**DIMACHAERON**

**MONSTER**

**MELEE WEAPONS**

- Massive scything sickle-talons [TWIN-LINKED]

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Melee</td>
<td>10</td>
<td>3+</td>
<td>9</td>
<td>-2</td>
<td>3</td>
</tr>
</tbody>
</table>

**Faction Keywords:**

- Tyranids

**Keywords:**

- Monster
- Great Devourer
- Dimachaeron

**INVULNERABLE SAVE**

**Abilities**

**Core:**

- **Deadly Demise D6**

**Faction:**

- **Synapse**

**Digestion Spine:** Each time this model fights, after it has resolved its attacks, if one or more enemy models (excluding Vehicle models) were destroyed as the result of those attacks, this model regains up to D3 mortal wounds.

**Damaged: 1-5 Wounds Remaining**

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
**DIMACHAERON**

**WARGEAR OPTIONS**
- None

**UNIT COMPOSITION**
- 1 Dimachaeron
  This model is equipped with: massive scything sickle-talons.

**KEYWORDS:** Monster, Great Devourer, Dimachaeron

**FACTION KEYWORDS:** Tyranids
## Sky-Slasher Swarms

**Keywords:** Swarm, Great Devourer, Fly, Sky-slasher Swarms

**Faction Keywords:** Tyranids

**Abilities**

- **Core:** Deep Strike
- **Faction:** Synapse

**Chitinous Horrors:** While an enemy unit is within Engagement Range of one or more units with this ability, halve the Objective Control characteristic of models in that enemy unit.

### Ranged Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Spinemaws [Pistol]</td>
<td>6”</td>
<td>4</td>
<td>5+</td>
<td>3</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

### Melee Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Claws and teeth [Sustained Hits 1]</td>
<td>Melee</td>
<td>6</td>
<td>5+</td>
<td>2</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

**M T SV W LD OC**

- M: 12”
- T: 2
- SV: 6+
- W: 4
- LD: 8+
- OC: 0
SKY-SLASHER SWARMS

WARGEAR OPTIONS

- Any number of models can each be equipped with 1 spinemaws.

UNIT COMPOSITION

- 3 Sky-slasher Swarms
  Every model is equipped with: claws and teeth.

KEYWORDS: Swarm, Great Devourer, Fly, Sky-slasher Swarms

FACTION KEYWORDS:

Tyranids
### Malanthrope

**Keywords:** Infantry, Character, Fly, Great Devourer, Synapse, Malanthrope

**Faction Keywords:** Tyranids

#### Melee Weapons

<table>
<thead>
<tr>
<th>Range</th>
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<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Melee</td>
<td>4</td>
<td>4+</td>
<td>5</td>
<td>0</td>
<td>2</td>
</tr>
</tbody>
</table>

#### Abilities

**Core:** Stealth

**Faction:** Shadow in the Warp, Synapse

**Enhanced Toxic Miasma:** While this model is leading a unit, the range of that unit’s Foul Spores Aura ability is increased to 9”.

**Prey Adaptation:** Each time this model’s unit is selected to fight, select one of the following abilities to apply to all melee weapons equipped by models in that unit until the end of the phase:

- [Sustained Hits 1]
- [Lance]
- [Lethal Hits]
MALANTHROPE

WARGEAR OPTIONS
- None

UNIT COMPOSITION
- 1 Malanthrope
  This model is equipped with: grasping tail.

LEADER
This model can be attached to the following unit:
- Venomthopes

KEYWORDS: Infantry, Character, Fly, Great Devourer, Synapse, Malanthrope

FACTION KEYWORDS:
Tyranids