

MACROMUNDA

TYRANIDS

HOUSE BOOK

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FACTION

TYRANIDS

The Great Devourer

The Great Devourer arrives as weather, not as an army. There is no commander to cut down and no banner to break — only a tide of chitin and teeth that pours across a world and does not stop until the biosphere is stripped to bare rock. Every organism in the swarm is a tool grown for one task, from the expendable gaunt that dies in its thousands to the bio-titan that shrugs off a tank round. The horde eats what it kills: devoured flesh and taken ground feed a biomass pool that spawns fresh organisms and reshapes existing ones between battles, so the swarm that survives a fight is larger and better fitted to it than the one that began. Every body answers to the Hive Mind, projected through synapse creatures that hold the swarm to a single will; sever that link and the organisms nearby fall to raw instinct, hunting and feeding without direction. The swarm does not learn and it does not bargain. It adapts — growing whatever the last battle proved it needed — and it comes again.

☠ **FACTION SPECIAL RULES**

✂ **BIOMASS**

GANG RULE

Biomass. The swarm keeps no credits; it feeds, and from what it consumes it grows. The economy runs on two tracks. In battle, the brood gathers Biomass tokens — a physical pile, capped, taken when an enemy is consumed within reach of a Tyranid or when the swarm holds ground at the end of a round; these tokens are spent at once on living effects such as a Tervigon's spawning or a triggered adaptation. Between battles a biomass pool is tracked as a single number on the roster: devoured enemies and held territory credit it, and from it the swarm spawns new organisms and evolves existing ones. A Tyranid taken Out of Action is not lost but reclaimed — its mass returns to the pool, and the brood regrows what the battle cost it. Death feeds the swarm, and the swarm that dies well comes back larger.

✂ **INSTINCTIVE BEHAVIOUR**

SPECIAL RULE

Instinctive Behaviour. A non-synapse fighter that begins its activation outside the synapse range of any friendly synapse creature must test its nerve — a Cool or Willpower check — before the controlling player may direct it. Pass, and the organism acts as commanded. Fail, and the Hive Mind's grip has slipped: the fighter acts on instinct instead, moving toward or charging the nearest enemy, or else lurking and feeding where it stands, beyond the player's choice for that activation. A swarm cut off from its brain does not flee — it reverts to the blind hungers that drove it before the Hive Mind gathered it up. This is the swarm's great weakness and the surest counter to it: break the synapse creatures, and the horde comes apart into feral beasts.

✂ **PSYKER**

SPECIAL RULE

Psyker. A small band of the swarm's organisms are conduits for the Hive Mind's raw warp presence — the Zoanthropes, the Maleceptor, the Neurotyrant. Through them the shadow the fleet casts in the warp is focused into a weapon: blasts of psychic force, the shredding of an enemy's will, and the sheltering Warp Field that turns aside a killing blow. These bodies count as psykers for any rule that cares, and they are synapse creatures besides, so their death costs the swarm both its warp-craft and a strand of its coordinating web at once.

✂ RECLAMATION-SPAWN

SPECIAL RULE

Reclamation-spawn. Certain brood-mothers — the Tervigon chief among them — can birth fresh organisms in the midst of battle, extruding new gaunts from their own bulk to plug a gap or renew a spent tide. The spawning draws on the swarm's gathered biomass and on the reclaimed mass of the fallen, and it is capped: only so many bodies may be grown within a single battle, and only while the mass to grow them remains. What dies at the front is not simply gone — a portion of it is fed back into the swarm and walks again before the fight is done.

✂ SYNAPSE

SPECIAL RULE

Synapse. The Hive Mind does not reach every organism directly; it pours its will through synapse creatures — Warriors, Hive Tyrants, Broodlords and their kin — each of which radiates a synapse range of roughly 12". A non-synapse fighter within that range acts under the controlling player's full command, moving and fighting as one part of a single directed will. Beyond it, the organism is only an animal. The synapse web is the swarm's nervous system laid across the battlefield, and holding a lesser body inside a monster's shadow is what turns a scattering of beasts into a coordinated horde. Kill the synapse creatures and that web tears: the brood nearby is left to its instincts.

☠ ARMOURY

Weapon	Range		Accuracy		Str	AP	D	Am	Traits
	S	L	S	L					
☞ Deathspitter	9"	18"	+1	—	4	-1	1	6+	Rapid Fire (1)
☞ Devourer	9"	18"	+1	—	3	—	1	5+	Rapid Fire (2)
☞ Devourer	9"	18"	+1	—	4	—	1	5+	Rapid Fire (2)
☞ Fleshborer	9"	18"	+1	—	3	—	1	6+	Rapid Fire (1)
☞ Spinefists	6"	12"	+1	—	3	—	1	5+	Pistol Rapid Fire (1)
☞ Bio Acid Spit	8"	16"	+1	—	4	-1	1	6+	Knockback Toxin
☞ Bio Plasma	T	—	—	—	5	-2	1	5+	Template
☞ Barbed Strangler	9"	18"	—	—	4	-1	1	6+	Blast (3")
☞ Bio Plasmic Cannon	12"	24"	+1	—	6	-2	2	5+	Blast (3") Heavy
☞ Impaler	18"	36"	—	+1	5	-1	2	6+	Heavy Knockback
☞ Rupture Cannon	20"	40"	—	+1	8	-2	3	4+	Heavy
☞ Spore Mine Launcher	6"	24"	-1	—	4	-1	1	6+	Blast (3") Heavy Indirect
☞ Stranglethorn	8"	18"	—	—	5	-1	1	6+	Blast (3") Unwieldy
☞ Venom Cannon	12"	24"	—	+1	6	-2	2	6+	Knockback Toxin Unwieldy
☞ Venom Cannon	18"	36"	—	+1	6	-2	2	6+	Heavy
☞ Venom Cannon	12"	24"	—	+1	6	-2	2	6+	Knockback Unwieldy
☞ Boneswords	E	—	—	—	S	—	1	—	Melee Parry
☞ Crushing Claws	E	—	—	—	S+3	-3	2	—	Melee Unwieldy

✂ Pincer Tail	E	—	—	—	S	—	1	—	Melee	Sidearm	
✂ Rending Claws	E	—	—	—	S	-1	1	—	Melee	Rending	
✂ Rending Claws	E	—	—	—	S	-1	1	—	Melee	Rending	Toxin
✂ Scything Talons	E	—	—	—	S	-1	1	—	Melee		
✂ Scything Talons	E	—	—	—	S	-1	1	—	Melee	Toxin	
✂ Toxic Lash	E	—	—	—	S	-	1	—	Melee	Toxin	Versatile
✂ Xenos Claws	E	—	—	—	S	—	1	—	Melee		

✂ ADRENAL GLANDS MOB

MOBILITY

COST 20

Adrenal Glands. A grown gland-cluster seated in the organism's core, pumping stimulants that quicken every movement. A fighter that carries it adds 2" to its Movement and to the distance it covers on a charge, the whole brood surging forward faster than the enemy can re-brace. It is the commonest mobility adaptation the swarm grows, and enough on its own to turn a long charge into a landed one.

✂ ADRENAL SURGE

CHEMS/GLANDS

COST 15

Adrenal Surge. A swollen reservoir of combat stimulant grown into the organism, spent in a single convulsive flood. Once per battle the fighter can trigger the surge, gaining +1 Strength or an additional Attack for a moment of berserk violence before the gland is spent. It is grown for the killing instant — the extra blow that fells a monster, or the added force that turns a glancing strike into a mortal one.

✂ BIO ACID COATING

ACCESSORY

COST 20

Bio-acid Coating. Corrosive glands are grown along a bio-weapon's cutting or firing surfaces, sheathing every strike in hissing acid. The weapon gains improved Armour Penetration, eating through plate that would blunt an untreated edge. It is the swarm's grown answer to heavy armour — not a stronger organism, but a weapon that dissolves what it cannot simply cut.

✧ BURROWING

MOBILITY

COST 30

Burrowing. The organism is grown to drive through earth and rubble, vanishing beneath the surface and resurfacing elsewhere on the battlefield. A fighter with this adaptation can be removed from play and redeployed, emerging more than 6" from any enemy — a serpentine bioform striking from an angle no line can hold. The swarm that moves underground gives the enemy no flank to guard.

✧ CHITINOUS PLATES

ARMOUR

COST 15

Chitinous Plates. A layer of grown chitin hardens across the organism's body, a light plate bonded to the flesh. It gives the fighter a 5+ save — modest cover against the swarm's own attrition, but grown on enough bodies it turns aside the loose fire that thins a tide. Every gaunt sheathed this way is one more that reaches the enemy line alive.

✧ HARDENED CARAPACE

ARMOUR

COST 40

Hardened Carapace. Dense, overlapping slabs of chitin grow into a heavy carapace across the organism, thick enough to ring under a blow. It gives the fighter a 4+ save, armour worthy of the swarm's larger killers and the bodies it means to keep. A carapaced monster shrugs off the fire that would strip a gaunt to the bone and walks on into the guns.

✧ REGENERATING CHITIN

MEDICAL

COST 30

Regenerating Chitin. The organism's flesh is grown to knit and reseal long after a battle ends, torn chitin closing over as the swarm reabsorbs and rebuilds what was hurt. A fighter with this adaptation recovers more surely from its injuries between battles, and the mass it sheds and regrows feeds back into the biomass pool. It is the swarm's grown medicine — no surgeon, only flesh that refuses to stay broken.

✕ RIPPER SWARM

STATUS/COMPANION

COST	30
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Ripper Swarm. A knot of small, ravenous ripper-organisms is bonded to the fighter, skittering at its feet and swarming anything that comes near. The companion swarm harries enemies in reach and drags down prey the larger bioform pins, a churning carpet of teeth grown to accompany it into battle. Alone each ripper is nothing; together at a fighter's feet they strip a fallen enemy to bone.

✕ SCYTHING ADAPTATION

ACCESSORY

COST	20
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Scything Adaptation. A bio-weapon is regrown with an extra sweeping blade or a doubled cutting edge, letting the organism land one more blow with each pass. The fighter gains an additional Attack in melee. It is a small, common regrowth across the swarm's close-combat bioforms — and the swarm's math is simple: more blades, more bodies opened.

✕ SPORE MINE

STATUS/COMPANION

COST	25
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Spore Mine. A bloated, gas-filled organism grown to drift on the wind, packed with corrosive spores or living explosive. Released into a battle, it floats toward the enemy and bursts on contact, a single drifting bio-bomb spent in one lethal moment. The swarm sows them ahead of the tide — slow, mindless, and deadly to anything that lets one drift too close.

✕ SYNAPSE NODE

STATUS/COMPANION

COST	30
------	----

Synapse Node. A grown organ of dense nerve-tissue, a totem of the Hive Mind's presence carried into battle. Around a fighter bearing it the synapse web is anchored and reinforced, steadying the lesser organisms nearby and holding them to the swarm's single will where the brain's reach runs thin. It is a fragment of the Hive Mind grown into portable flesh — kill it, and the web it anchored slackens.

✂ TOXIN SACS GLAND

CHEMS/GLANDS

COST 15

Toxin Sacs. Venom glands are grown to feed a bio-weapon, weeping poison across its edge or into its barbed young. The weapon gains the Toxin trait, its wounds carrying a lethal venom that kills where the strike alone might only mark. It is grown onto the swarm's lighter killers, so a body too small to crush its prey can still poison it.

✂ WARP FIELD

FIELD

COST 50

Warp Field. A psychic shield thrown up by the organism's own warp presence, a shimmer of unlight that turns aside blows before they land. Grown only for the swarm's psyker bodies — the Zoanthropes and their heavier kin — it gives the fighter a 5+ save against harm, holding even where no plate could. It is the Hive Mind's raw power drawn close about its most precious conduits, a wall of the warp itself.

✂ WINGS

MOBILITY

COST 30

Wings. Great membranous wings are grown from the organism's back, lifting it off the ground the swarm crawls across. The fighter gains the Fly trait, clearing terrain, gaps and enemies as it moves and falling on prey from above. Winged bioforms carry the swarm's reach — arriving over the enemy's line while the tide is still grinding toward it.

☠ WEAPON TRAITS

✂ BLAST

WEAPON TRAIT

An area attack. Centre a circular blast marker of diameter X" (commonly 3" or 5") over the target point; **every** fighter (friend or foe) fully or partially under it is hit. Blast weapons do **not** roll to-hit against BS in the normal way — a scatter/placement mechanic applies if the shot misses its aim point. The signature trait of frag grenades, frag missiles, plasma cannons.

✂ KNOCKBACK

WEAPON TRAIT

If the weapon's **Strength** exceeds the target's **Strength** (or simply on a hit, per the weapon), the target is pushed **1"** directly away from the firer. Can shove fighters off ledges or out of cover (stub guns, shotguns, heavy stubbers).

✂ MELEE

WEAPON TRAIT

The weapon can only be used at **Engagement range** (close combat). Baseline tag for CC weapons.

✂ PARRY

WEAPON TRAIT

Defensive blade trait. When the fighter is attacked in melee, for each Parry weapon they hold they can **force the attacker to re-roll one successful hit dice** (one of the attacker's hits). Swords, knives. Two Parry weapons can give two re-rolls in some printings.

✂ RAPID FIRE

WEAPON TRAIT

The weapon can put out multiple hits. When you make the hit roll you may roll X **additional** Firepower/ammo dice; each that would normally hit scores an extra hit (subject to a -1 to-hit per extra dice after the first in some printings). More dice = more hits but more chances to trigger an Ammo check. The classic "spray" trait of autoguns/heavy stubbers/storm weapons.

✂ RENDING

WEAPON TRAIT

On a **natural 6 to wound**, the attack improves: it gains additional AP and/or +1 Damage (the "rends armour" effect). Turns a mid-Str weapon into an armour-killer on lucky rolls (needle weapons, some blades).

✂ SIDEARM

WEAPON TRAIT

A ranged weapon that may **also** be used in close combat as a melee weapon (all pistols have this). It can be fired even while Engaged and counts as a CC weapon when fighting. Crucial: a pistol gives a fighter both a shooting option and a melee attack.

✂ TEMPLATE

WEAPON TRAIT

Uses the flame/teardrop **Flamer template** instead of a to-hit roll. Place the template with its narrow end touching the firer; every fighter under it is automatically hit (they may get a chance to be hit on a roll, but there is no BS test). Ignores cover positioning to a large degree. The flamer family. Targets hit by a Template count as having been hit by a "guaranteed" attack.

✂ TOXIN

WEAPON TRAIT

Poison. Instead of using Strength-vs-Toughness, the attack wounds if the target **fails a Toughness check** (roll D6, fail if under T-related target). Toxin **ignores Toughness scaling** — equally lethal to tough fighters — but is negated by immunity (e.g. some constructs). Needle weapons, toxin blades.

✂ UNWIELDY

WEAPON TRAIT

Big, heavy, two-handed. The weapon takes **two hands** (cannot pair it with another weapon for extra attacks) and imposes a penalty when used (e.g. counts as fewer attacks, or a to-hit/Initiative penalty). The cost balancer on power fists, heavy melee, and some heavy ranged weapons (firing a heavy weapon unbraced).

✂ VERSATILE

WEAPON TRAIT

The melee weapon has **reach**: the wielder can fight in close combat from slightly further away (e.g. up to 1–2") and can attack/strike fighters before they reach base contact, and benefits when being charged. Spears, glaives, whips.

SKILLS

✂ ACID BLOOD

CARAPACE SET

Acid Blood. The organism's veins run with a corrosive ichor that sprays under pressure when its body is breached. When an enemy wounds the bioform in melee, the attacker is scalded by the venting spray and takes a hit in turn — the swarm's flesh fighting back even as it dies. Killing an acid-blooded organism is a wound in itself, and a fighter who hacks one down often staggers away burned for the effort.

✂ ADAPTIVE COUNTER

ADAPTATION SET

Adaptive Counter. The Hive Mind studies what has hurt the swarm and grows the answer to it. The bioform develops a specific counter to a single named enemy — a resistance, a sharpened instinct, an anatomical edge tuned against one foe's way of war. Against that enemy the adaptation bites; against all others it lies dormant. It is the swarm's defining trait made flesh: it does not learn a lesson so much as become the thing the lesson demanded.

✂ ADRENAL GLANDS

TALONS SET

Adrenal Glands. Swollen glands flood the organism's system with combat stimulants, driving its muscles past their natural limit. The bioform moves faster and strikes home from further, adding to its Movement and to the ground it covers on a charge. A brood grown with adrenal glands hits the enemy line a heartbeat before it is expected — and against the swarm, a heartbeat is the difference between a braced line and a broken one.

✂ BIO PLASMA

LOCOMOTION SET

Bio-plasma. The organism swells a specialised sac and vents a gout of superheated bio-plasma — a short-range breath weapon that sears through armour at close quarters. It is grown for the moment the swarm closes: a burst of living fire spat into a knot of enemies as the gaunts and monsters crash home, answering a braced firing line with a wall of flame no reload can outpace.

✂ BONDED EXOSKELETON

CARAPACE SET

Bonded Exoskeleton. Layered plates of dense chitin fuse across the organism's body, a grown armour bonded to the flesh beneath rather than strapped over it. It improves the bioform's save by one, turning aside shots that would punch through bare hide. The heavier the organism, the thicker the plate it can carry — and a monster sheathed in bonded exoskeleton wades through fire that would strip the flesh from a gaunt.

✂ BOUNDING LEAP

LOCOMOTION SET

Bounding Leap. Overdeveloped hind limbs coil beneath the organism, storing the momentum of a full run into a single explosive spring. The bioform can hurl itself into a charge even after a hard advance, closing ground that should have left it short and reaching prey that thought itself a move too far away. It is grown for the pursuit — the last leap that turns a retreat into a slaughter.

✧ ENHANCED SENSES

ADAPTATION SET

Enhanced Senses. The organism grows a battery of new sensory organs — heat-pits, chemoreceptors, eyes that read motion through smoke and dark. The bioform sees through cover and concealment that would hide prey from a lesser hunter, ignoring the stealth and shadow the enemy relies upon. Nothing hides from the swarm that has grown eyes for it; the tide simply knows where the prey is and pours toward it.

✧ FLESH HOOKS

TALONS SET

Flesh Hooks. The organism grows barbed, whip-like hooks that fire from its forelimbs and bite into any surface. With them the bioform hauls itself up sheer walls and across broken ground as fast as it runs on the flat, and it can drag itself into an assault from a height where no ladder or ramp exists. The swarm that climbs is a swarm with no flank and no high ground denied to it.

✧ PHEROMONE CUNNING

ADAPTATION SET

Pheromone Cunning. The organism learns to read and mask scent, moving unseen along the trails the enemy leaves and lying still where no eye expects it. The bioform can be deployed by ambush, set forward and hidden to strike from concealment as the battle opens. The swarm's vanguard organisms carry this cunning ahead of the tide, already among the prey before the main horde is even sighted.

✧ REGENERATION

CARAPACE SET

Regeneration. The organism's flesh knits itself closed even as the battle continues, sealing torn muscle and cracked chitin faster than any wound can be inflicted. Once its healing triggers, the bioform recovers a lost wound, dragging itself back from the edge of collapse. A regenerating monster is a punishing thing to face: every hard-won injury bleeds away, and the swarm's most valuable bodies simply refuse to stay hurt.

✧ RENDING CLAWS

TALONS SET

Rending Claws. The organism's talons harden and hook into cruel, tearing blades that catch in armour and wrench it apart. Its melee attacks gain the Rending trait, worrying open plate and carapace that would turn a blunt blow. Grown across gaunts and monsters alike, rending claws are the swarm's answer to the armoured foe: not a heavier strike, but a sharper one that finds the seam and opens it.

✧ SCYTHING TALONS

TALONS SET

Scything Talons. A matched pair of long, sweeping blades replaces the organism's forelimbs, each edge moving independently in a blur of cuts. The bioform makes an additional attack in melee, its strikes coming faster than a single limb could deliver. Scything talons are the commonest of the swarm's melee adaptations — grown on everything from the smallest gaunt to the largest monster — because a swarm wins by the sheer count of blows landed.

✧ SHADOW DEEPENING

ADAPTATION SET

Shadow Deepening. The organism's presence in the warp thickens, deepening the psychic dark the fleet drags behind it — the Shadow in the Warp that smothers a psyker's craft and gnaws at an enemy's nerve. Near a bioform grown this way, hostile powers gutter and wills fray, the silence of the Hive Mind pressing down like a weight. It is the swarm reaching beyond the flesh, drowning the battlefield in its own vast and mindless hunger.

✧ SPINEFIST SYMBIOSIS

LOCOMOTION SET

Spinefist Symbiosis. Clusters of living spines fuse to the organism's limbs, each a small creature that hurls barbed young at the enemy in a ceaseless spray. The adaptation trades range for volume, drowning a target in chitinous darts as the bioform advances. It is the swarm's answer to cover and numbers alike — not a marksman's shot but a saturating hail that finds the gaps a single bolt would miss.

✧ SPORE CLOUD

CARAPACE SET

Spore Cloud. The organism exudes a drifting haze of spores and reeking vapour that clings to it as it moves, fouling the aim of any gunner trying to fix it. Ranged attacks against the bioform suffer a penalty to hit, the shooter loosing into a smear of drifting murk rather than a clean target. It is a grown concealment the swarm carries with it — the tide advancing behind its own fog.

✧ SYNAPTIC CONDUIT

ADAPTATION SET

Synaptic Conduit. The organism's nervous system swells into a relay for the Hive Mind, widening the reach of the will that binds the swarm. A bioform grown with a synaptic conduit extends the synapse web around it and steadies the organisms nearby, helping them hold to the Hive Mind's command where they would otherwise slip toward instinct. It is grown to spread the brain's grip further across the battlefield — one more thread woven into the net that keeps the swarm from coming apart.

✧ TOUGHENED HIDE

CARAPACE SET

Toughened Hide. The organism thickens its flesh into a dense, resilient mass laced with redundant organs, hard to kill and harder to keep down. The bioform gains an extra Wound, or else shrugs off a telling blow on a roll of 6 as the damage passes through meat that has no single vital point. It is grown for endurance rather than defence — armour turns a blow aside, but a toughened hide simply survives it.

✧ TOXIN SACS

TALONS SET

Toxin Sacs. Bladder-like sacs seated behind the organism's claws and teeth weep a virulent poison over every cutting edge. Its melee attacks gain the Toxin trait, and even a shallow wound floods the victim's blood with corrosive venom that kills what raw strength alone could not. The adaptation lets a light organism fell prey far tougher than itself — a scratch is enough when the scratch is poisoned.

✧ TUNNELLING

LOCOMOTION SET

Tunnelling. The organism grows to drive itself through soil and rockcrete, surfacing where it chooses rather than crossing open ground into the enemy's guns. A tunnelling bioform can be held below and erupt from beneath the battlefield, arriving among the enemy's rear ranks with the ground itself as its cover. The swarm that strikes from under a firing line unmakes it before the first volley finds a target.

✧ WINGS

LOCOMOTION SET

Wings. The organism grows a span of ribbed, membranous wings and takes to the air, no longer bound to the ground the rest of the swarm crawls across. It gains the Fly trait, clearing terrain, gaps and enemies that would pin a running beast, and falls upon prey from an angle no wall can guard. Winged bioforms are the swarm's reach — the part of the tide that arrives before the enemy has finished bracing for the rest.



TYRANIDS · HOUSE DOSSIER

HIVE FLEET LEVIATHAN

Leviathan eats the war — it does not out-fight you, it out-LASTS you, converting every death into more swarm.

***L**eviathan is the Great Devourer's main fleet — the galaxy-eater that does not out-fight its prey but out-lasts it. Where other swarms strike and move on, Leviathan roots into a world and grinds, converting every death into more swarm. Its own fallen are reclaimed as biomass; the enemy's dead feed the same tide. A Tervigon regrows the gaunts that fall around it, and the Endless Tide sees to it that as long as the swarm's synapse-creatures live, the bleeding never stops.*

It fights as a saturated web of synapse — more brains than any rival fleet — fronted by the ambushing Genestealers and Lictors of the vanguard and anchored by the Hive Tyrant's Will of the Hive. That saturation is resilience, not immunity: the synapse-creatures are its strength and its one weakness, and an enemy who can reach them can still cut the swarm's coordination away. Left unchecked, Leviathan simply endures until there is nothing left to consume.

◡ GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	5

BUILD RULES

- ♦ Starting biomass pool: 1500, spent to grow the founding swarm
- ♦ Exactly 1 synapse Leader (Hive Tyrant, or Neurotyrant — max 1 Neurotyrant per gang)
- ♦ 0-2 vanguard Champions (Genestealer / Lictor) + 0-2 synapse Champions (Warriors) + 0-1 Tyrant Guard
- ♦ 0-1 Brute (Tervigon or Carnifex; Maleceptor is the optional psyker Brute pick)
- ♦ Gaunt bulk: Termagants + Hormagaunts the backbone, ~12-15 bodies; Rippers as cheap spawn/objective-sitters
- ♦ Backbone: gaunts $\geq$ synapse creatures + monsters — the swarm is many cheap bodies around a few dear monsters
- ♦ Synapse-saturation = resilient, NOT immune: more synapse than other fleets, but the synapse bodies are expensive and targetable (kill-the-brain counterplay survives)
- ♦ Tervigon in-battle spawn: once/round return destroyed Termagants, reclamation-pool-gated (at or below losses)
- ♦ The adaptation log is how the gang advances: spending biomass on mutation grows Evolutions battle to battle; no named heroes

A Leviathan swarm is grown from a starting pool of 1500, spent to raise its founding brood. It is anchored by exactly one synapse Leader — a Hive Tyrant, or a single Neurotyrant, of which never more than one may be fielded. Around that brain the controlling player may add up to two vanguard Champions (Genestealer or Lictor), up to two synapse Warriors, and one Tyrant Guard to wall the leader, plus a single Brute: a Tervigon or Carnifex, with the Maleceptor as the optional psyker pick.

The backbone is gaunts — Termagants and Hormagaunts by the dozen, with Ripper Swarms as cheap spawn and objective-holders. A swarm always fields more gaunts than synapse-creatures and monsters together: many cheap bodies around a few dear brains. That saturation of synapse is resilience, not immunity — the brains can be hunted down, and a swarm that loses them slips toward feral instinct. A Tervigon returns fallen Termagants to the tide once each round, never more than have already been lost. The swarm keeps no named heroes; its record is the log of adaptations it grows across a campaign.

☠ GANG RULES

⌘ THE ENDLESS TIDE

GANG RULE

The Endless Tide is the engine the whole House runs on: death feeds the swarm rather than diminishing it. While at least two friendly synapse-creatures remain on the battlefield, the Hive Mind's regenerative drive runs at full pitch. A Tervigon's reclamation-spawn returns one additional Termagant each time it births the tide anew, and any fighter with the Regeneration trait recovers a lost Wound even when reduced to its last. As the swarm's synapse-creatures are hunted down and killed, that drive falters — fall below two and the Tide recedes, its bonuses lost until coordination is restored. The counter to Leviathan has always been the same: reach the brains, and the body stops healing.

⌘ WILL OF THE HIVE

GANG RULE

Will of the Hive is the Hive Tyrant's unbreakable grip on the swarm around it. While a friendly bioform is within the Tyrant's synapse range, the Hive Mind's presence is absolute: that fighter automatically passes any Instinctive Behaviour check it is called on to make, never slipping toward feral instinct, and may re-roll the dice when it makes a Charge, driven forward by a will not its own. The aura reaches only as far as the Tyrant's synapse extends, and it ends the moment the Tyrant falls — the swarm that loses its apex brain loses its certainty with it.

FIGHTERS

HIVE TYRANT

LEADER

✖ 530 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	2+	3+	6	6	5	3+	4	6+	5+	5+	7+

SAVE 3+(+5 FIELD)

SPECIAL RULES *Synapse (the synapse anchor — hold it and the swarm never slips its leash)*

Will of the Hive (auto-pass Instinctive + re-roll Charge in synapse range) SEE SPECIAL RULES

Typed Effects

- auto-test-result Cool pass
- re-roll Charge

PRIMARY

Carapace

Adaptation

SECONDARY

Talons

Locomotion

STARTING GEAR Scything Talons · Crushing Claws

EQUIPMENT LIST

CLOSE-COMBAT

Scything Talons 15 credits

Crushing Claws 35 credits

Xenos Claws

in kit

The Hive Tyrant is the Hive Mind's local will given a body — a towering synapse organism grown to command and to kill. Every lesser bioform within its reach moves as an extension of its intent; sever that reach and the swarm begins to slip toward feral instinct. In melee it is an apex predator, scything talons and crushing claws folding armour and bone alike. Keep it alive and the brood never breaks; lose it and the whole tide loses its certainty.

Special Rules

- **Synapse:** while this fighter is on the battlefield, friendly bioforms within its synapse range act with the Hive Mind's coordination rather than raw instinct. It is the anchor of that web — the swarm holds together only as long as it lives.
- **Will of the Hive:** while a friendly bioform is within this fighter's synapse range, it automatically passes Instinctive Behaviour checks and may re-roll the dice when it makes a Charge.

NEUROTYPANT

LEADER

✖ 360 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	3+	3+	5	6	5	3+	3	6+	5+	4+	6+

SAVE 3+ (+5 WARP FIELD)

SPECIAL RULES **Synapse** (*projects the web from the back line*) **Psyker** (*synapse-psyker caster*) SEE SPECIAL RULES

PRIMARY **Carapace** **Adaptation**

STARTING GEAR Scything Talons · Warp Field

EQUIPMENT LIST

CLOSE-COMBAT

Scything Talons 15 credits

Xenos Claws

in kit

WARGEAR

Warp Field 50 credits

The Neurotyrant is a synapse node bred for projection rather than slaughter — a psychic brain-beast that rules the swarm from the back line, where a Hive Tyrant would sooner wade into the killing. A shimmering warp field turns aside what its fragile bulk cannot. Only one may be grown into a given swarm, and it works best behind a wall of larger bioforms, casting its will across the brood.

Special Rules

- **Synapse:** this fighter projects the Hive Mind's control web from range, steadying every friendly bioform within reach.
- **Psyker:** this fighter is a synapse-psyker and may manifest psychic powers. No more than one Neurotyrant may be fielded in a gang.

GENESTEALER

CHAMPION

× 130 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	2+	—	4	3	1	2+	3	7+	6+	7+	8+

SAVE 5+ (+5 FIELD)

SPECIAL RULES **Infiltrate** (deploys forward, out of sight) SEE SPECIAL RULES

VANGUARD PREDATOR (the elite ambush scalpel)

Vanguard Predator is the shared strike-package of the Genestealer and Lictor — the bioforms grown to open a battle rather than grind through one. It marks a fighter as a forward ambush-predator that deploys unseen and falls on isolated prey before the wider swarm arrives. These are the scalpels the slow-grinding body of the House can never be.

PRIMARY

Talons

SECONDARY

Adaptation

Locomotion

STARTING GEAR Rending Claws

EQUIPMENT LIST

CLOSE-COMBAT

Rending Claws 20 credits

Xenos Claws

in kit

The Genestealer is the swarm's scalpel — an elite ambush-organism that lurks unseen until it erupts into close combat, rending claws opening armour with contemptuous ease. Where the grinding body of the swarm cannot strike fast, the Genestealer does: a burst of impossible speed and precision that is over before the prey understands it has begun.

Special Rules

- **Infiltrate:** this fighter deploys after both sides are set up, placed forward and out of sight rather than in a normal deployment zone.
- **Vanguard Predator:** grown for the ambush, this fighter is at its deadliest in the opening moments of the assault, striking from concealment before its prey can react.

LICTOR

CHAMPION

× 195 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	2+	—	5	5	3	2+	3	7+	5+	6+	7+

SAVE 4+(+5 FIELD)

SPECIAL RULES **Infiltrate** (sets up unseen) SEE SPECIAL RULES

STEALTH (hard to fix, hard to hit)

Stealth is the chameleonic gift of the swarm's ambushers. A fighter with this rule is treated as being in cover against ranged attacks made from beyond close range, its form breaking up against any backdrop. Only an attacker near enough to pick it out clearly strikes it as though in the open.

FIGHTS FIRST (strikes before an equal-Initiative foe)

Fights First belongs to the ambush-predators of the vanguard. When a fighter with this rule fights in close combat against an enemy of equal Initiative, it strikes first, its blows landing before the slower reflexes of its prey can answer. Against a genuinely swifter foe the advantage is lost.

LONE OPERATIVE (shot only from close range)

Lone Operative shields the solitary stalker from distant fire. A fighter with this rule cannot be chosen as the target of a ranged attack unless the attacker is within close range — beyond that, the beast is simply too well hidden to fix, sighted only when it is already near.

PRIMARY

Talons

SECONDARY

Carapace

Adaptation

Locomotion

STARTING GEAR Scything Talons · Rending Claws

EQUIPMENT LIST

CLOSE-COMBAT

Scything Talons 15 credits

Rending Claws 20 credits

Xenos Claws

in kit

The Lictor is a solitary ambush-predator and forward synapse node — a chameleonic horror that stalks the battlefield's edges, picks off the isolated, and extends the Hive Mind's reach as it goes. Prey rarely sees it before its talons are already closing. It hunts alone, and everything it touches is a target chosen well before the killing starts.

Special Rules

- **Infiltrate:** this fighter sets up forward and unseen once both sides have deployed.
- **Stealth:** hard to fix and harder to hit, this fighter is treated as being in cover against distant attackers.
- **Fights First:** in the ambush it strikes before an enemy of equal Initiative.
- **Lone Operative:** a solitary stalker, this fighter cannot be targeted by ranged attacks except from close range.

TYRANT GUARD

CHAMPION

✖ 200 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	5+	5	5	3	4+	2	7+	6+	6+	7+

SAVE 3+

GUARDIAN ORGANISM *(eats wounds meant for the leader beside it)*
Guardian Organism is the bred-in purpose of the Tyrant Guard. While a fighter with this rule is close to a friendly Leader or Champion, a hit that would strike that protected ally may instead be transferred to the guardian, its heavy chitin soaking the wound meant for the swarm's brain. The wall exists only to be struck in the brain's place.

PRIMARY Carapace

STARTING GEAR Scything Talons · Crushing Claws

EQUIPMENT LIST	
CLOSE-COMBAT	
Scything Talons	15 credits
Crushing Claws	35 credits
Xenos Claws	
<i>in kit</i>	

The Tyrant Guard is a wall of chitin bred to stand between the swarm's brain and harm. Slab-muscled and heavily armoured, it exists to intercept the blows meant for the synapse-creature beside it — the counter to the enemy's decapitation strike. It is slow and unsubtle, but almost nothing gets past it to the brain it shields.

Special Rules

- Guardian Organism:** while this fighter is close to a friendly Leader or Champion, a hit that would strike that ally may instead be taken by the Tyrant Guard, its bulk soaking the wound in the brain's place.

WARRIOR MELEE

CHAMPION

× 100 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	4+	4	4	2	4+	2	7+	6+	6+	7+

SAVE 4+

SPECIAL RULES *Synapse (carries the web into melee)* SEE SPECIAL RULES

PRIMARY

Carapace

Talons

SECONDARY

Adaptation

STARTING GEAR Boneswords · Scything Talons

EQUIPMENT LIST

BASIC

Deathspitter 20 credits

Devourer 20 credits

PISTOL

Spinefists 10 credits

HEAVY

Venom Cannon 35 credits

CLOSE-COMBAT

Scything Talons 15 credits

Boneswords 20 credits

Xenos Claws

in kit

The Tyranid Warrior is the mid-tier brain of the swarm — a synapse relay that also fights. This strain is grown for close work, boneswords and scything talons carrying the Hive Mind's coordination into melee. It is the affordable spine of a saturated web: muscle enough to hold a lane, brain enough to keep the gaunts around it from slipping feral.

Special Rules

- **Synapse:** this fighter relays the Hive Mind's control web, steadying nearby bioforms while it fights at close quarters.

WARRIOR RANGED

CHAMPION

✖ 100 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	3+	4	4	2	4+	1	7+	6+	6+	7+

SAVE 4+

SPECIAL RULES *Synapse (holds the web from a firing position)* SEE SPECIAL RULES

PRIMARY Carapace Adaptation SECONDARY Talons Locomotion

STARTING GEAR Deathspitter · Scything Talons

EQUIPMENT LIST	
BASIC	HEAVY
Deathspitter 20 credits	Venom Cannon 35 credits
Devourer 20 credits	CLOSE-COMBAT
PISTOL	Scything Talons 15 credits
Spinefists 10 credits	Boneswords 20 credits
	Xenos Claws
	<i>in kit</i>

This Tyranid Warrior strain blankets the board in synapse from a firing position, laying down bio-weapon fire while its presence keeps the surrounding swarm coordinated. An affordable brain that also shoots — it holds the web from where it can see the whole field, so the gaunts pressing forward never lose the Hive Mind's grip.

Special Rules

- Synapse:** this fighter relays the Hive Mind's control web from where it holds and fires, steadying nearby bioforms.

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	4+	4	4	3	4+	1	7+	6+	5+	6+

SAVE 5+ (+5 WARP FIELD)

SPECIAL RULES

Synapse (cheap psychic extender of the web)

Psyker (fragile floating caster)

SEE SPECIAL RULES

PRIMARY

Adaptation

SECONDARY

Carapace

STARTING GEARXenos Claws · Warp Field

EQUIPMENT LIST	
CLOSE-COMBAT	WARGEAR
Xenos Claws	Warp Field50 credits
in kit	

Zoanthropes are floating brain-organisms, near-helpless in body but potent in mind — the cheap psychic extenders of the synapse web. They drift behind the wall of larger bioforms, their warp field their only shield, feeding the Hive Mind's reach outward. Left exposed they die quickly; kept behind the swarm they stretch its coordination and its psychic threat across the whole field.

Special Rules

- Synapse:** this fighter extends the Hive Mind's control web, steadying friendly bioforms within reach.
- Psyker:** this fighter may manifest psychic powers, though its fragile body offers little protection once it is found.

HORMAGAUNT

GANGER

× 50 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
7"	4+	—	3	3	1	3+	2	8+	8+	7+	8+

SAVE 6+

SPECIAL RULES **Instinctive Behaviour** (*feral outside synapse range*) SEE SPECIAL RULES

PRIMARY **Talons** SECONDARY **Locomotion**

STARTING GEAR Scything Talons

EQUIPMENT LIST

CLOSE-COMBAT

Scything Talons 15 credits

Xenos Claws

in kit

The Hormagaunt is the fast melee gaunt — a bounding, scything-taloned killer bred to close the distance and trade its cheap life upward. It floods forward in a chattering wave, and what it cannot kill it drowns in sheer numbers. Beyond synapse range it hunts on pure instinct, but its instinct and its purpose are the same thing: reach the prey and open it.

Special Rules

- **Instinctive Behaviour:** when this fighter begins its activation outside the range of any friendly synapse-creature, it must test or act on feral instinct rather than on the controlling player's intent.

TERMAGANT

GANGER

× 40 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	4+	3	3	1	4+	1	8+	8+	7+	8+

SAVE 6+

SPECIAL RULES **Instinctive Behaviour** (*feral outside synapse range*) SEE SPECIAL RULES

SECONDARY **Talons**

STARTING GEAR **Fleshborer**

EQUIPMENT LIST

BASIC

Fleshborer 15 credits

PISTOL

Spinefists 10 credits

CLOSE-COMBAT

Xenos Claws

in kit

The Termagant is the swarm's expendable volume — a spindly ranged gaunt that spits living ammunition and dies in droves. Individually worthless, in numbers it is a wall of fire and a well of biomass for the tide to reclaim. Away from a synapse-creature it reverts to raw instinct, but that is a cost the swarm gladly pays for bodies this cheap.

Special Rules

- **Instinctive Behaviour:** when this fighter begins its activation outside the range of any friendly synapse-creature, it must test or act on feral instinct rather than on the controlling player's intent.

RIPPER SWARM

JUVE

× 35 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	—	3	3	2	4+	2	8+	8+	7+	8+

SAVE 6+

SPECIAL RULES **Instinctive Behaviour** (*feral outside synapse range*) **Deadly Demise** (*bursts when killed*)

SEE SPECIAL RULES

STARTING GEAR Xenos Claws

EQUIPMENT LIST

CLOSE-COMBAT

Xenos Claws

in kit

A Ripper Swarm is the smallest expendable unit of the Hive — a writhing mass of mindless feeder-organisms that swarms objectives and gnaws at anything cornered. Cheap to spawn and barely worth killing, it bursts apart when finally destroyed. Untethered from synapse it acts on pure feeding instinct, flowing toward the nearest living matter with no thought beyond consumption.

Special Rules

- **Instinctive Behaviour:** when this swarm begins its activation outside the range of any friendly synapse-creature, it acts on feeding instinct unless it passes its test.
- **Deadly Demise:** when this swarm is taken Out of Action, its packed bodies burst apart, striking a fighter standing close.

CARNIFEX

BRUTE

✖ 435 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	3+	5+	6	6	5	4+	4	7+	6+	6+	7+

SAVE 3+

SPECIAL RULES **Deadly Demise** (*bursts when killed — dangerous even as it dies*) SEE SPECIAL RULES

PRIMARY **Carapace** **Talons** SECONDARY **Locomotion**

STARTING GEAR Scything Talons · Crushing Claws

EQUIPMENT LIST

BASIC

Devourer 20 credits

SPECIAL

Bio Plasma 25 credits

HEAVY

Stranglethorn 30 credits

Venom Cannon 35 credits

CLOSE-COMBAT

Scything Talons 15 credits

Crushing Claws 35 credits

Xenos Claws

in kit

The Carnifex is a bio-titan grown for one purpose: to grind forward through fire and bury whatever it reaches under crushing claws. It is the anvil of the swarm, soaking return fire that would shred lesser bioforms, its slab of chitin absorbing punishment as it closes. It is lethal even in death — a body this charged with biomass does not simply stop.

Special Rules

- **Deadly Demise:** when this fighter is taken Out of Action, its ruptured body bursts in a spray of caustic viscera, striking fighters standing close before it is removed.

MALECEPTOR

BRUTE

✖ 485 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	3+	4+	6	7	6	4+	4	6+	5+	4+	6+

SAVE 3+ (+5 WARP FIELD)

SPECIAL RULES *Synapse (holds the web while it fights)* *Psyker (psyker bio-titan caster)* SEE SPECIAL RULES

PRIMARY **Carapace** **Adaptation** SECONDARY **Talons**

STARTING GEAR Scything Talons · Warp Field

EQUIPMENT LIST

SPECIAL

Bio Plasma 25 credits

CLOSE-COMBAT

Scything Talons 15 credits

Xenos Claws

in kit

WARGEAR

Warp Field 50 credits

The Maleceptor is a psychic bio-titan — a tanky synapse-caster that plants itself at the centre of the line and warps the minds of those before it. Its warp field bleeds incoming harm away; its bulk holds ground the swarm cannot afford to lose. It fights and casts at once, an anchor of flesh and psychic pressure that reshapes the enemy's every calculation.

Special Rules

- **Synapse:** this fighter holds the Hive Mind's control web even as it fights, coordinating nearby bioforms.
- **Psyker:** this fighter is a psyker bio-titan and may manifest psychic powers.

TERVIGON

BRUTE

✖ 400 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	4+	5	6	6	4+	3	6+	6+	5+	7+

SAVE 3+

SPECIAL RULES

Synapse (*a mobile brain while it spawns*)

Reclamation-spawn (*once/round return destroyed Termagants*)

SEE SPECIAL RULES

PRIMARY

Carapace

SECONDARY

Adaptation

STARTING GEAR Scything Talons · Crushing Claws

EQUIPMENT LIST

CLOSE-COMBAT

Scything Talons 15 credits

Crushing Claws 35 credits

Xenos Claws

in kit

The Tervigon is a living womb-organism, its swollen body forever birthing fresh Termagants to feed back into the swarm. It is the House's beating heart rather than a duellist — a mobile brain that regrows the tide even as that tide is cut down around it. It fights only when cornered; its true weapon is the endless brood spilling from its flanks.

Special Rules

- **Synapse:** this fighter carries the Hive Mind's control web with it, steadying nearby bioforms while it spawns.
- **Reclamation-Spawn:** once per round, this fighter may return destroyed Termagants to the battlefield, drawn back from the swarm's reclaimed biomass — never more than have already fallen.



GANG TACTICS

D66

ROLL	TACTIC	TIMING
11	Tide Gathers. <i>Before the battle, the swarm musters in depth. As you set up, more of the brood presses forward at the margins of deployment, the tide gathering at the board's edges ready to spill inward the moment the fighting begins.</i>	PRE-BATTLE
12	Scout Brood. <i>Before deployment, a scout-brood ranges ahead. You read the ground before your enemy does, seeing the field through the eyes of feeler-organisms sent out in advance and positioning the swarm accordingly.</i>	PRE-BATTLE
13	Tendrils Vanguard. <i>Before the battle, a tendril of the swarm infiltrates ahead of the main mass. One bioform of the vanguard sets up further forward than deployment would normally allow, already reaching toward the prey before the assault opens.</i>	PRE-BATTLE

14	Reserve Broodkin. <i>Before the battle, part of the brood is held back in reserve. Some of your swarm deploys late, kept off the board to surge in once the enemy has committed — broodkin held in the dark until the moment to feed.</i>	PRE-BATTLE
15	Instinctive Calm. <i>Before the battle, the Hive Mind's presence settles over the swarm. For this fight the brood holds to its instincts with unusual steadiness, less likely to slip into feral behaviour when synapse falters.</i>	PRE-BATTLE
16	Favoured Approach. <i>Before the battle, the swarm chooses its ground. You read the approach the brood will favour and set the terms of the assault, the tide flowing along the path it finds easiest to feed upon.</i>	PRE-BATTLE
21	Synapse Anchor. <i>At the start of the round, one synapse-creature roots itself as an anchor. Its coordination holds especially firm this round, steadying the brood around it against the pull of feral instinct.</i>	START OF ROUND
22	Synaptic Surge. <i>At the start of the round, the synapse web pulses with sudden strength. The Hive Mind's control surges through the brood, and the swarm moves as one with rare precision until the round is done.</i>	START OF ROUND
23	Feeding Frenzy. <i>At the start of the round, the hunger takes the brood. The swarm falls into a feeding frenzy, driven toward the nearest prey with heedless aggression until the round is done.</i>	START OF ROUND
24	Spore Drift. <i>At the start of the round, a drift of spores clouds the field. The air thickens with living particulate, fouling sightlines and sensors as the swarm advances behind the murk.</i>	START OF ROUND
25	Brood Cohesion. <i>At the start of the round, the brood draws tight. The swarm closes its formation, bioforms pressing together so the Hive Mind's coordination flows unbroken between them.</i>	START OF ROUND
26	Hunger Wakes. <i>At the start of the round, a deeper hunger wakes in the swarm. The brood's appetite sharpens, driving it forward with renewed drive toward whatever living matter remains.</i>	START OF ROUND
31	Toxin Strike. <i>During your turn, a bioform brings its toxins to bear. On its next strike the beast's grown venoms run hot, the swarm's biochemistry turned against the prey's flesh.</i>	ANY TIME (YOUR TURN)
32	Flesh Hooks. <i>During your turn, a bioform casts its flesh-hooks. The barbed tendrils haul it up sheer terrain or drag it into contact, letting the swarm assault from angles the prey thought safe.</i>	ANY TIME (YOUR TURN)
33	Adaptive Carapace. <i>During your turn, a bioform's carapace hardens in answer to the threat before it. The living plate thickens against the kind of harm it has just met, the swarm adapting in the middle of the fight.</i>	ANY TIME (YOUR TURN)
34	Adapt To The Kill. <i>During your turn, the swarm learns from its prey. A bioform adapts to the enemy it has been fighting, its instincts sharpening against that particular foe for the rest of the battle.</i>	ANY TIME (YOUR TURN)
35	Opportunist Bite. <i>During your turn, a bioform snaps at an opening. Seeing the prey distracted or exposed, the beast lunges in for an opportunist bite before the moment passes.</i>	ANY TIME (YOUR TURN)
36	Momentum Charge. <i>During your turn, the tide surges forward with unstoppable momentum. A bioform charges with the weight of the swarm behind it, carrying further and hitting harder for the mass at its back.</i>	ANY TIME (YOUR TURN)
41	Consume The Field. <i>After the battle, the swarm consumes the field. Every corpse and carcass left on the ground is stripped to biomass, the brood feeding on the aftermath and carrying the reclaimed matter back into the campaign's tide.</i>	END OF BATTLE

42	Acid Reflex. <i>In reaction to being struck, a bioform's acid blood answers. As an attacker draws close, the beast's caustic ichor sprays the striker, the swarm's biology punishing whatever dares wound it.</i>	REACTION
43	Warning Pheromones. <i>In reaction to a threat, the swarm floods the air with warning pheromones. The brood recoils and repositions as one, the chemical alarm rippling through every bioform in range.</i>	REACTION
44	Bodyguard Instinct. <i>In reaction to a blow aimed at a synapse-creature, a nearby bioform throws itself into the path. Bred to shield the brain, it interposes its own body without hesitation.</i>	REACTION
45	Consuming Strike. <i>In reaction to an enemy falling, a bioform lunges to consume. The beast pounces on the prey the instant it drops, the swarm's hunger leaving no pause between the kill and the feeding.</i>	REACTION
46	Shielding Mass. <i>In reaction to incoming fire, the swarm's bodies pile between gun and target. Expendable bioforms crowd forward as a living shield, the mass of the brood soaking what the prey meant for something dearer.</i>	REACTION
51	Biomass Reclaimed. <i>After the battle, the fallen are reclaimed. Bioforms lost in the fighting are digested back into usable matter, their biomass returned to the swarm's campaign pool rather than truly lost.</i>	END OF BATTLE
52	Swift Regrowth. <i>After the battle, the swarm regrows swiftly. Wounds that would leave another gang recovering for weeks close over quickly, the brood's biology knitting its survivors back toward fighting fitness.</i>	END OF BATTLE
53	Scavenged Flesh. <i>After the battle, the swarm scavenges the flesh left behind. What the enemy abandoned in retreat — dead and wounded alike — is dragged back and rendered down, feeding the tide between wars.</i>	END OF BATTLE
54	Brood Memory. <i>After the battle, the swarm remembers. The lessons of the fighting pass back into the Hive Mind, and a bioform carries the experience forward, its instincts honed by what the brood learned in the fight.</i>	END OF BATTLE
55	Tide Recedes. <i>After the battle, the tide recedes to gather again. The swarm withdraws from the field in good order, consolidating its gains and drawing its scattered broodkin back into the mass before the next advance.</i>	END OF BATTLE
56	Swarm Closes Ranks. <i>In reaction to a loss, the swarm closes ranks over the gap. The brood flows to fill the space a fallen bioform leaves, the tide sealing the wound in its own line.</i>	REACTION
61	Second Wave. <i>Before the battle, a second wave is held in the wings. A portion of the swarm is kept back to arrive fresh once the first assault has broken, the tide renewing itself before the enemy can recover.</i>	PRE-BATTLE
62	Opportunistic Consumption. <i>In reaction to prey falling nearby, the swarm feeds at once. A bioform consumes the fresh kill on the spot, reclaiming its matter into the tide without breaking stride.</i>	REACTION
63	Synaptic Override. <i>At the start of the round, the Hive Mind seizes direct control. For this round one bioform acts entirely on your intent, its own instincts overridden by the will pouring through the synapse web.</i>	START OF ROUND
64	Last Instinct. <i>In reaction to its own death, a bioform lashes out on a final instinct. Even as it is struck down, the beast answers with one last convulsion of teeth and talon before the body stills.</i>	REACTION

65	Harvest Momentum. <i>After the battle, a victory feeds the swarm's advance across the warzone. The brood carries its momentum onward, the consumption of one world pressing the tide toward the next.</i>	END OF BATTLE
66	Tide Rises. <i>After the battle, the tide rises higher. The swarm's grip on the campaign tightens as fresh biomass swells the fleet, the endless mass gathering strength for the worlds still to be consumed.</i>	END OF BATTLE

ALLIANCES

CULT SWARM PACT

ALLIANCE

WHO	a Genestealer Cult House (any brood — generic, never a fixed cult)
FACTION	genestealer-cults
MY ROLE	consume
PHASE GATE	the allied cult's world reaches local Endgame
TERMS	answer the beacon → husk the ripened world; the summoned mass is generic Tyranidkind, the fleet decided when it arrives; campaign-only, no cross-faction units in a normal gang list

Leviathan keeps no true allies — the Hive hungers for all things equally — but the swarm will answer a beckoning. Where a Genestealer Cult has ripened a world and lit its psychic beacon upon it, the fleet reads that call as an invitation to feed. When such a world reaches its local Endgame, the swarm answers the beacon and descends to husk the ripened world; the mass that arrives is generic Tyranidkind, the fleet choosing what it commits and when. This pact is a campaign arrangement only — no cross-faction bioforms join a normal gang list. Any Cult may call, and the swarm does not distinguish between them: the summons is answered, the world consumed, and the Hive moves on to the next.

FIRST STAGE INFECTION

ALLIANCE

WHO	a Genestealer Cult House (any brood — generic, chosen at battle time)
FACTION	genestealer-cults
MY ROLE	consume
PHASE GATE	EARLY — an infested or contested world (local phase before Endgame)

Long before the fleet proper arrives, its vanguard is already among the prey — the first-stage infection seeded by an allied Genestealer Cult. On an infested or contested world, ahead of the swarm's own Endgame, a Leviathan gang may field a small, limited number of cult bodies drawn from a generic brood: Neophyte, Acolyte and Purestrain infiltrators, committed before the battle or arriving mid-game as reserves. This is the light end of the pact's asymmetry — the swarm borrows a little of the cult's early reach, where later the cult will borrow the fuller fury of the Hive. It is a campaign arrangement only; no cult bioform is added to a normal gang list, and the brood is generic, never a fixed cult.

ROLL	FAVOUR	PATRON
2	Debt In Flesh. <i>At its hungriest and least giving, the Hive Mind takes rather than grants. Some of the biomass your swarm has gathered is called back into the greater digestive tide, spent on distant broods you will never see. The lowest favour is a debt paid in flesh — the hunger fed at your expense.</i>	THE HIVE MIND'S HUNGER
3	Broodkin Toll. <i>The hunger levies a toll on your own brood. A share of what your swarm has reclaimed is drawn back into the wider fleet before you can put it to use — the Hive Mind feeding itself first, as it always does. You are left to make do with what remains.</i>	THE HIVE MIND'S HUNGER
4	Diverted Growth. <i>Growth you had counted on is diverted elsewhere. The Hive Mind redirects your swarm's surplus toward some greater need across the warzone, and your brood's development stalls for a time. The hunger's priorities are not yours, and it does not explain them.</i>	THE HIVE MIND'S HUNGER
5	Scent Of Prey. <i>The hunger sharpens into focus. The Hive Mind fixes on the scent of a particular prey, and your swarm feels the pull toward it — a favour that guides more than it gives, bending the brood's instincts toward the next kill it craves.</i>	THE HIVE MIND'S HUNGER
6	Spore Mercy. <i>A small mercy drifts down on the spore-wind. The Hive Mind spares a measure of your swarm's biomass from the wider hunger this time, letting the brood keep what it has grown. Not a gift so much as a reprieve — the taking withheld for once.</i>	THE HIVE MIND'S HUNGER
7	Feeder Instinct. <i>The commonest reading of the hunger simply keeps the swarm feeding. The Hive Mind's drive settles into your brood as a steady feeder-instinct, the ordinary appetite that sustains the tide — no boon, no toll, only the endless consuming that is the swarm's nature.</i>	THE HIVE MIND'S HUNGER
8	Gorger Appetite. <i>The hunger swells into a gorging appetite. The Hive Mind drives your swarm to consume with redoubled greed, and what it eats it turns quickly to growth. A favour of feeding — the more the brood kills and consumes, the more the tide is fed.</i>	THE HIVE MIND'S HUNGER
9	Adaptive Surge. <i>The Hive Mind rewards your swarm with a surge of adaptation. Fresh mutation ripples through the brood, letting a bioform grow or re-shape an evolution ahead of its time. The hunger, satisfied, gives back in the only currency it knows — change.</i>	THE HIVE MIND'S HUNGER
10	Chosen Growth. <i>The Hive Mind marks your brood for favoured growth. A bioform of your choosing is fed first from the reclaimed biomass, developing faster and fuller than the tide around it. The hunger, well-fed, grows what you point it toward.</i>	THE HIVE MIND'S HUNGER
11	Phantom Anchor. <i>A high favour extends the swarm's unseen reach. The Hive Mind seeds a phantom synapse-anchor into the world itself, letting your brood's coordination hold even where no living brain stands — the hunger's presence lingering like a scent that will not fade.</i>	THE HIVE MIND'S HUNGER
12	Swarm Answers. <i>At its most generous, the whole swarm answers. The Hive Mind pours its full attention into your brood, and fresh bioforms surge up from the reclaimed tide to reinforce it. The highest favour is the fleet itself made manifest — the hunger, for once, entirely on your side.</i>	THE HIVE MIND'S HUNGER

🦴 SUB-PLOTS

✂ FEEDING LEDGER

SUB-PLOT

Reward: That fighter permanently gains +1 Toughness (this sub-plot can only grant this bonus once per fighter, across the whole campaign).

The swarm keeps no names, but it keeps a tally of the fed. When a single one of your bioforms has personally sent ten or more enemies to Out of Action over the course of its career — the count kept on its own fighter card — the Hive Mind marks it as a proven feeder worth reinforcing. That fighter permanently gains +1 Toughness as its body thickens on a lifetime of consumption. A given bioform can be rewarded this way only once, however long it goes on killing.

✂ SWARM ENDURES

SUB-PLOT

Reward: In the post-battle sequence following that 10th battle only, your gang gains a flat bonus of D6x10 credits on top of normal income.

What the swarm cannot out-fight, it out-lasts — and simple endurance is its own reward. When your gang plays its tenth tracked campaign battle, win, lose or draw, read straight off the campaign log with no separate tally needed, the fleet has proven it can grind on where others have broken. In the post-battle sequence following that tenth battle alone, your gang gains a flat D6x10 credits on top of its normal income — the accumulated spoils of a swarm that would not stop.

🦴 LEGENDARY NAMES

✂ HOLLOW CHORUS

SYNAPSE/PSYCHIC BIOFORM

XP cost (random): 6

XP cost (chosen): 12

Some synapse-creatures grow into something the Hive Mind sings through more loudly than the rest — a hollow chorus of psychic sound that carries the swarm's coordination further than flesh should allow. A bioform bearing this name projects its synapse range three inches wider for every synapse-dependent effect the gang relies on, the brood around it moving in eerie unison.

But the chorus is a single voice, and its silence is deafening. Should this fighter be taken Out of Action, every allied bioform then relying on its synapse range must immediately take an Instinctive Behaviour check, even if none was otherwise due that turn — the sudden absence of the song leaving the swarm briefly leaderless.

✧ MAW THAT NEVER CLOSES

MELEE WARRIOR-CASTE BIOFORM

XP cost (random): 6

XP cost (chosen): 12

This bioform's hunger has outgrown even the swarm's — a maw that never closes, feeding without pause or satiety. When it charges home with its natural weapons — claws, talons, scything blades — each successful strike drives a full measure deeper, its Damage raised by one on the charge.

Yet the hunger governs it as much as the Hive Mind does. This fighter must always issue or accept a Challenge when able, and can never willingly break from close combat — any Cool test made to Retreat from a melee automatically fails. It stays at the kill until the kill is done, or until it is.

✧ ROOTFAST

REGENERATING ANCHOR BIOFORM

XP cost (random): 6

XP cost (chosen): 12

Some anchor-bioforms grow so deeply into the ground they hold that they become part of it — rootfast, drawing sustenance from the very soil the swarm has claimed. So long as this fighter moved no more than half its Move in the previous round, it recovers one lost Wound at the start of each of its activations, up to its full Wounds characteristic — healing fastest when it stands its ground.

But roots are slow to pull free. This fighter's Move characteristic is permanently reduced by one inch, to a minimum of two. It endures by refusing to move, and pays for that endurance in speed.

☠ TERRAIN

✧ CAPILLARY TOWER

TERRAIN

A Capillary Tower is a ribbed spire of chitin grown up through rubble and rockcrete alike wherever the swarm has taken root, venting warm bio-mist from its pores. The circulating vapour sharpens the reflexes of anything close enough to breathe it.

A Capillary Tower is Difficult Terrain to climb, and a fighter that fails the Initiative test to climb it suffers a Fall as normal. A fighter making a Ranged (Ballistic) attack while standing on the tower or in base contact with it gains a +2 bonus to its Ballistic Skill test against any target within 6" of the tower's base. A fighter with the Regeneration trait that ends its movement in base contact with the tower may immediately recover one Wound lost earlier in the battle.

A Digestion Pool is a shallow crater of bio-acidic slurry, bubbling with half-dissolved matter, that spreads wherever the swarm has fed and moved on. What the tide could not carry away, it left to melt.

Any fighter that ends its movement with any part of its base touching a Digestion Pool marker must immediately take a Toughness test; on a failed test it suffers a Flesh Wound. A Prone and Pinned fighter still within a Digestion Pool marker at the end of the battle round instead suffers a Wound, with no Armour saves allowed. Digestion Pool markers count as Difficult Terrain, and they block Line of Sight for any fighter that is Prone within one.

SCENARIOS

ANSWER THE BEACON

SCENARIO

ATTACKER	the Tyranid swarm (the answering fleet)
DEFENDER	the world's current holder
DEPLOY	attacker from a board edge + burrowed/reserve; defender entrenched around the beacon site
OBJECTIVE	reach and hold the cult's lit beacon while the swarm's feeder-organisms take root across the board
VICTORY	attacker wins by controlling the beacon site at end AND holding 2+ feeder points; defender wins by holding the beacon
REWARDS	attacker win → the world is HUSKED (world-consumption); the cult ally scores the delivery; defender win → the invasion is repelled this game, marker unchanged
CONTROL TRACK	unlocks ONLY when the world is at local Endgame with a lit beacon; a decisive swarm win husks the world outright, a normal win advances the consumption marker toward the husk

A Genestealer Cult has ripened this world to bursting and lit its psychic beacon; now the Hive Fleet answers. The swarm descends to husk what the cult has prepared, while the world's current holder makes a last stand around the beacon site.

ATTACKER & DEFENDER The attacker is the answering Tyranid swarm; the defender is the world's current holder. This mission is fought only when the world stands at its local Endgame with a lit beacon.

THE BATTLEFIELD Set up a dense battlefield around a central beacon site, with feeder-growths scattered across the board as objectives.

DEPLOYMENT The attacker deploys from a chosen board edge, with any bioforms able to burrow or held in reserve set up accordingly. The defender deploys entrenched around the beacon site.

THE FEEDER-ORGANISMS As the swarm advances, its feeder-organisms take root across the board. A fighter takes control of a feeder point by ending its activation in base contact with it, the swarm's growth spreading from every point it holds.

ENDING THE BATTLE The battle ends when one side has no standing fighters left on the board, or when the beacon site and feeder points are decisively held.

VICTORY The attacker wins by controlling the beacon site at the battle's end while holding two or more feeder points. The defender wins by holding the beacon site.

REWARDS Should the swarm win decisively, the world is husked outright — consumed into dead space — and the allied cult scores the delivery of the world it ripened. A lesser swarm victory advances the world's consumption toward that husk. If the defender wins, the invasion is repelled for now and the world's consumption marker is unchanged.*



TYRANIDS · HOUSE DOSSIER

HIVE FLEET BEHEMOTH

Behemoth is the hammer that falls once — it gorges its hunger into the opening charge and spends it all at once; weather the first pounce and you fight a swarm that has already burned its fuel.

***B**ebemoth is the hammer that falls once. Where other fleets feed slowly and grind their prey down over long, patient hours, this one gorges its whole hunger into the opening charge and spends it all at once — a falling world of chitin and talons that means to be in the enemy line by the third round. Its swarm is monster-heavy: two or three great bio-titans walking behind a sea of bounding Hormagaunts, every body racing to contact while the fury still burns hottest. The Hive Tyrant's will drives the rush forward as one crashing blow, and the fleet's biomass surges into those first rounds before thinning as the battle drags on. This is its strength and its clock both. If the pounce breaks the enemy early, the fight is already over. If it does not — if the foe weathers the first assault and holds the line — then what remains is a swarm that has burned its fuel and must fight on raw instinct alone. Behemoth is grown to end things before that moment ever comes.*



GANG COMPOSITION

CREDITS 1500

LEADERS 1

CHAMPIONS 5

BUILD RULES

- ♦ Starting biomass pool: 1500 biomass
- ♦ Exactly 1 synapse Leader (Hive Tyrant; winged option available)
- ♦ 0-2 vanguard Champions (Genestealer / Lictor) + 0-2 synapse Champions (Warriors, kept forward to hold the rush in synapse)
- ♦ 1-2 Brutes (Screamer-Killer / Carnifex) - Behemoth fields more monsters than any sibling fleet; the monster count is the tell
- ♦ Hormagaunt bulk: the bounding melee tide is the backbone (Behemoth runs Hormagaunts over Termagants); Rippers as cheap fillers
- ♦ Backbone: gaunts $\geq$ synapse creatures + monsters - but the monster count runs HIGH
- ♦ Synapse-on-the-charge tension: the opening rush can outrun the synapse bodies; over-extend and the forward gaunts test for Instinctive Behaviour - keep a Warrior racing with the tide
- ♦ The adaptation log is how the gang advances, and Behemoth's is front-loaded: assault Evolutions (Talons/Locomotion) that make the opening pounce hit harder; the fleet peaks early
- ♦ The fleet fields no psychic monsters and no winged bioforms: it is a bounding ground assault, straight ahead, not aerial

A Behemoth swarm is built around 1500 biomass and a single guiding will. The controlling player fields exactly one synapse Leader — a Hive Tyrant, with the option to grow it wings — and may add up to two vanguard Champions drawn from Genestealers and Lictors, plus up to two synapse Champions in the form of Tyranid Warriors kept forward to hold the rush together. One or two Brutes anchor the roster; the swarm fields more of these great bioforms than any sibling fleet, and the high monster count is its hallmark. A tide of Hormagaunts forms the backbone, with Rippers as cheap fillers, and the gaunt bodies must at least match the count of synapse creatures and monsters combined. The chief tension is reach: the alpha-rush can outrun its own synapse bodies, and any gaunt that strays beyond the control web tests for Instinctive Behaviour. A Warrior racing with the tide is what keeps it from going feral.

GANG RULES

✧ THE FIRST POUNCE

GANG RULE

The First Pounce is the beating heart of the fleet — the hunger that arrives all at once. At the start of the battle the swarm's Biomass Token pile begins already surged, heavy with fuel the Hive Mind has driven forward into this single assault. Through the opening rounds the controlling player spends those tokens freely on charge and attack bursts, and the tide hits like a falling world. But the surge is a decaying clock: as the rounds pass the in-battle harvest thins, the tokens run dry, and the swarm is left to fight on its raw profile alone. Behemoth is grown to be in the enemy line before that happens. Weather the first pounce, and what remains is a spent thing — a swarm that has already burned its fuel and cannot draw it back.

✧ WILL OF THE HAMMER

GANG RULE

Will of the Hammer is the Hive Tyrant's grip on the assault — the synapse-will that turns a scattered charge into one crashing blow. While a friendly Tyranid is within the Tyrant's synapse range, it re-rolls its charge roll, and on the turn it charges it re-rolls Hit rolls of 1 in melee. The effect radiates from the Tyrant and moves with it, so the swarm strikes hardest exactly where the fleet's mind is driving hardest. Should the rush outrun the Tyrant and leave its synapse range behind, the certainty is gone — the bodies still charge, but without the will that made them a hammer.

FIGHTERS

HIVE TYRANT

LEADER

✖ 530 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	2+	3+	6	6	5	3+	4	6+	5+	5+	7+

SAVE 3+(+5 FIELD)

SPECIAL RULES *Synapse (the synapse anchor that must keep pace with the rush - hold it and the tide never slips its leash)*

Will of the Hammer (re-roll Charge and Hit-rolls-of-1 in melee within synapse range) SEE SPECIAL RULES

Typed Effects

- re-roll Hit
- re-roll Charge

PRIMARY

Talons

Locomotion

SECONDARY

Carapace

Adaptation

STARTING GEAR Scything Talons · Crushing Claws

EQUIPMENT LIST

SPECIAL

Bio Plasma 25 credits

CLOSE-COMBAT

Scything Talons 15 credits

Crushing Claws 35 credits

The Hive Tyrant is the will of the fleet made flesh — a towering synapse-beast whose presence drives the whole swarm forward as one. Scything talons and crushing claws make it a monster in its own right, but its true weapon is the web of control it casts over every bioform around it. Where the Tyrant leads, the tide surges; lose it, and the swarm begins to slip its leash.

Special Rules

- **Synapse:** this fighter anchors the control web that must keep pace with the rush — while it holds, nearby bioforms never fall to Instinctive Behaviour.
- **Will of the Hammer:** friendly Tyranids within the Tyrant's synapse range re-roll their charge and, on the turn they charge, re-roll Hit rolls of 1 in melee.

GENESTEALER

CHAMPION

✖ 130 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	2+	—	4	3	1	2+	3	7+	6+	7+	8+

SAVE 5+ (+5 FIELD)

SPECIAL RULES *Infiltrate (deploys forward, out of sight - already in the walls when the pounce breaks)*

Instinctive Behaviour (feral if it slips the synapse web) SEE SPECIAL RULES

PRIMARY

Talons

SECONDARY

Adaptation

Locomotion

STARTING GEAR Rending Claws

EQUIPMENT LIST

CLOSE-COMBAT

Scything Talons 15 credits

Rending Claws 20 credits

The Genestealer is the killing tip of the assault — a lithe, chitin-limbed predator that reaches the enemy before the swarm's roar announces it. Its rending claws open armour like wet parchment, and its blinding speed makes it deadliest in the first exchange, striking from a position the foe never saw it take.

Special Rules

- Infiltrate:** this fighter deploys forward and out of sight, already among the enemy's positions when the pounce breaks.
- Instinctive Behaviour:** should it slip the synapse web, the Genestealer turns feral, hunting on instinct until a synapse creature reasserts control.

LICTOR

CHAMPION

× 195 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	2+	—	5	5	3	2+	3	7+	5+	6+	7+

SAVE 4+ (+5 FIELD)

SPECIAL RULES **Infiltrate** (sets up unseen, anywhere out of line of sight) SEE SPECIAL RULES

STEALTH (hard to fix, hard to hit on the approach)

Stealth is the chameleonic quiet of a hunter that is never seen until it strikes. A fighter with this rule is harder to fix and harder to hit on the approach, slipping through cover and shadow toward its prey. In the Behemoth swarm it belongs to the Lictor, the ambush predator that must reach the enemy line unnoticed to make its opening blow count.

FIGHTS FIRST (strikes before an equal-Initiative foe)

Fights First is the reflex of a predator built to strike before its prey can react. A fighter with this rule always attacks first in melee against an enemy of equal Initiative, and loses that edge only to a foe that is genuinely faster. In the Behemoth swarm it belongs to the Lictor, the ambush body whose whole worth is the opening blow of the assault.

PRIMARY

Talons

SECONDARY

Carapace

Adaptation

Locomotion

STARTING GEAR Scything Talons · Rending Claws

EQUIPMENT LIST

CLOSE-COMBAT

Scything Talons 15 credits

Rending Claws 20 credits

The Lictor is the ambush that opens the assault — a chameleonic predator that lies unseen until the swarm is upon its prey, then erupts into the first exchange. Scything talons and rending claws make its opening strike lethal, and its patience is a weapon in itself: it chooses the moment the whole attack begins.

Special Rules

- **Infiltrate:** this fighter sets up unseen, anywhere out of the enemy's line of sight.
- **Stealth:** it is hard to fix and hard to hit on the approach.
- **Fights First:** it strikes before any enemy of equal Initiative in melee.

WARRIOR MELEE

CHAMPION

× 100 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	4+	4	4	2	4+	2	7+	6+	6+	7+

SAVE 4+

SPECIAL RULES Synapse (the affordable brain that races with the tide) SEE SPECIAL RULES

PRIMARY Talons SECONDARY Carapace Adaptation

STARTING GEAR Boneswords · Rending Claws

EQUIPMENT LIST	
CLOSE-COMBAT	
Scything Talons	15 credits
Boneswords	20 credits
Rending Claws	20 credits

The Tyranid Warrior is the affordable brain that races with the tide — a mid-sized synapse creature grown to keep the forward gaunts under the Hive Mind's control without falling behind the rush. Boneswords and rending claws let it fight as well as it leads, holding the assault together at the point where it is most likely to slip its leash.

Special Rules

- Synapse:** this fighter extends the control web forward, keeping nearby bioforms from lapsing into Instinctive Behaviour as the charge outruns the Tyrant.

HORMAGAUNT

GANGER

× 50 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
8"	4+	—	3	3	1	3+	2	8+	8+	7+	8+

SAVE 6+

SPECIAL RULES **Instinctive Behaviour** (*feral outside synapse - keep a Warrior racing with it*) SEE SPECIAL RULES

PRIMARY **Talons** **Locomotion**

STARTING GEAR Scything Talons

EQUIPMENT LIST

CLOSE-COMBAT

Scything Talons 15 credits

The Hormagaunt is the backbone of the assault — a bounding, sickle-limbed gaunt bred for nothing but speed to contact. It crosses open ground in a single frenzied surge, reaching the enemy line while the monsters are still building momentum behind it. Individually fragile, in numbers it is a living tide that arrives all at once.

Special Rules

- **Instinctive Behaviour:** outside synapse range this fighter turns feral and hunts on instinct; a Warrior kept racing with the tide is what holds it under control.

TERMAGANT

GANGER

✖ 40 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	4+	3	3	1	4+	1	8+	8+	7+	8+

SAVE 6+

SPECIAL RULES **Instinctive Behaviour** (*feral outside synapse range*) SEE SPECIAL RULES

SECONDARY **Talons** **Locomotion**

STARTING GEAR **Fleshborer**

EQUIPMENT LIST

BASIC

Fleshborer 15 credits

The Termagant is the fleet's thin fire-screen — a ranged gaunt fielded in the minority, its fleshborer spitting living rounds to soften a foe a heartbeat before the melee tide arrives. It is a screen and a distraction more than a killer, grown to buy the charge its opening.

Special Rules

- **Instinctive Behaviour:** outside synapse range this fighter turns feral, firing and feeding on instinct until a synapse creature restores control.

RIPPER SWARM

JUVE

× 40 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	—	3	3	2	4+	2	8+	8+	7+	8+

SAVE 6+

SPECIAL RULES **Instinctive Behaviour** (*acts on instinct alone outside synapse*) SEE SPECIAL RULES

STARTING GEAR Scything Talons

EQUIPMENT LIST

CLOSE-COMBAT

Scything Talons 15 credits

The Ripper Swarm is the smallest expendable body the fleet grows — a boiling mass of biting, burrowing creatures with no purpose beyond fixing an enemy in place and gnawing it down. It is thrown forward to tar-pit a foe or squat on an objective, spawned cheaply and spent without a thought.

Special Rules

- **Instinctive Behaviour:** with no mind of its own, this fighter acts on raw instinct whenever it strays beyond the synapse web.

CARNIFEX

BRUTE

✖ 490 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	3+	5+	6	6	5	4+	5	7+	6+	6+	7+

SAVE 3+

SPECIAL RULES **Instinctive Behaviour** (*feral outside synapse range*) SEE SPECIAL RULES

PRIMARY

Carapace

Talons

SECONDARY

Locomotion

STARTING GEAR Scything Talons · Crushing Claws

EQUIPMENT LIST

SPECIAL

Bio Plasma

25 credits

CLOSE-COMBAT

Scything Talons

15 credits

Crushing Claws

35 credits

The Carnifex is a bio-titan grown for one purpose: to reach the enemy line and shatter it. Twin scything talons and a set of crushing claws hang from a body the size of a battle-tank, and it walks behind the bounding tide to arrive where the swarm has already torn a gap. It is the fleet's second great hammer — slower to think than to kill, and almost nothing outlasts the moment its charge lands.

Special Rules

- **Instinctive Behaviour:** while this fighter is beyond the reach of the synapse web it turns feral, driven by raw predatory instinct until a synapse creature draws it back under the Hive Mind's control.

SCREAMER KILLER

BRUTE

× 490 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	3+	5+	7	6	6	4+	4	7+	6+	6+	7+

SAVE 3+

SPECIAL RULES **Instinctive Behaviour** (*feral outside synapse*) SEE SPECIAL RULES

PRIMARY

Carapace

Talons

SECONDARY

Locomotion

STARTING GEAR Crushing Claws · Bio Plasma

EQUIPMENT LIST

SPECIAL

Bio Plasma

25 credits

CLOSE-COMBAT

Scything Talons

15 credits

Crushing Claws

35 credits

The Screamer-Killer is the falling world the fleet's name promises — an apex Carnifex-strain grown around a single crushing charge. Its claws land at brutal Strength, and the bio-plasma boiling in its throat scours anything that survives the impact. It is the centerpiece of the assault: the monster the whole swarm is built to deliver into the enemy line.

Special Rules

- **Instinctive Behaviour:** beyond the synapse web this fighter turns feral — a monster that must be led into the charge, never left to hunt alone.



GANG TACTICS

D66

ROLL	TACTIC	TIMING
11	The Pounce. The Pounce. Play before one of your fighters charges. That fighter adds +3" to its charge move this round, covering the last stretch to the enemy in a single bound.	PRE-CHARGE
12	Red Hunger. Red Hunger. Play during close combat. Until the end of the round, a fighter of your choice that charged this round re-rolls failed Wound rolls in melee — the blood is up, and the hunger will not be denied.	DURING COMBAT
13	Onslaught. Onslaught. Play before you charge. For the rest of this round, your fighters ignore the penalty for charging after a Running move — the tide does not slow to gather itself.	PRE-CHARGE
14	Feed The Fury. Feed the Fury. Play at the end of a round. Choose one surged Biomass Token that would decay now; it does not — the fury is banked, held over into the round to come.	END OF ROUND
15	Trample. Trample. Play during close combat. When one of your monsters makes a Consolidate move this round, it moves D3+1" instead of the usual 3", grinding on through whatever it has just broken.	DURING COMBAT

16	No Quarter. No Quarter. Play at any time. Until the end of the round, your fighters re-roll failed Nerve tests — nothing in the swarm's opening rush has the sense to falter.	ANY TIME
21	Goring Impact. Goring Impact. Play during close combat. A fighter of your choice resolves its first melee hit this round at +1 Damage, driving the blow home like a goring horn.	DURING COMBAT
22	Bounding Tide. Bounding Tide. Play in your Movement phase. Up to three of your fighters may add +2" to a Running move this round as the tide surges forward together.	MOVEMENT
23	Consolidate Through. Consolidate Through. Play during close combat. After a fighter takes an enemy Out of Action in melee this round, it may immediately make a Consolidate move of up to 3", pressing on into the next body rather than pausing to feed.	DURING COMBAT
24	Falling World. Falling World. Play before a monster charges. That monster ignores any Overwatch fire triggered by its charge this round — it falls on the enemy line before they can bring a weapon to bear.	PRE-CHARGE
25	Spur The Brood. Spur the Brood. Play before you charge. Friendly Hormagaunts within 6" of one of your synapse creatures add +2" to their charge this round, the brood driven forward by the Hive Mind's will.	PRE-CHARGE
26	First Blood. First Blood. Play before the battle begins. Choose one enemy fighter; the first time one of your fighters charges it this battle, that charge is resolved at +1 to hit. The swarm scents the weakest prey first.	PRE-BATTLE
31	Crushing Charge. Crushing Charge. Play during close combat. A charging fighter of Strength 6 or more Pins its target if the target survives the exchange, and improves its first melee hit's AP by 1 this round — the falling-world impact.	DURING COMBAT
32	Adrenal Flood. Adrenal Flood. Play at any time. Choose one fighter; until the end of the round it adds +1 to its Attacks characteristic as a flood of chemical fury takes it.	ANY TIME
33	Synaptic Drive. Synaptic Drive. Play at any time. Until the end of the round, treat one of your synapse creatures' synapse range as 3" greater than normal, the Hive Mind's will reaching further to hold the rush together.	ANY TIME
34	Reckless Hunger. Reckless Hunger. Play before a fighter charges. That fighter adds +1 to its Attacks on the charge this round, but may not make an Overwatch action before its next activation — it has thrown everything into reaching the enemy.	PRE-CHARGE
35	Wave Assault. Wave Assault. Play before you charge. Up to two fighters that charge the same enemy this round each re-roll a single failed Hit roll — the swarm arrives in a wave, not a trickle.	PRE-CHARGE
36	Overrun. Overrun. Play during close combat. After a fighter takes an enemy Out of Action in melee this round, it makes a free 3" Consolidate move; if that brings it into base contact with another enemy, it counts as charging. The tide does not stop to feed.	DURING COMBAT
41	Banked Surge. Banked Surge. Play at the end of a round. You may hold up to two surged Biomass Tokens that would decay this round; they carry over intact into the next round instead of thinning.	END OF ROUND
42	Second Wind. Second Wind. Play at any time. Choose one fighter that has already activated this round; it may make a single Move (Simple) action, a spent body finding one more surge of hunger.	ANY TIME
43	Ripping Frenzy. Ripping Frenzy. Play during close combat. A fighter with a Rending weapon re-rolls failed Hit rolls in melee this round, tearing at the enemy in a feeding frenzy.	DURING COMBAT

44	Headlong. Headlong. Play in your Movement phase. A fighter may make a Charge (Double) action this round even after a Running move, ignoring the usual restriction — it has committed headlong and will not be called back.	MOVEMENT
45	Monstrous Momentum. Monstrous Momentum. Play before a monster charges. That monster adds +3" to its charge move this round, its vast mass building unstoppable momentum toward the enemy line.	PRE-CHARGE
46	Feeding Charge. Feeding Charge. Play during close combat. A fighter that charged this round and takes an enemy Out of Action immediately recovers a single lost Wound, feeding as it kills.	DURING COMBAT
51	Hunger Unleashed. Hunger Unleashed. Play before you charge. Every fighter that charges this round re-rolls charge rolls of 1 — the whole swarm surges as one when the hunger is finally loosed.	PRE-CHARGE
52	Flanking Instinct. Flanking Instinct. Play in your Movement phase. One fighter that is not within an enemy's line of sight may make a free Move (Simple) action, sliding around the flank on pure predatory instinct.	MOVEMENT
53	Trampling Mass. Trampling Mass. Play during close combat. A monster of yours resolves one additional melee attack this round against a fighter of lower Strength, simply trampling the smaller body underfoot.	DURING COMBAT
54	Blood Is Up. Blood Is Up. Play at any time. Until the end of the round, one fighter ignores the penalties from any Flesh Wounds it carries when making melee attacks — with the blood up, it does not feel the hurts it has already taken.	ANY TIME
55	Deep Instinct. Deep Instinct. Play before the battle begins. One fighter with Infiltrate may deploy an additional 3" forward beyond its normal placement, having crept deeper into the enemy's ground before the first shot.	PRE-BATTLE
56	Relentless Tide. Relentless Tide. Play at the end of a round. Your gang may re-roll its next Bottle test this battle — the tide feels no fear and knows no moment to break.	END OF ROUND
61	Apex Strike. Apex Strike. Play before a Brute charges. That monster re-rolls all failed Hit rolls on its charge this round — the apex predator striking with the full weight of the fleet behind it.	PRE-CHARGE
62	Swarming Kill. Swarming Kill. Play during close combat. If two or more of your fighters are engaged with the same enemy, each of them adds +1 to their Hit rolls against it this round, dragging it down by sheer numbers.	DURING COMBAT
63	Goaded Forward. Goaded Forward. Play in your Movement phase. A gaunt or Ripper that is beyond synapse range may make a free Move (Simple) action directly toward the nearest enemy — instinct goading it forward into the fight.	MOVEMENT
64	Carnage. Carnage. Play during close combat. Each time one of your fighters takes an enemy Out of Action this round, another friendly fighter within 6" adds +1 to its next melee Hit roll this round, the carnage feeding the swarm's fury.	DURING COMBAT
65	Worldeater. Worldeater. Play before a monster charges. Until the end of the round, that monster resolves its first melee hit against each enemy in base contact at +1 Damage — a world-eater does not distinguish its prey.	PRE-CHARGE
66	The Hammer Falls. The Hammer Falls. Play at the end of a battle you won decisively, breaking the enemy before the fourth round. The world's Control Track shifts one additional step toward the swarm — the hammer has fallen, and a world begins to fall with it.	END OF BATTLE

ALLIANCES

ANSWER THE FASTEST

ALLIANCE

WHO	a Genestealer Cult House (any brood — generic, never a fixed cult)
FACTION	genestealer-cults
MY ROLE	consume
PHASE GATE	the allied cult's world reaches local Endgame
TERMS	answer the beacon fastest -> husk the ripened world; the arriving mass is generic Tyranidkind, the fleet decided on arrival; campaign-only, no cross-faction units in a normal gang list

Behemoth keeps no true allies, but the Hive Mind answers a ripened world faster than any rival fleet. When an allied Genestealer Cult brood — any cult, never a fixed one — brings its world to its local Endgame, the beacon it has broadcast since first infestation finally screams loud enough to draw the swarm down from the void. Behemoth is the fleet that answers fastest, husking the world the cult has spent the whole campaign preparing.

Terms. This pact is campaign-only. No Tyranid bioforms ever join a Cult gang's list in a normal battle, and none of the cult's fighters join the swarm's. The alliance is gated to the cult's local Endgame: only once that phase opens may the swarm descend to consume the ripened world. What arrives is generic Tyranidkind, the fleet decided at the moment of descent — a partner faction and role, never a fixed named House. The cult ripens the world; Behemoth devours it.

THE LONE DEVOURER

ALLIANCE

WHO	no true allies — Behemoth is the apex devourer that hungers for all (natural prey: slow/static gangs; natural predator: deep-screen castles)
TERMS	declines all standing alliances; against a slow or static gang the Behemoth player claims +1 to the roll to seize the initiative in the first battle round (the tide catches the unready); against a gang that fielded a deep defensive screen last battle, that opponent claims the same +1 (the castle has learned to weather the pounce)

Behemoth is the apex devourer, and the apex hungers for all. It declines every standing alliance offered to it — there is no gang in the sector the swarm would not, in time, consume.

Natural prey. In the first battle round against a slow or static gang, the Behemoth player claims +1 to the roll to seize the initiative; the tide catches the unready before they can set.

Natural predator. Against a gang that fielded a deep defensive screen in its last battle, that opponent instead claims the +1 — the castle has learned to weather the pounce and reads the swarm's rush coming.

ROLL	FAVOUR	PATRON
2	The Hunger Turns. The Hunger Turns (2). The appetite that should drive the swarm forward finds nothing worth the reach, and the Hive Mind's attention slides elsewhere. In your next battle, your gang begins with no surged Biomass Tokens — the First Pounce starts cold, and the opening rush must be built the hard way, round by round.	THE HUNGER (THE HIVE MIND'S APPETITE, TIPPING FORWARD INTO THE SWARM)
3	Thin Blood. Thin Blood (3). The surge comes, but weak. In your next battle, the first time you would spend a Biomass Token on a charge or attack burst, that spend has no effect and the token is lost — the Hunger promised more than it gave.	THE HUNGER (THE HIVE MIND'S APPETITE, TIPPING FORWARD INTO THE SWARM)
4	First Scent. First Scent (4). The Hunger catches the trail early. In your next battle, choose one fighter before deployment; on the first round it may re-roll its charge roll as the swarm surges toward the scent of prey.	THE HUNGER (THE HIVE MIND'S APPETITE, TIPPING FORWARD INTO THE SWARM)
5	Quickened Limbs. Quickened Limbs (5). The appetite tips forward into the fastest of the brood. Choose one fighter at the start of your next battle; for that battle it adds +1" to its Movement, the hunger driving it a stride ahead of the tide.	THE HUNGER (THE HIVE MIND'S APPETITE, TIPPING FORWARD INTO THE SWARM)
6	Goring Gift. Goring Gift (6). The Hunger sharpens one body for the charge. Choose one fighter before your next battle; on any round it charges, its first melee hit is resolved at +1 Damage.	THE HUNGER (THE HIVE MIND'S APPETITE, TIPPING FORWARD INTO THE SWARM)
7	The Appetite Stirs. The Appetite Stirs (7). The most common gift of the Hunger, and a steady one. In your next battle, once during the opening two rounds, you may re-roll a single failed Hit roll for a fighter that charged this round.	THE HUNGER (THE HIVE MIND'S APPETITE, TIPPING FORWARD INTO THE SWARM)
8	Fed Forward. Fed Forward (8). The Hive Mind pushes fuel into the opening assault. Your gang begins its next battle with one additional surged Biomass Token in the First Pounce pile, spent like any other in the early rounds.	THE HUNGER (THE HIVE MIND'S APPETITE, TIPPING FORWARD INTO THE SWARM)

9	Adrenal Surge. Adrenal Surge (9). The Hunger floods the brood with chemical fury. Choose up to three fighters before your next battle; the first time each of them charges, its first melee hit is resolved at +1 Strength.	THE HUNGER (THE HIVE MIND'S APPETITE, TIPPING FORWARD INTO THE SWARM)
10	Apex Favour. Apex Favour (10). The Hunger settles on the fleet's greatest killer. Choose one Brute before your next battle; for that battle it re-rolls its charge roll and re-rolls failed Wound rolls in melee on any round it charged. The monster the swarm is grown around fights as the Hive Mind intends.	THE HUNGER (THE HIVE MIND'S APPETITE, TIPPING FORWARD INTO THE SWARM)
11	Worldfall. Worldfall (11). The whole swarm tips forward as one. In your next battle, your First Pounce surge does not decay at the end of the first round — the fury holds at full strength one round longer than it should before the clock resumes.	THE HUNGER (THE HIVE MIND'S APPETITE, TIPPING FORWARD INTO THE SWARM)
12	The Devourer Wakes. The Devourer Wakes (12). The Hunger answers in full, and the fleet arrives ravenous. In your next battle, your gang begins with two additional surged Biomass Tokens, and once in the opening three rounds you may spend a token to let a fighter make a Charge (Double) action even if it has already acted this round. The falling world comes early.	THE HUNGER (THE HIVE MIND'S APPETITE, TIPPING FORWARD INTO THE SWARM)

SUB-PLOTS

BANKED FURY

SUB-PLOT

Reward: That monster gains +1 XP beyond its normal battle XP. If it does this in three separate battles across the campaign, it may take a Legendary Name at half the usual XP cost.

Banked fury. The swarm remembers its greatest blows and grows toward them.

Trigger. Your gang wins a battle in which one of your monsters — a Screamer-Killer or a Carnifex — took an enemy fighter Out of Action with a charge, logged from the battle report.

Reward. That monster gains +1 XP beyond its normal battle earnings. Should it do this in three separate battles across the campaign, it may take a Legendary Name for half the usual XP — a hammer that has fallen often enough to earn a name.

✧ THE PEAK

SUB-PLOT

Reward. In the post-battle sequence after that qualifying battle, gain a one-time D6x10 credit surge of biomass. If your gang instead loses 2 of its first 3, gain nothing here — the peak came and went unfed.

The peak. Behemoth's fury runs hottest early, and a fast start feeds the whole campaign.

Trigger. Your gang wins any two of its first three tracked campaign battles, read straight off the campaign log.

Reward. In the post-battle sequence after that qualifying battle, gain a one-time surge of D6x10 biomass. Should your gang instead lose two of its first three, you gain nothing here — the peak came and went unfed.

💀 LEGENDARY NAMES

✧ OLD ONE EYES GET

REGENERATING ANCHOR MONSTER

XP cost (random): 6

XP cost (chosen): 12

Old One Eye's Get. A Carnifex grown from the same ancient, unkillable strain as the fleet's most storied monster — the hammer that will not stay down.

Benefit. At the start of each of this fighter's activations, it recovers one lost Wound, up to its Wounds characteristic, the scarred strain knitting itself closed between blows.

Drawback. Its Movement is permanently reduced by 1", to a minimum of 2". The mass has grown too dense and too heavily scarred to move quickly — harder to finish, and slower to arrive.

✧ THE FIRST TALON

VANGUARD PREDATOR

XP cost (random): 6

XP cost (chosen): 12

The First Talon. The vanguard predator that opens every assault, its strike sharpened to a certainty.

Benefit. This fighter always Fights First against enemies of equal Initiative, and on the round it charges from Infiltrate it may re-roll a single failed Hit roll — the first blow of the attack, made all but certain.

Drawback. One of this fighter's Wounds is permanently lost, to a minimum of 1. It has grown thin and fast at the cost of everything that would carry it past the opening exchange: it kills first, and it dies early.

✧ WORLD FALL

APEX ASSAULT MONSTER

XP cost (random): 6

XP cost (chosen): 12

Worldfall. The single most devastating impact the fleet can throw — a charge that lands like the name.

Benefit. On the round this fighter charges, its first melee hit is resolved at +1 Strength and +1 Damage.

Drawback. This fighter may never be given a ranged weapon or a defensive biomorph — it is grown only to fall on the enemy. In any round it did not charge in the previous round, it suffers –1" Movement: a body shaped for the pounce, and sluggish without one.

☠ TERRAIN

✧ CAPILLARY TOWER

TERRAIN

The Capillary Tower is a pulsing spire of grown chitin and coursing bio-fluid — a forward node of the swarm's nervous system, anchored into the battlefield to push the opening tide onward.

At deployment, the Behemoth player places one Capillary Tower marker within their deployment zone. Friendly fighters that begin the battle within 3" of the Tower may deploy up to 3" further forward than the deployment zone normally allows. Once per battle, at the start of a Behemoth turn, a friendly synapse creature within 6" of the Tower extends its synapse range by 3" until the end of that round. The Tower is Toughness 6 with 3 Wounds; if it is destroyed, both effects end.

✧ SPAWNING RAVINE

TERRAIN

The Spawning Ravine is a deep, warm fissure where the swarm buds new bioforms, its walls slick with birthing matter and half-formed monsters.

A Spawning Ravine is a Behemoth territory — a campaign-map feature, not a battlefield marker. A gang that holds it draws its post-battle biomass income biased toward monster spawn: when spending biomass on new fighters after a battle, the next Brute the gang grows — a Screamer-Killer or Carnifex — is reduced by 20 biomass, once per post-battle sequence. It does not lower the biomass for gaunts or vanguard bodies; the ravine grows big things.

✂ THE FALLING WORLD

SCENARIO

ATTACKER	the Behemoth swarm (the invading fleet)
DEFENDER	the world's current holder, dug in
DEPLOY	attacker from one board edge + burrowed/reserve, massed for the rush; defender entrenched across the far half around its objectives
OBJECTIVE	attacker must break the defender FAST — take the defender's leader Out of Action or control 2+ defender objectives by the end of round 3
VICTORY	attacker wins outright if the objective is met by end of round 3 (a decisive result); if the battle runs to round 4+, the defender wins on a simple majority of standing fighters — the alpha has spent itself
REWARDS	attacker decisive win -> full Control Track shift toward the swarm on this world; defender win (survived to round 4) -> the invasion is blunted, marker unchanged, defender claims the salvage of the spent swarm
CONTROL TRACK	a decisive early swarm win pushes the world's marker a full step toward consumption; a defender survival holds the line — the mission MODELS the front-loaded clock, rewarding the attacker only for winning before the fourth round

An invading Behemoth swarm falls on a defended world, meaning to break its holders before the fury of the assault can spend itself. The mission is decided by speed: the attacker wins fast, or not at all.

ATTACKER & DEFENDER The attacker is the Behemoth swarm, the invading fleet. The defender is the world's current holder, dug in and waiting.

BATTLEFIELD Set up terrain across the table with the defender's objectives clustered in the far half, around its entrenched positions.

DEPLOYMENT The attacker deploys from one board edge, with any burrowing or reserve bioforms held back, massed for the rush. The defender deploys entrenched across the far half, around its objectives.

OBJECTIVE The attacker must break the defender fast: take the defender's leader Out of Action, or control two or more defender objectives, by the end of the third round.

ENDING THE BATTLE The battle ends the instant the attacker meets its objective, or at the end of any round from the fourth onward.

VICTORY The attacker wins outright if the objective is met by the end of the third round — a decisive result. If the battle runs into the fourth round or beyond, the defender wins on a simple majority of standing fighters: the alpha has spent itself, and the exhausted swarm is ground down.

REWARDS A decisive attacker win drives the world's Control Track a full step toward the swarm. A defender win — surviving to the fourth round — blunts the invasion, leaves the marker unchanged, and lets the defender claim the salvage of the spent swarm.



TYRANIDS · HOUSE DOSSIER

HIVE FLEET KRAKEN

Kraken does not march — it reaches; the fleet pours around your flanks on wings and bounding limbs, strikes a soft target, and is gone before your guns can answer, winning by attrition of position until there is no line left to hold.

The Kraken hive-fleet does not advance — it reaches. Where other tendrils of the Great Devourer grind forward behind a wall of chitin, this one pours around the flanks of its prey on beating wings and bounding limbs, strikes a single soft target, and is gone before the guns can turn to answer. It is the fastest expression of the Hive Mind's hunger: a swarm that arrives from every edge of the battlefield at once and is nowhere the instant a counter-attack begins to form.

Its bioforms are grown for speed, not endurance. Genestealers and Lictors make up the vanguard — this fleet fields more of them, and grants them wider adaptation, than any other — while winged Hive Tyrants and Tyranid Primes carry the synapse web forward through the air, so the fast strain never quite outruns the guiding mind. The chitin is thin and the flesh gives up its wounds easily; a strain caught alone in the open dies to concentrated fire. Kraken wins instead by attrition of position, forcing an enemy to defend places they never expected to hold until there is no line left at all. It strikes and recoils. It does not stand and take a blow.

◉ GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	5

BUILD RULES

- ♦ Starting biomass pool: 1500 biomass
- ♦ Exactly 1 synapse Leader (Broodlord or Winged Hive Tyrant — the mobile brain that leads the flank)
- ♦ 2-4 vanguard Champions (Genestealer / Lictor) — Kraken fields the most of any fleet; the vanguard count is the tell
- ♦ 0-2 Ravens (fast rending Champions) + 0-1 Winged Tyranid Prime (the winged synapse relay)
- ♦ 0-1 winged monster Brute (Harpy / Hive Crone) — the winged lane Kraken alone fields; every other fleet leaves it at 0
- ♦ Winged-gaunt bulk (Gargoyles) over Termagants + 0-2 Von Ryan's Leapers (fast leaping pack); Rippers as cheap fillers
- ♦ Backbone: gaunts $\geq$ synapse creatures + monsters - but FAST gaunts (Gargoyles / Hormagaunts), not a fire-line
- ♦ Mobile synapse, looser leash: the synapse bodies move WITH the fast vanguard, so the leash stretches further - a flank that outruns even the winged brain still tests for Instinctive Behaviour
- ♦ The adaptation log is how the gang advances: Kraken grows Locomotion / Talons Evolutions that stretch its threat range; its identity is reach and mobility, not accumulated resilience
- ♦ Psychic monsters available: none (a glass-fast Locomotion tendrill, not a Warp-Field psyker fleet); winged organisms are found ONLY here

A Kraken gang is grown from a starting pool of 1500 biomass. It is led by exactly one synapse Leader — a Broodlord or a Winged Hive Tyrant, the mobile brain that leads the flank from the front rather than directing it from the rear. Its character is set by its vanguard: two to four Genestealer or Lictor Champions, more than any other fleet fields, and the surest tell that a swarm is Kraken. Beyond the vanguard it may add up to two Ravens and a single Winged Tyranid Prime relay, together with one winged monster Brute — a Harpy or Hive Crone — that no other fleet is permitted to field.

The bulk of the swarm is fast gaunts: Gargoyles and Hormagaunts in place of a static fire-line, up to two packs of Von Ryan's Leapers, and Ripper swarms as expendable fillers. Its backbone always outnumbers its synapse creatures and monsters, but it is a running backbone, never a gun-line. The synapse bodies move with the fast vanguard, so the guiding web stretches further forward than any other fleet dares — and a strain that outruns even the winged brain must still test for Instinctive Behaviour. This is a swarm built to control the board through reach and threat, not to endure a grinding fight.

GANG RULES

✧ CALL OF THE TENDRIL

GANG RULE

Call of the Tendril is the pull the Broodlord and the Winged Hive Tyrant exert on the strains around them — the guiding will of a mobile brain that leads from the front. While a friendly vanguard fighter is within synapse range of one of these Leaders, it may re-roll a failed Charge, and it adds 1" to any Fall Back or Hit-and-Fade move it makes. The Leader becomes the hinge of every reaching strike: the vanguard commits harder into the assault and slips further clear of it, so long as the brain stays close enough to call. Push the Leader too far ahead and the aura goes with it — and so does the fragile mind holding the fastest bodies of the fleet on their leash.

✧ THE TENDRIL STRIKE

GANG RULE

The Tendril Strike is how the whole fleet dictates the pace of a fight — the reaching hunger of the Hive Mind rendered as a single, repeatable act. At any point in the controlling player's turn, that player may spend one Biomass Token to redeploy a fast vanguard fighter: lift it and set it down again toward a flank, or bring it in from a table edge entirely, arriving more than 6" from any enemy. The strain lays a pheromone wake as it goes, a trail the rest of the tendril can follow. Because a single token buys the move and the swarm's reserves run deep, the redeploy is not a one-time surprise but a constant pressure — every round the enemy must defend a place they did not expect to hold. It is the reason a Kraken gang is never quite where it was, and always closing on somewhere softer.

FIGHTERS

BROODLORD

LEADER

✖ 330 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
8"	2+	—	5	4	4	2+	4	6+	5+	5+	7+

SAVE 4+(+5 FIELD)

SPECIAL RULES *Synapse (the mobile brain - it leads the flank from the front, so the leash moves with the strike)*

Call of the Tendril (vanguard within synapse re-roll Charge and add +1" to Fall Back / Hit-and-Fade) SEE SPECIAL RULES

Typed Effects

- +1
- re-roll Charge

PRIMARY

Talons

Adaptation

SECONDARY

Carapace

Locomotion

STARTING GEAR Rending Claws · Hyper Wings

EQUIPMENT LIST

SPECIAL

Bio Plasma 25 credits

CLOSE-COMBAT

Scything Talons 15 credits

Rending Claws 20 credits

WARGEAR

Hyper Wings 25 credits

The Broodlord is the mobile brain of the reaching fleet — a Genestealer patriarch swollen with will and cunning, and the Leader that fights at the head of its own flank rather than directing it from behind. It carries the swarm's synapse web forward with it, and through Call of the Tendril it lends the vanguard around it the drive to charge harder and slip away faster. With a top-rank melee statline and Rending Claws that open any armour, it is a duellist first: it goes where the killing is and does it itself. Grown Hyper-Wings make it faster than almost anything it hunts, and a field-generated shield turns aside the worst incoming blows. Yet it is a Leader with only four Wounds and no true armour, so a concentrated volley ends both the patriarch and the aura the fast strains rely on. It leads from the front because the fleet cannot reach without it — which is exactly why it must never overreach.

WINGED TYRANT

LEADER

✖ 545 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
9"	2+	3+	6	6	5	3+	4	6+	5+	5+	7+

SAVE 3+ (+5 FIELD)

SPECIAL RULES **Synapse** (*the winged synapse anchor - it keeps the whole tendril in the web from the air*)

Call of the Tendril (*vanguard within synapse re-roll Charge and add +1" to Fall Back / Hit-and-Fade*)

Fly (*moves and charges over terrain, walls and fighters*) SEE SPECIAL RULES

Typed Effects

- +1
- re-roll Charge

PRIMARY

Talons

Locomotion

SECONDARY

Carapace

Adaptation

STARTING GEAR Crushing Claws · Boneswords · Wings

EQUIPMENT LIST

CLOSE-COMBAT

Scything Talons	15 credits
Boneswords	20 credits
Crushing Claws	35 credits

WARGEAR

Wings	30 credits
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The Winged Hive Tyrant is the fleet's synapse anchor given wings — the guiding intelligence of the whole tendril, ruling the battlefield from the air. It is the largest and most capable bioform Kraken fields, a monster with a Leader's command and a warbeast's statline, and through Call of the Tendril it holds the fast vanguard on their leash from above, granting them fiercer charges and longer withdrawals. Its Crushing Claws shear through armour and body alike, while paired Boneswords with the Parry trait let it turn aside a challenger's finest stroke. Fly carries it over any obstacle straight to wherever the swarm needs a brain, and a field shield layers protection over already-heavy chitin. For all that, it is the single most important body in the gang: while it lives the tendril moves as one mind, and when it falls the fastest strains begin to outrun the web and go feral. A Kraken player wins by reaching with it, never by risking it.

GENESTEALER

CHAMPION

✖ 130 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	2+	—	4	3	1	2+	3	7+	6+	7+	8+

SAVE 5+ (+5 FIELD)

SPECIAL RULES Infiltrate (*deploys forward, out of sight - already inside the line before the tendril reaches around it*)

Instinctive Behaviour (*feral if it outruns the synapse web*) SEE SPECIAL RULES

PRIMARY Talons Locomotion SECONDARY Adaptation

STARTING GEAR Rending Claws

EQUIPMENT LIST	
CLOSE-COMBAT	
Scything Talons	15 credits
Rending Claws	20 credits

The Genestealer is the centrepiece of the reaching fleet — the strain Kraken fields more of, and adapts more widely, than any other. It is a purpose-grown killer: near-perfect in melee, throwing a flurry of attacks with Rending Claws that shred armour on contact, and quick enough to close the moment it is loosed. Infiltrate lets it deploy forward and hidden, already inside the enemy line before the tendril reaches around it, and a field shield lends its fragile body a thin margin against fire. That fragility is the whole of its risk: a single Wound and a poor save mean a Genestealer caught alone in the open dies to a volley meant for something larger. But a Genestealer that reaches its target first rarely leaves survivors, and one that outruns the synapse web must test for Instinctive Behaviour and may turn feral. It is the fleet's threat made flesh — the reason so slight a body decides so many battles.

LICTOR

CHAMPION

✖ 195 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	2+	—	5	5	3	2+	3	7+	5+	6+	7+

SAVE 4+(+5 FIELD)

SPECIAL RULES **Infiltrate** (sets up hidden after deployment) SEE SPECIAL RULES

STEALTH (unseen while still and in cover until the strike lands)

Stealth cloaks the Lictor, whose chameleonic hide breaks up its outline until the instant it strikes. A fighter with this rule is treated as hidden while it stays still and within cover — unseen, and unable to be drawn as a target at range until it moves or attacks. It is the stillness before the ambush: the marker that waits, unnoticed, for the rest of the tendril to arrive.

FIGHTS FIRST (strikes before the counter, then the tendril closes)

Fights First is the mark of the Lictor and the vanguard predators grown to strike before their prey can react. A fighter with this rule that is engaged in melee resolves its close-combat attacks first in the round, ahead of any enemy it is fighting, regardless of the usual Initiative order. The blow lands, and only then does the tendril close around what is left.

PRIMARY **Talons**

SECONDARY Carapace Adaptation
Locomotion

STARTING GEAR Scything Talons · Rending Claws

EQUIPMENT LIST	
CLOSE-COMBAT	
Scything Talons	15 credits
Rending Claws	20 credits

The Lictor is the ambush that opens the flank — a chameleonic vanguard predator that is on the battlefield from the first turn, and unseen until it chooses to strike. Infiltrate sets it up hidden after deployment, Stealth keeps it unseen while it stays still in cover, and Fights First means that when it finally reveals, it strikes before its prey can answer. It is the marker the whole reaching strike forms around: where the Lictor waits, the tendril knows to arrive. Armed with both Scything Talons and Rending Claws, high in Strength and Toughness for a vanguard body and shielded by a field, it is a capable killer as much as a scout — three Wounds of patient, precise violence. It cannot win a battle alone, and a Lictor left idle earns nothing, but a Lictor revealed at the right instant kills a key target and drags the enemy's attention to exactly the wrong place. It is the fleet's opening move.

RAVENER

CHAMPION

× 150 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
9"	3+	4+	4	4	3	3+	3	7+	6+	6+	7+

SAVE 5+

SPECIAL RULES Instinctive Behaviour (*a burrow-flanker that outruns the leash tests to keep its head*) SEE SPECIAL RULES

PRIMARY

Talons

Locomotion

SECONDARY

Carapace

STARTING GEAR Rending Claws · Spinefists · Burrowing

EQUIPMENT LIST

PISTOL

Spinefists 10 credits

CLOSE-COMBAT

Scything Talons 15 credits

Rending Claws 20 credits

WARGEAR

Burrowing 30 credits

The Ravener is the burrow-flanking serpent of the fleet — a long, fast rending Champion that surfaces where no line was drawn. It is built entirely for the charge: a high Move, three attacks, and Rending Claws to open armour, with a burst of Spinefists to soften a target the instant before it strikes. Its Burrowing lets it appear from beneath the battlefield at a flank or the rear, the reaching strike coming from below rather than around. It is sturdier than the vanguard gaunts but no fortress — three Wounds and a middling save mean it must keep moving, striking and withdrawing rather than standing to trade. A Ravener that outruns the synapse web tests for Instinctive Behaviour and may go feral, so it works best as a flanker that darts ahead and returns. Loosed at the right moment against a soft support piece, it is one of the surest kills the fleet can arrange.

WARRIOR WINGED

CHAMPION

✖ 115 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
8"	3+	4+	4	4	2	4+	2	7+	6+	6+	7+

SAVE 4+

SPECIAL RULES Synapse (the cheap winged relay that keeps the fast vanguard in the web)

Fly (moves and charges over terrain, walls and fighters) SEE SPECIAL RULES

PRIMARY Adaptation Locomotion SECONDARY Carapace Talons

STARTING GEAR Deathspitter · Boneswords · Wings

EQUIPMENT LIST	
BASIC	WARGEAR
Deathspitter 20 credits	Wings 30 credits
CLOSE-COMBAT	
Scything Talons 15 credits	
Boneswords 20 credits	

The winged Tyranid Warrior is the humble synapse relay of the fleet — a workhorse mind on the wing, grown to keep the fast vanguard inside the guiding web without committing a greater Tyrant. It is the body a Kraken player fields to stretch synapse forward across a spread-out board: wherever the reaching strains threaten to slip the leash, a Warrior can be there to hold them. It fights competently rather than brilliantly — paired Boneswords whose Parry trait keep it alive in a duel, a Deathspitter to wound at range, and Fly to keep pace over any terrain. Two Wounds and moderate chitin mean it is no anchor in a stand-up fight, and losing it can unspool a flank that was relying on its synapse. But as the modest glue that lets the fastest, most fragile bodies operate far from the Leader, it is quietly one of the most important pieces in a reaching gang.

WINGED PRIME

CHAMPION

× 210 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
9"	2+	3+	5	4	3	3+	3	6+	6+	6+	7+

SAVE 4+

SPECIAL RULES *Synapse (the winged relay that keeps pace with the vanguard and extends the web forward)*

Fly (moves and charges over terrain, walls and fighters) SEE SPECIAL RULES

PRIMARY Talons Adaptation Locomotion SECONDARY Carapace

STARTING GEAR Deathspitter · Boneswords · Wings

EQUIPMENT LIST	
BASIC	WARGEAR
Deathspitter 20 credits	Wings 30 credits
CLOSE-COMBAT	
Scything Talons 15 credits	
Boneswords 20 credits	

The Winged Tyranid Prime is the synapse relay that keeps pace with the vanguard — a lesser mind grown with wings, sent forward to carry the web where the greater Tyrants cannot follow fast enough. It escorts the fleet's fliers and its bounding strains, extending synapse toward the front so the reaching bodies never quite slip the leash. It is a genuine combatant in its own right: strong, quick, and armed with paired Boneswords whose Parry trait guard it in a duel, backed by a Deathspitter to wound at range as it shepherds the swarm. Fly lets it go wherever the leash is fraying. It is not the killer the winged Tyrant is, and its lighter body will not survive being caught alone — but it is the piece that makes a fast, spread-out Kraken gang function as a single mind, and a wise player keeps it central, alive, and always within reach of the strains that need it.

GARGOYLE

GANGER

55 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
10"	4+	4+	3	3	1	4+	1	8+	8+	7+	8+

SAVE 6+

SPECIAL RULES **Instinctive Behaviour** (*a winged gaunt far from the brain goes feral - fly it in packs near the web*)

Fly (*moves and charges over terrain, walls and fighters*) SEE SPECIAL RULES

PRIMARY

Locomotion

SECONDARY

Talons

STARTING GEAR Fleshborer · Wings

EQUIPMENT LIST

BASIC

Fleshborer 15 credits

CLOSE-COMBAT

Scything Talons 15 credits

WARGEAR

Wings 30 credits

The Gargoyle is the winged gaunt that forms the harassing bulk of the fleet — a fast, disposable flier that drifts across the battlefield in flocks, spraying fleshborer fire to pin and unnerve the enemy before the killers arrive. Fly carries it over walls, gaps and fighters straight to a firing position or an exposed target. Alone it is nothing: a single Wound, a poor save, one attack, and a mind so slight that a Gargoyle far from the synapse web quickly goes feral and must test for Instinctive Behaviour. In numbers, and kept near a winged brain, it becomes a screen and a nuisance that shapes where the enemy dares to stand. It is the readiest way the fleet spreads threat over open ground, and it dies in droves without ever being missed — which is precisely its purpose. Fly a flock of them ahead of the vanguard and the reaching strike has eyes and covering fire everywhere at once.

HORMAGAUNT

GANGER

× 50 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
8"	4+	—	3	3	1	3+	2	8+	8+	7+	8+

SAVE 6+

SPECIAL RULES **Instinctive Behaviour** (*the fast melee gaunt goes feral outside the web*) SEE SPECIAL RULES

PRIMARY **Talons** **Locomotion**

STARTING GEAR Scything Talons

EQUIPMENT LIST

CLOSE-COMBAT

Scything Talons 15 credits

The Hormagaunt is the fleet's fast melee filler — a lean, sprinting gaunt built to run down prey and drown it in blades. It moves quickly for its size and throws two attacks with its Scything Talons, and in numbers it can pin and overwhelm a target the killers then finish. It is among the slightest bodies in the gang and among the most fragile: one Wound, the poorest save, and a mind so thin it goes feral the moment it strays from the synapse web, forcing an Instinctive Behaviour test. It is not a strain a player protects; it is a strain a player pours forward, flooding a flank with fast bodies so the vanguard and the monsters strike into an enemy already tangled. Kept in packs near a brain, the Hormagaunts are the running tide the whole reaching fleet flows behind.

VON RYANS LEAPERS

GANGER

× 125 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
8"	3+	—	4	4	2	2+	3	8+	7+	7+	8+

SAVE 5+

SPECIAL RULES Instinctive Behaviour (a leaping pack that outruns the web tests to keep its head) SEE SPECIAL RULES

PRIMARY Talons Locomotion

STARTING GEAR Rending Claws · Scything Talons

EQUIPMENT LIST	
CLOSE-COMBAT	
Scything Talons	15 credits
Rending Claws	20 credits

Von Ryan's Leapers are a fast leaping pack — bounding predators grown to cover ground in great springing leaps and fall on prey the enemy thought safely to the rear. Quicker and deadlier than the common gaunts, each carries both Rending Claws and Scything Talons, throwing three attacks that mix armour-shredding hooks with sweeping blades. Their bounding leaps let them clear terrain and close from unexpected angles — an outflank threat that needs no wings. With two Wounds and a middling save they are sturdier than a Gargoyle but still fragile, and a pack that outruns the synapse web tests for Instinctive Behaviour and may scatter feral. Used as a mobility-and-ambush delta — darting ahead, striking a soft target, bounding clear — they give a Kraken gang a second reaching threat alongside the vanguard proper. They are the swarm learning to leap where it cannot fly.

RIPPER SWARM

JUVE

× 40 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	—	3	3	2	4+	2	8+	8+	7+	8+

SAVE 6+

SPECIAL RULES Instinctive Behaviour (*a mindless swarm - almost always acting on instinct outside the web*)

SEE SPECIAL RULES

STARTING GEAR Scything Talons

EQUIPMENT LIST

CLOSE-COMBAT

Scything Talons15 credits

The Ripper Swarm is the smallest and most expendable body the fleet grows — a writhing mass of mindless feeder-organisms bound to a single base, all teeth and hunger and no wit at all. Slow by Kraken's standards and armed only with Scything Talons, it exists to sit on objectives and soak attention while the fast strains do the killing elsewhere. Its two Wounds reflect the swarm's sheer redundancy rather than any real toughness, and having almost no mind of its own it acts on instinct outside the synapse web nearly always, testing for Instinctive Behaviour as a matter of course. No player mourns a lost Rippers, and none should — it is the readiest way to hold a point the reaching fleet would rather not tie a killer to. Where the tendril needs a body simply to be somewhere, a Ripper Swarm is that body.

HARPY

BRUTE

✖ 285 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
12" Fly	3+	4+	6	6	5	3+	4	7+	6+	6+	7+

SAVE 4+

SPECIAL RULES **Instinctive Behaviour** (*a monster this fast can leave the web behind - keep a winged brain near it*)

Fly (*moves and charges over terrain, walls and fighters*) SEE SPECIAL RULES

PRIMARY

Talons

Locomotion

SECONDARY

Carapace

STARTING GEAR Scything Talons · Wings

EQUIPMENT LIST

CLOSE-COMBAT

Scything Talons 15 credits

Crushing Claws 35 credits

WARGEAR

Wings 30 credits

The Harpy is a bio-titan on the wing — a flying monster that swoops the flank and falls on whatever the fleet cannot reach on foot. It is the longest arm Kraken has, crossing twelve inches under the Fly keyword, over every wall and gap, straight onto its prey. Heavy chitin, six Strength and Toughness, and five Wounds make it a true monster in the melee, its Scything Talons sweeping through a press of bodies. Yet it is a Brute, not a Leader: it brings no synapse of its own, and a creature this fast easily leaves the guiding web behind, so it must test for Instinctive Behaviour whenever it strays too far from a winged brain. Fielded well, it is a mobile hammer that arrives a full turn before the enemy expects a monster to be in reach; fielded carelessly, it goes feral in the open and is hunted down. Kraken alone fields the winged monsters, and the Harpy is the reason.

HIVE CRONE

BRUTE

✖ 250 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
12" Fly	3+	3+	6	6	5	3+	3	7+	6+	6+	7+

SAVE 4+

SPECIAL RULES **Instinctive Behaviour** (*a monster this fast can leave the web behind - keep a winged brain near it*)

Fly (*moves and charges over terrain, walls and fighters*) SEE SPECIAL RULES

PRIMARY

Locomotion

SECONDARY

Carapace

Talons

STARTING GEAR Scything Talons · Wings

EQUIPMENT LIST

CLOSE-COMBAT

Scything Talons 15 credits

WARGEAR

Wings 30 credits

The Hive Crone is the Harpy's sister-strain, grown for the hunt against things that also fly. Where the Harpy is a swooping hammer, the Crone is the sharper-eyed of the two, every sense tuned to track and run down airborne prey and drag it out of the sky. It shares the winged monster's frame: twelve inches of Fly over any obstacle, heavy chitin, and Scything Talons for when it closes to the kill. Like its sister it carries no synapse, and a monster this fast slips the guiding web easily, so it must test for Instinctive Behaviour when it ranges too far from a winged brain. It is the fleet's answer to a mobile or flying enemy, and a reaching threat in its own right against ground targets — but its five Wounds and open flight make it a priority target for massed fire the instant it is caught in the open. Keep a brain near it, and it hunts anything that moves.



GANG TACTICS

D66

ROLL	TACTIC	TIMING
11	Lightning Reflexes. Play at the start of a round. Choose a friendly fighter. This round it Fights First in any melee it is engaged in, resolving its close-combat attacks before its enemies regardless of Initiative order.	START OF ROUND
12	Pincer. Play in close combat. While two friendly vanguard fighters are engaged with the same enemy, they re-roll Hit rolls of 1 against that enemy for the rest of the round — the tendrils close from both sides at once.	CLOSE-COMBAT
13	From The Edge. Play at the start of a round. Choose one friendly fighter held in reserve or off the board; this round it arrives from any table edge you choose, set up more than 6" from enemies, without spending a Biomass Token.	START OF ROUND
14	Recoil. Play in the movement phase. Choose a friendly fighter making a Fall Back move this round; it adds D3" to that move, tearing further clear of the fight than the enemy expected.	MOVEMENT

15	Stalk. Play during deployment. Choose one friendly fighter; for this battle it gains Infiltrate, set up hidden after both gangs have otherwise deployed, more than a set distance from every enemy and out of sight.	DEPLOYMENT
16	Slip The Net. Play at any time. Re-roll one failed Instinctive Behaviour test taken this battle by a fighter that has strayed from the synapse web — the flanking strain catches the Hive Mind's thread again before it turns feral.	ANY TIME
21	Hit And Run. Play in close combat. After a friendly fighter has resolved its melee attacks this round, it may immediately make a free Fall Back move without testing to leave combat — it strikes, and it is gone.	CLOSE-COMBAT
22	Pheromone Path. Play in the movement phase. When a friendly vanguard fighter uses The Tendril Strike this round, a second vanguard fighter within 6" of it may redeploy along the same pheromone trail, the tendril doubling as it reaches.	MOVEMENT
23	Feint. Play as a reaction, when an enemy declares a charge against a friendly fighter. Before the charge is resolved, that fighter may make a free 2" move, sliding aside from the blow so the charge lands on empty ground or falls short.	REACTION
24	Flanking Instinct. Play in close combat. A friendly fighter that charged an enemy in its flank or rear this round adds 1 to its Hit rolls against that enemy — the strike comes from the angle the prey never covered.	CLOSE-COMBAT
25	Swoop. Play in the movement phase. A friendly fighter with the Fly keyword adds 3" to its Move this round as it stoops from above onto its prey.	MOVEMENT
26	Ambush Sprung. Play before a charge, when a friendly hidden or infiltrating fighter charges an enemy. The target may not fire Overwatch or make reactive shots against the charge — the strike is already inside its guard before it sees the shape move.	PRE-CHARGE
31	Spread Thin. Play as a reaction. Choose a friendly fighter that is more than 6" from every other friendly fighter; until the start of your next turn, enemies suffer -1 to Hit it with ranged attacks. A lone strain in open ground is a hard thing to fix.	REACTION
32	Bounding Advance. Play in the movement phase. Choose a friendly fighter; this round it may declare a charge even after making an Advance (run) move, springing into the assault straight out of a full-tilt run.	MOVEMENT
33	Skirmish Line. Play at any time. Choose up to three friendly fighters that are each more than 3" from one another; this round they each add 1" to their Move as the loose line flows apart and forward.	ANY TIME
34	Redeploy. Play before the battle, after both gangs have deployed but before the first round begins. Pick up one friendly fighter and set it down again anywhere within 3" of its original position, sliding the strike into place before the fight opens.	PRE-BATTLE
35	Cut Off. Play as a reaction, when an enemy fighter attempts to Fall Back from a friendly fighter. That enemy must first pass an Initiative test; if it fails, the move is cancelled and it stays locked in combat, the tendril refusing to let it slip.	REACTION
36	Everywhere At Once. Play at the start of a round. The first time you use The Tendril Strike this round, the Biomass Token spent on it is returned to your pile once the redeploy has resolved — the reach costs the swarm nothing this turn.	START OF ROUND
41	Reaching Strike. Play before a charge. A friendly fighter declaring a charge this round adds 2" to its charge move, the tendril stretching those last inches to reach a target that thought itself just clear.	PRE-CHARGE

42	Fade. Play at any time. Once this round, a friendly fighter that is not engaged in combat may make a free 2" move directly away from the nearest enemy, slipping back out of a threat before it closes.	ANY TIME
43	Harrying Fire. Play in the shooting phase. Choose a friendly fighter; this round its ranged attacks add 1 to their Hit rolls against any enemy standing in the open, the harrying fire finding a target that has nowhere to duck.	SHOOTING
44	Serpents Coil. Play in the movement phase. A friendly fighter with Burrowing, or one that arrived from beneath the board this battle, may make a free 2" move after it has otherwise acted, coiling away beneath the ground it just struck from.	MOVEMENT
45	Predators Patience. Play before a charge, when a friendly hidden fighter that has not yet revealed declares one. It adds 1 to its Hit rolls on the round it finally strikes — the reward for a predator that waited for the perfect moment.	PRE-CHARGE
46	Overreach. Play at the start of a round. This round, one friendly fighter redeployed by The Tendril Strike may end its move up to 3" further onto the board than the redeploy would normally allow, reaching deeper into the enemy's ground than is wise.	START OF ROUND
51	Quickened. Play in the movement phase. Choose a friendly fighter; it adds 2" to its Move this round as the swarm's adrenal chemistry floods its limbs.	MOVEMENT
52	Trap The Line. Play as a reaction, when an enemy fighter ends a move within 1" of two or more friendly fighters. That enemy may not Fall Back until the start of your next turn, snared between the closing arms of the tendril.	REACTION
53	Wave Off. Play at the start of a friendly fighter's activation. Before it does anything else, that fighter may make a free 2" move, peeling away from a threat that was forming around it.	START OF ACTIVATION
54	Scent The Weak. Play at the start of a round. Choose an enemy fighter that is Seriously Injured, Pinned, or more than 6" from any of its allies; this round friendly vanguard fighters re-roll failed Charges made against it. The swarm has caught the scent of a weak thing.	START OF ROUND
55	Flowing Assault. Play in close combat. When a friendly fighter takes an enemy Out of Action in melee this round, it may immediately make a free 2" move toward another enemy, the assault flowing on from one kill to the next.	CLOSE-COMBAT
56	Loose The Tendrils. Play at the start of a round. Gain one additional Biomass Token this round, to be spent only on The Tendril Strike — the Hive Mind loses another arm onto the board.	START OF ROUND
61	Encircle. Play in close combat. A friendly fighter engaging an enemy that is already engaged by another friendly fighter adds 1 to its Hit rolls against it this round, the prey caught between two closing bodies.	CLOSE-COMBAT
62	No Line At All. Play in close combat. When a friendly fighter Falls Back from combat this round, enemies it leaves behind may not make reactive attacks against it as it breaks away — there is no line to hold it, and never was.	CLOSE-COMBAT
63	Blur. Play in the movement phase. A friendly fighter that moved at least 6" this round is a blur of chitin and speed: until the start of your next turn, enemies suffer -1 to Hit it with ranged attacks.	MOVEMENT
64	Second Tendril. Play in the movement phase. Once this round, you may use The Tendril Strike a second time in the same turn, redeploying a different vanguard fighter — a second arm reaching where the first already struck.	MOVEMENT
65	Riptide. Play at the start of a round. This round, every friendly fighter that makes a Fall Back move adds 1" to it — the whole tide drawing back at once, out of every reaching enemy's grasp.	START OF ROUND

66	The Net Draws Closed. Play in close combat. This round, friendly fighters engaging an enemy that is within 3" of a table edge, or already engaged by another friendly fighter, re-roll all failed Hit rolls against it. The net the fleet has spent the whole battle spreading finally draws closed.	CLOSE-COMBAT
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ALLIANCES



ANSWER FIRST

ALLIANCE

WHO	a Genestealer Cult House (any brood - generic, never a fixed cult)
FACTION	genestealer-cults
MY ROLE	consume
PHASE GATE	the allied cult's world reaches local Endgame
TERMS	answer the beacon first -> husk the ripened world; the arriving mass is generic Tyranidkind, the fleet decided on arrival; campaign-only, no cross-faction units in a normal gang list

When a Genestealer Cult brood has done its patient work and brought a world to the edge of ripeness, it sends a psychic beacon into the dark between stars — and Kraken answers first. This is the compact between the reaching fleet and any cult that has ripened a world to its local Endgame: the cult takes the world by infiltration and control; the fleet arrives to consume the husk the cult has prepared.

The alliance is a campaign compact only. No cult fighter ever joins a Kraken gang in a normal battle, and no Tyranid strain fights under a cult banner; the two forces never mix on a single roster. When the allied cult's world reaches its Endgame, the swarm descends — a generic tide of Tyranidkind whose exact bioforms are decided only on arrival — and the ripened world is stripped to bare rock, its biomass folded into the fleet. The cult calls; the Great Devourer comes; the world ends. Yet never the cult's own capital or final holding — even the Hive Mind leaves something alive to ripen again.

WHO	no true allies - Kraken is the apex devourer that hungers for all (natural prey: slow/static castles it stretches thin; natural predator: tight perimeters with weight of fire, and glass-fast peers that out-skirmish it)
TERMS	declines all standing alliances; against a slow or static gang the Kraken player claims +1 to the roll to seize the initiative in the first battle round (the tide reaches the unready first); against a gang that fielded a tight, gun-heavy perimeter last battle, that opponent claims the same +1 (the castle has learned to weather the reach)

Kraken keeps no allies. It is the apex devourer, a lone tendril of a hunger that means in the end to consume everything and everyone — there is no pact the Hive Mind will honour past its own next meal. In the campaign this House stands alone, declining every standing alliance offered to it.

Its hunger still shapes the fights around it. Against a gang that fought its last battle from a slow or static line, the Kraken player claims +1 to the roll to seize the initiative in the first battle round — the tide reaches the unready before they have set their feet. Against an opponent that met the reach with a tight, gun-heavy perimeter last time out, that opponent instead claims the +1, for the castle has learned the rhythm of the strike and braces for it. The lone devourer is feared by the slow and studied by the wise.

FAVOURS

2D6

ROLL	FAVOUR	PATRON
2	Quickened Limbs. The Reach stirs in a single strain, quickening its limbs for one battle. Choose one fighter in your gang; for your next battle it adds 1" to its Move. The Hive Mind's hunger has found it, if only a little.	THE REACH (THE HIVE MIND'S DRIVE TO BE EVERYWHERE AT ONCE)
3	Scent Of The Flank. The tendril catches the scent of an opening. Once in your next battle, you may re-roll a single failed Charge made by a vanguard fighter — the Reach guides it toward the soft flank it was hunting.	THE REACH (THE HIVE MIND'S DRIVE TO BE EVERYWHERE AT ONCE)
4	Sure Footed. For one battle the Reach smooths the ground before one of your strains. Choose a fighter; throughout your next battle it ignores the first 2" of difficult terrain it crosses each round, flowing over broken ground as the fast strains do.	THE REACH (THE HIVE MIND'S DRIVE TO BE EVERYWHERE AT ONCE)
5	Borrowed Wings. The Hive Mind lends a strain wings it was not grown with. Choose one fighter that does not already have Fly; for your next battle it gains the Fly keyword, reaching over walls and gaps as the winged bioforms do.	THE REACH (THE HIVE MIND'S DRIVE TO BE EVERYWHERE AT ONCE)

6	Full Pile. The Reach fills the token pile. At the start of your next battle, gain one additional Biomass Token to spend on The Tendril Strike — one more reach than the fleet had any right to.	THE REACH (THE HIVE MIND'S DRIVE TO BE EVERYWHERE AT ONCE)
7	Favoured Tendril. One strain becomes the favoured tendril of the Hive Mind. Choose a vanguard fighter; for your next battle it may re-roll a failed Charge and adds 1" to any Fall Back or Hit-and-Fade move it makes — the Reach flows through it, into the strike and back out again.	THE REACH (THE HIVE MIND'S DRIVE TO BE EVERYWHERE AT ONCE)
8	From Any Edge. The Reach opens every edge of the battlefield at once. Once in your next battle, one fighter that would arrive from a table edge may instead arrive from any table edge you choose, appearing from the direction the enemy least expects.	THE REACH (THE HIVE MIND'S DRIVE TO BE EVERYWHERE AT ONCE)
9	Cheap Mutation. The Hive Mind's drive to spread makes new growth come easily. In the post-battle sequence after your next battle, you may develop one Locomotion or Talons Evolution for a fighter at half its usual Experience cost.	THE REACH (THE HIVE MIND'S DRIVE TO BE EVERYWHERE AT ONCE)
10	Free Recoil. The tendril learns to strike and slip free at no cost. Once in your next battle, a fighter that has just resolved its melee attacks may make an immediate free Fall Back move, breaking away the moment its blow has landed.	THE REACH (THE HIVE MIND'S DRIVE TO BE EVERYWHERE AT ONCE)
11	The Tide Commits. For one battle the whole tide answers the Reach. At the start of your next battle, gain two additional Biomass Tokens for The Tendril Strike, and the first vanguard fighter you redeploy each round adds 2" to its Move that round. The swarm commits, everywhere at once.	THE REACH (THE HIVE MIND'S DRIVE TO BE EVERYWHERE AT ONCE)
12	The Longest Reach. The Reach is total. For your next battle, once each round you may use The Tendril Strike without spending a Biomass Token, and any fighter redeployed this way may charge on the round it arrives. The Hive Mind is, for one battle, truly everywhere at once.	THE REACH (THE HIVE MIND'S DRIVE TO BE EVERYWHERE AT ONCE)

☠ SUB-PLOTS

✂ THE LONGEST HUNT

SUB-PLOT

Reward: That fighter gains +1 XP each time it does so, and on the third may take a Legendary Name at half the usual XP cost. Track it per fighter; only the strain that kept reaching qualifies.

Some strains are grown to reach, and reach, and reach again — and the Hive Mind marks the one that never stops. Track a single fighter across the campaign: each time it takes an enemy Out of Action in the same round it arrived from a table edge, whether by Outflank or by The Tendril Strike, note it from the battle report. That fighter gains 1 Experience every time it strikes this way. The third time one fighter manages it across three separate battles, the sub-plot pays out — that strain may take a Legendary Name at half the usual Experience cost. Only the fighter that kept reaching qualifies, so track it per fighter, and let the longest hunter earn its name.

✂ THE WIDENING NET

SUB-PLOT

Reward: The third time it happens, in the following post-battle sequence gain a one-time D6x10 biomass surge and may buy one Outflank-granting Evolution for a fighter at half cost. If your campaign ends before the third, gain nothing - the net never closed.

The tendril's ambition is not to hold the line but to be past it — and a fleet that keeps reaching into the enemy's own ground grows bolder for it. Across the campaign, note each battle in which your gang controls an objective inside the enemy's deployment half at the end of a round, read straight from the battle report. The third time it happens across three separate battles, the net has closed: in that post-battle sequence, gain a one-time surge of D6x10 biomass and buy a single Outflank-granting Evolution for a fighter at half cost. Should your campaign end before the third battle, the net never closes and nothing is gained — the reach was real, but it was never quite finished.

LEGENDARY NAMES

✂ DEATHLEAPERS GET

LICTOR VANGUARD

XP cost (random): 6

XP cost (chosen): 12

A strain that carries the mark of Deathleaper — the fleet's most famous vanguard, the ambush no enemy has ever successfully deployed against. To take this name a Lictor pays 6 Experience if the title is rolled at random, or 12 if it is chosen.

The named strain deploys hidden anywhere on the battlefield more than 6" from any enemy, and on the round it reveals it adds +1 to its Hit rolls — the perfect strike, from the one place the enemy did not watch.

But it exists only to strike. It must always be set up using its hidden deployment and can never begin a battle on the board in the open, and if a battle ends without it having taken an enemy Out of Action, it earns no Experience from that battle at all. An idle blade earns nothing.

✂ THE HUNDRED MILE STRIKE

WINGED MONSTER

XP cost (random): 6

XP cost (chosen): 12

The longest arm the fleet has ever grown — a winged bio-titan spoken of across a war zone as the thing that is never where it was and always where it is needed. A Harpy or Hive Crone claims this name for 6 Experience rolled at random, or 12 if chosen.

The named monster adds +3" to its Move and may charge even on a turn it Fell Back, folding withdrawal and fresh assault into one unbroken motion.

Grown wholly for reach, it can never take Carapace Evolutions or defensive biomorphs, and in any round it did not move at least 6" it suffers -1 to its Hit rolls — clumsy and slow-eyed the moment it holds still. It is built to keep moving, and it fails the instant it stops.

✧ THE VANISHING

VANGUARD FIGHTER

XP cost (random): 6

XP cost (chosen): 12

The purest hit-and-fade the fleet can field — a vanguard strain that kills and is simply, impossibly, not there. A Genestealer or Ravener takes this name for 6 Experience rolled at random, or 12 if chosen.

After the named fighter takes an enemy Out of Action, it may immediately make a free Fall Back move and gains Stealth until its next activation — the strike lands, and the killer melts back into the terrain before anyone can answer.

It cannot be relied on to stay. It may never hold or contest an objective at the end of a round, because it is never anywhere long enough, and any Group Activation it joins costs one extra ready marker — it does not coordinate with the swarm, it vanishes from it. It is the reaching strike distilled into a single fighter: all edge, no anchor.

☠ TERRAIN

✧ CAPILLARY NODE

TERRAIN

A Capillary Node is a low, spreading growth of grown chitin and pulsing bio-fluid, budded onto the battlefield near a table edge — a forward anchor of the swarm's own nervous system, reaching out from the fleet toward its prey.

At deployment, the Kraken player places one Capillary Node marker within 6" of any table edge under their control. Friendly fighters arriving by Outflank or by The Tendril Strike may set up within 3" of the Node instead of within 1" of the edge, and a fighter that arrives from the Node this way adds 2" to its Move on the round it arrives. Once per battle, a friendly synapse creature within 6" of the Node extends its synapse range by 3" until the end of that round. The Node itself is Toughness 5 with 3 Wounds; if it is destroyed, both of its effects end at once.

✧ MIGRATION PATH

TERRAIN

A Migration Path is a churned corridor of consumed ground where the tendril has passed and re-passed, its crust seeded with fast-growing spawn-matter — a scar on the world the swarm has claimed as its own.

It is a Kraken territory, a feature of the campaign map rather than a marker on the battlefield. A gang that holds it draws its post-battle biomass income biased toward fast bioforms: when spending biomass on new fighters after a battle, the cost of the gang's next fast body — a Gargoyle, Hormagaunt, Von Ryan's Leapers pack or Ravener — is reduced by 15 biomass, once per post-battle sequence. It does not lower the cost of monsters or synapse creatures; the Path grows only swift things, quickening what is already quick.

✂ THE REACHING RAID

SCENARIO

ATTACKER	the Kraken tendrils (the raiding fleet)
DEFENDER	the world's current holder, dug in around its stores
DEPLOY	sprawling terrain with 3+ objectives spread across the board; attacker deploys nothing at the start - every fighter arrives from a table edge (Outflank) or hidden (Infiltrate) across the first two rounds; defender sets up entrenched around its objectives
OBJECTIVE	attacker must raid and withdraw - control an objective at the end of a round, then get the controlling fighter to a table edge and off the board; each fighter that leaves the board having controlled an objective scores a raid point
VICTORY	attacker wins on the most raid points scored by the end of round 4; a fighter still on the board at game end scores nothing, however much it took - the reach that did not recoil failed
REWARDS	attacker win -> Control Track shifts toward the swarm by the number of raid points (capped at a full step); defender win (more objectives still held / attacker bodies stranded) -> the raid is blunted, marker unchanged, defender salvages the stranded strain
CONTROL TRACK	each raid point is one push on the world's siege; the mission MODELS Kraken's whole thesis - it rewards striking a held place and leaving before the counter lands, never standing and holding

The tendrils do not come to hold ground. It comes to take what it needs and be gone before the defender can close the gap.

ATTACKER AND DEFENDER The attacker is the Kraken tendrils, a raiding fleet reaching onto a held world. The defender is the world's current holder, dug in around its stores.

BATTLEFIELD Set up a sprawling, terrain-dense board with three or more objectives spread widely across it — a scatter of caches the raider must reach and the defender must cover all at once.

DEPLOYMENT The defender sets up first, entrenched among and around the objectives. The attacker deploys nothing at the start: every attacking fighter arrives across the first two rounds, each one either from a table edge by Outflank or hidden by Infiltrate. From the third round on, any fighter not yet placed arrives from a table edge as normal.

THE RAID At the end of any round, a fighter controlling an objective may begin to withdraw with the prize. If that fighter then reaches a table edge and moves off the board, it scores one raid point. A fighter still on the board at the end of the game scores nothing, whatever it was carrying — the reach that did not recoil has failed.

ENDING THE BATTLE The battle ends at the close of the fourth round.

VICTORY The attacker wins on the most raid points scored. The defender wins by denying them — holding the objectives and stranding the raiders on the board.

REWARDS If the attacker wins, the Control Track shifts toward the swarm by the number of raid points scored, up to a single full step. If the defender wins, the raid is blunted: the marker is unchanged, and the defender salvages the stranded strain left behind.

TACTICS Every raid point is one push on the world's siege. The mission rewards striking a held place and leaving before the counter lands, never standing to hold it. A Kraken player who tries to win by controlling the board in-

stead of raiding it will find the fourth round arrives with fighters caught in the open and nothing scored.



TYRANIDS · HOUSE DOSSIER

HIVE FLEET GORGON

Gorgon is the swarm you cannot kill the same way twice: whatever you bring to bear, the Hive Mind tastes it and within a round the organisms in front of you have grown a thicker hide, a hostile blood, a poison answer - while its own attacks ignore your armour entirely, because poison does not care how thick your plate is.

Gorgon is the swarm that cannot be killed the same way twice. Whatever a foe brings to bear — flame, blade or bolt — the Hive Mind tastes it, and within a round the organisms in front of them have grown a thicker hide, a hostile blood, a poison answer to that one source. Its own attacks return the cruelty in kind: bio-toxin that ignores armour entirely, because poison does not care how thick the plate is. This is the adapter fleet, a screen of drifting Venomthropes and poisoned gaunts wrapped around bio-chem titans, every body reading the enemy and growing a counter. It out-lasts not by mass and not by regeneration, but by refusing the method — it simply stops taking the damage that is killing it, against the one source it has read. The counter is speed and variety: the reading answers only one threat at a time, so a foe that strikes with many kinds of damage splits the defence, and a foe that strikes fast enough kills the tide before it learns. A gang does not out-trade Gorgon. It out-paces it, or it dies to a swarm that has already grown the answer to everything it owns.

GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	5

BUILD RULES

- ♦ Starting biomass pool: 1500 (re-skinned as biomass)
- ♦ Exactly 1 synapse Leader (Hive Tyrant) - the adaptation anchor that broadcasts The Hive Reads
- ♦ 0-2 Venomthropes (the toxic-miasma screen) - the fleet's tell; a Gorgon list without one has hidden its own identity
- ♦ 0-2 synapse Champions (Tyrantid Warriors) - the adaptation conduits the Bloom broadcasts through
- ♦ 0-1 toxin Brute (Haruspex / Toxicrene / Psychophage) - the anvil; the Psychophage is the only psychic monster Gorgon fields
- ♦ Poisoned-gaunt bulk (Hormagaunts / Pyrovore-Termagants) with Spore Mines and Rippers as fillers
- ♦ Backbone: gaunts $\geq$ synapse creatures + monsters; the poisoned tide is the body, the Venomthrope screen is the tell
- ♦ Adaptation is gated on Synapse: the Adaptive Bloom broadcasts THROUGH synapse creatures - kill the brains and the swarm not only goes feral, it stops reading you
- ♦ The adaptation log is how the gang advances: Gorgon grows Carapace(toxin/hide) / Adaptation Evolutions, becoming the swarm you cannot kill the same way twice
- ♦ Psychic monsters available: the Psychophage only (the bio-chem psyker-eater that fits the toxin/adapt identity); Warp-Field psykers route to Leviathan/Hydra, winged organisms to Kraken

A starting swarm forms on a biomass pool of 1500, built around exactly one synapse Leader — the Hive Tyrant, the adaptation anchor through which The Hive Reads is broadcast. Beneath it the controlling player may field up to two Venomthropes, the toxic-miasma screen that is the fleet's tell; a Gorgon list without one has hidden its own identity. Up to two synapse Champions, the Tyrantid Warriors, extend the reading web the Adaptive Bloom broadcasts through, and a single toxin Brute — Haruspex, Toxicrene or Psychophage — anchors the centre. The body of the swarm is poisoned-gaunt bulk, Hormagaunts and Pyrovore-Termagants, with Spore Mines and Rippers as fillers, and the gaunts must always number at least as many as the synapse creatures and monsters combined: the tide is the body, the screen is the tell. Adaptation is gated on synapse — the Bloom broadcasts only through living synapse creatures, so cutting the brains does not merely turn the swarm feral, it stops the swarm reading the enemy at all.

GANG RULES

✧ THE ADAPTIVE BLOOM

GANG RULE

The Adaptive Bloom is the heart of the whole fleet — the reading defence that lets the swarm refuse the method killing it. On any Gorgon turn, the controlling player may spend a Biomass Token and broadcast an Adaptation through a living synapse creature, and every friendly body within that creature's synapse range shares in it. The broadcast takes one of two forms. An offensive pulse grants those fighters the Toxin edge for the round, flooding the tide with venom for a single assault. A defensive adaptation instead names one enemy weapon or damage source, and until the swarm's next turn those same fighters suffer -1 to be Wounded by that source alone — a hide grown, a blood turned hostile, an answer to the one thing currently doing the killing. Only one defensive source may be answered at a time, and the broadcast reaches only as far as a synapse creature lives to carry it. A foe that brings many kinds of damage splits the reading; a foe that strikes fast kills the tide before it can learn. Sever the synapse and the Bloom goes dark, and the swarm stops reading the enemy at all.

✧ THE HIVE READS

GANG RULE

The Hive Reads is the Hive Tyrant's aura — the deeper mind that lets the swarm re-taste a threat mid-battle. While a synapse creature lives, once each round the controlling player may re-declare the source that the defensive Adaptive Bloom is answering, at no cost in Biomass, shifting the swarm's grown defence from one enemy weapon to another as the fight turns. The reading is never locked to the first threat: as the enemy switches from blade to gun, the Hive tastes the change and grows a new answer to match. It is why a Gorgon force fields its Tyrant forward and guards it above all else — the free re-declare is the difference between a defence that answers one weapon for the whole game and one that tracks whatever is presently killing the tide. Kill the reading brain and the swarm keeps only the source it last named, blind to every change that comes after.

FIGHTERS

HIVE TYRANT

LEADER

✖ 556 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	2+	3+	6	6	5	3+	4	6+	5+	5+	7+

SAVE 3+ (+5 FIELD)

SPECIAL RULES

Synapse (*the reading brain - every Adaptive Bloom broadcasts through it; keep it alive or the swarm goes blind*)

The Hive Reads (*once per round, re-declare the defensive Bloom source for free while this creature lives*) SEE SPECIAL RULES

PRIMARY

Carapace

Adaptation

SECONDARY

Talons

Locomotion

STARTING GEAR Venom Cannon · Crushing Claws

EQUIPMENT LIST

HEAVY

Venom Cannon 35 credits

CLOSE-COMBAT

Scything Talons 15 credits

Crushing Claws 35 credits

WARGEAR

Living Toxin Sacs 25 credits

Reactive Carapace 25 credits

The Hive Tyrant is the reading brain of the swarm — the synapse anchor through which every adaptation is broadcast, and the one body a Gorgon force cannot afford to lose. It looms at WS2+, S6 and T6 across five wounds, a 3+ carapace layered under a shimmering field, and it fights at range with the Venom Cannon and folds anything that closes with its Crushing Claws. But its statline is not why it is fielded. While it lives, the swarm sees: The Adaptive Bloom pulses out through it, and its own aura, The Hive Reads, lets the controlling player re-declare the defensive Bloom source once each round for free, tasting a new threat as the battle turns. It carries Synapse, the control web the poisoned tide depends on, and where the Tyrant walks the gaunts fight as one organism. Kill it and the swarm does not merely go feral — it stops reading the enemy at all. Every plan a Gorgon player makes routes back to keeping this creature alive.

GENESTEALER

CHAMPION

× 140 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	2+	—	4	3	1	2+	3	7+	6+	7+	8+

SAVE 5+ (+5 FIELD)

SPECIAL RULES *Infiltrate (deploys forward, out of sight - already inside the line before the tide arrives)*

Instinctive Behaviour (feral if it strikes out ahead of the synapse web) SEE SPECIAL RULES

PRIMARY

Talons

Adaptation

SECONDARY

Locomotion

STARTING GEAR Rending Claws

EQUIPMENT LIST

CLOSE-COMBAT

Scything Talons 15 credits

Rending Claws 20 credits

WARGEAR

Living Toxin Sacs 25 credits

The Genestealer is the poisoned tip of the vanguard — an elite infiltrator that is already inside the enemy line before the tide arrives. It moves 6" and strikes at WS2+ with three attacks from Rending Claws laced with Toxin, a combination that opens armour and floods the wound in the same motion. Infiltrate lets it deploy forward and out of sight, waiting in cover until the poison is needed most; a 5+ save under a field is thin, but at T3 on a single wound its defence is position and speed, not hide. It reads the enemy through the synapse web like the rest of the swarm, and Instinctive Behaviour turns it feral the moment it outruns that web — a Genestealer that strikes too far ahead of a synapse creature answers to its own hunger, not the Hive's plan. Held on the leash, it is the assassin that draws first blood; loosed too early, it is a claw the swarm no longer controls.

LICTOR

CHAMPION

× 196 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	2+	—	5	5	3	2+	3	7+	5+	6+	7+

SAVE 4+ (+5 FIELD)

SPECIAL RULES

Infiltrate (*sets up hidden after deployment*)

Stealth (*chameleon-hide - unseen until the trap springs*)

SEE SPECIAL RULES

FIGHTS FIRST (*strikes before the counter, opening the wound the toxin fills*)

A fighter with Fights First strikes before the enemy can answer. When it fights in close combat, it makes its attacks before any opponent that does not share the rule, and only once it is done does a survivor strike back. On the Lictor it is the ambush landing clean — the talons open the wound before the counter comes, and the toxin fills what they part. The trap springs first, and what it catches rarely gets the chance to swing.

PRIMARY

Talons

Adaptation

SECONDARY

Carapace

Locomotion

STARTING GEAR Scything Talons · Rending Claws

EQUIPMENT LIST

CLOSE-COMBAT

Scything Talons 15 credits

Rending Claws 20 credits

WARGEAR

Living Toxin Sacs 25 credits

The Lictor is the ambush that opens the poison — the marker the whole tide funnels toward. Infiltrate sets it up hidden after deployment, and Stealth keeps its chameleon-hide unseen until the trap springs, so it chooses the moment the swarm strikes rather than suffering the enemy's. When it does spring it has Fights First, landing its Scything Talons and Rending Claws before the counter comes, opening the wound the toxin then fills. At WS2+ with three attacks, S5 and T5 across three wounds behind a 4+ save and a field, it hits far harder than its cost suggests and survives the reprisal it invites. It reads the enemy through the synapse web, and outside it Instinctive Behaviour makes it a feral hunter of the nearest prey. A Gorgon player uses it to dictate where the fight happens — the Lictor marks the ground, the poisoned tide arrives to hold it, and the enemy finds the ambush already inside its line.

VENOMTHROPE

CHAMPION

✖ 68 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	—	4	4	3	4+	2	7+	7+	6+	7+

SAVE 5+

SPECIAL RULES Instinctive Behaviour (feral outside the web, but the miasma screen holds regardless of the brain)

Stealth (unseen inside its own drifting poison-fog) SEE SPECIAL RULES

PRIMARY Carapace Adaptation

STARTING GEAR Toxic Lash · Spore Cyst

EQUIPMENT LIST			
CLOSE-COMBAT		WARGEAR	
Scything Talons	15 credits	Spore Cyst	20 credits
Toxic Lash	20 credits	Living Toxin Sacs	25 credits

The Venomthrope is the toxic-miasma screen — the fleet's tell, and the organism a Gorgon list is almost never without. It drifts through the swarm at 5", wreathed in a haze of poisoned spore that fouls enemy aim and stings anything that closes, and Stealth keeps it unseen inside its own drifting fog until it chooses to strike with the Toxic Lash. At T4 across three wounds behind a 5+ hide it is fragile in the open, but it is not built to trade blows — it is built to make the ground around the swarm hostile, so the poisoned tide advances under a cloud the enemy cannot easily shoot through. With a Spore Cyst grown onto it, that screen reaches wider still. It has no synapse, and Instinctive Behaviour turns it feral off the web, but the miasma holds regardless of the brain behind it. A Gorgon force without a Venomthrope has hidden its own identity; with one, the whole swarm fights inside a poison the enemy must survive before it survives the claws.

WARRIOR MELEE

CHAMPION

× 135 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	4+	4	4	2	4+	2	7+	6+	6+	7+

SAVE 4+

SPECIAL RULES Synapse (*the affordable conduit*) SEE SPECIAL RULES

PRIMARY Carapace Adaptation SECONDARY Talons

STARTING GEAR Scything Talons · Venom Cannon

EQUIPMENT LIST			
HEAVY		WARGEAR	
Venom Cannon		35 credits	Living Toxin Sacs
CLOSE-COMBAT			25 credits
Scything Talons		15 credits	
Rending Claws		20 credits	

The Tyranid Warrior is the affordable conduit — the synapse creature that extends the reach of the swarm's reading past the Hive Tyrant's own aura. It carries Synapse, and that is the point of it: with a Warrior forward the poisoned gaunts keep fighting as one organism far from the Tyrant, and The Adaptive Bloom can broadcast through a body the enemy is less desperate to kill. It is a capable fighter in its own right, striking at WS3+ with Scything Talons and able to answer at range with a Venom Cannon, S4 and T4 across two wounds behind a 4+ carapace. But its value is never the statline — it is the web it holds together. A Gorgon player fields Warriors to stretch the synapse net across the board, so the tide does not go feral the moment it leaves the Leader's shadow, and so the reading defence can be cast from a second, cheaper brain. Lose the Warriors and the swarm contracts back around the Tyrant; keep them alive and the whole line reads the enemy at once.

HORMAGAUNT TOXIN

GANGER

✖ 51 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
8"	4+	—	3	3	1	3+	2	8+	8+	7+	8+

SAVE 6+

SPECIAL RULES

Instinctive Behaviour (*the fast poisoned gaunt goes feral outside the web - keep a Warrior racing with the tide*)

SEE SPECIAL RULES

PRIMARY

Talons

SECONDARY

Adaptation

Locomotion

STARTING GEAR Scything Talons

EQUIPMENT LIST

CLOSE-COMBAT

Scything Talons

15 credits

WARGEAR

Living Toxin Sacs

25 credits

The poisoned Hormagaunt is the body of the tide — the cheap, fast melee bulk that carries the swarm's venom into contact. It races across the field at 8", the quickest thing in a Gorgon list, and lashes twice with Scything Talons whose Toxin edge ignores Toughness entirely, so a single flimsy gaunt at S3 still bleeds a heavily-armoured elite. One at a time it is nothing, T3 on a single wound with a 6+ hide; in a screaming poisoned wave it is the thing that drowns a line no plate can save. It has no synapse, and Instinctive Behaviour turns it feral the instant it outpaces the reading web — and a gaunt this fast outruns its Warriors easily. A Gorgon player keeps a synapse creature racing with the tide, or watches the fastest part of the swarm stop answering the moment it is needed. It is expendable, endless, and every one of it carries poison.

PYROVORE

GANGER

✖ 55 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	4+	3	4	2	4+	1	8+	8+	7+	8+

SAVE 5+

SPECIAL RULES **Instinctive Behaviour** (*an acid-spore beast - feral off the web, but the acid burns regardless*)

SEE SPECIAL RULES

PRIMARY

Carapace

SECONDARY

Adaptation

STARTING GEAR Bio Acid Spit

EQUIPMENT LIST

SPECIAL

Bio Acid Spit **20** credits

CLOSE-COMBAT

Scything Talons **15** credits

The Pyrovore is the swarm's armour-shredder — an acid-spore beast that spits a stream of caustic bio-matter to eat away plate the poison then pours through. It fires the Bio-acid Spit at BS4+ out to 16", a short-ranged Special weapon whose AP and Toxin edge punish the same heavily-armoured targets the fleet is built to kill, its Knockback shoving a shredded enemy back off the line. At WS5+, S3 and T4 across two wounds it is no duellist, and its value is entirely the acid it carries; kept back behind the tide, it burns open the targets the gaunts and titans finish. It has no synapse, and Instinctive Behaviour leaves it feral off the web — but the acid burns regardless of whether the beast is thinking straight, so even a maddened Pyrovore keeps spitting. A Gorgon player leans on it against the elite and the armoured: what its spit strips, the swarm's poison walks straight through.

SPORE RIPPER

JUVE

× 39 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	—	3	3	2	4+	2	8+	8+	7+	8+

SAVE 6+

SPECIAL RULES

Instinctive Behaviour *(a near-mindless drifting swarm - almost always acting on instinct outside the web)*

SEE SPECIAL RULES

STARTING GEAR

Scything Talons

EQUIPMENT LIST	
CLOSE-COMBAT	
Scything Talons	15 credits

The Spore Mine and Ripper Swarm is the swarm's loose change — the cheapest, most expendable body a Gorgon list can grow, a near-mindless drifting knot of teeth and toxin. It moves 5" and bites twice with Scything Talons whose Toxin edge means even this scrap of biomass can bleed something armoured, but no one fields it to win a fight. It is a screen, a body thrown onto an objective, a wound soaked so a titan need not soak it. Two wounds behind a 6+ hide is exactly as much as it costs. It has almost no mind of its own: Instinctive Behaviour is its default state, and it is nearly always acting on raw instinct out beyond the reading web, drifting toward the nearest living thing. A Gorgon player spends it freely — to pad the tide, to hold ground for a round, to drift into the enemy and burst. It is grown to be lost, and losing it feeds the swarm back its biomass.

HARUSPEX

BRUTE

✖ 527 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
7"	3+	5+	6	7	6	4+	4	7+	6+	6+	7+

SAVE 3+

SPECIAL RULES **Instinctive Behaviour** (*a vast devouring maw - feral and dangerous outside the synapse web*)

SEE SPECIAL RULES

PRIMARY

Carapace

Talons

SECONDARY

Adaptation

STARTING GEAR Crushing Claws · Living Toxin Sacs

EQUIPMENT LIST

CLOSE-COMBAT

Scything Talons	15 credits
Crushing Claws	35 credits

WARGEAR

Living Toxin Sacs	25 credits
Reactive Carapace	25 credits

The Haruspex is the fleet's toxin-titan anvil — a vast devouring maw grown to bite through anything and endure everything that bites back. It stands at T7 across six wounds behind a 3+ carapace, and swings four attacks of Crushing Claws at S6 with a brutal AP, its Living Toxin Sacs meaning even a glancing hit wounds on a 4+ and shrugs off the first point of any Wound bonus. Poison this deep does not care how thick the plate is; the Haruspex simply digests what it catches. It is slow to fall and slower to be pushed off a point, the body a Gorgon list builds a holding line around. But it has no synapse of its own: Instinctive Behaviour leaves it feral and dangerous the moment it strays past the reading web, as likely to charge the nearest living thing as to follow the plan. Kept inside a Warrior's or the Tyrant's synapse range, it is the swarm's grinding centre — an organism the enemy must spend its whole effort to kill, and rarely can.

PSYCHOPHAGE

BRUTE

× 505 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
7"	3+	—	6	7	5	4+	4	7+	6+	5+	7+

SAVE 3+

SPECIAL RULES **Instinctive Behaviour** (*a psyker-hunting maw - feral off the web, but its hunger for warp-light is undimmed*)

SEE SPECIAL RULES

PRIMARY

Carapace

Talons

Adaptation

STARTING GEAR Crushing Claws · Reactive Carapace

EQUIPMENT LIST

CLOSE-COMBAT

Scything Talons	15 credits
Crushing Claws	35 credits

WARGEAR

Living Toxin Sacs	25 credits
Reactive Carapace	25 credits

The Psychophage is the psyker-eating maw — a bio-chem titan grown to hunt warp-light and digest it, the one member of the wider Tyranid psychic band the toxin fleet fields. It shares the Haruspex's frame: T7 across five wounds behind a 3+ carapace, four attacks of Crushing Claws at S6. Its founding Reactive Carapace means the first unsaved wound it takes teaches it — for the rest of the battle it grows a thicker save against that weapon's damage, a personal echo of the swarm's whole reading thesis grown into a single body. It has no synapse, and Instinctive Behaviour leaves it feral off the web, but its hunger for psykers is undimmed by any leash; it will cross a battlefield to reach the brightest mind on it. In a Gorgon list it is the anti-psyker anvil, an organism that hardens against whatever hits it and eats the enemy's warp-craft on the way in. Kept in synapse range, it fights to the swarm's plan; loosed, it hunts the light regardless.

TOXICRENE

BRUTE

× 208 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	4+	—	6	6	5	4+	4	7+	6+	6+	7+

SAVE 4+

SPECIAL RULES

Instinctive Behaviour (*a drifting poison-cloud beast - feral outside the web, but its miasma poisons regardless*)

SEE SPECIAL RULES

PRIMARY

Carapace

Adaptation

SECONDARY

Talons

STARTING GEAR Toxic Lash · Spore Cyst

EQUIPMENT LIST

CLOSE-COMBAT

Toxic Lash 20 credits

WARGEAR

Spore Cyst 20 credits

Living Toxin Sacs 25 credits

Reactive Carapace 25 credits

The Toxicrene is the walking poison cloud — a drifting bio-chem beast wrapped in its own killing miasma, the fleet's mobile source of board-poisoning fog. It reaches with the Toxic Lash, a Versatile weapon that lets it strike before contact, and its Toxin edge ignores Toughness the way all the swarm's venom does; at S6 and T6 across five wounds behind a 4+ carapace it is a proper anvil in its own right. Its real weight is the miasma it projects, and with a Spore Cyst grown onto it that killing fog reaches further still, turning the ground it holds into a zone the enemy pays to enter. It has no synapse, and Instinctive Behaviour leaves it feral off the reading web — but the miasma poisons regardless of whether the beast is thinking, so even a maddened Toxicrene remains a hazard to stand near. A Gorgon player builds board control around it: the beast holds the centre, the poison-fog spreads, and the enemy fights the terrain before it ever reaches the swarm.



GANG TACTICS

D66

ROLL	TACTIC	TIMING
11	Read The Threat. Play this at the start of a round. Broadcast one defensive Adaptive Bloom this round without spending a Biomass Token, naming the enemy weapon or damage source it answers as normal. The swarm reads the threat it expects and grows the hide to meet it before a shot is fired.	START OF ROUND
12	Choking Spores. Play this at the start of a round. Choose a point on the battlefield within 12" of a friendly fighter; a cloud of choking spore fills a 3" radius around it for the round. Any enemy fighter that ends an activation within the cloud suffers a Toxin hit.	START OF ROUND

13	Caustic Blood. Play this as a Reaction, when a friendly fighter is wounded in close combat. Its blood sprays hot and hostile across the attacker: that enemy fighter immediately suffers a Toxin hit. To bleed the swarm is to be bled by it.	REACTION
14	Venomous Surge. Play this at the start of a round. Every friendly fighter's Toxin attacks wound on a 4+ instead of the usual 5+ until the start of your next turn. The whole swarm surges at its deepest poison at once — a round in which no armour and no Toughness slows the tide.	START OF ROUND
15	Corrosion. Play this in the Shooting phase, targeting one enemy fighter within 12" of a friendly fighter. Acid eats into its plate: for the rest of the round, that fighter reduces its save by 1 against all attacks. Corrosion opens the way the poison walks through.	SHOOTING
16	The Hive Tastes. Play this as a Reaction, when a friendly fighter with Adaptive Hide or Reactive Carapace uses its adaptation against a wound. The Hive re-tastes the threat: you may re-roll the dice for that adaptation, taking the better result. The swarm's memory sharpens the answer it has already grown.	REACTION
21	Taste The Blade. Play this as a Reaction, the first time a friendly fighter is hit by a particular enemy weapon this battle. The swarm tastes the blade: for the rest of the battle, that fighter adds 1 to its save rolls against that specific weapon. Struck once, it learns the edge and answers it thereafter.	REACTION
22	Creeping Fog. Play this in the Movement phase, when a friendly fighter makes a move. A bank of drifting poison-fog moves with it: until the start of your next turn, that fighter counts as being in cover against ranged attacks. The swarm advances behind a curtain the enemy cannot see through.	MOVEMENT
23	Toxin Bloom. Play this at the start of a round. Choose one friendly synapse creature; every friendly fighter within its reading range gains the Toxin edge on its attacks this round, blooming poison out across the swarm around it. Where the synapse mind reaches, the whole tide runs venomous.	START OF ROUND
24	Hardened Hide. Play this at the start of a friendly fighter's activation. Its carapace thickens and sets: until the start of its next activation, that fighter adds 1 to all of its save rolls. A body braced to weather everything the round will throw at it.	START OF ACTIVATION
25	Acid Veil. Play this in the Shooting phase before a friendly fighter shoots. A haze of atomised acid hangs around its target: that shot is resolved as normal, and if it hits, the target's save is reduced by 1 against it as the veil eats into whatever it wears.	SHOOTING
26	Reactive Shift. Play this as a Reaction, when an enemy fighter attacks a friendly fighter with a source your defensive Adaptive Bloom is not currently answering. The swarm shifts its reading at once: re-declare your defensive Bloom to name that attack's source, free of any Biomass Token, before the hit rolls are made.	REACTION
31	The Slow Death. Play this at any time, choosing one enemy fighter currently suffering a Flesh Wound from a Toxin hit. The venom works deeper: that fighter cannot remove Flesh Wounds by any means until the end of the battle, and suffers -1 to its Toughness against Toxin. The poison does not relent, and neither does the swarm.	ANY TIME
32	Spore Burst. Play this when an enemy fighter declares a Charge against a friendly fighter. The target bursts a sac of blinding spore: the charging fighter suffers -1 to its hit rolls in the resulting combat, and any other enemy within 1" of the target suffers a Toxin hit. The swarm answers the charge with a faceful of poison.	PRE-CHARGE

33	Venom Glands. Play this in close combat, when a friendly fighter without the Toxin trait fights. Fresh venom-glands swell in its limbs: its close-combat attacks gain the Toxin edge for that fight. Even a body never grown for poison bites like the rest of the swarm this once.	CLOSE-COMBAT
34	Read And Answer. Play this at any time during your turn. The Hive re-tastes the battle: you may immediately re-declare the source your defensive Adaptive Bloom is answering, at no cost in Biomass, even if no synapse creature is in range. Read the threat that has changed, and answer it.	ANY TIME
35	Digest. Play this at any time during your turn. Choose a friendly fighter within 3" of an enemy that has been taken Out of Action this battle; it digests the fallen biomass and removes one Flesh Wound, or recovers from being Prone to Standing. What the swarm kills, it puts to use.	ANY TIME
36	Miasma Curtain. Play this during deployment, after both crews are set. Draw a curtain of toxic miasma across a line up to 12" long anywhere on the battlefield; for the first round, all fighters count as being in cover while within 2" of that line, and enemy fighters crossing it suffer -1 to hit rolls that round. The swarm chooses where the fight begins blind.	DEPLOYMENT
41	Corrosive Tide. Play this at the start of the Shooting phase. Every friendly fighter's ranged bio-weapon runs thick with acid this round, gaining AP-1. The whole tide spits corrosion at once, stripping the armour off the line before the poison arrives to finish it.	SHOOTING
42	Unkillable Strain. Play this as a Reaction, when a friendly fighter is taken Out of Action. Roll a D6; on a 4 or higher, the strain refuses to die — that fighter is instead Seriously Injured, still on the board. The swarm has grown a body the enemy's method simply does not kill.	REACTION
43	Poisoned Advance. Play this in the Movement phase, when a friendly fighter makes a Charge or Move. It weeps venom as it comes: any enemy fighter it moves within 1" of during that move suffers a Toxin hit. The tide poisons the ground it crosses, not only the bodies it reaches.	MOVEMENT
44	The Thickening. Play this at the start of a round. Name one enemy weapon or damage source; until the start of your next turn, every friendly fighter adds 1 to its save rolls against that source. The whole swarm thickens its hide against a single threat at once — a gang-wide answer for one round.	START OF ROUND
45	Lash Out. Play this in close combat, when a friendly fighter fights. It lashes out with sudden fury, making one additional close-combat attack this activation. A whip of poisoned limbs finding one more mark than the enemy braced for.	CLOSE-COMBAT
46	Blind The Gun. Play this as a Reaction, when an enemy fighter targets a friendly fighter with a ranged attack. A gout of spore fouls the shooter's eyes: it suffers -1 to its hit rolls for that attack. The swarm blinds the gun before it can find the mark.	REACTION
51	Swarm Sense. Play this during deployment, after the enemy has set. The Hive Mind senses what hides from lesser eyes: all enemy fighters deployed hidden or in ambush are revealed to you, and you may redeploy up to two friendly fighters anywhere within your own deployment zone. The swarm knows the field before the fight begins.	DEPLOYMENT
52	Festering Wound. Play this at any time, choosing an enemy fighter that has suffered a Toxin hit this battle. The wound turns septic: at the end of the round, that fighter suffers a further Toxin hit as the old poison festers and spreads. What the swarm bit once keeps killing.	ANY TIME
53	Adapt Mid Strike. Play this as a Reaction, when a friendly fighter is hit by an attack. The organism reads the blow as it lands: it may add 1 to its save roll against that hit, its hide shifting to meet the weapon in the instant it strikes.	REACTION

54	Venom Spray. Play this in the Shooting phase, when a friendly fighter makes a ranged attack with a bio-weapon. The shot sprays wide as venom: it gains the Toxin edge, and one other enemy fighter within 1" of the target also suffers a Toxin hit. The poison finds more than the one it was aimed at.	SHOOTING
55	The Reading Line. Play this at the start of a round. The synapse web stretches taut across the board: until the start of your next turn, every friendly synapse creature's reading range is increased by 3", and the Adaptive Bloom may be broadcast through any of them. The whole line reads the enemy as one mind.	START OF ROUND
56	Carapace Answer. Play this as a Reaction, when a friendly fighter suffers an unsaved Wound. Its carapace grows an answer to what hurt it: for the rest of the battle, that fighter adds 1 to its save against that same weapon's damage type. It will not be opened the same way twice.	REACTION
61	Drown In Poison. Play this in close combat, when a friendly fighter makes its close-combat attacks. Its Toxin attacks wound on a 4+ instead of the usual 5+ for that fight, the venom pouring into every wound faster than the flesh can close. The enemy drowns in poison it cannot shrug off.	CLOSE-COMBAT
62	Shed The Blow. Play this as a Reaction, when a friendly fighter is about to be taken Out of Action or Seriously Injured. Its hide sloughs and reforms: roll the Injury dice for that hit again, and the controlling player chooses which result stands. The swarm sheds the killing blow and endures.	REACTION
63	Creep And Strike. Play this in the Movement phase, when a friendly fighter with Infiltrate or Stealth activates. It may make a free move up to its Movement, and if it began the activation hidden it remains hidden after moving, provided it ends in cover. It creeps into place unseen, ready to strike next.	MOVEMENT
64	Toxic Overload. Play this in close combat, when a friendly fighter makes its attacks. It dumps every gland at once: its Toxin attacks wound on a 4+ this fight and inflict a Flesh Wound in addition on any wound roll of 6. The organism spends its whole venom in a single overwhelming strike.	CLOSE-COMBAT
65	The Hive Remembers. Play this at the start of a round. Name one enemy weapon or damage source your defensive Adaptive Bloom answered earlier this battle; the Hive remembers it, and your Bloom answers that source this round in addition to its current one. For one round, the one-source limit does not bind you.	START OF ROUND
66	Consume. Play this in close combat, when a friendly fighter takes an enemy Out of Action. The organism feeds on what it has felled: it immediately recovers one lost Wound, or if it has lost none, it removes a Flesh Wound. The swarm grows by consuming.	CLOSE-COMBAT

ALLIANCES

✂ ANSWER THE RIPE

ALLIANCE

WHO	a Genestealer Cult House (any brood - generic, never a fixed cult)
FACTION	genestealer-cults
MY ROLE	consume
PHASE GATE	the allied cult's world reaches local Endgame
TERMS	answer the ripened world -> husk it; the arriving mass is generic Tyranidkind, the fleet decided on arrival; campaign-only, no cross-faction units in a normal gang list

Gorgon keeps no true allies, but the Hive answers a ripened world. When a Genestealer Cult brood — any brood, never a fixed cult — brings its world to local Endgame, the swarm it has spent generations calling arrives to reap what the infestation prepared. On the map this is a phase-gated pact: once the allied cult reaches its world's Endgame, the two Houses may fight a shared consumption against the world's defenders, the cult opening the way and the swarm husking what it finds. The mass that descends is generic Tyranidkind, its fleet decided only on arrival. The pact is campaign-only — it moves markers and unlocks the husking, and no cross-faction fighters ever enter a normal gang list. The cult believes it summons a saviour. What answers eats the saviour and the summoners alike.

✂ THE LONE DEVOURER

ALLIANCE

WHO	no one - Gorgon declines all alliances
MY ROLE	consume
PHASE GATE	n/a - the lone-devourer stance is always active
TERMS	the Hive hungers for all; natural prey = armour/elite gangs (poison ignores Toughness, the reading answers their one threat); hunted by varied-damage burst gangs that split the one-source defence; campaign-only stance

Gorgon stands with no one. The Hive hungers for all, and the lone-devourer stance is always active: the swarm declines every alliance offered to it, treating each other force on the map as prey, rival or meal. Its natural quarry is the armoured and the elite — poison ignores Toughness, and the reading grows an answer to whatever single threat they bring — so the swarm hunts down the heavy, disciplined gangs that lesser predators avoid. What hunts the swarm in turn is the varied-damage burst gang, the force that strikes with many kinds of harm at once and kills the tide before the reading can settle on any one of them. This is a campaign stance, not a battlefield rule: it shapes who the swarm marches against on the map, and it never wavers. Gorgon takes no partners. It only decides what to eat next.

ROLL	FAVOUR	PATRON
2	Deep Glands. The Adaptation reaches deep and swells the venom-glands of one chosen fighter. For the coming battle, choose one Toxin-armed fighter in your crew; its Toxin attacks wound on a 4+ instead of the usual 5+. The poison it carries is drawn from further down than the strain has ever gone.	THE ADAPTATION (THE HIVE MIND'S DRIVE TO READ AND ANSWER)
3	Read Ahead. The Hive Mind tastes the enemy before the fight begins. In the coming battle you may broadcast your first defensive Adaptive Bloom without spending a Biomass Token — the swarm has already read one of the threats it will face. Name the source as the Bloom is broadcast, as normal.	THE ADAPTATION (THE HIVE MIND'S DRIVE TO READ AND ANSWER)
4	Thickened Hide. The Adaptation lays down an extra layer of chitin on one body. For the coming battle, choose one fighter in your crew; it adds 1 to its save roll against the first hit it suffers. A single grown answer, ready before the enemy has struck once.	THE ADAPTATION (THE HIVE MIND'S DRIVE TO READ AND ANSWER)
5	Spare Token. The swarm has stored more reading than it needs. You begin the coming battle with one additional Biomass Token in your pool, to spend on the Adaptive Bloom as you choose. One more answer held in reserve, ready to broadcast the moment the enemy shows its hand.	THE ADAPTATION (THE HIVE MIND'S DRIVE TO READ AND ANSWER)
6	Acid Touch. The Adaptation floods one fighter's limbs with corrosive bio-acid. For the coming battle, choose one fighter in your crew; its melee attacks gain AP-1 as the acid eats into whatever they strike. What its claws part, the acid opens wider.	THE ADAPTATION (THE HIVE MIND'S DRIVE TO READ AND ANSWER)
7	The Hive Reads Deep. The reading runs deeper than the synapse web usually carries it. Once during the coming battle, you may re-declare the source of your defensive Adaptive Bloom for free, even if no synapse creature is within range to broadcast it — the Hive tastes the change and answers on its own. Use it the moment the enemy switches its killing weapon.	THE ADAPTATION (THE HIVE MIND'S DRIVE TO READ AND ANSWER)
8	Cheap Mutation. The swarm grows an answer cheaply this time. In your next post-battle sequence, one fighter may grow a single Adaptation-line or Carapace-line Evolution at half its usual biomass cost. The Hive spends little to deepen what it already is.	THE ADAPTATION (THE HIVE MIND'S DRIVE TO READ AND ANSWER)
9	Venom Flood. The Adaptation opens every gland in the swarm at once. Once during the coming battle, at the start of a round, you may declare a venom flood: until the end of that round, all friendly Toxin attacks wound on a 4+ instead of the usual 5+. For one round the whole tide runs at its deepest poison.	THE ADAPTATION (THE HIVE MIND'S DRIVE TO READ AND ANSWER)

10	The Taste Lingers. Once read, the threat is not soon forgotten. During the coming battle, the first defensive Adaptive Bloom you broadcast persists for one round longer than it otherwise would before it must be renewed. The swarm holds the taste of that weapon on its tongue a little after the enemy has moved on.	THE ADAPTATION (THE HIVE MIND'S DRIVE TO READ AND ANSWER)
11	Fresh Spore. The swarm buds a fresh body just in time for the fight. You may add one Spore Mine or Ripper Swarm to your crew for the coming battle at no cost; when the battle ends, that spawn drifts back into the swarm and is removed. A scrap of biomass grown to be spent, and spent it is.	THE ADAPTATION (THE HIVE MIND'S DRIVE TO READ AND ANSWER)
12	Grown Answer. The Hive Mind has already grown the answer before the battle is joined. You begin the coming battle with one defensive Adaptive Bloom already active, for free, against a source of your choice named as the game starts — the swarm has read this enemy and prepared its hide in advance. It is the fullest expression of the Adaptation's favour: the fight begins with the counter already grown.	THE ADAPTATION (THE HIVE MIND'S DRIVE TO READ AND ANSWER)

SUB-PLOTS

THE GROWING LOG

SUB-PLOT

Reward: When the sixth is grown, in that post-battle sequence your gang gains a permanent +1 to the range of every synapse creature's reading aura, and one fighter may grow a seventh Evolution at half cost. If your campaign ends before the sixth, gain nothing - the log stayed short.

This sub-plot runs across the whole campaign: grow a total of six Adaptation-line or Carapace-line Evolutions onto your fighters, counted cumulatively off your roster's advancement log rather than per battle. The swarm's reputation is the adaptations it has grown, and this is the record of it lengthening. When the sixth is grown, in that post-battle sequence your gang gains a permanent +1 to the range of every synapse creature's reading aura, and one fighter may grow a seventh Evolution at half cost. If your campaign ends before the sixth is grown, you gain nothing — the log stayed short, and the swarm never deepened.

THE UNKILLABLE SWARM

SUB-PLOT

Reward: The third time it happens, in the following post-battle sequence gain a one-time D6x10 biomass surge and your gang begins its next battle with one defensive Adaptation already active for free. If your campaign ends before the third, gain nothing - the swarm never proved unkillable.

This sub-plot asks you to prove the swarm cannot be killed the same way twice. Survive to the end of three separate tracked campaign battles with at least half your starting fighters still standing and having broadcast a defensive Adaptive Bloom in each — read straight off the battle reports. The third time it happens, in the following post-battle sequence you gain a one-time surge of D6x10 biomass, and your gang begins its next battle with one defensive Adaptation already active for free. If your campaign ends before the third, you gain nothing — the swarm never proved unkillable, only hard to kill.

LEGENDARY NAMES

✂ OLD POISON

ANY TOXIN-ARMED FIGHTER

XP cost (random): 6

XP cost (chosen): 12

Old Poison is not a fighter's name but a poison's — a venom so refined by generations of the strain that the swarm remembers it long after the body carrying it has died and been reabsorbed. Any Toxin-armed fighter may take this name.

This fighter's Toxin attacks wound on a 4+ and ignore the first point of any Wound bonus a target would have — a poison so distilled that no flesh and no plate slows it. It is the fleet's venom perfected in one body.

But the venom bleeds from it constantly. At the end of any round, each friendly non-Toxin fighter within 1" of it suffers a Toxin hit. It cannot be safely screened by the soft bodies it should shield, and must fight at the front, alone.

✂ THE SWARMLORDS ECHO

SYNAPSE CREATURE

XP cost (random): 6

XP cost (chosen): 12

The Swarmlord's Echo is a shard of the greatest synapse-mind the Hive has ever grown, lodged in a lesser brain — a body that reads deeper and louder than its kind should. A synapse creature, whether Hive Tyrant or Tyranid Warrior, may take this name.

While this creature lives, The Hive Reads may re-declare the defensive Bloom source twice per round instead of once, and the free re-declare persists for one round after the creature is taken Out of Action — a shard of the Swarmlord's will that does not gutter the instant the body dies.

But the enemy feels the greater mind and hunts it. Enemy fighters may re-roll failed Hit rolls against this creature, and it may never be deployed hidden or via Infiltrate. It is always the brightest light on the board.

✧ THE THOUSAND HIDES

DURABLE FIGHTER

XP cost (random): 6

XP cost (chosen): 12

The Thousand Hides is the body that has grown an answer for everything that ever tried to kill it — a living record of the swarm's whole thesis, layered hide upon hide. A durable fighter, whether Brute or synapse Champion, may take this name.

This fighter may hold two defensive adaptations at once, drawn from Reactive Carapace or the gang-wide Bloom, each answering a different named source; the one-source limit does not bind it. Whatever the enemy brings, it has likely grown a skin against it already.

But a mountain of accumulated hide grows slowly and moves slower. Every Advancement costs this fighter +1 XP, and it may never take a Locomotion Evolution. It is grown to endure, never to reach.

☠ TERRAIN

✧ DIGESTION VAT

TERRAIN

The Digestion Vat is a sac of churning bio-acid grown as a territory, where the swarm breaks culled biomass down into the toxin-glands and bio-chem organs the fleet grows its answers from. What dies on the field is dragged here and rendered into the raw material of adaptation.

A gang holding the Digestion Vat rolls its post-battle biomass income as normal, then gains a bonus of a further D6x5 biomass. That bonus may only be spent on Toxin and bio-chem biomorphs and on Adaptation-line or Carapace-line Evolutions — the vat yields exactly what the toxin fleet is built from. Unspent bonus biomass does not carry between post-battle sequences; the vat's yield is used or lost.

✧ SPORE CHIMNEY

TERRAIN

The Spore Chimney is a tall, venting growth of grown chitin that belches a slow, continuous cloud of toxic spore — a spawning bio-terrain the swarm buds up through the battlefield floor. Where it rises, the ground itself becomes hostile to breathe.

At deployment the Gorgon player places one Spore Chimney marker anywhere more than 6" from an enemy fighter. The Chimney continuously vents Toxic Miasma to 4" around itself: any enemy fighter that ends an activation within that radius suffers a Toxin hit, and all fighters inside the cloud count as being in cover against shooting from outside it. Friendly fighters are immune to the Chimney's own Toxin. The Chimney is Toughness 6 with 4 Wounds; if it is destroyed, the cloud disperses at the end of that round.

THE LONG READ

SCENARIO

ATTACKER	the Gorgon swarm (the reading fleet, playing for the long game)
DEFENDER	the world's current holder, needing to break the swarm before it learns them
DEPLOY	a dense central holding with 3 objectives clustered in the middle third; both gangs deploy at opposite board edges and advance into the contested centre
OBJECTIVE	hold the centre and out-last: at the end of each round from the second onward, each gang scores 1 attrition point per objective it controls, and the Gorgon gang scores 1 additional point in every round after the third (the swarm's reading deepening the longer the fight runs)
VICTORY	most attrition points at the end of round 6 wins; a gang that has lost more than half its starting fighters before round 6 concedes the field and its opponent scores the remaining rounds unopposed
REWARDS	Gorgon win -> Control Track shifts toward the swarm by one step, plus one more if it reached round 6 without conceding (the long read rewarded); defender win (broke the swarm early, or out-scored it) -> the swarm is driven off before it learned them, marker unchanged, defender salvages biomass from the culled tide
CONTROL TRACK	the mission MODELS Gorgon's whole thesis - it rewards surviving to read the enemy over many rounds, and punishes the swarm that commits before its adaptations have compounded; the defender's counter is the burst-down, killing the tide before round 3 turns the clock in the Hive's favour

The swarm plays for time, because time is how it wins. The Gorgon fleet commits to a long attritional hold, betting that the more rounds it survives the more deeply it reads the enemy — while the defender must break the tide before it learns them. This scenario is one push on the world's siege, and its result shifts the campaign's control track.

ATTACKER

The Gorgon swarm, the reading fleet, playing for the long game.

DEFENDER

The world's current holder, needing to break the swarm before it learns them.

BATTLEFIELD

A dense central holding, with three objective markers clustered in the middle third of the board.

DEPLOYMENT

Both gangs deploy along opposite board edges and advance into the contested centre.

THE LONG READ

At the end of each round from the second onward, each gang scores 1 attrition point for every objective it controls. From the fourth round on, the Gorgon gang scores 1 additional attrition point each round, as the swarm's reading deepens the longer the fight runs.

ENDING THE BATTLE

The battle runs to the end of the sixth round. A gang that has lost more than half its starting fighters before the sixth round concedes the field; its opponent then scores every remaining round unopposed.

VICTORY

The gang with the most attrition points at the end of the sixth round wins.

REWARDS

If Gorgon wins, the Control Track shifts toward the swarm by one step, and by one step more if the swarm reached the sixth round without conceding — the long read rewarded. If the defender wins, whether by breaking the swarm early or out-scoring it, the swarm is driven off before it learned them, the marker is unchanged, and the defender salvages biomass from the culled tide.

CONTROL TRACK

The mission models Gorgon's whole thesis: it rewards surviving to read the enemy across many rounds and punishes the swarm that commits before its adaptations have compounded. The defender's counter is the burst-down — killing enough of the tide before the third round turns the clock in the Hive's favour.

TACTICS

For the swarm, hold, screen, and endure; every round survived past the third is a round the reading pays out. For the defender, strike hard and early — the tide that is broken before it learns is a tide that never wins.



TYRANIDS · HOUSE DOSSIER

HIVE FLEET HYDRA

*Hydra is the tide that does not thin: it fields more bodies than you have bullets, and
between the bodies it grows more still*

Hydra is the tide that does not thin. It is the swarm hive-fleet, the numberless weight-of-numbers strain that fights not by the quality of its bodies but by the impossibility of their count. Each organism is nothing — a thin, cheap, single-Wound creature killed with a glance. There are simply too many, and the moment a gap opens, three more crawl into it over the corpses of the last.

Its heart is the brood-mother Tervigon, disgorging fresh gaunts from her own body faster than an enemy can clear them, and The Numberless Tide that lets the swarm fill its losses as fast as they are dealt — bounded always by the rule that it replaces the fallen and never grows beyond them. Its constant strain is coverage: more bodies than any fleet means more bodies straining the synapse web, held together by cheap distributed brains rather than a few expensive ones. Where an enemy has a clean shot, Hydra puts three more bodies in the way, and hidden somewhere in that chaff is the killer they never reach. Hydra is not out-fought. It is out-lastred, or it is not beaten at all — the foe does not kill the swarm, they run out of ammunition.

◉ GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	5

BUILD RULES

- ♦ Starting biomass pool: 1500 (re-skinned as biomass)
- ♦ Exactly 1 synapse Leader (Tervigon / Hive Tyrant / Neurotyrant) - the brood-anchor; the Neurotyrant is Hydra's signature distributed-synapse pick, max 1 per gang
- ♦ 1-2 synapse Champions (Tyrannid Warriors / Zoanthropes) - the affordable brains woven through the chaff
- ♦ 0-3 Neurogaunt broods - cheap distributed synapse, Hydra's answer to its own coverage problem
- ♦ Gaunt bulk runs the highest of any fleet (~20+) - the tide is the body of the gang
- ♦ Rippers and Spore Mines as the cheapest fillers; 0-1 rare Brute (a Carnifex, or the v2 Maleceptor psyker-titan)
- ♦ Backbone: gaunts $\geq$ synapse creatures + monsters by a wide margin - Hydra fields twice the swarm of an elite fleet
- ♦ The coverage problem defines the gang: more bodies than any fleet means more bodies outside synapse range, held together by cheap distributed synapse (Neurogaunts, Brood Nodes), not by a few expensive brains
- ♦ The Numberless Tide spends the shared Biomass Token pile to spawn cheap bodies mid-battle, capped by the Reclamation Pool's spawn $\leq$ losses rail - replace the fallen, never farm a larger horde
- ♦ The adaptation log is how the gang advances: Hydra grows toward coordination and webbing the horde together, backed by cheap distributed synapse, and is measured by how much of the board it drowns
- ♦ Psychic monsters available: the Neurotyrant (Hydra's distributed-synapse brain) and Zoanthropes; a Maleceptor may fill only the rare 0-1 Brute slot - Hydra is a cheap-swarm fleet, not a Brute fleet

A Hydra gang is founded on a starting biomass pool of 1500. Every gang is anchored by exactly one synapse Leader — a Tervigon, a Hive Tyrant, or the distributed-synapse Neurotyrant (of which only one may ever be fielded) — the brood-anchor the whole horde forms around. Beneath the Leader run one or two synapse Champions, Tyrannid Warriors or Zoanthropes, the affordable brains woven through the chaff, and up to three Neurogaunt broods that carry cheap synapse into the swarm's edges.

The body of the gang is gaunts, fielded deeper than in any other fleet — Termagants and Hormagaunts by the score, with Ripper Swarms and Spore Mines as the cheapest fillers of all. At most one rare Brute may be grown: a Carnifex, or the Maleceptor psyker-titan. The controlling player builds toward one shape above all — far more gaunts than synapse creatures and monsters together — because the horde is the gang, and its problem is its own size: a swarm this vast always has bodies straining beyond the reach of its brains, and the cheap distributed synapse is what keeps those far bodies from turning feral. Advancement deepens the swarm's coordination and its coverage, and the gang is measured by how much of the battlefield it can drown.

☠ GANG RULES

⌘ THE BROOD-MOTHER'S CALL

GANG RULE

The Brood-Mother's Call. The horde holds because the brood-mother holds it. While a Tervigon is on the battlefield and has not been taken Out of Action, friendly gaunts within its synapse range automatically pass Instinctive Behaviour tests and may re-roll failed Nerve tests. The bodies near her do not falter and do not turn feral, however far the rest of the swarm strains its coverage — her presence is a steadying weight the gaunts feel in their spines.

This is the counterweight to Hydra's central strain: a swarm too vast for its brains is always fraying at the edges, but around the brood-mother it is iron. The counterplay is written into her: take the Tervigon down, and every gaunt that leaned on her must test on its own again, the near edge of the tide going feral in the moment she falls.

⌘ THE NUMBERLESS TIDE

GANG RULE

The Numberless Tide. Hydra's swarm does not merely endure losses — it fills them, mid-battle, as fast as they are inflicted. On any Hydra turn, the controlling player may spend a Biomass Token to spawn a fresh cheap body — a Termagant, Hormagaunt, or Ripper Swarm — placing it within synapse range of a friendly synapse creature. The new organism enters play as though it had always been there, and the gap the enemy just opened closes over with a body they will have to kill again.

However, the Reclamation Pool holds the rail that stops this becoming an endless horde: spawn may never exceed losses. The tide only ever regrows what has already fallen, body for body — it replaces the dead, it never farms a swarm larger than the one that started. Break the synapse creatures that anchor the spawn, and the tide stops rising at once.

FIGHTERS

HIVE TYRANT

LEADER

✖ 370 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	2+	3+	6	6	5	3+	4	6+	5+	5+	7+

SAVE 3+(+5 FIELD)

SPECIAL RULES *Synapse (the brain over the horde)* SEE SPECIAL RULES

PRIMARY

Adaptation

SECONDARY

Carapace

Talons

Locomotion

STARTING GEAR Boneswords · Synapse Node

EQUIPMENT LIST

CLOSE-COMBAT

Scything Talons 15 credits

Boneswords 20 credits

Crushing Claws 35 credits

WARGEAR

Synapse Node 30 credits

Warp Field 50 credits

The Hive Tyrant is the brain over the horde — the expensive synapse alternative to the brood-mother, bought when the swarm needs a killer at its centre rather than a womb. It is a towering warrior-form: WS 2+ and four Attacks at Strength 6, T6 over five Wounds behind a 3+ carapace and a shimmering field, a monster that duels and wins where the Tervigon only spawns. As a synapse creature it holds the tide's control web at its core, and the gaunts near it fight with purpose rather than instinct. It wades in behind paired boneswords, parrying aside a blade and opening the body behind it. Where a cheaper fleet hides its brain, Hydra can afford to send this one forward and let it kill — but it births nothing, and the swarm it commands must be grown by other bodies.

NEUROTYPANT

LEADER

× 360 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	3+	3+	5	6	5	3+	3	6+	5+	4+	7+

SAVE 3+ (+5 FIELD)

SPECIAL RULES *Synapse (distributed-synapse brain - webs the numberless horde far cheaper per body; max 1 per gang)*

Psyker (Warp-Field synapse-psyker; manifests on Willpower per standard N18 Wyrd rules) SEE SPECIAL RULES

PRIMARY

Adaptation

SECONDARY

Carapace

STARTING GEAR Warp Field · Synapse Node

EQUIPMENT LIST

CLOSE-COMBAT

Scything Talons	15 credits
Boneswords	20 credits

WARGEAR

Synapse Node	30 credits
Warp Field	50 credits

The Neurotyrant is Hydra's signature brain: a distributed-synapse psyker that webs the numberless horde far more cheaply, per body, than a Hive Tyrant ever could. It is grown to project and to survive rather than to duel — T6 over five Wounds behind a 3+ carapace and a Warp-Field, manifesting its powers on Willpower under the standard Wyrd rules. Its purpose is coverage: it throws a wide synapse net over a swarm too vast for any single mind to hold, keeping the tide's edges from fraying into instinct. A gang may field only one, and it fights reluctantly, striking at Strength 5 when cornered rather than by choice. It is the answer to Hydra's central problem — more bodies than brains — carried in one resilient, far-casting head. Break it, and a swathe of the horde goes dark at once.

TERVIGON

LEADER

✖ 400 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	4+	5	6	6	4+	3	6+	4+	4+	6+

SAVE 3+

SPECIAL RULES

Synapse (*the brood-mother anchor*)

Reclamation-spawn

The Brood-Mother's Call (friendly gaunts in synapse range auto-pass Instinctive Behaviour and re-roll Nerve while she lives)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Cool pass
- re-roll Nerve

PRIMARY

Carapace

Adaptation

STARTING GEAR Crushing Claws · Spawning Sac · Synapse Node

EQUIPMENT LIST

CLOSE-COMBAT

Scything Talons	15 credits
Crushing Claws	35 credits

WARGEAR

Spawning Sac	20 credits
Brood Nodes	25 credits
Synapse Node	30 credits

The Tervigon does not so much fight as manufacture the fight. A bloated brood-mother of grinding chitin and swollen birthing organs, it exists to disgorge fresh gaunts from its own body faster than an enemy can cut them down, and to hold the horde steady while it does. As a synapse creature it is the anchor of the swarm: The Brood-Mother's Call keeps every gaunt in synapse range from turning feral, auto-passing Instinctive Behaviour and re-rolling failed Nerve tests while she lives. Her Numberless Tide spawn regrows the fallen, body for body, never beyond what has been lost. In the press she folds a fighter in half with crushing claws, but the kill is incidental — her worth is the tide she pours out behind her. Cut her down and the far edges of the swarm lose their head all at once, going feral where they stand.

GENESTEALER

CHAMPION

✖ 130 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	2+	—	4	3	1	2+	3	7+	6+	7+	8+

SAVE 5+ (+5 FIELD)

SPECIAL RULES **Infiltrate** (*deploys forward, out of sight*)

Instinctive Behaviour (*feral if it strikes out ahead of the synapse web*) SEE SPECIAL RULES

PRIMARY **Talons** **Adaptation** SECONDARY **Locomotion**

STARTING GEAR Rending Claws

EQUIPMENT LIST

CLOSE-COMBAT

Scything Talons	15 credits
Rending Claws	20 credits

The Genestealer is the killer already inside the line — the elite tip Hydra hides in its chaff, the body the enemy cannot reach because a hundred cheaper ones stand between them. It Infiltrates, setting up forward and out of sight, so the reveal is already a charge. Then it kills: WS 2+ and three Attacks of rending claws at Strength 4, striking first at Initiative 2+, a 5+ hide behind a shimmering field. It is a glass predator — a single Wound, dead to a lucky shot — but a glass predator that gets to strike before it can be answered, and in a Hydra gang it is never the target the guns can find. Left out ahead of the synapse web it turns feral, hunting on instinct; kept inside the tide, it is the blade the swarm carries hidden until it is buried in a throat.

LICTOR

CHAMPION

× 195 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	2+	—	5	5	3	2+	3	6+	5+	6+	6+

SAVE 4+ (+5 FIELD)

SPECIAL RULES **Infiltrate** (*sets up hidden, out of the enemy's line of sight*)

Instinctive Behaviour (*feral if it hunts out ahead of the synapse web*) SEE SPECIAL RULES

FIGHTS FIRST (*strikes before the enemy on the turn it ambushes from cover*)

Fights First. A fighter with this rule always makes its close-combat attacks before the enemy fighters engaged with it, regardless of which side charged. When it strikes from ambush, the blow lands before its prey can answer — the talons are already closing as the target turns. Only another fighter that also Fights First trades blows with it on even timing.

PRIMARY

Talons

Adaptation

SECONDARY

Carapace

Locomotion

STARTING GEAR Scything Talons · Rending Claws

EQUIPMENT LIST

CLOSE-COMBAT

Scything Talons	15 credits
Rending Claws	20 credits

The Lictor is the ambush marker of the swarm — a chameleonic hunter-form that sets up hidden, out of the enemy's line of sight, and chooses its own kill. It Infiltrates into cover and Fights First on the turn it strikes from ambush, landing its blows before the enemy can react. It is sturdier than the Genestealer it hunts alongside — T5 over three Wounds, a 4+ hide behind a field — and it strikes at Strength 5 with scything talons and rending claws, three Attacks at Initiative 2+ that open armour and flesh together. It is a solitary killer that hunts out ahead of the tide, and there it risks turning feral if the synapse web does not reach it. Where the horde is the flood, the Lictor is the thing that was already waiting on the far bank when the flood arrived.

NEUROGAUNT

CHAMPION

× 50 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	4+	3	3	1	4+	1	8+	6+	5+	8+

SAVE 6+

SPECIAL RULES *Synapse (a cheap mobile synapse node)* SEE SPECIAL RULES

PRIMARY **Adaptation**

STARTING GEAR Synapse Node

EQUIPMENT LIST	
BASIC	WARGEAR
Fleshborer 15 credits	Brood Nodes 25 credits
PISTOL	Synapse Node 30 credits
Spinefists 10 credits	

The Neurogaunt brood is Hydra's answer to its own coverage problem — a gaunt-sized synapse node, grown cheap and fielded in numbers to carry the control web into the edges of the horde where the great brains cannot reach. It is a thin, single-Wound body no sturdier than any other gaunt, a 6+ hide and Strength 3, but it projects a short synapse bubble that steadies the bodies around it. Broods of these threaded through the swarm mean the tide is never far from a mind, and never far from instinct. It is not a killer and not a womb; it is connective tissue on legs, spent freely to keep the numberless horde webbed together far from the Tervigon and the Tyrants. Kill one and another carries the web; there are always more.

WARRIOR

CHAMPION

× 105 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	4+	4	4	2	4+	2	7+	6+	6+	7+

SAVE 4+

SPECIAL RULES *Synapse (the affordable brain in the chaff)* SEE SPECIAL RULES

PRIMARY **Adaptation** SECONDARY Carapace Talons

STARTING GEAR Deathspitter · Boneswords · Brood Nodes

EQUIPMENT LIST

BASIC

Deathspitter 20 credits

Devourer 20 credits

PISTOL

Spinefists 10 credits

CLOSE-COMBAT

Scything Talons 15 credits

Boneswords 20 credits

WARGEAR

Brood Nodes 25 credits

Synapse Node 30 credits

The Tyranid Warrior is the affordable brain in the chaff — the distributed synapse relay that lets Hydra web its horde without spending a Leader's worth of biomass on every node. A mid-sized bioform at T4 over two Wounds behind a 4+ carapace, it is a synapse creature woven through the gaunt sea, keeping the bodies around it steady where the big brains cannot reach. It fights as it relays: a deathspitter spitting acid rounds at Rapid Fire into the advance, paired boneswords parrying and gutting in the press. It carries brood-nodes, projecting its short synapse bubble into the edges of the swarm. Cheaper than the great synapse-monsters and tougher than the gaunts it shepherds, the Warrior is the connective tissue of the tide — enough of them, and no part of the horde is ever truly out of the web.

ZOANTHROPES

CHAMPION

× 130 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	4+	4	4	3	4+	1	7+	6+	4+	7+

SAVE 5+ (+5 FIELD)

SPECIAL RULES Synapse (*a floating synapse node - extends the web where it drifts*)

Psyker (*Warp-Field psyker node; manifests on Willpower per standard N18 Wyrd rules*) SEE SPECIAL RULES

PRIMARY Adaptation SECONDARY Carapace

STARTING GEAR Warp Field

EQUIPMENT LIST	
WARGEAR	
Synapse Node	30 credits
Warp Field	50 credits

The Zoanthropes are a floating synapse node — a brain-heavy bioform that drifts above the swarm on buoyant sacs, extending the control web wherever it goes. As a synapse creature it steadies the gaunts beneath it; as a psyker it warps the air, manifesting on Willpower under the standard Wyrd rules from behind a Warp-Field that turns aside blade and bolt alike. It is no melee fighter — a single Attack at WS 4+, T4 over three Wounds — but it is not meant to be one. It exists to be a mobile brain the swarm can afford in numbers, thickening synapse coverage across a horde that always strains it. Where it drifts, the tide holds; where it falls, the bodies beneath it go feral. Cheaper than a synapse-monster and harder to pin than a gaunt, it is the fleet's answer carried aloft.

HORMAGAUNT

GANGER

× 50 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
8"	4+	—	3	3	1	3+	2	9+	6+	8+	8+

SAVE 6+

SPECIAL RULES

Instinctive Behaviour (*feral outside synapse range*)

SEE SPECIAL RULES

PRIMARY

Talons

SECONDARY

Adaptation

Locomotion

STARTING GEAR Scything Talons

EQUIPMENT LIST

CLOSE-COMBAT

Scything Talons 15 credits

Rending Claws 20 credits

The Hormagaunt is the melee flood — the fast tide that closes the gap before the enemy has finished reloading. It bounds across the board at M8", the quickest body in the swarm, a thin single-Wound organism with a 6+ hide and two Attacks of scything talons at WS 4+. One is nothing, killed with a glance. A dozen pouring over the same wall are a wave that buries a gunline in claws before it can fall back. It exists to reach and to pile on, and its whole worth is arriving in numbers where the enemy is weakest. It outruns its own brains as readily as it outruns the foe: pushed too far ahead of the synapse web it turns feral, charging the nearest thing on instinct. Kept inside the tide, it is the swarm's reach — the part that gets there first and holds the enemy in place for the rest.

TERMAGANT

GANGER

× 40 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	4+	3	3	1	4+	1	9+	7+	8+	8+

SAVE 6+

SPECIAL RULES **Instinctive Behaviour** (*feral outside synapse range*) SEE SPECIAL RULES

SECONDARY **Carapace** **Talons** **Adaptation**

STARTING GEAR **Fleshborer**

EQUIPMENT LIST

BASIC

Fleshborer 15 credits

Devourer 20 credits

PISTOL

Spinefists 10 credits

CLOSE-COMBAT

Scything Talons 15 credits

The Termagant is the fleshborer flood — the cheapest ranged body in the game and the deepest pool the tide draws from. It is a thin, single-Wound organism, Strength 3 behind a 6+ hide, hitting on a 4+ with its bio-cannon. One does almost nothing. A score of them, advancing shoulder to shoulder and spitting burrowing rounds at Rapid Fire, is a wall of fire the enemy cannot silence fast enough. It exists to be fielded by the dozen and to put a barrel wherever the swarm needs one. Pushed out ahead of the synapse web it turns feral, firing on instinct at the nearest thing that moves — Hydra's constant strain, more bodies than its brains can hold. Kept inside the tide, it is the noise and the numbers, the sea of cheap guns behind which the killers advance unseen.

RIPPER SWARM

JUVE

× 40 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	—	3	3	2	4+	2	8+	8+	7+	8+

SAVE 6+

SPECIAL RULES **Instinctive Behaviour** (*a near-mindless scuttling mass - almost always on instinct outside the web*)

SEE SPECIAL RULES

STARTING GEAR Scything Talons · Ripper Carpet

EQUIPMENT LIST

CLOSE-COMBAT

Scything Talons 15 credits

WARGEAR

Ripper Carpet 20 credits

The Ripper Swarm is the cheapest body in the game and the truest spawn-fodder of the tide — a scuttling mass of small, near-mindless organisms that counts as one fighter and dies as easily as one. It has no ranged bite, only scything talons and the weight of its own numbers: two Attacks, two Wounds of squirming bodies, a 6+ hide. It is almost always on instinct outside the synapse web, a near-brainless carpet that only knows to swarm forward and hold. Its value is tarpit and count — it clogs a lane, drowns an objective, and with the Ripper Carpet biomorph the mass counts double where it matters. It is what the Numberless Tide most cheaply spawns to close a gap. Spend it without a thought; the swarm was always going to.

SPORE MINE

JUVE

✖ 15 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	—	—	—	1	1	—	—	10+	10+	10+	10+

SAVE 6+

SPECIAL RULES **Instinctive Behaviour** (*a drifting mindless bomb - always on instinct, it only knows to close and burst*)

SEE SPECIAL RULES

STARTING GEAR Spore Mine

EQUIPMENT LIST	
WARGEAR	
Spore Mine	25 credits

The Spore Mine is a drifting one-shot bomb — a floating sac of volatile bio-matter that knows only to close on the nearest enemy and burst. It has no melee, no shooting, no reactions, barely a mind: a single Wound of gas-filled membrane creeping forward at M4", always on instinct because it has nothing else. It exists to detonate, and everything about it is that one organ and nothing more. In a Hydra gang it is the cheapest filler there is, wafted up the board to threaten a clumped foe or waste a volley of fire that would otherwise fall on the swarm. It is not expected to survive; it is expected to arrive. Whether it bursts on a body or is shot down short, the biomass was spent on the tide, and the tide did not miss it.

MALECEPTOR

BRUTE

✖ 465 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	3+	4+	6	7	6	4+	4	6+	5+	4+	7+

SAVE 3+(+5 FIELD)

SPECIAL RULES *Synapse (a psyker-titan synapse anchor)*

Psyker (*Warp-Field psyker bio-titan; manifests on Willpower per standard N18 Wyrd rules*) SEE SPECIAL RULES

PRIMARY

Carapace

Adaptation

SECONDARY

Talons

STARTING GEAR Warp Field

EQUIPMENT LIST

CLOSE-COMBAT

Scything Talons	15 credits
Crushing Claws	35 credits

WARGEAR

Synapse Node	30 credits
Warp Field	50 credits

The Maleceptor is the rare psychic anvil the tide forms up behind — a bio-titan of layered chitin and vast psychic mass, fielded at most one to a gang and only in the fleet's single Brute slot. It is the toughest thing Hydra brings: T7 over six Wounds behind a 3+ carapace and a Warp-Field, a synapse creature and a psyker that manifests on Willpower under the standard Wyrd rules. As a synapse anchor it holds a whole flank of the horde steady; as a psyker-titan it crushes minds and armour from range while the swarm pours past it. Four Attacks at Strength 6 make it lethal in the press, but it is not why Hydra takes it — it is a fixed point the numberless tide breaks around and re-forms behind. Hydra remains the cheap-swarm end of the economy; the Maleceptor is the exception, not the shape of the fleet.



GANG TACTICS

D66

ROLL	TACTIC	TIMING
11	More Bodies. More Bodies. At the start of this round, spawn one gaunt — a Termagant, Hormagaunt, or Ripper Swarm — within synapse range of a friendly synapse creature, without spending a Biomass Token. The spawn may never exceed your losses. The gap fills before the enemy has finished making it.	START OF ROUND
12	Tide Of Claws. Tide of Claws. This round, every friendly gaunt may re-roll its charge distance. The melee flood surges forward as one, and the bodies that fall short on the first roll simply come again.	CHARGE
13	Mass Of Bodies. Mass of Bodies. Choose one objective a friendly fighter controls at the start of this round; until the start of your next round, that objective counts double for your gang when working out control. There are simply too many of the swarm on it to shift.	START OF ROUND

14	Overwhelm. Overwhelm. When an enemy fighter is Engaged by three or more friendly gaunts this round, it becomes Pinned — buried under more claws and bodies than it can face at once. It cannot act until it frees itself, if the swarm lets it.	CLOSE-COMBAT
15	Cannon Fodder. Cannon Fodder. When a friendly synapse creature would be hit by an attack, a friendly gaunt within 1" of it may be hit instead, throwing its thin body into the path of the blow. The gaunt is cheap; the brain it dies for is not.	ANY TIME
16	Skitter. Skitter. This round, every friendly Ripper Swarm adds 2" to its Movement. The scuttling mass pours across the ground faster than anything so mindless has any right to move, drowning a lane or an objective before the enemy expects it.	MOVEMENT
21	Pile On. Pile On. This round, when three or more friendly fighters are Engaged with a single enemy, all of them gain +1 to hit against it in melee. The more bodies that reach the same throat, the fewer of its guards can turn them all aside.	CLOSE-COMBAT
22	Fill The Gap. Fill the Gap. When a friendly gaunt is taken Out of Action, you may immediately move another friendly gaunt within 3" of it up to 2" toward where it fell. The line never opens; another body is already crawling into the space the last one left.	ANY TIME
23	Numberless. Numberless. At the start of this round, if your gang must take a Bottle test, it may re-roll a failed result. The swarm feels no fear at its own losses — there are always more bodies behind the ones that fell.	START OF ROUND
24	Swarm The Guns. Swarm the Guns. This round, an enemy fighter shooting at a friendly fighter that is within 2" of another friendly fighter suffers -1 to hit. With so many bodies packed together, the gunner cannot tell which one to kill until it is too late.	SHOOTING
25	Endless Wave. Endless Wave. At the end of this round, spawn one gaunt within synapse range of a friendly synapse creature without spending a Biomass Token, so long as spawn does not exceed losses. However far the enemy pushed this turn, the tide is deeper at the end of it than the start.	END OF ROUND
26	Choke The Lane. Choke the Lane. At the start of this round, choose a point on the board held by two or more friendly gaunts; until your next round, enemy fighters treat the ground within 2" of them as difficult terrain to move through. The swarm clogs the approach with its own bodies.	START OF ROUND
31	Feed The Pool. Feed the Pool. At the end of this round, if one or more friendly gaunts were taken Out of Action during it, gain one Biomass Token. The swarm loses nothing it cannot render back down into flesh and spend again.	END OF ROUND
32	Screen. Screen. This round, a friendly fighter with a friendly gaunt between it and a shooter counts as being in partial cover against that shot. The tide stands thick around its brains, and every gun must chew through the chaff first.	ANY TIME
33	Trample. Trample. When a friendly fighter charges this round, it may move over and through the base of any Prone or Pinned fighter in its path without penalty. The tide does not go around the fallen; it goes across them.	CHARGE
34	No Ground Given. No Ground Given. This round, friendly gaunts within 1" of an objective automatically pass Nerve tests and Cool checks. The bodies on the ground do not break and do not flee; they simply stand and are replaced when they fall.	START OF ROUND
35	Relentless Tide. Relentless Tide. Once this round, a friendly fighter that is Prone and Pinned may immediately stand up and make a free Move (Simple) action. The swarm does not stay down; it rises and comes on again.	ANY TIME

36	Drown The Elite. Drown the Elite. This round, when three or more friendly fighters are Engaged with a single enemy Leader or Champion, that enemy suffers -1 to hit in melee and the friendlies may re-roll rolls of 1 to wound against it. The best fighter on the field still has only so many arms, and the swarm has more throats than it can cut.	CLOSE-COMBAT
41	Brood Surge. Brood Surge. At the start of this round, you may spend a single Biomass Token to spawn two gaunts with the Numberless Tide instead of one, both within synapse range, so long as spawn does not exceed losses. The brood-mother empties herself in one great convulsion of new flesh.	START OF ROUND
42	Coming Over The Bodies. Coming Over the Bodies. This round, friendly fighters ignore movement penalties for difficult terrain and may move freely through the bases of any Prone or Pinned fighters. The tide flows on across whatever the last wave left in its path, living or dead.	MOVEMENT
43	Rush The Objective. Rush the Objective. One friendly gaunt may immediately make a free Move (Simple) action this round, so long as it ends nearer to an objective than it began. The swarm floods toward the ground it means to hold, one body at a time and all at once.	MOVEMENT
44	Faceless Wave. Faceless Wave. This round, a friendly gaunt shooting while within 3" of another friendly gaunt may re-roll rolls of 1 to hit. No single shot matters; the volume of the massed volley does the killing.	SHOOTING
45	Ripper Carpet. Ripper Carpet. At the start of this round, every friendly Ripper Swarm counts as two bodies — for controlling objectives and for piling onto an engaged enemy — whether or not a Ripper Carpet biomorph is present. The ground becomes one seething sheet of small hungry things.	START OF ROUND
46	Bloody Numbers. Bloody Numbers. This round, when a friendly gaunt is taken Out of Action in melee, the enemy fighter that did it immediately suffers a Strength 3 Hit as the swarm surges over the falling body. Every death the enemy deals costs it something back.	CLOSE-COMBAT
51	Hold The Web. Hold the Web. At the start of this round, friendly fighters count as being within synapse range even if they are up to 3" beyond it. The Hive Mind strains its coverage that little further, and for one round no part of the tide slips into instinct.	START OF ROUND
52	Onward. Onward. This round, when a friendly fighter takes an enemy Out of Action in melee, it may immediately make a free move of up to 2" toward another enemy fighter. The tide does not pause over a kill; it flows straight on to the next.	CLOSE-COMBAT
53	Spawn The Breach. Spawn the Breach. Once this round, when an enemy fighter is taken Out of Action, you may spawn one gaunt within 3" of where it fell, so long as spawn does not exceed losses. Where the enemy tears a hole, the swarm grows a body into it.	ANY TIME
54	Swamp. Swamp. At the end of this round, each enemy fighter within 1" of two or more friendly fighters becomes Pinned. There are too many bodies pressing in for it to move, and it is dragged down into the mass.	END OF ROUND
55	The Gaps Close. The Gaps Close. When a friendly fighter is taken Out of Action, another friendly fighter within 2" of it may immediately move up to 3" to take its place. However wide the hole the enemy opens, it is filled before the next attack can exploit it.	ANY TIME
56	Weight Of Fire. Weight of Fire. This round, a friendly fighter shooting at a target already being shot at by another friendly fighter this turn gains +1 to hit against it. The flood pours its fire onto one point until nothing there is left standing.	SHOOTING

61	More Still. More Still. At the start of this round, spawn one gaunt within 3" of where a friendly fighter was taken Out of Action, without spending a Biomass Token, so long as spawn does not exceed losses. For every body the enemy clears, another rises in its place — and between the bodies, more still.	START OF ROUND
62	Living Shield. Living Shield. When a friendly fighter within 1" of a friendly gaunt is hit by an attack this round, you may have the gaunt be hit instead, throwing its body across the blow. The chaff exists to be spent, and it is spent gladly for the bodies that matter.	ANY TIME
63	Boundless. Boundless. This round, every friendly gaunt adds 2" to its Movement. The tide surges without limit, pouring across ground the enemy thought it had a turn to defend.	MOVEMENT
64	The Tide Turns. The Tide Turns. At the start of this round, if more of your fighters have gone Out of Action this battle than the enemy's, friendly fighters gain +1 to hit in melee until the start of your next round. The more the swarm has bled, the harder it presses — the losses only sharpen it.	START OF ROUND
65	Bury Them. Bury Them. This round, an enemy fighter Engaged by four or more friendly fighters suffers -1 to its saves and cannot make Reaction attacks. Pinned beneath more bodies than it can strike, it can only wait to be pulled apart.	CLOSE-COMBAT
66	Consume. Consume. This round, when a friendly fighter takes an enemy Out of Action in melee, gain one Biomass Token as the swarm renders the fallen down into new flesh. What the tide kills, it eats; what it eats, it spends on more of itself.	CLOSE-COMBAT

ALLIANCES

ANSWER THE SWARM CALL

ALLIANCE

WHO	a Genestealer Cult House (any brood - generic, never a fixed cult)
FACTION	genestealer-cults
MY ROLE	consume
PHASE GATE	the allied cult's world reaches local Endgame
TERMS	answer the softened world -> drown it; the arriving mass is generic Tyranidkind, the fleet decided on arrival; campaign-only, no cross-faction units in a normal gang list

Hydra keeps no true allies, but the swarm answers a world already prepared for it. Where a Genestealer Cult brood has worked a world toward its own local Endgame — softened it, opened it, called into the dark — the tide comes. This is a campaign-only pact between a Genestealer Cult House of any brood and a Tyranid House of any fleet, never a fixed, named partnership: the cult ripens the world by taking it, and when its Endgame breaks, the swarm arrives to drown what remains and consume it. The arriving mass is generic Tyranidkind, its exact shape decided only on arrival. No cross-faction fighters ever enter a normal gang list; the alliance lives entirely at the campaign map, the cult's half of the bargain being the beacon and the swarm's being the flood that answers it. What the cult calls "salvation," the world experiences as being eaten.

WHO	no one - Hydra declines all alliances
MY ROLE	consume
PHASE GATE	n/a - the lone-devourer stance is always active
TERMS	the Hive hungers for all; natural prey = elite low-model gangs it drowns by count; hunted by Blast/Template firepower that kills thin bodies in clumps and by decapitation of the Tervigon/Neurotyrant spawn-engines; campaign-only stance

Hydra stands with no one. The Hive Mind hungers for all, and a swarm that means to eat every other force on the world makes no bargains with any of them — this lone-devourer stance is always in force, and a Hydra gang declines every alliance offered to it across the campaign. Its natural prey is the elite, low-model force it drowns by sheer count, burying a handful of expensive killers under a hundred cheap bodies. Its hunters are the forces that answer mass with mass of their own: Blast and Template firepower that kills the thin bodies in clumps, and the enemy that strikes at the head, cutting down a Tervigon or Neurotyrant to turn the far edges of the tide feral before they can spread. It is the apex thing on the board, and it treats every other gang as biomass that has not yet been rendered.

FAVOURS

2D6

ROLL	FAVOUR	PATRON
2	Deep Pool. The Swarm answers thinly this time, but it answers. For the coming battle, add one extra Biomass Token to your pool — a little more flesh to spend on the tide, and no more.	THE SWARM (THE HIVE MIND'S DRIVE TO MULTIPLY)
3	Extra Body. One more body crawls up out of the biomass. For the coming battle, you may add a single Termagant or Ripper Swarm to your gang at no cost; it is reabsorbed when the fighting ends and does not join your roster.	THE SWARM (THE HIVE MIND'S DRIVE TO MULTIPLY)
4	Thick Chitin. The Swarm hardens one of its own. Before the coming battle, choose one gaunt-class fighter; for that battle its chitin thickens, and it gains a 5+ save (or improves an existing save by 1). When the fighting ends, the hide sloughs back to its old thinness.	THE SWARM (THE HIVE MIND'S DRIVE TO MULTIPLY)
5	Spare Token. The Hive Mind sets a little flesh aside. Gain one spare Biomass Token you may keep and spend in the coming battle, over and above your usual pool — one extra spawn held in reserve for the moment a gap opens.	THE SWARM (THE HIVE MIND'S DRIVE TO MULTIPLY)
6	Quick Spawn. The tide rises early. In the coming battle, the first body you spawn with the Numberless Tide costs you no Biomass Token — the swarm surges once for free before it starts to spend. The spawn-may-not-exceed-losses rule still holds.	THE SWARM (THE HIVE MIND'S DRIVE TO MULTIPLY)
7	Fresh Brood. The brood renews itself between the killings. In your next post-battle sequence, you may recruit one gaunt-class fighter — a Termagant, Hormagaunt, Neurogaunt, Ripper Swarm, or Spore Mine — at no cost, added permanently to your roster.	THE SWARM (THE HIVE MIND'S DRIVE TO MULTIPLY)

8	Wider Web. The Hive Mind casts its net wider. For the coming battle, the synapse range of every friendly synapse creature is extended by 3" — the web reaches further into the horde, and fewer of the far bodies strain toward instinct.	THE SWARM (THE HIVE MIND'S DRIVE TO MULTIPLY)
9	Ripper Tide. The ground itself seems to crawl. For the coming battle, add two Ripper Swarms to your gang at no cost; they are reabsorbed when the fighting ends and do not join your roster. Let them drown the objectives and clog the lanes while the killers move behind.	THE SWARM (THE HIVE MIND'S DRIVE TO MULTIPLY)
10	Endless Recruit. The Swarm never stops growing. In your next post-battle sequence, you may recruit gaunt-class fighters at half cost, and one such recruitment beyond that is free. The tide replenishes faster than any enemy can whittle it down.	THE SWARM (THE HIVE MIND'S DRIVE TO MULTIPLY)
11	The Brood Swells. The brood swells beyond its bounds. For the coming battle, your Numberless-Tide spawn cap is raised by one — one more body may crest the tide each time it rises, still bound by the rule that spawn may never exceed losses.	THE SWARM (THE HIVE MIND'S DRIVE TO MULTIPLY)
12	The Numberless Gift. The Hive Mind pours out its full bounty. For the coming battle, add three extra Biomass Tokens to your pool and raise your Numberless-Tide spawn cap by one, and in your next post-battle sequence recruit one gaunt-class fighter free. When the Swarm gives numbers, it gives them without end — bound only by the rule that spawn may never exceed losses.	THE SWARM (THE HIVE MIND'S DRIVE TO MULTIPLY)

SUB-PLOTS

THE DROWNED BOARD

SUB-PLOT

Reward: When the third such battle ends, your gang's Numberless-Tide spawn cap is raised by one permanently (still bound by spawn ≤ losses), and one Ripper Swarm may grow the Ripper Carpet biomorph at no cost. If your campaign ends before the third, gain nothing - the board was never truly drowned.

Prove that no ground stays the enemy's for long. Across the campaign, be the gang controlling the most objectives at the end of three separate battles — counted per battle from that mission's own control record, never added up across games.

When the third such battle ends, the lesson takes hold in the swarm's flesh: your Numberless-Tide spawn cap is raised by one, permanently, still bound by the rule that spawn may never exceed losses. In addition, one of your Ripper Swarms may grow the Ripper Carpet biomorph at no cost. Should your campaign end before that third battle, you gain nothing — the board was never truly drowned.

✂ THE TIDE THAT DID NOT THIN

SUB-PLOT

Reward: When the third such battle ends, in that post-battle sequence you gain a biomass surge: recruit one gaunt fighter free, regain all spent Biomass Tokens, and the cost of your next synapse-Champion recruitment is halved. If your campaign ends before the third, gain nothing - the tide thinned after all.

Let the enemy learn that the swarm only grows. Across the campaign, finish three separate battles with more of your fighters standing on the board at the end than you committed at deployment — the Numberless Tide having spawned faster than the enemy could clear.

When the third such battle ends, the swarm surges in the post-battle sequence: recruit one gaunt fighter free, regain all your spent Biomass Tokens, and halve the cost of your next synapse-Champion recruitment. Should your campaign end before that third battle, you gain nothing — the tide thinned after all.

💀 LEGENDARY NAMES

✂ PARASITES GET

ANY SYNAPSE FIGHTER

XP cost (random): 6

XP cost (chosen): 12

Parasite's Get — an echo of the Parasite of Mortrex, the named brood-king, carried in any synapse fighter: a Tervigon, Warrior, Neurotyrant, or Neurogaunt. Grown for 6 XP taken at random, or 12 chosen.

Once per battle, when a friendly gaunt within this fighter's synapse range takes an enemy Out of Action in melee, the controlling player may immediately spawn a Ripper Swarm within 3" of that gaunt, so long as spawn does not exceed losses. The brood-king turns every kill into new flesh, the swarm feeding on the swarm it fights.

But the Hive Mind funnels its hunger through this one body, and it draws every eye. Enemy fighters may always target it with shooting, even where the tide would normally screen it, and it is worth an extra point of bounty to whoever takes it Out of Action. The brood-king cannot hide inside its own horde.

✧ THE NUMBERLESS

ANY GAUNT FIGHTER

XP cost (random): 6

XP cost (chosen): 12

The Numberless — a title of the swarm rather than a name, carried by any gaunt fighter: a Termagant, Hormagaunt, or Neurogaunt. Grown for 6 XP taken at random, or 12 chosen.

This fighter can never truly be the last of its kind. The first time it would go Out of Action in a battle, roll a D6: on a 4 or higher it is instead stood back up with 1 Wound within 1" of where it fell, so long as spawn does not exceed losses. The body the enemy swears they already killed keeps rising over the corpses of its brood.

The Hive Mind spends this body without a thought. It may never be given aid by another fighter, and it may never voluntarily leave an objective it holds. It exists to be counted and to hold — the swarm will not spare a second body to save the one that embodies the tide.

✧ THE TIDE THAT DROWNED MORTREX

ANY SPAWN-ENGINE FIGHTER

XP cost (random): 6

XP cost (chosen): 12

The Tide That Drowned Mortrex — a title borne only by a spawn-engine, a Tervigon whose birthing runs deeper than any other's. Grown for 6 XP taken at random, or 12 chosen.

This brood-mother does not stop pouring. Her Numberless-Tide spawn returns one extra body beyond the normal cap every round, not merely once per battle, still bound by the rule that spawn may never exceed losses. She is the tide that drowned a world, and she keeps rising.

But her every organ is turned to birthing and none to war. She suffers -1 to hit in melee and can never Charge, and should she be taken Out of Action, the whole gang must re-roll successful Instinctive Behaviour tests for the rest of that battle. Drown her, and the tide she poured out loses its head all at once.

☠ TERRAIN

✧ BIRTHING MIRE

TERRAIN

The Birthing Mire is a captured stretch of digestive swamp the swarm floods with spawning biomass — a territory that grows gaunts deeper than any other fleet's ground. A Hydra gang holding the Mire adds, in each post-battle income step, a bonus to its biomass income that may only be spent recruiting gaunt-class fighters: Termagants, Hormagaunts, Neurogaunts, Ripper Swarms, and Spore Mines. While the Mire is held, the first such recruitment each post-battle is made at half cost. Should the Mire be lost, the bonus income and the discount are lost with it — the swamp only births for whoever holds the ground.

The Spawning Pool is a churning bio-vat of half-formed gaunt-flesh the swarm buds up through the battlefield floor, a living terrain that feeds the flood. At deployment, the Hydra player places one Spawning Pool marker anywhere more than 6" from an enemy fighter. At the start of each of the Hydra player's rounds, the Pool generates one extra Biomass Token so long as a friendly synapse creature is within 6" of it. Once per battle, the Numberless-Tide spawn may place its new bodies within 3" of the Pool instead of within synapse range, though spawn may never exceed losses. The Pool is Toughness 5 with 4 Wounds; once destroyed, it generates no more Tokens and buds no more flesh.

THE DROWNING

SCENARIO

ATTACKER	the Hydra swarm (the numberless tide, playing to saturate the board)
DEFENDER	the world's current holder, needing to break the swarm before it drowns every objective
DEPLOY	five objectives spread wide across open ground - three in the centre third and one deep in each half; both gangs deploy at opposite board edges
OBJECTIVE	control ground by count: at the end of each round from the first onward, each gang scores 1 point per objective it controls, and an objective is controlled by whichever gang has more fighters within 2" of it (Rippers with Ripper Carpet counting double)
VICTORY	most points at the end of round 5 wins; if at any end-of-round the Hydra gang controls four or more of the five objectives, it wins immediately - the board is drowned
REWARDS	Hydra win -> Control Track shifts toward the swarm by one step, plus one more on an immediate four-objective drowning; defender win (out-scored the tide, or broke its spawn-engines) -> the swarm is thinned before it saturated, marker unchanged, defender salvages biomass from the culled bodies
CONTROL TRACK	the mission MODELS Hydra's whole thesis - it is won by numbers on the ground, not by kills, so the wide objective spread rewards a swarm that can be everywhere at once and punishes a gang that clumps; the defender's counter is Blast and Template fire that kills the thin bodies in clumps, and a decapitation strike on the Tervigon or Neurotyrant that turns the far edges of the tide feral before they can spread

The swarm does not assault a position — it submerges it. This mission is won by the bodies standing on the ground, not the bodies laid under it.

ATTACKER The Hydra swarm, playing to saturate the board and hold every point at once.

DEFENDER The world's current holder, who must break the tide before it drowns every objective.

BATTLEFIELD Five objectives are placed across open ground — three in the centre third of the board and one deep in each half. Terrain is sparse; the ground is made for a flood.

DEPLOYMENT The two gangs deploy at opposite board edges.

THE DROWNING At the end of each round, from the first onward, each gang scores one point for every objective it controls. An objective is controlled by whichever gang has more fighters within 2" of it. A Ripper Swarm within range of a friendly Ripper Carpet counts as two fighters for this purpose.

ENDING THE BATTLE The battle ends at the end of round five. It also ends immediately if, at any end of round, the Hydra gang controls four or more of the five objectives — the board has been drowned.

VICTORY The gang with the most points when the battle ends wins. An immediate four-objective drowning is a Hydra victory outright.

REWARDS Should Hydra win, the Control Track shifts toward the swarm by one step, and by one further step if the win came from an immediate four-objective drowning. Should the defender win — by out-scoring the tide or by breaking its spawn-engines — the swarm is thinned before it saturates, the marker holds where it stood, and the defender salvages biomass from the culled bodies.

TACTICS The swarm should spread, not stack: a gang that clumps hands the defender its killing shot and leaves objectives uncontested. Be everywhere, and win on the count. The defender should answer mass with mass — Blast and Template weapons that catch the thin bodies where they bunch — and strike at the head, cutting down the Tervigon or Neurotyrant so the far edges of the tide turn feral before they can flood the last points.



TYRANIDS · HOUSE DOSSIER

HIVE FLEET JORMUNGANDR

Jormungandr does not advance - it waits, buried and armoured, while you spend your first rounds shooting at nothing; then the ground splits open in your backfield and the Hive's banked hunger comes up among your guns. You cannot shoot what is under the board.

Jormungandr is the buried Hive Fleet — the World-Serpent that fights from beneath the floor of the battlefield. It does not advance. It waits, armoured and patient, while the enemy spends its opening rounds firing at empty ground; below, the swarm banks the Hive's hunger, and when the banked pile runs deep enough the earth splits in the enemy's backfield and the brood comes up among the guns. Its bioforms are few, heavily chitinned, and surgical rather than numberless — its gaunts carry the extra armour that lets a surfaced brood survive the return fire the moment it arrives. A synapse creature must rise with each eruption or the brood comes up feral, so the fleet's brain travels down into the dark with its broods and surfaces at their head. Where Kraken comes around the flanks on the surface, Jormungandr comes from directly under the board, and there is nothing to shoot until it wills otherwise.

GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	5

BUILD RULES

- ♦ Starting biomass pool: 1500, the campaign budget re-skinned as biomass
- ♦ Exactly 1 synapse Leader (Hive Tyrant) - the brain that surfaces with the assault to anchor it
- ♦ 1-2 vanguard (Lictor / Deathleaper) - the fleet's ambush centrepiece, relied on more than any other
- ♦ 0-2 Raveners - fast subterranean Champions, the burrow-flank serpents
- ♦ 0-1 tunnelling Brute (Trygon / Mawloc) - the eruption's centerpiece, rare and heavy
- ♦ Armoured-gaunt bulk - the fleet's tell is chitin: its gaunts carry 5+ where other fleets carry 6+
- ♦ Rippers as the cheapest fillers and tunnelling skitter
- ♦ Backbone: armoured gaunts $\geq$ synapse creatures + monsters; Jormungandr fields few, armoured, surgical bodies, not a wide swarm
- ♦ Buried-synapse rail: a synapse creature must surface WITH each eruption to anchor it - units erupting outside synapse range still test for Instinctive Behaviour; the brain comes up with the brood, or the brood comes up feral
- ♦ Erupt from Below banks the shared Biomass Token pile round on round and spends the banked pile to surface buried units $>6"$ from enemies ($>3"$ with a banked surge); every round spent buried is a round off the objectives, and no buried unit may surface into base contact
- ♦ The adaptation log is how the gang advances, and Jormungandr's grows the depth and armour of its buried reserve: Locomotion(tunnelling)/Carapace(armour) Evolutions, a fleet that gets better at NOT being on the board until it wants to be
- ♦ Psychic monsters available: none (Locomotion-primary armoured burrowers with no Warp-Field psyker lane - a hovering Zoanthrope cannot burrow); winged organisms: none (a subterranean fleet comes from UNDER the board, the opposite of the air - the winged four route to Kraken)

A Jormungandr gang is built from a starting biomass pool of 1500 — the campaign budget, re-skinned as the Hive's biomass. It is a small, armoured, surgical force rather than a wide swarm: the controlling player fields exactly one synapse Leader, the Hive Tyrant, the brain that surfaces with the assault to anchor it. One or two vanguard organisms form the fleet's centrepiece — the fleet leans on the Lictor and Deathleaper more than any other — supported by up to two Raveners as burrow-flank Champions and at most one heavy tunnelling Brute, the Trygon or Mawloc. The bulk is armoured gaunts carrying the fleet's signature extra chitin, with Rippers as the cheapest fillers, and the roster keeps armoured gaunts at least equal to its synapse creatures and monsters. A synapse creature must surface with each eruption to anchor it, or the brood comes up feral — so the composition is built around keeping a brain ready to rise with every buried brood.

☠ GANG RULES

✂ ERUPT FROM BELOW

GANG RULE

Erupt from Below. This is how the buried fleet makes war — its strength held beneath the floor, banked and delayed, then loosed all at once from below. Chosen units begin the battle buried, set aside in underground reserve rather than deployed on the board. Each round a unit remains buried, the gang banks its Biomass Tokens into a shared pile instead of spending them, the Hive's hunger deepening beneath the floor. The controlling player may then spend the banked pile to erupt buried units from below, setting each up anywhere more than 6" from enemy fighters — or more than 3" when a banked surge is paid. A synapse creature must surface with each brood; a unit erupting outside synapse range still tests for Instinctive Behaviour and may come up feral. The cost is time: every round spent banking is a round the swarm is not contesting the board, and the surface limit denies any first-round base contact. Waited out too long, the buried fleet simply loses the round-count; surfaced too early, it erupts under a screen ready to punish it. Timed right, the ground opens where the enemy has no front.

✂ FROM THE DEPTHS

GANG RULE

From the Depths. While a Hive Tyrant is on the battlefield, its presence steadies every brood that surfaces near it. When a unit erupts within the Hive Tyrant's synapse range, it automatically passes the surfacing Instinctive Behaviour test rather than risking a feral arrival, and it re-rolls the eruption charge as the brood comes up already fixed on its prey. This is what makes the Tyrant the brain that surfaces with the assault: an eruption led by the Tyrant arrives coordinated and lethal, where the same brood surfacing alone might come up mindless and mistimed. The counterplay is written into it — the aura lasts only as long as the Tyrant lives, so severing the brain that anchors the eruption turns the next brood to come up feral. Keep the Tyrant surfacing at the head of the strike, and the whole eruption strikes as one.

FIGHTERS

HIVE TYRANT

LEADER

✖ 380 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	2+	3+	6	6	5	3+	4	6+	5+	5+	7+

SAVE 3+(+5 FIELD)

SPECIAL RULES *Synapse (the brain that surfaces with the assault to anchor each eruption)*

From the Depths (units erupting in its synapse range auto-pass the surfacing Instinctive Behaviour test and re-roll the eruption charge)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Cool pass
- re-roll Charge

PRIMARY

Carapace

Locomotion

SECONDARY

Talons

Adaptation

STARTING GEAR Boneswords · Burrowing Chitin

EQUIPMENT LIST

CLOSE-COMBAT

Scything Talons 15 credits

Boneswords 20 credits

WARGEAR

Burrowing Chitin 30 credits

Synapse Node 30 credits

Warp Field 50 credits

The Hive Tyrant is the brain of the buried fleet — the synapse monster that goes down into the dark with its broods and surfaces at their head. It leads from the front of the eruption rather than the rear: while it lives, From the Depths lets any unit erupting within its synapse range come up under full control, auto-passing the surfacing Instinctive Behaviour test and re-rolling the eruption charge, so the brood that arrives beside the Tyrant arrives ready to kill rather than feral. With Weapon Skill 2+, Strength 6, five Wounds and four Attacks it is a killer in its own right once surfaced, its boneswords carrying Parry against anything that answers in melee, and its Burrowing Chitin lets it dive and re-tunnel once the ground has done its work. It is the fleet's single point of failure: sever the brain that surfaces with the assault and the broods still underground come up on instinct alone. Kept alive, it turns every eruption from a gamble into a coordinated strike.

GENESTEALER

CHAMPION

✖ 135 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	2+	—	4	3	1	2+	3	7+	6+	7+	8+

SAVE 5+ (+5 FIELD)

SPECIAL RULES **Infiltrate** (*deploys forward, out of sight*) **Instinctive Behaviour** (*feral if it slips the synapse web*)

SEE SPECIAL RULES

PRIMARY **Talons** **Locomotion** SECONDARY **Carapace** **Adaptation**

STARTING GEAR Rending Claws · Burrowing Chitin

EQUIPMENT LIST

CLOSE-COMBAT	WARGEAR
Rending Claws 20 credits	Burrowing Chitin 30 credits

The Genestealer is the killer in the eruption — the elite vanguard organism the fleet seeds ahead of the swarm to be waiting where the ground splits. Infiltrate lets it deploy forward and out of sight, already in the eruption zone before the first buried unit surfaces, and Weapon Skill 2+ with three rending-claw Attacks makes it one of the deadliest close-combat bodies on the board, tearing through armour that would shrug off a lesser strike. It is armoured a touch heavier than its cousins — its Burrowing Chitin adds to a 5+ save backed by a field — but at Strength 4, Toughness 3 and a single Wound it is glass: it kills in the first exchange or it dies in the reply. It carries no synapse and turns feral if it slips the web, so it strikes best under a rising brain. It is not a body to trade; it is a scalpel aimed at the throat of the enemy line, spent the instant the eruption lands.

LICTOR

CHAMPION

× 195 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	2+	—	5	5	3	2+	3	7+	5+	6+	7+

SAVE 4+(+5 FIELD)

SPECIAL RULES **Infiltrate** (*sets up unseen, anywhere out of line of sight*)

Instinctive Behaviour (*feral if it slips the synapse web*) SEE SPECIAL RULES

STEALTH (*hard to fix, hard to hit on the approach out of the dark*)

Stealth. A fighter with this rule is hard to fix and hard to hit on the approach, breaking up its outline against cover and shadow so that ranged attackers struggle to draw a clean shot until it closes. In the buried fleet it is the mark of the vanguard predator — the Lictor and its apex form, Deathleaper — the ambusher that crosses the open ground toward its prey without ever quite being seen. Paired with its concealed deployment, it lets the killer reach striking distance intact, arriving in melee before the enemy can bring it down at range.

FIGHTS FIRST (*strikes before an equal-Initiative foe*)

Fights First. A fighter with this rule strikes ahead of the enemy when combat is joined at equal Initiative — where blows would otherwise be traded in order, this fighter lands its own first. In the buried fleet it belongs to the vanguard predator, the Lictor that has set its ambush and struck from concealment: the killer already in position takes the opening exchange before the target can answer. Against a slower or equal foe it is the edge that ends a fight in the first strokes, before the reply arrives.

PRIMARY

Carapace

Talons

Locomotion

SECONDARY

Adaptation

STARTING GEAR Scything Talons · Rending Claws · Burrowing Chitin

EQUIPMENT LIST

CLOSE-COMBAT

Scything Talons	15 credits
Rending Claws	20 credits

WARGEAR

Burrowing Chitin	30 credits
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The Lictor is the centerpiece infiltrator, the killer the buried fleet leans on more than any other. Where the rest of the swarm comes up through the floor, the Lictor is already in the eruption zone: Infiltrate lets it set up unseen anywhere out of line of sight, Stealth keeps it hard to fix and hard to hit on the approach, and Fights First means it strikes before an equal-Initiative foe when the ambush closes. Weapon Skill 2+ with scything-talons and rending-claws makes it a precise butcher — three Attacks that open a throat before the target knows it is dead — and its Burrowing Chitin carries it through the fire on the way in behind Toughness 5 and a 4+ save reinforced by a field. It carries no synapse and falls feral if it slips the web, so it hunts best in the shadow of a rising brain. It is the assassination piece: the fleet's named apex, Deathleaper, is only this organism perfected.

RAVENER

CHAMPION

✖ 150 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
9"	3+	4+	4	4	3	3+	3	7+	6+	6+	7+

SAVE 5+

SPECIAL RULES **Instinctive Behaviour** (*a burrow-flank serpent that outruns the leash tests to keep its head*)

SEE SPECIAL RULES

PRIMARY

Talons

Locomotion

SECONDARY

Carapace

STARTING GEAR Rending Claws · Burrowing

EQUIPMENT LIST

CLOSE-COMBAT

Scything Talons	15 credits
Rending Claws	20 credits

WARGEAR

Burrowing	30 credits
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The Ravener is the burrow-flank serpent — the fast subterranean Champion that never stays surfaced. With Movement 9" and three Attacks at Strength 4 behind its rending-claws, it dives and re-tunnels rather than digging in, striking a flank and vanishing back beneath the floor before the counter lands. Its Burrowing biomorph is what makes this strike-and-vanish possible: it may remove itself and set back up well clear of the enemy, coiling underground to erupt somewhere new. It carries no synapse of its own and lives outside the leash, so it must outrun the Instinctive Behaviour tests that would take its head — a serpent hunting on the edge of the web, quick enough to keep its own mind. Three Wounds and a 5+ save make it fragile in a stand-up fight, which is precisely why it never stands: it is the raid element of the buried fleet, forever choosing where the swarm bites next.

WARRIOR BURROWED

CHAMPION

× 110 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	4+	4	4	2	4+	2	7+	6+	6+	7+

SAVE 4+

SPECIAL RULES Synapse (the affordable synapse that surfaces with the brood to anchor each eruption) SEE SPECIAL RULES

PRIMARY Carapace Locomotion SECONDARY Talons Adaptation

STARTING GEAR Deathspitter · Boneswords · Burrowing Chitin

EQUIPMENT LIST	
BASIC	WARGEAR
Deathspitter20 credits	Burrowing Chitin30 credits
CLOSE-COMBAT	Synapse Node30 credits
Boneswords20 credits	
Rending Claws20 credits	

The burrowed Tyranid Warrior is the affordable brain — the synapse Champion that surfaces with the brood to anchor an eruption the Hive Tyrant cannot be everywhere to lead. It goes down into the dark with a brood and comes up at its head, and while it projects Synapse the fighters around it act under full control instead of falling to Instinctive Behaviour the moment they surface. At Strength 4, Toughness 4 and two Wounds it is no monster, but it fights at both ranges — a deathspitter to answer at distance, boneswords with Parry for the melee that follows — and its Burrowing Chitin lets it survive going down and coming up alongside the gaunts it steadies. It is the fleet's workhorse anchor: cheap enough to seed more than one eruption, durable enough to reach the surface, and the single thing standing between a coordinated strike and a feral one. Keep one rising with every brood, or the brood rises without a mind.

HORMAGAUNT BURROWED

GANGER

✖ 50 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
8"	4+	—	3	3	1	3+	2	8+	8+	7+	8+

SAVE 5+

SPECIAL RULES **Instinctive Behaviour** (*feral outside synapse - keep a burrowed Warrior surfacing with it*)

SEE SPECIAL RULES

PRIMARY

Talons

Locomotion

SECONDARY

Carapace

STARTING GEAR Scything Talons · Burrowing Chitin

EQUIPMENT LIST

CLOSE-COMBAT

Scything Talons

15 credits

WARGEAR

Burrowing Chitin

30 credits

The burrowed Hormagaunt is the fleet's melee gaunt, and its extra chitin is the fleet's tell: where other hive-fleets send their Hormagaunts to war with a 6+ hide, Jormungandr's carry a 5+, the armour that lets a surfaced brood live long enough to reach the enemy. Movement 8" and two Attacks at Weapon Skill 4+ make it a fast, cheap swarming body that closes the moment it comes up through the floor, its scything-talons opening the ground fighters caught in the open. Its Burrowing Chitin is standard rather than an upgrade — the signature armour grown onto every one of them. Strength 3 and a single Wound keep it firmly in the chaff tier; it wins by numbers and by arriving where there is no front to meet it, not by trading blows. It falls feral outside synapse range, so a burrowed Warrior must surface with the brood to keep it under control. It is the expendable edge of the eruption.

TERMAGANT BURROWED

GANGER

× 40 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	4+	3	3	1	4+	1	8+	8+	7+	8+

SAVE 5+

SPECIAL RULES **Instinctive Behaviour** (*feral outside synapse range*) SEE SPECIAL RULES

SECONDARY **Carapace** **Talons** **Locomotion**

STARTING GEAR **Fleshborer**

EQUIPMENT LIST

BASIC

Fleshborer 15 credits

WARGEAR

Burrowing Chitin 30 credits

The burrowed Termagant is the surfacing fire-screen — the ranged gaunt that comes up through the floor to put shots into a backfield before it can react. Its fleshborer answers at close and medium range with Rapid Fire, a wall of chitinous rounds thrown out the moment the brood surfaces, and like every Jormungandr gaunt it carries the fleet's signature extra chitin, a 5+ hide where other fleets field a 6+. That armour is the whole point: a screen that survives the first volley of return fire long enough to keep firing. At Strength 3, Toughness 3 and one Wound it is chaff, and it falls feral outside synapse range, so it works best erupting close to a rising Warrior. It is cheap enough to field in numbers and exists to blunt and pin the enemy while the heavier bioforms tear through — the loose shot-screen that comes up where the guns are pointed the wrong way.

RIPPER SWARM

JUVE

× 40 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	—	3	3	2	4+	2	8+	8+	7+	8+

SAVE 6+

SPECIAL RULES **Instinctive Behaviour** (*acts on instinct alone outside synapse*) SEE SPECIAL RULES

STARTING GEAR Scything Talons

EQUIPMENT LIST

CLOSE-COMBAT

Scything Talons 15 credits

The Ripper Swarm is the cheapest organism the fleet grows — a boiling mass of small feeder-beasts that tunnels up through the floor as skitter and objective-holder more than killer. It is the fleet's loose change: two Wounds spread across the swarm and two scything-talon Attacks give it just enough to swamp a lone fighter or squat on ground the enemy wants, but at Weapon Skill 5+ and Strength 3 it threatens little on its own. It comes up through the floor with the rest and is spent freely, a filler body that costs almost nothing to field and nothing to lose. It carries no synapse and acts on pure instinct outside the web, so it is happiest as a tide close to a rising brain, going where the swarm points it. It is a body to throw at a problem, not to protect — the smallest tooth in a very large mouth.

MAWLOC

BRUTE

✖ 375 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
9"	3+	—	6	6	6	3+	4	7+	6+	6+	7+

SAVE 3+

SPECIAL RULES **Instinctive Behaviour** (*surfaces through the enemy - feral outside the synapse web*) SEE SPECIAL RULES

PRIMARY **Carapace** **Locomotion** SECONDARY **Talons**

STARTING GEAR Scything Talons · Sundering Talons

EQUIPMENT LIST

CLOSE-COMBAT

Scything Talons 15 credits

WARGEAR

Sundering Talons 20 credits

Hardened Carapace 25 credits

The Mawloc is terror from below — the bioform that surfaces not beside the enemy but directly through them. Where the Trygon erupts to fight, the Mawloc erupts to break nerve: its Earthshaker Surfacing places a template as it rises, and every fighter caught over the surfacing point is struck and forced to test its bottle as the ground erupts underfoot. It shares the Brute frame — Movement 9", Toughness 6, six Wounds behind a 3+ save — and swings four Attacks with Sundering Talons that open armour on the eruption charge, but its purpose is the shock of arrival more than the grind that follows. It comes up, scatters a formation, and leaves the survivors pinned and reeling for the rest of the swarm. Like every burrower it must rise within reach of a synapse creature or come up on instinct, and like the Trygon it is a heavy, singular investment — but the hole it tears in a gunline is one no amount of forward fire can screen.

TRYGON

BRUTE

✖ 440 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
9"	3+	—	7	6	6	3+	5	7+	6+	6+	7+

SAVE 3+

SPECIAL RULES **Instinctive Behaviour** (*the great burrowing serpent - feral if it erupts outside synapse range*)

SEE SPECIAL RULES

PRIMARY **Carapace** **Talons** **Locomotion**

STARTING GEAR Scything Talons · Pincer Tail · Sundering Talons

EQUIPMENT LIST

CLOSE-COMBAT

Pincer Tail	15 credits
Scything Talons	15 credits
Rending Claws	20 credits

WARGEAR

Sundering Talons	20 credits
Hardened Carapace	25 credits

The Trygon is the great burrowing serpent, the centerpiece tunneller the whole fleet is built around. It begins the battle buried and erupts from below into the enemy's soft zones, a Movement of 9" carrying it across the board once it surfaces and five Attacks at Strength 7 tearing into whatever it comes up among. Its Sundering Talons make the moment of arrival lethal: the first melee hit of its eruption charge lands with armour-shredding force, and its prehensile pincer-tail lashes out as a sidearm at anything trying to slip past its front. Toughness 6 and six Wounds behind a 3+ chitin save let it hold the ground it surfaces onto and soak the return fire a backfield gunline turns on it. It is rare and dear — a gang fields one at most — and it must rise inside the synapse web or come up feral, but where it erupts the enemy line simply breaks open.

🦴 GANG TACTICS

D66

ROLL	TACTIC	TIMING
11	From Below. At the start of the round, choose one of your buried units. It erupts this round without paying the usual banked cost, surfacing more than 6" from enemies. The Hive spends nothing to answer — one brood simply comes up early.	START OF ROUND
12	Cave In. When one of your units erupts, choose one enemy fighter standing in the open within 3" of its surfacing point. The ground buckles beneath it and it is immediately Pinned.	REACTION
13	Re Tunnel. At the end of the round, choose one of your surfaced fighters that is not engaged in close combat. It Burrows back into reserve — removed from the board and returned to buried reserve, ready to erupt again another round.	END OF ROUND

14	Banked Hunger. At the start of the round, the swarm feeds on its own patience. Add 2 Biomass Tokens to your banked pile this round, deepening the hunger you will spend on the next eruption.	START OF ROUND
15	Quake. As a Mawloc's surfacing template is resolved, the earth heaves with it. Each hit from that surface template is struck at +1 Strength this round, the quake of arrival driving the terror deeper.	CLOSE-COMBAT
16	The Deep Hold. At the start of the round, choose one buried unit. The next time it erupts, it ignores the first eruption-scatter — it surfaces exactly where you aim it, holding the deep until the moment is right to break it.	START OF ROUND
21	Deeper Still. At the start of the round, choose one unit that has remained buried since deployment. Add 1 Biomass Token to your banked pile for its patience, and it may not be forced to surface this round — it digs deeper still.	START OF ROUND
22	Surface Terror. When one of your units erupts, choose one enemy fighter within 3" of its surfacing point. Shaken by the ground splitting open beneath it, that fighter must immediately make a Nerve test.	REACTION
23	Sundering Rise. As one of your fighters resolves its eruption charge in close combat, its first hit tears deeper than flesh. That hit is resolved at improved Armour Penetration this round, the force of surfacing carried into the blow.	CLOSE-COMBAT
24	Patient Earth. At the start of the round, if none of your units surfaced during the previous round, the banked hunger swells. Add an extra Biomass Token to your pile for the round the earth spent waiting.	START OF ROUND
25	Tunnel Shift. At the start of the round, choose one buried unit and re-choose the point it is aimed to surface. The tunnels shift beneath the board, moving where the brood will come up before it commits to the rise.	START OF ROUND
26	From The Dark. During the Movement phase, choose one of your fighters with a burrowing biomorph. It makes a Burrow move, diving beneath the floor and re-emerging more than 6" from enemies, striking out of the dark from a place it was not.	MOVEMENT
31	Undermine. When an enemy fighter finishes a move within 3" of one of your buried entry points or a Tunnel Mouth, the ground gives beneath it. That fighter is immediately knocked Prone.	REACTION
32	Swallowed. In close combat, when one of your fighters attacks an enemy that is Prone or Pinned, it strikes as if to drag the target down into the dark. That fighter makes one additional attack against it this round.	CLOSE-COMBAT
33	Pressure Vault. At the start of the round, spend a banked surge from your pile. One eruption this round may surface more than 3" from enemies instead of more than 6", the pressure of the deep forced up hard and close against the line.	START OF ROUND
34	The Long Wait. At the start of the round, choose one unit that has stayed buried since the battle began. Add a Biomass Token to your pile, and the next time it erupts it re-rolls its eruption charge — the longer the wait, the harder the strike.	START OF ROUND
35	Serpents Coil. During the Movement phase, choose one Ravener. After it has moved, it coils and moves again, repositioning along the flank without ever settling where the enemy expects the serpent to be.	MOVEMENT
36	Breach Below. At the start of the round, choose one buried unit. It breaches this round without paying the usual banked cost, and it automatically passes the surfacing Instinctive Behaviour test as it forces its way up ahead of the rest of the swarm.	START OF ROUND

41	Held Breath. At any time this round, choose one buried unit whose eruption is due. It holds its breath in the dark — its scheduled surfacing is delayed to a later point of your choosing this round, waiting one beat longer for the right moment.	ANY
42	Armoured Rise. When one of your fighters erupts, the earth closes at its back as it rises. Against the first hit it suffers this round, that fighter gains +1 to its save, still half-armoured in the ground it came up through.	REACTION
43	Collapse. When one of your units erupts, the tunnel behind it caves. Choose one enemy fighter within 3" of the surfacing point; it is knocked Prone as the ground collapses beneath its feet.	REACTION
44	Hunter Below. At the start of the round, choose one buried unit and mark one enemy fighter as its quarry. When that unit erupts, it re-rolls its eruption charge if the charge is made against the marked quarry — the hunter comes up beneath the one it has chosen.	START OF ROUND
45	Deep Current. During the Movement phase, choose one fighter with a burrowing biomorph. It rides the deep current — it makes a Burrow move and cannot be targeted by any reaction triggered by that movement, slipping unseen through the earth.	MOVEMENT
46	The Maws Open. In close combat, choose one of your fighters that erupted this round. Its jaws and talons open all at once as it surfaces — it makes one additional attack on its eruption charge.	CLOSE-COMBAT
51	Buried Vanguard. At deployment, one additional unit beyond your normal buried-reserve limit may begin the battle buried. The vanguard goes deeper, and in greater number, than the enemy has prepared to screen against.	DEPLOYMENT
52	Feed The Deep. When one of your fighters takes an enemy Out of Action, the swarm feeds. Add 1 Biomass Token to your banked pile, the kill deepening the hunger you will spend on the next eruption.	REACTION
53	Unshaken Earth. When one of your units erupts outside synapse range, the earth steadies it. It automatically passes the surfacing Instinctive Behaviour test this round, coming up under full control rather than feral.	REACTION
54	Second Eruption. At the start of the round, after your first eruption is declared, the pile answers twice. A second buried unit may also erupt this round, provided your banked pile can pay for it.	START OF ROUND
55	Tremor. When one of your units erupts, a tremor rolls out from the surfacing point. Choose one enemy fighter within 3" of it; that fighter is immediately Pinned by the shaking ground.	REACTION
56	The Serpent Turns. When one of your surfaced fighters is targeted by a charge or a ranged attack, it turns and dives. It Burrows back into reserve instead, slipping beneath the floor before the blow can land.	REACTION
61	Gathered Hunger. At the start of the round, the deep gathers what it has stored. Add 1 Biomass Token to your banked pile for each buried unit you still hold in reserve, to a maximum of 3, the swarm's patience compounding beneath the board.	START OF ROUND
62	Sinkhole. When an enemy fighter ends a move over or beside one of your Tunnel Mouths or buried entry points, the floor opens as a sinkhole. That fighter is knocked Prone and may make no further move this round.	REACTION
63	Dread Below. When one of your units erupts, dread rolls up out of the dark with it. Choose one enemy fighter within 3" of the surfacing point; that fighter must make a Nerve test.	REACTION

64	The World Splits. At the start of the round, the whole ground gives at once. Up to two buried units may erupt this round, provided your banked pile can pay for both — the world splitting open in more than one place.	START OF ROUND
65	Last Coil. When one of your fighters is taken Out of Action in close combat, it lashes out with its last coil. Before it is removed, it makes one final attack against an enemy engaged with it.	REACTION
66	Consume. In close combat, when one of your fighters takes an enemy Out of Action, the swarm consumes the fallen. Add 1 Biomass Token to your banked pile, drawn straight from the devoured body.	CLOSE-COMBAT

ALLIANCES

ANSWER FROM BELOW

ALLIANCE

WHO	a Genestealer Cult House (any brood - generic, never a fixed cult)
FACTION	genestealer-cults
MY ROLE	consume
PHASE GATE	the allied cult's world reaches local Endgame
TERMS	answer the softened world from beneath -> hollow it out; the arriving mass is generic Tyranidkind, the fleet decided on arrival; campaign-only, no cross-faction units in a normal gang list

Jormungandr keeps no true allies, but the swarm answers a call it can feel through the ground. When a Genestealer Cult brood has worked a world to the edge of collapse — the moment its campaign reaches local Endgame — the buried fleet rises beneath the softened world to hollow it out from below. This is not a partnership so much as an arrival: the cult ripens a world, and the Hive comes to consume the husk. The mass that answers is generic Tyranidkind, its exact bioforms decided only as it surfaces; no fixed brood, no named cult, no lasting pact. The arrangement is campaign-only — it moves a marker on the map and unlocks the consumption of a ripened world, and it never places cross-faction units in a normal battle's gang list. The cult prepares the meal; Jormungandr eats it.

WHO	no one - Jormungandr declines all alliances
MY ROLE	consume
PHASE GATE	n/a - the lone-devourer stance is always active
TERMS	the Hive hungers for all; natural prey = static gunlines with no front to shoot and no safe rear; hunted by reserve-holding spread defences that punish the time underground; campaign-only stance

Jormungandr stands with no one. The Hive hungers for all, and a swarm that eats worlds makes no lasting bargains — the lone-devourer stance is always in force, and the fleet declines every alliance offered to it. Its natural prey is the static gunline: a force with no front to shoot at once the ground opens behind it, and no safe rear to fall back to. What hunts it in turn is the reserve-holding spread defence — the enemy that keeps fighters back to screen its own backfield and punishes the swarm for every round it spends underground. This is a campaign-level posture, not a battlefield rule: it shapes who Jormungandr preys on across the map and who preys on it, and it commits the fleet to solitude on principle. It devours; it is never devoured willingly; and it shares the meal with nothing.

FAVOURS

2D6

ROLL	FAVOUR	PATRON
2	Primed Pile. The Deep primes your hunger before the battle is joined. In your next battle, begin with 2 Biomass Tokens already in your banked pile, the patience of the world beneath stored up before the first shot is fired.	THE DEEP (THE HIVE MIND'S PATIENCE - THE BANKED HUNGER BENEATH THE WORLD)
3	Deeper Reserve. The Deep lends you room to hide. In your next battle, one additional unit beyond your normal limit may begin buried in reserve, the galleries opening wider to keep more of your strength beneath the floor.	THE DEEP (THE HIVE MIND'S PATIENCE - THE BANKED HUNGER BENEATH THE WORLD)
4	Forward Tunnel. The Deep digs a tunnel ahead of you. In your next battle, your first eruption may surface more than 3" from enemies instead of more than 6", the way already opened close to the enemy line.	THE DEEP (THE HIVE MIND'S PATIENCE - THE BANKED HUNGER BENEATH THE WORLD)

5	Armoured Brood. The Deep thickens their hide before the rise. In your next battle, choose one brood as it deploys; each fighter in it gains +1 to its save against the first hit it suffers after erupting, armoured to survive the moment it comes up.	THE DEEP (THE HIVE MIND'S PATIENCE - THE BANKED HUNGER BENEATH THE WORLD)
6	Banked Surge. The Deep grants a surge from its stored hunger. Once during your next battle, you may erupt a buried unit more than 3" from enemies without paying the banked-surge cost, the pressure of the world forced up for free.	THE DEEP (THE HIVE MIND'S PATIENCE - THE BANKED HUNGER BENEATH THE WORLD)
7	The Patient Hunt. The Deep rewards the patient hunt. In your next battle, at the end of any round in which none of your units surfaced, add a Biomass Token to your banked pile — the world feeding you for every round you are willing to wait.	THE DEEP (THE HIVE MIND'S PATIENCE - THE BANKED HUNGER BENEATH THE WORLD)
8	Fresh Chitin. The Deep regrows what the last battle stripped away. Before your next battle, restore the Burrowing Chitin of one fighter that lost it, the carapace grown back fresh and whole from the dark of the galleries.	THE DEEP (THE HIVE MIND'S PATIENCE - THE BANKED HUNGER BENEATH THE WORLD)
9	Sundering Gift. The Deep sharpens their talons for the rise. In your next battle, choose one fighter; the first hit of its eruption charge is resolved at improved Armour Penetration, the force of surfacing gifted an edge that tears armour open.	THE DEEP (THE HIVE MIND'S PATIENCE - THE BANKED HUNGER BENEATH THE WORLD)
10	The Deep Lends. The Deep lends against the hunger to come. In your next battle, begin with 3 Biomass Tokens in your banked pile — but you gain no Biomass Token from the first kill you make, the debt taken back out of the first thing you devour.	THE DEEP (THE HIVE MIND'S PATIENCE - THE BANKED HUNGER BENEATH THE WORLD)
11	Undercroft Tithe. The Deep pays its tithe up from the galleries. This post-battle sequence, gain extra biomass to your campaign pool, the Undercrofts yielding up the growth they have stored against your need.	THE DEEP (THE HIVE MIND'S PATIENCE - THE BANKED HUNGER BENEATH THE WORLD)
12	Deathleapers Favour. The Deep sends its named killer to hunt beside you. For your next battle, Deathleaper — the fleet's apex Lictor — fights alongside your gang as a hired hunter, arriving from Infiltrate and striking from concealment. It slips back into the dark when the battle ends, answering to the Deep and no one else.	THE DEEP (THE HIVE MIND'S PATIENCE - THE BANKED HUNGER BENEATH THE WORLD)

☠ SUB-PLOTS

✂ THE DEEPENING HOLD

SUB-PLOT

Reward: When the third such battle ends, your gang's buried-reserve limit is raised by one permanently and your first eruption each battle may surface >3" from enemies instead of >6". If your campaign ends before the third, gain nothing - the hold was never dug deep enough.

The swarm learns a world by taking its underside, and each backfield it breaks teaches the next hold to run deeper. Across the campaign, count the battles in which at least one of your units erupted from buried reserve into an enemy backfield objective and controlled it at that battle's end. Each such battle counts once, off the mission record — the tally is by battle, not by how many units surfaced. When the third such battle ends, your gang's buried-reserve limit rises by one permanently, and your first eruption of every battle may surface more than 3" from enemies instead of more than 6". Should your campaign end before the third, you gain nothing: the hold was never dug deep enough to change how the fleet fights.

✂ THE WORLD SERPENT

SUB-PLOT

Reward: When the third such battle ends, one gaunt fighter per gang may permanently upgrade its Burrowing Chitin to a hardened form (+1 further save, once-per-battle Burrow retained), and your Undercrofts territory yields extra biomass each cycle. If your campaign ends before the third, gain nothing - the serpent never grew its full hide.

The armour that survives an eruption is the armour worth growing deeper, and a brood that comes home whole three times over has proven its hide. Across the campaign, count the battles you finish with every one of your surviving gaunts still carrying its Burrowing Chitin — none stripped, none lost to injury, the armoured brood brought back intact. When the third such battle ends, one gaunt fighter per gang may permanently upgrade its Burrowing Chitin to a hardened form, gaining a further point of save while keeping its once-per-battle Burrow, and your Undercrofts territory yields extra biomass each cycle. Should your campaign end before the third, you gain nothing: the serpent never lived long enough to grow its full hide.

LEGENDARY NAMES

✧ DEATHLEAPERS SHADOW

ANY VANGUARD FIGHTER

XP cost (random): 6

XP cost (chosen): 12

A legend of the buried fleet, earned by a vanguard fighter — a Lictor or a Genestealer — that has become the killer the enemy never sees twice. The title may be taken at a cost of 6 experience determined at random, or 12 chosen outright. The first time this fighter takes an enemy Out of Action from hiding, or in the round it arrives from Infiltrate, on a 4+ it immediately vanishes: remove it and set it back up out of line of sight, as if it had never surfaced. But a reputation is a thing the prey can steel itself against, and this one is hunted. Enemy Leaders and Champions may re-roll failed Nerve tests caused by this fighter, hardened against a shadow they have heard too much of. A legend the foe has learned to fear is a legend the foe has learned to face.

✧ THE DEEP

ANY BURROWING FIGHTER

XP cost (random): 6

XP cost (chosen): 12

A title for a burrowing fighter — a body carrying Burrowing Chitin, Burrowing, or Subterranean Assault — that has come to belong to the dark more than to the swarm. It may be taken at a cost of 6 experience determined at random, or 12 chosen outright. This fighter may begin any battle buried at no banked cost, and the first time it erupts each battle it does not scatter — it surfaces exactly where it was aimed, the ground answering to it. But it belongs to the deep before it belongs to the gang: while any friendly fighter is still buried, this one may not voluntarily surface, holding in reserve until the last of its brood has come up. It is always the deepest, and always the last to rise.

✧ THE GROUND THAT SPLIT

ANY BRUTE

XP cost (random): 6

XP cost (chosen): 12

A title borne by a Brute — a Trygon or a Mawloc — whose arrival the whole earth answers. It may be taken at a cost of 6 experience determined at random, or 12 chosen outright. When this fighter erupts, every enemy within 3" of its surfacing point is knocked Prone, and any friendly fighter erupting the same round within 6" of it re-rolls its charge. But a thing this vast and this loud cannot hide or wait: this fighter may never begin a battle buried alongside fewer than its full share of the banked cost, and it always erupts in the first round it is able, unable to hold in the dark once the hunger is on it. The ground that splits cannot choose its hour.

TERRAIN

✧ THE UNDERCROFTS

TERRAIN

The Undercrofts are a claimed warren of tunnels and buried spawning-galleries running beneath a territory — a dark, wet, living network where the fleet grows its armour and digs its tunnels before anything else. A gang holding the Undercrofts collects extra biomass income in each post-battle sequence, the galleries feeding the swarm between battles. It also grows the fleet's own kind cheaply: the first Burrowing Chitin, Deep Tunneller, or Sundering Talons biomorph the gang grows each cycle costs half, rounding up. The warren feeds the buried fleet's chitin and its tunnels first, and only then whatever is left over.

✧ TUNNEL MOUTH

TERRAIN

A Tunnel Mouth is a raw shaft the swarm bores up through the battlefield floor — spawning bio-terrain that marks a buried-reserve entry point and anchors an eruption. At deployment, the Jormungandr player places one Tunnel Mouth marker anywhere more than 6" from an enemy fighter. A buried unit may erupt within 3" of the Tunnel Mouth instead of the standard more than 6" from enemies, its spawn and surface limits otherwise unchanged. While a friendly synapse creature is within 6" of the Tunnel Mouth, buried units erupting from it automatically pass the surfacing Instinctive Behaviour test. The Tunnel Mouth is Toughness 6 with 4 Wounds; if it is destroyed it collapses, and no further eruption can be anchored on it.

✂ THE BURIED STRIKE

SCENARIO

ATTACKER	the Jormungandr swarm (the buried fleet, playing to bank underground then erupt into the soft backfield)
DEFENDER	the world's current holder, needing to screen its backfield AND win the early board before the ground splits
DEPLOY	the defender sets up across the centre of the board with three objectives in its own backfield third; the Jormungandr player places NO fighters at the start - its whole gang begins buried in underground reserve
OBJECTIVE	the defender scores 1 point at the end of each round for each backfield objective it controls; the Jormungandr player scores 2 points each time a buried unit erupts within 3" of a backfield objective and controls it at end of round - the buried fleet cannot score at all until it surfaces, and every round spent banking is a round the defender scores uncontested
VICTORY	most points at the end of round 5 wins; if the Jormungandr gang controls all three backfield objectives at any end-of-round, it wins immediately - the backfield is broken
REWARDS	Jormungandr win -> Control Track shifts toward the swarm by one step, plus one more on an immediate three-objective break; defender win (held its backfield, or won the early board before the eruption landed) -> the swarm surfaced too late, marker unchanged, defender salvages biomass from the culled bodies
CONTROL TRACK	the mission MODELS Jormungandr's whole thesis and its cost - the buried fleet scores nothing while it banks, so the tempo tax is the scenario's engine; a Jormungandr player who waits too long to erupt simply loses the round-count, and one who surfaces too early erupts under a screen that punishes it; the defender's counter is a reserve-holding spread that keeps fighters back to screen the backfield AND enough forward pressure to win the early board, plus a decapitation strike on the surfacing synapse that turns an eruption feral before it can hold an objective

The swarm has gone to ground beneath a held world, and the holder must win the surface before the surface gives way. This mission is Jormungandr's whole thesis and its cost made into a scenario: the buried fleet scores nothing while it banks, and every round it waits is a round the defender takes uncontested.

ATTACKER The Jormungandr swarm, playing to bank underground and then erupt into the soft backfield. Its entire gang begins the battle buried.

DEFENDER The world's current holder, which must screen its backfield and win the early board before the ground splits open.

BATTLEFIELD Open ground with three objectives set in the defender's own backfield third, and cover enough across the centre for a line to be held and a rear to be screened.

CREWS Both gangs field their full starting rosters, or an agreed equal number of fighters.

DEPLOYMENT The defender sets up across the centre of the board. The Jormungandr player places no fighters at the start — the whole gang begins buried in underground reserve, surfacing only through Erupt from Below over the course of the battle.

SCORING At the end of each round, the defender scores one point for each backfield objective it controls. The Jormungandr player scores two points each time a buried unit erupts within 3" of a backfield objective and controls that objective at the end of the round. The buried fleet cannot score at all until it surfaces, so every round spent banking is a round the defender scores against no contest.

ENDING THE BATTLE The battle runs to the end of round five, unless it ends early on a total backfield break (below).

VICTORY The gang with the most points at the end of round five wins. If the Jormungandr gang controls all three backfield objectives at any end of round, it wins immediately — the backfield is broken.

REWARDS A Jormungandr win shifts the Control Track toward the swarm by one step, and by one further step if the win came on an immediate three-objective break. A defender win — its backfield held, or the early board won before the eruption landed — leaves the marker unchanged and lets the defender salvage biomass from the culled bodies.

CONTROL TRACK The mission puts a real price on waiting: a Jormungandr player who waits too long simply loses the round-count, and one who surfaces too early erupts under a screen ready to punish it. The defender's counter is a reserve-holding spread that keeps fighters back to screen the backfield while still winning the early board, plus a decapitation strike on the surfacing synapse that turns an eruption feral before it can hold an objective.



TYRANIDS · HOUSE DOSSIER

HIVE FLEET KRONOS

Kronos does not charge - it shells. The fleet that grows its biomass into a static gun-line of bio-artillery, ranges the board, suppresses the approach, and lets the cheap gaunts hold the objectives the salvos have already cleared. You do not close on Kronos; you cross a killing zone to reach it, and it has been banking the shot that greets you.

Kronos does not charge — it shells. Where other hive fleets pour bodies forward, this one grows its biomass into guns and roots them in place: a static line of bio-artillery that ranges a battlefield, suppresses every approach, and lets cheap gaunts hold the ground its salvos have already cleared. It is the slowest fleet the Hive Mind fields, and the only one that raises its Brutes — the Exocrine and Tyrannofex gun-beasts — as the centre of the line rather than a rare aberration.

A Kronos swarm fights from a firebase. The Hive Tyrant coordinates the barrage from behind the guns, holding the whole line within its synapse as it fires; a Warrior relay stretches that coordination to the far pieces; Hive Guard and a Biovore shell what the line cannot even see. The gaunts screen the dear gun-beasts, and a Genestealer or Lictor waits to gut anything that closes. An enemy does not so much attack Kronos as cross a killing zone to reach it, under indirect fire that finds it behind cover and heavier salvos loaded from biomass banked round on round. Break the coordinating synapse and the guns fall silent and feral. Fail to, and the ground in front of the line becomes a grave.

◉ GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	5

BUILD RULES

- ♦ Starting biomass pool: 1500 (re-skinned as biomass)
- ♦ Exactly 1 synapse Leader (Hive Tyrant, barrage-coordinator) - the brain that ranges the guns and holds the static line in synapse while it shells
- ♦ 1-2 Brute bio-titans (Tyrannofex / Exocrine) - Kronos fields Brutes as the CENTERPIECE, not a rare option; the one fleet that does
- ♦ 0-2 Hive Guard (indirect support-gun) and 0-1 Biovore (living mortar) - the indirect artillery that shells what it cannot see
- ♦ A backbone of cheap gaunts (Barbgaunts / Termagants) SCREENING the dear gun-beasts, not a tide - bodies to hold the objectives the shells have cleared
- ♦ 0-2 vanguard (Genestealer / Lictor) - counter-charge to punish a gang that reaches the guns, NOT the identity
- ♦ A thin Hormagaunt / Ripper picket; fewer fast bodies than any fleet
- ♦ Backbone: screening gaunts $\geq$ synapse creatures + monsters - but the gaunts are a screen for the guns, not a swarm
- ♦ Synapse-range-while-shelling: a static gun-line must hold synapse range AS it fires; the guns cannot advance to stay in the Hive Tyrant's shadow, so positioning the brain behind the firebase is the whole game - a line that shells outside synapse goes feral mid-barrage
- ♦ The Long Range banks the shared Biomass Token pile round on round and spends the banked pile on bio-munitions (heavier salvos, indirect suppression, loaded shots); the bank is CAPPED - no infinite hoarding into one apocalyptic shot
- ♦ The adaptation log is how the gang advances, and Kronos's grows Locomotion(bio-weaponry) + Carapace on the static gun-beasts: a fleet that gets better at shelling from a held position, not at crossing the board
- ♦ Psychic monsters available: none (Kronos is artillery, not psyker - the Maleceptor/Zoanthrope route to Leviathan/Hydra); winged organisms: none (a ground gun-line; the Harpy/Hive Crone route to Kraken)

A starting Kronos swarm is grown from a biomass pool of 1500. It fields exactly one synapse Leader — a Hive Tyrant, the barrage-coordinator — and raises one or two Brute bio-titans, the Exocrine or Tyrannofex, as the centre of the line rather than a rare pick; no other fleet centrepieces its Brutes. Around them the controlling player may grow up to two Hive Guard for indirect support and a single Biovore living mortar, backed by a screen of cheap gaunts — Barbgaunts and Termagants — whose task is to hold the objectives the shells have cleared and to body-block anything that reaches the guns. Up to two vanguard, a Genestealer or Lictor, wait to counter-charge; a thin Hormagaunt or Ripper picket slows a closing enemy, and Kronos keeps fewer fast bodies than any other fleet. The screening gaunts must at least match the synapse creatures and monsters combined.

The line lives or dies on one discipline: it must hold within the Hive Tyrant's synapse as it fires. Guns shelling from outside that range act on instinct and go feral mid-barrage. Its heavier salvos are loaded from biomass banked round on round, and that bank is capped — there is no hoarding it into a single apocalyptic shot.

☠ GANG RULES

✂ RANGING INSTINCT

GANG RULE

Ranging Instinct. While a friendly gun-beast is within the Hive Tyrant's synapse range, it fires as part of a single coordinating will rather than alone. Each such gun-beast re-rolls one ranged Hit die when it shoots, and adds +1 to its Indirect Fire shots as the Tyrant walks the fall of shot onto the mark. The aura reaches only as far as the synapse, and no further — which is why the whole line is built in the Tyrant's shadow and why an enemy that severs the Tyrant does not merely kill a fighter but blinds every gun it was ranging. Keep the brain behind the firebase and the barrage corrects itself; take it out of action and the guns are left firing on their own instinct.

✂ THE LONG RANGE

GANG RULE

The Long Range. Each round, instead of spending its Biomass Tokens, the swarm may bank them — its guns holding fire and loading rather than firing cheap. Banked tokens accumulate in a shared Long-Range pile and are spent on bio-munitions: heavier salvos, indirect suppression, and the Loaded Salvo that fires a gun-beast's shot harder or twice over. This is the fleet's whole engine, the inverse of a swarm that pours everything forward at once — Kronos hoards its hunger and unleashes it at range, round on round. The pile is capped: it cannot be stored indefinitely into one apocalyptic shot, so the line must choose when a loaded gun is worth more than a full magazine. A gang that banks patiently and spends at the right moment shells harder than its numbers should allow; one that hoards past the cap simply wastes the growth.

FIGHTERS

HIVE TYRANT

LEADER

✖ 430 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	2+	3+	6	6	5	3+	4	6+	5+	5+	7+

SAVE 3+(+5 FIELD)

SPECIAL RULES *Synapse (the barrage-coordinator; the static line must hold its synapse range as it shells or go feral)*

Ranging Instinct (friendly gun-beasts in its synapse re-roll one ranged Hit die and add +1 to Indirect Fire shots)

SEE SPECIAL RULES

Typed Effects

- re-roll Hit

PRIMARY

Carapace

Locomotion

SECONDARY

Adaptation

STARTING GEAR Venom Cannon · Spotter Node

EQUIPMENT LIST

HEAVY

Venom Cannon 35 credits

CLOSE-COMBAT

Scything Talons 15 credits

WARGEAR

Spotter Node 20 credits

Synapse Node 30 credits

Warp Field 50 credits

The Hive Tyrant is the brain of the gun-line: a synapse monster grown not to lead a charge but to stand behind the guns and range them. Every gun-beast it shelters draws its aim from the same will, and the whole line falls silent the moment that will is cut.

This fighter anchors the swarm and coordinates its barrage. It is a Leader — resilient, high in Initiative and Willpower, wrapped in a field that turns aside the shots meant to sever it — but its worth is measured in the guns around it, not its own claws. Ranging Instinct makes the difference: friendly gun-beasts within its synapse re-roll one ranged Hit die and add +1 to their Indirect Fire shots. It carries a Venom Cannon to add its own weight to the salvo and a Spotter Node to mark a target for the line. The whole game turns on where it stands: it must hold its synapse over the firing line as that line shells, and it cannot advance to keep pace with a target. Kept behind the fire-base it makes every gun deadlier; hunted down and taken out of action, the guns it fed act on instinct and scatter.

BIOVORE

CHAMPION

× 90 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	4+	4	4	3	4+	2	7+	6+	6+	8+

SAVE 5+

SPECIAL RULES **Instinctive Behaviour** (*a living mortar that fires outside synapse tests to keep from going feral*)

Indirect Fire (*drifts its spore-mines onto targets out of line of sight, ignoring cover*) SEE SPECIAL RULES

PRIMARY **Carapace** **Locomotion**

STARTING GEAR Spore Mine Launcher

EQUIPMENT LIST

HEAVY

Spore Mine Launcher 35 credits

WARGEAR

Munition Sac 25 credits

Spore Mine 25 credits

The Biovore is a living mortar — a bloated spore-sac that births and lobs drifting mines onto ground its handlers will never lay eyes on.

This fighter is the swarm's cheapest indirect gun, a Champion grown to seed the battlefield rather than survive a fight. Its Spore-mine Launcher throws a drifting Blast, and through Indirect Fire it drops those mines onto targets out of line of sight, ignoring cover — an area denied to the enemy from behind the firebase. Toughness 4 and three wounds make it fragile for its rank; it wants to sit deep and lob, never to be reached. Instinctive Behaviour binds it like every gun of the line: firing outside the Hive Tyrant's synapse, it must test or go feral. Fielded one at a time behind the gun-beasts, the Biovore is the tool that turns open ground into a minefield the attacker has to cross — the mortar that shapes the approach before the heavy guns even fire.

GENESTEALER

CHAMPION

✖ 130 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	2+	—	4	3	1	2+	3	7+	6+	7+	8+

SAVE 5+ (+5 FIELD)

SPECIAL RULES **Instinctive Behaviour** (*acts on instinct outside synapse*)

Infiltrate (*deploys forward and unseen to guard the guns against a closer*) SEE SPECIAL RULES

PRIMARY

Talons

SECONDARY

Adaptation

Locomotion

STARTING GEAR Rending Claws

EQUIPMENT LIST

CLOSE-COMBAT

Scything Talons 15 credits

Rending Claws 20 credits

WARGEAR

Toxin Sacs Gland 15 credits

The Genestealer is the scalpel that guards the guns — a fast, lethal ambusher grown to punish anything that survives the killing zone and reaches the firebase.

This fighter is an elite vanguard Champion, the counter-charge a Kronos line keeps in reserve rather than the identity it leads with. Weapon Skill 2+, three Attacks and Rending Claws make it a first-strike killer against a single target; Movement 6 and a field save let it cross ground fast and shrug off the odd shot. Through Infiltrate it deploys forward and unseen, waiting off the flank of the guns. Its wounds are few and its purpose is narrow: it is not a lineholder but an executioner, kept back until a closing enemy commits, then loosed to gut whoever reached the gunbeasts. Outside the Hive Tyrant's synapse it acts on instinct. Held in ambush and spent at the right moment, one Genestealer can end the charge that would have broken the firebase.

HIVE GUARD

CHAMPION

× 120 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	3+	4	5	3	4+	2	7+	6+	6+	8+

SAVE 4+

SPECIAL RULES **Instinctive Behaviour** (*a support-gun that fires outside synapse tests to keep from going feral*)

Indirect Fire (*its impaler cannon may target enemies out of line of sight and ignores cover-derived to-hit modifiers*)

SEE SPECIAL RULES

PRIMARY

Carapace

Locomotion

SECONDARY

Adaptation

STARTING GEAR Impaler

EQUIPMENT LIST

HEAVY

Impaler 40 credits

WARGEAR

Chitinous Plates 15 credits

Munition Sac 25 credits

The Hive Guard is the swarm's blind gun — a squat, armoured artillery bioform grown around an Impaler Cannon that finds its prey without ever seeing it.

This fighter is the line's true indirect heavy, the Champion that shells what the rest of the gang cannot even see. Through Indirect Fire, its Impaler may target enemies out of line of sight and ignores cover-derived to-hit modifiers — there is no wall it cannot shoot around and no cover that saves the thing behind it. Toughness 5 and a solid save let it sit deep in the firebase and keep firing; two Attacks are enough to discourage a lone body but no more. Instinctive Behaviour still binds it: firing outside the Hive Tyrant's synapse, it must test or go feral. Positioned behind the gun-beasts with no need for a firing lane, the Hive Guard is what makes a Kronos gun-line inescapable — an enemy that breaks line of sight only chooses how it dies.

LICTOR

CHAMPION

✖ 195 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	2+	—	5	5	3	2+	3	7+	5+	6+	7+

SAVE 4+ (+5 FIELD)

SPECIAL RULES **Instinctive Behaviour** (*acts on instinct outside synapse*)

Infiltrate (*sets up forward and out of sight, screening the approach the shells clear*) SEE SPECIAL RULES

STEALTH (*a chameleonic picket the closer cannot range*)

Stealth. This fighter is a hard target at a distance: an enemy shooting it from beyond close range suffers a penalty to hit, and it is easily lost against broken ground. A Lictor grown chameleonic is a picket the closer cannot cleanly range as it crosses — a body that is there and then not, threading the approach the guns are shelling until it chooses to strike.

FIGHTS FIRST (*strikes before the charger that reaches the firebase*)

Fights First. When this fighter is engaged in melee, it strikes before its opponents — even against an enemy that charged it. Its attacks are resolved first; only those defenders still standing may hit back. On a Lictor set as a forward picket, this is what lets it blunt the first wave: the charger that reaches the wire meets the blades before its own can land.

PRIMARY

Talons

SECONDARY

Carapace

Adaptation

Locomotion

STARTING GEAR Scything Talons · Rending Claws

EQUIPMENT LIST

CLOSE-COMBAT

Scything Talons	15 credits
Rending Claws	20 credits

WARGEAR

Chitinous Plates	15 credits
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The Lictor is the picket at the wire — a chameleonic ambusher that sets up in the ground the shells will clear and strikes first at whatever reaches it.

This fighter is a forward vanguard Champion, grown to screen the approach rather than hold the line. It carries a wide skill of the hunt: through Infiltrate it deploys forward and out of sight; through Stealth it is a hard target the closer cannot easily range as it crosses; and through Fights First it strikes before any charger that reaches it, even one that reached first. Weapon Skill 2+, Strength 5 and three Attacks with Scything Talons and Rending Claws make it a genuine threat in melee, and Toughness 5 behind a field save lets it survive the exchange. It is not there to win a protracted fight — it is there to blunt the first wave and buy the guns another round of shooting. Beyond the Hive Tyrant's synapse it acts on instinct. Placed on the likely line of advance, the Lictor turns a clean charge into a costly one.

WARRIOR RANGED

CHAMPION

× 110 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	3+	4	4	2	4+	1	7+	6+	6+	7+

SAVE 4+

SPECIAL RULES *Synapse (a mid-tier synapse relay; blankets the gun-line in coordination while adding its own fire)*

SEE SPECIAL RULES

PRIMARY

Locomotion

SECONDARY

Carapace

Adaptation

STARTING GEAR Deathspitter · Synapse Node

EQUIPMENT LIST	
BASIC	WARGEAR
Deathspitter20 credits	Chitinous Plates15 credits
HEAVY	Synapse Node30 credits
Venom Cannon35 credits	

The ranged Tyranid Warrior is a relay with a gun — a mid-tier synapse node that extends the coordinating will outward from the Hive Tyrant so the guns at the edge of the line still fire as one.

This fighter is a Champion whose real value is reach of a different kind: it carries synapse. Where a single Hive Tyrant cannot stretch its coordination over the whole firebase, a Warrior grown with a Synapse Node blankets the far guns, keeping them inside the web while adding its own Deathspitter fire to the salvo. Its statline is unremarkable — one Attack, modest wounds — but it is not there to fight; it is there to hold the coordination together where the Tyrant's synapse runs thin. Positioned behind and between the gun-beasts, it lets the line spread wider than one brain could sustain, and it is often the second thing an enemy must kill, after the Tyrant, to make the guns go feral.

BARBGAUNT

GANGER

× 40 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	4+	3	3	1	4+	1	8+	8+	7+	8+

SAVE 6+

SPECIAL RULES **Instinctive Behaviour** (*acts on instinct outside synapse*) SEE SPECIAL RULES

PRIMARY

Locomotion

SECONDARY

Carapace

STARTING GEAR Barbed Strangler

EQUIPMENT LIST

HEAVY

Barbed Strangler

30 credits

WARGEAR

Chitinous Plates

15 credits

The Barbgaunt is the gun-line's chaff with a gun — a small, expendable bioform that spits barbed grubs in a scattering burst to keep heads down and bodies pinned.

This fighter is a ranged Ganger, the cheap body that screens the dear gun-beasts and adds a light shell to the barrage. Its Barbed Strangler throws a short Blast that is better at pinning a cluster than killing outright — the artillery-gaunt's job is to suppress and to soak, not to win a firefight. A single wound behind a 6+ save means it dies easily; that is the point of it, a numerous screen the enemy must chew through to reach the guns. Outside the Hive Tyrant's synapse it acts on instinct. Fielded in numbers around the firebase, Barbgaunts hold the objectives the shells have cleared and buy the gun-beasts the space to keep firing.

HORMAGAUNT

GANGER

✖ 50 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
8"	4+	—	3	3	1	3+	2	8+	8+	7+	8+

SAVE 6+

SPECIAL RULES **Instinctive Behaviour** (*acts on instinct outside synapse*) SEE SPECIAL RULES

PRIMARY

Talons

SECONDARY

Locomotion

STARTING GEAR Scything Talons

EQUIPMENT LIST

CLOSE-COMBAT

Scything Talons 15 credits

WARGEAR

Adrenal Surge 15 credits

The Hormagaunt is a sprinting set of blades — the one fast body a Kronos line keeps, grown to reach a lane and clog it rather than to win the ground.

This fighter is a melee Ganger and a minority pick in a gun-line that has little use for speed. Movement 8 and two Attacks with Scything Talons let it close quickly and body-block an approach; a single wound behind a 6+ save means it does not survive the exchange, and is not meant to. It is a picket: thrown across a likely charge lane to slow a closing enemy and hold it a turn short of the gun-beasts, while the guns keep shelling. Outside the Hive Tyrant's synapse it acts on instinct. A thin Hormagaunt screen is the tripwire in front of the firebase — not a tide, just enough teeth to make the last dash cost the attacker a turn.

TERMAGANT

GANGER

× 40 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	4+	3	3	1	4+	1	8+	8+	7+	8+

SAVE 6+

SPECIAL RULES Instinctive Behaviour (*acts on instinct outside synapse*) SEE SPECIAL RULES

PRIMARY Locomotion

STARTING GEAR Fleshborer

EQUIPMENT LIST

BASIC

Fleshborer 15 credits

WARGEAR

Chitinous Plates 15 credits

The Termagant is the swarm's expendable rifle — a small, thin-skinned gaunt grown around a symbiote gun, bred to be numerous and spent.

This fighter is a ranged Ganger, the backbone of the screen. Its Fleshborer puts out a light, rapid volume, but its true worth is as a body: cheap, plentiful, and placed to hold objectives the shells have cleared and to soak the fire meant for the guns behind it. A single wound behind a 6+ save means it dies to almost anything; that is what makes it affordable in numbers. Outside the Hive Tyrant's synapse it acts on instinct. A Kronos line does not win with its Termagants — it wins because they were there, standing between an attacker and the gun-beasts long enough for the barrage to land.

RIPPER SWARM

JUVE

× 40 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	—	3	3	2	4+	2	8+	8+	7+	8+

SAVE 6+

SPECIAL RULES **Instinctive Behaviour** (*acts on instinct alone outside synapse*) SEE SPECIAL RULES

STARTING GEAR Scything Talons

EQUIPMENT LIST

CLOSE-COMBAT

Scything Talons 15 credits

The Ripper Swarm is the smallest expendable thing the fleet grows — a boiling mass of little bodies and teeth, spawned cheap and spent freely.

This fighter is the gang's Juve equivalent, the lowest-value body on the roster. It has no ranged attack; it carries only its Scything Talons and its two wounds of massed teeth. Its purpose is to hold ground and sit on objectives the guns have already cleared, and to be the first thing an attacker wastes shots on. Outside the Hive Tyrant's synapse it acts on instinct alone. A Ripper Swarm is not grown to win anything — it is grown to be there, cheap and numerous, occupying the ground so the gun-beasts do not have to.

EXOCRINE

BRUTE

✖ 415 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	4+	3+	6	7	6	4+	3	7+	6+	6+	8+

SAVE 3+

SPECIAL RULES

Instinctive Behaviour (*a gun-beast that shells outside synapse range tests to keep from going feral mid-barrage*)

SEE SPECIAL RULES

PRIMARY

Carapace

Locomotion

STARTING GEAR Bio Plasmic Cannon · Reinforced Carapace

EQUIPMENT LIST

HEAVY

Bio Plasmic Cannon 40 credits

WARGEAR

Hardened Carapace 25 credits

Munition Sac 25 credits

Reinforced Carapace 30 credits

The Exocrine is a cannon that happens to be alive — a bio-titan grown around a single bio-plasmic gun, its whole body a mount and a magazine for the shot it exists to fire.

This fighter is a Brute and one of the two centrepieces of a Kronos line. Toughness 7 and a heavy carapace let it stand in the open and trade fire; Strength 6 and three Attacks make it dangerous if something closes, but that is not its purpose. It exists to shell. Its Bio-plasmic Cannon throws a heavy Blast that punches through armour at range, and it is grown to hold ground and keep firing rather than to manoeuvre. Instinctive Behaviour is the discipline that binds it: a gun-beast shelling outside the Hive Tyrant's synapse must test or go feral mid-barrage, turning on the nearest thing that moves. Screened by gaunts and held inside synapse, the Exocrine is the direct-fire heart of the firebase — the gun that answers an armoured advance before it arrives.

TYRANNOFEX

BRUTE

× 560 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	4+	3+	6	8	6	4+	3	7+	6+	6+	8+

SAVE 2+

SPECIAL RULES

Instinctive Behaviour (*a gun-beast that shells outside synapse range tests to keep from going feral mid-barrage*)

SEE SPECIAL RULES

PRIMARY

Carapace

Locomotion

STARTING GEAR Rupture Cannon · Reinforced Carapace

EQUIPMENT LIST

HEAVY

Rupture Cannon 45 credits

WARGEAR

Hardened Carapace 25 credits

Munition Sac 25 credits

Reinforced Carapace 30 credits

The Tyrannofex is the anchor of the firing line — the most heavily armoured thing the swarm grows, a slab of chitin built to weather return fire and answer it with a shot that goes through almost anything.

This fighter is a Brute, the immovable half of a two-Brute battery. Toughness 8 behind a 2+ save makes it the hardest body in the gang to kill at range; where the Exocrine trades blows, the Tyrannofex simply endures them. Its Rupture Cannon is the longest-reaching, hardest-hitting gun on the roster — Strength 8, three Damage, punishing at full range — and the beast is grown to plant itself and keep firing, not to close. Instinctive Behaviour is its leash: shelling outside the Hive Tyrant's synapse, it must test or go feral. Held inside synapse and screened by gaunts, the Tyrannofex is the ground the line is built on: it does not move, it does not fall easily, and it makes the approach lethal for anything armoured enough to have ignored the lighter guns.



GANG TACTICS

D66

ROLL	TACTIC	TIMING
11	Suppressing Barrage. Suppressing Barrage. At the start of the round, name one of your indirect or Blast bio-weapons. Until the end of the round, the first time it hits an enemy, that fighter and every enemy within 1" of the marker are Pinned and suffer -1 to Hit until the end of the following round. The approach is kept under fire.	START OF ROUND
12	Loaded Salvo. Loaded Salvo. Before one of your gun-beasts shoots, you may spend a banked Biomass Token from your Long-Range pile. Its shot gains +1 Strength and AP-1, or is resolved a second time against the same target. The loaded gun speaks.	PRE-SHOT

13	Standfast. Standfast. At the start of the round, declare this tactic. Until the end of the round, each of your gun-beasts that does not move re-rolls ranged Hit rolls of 1. A gun that stands is a gun that lands.	START OF ROUND
14	Ranging Shot. Ranging Shot. Before an indirect shot is resolved, you may re-roll its scatter or drift. The fall of shot is walked back onto the mark.	PRE-SHOT
15	Spore Bombardment. Spore Bombardment. At the start of the round, your Biovore may drift one additional Spore Mine this round, seeding a second patch of the approach the enemy must pick its way through.	START OF ROUND
16	Hold The Line. Hold the Line. At the start of the round, screening gaunts within 3" of one of your gun-beasts re-roll failed Nerve tests until the end of the round. The screen does not break while the guns still fire behind it.	START OF ROUND
21	The Long Load. The Long Load. At the end of the round, if you spent no banked Biomass Tokens this round, bank one extra Token to your Long-Range pile, up to the cap. Patience deepens the magazine.	END OF ROUND
22	Blind Salvo. Blind Salvo. Before it shoots, one of your fighters may fire an indirect weapon at an enemy out of line of sight this round, arcing the shot over cover and ignoring cover-derived to-hit modifiers, even if that fighter does not normally have Indirect Fire.	PRE-SHOT
23	Pinning Fire. Pinning Fire. Before one of your ranged attacks is resolved, declare this tactic. If the attack hits, the target is automatically Pinned in addition to any other effect it suffers.	PRE-SHOT
24	Counter Battery. Counter-Battery. When an enemy shoots one of your gun-beasts, one other eligible gun-beast that can see the shooter may immediately make a single ranged attack against it, out of the normal sequence. Fire is answered with fire.	REACTION
25	Dug In. Dug In. At the start of the round, choose up to two of your fighters that did not move last round. Until your next turn they count as being in partial cover, hunkered into the ground they hold.	START OF ROUND
26	Walking Fire. Walking Fire. Before it shoots, one fighter may move up to 2" and still fire a Heavy weapon this round as though it had remained still. The gun edges forward without breaking its rhythm.	PRE-SHOT
31	Ranged Focus. Ranged Focus. At the start of the round, choose one enemy fighter. Your gang re-rolls ranged Hit rolls of 1 against it until the end of the round.	START OF ROUND
32	Suppressive Net. Suppressive Net. At the end of the round, each enemy fighter Pinned by your fire this round must pass a Cool check at the start of its next activation or remain Pinned. The weight of fire holds it down.	END OF ROUND
33	The Loaded Beast. The Loaded Beast. Before a Brute shoots, you may spend a banked Biomass Token to add +1 Strength and AP-1 to its shot this round. The gun-titan fires the heavier round.	PRE-SHOT
34	Screen Reform. Screen Reform. At the start of the round, move each of your screening gaunts up to 2" toward the nearest friendly gun-beast. The screen closes back around the guns where a charge has thinned it.	START OF ROUND
35	Impaler Arc. Impaler Arc. Before a Hive Guard shoots, declare this tactic. After its impaler shot is resolved, it makes one further shot at a second enemy within 6" of the first target. The arc sweeps from one prey to the next.	PRE-SHOT

36	Gun Discipline. Gun Discipline. At the start of the round, your gun-beasts do not take Instinctive Behaviour tests for firing outside synapse until the end of the round. For one round the line holds its discipline without the brain.	START OF ROUND
41	Heavy Load. Heavy Load. Before it shoots, one gun-beast's shot gains +1 Damage this round. That fighter may not move on its next activation, spent from the effort of the heavier round.	PRE-SHOT
42	Ranging Instinct. Ranging Instinct. At the start of the round, every one of your gun-beasts re-rolls one ranged Hit die this round, whether or not it stands within the Hive Tyrant's synapse. For a moment the whole line fires as one will.	START OF ROUND
43	The Standing Line. The Standing Line. When an enemy declares a charge against one of your gun-beasts, a screening gaunt within 1" of the target may interpose itself and become the target of that charge instead. A body is spent to keep the gun firing.	REACTION
44	Cover Denied. Cover Denied. Before one of your ranged attacks is resolved, declare this tactic. The target receives no benefit from cover against that attack. There is nowhere left to hide from that shot.	PRE-SHOT
45	Spore Wall. Spore Wall. At the start of the round, place a drifting spore haze within 6" of your Biovore. Enemies shooting through it suffer -1 to Hit until the end of the round, and the guns behind it fire on unhindered.	START OF ROUND
46	Bank And Hold. Bank and Hold. At the end of the round, if none of your gun-beasts moved this round, bank one extra Biomass Token to your Long-Range pile, up to the cap. The unmoving line loads while it holds.	END OF ROUND
51	Concentrated Fire. Concentrated Fire. Before your fighters shoot this round, declare this tactic. If two or more of them target the same enemy, each of those attacks gains +1 to Hit against it. The guns converge on one body.	PRE-SHOT
52	The Ranged Cull. The Ranged Cull. Before a ranged attack is resolved against an enemy that is already Pinned or Prone, that attack gains +1 Damage. What the barrage has already knocked down, it finishes.	PRE-SHOT
53	Firebase Hold. Firebase Hold. At the start of the round, your gun-beasts within 3" of a Sporocyst Battery or of your own board edge re-roll failed Nerve tests and cannot be forced back until the end of the round. The firebase does not yield.	START OF ROUND
54	Slow And Sure. Slow and Sure. Before it shoots, one gun-beast that did not move this round gains +1 to Hit with its ranged attacks until the end of the round. An unhurried gun is an accurate one.	PRE-SHOT
55	Barbed Spread. Barbed Spread. Before a Barbed Strangler shot is resolved, its Blast increases to (5") for that shot. The grubs scatter wider across the pressing enemy.	PRE-SHOT
56	The Loaded Line. The Loaded Line. At the start of the round, the first of your gun-beasts to shoot this round fires a Loaded Salvo without spending a banked token — its shot gains +1 Strength and AP-1, or is resolved a second time against the same target. The battery opens loaded.	START OF ROUND
61	Shell The Approach. Shell the Approach. At the start of the round, choose a point on the battlefield within a friendly fighter's line of sight. The first enemy to move within 3" of that point this round is struck by an automatic Strength 4, AP-1 indirect hit. The ground itself is pre-registered.	START OF ROUND

62	Unmoved Guns. Unmoved Guns. At the start of the round, each of your fighters that has not yet moved this battle re-rolls all ranged Hit rolls until the end of the round. The guns that never shifted have found their range.	START OF ROUND
63	The Patient Shot. The Patient Shot. Before it shoots, one fighter that has neither moved nor shot since the start of the battle may make a single ranged attack this round that hits automatically. A shot held long enough cannot miss.	PRE-SHOT
64	Saturation. Saturation. Before a Blast shot is resolved, its marker may be placed to cover as many enemy fighters as possible, ignoring the requirement to centre on the nearest target. The whole cluster is drenched at once.	PRE-SHOT
65	Last Battery. Last Battery. At the start of the round, while your gang is Broken, your gun-beasts may still shoot as normal this round and re-roll failed Nerve tests. The guns fire to the last, even as the line comes apart.	START OF ROUND
66	Consume. Consume. At the end of the battle, if your gang held the field, each gun-beast that took an enemy out of action this battle yields one extra Biomass Token to your reclamation. The barrage feeds the next growth.	END OF BATTLE

ALLIANCES

ANSWER THE SIEGE

ALLIANCE

WHO	a Genestealer Cult House (any brood - generic, never a fixed cult)
FACTION	genestealer-cults
MY ROLE	consume
PHASE GATE	the allied cult's world reaches local Endgame
TERMS	shell the softened world flat -> hollow it out; the arriving mass is generic Tyranidkind, the fleet decided on arrival; campaign-only, no cross-faction units in a normal gang list

Answer the Siege. A campaign pact between a Genestealer Cult brood and a Tyranid fleet, never pinned to one named cult. Where a Cult House has ripened a world to its local Endgame, a Kronos fleet may answer the summons and descend to consume it. Once the allied cult reaches that phase, the swarm shells the softened world flat and hollows it out; the mass that arrives is generic Tyranidkind, the fleet decided on arrival, never a fixed brood. This alliance is campaign-only — it moves worlds on the map and opens the husking of a ripened planet, but no Cult or Tyranid fighters ever cross into the other's gang in a normal battle. A capital or home world is bled and contested by this, never hollowed to nothing in a single turn.

WHO	no one - Kronos declines all alliances
MY ROLE	consume
PHASE GATE	n/a - the lone-devourer stance is always active
TERMS	the Hive hungers for all; natural prey = slow/static gangs and armoured advances it shells apart at range; hunted by fast melee gangs that cross the board and break the synapse (Behemoth/Kraken are its hard counter, the explicit RPS inverse); campaign-only stance

The Lone Devourer. Kronos keeps no allies — the Hive hungers for all, and the barrage answers to nothing but its own patience. Its natural prey is the slow: static gangs and armoured advances it shells apart at range before they ever close. It is hunted in turn by the fast melee warbands that cross the board and sever the coordinating synapse — the hammer fleets that are its explicit opposite and its hard counter. This is a campaign stance, always in effect: Kronos neither offers nor accepts a pact, and is judged only by what it devours and by what devours it.

FAVOURS

2D6

ROLL	FAVOUR	PATRON
2	Feast Of The Slow. Feast of the Slow. The Barrage feeds best on prey that will not move. For this battle, whenever you take an enemy fighter out of action with ranged fire while it is more than 6" from every one of your own fighters, gain one Biomass Token to your Long-Range pile. The patient hunger rewards a foe that lets you shell it at leisure.	THE BARRAGE (THE HIVE MIND'S PATIENCE - THE BANKED HUNGER THAT SHELLS A WORLD FLAT BEFORE IT WALKS IN)
3	Deeper Magazine. Deeper Magazine. The Barrage grants a fuller reserve. For this battle, your Long-Range bank cap is raised by one, and you begin already holding one banked Biomass Token. The guns come to the field with something loaded.	THE BARRAGE (THE HIVE MIND'S PATIENCE - THE BANKED HUNGER THAT SHELLS A WORLD FLAT BEFORE IT WALKS IN)
4	Primed Guns. Primed Guns. One of your guns arrives already primed. Choose a single gun-beast at the start of the battle; the first time it shoots this game it fires a Loaded Salvo without spending a banked token — its shot gains +1 Strength and AP-1, or is resolved a second time against the same target.	THE BARRAGE (THE HIVE MIND'S PATIENCE - THE BANKED HUNGER THAT SHELLS A WORLD FLAT BEFORE IT WALKS IN)

5	The Ranged Eye. The Ranged Eye. The Barrage sharpens a chosen aim. Choose one fighter at the start of the battle; for the rest of the game its ranged attacks ignore cover-derived to-hit modifiers. Nothing the enemy hides behind will save it from that one gun.	THE BARRAGE (THE HIVE MIND'S PATIENCE - THE BANKED HUNGER THAT SHELLS A WORLD FLAT BEFORE IT WALKS IN)
6	Spore Glut. Spore Glut. The spores come thick this battle. Your Biovore may drift one additional Spore Mine each time it shoots, seeding the ground faster than the enemy can pick a safe path across it.	THE BARRAGE (THE HIVE MIND'S PATIENCE - THE BANKED HUNGER THAT SHELLS A WORLD FLAT BEFORE IT WALKS IN)
7	Fresh Screen. Fresh Screen. The Hive grows you a fresh wall of bodies. Add one Termagant to your crew for this battle at no biomass; it fights as a normal member of your gang and is removed afterward, whether or not it survived. A little more chaff between the enemy and the guns.	THE BARRAGE (THE HIVE MIND'S PATIENCE - THE BANKED HUNGER THAT SHELLS A WORLD FLAT BEFORE IT WALKS IN)
8	Hardened Plate. Hardened Plate. The Barrage thickens a chosen hide against the return fire it will surely draw. Choose one gun-beast at the start of the battle; it gains +1 to its save for the rest of the game.	THE BARRAGE (THE HIVE MIND'S PATIENCE - THE BANKED HUNGER THAT SHELLS A WORLD FLAT BEFORE IT WALKS IN)
9	The Long Sight. The Long Sight. The guns reach further this battle. Choose one fighter at the start of the game; for the rest of the battle its ranged weapons suffer no Accuracy penalty at long range. The killing zone grows by everything that fighter can see.	THE BARRAGE (THE HIVE MIND'S PATIENCE - THE BANKED HUNGER THAT SHELLS A WORLD FLAT BEFORE IT WALKS IN)

10	Standfast Favour. Standfast. The line holds and fires true. For this battle, each of your gun-beasts that does not move in a round re-rolls ranged Hit rolls of 1 that round. A gun that stands is a gun that lands its shots.	THE BARRAGE (THE HIVE MIND'S PATIENCE - THE BANKED HUNGER THAT SHELLS A WORLD FLAT BEFORE IT WALKS IN)
11	The Marked Target. The Marked Target. The Hive Mind fixes its hunger on one body. At the start of the battle, choose an enemy fighter; for as long as it remains on the field your gang re-rolls failed ranged Hit rolls against it. Every gun that can see it corrects onto the same prey.	THE BARRAGE (THE HIVE MIND'S PATIENCE - THE BANKED HUNGER THAT SHELLS A WORLD FLAT BEFORE IT WALKS IN)
12	Apocalyptic Load. Apocalyptic Load. The banked hunger breaks loose. Once this battle, one gun-beast may fire a fully loaded salvo without spending a banked token: its shot gains +1 Strength and AP-1 and is resolved a second time against the same target. Everything the Barrage has been holding, spent in a single pull.	THE BARRAGE (THE HIVE MIND'S PATIENCE - THE BANKED HUNGER THAT SHELLS A WORLD FLAT BEFORE IT WALKS IN)

SUB-PLOTS

THE LOADED MAGAZINE

SUB-PLOT

Reward: When the third such battle is won, your gang's bank cap permanently rises by one and your Loaded Salvo costs one fewer banked token for the rest of the campaign. If your campaign ends before the third win, gain nothing - the magazine was never truly loaded.

The Loaded Magazine. Over the campaign, win three separate battles in which you fired at least one Loaded Salvo from a fully-banked pile — the fleet learning to hoard its biomass and unleash it three times over. When the third such battle is won, your gang's bank cap permanently rises by one and your Loaded Salvo takes one fewer banked token for the rest of the campaign. If the campaign ends before that third win, you gain nothing — the magazine was never truly loaded.

✧ THE UNBROKEN LINE

SUB-PLOT

Reward: When the third such battle ends, one gun-beast per gang may permanently upgrade its carapace (+1 further save), and your Firing Pits territory yields extra biomass each cycle. If your campaign ends before the third, gain nothing - the line was broken before it could harden.

The Unbroken Line. Over the campaign, finish three separate battles with every one of your gun-beasts — Brutes, Hive Guard, and Biovore — still alive and never once having left the Hive Tyrant's synapse: the firebase held whole and coordinated three times over. When the third such battle ends, one gun-beast in your gang may permanently thicken its carapace for a further +1 to its save, and your Firing Pits territory yields extra biomass each cycle. If the campaign ends before the third, you gain nothing — the line was broken before it could harden.

💀 LEGENDARY NAMES

✧ THE ANCHOR

ANY BRUTE

XP cost (random): 6

XP cost (chosen): 12

The Anchor — *any Brute (Exocrine or Tyrannofex)*. A Brute earns this name by never once giving ground. It gains +1 Toughness and cannot be moved, knocked back, or pinned by any enemy effect while it holds the firebase — it is the ground the line is built on, and friendly gun-beasts within 3" of it re-roll failed Nerve tests. But the Anchor is the firebase and cannot leave it: it is deployed only within its controller's own board third and may never move more than 3" from where it began. The anchor does not advance; it holds. This name is taken for 6 XP rolled at random, or 12 XP chosen.

✧ THE LONG SILENCE

ANY INDIRECT FIGHTER

XP cost (random): 6

XP cost (chosen): 12

The Long Silence — *any fighter with the Indirect Fire rule (Hive Guard or Biovore)*. This fighter's indirect weapon never scatters and ignores all cover entirely, its shells arriving from a silence the enemy cannot trace — there is no wall it cannot come over and no lull it does not fill. Yet it fires only what it is told: it may not shoot unless a friendly synapse fighter is within range to range it. Cut from the web, the silent gun stays silent. This name is taken for 6 XP rolled at random, or 12 XP chosen.

✧ THE UNANSWERED

ANY GUN-BEAST

XP cost (random): 6

XP cost (chosen): 12

The Unanswered — *any gun-beast (Exocrine, Tyrannofex, Hive Guard, or Biovore)*. Its fire is a bombardment nothing lives to answer. While it has not moved this battle its shots gain AP-1, and the first enemy it takes out of action each battle refunds one banked Biomass Token to the Long-Range pile. But it belongs to the firing line and nothing else: once it has fired it may never voluntarily move, rooted to the ground it holds. It is a gun, not a body. This name is taken for 6 XP rolled at random, or 12 XP chosen.

☠ TERRAIN

✧ SPOROCYST BATTERY

TERRAIN

Sporocyst Battery. A rooted, spawning bio-node the swarm grows into the battlefield to anchor its firebase and feed its guns. At deployment, the Kronos player places one Sporocyst Battery marker within its own deployment third. At the start of each round the Battery generates one Biomass Token to the gang's Long-Range pile, and once per battle it may drift a free Spore Mine within 6" of itself. Friendly fighters within 3" of it re-roll failed Nerve tests. The Sporocyst is Toughness 7 with 5 Wounds; if it is destroyed it stops generating tokens and drifts no more mines.

✧ THE FIRING PITS

TERRAIN

The Firing Pits. A scarred, cratered stretch of ground the swarm has shelled and re-shelled into a permanent range, its churned biomass rich in the growths a gun-line needs. A gang that controls The Firing Pits collects extra biomass income in each post-battle cycle, and may grow its signature gun-line biomorphs — Munition Sac, Reinforced Carapace, and Spotter Node — for half the usual biomass. Both the income and the reduction are territory effects, resolved in the post-battle sequence rather than during a game.

✂ THE SIEGE LINE

SCENARIO

ATTACKER	the closer - a gang that must cross the killing zone and break the coordinating synapse before the salvos grind it down
DEFENDER	the Kronos swarm (the gun-line, playing to hold a defended firebase and shell the approach)
DEPLOY	the Kronos player sets up first in a firebase zone across one board third, its gun-beasts and Hive Tyrant behind a gaunt screen with long sightlines out; the attacker deploys along the far edge and must cross the open middle to reach the guns
OBJECTIVE	the Kronos player scores 1 point at the end of each round for each enemy fighter taken out of action by ranged fire that round; the attacker scores 3 points the round it takes the Hive Tyrant out of action, and 1 point for each gun-beast it destroys in melee - the barrage must out-score the crossing before the synapse is broken
VICTORY	most points at the end of round 5 wins; if the attacker takes the Hive Tyrant AND has a fighter in base contact with a gun-beast at any end-of-round, the firebase is broken and the attacker wins immediately
REWARDS	Kronos win -> Control Track shifts toward the swarm by one step, plus one more if the Hive Tyrant survived the battle intact; attacker win (broke the synapse and reached the guns) -> the killing zone was crossed, marker unchanged, attacker salvages from the silenced battery
CONTROL TRACK	the mission MODELS Kronos's whole thesis and its cost - the gun-line scores only while it shells and the enemy is still crossing, so a passive Kronos that lets the attacker close for free simply gets overrun; the attacker's counter is the fleet's own weakness written into the win condition - a committed rush that eats the barrage to reach and sever the coordinating synapse, after which the leaderless guns scatter and the firebase falls; respect the floors - a capital or home node is contested and bled by this, never husked to nothing in one game

A closing gang must cross open ground and sever the coordinating synapse of a dug-in Kronos gun-line before the barrage grinds it down.

ATTACKER & DEFENDER The Kronos swarm is the defender, playing to hold a firebase and shell the approach. The other gang is the attacker — the closer — which must cross the killing zone and break the synapse before the salvos take it apart.

BATTLEFIELD Set up a firebase zone across one board third, with a stretch of open ground before it and long sightlines out from the guns.

DEPLOYMENT The Kronos player sets up first, placing its gun-beasts and Hive Tyrant within the firebase third behind a screen of gaunts. The attacker then deploys along the far board edge and must cross the open middle to reach the guns.

OBJECTIVE At the end of each round the Kronos player scores 1 point for each enemy fighter taken out of action by ranged fire that round. The attacker scores 3 points in the round it takes the Hive Tyrant out of action, and 1 point for each gun-beast it destroys in melee. The barrage must out-score the crossing before the synapse is broken.

ENDING THE BATTLE The battle ends at the close of round 5. It ends early if the attacker has both taken the Hive Tyrant out of action and has a fighter in base contact with a gun-beast at any end of round — the firebase is broken.

VICTORY The gang with the most points when the battle ends wins. If the firebase is broken as above, the attacker wins immediately, whatever the score.

REWARDS If the Kronos swarm wins, the Control Track shifts toward it by one step, and by one further step if the Hive Tyrant survived the battle intact. If the attacker wins, the killing zone was crossed: the marker is unchanged and the attacker salvages from the silenced battery. A contested capital or home world is bled by this fight, never hollowed to nothing in a single game.

TACTICS The gun-line scores only while it shells a still-crossing enemy, so a Kronos player who lets the attacker close for free is simply overrun. The attacker's path is the fleet's own weakness made the very way to win: a committed rush that spends bodies into the barrage to reach and sever the synapse, after which the leaderless guns scatter and the line falls.

☠ SPECIAL RULES

☠ DEADLY DEMISE

RULE

Deadly Demise is the death-throe of the swarm's larger bioforms — bodies so charged with volatile biomass that their destruction is itself a weapon. When a fighter with this rule is taken Out of Action, its body ruptures violently before it is removed, striking those unlucky enough to be standing close. The beast is dangerous even in the instant of its dying.

☠ FLY

RULE

Fly is carried by the swarm's winged bioforms — the Winged Hive Tyrant, the Harpy and Hive Crone, and the Gargoyle flocks. A fighter with this rule moves and charges freely over terrain, walls, gaps and other fighters, measuring its move straight to its destination and ignoring whatever lies between. It may end its movement only where its body can come to rest. Flight is what lets the fleet reach around a line rather than grind through it.

☠ INDIRECT FIRE

RULE

Indirect Fire. When this fighter shoots with its impaler or barrage bio-weapon, it may target an enemy out of line of sight, arcing the shot over intervening cover, and it ignores cover-derived to-hit modifiers against that target. There is no wall the shell cannot come over and no cover that shields the thing behind it. It is the rule that makes the Hive Guard and the Biovore the inescapable half of a Kronos line — the guns that punish an enemy for breaking sight rather than reward it.

☠ INFILTRATE

RULE

Infiltrate lets a bioform be in position before the battle truly begins. A fighter with this rule sets up forward and out of the enemy's line of sight, already among their positions when the charge breaks rather than crossing the open ground to reach it. In the Behemoth swarm it belongs to the vanguard predators — the Genestealer and the Lictor — the killing tip that opens every assault from a place the foe never watched.

✂ INFILTRATE

RULE

A fighter with Infiltrate deploys after the enemy has set, and may be placed anywhere on the field so long as it is out of the foe's line of sight and not too close to any enemy fighter. On the Genestealer and the Lictor it is the vanguard already inside the line before the tide arrives — the poisoned tip set exactly where it will hurt most, waiting in cover for the swarm to arrive and the trap to close. The enemy finishes its deployment only to find the strike already among it.

✂ INFILTRATE

RULE

Infiltrate. A fighter with this rule is not set up with the rest of the gang during deployment. After both gangs have finished deploying, this fighter is placed anywhere on the battlefield that is not within an enemy fighter's line of sight — crept forward through cover and shadow to a position the foe never saw it take. The killer is already inside the line before the first shot is fired; when it reveals, it reveals as an attack.

✂ INFILTRATE

RULE

Infiltrate. A fighter with this rule deploys after the rest of both gangs are set, placed anywhere on the battlefield out of the enemy's line of sight rather than in a deployment zone. In the buried fleet it is carried by the vanguard predators — the Genestealer and the Lictor — the organisms seeded ahead of the swarm so that a killer is already waiting in the eruption zone before the first buried brood surfaces. It lets the fleet open an ambush from a position the enemy never had the chance to screen, striking from a place it did not expect to be threatened.

✂ INFILTRATE

RULE

Infiltrate belongs to the Genestealers and Lictors that make up the vanguard — strains already inside the enemy's position before the battle begins. A fighter with this rule is set up after both sides have otherwise deployed, placed anywhere on the battlefield beyond a set distance from every enemy and out of their line of sight. It is the swarm reaching around the line before the first shot: the tendrils start the fight already behind the guns.

✂ INFILTRATE

RULE

Infiltrate. This fighter is set up after both gangs have deployed, placed anywhere on the battlefield out of sight of an enemy and at a distance from any of them, rather than in a normal deployment zone. A Genestealer or Lictor grown to Infiltrate begins the game already forward, off the flank of the guns — waiting in the ground the shells will clear for the moment a closing enemy commits.

✂ INFILTRATE

RULE

Infiltrate carries the vanguard onto the battlefield unseen. A fighter with this rule is set up after both sides have otherwise deployed, placed forward and out of the enemy's sight rather than within a normal deployment zone — already among the prey before the assault has begun.

✂ STEALTH

RULE

A fighter with Stealth is hard to see and harder to hit at range — while it stays in cover the enemy suffers for shooting at it, and a fighter that is hidden stays hidden until it chooses to break concealment or the foe draws close. On the Lictor it is the chameleon-hide that keeps the ambush unseen until it springs; on the Venomthrope it is the drifting poison-fog the beast vanishes inside. Either way, the swarm's quiet things are gone from sight until the moment they want to be found.