



TYRANIDS

FACTION PACK: VERSION 1.2

Legal for matched play from 26th August 2026

On the following pages you will find additional rules and clarifications that supplement your Codex, from extra detachments and datasheets to rules updates and FAQs. All of these changes are also updated in the Warhammer 40,000 app, along with points values for your units and detachments.

WHAT'S NEW?

- **Changes to Rules Updates.**
- **Harridan, Keywords Section:** remove 'FRAME'.

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AMBUSH PREDATORS

SLINKING VANGUARD ORGANISMS HUNT THEIR HAPLESS PREY, STRIKING UNERRINGLY FROM THE SHADOWS



DETACHMENT RULES

MINDHUNGER

Ravenous instinct drives these vanguard organisms to predate leaders amongst the prey, and to crack open their crania and devour the quivering mind-meat within.

- Friendly **DEATHLEAPER/LICTOR/NEUROLICTOR** units have **Deep Strike**.
- Friendly **LICTOR/NEUROLICTOR** units' attacks that target a **CHARACTER** unit can re-roll **hit rolls** of 1.

ENHANCEMENTS

ENCIRCLING HORRORS **UPGRADE**

By the time the prey realise that they are being hunted, the Hive Mind's vanguard organisms have already enfolded them in a murderous embrace. There is no hiding from what comes next.

NEUROLICTOR/LICTOR/VON RYAN'S LEAPERS unit only. In your opponent's Movement phase, when an enemy unit ends a move within 8" of this unit, this unit can make a **normal move** of up to D3+3".

CRYPTOPHOTAIC CAMOUFLAGE **UPGRADE**

The dermis of these biohunters has been adapted to subtly alter hue according to what the ocular receptors of the prey expect to see, thus hiding the creatures even in plain sight.

VON RYAN'S LEAPERS unit only. This unit has -3" **detection range**.

COUNTERPREDATION

1CP

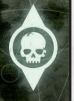
AMBUSH PREDATORS STRATAGEM

One should never attempt to lay a trap for perfectly adapted ambush hunters, lest one become the prey in turn.

WHEN: Fight phase, when a friendly **DEATHLEAPER/LICTOR/NEUROLICTOR/VON RYAN'S LEAPERS** unit is **selected to fight**.

TARGET: That **DEATHLEAPER/LICTOR/NEUROLICTOR/VON RYAN'S LEAPERS** unit.

EFFECT: Your unit's attacks that target a **hidden** unit have +1 **S** and **AP**.



HYPERSENSORY ADAPTATIONS

1CP

AMBUSH PREDATORS STRATAGEM

The organisms that comprise the Tyranid vanguard possess exceptionally keen senses, detecting prey no matter how well hidden it may be and relaying its location to the wider Hive Mind.

WHEN: Start of your Shooting phase.

TARGET: One friendly **DEATHLEAPER/LICTOR/NEUROLICTOR/VON RYAN'S LEAPERS** unit.

EFFECT: Select one **visible** enemy unit within 12" of your unit. That enemy unit has +6" **detection range**.



SCANNER GHEIST

1CP

AMBUSH PREDATORS STRATAGEM

What seemed a certain and identified Tyranid contact vanishes suddenly from sight and sensors both, seemingly nothing but a ghost all along.

WHEN: End of your opponent's Fight phase.

TARGET: One friendly **unengaged DEATHLEAPER/LICTOR/NEUROLICTOR** unit.

EFFECT: Place your unit in **strategic reserves**.



TALONS OF THE NORN QUEEN



WHEN THE AGENT-BEASTS OF THE NORN QUEENS PROWL, DEEDS OF DIREST CONSEQUENCE ARE AFOOT

DETACHMENT RULES

HIGHER IMPERATIVES

Capable of incredibly complex reasoning and a frightening level of self-direction, Norn Emissaries and Assimilators display great agency and alien cunning in the completion of their tasks.

Friendly **NORN EMISSARY/NORN ASSIMILATOR** units have the following ability:

Protean Purpose: (Once per battle, per unit) In your Command phase, you can use this ability. If you do, this unit can make a selection for its **Singular Purpose** ability (this replaces the previous selection).

ENHANCEMENTS

DESTABILISING PREDATION **UPGRADE**

Reaching out like the will of the Hive Mind made manifest, this organism's pinpoint fire is perfectly tailored to strike down leaders amongst the prey.

NORN EMISSARY unit only. This unit's ranged attacks have **[ANTI-CHARACTER 2+]**.

SYNAPTOPRESCIENCE **UPGRADE**

As though privy to glimpses of the Hive Mind's own near-omniscient view of events, this towering beast weaves unerringly aside from incoming threats.

NORN ASSIMILATOR unit only. This unit has 4+ **InSv**.

CATALYTIC BIOFORTIFICATION

1CP

TALONS OF THE NORN QUEEN STRATAGEM

Impacts and surface damage trigger explosive inflammation within this organism's exoskeleton, spawning hardened outer layers that stave off even the most grievous hurts.

WHEN: Any phase, when a friendly **NORN ASSIMILATOR** unit suffers a mortal wound.

TARGET: That **NORN ASSIMILATOR** unit.

EFFECT: Your unit has **Feel No Pain 4+** against mortal wounds.



LESSER PREY

1CP

TALONS OF THE NORN QUEEN STRATAGEM

Focused on achieving its assigned imperative, this towering bioform smashes prey from its path with glad-driven surges of additional might.

WHEN: Fight phase, when a friendly **NORN ASSIMILATOR/NORN EMISSARY** unit is **selected to fight**.

TARGET: That **NORN ASSIMILATOR/NORN EMISSARY** unit.

EFFECT: Your unit's melee attacks have +2 **S**.



TANGLESTRIKE ROUNDS

1CP

TALONS OF THE NORN QUEEN STRATAGEM

These revolting living shells burst on impact to ensnare nearby prey organisms in a mess of dripping, incredibly sticky strands that take time to tear free of.

WHEN: Your Shooting phase, when a friendly **NORN ASSIMILATOR** unit has shot.

TARGET: That **NORN ASSIMILATOR** unit.

EFFECT: Select one enemy unit hit by those attacks. That enemy unit is **tethered** until the start of your next Command phase:

- While a unit is **tethered**, that unit has -2" **M**.



WARRIOR BIOFORM ONSLAUGHT



TYRANID WARRIORS ARE ADAPTED TO SHEPHERD THE HIVE FLEET'S TEEMING SWARMS TO WAR

DETACHMENT RULES

LEADER-BEASTS

The Hive Mind has spawned entire swarms of Tyranid Warriors upon this battlefield, adapting them to be tougher as well as more numerous, and thus to serve as better conduits for its will.

- Friendly **TYRANID WARRIORS WITH RANGED BIO-WEAPONS**/**TYRANID WARRIORS WITH MELEE BIO-WEAPONS** units have:
 - TYRANID WARRIORS.**
 - BATTLELINE.**
- TYRANID WARRIORS**/**TYRANID PRIME WITH LASH WHIP**/**WINGED TYRANID PRIME** models from your army have 5+ **InSv**.

ENHANCEMENTS

ELEVATED MIGHT

This bioform and its symbiotic weapon-beasts have been adapted for maximum lethality.

WINGED TYRANID PRIME/**TYRANID PRIME WITH LASH WHIP** model only.

This model's melee attacks:

- Can re-roll **wound rolls**.
- Have +1 **AP**.

OCULAR ADAPTATION

This node-beast's bioadaptations allow it to perceive the minutest electrical impulse or heat signature. Few prey organisms escape its clutches.

WINGED TYRANID PRIME/**TYRANID PRIME WITH LASH WHIP** model only.

This unit's melee attacks have +1 to **hit rolls**.

ALIEN PHYSIOLOGY

1CP

WARRIOR BIOFORM ONSLAUGHT STRATAGEM

The sheer resilience of these warrior organisms appears nigh-supernatural to their horrified prey.

WHEN: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly **TYRANID WARRIORS** unit.

TARGET: That **TYRANID WARRIORS** unit.

EFFECT: Attacks that target your unit with a **S** greater than your unit's **T** have -1 to **wound rolls**.



SYNAPTIC MICRONODES

1CP

WARRIOR BIOFORM ONSLAUGHT STRATAGEM

Shed like spores from chitinous exoskeletons, these micronodes infest the very battlefield with minute motes of the Hive Mind's consciousness.

WHEN: End of your Movement phase.

TARGET: One friendly **TYRANID WARRIORS** unit.

EFFECT: Select one **objective** your unit is controlling. That **objective** is **secured**.



PARASITIC PAYLOAD

1CP

WARRIOR BIOFORM ONSLAUGHT STRATAGEM

The projectiles fired by this weapon are infected with parasites that burrow into the central nervous systems of their targets, causing them to shriek and convulse, giving away their position to the oncoming swarms.

WHEN: Your Shooting phase, when a friendly **TYRANID WARRIORS** unit is **selected to shoot**.

TARGET: That **TYRANID WARRIORS** unit.

EFFECT: Your unit's ranged attacks have **[IGNORE COVER]**.





SUBTERRANEAN ASSAULT

When the hive fleet's organisms descend, no place is truly safe from their wrath. As the lands swarm and writhe, and the skies are clouded with winged monstrosities, other foes advance unseen below. Mawlocs, Ravens and Trygons burst from the ground to emerge in the midst of clustered defenders, scything apart and devouring screaming victims before they can raise their weapons in defence, sowing crippling fear and confusion through those that witness the unexpected violence.

DETACHMENT RULE



SURPRISE ASSAULT

Burrowing Tyranid bioforms burst from the ground in all their horror.

Each time a **TYRANIDS** model from your army makes an attack, re-roll a Hit roll of 1.

Each time a **BURROWER** unit from your army is set up on the battlefield from Reserves, place a circular 40mm Tunnel Marker anywhere on the battlefield within 1" of that unit and more than 3" horizontally away from all enemy units.

In the Reinforcements step of your Movement phase, when you set up a unit on the battlefield from Reserves, you can set that unit up wholly within 9" of one of your Tunnel Markers and more than 6" horizontally away from any enemy units.

If an enemy model (excluding **AIRCRAFT**) ends any kind of move within 3" of one of your Tunnel Markers, that Tunnel Marker is removed from the battlefield.

KEYWORDS



MAWLOC and **TRYGON** units from your army have the **BURROWER** keyword.

In the Muster Armies step, you can select up to 2 **TRYGON** models from your army. The selected units gain the **CHARACTER** keyword.

Designer's Note: This means that the selected models can be given Enhancements and one of them can be selected as your **WARLORD**.

ENHANCEMENTS



SYNAPTIC STRATEGY

Possessing an exceptionally acute connection to the hive mind, this creature benefits from a constant influx of sensory data, enabling it to traverse the battlefield and emerge at the place and time of maximum impact.

TYRANIDS model only. Once per battle, you can target the bearer's unit with the Rapid Ingress stratagem for OCP, and can do so even if you have already targeted a different unit with that Stratagem this phase.

TREMOR SENSES

From its concealed position beneath the battlefield, this bioform picks up on subtle traces of movement from the enemy force, impelling its fellow organisms to reposition themselves in preparation for a coordinated assault.

TYRANIDS model only. After both players have deployed their armies, select up to three friendly **TYRANIDS** units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves, regardless of how many units are already in Strategic Reserves.

VANGUARD INTELLECT

This bioform uses its own keen senses and predatory intellect to burrow into position and strike before the enemy can react.

TYRANIDS model with the Deep Strike ability only. The bearer's unit can be set up using the Deep Strike ability in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules.

TRYGON PRIME

Only rarely manifested by the hive fleets, the Trygon Prime possesses a greatly enhanced synaptic network within its neural cortex, enabling it to more precisely coordinate the assaults of burrowing Tyranid creatures.

TRYGON model only. The bearer gains the **SYNAPSE** keyword. Improve the Strength and Weapon Skill characteristics of melee weapons equipped by the bearer by 1.



1CP

ADAPTIVE OPTIMISATION

SUBTERRANEAN ASSAULT – WARGEAR STRATAGEM

On occasions where subterranean assaults are deemed tactically useful, the hive mind may spontaneously alter its burrowing organisms, enabling them to act as beacons for its will.

WHEN: Command phase.

TARGET: One **MAWLOC** or **TRYGON** unit from your army.

EFFECT: Until the start of your next Command phase, your unit has the **SYNAPSE** keyword.



1CP

REPLENISHING SWARMS

SUBTERRANEAN ASSAULT – WARGEAR STRATAGEM

Scrambling through the tunnels come endless multitudes of warrior-beasts and harvester bioforms, spilling out of the depths to reinforce the teeming masses.

WHEN: Your Movement phase.

TARGET: One **TYRANIDS** unit from your army, wholly within 9" of one or more Tunnel Markers you placed.

EFFECT: One model in your unit regains up to D3+1 lost wounds, or you can return up to D3+1 destroyed models with a Wounds characteristic of 1 to your unit, with their full wounds remaining, instead.



1CP

ENFILADING EMERGENCE

SUBTERRANEAN ASSAULT – STRATEGIC PLOY STRATAGEM

Emerging from the depths, Tyranid bioforms level their weapon morphs and spit hissing volleys of living ammunition into the exposed backs of outflanked prey.

WHEN: End of your Movement phase.

TARGET: One **TYRANIDS** unit from your army that was set up as Reinforcements this turn.

EFFECT: Until the end of your next Fight phase, weapons equipped by models in your unit have the **[SUSTAINED HITS 1]** and **[IGNORES COVER]** abilities.



1CP

TUNNEL NETWORK

SUBTERRANEAN ASSAULT – STRATEGIC PLOY STRATAGEM

Taking advantage of freshly burrowed tunnels, Tyranid bioforms move swiftly across the landscape, emerging in unexpected locations.

WHEN: End of your Movement phase.

TARGET: One **TYRANIDS** unit from your army that is wholly within 9" of one or more of your Tunnel Markers and not within Engagement Range of one or more enemy units.

EFFECT: Remove your unit from the battlefield and set it up again, wholly within 9" of another Tunnel Marker you placed, and more than 6" horizontally away from all enemy units.



1CP

SWARMING ASSAULT

SUBTERRANEAN ASSAULT – STRATEGIC PLOY STRATAGEM

A hive fleet's vanguard organisms favour mobility and aggression, keeping the foe on the back foot with repeated coordinated assaults.

WHEN: Your Charge phase.

TARGET: One **TYRANIDS MONSTER** unit from your army that was set up as Reinforcements this turn.

EFFECT: Until the end of the phase, friendly **TYRANIDS** units within 6" of your unit can re-roll Charge rolls.



1CP

RETREAT BELOW

SUBTERRANEAN ASSAULT – STRATEGIC PLOY STRATAGEM

The network of tunnels beneath the battlefield enables Tyranid organisms to retreat from the foe and prepare further ambushes.

WHEN: End of your opponent's Fight phase.

TARGET: One **TYRANIDS** unit or up to two **BURROWER** units from your army that are not within Engagement Range of one or more enemy units.

EFFECT: Remove your unit from the battlefield and place it into Strategic Reserves.

THE RED TERROR

M	T	SV	W	LD	OC
10"	8	3+	9	8+	3



MELEE WEAPONS

Gaping maw

[EXTRA ATTACKS, DEVASTATING WOUNDS, PRECISION]

Scything talons

RANGE

A

WS

S

AP

D

Melee

1

2+

5

-

D3+2

Melee

12

2+

7

-2

2

ABILITIES

CORE: Deep Strike

FACTION: Synapse

Swallow Whole: Each time an attack with this model's gaping maw targets an **INFANTRY**, **MOUNTED** or **BEASTS** unit, each successful unmodified Wound roll is a Critical Wound. Each time an **INFANTRY**, **MOUNTED** or **BEASTS** model is destroyed as a result of an attack made by this model's gaping maw, this model regains up to D3+2 lost wounds.

Subterranean Hunter: At the end of the Fight phase, if this unit is not within Engagement Range of one or more enemy units, you can remove it from the battlefield and place it into Strategic Reserves.

KEYWORDS: CHARACTER, MOBILE, EPIC HERO, GREAT DEVOURER, MONSTER, BURROWER, VANGUARD INVADER, THE RED TERROR



FACTION KEYWORDS:
TYRANIDS

THE RED TERROR

A serpentine fiend that tunnels beneath the battlefield to strike at unsuspecting prey, the Red Terror is a rare bioform spawned to sow disruption deep behind enemy lines. Able to distend its jaws to swallow prey whole, the beast is further able to rapidly absorb their biomass to regenerate its injuries.



WARGEAR OPTIONS

None.

UNIT COMPOSITION

▪ 1 The Red Terror – EPIC HERO

This model is equipped with: scything talons, gaping maw.

KEYWORDS: CHARACTER, MOBILE, EPIC HERO, GREAT DEVOURER, MONSTER, BURROWER, VANGUARD INVADER, THE RED TERROR



FACTION KEYWORDS:
TYRANIDS

TYRANID PRIME WITH LASH WHIP

M	T	SV	W	LD	OC
10"	5	3+	6	7+	1



MELEE WEAPONS	RANGE	A	WS	S	AP	D
Rending claw	Melee	4	2+	8	-2	3
Lash whip [EXTRA ATTACKS]	Melee	8	2+	4	-2	1
Scything talons	Melee	6	2+	6	-2	2

ABILITIES

CORE: **Leader**

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

Alpha Warrior: Weapons equipped by models in this model's unit have the [SUSTAINED HITS 1] ability.

Aggressive Leader-beast: In your opponent's Shooting phase, when an enemy unit has shot, if a model in this unit was **destroyed** by those attacks, this unit can make a **surge move** of up to D6".

KEYWORDS: **INFANTRY, CHARACTER, GREAT DEVOURER, SYNAPSE, TYRANID PRIME WITH LASH WHIP**



FACTION KEYWORDS: **TYRANIDS**

TYRANID PRIME WITH LASH WHIP

A living beacon of the Hive Mind's will, the Tyranid Prime advances amidst swarms of warrior organisms, driving them ever forward into the prey. Should some defiant enemy anchor the line against the onrushing hordes, the Tyranid Prime strikes with its coiling lash whip to strangle, agonise and slay.



WARGEAR OPTIONS

None.

UNIT COMPOSITION

- 1 Tyranid Prime with Lash Whip

This model is equipped with: 1 rending claw; 1 lash whip; 1 scything talons.

LEADER

This model can be attached to the following units:
**HORMAGAUNTS, TERMAGANTS, TYRANID WARRIORS
WITH MELEE BIO-WEAPONS, TYRANID WARRIORS WITH
RANGED BIO-WEAPONS.**

**KEYWORDS: INFANTRY, CHARACTER, GREAT DEVOURER, SYNAPSE,
TYRANID PRIME WITH LASH WHIP**



**FACTION KEYWORDS:
TYRANIDS**

RAVENERS

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



MELEE WEAPONS

Ravener claws and talons [TWIN-LINKED]

RANGE

Melee

A

3

WS

3+

S

5

AP

-2

D

2

ABILITIES

CORE: **Deep Strike**

FACTION: **Synapse**

Death from Below: At the end of your opponent's turn, if this unit is not within Engagement Range of one or more enemy units, you can remove it from the battlefield and place it into Strategic Reserves.

Raveners

5 models..... 125 pts

KEYWORDS: INFANTRY, GREAT DEVOURER, VANGUARD INVADER, BURROWERS, RAVENERS



FACTION KEYWORDS: TYRANIDS

RAVENERS

Serpentine bioforms capable of a terrifying turn of speed, Ravensers are made doubly dangerous by their ability to tunnel swiftly through even solid bedrock. Often assaulting their prey from below, Ravensers are especially vicious and predatory warrior organisms used as shock troops by the hive mind.



WARGEAR OPTIONS

None.

UNIT COMPOSITION

■ 5 Ravensers

Every Ravener is equipped with: Ravener claws and talons.

KEYWORDS: INFANTRY, GREAT DEVOURER, VANGUARD INVADER, BURROWERS,
RAVENERS



FACTION KEYWORDS:
TYRANIDS

HYPERADAPTED RAVENERS

M	T	SV	W	LD	OC	
10"	5	4+	6	7+	1	RAVENER PRIME
10"	5	4+	3	8+	1	RAVENERS



⚔ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Venom bolt [ASSAULT, IGNORES COVER, TORRENT]	12"	D6+3	N/A	6	-1	1
⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Prime claws and talons [ANTI-MONSTER 5+, ANTI-VEHICLE 5+, TWIN-LINKED]	Melee	6	3+	5	-2	2
Ravener heavy claws and talons [ANTI-MONSTER 5+, ANTI-VEHICLE 5+, TWIN-LINKED]	Melee	3	3+	5	-2	2

ABILITIES

CORE: Deep Strike, Leader

FACTION: Shadow In The Warp (Ravener Prime only), Synapse

Alpha Invader: Weapons equipped by models in this unit have the [SUSTAINED HITS 1] ability.

Hypersensory Array: Once per battle round, you can target this unit with the **Rapid Ingress/Heroic Intervention stratagem**, regardless of any other uses of that stratagem this phase. If you do:

- That use is -1 CP.
- That use does not prevent any uses of that stratagem on other units this phase.

KEYWORDS – ALL MODELS: INFANTRY, GREAT DEVOURER, VANGUARD INVADER, BURROWERS, HYPERADAPTED RAVENERS | RAVENER PRIME: CHARACTER, SYNAPSE



FACTION KEYWORDS:
TYRANIDS

HYPERADAPTED RAVENERS

Created to fight amongst the vanguard swarms, Hyperadapted Ravens boast additional biomorphs and weapon symbiotes. The toxic scythes, rending talons and crushing claws of the heavier bioforms, coupled with bioacids and unnatural senses, allow them to pick off the armoured vehicles of the prey.



LEADER

This unit can be attached to the following units: **RAVENERS**

UNIT COMPOSITION

- 1 Ravener Prime
- 4 Ravens

The Ravener Prime is equipped with: Prime claws and talons.

3 Ravens are equipped with: Ravener heavy claws and talons.

1 Ravener is equipped with: venom bolt; Ravener heavy claws and talons.

KEYWORDS – ALL MODELS: INFANTRY, GREAT DEVOURER, VANGUARD INVADER, BURROWERS, HYPERADAPTED RAVENERS | **RAVENER PRIME:** CHARACTER, SYNAPSE



FACTION KEYWORDS:
TYRANIDS

HARRIDAN

M

14"

T

10

SV

3+

W

30



LD

8+

OC

0

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Dire bio-cannon [BLAST]	48"	D6+6	3+	10	-3	3
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Gargantuan scything talons	Melee	6	3+	14	-2	D6

ABILITIES

CORE: **Deadly Demise 2D6, Hover**

FACTION: **Synapse**

Frenzied Metabolism: Each time this model is selected to shoot, you can use this ability. If you do, until the end of the phase, each time this model makes an attack, add 1 to the phase, each time this model makes an attack, add 1 to the Wound roll. After resolving those attacks, roll one D6: on a 2+, this model suffers D3 mortal wounds.



DAMAGED: 1-10 WOUNDS REMAINING

While this model has 1-10 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: MONSTER, TITANIC, FLY, TRANSPORT, GREAT DEVOURER, HARRIDAN



FACTION KEYWORDS:
TYRANIDS

HARRIDAN

Of the winged horrors of the Tyranids, none are as monstrously powerful as the Harridan. Borne on huge membranous wings tipped with bio-cannons, they swoop into enemy lines carving through troops and armour with their scything talons or showering shrieking Gargoyles that had been clinging batlike to the Harridan's underbelly.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Harridan

This model is equipped with: 2 dire bio-cannons; gargantuan scything talons.

TRANSPORT

This model has a transport capacity of 20 **GARGOYLES** models and 1 **WINGED TYRANID PRIME** model.

KEYWORDS: MONSTER, TITANIC, FLY, TRANSPORT, GREAT DEVOURER, HARRIDAN



FACTION KEYWORDS:
TYRANIDS

HIEROPHANT

M 12" **T** 14 **SV** 2+ **W** 30 **LD** 8+ **OC** 12
5+ INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bio-plasma torrent [ASSAULT, TORRENT]	12"	3D6	N/A	7	-2	1
Dire bio-cannon [BLAST]	48"	D6+6	3+	10	-3	3
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Lashwhip pods [EXTRA ATTACKS]	Melee	10	3+	5	-1	1
Titanic scything talons	Melee	8	3+	20	-2	D6+1

ABILITIES

CORE: **Deadly Demise 2D6**

FACTION: **Synapse**

Apex-beast: Each time this model makes an attack that targets a unit that is Battle-shocked, add 1 to the Hit roll.

Stalking Forward: Each time this model makes a Normal, Advance or Fall Back move, it can move over models (excluding **TITANIC** models) and terrain features that are 4" or less in height as if they were not there.

DAMAGED: 1-10 WOUNDS REMAINING

While this model has 1-10 wounds remaining, subtract 6 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: MONSTER, TITANIC, TOWERING, FRAME, TRANSPORT, GREAT DEVOURER, HIEROPHANT



FACTION KEYWORDS: TYRANIDS

HIEROPHANT

Hierophants are gargantuan specimens of Tyranid adaptation, created to rival the largest war machines and annihilate any resistance. Towering over the battlefield on spined legs that skewer tanks with ease, these apex-beasts spray foes with devastating bio-weapons, their thick chitinous plating making them almost impervious to injury.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Hierophant

This model is equipped with: bio-plasma torrent; 2 dire bio-cannons; lashwhip pods; titanic scything talons.

TRANSPORT

This model has a transport capacity of 20 **TYRANIDS INFANTRY** models. Each model with a Wounds characteristic of more than 1 takes up the space of 3 models. This model cannot transport models that can **FLY**.

KEYWORDS: MONSTER, TITANIC, TOWERING, FRAME, TRANSPORT, GREAT DEVOURER, HIEROPHANT



FACTION KEYWORDS: TYRANIDS



TYRANIDS

RULES UPDATES

This section presents updates and clarifications to your faction's rules, designed to improve the gaming experience for all players. Changes applied after the first iteration of this Faction Pack will be **highlighted in red**.

UPDATES

ARMY RULES

Shadow in the Warp

Change to:

'If your Army Faction is **TYRANIDS**, 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. Each time an enemy unit takes such a Battle-shock test, if it is within 6" of one or more **SYNAPSE** units from your army, subtract 1 from that test.'

Synapse

Change to:

'If your Army Faction is **TYRANIDS**, 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 that model and of your army. While a **TYRANIDS** unit from your army is within Synapse Range of your army:

- Each time that unit takes a Battle-shock test, take that test on 3D6 instead of 2D6.
- Each time a model in that unit makes a melee attack, add 1 to the Strength characteristic of that attack.'

ASSIMILATION SWARM DETACHMENT

Feed the Swarm Detachment Rule

Change to:

'In your Command phase, each **HARVESTER** unit from your army can Regenerate one friendly **TYRANIDS** unit that is within 6" of it. A unit can only be regenerated once per phase. Each time a unit regenerates, do one of the following:

- One model in that unit regains up to D3+1 lost wounds.
- One destroyed **INFANTRY** model (excluding **CHARACTERS**) is returned to that unit with its full wounds remaining. If that unit is an **ENDLESS MULTITUDE** unit, up to 3 destroyed models are returned instead.'

Instinctive Defence Enhancement

Change to:

TYRANIDS model only. While the bearer is within 6" of one or more friendly **HARVESTER** units, when you target this unit with the **Heroic Intervention stratagem**, that use is -1 CP. In addition, while the bearer is within 6" of one or more friendly **HARVESTER** units, models in the bearer's unit have the Fights First ability.

CRUSHER STAMPEDE DETACHMENT

Enraged Behemoths Detachment Rule

Change to:

'Each time a **TYRANIDS MONSTER** model from your army makes an attack, add 1 to the Hit roll if that model's unit is below its Starting Strength, and add 1 to the Wound roll as well if that model's unit is Below Half-strength. In addition, while a **TYRANIDS MONSTER** unit from your army (excluding Battle-shocked units) is at its Starting Strength, add 2 to the Objective Control characteristic of models in that unit.

Untrammelled Ferocity Stratagem, Effect Section

Change to:

'Until the end of the phase, each time a model in your unit makes a Normal, Advance or Fall Back move, it can move through models (excluding **TITANIC** models) and sections of terrain features that are 4" or less in height. When doing so:

- It can move within Engagement Range of enemy models, but cannot end that move within Engagement Range of them.
- It can also move through sections of terrain features that are more than 4" in height, but if it does, after its unit has moved, roll one D6: on a 1, your unit is Battle-shocked.'

SYNAPTIC NEXUS DETACHMENT

Reinforced Hive Node Stratagem, Effect Section

Change to:

'Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.'

UNENDING SWARM DETACHMENT

Insurmountable Odds Detachment Rule

Change to:

'In your opponent's Shooting phase, when an enemy unit has shot, if a model from a friendly **ENDLESS MULTITUDE** unit was **destroyed** as a result of those attacks, that friendly unit can make a **surge move** of up to D6''.

Synaptic Goadng Stratagem, When and Effect Sections

Change to:

'WHEN: Any phase, just before an **ENDLESS MULTITUDE** unit from your army that is within Synapse Range of your army makes a **surge move**. EFFECT: When making that **surge move**, you can re-roll the D6 to determine how far your unit moves, and your unit can end that move as close as possible to the closest objective marker (instead of as close as possible to the closest enemy unit). All other rules for making **surge moves** still apply.'

VANGUARD ONLSAUGHT DETACHMENT

Chameleonic Enhancement

Change to:

'**VANGUARD INVADER** model only. This unit has **Stealth**.'

Neuronode Enhancement

Change to:

'**TYRANIDS** model only. After both players have deployed their armies, you can select up to three **VANGUARD INVADER** units from your army and redeploy all of those units. When doing so, any of those units can be placed into Strategic Reserves, regardless of how many units are already in Strategic Reserves.'

Hypersensory Scillia Stratagem, Target Section

Change 9" to 8".

DATASHEETS

Biovores, Seed Spore Mine Ability

Change 9" to 8".

Broodlord, Parasite of Mortrex

- **Abilities Section:** Add 'FACTION: Shadow in the Warp'
- **Keywords Section:** Add 'SYNAPSE'.

Carnifexes, Blistering Assault Ability

Change to:

'In your opponent's Shooting phase, when an enemy unit has shot, if a model in this unit lost a wound as a result of those attacks, this unit can make a **surge move** of up to D6+2".'

Exocrine, Ranged Weapons, bio-plasmic cannon

Change **S** to '9'.

Hive Tyrant, Onslaught Ability

Change to:

'While a friendly **TYRANIDS** unit is within 6" of this model, ranged weapons equipped by models in that unit have the **[ASSAULT]** and **[LETHAL HITS]** abilities.'

Harpy, Spore Mine Cysts Ability

Change to:

'At the end of your opponent's Fight phase, you can do one of the following:

- Select one **visible** enemy unit (excluding **Lone Operative** units) within 24" of this unit and roll six D6 for that unit: for each 3+, that unit suffers 1 **mortal wound**.
- Add a new **SPORE MINES** unit containing D3 models to your army and set it up anywhere on the battlefield that is within 6" of this model and more than 8" horizontally away from all enemy units. You cannot select this option for more than one model per turn.'

Hive Tyrant, Winged Hive Tyrant – Will of the Hive Mind Ability

Change to:

'Once per battle round, one model from your army with this ability can use it when a friendly **TYRANIDS** unit within 12" of that model is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.'

Mawloc, Raveners, Trygon – Keywords Section

Add '**VANGUARD INVADER**'.

Neurolictor, Keywords Section

Add '**SYNAPSE**'.

Norn Assimilator, Keywords Section

Add '**HARVESTER**'.

Norn Assimilator, [HARPOONED] Weapon Ability

Change to:

'**Harpooned:** When this unit **declares a charge**, if an enemy **MONSTER/VEHICLE** unit is within 12" of this unit and was hit by an attack made by this weapon this turn, you can use this ability. If you do:

- This unit has +2 to **charge rolls** until the end of the phase.
- This unit must end that **charge move engaged** with that **MONSTER/VEHICLE** unit.'

Psychophage

- **Profile** – Change **M** to 12".
- **Bio-stimulus Ability** – Change to: 'In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. Until the end of the turn, each time a friendly **TYRANIDS** unit makes a melee attack that targets that enemy unit, improve the Armour Penetration characteristic of that attack by 1. The same enemy unit can only be affected by this ability once per turn.'
- **Keywords** – Add '**SMOKE**'.
- **Talons and Betentacled Maw Weapon** – Change **A** to '6' and **AP** to '-2'.

Sporocyst, Seed Mucolids Ability

Change 9" to 8".

The Swarmlord, Malign Presence Ability

Change to:

'Once per turn, when your opponent targets a unit from their army within 12" of this model with a **stratagem**, you can use this ability. If you do increase the CP cost of that use of that **stratagem** by 1CP.'

Termagants, Skulking Horrors Ability

Change to:

'In your opponent's Movement phase, if an enemy unit ends a move within 8" of this unit, if this unit is not within Engagement Range of one or more enemy units, this unit can make a Normal move of up to D6".

Trygon, Subterranean Tunnels Ability

Change to:

'In your Movement phase, when this model is set up on the battlefield using the Deep Strike ability, it can use a subterranean tunnel. If it does, this model can be set up anywhere on the battlefield that is more than 6" horizontally away from all enemy units, but until the end of the turn, it is not eligible to declare a charge.'

Tyranid Warriors with Melee Bio-weapons, Adaptive Instincts Ability

Change to:

'**Adaptive Instincts (Once per turn, per unit):** In the Fight phase, when this unit is **selected to fight** or when an enemy unit targets this unit, you can select one of the following:

- This unit's melee attacks have +1 **S**.
- Or: This unit has +1 **T**.'

Tyrannocyte, Aerial Seeding Ability

Change 9" to 8".

Tyrannofex, Ranged Weapons, Rupture Cannon

Change to:

Rupture Cannon [HEAVY]

RANGE	A	BS	S	AP	D
48"	2	3+	18	-4	D6+6

Venomthropes, Foul Spores ability

Change to:

'Friendly **TYRANIDS** units within 6" of this unit have **Stealth**.'

Von Ryan's Leapers, Pouncing Leap ability

Change to:

'You can target this unit with the **Heroic Intervention stratagem**, regardless of any other uses of that **stratagem** this phase. If you do:

- That use is -1 CP.
- That use does not prevent any uses of that **stratagem** on other units this phase.'

Harpy, Hive Crone

• **Core Abilities:** Remove 'Hover'.

• **Profile:** Change **M** and **OC** to '-'.

FAQS

Q: Do units that are repositioned by rules that do not specify that the unit being repositioned is first placed into Reserves (e.g. the Grey Knights Teleport Assault rule) need to take a Battle-shock test on a roll of 2+ if a **TYRANIDS CHARACTER** with the Hunting Grounds Enhancement is on the battlefield?

A: Yes. Rules that are triggered by or apply to Reserves units are also triggered by and apply to a repositioned unit when it is set back up.

Q: Can I use the Rapid Regeneration Stratagem when an ability like Doombolt would inflict mortal wounds on a **TYRANIDS** unit from my army?

A: No.

Q: When resolving a Mawloc's Terror From the Deep ability, which units need to take a Battle-shock test: every unit within 12" of the Mawloc, or only those units for which a 5+ was rolled when resolving that ability?

A: Only those units for which a 5+ was rolled.

Q: If my opponent uses a rule to place a unit into Strategic Reserves during the first battle round, and that rule states that the unit must arrive on the battlefield in the next battle round, what happens if a model from my army uses the Psychostatic Disruption Enhancement in the second battle round when that enemy Strategic Reserves unit is due to arrive?

A: The 'cannot arrive' rule takes precedence over the rule stating that the unit 'must arrive' from Strategic Reserves. Roll one D6: on a 4+, that enemy unit cannot arrive on the battlefield this turn.

Q: If I select a unit of Neurogaunts for a Neurotyrant's Neuroloids ability that is not led by a **SYNAPSE** unit, does that unit of Neurogaunts gain the **SYNAPSE** keyword?

A: No.

Q: When using the Reclaim Biomass Stratagem, can the Stratagem effect be used on the unit that was just destroyed?

A: No.

Q: Does an Attached unit containing a Hive Tyrant and Tyrant Guard receive the Stealth ability from a Venomthrope's Foul Spores ability?

A: No. The unit has the **MONSTER** keyword and the ability excludes **MONSTERS**.

Q: Are Spore Mines units that are added to an army during a battle restricted by abilities that prevent Reserves from being set up within a certain range (e.g. Space Marines Infiltrators' Omniscrambers)?

A: No.

Q: Does a unit affected by the Psychostatic Disruption Enhancement have to arrive from Reserves in the next Movement phase?

A: No.

Q: Does the Synaptic Goadng Stratagem allow a unit to leave Engagement Range and move towards the closest objective marker?

A: Yes.

Q: Can units targeted by the Shadow in the Warp army rule use the Insane Bravery Stratagem?

A: No. Insane Bravery can only be used in your Command phase.

Q: While using the Subterranean Assault Detachment, does a Mawloc's Terror from the Deep ability trigger when arriving via a Tunnel Marker?

A: No.

DIMACHAERON

WARHAMMER LEGENDS

M
12"

T
10

SV
3+

W
16

LD
7+

OC
5

5+

INVULNERABLE SAVE

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Massive scything sickle-talons [TWIN-LINKED]	Melee	10	3+	9	-2	3

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 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.

KEYWORDS: MONSTER, FRAME, GREAT DEVOURER, DIMACHAERON



FACTION KEYWORDS:
TYRANIDS

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Dimachaeron

This model is equipped with: massive scything sickle-talons.

KEYWORDS: MONSTER, FRAME, GREAT DEVOURER, DIMACHAERON



FACTION KEYWORDS:
TYRANIDS

SKY-SLASHER SWARMS

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
12"	2	6+	4	8+	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
Claws and teeth [SUSTAINED HITS 1]	Melee	6	5+	2	0	1

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.

KEYWORDS: SWARM, GREAT DEVOURER, FLY, SKY-SLASHER SWARMS



FACTION KEYWORDS:
TYRANIDS

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

WARHAMMER LEGENDS

M

6"

T

5

SV

4+

W

10

LD

7+

OC

3



MELEE WEAPONS

Grasping tail

RANGE

Melee

A

4

WS

4+

S

5

AP

0

D

2

ABILITIES

CORE: **Leader, 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]

KEYWORDS: INFANTRY, CHARACTER, FLY, GREAT DEVOURER, SYNAPSE, MALANTHROPE



FACTION KEYWORDS:
TYRANIDS

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Malanthrope

This model is equipped with: grasping tail.

LEADER

This model can be attached to the following unit:

- VENOMTHROPES

KEYWORDS: INFANTRY, CHARACTER, FLY, GREAT DEVOURER, SYNAPSE, MALANTHROPE



FACTION KEYWORDS:
TYRANIDS

BARBED HIERODULE

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
8"	12	2+	18	8+	5



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bio-cannon [BLAST]	48"	D6+3	3+	9	-2	2
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Hierodule scything talons	Melee	8	3+	14	-2	D3+3

ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Synapse**

Overgrown Barbs: In your Shooting phase, after this model has shot, select one enemy unit (excluding **TITANIC** units) that was hit by one or more of those attacks. Until the start of your next turn, while this model is on the battlefield, that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the Hit roll.



DAMAGED: 1-6 WOUNDS REMAINING

While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: MONSTER, FRAME, GREAT DEVOURER, BARBED HIERODULE



FACTION KEYWORDS:
TYRANIDS

BARBED HIERODULE

WARHAMMER LEGENDS

First recorded during the invasion of Hamman's World, these looming monstrosities are protected by thick armour plates that allow them to shrug off all but the most devastating of attacks, while their bio-cannons are able to hold off the foe as they charge forward to finish the prey at close quarters.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Barbed Hierodule

This model is equipped with: 2 bio-cannons; Hierodule scything talons.

KEYWORDS: MONSTER, FRAME, GREAT DEVOURER, BARBED HIERODULE



FACTION KEYWORDS:
TYRANIDS

SCYTHED HIERODULE

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
12"	12	2+	18	8+	5



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bio-acid spray [TORRENT]	18"	3D6	N/A	6	-2	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Hierodule scything talons	Melee	10	3+	14	-2	D3+3

ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Synapse**

Irresistible Force: This model is eligible to declare a charge in a turn in which it Fell Back.

DAMAGED: 1-6 WOUNDS REMAINING

While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: MONSTER, FRAME, GREAT DEVOURER, SCYTHED HIERODULE



FACTION KEYWORDS:
TYRANIDS

SCYTHED HIERODULE

WARHAMMER LEGENDS

The Hive Mind trusts only in the power of flesh. The Hierodule is a clear embodiment of this principle, a living weapon of monstrous power whose scythed limbs can cut apart war machines with ease. Any that survive the power of its talons are subjected to torrents of mutagenic acid from the symbiote-beast that grows between its armoured plates.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Scythed Hierodule

This model is equipped with: bio-acid spray; Hierodule scything talons.

KEYWORDS: MONSTER, FRAME, GREAT DEVOURER, SCYTHED HIERODULE



FACTION KEYWORDS:
TYRANIDS