

TYRANID FORCES

SPECIAL RULE

Xeno-Sociology

A Tyranid invasion is more akin to an infestation. Lesser creatures are everywhere, whether because they were separated from a swarm or because they just made planetfall via a Mycetic Spore. These creatures instinctively seek out the psychic conduits of the Hive Mind that are the synapse creatures. This is represented by the following rules:

Brood: Units with Brood (X) (brood units) are placed in the army's off-board "swarm pool" when they are destroyed. These units may be returned to play via swarming for a number of swarm points equal to "X".

Synapse: Formations that contain at least one unit with Synapse (a synapse unit) may return brood units to play from the swarm pool via swarming.

Swarming: After a formation with at least one synapse unit regroups or attempts to rally it may swarm. Roll a number of dice based on the following modifiers:

The formation is not broken	+1D3
There are no enemy units within 30cm	+1D3

The total rolled is the number of swarm points available to the formation. Units with Brood (X) in the swarm pool may be returned to play for a number of swarm points equal to "X".

A formation may only return units to play if it started the game with that type of unit. For example, if a formation began the game with Termagants but not Hormagaunts it could return Termagants, but not Hormagaunts, via swarming.

All units returned to play in this manner must be placed within 5cm of a unit from the formation that was there prior to swarming. These units may not be placed in enemy zone of control or in impassable terrain. Not all of the swarm points available need to be used, but any leftover are discarded.

Augmented Swarming: Some units are noted as having Augmented Swarming (+X). Units with this ability add a number of swarm points equal to "X" when their formation swarms.

SPECIAL RULE

Xeno-Biology

Tyranids are the most rapidly evolving species in the known galaxy. The developmental leaps exhibited in broods from the same hive fleet would normally take millions of years to achieve in other creatures. Their biology gives them certain benefits on the field of battle which are represented by the following rules:

Mobility: Tyranid armored vehicle and war engine units do not take dangerous terrain tests. In addition, Tyranid light vehicle units count as infantry for the purposes of terrain (see EA 1.8).

Fortification terrain features such as minefields or razorwire, and special terrain features such as lava flows affect Tyranids normally.

Regeneration: War engine units with Regeneration can regain lost damage capacity points. Each unit with regeneration regains one damage capacity point at the beginning of each turn's end phase.

Regeneration cannot be used by a destroyed unit nor may it increase a unit's damage capacity beyond the starting amount.

Dominatrix

DOMINATRIX

Type	Speed	Armor	Close Combat	Firefight
War Engine	20cm	4+	3+	5+
Weapons	Range	Firepower	Notes	
Bio-Titan Bio-Cannon	45cm	3x AP4+ / AT5+	Fixed Forward	
Energy Pulse	60cm	3BP	Macro-weapon	
	and 45cm	AA5+	Macro-weapon	
2x Massive Scything Talons	(base contact)	Assault Weapons	Extra Attack (+1), Titan-killer	



Damage Capacity 4. Critical Hit Effect: The unit takes a point of damage. Roll a D6, on a roll of 1 all units within 5cm take a hit on a roll of 6+, and on a roll of 6 the unit loses the *Supreme Commander* and *Synapse* abilities.

Notes: *Augmented Swarming* (+1D3), *Fearless*, *Invulnerable Save*, *Regeneration*, *Reinforced Armor*, *Supreme Commander*, *Synapse*. May step over units and pieces of terrain that are lower than the unit's abdomen and less than 2cm wide.

Hive Tyrant

HIVE TYRANT				
Type	Speed	Armor	Close Combat	Firefight
Armored Vehicle	20cm	4+	3+	5+
Weapons	Range	Firepower	Notes	
Venom Cannon	30cm	AP4+ / AT5+	-	
Lash Whip and Bonesword	(base contact)	Assault Weapons	Extra Attack (+1), Macro-weapon	
Notes: <i>Commander, Fearless, Leader, Reinforced Armor, Synapse</i>				

Tyranid Warriors

TYRANID WARRIORS				
Type	Speed	Armor	Close Combat	Firefight
Infantry	20cm	5+	2+	5+
Weapons	Range	Firepower	Notes	
Deathspitters	30cm	AP5+	-	
Notes: <i>Fearless, Synapse</i>				



Lictor

LICTOR				
Type	Speed	Armor	Close Combat	Firefight
Light Vehicle	20cm	5+	3+	6+
Weapons	Range	Firepower	Notes	
Flesh Hooks	(15cm)	Small Arms	-	
Lictor Talons	(base contact)	Assault Weapons	Sniper	

Notes: *First Strike, Infiltrator, Invulnerable Save, Scout, Teleport*



Brood Lord

BROOD LORD				
Type	Speed	Armor	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapons	Range	Firepower	Notes	
Rending Claws and Talons	(base contact)	Assault Weapons	Extra Attack (+1), First Strike	

Notes: *Leader, Inspiring, Invulnerable Save*

Genestealers

GENESTEALERS				
Type	Speed	Armor	Close Combat	Firefight
Infantry	20cm	6+	2+	-
Weapons	Range	Firepower	Notes	
Rending Claws	(base contact)	Assault Weapons	First Strike	

Notes: *Infiltrators, Scouts*



Termagants

TERMAGANTS				
Type	Speed	Armor	Close Combat	Firefight
Infantry	20cm	-	6+	5+
Weapons	Range	Firepower	Notes	
Fleshborers	(15cm)	Small Arms	-	

Notes: *Brood (1), Expendable*



Hormagaunts

HORMAGAUNTS				
Type	Speed	Armor	Close Combat	Firefight
Infantry	20cm	-	4+	-
Weapons	Range	Firepower	Notes	
Scything Talons	(base contact)	Assault Weapons	-	

Notes: *Brood (1), Expendable, Infiltrators*



Gargoyles

GARGOYLES				
Type	Speed	Armor	Close Combat	Firefight
Infantry	30cm	-	6+	5+
Weapons	Range	Firepower	Notes	
Flamespurts	(15cm)	Small Arms	-	

Notes: *Brood (2), Expendable, Jump Packs*



Meiotic Spore

MEIOTIC SPORE				
Type	Speed	Armor	Close Combat	Firefight
Light Vehicle	10cm	5+	6+	6+
Weapons	Range	Firepower	Notes	
Meiotic Spore	15cm	AA5+	Disrupt	

Notes: *Expendable, Scout, Skimmer*

Ravens

RAVENERS				
Type	Speed	Armor	Close Combat	Firefight
Infantry	20cm	5+	4+	-
Weapons	Range	Firepower	Notes	
Twin Scything Talons	(base contact)	Assault Weapons	Extra Attack (+1)	

Notes: *Brood (2), Expendable, Infiltrators, Tunnelers*

Biovore

BIOVORE				
Type	Speed	Armor	Close Combat	Firefight
Light Vehicle	15cm	6+	6+	5+
Weapons	Range	Firepower	Notes	
Spore Mines	30cm	AP5+/AT6+	Disrupt, Indirect Fire	



Carnifex

CARNIFEX				
Type	Speed	Armor	Close Combat	Firefight
Armored Vehicle	20cm	4+	3+	5+
Weapons	Range	Firepower	Notes	
Bio-Plasma	(15cm)	Small Arms	-	
Large Scything Talons	(base contact)	Assault Weapons	Extra Attack (+1), Macro-weapon	



Notes: *Fearless, Reinforced Armor*

Zoanthrope (745.M41)

ZOANTHROPE (745.M41)				
Type	Speed	Armor	Close Combat	Firefight
Light Vehicle	15cm	4+	6+	5+
Weapons	Range	Firepower	Notes	
Warp Blast	30cm and (15cm)	AP5+/AA6+ Small Arms	- Macro-weapon	



Notes: *Invulnerable Save*

Haruspex

HARUSPEX				
Type	Speed	Armor	Close Combat	Firefight
Armored Vehicle	20cm	4+	3+	5+
Weapons	Range	Firepower	Notes	
Acid Jets and Frag Spines	15cm	2x AP5+/AT6+	-	
Claws and Mandibles	(base contact)	Assault Weapons	Extra Attack (+1), Macro-weapon	

Notes: *Reinforced Armour*



Malefactor

MALEFACTOR				
Type	Speed	Armor	Close Combat	Firefight
Armored Vehicle	25cm	4+	4+	5+
Weapons	Range	Firepower	Notes	
Frag Spines	15cm	2x AP5+	-	
Arms	(base contact)	Assault Weapons	Extra Attack (+1), Macro-weapon	

Notes: *Reinforced Armour, Transport (two of the following units: Genestealers, Hormagaunts, Raveners, Termagants or Tyranid Warriors)*



Dactylis

DACTYLIS				
Type	Speed	Armor	Close Combat	Firefight
Armored Vehicle	15cm	4+	4+	5+
Weapons	Range	Firepower	Notes	
Bile Pods	45cm	1BP	Disrupt, Indirect Fire	

Notes: *Reinforced Armour*



Exocrine

EXOCRINE				
Type	Speed	Armor	Close Combat	Firefight
Armored Vehicle	15cm	4+	4+	4+
Weapons	Range	Firepower	Notes	
Bio-Cannon	45cm	2x AP4+/AT5+	-	

Notes: *Reinforced Armour*



Trygon

TRYGON				
Type	Speed	Armor	Close Combat	Firefight
War Engine	25cm	5+	4+	5+
Weapons	Range	Firepower	Notes	
Bio-Electric Field	(15cm)	Small Arms	-	
Large Scything Talons	(base contact)	Assault Weapons	Extra Attack (+1), Macro-weapon	



Damage Capacity 2. Critical Hit Effect: The unit is destroyed.
Notes: *Fearless, Reinforced Armor, Tunneler*

Harridan

HARRIDAN				
Type	Speed	Armor	Close Combat	Firefight
War Engine	35cm	5+	5+	5+
Weapons	Range	Firepower	Notes	
Twin Harridan Bio-Cannon	45cm	2x AP4+/AT5+	Fixed Forward	
Large Scything Talons	(base contact)	Assault Weapons	Extra Attack (+1), Macro-weapon	



Damage Capacity 3. Critical Hit Effect: The unit takes an extra point of damage.
Notes: *Fearless, Reinforced Armor, Skimmer, Transport (four Gargoyles)*

Hierodule Bio-Titan (745.M41)

HIERODULE BIO-TITAN (745.M41)				
Type	Speed	Armor	Close Combat	Firefight
War Engine	25cm	4+	3+	5+
Weapons	Range	Firepower	Notes	
Cluster Spines	30cm	4BP	Forward	
0-1x Bile Launcher	60cm	3BP	Forward	
0-1x Razorclaw	(base contact)	Assault Weapons	Extra Attack (+1), Titan-killer (D3)	
	or (15cm)	Small Arms	Extra Attack (+1)	
2x Massive Scything Talons	(base contact)	Assault Weapons	Extra Attack (+1), Titan-killer	



Damage Capacity 4. Critical Hit Effect: The unit takes a point of damage. Roll a D6, on a roll of 1 all units within 5cm take a hit on a roll of 6+, and on a roll of 6 the unit loses another point of damage.
Notes: *Fearless, Invulnerable Save, Regeneration, Reinforced Armor.* May step over units and pieces of terrain that are lower than the unit's abdomen and less than 2cm wide. Armed with either a Bile Launcher or a Razorclaw.

Hierophant Bio-Titan (745.M41)

HIEROPHANT BIO-TITAN (745.M41)				
Type	Speed	Armor	Close Combat	Firefight
War Engine	25cm	4+	3+	5+
Weapons	Range	Firepower	Notes	
Bio-Titan Bio-Cannon	45cm	3x AP4+/AT5+	Forward	
0-1x Pyro-Acid Spray	15cm	3BP	Forward, Ignore Cover	
0-1x Razorclaw	(base contact)	Assault Weapons	Extra Attack (+1), Titan-killer (D3)	
	or (15cm)	Small Arms	Extra Attack (+1)	
Ripper Tentacles	(base contact)	Assault Weapons	Extra Attacks (+2), First Strike	
2x Gigantic Scything Talons	(base contact)	Assault Weapons	Extra Attack (+1), Titan-killer (D3)	



Damage Capacity 6. Critical Hit Effect: The unit takes a point of damage. Roll a D6, on a roll of 1 all units within 5cm take a hit on a roll of 6+, and on a roll of 6 the unit loses another point of damage.
Notes: *Fearless, Invulnerable Save, Regeneration, Reinforced Armor.* May step over units and pieces of terrain that are lower than the unit's abdomen and less than 2cm wide. Armed with either a Pyro-Acid Spray or a Razorclaw.

HIVE FLEET ONACHUS TYRANID ARMY LIST

Named after the Terran beast from ancient legends, Hive Fleet Onachus set the Homeworlds ablaze with its abhorrent touch.

Using The Army List

Hive Fleet Onachus Tyranid formations come in two types: synapse swarms and independent swarms. Each synapse swarm you include in the army allows you to field one independent swarm. In addition to this restriction no more than one third of the points available may be spent on Bio-Titans and the Dominatrix.

The army list includes the following information:

Type: The name of the formation.

Core Units: The units that make up the formation. The core units of a formation may be doubled or tripled. A formation with the normal number of core units is called a small (S) formation, a formation with double the number of core units is called a medium (M) formation, and a formation with triple the number of core units is called a large (L) formation.

Cost: The point costs of a formation are listed under S, M and L (the costs for a small, medium or large formation, respectively).

Upgrades: A formation may add any of the units noted here for their listed cost. If there is a limit on the number of units that may be added then this limit is doubled for medium formations and tripled for large formations.

All of a formation's core and upgrade units count as being part of one formation. The different units may not activate on their own.

Special Rules

The *Mobility* rule applies to all Tyranid units (see the *Xeno-Biology* rule). Additionally, formations with synapse units may return brood units to play via *Swarming* (see the *Xeno-Sociology* rule).

SPECIAL RULE

The Hive Mind

*The Hive Mind of the Tyranids is a single coordinating sentience. Its influence is projected through synapse creatures that communicate with their lesser kin via a form of telepathy. Under the control of synapse creatures the slave organisms act in perfect unison. However, should the synapse creatures be slain the basic creatures revert to their animalistic behaviors until other synapse creatures can exert control over them. This is represented by the following rules for synapse swarm, **not independent swarm**, formations:*

- *Synapse swarms ignore brood units for the purposes of determining formation strength during tiebreak.*
- *A synapse swarm with no synapse units has an initiative of 3+ and may not capture objectives.*
- *A synapse swarm with at least one synapse unit ignores the -2 modifier for being broken when it is attempting to rally. Additionally, it can absorb other synapse swarm formations with no synapse units at the end of its action. The formation must have one unit within 5cm of a unit from the formation(s) being absorbed. The units and blast markers of an absorbed formation become part of the formation. An absorbed formation is considered completely destroyed for the purposes of tiebreak and the Break Their Spirit victory condition.*

HIVE FLEET ONACHUS TYRANID ARMY LIST

Hive Fleet Onachus Tyranid armies have a strategy rating of 1. All Tyranid formations have an initiative rating of 1+ but synapse swarm formations have an initiative of 3+ if they do not contain synapse units. If a synapse swarm does contain a synapse unit it ignores the -2 modifier for being broken when rallying (see *The Hive Mind* rule).

SYNAPSE SWARM FORMATIONS					
TYPE	CORE UNITS	COST			UPGRADES
		S	M	L	
0-1 Nexus Swarm	One Dominatrix Note: Up to a third of the points available may be spent on Bio-Titans and the Dominatrix	350	n/a	n/a	Add any number of the following units for +20 points each: Hormagaunts, Termagants Add any number of the following units for +25 points each: Biovore, Gargoyles, Zoanthrope (745.M41) Add any number of Raveners for +35 points each Add any number of the following units for +50 points each: Carnifex, Exocrine, Haruspex, Malefactor Add any number of the following units for +60 points each: Dactylis, Trygon Add up to six Meiotic Spores for +25 points each
Tyranid Swarm	One Hive Tyrant or two Tyrand Warrior, and any six of the following units: Hormagaunts, Termagants	200	375	550	Add any number of the following units for +20 points each: Hormagaunts, Termagants Add any number of the following units for +25 points each: Biovore, Gargoyles, Zoanthrope (745.M41) Add any number of Raveners for +35 points each Add any number of the following units for +50 points each: Carnifex, Exocrine, Haruspex, Malefactor Add any number of the following units for +60 points each: Dactylis, Trygon Add up to six Meiotic Spores for +25 points each Add up to one Tyranids Warriors unit for +50 points

INDEPENDENT SWARM FORMATIONS					
<i>(One independent swarm may be fielded per each synapse swarm. Up to a third of the points available may be spent on Bio-Titans and the Dominatrix.)</i>					
TYPE	CORE UNITS	COST			UPGRADES
		S	M	L	
Biovore Swarm	Five Biovores	150	275	400	Add any number of Biovores for +25 points each
Dactylis Swarm	Three Dactylis	300	575	850	Add any number of Dactylis for +100 points each
Exocrine Swarm	Three Exocrine	175	325	475	Add any number of Exocrine for +50 points each
Genestealer Swarm	Six Genestealers and one Brood Lord character	175	n/a	n/a	Add any number of Genestealers for +25 points each
Harridan Swarm	One Harridan	150	275	400	Add any number of Gargoyles for +25 points each
Hierodule Bio-Titan	One Hierodule Bio-Titan (745.M41)	350	n/a	n/a	None
Hierophant Bio-Titan	One Hierophant Bio-Titan (745.M41)	525	n/a	n/a	None
0-2 Lictor Swarm	Three Lictors	150	n/a	n/a	Add up to three Lictors for +50 points each
Meiotic Spores	Six Meiotic Spores	150	275	400	Add any number of Meiotic Spores for +25 points each
Trygon Swarm	Three Trygons	225	n/a	n/a	Add up to three Trygons for +75 points each Add any number of Raveners for +35 points each

TYRANID REFERENCE SHEET

NAME	TYPE	SPEED	ARMOUR	STRATEGY RATING: 1			INITIATIVE RATING: 1+			NOTES
				CC	FF	WEAPONS	RANGE	FIREPOWER		
Biovore	LV	15cm	6+	6+	5+	Spore Mines	30cm	AP5+/AT6+, D, Ind		
Brood Lord	CH	n/a	n/a	n/a	n/a	Rending Claws and Talons	(bc)	Assault Weapons, EA(+1), FS	<i>Leader, Inspiring, Invulnerable Save</i>	
Carnifex	AV	20cm	4+	3+	5+	Bio-Plasma	(15cm)	Small Arms	<i>Fearless, Reinforced Armour</i>	
						Large Scything Talons	(bc)	Assault Weapons, EA(+1), MW		
Dactylis	AV	15cm	4+	4+	5+	Bile Pods	45cm	1BP, D, Ind	<i>Reinforced Armour</i>	
Dominatrix	WE	20cm	4+	3+	5+	Bio-Titan Bio-Cannon	45cm	3x AP4+/AT5+, FwF	<i>DC4, Augmented Swarming (+1D3), Fearless, Invulnerable Save, Regeneration, Reinforced Armour, Supreme Commander, Synapse. May step over units and and pieces of terrain that are lower then the unit's abdomen and less than 2cm wide. Critical Hit Effect: The unit takes a point of damage. Roll a D6, on a roll of 1 all units within 5cm take a hit on a roll of 6+, and on a roll of 6 the unit loses the Supreme Commander and Synapse abilities.</i>	
						Energy Pulse	60cm	3BP, MW		
							and	45cm		
						2x Massive Scything Talons	(bc)	Assault Weapons, EA(+1), TK		
Exocrine	AV	15cm	4+	4+	4+	Bio-Cannon	45cm	2x AP4+/AT5+	<i>Reinforced Armour</i>	
Gargoyles	INF	30cm	-	6+	5+	Flamespurts	15cm	Small Arms	<i>Brood (2), Expendable, Jump Packs</i>	
Genestealers	INF	20cm	6+	2+	-	Rending Claws	(bc)	Assault Weapons, FS	<i>Infiltrators, Scouts</i>	
Harridan	WE	35cm	5+	5+	5+	Twin Harridan Bio-Cannon	45cm	2x AP4+/AT5+, FxF	<i>DC3, Fearless, Reinforced Armour, Skimmer, Transport (four Gargoyles). Critical Hit Effect: The unit takes an extra point of damage.</i>	
						Large Scything Talons	(bc)	Assault Weapons, EA(+1), MW		
Haruspex	AV	20cm	4+	3+	5+	Acid Jets and Frag Spines	15cm	2x AP5+/AT6+	<i>Reinforced Armour</i>	
						Claws and Mandibles	(bc)	Assault Weapons, EA(+1), MW		
Hierodule Bio-Titan (745.M41)	WE	25cm	4+	3+	5+	Cluster Spines	30cm	4BP, FwA	<i>DC4, Fearless, Invulnerable Save, Regeneration, Reinforced Armour. May step over units and and pieces of terrain that are lower then the unit's abdomen and less than 2cm wide. Armed with either a Bile Launcher or a Razorclaw. Critical Hit Effect: The unit takes a point of damage. Roll a D6, on a roll of 1 all units within 5cm take a hit on a roll of 6+, and on a roll of 6 the unit loses another point of damage.</i>	
						0-1x Bile Launcher	60cm	3BP, FwA		
						0-1x Razorclaw	(bc)	Assault Weapons, EA(+1), TK(D3)		
							or	(15cm)		
						2x Massive Scything Talons	(bc)	Assault Weapons, EA(+1), TK		
Hierophant Bio-Titan (745.M41)	WE	25cm	4+	3+	5+	Bio-Titan Bio-Cannon	45cm	3x AP4+/AT5+, FwA	<i>DC6, Fearless, Invulnerable Save, Regeneration, Reinforced Armour. May step over units and and pieces of terrain that are lower then the unit's abdomen and less than 2cm wide. Armed with either Pyro-Acid Spray or a Razorclaw. Critical Hit Effect: The unit takes a point of damage. Roll a D6, on a roll of 1 all units within 5cm take a hit on a roll of 6+, and on a roll of 6 the unit loses another point of damage.</i>	
						0-1x Pyro-Acid Spray	15cm	3BP, FwA, IC		
						0-1x Razorclaw	(bc)	Assault Weapons, EA(+1), TK(D3)		
							or	(15cm)		
						Ripper Tentacles	(bc)	Assault Weapons, EA(+2), FS		
						2x Gigantic Scything Talons	(bc)	Assault Weapons, EA(+1), TK(D3)		
Hive Tyrant	AV	20cm	4+	3+	5+	Venom Cannon	30cm	AP4+/AT5+	<i>Commander, Fearless, Leader, Reinforced Armour, Synapse</i>	
						Lash Whip and Bonesword	(bc)	Assault Weapons, EA(+1), MW		
Hormagaunts	INF	20cm	-	4+	-	Scything Talons	(bc)	Assault Weapons	<i>Brood (1), Expendable, Infiltrators</i>	
Lictor	LV	20cm	5+	3+	6+	Flesh Hooks	(15cm)	Small Arms	<i>First Strike, Infiltrator, Invulnerable Save, Scout, Teleport</i>	
						Lictor Talons	(bc)	Assault Weapons, S		
Malefactor	AV	25cm	4+	4+	5+	Frag Spines	15cm	2x AP5+	<i>Reinforced Armour, Transport (two of the following units: Genestealers, Hormagaunts, Raveners, Termagants or Tyranid Warriors)</i>	
						Arms	(bc)	Assault Weapons, EA(+1), MW		

Meiotic Spore	LV	10cm	5+	6+	6+	Meiotic Spore	15cm	AA5+, D	<i>Expendable, Scout, Skimmer</i>
Raveners	INF	20cm	5+	4+	-	Twin Scything Talons	(bc)	Assault Weapons, EA(+1)	<i>Brood (2), Expendable, Infiltrators, Tunnelers</i>
Termagants	INF	20cm	-	6+	5+	Fleshborers	(15cm)	Small Arms	<i>Brood (1), Expendable</i>
Trygon	WE	25cm	5+	4+	5+	Bio-Electric Field	(15cm)	Small Arms	<i>DC2, Fearless, Reinforced Armour, Tunneler</i>
						Large Scything Talons	(bc)	Assault Weapons, EA(+1), MW	
Tyrnid Warriors	INF	20cm	5+	2+	5+	Deathspitters	30cm	AP5+	<i>Fearless, Synapse</i>
Zoanthrope (745.M41)	LV	15cm	4+	6+	5+	Warp Blast	30cm	AP5+/AA6+	<i>Invulnerable Save</i>
						and	(15cm)	Small Arms, MW	

SPECIAL RULE

Xeno-Sociology

A Tyrnid invasion is more akin to an infestation. Lesser creatures are everywhere, whether because they were separated from a swarm or because they just made planetfall via a Mycetic Spore. These creatures instinctively seek out the psychic conduits of the Hive Mind that are the synapse creatures. This is represented by the following rules:

Brood: Units with Brood (X) (brood units) are placed in the army's off-board "swarm pool" when they are destroyed. These units may be returned to play via swarming for a number of swarm points equal to "X".

Synapse: Formations that contain at least one unit with Synapse (a synapse unit) may return brood units to play from the swarm pool via swarming.

Swarming: After a formation with at least one synapse unit regroups or attempts to rally it may swarm. Roll a number of dice based on the following modifiers:

The formation is not broken +1D3

There are no enemy units within 30cm +1D3

The total rolled is the number of swarm points available to the formation. Units with Brood (X) in the swarm pool may be returned to play for a number of swarm points equal to "X".

A formation may only return units to play if it started the game with that type of unit. For example, if a formation began the game with Termagants but not Hormagaunts it could return Termagants, but not Hormagaunts, via swarming.

All units returned to play in this manner must be placed within 5cm of a unit from the formation that was there prior to swarming. These units may not be placed in enemy zone of control or in impassable terrain. Not all of the swarm points available need to be used, but any leftover are discarded.

Augmented Swarming: Some units are noted as having Augmented Swarming (+X). Units with this ability add a number of swarm points equal to "X" when their formation swarms.

SPECIAL RULE

Xeno-Biology

Tyrnids are the most rapidly evolving species in the known galaxy. The developmental leaps exhibited in broods from the same hive fleet would normally take millions of years to achieve in other creatures. Their biology gives them certain benefits on the field of battle which are represented by the following rules:

Mobility: Tyrnid armored vehicle and war engine units do not take dangerous terrain tests. In addition, Tyrnid light vehicle units count as infantry for the purposes of terrain (see EA 1.8).

Fortification terrain features such as minefields or razorwire, and special terrain features such as lava flows affect Tyrnids normally.

Regeneration: War engine units with Regeneration can regain lost damage capacity points. Each unit with regeneration regains one damage capacity point at the beginning of each turn's end phase.

Regeneration cannot be used by a destroyed unit nor may it increase a unit's damage capacity beyond the starting amount.