

# TYRANIDS INFESTATION KILL TEAM

Below you will find a list of the operatives that make up a **TYRANIDS INFESTATION** kill team, including, where relevant, any wargear those operatives must be equipped with. Note that, unlike other kill teams, you do not select your operatives from a list; instead, this kill team's operatives are specified.

## OPERATIVES

- 1 TYRANID PRIME
- 1 VENOMTHROPE
- 1 VON RYAN'S LEAPER
- 1 TYRANT GUARD
- 1 GENESTEALER equipped with acid maw; scything talons
- 2 GENESTEALER equipped with acid maw; rending claws
- 4 TERMAGANT

**TYRANID PRIME** can only be added to your [roster](#) or [dataslate](#) once.

## ABILITIES

Below, you will find common abilities of the **TYRANIDS INFESTATION** kill team.

### TYRANID MIASMA

*Tyranids creatures exude a volatile miasma that contaminates all nearby bioforms, weakening their senses and slowly eating at them.*

While an enemy operative is within **2** of friendly operatives with this ability or within **3** of friendly **TERMAGANT** operatives with this ability, subtract 1 from the Attacks characteristic of ranged weapons that enemy operative is equipped with.

### CHITINOUS CARAPACE

*The body of most Tyranid creatures is covered by hard as steel chitinous plates that can protect them from otherwise mortal blows.*

Each time this operative would lose a wound, roll one D6: on a 5+, that wound is not lost.

**The Balance Dataslate:** **TERMAGANT** and **GENESTEALER** operatives ignore lost wounds on a 6 (instead of a 5+).

### SWARMING VERMIN

*Host of Tyranid vermins swarms around their bigger counterparts.*


This operative can only perform universal actions (excluding the **Pick Up** action), and can perform the **Fall Back** action for one less action point (to a minimum of 1AP). It cannot perform any other actions.

All other operatives can perform the **Fall Back** action for one less action point (to a minimum of 1AP) if they are only within Engagement Range of enemy **SWARMING VERMIN** operatives.

This operative cannot control **objective markers** or tokens and cannot score you or your opponent victory points (it is ignored for these purposes, e.g. when determining a condition for a Tac Op).

This operative cannot be equipped with equipment. It is not added to your [roster](#) or [dataslate](#), therefore in [narrative play](#), it cannot earn (or lose) [experience](#) and does not take [Casualty tests](#).


# STRATEGIC PLOYS

If your faction is **TYRANIDS INFESTATION** , you can use the following Strategic Ploys during a game.

## DEFENSE PHEROMONE

1CP


### *Strategic Ploy*

Until the end of the **Turning Point**, each time a **shooting attack** is made against a friendly **TYRANIDS INFESTATION**  operative, at the end of the **Roll Defence Dice** step of that shooting attack, if the total results of your discarded failed saves is 7 or more, you can retain one failed save as a successful normal save instead.

## ATTACK PHEROMONE

1CP



### *Strategic Ploy*

Until the end of the **Turning Point**, each time a friendly **TYRANIDS INFESTATION**  operative  **fights in combat**, at the end of the **Roll Attack Dice** step of that combat, if the total results of your discarded failed hits is 3 or more, you can retain one failed hit as a successful normal hit instead.

## PSYCHIC IMPULSE

1+CP


### *Strategic Ploy*

Select one **objective marker**. Each friendly **TYRANIDS INFESTATION**  operative within  of it can immediately perform a free **Dash** action, but must finish that move closer to it. This Strategic Ploy costs 1 additional **Command point** for each previous time you have used it during the battle (e.g. 1CP the first time you would use it, 2CP the second time etc.).


## HORRIFIC PRESENCE

1CP

### *Strategic Ploy*

Until the end of the **Turning Point**, while an enemy operative is within **Engagement Range** of friendly **TYRANID MONSTER** operatives, that enemy operative is treated as being **injured**, regardless of any rules that say they cannot be injured. Only subtract  from their **Movement characteristic** as a result of being injured if they are activated within **Engagement Range** of that friendly operative.

# TACTICAL PLOYS

If your faction is **TYRANIDS INFESTATION** , you can use the following Tactical Ploys during a game.

## GENESTEALER CULT SABOTAGE

1CP

### *Tactical Ploy*

Use this Tactical Ploy at the start of the **Select Equipment step**. Select one item of equipment from your opponent's faction army list, then select one of the following effects:

- Your opponent must spend one additional equipment point each time they select that item of equipment for the battle.
- Your opponent can only select that item of equipment for the battle a maximum of once.

## BARGE

1CP


### *Tactical Ploy*

Use this Tactical Ploy when a friendly **TYRANID MONSTER** operative is **activated**. Until the end of the activation, that operative can move around, across and over other operatives (and their bases) as if they were not there, and can perform **Charge** and **Normal Move** actions while within **Engagement Range** of enemy operatives, but must finish moves following all requirements specified by that move, and cannot finish moves on top of other operatives (or their bases).

## ACIDIC DEMISE

1CP

### *Tactical Ploy*

Use this Tactical Ploy when a friendly **TYRANIDS INFESTATION**  operative (excluding a **SWARMING VERMIN** operative) is **incapacitated**. Inflict 1 **mortal wound** (or D3 mortal wounds if that friendly operative is a **TYRANID MONSTER** operative) on each enemy operative **Visible** to and within **2** of that friendly operative.

## FRIGHTENING ONSLAUGHT

1CP

### *Tactical Ploy*

Use this Tactical Ploy after a friendly **TYRANID MONSTER** operative performs a **Fight** action. If that operative is still within **Engagement Range** of an enemy operative, you can immediately fight in combat with it again (this does not cost any action points and you do not have to select the same target).

# TAC OPS

If your faction is **TYRANIDS INFESTATION** 🦠, you can use the Tyranids Infestation Tac Ops listed below, as specified in the mission sequence.

## SOWING TERROR

### *Tyranids Infestation – Faction Tac Op 1*

Reveal this Tac Op in the **Target Reveal** step of any **Turning Point**. Start a Sowing Terror tally for your kill team, adding 1 to the tally each time an enemy operative loses a wound as a result of one of your **TYRANID MONSTER** operatives within that enemy operative's **Engagement Range**.

- If your Sowing Terror tally is 30 or more, you score 1VP.
- If your Sowing Terror tally is 50 or more, you score 1VP.

## GATHER BIOMASS

### *Tyranids Infestation – Faction Tac Op 2*

Reveal this Tac Op the first time an enemy operative is **incapacitated**. Each time an enemy operative is incapacitated, before it is removed from the killzone, place one of your Biomass tokens underneath the operative as close as possible to the centre of its base. At the end of each **Turning Point**, add each Biomass token that friendly **TYRANIDS INFESTATION** 🦠 operatives control to your Biomass token pool.

- If the total number of Biomass tokens in your pool is equal to or more than a third of the number of enemy operatives selected for deployment, you score 1VP.
- If the total number of Biomass tokens in your pool is equal to or more than two thirds of the number of enemy operatives selected for deployment, you score 1VP.

## MIASMA INFECTION

### *Tyranids Infestation – Faction Tac Op 3*

You must Reveal this Tac Op when a friendly operative performs the Miasma Infection action (below).

- If 3 or more **objective markers** are miasma infected by your kill team, you score 1VP.
- If 4 or more objective markers are miasma infected by your kill team, you score 1VP.

Friendly **TYRANIDS INFESTATION** 🦠 operatives can perform the following **mission action**:

## MIASMA INFECTION

1AP

An operative can perform this action while it controls an **objective marker** that has not been miasma infected by your kill team. If it does so, that objective marker has been miasma infected by your kill team.

# EQUIPMENT

If your faction is **TYRANIDS INFESTATION**, you can select equipment from this list, as specified in the mission sequence. Instead of equipping operatives with it, however, this equipment is **SWARMING VERMIN** operatives you have for the battle. Note it is still equipment, e.g. in **narrative play** it must be added to your **stash**. Each item of equipment can only be selected a maximum of four times for each battle.

## SKY-SLASHER [ 2 / 3EP ]

You gain a **SKY-SLASHER** operative for the battle. The first time you select this equipment for each battle, it costs 3EP; otherwise, it costs 2EP.

## SPOREMINE [ 2 / 3EP ]

You gain an **SPOREMINE** operative for the battle. The first time you select this equipment for each battle, it costs 3EP; otherwise, it costs 2EP.


## RIPPER [ 2 / 3EP ]

You gain a **RIPPER** operative for the battle. The first time you select this equipment for each battle, it costs 3EP; otherwise, it costs 2EP.

# SWARMING VERMIN

## SKY SLASHER

*Sky-slashers are a breed of Rippers adapted with wings to allow flight.*

**M**
**APL**
**GA**
**DF**
**SV**
**W**
**Base**
**3**
**2**
**2**
**2**
**5+**
**2**
**25mm**
**Name**
**A**
**BS/WS**
**D**
**Special Rules**
**!**
 Bloodsucking fangs

**2**
**4+**
**2/3**
**Feast\***
Rending

## ABILITIES

### Swarming Vermin

\***Feast:** Each time this operative  **fights in combat**  with this weapon against an enemy operative that has fewer than its starting number of wounds, this weapon gains the following improvements for that combat:

- Add 1 to its Attacks characteristic.
- Gain the Lethal 5+ special rule.

## UNIQUE ACTIONS

## DATACARD-RELATED

**TYRANIDS INFESTATION**, TYRANID, <HIVE FLEET>, **SWARMING VERMIN**, FLY, SKY-SLASHER



## SPOREMINE

Living, floating mines that explode if any non-Tyranid lifeform gets too close.

**M****APL****GA****DF****SV****W****Base**

3②

2

2

2

5+

2

25mm

Name	A	BS/WS	D	Special Rules	!
 Bio-shock	5	6+	0/0	Rng ⑥, No Cover	Stun
 Sting	5	5+	1/2	-	Stun

### ABILITIES

Swarming Vermin

### UNIQUE ACTIONS

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### DATACARD-RELATED

TYRANIDS INFESTATION, TYRANID, <HIVE FLEET>, SWARMING VERMIN, FLY, SPOREMINE



## RIPPER

A small species of Tyranid that serves as the primary means of devouring bio-mass from a planet.

**M****APL****GA****DF****SV****W****Base**

2②

2

2

2

5+

2

25mm

Name	A	BS/WS	D	Special Rules	!
 Acid spit	4	4+	2/2	Rng ⑥, AP1	Splash 1
 Fanged maw	2	4+	1/3	-	-

### ABILITIES

Swarming Vermin

**Caustic Demise:** If this operative is **incapacitated**, roll one D6 for each enemy operative **Visible** to and within ② of it: on a 4+, that enemy operative suffers 1 **mortal wound**.

### UNIQUE ACTIONS

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### DATACARD-RELATED

TYRANIDS INFESTATION, TYRANID, <HIVE FLEET>, SWARMING VERMIN, RIPPER



# DATA CARDS

## TYRANID PRIME

A highly evolved Tyranid Warrior considered to be the apex of the Tyranid Warrior strain.

M	APL	GA	DF	SV	W	Base
3	2	1	3	5+	19	40mm

Name	A	BS/WS	D	Special Rules	!
Spinefists	6	2+	3/3	Rng , Torrent	-
Chitinous weapons	5	3+	4/5	Engineered*	-

### ABILITIES

#### Chitinous Carapace, Tyranid Miasma

**Tyranid Prime:** Light terrain and operatives with a Wounds characteristic of 15 or less do not provide Cover for this operative.

**Lead the Infestation:** In the Generate Command Points step of each Strategy phase, if this operative is within of an objective marker it has not tainted, it taints that objective marker and you gain 1CP. You can only use it once per battle.

**\*Engineered:** When this operative is selected for deployment, select up to two of the following improvements for this weapon to gain for the battle:

- Add 1 to the Normal Damage.
- Add 1 to the Critical Damage.
- Gain the Balanced special rule.
- Gain the Brutal special rule.
- Gain the Lethal 5+ special rule.
- Gain the Rending critical hit rule.

### UNIQUE ACTIONS

### DATA CARD-RELATED

SOWING TERROR , HORRIFIC PRESENCE , BARGE , ACIDIC DEMISE , FRIGHTENING ONSLAUGHT



TYRANIDS INFESTATION , TYRANID , <HIVE FLEET> , TYRANID MONSTER , LEADER , TYRANID PRIME



# VENOMTHROPE

Venomthropes are dripping with poisons that float across the battlefield via gas-filled bladders while emitting a lethal gas that will ultimately kill a world's indigenous life.

M	APL	GA	DF	SV	W	Base
3②	2	1	3	5+	18	40mm

Name	A	BS/WS	D	Special Rules	!
 Poisoned tentacles	6	4+	3/4	Rng <span style="border: 1px solid blue; padding: 0 2px;">3</span> , Fusillade	-
 Poisoned claw & tentacles	Each time this weapon is selected to fight in combat with, select one of the profiles below to use:				
- Grasp and slash	6	4+	3/4	-	-
- Writhing swipe	3	4+	3/4	Swipe*	-

## ABILITIES

### Chitinous Carapace, Tyranid Miasma

**Towering Monster:** Each time this operative would perform a mission action or the **Pick Up** action, you must subtract one additional action point to do so. **Light** terrain and operatives with a Wounds characteristic of 15 or less do not provide Cover for this operative.

**Tentacled Grasp:** Each time an enemy operative would perform a **Fall Back** action while within Engagement Range of this operative, roll one D6, adding 1 to the result if that enemy operative has a Wounds characteristic of 8 or less. On a 4+, that enemy operative cannot **Fall Back**, but the action points subtracted are not refunded.


**\*Swipe:** Each time after this operative  **fights in combat**  with this profile, if it has not been **incapacitated**, you can fight in combat with this weapon profile against another enemy operative within Engagement Range of it that it has not fought during the action. Note that this means each enemy operative within this operative's Engagement Range can only be fought once per action.

## UNIQUE ACTIONS

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## DATACARD-RELATED

SOWING TERROR , HORRIFIC PRESENCE , BARGE , ACIDIC DEMISE ,  
FRIGHTENING ONSLAUGHT

**TYRANIDS INFESTATION**  , **TYRANID** , **<HIVE FLEET>** , **TYRANID MONSTER** ,  
**VENOMTHROPE**





# VON RYAN'S LEAPER

Von Ryan's Leapers are Tyranid creatures whose swift, agile, and utterly lethal nature, makes them the ultimate ambush predators.

M	APL	GA	DF	SV	W	Base
3②	2	1	3	5+	18	40mm

Name	A	BS/WS	D	Special Rules	!
✂ Leaper's talons	Each time this weapon is selected to fight in combat with, select one of the profiles below to use:				
- Bash and slash	5	4+	5/6	-	-
- Lopping blow	1	3+	8/9	Lethal 5+	-

## ABILITIES

### Chitinous Carapace, Tyranid Miasma

**Towering Monster:** Each time this operative would perform a mission action or the **Pick Up** action, you must subtract one additional action point to do so. **Light** terrain and operatives with a Wounds characteristic of 15 or less do not provide Cover for this operative.

**Horror Induction:** Each time an enemy operative would perform a mission action or the **Pick Up** action while within **3** of this operative, one additional action point must be subtracted for that enemy operative to perform that action. When determining **control of an objective marker** this operative is within **2** of, treat enemy operatives' total APL as being 1 less. Note that this is not a modifier.

## UNIQUE ACTIONS

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## DATACARD-RELATED

SOWING TERROR , HORRIFIC PRESENCE , BARGE , ACIDIC DEMISE ,  
FRIGHTENING ONSLAUGHT

TYRANIDS INFESTATION, TYRANID, <HIVE FLEET>, TYRANID MONSTER, VON RYAN'S LEAPER



## TYRANT GUARD

A species of Tyranid spawned for the sole purpose of defending a Hive Tyrant from harm.

**M****APL****GA****DF****SV****W****Base**

3②

2

1

3

5+

18

40mm

### Name

**A****BS/WS****D****Special Rules****!**

✘ Crushing claw

4

4+

6/7

Brutal

-

## ABILITIES

### Chitinous Carapace, Tyranid Miasma

**Towering Monster:** Each time this operative would perform a mission action or the **Pick Up** action, you must subtract one additional action point to do so. **Light** terrain and operatives with a Wounds characteristic of 15 or less do not provide Cover for this operative.

## UNIQUE ACTIONS

**Massive Charge (1AP):** Perform a free **Charge** action with this operative. When it finishes that action, each enemy operative within its Engagement Range suffers D3 **mortal wounds** (roll separately for each).

## DATACARD-RELATED

SOWING TERROR , HORRIFIC PRESENCE , BARGE , ACIDIC DEMISE ,  
FRIGHTENING ONSLAUGHT

**TYRANIDS INFESTATION**👁️, **TYRANID**, **<HIVE FLEET>**, **TYRANID MONSTER**,  
**TYRANT GUARD**



# GENESTEALER

A species of Tyranid used as the ultimate shock trooper. Their purpose is to advance ahead of a Hive Fleet and pinpoint potential planets for the Tyranids to devour.

**M****APL****GA****DF****SV****W****Base****2** 

2

2

3

5+

7

25mm

## Name



**A****BS/WS****D****Special Rules****!**

Acid maw

4

3+

2/3

Rng , Blast , Indirect, Limited

-



Scything talons

3

4+

4/5

Brutal

-



Rending claws

4

4+

2/3

Relentless

-

## ABILITIES

### Chitinous Carapace, Tyranid Miasma

**Blended in the shadow:** Each time this operative  **fights in combat**  or a  **shooting attack**  is made against it, in the Resolve Successful Hits step of that combat or shooting attack, each time an attack dice would inflict Critical Damage on this operative, you can choose for that attack dice to inflict Normal Damage instead.

## UNIQUE ACTIONS

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## DATACARD-RELATED

PULSATING PLAGUENODE , HORRIFIC PRESENCE , ACIDIC DEMISE

TYRANIDS INFESTATION  , TYRANID , <HIVE FLEET> , GENESTEALER



# TERMAGANT

Fast, agile and cunning creatures of the Gaunt genus. While not very strong individually, Termagants will often overwhelm much more elite foes with superior numbers.

**M****APL****GA****DF****SV****W****Base**3 

2

2

2

5+

3

25mm

## Name


**A****BS/WS****D****Special Rules****!**

Fleshborer

4

4+

1/2

Rng 

-



Claws

3

4+

1/2

-

-

## ABILITIES

Chitinous Carapace, Tyranid Miasma

**Lightning Fast Reflexes:** This operative has a 5+ invulnerable save.

**Small:** This operative cannot be equipped with equipment. While this operative has a Conceal order, it is always treated as having a Conceal order, regardless of any other rules (e.g. Vantage Point).

## UNIQUE ACTIONS

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## DATACARD-RELATED

PULSATING PLAGUENODE , HORRIFIC PRESENCE , ACIDIC DEMISE

TYRANIDS INFESTATION  , TYRANID, <HIVE FLEET>, TERMAGANT

