

# THE DESTROYER OF WORLDS

These datasheets allow you to fight Apocalypse battles with your Tyranid Hive Fleets miniatures. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and special abilities it may have.

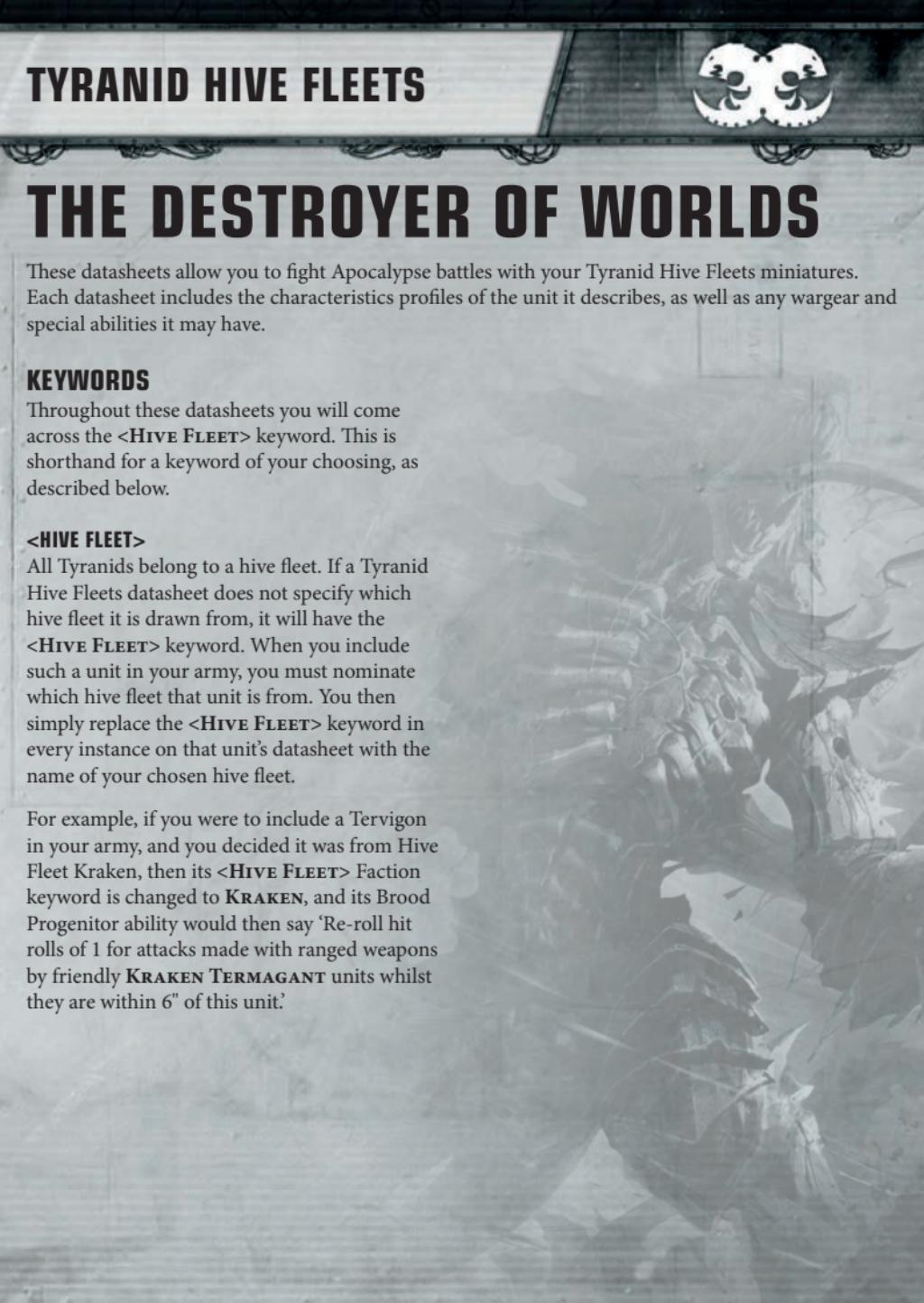
## KEYWORDS

Throughout these datasheets you will come across the **<HIVE FLEET>** keyword. This is shorthand for a keyword of your choosing, as described below.

### **<HIVE FLEET>**

All Tyranids belong to a hive fleet. If a Tyranid Hive Fleets datasheet does not specify which hive fleet it is drawn from, it will have the **<HIVE FLEET>** keyword. When you include such a unit in your army, you must nominate which hive fleet that unit is from. You then simply replace the **<HIVE FLEET>** keyword in every instance on that unit's datasheet with the name of your chosen hive fleet.

For example, if you were to include a Tervigon in your army, and you decided it was from Hive Fleet Kraken, then its **<HIVE FLEET>** Faction keyword is changed to **KRAKEN**, and its Brood Progenitor ability would then say 'Re-roll hit rolls of 1 for attacks made with ranged weapons by friendly **KRAKEN** **TERMAGANT** units whilst they are within 6" of this unit.'



# BROODLORD



A Broodlord is a unit that contains 1 model. It is equipped with: Monstrous Rending Claws.

	M	WS	BS	A	W	Ld	Sv
<b>Broodlord</b>	9"	2+	-	2	1	8	7+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Monstrous Rending Claws	Melee	Melee	User	4+	7+	-

## ABILITIES

**Brood Telepathy:** Add 1 to hit rolls for attacks made with melee weapons by **<HIVE FLEET> GENESTEALER** units whilst they are within 6" of any friendly **<HIVE FLEET>** units with this ability.

**FACTION KEYWORDS:** TYRANIDS, TYRANID HIVE FLEETS, **<HIVE FLEET>**

**KEYWORDS:** LIGHT, INFANTRY, PSYKER, CHARACTER, GENESTEALER, SYNAPSE CREATURE, BROODLORD

# HIVE TYRANT



9



A Hive Tyrant is a unit that contains 1 model. It is equipped with: Heavy Venom Cannon; Monstrous Scything Talons; Prehensile Pincer Tail.

	M	WS	BS	A	W	Ld	Sv
<b>Hive Tyrant</b>	9"	2+	3+	1	2	8	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Deathspitters with Slimer Maggots	Heavy	24"	2	5+	8+	-
Devourers with Brainleech Worms	Heavy	18"	3	6+	9+	-
Stranglethorn Cannon	Heavy	36"	1	4+	8+	-
Heavy Venom Cannon	Heavy	36"	1	8+	4+	-
Monstrous Bio-weapons	Melee	Melee	x2	6+	7+	-
Prehensile Pincer Tail	Melee	Melee	User	8+	8+	-
Monstrous Scything Talons	Melee	Melee	User	5+	6+	-

## WARGEAR OPTIONS

- Instead of 1 Monstrous Scything Talons, this unit can be equipped with one of the following: Deathspitters with Slimer Maggots; Devourers with Brainleech Worms; Monstrous Bio-weapons.
- Instead of 1 Heavy Venom Cannon, this unit can be equipped with one of the following: Deathspitters with Slimer Maggots; Devourers with Brainleech Worms; Monstrous Bio-weapons; Monstrous Scything Talons; Stranglethorn Cannon.
- This unit can have Wings (**Power Rating +2**). If this unit has Wings, it:
  - Has a Move characteristic of 16".
  - Has the following additional abilities: **Deep Strike**.
  - Has the following additional keywords: **FLY**.

## ABILITIES

**The Will of the Hive Mind:** At the start of the Generate Command Assets step, if this unit is a **WARLORD** and is on the battlefield, you generate one extra Command Asset.

**FACTION KEYWORDS:** TYRANIDS, TYRANID HIVE FLEETS, <HIVE FLEET>

**KEYWORDS:** HEAVY, MONSTER, PSYKER, CHARACTER, SYNAPSE CREATURE, HIVE TYRANT

# THE SWARMLORD



12



The Swarmlord is a unit that contains 1 model. It is equipped with: Bone Sabres; Prehensile Pincer Tail. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
<b>The Swarmlord</b>	9"	2+	3+	2	2	8	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Bone Sabres	Melee	Melee	x2	6+	6+	Destroyer
Prehensile Pincer Tail	Melee	Melee	User	8+	8+	-

## ABILITIES

**The Will of the Hive Mind:** At the start of the Generate Command Assets step, if this unit is a **WARLORD** and is on the battlefield, you generate one extra Command Asset.

**Hive Commander:** Morale tests taken for friendly <HIVE FLEET> units are automatically passed whilst they are within 18" of this unit.

**FACTION KEYWORDS:** TYRANIDS, TYRANID HIVE FLEETS, <HIVE FLEET>

**KEYWORDS:** HEAVY, MONSTER, PSYKER, CHARACTER, SYNAPSE CREATURE, HIVE TYRANT, THE SWARMLORD

# TYRANID PRIME



6



A Tyranid Prime is a unit that contains 1 model. It is equipped with: Ranged Bio-weapons; Melee Bio-weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Tyranid Prime</b>	6"	2+	3+	1	1	8	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Ranged Bio-weapons	Small Arms	24"	User	7+	9+	-
Melee Bio-weapons	Melee	Melee	User	7+	7+	-

## ABILITIES

**Alpha Warrior:** Add 1 to hit rolls for attacks made by **<HIVE FLEET> TYRANID WARRIOR** units whilst they are within 6" of any friendly units with this ability.

**FACTION KEYWORDS:** TYRANIDS, TYRANID HIVE FLEETS, **<HIVE FLEET>**

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, SYNAPSE CREATURE, TYRANID PRIME

# TERVIGON



10



A Tervigon is a unit that contains 1 model. It is equipped with: Stinger Salvo; Massive Scything Talons.

	M	WS	BS	A	W	Ld	Sv
<b>Tervigon</b>	8"	4+	4+	1	3	7	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Stinger Salvo	Heavy	24"	1	7+	9+	-
Massive Crushing Claws	Melee	Melee	User	7+	5+	-
Massive Scything Talons	Melee	Melee	User	5+	7+	-

## WARGEAR OPTIONS

- Instead of Massive Scything Talons, this unit can be equipped with Massive Crushing Claws.

## ABILITIES

**Brood Progenitor:** Re-roll hit rolls of 1 for attacks made with ranged weapons by friendly <HIVE FLEET> TERMAGANT units whilst they are within 6" of this unit.

**Synaptic Backlash:** If this unit is destroyed, place one blast marker next to every friendly <HIVE FLEET> TERMAGANT unit within 6" of this unit before removing it from the battlefield.

**Spawn Termagants:** Once per turn, at the start of the Set Up Reinforcements step of the Orders phase, this unit can spawn Termagants. If it does, add a new unit of 10 TERMAGANT models equipped with Fleshborers to your army: it is part of this unit's Detachment and has the <HIVE FLEET> keyword. Set the new unit up on the battlefield wholly within 6" of this unit and more than 1" from enemy units. If the unit cannot be placed in this way, it is destroyed. Then roll a D6; on a 1-3 this unit cannot use this ability again this battle.

**FACTION KEYWORDS:** TYRANIDS, TYRANID HIVE FLEETS, <HIVE FLEET>

**KEYWORDS:** HEAVY, MONSTER, PSYKER, CHARACTER, SYNAPSE CREATURE, TERVIGON

# NEUROTHROPE



5



A Neurothrope is a unit that contains 1 model. It is equipped with: Spirit Leech; Claws & Teeth.

	M	WS	BS	A	W	Ld	Sv
Neurothrope	5"	4+	3+	1	1	7	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Spirit Leech	Small Arms	18"	User	8+	8+	Witchfire
Claws & Teeth	Melee		User	8+	10+	-

## ABILITIES

**Warp Field:** Roll D12s when making saving throws for this unit, irrespective of the size of the blast markers next to it.

**FACTION KEYWORDS:** TYRANIDS, TYRANID HIVE FLEETS, <HIVE FLEET>

**KEYWORDS:** LIGHT, FLY, PSYKER, CHARACTER, INFANTRY, ZOANTHROPE, SYNAPSE  
CREATURE, NEUROTHROPE

# OLD ONE EYE



7



Old One Eye is a unit that contains 1 model. It is equipped with: Monstrous Crushing Claws; Monstrous Scything Talons. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
<b>Old One Eye</b>	7"	3+	-	2	2	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Monstrous Crushing Claws	Melee	Melee	User	6+	5+	-
Monstrous Scything Talons	Melee	Melee	User	5+	6+	-

## ABILITIES

**Alpha Leader:** Add 1 to hit rolls for attacks made with melee weapons by friendly <HIVE FLEET> CARNIFEX units whilst they are within 6" of this unit.

**Regeneration:** At the start of the Action phase, you can remove one damage marker from this unit.

**FACTION KEYWORDS:** TYRANIDS, TYRANID HIVE FLEETS, <HIVE FLEET>

**KEYWORDS:** HEAVY, MONSTER, CHARACTER, CARNIFEX, OLD ONE EYE

# TYRANID WARRIOR



4



Tyranid Warriors are a unit that contains 3 models. It can contain 6 models (**Power Rating 8**) or 9 models (**Power Rating 12**). It is equipped with: Ranged Bio-weapons; Melee Bio-weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Tyranid Warriors (3 models)</b>	6"	3+	4+	2	2	7	8+
<b>Tyranid Warriors (6 models)</b>	6"	3+	4+	4	4	7	8+
<b>Tyranid Warriors (9 models)</b>	6"	3+	4+	6	6	7	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Barbed Strangler	Heavy	36"	1	7+	9+	-
Venom Cannon	Heavy	36"	1	9+	7+	-
Ranged Bio-weapons	Small Arms	24"	User	7+	9+	-
Melee Bio-weapons	Melee	Melee	User	7+	7+	-

## WARGEAR OPTIONS

- For every 3 models this unit contains, it can also be equipped with one of the following (**Power Rating +1 per weapon**): 1 Barbed Strangler; 1 Venom Cannon;

**FACTION KEYWORDS:** TYRANIDS, TYRANID HIVE FLEETS, <HIVE FLEET>

**KEYWORDS:** LIGHT, INFANTRY, SYNAPSE CREATURE, TYRANID WARRIORS

# GENESTEALERS



5



Genestealers are a unit that contains 5 models. It can contain 10 models (**Power Rating 9**), 15 models (**Power Rating 13**) or 20 models (**Power Rating 17**). It is equipped with: Genestealer Melee Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Genestealers (5 models)</b>	9"	3+	4+	1	1	7	9+
<b>Genestealers (10 models)</b>	9"	3+	4+	2	2	7	9+
<b>Genestealers (15 models)</b>	9"	3+	4+	4	3	7	9+
<b>Genestealers (20 models)</b>	9"	3+	4+	5	4	7	9+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Genestealer Melee Weapons	Melee	Melee	x2	6+	8+	-

## ABILITIES

Infiltrators

**FACTION KEYWORDS:** TYRANIDS, TYRANID HIVE FLEETS, <HIVE FLEET>

**KEYWORDS:** LIGHT, INFANTRY, GENESTEALERS

# TERMAGANTS



2



Termagants are a unit that contains 10 models. It can contain 20 models (**Power Rating 4**) or 30 models (**Power Rating 7**). It is equipped with: Fleshborers; Termagant Melee Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Termagants (10 models)</b>	6"	4+	4+	2	2	4	10+
<b>Termagants (20 models)</b>	6"	4+	4+	4	4	4	10+
<b>Termagants (30 models)</b>	6"	4+	4+	6	6	4	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Fleshborers	Small Arms	12"	User	7+	9+	-
Spinefists	Small Arms	12"	x2	8+	10+	-
Devourers	Small Arms	18"	x3	7+	9+	-
Termagant Melee Weapons	Melee		Melee	User	8+	10+

## WARGEAR OPTIONS

- Instead of Fleshborers, this unit can be equipped with Spinefists (**Power Rating +1** for each 10 models this unit contains).
- Instead of Fleshborers, this unit can be equipped with Devourers (**Power Rating +2** for each 10 models this unit contains).

## ABILITIES

**Hail of Living Ammunition:** If this unit contains 30 models, re-roll wound rolls of 1 for attacks made with ranged weapons by this unit.

**FACTION KEYWORDS:** TYRANIDS, TYRANID HIVE FLEETS, <HIVE FLEET>

**KEYWORDS:** LIGHT, INFANTRY, TERMAGANTS

# HORMAGAUNTS

**2**

Hormagaunts are a unit that contains 10 models. It can contain 20 models (**Power Rating 4**) or 30 models (**Power Rating 7**). It is equipped with: Scything Talons.

	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>A</b>	<b>W</b>	<b>Ld</b>	<b>Sv</b>
<b>Hormagaunts (10 models)</b>	9"	4+	4+	2	2	4	10+
<b>Hormagaunts (20 models)</b>	9"	4+	4+	4	4	4	10+
<b>Hormagaunts (30 models)</b>	9"	4+	4+	6	6	4	10+

<b>WEAPON</b>	<b>TYPE</b>	<b>RANGE</b>	<b>A</b>	<b>SAP</b>	<b>SAT</b>	<b>ABILITIES</b>
Scything Talons	Melee	Melee	x2	7+	9+	-

## ABILITIES

**Hungering Swarm:** If this unit contains 30 models, re-roll wound rolls of 1 for attacks made with melee weapons by this unit.

**FACTION KEYWORDS:** TYRANIDS, TYRANID HIVE FLEETS, <HIVE FLEET>

**KEYWORDS:** LIGHT, INFANTRY, HORMAGAUNTS

# RIPPER SWARMS

**2**

Ripper Swarms are a unit that contains 3 models. It can contain 6 models (**Power Rating 4**) or 9 models (**Power Rating 6**). It is equipped with: Claws & Teeth.

	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>A</b>	<b>W</b>	<b>Ld</b>	<b>Sv</b>
<b>Ripper Swarms (3 models)</b>	6"	5+	5+	2	2	4	11+
<b>Ripper Swarms (6 models)</b>	6"	5+	5+	4	4	4	11+
<b>Ripper Swarms (9 models)</b>	6"	5+	5+	6	6	4	11+

<b>WEAPON</b>	<b>TYPE</b>	<b>RANGE</b>	<b>A</b>	<b>SAP</b>	<b>SAT</b>	<b>ABILITIES</b>
Claws & Teeth	Melee	Melee	User	8+	10+	-

## ABILITIES

Deep Strike

**FACTION KEYWORDS:** TYRANIDS, TYRANID HIVE FLEETS, <HIVE FLEET>

**KEYWORDS:** LIGHT, SWARM, RIPPERS

# TYRANT GUARD

**5**

Tyrant Guard are a unit that contains 3 models. It can contain 6 models (Power Rating 10). It is equipped with: Tyrant Guard Melee Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Tyrant Guard (3 models)</b>	7"	3+	4+	2	2	4	6+
<b>Tyrant Guard (6 models)</b>	7"	3+	4+	4	4	4	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES	
Tyrant Guard Melee Weapons	Melee	Melee	x2	4+	8+	-	

## ABILITIES

**Shieldwall:** At the start of the Damage phase, you can select one friendly <HIVE FLEET> HIVE TYRANT unit that has at least one blast marker next to it and is within 6" of this unit. Remove up to D3 blast markers from that HIVE TYRANT unit and place them next to this unit.

**FACTION KEYWORDS:** TYRANIDS, TYRANID HIVE FLEETS, <HIVE FLEET>

**KEYWORDS:** LIGHT, INFANTRY, TYRANT GUARD

# HIVE GUARD

**5**

Hive Guard are a unit that contains 3 models. It can contain 6 models (**Power Rating 10**). It is equipped with: Impaler Cannons; Forelimbs.

	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>A</b>	<b>W</b>	<b>Ld</b>	<b>Sv</b>
<b>Hive Guard (3 models)</b>	5"	4+	3+	1	2	5	8+
<b>Hive Guard (6 models)</b>	5"	4+	3+	2	4	5	8+

<b>WEAPON</b>	<b>TYPE</b>	<b>RANGE</b>	<b>A</b>	<b>SAP</b>	<b>SAT</b>	<b>ABILITIES</b>
Impaler Cannons	Small Arms	36"	User	4+	7+	Barrage
Shockcannons	Small Arms	24"	User	7+	5+	-
Forelimbs	Melee		User	9+	9+	-

## WARGEAR OPTIONS

- Instead of Impaler Cannons, this unit can be equipped with Shockcannons.

**FACTION KEYWORDS:** TYRANIDS, TYRANID HIVE FLEETS, <HIVE FLEET>

**KEYWORDS:** LIGHT, INFANTRY, HIVE GUARD

# LICTOR

**3**

A Lictor is a unit that contains 1 model. It is equipped with: Flesh Hooks; Grasping Talons.

	M	WS	BS	A	W	Ld	Sv
Lictor	9"	2+	4+	1	1	1	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Flesh Hooks	Small Arms	6"	User	8+	9+	-
Grasping Talons	Melee		User	6+	8+	-

## ABILITIES

Deep Strike, Stealth

**FACTION KEYWORDS:** TYRANIDS, TYRANID HIVE FLEETS, <HIVE FLEET>

**KEYWORDS:** LIGHT, INFANTRY, LICTOR

# DEATHLEAPER

**4**

Deathleaper is a unit that contains 1 model. It is equipped with: Flesh Hooks; Grasping Talons. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
<b>Deathleaper</b>	9"	2+	4+	1	1	8	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Flesh Hooks	Small Arms	6"	User	8+	9+	-
Grasping Talons	Melee	Melee	User	6+	8+	-

## ABILITIES

Deep Strike, Stealth, Terror Troops

**FACTION KEYWORDS:** TYRANIDS, TYRANID HIVE FLEETS, <HIVE FLEET>

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, LICTOR, DEATHLEAPER

# ZOANTHROPE



5



Zoanthropes are a unit that contains 3 models. It can contain 6 models (Power Rating 10). It is equipped with: Warp Blast; Zoanthrope Melee Weapons.

	M	WS	BS	A	W	Ld	Sv
Zoanthropes (3 models)	5"	4+	3+	1	2	7	6+
Zoanthropes (6 models)	5"	4+	3+	2	4	7	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Warp Blast	Small Arms	24"	User	4+	4+	Witchfire
Zoanthrope Melee Weapons	Melee	Melee	User	10+	10+	-

## ABILITIES

**Warp Field:** Roll D12s when making saving throws for this unit, irrespective of the size of the blast markers next to it.

**FACTION KEYWORDS:** TYRANIDS, TYRANID HIVE FLEETS, <HIVE FLEET>

**KEYWORDS:** LIGHT, INFANTRY, FLY, PSYKER, SYNAPSE CREATURE, ZOANTHROPE

# MALECEPTOR

**9**

A Maleceptor is a unit that contains 1 model. It is equipped with: Psychic Overload; Massive Scything Talons.

	M	WS	BS	A	W	Ld	Sv
<b>Maleceptor</b>	7"	4+	4+	1	3	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Psychic Overload	Heavy	18"	6	7+	7+	Witchfire
Massive Scything Talons	Melee	Melee	User	5+	7+	-

**FACTION KEYWORDS:** TYRANIDS, TYRANID HIVE FLEETS, <HIVE FLEET>

**KEYWORDS:** HEAVY, MONSTER, PSYKER, SYNAPSE CREATURE, MALECEPTOR

# VENOMTHROPE

**4**

Venomthropes are a unit that contains 3 models. It can contain 6 models (**Power Rating 8**). It is equipped with: Toxic Lashes (Ranged); Toxic Lashes (Melee).

	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>A</b>	<b>W</b>	<b>Ld</b>	<b>Sv</b>
<b>Venomthropes (3 models)</b>	5"	4+	4+	1	2	4	10+
<b>Venomthropes (6 models)</b>	5"	4+	4+	2	4	4	10+

<b>WEAPON</b>	<b>TYPE</b>	<b>RANGE</b>	<b>A</b>	<b>SAP</b>	<b>SAT</b>	<b>ABILITIES</b>
Toxic Lashes (Ranged)	Small Arms	6"	User	5+	9+	-
Toxic Lashes (Melee)	Melee	Melee	x2	5+	9+	-

## ABILITIES

**Shrouding Spores:** Friendly **LIGHT <HIVE FLEET>** and **HEAVY <HIVE FLEET>** units have the Stealth ability whilst they are within 6" of this unit. If this unit contains 6 models, the range of this ability is increased by 3".

**Toxic Miasma:** At the end of the Action phase, roll one D6 for each unit within 6" of any enemy units with this ability; on a 6 place one blast marker next to the unit being rolled for.

**FACTION KEYWORDS:** TYRANIDS, TYRANID HIVE FLEETS, <HIVE FLEET>

**KEYWORDS:** LIGHT, INFANTRY, FLY, VENOMTHROPE

# PYROVORES

**3**

Pyrovores are a unit that contains 1 model. It can contain 2 models (Power Rating 5) or 3 models (Power Rating 7). It is equipped with: Flamespurt; Acid Maw.

	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>A</b>	<b>W</b>	<b>Ld</b>	<b>Sv</b>
<b>Pyrovores (1 model)</b>	5"	4+	4+	1	1	4	8+
<b>Pyrovores (2 models)</b>	5"	4+	4+	2	2	4	8+
<b>Pyrovores (3 models)</b>	5"	4+	4+	3	3	4	8+

<b>WEAPON</b>	<b>TYPE</b>	<b>RANGE</b>	<b>A</b>	<b>SAP</b>	<b>SAT</b>	<b>ABILITIES</b>
Flamespurt	Heavy	10"	User	4+	8+	Inferno
Acid Maw	Melee	Melee	User	5+	8+	-

## ABILITIES

**Acid Blood:** When a blast marker is placed next to this unit, if it is in base contact with any enemy units, select one of those units and roll one D6. On a 4+ place one blast marker next to that unit.

**FACTION KEYWORDS:** TYRANIDS, TYRANID HIVE FLEETS, <HIVE FLEET>

**KEYWORDS:** LIGHT, INFANTRY, PYROVORES

# HARUSPEX



7



A Haruspex is a unit that contains 1 model. It is equipped with: Grasping Tongue; Ravenous Maw; Shovelling Claws.

	M	WS	BS	A	W	Ld	Sv
<b>Haruspex</b>	7"	4+	4+	2	3	4	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Grasping Tongue	Small Arms	12"	1	7+	9+	-
Ravenous Maw	Melee	Melee	x2	6+	9+	-
Shovelling Claws	Melee	Melee	1	5+	4+	-

## ABILITIES

**Acid Blood:** When a blast marker is placed next to this unit, if it is in base contact with any enemy units, select one of those units and roll one D6. On a 4+ place one blast marker next to that unit.

**Rapacious Hunger:** When an enemy **LIGHT** unit is destroyed whilst in base contact with this unit, if this unit has at least one damage marker next to it, remove one damage marker from this unit.

**FACTION KEYWORDS:** TYRANIDS, TYRANID HIVE FLEETS, <HIVE FLEET>

**KEYWORDS:** HEAVY, MONSTER, HARUSPEX

# GARGOYLES



4



Gargoyles are a unit that contains 10 models. It can contain 20 models (**Power Rating 8**) or 30 models (**Power Rating 12**). It is equipped with: Fleshborers; Blinding Venom.

	M	WS	BS	A	W	Ld	Sv
<b>Gargoyles (10 models)</b>	12"	4+	4+	1	2	4	10+
<b>Gargoyles (20 models)</b>	12"	4+	4+	2	4	4	10+
<b>Gargoyles (30 models)</b>	12"	4+	4+	6	6	4	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Fleshborers	Small Arms	12"	User	7+	9+	-
Blinding Venom	Melee		User	7+	9+	-

## ABILITIES

**Deep Strike**

**Hail of Living Ammunition:** If this unit contains 30 models, re-roll wound rolls of 1 for attacks made with ranged weapons by this unit.

**FACTION KEYWORDS:** TYRANIDS, TYRANID HIVE FLEETS, <HIVE FLEET>

**KEYWORDS:** LIGHT, INFANTRY, FLY, GARGOYLES

# RAVENERS



5



Raveners are a unit that contains 3 models. It can contain 6 models (Power Rating 10) or 9 models (Power Rating 15). It is equipped with: Ravener Ranged Weapons; Ravener Melee Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Raveners (3 models)</b>	12"	3+	4+	1	2	4	10+
<b>Raveners (6 models)</b>	12"	3+	4+	2	4	4	10+
<b>Raveners (9 models)</b>	12"	3+	4+	3	6	4	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Ravener Ranged Weapons	Small Arms	18"	User	7+	9+	-
Ravener Melee Weapons	Melee	Melee	x2	6+	8+	-

## ABILITIES

Deep Strike

**FACTION KEYWORDS:** TYRANIDS, TYRANID HIVE FLEETS, <HIVE FLEET>

**KEYWORDS:** LIGHT, INFANTRY, RAVENERS

# THE RED TERROR



5



The Red Terror is a unit that contains 1 model. It is equipped with: Prehensile Pincer Tail; Scything Talons. You can only include one of this unit in your army.

The Red Terror	M	WS	BS	A	W	Ld	Sv
	12"	3+	4+	1	1	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Prehensile Pincer Tail	Melee	Melee	User	8+	8+	-
Scything Talons	Melee	Melee	x2	7+	9+	-

## ABILITIES

### Deep Strike

**Feeding Frenzy:** Add 1 to hit rolls for attacks made with melee weapons by friendly <HIVE FLEET> RAVENER units whilst they are within 6" of this unit.

**FACTION KEYWORDS:** TYRANIDS, TYRANID HIVE FLEETS, <HIVE FLEET>

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, RAVENER, THE RED TERROR

# MUCOLID SPORES



1



Mucolid Spores are a unit that contains 1 model. It can contain 2 models (**Power Rating 2**) or 3 models (**Power Rating 3**).

	M	WS	BS	A	W	Ld	Sv
<b>Mucolid Spores (1 models)</b>	3"	-	-	-	1	8	12+
<b>Mucolid Spores (2 models)</b>	3"	-	-	-	2	8	12+
<b>Mucolid Spores (3 models)</b>	3"	-	-	-	3	8	12+

## ABILITIES

Deep Strike

**Living Bombs:** Morale tests taken for this unit are automatically passed.

**Floating Death:** After a Move action (made by any unit), if this unit is within 3" of an enemy unit, roll one D6 for each model in this unit. For each 2 or 3 place one blast marker next to the closest enemy unit, and for each 4+ place two blast markers next to the closest enemy unit. Then, this unit is destroyed.

**FACTION KEYWORDS:** TYRANIDS, TYRANID HIVE FLEETS, <HIVE FLEET>

**KEYWORDS:** LIGHT, FLY, MUCOLID SPORES

# SPORE MINES

**2**

Spore Mines are a unit that contains 3 models. It can contain 6 models (Power Rating 4) or 9 models (Power Rating 6).

	M	WS	BS	A	W	Ld	Sv
<b>Spore Mines (3 models)</b>	3"	-	-	-	1	8	12+
<b>Spore Mines (6 models)</b>	3"	-	-	-	2	8	12+
<b>Spore Mines (9 models)</b>	3"	-	-	-	3	8	12+

## ABILITIES

Deep Strike

**Living Bombs:** Morale tests taken for this unit are automatically passed.

**Floating Death:** After a Move action (made by any unit), if this unit is within 3" of an enemy unit, roll one D6 for each model in this unit. For each 3+ place one blast marker next to the closest enemy unit. Then, this unit is destroyed.

**FACTION KEYWORDS:** TYRANIDS, TYRANID HIVE FLEETS, <HIVE FLEET>

**KEYWORDS:** LIGHT, FLY, SPORE MINES

# EXOCRINE



10



An Exocrine is a unit that contains 1 model. It is equipped with: Bio-plasmic Cannon; Powerful Limbs.

	M	WS	BS	A	W	Ld	Sv
Exocrine	6"	4+	4+	1	3	4	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Bio-plasmic Cannon	Heavy	36"	3	4+	6+	-
Powerful Limbs	Melee	Melee	User	8+	8+	-

## ABILITIES

**Weapon Beast:** When this unit makes a Shoot action, if it has remained stationary this turn, double the Attacks characteristic of its Bio-plasmic Cannon for that action.

**FACTION KEYWORDS:** TYRANIDS, TYRANID HIVE FLEETS, <HIVE FLEET>

**KEYWORDS:** HEAVY, MONSTER, EXOCRINE

# TYRANNOFEX



11



A Tyrannofex is a unit that contains 1 model. It is equipped with: Acid Spray; Stinger Salvo; Powerful Limbs.

	M	WS	BS	A	W	Ld	Sv
Tyrannofex	6"	4+	4+	1	3	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Acid Spray	Heavy	18"	2	5+	8+	Inferno
Fleshborer Hive	Heavy	18"	5	4+	9+	-
Rupture Cannon	Heavy	48"	3	9+	4+	-
Stinger Salvo	Heavy	24"	1	7+	9+	-
Powerful Limbs	Melee	Melee	User	8+	8+	-

## WARGEAR OPTIONS

- Instead of 1 Acid Spray, this unit can be equipped with one of the following: 1 Fleshborer Hive; 1 Rupture Cannon.

## ABILITIES

**Weapon Beast:** When this unit makes a Shoot action, if it has remained stationary this turn, double the Attacks characteristic of its Acid Spray, Fleshborer Hive, Rupture Cannon and Stinger Salvo for that action.

**FACTION KEYWORDS:** TYRANIDS, TYRANID HIVE FLEETS, <HIVE FLEET>

**KEYWORDS:** HEAVY, MONSTER, TYRANNOFEX

# BIOVORES

**2**

Biovores are a unit that contains 1 model. It can contain 2 models (**Power Rating 4**) or 3 models (**Power Rating 6**). It is equipped with: Spore Mine Launcher; Close Combat Weapons.

	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>A</b>	<b>W</b>	<b>Ld</b>	<b>Sv</b>
<b>Biovores (1 model)</b>	5"	4+	4+	1	1	4	8+
<b>Biovores (2 models)</b>	5"	4+	4+	2	2	4	8+
<b>Biovores (3 models)</b>	5"	4+	4+	3	3	4	8+

<b>WEAPON</b>	<b>TYPE</b>	<b>RANGE</b>	<b>A</b>	<b>SAP</b>	<b>SAT</b>	<b>ABILITIES</b>
Spore Mine Launcher	Small Arms	48"	User	6+	6+	Barrage
Close Combat Weapons	Melee	Melee	User	7+	9+	-

**FACTION KEYWORDS:** TYRANIDS, TYRANID HIVE FLEETS, <HIVE FLEET>

**KEYWORDS:** LIGHT, INFANTRY, BIOVORES

# TOXICRENE



8



A Toxicrene is a unit that contains 1 model. It is equipped with: Choking Spores; Massive Toxic Lashes (Ranged); Massive Toxic Lashes (Melee).

	M	WS	BS	A	W	Ld	Sv
<b>Toxicrene</b>	8"	3+	4+	1	3	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Choking Spores	Small Arms	12"	User	6+	9+	-
Massive Toxic Lashes (Ranged)	Small Arms	8"	x2	5+	8+	-
Massive Toxic Lashes (Melee)	Melee		Melee	x2	5+	8+

## ABILITIES

**Hypertoxic Miasma:** At the end of the Action phase, roll one D6 for each unit within 6" of any enemy units with this ability; on a 5+ place one blast marker next to the unit being rolled for.

**Acid Blood:** When a blast marker is placed next to this unit, if it is in base contact with any enemy units, select one of those units and roll one D6. On a 4+ place one blast marker next to that unit.

**FACTION KEYWORDS:** TYRANIDS, TYRANID HIVE FLEETS, <HIVE FLEET>

**KEYWORDS:** HEAVY, MONSTER, TOXICRENE

# CARNIFEX

**5**

A Carnifex is a unit that contains 1 model. It is equipped with: Heavy Venom Cannon; Carnifex Jaws; Carnifex Melee Weapons.

	M	WS	BS	A	W	Ld	Sv
Carnifex	7"	3+	4+	2	2	4	6+
WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES	
Deathspitters with Slimer Maggots	Heavy	24"	2	5+	8+	-	
Devourers with Brainleech Worms	Heavy	18"	3	6+	9+	-	
Heavy Venom Cannon	Heavy	36"	1	8+	4+	-	
Spine Banks	Heavy	6"	1	7+	9+	-	
Stranglethorn Cannon	Heavy	36"	1	4+	8+	-	
Carnifex Jaws	Melee	Melee	User	11+	11+	-	
Carnifex Melee Weapons	Melee	Melee	User	6+	5+	-	

## WARGEAR OPTIONS

- Instead of Carnifex Melee Weapons, this unit can be equipped with one of the following: Deathspitters with Slimer Maggots; Devourers with Brainleech Worms.
- Instead of 1 Heavy Venom Cannon, this unit can be equipped with one of the following: Carnifex Melee Weapons; Deathspitters with Slimer Maggots; Devourers with Brainleech Worms; Stranglethorn Cannon.
- This unit can also be equipped with Spine Banks (**Power Rating +1**).
- This unit can have Enhanced Senses (**Power Rating +1**). If this unit has Enhanced Senses, it has a Ballistic Skill of 3+.
- This unit can have Chitin Thorns (**Power Rating +1**). If this unit has Chitin Thorns, it has the following additional abilities: **Chitin Thorns**.

## ABILITIES

**Chitin Thorns:** At the end of the Action phase, roll a D6 for each unit within 6" of any enemy units with Chitin Thorns; on a 6 place one blast marker next to the unit being rolled for.

**Monstrous Brood:** Each Heavy Support slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Heavy Support slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

**FACTION KEYWORDS:** TYRANIDS, TYRANID HIVE FLEETS, <HIVE FLEET>

**KEYWORDS:** HEAVY, MONSTER, CARNIFEX

# SCREAMER-KILLER



6



A Screamer-Killer is a unit that contains 1 model. It is equipped with: Bio-plasmic Scream; Screamer-Killer Talons.

	M	WS	BS	A	W	Ld	Sv
<b>Screamer-Killer</b>	7"	3+	4+	1	2	4	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Bio-plasmic Scream	Heavy	18"	2	7+	7+	-
Screamer-Killer Talons	Melee	Melee	x2	5+	6+	-

## ABILITIES

### Terror Troops

**Monstrous Brood:** Each Heavy Support slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Heavy Support slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

**FACTION KEYWORDS:** TYRANIDS, TYRANID HIVE FLEETS, <HIVE FLEET>

**KEYWORDS:** HEAVY, MONSTER, CARNIFEX, SCREAMER-KILLER

# THORNBACK



6



A Thornback is a unit that contains 1 model. It is equipped with: Devourers with Brainleech Worms; Monstrous Scything Talons. It has Chitin Thorns.

	M	WS	BS	A	W	Ld	Sv
<b>Thornback</b>	7"	3+	4+	2	2	4	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Deathspitters with Slimer Maggots	Heavy	24"	2	5+	8+	-
Devourers with Brainleech Worms	Heavy	18"	3	6+	9+	-
Spine Banks	Heavy	6"	1	7+	9+	-
Stranglethorn Cannon	Heavy	36"	1	4+	8+	-
Monstrous Scything Talons	Melee	Melee	User	5+	6+	-

## WARGEAR OPTIONS

- Instead of Devourers with Brainleech Worms, this unit can be equipped with Deathspitters with Slimer Maggots.
- Instead of Monstrous Scything Talons, this unit can be equipped with 1 Stranglethorn Cannon.
- This unit can also be equipped with Spine Banks (**Power Rating +1**).
- This unit can also have Enhanced Senses (**Power Rating +1**). If this unit has Enhanced Senses, it has a Ballistic Skill of 3+.

## ABILITIES

**Chitin Thorns:** At the end of the Action phase, roll a D6 for each unit within 6" of any enemy units with Chitin Thorns; on a 6 place one blast marker next to the unit being rolled for.

**Monstrous Brood:** Each Heavy Support slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Heavy Support slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

**FACTION KEYWORDS:** TYRANIDS, TYRANID HIVE FLEETS, <HIVE FLEET>

**KEYWORDS:** HEAVY, MONSTER, CARNIFEX, THORNBACK

# MAWLOC



7



A Mawloc is a unit that contains 1 model. It is equipped with: Distensible Jaws; Scything Talons.

	M	WS	BS	A	W	Ld	Sv
Mawloc	9"	4+	-	1	3	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Distensible Jaws	Melee	Melee	1	5+	6+	-
Scything Talons	Melee	Melee	x2	7+	9+	-

## ABILITIES

### Deep Strike

**Burrow:** When this unit makes a Move action, it can borrow instead of moving. If it does, it is removed from the battlefield and placed into Tactical Reserves. When this unit arrives as reinforcements, set it up as described in the Terror from the Deep ability. A unit cannot burrow if it was set up on the battlefield this turn, if there are any enemy units in base contact with it, or if there are any blast markers next to it.

**Terror from the Deep:** When this unit uses the Deep Strike ability, you can set it up anywhere on the battlefield that is more than 1" away from any enemy units, instead of 9". After setting this unit up using the Deep Strike ability, if there are any enemy units within 3" of it, select one of those units and roll one D12. On a 3-5 place one blast marker next to that unit, on a 6-9 place two blast markers next to that unit and on a 10+ place three blast markers next to that unit.

**FACTION KEYWORDS:** TYRANIDS, TYRANID HIVE FLEETS, <HIVE FLEET>

**KEYWORDS:** HEAVY, MONSTER, MAWLOC

# TRYGON



10



A Trygon is a unit that contains 1 model. It is equipped with: Bio-electric Pulse; Massive Scything Talons.

	M	WS	BS	A	W	Ld	Sv
Trygon	9"	3+	4+	3	3	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Bio-electric Pulse	Heavy	12"	2	7+	9+	-
Massive Scything Talons	Melee	Melee	User	5+	7+	-

## ABILITIES

Deep Strike

**FACTION KEYWORDS:** TYRANIDS, TYRANID HIVE FLEETS, <HIVE FLEET>

**KEYWORDS:** HEAVY, MONSTER, TRYGON

# TRYGON PRIME



11



A Trygon Prime is a unit that contains 1 model. It is equipped with: Bio-electric Pulse with Containment Spines; Massive Scything Talons.

Trygon Prime	M	WS	BS	A	W	Ld	Sv
	9"	3+	4+	3	3	7	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Bio-electric Pulse with Containment Spines	Heavy	12"	4	7+	9+	-
Massive Scything Talons	Melee	Melee	User	5+	7+	-

## ABILITIES

Deep Strike

**FACTION KEYWORDS:** TYRANIDS, TYRANID HIVE FLEETS, <HIVE FLEET>

**KEYWORDS:** HEAVY, MONSTER, CHARACTER, SYNAPSE CREATURE, TRYGON PRIME

# TYRANNOCYTE

**8**

A Tyrannocyte is a unit that contains 1 model. It is equipped with: Deathspitters; Barbed Tentacles.

	M	WS	BS	A	W	Ld	Sv
Tyrannocyte	6"	5+	5+	1	2	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES	
Barbed Stranglers	Heavy	36"	5	7+	9+	-	
Deathspitters	Heavy	24"	5	6+	9+	-	
Venom Cannons	Heavy	36"	5	9+	7+	-	
Barbed Tentacles	Melee		Melee	User	10+	10+	-

## WARGEAR OPTIONS

- Instead of Deathspitters, this unit can be equipped with one of the following: Barbed Stranglers; Venom Cannons.

## ABILITIES

### Deep Strike

**Transport Spore:** When this unit is set up in Tactical Reserves, you can also set up a friendly <HIVE FLEET> INFANTRY unit of up to 20 models or a <HIVE FLEET> MONSTER unit with a Wounds characteristic of 4 or less inside it (this cannot be a TYRANNOCYTE or SPOROCYST). When this unit uses its Deep Strike ability, set any unit inside it up on the battlefield wholly within 6" of this unit and more than 9" from enemy units. If that unit cannot be placed in this way, it is destroyed.

**FACTION KEYWORDS:** TYRANIDS, TYRANID HIVE FLEETS, <HIVE FLEET>

**KEYWORDS:** HEAVY, MONSTER, FLY, TYRANNOCYTE

# HARPY



9



A Harpy is a unit that contains 1 model. It is equipped with: Stinger Salvo; Stranglethorn Cannons; Scything Wings.

	M	WS	BS	A	W	Ld	Sv
<b>Harpy</b>	30"	4+	4+	1	2	7	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Venom Cannons	Heavy	36"	1	8+	4+	-
Stranglethorn Cannons	Heavy	36"	1	4+	8+	-
Stinger Salvo	Heavy	24"	1	7+	9+	-
Scything Wings	Melee	Melee	User	9+	9+	-

## WARGEAR OPTIONS

- Instead of Stranglethorn Cannons, this unit can be equipped with Heavy Venom Cannons.

## ABILITIES

**Spore Mine Cysts:** After this unit makes a Move action, you can select one enemy unit it moved over whilst making that Move action. Roll one D6; on a 3+ place one blast marker next to that unit.

**FACTION KEYWORDS:** TYRANIDS, TYRANID HIVE FLEETS, <HIVE FLEET>

**KEYWORDS:** HEAVY, MONSTER, FLY, HARPY

# HIVE CRONE

**9**

A Hive Crone is a unit that contains 1 model. It is equipped with: Drool Cannon; Stinger Salvo; Tentaclids; Scything Wings; Wicked Spur.

	M	WS	BS	A	W	Ld	Sv
<b>Hive Crone</b>	<b>30"</b>	<b>4+</b>	<b>4+</b>	<b>1</b>	<b>2</b>	<b>7</b>	<b>8+</b>

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Drool Cannon	Heavy	8"	1	5+	8+	Inferno
Stinger Salvo	Heavy	24"	1	7+	9+	-
Tentaclids	Heavy	36"	1	9+	5+	Anti-air
Scything Wings	Melee	Melee	User	5+	9+	-
Wicked Spur	Melee	Melee	User	9+	5+	-

**FACTION KEYWORDS:** TYRANIDS, TYRANID HIVE FLEETS, <HIVE FLEET>

**KEYWORDS:** HEAVY, MONSTER, FLY, HIVE CRONE

# SPOROCYST



7



A Sporocyst is a unit that contains 1 model. It is equipped with: Deathspitters; Spore Node; Barbed Tentacles.

	M	WS	BS	A	W	Ld	Sv
<b>Sporocyst</b>	-	5+	5+	1	2	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Barbed Stranglers	Heavy	36"	5	7+	9+	-
Deathspitters	Heavy	24"	5	6+	9+	-
Spore Node	Heavy	9"	1	4+	4+	Barrage
Venom Cannons	Heavy	36"	5	9+	7+	-
Barbed Tentacles	Melee	Melee	User	10+	10+	-

## WARGEAR OPTIONS

- Instead of Deathspitters, this unit can be equipped with one of the following: Barbed Stranglers; Venom Cannons.

## ABILITIES

### Deep Strike

**Immobile:** This unit is never Out of Command: an Out of Command marker is never placed next to it.

**Bio-fortress:** When this unit makes a Shoot action, it can target enemy units in base contact with it.

**FACTION KEYWORDS:** TYRANIDS, TYRANID HIVE FLEETS, <HIVE FLEET>

**KEYWORDS:** HEAVY, MONSTER, SYNAPSE CREATURE, SPOROCYST