

WARHAMMER
40,000

KILL TEAM



HIVE FLEET 



HIVE FLEET KILL TEAM

A **HIVE FLEET** kill team consists of two fire teams selected from the following list:

- **GENESTEALER**
- **TYRANID SWARM** (max one per kill team)
- **TYRANID WARRIOR**

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TYRANIDS

ARCHETYPE: SEEK AND DESTROY / SECURITY

TYRANID WARRIOR FIRE TEAM

- ▶ A **TYRANID WARRIOR** fire team includes three **TYRANID WARRIOR** operatives selected from the following list:
 - **TYRANID WARRIOR FIGHTER** each separately equipped with one option from each of the following:
 - Boneswords, deathspitter, devoure, rending claws, scything talons, spinefists or lash whip; bonesword
 - Boneswords, rending claws, scything talons or lash whip; bonesword
 - **TYRANID WARRIOR HEAVY GUNNER** each separately equipped with one option from each of the following:
 - Barbed strangler or venom cannon
 - Boneswords, rending claws, scything talons or lash whip; bonesword

Each **TYRANID WARRIOR** fire team can only include up to one **TYRANID WARRIOR HEAVY GUNNER** operative.

- ▶ If your kill team does not include any other **LEADER** operatives, instead of selecting one **TYRANID WARRIOR FIGHTER** operative for one **TYRANID WARRIOR** fire team, you can select one **TYRANID WARRIOR LEADER** operative equipped with one option from each of the following:
 - Boneswords, deathspitter, devourer, rending claws, scything talons, spinefists or lash whip; bonesword
 - Boneswords, rending claws, scything talons or lash whip; bonesword

ARCHETYPE: SEEK AND DESTROY / INFILTRATION

GENESTEALER FIRE TEAM

- ▶ A **GENESTEALER** fire team includes five **GENESTEALER FIGHTER** operatives each separately equipped with one of the following options:
 - Double rending claws
 - Rending claws; scything talons
- ▶ If your kill team does not include any other **LEADER** operatives, instead of selecting one **GENESTEALER FIGHTER** operative for one **GENESTEALER** fire team, you can select one **GENESTEALER LEADER** operative equipped with one of the following options:
 - Double rending claws
 - Rending claws; scything talons

ARCHETYPE: SEEK AND DESTROY / SECURITY / RECON




TYRANID SWARM FIRE TEAM

- ▶ A **TYRANID SWARM** fire team includes eight **TYRANID SWARM** operatives selected from the following list:
 - **HORMAGAUNT**
 - **TERMAGANT** each separately equipped with claws and one of the following options:
 - Devourer, fleshborer or spinefists

Each **TERMAGANT** operative equipped with a devourer counts as two selections.

ABILITIES

Synapse

- Each time this operative is activated, if it is injured and within  of a friendly **HIVE FLEET SYNAPSE** operative, for that activation, do not subtract  from its Movement characteristic as a result of being injured.
- While this operative is injured and within  of a friendly **HIVE FLEET SYNAPSE** operative, do not worsen the Ballistic Skill and Weapon Skill of ranged and melee weapons it is equipped with as a result of being injured.


TACTICAL PLOYS

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

UNSEEN HUNTER 1CP

Use this Tactical Ploy at the start or end of any activation. Select one friendly **HIVE FLEET** operative that has not performed a shooting attack during this Turning Point. You can change its order.

WILL OF THE HIVE MIND 1CP

Use this Tactical Ploy when a friendly **HIVE FLEET** operative within  of a friendly **HIVE FLEET SYNAPSE** operative is activated. Add 1 to the activated operative's APL.

AGGRESSIVE BIOSTRAIN 1CP

Use this Tactical Ploy after making a shooting attack with a friendly **HIVE FLEET** operative in which the target did not lose any wounds. Repeat that shooting attack.

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TYRANIDS

EQUIPMENT


HIVE FLEET operatives in your kill team can be equipped with equipment from this list, as specified in the mission sequence (see the Kill Team Core Book). Each operative can be equipped with no more than one of each item.

FLESH HOOKS [2EP]

The operative is equipped with the following ranged weapon for the battle:

| Name | A | BS | D |
|-------------|---|----|-----|
| Flesh hooks | 4 | 2+ | 3/4 |

Special Rules


Rng , Lethal 5+

ACID MAW [2EP]

The operative is equipped with the following ranged weapon for the battle:

| Name | A | BS | D |
|----------|---|----|-----|
| Acid maw | 4 | 2+ | 3/3 |

Special Rules

Rng 

!

Splash 1

EXTENDED CHITIN [2/3EP]

The operative gains the following ability for the battle:

Extended Chitin: Each time a shooting attack is made against this operative, in the Roll Defence Dice step of that shooting attack, you can re-roll one of your defence dice.

If the operative is a **TYRANID WARRIOR**, this equipment costs 3EP; otherwise, it costs 2EP.

FEEDER TENDRILS [2EP]

The operative gains the following ability for the battle:


Feeder Tendrils: Each time this operative incapacitates an enemy operative in combat, it regains up to D3 lost wounds.

TOXIN SACS [2EP]

The operative gains the following ability for the battle:

Toxin Sacs: Each time this operative fights in combat, in the Roll Attack Dice step of that combat, if you retain any critical hits, you can retain one of your failed hits as a successful normal hit.

ADRENAL GLANDS [2EP]

Add  to the operative's Movement characteristic for the battle.



GENESTEALER (FIGHTER)

Genestealers are swift and powerful predators with lightning-fast reflexes and serrated claws that can tear through the thickest armour. Their large, highly adaptive brains give them a brood telepathy which enables them to operate independently from the Hive Mind.



| M | APL | GA |
|-----|-----|----|
| 3 ○ | 2 | 1 |

| DF | SV | W |
|----|----|---|
| 3 | 5+ | 9 |

| NAME | A | RS/WS | D | SR | ! |
|------------------------|---|-------|-----|------------|---------|
| ✘ Double rending claws | 5 | 3+ | 4/5 | Relentless | Rending |
| ✘ Rending claws | 5 | 3+ | 4/5 | - | Rending |
| ✘ Scything talons | 5 | 3+ | 4/6 | Balanced | - |

ABILITIES

Synapse: See page 152

Lightning Reflexes: This operative has a 5+ invulnerable save. Each time this operative is activated, it can perform a free **Dash** action during that activation.

Hidden Horror: 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

HIVE FLEET, TYRANID, <HIVE FLEET>, GENESTEALER, FIGHTER



GENESTEALER (LEADER)

Within Genestealer Broods, there usually arises one Genestealer with the ability to impress its will upon others through their brood telepathy. This bioform ensures their kin kill those they need to, while infecting the most important prey with their genetic taint.



| M | APL | GA |
|-----|-----|----|
| 3 ○ | 2 | 1 |

| DF | SV | W |
|----|----|----|
| 3 | 5+ | 10 |

| NAME | A | RS/WS | D | SR | ! |
|------------------------|---|-------|-----|------------|---------|
| ✘ Double rending claws | 5 | 2+ | 4/5 | Relentless | Rending |
| ✘ Rending claws | 5 | 2+ | 4/5 | - | Rending |
| ✘ Scything talons | 5 | 2+ | 4/6 | Balanced | - |

ABILITIES

Synapse: See page 152

Lightning Reflexes: This operative has a 5+ invulnerable save. Each time this operative is activated, it can perform a free **Dash** action during that activation.

Hidden Horror: 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

HIVE FLEET, TYRANID, <HIVE FLEET>, GENESTEALER, LEADER





TYRANID WARRIOR (FIGHTER)

Tyrannid Warriors are the most adaptable of all Tyrannid bioforms. They are unstoppable killing machines protected by a carapace of thick chitin, yet with reactions as fast as a whip. In battle they can be found in the thick of the fighting, in close quarters or at range.



| M | APL | GA |
|-----|-----|----|
| 3 ○ | 2 | 1 |
| DF | SV | W |
| 3 | 4+ | 18 |

| NAME | A | BS/WS | D | SR | ! |
|-------------------|---|-------|-----|-----------|---------|
| ☉ Deathspitter | 5 | 4+ | 4/5 | - | - |
| ☉ Devourer | 5 | 4+ | 3/4 | Ceaseless | - |
| ☉ Lash whip | 4 | 3+ | 3/4 | Rng ■ | Stun |
| ☉ Spinefists | 5 | 3+ | 3/4 | Rng ◆ | - |
| ✕ Bonesword | 3 | 3+ | 4/6 | Lethal 5+ | - |
| ✕ Boneswords | 4 | 3+ | 4/6 | Lethal 5+ | - |
| ✕ Rending claws | 4 | 3+ | 4/5 | - | Rending |
| ✕ Scything talons | 4 | 3+ | 4/6 | Balanced | - |

ABILITIES

Synapse: See page 152

Weaponbeast: If this operative is equipped with two melee weapons, add 1 to their Attacks characteristics.

Lash Whip: While an enemy operative is within Engagement Range of friendly operatives equipped with this weapon, subtract 1 from that enemy operative's Attacks characteristics.

HIVE FLEET ☉, TYRANID, <HIVE FLEET>, SYNAPSE, TYRANID WARRIOR, FIGHTER



TYRANID WARRIOR (HEAVY GUNNER)

Tyrannid Warriors have the mental flexibility to employ a wide variety of weapon-symbiotes, including heavy bio-cannons. They are dangerous and unforgiving foes, able to identify and exploit the weaknesses of their targets with innate shrewdness.



| M | APL | GA |
|-----|-----|----|
| 3 ○ | 2 | 1 |
| DF | SV | W |
| 3 | 4+ | 18 |

| NAME | A | BS/WS | D | SR | ! |
|--------------------|---|-------|-----|----------------|---------|
| ☉ Barbed strangler | 5 | 4+ | 4/5 | Heavy, Blast ○ | - |
| ☉ Lash whip | 4 | 3+ | 3/4 | Rng ■ | Stun |
| ☉ Venom cannon | 5 | 4+ | 5/6 | Heavy, AP1 | - |
| ✕ Bonesword | 3 | 3+ | 4/6 | Lethal 5+ | - |
| ✕ Boneswords | 4 | 3+ | 4/6 | Lethal 5+ | - |
| ✕ Rending claws | 4 | 3+ | 4/5 | - | Rending |
| ✕ Scything talons | 4 | 3+ | 4/6 | Balanced | - |

ABILITIES

Synapse: See page 152

Lash Whip: While an enemy operative is within Engagement Range of friendly operatives equipped with this weapon, subtract 1 from that enemy operative's Attacks characteristics.

UNIQUE ACTIONS

HIVE FLEET ☉, TYRANID, <HIVE FLEET>, SYNAPSE, TYRANID WARRIOR, HEAVY GUNNER





TYRANID WARRIOR (LEADER)

Tyrannid Warriors are synapse creatures, psychic resonators for the Hive Mind. In many broods one bioform will dominate, having a deeper connection to the alien will that drives them. This bioform directs where its brood hunts and where it spreads the malignancy of the Hive Mind.



| | | |
|-----|-----|----|
| M | APL | GA |
| 3 ○ | 2 | 1 |
| DF | SV | W |
| 3 | 4+ | 19 |

| NAME | A | RS/WS | D | SR | ! |
|-------------------|---|-------|-----|-----------|---------|
| ☉ Deathspitter | 5 | 3+ | 4/5 | - | - |
| ☉ Devourer | 5 | 3+ | 3/4 | Ceaseless | - |
| ☉ Lash whip | 4 | 2+ | 3/4 | Rng ■ | Stun |
| ☉ Spinefists | 5 | 2+ | 3/4 | Rng ◆ | - |
| ✕ Bonesword | 3 | 2+ | 4/6 | Lethal 5+ | - |
| ✕ Boneswords | 4 | 2+ | 4/6 | Lethal 5+ | - |
| ✕ Rending claws | 4 | 2+ | 4/5 | - | Rending |
| ✕ Scything talons | 4 | 2+ | 4/6 | Balanced | - |

ABILITIES

Synapse: See page 152

Weaponbeast: If this operative is equipped with two melee weapons, add 1 to their Attacks characteristics.

Lash Whip: While an enemy operative is within Engagement Range of friendly operatives equipped with this weapon, subtract 1 from that enemy operative's Attacks characteristics.

HIVE FLEET, TYRANID, <HIVE FLEET>, SYNAPSE, TYRANID WARRIOR, LEADER



TERMAGANT

Termagants are fast and cunning creatures. In battle they scuttle forwards, unleashing torrents of fire from their bio-weaponry. They also have a strong sense of self-preservation, and often find a way to circumvent ambushes as well as assail the foe from an unexpected quarter.



| | | |
|-----|-----|----|
| M | APL | GA |
| 3 ○ | 2 | 2 |
| DF | SV | W |
| 3 | 6+ | 7 |

| NAME | A | RS/WS | D | SR | ! |
|--------------|---|-------|-----|-----------|---|
| ☉ Devourer | 5 | 4+ | 3/4 | Ceaseless | - |
| ☉ Fleshborer | 4 | 4+ | 3/4 | Rng ◆ | - |
| ☉ Spinefists | 4 | 3+ | 2/3 | Rng ◆ | - |
| ✕ Claws | 3 | 4+ | 2/3 | - | - |

ABILITIES

UNIQUE ACTIONS

Synapse: See page 152

HIVE FLEET, TYRANID, <HIVE FLEET>, TYRANID SWARM, TERMAGANT





HORMAGAUNT

Hormagaunts have razor-sharp talons specially developed for ripping and piercing flesh and armour, and their powerful hind legs drive them after their prey. Extraordinarily single-minded, they will pursue their victims without pause or fatigue until they run their quarry down.



| | | |
|----|-----|----|
| M | APL | GA |
| 3 | 2 | 2 |
| DF | SV | W |
| 3 | 6+ | 7 |

| NAME | A | BS/WS | D | SR | ! |
|-------------------|---|-------|-----|------------|---|
| ✕ Scything talons | 4 | 4+ | 3/5 | Relentless | - |

ABILITIES

Synapse: See page 152

UNIQUE ACTIONS

HIVE FLEET, TYRANID, <HIVE FLEET>, TYRANID SWARM, HORMAGAUNT



STRATEGIC PLOYS

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

STALK

1CP

One friendly **HIVE FLEET** operative that has a Conceal order and is more than ■ from enemy operatives can perform a free **Normal Move** action.

LURK

1CP

Until the end of the Turning Point, each time a shooting attack is made against a friendly **HIVE FLEET** operative, in the Roll Defence Dice step of that shooting attack, before rolling your defence dice, if it is in Cover and either has a Conceal order or is ready, one additional dice can be retained as a successful normal save as a result of Cover, **regardless of any rules that treat the operative as having an Engage order** (e.g. Vantage Point).

FEED

1CP

Until the end of the Turning Point, each time a friendly **HIVE FLEET** operative fights in combat, the first time you strike with a critical hit in that combat, inflict one additional damage.

TOMB WORLD

Page 130, Necron Warrior Fire Team

Change the operative requirements to:

'A **NECRON WARRIOR** fire team includes five **NECRON WARRIOR** operatives, each separately equipped with a bayonet and one of the following options:

- Gauss flayer or gauss reaper'

HUNTER CADRE

Page 137, Drones boxout, eighth bullet point

Change the **DS8 TACTICAL SUPPORT TURRET** operative requirements to:

'**DS8 TACTICAL SUPPORT TURRET** equipped with a missile pod or smart missile system'

Page 137, Saviour Protocols

Add the following sentence:

'Friendly **HUNTER CADRE** operatives cannot be protected by Saviour Protocols from shooting attacks made against each operative within range of a specified point (e.g. remote mine, see *Kill Team: Octarius*). Note that this also means they cannot be protected from the subsequent shooting attacks made as a result of the Blast or Torrent special rules.'

Page 137, Saviour Protocols

Change the relevant part of the second sentence to read:

'If it does so, until the end of the Turning Point or until they are no longer within ○ of each other (whichever comes first), each time a shooting attack is made against'

Page 141, Stealth Battlesuit Shas'vere, fusion blaster

Change the BS characteristic to '3+.'

Page 144, MB3 Recon Drone, Characteristics

Change the Defence characteristic to '3'.

Page 145, DS8 Tactical Support Turret, Characteristics

Change the Defence characteristic to '3'.

BROOD COVEN

Page 158, Neophyte Hybrid Fire Team, first bullet point

Change the **NEOPHYTE HYBRID TROOPER** operative requirements to:

'**NEOPHYTE HYBRID TROOPER** each separately equipped with a gun butt and one of the following options:

- Autogun or shotgun'

HIVE FLEET

Page 156, Lurk Strategic Ploy

Change the relevant part of this rule to read:

'if it is in Cover and either has a Conceal order or is ready, one additional dice can be retained as a successful normal save as a result of Cover, regardless of any rules that treat the operative as having an Engage order (e.g. Vantage Point).'

THE BALANCE DATASLATE

Q4 2023

This document contains the collected Q4 updates to the rules for game balance improvements. New updates can be identified by the presence of an asterisk (*) bullet point.



CORE RULES

- **New Core Rule:** Some rules allow you to activate operatives in succession before your opponent can activate. Regardless of such rules, you can never activate more than two operatives in the same Turning Point before your opponent has had a turn to activate a ready operative or perform **Overwatch**.
- **New Core Rule:** The Movement characteristic cannot be modified to less than 2 (even if injured).



EQUIPMENT

- You can only select each equipment with the Indirect special rule (e.g. dynamite, krak grenade, fusion grenade) once per battle. If a friendly operative already equipped with such equipment is selected for deployment (e.g. **ASSAULT GRENADIER PATHFINDER** operative), this counts as your selection.



REPLACED ARMY LISTS

Over time, certain new army lists will be introduced that are designed to replace similar army lists from the Compendium. We recommend the newer army list replaces the older one where balance is concerned, particularly in an organised play setting such as a tournament. These army lists and their replacements are as follows:

FORGE WORLD replaced by **HUNTER CLADE**

THOUSAND SONS replaced by **WARPCOVEN**

TROUPE replaced by **VOID-DANCER TROUPE**



CRITICAL OPERATIONS 2022

- Each player cannot score more than 16 victory points in total from the mission objective during the battle (instead of 12), and a maximum of 24 victory points from the game (instead of 20).
- Loot mission action: Each objective marker can be looted a maximum of four times during the battle (instead of three).

