

Hive Fleet

WARRIOR (FIGHTER)					
M	APL	GA	DF	SV	W
3	2	1	3	4+	18

Lash whip	4	3+	3/4
Rng	3		! Stun
Boneswords	4(5)3+	4/6	
Lethal 5+			

**Synapse**  
**Hive Fleet Synapse Operative**  
**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.

WARRIOR (LEADER)					
M	APL	GA	DF	SV	W
3	2	1	3	4+	19

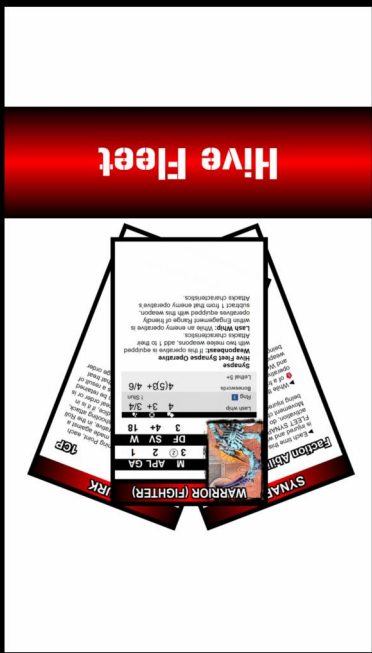
Deathspitter	4	3+	4/5
Boneswords	4(5)3+	4/6	
Lethal 5+			

**Synapse**  
**Hive Fleet Synapse Operative**  
**Weaponbeast:** If this operative is equipped with two melee weapons, add 1 to their Attacks characteristics.

WARRIOR (GUNNER)					
M	APL	GA	DF	SV	W
3	2	1	3	4+	19

Barbed strangler	5	4+	4/5
Heavy Blast	2		
Rending Claws	4	3+	4/5
			! Rending

**Synapse**  
**Hive Fleet Synapse Operative**

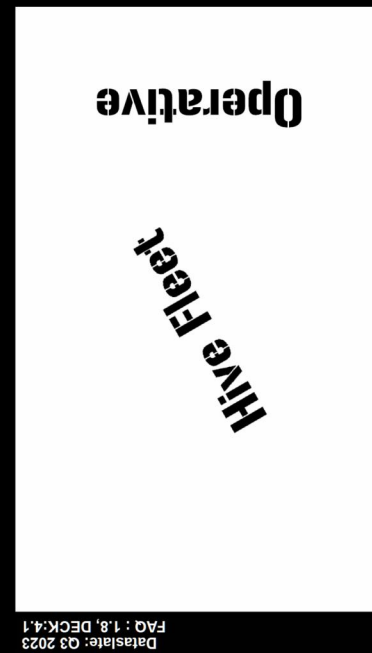


Hive Fleet



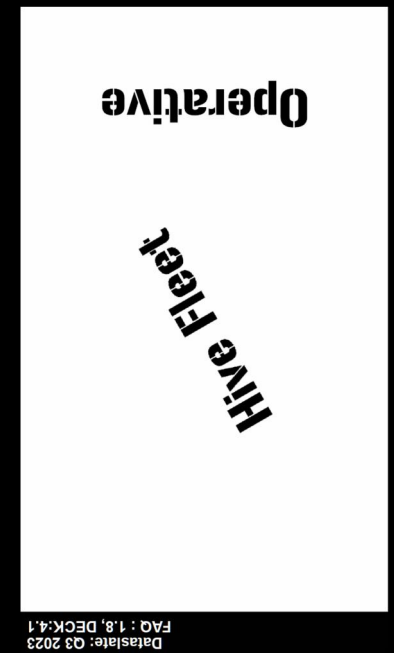
Operative

FAQ : 1.8, DECK:4.1  
Date: Q3 2023



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WARRIOR (GUNNER)

M

APL

GA

3

2

1

DF

SV

W

3

4+

19

Venom Cannon

5

4+

5/6

Heavy AP1

Rending Claws

4

3+

4/5

! Rending

Synapse

Hive Fleet Synapse Operative

GENESTEALER

M

APL

GA

3

2

1

DF

SV

W

3

5+

9

Double rending claws

5

3+

4/5

Relentless

! Rending

Synapse

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).

GENESTEALER

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APL

GA

3

2

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'STEALER LEADER

M

APL

GA

3

2

1

DF

SV

W

3

5+

10

Double rending claws

5

2+

4/5

Relentless

! Rending

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GENESTEALER



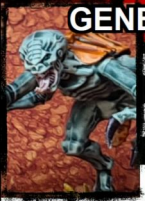
M	APL	GA
3 ②	2	1
DF	SV	W
3	5+	9

Double rending claws	5	3+	4/5
Relentless			! Rending

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GENESTEALER



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'STEALER LEADER




M	APL	GA
3 ②	2	1
DF	SV	W
3	5+	10

Rending claws	5	2+	4/5
			! Rending
Scything talons	5	2+	4/6
Balanced			

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GENESTEALER



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Balanced			

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Operative

Hive Fleet

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Hive Fleet



## 'STEALER LEADER

M APL GA

3 ② 2 1

DF SV W

3 5+ 10

Double rending claws

5 2+ 4/5

Relentless

! Rending

### Synapse

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DF SV W

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Rending claws

5 3+ 4/5

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Scything talons

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## GENESTEALER

M APL GA

3 ② 2 1

DF SV W

3 5+ 9

Rending claws

5 3+ 4/5

! Rending

Scything talons

5 3+ 4/6

Balanced

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Hive Fleet

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HORMAGAUNT


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

Scything talons

44+3/5

Relentless

Synapse



HORMAGAUNT


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

Scything talons

44+3/5

Relentless

Synapse



HORMAGAUNT

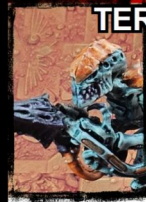
M	APL	GA
3	2	2
DF	SV	W
3	6+	7

Scything talons

44+3/5

Relentless

Synapse



TERMAGANT

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

Devourer

54+3/4

Ceaseless

Claws

34+2/3

Synapse

Operative

Hive Fleet

Operative

Hive Fleet

Operative

Hive Fleet

Operative

Hive Fleet





TERMAGANT

M	APL	GA
3 ②	2	2
DF	SV	W
3	6+	7

Devourer	5	4+	3/4
Ceaseless			
Claws	3	4+	2/3

Synapse



TERMAGANT

M	APL	GA
3 ②	2	2
DF	SV	W
3	6+	7

Fleshborer	4	4+	3/4
Rng ⑥			
Claws	3	4+	2/3

Synapse

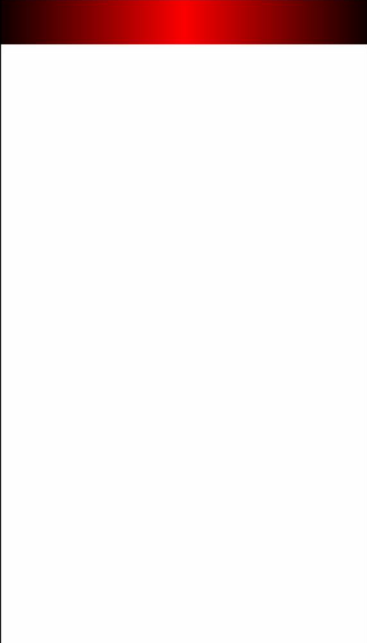


TERMAGANT

M	APL	GA
3 ②	2	2
DF	SV	W
3	6+	7

Fleshborer	4	4+	3/4
Rng ⑥			
Claws	3	4+	2/3

Synapse



Operative

Hive Fleet

Operative

Hive Fleet

Operative

Hive Fleet


Tac Op

Hive Fleet

## WILL OF THE HIVE MIND

**Tactical**

**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.

Change Order

**Tactical**

**Hive Fleet**

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## AGGRESSIVE BIOSTRAIN

**Tactical**

**1 CP**

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.

Shoot Again

**Tactical**


**Hive Fleet**

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## STALK

**Strategic**

**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.

Immediate Move

**Strategic**

**Hive Fleet**

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## LURK

**Strategic**

**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).

Bank extra DF

**Strategic**

**Hive Fleet**

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## FEED

**Strategic**

**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.

First Crit +1D

## UNSEEN HUNTER

**Tactical**

**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.

Change Order

## ACID MAW

**2EP**

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

Acid Maw	4	2+	3/3
Rng	🔥	Splash 1	

## ACID MAW

**2EP**

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

Acid Maw	4	2+	3/3
Rng	🔥	Splash 1	

**Strategic**

**Hive Fleet**

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**Tactical**

**Hive Fleet**

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**Equipment**

**Hive Fleet**

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**Equipment**

**Hive Fleet**

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## ACID MAW

2EP

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

Acid Maw	4	2+	3/3
Rng	Splash 1		

## ACID MAW

2EP

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

Acid Maw	4	2+	3/3
Rng	Splash 1		

## EXTENDED CHITIN

2/3EP

**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.

Reroll 1 Defence

## FEEDER TENDRILS

2EP

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

Heal D3 after kill

Equipment

Hive Fleet

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Equipment

Hive Fleet

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Equipment

Hive Fleet

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Equipment

Hive Fleet

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## FEEDER TENDRILS

2EP

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

Heal D3 after kill

## TOXIN SACS

2EP

**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.

Crit makes Miss Hit

## TOXIN SACS

2EP

**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.

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2EP

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Equipment

Hive Fleet

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Equipment

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## ADRENAL GLANDS


2EP

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

+1 M

## ADRENAL GLANDS

2EP

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

+1 M

## FLESH HOOKS

2EP

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

Flesh Hooks			
	4	2+	3/4
Rng		Lethal	5+

## ACID MAW

2EP

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

Acid Maw			
	4	2+	3/3
Rng		Splash	1

Equipment

Hive Fleet

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Equipment

Hive Fleet

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Equipment

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## HIVE FLEET

### Seek and Destroy, Security

#### 2 Fire Teams, 1 with Leader

You may have a max of 1 Swarm fire team



Tyranids  
3 Warriors (max 1 gunner)


Genestealers  
5 Genestealers

Swarm  
8 of Hormogaunt or Termagant. Devourer costs 2

## SYNAPSE


### Faction Ability

► 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.

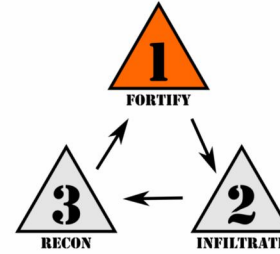
## FORTIFY

#### Matched Play

Set up one additional barricade within  of your drop zone

#### Critical Ops

Set up one additional barricade wholly within your territory. Unlike normal barricades, you can set it up on a Vantage Point.



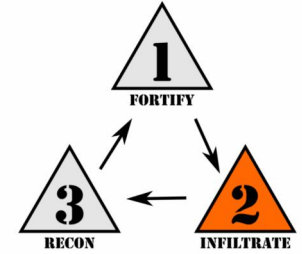
## INFILTRATE

#### Matched Play

Once during the first turning point, when you select an operative to activate, you can change its order

#### Critical Ops

Once during the first turning point, when you select an operative to activate, you can change its order



Team

Hive Fleet

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Abilities

Hive Fleet

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Scouting

Hive Fleet

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Scouting

Hive Fleet

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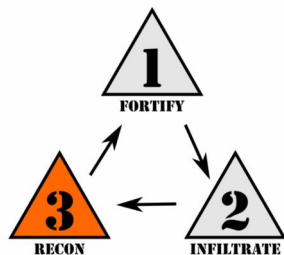
## RECON

### Matched Play

Perform a free Dash action with one operative that is wholly within your drop zone

### Critical Ops

Perform a free Dash action with one friendly operative that is wholly within your drop zone as if it can FLY



## MATCHED PLAY

- DETERMINE MISSION
- READ MISSION BRIEFING
- DETERMINE KILLZONE
- SET UP OBJECTIVE MARKERS
- SET UP THE KILLZONE
- SELECT DROP ZONE
- SELECT A KILL TEAM
- SELECT TAC OPS
- SELECT EQUIPMENT
- SET UP BARRICADES
- SET UP OPERATIVES
- SCOUTING
- BEGIN THE BATTLE

## TURN SEQUENCE

- INITIATIVE PHASE  
READY OPERATIVES  
DETERMINE  
INITIATIVE
- STRATEGY PHASE  
GENERATE  
COMMAND POINTS  
PLAY STRATEGIC  
PLOYS  
TARGET REVEAL
- FIREFIGHT PHASE  
PERFORM ACTIONS

## SCORE CARD

COMMAND POINTS	PRIMARY			
	SECONDARY			
	1	2	3	4
	1	2	3	4

Scouting

Hive Fleet

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Matched

Hive Fleet

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Matched

Hive Fleet

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Scorecard

Hive Fleet

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