

ARCHETYPES: RECON / INFILTRATION

OPERATIVES

- 1 **LICTOR**
- 12 **AMBUSH BROOD** operatives selected from the following list (**LICTOR** operatives count as two selections):
 - **LICTOR**
 - **HORMAGAUNT** operative equipped with scything talons.
 - **TERMAGANT** operative each separately equipped with claws and one of the following options:
 - fleshborer or spinefists
 - **DEVILGANT**
 - **GARGOYLE**
 - **RIPPER SWARM**
 - **RIPPER SWARM GUNNER**

Other than **HORMAGAUNT**, **TERMAGANT**, **GARGOYLE**, and **RIPPER SWARM** operatives, your kill team can only include each operative above twice.

This kill team can include up to three **LICTOR** operatives.

In the Select a Kill Team step of the mission sequence, you must select one friendly **LICTOR** operative to gain the **LEADER** keyword for the battle.

LICTOR

M	APL	GA	DF	SV	W
3●	2	1	3	5+	18

NAME	A	BS/WS	D	SR	!
Massive flesh hooks	4	4+	3/4	Range ◆, Lethal 5+	-
Grasping talons and rending claws	5	2+	4/7	Balanced	Rending

ABILITIES

- **Chameleonic Carapace:** Each time an enemy operative makes a shooting attack, unless it is within ● of this operative or it is a subsequent attack as a result of the Blast special rule, this operative is always treated as being in Cover for that shooting attack. 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).
- **Extrasensory Organs:** One per Turning Point, this model can perform a mission action for one less AP (to a minimum of 0AP).

AMBUSH BROOD, TYRANID, LICTOR, <HIVE FLEET>, FIGHTER

SPECIALISM: COMBAT, SCOUT

RIPPER SWARM

M	APL	GA	DF	SV	W
3●	2	1	3	6+	15

NAME	A	BS/WS	D	SR	!
Claws and teeth	6	5+	2/3	Ceaseless	-

ABILITIES

- **Swarm:** When determining control of an objective marker, treat this operative's APL characteristic as being 2 higher. Note that this is not a modifier. In narrative play, this is cumulative with the Focused Battle Honour (see the Kill Team Core Book).

Mindless: This operative cannot perform mission actions or do the Pick Up action.

AMBUSH BROOD, TYRANID, RIPPER SWARM, <HIVE FLEET>

SPECIALISM: STAUNCH

RIPPER SWARM GUNNER

M	APL	GA	DF	SV	W
3●	2	1	3	6+	15

NAME	A	BS/WS	D	SR	!
Spinemaws	6	5+	2/3	Range ♠, Ceaseless	-
Claws and teeth	6	5+	2/3	Ceaseless	-

ABILITIES

- Swarm:** When determining control of an objective marker, treat this operative's APL characteristic as being 2 higher. Note that this is not a modifier. In narrative play, this is cumulative with the Focused Battle Honour (see the Kill Team Core Book).

Mindless: This operative cannot perform mission actions or do the Pick Up action.

AMBUSH BROOD, TYRANID, RIPPER SWARM, <HIVE FLEET>, GUNNER

SPECIALISM: STAUNCH

TERMAGANT

M	APL	GA	DF	SV	W
3●	2	2	3	6+	7

NAME	A	BS/WS	D	SR	!
Fleshborer	4	4+	3/4	Range ♠	-
Spinefiests	4	3+	2/3	Range ♠	
Claws	3	4+	2/3	-	-

AMBUSH BROOD, TYRANID, TERMAGANT, <HIVE FLEET>

SPECIALISM: MARKSMAN, SCOUT

DEVILGANT

M	APL	GA	DF	SV	W
3●	2	2	3	6+	7

NAME	A	BS/WS	D	SR	!
Devourer	5	4+	3/4	Ceaseless	-

AMBUSH BROOD, TYRANID, DEVILGANT, <HIVE FLEET>

SPECIALISM: MARKSMAN, SCOUT

GARGOYLE

M	APL	GA	DF	SV	W
3●	2	1	3	6+	7

NAME	A	BS/WS	D	SR	!
Fleshborer	4	4+	3/4	Range ♠	-
Claws	3	4+	2/3	-	-

AMBUSH BROOD, TYRANID, GARGOYLE, <HIVE FLEET>, FLY

SPECIALISM: MARKSMAN, SCOUT

HORMAGAUNT

M	APL	GA	DF	SV	W
3●	2	2	3	6+	7

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

AMBUSH BROOD, TYRANID, HORMAGAUNT, <HIVE FLEET>

SPECIALISM: COMBAT, SCOUT

Strategic Ploys

Ambush Predators 1CP

Until the end of the Turning Point, friendly **AMBUSH BROOD** operatives can perform the Charge action with a Conceal order.

Flying Horrors 1CP

Until the end of the Turning Point, for the purposes of friendly shooting attacks, friendly **AMBUSH BROOD GARGOYLE** operatives are considered to be on Vantage Points regardless of their elevation to the target enemy operative. Friendly **AMBUSH BROOD GARGOYLE** operatives cannot retain any successful saves from Cover until the end of the Turning Point.

Stalk 1CP

One friendly **AMBUSH BROOD** 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 **AMBUSH BROOD** 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 saves as a result of Cover.

Tactical Ploys

Infiltration Beast 1CP

Use in the Set Up Operatives step. Set up a friendly **AMBUSH BROOD LICTOR** operative with a Conceal order within ▲ of Heavy terrain that is more than ■ from the enemy drop zone and more than ◆ from enemy operatives.

Marking Pheromones 1CP

Use at the start of a friendly **AMBUSH BROOD** operative's activation that is within ◆ of a friendly **AMBUSH BROOD LICTOR**

operative. That operative can perform a mission action for one less AP this Turning Point (to a minimum of 0AP).

It's After Me! 1CP

Use when a friendly **AMBUSH BROOD LICTOR** operative declares a Fight action against the enemy **LEADER**. That operative's grasping talons and rending claws gain the Relentless and Lethal 5+ special rules until the end of the Turning Point

Equipment

AMBUSH BROOD 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			
Range ■, 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		!	
Range ♥		-	

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 **LICTOR**, 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.

True Flight Beetles [1EP]

TERMAGANT operative only. Select one fleshborer the operative is equipped with. That weapon loses the Range special rule for the battle.

Thickened Needles [1EP]

TERMAGANT operative only. Select one spinefists the operative is equipped with.

Add 1 to both of that weapon's Damage characteristics for the battle.

Tac Ops

If your faction is **AMBUSH BROOD**, you can use the Ambush Brood Tac Ops listed below, as specified in the mission sequence.

Feed on their Minds

Ambush Brood - Faction Tac Op 1

You can reveal this Tac Op when a friendly **AMBUSH BROOD LICTOR** operative incapacitates an enemy operative in the same activation in which charged that enemy operative.

- When the next enemy operative is incapacitated by a friendly **LICTOR** operative in combat, you score 1VP.
- At the end of the game, if the **LICTOR** operative that achieved the first condition is not incapacitated, you score 1VP.

Scuttling Tide

Ambush Brood - Faction Tac Op 2

You can reveal this Tac Op in the target reveal step of any Turning Point.

- At the end of the Turning Point, if at least half of all surviving enemy operatives have at least one friendly **AMBUSH BROOD** operative within engagement range of them, or been incapacitated in combat this Turning Point, you score 1VP
- If you achieve the first condition in any subsequent Turning Points, you score 1VP.

Storm of Chitin

Ambush Brood - Faction Tac Op 3

You can reveal this Tac Op in the target reveal step of any Turning Point.

- At the end of the Turning Point, if at least half of friendly **AMBUSH BROOD** operatives made a shooting attack against all valid enemy targets, or incapacitated all valid enemy targets with shooting attacks, you score 1VP.
- If you achieve the first condition in any subsequent Turning Points, you score 1VP.