

WARHAMMER: SWARMS OF THE HIVE MIND, Playtest Draft List I

SWARMS OF THE HIVE MIND ARMY SPECIAL RULES

Synapse Creature: A model or unit with this special rule has the Unbreakable special rule. In addition, all units with the Swarming special rule within 12" of a unit with this special rule (referred throughout this supplement as being 'within Synapse Range') receive the Immune to Psychology special rule and gain a +1 bonus to their Weapon Skill and Ballistic Skill characteristics.

Swarming: Units with this special rule are divided into two different types based upon their behaviour when they are not within 12" of a unit with the Synapse Creature special rule:

- Units with the **Swarming (Feeder)** special rule receive the Frenzy special rule whenever this occurs.
- Units with the **Swarming (Hunter)** special rule must take a Panic test every turn in which they are out of range of a Synapse Creature - if they pass, they may move, march or shoot as normal this turn, but may not charge, and if they are charged, they must perform a Flee charge reaction. If these units fail such Panic tests, they immediately flee towards the owning player's table edge, although they may attempt to Rally as normal in their next turn.

Any unit with this special rule that moves within range of a unit with the Synapse Creature special rule in a Movement Phase that began with them being out of range, the unit does not revert to normal behaviour until the beginning of the Hive Mind player's next turn - if the Synapse Creature in question is killed before then and there are no other Synapse Creatures present, the Swarming unit will continue to undergo its instinctive behaviour.

Weapons of the Hive Mind: Close combat weapons used by creatures of the Hive Mind come in pairs. This means every pair of weapons wielded by a Hive Mind model normally counts only as a single weapon, and creatures of the Hive Mind can usually only benefit from the extra attack gained by having an extra hand weapon when they have four (two pairs) of such weapons.

Cult of the Four-Armed Ones: Any unit with this special rule that is within 12" of a unit of Forerunners or a Forerunner Patriarch has the Unbreakable special rule. In addition, if a character with this special rule has joined a unit with this special rule, the unit passes all Look Out Sir! tests to protect him against incoming wounds.

BIOMORPHS OF THE GREAT DEVOURER

RANGED WEAPONS

Fleshborer

Range	Strength	Special Rules
16"	4	Armour Piercing, Quick-to-Fire

Devourer

Range	Strength	Special Rules
12"	3	Multiple Shots (3), Quick-to-Fire

Spinefists

Range	Strength	Special Rules
6"	3	Extra Attack, Multiple Shots (2), Quick-to-Fire

Ripper Spinefists

Range	Strength	Special Rules
6"	3	Quick-to-Fire

Deathspitter

Range	Strength	Special Rules
24"	5	Multiple Shots (3), Quick-to-Fire

Venom Cannon

Range	Strength	Special Rules
24"	6	Multiple Wounds (D3)

Heavy Venom Cannon

Range	Strength	Special Rules
36"	8	Multiple Wounds (D3)

Barbed Strangler

Range	Strength	Special Rules
24"	4 (5)	Throttling Tentacles

Stranglethorn Cannon

Range	Strength	Special Rules
36"	5 (6)	Throttling Tentacles

Throttling Tentacles: Barbed Strangers and Stranglethorn Cannons are fired in the same way as a stone thrower. In addition, any unit that has suffered one or more casualties from a shot fired by a Barbed Strangler or Stranglethorn Cannon must immediately take a Panic test.

Stinger Salvo

Range	Strength	Special Rules
16"	3	Multiple Shots (4), Poisoned Attacks, Quick-to-Fire

Cluster Spines

Range	Strength	Special Rules
16"	3	Hail of Spines

Hail of Spines: When firing a volley of Cluster Spines, place the small blast template over the target unit and roll for scatter - every model under the template suffers a Strength 3 hit. On a Misfire, the spines jam in their banks and no shots are fired this turn.

Spore Cysts

Range	Strength	Special Rules
6-24"	5(6)	Spore Mine Barrage

Spore Mine Launcher

Range	Strength	Special Rules
12-48"	5(6)	Spore Mine Barrage, Slow-to-Fire

Spore Mine Barrage: Spore Mine Launchers and Spore Cysts fire in the same manner as a Stone Thrower, but roll two artillery dice and use the highest result when scattering. If one misfire is rolled, a minor blockage occurs and the creature cannot fire this turn. If both dice come up as a misfire, consult the misfire tables below depending on which weapon is being fired:

Spore Cyst Misfire Table:

D6 Result

- 1-2 Premature Detonation!** The Spore Mines being fired explode inside the creature before they can be propelled out of the cysts, rupturing internal organs and fracturing its exoskeleton. The monster suffers D3 Wounds with no armour saves allowed and may not shoot this turn or next turn. If this would cause the monster to be killed, your opponent does not score any victory points.
- 3-4 Sploosh!** The Spore Cysts do not open properly, and the Spore Mines that are forced out of them are shredded to a gory mess before they can explode, clogging up the delivery canals so that the cysts are no longer usable. The monster's Spore Cysts may not be fired for the rest of the battle.
- 5-6 Slop!** The Spore Mines are launched, but they are heavily coated in a revolting biological slime that makes them too heavy to fly through the air, and fall to the ground with a wet

plopping sound nearby. A new unit of D3 Spore Mines is created within D6" of the monster.

Spore Mine Launcher Misfire Table:

D6 Result

- 1-2 Premature Detonation!** A major blockage in the launcher prevents the Spore Mine from escaping and explodes prematurely, blasting a Biovore apart from the inside out. The Biovore explodes and is removed as a casualty, and if there are any other Biovores in the unit, they cannot fire this turn or the next turn as they wonder why parts of their herdmate are strewn all across the battlefield.
- 3-4 Scuffle.** One of the Biovores accidentally backs into or jogs a herdmate, causing a squabble as the Biovores all growl and snort at each other to determine which is the herd leader. The unit not fire any more shots this turn or move in the controlling player's following turn.
- 5-6 Slop!** The Spore Mines are launched, but they are heavily coated in a revolting biological slime that makes them too heavy to fly through the air, and fall to the ground with a wet plopping sound nearby. A new unit of D3 Spore Mines is created within D6" of the Biovore unit.

If no models lie within the blast template, place D3 Spore Mines around the central hole - this unit may then act as normal in the Hive Mind Player's next turn. In the case of Biovore Spore Mine Launchers, the number of Spore Mines placed is equal to D3 plus one for every additional Biovore in the unit after the first.

CLOSE COMBAT WEAPONS

Crushing Claws: A model with Crushing Claws has the Always Strikes Last and Multiple Wounds (D3) special rules.

Scythe Tail: A model with a Scythe tail receives an additional attack resolved at its Initiative and Strength and with the Multiple Wounds (D3) special rule. This attack receives a +1 bonus to its hit roll if it is targeting a unit attacking the model in the rear.

Mace Tail: A model with a Mace tail receives an additional attack resolved at +2 Strength and with the Always Strikes Last special rule. This attack receives a +1 bonus to its hit roll if it is targeting a unit attacking the model in the rear.

Venom Tail: A model with a Venom Tail receives an additional attack resolved at its Initiative and Strength and with the Poisoned Attacks special rule. This attack receives a +1 bonus to its hit roll if it is targeting a unit attacking the model in the rear.

Pincer Tail: A model with a Pincer Tail receives an additional attack resolved at its Initiative and Strength and with the Killing Blow special rule. This attack receives a +1 bonus to its hit roll if it is targeting a unit attacking the model in the rear.

Lash Whip and Bonesword: A unit of Soldiers or a Soldier Prime with a Lash Whip and Bonesword receives the Killing Blow special rule. A Hive Tyrant with a Lash Whip and Bonesword instead has the Heroic Killing Blow special rule.

Pair of Boneswords: A unit of Soldiers or a Soldier Prime with a pair of Boneswords inflicts damage through Killing Blow on a to Wound roll of 5 or 6, rather than just a 6. A Hive Tyrant with a pair of Boneswords inflicts damage through Heroic Killing Blow on a to Wound roll of 5 or 6 rather than just 6.

Lash Whip and Boneshield: A unit of Tyrant Guard with Lash Whips and Boneshields are treated as having a Hand Weapon and Shield, meaning they get a +1 bonus to their armour save characteristic and a 6+ Parry Save. Note that if they are also armed with a Pair of Claws or Talons, they also gain the bonus attack for having an extra hand weapon.

UPGRADES

Adrenal Glands: Any unit with Adrenal Glands receives the Hatred special rule towards all units in the enemy army.

Toxin Sacs: Any unit with Toxin Sacs treats all their close combat attacks as having the Poisoned Attacks special rule.

LORE OF THE HIVE MIND

Lore Attribute: Eldritch Parasitism - Whenever an enemy Wizard attempts and fails to dispel a spell from the Lore of the Hive Mind, the Hive Mind player must roll a D6. On a 4+ the enemy Wizard suffers a wound with no armour saves allowed, and the Hive Mind wizard that cast the spell regains a Wound lost earlier in the battle.

1. Dominion (Cast on 5+): This is an **augment** spell that targets a single friendly unit with the Swarming special rule within 18" of the caster that is not within 12" of any Synapse Creatures. That unit is treated as if it was within Synapse range until the caster's next Magic Phase. The caster may choose to cast an improved version of the spell that targets all friendly units within 18" that are not within 12" of any synapse creature, in which case the casting roll is increased to 12+.

2. Onslaught (Cast on 7+): This is an **augment** spell that targets a single friendly unit within 12" of the caster. That unit can shoot as if it had not moved in the Movement Phase, even if it is armed with a shooting weapon with the Slow-to-Fire special rule. The caster may choose to cast an improved version of the spell that targets a friendly unit within 24", in which case the casting roll is increased to 12+.

3. Mindshackle (Cast on 10+): This is a **hex** spell that targets a single enemy unit within 18" of the caster. If the unit is armed with any missile weapons, it must immediately fire those weapons at the closest unit in your opponent's army at least partially within its front arc. In addition, the unit may not shoot in your opponent's next turn.

4. Paroxysm (Cast on 12+): This is a **hex** spell that targets all enemy units within 12" of the caster. These units suffer a penalty to their Weapon Skill and Ballistic Skill characteristics equivalent to the caster's Wizard level (to a minimum of 1) until the caster's next Magic Phase.

5. Haemorrhage (Cast on 13+) : This is a **direct damage** spell that targets a single enemy unit within 18" of the caster. The unit immediately suffers 2D6 Strength 4 hits with no armour saves allowed, and may not move or shoot in your opponent's next turn. The caster may choose to cast an improved version of the spell that inflicts 3D6 Strength 5 hits on the enemy unit, in which case the casting roll is increased to 18+.

6. Energy Blast (Cast on 15+): This is a **magic missile** with a range of 24". Place the small blast template over the target unit, and roll for scatter but with only a single D6 determining the scatter distance. Every model underneath the template suffers a Strength 6 hit with the Multiple Wounds (D3) special rule.

SWARMS OF THE HIVE MIND ARMY LIST

The Swarms of the Hive Mind army list follows the same guidelines for 'Choosing Your Army' as described in the Warhammer Rulebook.

LORDS

The Swarmlord

Old One-eye

Hive Tyrant

Tervigon

Maleceptor

Forerunner Patriarch

HEROES

Deathleaper

The Red Terror

Soldier Prime

Forerunner Hybrid General

Forerunner Hybrid Magus

Forerunner Hybrid Assassin

CORE

Termagants

Hormagaunts

Ripper Swarms

Forerunners

Forerunner Hybrids

Forerunner Hybrid Riders

SPECIAL

Soldiers

Zoanthropes

Gargoyles

Carnifex

Raveners

Hive Guard

Tyrant Guard

Swooping Evil

Pyrovores

Biovores

Forerunner Hybrid Acolytes

Forerunner Aberrations

Spore Mines

RARE

Lictors

Venomthropes

Toxicrene

Tyrannofex

Hive Crone

Exocrine

Trygon

Mawloc

Haruspex

In 1v1 games, the Swarms of the Hive mind army may not take allies. However, in team games with more than one player on one or both sides, the Swarms of the Hive Mind faction counts as a Non-Aligned faction.

SWARMS OF THE HIVE MIND UNITS

LORDS

THE SWARMLORD, GREAT ORCHESTRATOR OF THE HIVE MIND

	M	WS	BS	S	T	W	I	A	Ld
The Swarmlord	6	10	4	6	6	5	6	5	10

Points: 440

Troop Type: Monster (Special Character, Hive Tyrant)

Equipment: The Swarmlord's Bonesabres, Pincer Tail, Adrenal Glands

Magic: The Swarmlord is a Level 3 Wizard who uses spells from the Lore of the Hive Mind.

Special Rules: Large Target, Scaly Skin (4+), Synapse Creature, Terror

Hive Commander: After deployment is complete but before Vanguard moves are made, the Hive Mind player may choose to redeploy D6 units in their army if the Swarmlord is present. In addition, while the Swarmlord is alive, the Hive Mind player may re-roll any dice used to determine when Reserves arrive and where they enter, if the battle involves using dice to decide such matters.

Ancient Tactician: If a unit within Synapse range of the Swarmlord fails to make a successful charge against a target unit, the unit may immediately declare a new charge against a different target, as if the previous charge attempt had never existed. This may only be done up to once for each unit within Synapse range of the Swarmlord every turn. This applies to both Swarmlings and other Synapse Creatures.

MAGIC ITEMS

The Swarmlord's Bonesabres: Magic Weapon. Paired Weapons. The Swarmlord's Bonesabres allow him to inflict a Heroic Killing Blow on a to Wound roll of a 5 or 6 and provide him with a 4+ Parry Save in close combat.

OLD ONE-EYE, THE SCARRED ONE

	M	WS	BS	S	T	W	I	A	Ld
Old One-eye	7	4	3	7	6	5	2	5	8

Points: 340

Troop Type: Monster (Special Character, Carnifex)

Equipment: Crushing Claws, Pair of Talons, Mace Tail, Adrenal Glands

Special Rules: Devastating Charge, Impact Hits (D6), Large Target, Regeneration, Scaly Skin (4+), Swarming (Feeder), Terror

Alpha Carnifex: Old One-eye's Inspiring Presence special rule targets all allied units with the Swarming special rule within 24" of him.

HIVE TYRANT

	M	WS	BS	S	T	W	I	A	Ld
Hive Tyrant	6	8	4	6	6	5	5	4	10

Points: 350

Troop Type: Monster (Character)

Equipment: Two Pairs of Talons (Two hand weapons)

Magic: A Hive Tyrant is a Level 2 Wizard who uses spells from the Lore of the Hive Mind.

Special Rules: Large Target, Scaly Skin (4+), Synapse Creature, Terror

Options:

May replace one Pair of Talons with one of the following:

- Lash Whip and Bonesword for +20 points
- Pair of Boneswords for +30 points

May replace one Pair of Talons with a Heavy Venom Cannon or a Stranglethorn Cannon: +30 points

May take a Pincer Tail for +10 points

May be upgraded to be a Level 3 Wizard for +35 points

May take the Fly special rule for +20 points

May be given Toxin Sacs for +5 points

May be given Adrenal Glands for +5 points

May have Bio-Artefacts of the Hive Mind worth up to 100 points

TERVIGON

	M	WS	BS	S	T	W	I	A	Ld
Tervigon	6	5	0	6	6	7	1	4	10

Points: 310

Troop Type: Monster (Character)

Equipment: Pair of Talons and Snapping Jaws (Hand weapon)

Magic: A Tervigon is a Level 1 Wizard who uses spells from the Lore of the Hive Mind.

Special Rules: **Large Target**, **Scaly Skin (4+)**, **Synapse Creature**, **Terror**

Brood Mother: At the beginning of every Hive Mind movement phase, a Tervigon may elect to birth more Termagants to replenish an existing unit within 12". If so, that unit immediately gains D6 additional models. This can take the unit to beyond its starting size. However, every time this is done, the Hive Mind player must roll a D6. On a 1, the Tervigon suffers a Wound with no armour saves allowed as it is weakened by the energy used to expel its offspring.

Maternal Instinct: Whenever one or more units of Termagants within 12" of the Tervigon suffer one or more casualties, the Tervigon gains Hatred toward the unit that inflicted those casualties for the remainder of the turn.

Options:

May replace its Pair of Talons with Crushing Claws for +10 points

May be upgraded to be a Level 2 Wizard for +35 points

May be given Toxin Sacs for +5 points

May be given Adrenal Glands for +5 points

May choose Bio-Artefacts of the Hive Mind worth up to 100 points

MALECEPTOR

	M	WS	BS	S	T	W	I	A	Ld
Maleceptor	6	4	4	6	6	6	3	3	10

Points: 370

Troop Type: Monster (Character)

Equipment: Pair of Talons (hand weapon)

Energy Shield: A model with an Energy Shield has a 4+ Ward Save.

Magic: A Maleceptor is a Level 4 Wizard who uses spells from the Lore of the Hive Mind.

Special Rules: Large Target, Scaly Skin (4+), Synapse Creature, Terror

Synaptic Beacon: A Maleceptor has a Synapse range of 18" rather than 12". In addition, if a Maleceptor channels successfully, it adds D6 power dice or dispel dice to the pool rather than just 1.

Options:

May be given Toxin Sacs for +5 points

May be given Adrenal Glands for +5 points

May choose Bio-Artifacts of the Hive Mind worth up to 100 points

FORERUNNER PATRIARCH

	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Forerunner Patriarch	6	7	0	5	5	4	7	5	10	Infantry

Points: 230

Troop Type: Infantry (Character)

Equipment: Two Pairs of Claws (Two hand weapons)

Magic: A Forerunner Patriarch is a Level 1 Wizard who uses spells from the Lore of the Hive Mind.

Special Rules: Fear, Killing Blow, Scaly Skin (5+), Swiftstride, Synapse Creature

Options:

The Patriarch may take a Venom Tail: +10 points

The Patriarch may be upgraded to be a Level 2 Wizard for +35 points or a Level 3 Wizard for +70 points.

The Patriarch may choose Bio-Artefacts of the Hive Mind worth up to 100 points

HEROES

DEATHLEAPER, EVISCERATION UNSEEN

	M	WS	BS	S	T	W	I	A	Ld
Deathleaper	7	9	4	6	5	4	7	5	8

Points: 250

Troop Type: Monstrous Infantry (Special Character, Lictor)

Equipment: Pair of Talons and Pair of Claws (Two Hand Weapons)

Special Rules: Fear, Killing Blow, Scaly Skin (5+), Scout, Swarming (Feeder)

Camouflaged Predator: Enemy units suffer an additional -1 penalty to hit Deathleaper in both shooting and close combat. Weapons that do not roll to hit are unaffected. If Deathleaper has joined a unit of Lictors, the other Lictors in the unit also gain this special rule in place of their *Chameleonic Skin* special rule.

Spreader of Paranoia: At the beginning of every enemy Movement Phase, all enemy characters within 18" of Deathleaper must take a Fear test, even if they are not engaged in combat with him.

Lurking Threat: Enemy units within 12" of Deathleaper that are not directly engaged in combat with him must re-roll all passed Leadership tests of any kind.

THE RED TERROR, DEATH FROM BELOW

	M	WS	BS	S	T	W	I	A	Ld
The Red Terror	8	5	4	5	5	3	6	4	8

Points: 210

Troop Type: Monstrous Infantry (Special Character, Ravener)

Equipment: Two Pairs of Talons (Two Hand Weapons), Pincer Tail

Special Rules: Fear, Scaly Skin (5+), Swarming (Feeder)

Burrowing Menace: The Red Terror has the Ambusher special rule. When it arrives, it may be placed anywhere on the board more than 6" away from terrain features and enemy models. On the turn it arrives it is treated as being in Soft Cover and may shoot, although it may not declare a charge.

Swallow Whole: The Red Terror may exchange all of its attacks for a Swallow attack that can target any Character or Champion model as long as they are of the Infantry troop type. If so, the character must take an Initiative Test - if the test is passed, the attack must roll to hit and wound as normal. If failed, the character is eaten by the Red Terror and removed as a casualty, regardless of remaining Wounds, Armour Saves or Ward Saves.

SOLDIER PRIME

	M	WS	BS	S	T	W	I	A	Ld
Soldier Prime	6	6	4	5	5	4	5	4	10

Points: 140

Troop Type: Monstrous Infantry (Character)

Equipment: Pair of Claws or Talons (Hand weapon) and Devourer

Special Rules: Fear, Scaly Skin (5+), Synapse Creature

Options:

May replace Devourer with one of the following weapons:

- Extra Pair of Claws or Talons for +3 points
- Spinefists for +6 points
- Deathspitter for +10 points

May replace starting Pair of Claws or Talons with one of the following weapons:

- Lash Whip and Bonesword for +15 points
- Pair of Boneswords for +30 points

May be given Toxin Sacs for +5 points

May take Adrenal Glands for +5 points

May choose Bio-Artifacts of the Hive Mind worth up to 50 points

Battle Standard Bearer: The Swarms of the Hive Mind do not have Battle Standard Bearers in the conventional sense - they are bio-engineered monsters that do not know the concept of heraldry.

However, for purposes of the game, one Soldier Prime may be elected the equivalent of a Battle Standard Bearer for +25 points - perhaps it is an extremely ancient creature that is a more seasoned commander of the Swarms than its fellows, or a particularly powerful synaptic locus. Regardless, this Soldier Prime will receive all the benefits a Battle Standard Bearer normally has, and will contribute extra Victory Points if the opposing player manages to kill it as normal, even though it will not be able to take a Magic Standard. A Soldier Prime that is elected to be the Army Battle Standard Bearer may still take Bio-Artefacts of the Hive Mind.

FORERUNNER HYBRID GENERAL

	M	WS	BS	S	T	W	I	A	Ld
Hybrid General	4	6	5	4	4	3	5	3	8

Points: 100

Troop Type: Infantry (Character)

Equipment: Hand Weapon, Light Armour

Special Rules: Cult of the Four-Armed Ones

Options:

May take an additional hand weapon (if not mounted) for +3 points, a Great Weapon for +6 points, a Bow for +3 points or a Spear for +3 points.

May take a shield for +3 points.

May replace Light Armour with Heavy Armour for +4 points.

May be mounted on a horse for +12 points.

May take magic items worth up to 50 points.

FORERUNNER HYBRID MAGUS

	M	WS	BS	S	T	W	I	A	Ld
Hybrid Magus	4	3	3	3	3	2	3	1	7

Points: 70

Troop Type: Infantry (Character)

Equipment: Hand Weapon

Magic: A Hybrid Magus is a Level 1 Wizard who uses spells from the Lore of the Hive Mind.

Special Rules: Cult of the Four-Armed Ones

Options:

May be upgraded to a Level 2 Wizard for +35 points.

May be mounted on a horse for +12 points.

May take magic items worth up to 50 points.

FORERUNNER HYBRID ASSASSIN

	M	WS	BS	S	T	W	I	A	Ld
Hybrid Assassin	4	6	5	4	3	2	7	3	9

Points: 90

Troop Type: Infantry (Character)

Equipment: Two Hand Weapons, Throwing Knives

Special Rules: Cult of the Four-Armed Ones, Poisoned Attacks

A Killer, not a Leader: A Hybrid Assassin can never be your army General, and other units can never use his Leadership value.

Marked for Death: For each Hybrid Assassin in your army, you may secretly choose a character in the enemy army who that Assassin has been tasked to kill - write this down on your army roster, and reveal this only when the Assassin is engaged in combat with their target for the first time. The Assassin may re-roll all failed to Hit rolls when fighting their target.

Options:

May take magic items worth up to 50 points.

CORE

TERMAGANTS - 5pts per model

	M	WS	BS	S	T	W	I	A	Ld
Termagant	5	2	2	3	3	1	3	1	5
Firstspawn	5	2	3	3	3	1	3	1	5

Troop Type: Infantry.

Unit size: 10+

Equipment: Snapping jaws (hand weapon) and Devourer

Special Rules: Scaly Skin (6+), Swarmlings (Hunter)

Options:

May replace Devourers with one of the following weapons:

- Spinefists for free
- Fleshborers for +1 point per model

May be given Toxin Sacs for +1 point per model

May take Adrenal Glands for +1 point per model

One Termagant may be upgraded to a Firstspawn for +10 points

HORMAGAUNTS - 7pts per model

	M	WS	BS	S	T	W	I	A	Ld
Hormagaunt	5	3	0	3	3	1	4	2	6
Firstspawn	5	3	0	3	3	1	4	3	6

Troop Type: Infantry.

Unit size: 10+

Equipment: Pair of Talons (hand weapon)

Special Rules: Scaly Skin (6+), Swarmlings (Feeder)

Options:

May be given Toxin Sacs for +1 point per model

May take Adrenal Glands for +1 point per model

One Hormagaunt may be upgraded to a Firstspawn for +10 points

RIPPER SWARMS - 35pts per base

	M	WS	BS	S	T	W	I	A	Ld
Ripper Swarm	6	2	0	2	2	5	4	5	4

Troop Type: Swarm**Unit size:** 3+ bases**Equipment:** Ripping Jaws (hand weapon)**Special Rules:** Scaly Skin (6+), Swarmlings (Feeder)**Ripper Spinefists:** Each Ripper Swarm base, if equipped with Ripper Spinefists, may make a single shooting attack using the Ripper Spinefist profile in every shooting phase and as a charge reaction.**Options:**

May be given Ripper Spinefists for +2 points per base

FORERUNNERS - 14pts per model

	M	WS	BS	S	T	W	I	A	Ld
Forerunner	6	5	0	4	3	1	5	2	8
Purestrain	6	5	0	4	3	1	5	3	8

Troop Type: Infantry**Unit size:** 10+**Equipment:** Pair of Claws (hand weapon) and Reinforced Chitin (heavy armour)**Special Rules:** Fear, Scaly Skin (5+), Swiftstride, Vanguard**Options:**

May be given a Pair of Talons as an extra hand weapon for +1 point per model

May be given Toxin Sacs for +1 point per model

May take Adrenal Glands for +1 point per model

One Forerunner may be upgraded to a Purestrain for +10 points

FORERUNNER HYBRIDS - 6pts per model

	M	WS	BS	S	T	W	I	A	Ld
Forerunner Hybrid	4	3	3	3	3	1	3	1	7
Cult Leader	4	3	3	3	3	1	3	2	7

Troop Type: Infantry**Unit size:** 10+**Equipment:** Hand weapon**Special Rules:** Cult of the Four-Armed Ones**Options:**

May take bows for +1 point per model

If not armed with bows may take shields for +1 point per model

If not armed with bows may take spears for +1 point per model

May wear Light Armour for +1 point per model

May have the Ambushers special rule for +3 points per model

One Hybrid may be upgraded to a Musician for +10 points

One Hybrid may be upgraded to a Standard Bearer for +10 points

One Hybrid may be upgraded to a Cult Leader for +10 points

FORERUNNER HYBRID RIDERS - 14pts per model

	M	WS	BS	S	T	W	I	A	Ld
Hybrid Rider	4	3	3	3	3	1	3	1	7
Cult Leader	4	3	3	3	3	1	3	2	7
Horse	8	3	0	3	3	1	3	1	5

Troop Type: Cavalry**Unit size:** 5+**Equipment:** Hand weapon

Special Rules: Cult of the Four-Armed Ones, Fast Cavalry

Options:

May take bows for +1 point per model

If not armed with bows may take shields for +1 point per model

If not armed with bows may take spears for +1 point per model

May wear Light Armour for +1 point per model.

One Rider may be upgraded to a Musician for +10 points

One Rider may be upgraded to a Standard Bearer for +10 points

One Rider may be upgraded to a Cult Leader for +10 points

SPECIAL

SOLDIERS - 45pts per model

	M	WS	BS	S	T	W	I	A	Ld
Soldier	6	5	4	4	4	3	4	3	10
Alpha Soldier	6	5	4	4	4	3	4	4	10

Troop Type: Monstrous Infantry

Unit size: 3+

Equipment: Pair of Claws or Talons (Hand weapon) and Devourer

Special Rules: Fear, Scaly Skin (5+), Synapse Creatures

Options:

May replace Devourers with one of the following:

- Extra Pairs of Claws or Talons for free
- Spinefists for +5 points per model
- Deathspitters for +10 points per model

May replace starting Pairs of Claws or Talons with one of the following:

- Lash Whips and Boneswords for +10 points per model

- Pairs of Boneswords for +20 points per model

One Soldier in the unit may replace their Devourer with one of the following:

- Barbed Strangler for +40 points
- Venom Cannon for + 20 points

May be given Toxin Sacs for +2 points per model

May take Adrenal Glands for +2 points per model

One Soldier may be upgraded to an Alpha Soldier for +10 points

ZOANTHROPES - 40pts per model

	M	WS	BS	S	T	W	I	A	Ld
Zoanthrope	4	2	4	3	4	3	3	1	10
Neurothrope	4	2	5	3	4	3	3	1	10

Troop Type: Monstrous Infantry

Unit size: 1+

Equipment: Miniscule jaws and talons (Hand weapon) and Energy Shield

Magic: A unit of Zoanthropes is a Level 1 Wizard. It uses spells from the Lore of the Hive Mind.

Special Rules: Fear, Scaly Skin (5+), Synapse Creatures

Options:

One Zoanthrope may be upgraded to a Neurothrope for +10 points

GARGOYLES - 6pts per model

	M	WS	BS	S	T	W	I	A	Ld
Gargoyle	1	2	2	3	3	1	3	1	5
Shrieking Terror	1	2	3	3	3	1	3	1	5

Troop Type: Infantry

Unit size: 10+

Equipment: Snapping jaw (hand weapon) and Fleshborer

Special Rules: Fly, Scaly Skin (6+), Swarmlings (Hunter)

Options:

May be given Toxin Sacs for +1 point per model

May take Adrenal Glands for +1 point per model

One Gargoyle may be upgraded to a Shrieking Terror for +10 points

CARNIFEX - 220 points

	M	WS	BS	S	T	W	I	A	Ld
Carnifex	7	3	3	6	5	5	1	4	7

Troop Type: Monster

Equipment: Two pairs of talons (two hand weapons).

Special Rules: Impact Hits (D3), Large Target, Scaly Skin (4+), Swarmling (Feeder), Terror

Upgrades:

Impaler Tusks: A Carnifex with this upgrade has the Impact Hits (D6) special rule.

Enhanced Senses: A Carnifex with this upgrade has Weapon Skill 4.

Bio-Plasma: A Carnifex with this upgrade has a Strength 4 Breath Weapon.

Options:

May replace one Pair of Talons with one of the following:

- Crushing Claws for +20 points
- Two Devourers for +10 points
- Two Deathspitters for +20 points
- Heavy Venom Cannon for +40 points
- Stranglethorn Cannon for +60 points

May be given Toxin Sacs for +5 points

May take either a Scythe Tail or a Mace tail for +10 points

May take either Impaler Tusks, Regeneration, Enhanced Senses or Bio-Plasma for +10 points

May be given Adrenal Glands - +5 points

May take either Cluster Spines or Spore Cysts - +10 points

RAVENERS - 40pts per model

	M	WS	BS	S	T	W	I	A	Ld
Ravener	8	4	3	4	4	3	5	3	7
Alpha Ravener	8	4	3	4	4	3	5	4	7

Troop Type: Monstrous Infantry

Unit size: 3+

Equipment: Two Pairs of Talons or Claws (two hand weapon)

Special Rules: Burrowing Menace, Fear, Scaly Skin (5+), Swarmlings (Feeder)

Options:

May take Pincer Tails for +5 points per model

May take one of the following:

- Devourers for +5 points per model
- Spinefists for +5 points per model
- Deathspitters for +10 points per model

May be given Toxin Sacs for +2 points per model

May take Adrenal Glands for +2 points per model

One Ravener may be upgraded to an Alpha Ravener for +10 points

HIVE GUARD - 60 pts per model

	M	WS	BS	S	T	W	I	A	Ld
Hive Guard	7	3	3	4	4	3	4	2	7
Hive Sentinel	7	3	4	4	4	3	4	2	7

Troop Type: Monstrous Infantry

Unit size: 3+

Equipment: Snapping Jaws (Hand weapon) and Impaler Cannon

Impaler Cannon

Range	Strength	Special Rules
16"	5	Armour Piercing, Multiple Shots (2), Quick-to-Fire

Special Rules: Fear, Scaly Skin (4+), Stubborn, Swarmlings (Hunter)

Upgrades:

Shockcannon

Range	Strength	Special Rules
16"	4	Electrocution, Quick-to-Fire

Electrocution: No armour saves are allowed against wounds inflicted by a Shockcannon.

Options:

May replace Impaler Cannons with Shockcannons for free

May be given Toxin Sacs for +2 points per model

May take Adrenal Glands for +2 points per model

One Hive Guard may be upgraded to a Hive Sentinel: +10 points

TYRANT GUARD - 60 pts per model

	M	WS	BS	S	T	W	I	A	Ld
Tyrant Guard	6	4	3	5	5	3	5	3	9
Tyrant Protector	6	4	3	5	5	3	5	4	9

Troop Type: Monstrous Infantry

Unit size: 1+

Equipment: Two Pairs of Claws and Talons (Two Hand Weapons)

Special Rules: Fear, Scaly Skin (4+), Stubborn, Swarmlings (Feeder)

Spawned to Protect: If a Hive Tyrant (including the Swarmlord) joins a unit of Tyrant Guard with 3 or more models, it must be placed behind the first rank of Tyrant Guard. If the unit size falls to 2 models or less, the Hive Tyrant joins the front rank, displacing Tyrant Guard models to the sides. While in a unit of Tyrant Guard a Hive Tyrant automatically passes all Look Out Sir! tests and if in the second rank may fight with its full number of attacks as opposed to the normal 1 supporting attack. If a Hive Tyrant is ever slain while present in a Tyrant Guard unit (e.g. in a challenge or by a cannonball) the remaining Tyrant Guard in the unit gain the Frenzy special rule, even when in Synapse range, and may never lose its Frenzy.

Options:

May replace one Pair of Claws or Talons with one of the following:

- Crushing Claws for +20 points per model
- Lash Whips and Boneshields for +10 points per model
- Lash Whips and Boneswords for +10 points per model

May be given Toxin Sacs for +2 points per model

May take Adrenal Glands for +2 points per model

One Tyrant Guard may be upgraded to a Tyrant Protector: +10 points

SWOOPING EVIL - 280 points

	M	WS	BS	S	T	W	I	A	Ld
Swooping Evil	1	3	3	5	5	6	4	3	10

Troop Type: Monster

Equipment: Snapping Jaws (Hand weapon) and Spore Cysts

Stranglethorn Battery: A Stranglethorn Battery has the same profile as a Stranglethorn Cannon, but The Hive Mind player may re-roll the scatter dice to determine the direction when firing it, to represent the larger number of shots increasing the likelihood of a direct hit.

Special Rules: Fly, Large Target, Scaly Skin (5+), Swarming (Hunter), Terror

Screeching Assault: On the turn in which a Swooping Evil charges, all enemy units in close combat with it receive the Always Strikes Last special rule.

Upgrades:

Venom Cannon Array

Range	Strength	Special Rules
36"	6	Multiple Shots (2), Multiple Wounds (D3)

Options:

May take Adrenal Glands for +5 points

May take Toxin Sacs for +5 points

May exchange its Stranglethorn Battery for a Venom Cannon Array for +10 points

PYROVORES - 70 points per model

	M	WS	BS	S	T	W	I	A	Ld
Pyrovore	5	2	3	4	4	3	2	2	6
Bileblaster	5	2	4	4	4	3	2	2	6

Troop Type: Monstrous Beast

Unit Size: 1+

Equipment: Snapping Jaws (Hand weapon)

Flamespurt: A Flamespurt works in the same way as a Fire Thrower as mentioned in the Warhammer Rulebook, but uses the following misfire table:

D6 Result

- 1-2 Spontaneous Combustion!** The lethal concoction of flammable liquids inside one of the Pyrovores explodes prematurely. One Pyrovore in the unit explodes as per the Volatile special rule below and is removed as a casualty, and if there are any other Pyrovores in the unit, they cannot fire this turn or the next turn as they wonder why their herdmate just went up in a gout of flame.
- 3-4 Scuffle.** One of the Pyrovores accidentally backs into or jogs a herdmate, causing a squabble as the Pyrovores all growl and snort at each other to determine which is the herd leader. The unit may not fire any more shots this turn or move in the controlling player's following turn.

5-6 Belch! A buildup of pressure within the Pyrovore's body prompts it to vent a vast quantity of foul-smelling flammable gas from its dorsal chimneys. The Pyrovore unit may not fire any more shots this turn as they all look around to see where the foul smell came from.

Special Rules: Fear, Scaly Skin (5+), Swarming (Hunter)

Volatile: Whenever a Pyrovore is removed as a casualty, all units (friend and foe) within 6" of the Pyrovore unit suffers D6 Strength 5 hits with the Flaming Attacks special rule. No armour saves are allowed against wounds caused by an exploding Pyrovore.

Options:

One Pyrovore may be upgraded to a Bileblaster - +10 points

BIOVORES - 70 points per model

	M	WS	BS	S	T	W	I	A	Ld
Biovore	5	2	3	4	4	3	2	2	6
Bombardier	5	2	4	4	4	3	2	2	6

Troop Type: Monstrous Beast

Unit Size: 1+

Equipment: Snapping Jaws (Hand weapon) and Spore Mine Launcher

Special Rules: Fear, Scaly Skin (5+), Swarming (Hunter)

Options:

One Biovore may be upgraded to a Bombardier - +10 points

FORERUNNER HYBRID ACOLYTES - 11pts per model

	M	WS	BS	S	T	W	I	A	Ld
Hybrid Acolyte	5	4	3	4	3	1	4	2	7
Metamorph	5	4	3	4	3	1	4	3	7

Troop Type: Infantry

Unit size: 10+

Equipment: Claws and scavenged weapons (hand weapon)

Special Rules: Cult of the Four-Armed Ones, Scaly Skin (6+), Swiftstride**Options:**

May take one of the following:

- Bows for +1 point per model
- Shields for +1 point per model
- Biomorph Arms (extra hand weapons) for +1 point per model

May wear Light Armour for +1 point per model

May have the Ambushers special rule for +3 points per model

One Acolyte may be upgraded to a Standard Bearer for + 10 points

One Acolyte may be upgraded to a Metamorph for + 10 points

FORERUNNER ABERRATIONS - 45pts per model

	M	WS	BS	S	T	W	I	A	Ld
Aberration	4	3	0	5	4	3	2	3	5
Abominant	4	3	0	5	4	3	2	4	5

Troop Type: Monstrous Infantry

Unit size: 3+

Equipment: Claws and scavenged weapons (hand weapon)

Special Rules: Cult of the Four-Armed Ones, Scaly Skin (5+), Stupidity**Options:**

May take Great Weapons for +5 points per model

One Aberration may be upgraded to an Abominant - + 10 points

SPORE MINES - 5pts per model

	M	WS	BS	S	T	W	I	A	Ld
Spore Mine	3	1	0	2	1	1	1	1	10

Troop Type: Infantry

Equipment: Tentacles (Hand Weapon)

Special Rules: Skirmishers, Unbreakable

Living Bomb: Spore Mines may never march, they roll a single D6 when charging or pursuing and always move towards the closest enemy unit, even when within range of a Synapse Creature. If a Spore Mine unit successfully engages an enemy unit in close combat, the cluster detonates - at the Initiative 10 step, the enemy unit suffers a number of D6 Strength 4 Armour Piercing hits equal to the number of Spore Mines in the cluster, before the entire Spore Mine unit is removed as casualties. Spore Mines never count towards the enemy's Victory Points total if they are destroyed.

RARE

LICTORS - 70pts per model

	M	WS	BS	S	T	W	I	A	Ld
Lictor	7	5	3	5	4	3	6	3	7
Predator	7	5	3	5	4	3	6	4	7

Troop Type: Infantry

Unit size: 1+

Equipment: Pair of Talons and Pair of Claws (Two Hand Weapons)

Special Rules: Fear, Killing Blow, Scaly Skin (5+), Scouts, Skirmishers

Chameleonic Skin: Any missile unit shooting at a unit of Lictors suffers an additional -1 to Hit. Missile weapons that do not roll to hit are unaffected.

Options:

May be given Toxin Sacs for +2 points per model

May take Adrenal Glands for +2 points per model

One Lictor may be upgraded to a Predator for +10 points

VENOMTHROPES - 60pts per model

	M	WS	BS	S	T	W	I	A	Ld
Venomthrope	4	4	3	4	4	3	5	3	7

Toxithrope	4	4	3	4	4	3	5	4	7
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Troop Type: Monstrous Infantry

Unit size: 1+

Equipment: Two Pairs of Lash Whips (Paired Weapons)

Special Rules: Fear, Poisoned Attacks, Scaly Skin (5+), Swarmlings (Hunter)

Hypertoxic: A model with this special rule inflicts automatic wounds with its Poisoned Attacks on rolls of a 5 or 6, rather than a 6.

Spore Cloud: A model with this special rule is always treated as being in Hard Cover. In addition, any unit without this special rule that is within 6" of a unit with this special rule is also in cover - if the unit is fully within this range it is treated as being in Hard Cover, otherwise it is treated as being in Soft Cover.

Options:

May be given Adrenal Glands for +2 points per model

One Venomthrope may be upgraded to a Toxithrope for +10 points

TOXICRENE - 330 points

	M	WS	BS	S	T	W	I	A	Ld
Toxicrene	6	5	3	6	6	6	5	6	7

Troop Type: Monster

Equipment: Two Pairs of Lash Whips (Paired Weapons).

Special Rules: Hypertoxic, Killing Blow, Large Target, Poisoned Attacks, Scaly Skin (4+), Swarmling (Feeder), Terror

Spore Fog: Any unit that makes a successful charge against a Toxicrene must take a Dangerous Terrain test. If casualties from this test would be sufficient to cause a Panic test and the unit fails, it routs in the same way as if the Toxicrene had defeated them in close combat.

Options:

The Toxicrene may be given Adrenal Glands for +10 points

TYRANNOFEX - 360 points

	M	WS	BS	S	T	W	I	A	Ld
Tyrannofex	6	3	3	6	6	7	1	3	8

Troop Type: Monster

Equipment: Limbs and Jaws (hand weapon), Stinger Salvo and Acid Spray.

Acid Spray: A Tyrannofex with this upgrade has a Strength 4 Breath Weapon. No armour saves are allowed against wounds caused by an Acid Spray.

Special Rules: Large Target, Scaly Skin (3+), Swarming (Hunter), Terror

Upgrades:

Rupture Cannon

Range	Strength	Special Rules
48"	10	Multiple Shots (2), Multiple Wounds (D3), Slow-to-Fire

Fleshborer Hive

Range	Strength	Special Rules
16"	4	Armour Piercing, Multiple Shots (10), Quick-to-Fire

Options:

May replace Acid Spray with one of the following:

- Fleshborer Hive for +10 points
- Rupture Cannon for +50 points

May be given Adrenal Glands for +5 points

May be given Toxin Sacs for +5 points

HIVE CRONE - 300 points

	M	WS	BS	S	T	W	I	A	Ld
Hive Crone	1	3	3	5	5	6	4	3	9

Troop Type: Monster

Equipment: Snapping Jaws and a pair of talons (Two hand weapons), a Slime Cannon and Tentaclids.

Slime Cannon

Range	Strength	Special Rules
24"	4	Armour Piercing, Multiple Shots (3)

Tentaclids: A Hive Crone has four Tentaclids, each with the following profile:

Range	Strength	Special Rules
24"	4	Homing, Multiple Wounds (D3), One Use Only

Homing: A Hive Crone receives a +1 bonus to its Ballistic Skill when it fires a Tentaclid at a unit with the Fly special rule.

Special Rules: Fly, Large Target, Scaly Skin (5+), Swarming (Hunter), Terror

Options:

May take either a Stinger Salvo or Cluster Spines for +10 points

May take Adrenal Glands for +5 points

May take Toxin Sacs for +5 points

EXOCRINE - 310 points

	M	WS	BS	S	T	W	I	A	Ld
Exocrine	6	3	3	5	6	5	1	3	7

Troop Type: Monster

Equipment: Limbs and Jaws (hand weapon) and Bio-Plasmic Cannon.

Bio-Plasmic Cannon

Range	Strength	Special Rules
24"	7	Multiple Shots (6), Slow-to-Fire

Special Rules: Large Target, Scaly Skin (4+), Swarming (Hunter), Terror

Options:

May be given Adrenal Glands for +5 points

May be given Toxin Sacs for +5 points

TRYGON - 340 points

	M	WS	BS	S	T	W	I	A	Ld
Trygon	8	4	3	6	6	6	5	5	8

Troop Type: Monster

Equipment: Two pairs of talons (two hand weapons) and Bio-Electric Pulse.

Bio-Electric Pulse

A Bio-Electric Pulse fires in the same way as a Bolt Thrower with the following profile:

Range	Strength	Special Rules
16"	5	Quick-to-Fire

Special Rules: **Burrowing Menace**, **Large Target**, **Scaly Skin (4+)**, **Swarmling (Feeder)**, **Terror**

Upgrades:

Trygon Prime: A Trygon Prime has Weapon Skill 5, a Leadership of 10 and substitutes the Swarmling (Feeder) special rule with the Synapse Creature special rule.

Options:

May be upgraded to a Trygon Prime for +30 points

May take either a Venom Tail or a Pincer Tail for +10 points

May be given Adrenal Glands for +5 points

May be given Toxin Sacs for +5 points

MAWLOC - 310 points

	M	WS	BS	S	T	W	I	A	Ld
Mawloc	8	3	3	6	6	6	4	3	6

Troop Type: Monster

Equipment: Two pairs of talons (two hand weapons) and Cavernous Maw.

Cavernous Maw: A Mawloc may exchange all of its attacks for a Swallow attack that can target any Character or Champion model as long as they are of the Infantry or Cavalry troop type. If so, the character must take an Initiative Test - if the test is passed, the attack must roll to hit and wound as normal. If failed, the character is eaten by the Mawloc and removed as a casualty, regardless of remaining

Wounds, Armour Saves or Ward Saves (in the case of a Cavalry character, either the mount runs away or is also picked up and swallowed by the Mawloc afterwards).

Special Rules: Burrowing Menace, Large Target, Scaly Skin (4+), Swarming (Feeder), Terror

Options:

May take either a Venom Tail or a Pincer Tail for +10 points

May be given Adrenal Glands for +5 points

May be given Toxin Sacs for +5 points

HARUSPEX - 320 points

	M	WS	BS	S	T	W	I	A	Ld
Haruspex	6	3	3	5	6	6	1	3	7

Troop Type: Monster

Equipment: Pair of talons (hand weapon) and Grasping Tentacles.

Grasping Tentacles: A Haruspex has D6 additional attacks (roll at the beginning of each Close Combat round) that are resolved at the Initiative 10 step but do not benefit from any bonuses the Haruspex gains from its other close combat weapons.

Special Rules: Large Target, Scaly Skin (4+), Swarming (Feeder), Terror

Feeder Beast: For every casualty a Haruspex inflicts with its Grasping Tentacles, roll a D6. On a 4+, the Haruspex regains a Wound lost earlier in the battle. This cannot take the Haruspex beyond its starting number of Wounds.

Options:

May replace its pair of talons with Crushing Claws for +20 points

May be given Adrenal Glands for +5 points

May be given Toxin Sacs for +5 points

BIO-ARTEFACTS OF THE HIVE MIND

Below is a list of magic items that may only be used by creatures of the Hive Mind where specified in this army list, as these weapons grow as extensions of their owners' bodies. Swarms of the Hive Mind characters that are eligible to use items from this list may not take Magic Items from the Warhammer Rulebook, as their alien nature means they have no knowledge of how to craft such conventional

weapons. Forerunner Hybrid characters, on the other hand, may not use these items, but may take Magic Items from the main Warhammer Rulebook due to them being descended from individuals from the races of the Warhammer world and thus being witness to their skills at forging such items.

Reaper Bonesword

80 points

The Reaper is a variant of the common Bonesword genus that is particularly impervious to any form of magic. As well as being impossible to destroy through magical means, a Reaper discharges bursts of destructive energy that allow it to effortlessly cleave through any form of magical shielding as if it were not there.

Magic Weapon. Hive Tyrant only. A Reaper Bonesword follows all the normal rules for a Lash Whip and Bonesword, but no Ward Saves are allowed against wounds inflicted by it. In addition, a Reaper Bonesword can never be destroyed by spells.

Claws of the Baneling

55 points

The Baneling was the name assigned to one particular Forerunner Patriarch that was slain by the Bretonnian Duke Pierre le Cornemuseur after rumours abounded in the village of Voilare that strange prophets with ridges on their foreheads had been gathering in an old barn. The creature had leaped at the Duke and had lashed at him with the speed of quicksilver, taking one of his eyes, and was only killed when the nobleman had managed to thrust a nearby pitchfork through its thick neck. Most of its cult were subsequently purged during the next few months, but still more of its kin could still be alive and well in the wilds.

Magic Weapon. Forerunner Patriarch only. A Patriarch with the Claws of the Baneling has the Always Strikes First special rule. This does not affect the Patriarch's Venom Tail attack if he has one.

Balethorn Cannon

70 points

This variant of the Stranglethorn Cannon species is much rarer, but no less deadly. Instead of firing a pod containing a number of deadly vines that throttle the target, a Balethorn Cannon launches a web of iron-hard filaments that begins to contract on contact with the target. Those wearing more armour are at greater risk than their comrades as the contracting web presses upon any armour so that it constricts the target even further.

Magic Weapon. Hive Mind Monster only. A Balethorn Cannon is a missile weapon with the following profile:

Range	Strength	Special Rules
24"	*	Crushing Web

Crushing Web: A Balethorn Cannon is fired in the same way as a Stone Thrower. Shots fired with a Balethorn Cannon roll to wound against the target's armour save (with a +1 bonus to this roll to wound the model directly underneath the central hole). No armour save is allowed against shots fired by a Balethorn Cannon. A monster equipped with a Balethorn Cannon may not take any other shooting weapons.

Slimer-Maggot Infestation

40 points

Slimer-Maggots are the vile creatures that take up residence in a Deathspitter. On occasion a leader-beast of the Hive Mind can evolve the ability to birth these creatures inside them and belch them forth from orifices in their chitin to achieve similar effect.

Magic Weapon. A Slimer Maggot Infestation is a missile weapon with the following profile:

Range	Strength	Special Rules
12"	5	Multiple Shots (6), Quick-to-Fire

Thornback Carapace

40 points

Of all the myriad bioforms spawned by the Hive Mind, none are as rare as a Thornback. Especially well-armoured, a Thornback's exoskeleton is riddled with sharp spines that an enemy should do well to avoid if they have any hope of defeating it.

Magic Armour. A creature with a Thornback Carapace has a 3+ armour save that cannot be improved upon in any way. In addition, whenever an enemy model scores a successful hit against the creature, the opposing player must make an Initiative test for that model. If it is failed, that model suffers a hit in return with a Strength equal to that of the model.

Flame-Retardant Exoskeleton

10 points

Whenever the forces of the Hive Mind have come into conflict with foes who seek to destroy them with fire, leader-beasts have often been spawned with an exoskeleton that allows them to weather this destructive weapon far more proficiently than their underlings.

Magic Armour. A creature with a Flame-Retardant Exoskeleton has a 4+ Ward Save against attacks with the Flaming Attacks special rule.

Chameleonic Mutations

35 points

Even though chameleonic skin is a trait predominantly possessed by the Lictors for the purposes of reconnaissance, it has been known for a particularly potent leader of the Hive Mind to also develop such a protective measure.

Magic Armour. Enemy units shooting at a creature with Chameleonic Mutations suffer an additional -1 to Hit. Missile weapons that do not roll to hit are unaffected.

Synaptic Crest

60 points

Some leader beasts of the Hive Mind have been spotted with a long crest jutting out of their forehead, which channels a biostatic charge generated by the synaptic energies of the creature that is particularly effective in smothering the Winds of Magic. Because a lot of energy is required on the part of the monster to achieve such an act, this can cause the creature to tire and its attention to be divided.

Arcane Item. Model with the Synapse Creature special rule only. A model with a Synaptic Crest may automatically dispel one enemy spell every turn. However, if this ability is used in the Hive Mind player's Magic Phase, the model suffers a -1 penalty to its Weapon Skill and Ballistic Skill until the Hive Mind player's next Magic Phase. This magic item can never be stolen, but it can be destroyed, and if the creature possessing it is slain, its effect is lost for the rest of the game.

Earthing Roots

45 points

Some creatures spawned with the power to command the alien magic of the Hive Mind are birthed with fungal tubials as part of their body structure. When the creature attempts to harness such magic, these tendrils shoot out from its body and bury themselves into the ground, practically tethering the creature but also seeking out the roots of native plants and fungi and parasitising them so that if the build up of synaptic energy within the creature becomes too great, the excess can be siphoned off and into these unwitting targets.

Arcane Item. At the beginning of the Hive Mind movement phase, a model with Earthing Roots may decide to deploy them. If so, it may not move this turn, but the owning player may re-roll all results on the Miscast table during the creature's Magic Phase for this turn.

Crown of the Apex

20 points

A parasitic organism that resembles a crown when it clings to the armoured head of its host, the Crown of the Apex bores with its many sharp tendrils directly into the host creature's brain. Rather than killing it, the Crown forms a synaptic link with the creature that channels the domineering will of the Hive Mind to radiate further afield from the creature's psychic presence than it would normally do.

Enchanted Item. Model with the Synapse Creature special rule only. A Synapse Creature with the Crown of the Apex adds 6" to its Synapse Range.

Infrasonic Roar

30 points

Some creatures of the Hive-Mind emit a roar so deep and booming that it causes the basest fear instincts in their enemies to become impossible to control.

Enchanted Item. Hive Mind Monster only. Any enemy unit that attempts to take a Fear or Terror test against a creature with an Infrasonic Roar suffers an additional -1 penalty to their Leadership characteristic.

Hyper-Adaptive Biology

30 points

The most adaptive creatures of the Hive Mind possess a physical infrastructure that can work to evaluate the nature of weapons that damage them and develop measures to counter them as a battle progresses.

Enchanted Item. When a creature with Hyper-Adaptive Biology is wounded for the first time in a battle, the Hive Mind player may choose one of the following bonuses: +1 WS, +1 T, +1 I or +1 S. The creature receives this bonus for the rest of the battle.