

INDIVIDUALS

0-1 PARASITE OF MORTREX.....78 points

Swooping on leathery wings, the Parasite of Mortrex uses its barbed ovipositor to drive Ripper gestation pods deep into its victims' bodies. These swiftly-growing creatures soon chew themselves free from their unfortunate hosts. Such was the fate of the defenders of Imperial planet of Mortrex, the world first cursed by the Parasites' onslaught. Now it wreaks havoc on the foes of the Hive Fleet by soaring over defences and seeding unlucky souls with nascent Rippers.

The Tyranid swarm may contain up to one Parasite of Mortrex.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Parasite of Mortrex	16	6	3	5	5	3	6	3	10

- WEAPONS** Claws and a barbed ovipositor.
- ARMOUR** Chitinous armour (5+ save).
- BIOMORPHS** The Parasite of Mortrex may have up to 1
- SPECIAL** The Parasite of Mortrex causes *Fear* and can fly in the same manner as Gargoyles. In addition it always counts as being in *Light Cover* against all shooting attacks

BARBED OVIPOSITOR

If it wins a combat, the Parasite of Mortrex may exchange its winning combat score for a single wound roll with the barbed ovipositor. Roll to wound and take any armour saves as normal. If it successfully wounds an enemy model, that model becomes infected with parasites. If it is a single wound model it is considered a casualty but remains on the battlefield. If it has multiple wounds, it must pass a Toughness test immediately and then at the start of each subsequent turn. If it succeeds it fights as normal. If it fails, it is considered as a casualty as stated above. Should the model lose its last wound before the parasites take effect then it is removed as a casualty as normal. At the start of the next compulsory moves phase roll a D6 for the infected model/s and consult the Parasitic Infection table below.

Note: Only organic models can be affected by the parasite. Constructs like Eldar Wraithguard or Necrons and warp-spawned Daemons are immune to the parasitic infection. A Toughness test is made at the start of every turn for infected multi-wound models.

PARASITIC INFECTION TABLE

1	The victim expires too quickly before the parasites can grow effectively. Remove the model as a casualty.
2-3	The victim moves in a random direction D6'' as their body tries to fight the parasitic infection. They may do nothing else.
4-5	The victim succumbs to the parasites within, dropping to its knees and screaming in agony before exploding in a rain of viscera. Any friendly unit within 3'' must take a Fear test. Remove the model as a casualty and replace it with a base of Ripper Swarms. The new Ripper Swarm may then be used by the Tyranid player as normal.
6	The victim shakes convulsively as their vital organs and fluids are consumed rapidly, their body bloating to twice its size before ripping itself apart, a mass of Tyranid life forms pouring out the now bloodless corpse. Remove the model as a casualty and replace it with 2 Ripper Swarms. The new Ripper Swarms may then be used by the Tyranid player as normal.



Name	Range Short	Range Long	To Hit Short	To Hit Long	STR	SAVE MOD	DAM	ARMOUR PEN	Special
Barbed Ovipositor		Close combat only			5	-2	See Rules	1D6+5	Parasitic Infection