

Cosmic Devourer



Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Swarm Runners [10]	5+	5+	Razor Claws (A2)	Fast, Strider	A, C	130
Swarm Warriors [3]	4+	4+	6x Razor Claws (A3)	Fearless, Tough (3)	B, D	
Swarm Revenger Alpha [1]	4+	2+	4x Heavy Razor Claws (A3, AP(1)), Stomp (A4, AP(1))	Fear(2), Fearless, Tough(12), Impact(3), Regeneration, Breath Attack	-	415
Swarm Revenger [1]	4+	2+	4x Heavy Razor Claws (A3, AP(1)), Stomp (A4, AP(1))	Fear(2), Fearless, Tough(12)	F	335
Swarm Shardlings [10]	5+	5+	10x Bio-Borers (12", A2), 10x Razor Claws (A1)	Strider	A, E	125
Swarm Overmind [1]	3+	2+	4x Heavy Razor Claws (A3, AP(1)), Stomp (A4, AP(1))	Fear(2), Fearless, Hero, Tough(12)	G	375
Shadow of the Synapse [3]	4+	4+	3x Psy-Blasts (18", A1, Blast(3)), 3x Psy-Shocks (A1)	Psychic Synapse, Stealth, Tough(3), Regeneration	-	240
Swarm neurolings[10]	5+	5+	Razor Claws (A1)	Resistance, Spell Warden, Strider	A	120
Genextractor Alpha [1]	3+	4+	Heavy Claw (A4, AP(1), Rending)	Caster(2), Fast, Hero, Scout, Strider, Tough(3)	-	125
Genextractors [5]	3+	4+	5x Heavy Claws (A2, AP(1), Rending)	Fast, Scout, Strider	-	160
Psyonic Envoy [1]	3+	4+	2x Heavy Razor Claws (A4, AP(1))	Ambush, Fast, Fear(1), Stealth, Strider, Tough(6), Caster(2)	-	225



UPGRADES	
A	Upgrade all model with any::
	Heavy Bite (Furious) +5pts
	Adrenaline (No Retreat) +25pts
	Toxic Cysts (Poison in melee) +5pts
B	Replace one Razor Claws:
	Piercing Spike (A1, AP(2), Deadly(3)) +5pts
	Razor Whip (A3, Poison) +5pts
	Slashing Blade (A3, AP(1), Rending) +5pts
	Smashing Club (A1, Blast(3), AP(2)) +5pts
	Serrated Blade (A3, AP(4)) +15pts
C	Replace up to two Razor Claws:
	Piercing Claws (A1, AP(1), Deadly(3)) +5pts
	Serrated Claws (A2, AP(4)) +5pts
	Slashing Claws (A2, AP(1), Rending) +5pts
	Smashing Claws (A1, Blast(3)) +5pts
D	Any model may replace one Razor Claws:
	Ravager Gun (18", A3) +5pts
	Twin Spine Guns (12", A4, AP(1)) +5pts
	Spitter Gun (24", A1, Blast(3)) +5pts
	Replace one Ravager Gun:
	Shredder Gun (18", A3, Rending) +5pts
	Barb Gun (30", A1, Blast(3), AP(1)) +10pts
	Heavy Ravager Gun (18", A3, AP(2)) +10pts
	Acid Launcher (30", A1, AP(2), Deadly(3), Lock-On) +25pts
E	Replace all Bio-Borers:
	Bio-Spiner (6", A2, AP(1)) -15pts

UPGRADES	
	Bio-Ravager (18", A2) +25pts
	Replace up to two Bio-Borers:
	Bio-Flamer (6", A1, Blast(3), Reliable) +5pts
	Bio-Fuser (6", A1, AP(4), Deadly(3)) +5pts
	Bio-Plasma (12", A1, AP(4)) +5pts
	Bio-Shredder (9", A2, Rending) free
	Bio-Spiker (18", A1, AP(1), Sniper) +20pts
F	Replace any Heavy Razor Claws:
	Piercing Claws (A1, AP(2), Deadly(3))+5pts
	Slashing Claws (A3, AP(1), Rending)+5pts
	Smashing Claws (A1, AP(2), Blast(3))+5pts
	Serrated Claws (A3, AP(4))+10pts
	Replace 3x Heavy Razor Claws:
	Heavy Shredder Cannon (18", A8, Rending)+10pts
	Heavy Spitter Cannon (24", A4, Blast(3))+30pts
	Rapid Heavy Ravager Cannon (18", A12, AP(2))+80pts
	Heavy Barb Cannon (36", A2, AP(2), Blast(6))+110pts
	Heavy Acid Cannon (36", A2, AP(2), Deadly(6), Lock-On)+150pts
G	Replace any Heavy Razor Claws:
	Razor Whip (A2, Poison, Reliable)-5pts
	Serrated Blade (A3, AP(4)) +15pts
	Replace 2x Heavy Razor Claws:
	Shredder Cannon (18", A4, Rending)-5pts
	Spitter Cannon (24", A2, Blast(3))+10pts
	Barb Cannon (36", A1, AP(2), Blast(6))+15pts
	Heavy Ravager Cannon (18", A6, AP(2))+40pts

UPGRADES	
	Acid Cannon (36", A1, AP(2), Deadly(6), Lock-On)+90pts
	Upgrade with any:
	Bio-Recovery (Regeneration)+50pts
	Hive Conduit (Caster(+3))+60pts
	Wings (Ambush, Flying)+65pts
	Upgrade with any:
	Brood Leader (Pheromones)+25pts
	Hive Protector (Psy-Barrier)+35pts

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**SPECIAL RULES:**

No Retreat: Whenever this unit fails a morale test, you must kill one of its models, and the morale test counts as passed instead.

Pheromones: Once per activation, before attacking, pick one other friendly unit within 12" of this model, which may move by up to 6".

Psy-Barrier: Counts as having Regeneration on rolls of 4+ against spell attacks, and on rolls of 6+ against non-spell attacks (this stacks with Regeneration).

Psychic Synapse: Models with this rule count as having Psychic(1), however only one of them in the unit may cast or block spells each round. When casting or blocking spells, roll as many dice as models with this rule in the unit, and pick the highest result.

Shrouding Mist: Once per activation, pick 2 friendly units within 6", which get the Stealth rule next time they are shot at.

Takedown: When this model attacks in melee, you may pick one model in the unit as its target, and make 1 attack at Quality 2+ with AP(1) and Deadly(3), which is resolved as if it's a unit of 1.

PSYCHIC SPELLS

Terror (4+): Target enemy unit within 6" takes 3 hits with AP(2).

Psychic Blast (4+): Target enemy unit within 6" takes 1 hit with AP(2) and Deadly(3).

Animate Flora (5+): Target 2 friendly units within 6" get Flying next time they activate.

Shriek (5+): Target 2 enemy units within 6" take 4 hits with AP(1) each.

Infuse Life (6+): Target friendly unit within 12" gets Regeneration next time it takes wounds.

Overwhelm (6+): Target enemy model within 12" takes 3 hits with AP(4).