

TYRANID REFERENCE SHEET

STRATEGY RATING: 1 INITIATIVE: 1+

NAME	TYPE	SPEED	ARMOUR	CC	FF	NOTES	WEAPONS	RANGE	FIREPOWER	NOTES
Barbed Carnifex	AV	20cm	4+	5+	4+	Fearless, Reinforced Armour	Heavy Venom Cannon	30cm	AP4+ / AT5+	-
							Stranglethorn Cannon	30cm	AP4+	Disrupt
Barbed Hierodule	WE	20cm	5+	5+	5+	Damage Capacity: 3, Fearless, Reinforced Armour	Twin Bio-Cannon	45cm	2x AP3+ / AT4+	-
							Large Scything Talons	(base contact)	Assault Weapons	Extra Attack (+1), Macro-weapon
Biovore	LV	15cm	6+	6+	5+	-	Spore Mines	30cm	AP5+ / AT6+	Disrupt, Indirect Fire
Brood Lord	CH	n/a	n/a	n/a	n/a	Leader, Inspiring, Invulnerable Save	Rending Claws and Talons	(base contact)	Assault Weapons	Extra Attack (+1), First Strike
Carnifex	AV	20cm	4+	3+	5+	Fearless, Reinforced Armour	Bio-plasma	(15cm)	Small Arms	-
							Large Scything Talons	(base contact)	Assault Weapons	Extra Attack (+1), Macro-weapon
Dactylis	AV	15cm	4+	4+	5+	Reinforced Armour	Bile Pods	45cm	1BP	Disrupt, Indirect Fire
Devourer Carnifex	AV	20cm	4+	4+	3+	Fearless, Reinforced Armour	2x Twin Devourer	15cm	AP3+	-
Dominatrix	WE	20cm	4+	3+	5+	Damage Capacity: 4, Augmented Swarming (+1D3), Fearless, Invulnerable Save, Regeneration, Reinforced Armour, Supreme Commander, Synapse	Bio-Titan Bio-Cannon	45cm	3x AP4+ / AT5+	Fixed Forward
							Energy Pulse	60cm	3BP	Macro-weapon
							2x Massive Scything Talons	(base contact)	Assault Weapons	Extra Attack (+1), Titan-killer
Exocrine	AV	15cm	4+	4+	4+	Reinforced Armour	Bio-Cannon	45cm	2x AP4+ / AT5+	-
Gargoyles	INF	30cm	-	6+	5+	Brood (2), Expendable, Jump Packs	Flamespurts	15cm	AA6+	-
Genestealers	INF	20cm	6+	2+	-	Infiltrators, Scouts	Rending Claws	(base contact)	Assault Weapons	First Strike
Harpy	AV	35cm	5+	5+	5+	First Strike, Reinforced Armour, Skimmer	Twin Stranglethorn Cannon	30cm	AP3+	Disrupt
							Spore Mine Cysts	15cm	1BP	Single Shot
Harridan	WE	35cm	5+	5+	5+	Damage Capacity: 3, Fearless, Reinforced Armour, Skimmer, Transport (see below)	Twin Harridan Bio-Cannon	45cm	2x AP4+ / AT5+	Fixed Forward
							Large Scything Talons	(base contact)	Assault Weapons	Extra Attack (+1), Macro-weapon
Haruspex	AV	20cm	4+	3+	5+	Reinforced Armour	Acid Jets and Frag Spines	15cm	2x AP5+ / AT6+	-
							Claws and Mandibles	(base contact)	Assault Weapons	Extra Attack (+1), Macro-weapon
Hierodule Bio-Titan (745.M41)	WE	25cm	4+	3+	5+	Damage Capacity: 4, Fearless, Invulnerable Save, Regeneration, Reinforced Armour	0-1x Bile Launcher	60cm	3BP	Forward
							Cluster Spines	30cm	4BP	Forward
							0-1x Razorclaw	(base contact)	Assault Weapons	Extra Attack (+1), Titan-killer (D3)
							or	(15cm)	Small Arms	Extra Attack (+1)
							2x Massive Scything Talons	(base contact)	Assault Weapons	Extra Attack (+1), Titan-killer

Hierophant Bio-Titan (745.M41)	WE	25cm	4+	3+	5+	Damage Capacity: 6, Fearless, Invulnerable Save, Regeneration, Reinforced Armour	Bio-Titan Bio-Cannon 0-1x Pyro-Acid Spray 0-1x Razorclaw or Ripper Tentacles 2x Gigantic Scything Talons	45cm 15cm (base contact) (15cm) (base contact) (base contact)	3x AP4+ /AT5+ 3BP Assault Weapons Small Arms Assault Weapons Assault Weapons	Forward Forward, Ignore Cover Extra Attack (+1), Titan-killer (D3) Extra Attack (+1) Extra Attacks (+2), First Strike Extra Attack (+1), Titan-killer (D3)
Hierophant Bio-Titan (990.M41)	WE	25cm	4+	3+	5+	Damage Capacity: 5, Fearless, Invulnerable Save, Regeneration, Reinforced Armour	2x Bio-Titan Bio-Cannon 2x Massive Scything Talons	45cm (base contact)	3x AP4+ /AT5+ Assault Weapons	Forward Extra Attack (+1), Titan-killer
Hive Guard	LV	15cm	4+	5+	5+	-	Impaler Cannon	30cm	AP5+ /AT5+	Ignore Cover
Hive Tyrant	AV	20cm	4+	3+	5+	Commander, Fearless, Leader, Reinforced Armour, Synapse	Venom Cannon Lash Whip and Bonesword	30cm (base contact)	AP4+ /AT5+ Assault Weapons	- Extra Attack (+1), Macro-weapon
Hormagaunts	INF	20cm	-	4+	-	Brood (1), Expendable, Infiltrators	Scything Talons	(base contact)	Assault Weapons	-
Lictor	LV	20cm	5+	3+	6+	First Strike, Infiltrator, Invulnerable Save, Scout, Teleport	Flesh Hooks Lictor Talons	(15cm) (base contact)	Small Arms Assault Weapons	- Sniper
Malanthrope	AV	25cm	4+	3+	5+	Fearless, Invulnerable Save, Jump Pack, Reinforced Armour, Synapse	Poisoned Talons Ripper Swarm or	(base contact) (15cm) (base contact)	Assault Weapons Small Arms Assault Weapons	Extra Attack (+1), Macro-weapon - Extra Attack (+1)
Malefactor	AV	25cm	4+	4+	5+	Reinforced Armour, Transport (see below)	Frag Spines Arms	15cm (base contact)	2x AP5+ Assault Weapons	- Extra Attack (+1), Macro-weapon
Mawloc	WE	20cm	5+	4+	-	Damage Capacity: 2, Fearless, First Strike, Infiltrator, Reinforced Armour, Tunneler	Scything Talons	(base contact)	Assault Weapons	-
Meiotic Spore	LV	10cm	5+	6+	6+	Expendable, Scout, Skimmer	Meiotic Spore	15cm	AA5+	Disrupt
Pyrovore	LV	15cm	6+	5+	5+	-	Flamespurt and	15cm (15cm)	AP4+ Small Arms	Ignore Cover Ignore Cover
Raveners	INF	20cm	5+	4+	-	Brood (2), Expendable, Infiltrators, Tunnelers	Twin Scything Talons	(base contact)	Assault Weapons	Extra Attack (+1)
Scythed Hierodule	WE	30cm	5+	3+	6+	Damage Capacity: 3, Fearless, Reinforced Armour	Bio-Acid Spray Massive Scything Talons	15cm (base contact)	AP3+ Assault Weapons	Ignore Cover Extra Attack (+1), Titan-killer
Shrikes	INF	30cm	5+	2+	5+	Fearless, Synapse	Devourers	(15cm)	Small Arms	-
Synapse Node	WE	0cm	4+	6+	6+	Damage Capacity: 4, Augmented Swarming (+1D3), Fearless, Leader, Reinforced Armour, Synapse, Thick Rear Armour	2x Meiotic Spore Ripper Swarm or	15cm (15cm) (base contact)	AA5+ Small Arms Assault Weapons	Disrupt - Extra Attack (+1)
Synapse Symbiote	CH	n/a	n/a	n/a	n/a	Fearless, Synapse	Psychic Onslaught	(15cm)	Small Arms	Extra Attack (+1), Macro-weapon
Termagants	INF	20cm	-	6+	5+	Brood (1), Expendable	Fleshborers	(15cm)	Small Arms	-

Tervigon	WE	15cm	5+	5+	5+	Damage Capacity: 2, Augmented Swarming (+1D3), Fearless, Leader, Reinforced Armour, Synapse	Stinger Salvo	(15cm)	Small Arms	-
Trygon	WE	25cm	5+	4+	5+	Damage Capacity: 2, Fearless, Reinforced Armour, Tunneler	Bio-Electric Field Large Scything Talons	(15cm) (base contact)	Small Arms Assault Weapons	- Extra Attack (+1), Macro-weapon
Tyranid Prime	CH	n/a	n/a	n/a	n/a	Commander, Leader, Invulnerable Save	Twin Scything Talons	(base contact)	Assault Weapons	Extra Attack (+1)
Tyranid Warriors	INF	20cm	5+	2+	5+	Fearless, Synapse	Deathspitters	30cm	AP5+	-
Tyranofex	WE	15cm	4+	5+	5+	Damage Capacity: 2, Fearless, Reinforced Armour	Rupture Cannon Thorax Swarm	45cm 15cm	2x AT4+ AP4+	Fixed Forward Ignore Cover
Tyrant Guard	LV	20cm	5+	3+	-	Expendable, Fearless, Reinforced Armour	Scything Talons	(base contact)	Assault Weapons	-
Venomthrope	LV	15cm	6+	4+	-	Jump Pack, (see below)	Toxic Miasma	(base contact)	Assault Weapons	Ignore Cover
Vitagon	WE	25cm	5+	3+	5+	Damage Capacity: 5, Fearless, Regeneration, Reinforced Armour, Tunneler	Pyro-Acid Spray 2x Gigantic Scything Talons	15cm (base contact)	3BP Assault Weapons	Forward, Ignore Cover Extra Attack (+1), Titan-killer (D3)
Vituperator	WE	35cm	4+	5+	5+	Damage Capacity: 3, Fearless, Planetfall, Reinforced Armour, Skimmer, Synapse, Transport	Spore Pods Large Scything Talons	15cm (base contact)	3BP Assault Weapons	Fixed Forward, Disrupt Extra Attack (+1), Macro-weapon
Winged Hive Tyrant	AV	30cm	4+	3+	5+	Commander, Fearless, Leader, Jump Pack, Reinforced Armour, Synapse	Twin Devourer Large Scything Talons	15cm (base contact)	AP3+ Assault Weapons	- Extra Attack (+1), Macro-weapon
Zoanthrope (745.M41)	LV	15cm	4+	6+	5+	Invulnerable Save	Warp Blast	30cm and (15cm)	AP5+ Small Arms	- Macro-weapon
Zoanthrope (990.M41)	LV	15cm	4+	6+	5+	Invulnerable Save, Jump Pack, Synapse	Warp Blast	30cm and (15cm)	AP5+ Small Arms	- Macro-weapon

Barbed Hierodule: Critical Hit Effect: The unit is destroyed. All units within 5cm take a hit on a 6+.

Dominatrix: The unit may step over units and pieces of terrain that are lower then its abdomen and less than 2cm wide.

Critical Hit Effect: Roll 1D6. On a 1 the unit loses 1 DC and all units within 5cm take a hit on a 6+. On a 2-5 the unit loses 1 DC. On a 6 the unit loses 1 DC and the *Supreme Commander* and *Synapse* special abilities.

Harridan: Transport (Four units of Gargoyles)

Critical Hit Effect: The unit loses 1 DC.

Hierodule Bio-Titan (745.M41): The unit may step over units and pieces of terrain that are lower then its abdomen and less than 2cm wide. The unit may be armed with either a Bile Launcher or a Razorclaw, not both.

Critical Hit Effect: Roll 1D6. On a 1 the unit loses 1 DC and all units within 5cm take a hit on a 6+. On a 2-5 the unit loses 1 DC. On a 6 the unit loses 2 DC.

Hierophant Bio-Titan (745.M41): The unit may step over units and pieces of terrain that are lower then its abdomen and less than 2cm wide. The unit may be armed with either Pyro-Acid Spray or a Razorclaw, not both.

Critical Hit Effect: Roll 1D6. On a 1 the unit loses 1 DC and all units within 5cm take a hit on a 6+. On a 2-5 the unit loses 1 DC. On a 6 the unit loses 2 DC.

Hierophant Bio-Titan (990.M41): The unit may step over units and pieces of terrain that are lower then its abdomen and less than 2cm wide.

Critical Hit Effect: Roll 1D6. On a 1 the unit loses 1 DC and all units within 5cm take a hit on a 6+. On a 2-5 the unit loses 1 DC. On a 6 the unit loses 2 DC.

Malefactor: Transport (Two of the following units: Genestealers, Hormagaunts, Raveners, Termagants or Tyranid Warriors)

Mawloc: Critical Hit Effect: The unit is destroyed.

Scythed Hierodule: Critical Hit Effect: The unit is destroyed. All units within 5cm take a hit on a 6+.

Synapse Node: Critical Hit Effect: Roll 1D6. On a 1 the unit loses 1 DC and all units within 5cm take a hit on a 6+. On a 2-5 the unit loses 1 DC. On a 6 the unit loses 2 DC.

Tervigon: Critical Hit Effect: The unit is destroyed. All units within 5cm take a hit on a 6+.

Trygon: Critical Hit Effect: The unit is destroyed.

Tryranofex: Critical Hit Effect: The unit is destroyed. All units within 5cm take a hit on a 6+.

Venomthrope: 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: Critical Hit Effect: Roll 1D6. On a 1 the unit loses 1 DC and all units within 5cm take a hit on a 6+. On a 2-5 the unit loses 1 DC. On a 6 the unit loses 2 DC.

Vituperator: Transport (Four units of Gargoyles)

Critical Hit Effect: The unit loses 1 DC.