

THE HORROR

The psychic presence of the Hive Mind radiates from the Hive Tyrant, flooding the minds of the enemy with an unfathomable sentience so alien that they quail against it and panic.

This is a psychic shooting attack that automatically hits a single non-vehicle enemy unit within 12". That unit must immediately take a Morale check or fall back. This has no effect on enemy units that have the Fearless special rule.

LEECH ESSENCE

The Hive Tyrant rips the life force from its enemy, feeding upon it in order to reinvigorate and regenerate its own flesh.

This is a psychic shooting attack that automatically hits a single non-vehicle enemy unit within 12". The target immediately suffers D3, Strength 3, AP2 hits. The Hive Tyrant recovers a single lost Wound for each wound inflicted using this power, up to its starting number of Wounds.

PAROXYSM

The Hive Tyrant debilitates its enemies by triggering every nerve and pain receptor in their bodies, overwhelming their senses with wracking fits of agony.

This is a psychic shooting attack that automatically hits a single non-vehicle enemy unit within 12". That unit must reduce its Weapon Skill and Ballistic Skill to 1 until the beginning of the Hive Tyrant's next turn.

PSYCHIC SCREAM

The Hive Tyrant unleashes a piercing shriek of psychic energy that shreds the minds of the weak-willed, reducing all but the strongest to insanity.

This is a psychic shooting attack that automatically hits all non-vehicle enemy units within 2D6" of the Hive Tyrant. All units hit must immediately take a Leadership test. If they fail the test they suffer a single wound for each point they failed by, with no armour saves allowed.

CATALYST

The power of the Hive Mind infuses the organisms under its control, flooding their systems with such unnatural vitality that they can ignore the most grievous of wounds

This psychic power is used during your Movement phase. If successful a single friendly unit within 12" of the psyker gains the Feel No Pain special rule until the beginning of the next Tyranid turn.

DOMINION

The Tervigon uses its prodigious psychic strength to channel and amplify the will of the Hive Mind.

This psychic power is used at the beginning of your turn, before any Instinctive Behaviour tests are rolled. If successful, the Tervigon's synapse range is increased to 18" until the beginning of the next friendly turn.

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ONSLAUGHT

The Tervigon seizes control of its minions' weapon symbiotes, guiding their fire whilst simultaneously driving the swarms towards the enemy at a relentless, breakneck pace.

This is a psychic shooting attack that automatically hits a single friendly unit within 12". That unit may both run, and then shoot in the same Shooting phase. The unit may do so even if it is subject to Instinctive Behaviour – Feed. A unit under the effect of Onslaught may not assault unless it also has the Fleet ability.

AURA OF DESPAIR

The Broodlord projects an aura of raw alien hostility; a psychic shroud that disrupts the enemy, sapping their will to fight whilst simultaneously heightening their greatest fears.

This psychic power is used at the beginning of your Assault phase. If successful, all enemy units within 12" of the Broodlord suffer a -1 penalty to their Leadership until the end of the following player turn. If an enemy unit is within range of several Broodlords using this power, the modifiers are cumulative.

HYPNOTIC GAZE

The Broodlord subverts its prey's willpower and smothers its conscious mind, leaving the victim completely at its mercy.

This psychic power is used during your Assault phase, after any assault moves have been made, but before any attacks are made. If successful, select one model in base contact with the Broodlord. Both players roll a D6 and add the Leadership of their respective models. If the Broodlord rolls equal to or higher than the target's score, that model may not attack in the ensuing close combat. This power cannot affect models that do not have a Leadership value.

WARP BLAST

The Zoanthrope taps into the raw power of the Hive Mind, unleashing it as a blast of pure Warp energy that arcs from its oversized cranium.

This is a psychic shooting attack with the following profile:

Range	Strength	AP	Type
24"	5	3	Assault 1, Blast

WARP LANCE

The Zoanthrope focuses the Warp power it has harnessed into a more contained stream, firing a single devastating bolt that can punch through fortress walls and vapourise a battle tank.

This is a psychic shooting attack with the following profile:

Range	Strength	AP	Type
18"	10	1	Assault 1, Lance

CATAclysm

The Doom of Malan'tai can siphon off a portion of the psychic energy it has absorbed to create a searing blast of destruction that destroys everything in its path.

Range	Strength	AP	Type
24"	X	1	Assault 1, Large Blast

The Strength of this psychic power is equal to the number of Wounds the Doom of Malan'tai has when the power is used.

After this power has been used, but before any additional Wounds are gained due to the Absorb Life ability, the Doom of Malan'tai suffers D3 wounds. No saves of any kind can be taken against these wounds.

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