

KILL TEAM TYRANIDS

CODEX: TYRANIDS

This team list uses the special rules and wargear found in Codex: Tyranids. If a rule differs from the Codex, it will be clearly stated.

MODEL AVAILABILITY

You must adhere to the following model requirements when building your Kill Team:

- 1 Team Leader model
- 1-30 Core models
- 0-3 Special models

SCUTTling SWARM

A Tyranid team usually consists of a few large creatures and a multitude of smaller, scuttling critters. These smaller Tyranids are simple-minded but easily replaced. During a campaign, at the end of the Injuries step, the Tyranid player may roll a separate D3 for every Termagant, Hormagaunt and Gargoyle brood they have that still has models remaining. The brood recovers this many models, in exactly the same way as buying Squad reinforcements (but for free). A brood may never equal more than 5 models; any extra models gained are lost.

BURROWING

Models with the *Burrowing* special rule may Deep Strike as normal (see the Built-up Area rule in the Kill Team rules).

VANGUARD SYNAPSE

A Tyranid team represents the furthestmost tendrils of a Hive Fleet, scouting the void ahead of the rest of the swarm in order to find the ripest targets. All Tyranid Team Leaders increase their base synapse range from 12" to 24", representing their greater autonomy from the Hive Mind.

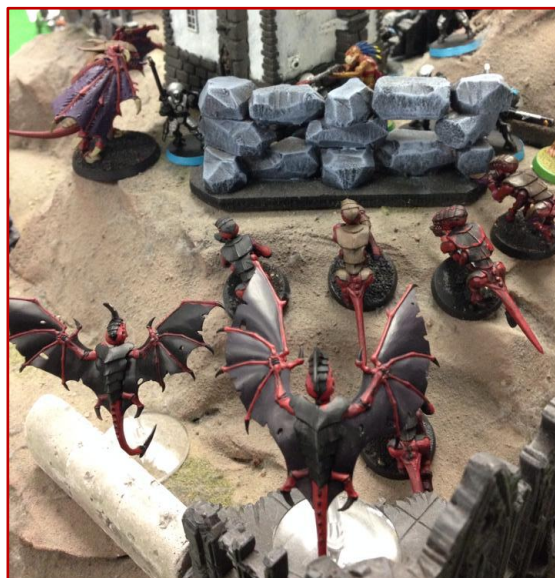


Photo by Matt Young

TEAM LEADERS

WARRIOR ALPHA

35 points

WS	BS	S	T	W	I	A	Ld	Sv
6	3	4	4	3	4	3	10	4+

Wargear:

- Devourer
- Scything Talons

Special Rules:

- Inspiring Presence
- Synapse Creature
- Shadow in the Warp
- Alpha Warrior*

Alpha Warrior:

Rule Amendment: All Warriors or Shrikes within 6" of the Warrior Alpha may use its Weapon Skill or Ballistic Skill rather than their own, unless their own would be higher. In addition, if the Warrior Alpha is the leader of your team then you *may* take Warriors and Shrikes as Core.

Options:

- May replace Scything Talons with:
 - Rending Claws 5 pts
 - Boneswords 15 pts
 - Lash whip and Bonesword 20 pts
- May replace Devourer with:
 - Rending Claws Free
 - Spinefists Free
 - Scything Talons Free
 - Deathspitter 5 pts
 - Barbed Strangler 10 pts
 - Venom Cannon 10 pts
- May take any of the following:
 - Flesh Hooks 5 pts
 - Toxin Sacs 10 pts
 - Prehensile Pincer 10 pts
 - Adrenal Glands 15 pts
 - Acid Blood 15 pts
 - Regeneration 30 pts
- *May take wargear from the Tyranid armoury including Warrior Alpha only items.*

ZOANTHROPE

50 points

WS	BS	S	T	W	I	A	Ld	Sv
3	4	4	4	3	3	1	10	5+

Wargear:

- None

Special Rules:

- Inspiring Presence
- Synapse Creature
- Shadow in the Warp
- Warp Field
- Psyker (Mastery Level 2)

Psychic Powers:

Before the battle the Zoanthrope may choose two Psychic Powers from the Power of the Hive Mind discipline from Codex: Tyranid.

Options:

- May take wargear from the Tyranid armoury including Zoanthrope only items.

BROODLORD

60 points

WS	BS	S	T	W	I	A	Ld	Sv
7	0	5	5	3	7	4	10	4+

Wargear:

- Rending Claws

Special Rules:

- Inspiring Presence
- Synapse Creature
- Fleet
- Infiltrate
- Move Through Cover
- Psyker (Mastery Level 1)

Psychic Powers:

The Broodlord always knows The Horror psychic power from the Powers of the Hive Mind discipline in Codex: Tyranids.

Options:

- May take any of the following:
 - Scything Talons 4 pts
 - Toxin Sacs 10 pts
 - Adrenal Glands 15 pts
 - Acid Blood 15 pts
 - Regeneration 30 pts
- May take wargear from the Tyranid armoury including Broodlord only items.

CORE

GENESTEALER

14 points

WS	BS	S	T	W	I	A	Ld	Sv
6	0	4	4	1	6	2	10	5+

Wargear:

- Rending Claws

Special Rules:

- Fleet
- Infiltrate
- Move Through Cover

Options:

- Any model may take any of the following:
 - Adrenal Glands 2 pts
 - Toxin Sacs 3 pts
 - Scything Talons 4 pts

GARGOYLE BROOD

30 points

WS	BS	S	T	W	I	A	Ld	Sv
3	3	3	3	1	4	1	6	6+

Unit Type: Jump Infantry

Wargear:

- Blinding Venom
- Fleshborer

Special Rules:

- Squad (5 Gargoyle)
- Instinctive Behaviour (Hunt)
- Non-Learning

Options:

- The entire Gargoyle Brood may take the following:
 - Adrenal Glands 10 pts
 - Toxin Sacs 10 pts



TERMAGANT BROOD

20 points

WS	BS	S	T	W	I	A	Ld	Sv
3	3	3	3	1	4	1	6	6+

Wargear:

- Fleshborer

Special Rules:

- Squad (5 Termagants)
- Move Through Cover
- Instinctive Behaviour (Lurk)
- Non-Learning

Options:

- The entire Termagant Brood may replace their Fleshborers with:
 - Spinefists Free
 - Spike Rifles Free
 - Devourers 20 pts
- The entire Termagant Brood may take any of the following:
 - Adrenal Glands 10 pts
 - Toxin Sacs 10 pts
- For every two Termagant Broods you take in your Kill Team, one Termagant model in your team may replace its Fleshborer with a Strangleweb for 5 points.

HORMAGAUNT BROOD

25 points

WS	BS	S	T	W	I	A	Ld	Sv
3	3	3	3	1	5	2	6	6+

Wargear:

- Scything Talons

Special Rules:

- Squad (5 Hormagaunts)
- Move Through Cover
- Bounding Leap*
- Fleet
- Instinctive Behaviour (Feed)
- Non-Learning

Options:

- The entire Hormagaunt Brood may take any of the following:
 - Adrenal Glands 10 pts
 - Toxin Sacs 15 pts

Bounding Leap:

Rule Amendment: A Hormagaunt Brood rolls D6 for its extra Run distance, instead of D3, due to the Fleet special rule (see the Kill Team rules for Fleet). This would normally make a Hormagaunt's Run move 6+D6".

RIPPER SWARM BROOD

39 points

WS	BS	S	T	W	I	A	Ld	Sv
2	2	3	3	3	2	4	5	6+

Wargear:

- None

Special Rules:

- Squad (3 Ripper Swarms)
- Fearless
- Swarms
- Instinctive Behaviour (Feed)
- Non-Learning

Options:

- The entire Ripper Brood may take any of the following:
 - Adrenal Glands 12 pts
 - Spinefists 12 pts
 - Toxin Sacs 18 pts

Burrowing Upgrade:

A Ripper Swarm Brood may be upgraded to have both the Deep Strike and Burrowing (see page 1) special rules for 6 points. This upgrade may never be taken at the same time as the Sky-slasher upgrade below.

Sky-slasher Upgrade:

A Ripper Swarm Brood may be upgraded to Sky-slashers for 15 points. This changes its unit type to Jump Infantry. This upgrade may never be taken at the same time as the Burrowing upgrade above.



SPECIAL

WARRIOR

30 points

WS	BS	S	T	W	I	A	Ld	Sv
5	3	4	4	3	4	3	10	4+

Wargear:

- Devourer
- Scything Talons

Special Rules:

- Synapse Creature
- Shadow in the Warp
- Warrior Autonomy*

Warrior Autonomy:

When using the Kill Team campaign rules, If a Warrior is counted as Core for any reason (such as the Warrior Alpha rule) it may never be part of a Group. Always keep Warriors separate on your roster. They do, however, use the Core Injury and Advancement charts as usual. If you have Warriors as both Core and Special it might be worth modelling/painting them different!

Options:

- May replace Scything Talons with:
 - Rending Claws 5 pts
 - Boneswords 15 pts
 - Lash whip and Bonesword 20 pts
- May replace Devourer with:
 - Spinefists Free
 - Scything Talons Free
 - Deathspitter 5 pts
- For every three Warriors in your team, one Warrior may replace its Devourer with:
 - Barbed Strangler 10 pts
 - Venom Cannon 10 pts
- May take any of the following:
 - Toxin Sacs 3 pts
 - Flesh Hooks 4 pts
 - Adrenal Glands 5 pts
- *May take wargear from the Tyranid armoury.*

SHRIKE

30 points

WS	BS	S	T	W	I	A	Ld	Sv
5	3	4	4	3	4	3	10	5+

Unit Type: Jump Infantry

Wargear:

- Devourer
- Scything Talons

Special Rules:

- Synapse Creature
- Shadow in the Warp
- Shrike Autonomy*

Shrike Autonomy:

When using the Kill Team campaign rules, If a Shrike is counted as Core for any reason (such as the Warrior Alpha rule) it may never be part of a Group. Always keep Shrikes separate on your roster. They do, however, use the Core Injury and Advancement charts as usual.

Options:

- May replace Scything Talons with:
 - Rending Claws 5 pts
 - Boneswords 15 pts
 - Lash whip and Bonesword 20 pts
- May replace Devourer with:
 - Spinefists Free
 - Scything Talons Free
 - Deathspitter 5 pts
- For every three Shrikes in your team, one Shrike may replace its Devourer with:
 - Barbed Strangler 10 pts
 - Venom Cannon 10 pts
- May take any of the following:
 - Toxin Sacs 3 pts
 - Flesh Hooks 4 pts
 - Adrenal Glands 4 pts
- *May take wargear from the Tyranid armoury.*

RAVENER

30 points

WS	BS	S	T	W	I	A	Ld	Sv
5	3	4	4	3	5	3	6	5+

Unit Type: Beasts

Wargear:

- Two pairs of Scything Talons

Special Rules:

- Burrowing (see pg 1)
- Deep Strike
- Instinctive Behaviour (Feed)

Options:

- May replace one pair of Scything Talons with:
 - Rending Claws 5 pts
- May take one of the following:
 - Spinefists 3 pts
 - Devourer 5 pts
 - Deathspitter 10 pts

HIVE GUARD

55 points

WS	BS	S	T	W	I	A	Ld	Sv
4	3	5	6	2	2	2	7	4+

Wargear:

- Impaler Cannon

Special Rules:

- Instinctive Behaviour (Hunt)

Options:

- Any model may replace its Impaler Cannon with:
 - Shock Cannon 5 pts
- Any model may take any of the following:
 - Toxin Sacs 3 pts
 - Adrenal Glands 5 pts

VENOMTHROPE

45 points

WS	BS	S	T	W	I	A	Ld	Sv
3	3	4	4	2	3	2	6	5+

Wargear:

- Lash Whips
- Toxic Miasma

Special Rules:

- Spore Cloud
- Shrouded
- Poisoned (2+)
- Instinctive Behaviour (Lurk)

PYROVORE

40 points

WS	BS	S	T	W	I	A	Ld	Sv
3	3	4	4	3	2	2	6	4+

Wargear:

- Acid Blood
- Acid Maw
- Flamespurt

Special Rules:

- Volatile
- Instinctive Behaviour (Feed)

BIOVORE

40 points

WS	BS	S	T	W	I	A	Ld	Sv
3	3	4	4	3	2	2	6	4+

Spore Mine Clusters:

When a Biovore creates a Spore Mine Cluster, treat it as having the Squad special rule (i.e. the spores act as a complete unit, not individually).

Wargear:

- Spore Mine Launcher

Special Rules:

- Instinctive Behaviour (Hunt)
- Spore Mine Clusters*

LICTOR

50 points

WS	BS	S	T	W	I	A	Ld	Sv
6	3	6	4	3	6	3	10	5+

Deep Strike:

The Lictor may Deep Strike as normal (see the Built-up Area rule in the Kill Team rules).

Wargear:

- Flesh Hooks
- Rending Claws
- Scything Talons

Special Rules:

- Chameleonic Skin
- Deep Strike*
- Fear
- Fleet
- Hit and Run
- Infiltrate
- Instinctive Behaviour (Lurk)
- Move Through Cover
- Pheromone trail
- Stealth

ARMOURY

Capillary Synapse (Leader Only) – 20 pts

Capillary towers erupt from the ground, acting as a Synaptic node for the Hive Mind. One per game, during the Movement phase, you may place one Capillary Synapse counter in base contact with your team leader. This counter will last for the rest of the game, and counts as a friendly model with the Synapse Creature special rule (but does not have any other effect on the game and may not be targeted by the enemy).

Bio-electric Field (Leader Only) – 15 pts

The Tyranid surrounds itself with a field of bio-electricity that absorbs impacts. The model gains a 5+ invulnerable save.

Seismic Roar (Leader Only) – 10 pts

The Tyranid creature throws his head back and roars at the sky. This a ranged weapon with the following profile:

	Range	S	AP	Type
Seismic Roar	*	2	-	Assault 1, Shockwave*

*Shockwave: All enemy models within 3" of the firing model are automatically hit.

Hive Node (Leader Only) – 10 pts

The model is particularly attuned to the Hive Mind. This increases the model's Inspiring Presence radius by 6" (normally from 6" to 12").

Terror (Leader Only) – 5 pts

The model gains the Fear special rule.

Colossal Growth (Warrior Alpha Only) – 25 pts

The Warrior Alpha has grown to a massive size and its immense bulk is able to take a punishing amount of damage. The model gains +1 to its Toughness, is immune to Strikedown and gains the Hammer of Wrath special rule, but reduces its Initiative by 1.

Distended Pincers (Warrior Alpha Only) – 15 pts

Replaces one weapon of your choice.

Some Tyranids grow engorged scything talons, allowing it to crush their prey, as well as slice. Distended Pincers have the following weapons profile:

	Range	S	AP	Type
Distended Pincers	-	x2	6	Melee, Unwieldy, Reaping*

*Reaping: All attacks made with Distended Pincers by this model may re-roll To Hit rolls of 1.

Burrower (Warrior Alpha Only) – 15 pts

The Warrior Alpha has the ability to burrow deep into the ground. The model gains the Deep Strike and Burrowing (see page 1) special rules. This may not be combined with the Shrike Wings item below.

Shrike Wings (Warrior Alpha Only) – 10 pts

Leathery wings sprout from the back of this organism. The Warrior Alpha changes its unit type to Jump Infantry. This may not be combined with the Burrower item above.

Bio-Feedback (Warrior Alpha Only) – 10 pts

The death of a nearby Warrior briefly makes the Warrior Alpha enraged. If a friendly Warrior or Shrike model is killed within 6" of the Warrior Alpha it immediately gains the Rage special rule until the end of its next turn.

Forced Evolution (Broodlord Only) – 10 pts

Roll on the following table before each game, the Broodlord gains the effect during that game:

1. No effect.
2. Gains the Fear special rule.
3. Gains the Counter Attack special rule.
4. Gains the Rage special rule.
5. Gains the Stealth special rule.
6. Gains the Feel No Pain special rule.

Psychic Screech (Broodlord Only) – 10 pts

The Broodlord lets out a mighty Psychic Screech that incapacitates any nearby psychics. This is an additional Psychic Power that is a Malediction: If used successfully, any enemy model with the Psyker special rule within 12" of the Broodlord must immediately take a Pinning test using an extra D6 (so normally 3D6).

Psychic Surge (Zoanthrope Only) – 15 pts

The Zoanthrope's mind is so in tune with their psychic potential, that when it suffers feedback from using its powers everyone sensitive to the Warp suffers the same fate. When the Zoanthrope suffers a Wound from Perils of the Warp, all other models with the Psyker special rule on the table must immediately pass a Leadership test or also suffer a Wound with no saves of any kind allowed.

Thornback – 10 pts

The model's armour is covered in razors that damage the enemy when it charges into combat. The model gains the Hammer of Wrath special rule.

Hardened Carapace – 10 pts

May not be taken by a Zoanthrope.

The model has a hard chitinous exoskeleton, protecting it from harm. The model improves its armour save by 1. For example a Warriors 4+ save would become a 3+.

Corrosive Shots – 10 pts

The model is armed with a highly corrosive strain of ranged weapon, designed to breach armoured vehicles. Any ranged weapon the model has gains the Melta special rule.

Reaping Talons – 5 pts

All attacks made with Scything Talons by this model may re-roll To Hit rolls of 1.

Bio-senses – 5 pts

The model may shoot at 'hidden' models and gains the Night Vision special rule.

Leaping Stride – 5 pts

The model leaps great distances and climbs walls with unnatural agility. The model may re-roll all Initiative tests it is required to take when climbing or jumping.