

Hive Fleet Kraken Reference

Unit	Type	Speed	Armor	CC	FF	Weapon	Range	Firepower	Notes
Brood Lord	CH	n/a	n/a	n/a	n/a	Reding Claws ant Talons	(base contact)	(Assault Weapon),(EA+1),First Strike	Leader,Inspiring,Invulnerable Save
Swarm Lord	CH	n/a	n/a	n/a	n/a	n/a	n/a	n/a	Supreme Commander
Synapse Symbiote	CH	n/a	n/a	n/a	n/a	Psychic Onslaught	(15cm)	(Small Arms)	Synapse,Fearless
Gargoyles	INF	30cm	n/a	6	5	Flamepurts	15cm	AA6+	Brood (2),Expandable,Jump Packs
Genestealers	INF	20cm	6	2	n/a	Reding Claws	(base contact)	(Assault Weapon),First Strike	Infiltrator,Scout
Hormagaunts	INF	20cm	n/a	4	n/a	Scyting Talons	(base contact)	(Assault Weapon)	Brood (1),Expandable,Infiltrator
Ravenger	INF	20cm	5	4	n/a	Twin Scyting Talons	(base contact)	(Assault Weapon),EA(+1)	Brood (2),Expandable,Infiltrator,Tunnelers
Termagants	INF	20cm	n/a	6	5	Fleshborers	(15cm)	(Small Arms)	Brood (1),Expandable
Tyranid Warriors	INF	20cm	4	2	5	Death Spitters	30cm	AP5+	Fearless,Synapse
Biovore	LV	15cm	6	6	5	Spore Mines	30cm	AP5+/AT6+,Disrupt,Indirect Fire	
Lictor	LV	20cm	5	3	6	Flesh Hooks,	(15cm)	(Small Arms)	First Strike,Infiltrator,Invulnerable Save,
						Lictor Talons	(base contact)	(Assault Weapon),Sniper	Scout ,Teleport
Zoanthrope (745.M41)	LV	15cm	4	6	5	Warp Blast And	30cm (15cm)	AP5+ (Small Arms),MW	Invulnerable Save
Carnifex	AV	20cm	4	3	5	Bio-Plasma	(15cm)	(small Arms)	Feraless,Reinforced Armour
						Large Scyting Talons	(base contact)	(Assault Weapon),MW,(EA+1)	
Dactylis	AV	15cm	4	4	5	Bio Pods	45cm	1BP,Disrupt,Indirect Fire	Reinforced Armour
Exocrine	AV	15cm	4	4	4	Bio-Cannon	45cm	2 x AP4+/AT5+	Reinforced Armour
Haruspex	AV	20cm	4	3	5	2 x Acid Jets and Frag Spines	15cm	AP5+/AT6+	Reinforced Armour
						Claws and Mandibles	(base contact)	(Assault Weapon),EA(+1),MW	
Hive Tyrant	AV	20cm	4	3	5	Venom Cannon	30cm	AP4+/AT5+	Command,Fearless,Leader,
						Lash Whip and Boneswords	(base contact)	(Assault Weapon),MW,(EA+1)	Reinforced Armour,Synapse
Malefactor	AV	25cm	4	4	5	2 x Frag Spinnes Arms	15cm (base contact)	AP5+ (Assault Weapon),MW,(EA+1)	Reinforced Armour,Transport(Two of the following:Genestealers,Hormagaunts, Termagants,Tyranid Warrior)
Dominatrix	WE	20cm	4	3	5	Bio-Titan-Bio-Cannon Energy Pulse	45cm 60cm	3 x AP4+/AT5+ FxF 3BP,MW	DC4,Argument Swarming(+1 D3), Feraless,Reinforced Armour,Invulnerable Save
						Massive Scyting Talons	(base contact)	(Assault Weapon),EA(+1),TK	Regeneration,Supreme Commander,Synapse
									Critical Hits Effect: Roll 1D6, On a 1 the unit loss 1 DC and all units in 5cm takes a hit on 6+ , On a 2-5 the unit loss 1 DC ,On a 6 the unit loss 1 DC and the Supreme Commander and Synapse special abilities.
Harridan	WE	35cm	5	5	5	Twin Harridan Bio-Cannon	45cm	2 x AP4+/AT5+,FxF	DC3,Fearless,Reinforced Armour,
						Large Scyting Talons	(base contact)	(assault Weapon),MW,(EA+1)	Skimmer,Transport(Four Gargyles)
						Claws and Mandibles	(base contact)	(Assault Weapon),MW,(EA+1)	Critical Hits Effect: The unit loss 1DC
Hierodule Bio-Titan	WE	25cm	4	3	5	0-1 Bile Launcher	60cm	3BP,Fwd	DC4,Fearless ,Invulnerable Save,
						Cluster Spines	30cm	4BP	Regeneration,Reinforced Armour
						0-1 Razorclaws	(base contact)	(assault Weapon),Tk(D3),(EA+1)	Critical Hits Effect: Roll 1D6, On a 1 the unitloss 1 DC and all units in 5cm takes
						And	(15cm)	(small Arms),EA+1	one hit on a 6+. On a 2-5 the unit loss 1 DC,On a 6 the unit loss 2 DC.
						2 x Massive Scyting talons	(base contact)	(Assault Weapon),(EA+1),TK	
Hierophant Bio-Titan	WE	25cm	4	3	5	Bio-Titan-Bio-Cannon	45cm	3 x AP4+/AT5+ Fwd	DC6,Fearless ,Invulnerable Save,
						0-1 Pyro Acid Spray	15cm	3BP,Ignore Cover,Fwd	Regeneration,Reinforced Armour
						0-1Razorclaws	(base contact)	(assault Weapon),Tk(D3),(EA+1)	Critical Hits Effect: Roll 1D6, On a 1 the Unit loss 1 DC and all units in 5cm takes
						And	(15cm)	(small Arms),EA+1	one hit on a 6+. On a 2-5 the unit loss 1 DC,On a 6 the unit loss 2 DC.
						Ripper Tentacles	(base contact)	(Assault Weapon),(EA+1),First Strike	
Traygon	WE	25cm	5	4	5	2 x Gigantic Scyting Talons	(base contact)	(assault Weapon),TK(D3),(EA+1)	DC2,Fearless,Reinforced Armour,Tunneler
						Bio-Electric Field	(15cm)	(small Arms)	Critical Hits Effect:The unit is destroyed
						Large Scyting Talons	(base contact)	(Assault Weapon),MW,(EA+1)	
Synapse Node	WE	0cm	4	6	6	Ripper Swarms	(base contact)	(Assault Weapon),(EA+1)	DC4,Fearless,Reinforced Armour, Thick Rear
						2 x Spore Chimneys	15cm	AA5+,Disrupt	Armour,Synapse,Argument Spawning (D3)
									Critical Hits Effect: Roll 1D6, On a 1 the unit loss 1 DC and all units in 5cm takes a hit on 6+ , On a 2-5 The unit loss 1DC.On a 6 the unit loss 2 DC.
Meiotic Spore	LV	10cm	5	6	6	Acidic Explosion	(base contact)	(assault Weapon)	Skimmer,Expendable,Scout
						Spore Clouds	15cm	AA5+,Disrupt	