

# TYRANDS COLLECTORS' GUIDE





# What is a Collectors' Guide?

The Tyranids Collectors' Guide is the definitive tome for anyone interested in the Warhammer 40,000 Tyranids miniatures range. It's ideal for anyone who collects Tyranids, containing the full range of models and their component parts.

We've laid the range out following Codex: Tyranids, grouping models as to where they appear in the army lists. All the HQ choices are therefore in one section, followed by Elites, Troops, Fast Attack and Heavy Support units. We hope this will make it easier for you to navigate through and find the models or components you seek.

The Tyranids Collectors' Guide is far more than a simple catalogue. It also includes a number of other features, such as painted examples of Tyranid hive fleets, some fantastic armies, great conversions, brilliant dioramas and excellent Golden Demon entries.

So if you collect, paint or game with Tyranids, then this is the book for you!

When you reach the Components section, you will find that some of the models are classed as **Classic Range** or **Collectors' Models**.

**Classic Range** models (like the Lictor, pictured far right) are no longer available in stores but are still ideal for use in your army.

**Collectors' Models** (like the Genestealer Advisor, pictured right) are no longer available in stores, but represent a piece of Games Workshop history (some of the models being over 10 years old!). Although they are mostly no longer covered by the rules, these models still make great collector's pieces or a basis for some conversion work.

Don't worry, all the Classic Range and Collectors' Models will be clearly labelled inside.

Ordering any of these models is simple and convenient. All you have to do is select your models from this book then use any of the following ordering methods below:

# How can I order these models?

#### **IN-STORE ORDER SERVICE**

Visit your local Games Workshop Hobby Centre and our friendly staff will be more than happy to help you use our in-store order service. Using this Collectors' Guide, or any of the catalogues available in the stores, you can choose from the largest range of Games Workshop products in the world. Your order can be delivered to any of our Games Workshop Hobby Centres nationwide or sent direct to your home, whichever is most convenient for you.

### **ONLINE STORE**

The Games Workshop Online Store carries the full range of Tyranids miniatures, as well as a large selection of other Games Workshop products. Order with confidence, as our website is secure. With our fast order picking, your order will be in your hands in no time. To visit our web store go to: www.games-workshop.co.uk/store

### **GIVE US A CALL**

We have a team of Hobby Specialists standing by to take your call. If you would like to order anything from this Collectors' Guide, get some rules or hobby advice then call us on: **0115 91 40000**.

#### WRITE TO US

If you prefer to post your order or write us a letter then send it to: Games Workshop, Willow Road, Lenton, Nottingham, NG7 2WS, UK.

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TYRANT GUARD By Marco Schultz

Model Designers: Mark Bedford, Michael Perry, Alan Perry, Shane Hoyle, Colin Grayson, Mark Harrison, Jes Goodwin, Juan Diaz, Bob Olley, Kevin Adams.

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## HIVE FLEET BEHEMOTH

Hive Fleet *Behemoth* was the first documented encounter between Mankind and the Tyranid race. An Adeptus Mechanicus Explorator station on Tyran identified a number of worlds in the eastern fringes which had been mysteriously stripped of all biomass and atmosphere. The station was also subsequently attacked and consumed, but their records allowed an Inquisitor called Kryptman to identify the pattern of attacks and correctly predict the course of the hive fleet. The

Hive Fleet Behemoth 745.M41

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ASA PRIME

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TALASSAR

extra-galatic entities were named Tyranids and were to prove unstoppable as they cut a swathe into the realm of Ultramar, the empire of the Ultramarines Chapter of the Adeptus Astartes. Even the immense martial power of Ultramar was unable to stay the thousands of hive ships. Finally, Chapter Master Marneus Calgar mustered everything he could for a last ditch defence of the Ultramarines homeworld of Macragge. Hive Fleet *Behemoth* was all but destroyed at Macragge, but only at a terrible price.

#### MACRAGGE

UL01.01 Orb. Dist. 2.01AU 1.48G/Temp 23°C Adeptus Astartes Homeworld Tithe Grade: Adeptus Non Aestimare: D0 Population: 400,000,000 Defeat of Hive Fleet Behemoth. (gf: Battle of Macragoe 745.M41)

## HIVE FLEET KRAKEN

The Tyranids had been believed destroyed at Macragge but over two centuries later there were renewed reports from the eastern fringe. Genestealer infiltrators inspired insurrections on many worlds and close on their heels came a new hive fleet which was code-named *Kraken*. Whereas Hive Fleet *Behemoth* had stayed together and obliterated one world after another, *Kraken* was more insidious. Seen on a galatic scale, Kraken moved as many different independent hive fleets, attacking across a front which covered thousands of light years. Worlds were often bypassed, isolated or attacked unexpectedly, making a defence almost impossible to mount. The Imperium was forced to concentrate its forces on the most strategic forge worlds and hive worlds while it evacuated or simply abandoned many others to their fate. This policy resulted in the tremendously bloody Battle of Ichar IV.



#### Hive Fleet Kraken 992.M41

RADNAR

DELTA 1

MIR



## ICHAR IV

Orb. Dist. 1.4AU 1.21G/Temp 50°C Hive World Tithe Grade: Exactis Extremis Aestimare: B100 Population: 500,000,000 Genestealer insurrection crushed by Ultramarines Chapter. One hive fleet invasion defeated.

## Hive Fleet Leviathan

O Kryptman who alerted the Adepts of Terra to a new Tyranid assault which he had identified in a pattern of attacks stretching across the Ultima Segmentum, Segmentum Tempestus and even Segmentum Solar itself. Both *Behemoth* and *Kraken* have made inroads into the galatic rim, striking it edge-on as they emerge from the galatic void. The hive fleet which he named as *Leviathan* appears to have circumnavigated the edge of the galaxy and is now attacking 'up' into the galactic plane, threatening the Imperium of Man from a new angle.

"Tyranids are creatures from our darkest nightmares. But remember this; they can bleed and they can die..."







### GRYPHONNE

AM04.01 Orb. Dist. 4.2AU 0.91G/Temp 54°C Forge World Tithe Grade: Adeptus Non Aestimare: A50 Population: 12,000,000,000 Home base of War Gryphon Titan Legion.





Section One: Headquarters





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# **O** Genestealer Broodlord



GENESTEALER BROODLORD 99060106045 £9 Complete



BROODLORD CLAWS 9947010604502 £2.50



9947010604501 £3



BROODLORD TALONS 9947010604503 £2



BROODLORD LEGS 9947010604504 £2.50

# **O Classic Genestealer Patriarch**

## **Classic Range**

This model is no longer available in stores, but is still perfectly usable in your Tyranids army.



CLASSIC GENESTEALER PATRIARCH 99060106054 £9 Complete





Section Two: Elites



# Classic Lictor 🕲



CLASSIC TYRANID LICTOR 99060106034 £12 Complete Please note you will require the Classic Ravener Claws to make a complete Classic Tyranid Lictor. For codes and prices please refer to page 23.



9947010603401 £1



9947010603403 £3



CLASSIC LICTOR FLESH HOOKS 9947010603402 £1



Classic Range This model is no longer available in stores, but is still perfectly usable in your Tyranids army.

29947010603404 £1



CLASSIC LICTOR RIGHT ARM 9947010603405 £1



CLASSIC LICTOR LEFT LEG 9947010603406 £1.50



CLASSIC LICTOR RIGHT LEG 9947010603407 £1.50

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TYRANID TERMAGANT SPRUE 99380106002 25 Shown at 100% of actual size.





Painted example of a completed Classic Ripper Swarm.



CLASSIC RIPPER SWARM HEADS 9947010601201 £1



CLASSIC RIPPER SWARM BODY 1 9947010601202 £1



CLASSIC RIPPER SWARM 2 BODIES 9947010601203 £1

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Section Four: Fast Attack

# **O** Tyranid Ravener



TYRANID RAVENER (Contains 1 random model) 99060106046 £7 Complete



TYRANID RAVENER HEAD 1 9947010604601 £2



9947010604603 £3



TYRANID RAVENER HEAD 2 9947010604602 £2



TYRANID RAVENER CLAWS 1 9947010604605 £2.50



**TYRANID RAVENER TAIL** 9947010604604 £1.50



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# Classic Tyranid Ravener 🔾



Painted example of completed Classic Ravener.



Classic Range This model is no longer available in stores, but is still perfectly usable in your Tyranids army.

CLASSIC TYRANID RAVENER GUN SUPPORT ARM 9947010602911 60p

CLASSIC TYRANID RAVENER GUN ARM

9947010602910 £1



CLASSIC TYRANID RAVENER HEAD 1 9947010602907 £1.50



CLASSIC TYRANID RAVENER HEAD 2 JAW 9947010602904 60p



CLASSIC TYRANID RAVENER HEAD 2 9947010602903 £1



CLASSIC TYRANID RAVENER UPPER TORSO 9947010602909 £2



CLASSIC TYRANID RAVENER LEFT CLAW 1 9947010602905 £2



CLASSIC TYRANID RAVENER RIGHT CLAW 1 9947010602901 £2



CLASSIC TYRANID RAVENER LEFT CLAW 2 9947010602906 £2



CLASSIC TYRANID RAVENER RIGHT CLAW 2 9947010602902 E2

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CLASSIC TYRANID RAVENER LOWER TORSO

9947010602908 £2





# Section Five: Heavy Support



CARNIFEX SPRUE A 99380106010 £6 Shown at 25% of actual size.

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Carnifex sprue B. Shown at 25% of actual size. Please note this sprue is only available in the Tyranid Carnifex boxed set.

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TYRANID ZOANTHROPE SPINE PLATES 9947010604103 £2



**TYRANID ZOANTHROPE TAIL** 9947010604102 **£2** 





CLASSIC ZOANTHROPE HEAD 9947010602802 £3



CLASSIC ZOANTHROPE CARAPACE 1 9947010602803 £3



TYRANID ZOANTHROPE LEGS SPRUE 9947010604104 £1.50



**TYRANID ZOANTHROPE HEAD** 9947010604101 **£4** 



CLASSIC ZOANTHROPE BODY 9947010602801 £3



CLASSIC ZOANTHROPE CARAPACE 2 9947010602804 £3



Zoanthrope 🖱



Painted example of a completed Classic Zoanthrope.





## Section Six: Collectors' Models





The models in this section are no longer available in stores, and for the most part, are not covered by the current rules system. However, they can be the basis of a conversion, or merely just great old models to complete your collection.



COLLECTORS' HIVE TYRANT TAIL CLAW 9947010600210 £1



COLLECTORS' HIVE TYRANT TAIL 9947010600209 £2.50



COLLECTORS' HIVE TYRANT SPINE PLATES 9947010600203 £1.50



COLLECTORS' HIVE TYRANT TORSO 9947010600202 £4



CREEK

COLLECTORS' HIVE TYRANT BARBED STRANGLER

9947010600212 £3



COLLECTORS' HIVE TYRANT BONESWORD 9947010600206 £2



COLLECTORS' HIVE TYRANT LASH WHIP 9947010600208 £1



COLLECTORS' HIVE TYRANT LASH WHIP ARM 9947010600207 £1.50



COLLECTORS' HIVE TYRANT LEGS 9947010600204 £4

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## Collectors' Rippers 🕑



COLLECTORS' RIPPERS 2 9947010604516 £2



COLLECTORS' RIPPERS 3 9947010604517 £2

## Collectors' Red Terror 😡

Please note you will require the Classic Ravener Claws to make a complete Collectors' Red Terror. For codes and prices please refer to page 23.



COLLECTORS' RED TERROR RIGHT CLAW 9947010603506 £1



COLLECTORS' RED TERROR LEFT CLAW 9947010603505 £1



COLLECTORS' RED TERROR TAIL PINCERS 9947010603508 £2



COLLECTORS' RED TERROR HEAD 9947010603501 £2



COLLECTORS' RED TERROR JAW 9947010603502 60p



COLLECTORS' RED TERROR TORSO 9947010603504 £3



COLLECTORS' RED TERROR TAIL 9947010603507 £2



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## Showcase Hive Fleet Carcharodon

#### Rob Cardiss, Games Workshop Wakefield

Rob: If I can give you a piece of advice about collecting any army, it's simply: choose an army you like. There is no such thing as the "best army". You will be spending a lot of time building and painting it, so it is important you enjoy it and that makes the whole job a lot easier. This is exactly the reason I went for the 'Nids; they have the kind of flexibility that allows me to go a little wild with conversions and painting. The army here was painted in around five weeks and although fairly complex looking was actually quite easy to achieve. The basecoat for the flesh is a mixture of Green Ink and Scaly Green highlighted by mixing in Hawk Turquoise. The carapace is Black Ink and Scorched Brown

highlighted by adding Bleached Bone and painting in stripes. I like to add inks to my basecoats as they cover a lot better than adding water and also provides a layer of shading along the way. The bits I enjoyed the most were the Lictors and the Ripper Swarms. I have tried to show the Lictors' adaptive camouflage by blending them into whatever colour they touch. The Rippers were just great fun. I always like to spend time adding character to swarm bases making them almost mini dioramas. The army is on display at the Wakefield store where I am manager and I will be happy to play anyone who wants to challenge them. Just give us a call.



Rob's centrepiece is this monstrosity of a Hive Tyrant. Made from several different components, Rob has used Classic and Collectors' range pieces to complete this masterpiece!





Rob's awesome Lictors hunting their prey. Check out the camouflage of the Lictors as they disguise themselves with their surroundings.



## Showcase Hive Fleet Nemesis

#### Games Workshop Northern Europe

Asger: The Tyranid army before you is not part of a single person's efforts. We in Northern Europe Mail Order decided to paint up an office army, for mutual use by almost anyone. All being fans of the bugs, we just had to decide on a simple colour scheme that could easily be achieved by anyone in the group. A classic bug scheme, black and green. This army was collected and painted almost a

year ago, and with the release of the new models we decided we had to expand the army, hopefully replacing the old models with the new releases altogether. We hope to have it all completed in the not-sodistant future. Personally, I painted up the new Carnifex and Hive Tyrant, and am quite pleased with it, both the actual models (drool), and the paint job.



The awesome new Hive Tyrant, painted by Asger Granerud for the Northern Europe Mail Order team.





The Northern Europe Mail Order Tyranid army have used models from the Classic range as well as the new range of miniatures.



# Showcase Hive Fleet Cerbarus

#### James Lister, Games Workshop UK

James: I have been gaming and modelling with Tyranids for over 10 years now and have never been so hooked on an army before. I did try Space Marines, Tau and Chaos Space Marines but I always seem to revert back to the Tyranids. The thing that really gets me going with Tyranids is the monsters and the fear that they portray. No matter who faces the Tyranid race, from the mighty Space Marines to the sinister Dark Eldar, they all have to face the fact that no matter how many victories are won, they are just stalling the inevitable consumption of all bio-mass in the entire universe.

This is how I fight with my army, scaring my opponent with either vast numbers or the massive creatures of death. I chose the colour scheme from the old Tyranid Codex; I wanted something different to any I had done before, plus I had always wanted to base up an army in the snow. I used Midnight Blue as the basecoat, and then added Codex Grey to it for successive highlights, and the white is a mixture of Codex Grey and Skull White. I think that the two contrasting colours work well together and help to unify the Tyranid battleforce.



James' colour scheme he has chosen really stands out as he uses two contrasting colours that work well together.





Here we can see the colour scheme on the Carnifex and Broodlord. The contrasting colours make the armour plates really stand out.









### Dioramas

Dioramas can be used as snapshots to stories. They can be effective as centrepieces to your army or just as stunning as stand-alone pieces to show some background to your force.



GENESTEALERS by Marco Schultz

by Marco Schultz

GENESTEALER BROODLORD vs SENTINEL by Sam Lee



LICTOR by Victoria Lamb

## **Golden Demon Entries**

The Golden Demon competition is a very heated contest. Every year talented hobbyists paint and convert their masterpieces in the hopes of lifting the much coveted Slayer Sword. On the following pages you can see the level of workmanship that is put into these awe-inspiring models.



RED TERROR by Jason Richards (Golden Demon Baltimore 2001)

CARNIFEX by Marike Reimer (Golden Demon Los Angeles 2003)



Special Edition

This Special Edition Lictor was only available as part of the 2005 Tyranid army deal. This model is now no longer available.







WINGED HIVE TYRANT By M. Robertson (UK Golden Demon 2003)

# The Great Devourer

From the cold darkness of the void comes a race of ravenous aliens, a numberless horde governed only by the instincts to hunt, kill and feed. Each Tyranid is a living weapon, perfectly adapted to its designated function, but each creature is no more than a single cell in a galatic entity governed by a monstrous Hive Mind. As the Tyranid hive fleets drift through space, they strip all life from the worlds in their path leaving nothing but scoured rock in their wake.

The Tyranids Collectors' Guide is the most comprehensive resource ever compiled for anyone who has an interest in Warhammer 40,000 Tyranid models. This full-colour, 48-page book is packed full of:

- · Complete components lists, including pictures, prices and codes for the Tyranid race.
- Background on the different hive fleets.
- · Tyranid-themed Golden Demon winning entries from around the world.
- Great Tyranid conversions.
- The best Tyranid dioramas.
- Awesome Tyranid armies.

So, whether you are a Warhammer 40,000 veteran or building your first Tyranids army, this is one book you really can't do without!



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