

## SPECIAL RULES

### SPECIAL RULE: EXPENDABLE

A formation does not receive a Blast marker when a unit with *Expendable* is destroyed, this includes the extra Blast marker from the first casualty of a crossfire and for units destroyed for being out of formation after a move. If an expendable unit is hit by a weapon with *Disrupt* it does not inflict a Blast marker.

If a formation is comprised completely of expendable units then they do not benefit from any of the rules above.

Expendable units killed in an assault count for the purposes of working out its result (see EA 1.12.7).

### SPECIAL RULE: TUNNELER

Formations where all of the units have *Tunnelers* (or are transported in units that have the ability) may be kept off the table and can appear at the start of the second turn or after. Set up the units touching their own side's table edge before the battle starts at the same time that spacecraft are setup (see EA 4.3.1). Any units transported in the tunneler should be placed to one side at this time too.

Secretly write down the location where the tunneler will surface at the same time and in the same manner that you record the coordinates of a drop zone (see EA 4.3.1). You must also secretly record when the tunneler will surface. If it is going to surface in your half of the table it may arrive from the second turn onwards. If it is going to surface in the opposing half of the table, it may arrive from turn three onwards.

Set up the tunneler at the start of the stated turn, before placing units with teleport, at the location you wrote down. Any units being transported are allowed to disembark immediately upon surfacing. Surfacing does not count as movement for the purposes of triggering overwatch fire. Disembarking triggers overwatch fire as normal.

If the tunneler surfaces on terrain that is impassable for it, under a friendly unit, or in an enemy zone of control then it is assumed that on-board sensor equipment will divert it towards another entry point. The unit should be moved by the opposing player to the nearest area where it can surface.

Formations of multiple tunnelers need only record one location where they will surface. Place a unit at this location, or within 5cm of another unit that has already been placed, so long as all units are placed within 15cm of the location and on the appropriate half of the table.

Tunnelers, and any units being transported in them, may take an action on the turn they appear.

## TYRANID SPECIAL RULES

### SPECIAL RULE: XENO-SOCIOLOGY

**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

**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.

TYRANID UNITS  
 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	
2x Massive Scything Talons	(base contact)	Assault Weapons	Extra Attack (+1), Titan-killer	
Damage Capacity 4. Critical Hit Effect: Roll 1D6. On a 1 the unit loses 1 DC and all units within 5cm take a hit on a 6+. On a 2-5 the unit loses 1 DC. On a 6 the unit loses 1 DC and the <i>Supreme Commander</i> and <i>Synapse</i> special abilities.				
<b>Notes:</b> <i>Augmented Swarming (+1D3)</i> , <i>Fearless</i> , <i>Invulnerable Save</i> , <i>Regeneration</i> , <i>Reinforced Armor</i> , <i>Supreme Commander</i> , <i>Synapse</i> . The unit may step over units and pieces of terrain that are lower then its 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	
<b>Notes:</b> <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: <i>First Strike, Infiltrator, Invulnerable Save, Scout, Teleport</i>				

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: <i>Leader, Inspiring, Invulnerable Save</i>				

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: <i>Infiltrators, Scouts</i>				

TERMAGANTS

TERMAGANTS				
Type	Speed	Armor	Close Combat	Firefight
Infantry	20cm	-	6+	5+
Weapons	Range	Firepower	Notes	
Fleshborers	(15cm)	Small Arms	-	
Notes: <i>Brood (1), Expendable</i>				

HORMAGAUNTS

HORMAGAUNTS				
Type	Speed	Armor	Close Combat	Firefight
Infantry	20cm	-	4+	-
Weapons	Range	Firepower	Notes	
Scything Talons	(base contact)	Assault Weapons	-	
Notes: <i>Brood (1), Expendable, Infiltrators</i>				

GARGOYLES

GARGOYLES				
Type	Speed	Armor	Close Combat	Firefight
Infantry	30cm	-	6+	5+
Weapons	Range	Firepower	Notes	
Flamespurts	15cm	AA6+	-	
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: <i>Expendable, Scout, Skimmer</i>				

## RAVENERS

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: <i>Brood (2), Expendable, Infiltrators, Tunnelers</i>				

## 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	
Notes: -				

## 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: <i>Fearless, Reinforced Armor</i>				

## 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	AP5+	-	
	and (15cm)	Small Arms	Macro-weapon	
Notes: <i>Invulnerable Save</i>				

## 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 Armor				

## 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 Armor, 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 Armor				

## 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 Armor				

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-Cannons	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 loses 1 DC.				
Notes: Fearless, Reinforced Armor, Skimmer, Transport (Four units of 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	
0-1x Bile Launcher	60cm	3BP	Forward	
Cluster Spines	30cm	4BP	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: Roll 1D6. On a 1 the unit loses 1 DC and all units within 5cm take a hit on a 6+. On a 2-5 the unit loses 1 DC. On a 6 the unit loses 2 DC.				
<b>Notes:</b> <i>Fearless, Invulnerable Save, Regeneration, Reinforced Armor.</i> The unit may step over units and pieces of terrain that are lower then its abdomen and less than 2cm wide. The unit may be armed with either a Bile Launcher or a Razorclaw, not both.				

## 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: Roll 1D6. On a 1 the unit loses 1 DC and all units within 5cm take a hit on a 6+. On a 2-5 the unit loses 1 DC. On a 6 the unit loses 2 DC.				
<b>Notes:</b> <i>Fearless, Invulnerable Save, Regeneration, Reinforced Armor.</i> The unit may step over units and pieces of terrain that are lower then its abdomen and less than 2cm wide. The unit may be armed with either Pyro-Acid Spray or a Razorclaw, not both.				



## HIVE FLEET ONACHUS ARMY LIST

### HOW TO USE THE ARMY LIST

Hive Fleet Onachus 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 RULE: THE HIVE MIND

The Hive Mind of the Tyranids is a single coordinating sentence. 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 anomalistic 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

Tyranid armies have a strategy rating of 1. Tyranid formations have an initiative of 1+, Synapse Swarm formations have an initiative of 3+ if they contain no synapse units. Synapse Swarm formations ignore the -2 modifier for being broken when rallying if they contain at least one synapse unit.

No more than one third of the points available may be spent on Bio-Titans and the Dominatrix.

### SYNAPSE SWARM FORMATIONS

TYPE	CORE UNITS	COST			UPGRADES
		S	M	L	
0-1 Nexus Swarm	One Dominatrix	350	n/a	n/a	Any number of the following for +20 points each: Termagants, Hormagaunts Any number of the following for +25 points each: Biovore, Gargoyles, Zoanthrope (745.M41) Any number of Raveners for +35 points each. Any number of the following for +50 points each: Carnifex, Haruspex, Malefactor Any number of the following for +60 points each: Dactylis, Exocrine, Trygon Up to three Meiotic Spores for +25 points each.
Tyranid Swarm	One Hive Tyrant or two Tyranid Warriors, plus six of the following: Termagants, Hormagaunts	200	375	550	Up to one Tyranid Warriors for +50 points each. Any number of the following for +20 points each: Termagants, Hormagaunts Any number of the following for +25 points each: Biovore, Gargoyles, Zoanthrope (745.M41) Any number of Raveners for +35 points each. Any number of the following for +50 points each: Carnifex, Haruspex, Malefactor Any number of the following for +60 points each: Dactylis, Exocrine, Trygon Up to six Meiotic Spores for +25 points each.

### INDEPENDENT SWARM FORMATIONS

(Up to one may be taken for each Synapse Swarm formation)

TYPE	CORE UNITS	COST			UPGRADES
		S	M	L	
Biovore Swarm	Five Biovores	150	275	400	Any number of Biovores for +30 points each.
Dactylis Swarm	Three Dactylis	300	575	850	Any number of Dactylis for +100 points each.
Exocrine Swarm	Three Exocrine	175	325	475	Any number of Exocrine for +60 points each.
Genestealer Swarm	Six Genestealers	150	n/a	n/a	Any number of Genestealers for +25 points each. Up to one Brood Lord for +50 points.
Harridan Swarm	One Harridan	150	275	400	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	Up to three Lictors for +50 points each.
Meiotic Spores	Six Meiotic Spores	150	275	400	Any number of Meiotic Spores for +25 points each.
Trygon Swarm	Three Trygons	200	375	550	Any number of Raveners for +35 points each. Any number of Trygons for +75 points each.

# TYRANID REFERENCE SHEET

STRATEGY RATING: 1

INITIATIVE: 1+

NAME	TYPE	SPEED	ARMOUR	CC	FF	NOTES	WEAPONS	RANGE	FIREPOWER	NOTES
Biovore	LV	15cm	6+	6+	5+	-	Spore Mines	30cm	AP5+/AT6+	Disrupt, Indirect Fire
Brood Lord	CH	n/a	n/a	n/a	n/a	Leader, Inspiring, Invulnerable Save	Rending Claws and Talons	(base contact)	Assault Weapons	Extra Attack (+1), First Strike
Carnifex	AV	20cm	4+	3+	5+	Fearless, Reinforced Armour	Bio-Plasma	(15cm)	Small Arms	-
							Large Scything Talons	(base contact)	Assault Weapons	Extra Attack (+1), Macro-weapon
Dactylis	AV	15cm	4+	4+	5+	Reinforced Armour	Bile Pods	45cm	1BP	Disrupt, Indirect Fire
Dominatrix	WE	20cm	4+	3+	5+	Augmented Swarming (+1D3), Damage Capacity: 4, Fearless, Invulnerable Save, Regeneration, Reinforced Armour, Supreme Commander, Synapse	Bio-Titan Bio-Cannon	45cm	3x AP4+/AT5+	Fixed Forward
							Energy Pulse	60cm	3BP	Macro-weapon
							2x Massive Scything Talons	(base contact)	Assault Weapons	Extra Attack (+1), Titan-killer
Exocrine	AV	15cm	4+	4+	4+	Reinforced Armour	Bio-Cannon	45cm	2x AP4+/AT5+	-
Gargoyles	INF	30cm	-	6+	5+	Brood (2), Expendable, Jump Packs	Flamespurts	15cm	AA6+	-
Genestealers	INF	20cm	6+	2+	-	Infiltrators, Scouts	Rending Claws	(base contact)	Assault Weapons	First Strike
Harridan	WE	35cm	5+	5+	5+	Damage Capacity: 3, Fearless, Reinforced Armour, Skimmer, Transport (see below)	Twin Harridan Bio-Cannon	45cm	2x AP4+/AT5+	Fixed Forward
							Large Scything Talons	(base contact)	Assault Weapons	Extra Attack (+1), Macro-weapon
Haruspex	AV	20cm	4+	3+	5+	Reinforced Armour	Acid Jets and Frag Spines	15cm	2x AP5+/AT6+	-
							Claws and Mandibles	(base contact)	Assault Weapons	Extra Attack (+1), Macro-weapon
							0-1x Bile Launcher	60cm	3BP	Forward
							Cluster Spines	30cm	4BP	Forward
							0-1x Razorclaw	(base contact)	Assault Weapons	Extra Attack (+1), Titan-killer (D3)
Hierodule Bio-Titan (745.M41)	WE	25cm	4+	3+	5+	Damage Capacity: 4, Fearless, Invulnerable Save, Regeneration, Reinforced Armour	or	(15cm)	Small Arms	Extra Attack (+1)
							2x Massive Scything Talons	(base contact)	Assault Weapons	Extra Attack (+1), Titan-killer
							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)
Hierophant Bio-Titan (745.M41)	WE	25cm	4+	3+	5+	Damage Capacity: 6, Fearless, Invulnerable Save, Regeneration, Reinforced Armour	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)
							Venom Cannon	30cm	AP4+/AT5+	-
							Lash Whip and Bonesword	(base contact)	Assault Weapons	Extra Attack (+1), Macro-weapon
Hormagaunts	INF	20cm	-	4+	-	Brood (1), Expendable, Infiltrators	Scything Talons	(base contact)	Assault Weapons	-
Lictor	LV	20cm	5+	3+	6+	First Strike, Infiltrator, Invulnerable Save, Scout, Teleport	Flesh Hooks	(15cm)	Small Arms	-
							Lictor Talons	(base contact)	Assault Weapons	Sniper

Malefactor	AV	25cm	4+	4+	5+	Reinforced Armour, Transport (see below)	Frag Spines Arms	15cm (base contact)	2x AP5+ Assault Weapons	- Extra Attack (+1), Macro-weapon
Meiotic Spore	LV	10cm	5+	6+	6+	Expendable, Scout, Skimmer	Meiotic Spore	15cm	AA5+	Disrupt
Raveners	INF	20cm	5+	4+	-	Brood (2), Expendable, Infiltrators, Tunnelers	Twin Scything Talons	(base contact)	Assault Weapons	Extra Attack (+1)
Termagants	INF	20cm	-	6+	5+	Brood (1), Expendable	Fleshborers	(15cm)	Small Arms	-
Trygon	WE	25cm	5+	4+	5+	Damage Capacity: 2, Fearless, Reinforced Armour, Tunneler	Bio-Electric Field Large Scything Talons	(15cm) (base contact)	Small Arms Assault Weapons	- Extra Attack (+1), Macro-weapon
Tyranid Warriors	INF	20cm	5+	2+	5+	Fearless, Synapse	Deathspitters	30cm	AP5+	-
Zoanthrope (745.M41)	LV	15cm	4+	6+	5+	Invulnerable Save	Warp Blast	30cm	AP5+	-
							and	(15cm)	Small Arms	Macro-weapon

**Dominatrix:** The unit may step over units and pieces of terrain that are lower than its abdomen and less than 2cm wide.

Critical Hit Effect: Roll 1D6. On a 1 the unit loses 1 DC and all units within 5cm take a hit on a 6+. On a 2-5 the unit loses 1 DC. On a 6 the unit loses 1 DC and the *Supreme Commander* and *Synapse* special abilities.

**Harridan:** Transport (Four units of Gargoyles)

Critical Hit Effect: The unit loses 1 DC.

**Hierodule Bio-Titan (745.M41):** The unit may step over units and pieces of terrain that are lower than its abdomen and less than 2cm wide. The unit may be armed with either a Bile Launcher or a Razorclaw, not both.

Critical Hit Effect: Roll 1D6. On a 1 the unit loses 1 DC and all units within 5cm take a hit on a 6+. On a 2-5 the unit loses 1 DC. On a 6 the unit loses 2 DC.

**Hierophant Bio-Titan (745.M41):** The unit may step over units and pieces of terrain that are lower than its abdomen and less than 2cm wide. The unit may be armed with either Pyro-Acid Spray or a Razorclaw, not both.

Critical Hit Effect: Roll 1D6. On a 1 the unit loses 1 DC and all units within 5cm take a hit on a 6+. On a 2-5 the unit loses 1 DC. On a 6 the unit loses 2 DC.

**Malefactor:** Transport (Two of the following units: Genestealers, Hormagaunts, Raveners, Termagants or Tyranid Warriors)

**Trygon:** Critical Hit Effect: The unit is destroyed.