

COMBAT PATROL TYRANID ASSAULT BROOD

ABILITIES

The datasheets required to use the Tyranid Assault Brood can be found on the following pages, and are designed exclusively for Combat Patrol games. A unit's datasheet will list all the abilities it has. This will include a Faction ability – Synapse – that is referenced on each unit's datasheet. You can also use the Shadow in the Warp ability. Both of these abilities are described below.

SYNAPSE

Some Tyranids serve as synaptic conduits or nodal relays through which a portion of the Hive Mind's iron will flows, overriding the natural instincts of the swarm to direct the teeming warrior-beasts to function as a single, gestalt organism on the battlefield.

While a **TYRANIDS** unit from your army is within 6" of one or more friendly **SYNAPSE** models, that **TYRANIDS** unit is said to be within Synapse Range of those models and of your army. Each time a **TYRANIDS** unit from your army takes a Battle-shock test, if it is within Synapse Range of your army, take that test on 3D6 instead of 2D6.

SHADOW IN THE WARP

Tyranids flood the battlefield with the psychic signature of the hive fleet, an icy, alien dread that gnaws at the minds of their prey and smothers even the most stalwart courage. When faced with such unfathomable horror, many are driven insane or suffer catastrophic neural damage.

Once per battle, in either player's Command phase, if one or more units from your army with this ability are on the battlefield, you can unleash the Shadow in the Warp. When you do, each enemy unit on the battlefield must take a Battle-shock test.

ENHANCEMENTS

Your **PARASITE OF MORTREX** model is your **WARLORD** and has the Indurated Carapace Enhancement. You can replace this with Bioacid.

DEFAULT ENHANCEMENT

INDURATED CARAPACE

This bioform is adapted for resilience. Its chitinous armour is thicker and harder than that of lesser beasts, proof enough to dissipate energy beams and deflect bullets.

The bearer has a 4+ invulnerable save. In addition, each time a melee attack targets the bearer, subtract 1 from the Hit roll.

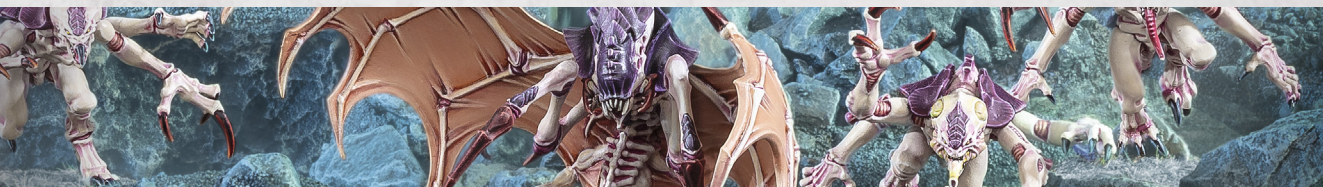
OR

OPTIONAL ENHANCEMENT

BIOACID

Acid-producing internal biomorphs coat this creature's weapons with a corrosive film that can eat through most known materials.

Once per turn, when a friendly **TYRANIDS** unit within 6" of the bearer is selected to shoot or fight, the bearer can use this ability. If it does, until the end of the phase, improve the Armour Penetration characteristic of weapons equipped by models in that friendly unit by 1.



SECONDARY OBJECTIVES

You will use the Devour secondary objective. You can replace this with Relentless Swarm.

DEFAULT SECONDARY OBJECTIVE

DEVOUR

The hive fleet's hunger is endless. Feeder organisms sweep over the battlefield, consuming all organic material.

You score 4VP each time a model from your army destroys an enemy unit in the Fight phase.

OR

OPTIONAL SECONDARY OBJECTIVE

RELENTLESS SWARM

Swarms of Tyranid bioforms engulf the battlefield, scrambling over corpses and through craters, drowning enemy strongholds beneath their scrambling and squirming mass.

At the end of the battle, you score 10VP if you control the objective marker closest to your opponent's battlefield edge.

STRATAGEMS

You can use the following Stratagems:

SENSORY AMALGAMATION

TYRANID ASSAULT BROOD – BATTLE TACTIC STRATAGEM

The hive fleet's swarming bioforms pool their already-acute senses, evading incoming blows with eerie precision.

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

TARGET: One **TYRANIDS INFANTRY** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Hit roll.

SCYTHING TERROR

TYRANID ASSAULT BROOD – BATTLE TACTIC STRATAGEM

Closing in upon its chosen prey, this bioform launches into a savage assault, hacking, slashing and raking with claws, teeth and other lethal appendages.

WHEN: Fight phase.

TARGET: One **TYRANIDS** unit from your army that has not been selected to fight this phase.

EFFECT: Until the end of the phase, melee weapons equipped by models in your unit have the **[SUSTAINED HITS 1]** ability.

RAVENOUS RAMPAGE

TYRANID ASSAULT BROOD – STRATEGIC PLOY STRATAGEM

The overriding urge to feed pulses through synaptic networks, hunger propelling the swarm forward in a surging wave of consumption.

WHEN: Your Charge phase.

TARGET: One **TYRANIDS** unit from your army that has not been selected to charge this phase.

EFFECT: Until the end of the phase, your unit is eligible to declare a charge in a turn in which it Advanced.

PARASITE OF MORTREX

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



Combat Patrol Datasheet

First encountered on the fortress world for which it is named, this winged monstrosity utilises its whip-like ovipositor to embed Ripper parasites within its victims' flesh. Its hideous appearance and dread reputation are enough to put many foes to flight. Those who stand and fight are torn to shreds by the creature's clawed limbs.



MELEE WEAPONS

Barbed ovipositor [ANTI-INFANTRY 3+, EXTRA ATTACKS]

RANGE

A

WS

S

AP

D

Clawed limbs

Melee

1

2+

3

-2

3

Melee

6

2+

5

-1

1

ABILITIES

CORE: Deep Strike, Lone Operative, Stealth

FACTION: Shadow in the Warp, Synapse

It Itches!: At the start of the Fight phase, select one enemy unit within Engagement Range of this model. That enemy unit must take a Battle-shock test.

UNIT COMPOSITION

■ 1 Parasite of Mortrex

This model is equipped with: barbed ovipositor; clawed limbs.

KEYWORDS: INFANTRY, CHARACTER, FLY, GREAT DEVOURER, VANGUARD INVADER, SYNAPSE, PARASITE OF MORTREX



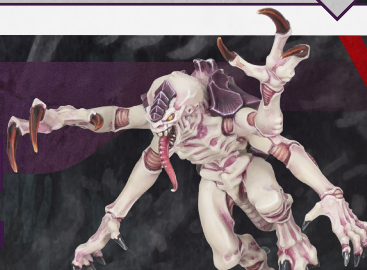
FACTION KEYWORDS: TYRANIDS

GENESTEALERS

M	T	SV	W	LD	OC
8"	4	5+	2	7+	1

5+

INVULNERABLE SAVE



Combat Patrol Datasheet

Swift vanguard organisms armoured in chitin and possessed of terrifying strength and agility, Genestealers are peerless predators. Their broods move ahead of the hive fleets to seek out fresh feeding grounds. Then, when the invasion swarms descend, the Genestealers burst from hiding to begin the slaughter.



MELEE WEAPONS

Genestealer claws and talons

RANGE

A

WS

S

AP

D

Melee

4

2+

4

-2

1

PATROL SQUADS

Before the battle, at the start of the Declare Battle Formations step, this unit can be split into two units, each containing five models.

ABILITIES

CORE: Scouts 8"

FACTION: Synapse

Vanguard Predator: Each time a model in this unit makes an attack, re-roll a Hit roll of 1. If the target is within range of one or more objective markers, re-roll a Wound roll of 1 as well.

UNIT COMPOSITION

■ 10 Genestealers

Every model is equipped with: Genestealer claws and talons.

KEYWORDS: INFANTRY, GREAT DEVOURER, VANGUARD INVADER, GENESTEALERS



FACTION KEYWORDS: TYRANIDS

BIOVORES

M	T	SV	W	LD	OC
5"	6	3+	5	8+	1



Combat Patrol Datasheet

These living artillery pieces nurture a clutch of Spore Mines within their bodies. After anchoring themselves to the ground with their chitinous spurs, the creatures fire their living ammunition in high arcs, allowing the Spore Mines to drift languidly down into the midst of the foe where they detonate with sudden violence.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Spore Mine launcher [BLAST, DEVASTATING WOUNDS, HEAVY]	48"	D3	4+	6	-1	2
MELEE WEAPONS	RANGE	A	WS	S	AP	D
Chitin-barbed limbs	Melee	2	4+	5	0	1

ABILITIES

CORE: Deadly Demise 1

FACTION: Synapse

UNIT COMPOSITION

■ 1 Biovores

This model is equipped with: Spore Mine launcher; chitin-barbed limbs.

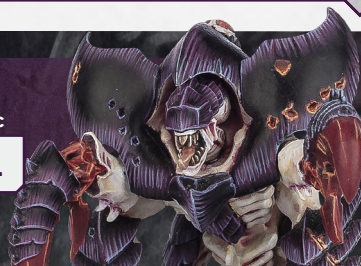
KEYWORDS: INFANTRY, GREAT DEVOURER, BIOVORES



FACTION KEYWORDS:
TYRANIDS

TYRANT GUARD

M	T	SV	W	LD	OC
6"	8	3+	4	8+	1



Combat Patrol Datasheet

Incredibly well armoured and resilient, Tyrant Guard form a mobile bulwark around their assigned synapse organism. So extreme is their bio-adaptation, they do not even possess weak spots such as eyes. Instead, they are guided as extensions of their charge's synaptic will, acting as living weapons and shields.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Bone cleaver, lash whip and rending claws	Melee	3	3+	5	-1	2
Crushing claws and rending claws [TWIN-LINKED]	Melee	2	4+	8	-2	2
Scything talons and rending claws	Melee	5	3+	5	-1	1

ABILITIES

FACTION: Synapse

UNIT COMPOSITION

■ 3 Tyrant Guard

1 Tyrant Guard is equipped with: Bone cleaver, lash whip and rending claws.

1 Tyrant Guard is equipped with: Crushing claws and rending claws.

1 Tyrant Guard is equipped with: scything talons and rending claws.

KEYWORDS: INFANTRY, GREAT DEVOURER, TYRANT GUARD



FACTION KEYWORDS:
TYRANIDS