in addition to any other damage. The monstrous Lash Whips Melee User 0 1 Enemy models in basic contact with the model equipped with these weapons must subtract 1 of their hit rolls. Lash Whip and Monstrous Bonesword Melee Melee User -2.3 If the carrier is killed in the fight phase before he makes this attack, leave it where it is. When its unit is selected to fight in this phase, the carrier can do so as usual before being removed from the battlefield. Every time you roll a wound roll 6 for that weapon, the target suffers a fatal wound in addition to any other damage. Enemy models in basic contact with a model equipped with these weapons must subtract 1 of their shock rolls. Lashwhip Pods Melee User -1 2 Make 3 hit rolls for each attack with this weapon. Parry: The model equipped with one Bonesword has 6 invulnerable save in close combat. If it has two or three Boneswords, the save improves to 5. If it has four Boneswords, the save improves to 4. Crush Claws, Wrecker Claws and Bio-flail: Weapon Range Type S AP D Ability Crush Claws Melee Melee x2 -3 D3 When Attacked With This You have to subtract 1 of the hit roll. The Monstrous Crush Claws Melee Melee x2 -3 3 When attacking with this weapon, you have to subtract 1 from the hit roll. hit roll. The model, equipped with two pairs of monstrous claws, receives additional attacks in close combat, Massive Crush Claws Melee Melee x2 -3 D6 When attacked with this weapon, you have to subtract 1 from the hit roll. Wrecker Claws Melee Melee x2 -3 D6 against vehicles and buildings, re-roll all unfortunate wound rolls with this weapon. If this model has two pest claws, it also re rolls failed to hit rolls against vehicles and buildings. Bio-flail Melee Melee User -1 2 Every time a carrier fights, one (and only one) of its attacks can be made with this weapon. When the carrier is fighting this weapon, make several shock throws on one target unit equal to the number of models that the target unit has within 2 media. Weapon Range Type S AP D Ability Diamond-tippped Teeth Melee User -3 3 When using this weapon, double the attack characteristic of this model (rounding). You can re-roll failed wound rolls for this weapon. If the strength of the target is higher than the strength of this attack, this weapon always wounds the target on the wound roll 4. Weapon Range Type S AP D Ability Distensible Jaw Melee User -3 D6 Every time the bearer fights, one (and only one) of his attacks must be done with this weapon. D Ability Gigantic Shovel Melee Melee No. 4 - 2 D3 - Weapon Range Type S AP D Ability Grasping Tail Melee User - 1 D3 At the beginning of the fight phase, instead of attacking with this model, you can choose one enemy model within 1 of it. Both players roll 1d6 and add it to Strenght's respective models. If the model wins, nothing happens. If it fails, reduce its attacks in half (rounding down), the model must subtract 2 of all its shock rolls and cannot disconnected, this model is removed from the game as the helpless warrior devours the creature. A model killed in this way is believed to have been killed by a malantrop for the purposes of the mining adaptation rule. Capture coupons and Torax spine-mau: Weapon Range Type S AP D Ability Capture Talons Melee User -1 2 - Sinister Talons Melee User -1 2 - Sinister Talons Melee User -3 D3 You can re-roll failed wound rolls for this weapon. Also, every time you do a wound roll 6 that kick is solved with AP -6 and damage 3. Capturing coupons and Torax spine-maw Melee Melee 7 -2 1 When targeting INFANTRY units, each kick roll 6 is done with this weapon solved by x2 strength and damage to the D6. Weapon Range Type S AP D Ability Massive Feeder Tendrils Melee Melee User -3 1 Make 4 hit rolls for each attack made with this weapon, not 1. Every model killed by these weapons, or every 2 injuries caused by these weapons, heals 1 weapon. Weapon Range Type S AP D Ability Powerful Limbs Middle Combat User -1 2 - Psychic Feelers and Mind Spikes: Weapon Range Type S AP D Ability Ability Feelers and Mind Spikes Melee User - 1 Make 3 hit roll for each attack made with this weapon, not one. Armor or invulnerability saves cannot be taken against these weapons. Weapon Range Type S AP D Ability Ravenous Maw Melee User -1 D3 Make 3 hit rolls for each attack made with this weapon, not 1. Weapon Range Type S AP D Ability Breaking Claws Melee User -1 1 Every time you make a wound roll 6 for this weapon that the kick is solved with AP -4. If the model is equipped with two pairs of Nding Claws the effect is activated on the wound roll 5 instead. Monstrous Randing Claws Melee User -3 D3 You can re-roll failed wound rolls for this weapon. Also, every time you do a wound roll 6 that kick is solved with AP -6 and damage 3. If the model is equipped with two pairs of Monstrous Claws or Patriarchal Claws, the effect is activated on a wound roll of 5 degrees. Patriarchal Claws, the effect is activated on a wound rolls for this weapon. Also, every time you do a wound roll 6 that kick is solved with AP -6 and damage 3. If the model is equipped with two pairs of Monstrous Claws or Patriarchal Claws, the effect is activated on a wound roll of 5 degrees. Weapon Range Type S AP D Ability Scything Claws Melee Melee User 0 1 You can re-roll hit rolls 1 when attacking with this weapon. If the carrier has more than one pair of scything claws, it can re-roll all failed hit rolls, and make one extra attack with that weapon every time it fights. Giant scything Claws Melee No 3 -3 3 3 When attacking with this weapon, you have to subtract 1 from the hit roll. The monstrous Scything Talons Melee Melee User -3 3 You can re-roll hit rolls 1 when attacking with this weapon. If the carrier has more than one pair of monstrous oblique claws, it can re-roll all the unfortunate shock rolls, as well as make one extra attack with that weapon every time it fights. Massive Scything Talons Melee User -3 D6 You can re-roll hit rolls 1 when attacking with this weapon. If the carrier has more than one pair of massive obligue claws, it can re-roll all the unfortunate shock rolls, as well as make one extra attack with that weapon every time it fights. Viragon Scything Talons Melee Melee X2 -4 D3'6 You can re-roll the kick rolls 1 when attacking with this weapon. Giant Scything Talons Melee Melee X2 -5 2D6 You can re-roll the kick rolls 1 when attacking with this weapon. Spore-cloud Scything Talons Melee Melee X2 -5 5D3 Attacks, made against the infantry count as 3 hits instead of 1, but suffered a -1 hit. You can re-roll the hit wounds rolls 1 when attacked with this weapon. Weapon Range Type S AP D Ability Scything Wings Middle Boy User -2 D3 You can re-roll hit rolls 1 when attacking with c Weapons. Weapon Range Type S AP D Ability Serp Claws Melee Melee 10 - 2 D3 If hit roll with AP - 4 and damage D6. Every time you roll a wound roll 6 for that weapon, the target suffers a fatal wound in addition to any other damage. Weapon Range Type S AP D Ability Biostatic Rattle Melee User -1 1 Every time the bearer fights, it can make one (and only one) attack with this weapon, add one to any morality tests they conduct before the end of the turn. Bone Mace Melee Melee 8 -1 D3 Every time the bearer fights, he can make one (and only one) attack with this weapon. This is in addition to media attacks. Spike Tail Melee Melee User -21 Every time the bearer fights, he makes one (and only one) attack with this weapon. This is in addition to media attacks. The unit (which does not have a vehicle or monster keyword) that suffers from an unsaved wound from this weapon should always attack last in the fight phase and subtract one of all its hit rolls and leadership value This effect lasts one turn of the game. Thresher Scythe Melee Melee 4 -1 1 Every time a carrier fights, he can make one (and only one) attack. Toxin Spike Melee Melee 1 0 D3 Every time the bearer fights, he can make one (and only one) attack with this weapon. This is in addition to media attacks. This weapon always wounds targets (except the vehicle) by 2. Weapon Range Type S AP D Ability Toxic Lashes Melee User 0 D3 This weapon is always wound by 2 if the target is a VEHICLE. A model armed with these weapons always attacks first in the fight stage. even if it does not charge. If an opponent has units that are loaded, or who have a similar ability, then alternate the choice of units to fight with, starting with the player whose turn occurs. Massive Toxic Lashes Melee User -2 D3 This weapon is always wound by 2 if the target is a VEHICLE. A model armed with these weapons always attacks first in the fight stage, even if it does not charge. If an opponent has units that are loaded, or who have a similar ability, then alternate the choice of units to fight with, starting with the player whose turn occurs. Tresher Tendrils and Spikes: Weapon Range Type S AP D Ability Tresher Tendrils Melee Melee No 2 - 2 D3 You can't use this weapon once you've used Tendrils is a special rule. Make D3 hit rolls for each attack with this weapon, not 1 for each attack assigned to him. Weapon Range Type S AP D Ability Wicked Spur Melee Melee 8 -3 D3 Every time the carrier fights, it can make one (and only one) attack with this weapon. This is in addition to media attacks. Range Biomorphs edit Acid Spit Ability 24 Attack 2D6 6 -5 3 This weapon automatically hits the target. Pyro-acid spit 18 Pistol 4D6 6 -3 2 This weapon automatically hits the target. Weapon Range Type S AP D Acid Spray Ability 18 Attack 2D6 6 -2 D3 This weapon automatically hits the target. For each vehicle hit this weapon roll D6 before rolling on the wound. At 3 the car loses one point of strength for the rest of the game. Bio-acid Spray 8 Attack 2D6 6 -2 D3 This weapon hits the target automatically. Weapon Range Type S AP D Ability Bio-cannon 48 Heavy 6 8 - 2 D3 - Dire Bio-cannon 48 Macro 6 10 - 2 2D6 - Hydraphant Dire-cannon 96 Macro 12 12 16 - 3 2D6 Each wound roll 6 against vehicles, monsters or Titanic units inflicts additional 3D3 fatal wounds in addition to its normal damage. Bio-Electric Pulse Weapon: Weapon Range Type S AP D Ability Bio-Electric Pulse 12 Assault 6 5 0 1 Against a Vehicle This Weapon Inflicts Deadly Wounds on Wound Roll 6. Bio-electric pulse with containment spikes 12 Attack 12 5 0 0 0 Against the vehicle this weapon inflicts fatal wounds on the wound roll 6. Weapon Range Type S AP D Ability Bio-Plasma Globe 12 Attack D3 7 -3 D3 - Bio-Plasma Spit 8 Attack D6 7 -3 1 This weapon hits the target automatically. Weapon Range Type S AP D Ability Bio-Plasma Gun 36 Heavy 6 7 -3 2 - Weapon Range Type S AP D Ability Bio-Plasma Gun 36 Heavy 6 7 -3 2 - Weapon Range Type S AP D Ability Bio-Plasma Gun 36 Heavy 6 7 -3 2 - Weapon Range Type S AP D Ability Bio-Plasma Gun 36 Heavy 6 7 -3 2 - Weapon Range Type S AP D Ability Bio-Plasma Gun 36 Heavy 6 7 -3 2 - Weapon Range Type S AP D Ability Bio-Plasma Gun 36 Heavy 6 7 -3 2 - Weapon Range Type S AP D Ability Bio-Plasma Gun 36 Heavy 6 7 -3 2 - Weapon Range Type S AP D Ability Bio-Plasma Gun 36 Heavy 6 7 -3 2 - Weapon Range Type S AP D Ability Bio-Plasma Gun 36 Hive 12 Pistol 24 6 0 1 Unit, which gets unrecovered by one or more weapons with this special rule suffers -1 penalty lead until the end of the turn. Weapon Range Type S AP D Choking Cloud Ability 12 Assaul D6 3 0 D3 You can re-roll failed wound rolls for this weapon. In addition, units attacked by these weapons do not receive any bonuses to their savings throws for being in hiding. This weapon is always wound by 2 against non-model vehicles and vehicles that have suffered at least one injury. Weapon Range Type S AP D Ability Deathscreamer Hive 12 Pistol 12 6 -1 1 Every time you make a wound roll 6 for this weapon that the impact is solved with AP -4. Weapon Range Type S AP D Deathspitter 24 Assault 3 5 -1 1 - Deathspitter with Slimer Maggots 24 Assault 3 7 -1 1 - Weapon Range Type S AP D Ability Devourer 18 Attack 3 4 0 1 Unit that receives a non-missing wound from one or more weapons with this special rule suffers -1 Leadership Leadership Leadership until the end of the phase. Devourer with Brainleech Worms 18 Assault 6 6 0 1 unit, which gets an unmarked wound from one or more weapons with this special rule suffers -1 Penalty Leadership until the end of the turn. Weapon Range Type S AP D Ability Torrent 8 Assaul D6 6 -1 1 This weapon automatically hits the target. Kos 18 Assaul 2 7-1 1 Hits made against the Flyers are tackled with AP -4 and can re-roll each wound rolls. Weapon Range Type S AP D Ability Flamespurt Cannon 10Assaul D6 5 -1 1 This weapon automatically hits the target. During the combat phase, the model equipped with these weapons can cause D3 automatic hits with the force of this weapon and AP. Weapon Range S AP D Fleshborer Ability 12 Attack 1 4 0 1 - Fleshborer Hive 18 Heavy 20 5 0 0 1 You can re-roll the wound rolls when firing this weapon. Every time you make a wound roll 6 for that weapon that kick is solved with AP -3. Weapon Range Type S AP D Ability To Capture Language 12 Assaul 1 6 -3 D3 This weapon can be fired within 1 friendly units. In addition, when a model is killed by this weapon, its carrier repairs one lost wound. Weapon Range Type S AP D Ability Impaler Cannon 36 Heavy 2 8 -2 D3 This weapon can be aimed at a unit that is not visible to the bearer. In addition, units attacked by these weapons do not receive any bonuses to their savings throws for being in hiding. Weapon Range Type S AP D Ability Impaling Tendril 18 Heavy 1 9 -4 D6 You can roll failed hit rolls for this weapon. Models with VEHICLE or MONSTER keyword that are damaged by these weapons dragged 3D6 to this model. At 4 on the D6, that model also suffers a fatal wound. Weapon Range Type S AP D Ability To Tear Gun 48 Heavy 3 10 - 3 D6 For every two hits solve them on AP - 5 and re-roll failed wound rolls. Weapon Range Type S AP D Ability Strike Gun 24 Attack D3 7 - 1 D3 If the target is a VEHICLE and you do the wound roll 4, the target suffers 1 fatal wound in addition to any other damage. If you make a wound roll 6, inflict D3 fatal wounds instead. Weapon Range S AP D Ability Spike-Cloud Spray 48 Assault 6 7 - 2 D3 Add 1 to all hit rolls made for this weapon against targets that can fly weapons Range S AP D Spinefist 12 Pistol No. 5 0 1 When the model shoots from this weapon, he makes a series of shots, equal to his attacking characteristic. Weapon Range Type S AP D Spinemaws 6 Pistol 4 2 0 1 Weapon Range Type S AP D Ability Spore Mine Launcher 48 Heavy 1 - - - See. Spore Mine Launcher. Dactylis Birth of a Gun -- - - Choose one of these gun profile profiles Shooting. -Arching Shot 24-360 Assault 1 4 0 1 See Running Mine Ability. This attack may target units that are not visible to the arrow. -Defensive ejection 36 Heavy 20 5 0 0 1 See Running Mine Ability. Subtract 1 of the hit rolls when using this weapon profile. Spore Mine weapons, AP and additional rules. The type is purchased before the fight. Weapon S AP D Frag Mine Ability 4 -1 See Floating Death (Spore Mine) ability. Instead of fatally wounding, this mine automatically strikes D6 on 2-5 rolls, 6 on a roll of 6. This weapon is always wound by 2 if the target is the vehicle. Acid mine - - - See. Floating Death (Spore Mine) ability. Char Mine - - - See. Floating Death (Spore Mine) ability. If the target has a keyword fly, you can 1 to hit the rolls for that weapon, in attidion, duble the number of fatal wounds this weapon inflicts. Weapon Range Type S AP D Ability Stinger Salvo 24 Assaul 4 5 -1 1 - Weapon Range S AP D Ability to Smother Web 8 Attack D3 3 0 1 Unit that suffers one or more wounds from this weapon should deduct one from its movement, advance and charge distance. Prickly strangler 36 Attack D6 5 -1 1 You can add 1 hit rolls for this weapon when attacking a unit with 10 or more models. An unit that suffers from one or more wounds from this weapon must subtract 2 from its movement, advancing and charge distance. Stranglethorn Cannon 36 Attack D6 7 -1 2 You can add 1 hit rolls for this weapon when attacking a unit with 10 or more models. An unit that suffers one or more wounds from this weapon must subtract 3 of its movement, advancing and charge distance. Weapon Range Type S AP D Ability Tentaclids 36 Assaul 4 5 0 1 You can re-roll failed to hit the rolls for this weapon against units that can FLY. Also, if the target is a VEHICLE and you do a wound roll 4, it suffers 1 fatal wound in addition to any other damage. If you make a wound roll 6, inflict D3 fatal wounds instead. Weapon Range Type S AP D Ability Bloodseeker Flies 8 Attack D6 3 0 1 This weapon automatically hits the target. If any unit suffers from any non-heavy wounds from this weapon, your opponent should subtract 1 of the hit rolls for that unit before the end of the turn. Desiccator Larvae 8 Attack D6 1 0 1 It automatically hits the target is a VEHICLE. Electroshock Grubs 8 Assault D6 5 0 1 This weapon automatically hits him with it If the target is a VEHICLE and you do a wound roll 4, the target suffers 1 fatal wound in addition to any other damage. If you make a wound roll 6, inflict D3 fatal wounds instead. Mindflayer Worms 8 Attack D6 4 0 1 This weapon automatically hits the target. A unit that receives an inconsibly wound from one or more weapons with this special rule will be penalized with a fine of -1 until the end of the stage. Shreddershard Beetles 8 Attack D6 3 0 1 This weapon automatically hits the target. You can re-roll failed wound rolls for that weapon that kick is solved with AP -3. Weapon Range Type S AP D Ability Toxic Lashes 6 Attack 2 User 0 D3 This weapon is always wound by 2 if the target is a VEHICLE, and can be fired within 1 enemy unit, and can be directed by enemy units within 1 friendly units. Massive Toxic Lashes 8 Attack D6 User -2 D3 This weapon is always wound by 2 if the target is a VEHICLE, and can be directed to enemy units within 1 friendly units. units. Weapon Range Type S AP D Ability Venom Cannon (One Shot) 36 Assault 1 9 -3 D3 - Venom Cannon (One Shot) 36 Attack D3 -2 D3 - Heavy Venom Cannon (Salvo) 36 Attack D3 9 -2 3 - Venom mortar launcher 36-360 Heavy 20 6 -2 1 This weapon does not require line of sight to hit your target and unit, the target of these weapons does not benefit coverage. Bio-Artefacts (edit) Universal edit Arachnacyte gland: Arachnacyte gland and organs of the host and strikes him with mental stimuli, controlling the beast faster. Model only with adrenal glands. When the charge roll is made for the model with this heirloom, roll another D6 and discard one of the bones. Mo Claws Thyrax: During the destruction of Thyrax, the fearsome beast that led the attack wore a pair of symbiotic canine-lined ticks. These terrible claws consumed both the bodies and memories of their victims, transmitting assimilated knowledge to the host. Model with Dispersal claws, Monstrous Claws or Only Patriarchal Claws. Add the following to the special rule of this weapon: When this model kills the enemy model during the fight stage, you can re-roll unsuccessful shock rolls in all subsequent stages of combat for this model. Also, consider the results of wound rolls made by the model with Maw Claws Thyrax as the one above to see if a special weapon rule is activated. Corona: First named inguisitor Crypto, Norne Corona is a unique parasitic organism that burrows needles like brain wells directly into its host's brain, forming link that acts as a hyper-conductor for Hive Mind. Through this hideous union, the indomitable will of Hive Mind can pour out to enlarge and control the hordes of smaller Tyrands that scuttle in the trail of the beast's leader. Friendly units don't suffer fines for their hit rolls and charge rolls incurred from instinctive ability behavior while they are within 30 of this model. In addition, this model acquires the keyword Psyker and may try to show one additional mental strength in its mental phase. Pathogenesis: An organism like no other pathogenesis may be a return to the genetic origin of Tyrande or the shadow of a gay in the future. Although his moths of psychic consciousness dissipate throughout its carrier like a virus, he acts with special will. Undermining the host's body and symbiotic, pathogenesis causes a rapid mutation: carnivorous tubes and spines lengthen; interscale muscles engorged; bio-ammunition shell in toxic dermis. With host coverage and mortality expanded, pathogenesis fragments can reach out to the bodies of many other victims, by infecting bio-ammunition or riding through a bio-electric charge. Whether it aspires only to self-distribution or actively looking for something in the bodies of its fallen enemies, perhaps, only time will tell. Add 8 to the range typical of the long-range weapon equipped with a model with this relic. Also, when the model with this heirloom fires overwatch or selected shoot, you can re-roll one punch roll and you can re-roll one roll of the wound. Resonance Barb: In the crown of the carapace of this creature pulsating bundles of nerves, their antennae driven irreversibly in the bark of the beast. Resonant Barb pulsates at sympathetic frequencies with the Mind of the Hive, transferring part of its cosmic power into the flesh of the creature. Only the Psyker model. The model with this relic may try to show one additional mental strength in your mental phase and try to deny one additional mental force in your opponent's mental phase. Also, when a mental test is taken for a model with this relic, add one to the total. Keeping the armor of this model improves one step. Every time you roll a wound in addition to any other damage; For each model killed by these fatal wounds, the carrier repairs the wound lost earlier in combat. Miasma Guns; Tyranids use all sorts of bio-weapons, but none cause more fear than miasma guns, this weapon shoots gobbets of toxin laden with mucus so virulent that it reduces organic targets in shapeless puddles of mucus in seconds. Model only with a heavy Venom gun. Miasma's cannon replaces the Venom model's heavy cannon. Juanason rofiles before shooting. Miasmic Spit 36 Attack D3 10 -3 3 This weapon is always wound at 2 if the target is a VEHICLE. Miasmical Spray 8 Attack D6 7 -2 2 This weapon is always wound at 2 if the target is VEHICLE. These weapons automatically hit the target. Psyleech Venom Guns -------Select one of these weapon profiles before shooting. Single Shot 36 Attack 19-3 2 You can add 1 to wound rolls if the target unit has a Psyker, Daemon or Chaos keyword. In addition, the enemy must subtract 2 of the invulnerable saves made against the blows caused by these weapons. Salvo 36 Attack D6 5 - 2 1 You can add 1 to wound rolls if the target unit has a Psyker, Daemon or Chaos keyword. In addition, the enemy must subtract 2 of the invulnerable saves made against the blows caused by these weapons. Reaper of Obliterax: The Reaper of Obliterax; first found among the newly emerging hive fleet Jormungandr flocks, is a sensible blade resembling a bone word that discharges highly concentrated bursts of destructive energy. Even the easiest blow from this biological weapon can lead to the fact that its goal will be to rent. Model with Lash Whip and Bonesword or Lash Whip and monstrous bones only. Add to the capabilities of this weapon the following: On a wound roll in 6, this weapon causes double damage. In addition, the model, equipped with Reaper of Obliterax, has 4 invulnerable saves. Venomthorn parasites: These engoged bio-ordnance tubes are just an external form of ancient symbiotic intelligence that spreads its nerve endings like fungus throughout the substance and weapons, neuronally tying the three together. When he senses prey, the Venomthorn parasite dominates his two masters, pushing the symbiotic arms to the limit with pulses of hormonal stimuli until the target is made up. The model is equipped only with a suffocating cannon or a heavy poisonous cannon, do not throw dice when determining the type of characteristics of that weapon; instead, it has the maximum value (e.g., A6 heavy weapon. Ymgarl Factor: Ymgarl Genestealers have long been a cancerous decline on the worlds of the empire. Their insatiable insatiability is a legend among those who have had the misfortune to meet them and live. Now, dark rumours have surfaced of the Tyrannid leader of the beasts, who appear to share the unfathomable adaptability of Ymgarl Genestealers. At the beginning of the phase of movement, the model with Ymgarl Factor has to change its shape into one of three Below. The resulting bonus lasts until the beginning of the next stage of the movement. The same shape cannot be selected in two consecutive turns. Cutting claws: The model has the power of D3. tentacles of the limbs: The model has a D3 attack. Muscular Carapace: The model has the strength of the D3. Xenogenic acid: This fatty black substance is constantly seeping out of the swollen cysts of its carrier. Splashes of fluid have been seen flowing from gravity to horror of the eye or compromised armor plates, which generates speculation that the acid itself is reasonable. For a few moments, the terrifying effluence finds its way inside its prey, destroying the genetic structure of prey and molecular cohesion until all that is left is a simmering pile of black bio-substance. Model only with toxins. When allowing a melee attack made by a model with this relic, the unaltended wound roll 5 inflicts 1 fatal wound on the target in addition to any other damage. Hive Fleet-Specific 'Edit' Behemoth - Scythian Tirana: Few remaining records of Tirana's fall speak of the alpha beast that led the attack on Magos Varnak's command bunker, tearing the facility's huge bulky doors with one slash of his oblique limbs. So sharp were these monomolecular-edged arms-growths that several Skitarii defenders were separated from the alpha beast by each frenzied napkin. Hippopotamus model with monstrous scythian coupons. Weapon Range Type S AP D Ability Scythian replace the model's monstrous Scythian replace the model's monstrous scythian replace the model can make one extra attack with this weapon every time it fights. Also, every time you do hit a roll of 6 for this weapon, you can make an extra roll kick. These extra impact rolls may not generate additional shock rolls. Gorgon - The hyper-adaptive biology of the Leader-Beasts spawned by the Hive fleet of Gorgon possess a complex array of strange, transmutative organs, each of which can reform itself in a matter of minutes to respond to any internal trauma. Just a Gorgon model. From the end of the first stage, on which this model suffers an insatiable wound; For the remainder of the fight, on roll 5 that the wound is not lost. Hydra - Slimer Maggot Infestation: Instead of individual organisms, this deathpitter fires a pack of self-replicating slimmer larvae. Having struck its target, these predatory creatures burrow deep into its flesh before beginning the process of fragmentation and regeneration. After a few moments, the host's body devours from the inside a wriggling mass of larvae. Hydra model with two Deathspitters with Slimer Maggots only. Slimer Maggot Infestation replaces two model deaths on Slimer Maggots. In addition, this model and each A unit within 6 can re-roll each roll of the wound during the shooting phase. Weapon Range Type S AP D Ability Slimer Maggot Infestation 24 Assault 6 7 -1 1 - Jormungandr - Infrasonic Roar: Some Jormungandr bio-colossi use a complex arrangement of acoustic organs to unleash terrible infrasound furs. So powerful are these boom sound emanations that they cause primary horror and confusion in many intelligent species. Only the Jormungandr model. Enemy units within 12 of this model must subtract 1 from their leadership. Kraken - Chameleonic Mutation: This chitic armor plate is an adaptation of the chameleonic Mutation: This chitic armor plate is an adaptation of the host creature. Only the Kraken model. Your opponent has to subtract 1 of their hit rolls for attacks that target this model. Also, add 2 instead of 1 to save throws for this model when it's in the lid. Kronos - Balletorn Cannon: This huge bio-gun spitting out a web of hyper-adaptive microfilament. When contacted with purpose, this reasonable substance begins to contract, its counter-empathic surface identifying and adapting to any defense it encounters, burning white-hot to burn through even the thickest armor of power. The Kronos model is only with a Stranglethorn gun. Ballethorn Cannon replaces the stranglethorn gun model. Weapon Range Type S AP D Ability Balethorn Cannon 36 Attack D6 7 -2 2 You can add 1 hit rolls for this weapon must subtract 3 of its movement, advancing and charge distance. Invulnerable saves cannot be taken against these weapons. Leviathan is a Sabres fighter: on the handle of each of these huge, curved blades of the diamond-hard chitin shell. It contains the brain of a symbiotic weapon, a semi-intelligent organism that forms a synaptic connection with its carrier. With a mental command, the owner can generate a powerful burst of mental energy, part of the full power of the shadow in the strain that burns the unfortunate victim from within. Leviathan model with Monstrous Boneswords. Weapon Range Type S AP D Ability Slayer Sabres replace the Model, Armed Slayer Sabres can make 1 additional attack with them in the combat phase. Every time you roll a wound roll 6 for that weapon, the target suffers a fatal wound in addition to any other damage from these weapons but is not killed, roll the D3 at the end of the fight phase. If the result is greater than number of wounds of this model, he is killed. Updates Updates Acid blood: If the model with this Biomorph suffers fatal wounds (s) in the close battle bank, death; 6 attacking unit suffers fatal wound. Adamantin Tuski: When a model with this Biomorph finishes the charge movement, roll the dice; at 6 one enemy block with one suffers a fatal wound. Adrenal Glands: If the model has this Biomorph, add one to the distance it can move when it advances or charges. Amphibian Adaptation: A model with this Biomorph is considered to be in the lid if it is in a water-type terrain and considers them as open ground for the purpose of moving or charging. Antidote Glands: If a unit shoots with any poisonous weapon against a unit that has at least half of its models (round up) equipped with this Biomorph, it should subtract 2 of the wound rolls. Burrowing Limbs: During deployment, you can customize the whit unit of this Biomorph underground instead of placing it on the battlefield. At the end of any of your phases of movement, the unit can burrow to the surface - set it at more than 9 from any enemy models. Carbonated claws: The model with this Biomorph ignores every wound by 5. Improved leg muscles: When the model with this Biomorph advances to roll two bones and choose a higher result. Feeder Tendrils: If the latest model in the enemy unit is killed in the model's fight phase with this Biomorph, it can re-roll the kick rolls 1 against all models that share the same unit type keywords. For example, if a model with this Biomorph wins the battle against the chaos bike squad, they can reroll hit rolls 1 against any biker flesh hooks: Models equipped with this Biomorph can move through solid walls or climb to ruins or basements without stairs. In addition, it can be fired as a long-range weapon with a profile below: Weapon Range Type S AP D Ability Flesh Hooks 6 Attack 2 User 0 1 This weapon can be fired within 1 enemy unit, and can be directed to enemy units. Feeding Frenzy Trigger: The model with this Biomorph gets the D3 additional attack if during the battle phase it is against a unit that has a larger model than it. Hive Mind Direct Link: The model with this Biomorph is considered as always within 12 synapse creature. Implant Attack: During the fight phase the model with this Biomorph inflicts an additional fatal wound on the target on the to-wound rolls against vehicles. Implanted Organism Killing Instincts: A model with this Biomorph can roll wound rolls against monsters. Increased muscle density: The model with this Biomorph attacks in the fight phase considers its strength charged. Charged. Charged. Charged. Charged. Charged. The model with this Biomorph gains 1 attack in the turn in which it charged. Overdeveloped stabilizing organs: the model equipped with this Biomorph will not lose any fines for its shock rolls for moving and firing heavy weapons, or advancing and firing heavy weapons, or advancing and firing heavy weapons. The model with this Biomorph can decide to shoot an enemy unit that has arrived from reserves within 12. If he makes this hit should subtract 1 of the hit rolls. Mental reflection of bio-crystals: The model with this Biomorph may try to deny one psychic power, as if there was a Psyker. Regeneration: At the end of each friendly turn, roll the D6 for each model with this Biomorph, which has less than its starting number of wounds but has not been removed as a victim. At 4, that model restores one wound lost at the beginning of the fight. Reflexive optimization: The model with this Biomorph can roll over all wound rolls during the battle phase if it is aimed at a non-vehicle, non-Titanic model Snake Body: Add 3 to the movement characteristic of the model with this Biomorph. Also, during deployment, you can set up a whit unit that's Biomorph underground instead of placing it on the battlefield. At the end of any of your phases of movement, the unit can burrow to the surface - set it anywhere on the battlefield, more than 9 from any enemy models. Spine Banks: The model with this Biomorph is believed to be equipped with weapons with the profile below: Weapon can be fired within 1 enemy, and can be aimed at enemies within 1 friendly units. Spring muscle coil: The model with this Biomorph can fall backwards and charge in the same turn. Stonecrusher Ramshield: When a model with this Biomorph finishes the charge movement. roll the dice: on 4 one enemy unit with one suffers a fatal wound. In addition, all shooting attacks against him suffer a -1 fine for force. Three-dimensional Thought Patterns; During the shooting phase, a model with this Biomorph can add 1 to its hit rolls if it targets a unit that can fly. Toxic Miasma: At the end of the combat phase, roll the D6 for each enemy unit within 1 any model equipped with this Biomorph. At 5, that unit suffers a fatal wound. Toxin bags: Any wound rolls 6 in the fight phase for the model with toxin bags cause 1

additional damage. Strain Shield Projector: The model with this Biomorph has 5 invulnerable save while in the Synapse range. Wide range of retina: The model has this Biomorph, it gets fly the word and adds 3 to its movement feature. Titanic Update Biomorphs (edited) Cellular Bolster: While the model with this biomorph is is The synapse range, it is twice as many wounds received from any impact. Frag spine Batteries: This biomorph can be released as a long-range weapon with a profile below: Weapon Range Type S AP D Ability Frag Spine Battery 24 Attack 12 6 -1 1 Every time you do a 6 roll wound for this weapon that the hit is solved with AP -4. Gargantuan Warp Shield: The model is in the synapse range. Big Flesh Hooks: Models equipped with this Biomorph can shoot as a long-range weapon with the profile below: Weapon Range Type S AP D Ability Big Flesh Hooks 12 Attack 12 User -1 1 This weapon can be fired within 1 enemy units. Incendiary Ichor: Every time a model with this Biomorph loses a wound in the fight phase, roll D6; at 4, the unit that caused damage to the suffering D3 fatal wounds after all their attacks were resolved, D6 at 6. Psy-Catalyst: While the model with this biomorph is within the Synapse range, its range of weapons force rerolls to successfully invulnerable and cover rescues, and cause additional D3 fatal wounds on the wound roll 6. Spore Cloud: Your opponent must deduct 1 of the hit rolls for long-range weapons that target the units within 6 of any hive fleet-friendly model equipped with this Biomorph. Also, at the end of the combat phase, roll the D6 for each enemy unit within 3 of this model. At 4 that unit suffers D3 fatal wounds. Synaptic regeneration: If the early movement phase of the model with this biomorph is within the Synapse range, roll the D6 for each wound lost earlier; On each result, the 5 model repairs one wound. Transport Camera: The model with this Biomorph receives a transport keyword, and can carry up to 10 zlt; Hive fleets, Ymgarl GENESTEALERS, TERMAGANTS or HORMAGAUNTS, or unit up to 3 HIVE GUARD, TYRANT GUARD or TYRANID WARRIORS. It can also carry one of the LT'HIVE fleets, the Patriarch-genearist or the Patriarch-Geneator Of Imgarl. Transport keyword, and can carry up to 20 zlt; Hive fleets, Simurghs or SKY-SLASHER SWARMS, or a unit up to 6 TYRANID Shrikes. It can also carry one of the Biomorph Wings. Mutations in the profile unit, there is a section called Mutations and then a set of characteristics of the model. For example: Termhagant (M:2/WS:-/Psy:-/Syn:). can only be improved once, and the characteristics without the associated costs (dash) cannot be improved. (M) - Optimized muscle tissues: To Move (WS) - Adaptive Motion Analysis: No. 1 Weapons Skills (BS) - Hyper-Reactive Apprentices: No. 1 Strength (T) - Subdermal Chitin Shell: No 1 Strength (W) - Excess Organ Systems: No 1 1 RAN (A) - Explosive Muscle Action: No. 1 Assault (Ld) - Impact-Deflective Carapace: No 1 Armor Save (Psy) - Improved Neural Architecture: Model Can Learn and Use Additional Mental Strength (Syn) - Enhanced Synaptic Links: Improves Synapse Range at 6 Genetic Bullet. The Basic Bio-Weapon (Editing) Model can replace its Eater with one of the following: - Deathspitter - 5 points. -Scything Talons - free - Spinefists - free Biomorphs (edit) Model can take up to one of the following : - Acid blood - 5/15 points. - Antidote Glands - 1/5 pts. - Buried limbs - 7/15 points. - Carbonized Claws - 5/15 points. - Dopamine Injector - 10/30 pts. - Improved leg muscles -5/10 pts. - Feeder Tendrils - 5/15 pts. - Feeding Frenzy Trigger - 3/15 pts. - Implanted instincts of mechanism violation - 5/15 pts. - Insula Glands - x/15 pts. - Nonepinephine Infusion - 8/15 pts. - Overdeveloped stabilizing organs - 15/25 points. - Pressure detection sensors - 5/10 pts. - Mental deflet bio-crystals - x/15 pts. - 3/10 pts. - Reflexive optimization - 3/10 pts. - Tooth Blades - 5/15 pts. - 3/10 pts. - Warp Shield projector - 10/20 pts. - Wide-looking retinas - 3/8 pts. - Spring Coil Musculature - 5/15 pts. - 3/10 pts. - Warp Shield projector - 10/20 pts. - 10/20 other types of units. Melee Bio-weapons (edit) Model can replace any pair of oblique claws with one of the following: - Boneswords - 2 pts. - Lash Whips - 2 pts. - Lash Whips - 2 pts. - Lash Whips - 2 pts. - Breaking claws - 2 points. The monstrous Bio-Gun-editing model can replace any pair of monstrous scything claws with one of the following: - Heavy Venom Cannon - 18 points. - Two Deathspitter with Slimer Maggots - 14 points. - Two Deathspitter with Slimer Maggets - 14 points. - Two Deathspitter with Slimer Maggets - 14 points. - Two Deathspitter with Slimer Maggets - 14 points. - Two Deathspitter with Slimer Magge coupons with one of the following: - Monstrous Kostislov - 20 points. - Monstrous eyelash whips - 10 points. - Monstrous Eire Claws - free Thorax Biomorphs Flies - 10 points. - Decicator Maggots - 10 points. - Hearts Mindflayer - 10 points. - Hearts Mindflayer - 10 points. - Monstrous Kostislov - 20 points. - Monstrous Lash Whip and Monstrous Eire Claws - free Thorax Biomorphs Flies - 10 points. - Monstrous Kostislov - 20 points. - Monstrous Eire Claws - free Thorax Biomorphs Flies - 10 points. - Monstrous Eire Claws - free Thorax Biomorphs Flies - 10 points. - Monstrous Kostislov - 20 points. - Monstrous Eire Claws - free Thorax Biomorphs Flies - 10 points. - Monstrous Eire Claws - free Thorax Biomorphs Flies - 10 points. - Monstrous Eire Claws - free Thorax Biomorphs Flies - 10 points. - Monstrous Eire Claws - free Thorax Biomorphs Flies - 10 points. - Monstrous Eire Claws - free Thorax Biomorphs Flies - 10 points. - Monstrous Eire Claws - free Thorax Biomorphs Flies - 10 points. - Monstrous Eire Claws - free Thorax Biomorphs Flies - 10 points. - Monstrous Eire Claws - free Thorax Biomorphs Flies - 10 points. - Monstrous Eire Claws - free Thorax Biomorphs Flies - 10 points. - Monstrous Eire Claws - free Thorax Biomorphs Flies - 10 points. - Monstrous Eire Claws - free Thorax Biomorphs Flies - 10 points. - Monstrous Eire Claws - free Thorax Biomorphs Flies - 10 points. - Monstrous Eire Claws - free Thorax Biomorphs Flies - 10 points. - Monstrous Eire Claws - free Thorax Biomorphs Flies - 10 points. - Monstrous Eire Claws - free Thorax Biomorphs Flies - 10 points. - Monstrous Eire Claws - free Thorax Biomorphs Flies - 10 points. - Monstrous Eire Claws - free Thorax Biomorphs Flies - 10 points. - Monstrous Eire Claws - free Thorax Biomorphs Flies - 10 points. - Monstrous Eire Claws Schroeder beetles - 10 points. Units edit Edit Genestealer Patriarch 8 2 5 6 5 6 10 4 Biomorphs: A Pair of Claw Patriarch Special Rules: Brood Telepathy Lightning Reflexes Shadow in The Swift Strain and deadly Synapse Psyker: Genius Patriarch can try to show one mental strength in each friendly mental phase, and attempt to deny one mental force from the discipline of hivemind. Updates: Death from the Shadows: During deployment, you can set up this unit in the shade rather than placing it on the battlefield. At the end of any of your Phases of Movement, you can set it anywhere on the battlefield, more than 9 from any enemy models and inside a piece of terrain. Advanced Carapace: Genstealer Patriarch with Extended Carapaces has retained the characteristic 3, but loses Swift and the deadly special rule. Options: Mutations: (M:20/WS:5/BS:5/S:10/T:20/W:10/A:10/Ld:-/Sv:-/Psy:25/Syn:-) The Patriarch can take the Advanced Carapace Update - 25 points Patriarch can take one of the following: - Monstrous Scything Claws - 15 points. - Monstrous Scything Claws - 15 points. - Monstrous - 15 points 20 points. The patriarch can take up to two items from the lists of biomorphs. Can take any of the following: - Flesh Hooks - 5 points. - Toxin Sachs - 6 points. - Toxin Sachs - 7 points. - Toxin Sachs - 8 points. - Toxin Sachs - 9 points. - Toxin Sachs - 8 points. - Toxin Sachs - 9 points. - Toxin Sach Genestealer Patriarch, Synapse, Psyker Ymgarl Genestealer Patriarch 8 2 5 6 5 6 6 10 3 Biomorphs: A Pair of Patriarchal Claws Feeder Tendrils Special Rules: Changed Form: At the beginning of its phase of movement, the Ymgarl Genestealer Patriarch must change its shape into one of the three listed below. The resulting bonus lasts until the beginning of the next stage of the movement. The same shape cannot be selected in two consecutive turns. Cutting claws: Ymgarl Genestealer Patriarch has No.1 Power. tentacles of the limbs: Ymgarl Genestealer Patriarch has No. 1 Attack. Muscle Carapace: Ymgarl Genestealer Patriarch has No.1 strength. Brood Telepathy is highly compatible: If given the Ymgarl Genestealer Patriarch the Ymgarl Genestealer can never be your warlord. Lightning Reflexes Mutations: In detachments with Ymgarl Genestealer Patriarch, Ymgarl Genestealers count as troops. </Hive> and Deadly Synapse Psyker: Ymgarl Genestealer Patriarch can try to show one mental strength in each friendly mental phase, and try to deny one psychic force in each enemy mental phase. He knows the power of Smite and one psychic force from the discipline of hivemind. Updates: Advanced Carapaces has Save the Characteristic 2, but lose Swift and deadly special rule. Options: Mutations: (M:20/WS:5/BS:5/S:10/T:20/W:10/A:10/Ld:-/Sv:-/Psy:25/Syn:-) Patriarch-ymgarl can accept an extended update of the carapace - 25 points. - Monstrous Flaring claws - 20 points. Patriarch-imparra can take up to two items from biomorph lists. Can take any of the following: - Adrenal Glands - 5 points. - Toxin Sachs - 6 points. - Toxin Sachs - 6 points. Patriarch Ymgarl can take any of the following: - Flesh Hooks - 5 pts - Attack of the Implant - 10 pts Keywords: Faction: 'It; Hive fleet'gt; Character Tyranids, Headquarters, Infantry, Patriarch Ymgarl Genestealer, Synapse, Psyker Hive Tyrann Edit This unit contains 1 Tyrant). Name M WS BS S T W A Ld Sv Hive Tirana th 6 7 12 12 10 3 Staying W M WS BS 7-12 9/16 2 3 4-6 7/12 3 3 1-1 3 3 3 35/8 4 Biomorphs: Two pairs of monstrous scything Claws Special Rules: Death Throes Mental Barrier Shadow in The Synapse Strain Will Hive Mind Psyker: Hive Tyran can try to manifest two psychic forces in each friendly mental phase, and attempt to deny one mental force in each enemy's mental phase. He knows the power of Smite and the two psychic powers of managing Hivemind or Anger Hivemind disciplines. Updates: Hive Commander: For every Hive Tyrant in your army with this update, choose one squad of troops from the same squad. Don't install this unit. At the end of any of your Phases Of Movement set it anywhere on the battlefield, more than 9 from any enemy units within 12 subtract one from their manual. Lord of the Sky: If Hive Is a Tyrant with Wings Upgrade your warlord, Gargoyles, Simurghs, Shrikes, and Sky-Slashers count as troops and can be taken as a troop selection. Old Enemy: This Hive Tyrant re rolls all failed to hit and injure rolls all failed to hit and injure rolls and can be taken as a troop selection. Old Enemy: This Hive Tyrant re rolls all failed to hit and injure rolls all failed to hit and injure rolls and can be taken as a troop selection. Old Enemy: This Hive Tyrant re rolls all failed to hit and injure rolls and can be taken as a troop selection. be taken on a model with biomorph wings. Can take items from monstrous bio-guns, monstrous bio-weapons and Thorax Biomorphs lists. Can take any of the following: -Adrenal Glands - 5 points. -Toxin Sachs - 6 points. Can take items from monstrous bio-guns, monstrous bio-guns, monstrous bio-guns, monstrous bio-guns. Indescribable horror - 10 points. - Old -- Hive - 15 points. - Vings and Lord of the following: - Bio-plasma - 15 points. - Prehensile Pincer - 10 points. - Vings and Lord of the Sky special rule - 27 points / 2 PP. Keywords: Faction: 'It; Hive fleet'gt;, Tyranids character, headquarters, monster, Hive Tyrann, Synapse, Psyker Malanthrope Brood'edit It can contain 1 additional malanthrope (Power Rating No.6) or 2 additional malanthropes (Power Rating No.12). Name M WS BS S T W A Ld Sv Malanthrope 6 4 4 4 5 9 4 9 9 9 5 Biomorphs Grabbing Tail Regeneration Special Rules: Advanced Toxic Miasma Monstrous Brood Prey Adaptation Shadow in Deformation EnvelopIng Controversy (Malanthrope) Synapse Options: Mutation questions: (M:10/WS:5/BS:-/S:5/T:10/W:15/A:10/Ld:-/Sv:25/Psy:-/Syn:35) Can take any of the following: -Adrenal Glands - 1 point. -Toxin Sachs - 2 pts. Keywords: Faction: 'lt; Hive fleet'gt;, Tyranids character, headquarters, infantry, Malantrop, Synapse, Fly Neurothrope 6 4 4 5 1 9 5 Biomorphs: Special Rules: Shadow in Warp Spirit Leech Synapse Deformation Field Strain Siphon Psyker: Neurothrope 6 4 4 5 1 9 5 Biomorphs: Special Rules: Shadow in Warp Spirit Leech Synapse Deformation Field Strain Siphon Psyker: Neurothrope 6 4 4 5 1 9 5 Biomorphs: Special Rules: Shadow in Warp Spirit Leech Synapse Deformation Field Strain Siphon Psyker: Neurothrope 6 4 4 5 1 9 5 Biomorphs: Special Rules: Shadow in Warp Spirit Leech Synapse Deformation Field Strain Siphon Psyker: Neurothrope 6 4 4 5 1 9 5 Biomorphs: Special Rules: Shadow in Warp Spirit Leech Synapse Deformation Field Strain Siphon Psyker: Neurothrope 6 4 4 5 1 9 5 Biomorphs: Special Rules: Shadow in Warp Spirit Leech Synapse Deformation Field Strain Siphon Psyker: Neurothrope 6 4 4 5 1 9 5 Biomorphs: Special Rules: Shadow in Warp Spirit Leech Synapse Deformation Field Strain Siphon Psyker: Neurothrope 6 4 4 5 1 9 5 Biomorphs: Special Rules: Shadow in Warp Spirit Leech Synapse Deformation Field Strain Siphon Psyker: Neurothrope 6 4 4 5 1 9 5 Biomorphs: Special Rules: Shadow in Warp Spirit Leech Synapse Deformation Field Strain Siphon Psyker: Neurothrope 6 4 4 5 1 9 5 Biomorphs: Special Rules: Shadow in Warp Spirit Leech Synapse Deformation Field Strain Siphon Psyker: Neurothrope 6 4 4 5 1 9 5 Biomorphs: Special Rules: Shadow in Warp Spirit Leech Synapse Deformation Field Strain Siphon Psyker: Neurothrope 6 4 4 5 1 9 5 Biomorphs: Special Rules: Shadow in Warp Spirit Leech Synapse Deformation Field Strain Siphon Psyker: Neurothrope 6 4 4 5 1 9 5 Biomorphs: Special Rules: Shadow in Warp Spirit Leech Synapse Deformation Field Strain Siphon Psyker: Neurothrope 6 4 4 5 1 9 5 Biomorphs: Special Rules: Shadow in Warp Spirit Leech Synapse Deformation Field Strain Siphon Psyker: Neurothrope 6 4 4 5 1 9 5 Biomorphs: Special Rules: Shadow in Warp Spirit Leech Synapse Deformation Field Strain Siphon Psyker: Neurothrope 6 4 4 5 1 9 5 Biomorphs: Spirit Leech Synapse Deformation Field St each friendly mental phase, and attempt to deny one mental strength in each enemy's mental phase. He knows Smite and Strain Blast Powers plus one psychic Overlord: This model adds one to the result of bone when trying to manifest or deny mental strength. Options: Mutations: (M:10/WS:-/BS:15/S:10/T:20/W:20/A:5/Ld:-/Sv:10/Psy:35/Syn:20) Neurotrope can accept the overlorn's mental update. Neurotropics can take up to two elements from biomorph lists. Can take any of the following: -Adrenal Glands - 1 point. -Toxin Sachs - 2 pts. Keywords: Faction: 'lt; Hive fleet'gt;, Tyranids character, headquarters, infantry, neurotrope, sinaps, fly, sontrop, Psyker Tervigon'edit This device contains 1 Tervigon (Power Rating 9). Name M WS BS S T W A Ld Sv Tervigon - 7 8 14 3 3 3 Remaining W M WS BS 8-14 8 4 4 7 6 5 5 1-3 4 5 6 Biomorphs: A Pair of Massive Skiph Claws Stinger Salvo Special Rules: Brood In Deformation Tervigon can spawn Termagants. If it does this add a new unit of 10 Termagants to your army and install it on the battlefield, so it's completely within 6 Tervigon and more than 1 from the enemy. These models have their usual biomorphs. In addition, you can replace up to 10 models lost earlier in combat in the existing Termagants unit from your army, which is within 6 Tervigon. These models are considered to be with the same updates as the device they take part. Models under this rule are considered having the same biomorphs update as Tervigon, except for acidic blood and Adamantin Tusky. Synapse Synaptic Backlash Psyker: Tervigon can try to show one mental strength in each friendly mental phase, and try to deny one mental force in each enemy mental phase. He knows the power of Smite and one psychic force from the discipline of hivemind. Updates: Caviar Hormagaunts: Replace Termagants with Hormagaunts in Spawning, Brood Progenitor and Synaptic Backslash Rules. Caviar Gargoyles: Replace Termagants with gargoyles in spawning, Brood Progenitor and Synaptic Backslash Rules. Rippers caviar: Replace Termagants with gutters in Spawner, Brood Progenitor and Synaptic Backslash Rules. Caviar Sky-Slashers: Replace Termagants with Sky-Slashers: (M:10/WS:10/BS:15/S:10/T:20/W:20/A:15/Ld:-/Sv:45/Psy:25/Syn:35) Can take one item from The Thorax Biomorphs lists. Can take up to three points. - Toxin Sachs - 6 points. - Toxin Sachs - 6 points. - Toxin Sachs - 6 points. - Icru Simurghs - 40 points. - Caviar Rippers - 40 points. - Sky-Slashers Caviar - 60 points. - Caviar Biomorphs list. - Toxin Sachs - 6 points. - Icru Simurghs - 40 points. - Caviar Rippers - 40 points. - Caviar Biomorphs list. - Toxin Sachs - 6 points. - Caviar Biomorphs list. - Toxin Sachs - 6 points. - Caviar Biomorphs list. - Caviar Biomorphs list. - Toxin Sachs - 6 points. - Caviar Biomorphs list. - Caviar Biomorphs list. - Toxin Sachs - 6 points. - Caviar Biomorphs list. - Toxin Sachs - 6 points. - Caviar Biomorphs list. - Toxin Sachs - 6 points. - Caviar Biomorphs list. - Caviar Bio points. Can replace its massive Scythian claws with massive crushing claws - 20 points. Can take Wings if it has taken caviar gargoyles, Simurghs, or Sky-Slasher Update - 20 pts./2 PP Keywords: Faction: 'It; Hive fleet'gt;, Tyranids character, headquarters, monster, Tervigon, Synapse, Psyker Trygon Prime'edit This device contains 1 Trigon Prime (Power Rating 9). Name M WS BS S T W A Ld Sv Trygon Prime - 7 6 12 6 9 3 Remaining W M WS BS 7-12 9 3 4 46 7 4 4 4 5 5 1-3 5 5 6 Biomorphs: Bio-Electric Impulse With Restraint Spikes Three Pairs Of Monstrous scything Claws Special Rules: B. Any Trigon Prime that is not within 1 enemy unit can burrow. Remove him from the battlefield - it can return as described in the underground attack capability. Trigon Prime can't burrow and return to the battle ends, while Trigon Prime is underground, he is considered murdered. Death Throes Snake Lord: If Trigon Prime is your warlord, the Raveners count as troops and can be taken as a TROOP choice. Shadow in The Deformation Underground Assault Synapse Updates: Lurker: Trigon Prime with this update can enter from the reserve on the first turn. Tunnel Network Prepared: Two Units Can Emerge Underground Attack Special Rule With Trygon With this update. Psyker: Trigon Prime, who acquired the keyword Psyker can try to show one mental strength in each friendly mental phase, and attempt to deny one mental strength in each enemy mental strength in each friendly mental strength in each enemy mental strength i Can take one item from the lists of Thorax Biomorphs. Can take up to three items from biomorph lists. Can take one of the following: -Adrenal Glands - 5 points. - Drepared tunnel network - 50 points. - Psyker's keyword is 50 points. Can take one of the following: - Heavy spine - 10 points. - Banks of the spine - 2 points. Can take one of the following tail biomorphs: - Biostatic Rattle - free - Prehensile Pincer - free - Prehensile Pincer - free - Toxinspike - 1 pts. Keywords: Faction: 'It; Hive fleet', Tyranids character, headquarters, monster, Trygon Prime, Synapse Tyranid Prime'edit This unit contains 1 Tyranid Prime (Power Rating 4). Name M WS BS S T W A Ld Sv Tyranid Prime 6 2 3 5 5 5 6 4 10 3 Tyrannide Prime Apex Strain 6 2 3 5 5 5 7 7 7 5 10 3 Biomorphs: Special Rules: In Syni Strain Synapse Psyker: Tyranny Primex Strain Can Try One Mental Force in Every Friendly Mental Phase, Shadow: In Syni Synapse Psyker: Tyranny Primex Strain Can Try One Mental Force in Every Friendly Mental Phase, Shadow: In Synapse Psyker: Tyrannide Primex Strain Can Try One Mental Phase, Shadow: In Synapse Strain and an attempt to deny one psychic power in every enemy of the Psychic Phase. He knows the power of Smite and one psychic force from the discipline of hivemind. Updates: Brood Leader: Friendly glt'lt'gt;infantry units within 6 of this model can roll over hit rolls. Options: Mutations: (M:10/WS:20/BS:25/S:5/T:15/W:15/A:10/Ld:--/Sv:20/Psy:25/Syn:20) Can take items from major bio-weapons, major bio-guns and Melee Bio-weapons lists. Can take one item from the list of Biomorphs. Can take any of the following: -Adrenal Glands - 2 pts. -Toxin Sachs - 3 pts. Can take one of the following: -Adrenal Glands - 2 pts. -Toxin Sachs - 3 pts. Can take any of the following: -Adrenal Glands - 2 pts. -Toxin Sachs - 3 pts. Can take Brood Leader update - 20 points. Can be upgraded to Tyranid Prime Apex Strain - 30 points / 1 PP. Can take one of the following: -Wings - free - Snake body - free can take any of the following: -Flesh Hooks - 5 points. -Prehensile Pincer - 10 points. Keywords: Faction: 'It; Hive fleet', Tyranid Prime, Synapse, Psyker (Tyranid Prime, Synapse, Psyker (Tyranid Prime, Synapse, Psyker) And Psike (Tyranid Prime, Synapse) And Psike (Tyranid Psike (Tyranid Psike) And Ps M WS BS S T W A Ld Sv Blind Horror 12 3 - 5 5 6 6 9 9 Biomorphs: A pair of giant scything Claws Para Randing Claws Pair Scything Talons. Manui Synapse ссылка: Дружественные <Hive fleet=>eдиницы Роя paccмотреть это</Hive> </Hive> </Hive&g Psycological Horror: Enemy units between 12 of this model are forced to pass a morality test, regardless of any specific rule or cunning, and said the test should be taken on 2D6, discarding the lowest result. Also, every time an enemy unit (which doesn't have a vehicle or monster keyword) within 12 of this model tries to take action (moving, shooting, charging, etc...) it must pass the leadership test with -2 its leadership value. If the test is passed, it can take action as usual if the test failed unit paralyzed by fear and could not take such action: 'lt; Hive fleet'qt; Tyranids character, headquarters, infantry, blind horror Deathleaper'edit This unit contains 1 Deathleaper (Power Rating 5). Only one of these models can be included in your army. Name M WS BS S T W A Ld Sv Deathleaper 9 2 4 6 6 4 4 4 10 5 Biomorphs: Flesh Hooks Implant Attack pair of scything Talons Pair of sinister Coupons Feeder Tendrils Special Rules: Killer Lord: If Deathleaper is your warlord, lictors count as troops and can be taken as a troop of choice. Hidden Hunter: During deployment, you can set this model in cover rather than post it on the battlefield. At the end of any of your Phases of Movement, this model can jump out of its hiding place - install it anywhere on the battlefield, which is more than the D3'3 from enemy models. It's After Me!: At the beginning of the first round of battle, but before the first round of battle, but before the first turn, choose a character from a opposing army. You can re-roll the punch and wound rolls in the fight phase for any of the Dathleaper attacks that target that character. Also, while Deathleaper is alive, the leadership of this model decreases on the D3. Where is it?: Your opponent must subtract 2 of their shock rolls for attacks that target this model. Also add 2 instead of 1 to save throws for Deathleaper when it is in the lid. Models can't shoot over the clock against Deathleaper. Deathleaper does not roll over the range charge - instead its charge distance is always 12 if not improved. Deathleaper similarly do not roll for advancing. It's too fast!: Deathleaper has 4 invulnerable save in close combat and 3 invulnerable save from shooting. He has my weapon!: When attacking the enemy, Deathleaper can force against-the-weapons for disarmament testing and intrusive weapons for disarmament testing and intrusive weapons for disarmament, both players roll 1d6 and add them to the opposite of their weapons prowess (a 2' WS WS alt/hive) 6. 3 means 5 etc ...) if Deathleaper loses. nothing happens. If Deathleaper wins, the designated item is disarmed and cannot be used for the remainder of the turn. Superb chameleon skin There is no escape: Enemy units can't intercept the wounds inflicted by this model. Chief Of The Trait: If this model is your warlord, he has a Mind Eater Warlord Trait. Keywords: Faction: 'It; Hive fleet', Tyranids character, headquarters, infantry, Deathleaper Old One Eye Edit This device contains 1 Old One Eye 7 3 4 7 7 9 5 7 3 Biomorphs: Monstrous Crush Claws Monstrous Scythian Spine Claws Banks Thresher Scythe Special Rules: Alpha Leader: You can add 1 to hit the rolls for the 'lt; Hive fleet'gt; friendly Carnexifs units that are within 6 of this model. Berserk Rampage Immortal Battering Ram Instinctive Behavior Is Dead?: When the Old One Eye is removed as a victim, leave the model on the table (it is considered a battlefield debris, and provides cover for models who are at least half hidden from it). At the beginning of each of your roll turns die; at 4 Old One Eye returns to play with one wound remaining. Lord of the Living Rams: If Old One Eye is your warlord, Carnifexes, Stone Crusher Carnifexes, Thornbacks and Screamer Killers count as TROOPS and can be accepted as a TROOP choice. Metal crushing Carapace: The old one eye increases the result required to attack to injure it one step (e.g. a weapon that usually wounds at 2,, a weapon that will injure at 3, 4 and so on), a maximum of 6. A weapon that deals multiple damages causes less than one injury. Regeneration That Only Angered It!: Every time the Old Eye loses a wound, it gets 1 euro to its attack value (maximum 10), these attacks are not lost if it repairs wounds through regeneration or other rules and tricks. Chieft Trait: If this model is your warlord, he has adaptive biology warlord Trait, Keywords: Faction: 'It: Hive fleet'dt:, Tyranids character, headquarters, monster, old one eve, Carnifex Destiny Malan'tai (Power Rating 15), Only one of these models can be included in your army. Name M WS BS S T W A Ld Sy Death Malan'tai 6 4 2 4 4 6 1 10 5 Biomorphs: Special Rules: Destroyer Malan'tai: AELDARI Units Suffer -2 Penalty Leadership While in The Doom Malan Thai in Sinaps Range or If Targeted doom Malana'tai with power that wounds on the basis of It can also add 3 to its rolls when trying to negate the mental strength shown by the AELDARI unit. Psychic Ancestor: If the death of Malan'tai is your warlord, zoanthropes count as TROOP and can be taken as a TROOP choice. Psychic Apocalypse: trying to show or block mental strength, this model has a bonus to its rolls equal to half of its wound characteristics (rounding). In addition, in each mental strength, this model has a bonus to its rolls equal to half of its wound characteristics (rounding). wound characteristics (rounding). Shadow in Soul Eater Strain: Every time an enemy model is removed as causation due to Malan'tai'tay'tay's death attacks or mental forces, Doom Malan'tai gets one wound, a maximum of 9. Spirit Leech Synapse Overlord: Units will automatically undergo Morale tests if they are within 18 of this model. Doom Of Malan'Tai adds twice as many wounds to its synapse range. Warp Field Strain Well: You can roll over any of the rolls of this model while trying to manifest or block mental power. In addition, the hive fleet friendly Tyranids Psykers for 6 add 1 to their rolls when trying to manifest or block mental power, 2 if they are zontrops. Psyker: Doom of Malan'tai can try to show five mental strength in each friendly mental phase, and try to deny three mental forces in each enemy mental phase. He knows every power from the wrath of Uma Hive and the malice of Hive Mind disciplines. Commander Tright: If this model is your warlord, she has a Synaptic Lynchpin Warlord Tright. Keywords: Faction: 'It; Hive fleet', Tyranids character, headquarters, infantry, Death of Malan'tai, Fly Synapse, Psyker Parasite Mortex - 2 4 6 4 4 4 4 10 3 Biomorphs: Implant Attack Spring Coil Muscle Two Pairs Breaking Claw Special Rules: Host Organism: Rippers Count Parasite Mortex as having 24 synapse range. Parasite Mortex as having 24 synapse range. For each failed test, roll the D6. At the end of the Sturm phase, place the new Ripper Swarm Brood with a number of Ripper Swarm Brood within 3 of this model. All models must be within 3 units with this rule. Any bases that cannot be placed because of enemies within one are lost. Shadow in the strain of Synapse Warlord Trait: If this is your warlord's model, he has the instinctive assassin of warlord Trait. Keywords: Faction: 'It; Hive fleet', Tyranids character, headquarters, infantry, parasite Mortex, Fly Swarmlord'edit This device contains 1 Swarmlord (Power Rating 20). Only one of these models can be included in your army. Name M WS BS S T W A Ld Sv Swarmlord - 2 2 7 14 - 10 3 W M S 8-14 9 8 6 4-7 7 7 5 1-3 5 6 4 Биоморфы: Две пары кости сабли Prehensile Pincer допамина Инжекторы Pereнерация Cneциальные правила: Эоны опыта: Если</Hive&qt; </Hive&qt; &l two features of a warlord. Blade Parry Bullet Screening: Roll the dice every time this model loses a wound while either Termagant, Hormagant, Simurgh, or Gargoyle Brood is within 3 of this unit; On 2 model from this unit can intercept that hit - Hive Tyrant does not lose the wound, but the unit suffers a fatal wound. Death Throes Hive Commander Old Opponent Mental Barrier Psychic Beast: Swarmlord can never suffer danger and can roll over any number of bones when trying to throw or deny mental power. Shadow in the instincts of suppression of deformation: At the beginning of your turn, choose a friendly block of Tyranids, which will suffer from a special rule of instinctive behavior; this unit ignores the action of the rule before your next turn begins. Roy Leader: At the beginning of your turn, choose to roll each roll of wounds against monsters or vehicles to roll each kick roll 1, or not suffer from any fines for hit rolls to move and firing heavy weapons and advancing and firing assault weapons. Synapse Destroyer of the Galaxies: The Swarmlord guide can never be negatively affected and the moral tests made by enemy units within 18 are taken on -2 execution manuals. Wills Hive Mind Psyker: Swarmlord can try to show three psychic powers in each friendly mental phase, and attempt to deny two psychic powers in each enemy mental phase. He knows the power of Smite and three psychic powers from any of Hivemind's disciplines. Keywords: Faction: 'It; Hive fleet'gt;, Tyranids character, headquarters, monster, Hive Tyrann, Swarmlord, Psyker troops edit Genestealer Brood edit Edit This unit contains 5 Genestealers (Power Rating 4). It can include up to 5 genestealers (Power Rating No. 4), up to 10 more Genestealers (Power Rating No. 12). Name M WS BS S T W A Ld Sv Genestealer 8 3 4 4 4 1 3 9 5 Broodlord 8 2 4 5 5 3 4 9 5 Biomorphs: One pair of Rending Claws One pair of monstrous Acceleration Claws (Broodlord Only) Special Rules: Flurry of Swift's lightning claw reflexes and an attempt to deny one psychic force in every enemy mental phase. He knows the power of Smite and Horror. Updates: Death from the Shadows: During deployment, you can set up this unit in the shade rather than placing it on the battlefield that is more than 9 from any enemy models and inside a piece of terrain. Options: Mutations: - Mutations (Broodlord) (M:4/WS:5/BS:-/S:10/T:20/W:10/A:5/Ld:-/Sv:20/Psy:-/Syn:-) The whole unit can take death from the renewal of shadows - 10 pts./model Any model in the brood can take one of the following: -Rending Claws - 2 pts. -Scything Talons - free Any model in the brood can take any of the following: -Adrenal Glands - 3 pts. -Toxin Sacs - 4 pts. Any model in the brood can take one of the following biomorphs: -Serrated blades - 3 pts. -Carbonated claws - 3 points. The unit may include Broodlord - 50 pts./2 PP Broodlord can take one item from the Biomorphs list. Broodlord can take one of the following: - Monstrous Acceleration Claws - 10 points. - Monstrous Scythian claws - 7 points. Broodlord can take any of the following: - Adrenal Glands - 3 pts. - Flesh Hooks - 5 pts - Implant Attack - 10 pts - Toxin Sacs - 4 pts. Keywords: , Tyranids Troops, Infantry, Genestealers, Psyker (Only Broodlord) Hormagaunts Brood'edit. It can include up to 10 more Hormagaunts (Power Rating No. 3), up to 20 more Hormagaunts (Power Rating No. 9) or up to 40 more (Power Rating No. 12). Name M WS BS S T W A Ld Sv Hormagaunt 8 4 4 3 3 1 2 5 6 Hormagaunt Alpha 8 3 3 3 3 3 7 6 Biomorphs: Pair of Scything Talons Special Rules: Related Jumps: This unit moves an additional 3 when moving and charging. Also, whenever this unit piles up and consolidates, it can move up to 6. Hungry Variants of Instinctive Behavior: Mutations: (M:2/WS:1/BS:-/S:1/T:2/W:-/A:1/Ld:1/Sv:-/Psy:-/Syn:-) Any model in the brood can take one of the following biomorphs: -Carbonized Claws - 2 pts. -Serrated Blades - 2 points. Any model in the brood can take any of the following biomorphs: -Adrenal Glands - 1 pts. -Toxin Sacs - 2 pts. One every ten Hormagaunts in Brood can be upgraded to Hormagaunt Alpha for 6 points. The brood uses the Hormagaunt Alpha manual instead of its own as long as it is alive. Keywords: Faction: 'It; Hive fleet', Tyranids Troops, Infantry, Hormagaunt Ripper Roy (Power Rating 2). It could include up to 3 more Rippers roy (Power Rating No. 2), up to 6 more Ripper Roy (Power Rating No. 4), up to 9 more Ripper Roy (Power Rating 2). It could include up to 3 more Rippers roy (Power Rating No. 2), up to 6 more Ripper Roy (Power Rating No. 4), up to 9 more Ripper Roy (Power Rating No. 4), up to 9 more Ripper Roy (Power Rating 2). It could include up to 3 more Rippers roy (Power Rating No. 2), up to 6 more Ripper Roy (Power Rating No. 4), up to 9 more Ripper Roy (Power Rating No. 4), up to 9 more Ripper Roy (Power Rating 2). It could include up to 3 more Rippers roy (Power Rating No. 2), up to 6 more Ripper Roy (Power Rating No. 4), up to 9 more Ripper Roy (Power Rating No. 4), up to 9 more Ripper Roy (Power Rating 2). It could include up to 3 more Rippers roy (Power Rating No. 4), up to 9 more Ripper Roy (Power Rating No. 4), up to 9 more Ripper Roy (Power Rating 2). It could include up to 3 more Ripper Roy (Power Rating No. 4), up to 9 more Ripper Roy (Power Rating No. 4), up to 9 more Ripper Roy (Power Rating No. 4), up to 9 more Ripper Roy (Power Rating 2). It could include up to 3 more Ripper Roy (Power Rating No. 4), up to 9 more Ripper Roy (Power Rating No. 4), up to 9 more Ripper Roy (Power Rating 2). It could include up to 3 more Ripper Roy (Power Rating No. 4), up to 9 more Ripper Roy (Power Rating No. 4), up to 9 more Ripper Roy (Power Rating 2). It could include up to 3 more Ripper Roy (Power Rating No. 4), up to 9 more Ripper Roy (Power Rating No. 4), up to 9 more Ripper Roy (Power Rating 2). It could include up to 3 more Ripper Roy (Power Rating 2). It could include up to 3 more Ripper Roy (Power Rating 2). It could include up to 3 more Ripper Roy (Power Rating 2). It could include up to 3 more Ripper Roy (Power Rating 2). It could include up to 3 more Ripper Roy (Power Rating 2). It could include up to 3 more Ripper Roy (Power Rating 2 No. 6), or up to 12 more Ripper Roy (Power Rating No. 8). Title M WS BS S T W A Ld Sv Ripper Swarm 6 5 5 3 3 4 4 Biomorphs: Special Rules: Burrowers Consume: During the shooting unit phase with at least three bases with this rule can choose to absorb an organic piece of terrain (forests, shrubs, marshes, etc.) it touches. If he decides to do it, you Move the models in the block to any point completely within that piece of terrain before removing it from the field. </Hive> <:/Hive> < their usual attacks to make one splash of attack that uses the following profile: S AP D Ability 1 0 1 If the target is a VEHICLE, and you do a wound roll 4, the target suffers one fatal injury in addition to any other damage. If you make a wound roll 6, inflict D3 fatal wounds instead. For every blow resulting in one or two, the unit suffers a fatal wound. Options: Mutations: (M:2/WS:2/BS:4/S:4/T:4/W:-/A:3/Ld:2/Sv:-/Psy:-/Syn:-) The device can take one of the following biomorphs: -Carbonized Claws - 3 pts. -Serrated Blades - 3 pts. Any model in the brood can take any of the following biomorphs: -Adrenal Glands - 4 pts. -Toxin Sacs - 3 pts. Keywords: Faction: 'It; Hive fleet', Tyranids Troops, Roy, Ripper Roy Termagants (Power Rating No. 3), up to 20 more Termagants (Power Rating No. 3), up to 20 more Termagants (Power Rating No. 3), up to 20 more Termagants (Power Rating No. 4) or up to 40 more Termagants (Power Rating No. 12). Name M WS BS S T W A Ld Sv Termagant 6 4 4 3 3 1 1 5 6 Termagant Alpha 6 3 3 3 1 2 7 6 Biomorphs: Special Rules: Hail Alive Ammunition Instinctive Behaviors: Mutations: (M:2/WS:-/BS:1/S:1/L:1/W:-/A:1/Ld:1/Sv:-/Psy:-/Syn:-) For every ten Termagants, you can replace it with a fleshborer with a strangleweb - free Any model can replace it with a fleshborer with one of the following: -Spinefists - free -Devourer - 4 pts./model in brood can take one of the following biomorphs: -Overdeveloped Stabilizing Organs - 2 pts. - Pressure detection sensors - 2 pts. Any model in the brood can take any of the following biomorphs: -Adrenal Glands - 1 pts. -Toxin Sacs - 2 pts. Every ten termagants in Brood can be upgraded to Termagant Alpha manual instead of its own as long as it is alive. Keywords: Faction: 'lt; Hive fleet'gt;, Tyranids Troops, Infantry, Termagants Tyranid Warrior Brood'edit This unit contains 3 Tyranid Warriors (Power Rating 5). It could include as many as 3 Tyranid Warriors (Power Rating No. 8). Name M WS BS S T W A Ld Sv Tyranid Warrior 6 3 4 4 4 3 3 9 4 Tyrand Warrior Alpha 6 2 3 4 4 4 3 4 9 4 Biomorph Devourer Para scything Talons Special Rules: Shadow in Synapse Psyker Strain: Tyranid Warrior Brood, who acquired the keyword Psyker can try to show one mental strength in each enemy Mental phase. He knows and one force from the control discipline of Hive Mind. Tyrannide Warrior Units 4/Lt;/Hive More models can instead try to show two mental strength in each friendly mental phase, and attempt to negate two mental forces in each enemy's mental phase. By showing or denying psychic force with the Tyranid Warrior block, first select the model in the block - measurement range, visibility, etc. from this model. If this unit suffers the danger of deformity, it suffers D3 fatal wounds as described in the basic rules, but units within 6 will only suffer damage if the dangers of deformation causes the latest model in the Tyranid Warrior unit to be killed. Options: Mutations: (M:4/WS:3/BS:5/S:4/T:7/W:8/A:4/Ld:-/Sv:6/Psy:-/Syn:-) Any model can take items from major bio-weapons and melee bio-weapons lists. Any model can take one item from the list of bio-cannons. Any model in the brood can take any of the following biomorphs: -Adrenaline Glands - 2 pt. -Flesh Hooks - 2 pts. -Toxin Sacs - 3 pts. The device can take the keyword Psyker - 10 pts./model One Tyrand Warrior in Brood can be upgraded to Tyrande Warrior Alpha - 10 points. Keywords: Faction: 'lt; Hive fleet'gt;, Tyranids Troops, Infantry, Tyrand Warriors Elite edit Cortex Leech Swarm Brood'edit This unit contains 3 Cortex Leech Swarms (Power Rating 2). It can include up to 3 more Cortex Leech Swarms (Power Rating No. 2), up to 6 more Cortex Leech Swarms (Power Rating No. 4), up to 9 more Cortex Leech Swarms (Power Rating No. 8). Title M WS BS S T W W A Ld Sv Cortex Leech Swarms (Power Rating No. 4), up to 9 more Cortex Leech Swarms (Power R Rules: Burrowers Consume: During the shooting unit phase with at least three bases with this rule can choose to absorb an organic piece of terrain (forests, bushes, marshes, etc.) it touches. If he decides to do this, you can move the models in the block anywhere completely within that piece of terrain before removing it from the field. This is considered a promotion for all intents and purposes. Cortex Command: When attacked, a base swarm of bark leeches can abandon its usual attacks to instead test the Cortex command. This is one attack that, if it hits, both players should roll against the leadership check with both players rolling d6 and adding it to their respective models of leadership values. If the player Cortex Leech succeeds, this model must make either a melee shot or attack against the goal chosen by the player Leech Cortex at its full cost (I.E model is so controlled that the storm another unit has to do so if it charged them). If the enemy unit in the attack is destroyed by a block of leech bark, roll d6; 3 or less nothing happens, but Four or more of the entire unit must charge or shoot the target of Cortex Leech player of choice, although after turning the models are removed from the game. Instinctive Behavior Splash: In the zlt;/Hive Fight, each model with this special rule can exchange all their usual attacks to make one splash of attack that uses the following profile: S AP D Ability 1 0 1 If the target is a VEHICLE, and you do a wound roll 6, inflict D3 fatal wounds instead. For every blow resulting in one or two, the unit suffers a fatal wound. Options: Mutations: (M:5/WS:2/BS:4/S:4/T:4/W:-/A:3/Ld:-/Sv:-/Psy:-/Syn:5) The device can take one of the following biomorphs: -Carbon Clawizeds - 3 pt. Any model in the brood can take one of the following biomorphs: -Carbon Clawizeds - 3 pt. Any model in the brood can take one of the following biomorphs: -Carbon Clawizeds - 3 pt. Any model in the brood can take one of the following biomorphs: -Carbon Clawizeds - 3 pt. Any model in the brood can take one of the following biomorphs: -Carbon Clawizeds - 3 pt. Any model in the brood can take one of the following biomorphs: -Carbon Clawizeds - 3 pt. Any model in the brood can take one of the following biomorphs: -Carbon Clawizeds - 3 pt. Any model in the brood can take one of the following biomorphs: -Carbon Clawizeds - 3 pt. Any model in the brood can take one of the following biomorphs: -Carbon Clawizeds - 3 pt. Any model in the brood can take one of the following biomorphs: -Carbon Clawizeds - 3 pt. Any model in the brood can take one of the following biomorphs: -Carbon Clawizeds - 3 pt. Any model in the brood can take one of the following biomorphs: -Carbon Clawizeds - 3 pt. Any model in the brood can take one of the following biomorphs: -Carbon Clawizeds - 3 pt. Any model in the brood can take one of the following biomorphs: -Carbon Clawizeds - 3 pt. Any model in the brood can take one of the following biomorphs: -Carbon Clawizeds - 3 pt. Any model in the brood can take one of the following biomorphs: -Carbon Clawizeds - 3 pt. Any model in the brood can take one of the following biomorphs: -Carbon Clawizeds - 3 pt. Any model in the brood can take one of the following biomorphs: -Carbon Clawizeds - 3 pt. Any model in the brood can take one of the following biomorphs: -Carbon Clawizeds - 3 pt. Any model in the brood can take one of the following biomorphs: -Carbon Clawizeds - 3 pt. Any model in the brood can take one of the following biomorphs: -Carbon Clawizeds - 3 pt. Any model in the brood can take one of the following biomorphs: -Carbon Clawizeds - 3 pt. Any model in the brood c Tyranids Elite, Roy, Cortex Leech Swarms Crinis Brood: a terrible monster specially designed to kill, destroy enemy formations and destroy the precious equipment of his enemies, Crinis is named after the number of tendons he possesses. Four long whip lashes tendril arms, the jaws ringed even more tentacles, and four flesh hooks that can burst out of the chest, Crinis, by all accounts of an overly awful creature with remarkable regenerative abilities, is bolstered by the fact that it is practically a walking corrosive plant, producing acid in copious quantities to destroy the equipment. The creature is surprisingly fast, built more like Hive Tyrant than Carnifex, and can be an offshoot of this genus. His strategy appears to be to use targets already occupied by other tyrannies to strike targets it wishes or to drop without warning in order to wreak havoc before inevitably perishing. It is possible to truly that the regenerative forces of a being are born out of the need to quickly regenerate appendages if they are cut off during a struggle, which translates as a healing factor throughout the body. Some seem to further this regenerative diet with special biomorphs that make it even harder to cause the injury to stay. These creatures understandably hate the artisans and artisans of the galaxy for their dishonour of destroying priceless artifacts, something that Hive Mind seems to be well aware of, especially since many of these artifacts are very difficult to replace. These creatures even seem to enter the chemical high when they destroy what it is programmed to recognize as particularly priceless relics such as Terminator or Artificer armor or master-created weapons, meaning that even outside the synapse range they continue to track down objects to destroy before randomly devouring them. Modeling notes Crinis should be presented with hive Tyrant base body, by At least four tentacles represent evelash whips where you get those tentacles up to you, but they should be decently long (see Toxicrene for inspiration). The head should come from the zlt/Hive The lictor or similarly cthulhoid head and he must have something to represent the flesh hooks. If the result looks like a Hentai monster you have to hide your battle sisters, Fire Warriorsesses, Guardsmen, Slaaneshi Daemons, and Eldar (Dark or Craftworld) off, you succeeded. This unit contains 1 Crinis (Power Rating 8). It may contain 1 additional Crinis (Power Rating No.8) or 2 additional Crinises (Power Rating No. 16). Name M WS BS S T W A Ld Sv Crinis - 6 7 12 5 7 3 remaining W M WS BS 7-12 9 3 4 46 7 4 5 1-0 3 5 5 6 Biomorphs: Two pairs of monstrous Lash Whips flesh hooks acid feed tendrils toxin Miasma Toxic Sax Toxin Spike Special Rules: Related Leap: This device moves an additional 3 when moving and charging. Also, whenever this unit piles up and consolidates, it can move up to 6. Instinctive Behavior Monstrous Brood Ruinous Touch: Non-Titanic models who have been struck by at least one Crinis close combat attack suffer a -1 penalty for their armor to keep for the rest of the game. Also, if any model rolls at least one natural one (eventually re-rolls) in close combat when trying to hit Crinis, roll die; The 4 close combat weapons with which the model attacked is destroyed and cannot be used for the duration of the game. For attacks rolled for a group of models with the same Adrenal Glands - 5 points. - Toxin Sachs - 6 points. Any model can take one of the following: - Cluster spines - 15 points. - Stinger Salvo - 15 points. - Stinger Salvo - 15 points. Keywords: Faction: 'It; Hive fleet', Tyranids Elites, Monster, Crinis Haruspex Brood'edit This block contains 1 Haruspex (Rating Power 7). It may contain 1 additional Haruspex (Power Rating as a victim due to the Haruspex attack (both in range and melee), this model receives one food marker at the end of the phase, a maximum of six. At the beginning of the Movement phase, a maximum of six. At the beginning of the Movement phase, a maximum of six. beginning of the fight phase, Haruspex can spend any number of Food tokens to receive a bonus attack of 1 euro every token spent. At the beginning of the movement phase, Haruspex can spend any number of Food tokens to receive a bonus attack of 1 euro every token spent. At the beginning of the movement phase, Haruspex can spend any number of Food tokens to receive a bonus attack of 1 euro every token spent. Mutations: (M:15/WS:10/BS:15/S:10/T:20/W:20/A:15/Ld:10/Sv:30/Psy:-Syn:-) Any model can take up to three items from the Biomorphs list. Any model can take up to three items from the Biomorphs list. Any model can take up to three items from the Biomorphs list. Any model can take up to three items from the Biomorphs list. Any model can take up to three items from the Biomorphs list. Any model can take up to three items from the Biomorphs list. Haruspex Hive Guard Brood'edit This unit contains 3 Hive guards (Power Rating No. 14). Title M WS BS S T W A Ld Sv Hive Guard 5 4 3 3 2 7 4 Biomorphs: Special Rules: Instinctive Behavior synaptic Targeting Network: Hive Guard Brood can re-roll every roll bump against units in line of sight with any Synapse-friendly Synapse model that is in the synapse range. Options: Mutations: (M:5/WS:-/BS:15/S:5/T:15/W:15/A:5/Ld:5/Sv:20/Psy:-/Syn:-) Any model can take one item from the list of Biomorphs. Each model can replace it With a Shockcannon - 21 pts./model Any model to take any of the following: -Adrenal Glands - 1 point. -Toxin Sachs - 1 pts. Keywords: Faction: 'lt;Hive fleet'gt;, Tyranids Elite, Infantry, Hive Guard Lictor (Power Rating No.3), 2 additional Lictors (Power Rating No.6), 3 additional Lictor (Power Rating 3). It may include 1 additional Lictor (Power Rating No.4), 2 additional Lictor (Power Rating 3). (Power Rating No.9), or 4 additional Lictors (Power Rating No. 12). Name M WS BS S T W A Ld Sv Lictor 9 2 4 4 4 3 9 9 5 Lictor Alpha 9 2 3 6 4 5 4 9 5 Biomorphs: Flesh Hooks Pair Of Claws Tender Feedrils Special Rules: Assassins Pack: First Time Device Tuned on the Battlefield, all of its models must be placed within 6 of at least one more model in their unit. From that moment on, each of them acts independently and is considered as a separate unit. Chameleonic Skin Hidden Hunter Hyper-Reflexes: Lictors have 5 invulnerable save. He has my weapon!: (Lictor Alpha Only) When attacking an enemy, The Lictor can force opposing weapons tests on each model he is wounded in a shooting or attack. By announcing disarmament checks and intrusive weapons for disarmament, both players roll 1d6 and add it to the opposite of their weapons for disarmament, both players roll 1d6 and add it to the opposite of their weapons for disarmament, both players roll 1d6 and add it to the opposite of their weapons for disarmament, both players roll 1d6 and add it to the opposite of their weapons for disarmament, both players roll 1d6 and add it to the opposite of their weapons for disarmament checks and intrusive weapons for disarmament checks used for the remainder of the turn. There is no escape: (Lictor Alpha only) Enemy units can't intercept the wounds inflicted by the Lictors. Updates: Ambush! - Lictor Brood with this must be placed at least D3'3 from any enemy unit turn in which it arrives via Hidden Hunter Rule Options: Mutations: (M:10/WS:-/BS:10/S:5/T:15/W:15/A:10/Ld:-/Sv:-/Psy:-Syn:-) Mutations (Alpha Lictor): Any model takes any of the following: -Adrenal Glands - 2 pts. -Toxin Sacs - 3 pts. The whole squad can ambush! Update - 20 pts./model One model in Brood can be updated in Lictor Alpha for 25 points./1 PP Keywords: Faction: 'It; Hive fleet'gt;, Tiranidi Elite, Infantry, Lictor, Character Maleceptor (Power Rating No.8) or 2 additional Maleceptors (Power Rating No.16). Name M WS BS S T W A Ld Sv Maleceptor 7 th 4 7 12 3 9 3 Remaining W WS S 7-12 4 7 4-6 5 6 1-3 6 5 Bio Morphs: One Pair of Massive Scything Claws Special Rules: The Monstrous Brood Psychic Barrier Shadow in the Strain synapse Psyker: Maleceptor can try to manifest two psychic powers in each friendly mental phase, and attempt to deny two psychic forces in each enemy's mental phase. He knows Smite, Psychic Overload and Psychic Void Mental Forces. If it is updated to know another power, it must generate one additional energy from any of the Hivemind disciplines. Whenever Maleceptor tries to show mental strength, add one to his mental test. Charge strain: 8 Select a unit for 24, which is visible to psyker; that the device suffers D3 automatic hits with the profile below (Mental overload can manifest itself several times equal to the number of villains currently on board.): S AP D Ability - -- - Do not roll to the wound against units affected by mental overload - instead, this device should roll down the leadership test to 3D6, adding No. 1 for each model for 12 of this model, and an additional 2 euros for each model for 6. If the test fails, the device suffers D3'3 fatal wounds. Charge Strain: 7 Attacker who has shown this strength and any other qlt'a hive fleet'gt'gt; friendly Psyker for 12 can add 3 to the result of the dice when trying to deny the enemy mental power. Options: Mutations: (M:20/WS:10/BS:30/S:10/T:20/W:20/A:10/Ld:10/Sv:30/Psv:25/Svn:20) Any model to take up to three elements from the Biomorphs list. Any model to take any of the following: -Adrenal Glands - 5 points, -Toxin Sachs - 6 points, Keywords: Faction: 'lt:Hive fleet', Tyranids Elite, Monster, Maleceptor, Synapse, Psyker Megakarytes Swarms (Power Rating No. 2), up to 6 more Megakarytes Swarms (Power Rating No. 4), up to 9 more Megakarytes Swarms (Power Rating No. 4), up to 9 more Megakarytes Swarms (Power Rating No. 4), up to 6 more Megakarytes Swarms (Swarms (Power Rating No. 10). Name M WS BS S T W A Ld Sv Megakarytes Swarm 7 6 - 1 1 6 6 4 7 Biomorphs: Weapon Range Type S AP D Cutting Teeth Melee Melee User -1 1 - Special Rules: This unit treats the cover as if it were an infantry keyword. In addition, it requires twice as many hits from weapons that automatically use weapons, which are automatically used to automatically their target, but benefits no. 3 to their armor to save when the shelter and enemy units shooting this unit can never hold a target. Surgical Biomorphs: At the beginning of the movement phase, you can choose a friendly It Itg; block (which does not have a qlt/swarm)g; keyword) within 3 of this unit. The device heals D3 previously lost wounds instead of D3, but this unit suffers an equal number of fatal wounds. If the device heals D3 previously lost wounds instead of D3, but this unit. device automatically suffers 6 fatal wounds. Finally, if the Model Titanic it can also heal the D6 wounds, but this device suffers 12 fatal wounds not. Options: Mutations: (M:4/WS:3/BS:-/S:-/I:4/W:-/A:-/Ld:-/Sy:5/Psy:-/Syn:-) Any model in the brood can take any of the following biomorphs: -Adrenal Glands - 2 pts./model -Toxin Sacs - 1 pts./model Keywords: Faction: It can 1 additional Pyrovores (Power Rating No. 4), 3 additional Pyrovores (Power Rating No. 4), 4 additional Pyrov Rules: Instinctive Behavior of Volatile Options: Mutations: (M:5/WS:10/BS:-/T:15/W:15/A:5/Ld:5/Sv:15/Psy:-/Syn:-) Any model to take any of the following: -Adrenal Glands - 1 point. -Toxin Sachs - 3 pts. Keywords: Faction: 'lt; Hive fleet'gt;, Tiranidi Elite, Infantry, Pyrovores Synaptic Booster Spore Brood' This unit contains 3 Synaptic Booster Spores (Power Rating 2). It can include up to 3 more Synaptic Booster Spores (Power Rating No. 4). Title M WS BS S T W A Ld Sv Synaptic Booster Spore D33 6 6 1 1 1 1 10 7 Special Rules: Live Bomb Psychic Resonator: While Synaptic Booster Spore is within 12 of the SYNAPSE and Synaptic Synapse. Options: Mutations: (M:5/WS:-/S:-/T:1/W:--/A:---Ld:-/Sv:-/Syn:10) Keywords: Faction: , Tyranids Elite, Infantry, Synaptic Controversy Title M WS BS S T W A Ld Sv The Laius Horror 9 4 4 6 6 9 4 6 3 Biomorphs: Two pairs of monstrous Scythian coupons Thresher Scythe Special Rules: Instinctive Behavior Laius Horror, secretly write one enemy infantry and non-character model with 1 wound as master. If you don't have such a model, choose 2/lt;/hive.gt; Infantry and non-character model with 1 wound as master. character models. When the Master loses his last wound, open a note to his opponent, replace the Master on Laius Horror. If there is no place to place the Master on Laius Horror. If there is no place to place the Master loses his last wound, open a note to his opponent, replace the Master on Laius Horror. If there is no place to place master's block. It doesn't count as a charge. Keywords: Faction: 'It; Hive fleet', Tyranids Elite, Monster, Lyus Horror, Character Tyrant Guards (Power Rating 8). It can include up to 3 more Biomorphs: A pair of Accelerations Claws Pair scything Talons Special Rules: Blind Fights: As long as there is a hive fleet-friendly Hive Tyrant for 6 of this unit, it can use Tyrant's own Weapon And Skills. Blind Rampage Instinctive Behavior Shieldwall Options: Mutations: (M:10'WS:5/BS:-/S:5/T:10/W:20/A:10/Ld:5/Sv:25/Psy:-/Syn:-) can't be taken on a model with biomorph wings. Any model can take one item from the list of Biomorphs. Any model can change his pair of Scythian coupons with one of the following: -Pair of Crushing Claws - 12 points. -Couple Lash Whip and Bonesword - 2 pts. The entire brood may occupy one of the following: -Snake Body - 20 pts./model -Wings - 15 pts./model Keywords: Faction: 'It; Hive fleet'gt;, Tyranids Elite, Infantry, Elite, Infantry, Tyranids Elite, Infantry, Elite, Infantry, Elite, Infantry, Elite, Infantry, Elite, Infantry, Elite, Infantry, Elit more Venomthropes (Power Rating No. 10). Name M WS BS S T W A Ld Sv Venomthrope 6 4 4 4 3 2 5 5 Biomorphs: Two Pairs toxic Lashes Toxic Miasma Special Rules: Instinctive Behavior This Wrapping up the controversy: Your opponent must subtract 1 of the hit rolls for the range of weapons (except for the It'hive fleet for 6 zlt'thirt any friendly Venomthropes. In addition, your opponent has to subtract 1 of the hit rolls that target the monsters while they are within 6 of the Hive fleet's any Venomthrope units that contain 3 or more models. Increase the range of both of these effects to 9, while this device contains 6 or more models. Options: Mutations: (M:5:WS:5/BS:10/S:5/T:15/W:15/A:10/Ld:5/Sv:-/Psy:-/Syn:-) Any model can take one item from the list of Biomorphs. Any model to take any of the following: -Adrenal Glands - 2 pts. -Toxin Sacs - 3 pts. Keywords: Faction: 'lt;Hive fleet'gt;, Tiranidi Elite, Infantry, Venomthrope Ymgarl Genestealer Это устройство содержит 5 Ymgarl Ymgarl Genestealer 8 3 4 4 4 1 3 9 4 Imgarl Broodlord 8 2 4 5 5 3 4 4 4 Biomorphs : One pair of Rending Claws One pair of monstrous Cogtai Rules: Changed Form: In the early phase of the movement phase. Feeder Tenderrils Special Rules: Changed Form: In the early phase of the movement. Ymgarl Genestealer Brood must change its shape into one of the three listed below. The resulting bonus lasts until the beginning of the next stage of the movement. The same shape cannot be selected in two consecutive turns. Cutting claws: Each model in the brood has the No.1 Power. The tentacles of the limbs: each model in the brood has no 1 Attack. Muscle Carapace: Each model in the brood has No.1 strength. Swift's Lightning Reflexes and Deadly Psyker: Ymgarl Broodlord can try to show one mental strength in each friendly mental phase, and attempt to deny one psychic power in each enemy's psychic phase. He knows the power of Smite and Horror. Updates: Death from the Shadows: During deployment, you can set up this unit in the shade rather than placing it on the battlefield. At the end of any of your Phases of Movement, you can set it anywhere on the battlefield. At the end of any of your Phases of Movement, you can set it anywhere on the battlefield. At the end of any of your Phases of Movement, you can set it anywhere on the battlefield. /S:3/T:4/W:-/A:2/Ld:-/Sv:5/Psy:-/Syn:-) - Mutations (Ym Brudlord): (M:4/WS:5/BS:-/S:10/T:20/W:10/A:5/Ld:-/Sv:20/Psy:-/Syn:-) The whole unit can take Death from the renewal of shadows - 15 pts./model Any model in the brood can take one of the following: -Scything claws - 2 pts. Any model in the brood can take any of the following: -Adrenal Glands - 3 pts. /model -Carbonized claws - 3 pts. /model -Carbonized claws - 3 pts./model -Carbonized claws - 3 pts./model Can add Broodlord - 55 pts./3 PP Broodlord can take one item from the list of Biomorphs. Broodlord can take one of the following: - Monstrous Scything Claws - 7 points, - Monstrous Acceleration Claws - 10 points, Broodlord can take any of the following: -Adrenal Glands - 3 pts, -Flesh Hooks - 5 pts -Implant Attack - 10 pts, -Flesh Hooks - 5 pts, -Implant Attack - 10 pts, -Flesh Hooks - 5 pts, -Implant Attack - 10 pts, -Flesh Hooks - 5 pts, -Flesh can include 1 additional zooanthropes (Power Rating No.6), 4 additional zontropes (Power Rating No.10), or 6 additional zontropes (Power Rating No.2), 5 additional zontropes (Power Rating No.2), 6 additional zontropes (Power Rating No.2), 7 additional zontropes (Power Rating No.2), 8 additional zontropes (Power Rating No.2), 9 a Title M WS BS S T W A Ld Sv zoanthrope 6 4 3 4 4 3 1 9 5 Biomorphs: Special Rules: Shadow in The Strain Synapse Strain Blast: When this unit manifests Smite mental power, it affects the nearest visible enemy unit for over 24, not within 18. Except it inflicts additional D3 fatal wounds on what is a zlt;/Hive Unit, if this device contains 4 or 5 zooanthropes, another 3 fatal wounds if it contains 6-8 zontropes or an additional D6 if it contains 9 zooanthropes. Psyker Field Warp: zoantrop Brood can try to show one mental strength in each friendly mental phase, and attempt to deny one mental force in each enemy's mental phase. He knows Smite, The Blast Strain and One Force of Hive Mind's Anger Discipline. A subdivision of 4 or more models can instead try to show two psychic powers in each friendly mental phase, and try to show two psychic powers in each friendly mental phase, and try to deny three psychic powers in each enemy's mental phase. By showing or denying mental strength with a block of zoanthropus, first select a model. If this unit suffers the danger of deformity, it suffers D3 fatal wounds as described in the basic rules, but units within 6 will only suffer damage if the danger of deformation causes the latest model in the zone block to be killed. Options: Mutations: (M:10/WS:5/BS:10/S:5/T:15/W:15/A:10/Ld:-/Sv:-/Psy:20/Syn:-) Any model can take one item from the list of Biomorphs. Any model to take any of the following: -Adrenal Glands - 2 points. -Toxin Sachs - 1 pts. Keywords:

Faction: 'It; Hive fleet', Tiranidi Elite, Infantry, Sinaps, Fly, Sontropes, Psyker Fast Attack edit Dimachaeron (Power Rating 10). It can contain 1 additional Dimachaeron (Power Rating No. 10) or 2 additional Dimachaerons (Power Rating No. 20). Name M WS BS S T W A Ld Sv Dimachaeron 3 6 6 14 - 10 3 Remaining W M WS A 8-14 12 2 6 4-6 9 3 5 1-3 6 3 Biomorphs: Capture of claws and Thorax spine-my Serp Claws Special Rules: Digestion of Spine Instinctive Leaper Behavior: This model can choose to use this ability in any shooting phase or attack phase (they can't use both in the same turn) Phase shooting - This model moves at 6 additional inches and is considered to be having a fly keyword to end the turn. This model can then attack as usual. Attack Phase - This model within 1 of this: On the 6 model suffers a fatal wound. Leaper-Killer Monstrous Brood Options: Mutations: (M:25/WS:10/BS:-/S:10/T:20/W:15/A:15/Ld:-/Sv:35/Psy:-/Syn:-) Any model to take three elements from the Biomorphs list. Any model to take any of the following: -Adrenal Glands - 5 points. -Foxin Sachs - 6 points. Keywords: Faction: 'lt; Hive fleet', Tyranids Fast Attack, Monster, Dimachaeron Gargoyle Brood Gargouli (Power Rating 3). It can include up to 10 gargoyles (Power Rating No. 3), up to 20 more gargoyles (Power Rating No. 6), up to 30 more gargoyles (Power Rating No. 12). Name M WS BS S T W A Ld Sv Gargoyle 12 4 4 3 3 1 1 5 6 Gargoyle Alpha 12 3 3 3 1 2 7 6 Biomorphs: Fleshborer Blinding Poison Special Rules: Hail of Live Ammunition Instinctive Behavior Swooping Attack Options: Mutations: (M:4/WS:-/BS:1/S:1/T:1/W:-/A:1/Ld:1/Sv:-/Psy:-/Syn:-) For every ten gargoyles, you can replace it with Fleshborer with Strangleweb - 5 points. Any model can replace its flashboarder with one of the following: -Spinefists - 4 pts. -Spike rifle - 4 pts. -Devourer - 8 points. Any model in the brood can take one of the following biomorphs: -Advanced stabilizing organ - 2 pts. -Pressure detection sensors - 2 pts. -Pressure detection s be upgraded to Gargoyle Alpha for 6 points. The brood uses The leadership of Garguly Alpha instead of his own as long as he is alive. Keywords: Faction: 'It; Hive fleet'gt;, Tyranids Fast Attack, Infantry, gargoyles, Fly Meiotic Spore Brood 'Edit' This device contains 3 meiotic Spores (Power Rating 3). It can include up to 3 more meiotic Spores (Power Rating No. 3), or up to 6 more meiotic Spores (Power Rating No.6) Name M WS BS S T W A Ld Sv Meiotic Spore 3 - - 1 2 2 1 10 7 Special Rules: Floating Death (Meiotic Spore) Live Bombs Outriders Roy Options: Mutations: (M:2/WS:-/BS:-/S:-/T:5/W:-/A:-/Ld:-//Sv:-/Psy:-Syn:-) Keywords: Faction: 'It; Hive fleet'gt;, Tyranids Fast Attack, Fly, Meiotic Spores Mucolid Spore Brood'edit This unit contains 1 Mucolid Spore (Power Rating 1). It may include 1 additional Mucolid Spore (Power Rating No.1), or 2 additional mucolid Spores (Power Rating No.2) Title M WS BS S T W A Ld Sv Meiotic Spore 3 - - 1 3 3 1 10 6 Special Rules: Float Down Floating Death Raveners (Power Rating No. 8). Name M WS BS S T W A Ld Sv Ravener 12 3 4 4 3 3 5 5 Voroner Alpha 12 2 3 4 4 3 7 5 Biomorphs: Two pairs of scything Talons Special Rules: Death from below Instinctive behavior of Burrow: At the beginning of any of your phases of movement, any Ravener 12 3 4 4 3 3 5 5 Voroner Alpha 12 2 3 4 4 3 7 5 Biomorphs: Two pairs of scything Talons Special Rules: Death from below Instinctive behavior of Burrow: At the beginning of any of your phases of movement, any Ravener 12 3 4 4 3 3 5 5 Voroner Alpha 12 2 3 4 4 3 7 5 Biomorphs: Two pairs of scything Talons Special Rules: Death from below Instinctive behavior of Burrow: At the beginning of any of your phases of movement, any Ravener 12 3 4 4 3 7 5 Biomorphs: Two pairs of scything Talons Special Rules: Death from below Instinctive behavior of Burrow: At the beginning of any of your phases of movement, any Ravener 12 3 4 4 3 7 5 Biomorphs: Two pairs of scything Talons Special Rules: Death from below Instinctive behavior of Burrow: At the beginning of any of your phases of movement, any Ravener 12 3 4 4 3 7 5 Biomorphs: Two pairs of scything Talons Special Rules: Death from below Instinctive behavior of Burrow: At the beginning of any of your phases of movement, any Ravener 12 3 4 4 3 7 5 Biomorphs: Two pairs of scything Talons Special Rules: Death from below Instinctive behavior of Burrow: At the beginning of any of your phases of movement, and the beginning of any of your phases of movement and the beginning of any of your phases of movement and the beginning of any of your phases of movement and the beginning of any of your phases of movement and the beginning of any of your phases of movement and the beginning of any of your phases of movement and the beginning of any of your phases of movement and the beginning of any of your phases of the beginning of your phases of the beginning of your phases of the beginning of your ph unit can. Remove him from the battlefield -- he may return as in Death's Bottom Ability. Ravener Brood can't burrow and return to the battlefield in the air, it's a battle. he is presumed dead. Options: Mutations: (M:7/WS:3/BS:5/S:4/T:7/W:8/A:4/Ld:-/Sv:6/Psy:-/Syn:-) Mutations (Ravener Alpha): (M:8/WS:5/BS:5/S:5/T:10/W:10/A:10/Ld:-/Sv:6/Psy:-/Syn:15) Any model can take one element from the biomorph list. Ravener can take one of the following: - Spinefist - 1 points, - Leater - 4 points, - Deathspitter - 5 points, One Ravener Alpha instead of its own as long as it is alive. Keywords: Faction: 'It: Hive fleet'gt: Tyranids Fast Attack, Infantry, Raveners Red Terror Edit This unit contains 1 Red Terror 12 2 3 5 5 6 4 7 3 Biomorphs: Two pairs of scything Talons Prehensile Pincer Special Rules: Burrow: At the beginning of any of your phases of movement if Red Terror is not within 1 enemy unit can burrow. Remove him from the battlefield - it can return as described in Death's Bottom Ability. Red Terror is underground, it is considered killed. Death from Below Feeding Frenzy Swallow All Synapse Warlord Trait: If this is your warlord's model, he has an instinctive assassin of the warlord Trait. Keywords: Faction: 'It: Hive fleet'gt;, Tyranids Fast Attack, Raveners, Infantry, Red Terror, Synapse Simurgh BroodEdit Pooh: Middle Fight focused colleague Tiranyid Gargolia, Simghur is just hormagaunt given wings. Even faster than the already incredibly fast Hormagaunts, The Simurghs rush into battle with the intention of breaking their enemies to feed their incredibly high metabolism; their omnivorous digestive tracts, capable of consuming plant and animal substance, so precede almost any kind of xeno; even being able to eat the flesh of xenos with wildly divergent biologists such as Silicoid Dimanches Federation Xornthra or ammonia catalysis Drunal Republic of Ikraam. Foul hardened and ferociously hungry, the Simurghs are expended on Hive fleets in large numbers to achieve their goals of modeling notes Take a gargoyle and give it hormagaunt scything claws, as an alternative to take a hormagaunt and give it gargoyle wings. This unit contains 10 Simurghs (Power Rating No. 3), up to 30 more Simurghs (Power Rating No. 3), up to 30 more Simurghs (Power Rating No. 3), up to 30 more Simurghs (Power Rating No. 3), up to 30 more Simurghs (Power Rating No. 4) as a second s 1256 Simurgh Alpha 123331376 Биоморфы: пара</Hive> </Hive> Mutations: (M:4/WS:-/BS:1/S:1/T:1/W:-/A:1/Ld:1/Sv:-/Psy:-/Syn:-) Any model in the brood can take one of the following biomorphs: -Carbonized Claws - 2 pts. -Serrated Blades upgraded to Simurgh Alpha for 6 points. The brood uses the Simurgh Alpha manual instead of its own as long as it is alive. Keywords: Faction: 'It; Hive fleet'gt;, Tyranids Fast Attack, Infantry, Simurghs, Fly Sky-Slasher Roy Brood 'Edit' This device contains 3 Sky-Slasher Swarms (Power Rating 2). It can include up to 3 Sky-Slasher Swarms (Power Rating No.2), up to 6 more Sky-Slasher Swarms (Power Rating No. 4), up to 9 more Sky-Slasher Swarms (Power Rating No. 8). Title M WS BS S T W W A Ld Sv Sky-Slasher Swarms (Power Rating No. 8). Title M WS BS S T W W A Ld Sv Sky-Slasher Swarms (Power Rating No. 8). Title M WS BS S T W W A Ld Sv Sky-Slasher Swarms (Power Rating No. 8). Title M WS BS S T W W A Ld Sv Sky-Slasher Swarms (Power Rating No. 8). Title M WS BS S T W W A Ld Sv Sky-Slasher Swarms (Power Rating No. 8). Title M WS BS S T W W A Ld Sv Sky-Slasher Swarms (Power Rating No. 8). Title M WS BS S T W W A Ld Sv Sky-Slasher Swarms (Power Rating No. 8). Title M WS BS S T W W A Ld Sv Sky-Slasher Swarms (Power Rating No. 8). Title M WS BS S T W W A Ld Sv Sky-Slasher Swarms (Power Rating No. 8). Title M WS BS S T W W A Ld Sv Sky-Slasher Swarms (Power Rating No. 8). Title M WS BS S T W W A Ld Sv Sky-Slasher Swarms (Power Rating No. 8). Title M WS BS S T W W A Ld Sv Sky-Slasher Swarms (Power Rating No. 8). Title M WS BS S T W W A Ld Sv Sky-Slasher Swarms (Power Rating No. 8). Title M WS BS S T W W A Ld Sv Sky-Slasher Swarms (Power Rating No. 8). Title M WS BS S T W W A Ld Sv Sky-Slasher Swarms (Power Rating No. 8). Title M WS BS S T W W A Ld Sv Sky-Slasher Swarms (Power Rating No. 8). Title M WS BS S T W W A Ld Sv Sky-Slasher Swarms (Power Rating No. 8). Title M WS BS S T W W A Ld Sv Sky-Slasher Swarms (Power Rating No. 8). Title M WS BS S T W W A Ld Sv Sky-Slasher Swarms (Power Rating No. 8). Title M WS BS S T W W A Ld Sv Sky-Slasher Swarms (Power Rating No. 8). Title M WS BS S T W W A Ld Sv Sky-Slasher Swarms (Power Rating No. 8). Title M WS BS S T W W A Ld Sv Sky-Slasher Swarms (Power Rating No. 8). Title M WS BS S T W W A Ld Sv Sky-Slasher Swarms (Power Rating No. 8). Title M WS BS S T W W A Ld Sv Sky-Slasher Swarms (Power Rating No. 8). Title M WS BS S T W W A Ld Sv Sky-Slasher Swarms (Power Rating No. 8). Title M WS BS S T W W A Ld Sv Sky-Slasher Swarms (Power Rating No. 8). Title M WS BS S T W W A Ld Sv Sky-Slasher Swarms (Power Rating N unit phase with at least three bases with this rule can choose to absorb an organic piece of terrain (forests, shrubs, marshes, etc.) it touches. If he decides to do this, you can move the models in the block anywhere completely within that piece of terrain before removing it from the field. This is considered a promotion for all intents and purposes. Instinctive Behavior Splash: In close combat, each model with this special rule can exchange all their usual attacks to make one splash of attack that uses the following profile: S AP D Ability 1 0 1 If the target is a VEHICLE, and you do a wound roll 4, the target suffers one fatal injury in addition to any other damage. If you make a wound roll 6, inflict D3 fatal wounds instead. For every blow resulting in one or two, the unit suffers a fatal wound. Options: (M:4/WS:2/BS:4/S:4/T:4/W:-/A:3/Ld:2/Sv:-/Psy:-/Syn:-) The device can take Spinemaws - 2 pts/base Any model in the brood can take one of the following biomorphs: -Carbonized Claws - 3 pts. -Serrated Blades - 3 pts. Any model in the brood can take any of the following biomorphs: -Adrenal Glands - 4 pts. -Toxin Sacs - 3 pts. Keywords: Faction: 'lt; Hive fleet', Tyranids Fast Attack, Roy, Sky-Slasher Swarms Spore Mine Brood 'edit' This device contains 3 Frag Mines (Power Rating 2). It can include up to 3 more Frag mines (Power Rating 2). No.2), up to 6 more Frag mines (Power Rating No.4), or up to 9 more Frag mines (Power Rating No.6). Name M WS BS T W A Ld Sv Кислотная шахта D3'3 - - 1 1 1 1 10 7 Фра Г Шахта D3'3 - - 1 1 1 1 10 7 Фра Г Шахта D3'3 - - 1 1 1 1 10 7 Токсичные шахты D3'3 - - 1 1 1 1 10 7 Специальные правила: Float Down плавающей смерти (кислота шахты):</Hive> </Hive> </H acid shaft then collapses. Floating Death (Char Mine): Char Mine explodes if it is within 3 of any enemy units at the end of any phase of the charge. Every time the charge. Every time the charge of the charge of the charge. enemy unit has a keyword Flyer, double the number of fatal wounds it suffers. Then the Char mine collapses. Floating Death (Frag Mine): The Frag mine explodes, the D6 roll; 1 he does not cause any harm, at 2-5 he strikes D6 automatic blows on the nearest enemy unit, and on 6 strikes 6 automatic strikes on this block. The Frag Mine 4 -1 1 - Floating Death (toxic mine): A toxic mine explodes if it is within 3 of any enemy units at the end of any charge phase. Every time a toxic mine explodes, the D6 roll; 1 he does not cause any harm, at 2-5 he strikes 06 automatic strikes on this block. The toxic shaft is then destroyed. Use the profile below to solve the hits inflicted by toxic mines: Weapons S AP D Ability Toxin Mina 1 - D3 This weapon is always wound by 2 if the target of the vehicle. Living Bombs Hard to Hit (Mine Only) Options: Mutations: (M:2/WS:-/Psy:-/Syn:--) Can replace all Frag mines in the cluster with: -Acid mines - 2 pts./model -Char Mines - 3 pts./model -Toxic Mines - free keywords: :'lt;Hive fleet'gt; Fraction:, Tyranids Fast Attack, Fly, Spore Mines The Thing From Below 'Edit' This device contains 1 thing from below (Power Rating 8). Only one of these models can be included in your army. Name M WS BS S T W A Ld Sv Thing Bottom 9 2 3 6 6 6 5 7 3 Biomorphs: A Pair of scything Claws Diamond Tipped Teeth Toxin Spike Ability: Bio-Electric Parasite Transmitter: Early Phase Of Combat, If this model is within 1 enemy unit, it can make a shooting attack on this unit with the following profile: Type S AP D Ability Pistol 3 User 0 1 If the target is a VEHICLE and you do a wound roll 4, the target suffers 1 injury instead of normal damage. If you make a wound roll 6, inflict D3 fatal wounds instead. If the target is not a VEHICLE, he suffers 1 fatal wound at 6. Desperate phagocytosis: at the beginning of the game, but loses Symbiotic parasites and bio-electric parasite transmitter special rules. Mindless Monstrosity: If this model ever finds itself outside the synapse radius of the Synapse creature, it should move in the direction and charge the nearest block (even if friendly). This model also suffers -2 of his hit rolls and can only attack with his scything claws, but doubles the number of attacks he makes. Predator from below: If this model charges a device that is unable to fire on the clock, the roll will die if the charge is successful; On 2 enemy block suffers D3 fatal wounds, 3 by 6. Ripper Alpha: Friendly zlt; Hive fleet'gt; Swarm units within 6 of this model can add 1 to their hit rolls in the symbiotic parasite phase: When this model fights in the fight phase, it can make an additional S:3 AP:0 D:1 attack that hits 4. Chief Of The Trait: Elevated Senses Keywords: Faction: 'It; Hive fleet', Tyranid Shrikes (Power Rating 6). It can include up to 3 Tyranid Shrikes (Power Rating No. 6) or up to 6 more Tyranid Shrikes (Power Rating No. 12). Name M WS BS S T W A Ld Sv Tyranid Shrike 6 3 4 4 3 3 9 4 Tirand Shrike 6 3 4 4 4 3 3 9 4 Tirand Shrike 8 3 4 4 3 3 9 4 Tirand Shrikes (Power Rating No. 12). one mental strength in each friendly mental phase, and attempt to deny one mental force in each enemy mental force in each enemy mental phase. He knows the power of Smite and one psychic power from the Dominion Hivemind Discipline Options: (M:6/WS:3/BS:5/S:4/T:7/W:8/A:4/Ld:-/Sv:6/Psy:-/Syn:-) Any model can take items from basic biological weapons and melee bio-weaponslists. Any model can take one item from the list of Biomorphs. For every three Tyrand Srikes in the brood you can take items from the list of major bio-guns. Any model in the brood can take any of the following biomorphs: -Adrenaline Glands - 2 pt. -Flesh Hooks - 2 pts. -Toxin Sacs - 3 pts. The device can take the key word Psyker - 10 pts./model One Tyranid Shrike in Brood can be upgraded to Tyranid Shrike Alpha for 10 points. The brood uses the leadership of Tyranid Shrikes, Fly Heavy Support Edit Biovore Brood'edit This unit contains 1 Biovores (Power Rating No. 2), 2 additional Biovores (Peйтинг мощности No 6), 4 дополнительных Biovores (Peйтинг мощности Biov Sv Biovore 5 4 4 4 4 2 5 4 Биоморфы: Spore & Launcher (acid mines): Every time a Spore Mine Launcher is equipped with acid mines): Every time a Spore Mine 1 he does not cause any harm, at 2-5 he inflicts 1 fatal wound, and at 6 he inflicts D3 fatal wounds. Every time the Spore Mine booster fails to hit its target, we install a single model of an acid mine within 6 of the target unit and more than 3 from any enemy model (if an acid mine cannot be placed, it is destroyed). This then follows the rules of the acid mine, which is part of your army, but it cannot move or charge during the turn it was set up. These weapons may be aimed at units that are not visible to the firefighter, but they cannot be used to fire Overwatch. Spore Mine Launcher (Char Mines): Every time a Spore Mine Launcher equipped with Char Mines hits a target, take a D6 to see how much damage is done to the target; 1 he does not cause any harm, at 2-5 he inflicts 1 fatal wound, and at 6 he inflicts D3 fatal wound. Every time the Spore Mine booster fails to reach its target, we install a single Char Mine model within 6 of the target unit and more than 3 from any enemy model (if the Char mine cannot be placed, it collapses). This then follows the rules for Char Mine, which is part of your army, but it can't move or charge during the turn it was created. These weapons may be aimed at units that can fly. Spore Mine Launcher (Frag Mines): Every time a Spore Mine Launcher equipped with Frag Mines hits a target, the D6 rolls to see how much damage is done to the target; 1 he does not cause any harm, at 2-5 he strikes D6 automatic blows on the nearest enemy unit, and on 6 strikes 6 automatic strikes on this block. Every time the Spore Mine booster fails to reach its target, we install a single Frag Mine model within 6 of the target unit and more than 3 from any enemy model (if the Frag Mine, which is part of your army, but it can't move or charge during the turn it was created. These weapons may be aimed at units that are not visible to the firefighter, but they cannot be used to fire Overwatch. Use the profile below to address the hits inflicted by Frag Mine: Weapons S AP D Frag Mine Ability 4 -1 1 - Spore Mine Launcher (Toxic Mines): Every time Mine Launcher is equipped with toxic mines hitting the target, roll D6 to find out how much damage is done to the target; 1 he does not cause any harm, at 2-5 he strikes D6 automatic blows on the nearest enemy unit, and on 6 strikes 6 automatic strikes on this block. Every time Spore Mine Launcher misses it, it's a nod. create a single model of toxic mines anywhere within 6 of the target unit and more than 3 from any enemy model (if a toxic mine cannot be placed, it is destroyed). This then follows the rules for toxic mines that are part of your army, but it cannot move or charge during the turn it was created. These weapons may be aimed at units that are not visible to the firefighter, but they cannot be used to fire Overwatch. Use the profile below to solve the hits inflicted by toxic mines: Weapons S AP D Ability Toxic Mines 1 0 D3 This weapon is always wound by 2 if the target of the vehicle. Options: Mutations: (M:-/WS:-/BS:10/S:-/T:15/W:15/A:-/Ld:5/Sv:15/Psy:-/Syn:-) Any model can exchange their Frag mines for one of the following disputes: -Mines Acid - free -Char Mines - free Toxic Mines - free Any model can take one item from the list of Biomorphs. Any model to take any of the following: -Adrenal Glands - 1 point. -Toxin Sachs - 1 pts. Keywords: Faction: 'lt; Hive fleet', Tyranids heavy support, infantry, Biovores Carnifex Brood'edit This unit contains 1 Carnifex (Power Rating 6). It may contain 1 additional Carnifex (Power Rating No. 12), 3 additional Carnifexes (Power Rating No. 12), 3 additional Carnifexes (Power Rating No. 14), or 4 additional Carn Ram Monstrous Brood Options: Mutations: (M:10/WS:10/BS:15/S:25/T:20/W:15/A:20/Ld:-/Sv:25/Psy:-/Syn:-) Any model can replace a pair of monstrous Scythian claws with a pair of monstrous Scythian claws with a pair of monstrous Scythian claws with a pair of monstrous claws - 12 points. Any model can replace a pair of monstrous Scythian claws with a pair of monstrous Scythian claws with a pair of monstrous claws - 12 points. Any model can replace a pair of monstrous Scythian claws with a pair of monstrous Scythian claws with a pair of monstrous claws - 12 points. Any model can replace a pair of monstrous Scythian claws with a pair of monstrous can take items from the list of Monstrous Bio-guns. Any model can take up to three items from the Biomorphs list. Any model can take one of the following: -Spine Banks - 2 pts. -Spore Cysts - 10 points. Any model can take any of the following: -Adrenal Glands - 5 points. -Chitin Thorns - 4 pts. -Toxin Sachs - 4 points. -Bone Mace - 2 pts. Keywords: Faction: 'It; Hive fleet', Tyranids Heavy Support, Monster, Carnifexes Screamer-Killer Brood 'edit' This device contains 1 Screamer-Killers (Power Rating 8). It may contain 1 additional Screamer-Killers (Power Rating No.12), 3 additional Screamer-Killers (Power Rating No.12), 3 additional Screamer-Killers (Power Rating No.12), 3 additional Screamer-Killers (Power Rating No.18), or 4 Screamer-Killers (Power Rating No.12), 3 additional Screamer-Killers (Power Rating No.18), or 4 Screamer-Killers (Power Rating No.12), 3 additional Screamer-Killers (Power Rating No.18), or 4 Screamer-Killers (Po 8 8 4 6 3 Биоморфы: Био-плазмический крик Две пары чудовищных scything Когти Специальные правила: Инстинктивное поведение жизни Избиение Рам Чудовищный Brood Ужасающий</Hive> </Hive> </HiVE> </HiVE> Mutations: (M:10/WS:10/BS:15/S:25/T:20/W:15/A:20/Ld:-/Sv:25/Psy:-/Syn:-) Any model can take up to three items from the Biomorphs list. Any model can take any of the following: -Adrenal Glands - 5 points. -Toxin Sachs - 4 points. Faction: 'It; Hive fleet'gt;, Tyranids heavy support, monster, Screamer-Killers, Carnifexes Stone Crusher Carnifex Brood 'edit' This device contains 1 stone Crusher Carnifex (Power Rating No.12), 3 additional Stone Crusher Carnifexes (Power Rating No.12), 3 additional Stone Crusher C Rating No.24). Name M WS BS S T W A Ld Sv Stone Crusher Carnifex 7 4 4 8 8 8 4 6 3 Biomorphs: Special Rules: Instinctive Behavior Carapace Chitin Ram Monstrous Brood Options: Mutations: (M:10/WS:10/BS:15/S:25/T:20/W:15/A:20/Ld:-/Sv:25/Psy:-/Syn:-) Any model can replace its pair of Wrecker Claws with Wrecker Claw and Bio-flail - 25 points. Any model can take up to three items from the Biomorphs list. Any model can take any of the following: -Adrenal Glands - 5 points. -Bone Mace - 2 pts. Keywords: Faction: 'It; Hive fleet'gt;, Tyranids Heavy Support, Monster, Stone Crusher Carnifexes, Carnifexes Thornback Brood 'edit' This device contains 1 Thornback (Power Rating No.6), 2 additional Thornbacks (Power Rating No. 12), 3 additional Thornbacks (Power Rating No. 18), or 4 additional Thornbacks (Power Rating No. 24). Name M WS BS S T W A Ld Sv Thornback 7 4 8 8 8 4 6 3 Biomorphs: A pair of monstrous scything claws Two eaters with Brainleech Worms Special Rules: Chitin Thorns Instinctive Behavior Monstrous Thoughtful Beating Ram Variants of the Evil Hunter: Mutations: (M:10/WS:10/BS:15/S:25/T:20/W:15/A:20/Ld:-/Sv:25/Psy:-/Syn:-) Any model can replace its pair of monstrous Scythian coupons with a Stranglethorn gun - 15 points. Any model can replace their two Eaters with Brainleech worms with two Deathspitter with Slimer Maggots - 14 points. Any model can replace its pair of monstrous Scythian coupons with a Stranglethorn gun - 15 points. Biomorphs list, Any model can take any of the following: -Adrenal Glands - 5 pts/model -Enhanced Senses - 10 pts/model -Spine Banks - 2 pts/model -Spine Ban (Power Rating 11). It can contain 1 экзокринов (Рейтинг мошности No 11) или 2 дополнительных экзокринов (Рейтинг мошности No 22). Имя М WS BS A 7-12 4 4 3 4-6 4 5 D3 1-3 5 5 1 Биоморфы; & lt:/Hive&qt: конечности Пара Scything Talons Специальные правила: Смерть Throes Инстинктивное поведение Чудовищный Brood Симбиотический Ориентация Оружие Варианты: Мутации: (M:-/WS:10/BS:20/S:10/L:20/W:20/A:10/L:20/W модель принимает любое из следующих: -Adrenal Glands - 2 pts. -Toxin Sacs - 2 pts. -Toxin Sacs - 2 pts. Любая модель может принять Thresher Scythe хвост биоморф - 7 баллов. Ключевые слова:<Hive fleet=&qt;Фракция: , Tyranids тяжелая поддержка, монстр, Exocrine Mawloc Brood 'редактировать» Этот блок содержит 1 Mawloc (Power Rating 6). Он может содержать 1 дополнительный Mawloc (Рейтинг мощности No6) или 2 дополнительных Mawlocs (Рейтинг мощности No 12). Имя M WS BS S T W A Ld Sv Mawloc - 6 12 7 7 3 Оставшиеся W M WS S 7-12 9 4 6 4-6 7 5 5 1-3 5 6 4 Биоморфы : Stretched Jaws Pre-installed Pincer Three pairs of scything Claws Special Rules: Burrow: At the beginning of any of your phases of movement, any Mawloc can burrow. Remove him from the battlefield in the same turn. If the battle ends, while Maulock is underground, he is considered dead. Death Throes Instinctive Behavior Monstrous brood of terror from the depths: During deployment, you can create a Mawloc underground rather than place it on the battlefield that is more than 1 from any enemy models and more than 3 from any other Mawlocs to create thus this turn and then roll the D6 for each enemy unit within 2 of it; On 1 block avoids unscathed, at 2-3 he suffers 3 fatal wounds. The mower cannot be charged in the same turn. Swallow total: If 4 or more of Mawloc's Scything Talon attacks hit, instead of causing damage, usually Mawloc may try to swallow the victim whole. Roll D6, and if the result is equal or higher than the highest wounds characteristic of the device, one model of that device is killed. Options: Mutations: (M:10/WS:10/BS:-/S:10/T:20/W:15/A:15/Ld:10/Sv:35/Psy:-/Syn:-) Any model can take up to three items from the Biomorphs list. Any model takes any of the following: -Adrenal Glands - 3 pts. -Toxin Sacs - 4 pts. Any model can replace it With a Prehensile Pincer with one of the following: -Biostatic Rattle - 10 points. -Toxin spike - 1 pts. Keywords: Faction: 'It; Hive fleet'gt; Tyranids Heavy Support, Monster, Mawloc Toxicrene Brood'edit' This unit contains 1 Toxicrene (Rating Power 8). It may contain 1 additional Toxicrene (Power Rating No. 8) or 2 additional Toxicrene 8 - 4 - 7 - 7 3 Оставаясь W WS S A 7-12 3 7 6 4-6 4 6 5 1-3 5 5 4 Биоморфы: & It:/Hive>: Кислотная кровь Удушье Облако Два набора массивных токсичных lashes Rules: Acid Blood Entangle: During the shooting phase, Toxicrene can choose to confuse one enemy model within 12 (the model should be closest to Toxicrene). Both players roll 1d6 and add it to Strenght's respective models. If the model within 12 (the model should be closest to Toxicrene). cannot move anyway and must subtract one of all its shock rolls before the next phase of shooting. Frenzied Death Throes Hypertoxic: Any attack made by Toxicrene cause additional fatal wound at 6. Myasma's hypertoxic instinctive behavior is overworked: during the phase of movement, Toxicrene may choose to suffer D3 fatal wounds to add D6 to its moving, advancing and charge characteristics. Options: Mutations: (M:10/WS:30/BS:10/S:5/T:20/W:20/A:20/Ld:10/Sv:30/Psy:-/Syn:-) Any model to take any of the following: -Adrenal Glands - 5 points. -Toxin Sachs - 6 Points Keywords: Faction: 'lt; Hive fleet', Tyranids heavy support, monster, Toxicrene Trygon Brood'edit This device contains 1 Trigon (Power Rating No.18). Name M WS BS S T W A Ld Sv Trygon - 7 6 12 6 7 3 Remaining W M WS BS 7-12 9 3 4 46 7 4 4 4 5 5 5 1-3 5 5 6 Biomorphs: Bio-Electric Pulse Three Pairs Monstrous scything Claws Special Rules: Ambush Brood: First Time Is Mounted on The Battlefield all of its models must be placed within 9 of at least one more model in their unit. From that moment on, each of them acts independently and is considered as a separate unit. Burrow: At the beginning of any of your Phases of Movement, any Trigon that is not within 1 enemy unit can burrow. Remove him from the battlefield in the same turn. If the battle ends while Trigon is underground, he is presumed dead. Death Throes Instinctive Behavior Underground Assault Updates: Lurker: Trigon Prime with this update can enter from the reserve on the first turn. Tunnel network prepared: two units can emerge underground Attack a special rule with Trygon with this rise. Options: Mutations: (M:15/WS:10/BS:15/S:10/T:20/W:15/A:15/Ld:-/Sv:35/Psy:25/Syn:-) Any model can take one item from the Thorax Biomorphs list. Any model can take up to three items from the Biomorphs list. Any model accepts any of the following updates: - Prepared Tunnel Network - 50 pts./model - Lurker - 50 pts./model Any model can take one of the following: - Heavy Spinefist Ten points. - Banks of the spine - 2 points. Any model can take one of the following: - Biostatic Rattle - free - Toxinspike - 1 point. Keywords: Fleet, Tyranids heavy support, monster, Trygon Tyrannofex Brood'edit This unit contains 1 Tyrannofex (Power Rating 10. 11) or 2 additional Tyrannofex - 7 6 12 6 7 3 Remaining W W WS BS 7-12 9 4 4-6 7 4 5 5 1-3 5 5 6 Biomorphs: Acid Spray Powerful 5 1-3 5 6 Biomorphs: Acid Spray P Powerful Limbs Stinger Vollev Special Rules: Bio-Tank Death Throes Instinctive Behavior Monstrous Brood Weapon Beast Options: Mutations: (M:10/WS:10/BS:20/S:10/T:20/W:20/A:10/Ld:10/Sv:-/Psy:----Syn:) Any model can take one item from the Thorax Biomorphs list. Any model can take up to three items from the Biomorphs list. Any model can replace your acid spray with one of the following: -Fleshborer hive - 15 points. -Gun rupture - 35 points. Any model can take any of the following: -Adrenal Glands - 2 pts. Keywords: Faction: Tyranids Heavy Support, Monster, Tyrannofex Flyer 'edit' Erinyes Brood'edit' Fluff: These terrible beasts specifically to deliver fast and deadly attacks against the enemies of their enemies of their enemies of their enemies of Tyranny with a constant generation of electromagnetic energy that can with most of their enemies heavily dependent on technology. Erinyes considers himself wary of the enemy mechanized divisions and especially those enemies They are particularly afraid of Mechanic, Iron Warriors, Tau, and hated orc mekboyz for their ability to render creations that they rely so much on the almost unworkable. Even non-mechanical enemies, however, must beware as Erinyes is a highly specialized and capable assassin in melee and can dive from the sky to immediately engage the enemy in a vicious melee that several enemies are likely to survive. Simulation notes: If you're feeling a little more for a hardcore makeover, the model is designed for a rather pronounced shield head (as said by MUTOs) and wings more angular as Harridan than more traditional bats like Harpy/Crohn's wings. It should be roughly between the size of Harridan and Harpy. Tail oblique, so don't forget about it. It's less shooty flying monstrous creatures and a more choppy one, so melee biomorphs should be quite pronounced, and it should have legs that look like they can function on the ground This unit contains 1 Erinys (Power Rating 12). It may contain 1 additional Erinyes (Power Rating No. 24). Name M WS BS S T W A Ld Sv Erinys - 4 8 6 18 9 3 Staying W W WS A 9-18 3 6 5-8 20 4 3 1-4 10 5 D3 Биоморфы: </Hive> </Hive> Electroshock Grubs flesh hooks heavy spinefist Scything Wings Special Rules: Electromagnetic Explosion: At the beginning of your shooting phase, Erinyes can release a special pulse of electromagnetic energy. Each enemy model for 12 takes one automatic hit with the following profile (VEHICLE suffer 3 hits instead): S AP D Ability 4 -1 1 If the target is a vehicle and you do a wound roll 4, the target suffers 1 fatal injury in addition to any other damage. If you make a wound roll 6, inflict D3 fatal wounds instead. Instinctive Behavior Monstrous Brood Swooping Assault: This model can only be charged by units that can fly, and can only be attacked in the combat phase of units that can fly. Wing Tearer: During the fight phase, if Erinys is up against a unit with the flyer keyword, roll 2D6 for each injury inflicted on this unit; at 10 that the device immediately suffers from the effects of the accident and burn a special rule, although this model does not suffer from any fatal wounds from it. Updates: Lone Hunter: This model does not depend on the rule of instinctive behavior. Options: Mutations: (M:20/WS:10/BS:5/S:20/T:20/W:15/A:15/Ld:-/Sv:30/Psy:-/Syn:-) Any model can take up to three items from the Biomorphs list. Any model accepts any of the following: -Adrenal Glands - 5 points. -Toxin Sachs - 6 points. Any model can take one of the following: - Stinger Salvo - 8 points. - Cluster spikes - 10 points. Can take Lone Hunter Update - 25 pts./model Keywords: Faction: 'It; Hive fleet'gt;, Tyranids Flyer, Monster, Erinyes, Fly Harpy Brood'edit This device contains 1 Harpy (Power Rating 7). It may contain 1 additional harpy (Power Rating No.7) or 2 additional Harpies (Power Rating No. 14). Name M WS BS S T W A Ld Sv Harpy - 6 6 12 3 9 4 Staying W W WS BS 7-12 30 4 4-6 20 4 5 5 1-3 10 5 5 Biomorphs: Scything Wings Stinger Salvo Two Stranglethorn Gun Special Rules: Death Throes Monstrous Brood Instinctive Behavior Sonic Screech Spore Mine Cysts (Acid Mine): Harpia can abandon Spore Mina as he flies over enemy units in the phase of motion. To do this, after Harpy has moved, choose one enemy unit that it flew over and roll the block, up to a maximum of 3 dice. Every time you roll 4 the acid shaft hit the target and explodes. Roll D6 to find out how much damage is done; 1 acid shaft does not cause any harm, 2-5 it causes 1 fatal wound, and 6 inflicts D3 fatal wounds. Every time an acid mine misses its target, we set one acid shaft cannot be installed, it collapses). This then follows the rules of the acid mine, which Part of your army, but it can't move or charge during the turn it was created. Spore Mine Cysts (Char Mine): Harpy can drop Spore Mines as it flies over enemy units in the Movement. To do this, after Harpy has moved, choose one enemy unit that it flew over and roll the D6 for each model in the block, up to a maximum of 3 dice. Every time you roll 4 Char Mine hit the target and explodes. Roll D6 to find out how much damage is done; 1 Mine Char does not cause any harm, at 2-5 it inflicts 1 fatal wounds. Each time the Char mine is installed anywhere in the area of 6 from the target unit and more than 3 from any enemy model (if the Char mine cannot be placed, it is destroyed). This then follows the rules for Char Mine, which is part of your army, but it can't move or charge during the turn it was created. Add 1 to the roll when targeting units that can fly. Enemies that can fly suffer twice as many fatal injuries from these weapons. Spore Mine Cysts (Frag Mine): Harpy can reset spore Mines when it flies over enemy units in the Movement phase. To do this, after Harpy has moved, choose one enemy unit that it flew over and roll the block, up to a maximum of 3 dice. Every time you roll 4 Frag Mine hit the target and explodes. Roll D6 to find out how much damage is done; 1 Frag Mine does no harm, 2-5 it automatically strikes the D6 on the nearest enemy unit, and 6 strikes 6 automatic strikes on that block. Every time the Frag mine is set anywhere within 6 of the target unit and more than 3 from any enemy model (if the Frag mine cannot be placed, it collapses). This then follows the rules for Frag Mine, which is part of your army, but it can't move or charge during the turn it was created. Use the profile below to solve the hits inflicted by Frag Mine: Weapon S AP D Frag Mine 4 -1 1 - Spore Mine Cysts (Toxic Mine): Harpy can fall Spore Mines as it flies over enemy units in the motion phase. To do this, after Harpy has moved, choose one enemy unit that it flew over and roll the D6 for each model in the block, up to a maximum of 3 dice. Every time you roll 4 toxic mines hit the target and explodes. Roll D6 to find out how much damage is done; 1 toxic mine does not cause any harm, 2-5 it strikes D6 automatically on the nearest enemy unit, and 6 strikes 6 automatic hits on this block. Every time a toxic mine misses its target, we set a single carbonic mine within 6 of the target unit and more than 3 from any enemy model (if a toxic mine cannot be installed, it is destroyed). This then follows the rules for toxic which are part of your army, but it can't move or charge during the turn it was created. Use the profile below to address the hits inflicted by toxic mines: Weapons S AP D Ability Toxic Mines 1 0 D3 This weapon is always wound by 2 zlt;/HIVE/GT; The target is the vehicle. Swooping Assault: This model can only be charged by units that can fly, and can only be attacked during the combat phase by units that can fly. Updates: Lone Hunter: This model does not depend on the rule of instinctive behavior. Options: Mutations: (M:10/WS:10/BS:15/S:10/T:20/W:15/A:15/Ld:-/Sv:30/Psy:-/Syn:-) Any model can take up to three items from the Biomorphs list. Any model accepts any of the following: -Adrenal Glands - 5 points. -Toxin Sachs - 6 points. Any model can replace their two Stranglethorn guns - 50 points. -Cluster spikes - 10 points. Can take one of the following: -Stinger volley - 8 points. -Cluster spikes - 10 points. Can take Lone Hunter Update - 25 pts./model Any model can exchange their Mines Frag in its Spore Mine Cysts special rule for one of the following controversy: -Acid mines - free -Char Mines - free -Toxic Mines - free keywords: Monster, Harpy, Fly Hive Crone Brood It can contain 1 additional Hive Crones (Power Rating No.7) or 2 additional Hive Crones (Power Rating No.14). Name M WS BS S T W A Ld Sv Harpy - 6 6 12 3 9 4 Staying W W WS BS 7-12 30 4 4-6 20 4 5 5 1 5 1-3 10 5 5 Biomorphs: Slobbering Cannon Scything Wings Tentaclids Wicked Spur Special Rules: Death Throes Instinctive Behavior Swooping Assault: This model can only be attacked in the unit fight phase, that can fly. Updates: Lone Hunter: This model does not depend on the rule of instinctive behavior. Options: Mutations: (M:10/WS:10/BS:15/S:10/T:20/W:15/A:15/Ld:-/Sv:30/Psy:-/Syn:-) Any model can take up to three items from the Biomorphs list. Any model can take up to three items from the Biomorphs list. Any model can take up to three items from the Biomorphs list. Any model can take up to three items from the Biomorphs list. Any model can take up to three items from the Biomorphs list. Any model can take up to three items from the Biomorphs list. Any model can take up to three items from the Biomorphs list. take one of the following: -Stinger volley - 8 points. -Cluster spikes - 10 points. Can take The Lone Hunter Update - 25 pts./model Keywords: 'It; Hive fleet': The faction: , Tyranids Flyer, Monster, Hive Crohn's, Fly Dedicated Transport edit Fluff: Distinctive terrestrial transport organism for Roy Tyranid, an intruder incredibly durable, and well known for its unpleasant aesthetics. Although not particularly dangerous in combat, it is capable of absorbing indecent damage. Modeling notes that the attacker is not particularly difficult to do though if you have an old Mini Armorcast; Good job! Keep in mind some people are probably earlier eye-catching than looking at... Erm... the beauty of the intruder is too long. The beauty is so different that even the forces of Nurgle, Slaansha and Gemonkuli are brought to mass vomiting and find that their eyes flare up, они смотрят на славу Maneфактора. Этот блок содержит 1 Maneфактор (Рейтинг мощности 9). Имя M WS BS S T W A Ld Sv</Hive> </Hive> & </Hive> 5 5 - 8 16 - 7 Remaining W M S 7-12 8 6 3 4-6 4 5 D3 1-3 2 4 1 Biomorphs: Adrenal Glands Amphibians Adaptation Advanced Leg Muscles Special Rules: Death of Agony Instinctive Behavior Transport Beast: When You Set the Intruder on the Field, Adjusting For The Assault, The Advanced Muscle Of Foot Scything Two Claws Set cluster spikes Special Rules: Death of Agony Instinctive Behavior Of the Transport Beast: When You Set the Intruder on the Field. The Attacker's Advanced Foot Muscles Scything Two Claws Set of Cluster Spikes Special Rules: Death of Agony Instinctive Behavior Of the Beast: When You Set the Intruder on the Field, The Attacker's Assaultation on the Fiel When You Set the Intruder on the Field, The Attacker's Injury Is On The Field, The AssaultUs Adaptation Advanced Foot Muscles Scything Two Claws Set cluster spikes Special Rules: Death of Agony Instinctive Behavior Of the Beast: When You Set an Attacker on the Field, When You Set You can also customize the INFANTRY block to 20 models or one of the monsters with wounds typical of 14 or less inside it (it can't be tyranny or sporocyst). The attacker can drop off the units during the attack or after he has moved, but cannot disembark at the turn, which he decided to promote. If it transports the Synapse creature, the synapse field continues to project from inside the Malefactor, measuring the synapse field from the attacker's base instead of the original model. Options: Mutations: (M:15/WS:5/BS:10/S:5/T:20/W:20/A:5/Ld:5/Sv:-/Psy:-/Syn:-) Can take up to three points from the list of Biomorphs. Any model accepts any of the following: -Adrenal Glands - 5 points. -Toxin Sachs - 6 points. Can replace Electro-shock Grubs with any other item on the Thorax Biomorphs list. Keywords: Faction: 'It: Hive fleet'gt:, Tyranids Dedicated Transport, Monster, Malefactor, Transport, Tyrannocyte'edit This unit contains 1 tyrannocyte - 5 5 - 6 12 - 7 Remaining W M S A 7-12 6 5 D6 4-6 4 4 4 D3 1-3 2 3 1 Biomorphs: Special Rules: Deadly Forces Instinctive Behavior Invasion Organism: During Deployment, You can customize the tyrannocyte at the end of any of your phases of motion - set it anywhere on the battlefield. If you do this, the hive ship can launch a tyrannocyte at the end of any of your phases of motion - set it anywhere on the battlefield. more than 9 from any enemy models. Any models that are tyrannically (see right) should immediately land in the same way as a vehicle-disembarking unit, except that they must be configured more than 9 away from any enemy models. Any models that cannot be configured in this way are destroyed. This model and any units on board are exempt from the tactical game rule. Options for transport dispute: Mutations: (M:5/WS:5/BS:10/S:5/T:20/W:10/A:5/Ld:5/Sv:15/Psy:-/Syn:-) Can take up to three points from the list of Biomorphs. Any model accepts any of the following: -Adrenal Glands - 1 pts. -Toxin Sacs - 1 point. Can replace all five Deathspitters with: - Five prickly stranglers - 50 points. - Five Venom guns - 60 points. Keywords: Faction: 'It; Hive fleet'gt;, Tyranids Dedicated Transport, Monster, Tyrannocyte Lords of War edit Cerebore This device contains 1 Cerebor (Power Rating 30). Name M WS BS S T W A Ld Sv Cerebore - 4 8 8 30 9 2 Staving W WS A 16-30 18 3 6 9-1 5 12 3 D3 2 5-8 6 4 D3 1-4 3 5 1 1 Biomorphs: чудовищных Lash хлысты пара массивных scything Talons Feeder</Hive&qt; </Hive&qt; &l of your turn, this model can exhaust its Thresher Tendrils to provide an extra boost of speed. If you activate this ability, this models that are in it can disembark after it has moved forward, and can still charge themselves at a distance of 1 euro before charging them. Once your turn is over, however, this model suffers A D6 fatal wounds from overexertion of yourself and ripping itself to pieces. Living Transport: This model can carry up to 20 glt; Hive fleet'gt'gt'GT', Ymgarl GENESTEALERS, TERMAGANTS or HORMAGAUNTS, or a unit up to 6 HIVE GUARD, GUARD or TYRANID WARRIORS. It can also carry one of the LT'HIVE fleets, the Patriarch-genearist or the Patriarch-Geneator Of Imgarl. Options: can take up to three biomorphs from the following list: -Bio-gun - 45 points. -Cellular Bolster - 35 points. -Gargantuan Warp Shield - 40 points. -Spore Cloud - 35 points. -Spine-cloud spray - 35 points. ptic Regeneration - 45 points. Keywords: Faction: Tyranids Lord of War, Cerebor, Monster, Titanic, Transport Dactylis 'Edit) Fluff: Hivemind's standard approach to siege operations usually involve underground or air strikes of distraction, followed by massive frontal assault, lead largely armored Carnif Although against the most heavily fortified points of the Empire and The Orcs these attacks have proved too costly, mainly due to the absurd amount of heavy ammunition, in the form of Dactylis. Based on the simple and easy-to-produce genus Carnifex, Dactylis does not look like its progenitor. Slow and sluggish, he prefers to keep himself as far away from his enemies as possible, and usually tries to escape and escape if left on his own. Its weapons limbs turn into massive spores launcher biomorph on its back, Dactylis uses his oversized chem glands to fill both spores and barrel arms with compressed bio-plasma and then blow it up to run spores with force that rival only heavy-artillery people. Although neither the launch process nor the chem glands Dactylis have proved stable, the usefulness of this siege beast and the ease with producing it completely compensate for these weaknesses. Modeling notes, Dactylis should be presented with Carnifex base With a massive bio-glasma chemical glands sticking out his hand or back, and his arms limbs are replaced by armor plates covering the front of the model. The final result should look like this device contains 1 Dactylis (Power Rating 40). Name M WS BS S T W A Ld Sv Dactylis Birth Of a Gun with Frag Mines Shovel Limbs Special Rules: Birth Overload: At the beginning of your shooting phase, if this model doesn't move in the previous phase of motion then you can have this model suffer D3'1 fatal wounds. If so, you can dismiss the Dactylis of this model suffer D3'1 fatal wounds. If so, you can dismiss the Dactylis of this model suffer D3'1 fatal wounds. If so, you can dismiss the Dactylis of this model suffer D3'1 fatal wounds. If so, you can dismiss the Dactylis of this model suffer D3'1 fatal wounds. fatal wounds. Launched Mines (acid mine): Every time a Dactylis Birthing Cannon equipped with acid mines hits the target, roll D6 to find out how much damage is done to the target; 1 he does not cause any harm, at 2-5 he inflicts D3 fatal wounds, and at 6 he inflicts D6 fatal wounds. Every time a Dactylis Birthing Cannon misses its target. create a D3 of the hive fleet'gt; acid mine model anywhere within 6 of the target unit and more than 3 from any enemy model (unless the acid mine, which is part of your army, but it cannot move or charge during the turn it was set up. Started Mines: Every time a Dactylis Birthing Cannon equipped with Char Mines hits a target, it's a D6 to see how much damage is done to the target; 1 he does not cause any harm, at 2-5 he inflicts D6 fatal wounds, and at 6 he inflicts D6 fatal wounds. Every time dactylis Birthing Cannon misses its target, we install the D3 models of the ZRD'gt'gt; Char Mine within 6 of the target unit and more than 3 from any enemy model (if the Char mine cannot be placed, it collapses). This then follows the rules for Char Mine, which is part of your army, but it can't move or charge during the turn it was created. Add 1 to hit rolls when aiming at units that can fly. Enemy pilots suffer twice as many fatal injuries from these weapons. Running Mines: Every time a Dactylis Birthing Cannon equipped with Frag Mines hits a target, the D6 is hit to see how much damage is done to the target; On 1 he does not cause any harm, at 2-5 he strikes 6 automatic hits with a profile below, D3'6 on 6. Every time Dactylis Birthing Cannon misses its target, we install the D3 models anywhere within 6 target block and more than 3 from any enemy model (if the Frag mine cannot be placed, it collapses). That's then rules for Frag Mine, which is part of your army, but it can't move or charge during the turn it was created. Use the profile below to address the hits of the hits Mine: Weapons S AP D Frag Mine Ability 4 -1 1 - Launched Mines (Toxic Mines): Every time a Dactylis Birth Gun equipped with toxic mines hits the target, roll the D6 to find out how much damage is done on the target; On 1 he does not cause any harm, at 2-5 he strikes 6 automatic hits with a profile below, D3'6 on 6. Every time the Dactylis Birth Gun misses its target, create a D3 glt;HIVE fleet'gt;Toxic mine model anywhere within 6 target block and more than 3 from any enemy model (if toxic mines that are part of your army, but it cannot move or charge during the turn it was created. Use the profile below to solve the hits inflicted by toxic mines: Weapons S AP D Ability Toxic Mines 1 0 D3 This weapon is always wound by 2 if the target of the vehicle. Torn birthday bag: when this model as usual. In two places, the 3D6 Spore Mines (the one it equipped) in basic contact with that unit (or with an enemy unit in basic contact with that model) and then remove it from the battlefield. At 6, however, the deadly blow caused the remaining controversy of mines in the Dactylis birth chamber to explode, causing a massive shower of deadly components. All units with 2D6 of this model suffer 6 automatic hits from the type of Spore Mines it was equipped with. Titanic Monster: A model with this rule can fall back into the motion phase and still shoot if there are enemy models within 1 of it as long as they possess the keyword INFANTRY. 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 bonus to its armor to keep if at least half of it is hidden from the firing unit. Unsubtle Attack's: When this model attacks in the combat phase, you can add 1 to hit rolls if the target unit has 10 or more models in it or it has the key word Titanic. However, he subtract one of his hit rolls against units with fewer than 5 models. Options: Can exchange their Frag mines for one of the following: -Cellular Bolster - 50 points. -Gargantuan Warp Shield - 50 points. -Psy-Catalyst - 60 points. Keywords: Hive fleet: , Tiranidi Lord of War, Dactylis, Monster, Titanic Dominatrix Edit This device contains 1 Dominatrix (Power Rating 110). Name M WS BS S T W W A Ld Sv Dominatrix - 12 10 65 4 10 2 Remaining W WS Kactuur бонус 46-65 18 2 2 3 36-45 12 2 2 20-35 6 3 3 2 5-19 4 4 4 1 1-4 2 5 5 0 Биоморфы: Пара Гаргантуан Scything Талоны Два Dire Biocannons Back-mounted Digestion Cannon Incurve Feelers v&It:/HIVE> &It:/HIVE> &It fatal wounds. If he does this, double the strength of his Dire Bio-gun. Massive Mental Backlashing: When this model is killed all the tyranids units (including in reserve) suffer D6 fatal wounds, all models of Tyranids in reserve are instantly killed, and all Psykers on the battlefield will suffer 2D6 fatal wounds. Monster in Warp: Enemy Psykers must subtract 1 of any mental tests they do if the phase of the movement, Dominatrix can generate a single unit of a maximum of 20 models of GENESTEALERS, Ymgarl GENESTEALERS, TERMAGAUNTS, HIVE GUARD, TYRANT GUARD or TYRANID WARRIORS If it does this add a new unit on the battlefield, so it is completely within 6 These models have their usual biomorphs. In addition, you can replace up to 20 models lost previously in combat in the existing division of GENESTEALERS, Ymgarl GENESTEALERS, TERMAGAUNTS, HIVE GUARD, TYRANT GUARD or TYRANID WARRIORS 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. Synaptic Beacon: Units automatically pass Morale tests if they are within 36 of this model. In addition, the effects of instinctive behavior are activated only if the device is at more than the 72nd stage of this model. 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 models as long as they possess the word INFANTRY and as long 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 keyword INFANTRY. In this case, he can shoot at enemies 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. Psyker: Dominatrix can try to show three mental strength in each friendly phase, and try to deny the three psychic forces in each enemy's Psychic powers from any of Hivemind's disciplines. Dominatrix, which has a burrow of the gueen of renewal, is a norn of the gueen of renewal. попытка проявить пять психических сил в каждой дружественной психической фазе, и попытаться отрицать четыре психических сил из любой из дисциплин Hivemind в. Обновления: Норн Королева: Модель с Норн Королева имеет 4 неуязвимый сохранить и добавляет No 1 в его литья рулонах. Варианты: Может заменить его back-mounted Digestion Cannon для обновления Норн Королевы - 400 баллов. - Большие крючки плоти - 30 баллов. - Frag Spine Batteries - 30 баллов. - Сотовый Bolster - 80 баллов. - Спрей позвоночника-облака - 40 баллов. - Spore Cloud - 50 баллов. - Spore Cloud - 50 баллов. - Spore Cloud - 50 баллов. - Спрей позвоночника-облака - 40 баллов. - Spore Cloud - 50 баллов. - Спрей позвоночника-облака - 40 баллов W A Ld Sv Harridan * * 7 7 30 5 10 3+ Remaining W M WS BS 16-30+ 30 3+ 3+ 10-15 20 3+ 4+ 5-9 15 4+ 5+ 1-4 10 5+ 6+ Biomorphs: Two Bio-cannons A pair of Massive Sything Talons Transport Hooks Special rules: Death Throes (Harridan) Flying Titanic Monster Frenzied Metabolism Sky Attack Options : May take any biomorph from the following list: -Cellular Bolster - 15 pts. -Greater Flesh Hooks - 30 pts. -Frag Spine Batteries - 30 pts. -Gargantuan warp shield - 40 pts. -Regeneration - 45 pts. 1 Barbed Hierodule (Power Rating 22). Name M WS BS S T W A Ld Sv Barbed Hierodule * 3+ * 10 8 22 * 10 3+ Remaining W M BS A 11-22+ 12 4+ 5 6-10 8 5+ 4 1-5 4 6+ 3 Biomorphs: A pair of Massive Scything Talons Bio-cannon Special rules: Agile Death Throes (Hierodule) Instinctive Behaviour Titanic Monster Options: May take up to three biomorphs from the following list : - Transport Chamber - 15 pts. - Cellular Bolster - 15 pts. - Greater Flesh Hooks - 30 pts. - Synaptic Regeneration - 45 pts. - Psy-Catalyst - 50 pts. Keywords: Faction:&It; Hive fleet=&qt;, Tyranids Lord of War, Barbed Hierodule, Monster, Titanic Scythed Hierodule[edit] This unit contains 1 Scythed Hierodule (Power Rating 18). Имя M WS BS S T W A Ld Sv Scythed Hierodule (Power правила: Agile Death Throes (Иеропула) Инстинктивное поведение Титаник Монстр Варианты: Может занять до трех биоморфов из следующего списка: - Транспортная камера - 15 баллов. - Сотовый Bolster - 15 баллов. - Сотовый Bolster - 15 баллов. - Сотовый Bolster - 15 баллов. Shield - 40 баллов. - Spore Cloud - 40 баллов. - pereнepaция - 45 баллов. - perenepaция - 45 баллов. Knovesbe cлова: <:/Hive> <:/Hive& 10 2 remaining W M WS 35-50 12 3 6 20-34 9 3 5-19 6 4 4 1-4 3 5 3 Biomorphs: Para gargantua scything Talons Bio-plasma Torrent Gargantuan Warp Shield Lashwhip Pods Synaptic Regeneration Two dire Bio-cannons Special Rules: Death Throes (Hierophant) Frenzied Metabolism Swarm Incubation Chamber Titanic Monster Upgrades: Options: May take up to four biomorphs - Big hooks of flesh - 30 points. - Psy-Catalyst - 80 points. - Spray from the spine - 40 points. - Spray from the spine - 40 points. - Cloud spore - 50 points. - Spray from the spine - 40 points. Monster, Titanic, Hydraphant'edit This unit contains 1 Hydraphant (Power Rating 350). Name M WS BS S T W A Ld Sv Hydraphant - 16 15 80 - 10 2 Staying W W WS BS Attack Casting Bonus Invulnerable Save 65-80 18 2 2 6 3 3 40-64 14 3 3 2 4 2 20-39 12 4 4 4 2 2 5 10-1019 10 5 5 D3 1 6 1-9 8 5 6 1 1 7 Biomorphs: Two Hydraphant Dire Bio-Cannons Massive Feeder Tendrils Pair Spore Cloud Scy Talons Pyro-acid Spit Venom Mortar Launcher Big Flesh Hooks Feeder Tendrils Synaptic Regeneration Special Rules: Bio-Titan Mental Field: This model has an invulnerable keep an equal one in the table at the top. Subtract one from the invulnerable save

rolls against attacks made in the fight phase. Clouds of death and desperation: enemy units aimed at the It hive fleet friendly units 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 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</Hive> </Hive> < 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 it as long as they possess the infantry keyword. In this case, he can shoot at enemies within 1 of it as long as they possess the infantry keyword. In this case, he can shoot at enemy unit that is not within 1 friendly unit. the firing unit. Psyker: Hydraphant can try to show three psychic powers in each friendly mental phase, and try to deny three psychic powers from any of Hivemind's disciplines. Updates: Attention Norn 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 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 Norn queens - 5 300 pts./15 PP can take up to six Biomorphs from the following list: -Frag Spine-cloud Spray - free - Cellular Bolster - free - Cel 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</Hive&qt; </Hive&qt; < 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. -Spore Cloud - 40 points. -Spore Cl Viciator 'edit ' This device contains 1 Viciator (Rating Power 30). Name M WS BS S T W A Ld Sy Viciator - 10 8 28 8 10 3 Staving 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 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 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 Deathscreamer Hive - 25 points can take up to three biomorphs from the following list: - Transport Camera - 25 points. - Cellular bolster - 30 pts. - Spine-Cloud Spray - 40 pts. - Synaptic Regeneration - 45 pts. - Spine-Cloud Spray - 40 pts. - Spine-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 T W beginning of any of your movement phases Any Viragon can't burrow. Remove it from the battlefield - it can return as described 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 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 or : W40kKeywordMonster is the key word, it is half the wounds that it had). In addition, 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 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 model of Mo acid it should take the Strenght 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, </Hive> </Hive> </Hive> 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. vou 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 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 wounds, and at 6 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 and charge distance. 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, 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: -Iper-Acid Bags Update - 150 points. -Synaptic spinal cord Update - 100 points. Can take up to two of the following: -Cellular Bolster - 25 points. -Bay-Catalyst - 40 points. -Psy-Catalyst - 40 points. -Psy-C 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&qt; & lt;/Hive&qt; 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, 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 is a marshy area no larger than 6x6. When the spawning pool is a marshy area no larger than 6x6. When the spawning pool is a marshy area no larger than 6x6. When the spawning pool is a marshy area no relinary 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 any of these models cannot be placed because there is no available space, remove them as cause-and-effect relationships. Keywords: Faction: 'It; Hive fleet', Tyranids 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 7) and the space of the 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: 'It; Hive fleet'gt;, Tyranids Fortifications, Monster, Spore Chimney, Construction Sporocyst (Power Rating 5). It can include 1 additional Sporocyst (Power Rating 5). 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 Apyr Apyry. Имя M WS BS S T W A Ld Sv Sporocyst - 5 5 6 12 - 7 4 Оставаясь W M S A 7-12 6 5 D6 4-6 4 4 D3 1-3 2 3 1 Биоморфы: Пять Deathspitters Spore Node Специальные правила: Био-крепость Бомбардировка Организм Смерть Throes Иммобиле Инстинктивное поведение Психический Resonator Spore Spor все пять Deathspitters c: - Пять колючих душителей - 50 баллов. - Пять Venom пушки - 100 баллов. - Пять Venom пушки - 10 pts. Keywords: Faction:&It; Hive fleet=&qt;, Tyranids Fortification, Monster, Spore Node to launch a different type of spore mine - 10 pts. Keywords: Faction:&It; Hive fleet=&qt;, Tyranids Fortification, Monster, Spore Node to launch a different type of spore mine - 10 pts. Keywords: Faction:&It; Hive fleet=&qt;, Tyranids Fortification, Monster, Spore Node to launch a different type of spore mine - 10 pts. Keywords: Faction:&It; Hive fleet=&qt;, Tyranids Fortification, Monster, Spore Node to launch a different type of spore mine - 10 pts. Keywords: Faction:&It; Hive fleet=&qt;, Tyranids Fortification, Monster, Spore Node to launch a different type of spore mine - 10 pts. Keywords: Faction:&It; Hive fleet=&qt;, Tyranids Fortification, Monster, Spore Node to launch a different type of spore mine - 10 pts. Keywords: Faction:&It; Hive fleet=&qt;, Tyranids Fortification, Monster, Spore Node to launch a different type of spore mine - 10 pts. Keywords: Faction:&It; Hive fleet=&qt;, Tyranids Fortification, Monster, Spore Node to launch a different type of spore mine - 10 pts. Keywords: Faction:&It; Hive fleet=&qt;, Tyranids Fortification, Monster, Spore Node to launch a different type of spore mine - 10 pts. Keywords: Factor:&It; Hive fleet=&qt;, Tyranids Fortification, Monster, Spore Node to launch a different type of spore mine - 10 pts. 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Keywords: Factor:&It; Hive fleet=& model (weapons not included) Genestealer Patriarch 1 120 Ymgarl Genestealer Patriarch 1 155 Hive Tyrant 1 133 Malanthrope 1-3 120 Neurothrope 1 70 Tervigon Prime 1 70 Characters[edit] Unit Models per unit Points per model (weapons included) Blind Horror 1 165 Deathleaper 1 100 Old One Eye 1 200 The Doom of Malan'tai 1 300 The Laius Horror 1 160 The Parasite of Mortex 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 10-50 5 Ripper Swarm Brood 3-15 11 Termagant Brood 10-50 4 Tyranid Warrior Brood 3-9 18 Elites[edit] Unit Mogeли на единицу точки на модель (оружие не включено) Cortex Leech Swarm Brood 1-3 150 Hive Guard Brood 1-3 150 Hive Guard Brood 1-3 150 Hive Guard Brood 1-3 150 Megakaryte Swarm Brood 3-15 15 PyrovOre Brood 1-5 25 Synaptic Booster Spore Brood 3-9 7 Tyrant Guard Brood 3-6 35 Venomthrope Brood 3-6 40 Fast Attacks (редактировать) Модели единицу на единиц Spore Brood 3-9 18 Mucolid Spore Brood 1-3 20 Ravener Brood 3-12 8 TyranidRik 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 Exocrine Brood 1-3 174 Harpy Brood 1-3 108 Tyrannofex Brood 1-3 181 Флайеры Модели единицу пунктов на модель (оружие не включено) Erinyes Brood 1-3 174 Harpy Brood 1-3 105 Hive Crone Brood 1-3 135 Посвященный Транспортные модели единицы на единицы на единицы на единицы на единицы модель (оружие не включено) Малефактор 1 130 Тиранкоцит 1 98 лордов войны »редактировать» Единица Модели на единицу точек на модель (оружие включено) Колючий Иеропуле 1 430 Церебор 1 700 Дакилис 1 1000 Доминатрикс 1 Харридан 1 640 Иерофант 1 2000 </Hive> a 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 Puls Grubs 10 Flamespurt Cannon 0 Fleshborer 0 Flesh Hooks 2 Grasping Tongue 0 Heavy Spinefist 5 Impaler Cannon 15 Tentaclids 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 Tail 0 Grabbing Tailons 0 Capture Coupons and Torax Spine-Mau 0 Massive Scythian Claws 10 Massive Toxic Lashes 0 Monstrous Scythian Claws 0 Scattering Claws 0 Skiffs Claws 0 Scythian Wings 0 Serp Claws 0 Toxic Lashes 0 Angry Spurs 0 Wrecker Claw 9 9 tyranids 8th edition codex pdf. tyranids 8th edition codex pdf download. tyranids 8th edition codex pdf 8th vk. warhammer 40k tyranids 8th edition. codex tyranids 8th edition codex pdf download. tyranids 8th edition codex pdf. tyranids 8th edition codex pdf 8th vk. warhammer 40k tyranids 8th edition codex pdf 8th vk. warhamme pdf download

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