

TYRANID REFERENCE SHEET

STRATEGY RATING: 1

INITIATIVE: 1+

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Barbed Carnifex	AV	20cm	4+	5+	4+	Heavy Venom Cannon Stranglethorn Cannon	30cm 30cm	AP4+ / AT5+ AP4+, D	<i>Fearless, Reinforced Armour</i>
Barbed Hierodule	WE	20cm	5+	5+	5+	Twin Bio-Cannon Large Scything Talons	45cm (bc)	2x AP3+ / AT4+ Assault Weapons, EA(+1), MW	<i>DC3, Fearless, Reinforced Armour. Critical Hit Effect: The unit is destroyed. All units within 5cm take a hit on a roll of 6+.</i>
Biovore	LV	15cm	6+	6+	5+	Spore Mines	30cm	AP5+ / AT6+, D, Ind	-
Brood Lord	CH	n/a	n/a	n/a	n/a	Rending Claws and Talons	(bc)	Assault Weapons, EA(+1), FS	<i>Leader, Inspiring, Invulnerable Save</i>
Carnifex	AV	20cm	4+	3+	5+	Bio-plasma Large Scything Talons	(15cm) (bc)	Small Arms Assault Weapons, EA(+1), MW	<i>Fearless, Reinforced Armour</i>
Dactylis	AV	15cm	4+	4+	5+	Bile Pods	45cm	1BP, D, Ind	<i>Reinforced Armour</i>
Devourer Carnifex	AV	20cm	4+	4+	3+	2x Twin Devourer	15cm	AP3+	<i>Fearless, Reinforced Armour</i>
Dominatrix	WE	20cm	4+	3+	5+	Bio-Titan Bio-Cannon Energy Pulse and 2x Massive Scything Talons	45cm 60cm 45cm (bc)	3x AP4+ / AT5+, FxF 3BP, MW AA5+, MW Assault Weapons, EA(+1), TK	<i>DC4, Augmented Swarming (+1D3), Fearless, Invulnerable Save, Regeneration, Reinforced Armour, Supreme Commander, Synapse. May step over units and and pieces of terrain that are lower then the unit's abdomen and less than 2cm wide. Critical Hit Effect: The unit takes a point of damage. Roll a D6, on a roll of 1 all units within 5cm take a hit on a roll of 6+, and on a roll of 6 the unit loses the Supreme Commander and Synapse abilities.</i>
Exocrine	AV	15cm	4+	4+	4+	Bio-Cannon	45cm	2x AP4+ / AT5+	<i>Reinforced Armour</i>
Gargoyles	INF	30cm	-	6+	5+	Flamespurts	(15cm)	Small Arms	<i>Brood (2), Expendable, Jump Packs</i>
Genestealers	INF	20cm	6+	2+	-	Rending Claws	(bc)	Assault Weapons, FS	<i>Infiltrators, Scouts</i>
Harpy	AV	35cm	5+	5+	5+	Twin Stranglethorn Cannon Spore Mine Cysts	30cm 15cm	AP3+, D 1BP, SS	<i>First Strike, Reinforced Armour, Skimmer</i>
Harridan	WE	35cm	5+	5+	5+	Twin Harridan Bio-Cannon Large Scything Talons	45cm (bc)	2x AP4+ / AT5+, FxF Assault Weapons, EA(+1), MW	<i>DC3, Fearless, Reinforced Armour, Skimmer, Transport (four Gargoyles). Critical Hit Effect: The unit takes an extra point of damage.</i>
Haruspex	AV	20cm	4+	3+	5+	Acid Jets and Frag Spines Claws and Mandibles	15cm (bc)	2x AP5+ / AT6+ Assault Weapons, EA(+1), MW	<i>Reinforced Armour</i>
Hierodule Bio-Titan (745.M41)	WE	25cm	4+	3+	5+	0-1x Bile Launcher Cluster Spines 0-1x Razorclaw or 2x Massive Scything Talons	60cm 30cm (bc) (15cm) (bc)	3BP, FwA 4BP, FwA Assault Weapons, EA(+1), TK(D3) Small Arms, EA(+1) Assault Weapons, EA(+1), TK	<i>DC4, Fearless, Invulnerable Save, Regeneration, Reinforced Armour. May step over units and and pieces of terrain that are lower then the unit's abdomen and less than 2cm wide. Armed with either a Bile Launcher or a Razorclaw. Critical Hit Effect: The unit takes a point of damage. Roll a D6, on a roll of 1 all units within 5cm take a hit on a roll of 6+, and on a roll of 6 the unit loses another point of damage.</i>
Hierophant Bio-Titan (745.M41)	WE	25cm	4+	3+	5+	Bio-Titan Bio-Cannon 0-1x Pyro-Acid Spray 0-1x Razorclaw or Ripper Tentacles 2x Gigantic Scything Talons	45cm 15cm (bc) (15cm) (bc) (bc)	3x AP4+ / AT5+, FwA 3BP, FwA, IC Assault Weapons, EA(+1), TK(D3) Small Arms, EA(+1) Assault Weapons, EA(+1), FS Assault Weapons, EA(+1), TK(D3)	<i>DC6, Fearless, Invulnerable Save, Regeneration, Reinforced Armour. May step over units and and pieces of terrain that are lower then the unit's abdomen and less than 2cm wide. Armed with either Pyro-Acid Spray or a Razorclaw. Critical Hit Effect: The unit takes a point of damage. Roll a D6, on a roll of 1 all units within 5cm take a hit on a roll of 6+, and on a roll of 6 the unit loses another point of damage.</i>

Hierophant Bio-Titan (990.M41)	WE	25cm	4+	3+	5+	2x Bio-Titan Bio-Cannon 2x Massive Scything Talons	45cm (bc)	3x AP4+/AT5+, FwA Assault Weapons, EA(+1), TK	DC5, Fearless, Invulnerable Save, Regeneration, Reinforced Armour. May step over units and and pieces of terrain that are lower then the unit's abdomen and less than 2cm wide. Critical Hit Effect: The unit takes a point of damage. Roll a D6, on a roll of 1 all units within 5cm take a hit on a roll of 6+, and on a roll of 6 the unit loses another point of damage.
Hive Guard	LV	15cm	4+	5+	5+	Impaler Cannon	30cm	AP5+/AT5+, IC	-
Hive Tyrant	AV	20cm	4+	3+	5+	Venom Cannon Lash Whip and Bonesword	30cm (bc)	AP4+/AT5+ Assault Weapons, EA(+1), MW	Commander, Fearless, Leader, Reinforced Armour, Synapse
Hormagaunts	INF	20cm	-	4+	-	Scything Talons	(bc)	Assault Weapons	Brood (1), Expendable, Infiltrators
Lictor	LV	20cm	5+	3+	6+	Flesh Hooks Lictor Talons	(15cm) (bc)	Small Arms Assault Weapons, S	First Strike, Infiltrator, Invulnerable Save, Scout, Teleport
Malanthrope	AV	25cm	4+	3+	5+	Poisoned Talons Ripper Swarm	(bc) (15cm) or (bc)	Assault Weapons, EA(+1), MW Small Arms Assault Weapons, EA(+1)	Fearless, Invulnerable Save, Jump Pack, Reinforced Armour, Synapse
Malefactor	AV	25cm	4+	4+	5+	Frag Spines Arms	15cm (bc)	2x AP5+ Assault Weapons, EA(+1), MW	Reinforced Armour, Transport (two of the following units: Genestealers, Hormagaunts, Ravensers, Termagants or Tyranid Warriors)
Mawloc	WE	20cm	5+	4+	-	Scything Talons	(bc)	Assault Weapons	DC2, Fearless, First Strike, Infiltrator, Reinforced Armour, Tunneler. Critical Hit Effect: The unit is destroyed.
Meiotic Spore	LV	10cm	5+	6+	6+	Meiotic Spore	15cm	AA5+, D	Expendable, Scout, Skimmer
Pyrovore	LV	15cm	6+	5+	5+	Flamespurt	15cm and (15cm)	AP4+, IC Small Arms, IC	-
Ravensers	INF	20cm	5+	4+	-	Twin Scything Talons	(bc)	Assault Weapons, EA(+1)	Brood (2), Expendable, Infiltrators, Tunnelers
Scythed Hierodule	WE	30cm	5+	3+	6+	Bio-Acid Spray Massive Scything Talons	15cm (bc)	AP3+, IC Assault Weapons, EA(+1), TK	DC3, Fearless, Reinforced Armour. Critical Hit Effect: The unit is destroyed. All units within 5cm take a hit on a roll of 6+.
Shrikes	INF	30cm	5+	2+	5+	Devourers	(15cm)	Small Arms	Fearless, Synapse
Synapse Node	WE	0cm	4+	6+	6+	2x Meiotic Spore Ripper Swarm	15cm (15cm) or (bc)	AA5+, D Small Arms Assault Weapons, EA(+1)	DC4, Augmented Swarming (+1D3), Fearless, Leader, Reinforced Armour, Synapse, Thick Rear Armour. Critical Hit Effect: The unit takes a point of damage. Roll a D6, on a roll of 1 all units within 5cm take a hit on a roll of 6+, and on a roll of 6 the unit loses another point of damage.
Synapse Symbiote	CH	n/a	n/a	n/a	n/a	Psychic Onslaught	(15cm)	Small Arms, EA(+1), MW	Fearless, Synapse
Termagants	INF	20cm	-	6+	5+	Fleshborers	(15cm)	Small Arms	Brood (1), Expendable
Tervigon	WE	15cm	5+	5+	5+	Stinger Salvo	(15cm)	Small Arms	DC2, Augmented Swarming (+1D3), Fearless, Leader, Reinforced Armour, Synapse. Critical Hit Effect: The unit is destroyed. All units within 5cm take a hit on a roll of 6+.
Trygon	WE	25cm	5+	4+	5+	Bio-Electric Field Large Scything Talons	(15cm) (bc)	Small Arms Assault Weapons, EA(+1), MW	DC2, Fearless, Reinforced Armour, Tunneler. Critical Hit Effect: The unit is destroyed.
Tyranid Prime	CH	n/a	n/a	n/a	n/a	Twin Scything Talons	(bc)	Assault Weapons, EA(+1)	Commander, Leader, Invulnerable Save
Tyranid Warriors	INF	20cm	5+	2+	5+	Deathspitters	30cm	AP5+	Fearless, Synapse
Tyranofex	WE	15cm	4+	5+	5+	Rupture Cannon Thorax Swarm	45cm 15cm	2x AT4+, FxF AP4+, IC	DC2, Fearless, Reinforced Armour. Critical Hit Effect: The unit is destroyed. All units within 5cm take a hit on a roll of 6+.
Tyrant Guard	LV	20cm	5+	3+	-	Scything Talons	(bc)	Assault Weapons	Expendable, Fearless, Reinforced Armour
Venomthrope	LV	15cm	6+	4+	-	Toxic Miasma	(bc)	Assault Weapons, IC	Jump Pack. Up to two friendly light vehicle or infantry units in base to base contact with the Venomthrope, and the Venomthrope itself, may claim a 5+ cover save and the -1 to hit modifier for being in cover (see EA 1.8.3).

Vitagon	WE	25cm	5+	3+	5+	Pyro-Acid Spray 2x Gigantic Scything Talons	15cm (bc)	3BP, FwA, IC Assault Weapons, EA(+1), TK(D3)	DC5, Fearless, Regeneration, Reinforced Armour, Tunneler. Critical Hit Effect: The unit takes a point of damage. Roll a D6, on a roll of 1 all units within 5cm take a hit on a roll of 6+, and on a roll of 6 the unit loses another point of damage.
Vituperator	WE	35cm	4+	5+	5+	Spore Pods Large Scything Talons	15cm (bc)	3BP, D, FxF Assault Weapons, EA(+1), MW	DC3, Fearless, Planetfall, Reinforced Armour, Skimmer, Synapse, Transport (four Gargoyles). Critical Hit Effect: The unit takes an extra point of damage.
Winged Hive Tyrant	AV	30cm	4+	3+	5+	Twin Devourer Large Scything Talons	15cm (bc)	AP3+ Assault Weapons, EA(+1), MW	Commander, Fearless, Leader, Jump Pack, Reinforced Armour, Synapse
Zoanthrope (745.M41)	LV	15cm	4+	6+	5+	Warp Blast	30cm and (15cm)	AP5+/AA6+ Small Arms, MW	Inulnerable Save
Zoanthrope (990.M41)	LV	15cm	4+	6+	5+	Warp Blast	30cm and (15cm)	AP5+ Small Arms, MW	Inulnerable Save, Jump Pack, Synapse