

NETEPIC 5.2 ARMY BOOK

Tyrannids

BY THE NETEPIC DISCUSSION GROUP

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Background

Beyond this galaxy, beyond the range of human space craft and astrotelepathy, lies the cold void of intergalactic space. This is a great barrier which divides galaxy from galaxy, yet the void is not empty. Through it move great intelligences formed from countless billions of creatures – hive minds that are many linked minds. This race is known as the Tyranids, and it is arguably the greatest threat to all life in the galaxy.

A hive mind is a single co-ordinating will that directs an entire fleet. It is formed from untold billions of individual consciousness, from mere automatons whose minds perform only basic motor functions, to those capable of individual rational thought. The extent of this ability to think varies and depends upon the creature's role in the hive fleet, as all Tyranid technology is based upon biological engineering and even the simplest functions are performed by genetically tailored bio-constructs. Even individual components such as doors, food hatcheries and teleportation cysts are highly modified living things, each containing a thread of the hive mind.

Tyranids travel through the warp in a state of frozen hibernation. Normally any space-craft moving through the warp sets up vibrations which can be detected by psykers, but hive fleets are so vast that they create an impenetrable disturbance – a shadow in the warp. This shadow interferes with psychic communication, so as a Tyranid fleet approaches Astropaths are increasingly incapable of sending or receiving messages. Often, the first sign of an attack is when a star system simply stops communicating.

As a hive fleet approaches a star the cold, frozen ships begin to thaw and their inhabitants slowly wake. As the ship moves through the outer edges of a star system the hive mind prepares for war, sending uncountable thousands of ships towards it. Millions of mycetic spores, each carrying a Tyranid, rain down on the planet's surface and disgorge swarms of beasts. These creatures spread rapidly across the planet's surface, overwhelming any resistance with waves of silent, implacable monsters that fight without regard for their own lives. A dead body is, after all, merely another source of biomass and will be absorbed.

When a planet has been taken it is stripped completely. Vast mother ships move into low orbit and begin feeding on the planet's biosphere. Feeder tentacles rise from digestion pools, pumping broken-down organic matter into the geno-organs of the hive ships. Every single biological organism, the oceans and even the atmosphere are stripped away and ingested, reducing the planet to a barren, airless rock. Once a world has been devoured, the hive fleet moves on.

The Tyranids have no sense of pity or compassion, and are as utterly beyond human understanding as humans are beyond their comprehension. They are not evil as the term has no relevance, but merely follow its biological imperative: consume. For unknown millennia the Tyranids have devoured everything in their path and has emerged as the ultimate predator, a being that devours worlds, star systems and possibly whole galaxies. The threat of the Tyranids is so alien, so utterly apocalyptic that nobody is safe, whether they are human, Ork, Eldar or any other race. The Tyranids make no distinctions and they have no loyalties, as they absorb anything that they encounter. While they exist every race in the galaxy must battle to prevent its own extinction.

The Tyranid Army

There is no Standard Army / Codex Army difference for Tyranids. You either run Tyranids and try to eat everything, or you don't. All (100%) of your points must come from this book. Since all other living things are regarded as food sources you may not have allies (it's a bit difficult to engage in military negotiations with what is soon to be your lunch). There are self-destructive zealots like Genestealer Cults that will help you (until you start eating them) but they're listed here and you don't have access to any other Army Books.

Building a Tyranid Swarm

Tyranids choose their troops differently than other armies and do not follow the standard '5 Support Cards per Company Card' organization. Instead, each Army Card represents a single brood (which is one detachment for activation purposes). All broods are either Slave or Synapse. The Tyranid player first purchases Synapse Broods which generate Command Points. Slave Broods may then be purchased up to this Command Point limit.

Slave Broods represent creatures that require constant direction from the Hive Mind to operate effectively. When selecting Slave Broods, there must be sufficient Command Points to control them all. For example, the Dominatrix has 6 Command Points and allows the purchase of up to 6 Slave broods.

Synapse Broods represent powerful links to the hive consciousness. Synapse broods generate Command Points which define how many Slave broods you may purchase. They also generate Hive Mind Cards and have a Hive Mind Radius.

Synapse Creature	Command Points	Hive Mind Radius	Hive Mind Points
Dominatrix	6	40 cm	10
Hive Queen	3	25 cm	2
Hive Tyrant Brood	3	10 cm	2
Tyranid Warrior Brood	3	10 cm	1
Winged Tyrant	2	10 cm	1
Harridan	1	10 cm	1

Command Points: This indicates the number of slave broods that can be directed. The sum of this value for all Synapse broods in the army represents the maximum number of Slave broods that may be purchased. This number is not important once the game begins.

Hive Mind Radius: The radius from the model within which orders can be given to Slave broods. Slave broods outside this radius will revert to instinctual behavior. Broods that have been broken do not generate a Hive Mind Radius.

Hive Mind Points: The sum of this value for all unbroken Synapse broods is used to determine the number of Hive Mind cards generated each turn. This value may change during the course of the game. Broods that have been broken do not generate Hive Mind Points, even if they later rally.

Dominatrix: All Swarms must include at least one Dominatrix, but no more than one per 3,000 points.

Optional Rule: Genestealer Cults

After the large Tyranid invasions it became evident that the Genestealer Cults were an advance force sent to weaken target worlds. These cults grow slowly and infiltrate key positions, and when Tyranids forces arrive in the star system they rise up and attack, causing mass confusion and paving the way for the invasion. As an optional rule, a Tyranid army may put up to 25% of it's points into the PDF army list.

Optional Rule: Inorganic Allies

If your opponent agrees, you may put up to 25% of your points into a purely inorganic ally (e.g. Necrons).

Special Rules

Orders, Instincts and the Hive Mind Radius

Tyranid broods operate similar to detachments and must maintain a 6 cm coherency at the end of the movement phase. This unit coherency applies even when using instinctive orders. For the purpose of determining orders, there are three types of Tyranid creatures: Command, Independent and Instinctive.

Synapse: These are superior warriors and psychics, are considered Independent, and are treated just like any other troops and may be given Advance, Charge or First Fire orders during the orders phase. Many Synapse creatures have the Command ability and in that case follow the normal rules for that ability.

Independent: These are self-determining creatures that do not require links to the Hive Mind in order to function. Independent broods are treated just like any other troops and may be given Advance, Charge or First Fire Orders during the orders phase.

Instinctive: These are creatures with rudimentary intelligence which will, without direct control from the Hive Mind, act on their own natural impulses. During the orders segment, all Instinctive broods within the Hive Mind Radius of an unbroken Synapse brood may be given orders just like any other detachment. After orders have been placed and initiative has been determined, any Instinctive broods that are broken must make a Hive Mind test. If this test is failed the brood will revert to their instinctive orders. Instinctive broods that are outside the Hive Mind Radius will automatically be given Instinctive orders.

All movement for Instinctive orders is performed in the Compulsory Movement segment. Tyranids that fire barrage weapons at the “nearest enemy” may well cover other Tyranid troops. Center the template on the enemy stand and roll to hit everything underneath as normal.

If the Slave Brood is...	Orders
Inside Hive Mind Radius & Unbroken	Any
Inside Hive Mind Radius & Broken	Any, but test Hive Mind after rolling initiative or change to Instinctive
Outside Hive Mind Radius	Instinctive

Instinctive Orders

Rampage: Rampaging creatures must move double their normal movement allowance during the Compulsory Movement phase, directly towards the nearest enemy models that are not already engaged in Close Combat. If there are no unengaged models in range they will gang up as normal, starting with the nearest models.

If a rampaging model contacts an enemy it will stop and fight during the Close Combat segment. Rampaging creatures will not make ranged attacks and always move in a straight line, even into normally impassable terrain such as cliffs or Doomweaver templates. Any rampaging model that enters impassable terrain is not automatically destroyed. Instead, roll a D6 and on 4+ the model manages to keep going, otherwise it is destroyed as normal. Roll once for every turn the Rampaging model moves through impassable terrain.

Hunt: Hunting creatures will move at their normal movement rate, during the Compulsory Movement phase, towards the nearest enemy model that is not already engaged in Close Combat. The creatures will move around impassable terrain and enter Close Combat if they reach an enemy. If the creature is not in Close Combat it will use its ranged attack during the Advance Fire segment, and target the nearest enemy model that it can see.

Nest: Nesting creatures will not move, and will shoot at the nearest enemy model during the First Fire segment. This is not the same as First Fire orders, as the Nesting model may not use Snap Fire and will always target the nearest enemy model (even if it is engaged in Close Combat).

Hive Mind Cards

The single coordinating will of the Swarm can manifest itself on the battlefield by channeling psychic energy through the individual broods. This is represented by Hive Mind Cards. Both before the game and during each End Phase, the Tyranid player counts up how many Hive Mind Points he has among the unbroken Synapse broods. For every full 5 Hive Mind points, he gets one Hive Mind Card.

As the very first action of the End Phase the Tyranid player may discard any or all unused Hive Mind cards. He then determines how many cards he should get, shuffles all Hive Mind Cards and draws new cards up to that number. If the player currently has more cards than he is allowed, he must discard down to the new maximum.

Example #1: *A Tyranid force consists of 1 Dominatrix, 2 Hive Tyrants, 3 Tyranid Warrior Broods and 1 Harridan. This generates $10 + 2*2 + 1*3 + 1 = 18$ Hive Mind points, which entitles the Tyranid player to 3 Hive Mind cards.*

Example #2: *Later in the game, the Tyranids have been reduced to a Hive Tyrant and two Tyranid Warrior Broods. This generates $2 + 2*1 = 4$ Hive Mind points, which means the player may not draw any cards at all.*

Playing Hive Mind Cards

Each Hive Mind Card may be played once and is discarded after use. The text on each card details when it may be played, what units it may be played on and what it does. All cards are kept in a common pool and do not need to be assigned to specific units before play begins. Cards may be played at any time allowed by the text on the card. Multiple cards may be played on the same detachment, and there is no limit on how many cards can be played in a turn. Cards that modify die rolls must be used before the dice are rolled – once dice are rolled the results may not be modified. All Hive Mind powers, including Psychic Barrage, are considered Ethereal psychic powers.

Morale

Tyranids do not take morale checks of any kind and are never placed on Fall Back Orders. Tyranids are not subject to any of the special Chaos Daemon rules, nor are they vulnerable to any attack that requires a morale save. When a brood takes sufficient casualties to be considered broken, the brood must immediately make a Hive Mind test. Commanders and Independent broods automatically pass this test. If an Instinctive brood fails this test the brood will immediately revert to its Instinctive orders, regardless of whether or not the brood has acted this turn (this may result in the brood no longer being able to fire).

Tyranid Movement

All Tyranids of Knight, Walker and Cavalry size classes move as if they were Infantry, for purposes of terrain effects on movement. This does not allow the larger creatures to enter buildings, as this simply modifies terrain restrictions.

Multi-Wound creatures, Regeneration and Superheavies

The Tyranid list contains a number of Multi-wound creatures that also have Regeneration. For the duration of a game, any wound that has failed to be regenerated in the end phase is considered permanently lost by that creature. For example, a Dominatrix has been given 3 wounds during the first turn of a game. In the end phase, the Tyranid player is successful in regenerating 2 of those wounds. In the next turn, the same Dominatrix loses 2 wounds, taking it to 1 remaining wound. In the end phase, the Tyranid player may only try and regenerate those 2 wounds; he may not try and regenerate the wound from the previous turn.

As with any multi-wound creature, Tyranids will suffer extra damage if they are defeated in close combat, taking a number of wounds equal to the difference in the Close Combat result.

When the multi-wound creature has taken as many wound markers as it has wounds it will collapse. The enemy may still target multi-wound creatures that have collapsed, rolling To-Hit with a +1, and taking armor saves normally. A collapsed multi-wound creature in Close Combat does not roll any dice, relying on its base CAF only. If, after regeneration, the multi-wound creature still has as many or more wound markers than wounds, it is destroyed and removed from the table.

Due to their nature, Tyranid multi-wound units listed as Superheavy do not get the benefit of rolling on the Superheavy damage table.

Victory Points

Tyranids are always an assaulting force and are intent on destroying all enemy life. When fighting Tyranids, the opposing force gains Victory Points as normal for capturing objectives and breaking Tyranid broods. Tyranids on the other hand, are not concerned with objectives and the following special rules apply:

- 1) Tyranids do not gain any Victory Points for capturing objectives. They recognize their value to the enemy, though, and may position units to deny them to the enemy.
- 2) Tyranids receive Victory Points as normal for breaking enemy units.
- 3) Tyranids receive a unit's Victory Points again when the unit is completely wiped out, forced to flee, transported away or are otherwise not on the board for any reason. For units that have no Break Point or are a single model, the Tyranids receive double the Victory Points when it is destroyed.

Sample Army: The Eastern Menace

Army Card	Cost	Notes
1) Dominatrix	500	6 Command Points, 10 Hive Mind Points
Haruspex Brood	200	
Exocrine Brood	250	
Dactylis Brood	200	
Biovore Brood	200	
Trygon	100	
Devourer Swarm	100	
2) Hive Tyrant Brood	200	3 Command Points, 2 Hive Mind Points
Termagant Brood	150	
Hormagaunt Brood	100	
Genestealer Brood	150	
3) Hive Queen	150	3 Command Points, 2 Hive Mind Points
Ripper Swarm	100	
Ripper Swarm	100	
Lictor Brood	200	
4) Harridan	150	1 Command Point, 1 Hive Mind Point
Gargoyle Brood	150	
Total	3000	

Unit Descriptions

Infantry

Ripper Swarms: These are swarms of small but vicious bio constructs. While individually they are relatively easy to deal with, en masse they become a real threat. Ripper Swarms are Slave creatures and subject to the Rampage instinct.

Gargoyles: Gargoyles are a winged infantry unit and act as a scouting force for the main body of a Tyranid army. Gargoyles are armed with a flame spurt attack which ignores cover. Gargoyles are Slave creatures, subject to the Hunt instinct, skimmers and may Infiltrate.

Genestealer: Genestealers were initially thought to be an independent derelict race that possessed no technology or methods of space travel. They have since been found hidden in secret cults amongst many Hive Worlds, and are in fact vanguards for a Tyranid Hive fleet. When a person is corrupted by a Genestealer he begins adding his unconscious psychic power to the cult. As the cult grows the collective psychic power acts as signal beacon, notifying the drifting hive fleets that there is a feeding ground ready for consumption. In battle they are lightning fast and deadly shock troops. Genestealer are Slave creatures and Independent.

Genestealer Cultist: Genestealers that infiltrate human worlds will infect people with Tyranid organisms. Those infected are converted to the Tyranid cause, founding religious cults and converting still more people to the Tyranid cause. The infection also sends a signal to the hive mind, informing it of the presence of food. The larger the cult, the stronger the signal. Eventually the hive mind comes...

Hormagaunts: Hormagaunts are designed for Close Combat and move with blinding speed, bounding across and over obstructions on their way to a target. Hormagaunts are Slave creatures, subject to the Hunt instinct and may move triple their basic movement distance when on Charge Orders.

Lictors: Lictors are among the most sinister Tyranid troops, often referred to as Spooks or Mantis Stalkers by Imperial troops. They are the advance scouts of the Tyranid swarm and masters of concealment and stealth, stalking their enemy unseen until they pounce upon their prey and tear them apart. Lictors are Slave creatures and Independent. They are Stealthy and may Infiltrate.

Optional Lictor Special Ability: Ambush

Lictors may have the Ambush special ability instead of Infiltration (cost and stats are unchanged). Units with this ability are deployed after all other units have been placed. They may be placed anywhere on the battlefield as long as they are deployed either in terrain that provides at least a -1 To-Hit modifier, or are out of sight of the enemy. Ambushing units may not be set up closer than 5 cm to any enemy unit or in the enemy player's deployment zone.

Termagants: Termagants make up the mass of any Tyranid ground assault, relying heavily upon strength in numbers. They are most commonly used to form a living shield, protecting the more deadly units like Genestealers and Hormagaunts as they advance. Termagants are Slave creatures and subject to the Hunt instinct.

Tyranid Warriors: Tyranid Warriors are the elite infantry units and serve as lesser Hive Mind interfaces. Tyranid Warriors are Synapse creatures and Independent.

Zoats: The Zoats are the advance forces of the Tyranids and were created as investigators; their main role being to understand and communicate with creatures outside the Hive Mind, assessing their value as genetic material. They are independent, and a few of these scouting forces go freelance, deciding against a return to the parent swarm. They are usually found serving the Tyranids in a direct capacity as combat troops. Zoats are Slave creatures and Independent.

Cavalry

Ravengers: Previously unrecorded in earlier hive fleets, these snakelike shock troops and outriders are the most mobile bio-troops yet identified on the battlefield. Ravengers are Slave creatures and subject to the Hunt instinct.

Walkers

Carnifex: These are living tanks, able to wade through infantry squads and tanks alike. Carnifex are Slave creatures, cause Fear and are subject to the Rampage instinct.

Hive Tyrant: These creatures are alien war masters. In addition to their formidable size and fighting prowess, Hive Tyrants motivate nearby swarm creatures and exert the influence of the hive mind across the teeming hordes. Hive Tyrants are Synapse creatures, generate Fear and have a 4+ Psychic Save.

Winged Tyrant: A relatively recent addition to the Tyranid arsenal, the Winged Tyrants can often be found leading Gargoyles in raids deep into enemy territory. Like their more common cousins, the Winged Tyrants motivate nearby swarm creatures and exert the influence of the hive mind across the teeming hordes. Winged Tyrants are Skimmers, Synapse creatures, generate Fear and have a 4+ Psychic Save.

Zoanthropes: These are powerful psykers who use their warp energy to compensate for their physical weakness. Zoanthropes are Slave creatures and subject to the Nest instinct. They are also Psykers and use their powers to protect themselves, which is reflected by a 4+ Psychic Save and a 5+ Fixed Armor Save. The Zoanthropes Warp Blast, a physical psychic attack, which will hit on a 5+ if on Nest or First Fire Orders, or a 6+ if on Advance Orders. The Warp Blast may (at the Tyranid player's option) count as an Anti-aircraft weapon.

Vehicles

Brooder: This is a slow-moving Wiggler poison projector. If a Wiggler hits and kills an infantry stand, it explodes in a massive shower of toxins. Place the 6 cm barrage template on the stand. Models more than half under then template are hit on 4+ at 0 TSM. These secondary casualties do not receive templates – it's a one-time effect. This effect does not work if the infantry is in buildings or another enclosed space. Brooders are Slave creatures and subject to the Hunt instinct.

Exocrine: Exocrine are highly evolved fire support specialists, armed with long-range bio-cannons. Exocrine are Slave creatures, subject to the Nest instinct, Anti-Aircraft and Penetrating +1.

Haruspex: The Haruspex is a specially-bred Close Combat bio-creature, it's massive claws and powerful jaws fully capable of tearing apart anything that comes within their reach. Haruspexi are Slave creatures and subject to the Rampage instinct. Although they are not artillery, multiple Haruspex may combine their barrage weapons into a single attack.

Malefactor: These are enormous bio-transport creatures. Malefactors are Slave creatures, subject to the Rampage instinct and may Transport 2. Although they are not artillery, multiple Malefactors may combine their barrage weapons into a single attack.

Mycetic Spores: Although not actually fliers, Mycetic Spores allow other units to enter the battlefield from orbit. They do not require Command Points to purchase and each spore may carry any one unit except bio-titans. One Support Card of Spores will transport one detachment regardless of the number of creatures in it, but the cost and number of spores you need depends on how many models are in the detachment. Empty Spores are lost and count as destroyed for Break Point calculations. Both the Break and Victory Point value are affected.

Spores have the Deep Strike ability, and all spores belonging to an Army Card must be deployed in the same Compulsory Movement Phase.

- 1) Determine the landing point as per the Deep Strike rules (pick a point and scatter 2D6 cm twice).
- 2) Resolve fire against the spores. Any unit with First Fire Orders (except artillery) may be activated to shoot at the incoming spores pods if the landing point is within range. A line of sight to the landing point is not required, and the normal -1 To-Hit penalty for Snap Fire does not apply. Any spore that is destroyed (by shooting or Close Combat) also destroys its contents regardless of regeneration capabilities.

- 3) Place the spores anywhere within 20 cm of the landing point and not touching any unit, and scatter them 2D6 cm. After placing them, point to each one and roll a D6. On a 3+ it opens. If it fails, try again in each Compulsory Movement Phase until it does open. Troops disembarking lose the normal 5 cm of movement for leaving a transport.

Spores that scatter so that they land on another model (friend or foe) cause a hit with -3 TSM. The spore itself is unharmed if it lands on a Vehicle-class or smaller unit, and is destroyed by anything larger. If the target has active shields the spore knocks down one shield before being destroyed. Models must be placed on the following orders the turn they land:

Command Units: Are allowed their normal Charge / First Fire command activity
Independent Broods: Advance Orders
Instinctive Broods: Instinctive orders

Heavy Artillery

Biovore: This is a living mortar, growing spore mines inside its body and firing them with a massive muscle convulsion. When the mines contact a non-Tyranid, they detonate in a shower of acid. Biovores are Slave creatures and subject to the Nest instinct.

Biovores may only fire if on First Fire or Nest orders and do not combine barrages (though all the models in a Brood must fire at the same time). All shots are treated as indirect barrages and will scatter 2D6 cm. If a mine is touching an enemy model it will explode into a standard barrage template, hitting models underneath on a 4+ at -3 TSM. Tyranids that are hit must save with a 0 TSM.

If the mine doesn't detonate, place a marker where the shot landed. During every Compulsory Movement Phase it will drift 2D6 cm. If a mine makes contact with an enemy model it will explode as above. If a double is rolled for the distance the mine will travel that far and then explode. Spore mines will drift over buildings and terrain without detonating, and if they drift off the table they are removed. The mines may be shot at and are destroyed on any hit. If they are engaged in Close Combat they are automatically destroyed, but will explode immediately.

Dactylis: Dactylis are long-range firepower specialists delivering a deadly barrage. A unit of Dactylis operates like a standard artillery unit, with all models of a brood adding their barrage points together into a single attack. Dactylis are Slave creatures and are subject to the Nest instinct.

Fliers

Harridan: These are huge bat-like creatures that float as much as they fly. Harridans are Floaters, Synapse creatures and have 3 wounds. Harridans can Infiltrate and may transport one brood of 5 Gargoyle stands. Gargoyles carried this way may make their Infiltration move after the Harridan has made *it's* Infiltration movement, but both must pay the 5 cm penalty for unloading.

Harridans are armed with spore that can be dropped during movement. The spores may be released as up to three barrage templates that are dropped behind the harridan as it moves. The Harridan has a total of 12 Barrage Points and these are evenly split among the barrage templates depending on how many are dropped:

# Of Templates	BPs per Template
1	12
2	6
3	4

Knights

Razorfex: An assault version of the Carnifex, Razorfexi are huge shock assault creature. Razorfex cause Terror, Regenerate and are Slave creatures subject to the Rampage instinct.

Hive Queen: These creatures are terrifying alien warrior-lords. In addition to their formidable size and fighting prowess, Hive Queens motivate the lesser swarm creatures and extend the influence of the hive mind across the teeming hordes. Hive Queens are Synapse creatures, Command units and Psykers. Hive Queens have 2 wounds, Regeneration, Terror and a 4+ Psychic Save. Any Tyranid brood within 25 cm of a Hive Queen will automatically pass Hive Mind tests. A Hive Queens may use one of the following ethereal powers during the combat phase:

- 1) **The Horror:** All non-Tyranid units within 20 cm must pass a Morale check or go on Fall Back Orders.
- 2) **Psychic Scream:** Roll a D6 for each non-Tyranid psyker within 40 cm. On a 4+ the psyker is stunned and may not use any psychic powers for the rest of the turn. Ongoing powers are shut down immediately.

Scythed Hierodule: Another of the Tyranid creatures that have only recently been encountered, the Scythed Hierodule appears to be closely related to the much larger Bio-Titans. They are used in a similar role to the Haruspex assault spawn, but are much larger and more deadly. The Scythed Hierodule also mounts a Pyro-Acid Spray projector between its shoulders that is just as effective as that carried by its larger Bio-Titan cousins. The spray of acid is hyper-corrosive, ignores all cover and can damage buildings.

Superheavies

Dominatrix: These are the Brood Queens of the Tyranids, acting as a powerful focus for the Hive Mind and instilling its merciless directives in the creatures around it. Dominatrixes are Tyranid Synapse creatures, Command units, have 4 wounds, a Psychic Save of 2+ and can regenerate. Dominatrix are considered superheavy for pinning purposes. Any Tyranid brood within 25 cm of a Dominatrix will pass Hive Mind tests automatically. Dominatrix are horrifying Close Combat opponents and cause Terror. A Dominatrix may use one of the following psychic powers at any time during the combat phase:

1) Warp Field: This power generates an aura of protective warp energy. This is a 3+ Fixed Save against all physical damage, including Close Combat attacks, Warp Missiles, Vortex effects, Wave Serpent fields, etc. Once cast the Warp Field will last until the beginning of the next Combat phase, but vanishes if the Dominatrix moves.

2) Energy Pulse: The Dominatrix unleashes a powerful psychic energy pulse. Use the special 3 cm by 12 cm psychic pulse template to represent the area of affect. Place the template anywhere within 100 cm and line of sight. The template may be positioned to face in any direction and cover any models, but the Energy Pulse will affect only the models within line of sight. Any model under the template is hit on a 4+ for D6 wounds at -4 TSM and Penetrating +1. This is a physical psychic power.

Trygon: A huge snake-like creature the size of a superheavy tank. These predatory creatures have been genetically engineered to become living weapons which generate a powerful electric field. During battles this field is launched forward as a rolling blast of high voltage destruction. Trygons are Slave creatures and subject to the Hunt instinct.

The Trygon's bio-shock attack is represented by a special template (if you don't have it, use the small barrage template). This template is placed directly in front of the Trygon and moves with it. Any model touched by the template will be hit on a 3+. The result of the To-Hit roll will be used to determine the TSM of the attack (e.g. if you roll a 4 to hit, the attack will be at -4 TSM. Modifiers to the To-Hit roll will change both the To-Hit result and the TSM.

Additionally, if on First Fire, Advance or Hunt orders the Trygon may fire the template D6 x 10 cm in a straight line directly forward. The TSM is equal to the D6 result for the distance. The template will stop if it hits water (which dissipates the attack immediately) or a building (attacking all models in the building before dissipating), but will ignore all other terrain. Once a template has been discharged in this manner it will not be replaced until the end of the following turn's Movement Phase.

Bio-Titans

Bio-titans follow all of the standard rules for titans except as noted below. They are Slave broods and require sufficient Command points in order to be selected for the swarm, are Independent for the purpose of orders, and have psychic saving throws as noted below. All Bio-titans are Agile, cause Terror and can Regenerate.

Regeneration

Bio-titans do not have shields, instead relying on their natural armor and toughness as well as multiple wounds for protection. During the End Phase, roll a D6 for each wound the bio-titan has. On a 4+ it's regenerated.

Some results on the Critical Hit Damage Table also specify that the damage may be regenerated in the end phase on a specific D6 result. In the end phase, roll a D6 for all critical damage suffered by the titan that can be regenerated. If the roll is equal to or greater than the number specified on the Critical Hit Damage Table the critical damage has been regenerated, otherwise the damage and the effects remain. The Tyranid player may attempt to repair critical damage again in subsequent turns.

When the bio-titan has taken as many wound markers as it has wounds it will collapse. The enemy may still target bio-titans that have collapsed, rolling To-Hit with a +1 and taking armor saves normally, but shots will not scatter on the hit location template. A collapsed Bio-Titan in Close Combat does not roll any dice, relying on its base CAF only. If, after regeneration, the bio-titan still has as many or more wound markers than wounds, it is destroyed and removed from the table.

Hit Location Templates

The numbers listed in the individual locations are not Armor values. Instead, this is the chance of a critical hit. When firing at a bio-titan follow these steps:

1) Declare fire, roll To-Hit and scatter the shot normally. Unless the shot scatters off the template, use the Overall Armor Value for the given facing (front, etc). If you penetrate the armor you do one wound to the bio-titan.

2) Look at the location and roll a D6. If you've rolled equal or over the critical hit number for that location, you've done a critical hit. Roll for the effect on the appropriate location damage table, adding any Penetration bonus.

Bio-titan	Wounds	Psychic Save	Hive Mind Roll	Number of Weapons	Cost
Hierodule	6	4+	1	2	350 + Weapons
Hierophant	8	3+	1	3	475 + Weapons

Penetrating vs. Bio Titans

Due to their special rules, the Penetrating special ability interacts slightly differently with Tyranid Bio-Titans. If a weapon with a Penetrating value successfully hits and wounds a Bio-Titan, the Penetrating value is added to the die roll for the subsequent Critical Hit roll. If the modified roll exceeds the Critical Hit number for that location, the Penetrating Value is also added to the roll on the appropriate location damage table.

Optional Rules: Stronger Bio-Titans

Some people may have a preference to stick with the classic rules for Multiple Wounds and for wounding a Bio Titan. In this case, a Tyranid player may make regeneration rolls for all wounds in the end phase, not only those inflicted in that turn. Also, weapons with a Penetrating X rating may only add the Penetrating value to the roll on the Critical Hit Damage Table. The attempt to cause a Critical Hit in the first place is without the benefit of the Penetrating value.

Weapon Descriptions

Bile Launcher: This weapon belches a lump of corrosive slime that strikes the intended target and then splatters against any nearby targets. To represent this, if a hit is scored work out the damage against the target as normal, and then place a barrage template at the point of impact. Any model covered by the template may also be hit, but at a reduced strength. 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. These are extremely powerful against titans and any damaging hit against a hit location template will add +1 to the damage roll. Bio-Cannon is fast tracking weapons and is considered anti-aircraft for purposes of firing on thrusters.

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

Pyro-Acid Spray: Probably the most fearsome weapon in the Bio-titan arsenal. This is a triple jet of corrosive acid. The special Pyro-acid spray template represents the area of affect. The spray is super-intense and ignores any to hit modifiers for cover. The pyro-acid spray can damage buildings.

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. The razor claw may either use the special close combat ability or the Frag Spines during a turn; it may not use both.

If the Bio-titan wins a round of close combat against an enemy Titan or Praetorian, the player may elect to make a grab attack instead of rolling for damage normally. When making a grab attack, select a location from the corresponding damage location chart, both players roll a D6 and the bio-titan player adds +2. If the bio-titan making the grab attack scores higher, the location the Tyranid player selected receives maximum damage (the most damaging result). If the result is a tie the defender has slipped partially out of the grasp, and receives normal damage (resolve by rolling once on the damage table for that location). If the defenders score is higher, it has broken free and receives no damage.

Bio-titans with a Razor Claw in base-to-base contact with buildings may elect, in addition to normal attacks, to automatically hit the building once. The building must make a save with a -4 TSM or be destroyed.

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. In Close Combat the bio-titan may use its ripper tentacles in one of three ways. The Tyranid player selects which ability will be used at the beginning of each Close Combat segment and may only use one ability per turn:

1) When engaged by enemy troop stands and vehicles the bio-titan can use the Ripper Tentacles to help clear out these attackers. Any infantry or vehicle attacker assaulting the bio-titan has a +1 modifier to its chance of successfully assault the bio-titan for each undamaged ripper tentacle on the bio-titan. For example, a basic infantry stand assaulting a bio-titan with one ripper tentacle will need to roll a 7+ to engage the bio-titan instead of a 6+. Against a bio-titan with two ripper tentacles the infantry stand would need to roll an 8+. These modifiers apply to elite units and vehicles in the same manner.

2) When engaged by multiple superheavy or knight opponents, the bio-titan may elect to grab one of these opponents and prevent it from joining the others while attacking in Close Combat. The grabbed model resolves its Close Combat as a completely separate attack against the bio-titan and will not contribute additional dice to the 'other' Close Combat against the bio-titan.

3) If engaged by a titan or Gargant, the ripper tentacles may be used to grab one enemy Close Combat weapon and prevent its use. Should the bio-titan win the Close Combat, roll for damage against a selected location as normal and additionally roll for damage against the trapped weapon location, with a +2 modifier on both damage rolls. If the enemy has no Close Combat weapons the ripper tentacles subtract 1D6 from the enemy CAF, and if the bio-titan wins the combat the player selects and rolls for damage against two locations (both with the +2 modifier).

If the bio-titan is in base-to-base contact with buildings the player may elect, in addition to any other attacks, to automatically hit the building once. The building must make a save with a 0 TSM or be destroyed.

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, which may be represented as from 1 to 3 barrage templates. When launching multiple barrage templates, each must be placed so that it touches one other barrage template in the attack. By using multiple templates the bio-titan dissipates the strength of the attack, as represented by the following table:

Number of templates dropped	Barrage Points Per Template	To-Hit Roll
1	12	2+
2	6	4+
3	4	5+

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

Weapon Costs

Class	Weapon	Cost
Basic	Cluster Spines	25
	Pyro-Acid Spray	50
	Stinger Salvo	25
	Bio-Cannon	75
	Bile Launcher	75
	Spore Pods	25
Close Combat	Razor Claw	50
	Ripper Tentacles	75

Weapon Summary

Weapon	Range	Attack Dice	To-Hit	TSM	Notes
Cluster Spines	50 cm	8 BP	3+	-1	
Bile Launcher	100 cm	1	3+	-3	Damages Buildings, also put down a 4 BP template for splatter with 0 TSM
Bio-Cannon	75 cm	3	5+	-3	Anti-Aircraft, Penetrating +1
Pyro-Acid Spray	0 cm	Template	3+	-2	Ignores Cover, Damages Buildings
Razor Claw	25 cm	8 BP	3+	0	Roll off against opponent to cause maximum damage or fire, destroys buildings
Ripper Tentacles	Close Combat				Multiple uses, Destroys Buildings
Spore Pod	25 cm	Varies	Varies	-1	One to three templates of 12, 6 or 4 Barrage Points.
Stinger Salvo	25 cm	6	4+	-1	

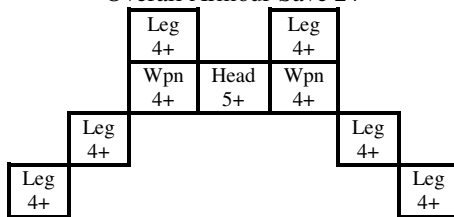
Hierodule Template

Move	CAF	Wounds	Psychic Save	Notes
25 cm	+10	6	4+	Agile, Regeneration, Terror

Weapon	Slot	Range	Attack Dice	To-Hit	TSM	Notes
	Right Arm					
	Left Arm					

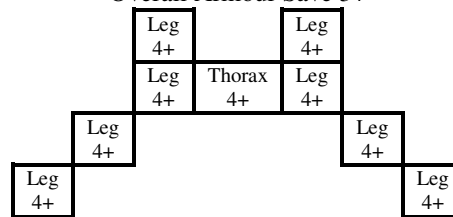
FRONT

Overall Armour Save 2+



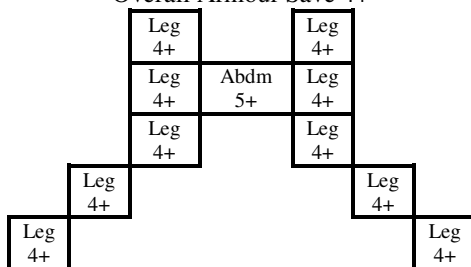
SIDE

Overall Armour Save 3+



REAR

Overall Armour Save 4+



Weapon

- 1 The weapon is knocked aside by the hit and may not fire this turn.
- 2-4 The weapon is smashed by the hit, inflicting 1 extra wound. The weapon may not fire again until it is regenerated on a D6 roll of 5+ in the end phase.
- 5-6 The weapon is blown off and lands 2D6 cm away in a random direction, causing a hit with 0 TSM on anything underneath. Ichor boils up out of the stump and inflicts D6 extra wounds.

Head

- 1-2 The bio-titan staggers D6+4 cm in a random direction. Any models it moves onto take a hit on a 4+ with a 0 TSM. If the bio-titan staggers into difficult or impassable terrain it suffers D6 hits with 0 TSM.
- 2-3 The nerve core is damaged. CAF is halved and it must roll a 4+ on 1D6 before it can move or shoot. This damage may be regenerated on a D6 roll of 6+ in the End Phase.
- 4-5 The head is punctured, inflicting an extra D6 wounds.
- 6 The head is half blown off, inflicting an extra 2D6 wounds.

Thorax

- 1-2 The thorax is pierced and leaks colorless slime, inflicting 1 extra wound.
- 3-4 The thorax is split, causing blood and ichor to spray out, inflicting D3 extra wounds.
- 5 The thorax is ripped open with a spray of viscous jelly, inflicting D6 wounds.
- 6 The thorax is deeply punctured and starts to pour out body fluids inflicting D6 wounds now and D6 wounds in every Orders Phase. This effect may be regenerated in the end phase on a D6 roll of 4+.

Leg

- 1-2 The leg is damaged, forcing the bio-titan to walk with a pronounced limp. Its movement rate is reduced by 5 cm and it may not enter difficult terrain.
- 3-4 The leg is heavily damaged. Movement is reduced by 10 cm and the bio-titan may not enter difficult terrain.
- 5 The leg is severed, inflicting 1 extra wound and permanently impairing movement as noted in 3-4 (above). If two legs are severed the bio-titan will collapse and may not move or turn. It's CAF is halved but otherwise it may fight and shoot as normal.
- 6 The leg is ripped away with great gout of ichor, inflicting an D3 extra wounds. Loss of the leg as in 5 (above).

Abdomen

- 1-3 The abdomen is gashed open by the hit, inflicting D3 extra wounds.
- 4-6 The abdomen is slashed open and body fluids gush out, inflicting D6 extra wounds.

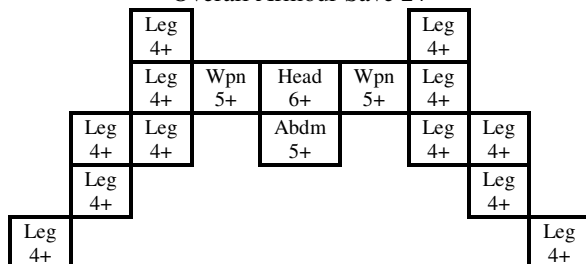
Hierophant Template

Move	CAF	Wounds	Psychic Save	Notes
25 cm	+14	8	3+	Agile, Regeneration, Transport 5, Terror

Weapon	Slot	Range	Attack Dice	To-Hit	TSM	Notes
	Head					
	Right Arm					
	Left Arm					

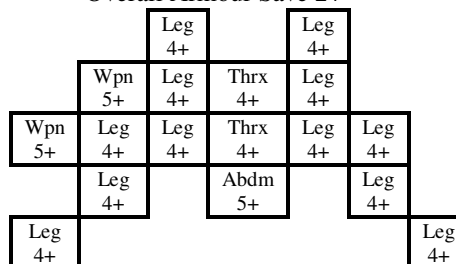
FRONT

Overall Armour Save 2+



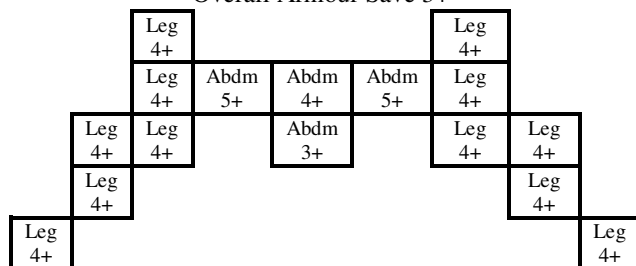
SIDE

Overall Armour Save 2+



REAR

Overall Armour Save 3+



Weapon

- The weapon is knocked aside by the hit and may not fire this turn.
- 2-4 The weapon is smashed by the hit, inflicting 1 extra wound. The weapon may not fire again until it is regenerated on a D6 roll of 5+ in the End Phase.
- 5-6 The weapon is blown off and lands 2D6 cm away in a random direction, causing a hit with 0 TSM on anything underneath. Ichor boils up out of the stump and inflicts D6 extra wounds.

<p>Head</p> <p>1-2 The bio-titan staggers D6+4 cm in a random direction. Any models it moves onto take a hit on a 4+ with a 0 TSM. If the bio-titan staggers into difficult or impassable terrain it suffers D6 hits with 0 TSM.</p> <p>2-3 The nerve core is damaged. CAF is halved and it must roll a 4+ on 1D6 before it can move or shoot. This damage may be regenerated on a D6 roll of 6+ in the End Phase.</p> <p>4-5 The head is punctured, inflicting an extra D6 wounds.</p> <p>6 The head is half blown off, inflicting an extra 2D6 wounds.</p>	<p>Thorax</p> <p>1-2 The thorax is pierced and leaks colorless slime, inflicting 1 extra wound.</p> <p>3-4 The thorax is split, causing blood and ichor to spray out, inflicting D3 extra wounds.</p> <p>5 The thorax is ripped open with a spray of viscous jelly, inflicting D6 wounds.</p> <p>6 The thorax is deeply punctured and starts to pour out body fluids inflicting D6 wounds now and D6 wounds in every Orders Phase. This effect may be regenerated in the end phase on a D6 roll of 4+.</p>
<p>Leg</p> <p>1-2 The leg is damaged, forcing the bio-titan to walk with a pronounced limp. Its movement rate is reduced by 5 cm and it may not enter difficult terrain.</p> <p>3-4 The leg is heavily damaged. Movement is reduced by 10 cm and the bio-titan may not enter difficult terrain.</p> <p>5 The leg is severed, inflicting 1 extra wound and permanently impairing movement as noted in 3-4 (above). If two legs are severed the bio-titan will collapse and may not move or turn. It's CAF is halved but otherwise it may fight and shoot as normal.</p> <p>6 The leg is ripped away with great gout of ichor, inflicting an D3 extra wounds. Loss of the leg as in 5 (above).</p>	<p>Abdomen</p> <p>1-3 The abdomen is gashed open by the hit, inflicting 1 extra wound. Any troop stands being carried are unharmed but they are reflexively disgorged immediately, place them within 5 cm.</p> <p>4-5 The abdomen is impaled, inflicting 1 extra wound. Troop stands being carried are hit with 0 TSM. Survivors are disgorged as in 1-3 (above).</p> <p>6 The abdomen is slashed open and body fluids gush out, inflicting D3 extra wounds. Troop stands being carried must make saving throw or be destroyed. Any surviving troops are disgorged as in 1-3 (above).</p>

Hive Mind Cards

<p>ACID BLOOD</p> <p>Play: On a Tyranid brood in the Close Combat segment.</p> <p>Effect: The brood scores a hit with -2 TSM on its opponent each time one of its models is killed in Close Combat this turn.</p> <p>Range: 30 cm from a Synapse Creature.</p>	<p>ADRENALIN SURGE</p> <p>Play: On a Tyranid brood in the Orders Phase.</p> <p>Effect: The brood gains the Command special ability (i.e. move as Charge, fire as First Fire) for this turn.</p> <p>Range: 30 cm from a Synapse creature.</p>	<p>BIO-ASSASSIN</p> <p>Play: On an enemy Command or HQ unit, at any time.</p> <p>Effect: Fight a round of Close Combat against the enemy stand immediately. The Tyranid player rolls 3D6, the enemy rolls 2D6 + their CAF.</p> <p>Range: Anywhere on the battlefield.</p>	<p>BIOTOXINS</p> <p>Play: On a Tyranid brood in the Combat Phase.</p> <p>Effect: All ranged attacks made by the brood gain an additional -1 TSM.</p> <p>Range: 30 cm from a Synapse creature.</p>
<p>BLOODLUST</p> <p>Play: On a Tyranid brood in the Combat Phase.</p> <p>Effect: The brood or model gains +1 CAF for this turn. Bio-titans gain +1D6 CAF.</p> <p>Range: Anywhere on the table.</p>	<p>CHAMELEON</p> <p>Play: On a Tyranid infantry brood in the Combat Phase.</p> <p>Effect: The brood gains the Stealthy ability. Enemy units cannot shoot at it unless they are within 25 cm.</p> <p>Range: 30 cm from a Synapse creature.</p>	<p>ENERGY IMMUNITY</p> <p>Play: On a Tyranid brood in the Combat Phase.</p> <p>Effect: The brood gains an extra 4+ saving throw which is not affected by modifiers for the rest of the turn.</p> <p>Range: 30 cm from a Synapse creature.</p>	<p>EXTRA CHITEN</p> <p>Play: On one Tyranid model at any time.</p> <p>Effect: Until the End Phase, the target model has a 2+ Armour Save. Bio-titans only gain this save on a single location, chosen before the scatter roll.</p> <p>Range: 30 cm from a Synapse creature.</p>
<p>FLEET OF CLAW</p> <p>Play: On a Tyranid infantry brood in the Movement Phase.</p> <p>Effect: The brood gains 5 cm to its base movement this turn.</p> <p>Range: 30 cm from a Synapse creature.</p>	<p>HALLUCINOGENS</p> <p>Play: On an enemy unit in the Orders Phase.</p> <p>Effect: You may choose the orders for one enemy unit within range.</p> <p>Range: 60 cm from a Synapse creature.</p>	<p>OVERDRIVE</p> <p>Play: On a unit in the Movement Phase.</p> <p>Effect: The Tyranid brood this card is played on can move at triple rather than double rate if it is on Charge or Rampage orders this turn.</p> <p>Range: 30 cm from a Synapse creature.</p>	<p>OVERRUN ASSAULT</p> <p>Play: On a unit in the Movement Phase.</p> <p>Effect: The Tyranid brood this card is played on fights its Close Combat in the movement phase and can then move non-pinned models 5 cm.</p> <p>Range: 30 cm from a Synapse creature.</p>
<p>PATHOGENIC SLIME</p> <p>Play: On a Tyranid brood in the Combat Phase.</p> <p>Effect: A single hit just scored by the Tyranids (by shooting or Close Combat) inflicts D6 hits instead.</p> <p>Range: Anywhere on the table.</p>	<p>PSYCHIC BARRAGE</p> <p>Play: During the Combat Phase.</p> <p>Effect: Place the 6 cm barrage template within sight of any Tyranid stand. All models at least half under the template are hit on 6+ with no cover modifiers, and no Armour saves apply.</p> <p>Range: Line of sight.</p>	<p>REGENERATION</p> <p>Play: On one Tyranid model in the End Phase.</p> <p>Effect: One Tyranid model that can regenerate will automatically remove all of its wound markers. Bio-titans regenerate 1D6 wounds.</p> <p>Range: Anywhere on the board.</p>	<p>RENDING CLAWS</p> <p>Play: On a Tyranid brood in the Combat Phase.</p> <p>Effect: The brood or model gains +1 CAF for this turn. Bio-titans gain +1D6 CAF.</p> <p>Range: Anywhere on the table.</p>

Tyranid Army Cards

Synapse Creatures	Contents	Break Point	Hive Mind	Victory Points	Cost
Dominatrix	Dominatrix	Model	10	5	500
Hive Queen	Hive Queen	Model	2	2	150
Hive Tyrant Brood	3 Hive Tyrants	2	2	2	200
Harridan	Harridan	Model	1	2	150
Winged Tyrant *	1 Winged Tyrant	Model	1	1	100
Tyranid Warrior Brood	5 Tyranid Warrior stands	3	1	2	200

Slave Broods	Contents	Break Point	Hive Mind	Victory Points	Cost
Infantry					
Ripper Swarm	10 Ripper stands	5	3	1	100
Gargoyle Brood	5 Gargoyle stands	3	4	2	150
Genestealer Brood	5 Genestealer stands	3	1	2	150
Genestealer Cultists *	6 Cultist stands	3	1	1	100
Hormagaunt Brood	5 Hormagaunt stands	3	4	1	100
Lictor Brood	5 Lictor stands	3	1	2	200
Termagant Brood	10 Termagant stands	5	4	2	150
Zoat Brood	5 Zoat stands	3	1	2	200

Cavalry					
Ravener Brood *	5 Raveners	3	4	2	200

Walkers					
Carnifex	3 Carnifex	2	4	1	100
Zoanthrope Brood	3 Zoanthropes	2	4	1	100

Vehicles					
Brooder *	3 Brooders	2	3	2	150
Exocrine Brood	3 Exocrines	2	4	3	250
Haruspex Brood	3 Haruspexi	2	4	2	200
Malefactor Brood	3 Malefactors	2	4	2	150
Mycetic Spores	1-5 Mycetic Spores	+3	-	+1	50
Mycetic Spores	10 Mycetic Spores	+5	-	+2	100

Heavy Artillery					
Biovore Brood	3 Biovores	2	4	2	200
Dactylis Brood	3 Dactylis	2	4	2	200

Knights					
Razorfex Brood	3 Razorfexes	2	4	2	200
Scythed Hierodule *	1 Scythed Hierodule	Model	1	3	300

Superheavies					
Trygon	Trygon	Model	4	1	100

Bio-Titans					
Hierodule	Hierodule hull	Model	1	Varies	350
Hierodule Brood *	3 Hierodule hulls	Each	1	Varies	1050
Hierophant	Hierophant hull	Model	1	Varies	475
Hierophant Brood *	3 Hierophant hulls	Each	1	Varies	1400

* Optional unit. These require the consent of all players to use.

Summary of Unit Statistics

Troop Type	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes
Infantry									
Ripper	10 cm	-	+2	-	-	-	-	-	Slave (Rampage)
Gargoyle	20 cm	-	+1	Flamespurt	25 cm	1	5+	0	Slave (Hunt), Ignores Cover, Infiltration, Skimmer
Genestealer	15 cm	-	+6	Claws	-	-	-	-	Slave (Independent)
Genestealer Cultist	10 cm	-	+1	Pistol & sword	25 cm	1	5+	0	Slave (Independent)
Hormagaunt	10 cm	-	+2	Claws	-	-	-	-	Slave (Rampage), Triple Charge
Lictor	15 cm	6+f	+4	Flesh Hooks	25 cm	2	5+	0	Slave (Independent), Elite, Infiltrate, Stealth
Termagant	10 cm	-	+1	Fleshborer	25 cm	1	5+	0	Slave (Hunt)
Tyranid Warrior	10 cm	6+f	+5	Deathspitter	50 cm	2	5+	-1	Synapse, Elite, Independent
Zoat	15 cm	5+	+5	Barbed Strangler	50 cm	2	5+	0	Slave (Independent)
Cavalry									
Ravener	20 cm	-	+3	Devourers	25 cm	2	5+	-1	Slave (Hunt)
Walkers									
Zoanthrope	10 cm	5+f	+1	Warp Blast	50 cm	1	Varies	-6	Slave (Nest), 4+ Psychic Save, Psyker, Special
Hive Tyrant	10 cm	4+	+7	Venom Cannon	50 cm	1	5+	-2	Synapse, Command, 4+ Psychic Save, Fear
Winged Tyrant	20 cm	4+	+6	Venom Cannon	50 cm	1	5+	-2	Synapse, Command, 4+ Psychic Save, Fear, Skimmer
Carnifex	10 cm	4+	+5	Bio-plasma	35 cm	1	4+	-2	Slave (Rampage), Fear
Vehicles									
Brooder	15 cm	3+	+3	Wiggler	50 cm	1	5+	-1	Slave (Hunt), Special
Exocrine	10 cm	2+	+3	Bio-Cannon	75 cm	2	5+	-3	Slave (Nest), AA, Penetrating +1, PD(2)
Haruspex	15 cm	2+	+7	Acid Jets Frag Spines	25 cm 25 cm	2 2 BP	5+ 6+	-2 0	Slave (Rampage), Special
Malefactor	20 cm	2+	+5	Frag Spines	25 cm	4 BP	5+	0	Slave (Rampage), Transport 2, PD(3)
Mycetic Spore	-	4+	0	-	-	-	-	-	Slave, Transport 1, Special
Heavy Artillery									
Biovore	10 cm	4+	+1	Spore Mines	100 cm	6 BP	4+	-3	Slave (Nest), Special
Dactylis	10 cm	2+	+4	Bile Pods	75 cm	3 BP@	Varies	-2	Slave (Nest), PD(2)
Knights									
Razorfex	10 cm	2+	+8	Bio-plasma	50 cm	1	4+	-3	Slave (Rampage), Regeneration, Terror
Hive Queen	10 cm	2+	+10	Venom Cannon	50 cm	2	5+	-2	Synapse, Command, 4+ Psychic Save, Psyker, Regeneration, Terror, 2 Wounds, Special
Scythed Hierodule	20 cm	1+	+10	Pyro-Acid Spray *	Template	7 BP	3+	-2	Slave (Independent), 4+ Psychic Save, Regeneration, 3 Wounds, PD(6), *Ignores Cover, Damages Buildings.
Superheavies									
Dominatrix	10 cm	1+	+10	Bio-Cannon	75 cm	6	5+	-3	Synapse, Command, 2+ Psychic Save, 4 Wounds, Psyker, Regeneration, Terror, Special, PD(12)
Harridan	25 cm	2+	+5	Spore Cloud Bio-Cannon	- 50 cm	12 BP 4	Varies 5+	0 -3	Floater, Synapse, Independent, All-Around Armor, 3 Wounds, Transport 5 Gargoyles, Infiltration
Trygon	20 cm	1+	+8	Bio-Shock	D6x10cm	Template	3+	-D6	Slave (Hunt), Special
Bio-Titans									
Hierodule	25 cm	Template	+10	Purchase 2 weapons	Slave (Independent), 4+ Psychic Save, Regeneration, 6 Wounds, Agile				
Hierophant	25 cm	Template	+14	Purchase 3 weapons	Slave (Independent), 3+ Psychic Save, Transport 5, Regeneration, 8 Wounds, Agile				