THE VARDENGHAST SWARM

Categorised an alpha-class threat by Imperial cryptosavants after a series of brutal battles along the Vardenghast Line, this swarm of Tyranid warrior organisms has reaped a bloody toll of Human prey. Flowing into the fight like a single, many-bodied entity, these vicious aliens swiftly close the distance to their enemies before riddling them with gruesome bio-ammunition or tearing them limb from limb.

This Combat Patrol includes the units shown below.

A **Terror of Vardenghast**
(1 model)
- **This model is equipped with:** Prime talons.

B **Psychophage**
(1 model)
- **This model is equipped with:** psychoclastic torrent; talons and betentacled maw.

C **Termagants**
(20 models)
- **Every model is equipped with:** fleshborer; chitinous claws and teeth.

D **Barbgaunts**
(5 models)
- **Every model is equipped with:** barblauncher; chitinous claws and teeth.

E **Von Ryan's Leapers**
(3 models)
- **Every model is equipped with:** Leaper's talons.

Leaper's talons

Barblauncher

Barbgaunt

Von Ryan's Leaper

Fleshborer

Termagants

A

B

C

C

D

E

COMBAT PATROL: TYRANIDS
THE VARDENGHAST SWARM

The datasheets required to use the Vardenghast Swarm can be found on the following pages, and are designed exclusively for Combat Patrol games. A unit's datasheet will list all the abilities it has. This will include a Faction ability – Synapse – that is referenced on each unit's datasheet. You can also use the Shadow in the Warp ability. Both of these abilities are described below.

SYNAPSE

Some Tyranids serve as synaptic conduits or nodal relays through which a portion of the Hive Mind's iron will flows, overriding the natural instincts of the swarm to direct the teeming warrior-beasts to function as a single, gestalt organism on the battlefield.

While a **TYRANIDS** unit from your army is within 6" of one or more friendly **SYNAPSE** models, that **TYRANIDS** unit is said to be within Synapse Range of those models and of your army. Each time a **TYRANIDS** unit from your army takes a Battle-shock test, if it is within Synapse Range of your army, take that test on 3D6 instead of 2D6.

SHADOW IN THE WARP

Tyranids flood the battlefield with the psychic signature of the hive fleet, an icy, alien dread that gnaws at the minds of their prey and smothers even the most stalwart courage. When faced with such unfathomable horror, many are driven insane or suffer catastrophic neural damage.

Once per battle, in either player's Command phase, if one or more units from your army with this ability are on the battlefield, you can unleash the Shadow in the Warp. When you do, each enemy unit on the battlefield must take a Battle-shock test.

Your **WINGED TYRANID PRIME** model is your **WARLORD** and has the Psychostatic Veil Enhancement. You can replace this with Secretion Goad.

DEFAULT ENHANCEMENT

PSYCHOSTATIC VEIL

Grotesque neuro-symbiotes squirm through the encephalitic meat of this organism's cranial node. They emit a nauseating barrage of localised psychostatic that triggers dread, revulsion and visual hallucinations in nearby prey. Foes whose only chance is to steady their aim and strike true against this vile monster instead stagger back, weapons falling from shaking hands, survival instincts drowned by a flood of panic and pain.

The bearer has the Lone Operative ability and a 4+ invulnerable save. In addition, each time a melee attack targets the bearer, subtract 1 from the Hit roll.

OR

OPTIONAL ENHANCEMENT

SECRETION GOAD

By palpitating a bio-implant within its thoracic cavity, this creature is able to trigger a surge of hyper-acidic secretions in the venom glands of nearby warrior organisms. Battle armour and flesh alike bubble and dissolve under this sudden caustic onslaught.

Once per turn, when a friendly **TYRANIDS** unit within 6" of the bearer is selected to shoot or fight, the bearer can use this ability. If it does, until the end of the phase, improve the Armour Penetration characteristic of weapons equipped by models in that friendly unit by 1.

You will use the Alpha Xenoform secondary objective. You can replace this with Chitinous Tide.

You can use the following Stratagems:

DEFAULT SECONDARY OBJECTIVE

ALPHA XENOFORM

This organism is linked to the ineffable alien might of the Hive Mind and serves as a conduit of its will. There is no action it takes nor dread deed of butchery it performs that does not further – on however minor a scale – the designs of the wider galactic super-predator.

At the end of each phase, you score 4VP if your **Winged Tyranid Prime** model destroyed one or more enemy models that phase.

OR

OPTIONAL SECONDARY OBJECTIVE

CHITINOUS TIDE

Tyranids attack in living waves of predatory warrior organisms whose only impulse is to overwhelm and tear apart their foes. Allowing such an enemy to break through your defence lines and choke off your routes of retreat is a sure way to seal your own doom.

At the end of your turn, you score 5VP if you control one or more objective markers that are within 6" of your opponent's deployment zone.
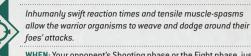
HYPER-REACTIVE

THE VARDENGHAST SWARM – BATTLE TACTIC STRATAGEM

Inhumanly swift reaction times and tensile muscle-spasms allow the warrior organisms to weave and dodge around their foes' attacks.

1CP

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

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

EFFECT: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Hit roll.

VORACIOUS ASSAULT

THE VARDENGHAST SWARM – BATTLE TACTIC STRATAGEM

Whether by rending their prey apart at close quarters or slaying them with hails of carnivorous or acidic projectiles at range, the Tyranids' every attack serves to render their victims down into just more biomass to feed the swarm.

1CP

WHEN: Your Shooting phase or the Fight phase.

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

EFFECT: Until the end of the phase, each time a model in your unit makes an attack that targets the closest eligible target, you can re-roll the Hit roll.

TEEMING BROODS

THE VARDENGHAST SWARM – STRATEGIC PLOY STRATAGEM

Numerous, expendable and seemingly without number, fresh waves of Termagants flow into battle by the minute.

1CP

WHEN: The Reinforcements step of your Movement phase.

TARGET: One **Termagants** unit from your army. You can use this Stratagem on that unit even if it is destroyed.

EFFECT: If your unit is not destroyed, return up to D6 destroyed models to it. Otherwise, add a new unit to your army identical to your destroyed unit, in Strategic Reserves, containing 2D6 models.

TERROR OF VARDENGHAST

M	T	SV	W	LD	OC
12"	5	4+	6	7+	1

As a Tyranid Prime, the Terror of Vardenghast possesses all the physical and synaptic might of an alpha war-beast while also boasting the frightening speed and manoeuvrability imparted by its huge leathery wings. Swooping down into the midst of the foe, it rends and tears until naught remains but corpses and fleeing prey.

⚒ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Prime talons	Melee	6	2+	6	-1	2

ABILITIES

CORE: **Deep Strike**

FACTION: **Shadow in the Warp, Synapse**

Death Blow: If this model is destroyed by a melee attack, if it has not fought this phase, roll one D6: on a 4+, do not remove it from play. The destroyed model can fight after the attacking unit has finished making its attacks, and is then removed from play.

KEYWORDS: **Infantry, Character, Fly, Great Devourer, Synapse, Vanguard Invader, Winged Tyranid Prime, Terror of Vardenghast**

FACTION KEYWORDS: **Tyranids**

PSYCHOPHAGE

M	T	SV	W	LD	OC
8"	9	3+	10	8+	3

These monsters stampede into battle with frightening speed. They devour any prey organism in their paths, but especially favour those victims with psychic abilities. How they metabolise such esoteric powers is unclear, but doing so allows them to project surges of psychocorrosive ash that deflagrate their victims' minds and souls.

◇ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Psychoclastic torrent [IGNORES COVER, TORRENT]	12"	D6	N/A	6	-1	1

⚒ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Talons and betentacled maw [ANTI-PSYKER 4+, DEVASTATING WOUNDS]	Melee	D6+1	3+	6	-1	2

ABILITIES

CORE: **Deadly Demise 1, Feel No Pain 5+**

FACTION: **Synapse**

Feeding Frenzy: Each time this model makes a melee attack that targets a unit that is below its Starting Strength, add 1 to the Hit roll. If that target is also Below Half-strength, add 1 to the Wound roll as well.

KEYWORDS: **Monster, Great Devourer, Harvester, Psychophage**

FACTION KEYWORDS: **Tyranids**

TERMAGANTS

M	T	SV	W	LD	OC
6"	3	5+	1	8+	2

Scuttling predators that attack in huge swarms, Termagants were originally spawned to roam the tight arterial passages of hive ships and hunt intruders. They harry their prey with a hail of firepower, seeking always to outflank and envelop their victims as they erode their numbers.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Fleshborer [ASSAULT]	18"	1	4+	5	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Chitinous claws and teeth	Melee	1	4+	3	0	1

PATROL SQUADS

At the start of the Declare Battle Formations step, before any units have been set up, this unit can be split into two units, each containing ten models.

ABILITIES

FACTION: **Synapse**

Skulking Horrors: Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this unit, if this unit is not within Engagement Range of one or more enemy units, it can make a Normal move of up to D6".

KEYWORDS: **Infantry, Battleline, Great Devourer, Endless Multitude, Termagants**

FACTION KEYWORDS: **Tyranids**

BARBGAUNTS

M	T	SV	W	LD	OC
6"	4	4+	2	8+	1

Barbgaunts are little more than living weapons, their bodies and barblaunchers slaved to the will of a pulsating ganglio-parasite that piggybacks them into battle. There, they unleash volleys of chitinous barbs that detonate with the fury of violent muscle-spasms and transfix nearby victims with hails of jagged projectiles.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Barblauncher [BLAST, HEAVY]	24"	D6	4+	5	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Chitinous claws and teeth	Melee	1	4+	4	0	1

ABILITIES

FACTION: **Synapse**

Disruption Bombardment: In your Shooting phase, after this unit has shot, select one enemy **INFANTRY** unit hit by one or more of those attacks. Until the end of your opponent's next turn, that enemy unit is disrupted. While a unit is disrupted, subtract 2 from its Move characteristic and subtract 2 from Advance and Charge rolls made for it.

KEYWORDS: **Infantry, Great Devourer, Barbgaunts**

FACTION KEYWORDS: **Tyranids**

VON RYAN'S LEAPERS

M	T	SV	W	LD	OC
10"	5	4+	3	8+	1

6+	INVULNERABLE SAVE

Stealthy hunters and expert ambushers, Von Ryan's Leapers are swift, agile and especially lethal when fighting in dense terrain. Akin to living mines, they lie in wait at the optimum locations to cause as much damage as possible. When they sense the perfect time to strike, they burst forth to butcher all around in a murderous frenzy.

MELEE WEAPONS

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Leaper's talons	Melee	6	3+	5	-1	1

ABILITIES

CORE: **Fights First, Infiltrators, Stealth**

FACTION: **Synapse**

Pouncing Leap: You can target this unit with the Heroic Intervention Stratagem for 0CP, and can do so even if you have already used that Stratagem on a different unit this phase.

KEYWORDS: **Infantry, Great Devourer, Vanguard Invader, Von Ryan's Leapers**

FACTION KEYWORDS:
Tyranids