

TYRANIDS FANDEX

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MINOR CHANGES

Changes in V1.0: Termagants have been renamed Termagaunts; reduced point costs for various units and biomorphs, and added options for some units; gave the Swarmlord the Warp Shield power and changed Psychic Monstrosity.; Spike Rifles and Spinefists are now a free upgrade for Termagaunts; Acid spray, flamespurt, fleshborer hives, shreddershard beetles, lash whips, toxic miasma have been changed slightly; Genestealers and Ymgarl Genestealers can now take frag spines; added Warp Shield and Hive Will to help make expensive units more survivable; added Tail Weapons, Spore Cysts, Symbiote Rippers and Tusked; changed the effects of the strangeweb, acid maw, flesh hooks, crushing claws, regeneration; added the Hormagon creature and brought back the Red Terror; overhauled the Pyrovore and moved it to Fast Attack. It is now more of a suicide-bomber creature, meant to get into the enemy lines quickly, and then take down as many enemies with it as it can; gave greater access to frag spines throughout the army list for combat units; Carnifexes are now much cheaper, and have a lot more worthwhile options, which will make them worth fielding again; overhauled Old One Eye to make him worth taking again; modified the Harpy to make it less of a glass cannon; fixed some of the contentious issues from the FAQ; most of the Monstrous Creatures have been given Stubborn to make up the exploit where people will kill a ton of Termagaunts, then force those saves on Monstrous Creatures through No Retreat saves. Synapse Creatures have also been given Stubborn; made Tyrannofexes cheaper and raised their BS.

Changes in V1.1: Lowered the cost of upgrades on Genestealers, Mycetic Spores and Hormagaunts; lowered the cost of Tyranid Warriors; changed crushing claws; added Mutations for Tyranid Warriors and Shrikes; actually put the rules for The Red Terror in...; added Apocalyptic Units section; reformatted sections of the Army List

Changes in V1.2: Fixed the price of Gargoyles; fixed more formatting issues; made Trygon Primes Synapse Creatures; changed Hive Commander; took out Stubborn on Fearless creatures because it's redundant; reduced a few of the options on the Carnifex; gave Genestealers the "They're in the Walls!" rule; changed Harpy's Spore Seeding rule; streamlined the Unit Special Rules section; changed cost of various biomorphs and units; changed the Pyrovore a bit more and moved him back to Elites; reduced Red Terror's WS to 4; changed Hive Node; clarified Lictor's Chameleonic Skin rule; expanded the Mutations section; clarified Impaler Cannon; took Hive Will away from Tervigons/Hormagons; clarified rules for Zoanthropes riding in Mycetic Spores; fixed Spore Mine Army List entry

Changes in V1.3: Fixed minor spelling/grammar errors; changed Pyrovore (...again), Harpy, Lictor and Deathleaper; added Psychic Beacon Biomorph; made "They're in the Walls!" optional; allowed Carnifexes to take Enhanced Senses; reduced cost of Raveners and Hormagon and gave them some more options; raised cost of Carnifexes; changed the cost of some biomorphs and mutations; added Furious Assault psychic power; allowed Raveners to take Mutations for the same cost as Shrikes

Changes in V1.4: Removed Instinctive Behaviour from the Doom of Malan'tai, added a summary chart at the end; fixed Mycetic Spore Profile; reworded Pheromone Trail; lowered cost of Hormagon

FORCES OF THE TYRANIDS

TYRANID CLOSE COMBAT WEAPONS, SYNAPSE CREATURE, SHADOW IN THE WARD, INSTINCTIVE BEHAVIOUR

See the Tyranids Codex, page 33.

UNIT SPECIAL RULES

Relevant special rules for each unit are listed in the Unit Special Rules section – for a unit's full profile, see their Army List entry.

UNIT SPECIAL RULES

See the Army List for a full list of special rules for each unit. Note that, unless otherwise specified, Tyranid units use the special rules listed in the Tyranids 5th Edition Codex. This section lists the changed rules, which supersede or replace previous rules.

HIVE TYRANT

Hive Commander: Some Hive Tyrants are tactical geniuses, knowing when to direct their troops to arrive and devour their prey. Whilst a Hive Tyrant with the Hive Commander ability is alive, you may choose to add +1 to your reserves rolls.

GENESTEALERS

“They're in the Walls!”: Genestealers are master infiltrators, able to scale walls, crawl through air ducts and leap through trees to reach their prey. Genestealers with this special rule count as being armed with assault grenades.

LICTORS

Chameleonic Skin: A Lictor's skin is able to change colour to blend in to its environment, better enabling it to sneak up upon its prey. Lictors always start the game in reserves. When they arrive, they must be placed in area terrain, at least 1” away from an enemy model. They may not move in the turn they arrive, but can shoot and assault normally. If the Lictor cannot be placed in area terrain, then they must deploy within 3” of area terrain, but may not assault when it arrives.

Pheromone Trail: Lictors exude a pheromone signature that acts as a signal to other Tyranids. For each Lictor brood in the army, the Tyranid player may add +1 to their reserves rolls. In addition, any units arriving from Deep Strike do not roll to scatter if they arrive within 6” of a Lictor.

HARPY

Spore Seeding: As the Harpy flies, it drops spores onto enemies below, many of which are explosive. Once per game, in the Movement phase, the Harpy may move up 24” and drop Spore Mines on any enemy unit within that it passes over. Roll to scatter as if the Harpy were firing a barrage weapon at the unit with the following profile:

Range	Strength	AP	Type
N/A	4	4	Assault D3, Large Blast*

The Harpy may not shoot after this special move, but counts as moving Flat-Out as if it were a Skimmer.

**If, after the final position of the first template in the barrage has been determined, there are no enemy models within 6” of the central hole, do not resolve the attack, but instead place D3 Spore Mines in base contact with each other on the spot where the central hole would have landed. These then follow the rules for Spore Mines detailed in the Living Bomb rule on page 48 of the Tyranids Codex.*

PYROVORES

Volatile: Pyrovores are essentially walking flamethrowers, and risk detonation if their liquid sacs are ruptured.

When a Pyrovore is killed, roll a D6. On a 4+, the strike has caused the beast to explode. All models within D3” of the slain Pyrovore suffer a Strength 4 AP- hit. Vehicles suffer a glancing hit on a 6+.

Chain Fire: Only one Pyrovore in a brood may

fire per Shooting Phase – however, the more Pyrovores in the brood, the more powerful their shot is (see Flamespurt entry for details).

TRYGON

See Tyranids Codex, page 50, with amendment – units may assault the turn they arrive from the Trygon's tunnel.

MAWLOC

Terror from the Deep: See Tyranids Codex, page 51, with amendment – cover saves are not allowed against this attack.

HORMAGON

Spawn Hormagaunts: A Hormagon can spawn Hormagaunts in the Tyranid Movement phase before it has moved – even if it is locked in assault. If it does so, roll 3D6. Place a new unit of Hormagaunts such that no model is more than 6” from the Hormagon – the size of the unit is equal to the total rolled. Models in this new unit cannot be placed in impassable terrain, or within 1” of enemy models. If you cannot place some of the models, the excess are destroyed. The spawned unit may move, shoot and assault normally. A unit spawned by a Hormagon is identical to a Hormagaunt unit chosen from the Troops section of the army list, and is treated as such. Models in a spawned unit have no biomorphs.

If any double is rolled when determining the size of the spawned unit, the Hormagon has temporarily exhausted its supply of larvae – the unit is created as normal, but the Hormagon cannot attempt to spawn further units for the rest of the game.

Swarm Progenitor: Should a Hormagon be slain, every Hormagaunt brood, spawned or otherwise, within 6” immediately takes 3D6 Strength 3 hits.

MYCETIC SPORE

See Tyranids Codex, page 54, with amendment – Independent characters may ride with a unit they are attached to in a Mycetic Spore.

THE SWARMLORD

Psychic Monstrosity: The Swarmlord has a synapse and Shadow in the Warp range of 18”. In

addition, the Swarmlord may use two psychic powers a turn.

Alien Cunning: Whilst the Swarmlord is alive, you may add +1 to any of your reserves rolls. In addition, if any of your units arrive from reserves using the outflank ability, you may reroll the dice to determine which table edge they arrive from.

OLD ONE EYE

Rapid Regeneration: Old One Eye's form constantly regenerates itself – it is speculated that he is some sort of genetic experiment abandoned by the Hive Mind.

At the start of the Tyranid player's turn, as long as Old One Eye is still alive, roll a D6 for each Wound he has lost from his starting number of Wounds. For every 5 or 6 rolled, Old One Eye recovers a single lost wound.

If Old One Eye is slain, lie him down on his side. At the start of the next Tyranid Movement phase, roll a D6 – on a 5 or a 6, he stands back up with 1 wound remaining. He not roll to regenerate more wounds this turn.

THE DOOM OF MALAN'TAI

See Tyranids Codex, page 58, with amendment – cover saves may not be taken against wounds caused by Spirit Leech.

DEATHLEAPER

Chameleonic Cloaking: This rule is identical to Chameleonic Skin, except that the Deathleaper may deploy anywhere on the board, and may shoot and assault when it does.

“Where'd it go?”: See Tyranids Codex, page 59 with amendment – uses the rules for Chameleonic Cloaking, instead of Chameleonic Skin.

THE RED TERROR

Terror from the Deep: See Mawloc entry.

Fast: The Red Terror may assault up to 12” as if it was a Beast.

Swallow Whole: The Red Terror has a nasty habit of stuffing its victims into its gaping maw, turning them into a messy meal.

If The Red Terror hits with all of its Attacks in the Assault phase, the Tyranid player may choose a single enemy model in base contact with The Red

Terror. The attacks are discarded, and the victim is stuffed into The Red Terror's mouth – the elected model is removed from play with no saves of any kind allowed, and may not be resurrected by any means.

The following models cannot be swallowed:

- Models with an unmodified Strength and/or Toughness of 5 or more
- Bikes or cavalry
- Anything with an Armour Value

TYRANID PSYCHIC POWERS

Aura of Despair: See Tyranids Codex, page 62.

Catalyst: See Tyranids Codex, page 62.

Dominion: See Tyranids Codex, page 62.

Furious Assault: The Hormagon drives a Tyranid unit mad with the need to feed.

This psychic power is cast at the beginning of the Tyranid Movement phase. If it is passed, a single Tyranid unit within 12" gains the Furious Charge universal special rule until the beginning of the next Tyranid turn.

Hive Will: The Hive Mind projects its power into a unit, protecting them from harm and forcing them to continue fighting, even if they suffer grievous wounds.

This psychic power is cast at the beginning of the Tyranid Movement phase. If it is passed, a single Tyranid unit within 12" gains the Eternal Warrior universal special rule until the beginning of the next Tyranid turn. The target of this power can be the caster, if you wish.

Hypnotic Gaze: See Tyranids Codex, page 62.

Leech Essence: See Tyranids Codex, page 62.

Onslaught: See Tyranids Codex, page 62.

Paroxysm: See Tyranids Codex, page 62.

Psychic Scream: See Tyranids Codex, page 62.

The Horror: See Tyranids Codex, page 62.

Warp Blast: See Tyranids Codex, page 62.

Warp Lance: See Tyranids Codex, page 62.

MUTATIONS

Tyranids often show a variety of genetic differentiation, allowing them to adapt to any situation the Hive Fleet may need them for. Creatures that may take mutations will be clearly listed in their relevant Army List profile. Mutations must be purchased for every model in the same brood at the points cost listed. Each mutation may only be purchased once per model. A mutated character may join an applicable non-mutated brood, and vice versa (for example, an unmutated Tyranid Prime may join a squad of Termagants with Enhanced Senses, and a mutated Hive Tyrant may join a squad of Tyrant Guard). The effects of these mutations change the creature's basic profile (eg, T7 rather than T6[7]).



WEAPONS AND BIOMORPHS

RANGED WEAPONS

Acid Spray: See Tyranids Codex, page 53.

Barbed Strangler: See Tyranids Codex, page 81.

Bio-electric Pulse: See Tyranids Codex, page 50.

Bio-plasma: See Tyranids Codex, page 46.

Cluster Spines: See Tyranids Codex, page 81.

Deathspitter: See Tyranids Codex, page 81.

Devourer: See Tyranids Codex, page 81.

Brainleech Devourer: Large Tyranids sport Devourers with the voracious Brainleech Worms, more lethal versions of the standard Devourers.

Range	Strength	AP	Type
18"	6	-	Assault 6*

**If an enemy unit suffers any casualties because of a devourer and is required to take a Morale test at the end of the phase, it suffers a -1 penalty to its Leadership.*

Flamespurt: Pyrovores are characterized by the bio-weapon protruding from their backs. When an enemy draws near, this weapon fires a spray of blazing flame which reduces any foe to ash.

Range	Strength	AP	Type
Template*	6*	4	Assault 1*

**Place the template so that the narrow end is up to 6" away, and the wide end is no closer than 6". Then determine wounds normally. The Pyrovore may fire its flamespurt even if it is subject to Instinctive Behaviour. For each Pyrovore in the brood, the Strength of the attack is increased by +1 and the range is increased by +6".*

Fleshborer: See Tyranids Codex, page 81.

Fleshborer Hive: Tyrannofexes are so large that they can house an entire colony of borer beetles, which they have to expel at a regular rate or risk being consumed from the inside out.

Range	Strength	AP	Type
12"	4	5	Assault 20*

**A unit firing a fleshborer hive may reroll any failed wounds.*

Heavy Venom Cannon: See Tyranids Codex, page 82.

Impaler Cannon: The impaler cannon fires large solid spines which are designed to penetrate the armour on a battle tank or pierce all but the toughest of personal armour. The spines have a life of their own, able to steer themselves towards their targets with terrifying accuracy.

Range	Strength	AP	Type
30"	8	4	Assault 2*

**See Tyranids Codex, page 47, for the special rules governing this shot.*

Ripper Tentacles: See Tyranids Codex, page 54.

Rupture Cannon: See Tyranids Codex, page 53.

Spike Rifle: See Tyranids Codex, page 39.

Spinefists: See Tyranids Codex, page 82.

Spore Mine Launcher: See Tyranids Codex, page 48.

Stinger Salvo: See Tyranids Codex, page 82.

Stranglethorn Cannon: See Tyranids Codex, page 82.

Strangleweb: This composite creature fires a mesh of sticky webbing which constricts its prey and leaves them at the mercy of the swarm.

Range	Strength	AP	Type
Template	3*	-	Assault 1, Pinning

**If the target suffers any casualties from the strangleweb, the unit that fired it counts as having assault grenades in the next Assault phase.*

Thorax Swarm: See Tyranids Codex, page 82.

Venom Cannon: See Tyranids Codex, page 82.

CLOSE COMBAT WEAPONS

Bonesword: See Tyranids Codex, page 83.

Claws and Teeth: See Tyranids Codex, page 83.

Crushing Claws: These gigantic crab-like claws are found on the largest Tyranid creatures. The sheer bulk of these claws allows the creature to tear apart tanks with ease, or decimate entire squads in a single swipe.

A model with crushing claws gains +D3 attacks when in close combat.

BIOMORPH UPGRADES

Acid Blood: See Tyranids Codex, page 84.

Acid Maw: Acid drips from the creature's fanged maw, spraying its victims as it strikes.

A model with this upgrade may reroll failed to wound rolls in close combat.

Adrenal Glands: See Tyranids Codex, page 84.

Armoured Shell: Some of the largest creatures in the Tyranid swarm have nigh-impenetrable armour, able to shrug off all but the strongest attacks directed at it.

Models with the armoured shell biomorph have a 2+ armour save.

Blinding Venom: See Tyranids Codex, page 42.

Containment Spines: See Tyranids Codex, page 50.

Flesh Hooks: Some of the stealthier creatures in the Tyranid swarm have hooks built into their bodies, which they use to scale obstacles with ease. They also fire these hooks when charging into combat.

Models with flesh hooks count as being equipped with frag grenades. In addition, they may fire them in the Shooting phase with the following profile:

Range	Strength	AP	Type
6"	6	-	Assault 2, Rending

Frag Spines: See Tyranids Codex, page 46.

Hive Node: Occasionally, the Hive Mind will produce Gaunts with a glimmer of intelligence – these leader-Gaunts act as a lesser-synapse beacon to ensure that the Hive Mind's will is enacted.

As long as the model with the Hive Node is alive,

Lash Whip: Some Tyranid organisms are armed with whips which they use to entangle their foes to make them easy prey.

Enemy models in base contact with a model with lash whips will strike at I1 OR fight with -1 Attack (to a minimum of 1) until the start of the next Assault phase (decide which effect takes place at the start of the Assault phase).

Rending Claws: See Tyranids Codex, page 83.

Scything Talons: See Tyranids Codex, page 83.

the unit's Leadership is increased to 7.

Implant Attack: See Tyranids Codex, page 84.

Psychic Beacon: The Hive Mind will turn some of its Synapse creatures into hubs of psychic power, used to strengthen their swarms.

A Tyranid psyker with this biomorph may cast 2 psychic powers per turn (this may be the same power if the Tyranid player chooses).

Regeneration: Some of the largest Tyranid creatures display the disturbing ability to re-knit flesh and recover from the most horrific injuries. At the start of the Tyranid Movement phase, roll a D6 for each wound the creature has lost from its starting number of wounds. For each 6 rolled, the model may recover a single wound. If the creature is slain, leave it lying on its side. In the next Tyranid Movement phase roll a D6 – on a 6, it stands back up with 1 wound remaining.

Spore Cysts: Biovores aren't the only creatures in the Tyranid swarm that can produce Spore Mines. Some creatures have been mutated with cysts that can expel these living weapons.

An unengaged model with spore cysts can produce a Spore Mine in the Movement Phase. Place the mine within 2" of the model with spore cysts. It then follows the rules for Living Bomb, but may not move until the following Tyranid turn. After this, roll a D6 – on a 1, the model which spawned the Mine takes a wound with no armour saves allowed.

Symbiote Rippers: At the height of a Tyranid invasion, Ripper Swarms scuttle under the feet of the larger Tyranid creatures, overwhelming

defences through sheer weight of numbers. Symbiote Rippers provide bonus attacks to the creature in the Assault phase. The creature gains D6 S3 attacks, striking at I1.

Synapse Node: When there is need for additional psychic beacons, the Hive Mind will equip Mycetic Spores with synaptic nodes to ensure its control of the swarm.

Synapse Nodes count as Synapse Creatures with a Synapse range of 6".

Tail Weapons: Carnifexes are living engines of destruction. Occasionally, a brood of Carnifexes will be spawned with a weapon attached to their tail, making the Carnifex even more lethal.

There are two different types of tail weapons:

- Mace Tails add +1 attacks to the Carnifexes' profile (so normally a Carnifex will have 4+1 attacks).
- Scything Tails add D3 attacks to the Carnifexes' profile, striking at half the creature's base strength, rounding down.

Toxic Miasma: Some Tyranids have exhaust vents on their back, which billow with poisonous fumes which choke nearby enemies.

At the end of each player's turn, all enemy models in base contact with a Tyranid with toxic miasma suffer a wound on a 4+. Saves (but not cover saves) may be taken as normal.

Toxin Sacs: See Tyranids Codex, page 84.

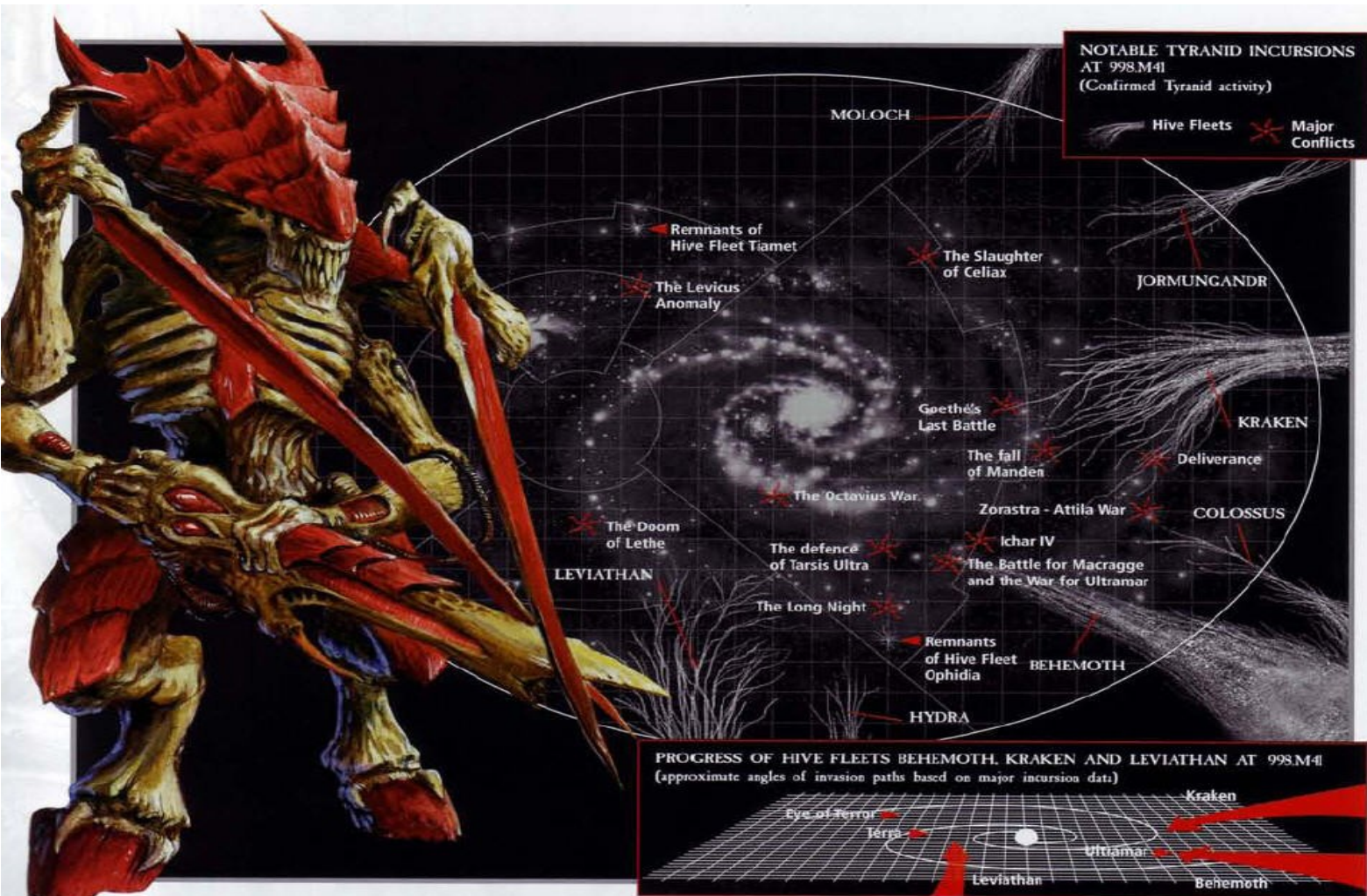
Tusked: It isn't uncommon for the larger Tyranid creatures' maws to sprout large tusks which they impale their victims with when they charge.

A model with the tusked biomorph gains +2 attacks when it charges, rather than +1.

Warp Shield: Some Tyranid creatures are able to project a shield of energy, which can deflect incoming attacks, even those that would bypass its normal armour.

A model with the Warp Shield biomorph has a 5+ invulnerable save.

Wings: See Tyranids Codex, page 84.



ARMY LIST



HIVE TYRANT 170pts Options

WS	BS	S	T	W	I	A	Ld	Sv
8	3	6	6	4	5	4	10	3+

Composition:

-1 Hive Tyrant

Unit Type:

-Monstrous Creature

Weapons and

Biomorphs:

-Lash Whip and
Bonesword
-Scything Talons
-Warp Shield

Special Rules:

-Synapse Creature
-Psyker
-Shadow in the Warp

Psychic Powers:

A Hive Tyrant has 2 of the following powers:

-The Horror
-Leech Essence
-Paroxysm
-Psychic Scream
-Hive Will

Mutations:

-May take up to 3 of the following mutations:

-Predictive Fighter
(+1WS)15 points
-Enhanced Senses
(+1BS)10 points
-Inhuman Strength
(+1S)15 points
-Reinforced Chitin
(+1T)15 points
-Enhanced Reflexes
(+1I)15 points

May take a third psychic power30 points

Replace lash whip and bonesword with:

-An additional set of scything talonsfree

Replace any set of scything talons with:

-Twin-linked deathspitter15 points

-Twin-linked brainleech devourers15 points

May replace a single set of scything talons with:

-Stranglethorn cannon15 points

-Heavy venom cannon20 points

Take any of the following abilities:

-The Horror15 points

-Hive Commander25 points

-Old Adversary25 points

May take any of the following biomorphs:

-Toxin sacs5 points

-Adrenal glands10 points

-Toxic miasma10 points

-Acid blood15 points

-Implant attack15 points

-Symbiote rippers15 points

-Regeneration20 points

-Thorax swarm with either electroshock grubs,
desiccator larvae or shreddershard beetles

.25 points

May take one of the following:

-Armoured Shell30 points

-Wings50 points

SWARMLORD 310pts

WS	BS	S	T	W	I	A	Ld	Sv
9	3	6	6	5	6	4	10	3+

Composition:

-1 (Unique)

Unit Type:

-Monstrous Creature

Weapons and

Biomorphs:

-Bonesabres
-Warp Shield

Special Rules:

-Synapse Creature
-Shadow in the Warp
-Alien Cunning
-Blade Parry
-Psychic Monstrosity
-Psyker
-Swarm Leader

Psychic Powers:

-The Horror
-Psychic Scream
-Paroxysm
-Leech Essence
-Hive Will

TYRANT GUARD 5Opts each

You may include a single unit of Tyrant Guard for each Hive Tyrant or Swarmlord in your army. They do not use up an HQ slot.

WS	BS	S	T	W	I	A	Ld	Sv
5	3	5	6	2	4	3	10	3+

Composition:

-1-3 Tyrant Guard

Unit Type:

-Infantry

Weapons and

Biomorphs:

-Scything Talons

-Rending Claws

Special Rules:

-Instinctive Behaviour

(Feed)

-Blind Rampage

-Shieldwall

Options

The entire brood may replace their scything talons with:

-Lash whips 5 points

-Bonesword 10 points

The whole unit may take:

-Armoured shell 20 points per model

TERVIGON 16Opts

WS	BS	S	T	W	I	A	Ld	Sv
3	3	5	6	6	1	3	10	3+

Composition:

-1 Tervigon

Unit Type:

-Monstrous Creature

Special Rules:

-Synapse Creature

-Brood Progenitor

-Psyker

-Spawn Termagaunts

Weapons and

Biomorphs:

-Claws and teeth

-Stinger Salvo

Psychic Powers:

-Dominion

Options

Take one of the following:

-Scything talons 5 points

-Crushing claws 25 points

Take any of the following:

-Adrenal glands 10 points

-Toxin sacs 10 points

-Acid blood 10 points

-Toxic miasma 10 points

-Acid maw 15 points

-Implant attack 15 points

-Regeneration 20 points

-Psychic Beacon 50 points

Replace stinger salvo with:

-Cluster spines free

Take any additional psychic powers:

-Catalyst 15 points

-Onslaught 15 points

HORMAGON 175pts

WS	BS	S	T	W	I	A	Ld	Sv
3	3	5	6	6	1	3	10	3+

Composition:

-1 Hormagon

Unit Type:

-Monstrous Creature

Weapons and

Biomorphs:

-Scything Talons

-Stinger Salvo

Special Rules:

-Synapse Creature

-Swarm Progenitor

-Psyker

-Spawn Hormagaunts

Psychic Powers:

-Dominion

Options

May replace its scything talons with:

-Crushing claws 25 points

Take any of the following:

-Adrenal glands 10 points

-Toxin sacs 10 points

-Acid blood 10 points

-Toxic miasma 10 points

-Acid maw 15 points

-Implant attack 15 points

-Regeneration 20 points

-Psychic Beacon 50 points

Replace stinger salvo with:

-Cluster spines free

Take any additional psychic powers:

-Catalyst 15 points

-Furious Assault. 15 points

TYRANID PRIME 80pts

Up to two Tyranid Primes may be taken for the cost of a single HQ choice (so normally you may have a maximum of four Tyranid Primes in a single army).

WS	BS	S	T	W	I	A	Ld	Sv
6	4	5	5	3	5	4	10	3+

Composition:

-1 Tyranid Prime

Unit Type:

-Infantry

Special Rules:

-Synapse Creature

-Independent Character

-Alpha Warrior

-Shadow in the Warp

Weapons and

Biomorphs:

-Devourer

-Scything Talons

Mutations:

-May take up to 2 of the following mutations:

-Predictive Fighter
(+1WS) 5 points

-Inhuman Strength
(+1S) 10 points

-Enhanced Reflexes

(+1I) 10 points

Options

Replace scything talons with:

-Rending claws 5 points

-A pair of boneswords 10 points

-Lash whip and bonesword 15 points

Replace devourer with:

-Rending claws free

-Spinefists free

-Deathspitter 5 points

-An additional set of scything talons (cannot be further exchanged) free

-Barbed Strangler 10 points

-Venom Cannon 15 points

May take any of the following biomorphs:

-Toxin sacs 10 points

-Adrenal glands 10 points

-Regeneration 10 points

-Wings 25 points

THE PARASITE OF MORTREX I4Opts

WS	BS	S	T	W	I	A	Ld	Sv
5	3	6	4	3	6	4	10	3+

Composition:

-1 (Unique)

Unit Type:

-Jump Infantry

Weapons and

Biomorphs:

-Implant Attack

-Rending Claws

-Wings

Special Rules:

-Synapse Creature

-Host Organism

-Implant Parasite

-Independent Character

-Shadow in the Warp

-“The Sarge is Acting

Strangely...”

~ELITES~

HIVE GUARD BROOD 55pts each

WS	BS	S	T	W	I	A	Ld	Sv
4	4	5	6	2	2	2	7	4+

Composition:

-1-3 Hive Guard

Unit Type:

-Infantry

Weapons and

Biomorphs:

-Claws and teeth

-Impaler cannon

Special Rules:

-Instinctive Behaviour (Lurk)

VENOMTHROPE

BROOD 45pts each

WS	BS	S	T	W	I	A	Ld	Sv
3	4	4	4	2	3	2	6	5+

Composition:

-1-3 Venomthropes

Unit Type:

-Infantry

Weapons and

Biomorphs:

-Lash Whips

-Toxic Miasma

Special Rules:

-Instinctive Behaviour (Feed)

-Spore Cloud

-Toxic Touch

Dedicated Transport:

-The brood may take a Mycetic Spore.

LICTOR BROOD . . . 8Opts each

1-3 Lictors may be taken as a single Elites choice, but may be deployed as separate units.

WS	BS	S	T	W	I	A	Ld	Sv
6	3	6	4	3	6	3	10	5+

Composition:

-1-3 Lictors

Unit Type:

-Infantry

Weapons and

Biomorphs:

-Flesh hooks

-Rending claws

-Scything talons

Special Rules:

-Instinctive Behaviour (Lurk)

-Fleet

-Hit and Run

-Move Through Cover

-Pheromone Trail

-Chameleonic Skin

-Stealth

Options:

-One Lictor may be upgraded to the

Deathleaper+60 points

DEATHLEAPER

1 Lictor in the army may be upgraded to the Deathleaper for the points cost indicated. It must be deployed as a separate unit.

WS	BS	S	T	W	I	A	Ld	Sv
9	3	6	4	3	7	4	10	5+

Composition:

-1 (Unique)

Unit Type:

-Infantry

Weapons and

Biomorphs:

-Flesh hooks

-Scything talons

-Rending claws

Special Rules:

-Instinctive Behaviour (Lurk)

-Fleet

-Killing Strike

-“It's after me!”

-Move Through Cover

-Pheromone Trail

-Chameleonic Skin

-Stealth

-Hit and Run

-“What was that?”

-“Where is it?”

-“Where'd it go?”

YMGARL GENESTEALER

BROOD 26pts per model

WS	BS	S	T	W	I	A	Ld	Sv
6	0	4	4	1	6	2	10	4+

Composition:

-5-10 Ymgarl

Genestealers

Weapons and

Biomorphs:

-Rending claws

Special Rules:

-Alter Form

-Brood Telepathy

-Dormant

-Fleet

-Move Through Cover

-“They're in the Walls!”

ZOANTHROPE BROOD 60pts each

1-3 Zoanthropes may be taken as a single Elites choice, but may be deployed as separate units.

WS	BS	S	T	W	I	A	Ld	Sv
3	4	4	4	2	3	1	10	5+

Composition:

-1-3 Zoanthropes

Unit Type:

-Infantry

Weapons and

Biomorphs:

-Claws and teeth

Psychic Powers:

-Warp Blast

-Warp Lance

Special Rules:

-Synapse Creature

-Psyker

-Shadow in the Warp

-Warp Field

Options:

-One Zoanthrope may be upgraded to The Doom of Malan'tai+60 points

Dedicated Transport:

-The brood may take a Mycetic Spore. If the brood deploys separately, only 1 group may ride in the Mycetic Spore.

THE DOOM OF MALAN'TAI

1 Zoanthrope in the army may be upgraded to The Doom of Malan'tai for the points cost indicated. It must be deployed separately.

WS	BS	S	T	W	I	A	Ld	Sv
4	4	X	4	4	4	3	10	5+

Composition:

-1 (Unique)

Unit Type:

-Infantry

Weapons and

Biomorphs:

-Claws and teeth

Psychic Powers:

-Cataclysm

Special Rules:

-Absorb Life

-Fearless

-Psychic Strength

-Psyker

-Synapse Creature

-Shadow in the Warp

-Spirit Leech

-Warp Field

Dedicated Transport:

-May take a Mycetic Spore.

PYROVORE BROOD 50pts per model

WS	BS	S	T	W	I	A	Ld	Sv
3	3	4	4	2	1	1	6	4+

Composition:

-1-3 Pyrovores

Unit Type:

-Infantry

Weapons and

Biomorphs:

-Flamespurt

-Acid blood

-Acid maw

-Claws and teeth

Special Rules:

-Instinctive Behaviour (Feed)

-Volatile

-Chained Fire

Dedicated Transport:

-The brood may take a Mycetic Spore.

~TROOPS~

TYRANID WARRIOR

BROOD 25pts per model

WS	BS	S	T	W	I	A	Ld	Sv
5	3	4	4	3	4	3	10	4+

Composition:

-3-9 Tyranid Warriors

Unit Type:

-Infantry

Weapons and

Biomorphs:

-Devourer

-Scything Talons

Special Rules:

-Synapse Creature

-Shadow in the Warp

Dedicated Transport:

-The brood may take a Mycetic Spore.

Mutations:

-May take up to 3 of the following mutations:

-Predictive Fighters

(+1WS) . . 5 points each

-Inhuman Strength

(+1S) . . 8 points each

-Reinforced Chitin

(+1T) . . 10 points each

-Reinforced Carapace

(+1Sv) . 10 points each

Options:

The entire brood may exchange its scything talons for:

-Rending claws 5 points per model

-A pair of boneswords 10 points per model

-Lash-whip and bonesword . . 15 points per model

One Tyranid Warrior in the brood may exchange its devourer for:

-Barbed strangler 10 points per model

-Venom cannon 15 points per model

The entire brood may exchange its devourers for:

-Rending claws free

-Spinefists free

-Deathspitter 5 points per model

-An additional set of scything talons (cannot be further exchanged) free

The entire brood may take:

-Adrenal glands 5 points per model

-Toxin sacs 5 points per model

-Frag spines 5 points per model

-Warp shield 10 points per model

MYCETIC SPORE 40 points

Mycetic spores are purchased as an upgrade to another brood, but are always treated as a separate, non-scoring unit.

WS	BS	S	T	W	I	A	Ld	Sv
2	2	6	4	3	1	3	5	4+

Composition:

-1 Mycetic Spore

Unit Type:

-Monstrous Creature

Weapons and

Biomorphs:

-Lash whip

-Ripper Tentacles

Special Rules:

-Deep Strike

-Fearless

-Immobile Pod

-Limited Sentience

-Transport Spore

Options:

Take one of the following:

-Cluster spines 5 points

-Stinger salvo 5 points

-Twin-linked deathspitter 5 points

-Barbed strangler 10 points

-Venom Cannon 15 points

-Synapse Node 25 points

GENESTEALER

BROOD 14pts per model

WS	BS	S	T	W	I	A	Ld	Sv
6	0	4	4	1	6	2	10	5+

Composition:

-5-20 Genestealers

Unit Type:

-Infantry

Weapons and

Biomorphs:

-Rending Claws

Dedicated Transport:

-The brood may take a Mycetic Spore.

Special Rules:

-Brood Telepathy

-Fleet

-Infiltrate

-Move Through Cover

-Psyker (Broodlord)

Psychic Powers:

-Aura of Despair

-Hypnotic Gaze

(See Tyranids Codex, page 40, for the Broodlord's profile)

Options:

Upgrade one Genestealer to a Broodlord +44 points

The Broodlord may take:

-Scything Talons 2 points per model

-Acid Blood 10 points per model

-Implant Attack 10 points per model

-Acid Maw 15 points per model

All Genestealers in the brood may take:

-Scything Talons 2 points per model

The entire brood may take:

-Adrenal glands 2 points per model

-Toxin sacs 2 points per model

-“They're In the Walls!” 2 points per model

Mutations:

May take the following mutation:

Reinforced Carapace (+1Sv) 4 points each*

*A Broodlord may purchase this for 15 points

TERMAGAUNT

BROOD 5pts per model

WS	BS	S	T	W	I	A	Ld	Sv
3	3	3	3	1	4	1	6	6+

Composition:

-10-30 Termagaunts

Unit Type:

-Infantry

Weapons and

Biomorphs:

-Claws and Teeth

-Fleshborer

Dedicated Transport:

-The brood may take a Mycetic Spore.

Special Rules:

-Instinctive Behaviour (Lurk)

-Move Through Cover

Mutations:

-May take up to 2 of the following mutations:

-Enhanced Senses

(+1BS) . . . 4 points each

-Enhanced Reflexes

(+1I) . . . 2 points each

-Reinforced Carapace

(+1Sv) . . . 1 points each

Options:

For every 10 Termagaunts in the brood, one may replace its fleshborer with:

Strangleweb 10 points per model

The entire brood may replace their fleshborers for:

-Spinefists free

-Spike rifle free

-Devourer 3 points per model

One model may take:

-Hive node 15 points

The entire brood may take:

-Adrenal glands 1 point per model

-Toxin sacs 1 point per model

The Scuttling Swarm: For each Termagaunt brood in your army, you may include one Tervigon as a Troops choice.

HORMAGAUNT

BROOD 6pts per model

WS	BS	S	T	W	I	A	Ld	Sv
3	3	3	3	1	5	2	6	6+

Composition:

-10-30 Hormagaunts

Unit Type:

-Infantry

Weapons and

Biomorphs:

-Scything Talons

Special Rules:

-Instinctive Behaviour (Feed)

-Move Through Cover

-Bounding Leap

Dedicated Transport:

-The brood may take a Mycetic Spore.

Options:

One model may take:

-Hive node *15 points*

The entire brood may take:

-Adrenal glands *1 point per model*

-Toxin sacs *1 point per model*

The Bounding Swarm: For each Hormagaunt brood in your army, you may include one Hormagon as a Troops choice.

Mutations:

May choose 1 of the following mutations:

-Enhanced Reflexes (+1I) . . . *2 points each*

-Reinforced Carapace (+1Sv) . . *1 points each*

RIPPER SWARM

BROOD IOpts per model

WS	BS	S	T	W	I	A	Ld	Sv
2	2	3	3	3	2	4	5	6+

Composition:

-3-9 Ripper Swarms

Unit Type:

-Infantry

Weapons and

Biomorphs:

-Claws and Teeth

Special Rules:

-Instinctive Behaviour (Feed)

-Fearless

-Swarms

Options:

The entire brood may take:

-Tunnel swarm *2 points per model*

-Spinefists *3 points per model*

-Adrenal glands *3 points per model*

-Toxin sacs *3 points per model*

~FAST ATTACK~

GARGOYLE BROOD 6pts per model

WS	BS	S	T	W	I	A	Ld	Sv
3	3	3	3	1	4	1	6	6+

Composition:

-10-30 Gargoyles

Unit Type:

-Jump Infantry

Weapons and

Biomorphs:

-Blinding venom

-Claws and teeth

-Fleshborer

-Wings

Special Rules:

-Instinctive Behaviour (Lurk)

Options:

The entire brood may take:

-Adrenal glands *1 point per model*

-Toxin sacs *1 point per model*

TYRANID SHRIKE

BROOD 25pts per model

WS	BS	S	T	W	I	A	Ld	Sv
5	3	4	4	3	4	3	10	5+

Composition:

-3-9 Tyranid Shrikes

Unit Type:

-Jump Infantry

Weapons and

Biomorphs:

-Devourer
-Scything Talons
-Wings

Special Rules:

-Synapse Creature
-Shadow in the Warp

Mutations:

-May take up to 3 of the following mutations:
-Predictive Fighters (+1WS) . . .5 points each
-Inhuman Strength (+1S) . . .8 points each
-Reinforced Chitin (+1T) . . .10 points each
-Reinforced Carapace (+1Sv) . . .10 points each

Options:

One Tyranid Warrior in the brood may exchange its devourer for:

-Barbed strangler 10 points per model

-Venom cannon 15 points per model

The entire brood may exchange its scything talons for:

-Rending claws 5 points per model

The entire brood may exchange its devourers for:

-Spinefists free

-Deathspitter 5 points per model

-A pair of boneswords 10 points per model

-Lash whips and boneswords 15 points per model

-An additional set of scything talons (cannot be further exchanged) free

The entire brood may take:

-Adrenal glands 5 points per model

-Toxin sacs 5 points per model

-Frag spines 5 points per model

-Warp shield 10 points per model

RAVENER BROOD 28pts per model

WS	BS	S	T	W	I	A	Ld	Sv
5	3	4	4	3	5	4	6	5+

Composition:

-3-9 Ravens

Unit Type:

-Beasts

Weapons and

Biomorphs:

-Scything Talons (two sets)

Special Rules:

-Instinctive Behaviour (Feed)
-Acute Senses
-Deep Strike
-Move Through Cover
-Scouts

Mutations:

-May take up to 2 of the following mutations:
-Enhanced Reflexes (+1I)8 points each
-Inhuman Strength (+1S) . . .8 points each
-Reinforced Carapace (+1Sv) . . .10 points each

Options:

The entire brood may exchange a set of scything talons for:

-Rending claws 5 points per model

The entire brood may take one of the following:

-Spinefists 5 points per model

-Devourer 5 points per model

-Deathspitter 10 points per model

The entire brood may take:

-Adrenal glands 4 points per model

-Toxin sacs 4 points per model

-Frag Spines 5 points per model

SKY-SLASHER

BROOD Bpts per model

WS	BS	S	T	W	I	A	Ld	Sv
2	2	3	3	3	2	4	5	6+

Composition:

-3-9 Sky-Slasher
Swarms

Unit Type:

-Jump Infantry

Weapons and

Biomorphs:

-Claws and Teeth
-Wings

Special Rules:

-Instinctive Behaviour (Feed)
-Fearless
-Swarms

Options:

The entire brood may take:

-Spinefists *3 points per model*
-Adrenal glands *3 points per model*
-Toxin sacs *3 points per model*

HARPY I4Opts

WS	BS	S	T	W	I	A	Ld	Sv
3	3	5	5	4	5	2	10	3+

Composition:

-1 Harpy

Unit Type:

-Monstrous Creature

Weapons and

Biomorphs:

-Scything talons
-Stinger salvo
-Twin-linked
stranglethorn cannon
-Wings

Special Rules:

-Instinctive Behaviour (Lurk)
-Spore Seeding

-Fearless

-Sonic Screech

-Living Bomb (Spore
Mine only)

Options:

Replace twin-linked stranglethorn cannon for:

-Twin-linked heavy venom cannon *10 points*

Replace stinger salvo with:

-Cluster spines *free*

May take:

-Adrenal glands *5 points*

-Toxin sacs *5 points*

-Regeneration *20 points*

THE RED TERROR . . . I7Opts

WS	BS	S	T	W	I	A	Ld	Sv
4	0	6	5	4	4	5	10	3+

Composition:

-1 (Unique)

Unit Type:

-Monstrous Creature

Weapons and

Biomorphs:

-Scything talons (two
sets)

Special Rules:

-Instinctive Behaviour (Feed)
-Deep Strike
-Fearless
-Hit and Run
-Terror From the Deep
-Fast
-Fleet
-Swallow Whole

SPORE MINE CLUSTER 7pts per model

WS	BS	S	T	W	I	A	Ld	Sv
-	-	1	1	1	1	-	1	-

Composition:
-1-6 Spore Mines

Unit Type:
-Infantry

Weapons and Biomorphs:

-Spore Mines

Special Rules:

-Living Bomb
-Orbital Deployment

~HEAVY SUPPORT~

BIOVORE BROOD 45pts per model

WS	BS	S	T	W	I	A	Ld	Sv
3	3	4	4	2	1	1	6	4+

Composition:
-1-3 Biovores

Weapons and Biomorphs:
-Claws and teeth
-Spore Mine launcher

Unit Type:
-Infantry

Special Rules:

-Instinctive Behaviour (Lurk)
-Living Bomb (Spore Mine only)

TRYGON 210pts

WS	BS	S	T	W	I	A	Ld	Sv
5	3	6	6	6	4	6	8	3+

Composition:
-1 Trygon

Weapons and Biomorphs:
-Bio-electric pulse
-Scything talons (two sets)
-Containment spines (Trygon Prime only)

Unit Type:
-Monstrous Creature

(See Tyranids Codex, page 50, for the Trygon Prime's profile)

Special Rules:

-Instinctive Behaviour (Feed) (Trygon only)
-Deep Strike
-Fearless
-Fleet
-Subterranean Assault
-Synapse Creature (Trygon Prime only)
-Shadow in the Warp (Trygon Prime only)

Options:

May take:

-Toxin sacs 5 points
-Adrenal glands 10 points
-Regeneration 20 points
-Armoured shell 40 points
Upgrade to Trygon Prime 30 points

MAWLOC I6Opts

WS	BS	S	T	W	I	A	Ld	Sv
3	0	6	6	6	4	3	8	3+

Composition:

-1 Mawloc

Unit Type:

-Monstrous Creature

Weapons and

Biomorphs:

-Claws and teeth

Special Rules:

-Instinctive Behaviour
(Feed)

-Burrow

-Deep Strike

-Fearless

-Hit and Run

-Terror From the Deep

Options:

May take:

-Toxin sacs 5 points

-Adrenal glands 10 points

-Regeneration 20 points

CARNIFEX BROOD I4Opts per model Options*

WS	BS	S	T	W	I	A	Ld	Sv
3	2	9	6	4	1	4	7	3+

Composition:

-1-3 Carnifexes

Unit Type:

-Monstrous Creature

Weapons and

Biomorphs:

-Scything talons (two sets)

Special Rules:

-Instinctive Behaviour
(Feed)

-Fearless

-Living Battering Ram

Mutations:

-May take up to 3 of the following mutations:

-Predictive Fighters

(+1WS) . 10 points each

-Enhanced Senses

(+1BS) . 10 points each

-Inhuman Strength

(+1S) . 10 points each

-Reinforced Chitin

(+1T) . 20 points each

-Reinforced Carapace

(+1Sv) . 30 points each

Dedicated Transport:

-The brood may take a Mycetic Spore.

Replace one set of scything talons with:

-Crushing claws 25 points per model

Replace any set of scything talons with:

-Twin-linked deathspitter

. 5 points points per model

-Twin-linked brainleech devourers

. 15 points per model

May replace a single set of scything talons with:

-Stranglethorn cannon 15 points per model

-Heavy venom cannon 20 points per model

May take any of the following biomorphs:

-Frag spines 5 points per model

-Acid maw 10 points per model

-Adrenal glands 10 points per model

-Tusked 10 points per model

-Bio-plasma 15 points per model

-Symbiote rippers 15 points per model

-Regeneration 20 points per model

May take one of the following:

-Tail weapon (mace) 15 points per model

-Tail weapon (scythe) 20 points per model

**All Carnifexes in the brood must have the same options.*

OLD ONE EYE 230pts

WS	BS	S	T	W	I	A	Ld	Sv
4	3	10	6	4	1	4+1	9	2+

Composition:

-1 (Unique)

Unit Type:

-Monstrous Creature

Weapons and

Biomorphs:

- Crushing Claws
- Scything Talons
- Tail weapon – mace (included in profile)
- Frag Spines

Special Rules:

- Instinctive Behaviour (Feed)
- Alpha Leader
- Berserk Rampage
- Fearless
- Living Battering Ram
- Rapid Regeneration

TYRANNOFEX 230pts

WS	BS	S	T	W	I	A	Ld	Sv
3	4	6	6	6	1	3	8	2+

Composition:

-1 Tyrannofex

Unit Type:

-Monstrous Creature

Weapons and

Biomorphs:

- Acid spray
- Claws and teeth
- Stinger salvo
- Thorax swarm (electroshock grubs)

Special Rules:

- Instinctive Behaviour (Lurk)
- Fearless

Options:

Replace acid spray with:

- Fleshborer hive 10 points
- Rupture cannon 15 points

Replace stinger salvo with cluster spines free

Replace electroshock grubs with:

- Desiccator larvae free
- Shreddershard beetles free

May take:

- Toxin sacs 5 points
- Adrenal glands 10 points
- Regeneration 25 points



~APOCALYPTIC UNITS~

Note: These units may only be fielded in Apocalypse or with your opponent's permission.

HIERODULE 600pts

WS	BS	S	T	W	I	A	Ld	Sv
4	3	10	8	6	3	5	10	3+

Composition:

-1 Hierodule

Weapons and

Biomorphs:

-Scything talons (two sets)

Unit Type:

-Gargantuan Creature

Hierodule bio-cannon:

Range	Strength	AP	Type
48"	10	3	Assault 6

Special Rules:

Agile: In the Shooting phase, the Hierodule may choose to either:

- Fire all ranged weapons
- Fire one ranged weapon and move an extra D6"
- Fire no weapons and move an extra 2D6"

The Hierodule may assault afterwards, no matter which option is chosen.

Options:

May replace a single set of scything talons with:

- Two stranglethorn cannons *free*
- Two Hierodule bio-cannons *100 points*

May take:

- Regeneration *50 points*

MALANTHROPE 250pts

WS	BS	S	T	W	I	A	Ld	Sv
4	3	6	6	4	5	4	10	6+

Composition:

-1 Hierodule

Weapons and

Biomorphs:

- Toxic Miasma
- Lash Whips

Unit Type:

-Monstrous Creature

Psychic Powers:

-The Horror

Special Rules:

Anaphylactic Shock: So noxious is the Malanthrope, its attacks count as Poisoned (2+). In addition, any wounds they inflict cause Instant Death.

Special Rules:

- Psyker
- Synapse Creature
- Shadow in the Warp
- Warp Field (see Zoanthrope entry)
- Preferred Enemy
- Anaphylactic Shock

MEIOTIC SPORE 25pts

WS	BS	S	T	W	I	A	Ld	Sv
1	0	1	1	1	1	0	10	5+

Composition:

-1 Meiotic Spore

Weapons and

Biomorphs:

-Meiotic Spores

Unit Type:

-Infantry

Special Rules:

- Deep Strike
- Movement

Movement: The Meiotic Spore functions exactly like a Spore Mine, but explodes with the following profile:

Range	Strength	AP	Type
N/A	5	3	Assault 1, Large Blast

HIEROPHANT BIO-TITAN . 300pts

WS	BS	S	T	W	I	A	Ld	Sv
6	3	10	9	10	3	8	10	2+

Composition:

-1 Hierophant

Unit Type:

-Gargantuan Creature

Weapons and

Biomorphs:

- Two Hierophant bio-cannons
- Spore cloud
- Scything talons
- Lash whips
- Regenerate
- Toxic miasma
- Warp shield

Special Rules:

Agile: In the Shooting phase, the Hierodule may:

- Fire all ranged weapons
- Fire one ranged weapon and move an extra D6"
- Fire no weapons and move an extra 2D6"

The Hierophant may assault afterwards, no matter which option is chosen.

Spore Cloud: The Hierophant is surrounded by corrosive spores. They automatically hit all non-vehicle enemy models in base contact in the Assault phase, at Initiative 1. They always wound on a 4+.

Hierophant bio-cannon:

Range	Strength	AP	Type
48"	10	3	Assault 8

HARRIDAN 900pts

WS	BS	S	T	W	I	A	Ld	Sv
4	3	10	8	6	3	4	10	3+

Composition:

-1 Harridan

Unit Type:

-Gargantuan Creature

Weapons and

Biomorphs:

- Two Harridan bio-cannons
- Scything talons (two sets)
- Regenerate

Harridan bio-cannon:

Range	Strength	AP	Type
48"	10	3	Assault 6

Special Rules:

Flyer: The Harridan can fly up to 24" per turn ignoring all terrain. In addition, the Harridan follows the rules for shooting as a Flyer and for being shot at, as detailed in the Apocalypse rulebook on page 94. In all other aspects, it is treated as a Gargantuan Creature.

Gargoyle Brood: A Harridan may carry a single Brood of Gargoyles, chosen from this Codex. They do not take up a force organization slot. The Gargoyles may detach themselves at the start of the Movement phase. Place them within 2" of the Harridan. They may then move normally. If the Harridan is hit by a blast weapon, roll a D6 for each Gargoyle in the brood – on a 5+ they are hit. If the Harridan is killed, then the Gargoyles are deployed where the Harridan was killed.

Harridan bio-cannon:

Range	Strength	AP	Type
48"	10	3	Assault 6

SUMMARY

TROOP TYPES

	WS	BS	S	T	W	I	A	Ld	Sv
Biovore	3	3	4	4	2	1	1	6	4+
Broodlord	7	0	5	5	3	7	4	10	4+
Carnifex	3	2	9	6	4	1	4	7	3+
Deathleaper	9	3	6	4	3	7	4	10	5+
The Doom of Malan'tai	4	4	X	4	4	4	3	10	5+
Gargoyle	3	3	3	3	1	4	1	6	6+
Genestealer	6	0	4	4	1	6	2	10	5+
Harpy	3	3	5	5	4	5	2	10	3+
Hive Guard	4	4	5	6	2	2	2	7	4+
Hive Tyrant	8	3	6	6	4	5	4	10	3+
Hormagaunt	3	3	3	3	1	5	2	6	6+
Hormagon	3	3	5	6	6	1	3	10	3+
Lictor	6	3	6	4	3	6	3	10	5+
Mawloc	3	0	6	6	6	4	3	8	3+
Mycetic Spore	2	2	6	4	3	1	3	5	4+
Old One Eye	4	3	10	6	4	1	4+1	9	2+
The Parasite of Mortrex	5	3	6	4	3	6	4	10	3+
Pyrovore	3	3	4	4	2	1	1	6	4+
Ravener	5	3	4	4	3	5	4	6	5+
The Red Terror	4	0	6	5	4	4	5	10	3+
Ripper Swarm	2	2	3	3	3	2	4	5	6+
Sky-slasher Swarm	2	2	3	3	3	2	4	5	6+
Spore Mine	-	-	1	1	1	1	-	1	-
The Swarmlord	9	3	6	6	5	6	4	10	3+
Termagaunt	3	3	3	3	1	4	1	6	6+
Tervigon	3	3	5	6	6	1	3	10	3+
Trygon	5	3	6	6	6	4	6	8	3+
Trygon Prime	5	3	6	6	6	4	6	8	3+
Tyranid Warrior	5	3	4	4	3	4	3	10	4+
Tyranid Prime	6	4	5	5	3	5	4	10	3+
Tyranid Shrike	5	3	4	4	3	4	3	10	5+
Tyrant Guard	5	3	5	6	2	4	3	10	3+
Tyrannofex	3	4	6	6	6	1	3	8	2+
Venomthrope	3	4	4	4	2	3	2	6	5+
Ymgarl Genestealer	6	0	4	4	1	6	2	10	4+
Zoanthrope	3	4	4	4	2	3	1	10	5+

WEAPON TYPES

	Range	S	AP	Type
Acid Spray	Template*	6	4	Assault 1
Barbed Strangler	36"	4	5	Assault 1, Large Blast, Pinning
Brainleech Devourer	18"	6	-	Assault 6*
Bio-electric Pulse	12"	5	5	Assault 6
Bio-plasma	12"	7	2	Assault 1, Blast
Containment Spines	18"	5	5	Assault 12
Cluster Spines	18"	5	-	Assault 1, Large Blast
Deathspitter	18"	5	5	Assault 3
Devourer	18"	4	-	Assault 3*
Flamespurt	Template*	6*	4	Assault 1*
Fleshborer	12"	4	5	Assault 1
Fleshborer Hive	12"	4	5	Assault 20*
Flesh Hooks	6"	6	-	Assault 2, Rending
Heavy Venom Cannon	36"	9	4	Assault 1, Blast*
Impaler Cannon	30"	8	4	Assault 2*
Ripper Tentacles	6"	6	-	Assault 6
Rupture Cannon	48"	10	4	Assault 2
Spike Rifle	18"	3	-	Assault 1
Spore Mine Cysts	N/A	4	4	Assault D3, Large Blast*
Spore Mine Launcher	48"	4	4	Assault 1, Barrage, Large Blast*
Spinefists	12"	3	5	Assault X*, Twin-linked
Stinger Salvo	18"	5	4	Assault 4
Stranglethorn Cannon	36"	6	5	Assault 1, Large Blast, Pinning
Strangleweb	Template	2*	-	Assault 1, Pinning*
Thorax Swarm (Electroshock Grubs)	Template	5	5	Assault 1
(Desiccator Larvae)	Template	1	-	Assault 1*
(Shreddershard Beetles)	Template	3	-	Assault 1, Rending
Venom Cannon	36"	6	4	Assault 1, Blast*

*These weapons have additional special rules as detailed in their entries.

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