

Hive Fleet Keres v1.0

A Hive Fleet Keres Force must be selected as an Invasion, Subjugation or Consumption force. All forces use the same unit rules, however selection options vary and may not be combined across different forces.

Common army special rules:

Brood: Brood units are ignored when assessing whether an objective is captured or contested.

Crushing: This weapon adds the Macro Weapon trait to any basic attacks the wielding creature possesses. This includes the bonus attacks gained for each DC of a War Engine, but does not apply to extra attacks gained in any other way (such as through other weapon options). As examples, a Carnifex with Crushing Claws and Scything Talons has 2 attacks, 1 standard and 1 Macro Weapon. A Hierodule with Gargantuan Crushing Claws and Gargantuan Scything Talons has 4 attacks, 3 Macro Weapon and 1 Titan Killer.

Expendable: So long as a Synapse unit is part of the formation, casualties received by this unit do not count for generating blast markers (including disrupt hits) or combat resolution.

Growths: Spore Chimneys must be deployed as Garrison units. They also gain +2 to Rally rolls.

Mobility: All Armoured Vehicles and War Engines in a Hive Fleet Keres army automatically pass any Dangerous Terrain tests they are required to make. In addition, all Hive Fleet Keres Light Vehicles treat terrain in the same manner as Infantry, including the ability to gain a Cover Save.

Spawn: At the end of the Rally phase of each turn, after all rallying, one unit of Termagants may be placed within 5cm of the Tervigon. This occurs regardless of situation. A broken formation remains broken.

Spore Cloud: A model with this rule always gains the -1 to-hit bonus from cover (but no cover save). Up to 2 units in base contact with this model also gain this cover bonus.

Step Over: All Hive Fleet Keres War Engines are assumed to be able to 'step over' any friendly unit or obstacle less than 2cm wide and lower than the model's thorax or abdomen (whichever is lower).

Synapse: Any formation including a Synapse unit gains +2 to Rally rolls.

The Sky Darkens: On the turn the Cruiser is active, any Aircraft that was on the table during the turn suffers a 6+ AA attack during the End Phase, just before aircraft disengagement. Aircraft that spend the entire turn on CAP, or landed (and not disengaging this turn), are exempt.

Gargantuan Critical Hit Table	
D6 Roll	Result
1	All units within 5cm suffer a MW6+ attack
2-5	The creature loses an additional 1DC
6	The creature loses an additional D3+1 DC

Hive Fleet Keres v1.0

Invasion Force

Strategy Rating: 1 (3)

Initiative Rating: 1+

Core Formations

A Hive Fleet Keres force may choose any number of Core Formations. Two types of Core formation exist in an Invasion Fleet. Core formations are assembled from 'Clusters', with different requirements and limits for the different Core Formation type.

Core Formation Type	Synapse Clusters	Common Clusters	Rare Clusters
Horde Swarm	1-3	2+	0-2
Specialist Swarm	1	1	1-2

Synapse Clusters

Cluster Name	Units	Points
Warriors	2 Tyranid Warrior Units	100
Shrikes	2 Shrike Units	125
Hive Tyrant	1 Hive Tyrant	100
Winged Hive Tyrant	1 Winged Hive Tyrant	100
Tervigon	1 Tervigon	100
Zoanthropes	2 Zoanthropes	50
0-1 Hive Node	One Hive Tyrant or Winged Hive Tyrant in the army may have a Hive Mind Symbiote upgrade	50

Common Clusters

Common Clusters have three sizes: Normal, Large and Huge. The number of units given below is for a Normal cluster. Large clusters double this number, and Huge clusters triple it.

Cluster Name	Units	Points (Normal)	Points (Large)	Points (Huge)
Gaunts	4 Termagant or Hormagaunt Units in any combination	60	110	170
Gargoyles	4 Gargoyle Units	60	110	170
Raveners	4 Ravener Units	100	190	290

Rare Clusters

Cluster Name	Units	Points
Biovores	4 Biovore Units	75
Pyrovores	4 Pyrovore Units	75
Venomthropes	3 Venomthrope Units	120
Basher Cluster	3 Carnifex, Haruspex or Malefactor in any combination	150
Blaster Cluster	3 Dactylis or 3 Exocrine in any combination	200
Tyranofex	1 Tyranofex	125
Tervigon	1 Tervigon	100
Harpies	2 Harpies	100
Hive Crones	2 Hive Crones	100
Heirodule	1 Heirodule	150
Tyranocytes	Enough Tyranocytes to transport the entire formation	15pts per model

Independent Swarms

Up to 1/3rd of the total army points may be spent on Independent Swarms

Swarm Name	Units	Upgrades	Points
Genestealers	6 Genestealers	Add up to 6 Genestealers +25pts each Add up to 1 Broodlord +50pts	150
Lictors	4 Lictors	Add up to 4 Lictors +50pts each	200
Harridan	1 Harridan with 4 Gargoyle Units		150
0-1 Tyranid Cruiser	1 Tyranid Cruiser		75

Adrenaline Rush: An army chosen from the Invasion Force list triples its Strategy Rating (to 3) when rolling during the Strategy Phase on the first game turn.

Hive Fleet Keres v1.0

Subjugation Force

Strategy Rating: 1

Initiative Rating: 1+

Core Formations

A Hive Fleet Keres force may choose any number of Core Formations. Two types of Core formation exist in an Invasion Fleet. Core formations are assembled from 'Clusters', with different requirements and limits for the different Core Formation type.

Core Formation Type	Synapse Clusters	Common Clusters	Rare Clusters
Horde Swarm	1-3	1+	1 per Common Cluster
Specialist Swarm	1	0	1-2

Synapse Clusters

Cluster Name	Units	Points
Warriors	2 Tyranid Warrior Units	100
Hive Tyrant	1 Hive Tyrant	100
Tervigon	1 Tervigon	100
Zoanthropes	2 Zoanthropes	50
0-1 Hive Node	One Hive Tyrant or Winged Hive Tyrant in the army may have a Hive Mind Symbiote upgrade OR 1 Dominatrix may be taken	50 350

Common Clusters

Common Clusters have two sizes: Normal and Large. The number of units given below is for a Normal cluster. Large clusters double this number.

Cluster Name	Units	Points (Normal)	Points (Large)
Gaunts	4 Termagant or Hormagaunt Units in any combination	60	110
Gargoyles	4 Gargoyle Units	60	110
Raveners	4 Ravener Units	100	190

Rare Clusters

Cluster Name	Units	Points
Biovores	4 Biovore Units	75
Pyrovores	4 Pyrovore Units	75
Hive Guard	3 Units of Hive Guard	75
Tyrant Guard	3 Units of Tyrant Guard	75
Venomthropes	3 Venomthrope Units	120
Basher Cluster	3 Carnifex, Haruspex, Malefactor, Maleceptor or Toxicrene in any combination	150
Blaster Cluster	3 Dactylis or 3 Exocrine in any combination	200
Tyranofex	1 Tyranofex	125
Harpies	2 Harpies	100
Hive Crones	2 Hive Crones	100
Heirodole	1 Heirodole	150

Independent Swarms

Up to 1/3rd of the total army points may be spent on Independent Swarms

Swarm Name	Units	Upgrades	Points
Genestealers	6 Genestealers	Add up to 3 Genestealers +25pts each Add up to 1 Broodlord +50pts	150
Lictors	3 Lictors	Add up to 2 Lictors +50pts each	200
Harridan	1 Harridan with 4 Gargoyle Units		150
Heirophant	1 Heirophant		325
Trygon Swarm	3 Trygons	Add up to 6 Raveners +35pts each	225

Hive Fleet Keres v1.0

Consumption Force

Strategy Rating: 1

Initiative Rating: 1+

Core Formations

A Hive Fleet Keres force may choose any number of Core Formations. Two types of Core formation exist in an Invasion Fleet. Core formations are assembled from 'Clusters', with different requirements and limits for the different Core Formation type.

Core Formation Type	Synapse Clusters	Common Clusters	Rare Clusters
Horde Swarm	1-3	1-3	1-2
Specialist Swarm	1-2	0	2-4

Synapse Clusters

Cluster Name	Units	Points
Warriors	2 Tyranid Warrior Units	100
Hive Tyrant	1 Hive Tyrant	100
Tervigon	1 Tervigon	100
0-1 Dominatrix	1 Dominatrix	350

Common Clusters

Cluster Name	Units	Points
Gaunts	4 Termagant or Hormagaunt Units in any combination	60
Raveners	4 Ravener Units	100

Rare Clusters

Rare Clusters have two sizes: Normal and Large. The number of units given below is for a Normal cluster. Large clusters double this number.

Cluster Name	Units	Points (Normal)	Points (Large)
Biovores	4 Biovore Units	75	-
Pyrovores	4 Pyrovore Units	75	-
Hive Guard	3 Units of Hive Guard	75	150
Tyrant Guard	3 Units of Tyrant Guard	75	150
Basher Cluster	3 Carnifex, Haruspex, Malefactor, Maleceptor or Toxicrene in any combination	150	275
Blaster Cluster	3 Dactylis or 3 Exocrine in any combination	200	375
Tyranofex	1 Tyranofex	125	225
Heirodule	1 Heirodule	150	300
Trygon	1 Trygon	75	150

Independent Swarms

Up to 2/3rds of the total army points may be spent on Independent Swarms

Swarm Name	Units	Upgrades	Points
Harridan	1 Harridan		125
Heirophant	1 Heirophant	Add 1-2 Heirodules +100pts each Add 1 Malanthrope +125 pts	325
Hydraphant	1 Hydraphant	Add 1-2 Heirodules +100pts each Add 1 Malanthrope +150 pts	550
Trygon Swarm	3 Trygons	Add up to 6 Raveners +35pts each	225

Tyranoforming

Tyranoforming units may be chosen freely, up to the maximum number given.

Growth Name	Units	Points
0-3 Spore Chimneys	1 Spore Chimney	125

Hive Fleet Keres

Strategy Rating: 1

Initiative Rating: 1+

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Hive Mind Symbiote	CH	-	-	-	-	-	-	-	Supreme Commander (replaces Leader and Commander)
Brood Lord	CH	-	-	-	-	Scything Talons	(BC)	Assault Weapons, EA +1	Leader, Inspiring, Invulnerable Save, Synapse
Tyranid Warriors	INF	20cm	5+	3+	5+	Heavy Weapon	*	*	Fealess, Leader, Synapse, must select any 1 Tyranid Heavy Weapon
						Deathspitters	(15cm)	Small Arms	
						Scything Talons	(BC)	Assault Weapons, EA +1	
Shrikes	INF	30cm	6+	3+	5+	Heavy Weapon	*	*	Fealess, Leader, Synapse, may select any 1 Tyranid Heavy Weapon
						Deathspitters	(15cm)	Small Arms	
						Scything Talons	(BC)	Assault Weapons, EA +1	
Zoanthrope	LV	20cm	4+	6+	5+	Warp Blast	30cm	AP5+/AT5+/AA6+	Skimmer, Leader, Invulnerable Save, Synapse
						<i>and</i>	(15cm)	Small Arms, Macro Weapon	
Hive Tyrant	AV	20cm	4+	2+	5+	Teeth	(BC)	Assault Weapons	Fearless, Reinforced Armour, Commander, Leader, Synapse, must select any 2 Tyranid Monstrous Weapons
						Desiccator Larvae	(15cm)	Small Arms	
						2x Monstrous Weapons	*	*	
Winged Hive Tyrant	AV	30cm	5+	2+	5+	Teeth	(BC)	Assault Weapons	Fearless, Reinforced Armour, Commander, Leader, Synapse, must select any 2 Tyranid Monstrous Weapons
						Desiccator Larvae	(15cm)	Small Arms	
						2x Monstrous Weapons	*	*	
Maleceptor	AV	20cm	5+	5+	5+	Teeth	(BC)	Assault Weapons	Fearless, Rinfoced Armour, Synapse
						Psychic Overload	(15cm)	Small Arms, EA+1, MW	
Tervigon	WE	15cm	5+	5+	5+	Spore Cysts	(15cm)	Small Arms	DC2 (Critical hit kills), Fearless, Leader, Synapse, Reinforced Armour, Spawn, must select 1 Tyranid Monstrous Combat Weapon
						1x Monstrous Weapon	*	*	
Malanthrope	WE	15cm	5+	3+	6+	Ripper Swarms	(15cm)	Small Arms	DC2 (Critical hit kills), Fearless, Reinforced Armour, Synapse, Spore Cloud
						Toxic Tendrils	(BC)	Assault Weapons	
Dominatrix	WE	20cm	4+	3+	5+	Dominatrix Bio-Cannon	45cm	3xAP4+/AT5+, FwF	DC5 (Gargantuan Critical Table), Fearless, Reinforced Armour, Invulnerable Save, Synapse, Supreme Commander
						Energy Pulse	60cm	3BP, MW	
						<i>and</i>	45cm	AA5+, MW	
						2x Gargantuan Scything Talons	(BC)	Assault Weapons, EA+1, TK	
Termagants	INF	20cm	-	6+	5+	Fleshborers	(15cm)	Small Arms	Expendable, Brood
Hormagaunts	INF	20cm	-	5+	-	Scything Talons	(BC)	Assault Weapons, EA +1	Expendable, Brood, Infiltrator
Gargoyles	INF	30cm	-	6+	6+	Fleshborers	(15cm)	Small Arms	Expendable, Brood
Genestealers	INF	20cm	6+	4+	-	Rending Claws	(BC)	Assault Weapons, EA +1	Infiltrator, First Strike, Scout

Raveners	INF	20cm	5+	3+	6+	Devourers Scything Talons	(15cm) (BC)	Small Arms Assault Weapons, EA +1	Infiltrator, Teleport, Brood
Lictor	LV	20cm	6+	3+	6+	Flesh Hooks Scything Talons	(15cm) (BC)	Small Arms Assault Weapons, EA +1	First Strike, Infiltrator, Scout, Teleport, Sniper
Biovore	LV	20cm	6+	6+	5+	Spore Mine Launcher	30cm	AP5+/AT6+, D, Ind	Brood
Pyrovore	LV	20cm	6+	6+	3+	Flamespurt	15cm	AP4+, IC	Brood
Venomthrope	LV	20cm	5+	4+	-	Toxic Tendrils	(BC)	Assault Weapons	Spore Cloud
Hive Guard	LV	20cm	4+	5+	5+	Impaler Cannon	45cm	AP6+/AT5+, IC	
Tyrant Guard	AV	20cm	4+	4+	-	Scything Talons	(BC)	Assault Weapons, EA +1	
Carnifex	AV	20cm	4+	4+	5+	Teeth Spore Cysts 2x Monstrous Weapons	(BC) (15cm) *	Assault Weapons Small Arms *	Reinforced Armour, must select any 2 Tyranid Monstrous Weapons
Exocrine	AV	20cm	4+	5+	4+	Bio-plasmic Cannon	30cm	3x AP4+/AT4+	Reinforced Armour
Haruspex	AV	25cm	4+	3+	6+	Pincers and Tentacles Grasping Tongue	(BC) (15cm)	Assault Weapons, EA+1 Small Arms	Reinforced Armour, Sniper
Malefactor	AV	25cm	4+	5+	5+	Spine Banks	(15cm)	Small Arms, EA+1	Reinforced Armour, Tranport capacity 2 (may carry Termagants, Hormagants and Tyranid Warriors)
Dactylis	AV	20cm	5+	6+	6+	Spore Catapult	45cm	1BP, D, Ind	
Toxicrene	AV	20cm	5+	4+	5+	Monstrous Toxic Tendrils	(BC)	Assault Weapons, EA+1	Reinforced Armour, Spore Cloud
Harpy	AV	35cm	5+	5+	4+	Spore Bombs Twin Stranglethorn Cannon	15cm 30cm	1BP, D AP4+, D	Skimmer, Reinforced Armour, First Strike, Planetfall
Hive Crone	AV	35cm	5+	5+	4+	Drool Cannon Tentaclics Raking Strike	15cm 30cm 15cm	AP3+, IC AA5+ AA4+	Skimmer, Reinforced Armour, Planetfall
Tyrannofex	WE	15cm	4+	6+	4+	Electroshock Grubs and Spne Banks Pyro-Acid Spray Spine Banks	(15cm) 30cm 15cm	Small Arms, EA+2 AP3+/AT6+, IC 2xAP5+	DC2 (Critical hit kills), Fearless, Reinforced Armour
Trygon	WE	20cm	5+	3+	5+	Bio-Electric Pulse Digging Claws	(15cm) (BC)	Small Arms Assault Weapons, EA +1, MW	DC2 (Critical hit kills), Fearless, Reinforced Armour, Infiltrator, Teleport
Heirodule	WE	25cm	5+	4+	5+	Teeth Spore Cysts 2-3x Heirodule Weapons	(BC) (15cm) *	Assault Weapons Small Arms *	DC3 (Critical hit kills), Fearless, Reinforced Armour, must select 2 Tyranid Heirodule Limb Weapons, may select 1 Tyranid Heirodule Carapace Weapon
Heirophant	WE	25cm	4+	3+	4+	Spore Cysts Gargantuan Flesh Hooks 1-2x Heirophant Weapons	(15cm) (BC) *	Small Arms Assault Weapons, EA+2, TK *	DC5 (Gargantuan Critical Table), Fearless, Reinforced Armour, must select 1 Tyranid Heirophant weapon, may select an additional Tyranid Heirophant carapace weapon

Hydraphant	WE	20cm	4+	2+	4+	Spore Cysts Gargantuan Flesh Hooks Shearing Limbs 1-2x Hydraphant Weapons	(15cm) (BC) (BC) *	Small Arms Assault Weapons, EA+2, TK Assault Weapons, EA+2, TK (D3) *	DC7 (Gargantuan Critical Table), Fearless, Reinforced Armour, must select 1 Hydraphant limb weapon and may select 1 Hydraphant carapace weapon
Harridan	WE	35cm	5+	5+	5+	Twin Gargantuan Venom Cannons Large Raking Talons	45cm (BC)	2xAP5+/AT4+, FwF Assault Weapons, EA+1, MW	DC3 (Critical hit kills), Fearless, Reinforced Armour, Skimmer, Planetfall, Transport (4 Gargoyle units)
Spore Chimney	WE	Immobile	4+	6+	6+	Choking spores Digestive Pools	45cm (BC)	AA5+ Assault Weapons	DC4 (Critical hit +1 Damage), Fearless, Reinforced Armour, Thick Rear Armour, Spore Cloud, Growths
Tyrannocyte	LV	20cm	5+	6+	6+	Tentacles Sentient Weapons	(BC) 30cm	Assault Weapons AP6+/AT6+	Planetfall, Brood, may transport up to 4 Tyranid infantry, 2 Tyranid Infantry and 1 Light Vehicle, 2 Light Vehicles or 1 Armoured Vehicle.
Cruiser	SC	-	-	-	-	-	-	-	The Sky Darkens, Transport (May carry up to 60 Tyranid units, plus enough Tyrannocytes to transport them. Light Vehicles count as 2 units, Armoured Vehicles 4 units, and War Engines 4 units per DC)

Synapse: Any formation including a Synapse unit gains +2 to Rally rolls.

Expendable: So long as a Synapse unit is part of the formation, casualties received by this unit do not count for generating blast markers (including disrupt hits) or combat resolution.

Brood: Brood units are ignored when assessing whether an objective is captured or contested.

Spore Cloud: A model with this rule always gains the -1 to-hit bonus from cover (but no cover save). Up to 2 units in base contact with this model also gain this cover bonus. This does not stack with other cover.

Spawn: At the end of the Rally phase of each turn, after all rallying, one unit of Termagants may be placed within 5cm of the Tervigon. This occurs regardless of situation. A broken formation remains broken.

Growths: Spore Chimneys must be deployed as a Garrison formation. They also gain +2 to Rally rolls.

The Sky Darkens: On the turn the Cruiser is active, any Aircraft that was on the table during the turn suffers a 6+ AA attack during the End Phase, just before aircraft disengagement. Aircraft that spend the entire turn on CAP, or landed (and not disengaging this turn), are exempt.

Tyranid Heavy Weapons				
Name	Range	Firepower	Notes	Points
Venom Cannon	30cm	AP5+/AT6+		-
Barbed Strangler	30cm	AP5+, D		-
Lashwhip and Bonesword	(BC)	Assault Weapons, MW		10pts

Tyranid Monstrous Weapons				
Combat				
Name	Range	Firepower	Notes	Points
Monstrous Scything Talons	(BC)	Assault Weapons, EA+1		-
Crushing Claws or Lash Whip and Bonesword	(BC)	Assault Weapons, MW	Crushing	-
Ranged				
Name	Range	Firepower	Notes	Points
Heavy Venom Cannon	45cm	AP5+/AT5+		-
Strangelthorn Cannon	30cm	AP4+/AT6+, D		-
Twin-linked Devourer Cannons	15cm	AP3+		-
<i>and</i>	(15cm)	Small Arms, EA+2		

Tyranid Heirodule Weapons				
Limb Weapons				
Name	Range	Firepower	Notes	Points
Gargantuan Scything Talons	(BC)	Assault Weapons, EA+1, TK		-
Gargantuan Crushing Claws	(BC)	Assault Weapons, MW	Crushing	15pts
Twin Gargantuan Venom Cannons	45cm	2xAP5+/AT4+		-
Twin Gargantuan Stranglethorn Cannons	30cm	2xAP3+/AT6+, D		-
Twin Spine Launchers	30cm	2xAP4+		10pts
<i>and</i>	(15cm)	Small Arms, EA+2		
Carapace Weapons				
Name	Range	Firepower	Notes	Points
Bio Acid Spray	30cm	AP3+, IC, FwF		20pts
Gargantuan Venom Cannon	45cm	AP5+/AT4+, FwF		30pts
Gargantuan Strangelthorn Cannon	30cm	AP3+/AT6+, D, FwF		30pts

Tyranid Heirophant Weapons				
Limb Weapons				
Name	Range	Firepower	Notes	Points
Gargantuan Scything Talons	(BC)	Assault Weapons, EA+1, TK		-
Gargantuan Crushing Claws	(BC)	Assault Weapons, MW	Crushing	50pts
Twin Gargantuan Venom Cannons	45cm	2xAP5+/AT4+		15pts
Twin Gargantuan Stranglethorn Cannons	30cm	2xAP3+/AT6+, D		15pts
Twin Spine Launchers	30cm	2xAP4+		15pts
<i>and</i>	(15cm)	Small Arms, EA+2		
Carapace Weapons				
Name	Range	Firepower	Notes	Points
Bio Acid Spray	30cm	AP3+, IC, FwF		20pts
Gargantuan Venom Cannon	45cm	AP5+/AT4+, FwF		30pts
Gargantuan Strangelthorn Cannon	30cm	AP3+/AT6+, D, FwF		30pts
Bile Launcher	60cm	3BP, FwF		50pts
Spine-Cloud Spray	30cm	AP6+/AA5+		15pts

Tyranid Hydraphant Weapons				
Limb Weapons				
Name	Range	Firepower	Notes	Points
Hydraphant Scything Talons	(BC)	Assault Weapons, EA+2, TK		-
Hydraphant Crushing Claws	(BC)	Assault Weapons, MW	Crushing	75pts
Carapace Weapons				
Name	Range	Firepower	Notes	Points
Hydraphant Bile Launcher	60cm	4BP, FwF		50pts
Hydraphant Bio-Plasma Cannon	30cm	4xMW3+, FwF		60pts
Acidic Thorn Driver	45cm	4xAP4+/AT2+, FwF		40pts

Special Rules:

Crushing: This weapon adds the Macro Weapon trait to any basic attacks the wielding creature possesses. This includes the bonus attacks gained for each DC of a War Engine, but does not apply to extra attacks gained in any other way (such as through other weapon options). As examples, a Carnifex with Crushing Claws and Scything Talons has 2 attacks, 1 standard and 1 Macro Weapon. A Hierodule with Gargantuan Crushing Claws and Gargantuan Scything Talons has 4 attacks, 3 Macro Weapon and 1 Titan Killer.