



WARRIOR BIOFORM ONSLAUGHT

None of the synapse-beasts comprising the hive fleets are more prevalent than Tyranid Warriors. Lethal killing machines in their own right, these bioforms serve not only as instruments of destruction but as relay nodes through which the will of the Hive Mind transmits. Armed with an array of devastating weaponised biomorphs, broods of Tyranid Warriors and other bioforms slaughter their way through any resistance and open a path for hordes of Hormagaunts and Termagants to pour in to obliterate all remaining resistance.

DETACHMENT RULE



LEADER-BEASTS

Tyranid Warriors are adapted to shepherd the hive fleet's teeming swarms to war. Benefiting from heightened senses, hardened forms and great strength, they serve as ferocious beacons for and enforcers of the Hive Mind's indomitable will.

TYRANID WARRIORS (see below) and **WINGED TYRANID PRIME** units from your army have a 5+ invulnerable save.

KEYWORDS



TYRANID WARRIORS WITH RANGED BIO-WEAPONS and **TYRANID WARRIORS WITH MELEE BIO-WEAPONS** units from your army gain the **TYRANID WARRIORS** and **BATTLELINE** keywords, and while such a unit is not Battle-shocked, **TYRANID WARRIORS** models in that unit have an Objective Control characteristic of 3.

ENHANCEMENTS



SYNAPTIC TYRANT 10 PTS

This Neurotyrant has been integrated into the synaptic web, maximising its control over the lesser bioforms and providing an additional layer of protection.

NEUROTYRANT model only. During the Declare Battle Formations step, the bearer can be attached to a **TYRANID WARRIORS** unit.

OCULAR ADAPTATION 20 PTS

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

WINGED TYRANID PRIME model only. Each time a model in the bearer's unit makes an attack, add 1 to the Hit roll.

SENSORY ASSIMILATION 20 PTS

The Hive Mind feeds accumulated sensory data to this leader-beast, providing it with forewarning of incoming attacks long before the foe can land a blow.

WINGED TYRANID PRIME model only. Each time an attack targets the bearer's unit, subtract 1 from the Hit roll.

ELEVATED MIGHT 30 PTS

This bioform and its accompanying organisms possess muscular adaptations that give them incredible speed and endurance.

TYRANIDS model only. The bearer's unit is eligible to declare a charge in a turn in which it Advanced.





SYNAPTIC AMPLIFICATION

WARRIOR BIOFORM ONSLAUGHT – STRATEGIC PLOY STRATAGEM

Tyrant Warriors focus and amplify the urgency of the Hive Mind's impulse to nearby broods, lending them increased coordination.

WHEN: Your Shooting phase or the Fight phase.



TARGET: One **TYRANIDS** unit from your army that has not been selected to shoot or fight this phase.

EFFECT: If that unit is a **TYRANID WARRIORS** unit, select up to one **ENDLESS MULTITUDE** unit from your army, that is not Battle-shocked, within 6" of it. Until the end of the phase, each time a model in those units makes an attack, re-roll a Wound roll of 1, and, if it is a **TYRANID WARRIORS** unit, re-roll a Hit roll of 1 as well.



SPONTANEOUS HYPERCORROSION

WARRIOR BIOFORM ONSLAUGHT – WARGEAR STRATAGEM

Biomorphic symbiotes growing beneath the chitinous plates of some Tyrantids can be activated by synaptic impulse, acidifying their bio-weapons at a moment's notice.

WHEN: Your Shooting phase or the Fight phase.



TARGET: One **TYRANIDS** unit from your army that has not been selected to shoot or fight this phase.

EFFECT: Until the end of the phase, add 2 to the Strength characteristic of ranged weapons equipped by models in your unit and add 1 to the Strength characteristic of melee weapons equipped by **TYRANID WARRIORS** and **WINGED TYRANID PRIME** models in your unit.



RESTORATIVE IMPULSE

WARRIOR BIOFORM ONSLAUGHT – STRATEGIC PLOY STRATAGEM

Responding to impulses from the Hive Mind, dormant nanoviral organisms awaken within the corpse of a fallen Tyrantid Warrior, knitting together ruptured organs and restoring its broken form to life.

WHEN: Your Command phase.



TARGET: One **TYRANID WARRIORS** unit from your army that is below its Starting Strength.

EFFECT: Return 1 destroyed model (excluding **CHARACTER** models) to your unit.



SYNAPTIC MICRONODES

WARRIOR BIOFORM ONSLAUGHT – STRATEGIC PLOY STRATAGEM

Impulses from the Hive Mind compel its most adaptable bioforms to shed microbial micronodes that burrow into the soil, knitting together to form a short-term synaptic relay that persists only as long as the brief-burning lifespans of its composite creatures.

WHEN: Your Movement phase.



TARGET: One **TYRANID WARRIORS** unit from your army.

EFFECT: Select one objective marker you control that your unit is within range of. That objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.



PARASITIC PAYLOAD

WARRIOR BIOFORM ONSLAUGHT – STRATEGIC PLOY STRATAGEM

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

WHEN: Your Shooting phase.



TARGET: One **TYRANID WARRIORS WITH RANGED BIO-WEAPONS** unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, ranged weapons equipped by models in your unit have the **[IGNORES COVER]** ability. After your unit has resolved its shooting attacks this phase, select one enemy unit hit by one or more of those attacks. Until the end of the turn, models in that unit cannot have the Benefit of Cover.



SYNAPTIC SHIELD

WARRIOR BIOFORM ONSLAUGHT – STRATEGIC PLOY STRATAGEM

By focusing the psionic energies of the Hive Mind, these leader-beasts shield the teeming bioforms under their command.

WHEN: Your opponent's Shooting phase, just after an enemy unit has selected its targets.



TARGET: One **TYRANID WARRIORS** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: If that unit is a **TYRANID WARRIORS** unit, select up to one **ENDLESS MULTITUDE** unit from your army, that is not Battle-shocked, within 6" of it. Until the end of the phase, each time a ranged attack targets one of those units, if the Strength characteristic of that attack is greater than the Toughness characteristic of that unit, subtract 1 from the Wound roll.