

TYRANID WARRIOR KILL TEAMS

As dominant creatures within the swarm's numberless ranks, Tyranid Warriors share a direct synaptic link to the Hive Mind itself. They can be relied upon to hunt prey far from the collective horde and the leader-beasts that usually direct them in battle.

TYRANID WARRIOR SPECIAL RULES

The following special rule applies to all of the members of a Tyranid Warrior kill team.

Synapse Creature: A fighter with this rule never has to take fear or terror tests and cannot be pinned by shooting attacks, unless they are from high-impact weapons. In addition, a fighter with this rule can always test to recover early from pinning, even if there is no friendly fighter within 2".

USING A TYRANID WARRIOR KILL TEAM

A Tyranid Warrior kill team follows all of the normal rules, with the following exceptions:

- A Tyranid Warrior kill team consists of 3-5 models.
- In any missions that allow Ork Boyz kill teams to field additional models (such as the Raid or Hit and Run), subtract 2 from the random number of models that take part in the mission for a Tyranid Warrior kill team.
- If a fighter has more than two pairs of arms and carries a hand-to-hand weapon in each hand, then the fighter rolls one extra Attack dice in hand-to-hand combat. Any hits are inflicted by cycling through the weapons they are using in an order chosen by the controlling player.
- The Disarm combat skill has no effect on Tyranid Warrior fighters: their weapons are a part of them!

TYRANID ALPHA

| | Kill Team Leader | | | | | | | Cost to recruit: 250 points | | |
|---------------|------------------|----|----|---|---|---|---|-----------------------------|----|--|
| | M | WS | BS | S | T | W | I | A | Ld | |
| Tyranid Alpha | 5" | 5 | 4 | 4 | 4 | 3 | 4 | 3 | 10 | |

A Tyranid Alpha is a Warrior bioform that has been respawned many times over, learning more about how to kill its prey in each incarnation. In the absence of a more powerful Prime, a Warrior brood instinctively follows its Alpha's command.

Wargear: A Tyranid Alpha has a pair of scything talons and a chitin carapace. In addition, a Tyranid Alpha must be armed with one item chosen from the Tyranid Hand-to-Hand Bio-weapons or Basic Bio-weapons list. A Tyranid Alpha can also be armed with items chosen from the Biomorphs list.

TYRANID WARRIOR

| | Trooper | | | | | | | Cost to recruit: 200 points | | |
|-----------------|---------|----|----|---|---|---|---|-----------------------------|----|--|
| | M | WS | BS | S | T | W | I | A | Ld | |
| Tyranid Warrior | 5" | 5 | 3 | 4 | 4 | 3 | 4 | 3 | 10 | |

Tyranid Warriors are the mainstay of a Tyranid kill team, each a towering monstrosity that can swiftly and easily overcome many times its own number.

Wargear: A Tyranid Warrior has a pair of scything talons and a chitin carapace. In addition, a Tyranid Warrior must be armed with one item chosen from the Tyranid Hand-to-Hand Bio-weapons or Basic Bio-weapons list. A Tyranid Warrior can also be armed with items chosen from the Biomorphs list.

TYRANID NEW-SPAWN

| | New Recruit | | | | | | | Cost to recruit: 175 points | | |
|-------------------|-------------|----|----|---|---|---|---|-----------------------------|----|--|
| | M | WS | BS | S | T | W | I | A | Ld | |
| Tyranid New-spawn | 5" | 4 | 3 | 4 | 4 | 3 | 4 | 3 | 10 | |

New-spawn are Tyranid Warriors that are on their first cycle, the biomass used to create them drawn from the hive fleet's most recently devoured prey-world. Yet to underestimate such a creature is folly, for all are deadly adversaries.

Wargear: A Tyranid New-spawn has a pair of scything talons and a chitin carapace. In addition, a Tyranid New-spawn must be armed with one item chosen from the Tyranid Hand-to-Hand Bio-weapons or Basic Bio-weapons list. A Tyranid New-spawn can also be armed with items chosen from the Biomorphs list.

TYRANID GUN-BEAST

| | Specialist | | | | | | | Cost to recruit: 225 points | | |
|-------------------|------------|----|----|---|---|---|---|-----------------------------|----|--|
| | M | WS | BS | S | T | W | I | A | Ld | |
| Tyranid Gun-beast | 5" | 4 | 4 | 4 | 4 | 3 | 4 | 3 | 10 | |

Gun-beasts are easily identified by the huge bio-cannons bonded to their secondary limbs, weapons possessed of a rudimentary sentience of their own.

Wargear: A Tyranid Gun-beast has a pair of scything talons and a chitin carapace. In addition, a Tyranid Gun-beast must be armed with one item chosen from the Tyranid Hand-to-Hand Bio-weapons, Basic Bio-weapons or Bio-cannons list. A Tyranid Gun-beast can also be armed with items chosen from the Biomorphs list.



TYRANID WEAPON AND BIOMORPH LISTS

Biomorphs

| | |
|-------------------------------|-----------|
| Adrenal glands..... | 10 points |
| Toxin sacs..... | 10 points |
| Extended chitin carapace..... | 15 points |
| Flesh hooks..... | 15 points |
| Acid blood..... | 20 points |

Hand-to-Hand Bio-weapons

| | |
|------------------------------|------------|
| Pair of scything talons..... | 10 points |
| Pair of rending claws..... | 25 points |
| Lash whip and bonesword..... | 100 points |
| Pair of boneswords..... | 125 points |

Basic Bio-weapons

| | |
|-------------------------|-----------|
| Pair of spinefists..... | 25 points |
| Deathspitter..... | 45 points |

Bio-cannons

| | |
|-----------------------|------------|
| Barbed strangler..... | 150 points |
| Venom cannon..... | 165 points |

RESUPPLYING A TYRANID WARRIOR KILL TEAM

When you are resupplying your kill team, a fighter from a Tyrannid Warrior kill team can replace any of its Hand-to-Hand Bio-weapons, Basic Bio-weapons and/or Bio-cannons for another weapon as appropriate (provided that you also have enough points to do so).

For example, if your kill team included a Tyrannid Warrior armed with a pair of scything talons and a deathspitter, you could replace its scything talons with a lash whip and bonesword for the cost of 100 points.



WEAPONS AND EQUIPMENT

HAND-TO-HAND BIO-WEAPONS

BONESWORD

Boneswords are living monomolecular blades that can drain the life-force of their victims.

| Range | Strength | Damage | Save Mod. |
|--------------|------------|--------|-----------|
| Close Combat | As user +2 | D3 | -3 |

Paired: A fighter attacking with two boneswords can re-roll To Wound rolls in the hand-to-hand phase.

Parry: A fighter with a bonesword is able to parry; a fighter with a pair of boneswords can make two parries.

LASH WHIP

Lash whips can be used either to entangle enemy weapons or flense flesh from bone.

| Range | Strength | Damage | Save Mod. |
|--------------|----------|--------|-----------|
| Close Combat | As user | 1 | -1 |

Entangling Lash: You can force one enemy model in hand-to-hand combat with this model to roll one less Attack dice (to a minimum of 1).

PAIR OF RENDING CLAWS

These claws can tear through armour as if it were clay.

| Range | Strength | Damage | Save Mod. |
|--------------|----------|--------|-----------|
| Close Combat | As user | 1 | -2 |

Paired: If a fighter has two pairs of rending claws, they can re-roll To Wound rolls in the hand-to-hand phase.

PAIR OF SCYTHING TALONS

Scything talons are vicious blades of chitin that can slash apart their victims in a welter of blood.

| Range | Strength | Damage | Save Mod. |
|--------------|----------|--------|-----------|
| Close Combat | As user | 1 | -1 |

Paired: If a fighter has two or more pairs of scything talons, they can re-roll To Wound rolls in the hand-to-hand phase.

Scything Strikes: A fighter with two pairs of scything talons adds 1 to its Weapon Skill in hand-to-hand combat. A fighter with three pairs of scything talons adds 2 to its Weapon Skill in hand-to-hand combat instead.

BASIC BIO-WEAPONS

DEATHSPITTER

This multi-creature symbiote fires maggot-like organisms with corrosive innards that explode against their targets in showers of caustic slime.

| Range | | To Hit | | Str. | Dam. | Save Mod. | Ammo Roll |
|-------|-------|--------|------|------|------|-----------|-----------|
| Short | Long | Short | Long | | | | |
| 0-9" | 9-18" | - | - | 5 | 1 | -1 | 5+ |

Sustained Fire: 1 dice.

DEVOURER

These weapons fling worm-like creatures that burrow into their victim's flesh and eat their way through its nervous system to the brain.

| Range | | To Hit | | Str. | Dam. | Save Mod. | Ammo Roll |
|-------|-------|--------|------|------|------|-----------|-----------|
| Short | Long | Short | Long | | | | |
| 0-9" | 9-18" | - | - | 4 | 1 | - | 4+ |

Living Ammunition: You can re-roll failed To Wound rolls for shots fired with this weapon.

Sustained Fire: 1 dice.

PAIR OF SPINEFISTS

This weapon-creature, typically carried in pairs, launches salvos of spines that rip through the flesh of its target.

| Range | | To Hit | | Str. | Dam. | Save Mod. | Ammo Roll |
|-------|-------|--------|------|------|------|-----------|-----------|
| Short | Long | Short | Long | | | | |
| 0-8" | 8-16" | +2 | - | 3 | 1 | - | 3+ |

Sustained Fire: 1 dice.

BIO-CANNONS

BARBED STRANGLER

These weapons fire seed pods that grow to maturity in seconds, spreading out hooked tendrils in all directions.

| Range | | To Hit | | Str. | Dam. | Save Mod. | Ammo Roll |
|-------|--------|--------|------|------|------|-----------|-----------|
| Short | Long | Short | Long | | | | |
| 0-18" | 18-36" | - | - | 4 | 1 | -1 | 5+ |

Large Blast: A barbed strangler's vicious tendrils spear out over a large area, and so uses the large blast template.



VENOM CANNON

These powerful bio-weapons fire salvos of corrosive crystals at tremendous velocities which shatter on impact to shred the foe.

| ◀Range▶ | | ◀To Hit▶ | | Str. | Dam. | Save Mod. | Ammo Roll |
|---------|--------|----------|------|------|------|-----------|-----------|
| Short | Long | Short | Long | | | | |
| 0-18" | 18-36" | - | - | 6 | 1 | -2 | 5+ |

Sustained Fire: 2 dice.

BIOMORPHS

ACID BLOOD

The alien blood spilt from certain Tyranids is so corrosive that it can eat through ceramite armour and dissolve flesh in mere moments.

If a fighter with the acid blood biomorph suffers any wounds in hand-to-hand combat, each enemy fighter in the same combat must take an Initiative test after all of the winner's hits have been resolved (but before another opponent fights in the case of a multiple combat). Each model that fails the test suffers a Strength 3 hit with a Save Modifier of -4.

ADRENAL GLANDS

Adrenal glands saturate their host's bodies with chemicals that boost the creature's metabolism to a hyperactive state of frenzy.

Add 1 to the Movement characteristic of a fighter with adrenal glands.

CHITIN CARAPACE

The hide and head of many large Tyranid warrior-beasts are protected by large plates of toughened natural armour.

A fighter with a chitin carapace has a basic armour save of 5+.

EXTENDED CHITIN CARAPACE

A Tyranid organism with an extended chitin carapace boasts many bony protrusions and a heavily reinforced exoskeleton.

A fighter with an extended chitin carapace has a basic armour save of 4+.



FLESH HOOKS

Flesh hooks are attached to a Tyranid's ribcage by ropy tendrils and allow it to scale sheer surfaces.

A fighter with flesh hooks treats any wall or barrier that is more than 2" high as difficult terrain instead of impassable terrain.

TOXIN SACS

These parasitic glands secrete vile fluids, coating the Tyranid's claws, fangs and talons with a lethal variety of alien poisons.

A fighter with toxin sacs can re-roll To Wound rolls of 1 in hand-to-hand combat.

ZOANTHROPE PSYCHIC ABILITIES

WARP BLAST

Tapping into the raw power of the Hive Mind, the Zoanthrope unleashes it as a blast of pure Warp energy that arcs from its cranium and vaporises its prey.

In the shooting phase, a Zoanthrope can attempt to unleash a Warp Blast. To do so, it must first pass a Leadership test. If the test is passed, pick one of the two profiles shown below and resolve the attack as if the Zoanthrope were firing a ranged weapon. If the test is failed, it cannot unleash a Warp Blast this turn. However, if you roll a double 6 for this test, the Zoanthrope also suffers a wound with no saving throws of any kind allowed.

Burst

| ◀Range▶ | | ◀To Hit▶ | | Str. | Dam. | Save Mod. | Ammo Roll |
|---------|--------|----------|------|------|------|-----------|-----------|
| Short | Long | Short | Long | | | | |
| 0-12" | 12-24" | - | - | 5 | 1 | -1 | 2+ |

Blast: A Warp Blast's burst attack disperses its energy over a wider area, and so uses the small blast template.

Lance

| ◀Range▶ | | ◀To Hit▶ | | Str. | Dam. | Save Mod. | Ammo Roll |
|---------|-------|----------|------|------|------|-----------|-----------|
| Short | Long | Short | Long | | | | |
| 0-9" | 9-18" | - | - | 10 | D6 | -5 | 2+ |

WARP FIELD

Zoanthropes project a potent Warp Field to protect themselves in battle – a mental shield that is invisible but for the slight shimmer when small-arms and heavy-weapons fire alike patters harmlessly against it.

A Zoanthrope has a 3+ invulnerable save.

TYRANID SPECIAL OPERATIVES

RAVENER

| | M | WS | BS | S | T | W | I | A | Ld |
|---------|----|----|----|---|---|---|---|---|----|
| Ravener | 6" | 5 | 3 | 4 | 4 | 1 | 5 | 3 | 6 |

A serpent-bodied variation of the Tyranid Warrior, Raveners can swiftly burrow beneath the ground to ambush their prey. However, they lack a direct connection to the Hive Mind, so rely on synapse creatures for direction in battle.

Wargear: A Ravener has three pairs of scything talons and a chitin carapace. It may also do any of the following:
Exchange one pair of scything talons for a pair of rending claws.
Take a pair of spinefists, a deathspitter or a devourer.

Burrow: Once both kill teams have been set up, but before a mission begins, you may make three free run moves with this fighter. They may not do anything during these moves except run, and must remain at ground level at all times when they do so. They also may not move within 8" of an enemy.

Instinctive Behaviour: Raveners only benefit from the Synapse Creature special rule whilst they are within 12" of a friendly fighter from a Tyranid Warrior kill team (excluding other Raveners). If, at the start of your turn, a Ravener is not within synapse range, the only action it can make is to charge the nearest enemy fighter. If it makes it into hand-to-hand combat, it may fight as normal, but may otherwise perform no other actions that turn.

ZOANTHROPE

| | M | WS | BS | S | T | W | I | A | Ld |
|------------|----|----|----|---|---|---|---|---|----|
| Zoanthrope | 4" | 3 | 4 | 4 | 4 | 2 | 3 | 1 | 10 |

Zoanthropes are highly specialised organisms created solely to channel the psychic might of the Hive Mind. A Zoanthrope's link to the synaptic web is such that, by flexing the merest part of its mind, it can rain incandescent power on the enemy.

Wargear: A Zoanthrope has the Warp Blast and Warp Field psychic abilities. In hand-to-hand combat, it counts as being equipped with a knife, but is always encumbered.

Bounty: If a Zoanthrope is down or out of action at the end of a mission, the enemy kill team secures an additional promethium cache.

Levitation: A Zoanthrope cannot hide, but it treats all terrain as open ground for the purposes of movement. However, it cannot end its move on impassable terrain.

TYRANID PRIME

| | M | WS | BS | S | T | W | I | A | Ld |
|---------------|----|----|----|---|---|---|---|---|----|
| Tyranid Prime | 5" | 6 | 4 | 5 | 5 | 3 | 5 | 4 | 10 |

Tyranid Primes are the apex of the Tyranid Warrior strain, faster, stronger and smarter than the other Warriors they lead into battle, who instinctively emulate their deadly skill.

Wargear: A Tyranid Prime has a pair of scything talons and an extended chitin carapace. In addition, a Tyranid Prime must be armed with one item chosen from the Tyranid Hand-to-Hand Bio-weapons or Basic Bio-weapons list. It can also be equipped with any items from the Biomorphs list.

Apex Strain: All friendly fighters from a Tyranid Warrior kill team (but not special operatives) within 6" of a Tyranid Prime use its Weapon Skill and Ballistic Skill rather than their own, unless theirs is higher.

Combat Master: If a Tyranid Prime is attacked by multiple opponents in hand-to-hand combat, it uses their numbers against them. The enemy fighters don't gain the multiple combat bonuses to their Attacks and Combat Score.

Premium Bounty: If a Tyranid Prime is down or out of action at the end of a mission, the enemy kill team secures D3 additional promethium caches.

Killer Reputation: Tyranid Primes cause terror.

SKILLS

The skill tables are used to determine what skills your fighters gain as they advance. Your fighters are restricted to specific skill tables depending upon their faction and whether they are a trooper, specialist or kill team leader.

The different characters of the factions mean that they each have contrasting areas of strength and weakness. For example, Skitarii Rangers are skilled at both ranged and close combat, while Tyranid Warriors are ferocious and possess inhuman strength.

Similarly, a fighter's role counts for a great deal in terms of what skills they are able to learn. Kill team leaders and

specialists have access to different skills that reflect their different roles to those of troopers in a kill team. New recruits, meanwhile, are still too green to pick up anything but the basics they need to fight alongside the other members of their kill team. New recruits cannot gain skills.

When a fighter gains a skill, pick a skill type that is available to them, roll two dice and consult the relevant table. You can choose one of the skills that correspond to the numbers rolled – your fighter gains that skill. If you roll the same number, re-roll one dice until you get another number. A fighter cannot gain the same skill twice – if the only skills you roll are skills they already have, re-roll the dice.

| Skill types available | | | | | | | | |
|-----------------------|------------|--------|----------|----------|---------|--------|----------|---------|
| SUB-FACTION | ROLE | Combat | Ferocity | Guerilla | Agility | Muscle | Shooting | Stealth |
| Tyranid Warriors | Trooper | ✓ | ✓ | | | ✓ | | |
| | Specialist | ✓ | ✓ | | | ✓ | ✓ | |
| | Leader | ✓ | ✓ | ✓ | | ✓ | ✓ | ✓ |

