

RIPPER SWARMS

M

6"

T

2

SV

6+

W

4

LD

8+

OC

0



RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

CORE: Deep Strike

FACTION: Synapse

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

KEYWORDS: SWARM, GREAT DEVOURER, RIPPER SWARMS



FACTION KEYWORDS:
TYRANIDS

RIPPER SWARMS

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



WARGEAR OPTIONS

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

UNIT COMPOSITION

- 3-6 Ripper Swarms

Every model is equipped with: xenos claws and teeth.

KEYWORDS: SWARM, GREAT DEVOURER, RIPPER SWARMS



FACTION KEYWORDS:
TYRANIDS

SCREAMER-KILLER

M

8"

T

9

SV

2+

W

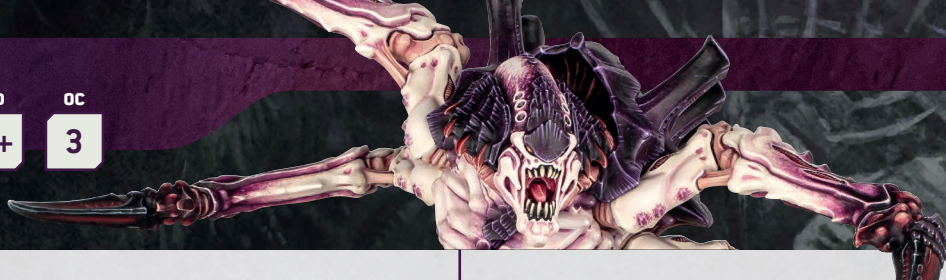
10

LD

8+

OC

3



RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Synapse**

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

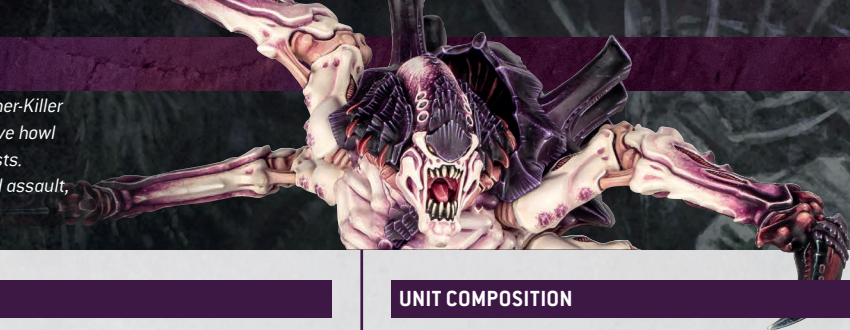
KEYWORDS: MONSTER, GREAT DEVOURER, SCREAMER-KILLER



FACTION KEYWORDS:
TYRANIDS

SCREAMER-KILLER

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



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Screamer-Killer

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

KEYWORDS: MONSTER, GREAT DEVOURER, SCREAMER-KILLER



FACTION KEYWORDS:
TYRANIDS

PSYCHOPHAGE

M

8"

T

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SV

3+

W

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LD

8+

OC

3



RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

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

FACTION: **Synapse**

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

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

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



FACTION KEYWORDS:
TYRANIDS

PSYCHOPHAGE

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



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Psychophage

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

KEYWORDS: MONSTER, GREAT DEVOURER, PSYCHOPHAGE



FACTION KEYWORDS:
TYRANIDS

BARBGAUNTS

M

6"

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OC

1



RANGED WEAPONS

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

MELEE WEAPONS

| | RANGE | A | WS | S | AP | D |
|-----------------------|-------|---|----|---|----|---|
| Xenos claws and teeth | Melee | 1 | 4+ | 4 | 0 | 1 |

ABILITIES

FACTION: Synapse

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

KEYWORDS: INFANTRY, GREAT DEVOURER, BARBGAUNTS



FACTION KEYWORDS:
TYRANIDS

BARBGAUNTS

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



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 5-10 Barbgaunts

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

KEYWORDS: INFANTRY, GREAT DEVOURER, BARBGAUNTS



FACTION KEYWORDS:
TYRANIDS

TERMAGANTS

M

6"

T

3

SV

5+

W

1

LD

8+

OC

2



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

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

ABILITIES

FACTION: Synapse

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

KEYWORDS: INFANTRY, GREAT DEVOURER, ENDLESS MULTITUDE, TERMAGANTS



FACTION KEYWORDS:
TYRANIDS

TERMAGANTS

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



WARGEAR OPTIONS

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

UNIT COMPOSITION

- 10-20 Termagants

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

KEYWORDS: INFANTRY, GREAT DEVOURER, ENDLESS MULTITUDE, TERMAGANTS



FACTION KEYWORDS:
TYRANIDS

NEUROTYRANT

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



RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

CORE: Leader

FACTION: Synapse, Shadow in the Warp

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

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

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

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

INVULNERABLE SAVE

4+

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



FACTION KEYWORDS:
TYRANIDS

NEUROTYPANT

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



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Neurotyrant

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

LEADER

This model can be attached to the following units:

- NEUROGAUNTS
- TYRANT GUARD

KEYWORDS: MONSTER, CHARACTER, FLY, PSYKER, GREAT DEVOURER, SYNAPSE, NEUROTYPANT



FACTION KEYWORDS:
TYRANIDS

VON RYAN'S LEAPERS

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



MELEE WEAPONS

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

ABILITIES

CORE: Fights First, Infiltrators, Stealth

FACTION: Synapse

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

INVULNERABLE SAVE

6+

KEYWORDS: INFANTRY, GREAT DEVOURER, VON RYAN'S LEAPERS



FACTION KEYWORDS:
TYRANIDS

VON RYAN'S LEAPERS

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



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 3-6 Von Ryan's Leapers

Every model is equipped with: Leaper's talons.

KEYWORDS: INFANTRY, GREAT DEVOURER, VON RYAN'S LEAPERS



FACTION KEYWORDS:
TYRANIDS

NEUROGAUNTS

M

T

SV

W

LD

OC

6"

3

6+

1

8+

1



MELEE WEAPONS

Xenos claws and teeth

RANGE

Melee

A

1

WS

4+

S

3

AP

0

D

1

ABILITIES

FACTION: Synapse

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

KEYWORDS: INFANTRY, GREAT DEVOURER, ENDLESS MULTITUDE, NEUROGAUNTS



FACTION KEYWORDS:
TYRANIDS

NEUROGAUNTS

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



WARGEAR OPTIONS

- None

UNIT COMPOSITION

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

Every model is equipped with: xenos claws and teeth.

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

KEYWORDS: INFANTRY, GREAT DEVOURER, ENDLESS MULTITUDE, NEUROGAUNTS



FACTION KEYWORDS:
TYRANIDS

WINGED TYRANID PRIME

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



MELEE WEAPONS

Prime talons

RANGE

Melee

A

6

WS

2+

S

6

AP

-1

D

2

ABILITIES

CORE: Deep Strike, Leader

FACTION: Shadow in the Warp, Synapse

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

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

KEYWORDS: INFANTRY, CHARACTER, FLY, GREAT DEVOURER, SYNAPSE, WINGED TYRANID PRIME



FACTION KEYWORDS:
TYRANIDS

WINGED TYRANID PRIME

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



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Winged Tyrannid Prime

This model is equipped with: Prime talons.

LEADER

This model can be attached to the following units:

- GARGOYLES
- TYRANID WARRIORS WITH MELEE BIO-WEAPONS
- TYRANID WARRIORS WITH RANGED BIO-WEAPONS

KEYWORDS: INFANTRY, CHARACTER, FLY, GREAT DEVOURER, SYNAPSE,
WINGED TYRANID PRIME



FACTION KEYWORDS:
TYRANIDS