

Tyrannids



ARMY CARDS

- @ Combine barrage points from all battery

BP	to-hit
1-2	6+
3-4	5+
5-6	4+
7-8	3+
9+	2+

- #Refer to table to compute to-hit:

- Army indication is between parenthesis for optional units.

- PD is point defence (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 10 cm long triangle.

*LT: Large Teardrop, 6cm diameter circle ending a 25 cm long triangle.

Independent


Rampage

Hunt

Nest

Tyranid List

Dominatrix



1 Dominatrix

Cost: 500

Hive Mind Points: 10
Hive Mind 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



1 Harridan

Cost: 150

Hive Mind Points: 1
Hive Mind 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



1 Hive Queen

Cost: 150

Hive Mind Points: 2
Hive Mind 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)



1 Winged Tyrant

Cost: 100

Hive Mind Points: 1
Hive Mind 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



3 Hive Tyrants

Cost: 200

Hive Mind Points: 2
Hive Mind 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



5 Tyranid Warriors

Cost: 200

Hive Mind Points: 1
Hive Mind 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

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Ripper Swarm



10 Ripper stands

Cost: 100

Ripper *Infantry (1)*


Move: 10cm	Save: -	CAF: +2
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Break: 5 Mind: 3

Victory Points: 1

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(Genestealer Cultist)



6 Genestealer Cultists

Cost: 100

Genestealer Cultist *Infantry (1)*

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

Break: 3 Mind: 1

Victory Points: 1

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Gargoyle Brood



5 Gargoyle stands

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

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Hormagaunt Brood



5 Hormagaunt stands

Cost: 100

Hormagaunt *Infantry (1)*

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

Triple Charge

Break: 3 Mind: 4

Victory Points: 1

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Genestealer Brood



5 Genestealer stands

Cost: 175

Genestealer *Infantry (1)*

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

Break: 3 Mind: 1

Victory Points: 2

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Lictor Brood



5 Lictor stands

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



10 Termagant stands

Cost: 150

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

Break: 5 Mind: 4
Victory Points: 2

Carnifex Brood



3 Carnifex

Cost: 100

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

Break: 2 Mind: 4
Victory Points: 1

Zoat Brood



5 Zoat stands

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



3 Zoanthropes

Cost: 100

Zoanthrope			Walker (2)
Move: 10cm	Save: +5+	CAF: +1	
Warp Blast	75cm	1d 5+/6+ (special)	

4+ Psychic Save, Psyker, 6+ To-Hit on Advance Order, Anti-Aircraft, TSM: 0-25cm (-6) / 26-50cm (-4) / 51-75cm (-2)

Break: 2 Mind: 4
Victory Points: 1

(Ravener Brood)



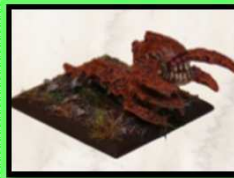
5 Raveners

Cost: 200

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

Break: 3 Mind: 4
Victory Points: 2

(Brooder)



3 Brooders

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



3 Exocrines

Cost: 250

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

AA, Penetrating +1, PD(2)

Break: 2 Mind: 4

Victory Points: 3

Micetic Spores



1-5 Micetic Spores

Cost: 50

Micetic Spore		Vehicle (3)
Move: -	Save: : 4+	CAF: -
-	-	-

Transport 1, Special

Break: +3 Mind: -

Victory Points: +1

Haruspex Brood



3 Haruspex

Cost: 200

Haruspex		Vehicle (3)
Move: 15cm	Save: : 2+	CAF: +7
Acid Jets	25cm	2d 5+ (-2)
Frag Spines	25cm	2BP 6+ (0)

May combine barrage

Break: 2 Mind: 4

Victory Points: 2

Micetic Spores



10 Micetic Spores

Cost: 100

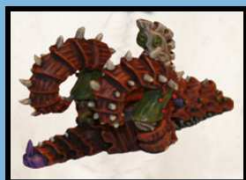
Micetic Spore		Vehicle (3)
Move: -	Save: : 4+	CAF: -
-	-	-

Transport 1, Special

Break: +5 Mind: -

Victory Points: +2

Malefactor Brood



3 Malefactors

Cost: 150

Malefactor		Vehicle (3)
Move: 20cm	Save: : 2+	CAF: +5
Frag Spines	25cm	4BP 5+ (0)

Transport 2, PD(3)

Break: 2 Mind: 4

Victory Points: 2

Biovore Brood



3 Biovores

Cost: 200

Biovore		Heavy Artillery (3)
Move: 10cm	Save: : 4+	CAF: +1
Spore Mines	100cm	6BP 4+ (-3)

Always scatter; fires on First Fire. Mines shootable, compulsory move 2D6cm (explodes on double)

Break: 2 Mind: 4

Victory Points: 2

Dactylis Brood



3 Dactylis

Cost: 200

Dactylis		<i>Heavy Artillery (3)</i>
Move: 10cm	Save: : 2+	CAF: +4
Bile Pods	75cm	3BP @ # (-2)
PD (2)		

Break: 2 Mind: 4
Victory Points: 2

Trygon



Trygon

Cost: 100

Trygon		<i>superheavy (4)</i>	
Move: 20cm	Save: +1+	CAF: +8	
Bio-Shock*	0cm	T 3+ (2)	
Bio-Shock**	D6x10cm	T 3+ (2)	

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

Break: Model Mind: 4
Victory Points: 1

Razorfex Brood



3 Razorfexes

Cost: 200

Razorfex		Knight (4)
Move: 10cm	Save: +2+	CAF: +8
Bio-Plasma	50cm	1d 4+ (-3)
Regeneration, Terror		

Break: 2 Mind: 4
Victory Points: 2

Hierodule



Hierodule Hull

Cost: 400

Hierodule		<i>Titan (5)</i>	
Move: 25cm	Save: card	CAF: +10	

4+ Psychic Save, Regeneration, 6 Wounds, Agile, Purchase 2 weapons

Break: Model Mind: 1
Victory Points: _____

(Scythed Hierodule)



1 Scythed Hierodule

Cost: 300

Scythed Hierodule		<i>Knight (4)</i>	
Move: 20cm	Save: +1+	CAF: +10	
Pyro-Acid Spray*	LT	7BP 3+ (-2)	

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

Break: Model Mind: 1
Victory Points: 3

(Hierodule Brood)



3 Hierodule Hulls

Cost: 1200

Hierodule		<i>Titan (5)</i>	
Move: 25cm	Save: card	CAF: +10	

4+ Psychic Save, Regeneration, 6 Wounds, Agile, Purchase 2 weapons

Break: Each Mind: 1
Victory Points: _____

Hierophant



Hierophant Hull

Cost: 525

Hierophant



3 Hierophant Hull

Cost: 1575

Hierophant

Titan (5)

Move: 20cm	Save: : Card	CAF: +14

3+ Psychic Save, Transport 5,
Regeneration, 8 Wounds, Agile
Break: Model Mind: 1

Victory Points: _____

Hierophant

Titan (5)

Move: 20cm	Save: : Card	CAF: +14

3+ Psychic Save, Transport 5,
Regeneration, 8 Wounds, Agile
Break: Model Mind: 1

Victory Points: _____

Bio-Titan Weapon List

Bile Launcher

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

Gold

Cost: 75

Bile Launcher

Weapon	Range	Shoot
Bile Launcher	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.

Stinger Salvo

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

Gold

Cost: 25

Stinger Salvo

Weapon	Range	Shoot
Stinger Salvo	25cm	6d 4+ (-1)

Bio-Cannon

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

Gold

Cost: 75

Bio-Cannon

Weapon	Range	Shoot
Bio-Cannon	75cm	3d 5+ (-3)

Penetrating +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.

Gold

Cost: 50

Razor Claw

Weapon	Range	Shoot
Razor Claw	25cm	8BP 3+ (0)

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

Cluster Spines

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

Gold

Cost: 25

Cluster Spines

Weapon	Range	Shoot
Cluster Spines	50cm	8BP 3+ (-1)

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.

Gold

Cost: 50

Ripper Tentacles

Select one ability at start of Close Combat segment.
 1) Each functioning ripper tentacle that the bio-titan is armed with increases the probability of a hit by 1. This means that versus non-elite infantry/ vehicles the number needed to hit would be 2+ for 1 tentacle, etc. For elite units the value would be 3+ for one ripper tentacle. The element hit must make an unmodified armor save
 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.

Piro-Acid Spray

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

Gold

Cost: 50

Piro-Acid Spray

Weapon	Range	Shoot
Piro-Acid Spray	0	template 3+ (-2)

Ignores Cover, Damages Buildings

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.

Gold

Cost: 25

Spore Pod

Weapon	Range	Shoot
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.