

# AERONAUTICA IMPERIALIS™



## TYRANID SKYSWARM SQUADRON LIST





# TYRANID SKYSWARM

*Tyrannid bioforms sweep across the sky in leather-winged clouds, casting flickering shadows across the terrified troops below. With a chorus of unnatural shrieks, they gold their wings and dive towards their prey, spitting caustic acid that scorches and blinds. Amidst the flock larger shapes can be seen, true monsters of the air with wings as vast as fighter craft.*

## TYRANID BIOFORM UPGRADES

### Progeny of the Hive +5 points

Nothing can hold back the terrifying speed at which the hive fleet adapt their organisms. This upgrade may only be taken by one aircraft within a force. Once per game, this aircraft may choose to reroll a dice roll. However, all of the dice rolled must be re-rolled and the player must accept the result of the second roll, even if it is worse.

### Dynamic Camouflage +4 points

Chromatospores in this brood's skin and carapace adapt at a frightening pace, seamlessly blending their alien forms into their surroundings. The number of Firepower dice rolled at Medium and Long range is halved, rounding fractions up, against this bioform.

### Dermic Symbiosis +5 points

This bio-horror's carapace is actually a symbiotic organism, capable of psychically repelling the fiercest attacks of the prey and boosting the metabolism of its host creature. When a bioform equipped with this upgrade suffers a damaging hit from enemy fire, roll a D6. On a 5+, the damage is ignored and the Structure point(s) that would have been lost as a result of the Damage dice are not lost.

### Voracious Ammunition +3 points

Either host to nests of ever-hungry bio-ammunition, this xenos brute's far-reaching touch continues to sear and confume long after it has moved on to other prey. Select one weapon with the firing arc Front and that is not an autonomous weapon. That weapon gains the Extra Damage (6+) special rule or improves it by 1 (e.g. 6+ changes to 5+).

### Hypermetabolic Acceleration +2 points

An engineered horror with multiple stim-releasing glands. Surges of extragalactic chemicals drive the tissue sinews to the limit. Increase this Bioform's throttle characteristic by 1.

### Arachnacyte Gland +3 points

Clutching the spine of its host, the gland's multi-limbed tendrils become wedded to the creature's flesh. The bio-artefact floods its host's nervous systems and organs and lashes it with psychic stimuli, driving the beast on ever faster. Surges of extragalactic chemicals drive the tissue sinews to the limit. Increase this Bioform's Max Speed characteristic by 1.



# HIVE CRONE


The Hive Crone is a flying monstrosity used by the Tyranids to establish air superiority over prey worlds. It is a creature perfectly adapted to aerial combat, able to wrestle enemy aircraft out of the skies as proficiently as any daredevil pilot at the controls of a sophisticated jet-fighter.

A clutch of parasitic tentaclics nestle underneath a Hive Crone's wings, latched on until they are launched at enemy aircraft. Upon leaving their host, these creatures speed through the air, homing in on their target with unerring accuracy. When these living missiles strike, they emit a massive bio-electric pulse that can cripple the target's electronics or stall their engines, sending them into a fatal dive. Even without these impressive bio-missiles to shoot its prey, a Hive Crone is still deadly, flying close enough to its quarry to tear through them with bladed spurs protruding from its underside. A Hive Crone can soften up the planet's ground-bound defenders, swooping over the heads of the enemy and drizzling hyper-corrosive digestive fluids onto its victims.

## HIVE CRONE

CLASS: FIGHTER

**20**  
POINTS



**STRUCTURE** 2  
**TRANSPORT** –  
**FUEL** –

**THROTTLE** 1  
**ACE MANOEUVRES** 1-8  
**HANDLING** 2+

**MIN SPEED** 0  
**MAX SPEED** 4  
**MAX ALTITUDE** 4

WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
Scything Wings	Close	4-0-0	4+	UL	–
Stinger Salvo	All Round, Down	3-0-0	5+	UL	Ground Attack
Drool Cannon	Front	3-0-0	5+	UL	Ground Attack
Tentaclics	Left Side - Front, Front, Right Side - Front	–	4+	4	Aerial Attack, Autonomous Weapon, Extra Damage (6+)

Pilot
Crew

## SPECIAL RULE: CLOSE

Opponents must beware the sheer quantity and variety of tyranid bio-weapons; more than one Imperial ace has been taken out having discounted the possibility of their target engaging with physical attacks. If this bioform occupies a hex adjacent to any other aircraft and the aircraft is within 1 level of altitude difference, they may attack with weapons with this Arc. These weapons always hit on a 4+ regardless of modifiers.



# HARPY

Harpies are monstrous bioforms that fly with a deftness and agility unattainable by even the most sophisticated fighter craft. As they soar overhead, they rain clusters of living bombs onto prey worlds whilst their forearms, which are melded with large bio-weapons, spit death as they fly.


As with many of the larger Tyranid bioforms, the Harpy utilises a wide array of weaponry, according to the particular tactical needs of the hive fleet. In addition to the bloated Spore Mine cysts on their undersides, the ribcages of many Harpies conceal rows of barbed spines. These are typically fired as the Harpy flies over the foe, ripping through infantry formations below.

However, the Harpy is most feared for the ear-splitting shriek that it makes as it dives for the kill. Scuh is the pitch and volume of this piercing noise that it is almost a weapon in itself. It is excruciatingly painful to lesser life forms, such as Orks and humans, and can even prove fatal to creatures with high developed senses.

## HARPY

CLASS: FIGHTER

**16**  
POINTS



**STRUCTURE** 2

**TRANSPORT** -

**FUEL** -

**THROTTLE** 1

**ACE MANOEUVRES** 1-8

**HANDLING** 2+

**MIN SPEED** 0

**MAX SPEED** 4

**MAX ALTITUDE** 4

WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
Scything Wings	Close	3-0-0	4+	UL	-
Stinger Salvo	All Round, Down	3-0-0	5+	UL	Ground Attack
Stranglethorn Cannon	Front	3-4-0	4+	UL	-
Spore Mines Cysts	Rear	4-0-0	2+	3	Ground Attack, Extra Damage (5+)

Pilot
Crew

## ADDITIONAL WEAPONRY

A Harpy may swap out its Stranglethorn Cannon for Heavy Venom cannon at no cost.

	WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
	Heavy Venom Cannon	Front	2-2-0	2+	UL	Extra Damage (6+)



# HARRIDAN

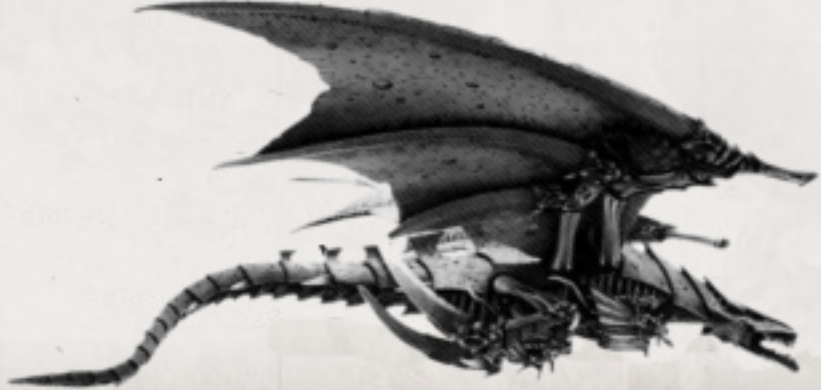
*Harridans are monstrous creatures, likened to the flying drakes and wyverns of legend. They are the largest of any Tyranid capable of flight, soaring through a prey world's skies on massive, leathery wings. Though they lack the sheer speed of attack aircraft, it is a brave fool indeed who thinks them an easy target. Harridans can slice an aircraft apart with a single swipe of their massive talons, or blast them into clouds of super-heated debris with precise volleys from their ventral bio-cannons. More impressive still is the Harridan's endurance, for it can remain aloft indefinitely and need never land.*

*Harridans act as brood mothers for the smaller Gargoyles, and their undersides writhe with the teeming flocks. When the Harridan has transported its brood to their destination, the Gargoyles unlatch their claws and open their own membranous wings, resembling a dark cloud that descends to swallow the prey below.*

## HARRIDAN

CLASS: BOMBER SPECIAL RULES: JUMP TROOPS

**33**  
POINTS



**STRUCTURE** 6

**TRANSPORT** 4

**FUEL** -

**THROTTLE** 1

**ACE MANOEUVRES** 1-7

**HANDLING** 3+

**MIN SPEED** 1

**MAX SPEED** 4

**MAX ALTITUDE** 5

WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
Massive Scything Wings	Close	5-0-0	2+	UL	-
Bio-Cannons	Front	4-6-0	3+	UL	-

Pilot
Crew

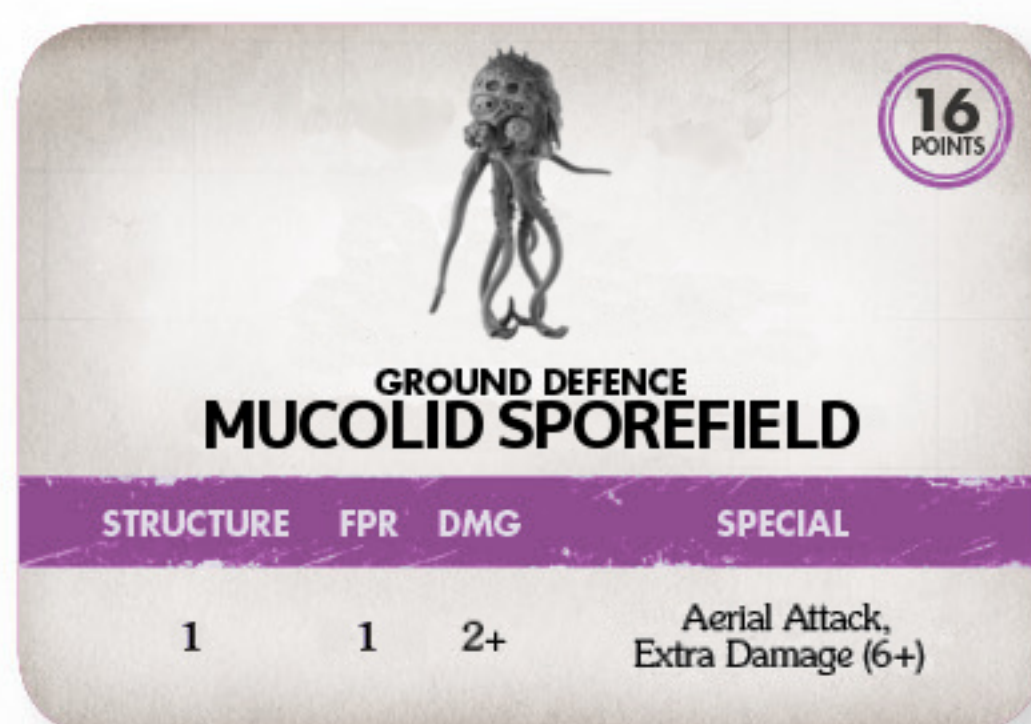


## GROUND DEFENCE

### MUCOLID SPOREFIELD

The Mucolid Spore is a creature inimical to natural law, for its whole existence is geared towards spectacular self-sacrifice. Borne aloft by gases that roil inside the veined balloon of its body, this bioform can float either at ground level or thousands of feet above the earth, rising high enough to intercept enemy aircrafts. Its dangling tentacles languidly taste the air for the scent of its prey.

Mucolid Spores are drawn towards anything moving swiftly in the air, exploding with lethal force the moment they close with their target. This makes them a hazardous obstruction for enemy flyers. Not only must pilots beware of crashing into these biological bombs, they must also account for the fact that Mucolids will mindlessly make for their aircraft, drawn by suicidal instincts.



#### SPECIAL RULES

Place a single Mucolid on an Aeronautica Imperialis base, at any altitude and speed 0. This is the centre of the sporefield. Place 6 other Mucolids within 1 hex of the centre Mucolid. These are all at the same altitude as the centre Mucolid.

Any enemy aircraft that moves within 1 hex of a mine will be attacked, this takes place as soon as the aircraft moves into range. Roll to hit and damage as normal. A mine may still attack an aircraft that is within 1 level of altitude difference. After rolling to hit and damage remove the Mucolid from play. In the movement phase a Mucloid Sporefield may change its altitude by 1 level up or down. Mucloids may be attacked by enemy aircraft as normal.

## ACE ABILITY TABLE

#### Tyrannid Bioform Ace Abilities

D6	Ace Ability
1	Hyper Agression: This bioform may roll one extra dice when attacking with a weapon with the Close arc.
2	Swooping Dive: When adjusting Altitude during a dive, this bioform may decrease its altitude by an additional 1.
3	Metabolic Overdrive: Once per game, this bioform may activate this ability in the movement phase. If it does, when selecting this biofrm in the firing phase it may instead make a second move as if it were in the movement phase instead. While activated, it cannot fire for this battle round. After moving the second time, roll a D6. On a 1, the bioform loses 1 structure.
4	Overrun: When this bioform destroys a target, you may move this bioform one hex in any direction, including changing the facing.
5	Death Frenzy: If this bioform is destroyed before activation, it immediately performs its firing phase sequence before it is removed from the battlefield.
6	Hunter's Drive: When this bioform attacks with a weapon with the Close arc, they hit on a roll of 3+ instead of 4+.