TYRANIDS
HOR

CODEX: TYRANIDS

This Team List uses the special rules and wargear lists found in Codex: Tyranids. If a rule differs from the codex, it will be clearly stated.
The points are intended for the model WITHOUT the equipment listed.

FACTION KEYWORDS

All models in this list have the **Tyranids** and **<Hive Fleet>** faction keywords.

MODEL AVAILABILITY

You must adhere to the following model requirements when building your Kill Team:

- 1 Team Leader model
- 1-30 Core models
- 0-4 Special model

<HIVE FLEET>

Your team must choose a single Hive Fleet from either the Hive Fleet Adaptations list below or those not listed here from Codex: Tyranids.
If you wish to play as a Hive Fleet of your own invention, feel free to come up with your own bonus, just agree with your opponent!

Bombus
No more than one model with the Synapse Keyword in the team but the Synapse ability is increased by 6". In Addition, any friendly model within Synapse range gains the Heroic intervention ability as if they were a character.

Dagon
All units, that have option of being equipped with Toxin Sacs, gain this upgrade for free.

Grendel
Enemy models suffer a -1 penalty to their Leadership for each friendly Synapse creature within 12" (up to max -3 Ld penalty).

Hydra (Amended from Codex:Tyranids)
You can re-roll hit rolls in the Fight phase for units with this adaptation, if there is fewer enemy than friendly models within 3".

Lotan
Shrouding Spores ability of Toxithropes and Venomthropes covers area wihin 9" (instead of 6"). Additionally Venomthropes can be taken as a Core choices.

Medusa
If a hormagaunt, termagant or gargoyle suffers a wound from a shooting attack within 6" of the teams Synapse units, that wound is discarded on a D6 roll of 6+. Additionally, all Hormagaunts, Termagants and Gargoyles can re-roll To Wound rolls.

Naga
May add 1 to psychic tests taken and the first instance of Perils of the Warp in each friendly psychic phase does not cause any wounds for models with this adaptation. Each time an enemy model is removed as a casualty in your psychic phase due to the Smite psychic power, you can heal a single wound on any friendly **<HIVE FLEET>** model within 6" of the model that manifested the power. No model can be healed more than once per phase as a result of this ability.

Ouroboris
Models with FLY gain +2" to Movement. At least half the models on your team must have the FLY keyword.

Scylla/Charybdis
Units gain +1 Strength in any turn in which they charge or are charged by the enemy. The bonus cannot be claimed if model is already within 1" of enemy unit at the start of fighting phase.

Tiamet
All units excluding Hormagaunts, Termagans, Gargoyles, Ripper Swarms and Genestealers gain 5+ inv save. If model already has invulnerable save, it improves by 1 to a max of 4+

TACTICAL POINTS

Tyranids teams have exclusive access to some Philosophies and Actions. You may choose freely between these Actions and those presented in the main rules when spending Tactical Points. Remember your team can only have one Philosophy!

Philosophy	Description
Grisly Harvest	At the end of any player turn in which you destroyed 5 or more enemy models, gain 1TP.
Death from Below	At the end of any of your turns in which a model with the **Ravener** keyword arrived on the battlefield and slew an enemy model in the same turn it arrived, gain 1 TP.
Genestealer Infestation	At the end of any of your turns in which a model with the **Genestealer** keyword slew an enemy model in the Fight phase which was at least 10" from any other enemy model, gain 1 TP.
They're Everywhere	If an enemy unit is killed after being charged by three or more Hormagaunt units, gain 1 TP

Action	Description
Will of the Hive Mind (1 TP)	Declare you will use this action at the start of any of your turns. For the rest of the turn, one model in your kill team counts as having the **Synapse** rule with a 6" range.
Feeding Frenzy (1TP)	Use at the start of any Fight phase. Choose a friendly model. It, and any friendly models within 6" of it, gain +1 Attack for the phase. At the end of the phase, remove one affected model as a casualty.
Instinctive Shield (1TP)	Use before making a Look Out! attempt. The Leadership test is automatically passed, and enemy units do not get the +1 to Hit against the new target.

WEAPONS LISTS

Melee Bio-weapons
Rending claws (1 pts)
Boneswords (3 pts)
Lashwhip & bonesword (2 pts)

Basic Bio-weapons
Scything talons (0 pts)
Spinefists (1 pts)
Deathspitter (5 pts)

Basic Bio-cannons
Barbed strangler (10 pts)
Venom cannon (15 pts)

TEAM LEADERS

Neurothrope (50)

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Base type
Neurothrope	5"	4+	3+	4	4	3	1	9	5+	40 mm Round

EQUIPMENT	- Claws and teeth (0 pts)
RULES	- Shadows in the Warp, Synapse, Warp Field, Inspiring Presence - Psychic Dominance: A Neurothrope can attempt to manifest any psychic power it knows, even if a friendly unit has already manifested it this turn. Similarly, a Neurothrope manifesting a psychic power does not prevent a friendly psyker manifesting that power in this turn.
OPTIONS	- May add 2 to the wound characteristic for 10 pts. - May take the Warp Siphon rule for 15 pts. - May take items from the Hive Fleets Armoury.
PSYKER	This model knows *Smite* and one psychic power from the Hive Mind discipline It can attempt to manifest one power in each friendly Psychic phase, and attempt to deny one power in each enemy Psychic phase.
KEYWORDS	Character, Fly, Infantry, Zoanthrope, Psyker, Synapse, Neurothrope

Alpha Warrior (24)

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Base type
Alpha Warrior	6"	3+	4+	4	4	4	3	9	4+	40 mm Round
Tyranid Alpha	6"	2+	3+	5	5	6	4	10	3+	50 mm Round

EQUIPMENT	- Pair of scything talons (0 pts) - Devourer (3 pts)
RULES	- Shadows in the Warp, Synapse, Inspiring Presence
OPTIONS	- May have the Alpha Warrior rule, see the Tyranid Prime, for 20 pts. - May upgrade to a Tyranid Alpha, using the second profile, for 25 pts. - May replace its Devourer with one weapon from the *Basic Bio-Weapons* list. - May replace its Scything Talons with one weapon from the *Melee Bio-Weapons* list. - May take Flesh Hooks (2 pts) and/or Toxin Sacs (2 pts) and/or Adrenal Glands (2 pts). - May take items from the Hive Fleets Armoury.
KEYWORDS	Character, Infantry, Synapse, Tyranid Warrior, Alpha Warrior

Stalker

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Base type
Stalker	9"	2+	4+	6	4	4	4	10	5+	40 mm Round

EQUIPMENT	- Grasping talons (0 pts) - Flesh hooks (2 pts) - Rending Claws (1 pts)
RULES	- Inspiring Presence, - Superior Chameleonic Skin: See the Deathleaper in codex: Tyranids. - Hidden Hunter: Amended, See the Deathleaper in codex: Tyranids but replace 9" with 8".
OPTIONS	- May have *It's After Me!,* see the Deathleaper in codex: Tyranids for 5 pts. - May add 2 to the wound characteristic for 10 pts. - May replace rending claws with brutal rending claws (6 pts). - May replace grasping talons with savage grasping talons (10 pts). - May have the *Leader Beast* rule for 10 pts: If this model is your team leader, you may take Lictors as Core choices. - May take items from the Hive Fleets Armoury.
KEYWORDS	Character, Infantry, Lictor, Stalker

Maw-fiend

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Base type
Maw-fiend	12"	3+	4+	5	5	4	4	8	4+	40 mm Round

EQUIPMENT	- Two pairs of scything talons (0 pts) - Prehensile pincer tail (0 pts)
RULES	- Instinctive Behavior, Inspiring Presence - Swallow Whole: See the Red Terror in Codex: Tyranids. - Leader beast: If this model is your team leader, you may take Raveners as Core choices.
OPTIONS	- May have the *Feeding Frenzy* rule, see the Red Terror in codex: Tyranids, for 15 pts. - May have the *Death from Below* rule (5 pts). - May add 2 to the wound characteristic for 10 pts. - May replace one pair of scything talons with rending Claws (1 pts). - May have devourer (3 pts), deathspitter (5 pts) or spinefists (2 pts). - May have toxin sacs (3 pts) and/or adrenal Glands (2 pts). - May take items from the hive fleets armoury.
KEYWORDS	Character, Infantry, Ravener, Maw-Fiend

Toxithrope

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Base type
Toxithrope	5"	4+	4+	4	4	3	2	8	5+	40 mm Round

EQUIPMENT	- Toxic Lashes (0 pts)
RULES	- Shadow in the Warp, Synapse, Toxic Miasma, Shrouding Spores, Inspiring Presence - Leader beast: As your team leader, you may take Venomthropes as Core choices.
OPTIONS	- May take items from the Hive Fleets Armoury.
KEYWORDS	Character, Fly, Infantry, Venomthrope, Synapse, Toxithrope

Broodleader

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Base type
Broodleader	8"	3+	4+	4	4	3	3	9	5+	25 mm Round

EQUIPMENT	- Rending claws (1 pts) - Pair of scything talons (0 pts)
RULES	- Lightning Reflexes, Swift and Deadly, Infestation, Inspiring Presence - Flurry of Claws, amended: This model gains 1 extra attack if there are 3 **Genestealers** within 6" - Monstrous Growth: For campaign play, you may upgrade this unit to a Broodlord and pay the point difference while following all restrictions of the new Unit.
OPTIONS	- May replace Rending Claws with brutal rending claws (6 pts). - May have Flesh hooks (2 pts), Extended Carapace (3 pts), Toxin Sacs (2 pts) and /or an acid maw (2 pts). - May take from the Hive Fleets Armoury.
KEYWORDS	Character, Infantry, Genestealer, Broodleader

Broodlord

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Base type
Broodlord	8"	2+	4+	5	5	5	5	10	5+	75x42 mm Oval

EQUIPMENT	- Brutal rending claws (6 pts)
RULES	- Synapse, Shadow in Warp, Lightning Reflexes, Swift and Deadly, Brood Telepathy, Inspiring Presence
OPTIONS	- May replace brutal rending claws with monstrous rending claws (16 pts). - May have Flesh hooks (3 pts), Extended Carapace (5 pts), Toxin Sacs (5 pts). - May take items from the Hive Fleets Armoury.
PSYKER	This model knows one psychic power from the Hive Mind discipline It can attempt to manifest one psychic power in each friendly Psychic phase and attempt to deny one psychic power in each enemy Psychic phase.
KEYWORDS	Character, Infantry, Genestealer, Psyker, Synapse, Broodlord

Tyranid Warrior (19)

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Base type
T. Warrior	6"	3+	4+	4	4	3	3	9	4+	40 mm Round

EQUIPMENT	- Pair of scything talons (0 pts) - Devourer (3 pts)
RULES	- Shadows in the Warp, Synapse
OPTIONS	- May replace its devourer with one weapon from the *Basic Bio-Weapons* list. - May replace its Scything talons with one weapon from the *Melee Bio-Weapons* list. - For every three **Tyranid Warrior** in your team, one model may replace its devourer with one weapon from the *Basic Bio-cannon* list. - May take Flesh Hooks (2 pts) and/or Toxin Sacs (2 pts) and/or Adrenal Glands (2 pts). - May take items from the Hive Fleets Armoury.
KEYWORDS	Infantry, Synapse, Tyranid Warrior

Genestealer (11)

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Base type
Genestealer	8"	3+	4+	4	4	1	3	9	5+	25 mm Round

EQUIPMENT	- Rending claws (1 pts) - Pair of scything talons (0 pts)
RULES	- Lightning Reflexes, Swift and Deadly, Infestation - Flurry of Claws, amended: This model gains 1 extra attack if there are 3 **Genestealers** within 6"
OPTIONS	- For every four Genestealer in your team, one Genestealer may have flesh hooks (1 pts) and/or another may have an acid maw (1 pts). - May have Toxin sacs (2 pts) and/or Extended carapace (2 pts).
KEYWORDS	Infantry, Genestealer

Ripper Swarm (6)

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Base type
Ripper Horde	5"	5+	5+	2	2	3	3	4	-	40 mm Round
Ripper Swarm	6"	5+	5+	3	3	3	4	4	-	40 mm Round

EQUIPMENT	- Claws and teeth (0 pts)
RULES	- Instinctive Behavior
OPTIONS	- May have a spinemaw (1 pts). - May upgrade to a Ripper Swarm, using the second profile (2 pts) - May have the Burrowers rule (3 pts) or move 10" and the **Fly** Keyword (4 pts).
KEYWORDS	Swarm, Ripper

Hormagaunt (5)

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Base type
Hormagaunt	8”	4+	-	3	3	1	2	5	6+	25 mm Round

EQUIPMENT	- Pair of scything talons (0 pts)
RULES	- Instinctive Behavior, Bounding Leap - Hungering Swarm, amended: This model rerolls a wound roll of 1 when it fights if there are 6 **Hormagaunts** within 6”
OPTIONS	- May have Toxin sacs and Adrenal glands for 1 pts.
KEYWORDS	Infantry, Hormagaunt

Gargoyle (6)

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Base type
Gargoyle	12”	4+	4+	3	3	1	1	5	6+	32 mm Flying

EQUIPMENT	- fleshborer (0 pts) - Blinding venom (0 pts)
RULES	- Instinctive Behavior, Swooping assault - Hail of Living Ammunition, amended: This model rerolls a wound roll of 1 when shooting if there are 6 **Gargoyles** within 6”.
OPTIONS	- May replace fleshborer with spinefists (0 pts). - May have Adrenal glands (1 pts).
KEYWORDS	Infantry, Fly, Gargoyle

Termagant (4)

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Base type
Termagant	6”	4+	4+	3	3	1	1	5	6+	25 mm Round

EQUIPMENT	- Fleshborer (0 pts)
RULES	- Instinctive Behavior - Hail of Living Ammunition, amended: This model rerolls a wound roll of 1 when shooting if there are 6 **Termagants** within 6”.
OPTIONS	- May replace fleshborer with a devourer (3 pts) or spinefists (0 pts). - May have Toxin sacs and Adrenal glands for 1 pts.
KEYWORDS	Infantry, Termagant

Tyrant Guard (36)

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Base type
Tyrant Guard	7"	3+	-	5	5	3	3	6	3+	50 mm Round

EQUIPMENT	- Rending claws (1 pts)　　　　　　- Pair of scything talons (0 pts)
RULES	- Instinctive Behavior - Blind Rampage, amended: Replace **Hive Tyrant** with the team leader. - Shieldwall, amended: Replace **Hive Tyrant** with the team leader.
OPTIONS	- May replace its Pair of scything talons with crushing claws (6 pts) or a lash whip and bonesword (2 pts). - May have Toxin sacs (2 pts) and/or Adrenal glands (3 pts). - May take items from the Hive Fleets Armoury.
KEYWORDS	Infantry, Tyrant Guard

Hive Guard (15)

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Base type
Hive Guard	5"	4+	3+	4	5	3	2	7	4+	50 mm Round

EQUIPMENT	- Impaler cannon (30 pts)
RULES	- Instinctive Behavior
OPTIONS	- May replace its Impaler cannon with a shockcannon (20 pts). - May have Toxin sacs (1 pts) and/or Adrenal glands (1 pts). - May take items from the Hive Fleets Armoury.
KEYWORDS	Infantry, Hive Guard

Zoanthrope (40)

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Base type
Zoanthrope	5"	4+	3+	4	4	3	1	9	5+	40 mm Round

EQUIPMENT	- Claws and teeth (0 pts)
RULES	- Shadows in the Warp, Synapse, Warp Field - Warp Blast, amended: Smite instead have a range of 24", Ignore the rest.
OPTIONS	- May take items from the Hive Fleets Armoury.
PSYKER	This model knows one psychic power from the Hive Mind discipline. It can attempt to manifest one power in each friendly Psychic phase, and attempt to deny one power in each enemy Psychic phase.
KEYWORDS	Fly, Infantry, Zoanthrope, Psyker, Synapse

Lictor (32)

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Base type
Lictor	9"	2+	4+	6	4	4	3	9	5+	40 mm Round

EQUIPMENT	- Grasping talons (0 pts) - Flesh hooks (2 pts) - Rending Claws (1 pts)
RULES	- Chameleonic Skin: See the Lictor in Codex: Tyranids. - Hidden Hunter: Amended, See the Lictor in Codex: Tyranids but replace 9" with 8".
OPTIONS	- May replace Grasping talons with savage grasping talons (10 pts) - May take items from the Hive Fleets Armoury.
KEYWORDS	Infantry, Lictor

Tyranid Shrike (25)

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Base type
Tyranid Shrike	12"	3+	4+	4	4	3	3	9	4+	40 mm Round

EQUIPMENT	- Pair of scything talons (0 pts) - Devourer (3 pts)
RULES	- Shadows in the Warp, Synapse
OPTIONS	- May replace its Devourer with one weapon from the *Basic Bio-Weapons* list. - May replace its Scything Talons with one weapon from the *Melee Bio-Weapons* list. - For every three **Tyranid Shrike** in your team, one model may replace its devourer with one weapon from the *Basic Bio-cannon* list. - May take Flesh Hooks (2 pts) and/or Toxin Sacs (2 pts) and/or Adrenal Glands (2 pts). - May take items from the Hive Fleets Armoury.
KEYWORDS	Infantry, Synapse, Fly, Tyranid Shrike

Ravener (18)

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Base type
Ravener	12"	3+	4+	4	4	3	4	5	5+	40 mm Round

EQUIPMENT	- Two pairs of scything talons (0 pts)
RULES	- Instinctive Behavior
OPTIONS	- May have the *Death From Below* rule (3 pts). - May replace one pair of scything talons with rending Claws (1 pts). - May have a devourer (3 pts), a deathspitter (5 pts) or spinefists (2 pts). - May take toxin sacs (2 pts) and/or adrenal Glands (2 pts).
KEYWORDS	Infantry, Ravener

Venomthrope (30)

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Base type
Venomthrope	5"	4+	4+	4	4	3	2	5	5+	40 mm Round

EQUIPMENT	- Toxic Lashes (0 pts)
RULES	- Instinctive Behavior, Toxic Miasma, Shrouding Spores
OPTIONS	- None
KEYWORDS	Fly, Infantry, Venomthrope

Pyrovore (25)

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Base type
Pyrovore	5"	4+	4+	5	4	4	2	5	4+	60 mm Round

EQUIPMENT	- Flamespurt (5 pts) - Acid maw (0 pts)
RULES	- Instinctive Behavior, Acid Blood, Volatile
OPTIONS	- None
KEYWORDS	Infantry, Pyrovore

Biovore (40)

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Base type
Biovore	5"	4+	4+	4	4	4	2	5	4+	40 mm Round

EQUIPMENT	- Spore Mine Launcher (0 pts)
RULES	- Instinctive Behavior, Spore Mine Launcher
OPTIONS	- None
KEYWORDS	Infantry, Biovore

LIVING WARGEAR

Mucolid Spore — 15

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Base type
Mucolid Spore	3"	-	-	1	3	3	1	10	-	40 mm Round

EQUIPMENT	- none
RULES	- Instinctive Behavior, Float Down, Floating Death - Living Bomb, amended: In addition to the normal rules, Mucolid Spores do not count toward rout or nerve tests.
OPTIONS	- None
KEYWORDS	Fly, Mucolid Spores

Spore Mine — 5

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Base type
Spore Mine	3"	-	-	1	1	1	1	10	-	25 mm Round

EQUIPMENT	- none
RULES	- Instinctive Behavior, Float Down, Floating Death - Living Bomb, amended: In addition to the normal rules, Spore Mines do not count toward rout or nerve tests.
OPTIONS	- None
KEYWORDS	Fly, Spore Mines

Hive Node — *

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Base type
Hive Node	-	-	-	1	3	2	1	10	4+	25 mm Round

EQUIPMENT	- none
RULES	- Shadows in the Warp, Synapse - Psychic Beacon: This model doubles its synapse and Shadow in the Warp range. - Stationary: This model is unable to move for any reason, including charging.
OPTIONS	- None
KEYWORDS	Synapse, Hive Node

ARMOURY

MELEE & RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
brutal rending claws	Melee	Melee	User	-2	1	You can Re-roll wound rolls for this weapon. When rolling to wound with this weapon, a roll of 6 it inflicts 2 damage with AP -4.
Savage grasping talons	Melee	Melee	User	-1	2	Each time the bearer fights, it can make two (and only two) additional attack with this weapon.
Barbed Strangler	36"	Assault D6	5	-1	1	Amended, You can add 1 to hit rolls for this weapon when targeting 3 or more models.

LEADER ARMOURY

ITEM	Cost	DESCRIPTION
Capillary Synapse	10	**Leader only.** *Capillary towers erupt from the ground, acting as a Synaptic node for the Hive Mind.* Once per game, at the end of any phase in your turn, you may place the model in contact with your Team Leader's base. It then acts as a friendly synapse creature for the rest of the game. See the Hive node Profile under Living Wargear.
Dampened Pain Receptors	10	**Leader only.** *The creature numbs its own nervous system to better ignore injury.* Confers a 5+ invulnerable save on the bearer.
Bioluminescent Misdirectors	10	**Leader only.** *Glaring, flashing photocytes in the Tyranid's flesh cause disorientation, migraines or momentary blindness.* Shooting attacks against this model from more than 12" away have a -1 modifier to Hit. This item cannot be taken by the Stalker.
Hive Brain	8	**Leader only.** *The Leader-beast is particularly attuned to the Hive Mind.* This model increases its Inspiring presence by 3"
Bowel-shaking Roar	5	**Leader only.** *The Tyranid gives voice to a mighty screech, momentarily maddening its prey with fear.* Instead of shooting in the Shooting phase, the model may use its Bowel-Shaking Roar to reveal all Hiding enemy models within 12" of it.
Bio-feedback	10	**Leader only.** *The death of a nearby Synapse creature enrages the command organism.* Each time a friendly model that shares its main unit type (for example Genestealers for the Broodlord and the Broodleader etc) with the Leader dies within Inspiring Presence of this model, this model gains +1 Attacks until the end of the game. These extra attacks are cumulative to a maximum of 3 additional Attacks.
Shrike Wings	20	**Alpha Warrior only.** *Tyranids always Adapts and evolves to their environment.* The model increases its Move value to 12" and gains the FLY and the **Tyranid Shrikes** keywords. In addition, Tyranid Shrike models can be taken as a Core Choices
Psychic Backlash	10	**Neurothrope only.** *The Tyranid has psychically entangled its neurons with that of other psykers in the vicinity to ensure they share its fate in case of disaster.* If this model suffers any damage from Perils of the Warp, all other Psykers (friend or foe) must each pass a Leadership test or also suffer Perils of the Warp.
The Ymgarl Factor	10	**Broodlord only.** See codex: Tyranids page 122 under bio-artefacts.

ARMOURY

ITEM	Cost	DESCRIPTION
Thornback	5	*The organism is covered in razor-sharp spines that pierce and slash the enemy.* When this model makes a successful charge or was charged, roll a D6 immediately after. On a 6, a single enemy model within 1" suffers a mortal wound. This ability cannot be used if this model started the Charge phase within 1" of any enemy models.
Corrosive Shots	12	*The Tyranid has an unusually corrosive strain of living ammunition, which seems designed to breach armour.* Choose one of the model's ranged weapons after deployment, but before the first turn begins. Roll a D3 and the chosen weapon's AP value is improved by that number. The weapon cannot be upgraded with both Corrosive Shots and the Accelerant Hyperspasm modification at the same time.
Bio-senses	7	*This creature has senses beyond the ken of humankind.* This model never suffers any penalties to their hit rolls except those imposed by its own weapon such as Advancing and firing an assault weapon.
Leaping stride	5	*Gifted with unnatural agility and a freakish turn of speed, there is no obstacle.* This model is not slowed by terrain if it Advances.
Implacable Predator	10	*Once this creature has identified its prey, it will not rest until the target has been destroyed and consumed. Before the game, nominate a model on the enemy team.* This model adds +1 to Hit rolls against that model, except when firing Overwatch, but must always attempt to attack it and/or charge it if possible. If that enemy model cannot be chosen as a Primary Target by this model, it must be chosen as a Secondary Target if possible.
Hollow Exoskeleton	8	*Sacrificing some measure of protection for an increased turn of speed can allow a Tyranid to take its prey by surprise before they have time to act.* The model's armour save is worsened by 1, but its Move is increased by 2" and it may reroll charge distances. This item cannot be taken by the Broodlord.
Accelerant Hyperspasm	20	*Somehow this organism can discharge its living ammunition with vastly increased force.* Choose one of the model's ranged weapons. Improve its range by 6", and its Strength and AP values by 1 each. Due to the huge investment of biomass and energy inherent to growing this modification, this ítem is restricted to 1 per killteam

The Team Armoury is not specific to any one model but taken by the team as a whole.

TEAM ARMOURY

ITEM	Cost	DESCRIPTION
Spore Mine	5	*This is a living bomb of exploding gas upon contact with the enemy.* Rules for this model can be seen under Living wargear. Once the model explodes it is expended and a new must be bought for future use.
Mucolid Spore	15	*This is a larger and more resilient version of the Spore Mine.* Rules for this model can be seen under Living wargear. Once the model explodes it is expended and a new must be bought for future use.