

NetEPIC 5.2 Army Book  
Tyranids  
Version of January 12nd, 2009

- @ : Combine barrage points from all battery


<b>BP</b>	<b>to-hit</b>
1-2	6+
3-4	5+
5-6	4+
7-8	3+
9+	2+

- ⊗ : refer table to compute to-hit :

- Army indication is between parenthesis for optional units.
- PD is point defense (15cm 1d 6+ (0), 360°, always on First Fire)
- Templates are :
  - SB : Standard Barrage, 6cm diameter circle
  - LB : Large Barrage, 12cm diameter circle
  - ST : Small Teardrop, 5cm diameter circle ending a 10cm long triangle
  - LT : Large Teardrop, 6cm diameter circle ending a 25cm long triangle

# Tyrannids

**Dominatrix**



Cost : 500

HM Radius : 40cm


**Dominatrix** *SuperHeavy (4)*

Move : 10cm	Save : 1+	CAF : +10
Bio-Cannon	75cm	6d 5+ (-3)

Command, 2+ Psychic Save, 4 Wounds, Psyker, Regeneration, Terror, Pass Hive Mind within 25cm, PD(12)

*Break : 1 Mind : 1*  
**Victory Points : 5**

**Harridan**



Cost : 150

HM Radius : 10cm


**Harridan** *SuperHeavy (4)*

Move : 25cm	Save : 2+	CAF : +5
Spore Cloud	-	12SB ⊗ (0)
Bio-Cannon	50cm	4d 5+ (-3)

Floater, All-Around Armor, 3 Wounds, Transport 5 Gargoyles, Infiltration, Independent

*Break : 1 Mind : 1*  
**Victory Points : 2**

**Hive Queen**



Cost : 150

HM Radius : 25cm


**Hive Queen** *Knight (4)*

Move : 10cm	Save : 2+	CAF : +10
Venom Cannon	50cm	2d 5+ (-2)

Command, 4+ Psychic Save, Psyker, Regeneration, Terror, 2 Wounds, always pass Hive Mind tests.

*Break : 1 Mind : 1*  
**Victory Points : 2**

**(Winged Tyrant)**



Cost : 100

HM Radius : 10cm


**Winged Tyrant** *Walker (2)*

Move : 20cm	Save : 4+	CAF : +6
Venom Cannon	50cm	1d 5+ (-2)

Command, 4+ Psychic Save, Fear, Skimmer

*Break : 1 Mind : 1*  
**Victory Points : 1**

**Hive Tyrant Brood**



Cost : 200

HM Radius : 10cm


**Hive Tyrant** *Walker (2)*

Move : 10cm	Save : 4+	CAF : +7
Venom Cannon	50cm	1d 5+ (-2)

Command, 4+ Psychic Save, Fear

*Break : 2 Mind : 1*  
**Victory Points : 2**

**Tyranid Warrior Brood**



Cost : 200

HM Radius : 10cm

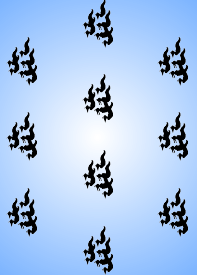
**Tyranid Warrior** *Infantry (1)*

Move : 10cm	Save : 6+f	CAF : +5
Deathspitter	50cm	2d 5+ (-1)

Elite, Independent

*Break : 3 Mind : 1*  
**Victory Points : 2**

▶ **Ripper Swarm**




Cost : 100

**Ripper** *Infantry (1)*

Move : 10cm	Save : -	CAF : +2
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*Break : 5 Mind : 3*  
**Victory Points : 1**

▶ **(Genestealer Cultists)**




Cost : 100

**Genestealer Cultist** *Inf (1)*

Move : 10cm	Save : -	CAF : +1
Pistol & sword	25cm	1d 5+ (0)

*Break : 3 Mind : 1*  
**Victory Points : 1**

▶ **Gargoyle Brood**



Cost : 150


**Gargoyle** *Infantry (1)*

Move : 20cm	Save : -	CAF : +1
Flamespurt	25cm	1d 5+ (0)

Ignores Cover, Infiltration,  
Skimmer

*Break : 3 Mind : 4*  
**Victory Points : 2**

▶ **Hormagaunt Brood**



Cost : 100


**Hormagaunt** *Infantry (1)*

Move : 10cm	Save : -	CAF : +2
Claws	-	-

Triple Charge

*Break : 3 Mind : 4*  
**Victory Points : 1**

▶ **Genestealer Brood**




Cost : 150

**Genestealer** *Infantry (1)*

Move : 15cm	Save : -	CAF : +6
Claws	-	-

*Break : 3 Mind : 1*  
**Victory Points : 2**

▶ **Lictor Brood**



Cost : 200


**Lictor** *Infantry (1)*

Move : 15cm	Save : 6+f	CAF : +4
Flesh Hooks	25cm	2d 5+ (0)

Elite, Infiltrate, Stealth

*Break : 3 Mind : 1*  
**Victory Points : 2**

▼ **Termagant Brood**




Cost : 150

**Termagant** *Infantry (1)*

Move : 10cm	Save : -	CAF : +1
Fleshborer	25cm	1d 5+ (0)

*Break : 5 Mind : 4*  
**Victory Points : 2**

▼ **Carnifex Brood**



Cost : 100


**Carnifex** *Walker (2)*

Move : 10cm	Save : 4+	CAF : +5
Bio-plasma	35cm	1d 4+ (-2)

Fear

*Break : 2 Mind : 4*  
**Victory Points : 1**

▼ **Zoat Brood**




Cost : 200

**Zoat** *Infantry (1)*

Move : 15cm	Save : 5+	CAF : +5
Barbed Strangler	50cm	2d 5+ (0)

*Break : 3 Mind : 1*  
**Victory Points : 2**

▼ **Zoanthrope Brood**



Cost : 100


**Zoanthrope** *Walker (2)*

Move : 10cm	Save : 5+f	CAF : +1
Warp Blast	50cm	1d 5+ / 6+ (-6)

4+ Psychic Save, Psyker, 6+  
To-Hit on Advance Order, can count as Anti-Aircraft

*Break : 2 Mind : 4*  
**Victory Points : 1**

▼ **(Ravener Brood)**




Cost : 200

**Ravener** *Cavalry (2)*

Move : 20cm	Save : -	CAF : +3
Devourers	25cm	2d 5+ (-1)

*Break : 3 Mind : 4*  
**Victory Points : 2**

▼ **(Brooder)**



Cost : 150


**Brooder** *Vehicle (3)*

Move : 15cm	Save : 3+	CAF : +3
Wriggler *	50cm	1d 5+ (-1)

\* Infantry killed (not in building) explodes : 5SB 4+ (0)

*Break : 2 Mind : 3*  
**Victory Points : 2**

Exocrine Brood



Cost : 250


Exocrine *Vehicle (3)*

Move : 10cm	Save : 2+	CAF : +3
Bio-Cannon	75cm	2d 5+ (-3)

Anti-Aircraft, Penetrating +1,  
PD(2)

Break : 2 Mind : 4  
Victory Points : 3

Haruspex Brood



Cost : 200


Haruspex *Vehicle (3)*

Move : 15cm	Save : 2+	CAF : +7
Acid Jets	25cm	2d 5+ (-2)
Frag Spines	25cm	2SB 6+ (0)

May combine barrage

Break : 2 Mind : 4  
Victory Points : 2

Malefactor Brood



Cost : 150

Malefactor *Vehicle (3)*

Move : 20cm	Save : 2+	CAF : +5
Frag Spines	25cm	4SB 5+ (0)


Transport 2, PD(3)

Break : 2 Mind : 4  
Victory Points : 2

1-5 Spores / 50 Pts

10 Spores / 100 Pts

Biovore Brood



Cost : 200


Biovore *Heavy Art. (3)*

Move : 10cm	Save : 4+	CAF : +1
Spore Mines	100cm	Creates Mine
Explosion	-	6SB 5+ (-3/0)

Always scatter, fires on First  
Fire / Nest. Mines shootable,  
compulsory move 2D6cm (ex-  
plodes on double)

Break : 2 Mind : 4  
Victory Points : 2

Dactylis Brood



Cost : 200

Dactylis *Heavy Art. (3)*

Move : 10cm	Save : 2+	CAF : +4
Bile Pods	75cm	3SB@ ⊗ (-2)


PD(2)

Break : 2 Mind : 4  
Victory Points : 2

Mycetic Spores

Mycetic Spores

▶ **Razorfex Brood**



**Cost : 200**


**Razorfex** *Knight (4)*

<b>Move</b> : 10cm	<b>Save</b> : 2+	<b>CAF</b> : +8
Bio-plasma	50cm	1d 4+ (-3)

Regeneration, Terror

**Break : 2 Mind : 4**  
**Victory Points : 2**

▶ **Hierodule**



**Cost : 350**


**Hierodule** *Titan (5)*

<b>Move</b> : 25cm	<b>Save</b> : Card	<b>CAF</b> : +10
Purchase 2 Weapons		

4+ Psychic Save, Regeneration, 6 Wounds, Agile

**Break : 1 Mind : 1**  
**Victory Points : X**

▶ **(Scythed Hierodule)**



**Cost : 300**


**Scythed Hierodule** *Knight (4)*

<b>Move</b> : 20cm	<b>Save</b> : 1+	<b>CAF</b> : +10
Pyro-Acid	Template	7SB 3+ (-2)

Ignores Cover, Damages Buildings, 4+ Psychic Save, Regeneration, 3 Wounds, PD(6)

**Break : 1 Mind : 1**  
**Victory Points : 3**

▶ **(Hierodule Brood)**



**Cost : 1050**


**Hierodule** *Titan (5)*

<b>Move</b> : 25cm	<b>Save</b> : Card	<b>CAF</b> : +10
Purchase 2 Weapons		

4+ Psychic Save, Regeneration, 6 Wounds, Agile

**Break : Each Mind : 1**  
**Victory Points : X**

▶ **Trygon**



**Cost : 100**


**Trygon** *SuperHeavy (4)*

<b>Move</b> : 20cm	<b>Save</b> : 1+	<b>CAF</b> : +8
Bio-Shock*	0cm	T 3+ (?)
Bio-Shock **	D6x10cm	T 3+ (?)

\* to-hit roll TSM, \*\* range roll TSM & discharged until end of next movement phase

**Break : 1 Mind : 4**  
**Victory Points : 1**

▶ **Hierophant**



**Cost : 475**

**Hierophant** *Titan (5)*

<b>Move</b> : 25cm	<b>Save</b> : Card	<b>CAF</b> : +14
Purchase 3 Weapons		

3+ Psychic Save, Transport 5, Regeneration, 8 Wounds, Agile

**Break : 1 Mind : 1**  
**Victory Points : X**



▼  
(Hierophant Brood)



Cost : 1400

**Hierophant**

*Titan (5)*

Move : 25cm Save : Card CAF : +14

Purchase 3 Weapons

3+ Psychic Save, Transport 5,  
Regeneration, 8 Wounds, Agile

*Break : Each Mind : 1*

**Victory Points : X**

# Bio-Titan Weapons List

**Bile Launcher**

This weapon belches a lump of corrosive slime that strikes the intended target and then splatters against any nearby targets. A successful hit adds a barrage template on its target.

**Cost : 75**

<b>Bile Launcher</b>	
100cm	1d 3+ (-3)
target	4BP 5+ (0)

Buildings may be affected by this splatter or may be the target of the bile launcher; there is no splatter affect if a building is chosen as the primary target of the Bile-Launcher.

**Bio-Cannon**

Bio-cannon are similar to the multi-orifice weapons mounted on Exocrine.

**Cost : 75**

<b>Bio-Cannon</b>	
75cm	3d 5+ (-3)

Anti-Aircraft. (Without -2 penalty against small ground targets ?), Penetrating +1.

**Cluster Spines**

These are similar to the Frag spines mounted on other Tyranid Broods but are larger and more densely packed.

**Cost : 25**

<b>Cluster Spines</b>	
50cm	8BP 3+ (-1)

**Pyro-Acid Spray**

Probably the most fearsome weapon in the Bio-titan arsenal. This is a triple jet of corrosive acid, with its special template.

**Cost : 50**

<b>Pyro-Acid Spray</b>	
0cm	Template 3+ (-2)

Ignores Cover, Damages Buildings

**Stinger Salvo**

This weapon represents large projections of needle-like stingers. The weapon is short range and ineffective against lightly armored targets.

**Cost : 25**

<b>Stinger Salvo</b>	
25cm	6d 4+ (-1)

**Razor Claw**

The Razor Claw is a close combat weapon that operates similarly to the Imperial Titan Power Fist. The Razor Claw also carries Frag Spines that can be used to deliver a short-range barrage.

**Cost : 50**

<b>Razor Claw</b>	
25cm	8BP 3+ (0)

Shoot or do a Grab Attack at +2 in Close Combat. Destroy Buildings with -4 modifier.

**Ripper Tentacles**

Ripper Tentacles are huge tendon and claw bundles that lash out at models in base-to-base contact with the bio-titan and make it incredibly hard to close assault the bio-titan.

**Cost : 50**

**Ripper Tentacles**

Select one ability at start of Close Combat segment.

- 1) Any infantry or vehicle attacker has a +1 modifier to its chance of successfully assault for each undamaged ripper tentacle. This also applies to elite units.
- 2) A Knight or Superheavy unit is separated from the others and do not give additional Close Combat dices.
- 3) A Grab Attack at +2 against a Titan or a Gargant. Destroy Buildings with -4 modifier.

**Spore Pod**

Spore pods are large virulent growths that can be launched in a concentrated area or spread out to cover a broad area. The spore pods carry a total of 12 Barrage Points per turn.

**Cost : 25**

<b>Spore Pod</b>		
Spore Pod x 1	25cm	12BP 2+ (-1)
Spore Pod x 2	25cm	6BP 4+ (-1)
Spore Pod x 3	25cm	4BP 5+ (-1)

One of the three attacks. Multiple barrage templates must each touch one other.