

Hive Mind Discipline

If a tyrannid non-battleline unit kills an enemy psyker in melee combat, then whatever psy powers that unit knew are now available FOR PURCHASE by the hive psykers.

Catalyst — *Psychic Blessing*

Warp Charge: 6

Range: Synaptic Link

If manifested, select one friendly **<HIVE FLEET>** unit within **Synaptic Link range** of this PSYKER. Until the start of your next Psychic phase:

- Each time a model in that unit (excluding **TITANIC** models) would lose a wound, roll one D6: on a **5+**, that wound is not lost.
- Each time a **TITANIC** model in that unit would lose a wound, roll one D6: on a **6**, that wound is not lost.

The Horror — *Psychic Malediction*

Warp Charge: 5

Range: Synaptic Link or 24"

If manifested, select one enemy unit within **Synaptic Link range** of this PSYKER, or one enemy unit within 24" of this PSYKER. Until the start of your next Psychic phase:

- Add **2** from that unit's **Leadership characteristic**.
- Subtract **1** from **Battle-shock tests** taken for that unit.

Neuroparasite — *Psychic Witchfire*

Warp Charge: 7

Range: Synaptic Link or 18"

If manifested, select one enemy unit within **Synaptic Link range** of this PSYKER, or one enemy unit within 18" of this PSYKER. Then roll one D6 for each model in that unit (to a maximum of 6 rolls):

- For each roll that **exceeds that model's Toughness characteristic**, that unit suffers **1 mortal wound**.

ONSLAUGHT

The synapse creature reaches out with its mind and seizes control of the lesser creatures' weapon symbiotes, guiding their fire whilst simultaneously driving the swarms toward the enemy at a breakneck pace.

Blessing: Onslaught has a warp charge value of 6.

If manifested, select one friendly **<HIVE FLEET> unit** within **Synaptic Link range** of this PSYKER. Until the start of your next Psychic phase:

- That unit is eligible to **declare a charge in a turn in which it Advanced**.
- Each time that unit makes a ranged attack, weapons gain **Assault**.
- Each time that unit makes a ranged attack with a **Heavy weapon**, it counts as standing still.

Paroxysm — *Psychic Malediction*

Warp Charge: 7

Range: Synaptic Link or 18"

If manifested, select one enemy unit within **Synaptic Link range** of this PSYKER, or one enemy unit within 18" of this PSYKER. Until the start of your next Psychic phase:

- That unit **cannot fire Overwatch** and **cannot Set to Defend**.

- Each time a model in that unit makes a **Melee attack**, subtract **1** from the **Wound roll**.

Psychic Scream — *Psychic Witchfire*

Warp Charge: 5

Range: 18"

If manifested, select the **closest enemy unit** within 18" of this PSYKER. That unit suffers **D3 mortal wounds**.

If that unit has the **PSYKER** keyword, and the result of the Psychic test exceeds that unit's **Leadership characteristic**, then randomly select one psychic power that unit knows. Until the end of the battle, that unit no longer knows that psychic power.