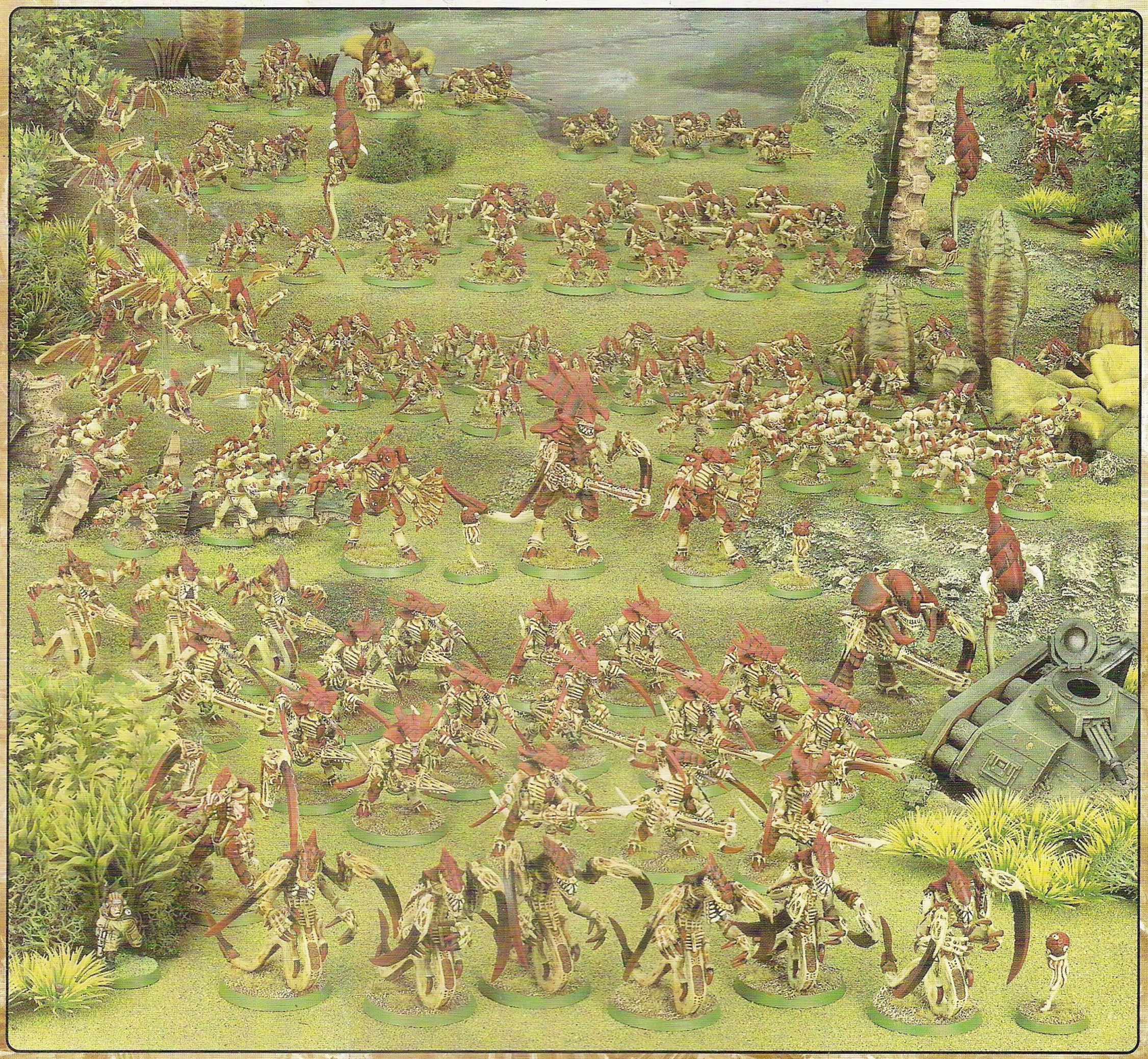
CODEX

TYRANIDS

WARHAMMER 40,000

GAMES WORKSHOP

A Hive Tyrant, a brood of Hormagaunts and a Ravener by Shaun Murphy, Games Workshop Canada.



The full horror of a Tyranid swarm.

CODEX
TYRANIDS

Written by
Andy Chambers

Additional text
Gav Thorpe, Graham McNeill & Sherman Bishop

Cover Art
Adrian Smith

Internal Art
Karl Kopinski, Adrian Smith & Stefan Kopinski

Graphics
Neil Hodgson & Nuala Kennedy

Graphic Design
Adrian Smith, Talima Fox & Adrian Wood

Miniatures Designers
Mark Bedford, Juan Diaz, Jes Goodwin, Colin Grayson, Mark Harrison & Shane Hoyle

Miniatures Painters
Owen Branham, Martin Footitt, Neil Green, Tammy Haye, Kirsten Mickleburgh, Keith Robertson, Chris Smart & Dave Thomas

Model & Scenery Makers
Dave Andrews & Mark Jones

Special Thanks to: Michael Derouchie, Will Thomas, Marshall Jansen & the Ancient and Honourable Order of Tech Priests

INTRODUCTION 2
TYRANID ARMY LIST 5
- Tyranid Hive Special Rules 6
- Tyranid Bio-weapons 8
- Tyranid Hive Mind Powers 9
  - Headquarters 10
  - Elites 11
  - Troops 12
  - Fast Attack 14
  - Heavy Support 15

COLLECTING A TYRANID SWARM 17
THE RED TERROR 33
OLD ONE EYE 34
CREATING YOUR OWN HIVE FLEET 36
- Biomorph tables 39

ADDENDA 41

PRODUCED BY GAMES WORKSHOP

Biovore, Carnifex, Citadel and the Citadel logo, Codex, Gaunt, 'Eavy Metal, Games Workshop & the Games Workshop logo, Gargoyle, Genestealer, Hive Tyrant, Hormagaunt, Lictor, Old One Eye, Ravener, The Red Terror, Ripper, Spore Mine, Termagaunt/Termagant, Tyranid, Tyrant Guard, Warhammer and Zoanthrope are all trademarks of Games Workshop Ltd. 'Scatter' dice are UK registered design no. 2017484.

All artwork in all Games Workshop products and the images contained therein have been produced either in-house or as work for hire. The copyright in the artwork and the images it depicts is the exclusive property of Games Workshop Ltd. All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, recording or otherwise, without the prior permission of Games Workshop. © Games Workshop Ltd. 2001.

British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library

UK
Games Workshop Ltd.,
Willow Rd,
Lenton,
Nottingham NG7 2WS

US
Games Workshop Inc.,
6721 Baymeadow Drive,
Glen Burnie,
Maryland 21060-6401

Canada
1645 Bonhill Rd,
Units 9-11,
Mississauga,
Ontario, L5T 1R3

Australia
Games Workshop,
23 Liverpool Street,
Ingleburn
NSW 2565

Japan
Games Workshop Ltd.,
Willow Rd,
Lenton
Nottingham NG7 2WS

Games Workshop World Wide Web site: http://www.games-workshop.com

ISBN: 1 84154 013 7

INTRODUCTION

"They are coming! I feel them scratching inside my mind, scratching, screaming, roaring, so many – so, so many voices. They're coming for us – flesh and blood, body and soul!"

OVERVIEW OF THE TYRANIDS

The Tyranids are without doubt the most alien race encountered by humanity. They have been likened to a galactic locust swarm, remorselessly hungry and too numerous to stop. They are a nomadic, space-dwelling race which has migrated from beyond our galaxy in search of new resources to assimilate. These they have discovered in abundance in the Imperium of Man and the assorted alien races now in their path. Tyranids only descend onto planets to totally strip them of bio-mass before moving on, leaving nothing but a ball of scoured rock in their wake.

The Tyranid hive fleets consist of millions of living craft, each home to billions of creatures, untold thousands of monstrosities evolved from the bubbling geno-organs of the ship's reproductive chambers. All of these creatures are born to serve the single entity that is the ship, and the ship itself exists only as part of the entity that is the fleet. All Tyranid creatures are held in a common psychic bond that enables them to act together as one organism. Individual Tyranids have no distinct minds like humans and other creatures – a Tyranid simply fulfils the functions assigned to it by the greater hive mind. The smaller mindless creatures are unthinking and instinctive, but larger more complex creatures can make decisions appropriate to the situation.

The Tyranid race itself comprises many different creatures which function together, perfectly coordinated by the gestalt consciousness of the hive mind. They do not use technology as it is understood by humans. Instead of making weapons and starships out of metal and plastic they use gene-splicing and bio-engineering to grow them from living organic material. The highest forms of Tyranids, their Dominatrixes and Norn Queens, are living bio-factories which give birth to an unending stream of warriors, hive ships and symbiote weapons. At war the Tyranids form a ferocious, unstoppable horde, an avalanche of tooth and claw driven onward by the racial imperative of the hive mind. Unrelenting and unstoppable, the Tyranid race represents an unimaginable threat to both Mankind and the whole galaxy.

Why collect a Tyranid army?

The Tyranids are among the most powerful armies in Warhammer 40,000, with a unique fighting style dictated by their use of bio-technology to engineer fighting creatures. The beasts of war available to the hive mind range from the simple Ripper Swarms and Spore Mines up to the Dreadnought-sized Carnifex

and Hive Tyrant. Even Tyranid tanks and Titans are bio-engineered organisms; everything in the army is a living creature that walks, crawls or flaps into battle under its own power. This wide variety of creatures makes the army extremely flexible, enabling you to create swarms ranging from those which rely purely on tooth and claw to rip the enemy apart in close combat, to those which use symbiote weapons to destroy them from a distance with corrosive acid or envenomed missiles.

This flexibility is truly at the heart of what makes Tyranids an interesting choice of army in game terms, but the appeal (if I dare use that word) of Tyranids is their visceral horror. No enemy fights Tyranids without the ever-present fear that they will overwhelm and slaughter his or her carefully chosen force of heroic soldiery. Tyranids, on the other hand, don't have heroes (except by chance), or hopes or fears; they are cogs in a merciless alien killing machine which exists only to serve the god-like racial consciousness of the hive mind. As such you can cheerfully expend your creatures with no more angst than any other general would have expending ammunition, or to put it in the words of the famed Colonel Cockroach, *"There's plenty more where they came from!"*. This cinematic 'alien terror' effect makes Tyranid swarms ideal opponents for new players (they can easily see who are the bad guys and what they're fighting for – usually their own survival). It works well with experienced players too, making for a dramatic conflict, win or lose.

The other great plus of collecting a Tyranid army is the modelling and converting of them. The range of Tyranid models are superbly adapted so that you can easily interchange different parts like claws and heads to create unique creatures or mutations based on existing ones. When it comes to painting Tyranids you can make them as bright or as dark as you like, with or without specific hive markings depending on your ability. Some painters draw their inspiration from insects, dinosaurs and the natural world, whilst others aim to use deliberately 'alien' colours to make their Tyranids especially jarring when placed alongside more naturalistic miniatures. Whatever approach you decide to take, the entire army can be given a powerfully themed look which unifies the army on the battlefield.

What's in this book?

Codex: Tyranids is divided into the following segments, each of which details a different element of using a Tyranid army in Warhammer 40,000:

The Army List. This section contains full rules for the known creatures which can appear in a Tyranid swarm. It also includes details on Tyranid bio-weapons, hive mind psychic powers and the special rules which apply to Tyranid armies.

The Painting and Collecting Guide. Tyranids can be incredibly diverse both in form and colouration. This section of the book offers ideas and suggestions about how to assemble and paint your unstoppable horde, as well as practical advice on tactics and getting starting.

Genetic modification. For experienced hive masters, the next step in Tyranid evolution is to create your own swarm! This section of the book describes how to mutate and genetically modify creatures so that you can create your own army list.

'The Colonel was right, as I suspected he would be. He's always so damned right. Nightfall comes sharply and the Tyranids are just waiting us out for the moment. I help Kronin's platoon rig up some searchlights scavenged from the Chimeras and get them set up on the wall. The constant hum of the portable generators fills the air, but listening won't do us any good, 'cos those Tyranids can move as silent as they like when they want to. That's one of the scariest things about them – the silence. No battlecries, no war chants, just waves of them sweeping on towards you. When they're fighting, they hiss a lot, but I doubt if they've got any real language to speak of. They're just animals, bugs, but they're well organised for all that. They're like the wasps I saw on Antreides, who seemed to know what each other were up to. When one of them found you, the rest would soon come buzzing in, just like the Lictors finding the prey for the rest of the swarm.

So I'm up on the wall checking everything is okay, when the searchlights blaze on. The stupid grunts start angling them far away from the wall, like they want to get the earliest warning possible, which I can understand. Problem is, the light doesn't hit the ground before it's too weak to show anything. I grab the nearest one and point it further down, about seventy yards out. I catch a glimmer of movement and shout for the others to train on that point. What I see makes my spine tingle with fear. A sensation, I might add, that I'm not all that familiar with, though far too familiar for my own liking. There's a big brood of Termagants out there, crawling through the grass on their bellies, sneaking really close. Behind them are crouched the Warriors, big beasts twice as tall as a man, their four upper limbs evolved into a variety of deadly ranged and close combat weapons. They're just creeping forward, bony joints and chitinous plates shown up in the white glare of the searchlights. The light glitters off their eyes, countless shining orbs reflected back at me. Those eyes seem dead, there's no emotion, nothing. Not even a touch of hunger, which is what you'd expect considering that this race devours whole planets. No, the only eyes I've ever seen colder than those white-fire stares are the Colonel's, and we all know he's not really human.

"Mark your targets! Open fire!" I bellow. I see them opening up, first with the missile launchers and autocannons and then with volleys of lasgun fire as the 'Nids realise the game's up and they rise out of the grass and charge towards us, a wave of multi-limbed monstrosities intent on our destruction. I take one last look as they come streaming over the plain, blossoms of fire exploding in their mist, showing up their snarling faces in brief glimpses of hellfire, before jumping down the steps three at a time to get back to my platoon.'

Excerpted from 'Deliverance' by Gav Thorpe

TYRANID ARMY LIST

This section of the book is given over to the Tyranid army list, a listing of the different creatures which the Tyranids can use in games of Warhammer 40,000. The army list allows you to fight battles using the scenarios included in the Warhammer 40,000 rulebook, but it also provides you with the basic information you'll require to field a Tyranid army in your own home-brewed battles, as part of a campaign, or whatever else may take your fancy.

The list is split into five sections. All of the individual creatures, broods and swarms in the army are placed in one of the five sections depending upon their role on the battlefield. In addition, every model included in the army list is given a points value, which varies depending upon how effective that model is on the battlefield.

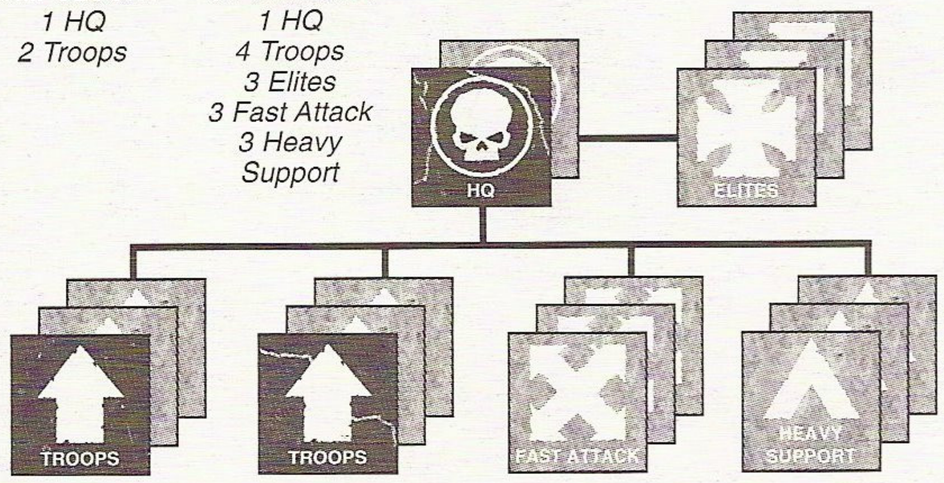
Before you can choose an army for a game you will need to agree with your opponent upon a scenario and the total number of points each of you will spend on your army. Having done this you can proceed to pick an army as described below.

Using A Force Organisation Chart

The army lists are used in conjunction with the Force Organisation chart from a scenario. Each Force Organisation chart is split into five categories that correspond to the sections in the army list, and each category has one or more boxes. Each box indicates that you may make one choice from that section of the army list, while a dark toned box means that you must make a choice from that section.

STANDARD MISSIONS

COMPULSORY	*OPTIONAL*
1 HQ	*1 HQ*
2 Troops	*4 Troops*
	3 Elites
	3 Fast Attack
	3 Heavy Support



The Standard Missions Force Organisation chart is a good example of how to choose an army. To begin with you will need at least one HQ unit and two Troop units (dark shaded boxes indicate units which must be taken for the mission). This leaves the following for you to choose from to make up your army's total points value: up to 1 extra HQ unit, 0-3 extra Elite units, 0-4 extra Troop units, 0-3 extra Fast Attack units and 0-3 extra Heavy Support units.

"The column was moving along a road through grassland dotted with groves of trees. We didn't see them until we were right on top of them and then all the warning we had was a sudden rustling in the long grass before they broke over us like a wave of razor-edged death. I only escaped because I was on my bike at the head of the column and got out of there in time. The rest of the company was wiped out within minutes by a force no more than half their number."

Testimony of Corporal Jarrac, late of the 81st Thessarus Regiment, now serving with the Penal Legion.

Using The Army Lists

To make a choice, look in the relevant section in the army list and decide what unit you wish to have in your army, how many models there will be in the unit and which upgrades you want (if any). Remember that you cannot field models that are equipped with bio-weapons and biomorphs that are not shown on the model. Once this is done, subtract the points value of the unit from your total points and then go back and make another choice. Continue doing this until you have spent all your points. Then you can get on with the serious business of unleashing your deadly Tyranid swarm!

Army List Entries

Each army list entry consists of the following:

Unit Name: The type of unit (referred to as a **brood** in a Tyranid swarm), which may also show a limitation on the maximum number of choices you can make of that unit type (0-1, for example).

Profile: These are the characteristics of that unit type, including its points cost.

Number/Brood: This shows the number of models in the unit, or the number of models you may take for one choice from the Force Organisation chart. Often this is a variable amount, in which case it shows the minimum and maximum unit size.

Bio-Weapons: These are the unit's standard bio-weapons.

Options: This lists the different bio-weapon and biomorph options for the brood, and any additional points costs for taking these options.

Special Rules: This is where you'll find any special rules that apply to the brood.

TYRANID HIVE SPECIAL RULES

The Hive Mind & Synapse Creatures

All Tyranids are united by the potent psychic imperatives of their shared hive mind. Some of the larger, more intelligent Tyranid creatures have vastly expanded synapse networks within their cortex that act as a psychic conduit for the directives of the hive mind, overruling the natural instincts of nearby Tyranid creatures.

Any Tyranid broods with a model within 12" of a creature with the Synapse Creature hive mind power (including the Synapse creature itself) never have to fall back and are assumed to automatically pass any Morale checks they are required to take, even against attacks which normally force their target to fall back with no test taken. Any Pinning tests and tests to regroup it has to make are also passed automatically. Note that regrouping only takes place at the start of the turn, so a Tyranid unit that falls back can be destroyed by pursuers or crossfire.

Instinctive Behaviour

Beyond the immediate reach of the hive mind, lesser Tyranid creatures will often revert to their basic, often animalistic instincts. To represent this, at the start of the Tyranid turn any broods outside Synapse control range must take a Morale check for being *All On Your Own* (this being the equivalent Tyranid situation). If failed, roll for the brood's reaction on the table below.

Tyranid Instinctive Behaviour table

D6	Morale Check	Pinning Test
1-2	Fall back	Pinned
3-4	Lurk	Lurk
5-6	Attack!	Attack!

Fall back: The brood will start to fall back towards the nearest model with the Synapse Creature hive mind power. If none are on the tabletop, the brood will fall back towards the Tyranid player's closest table edge.

Pinned: The brood is pinned as per the normal rules.

Lurk: The brood will start falling back towards the nearest terrain that will give them a cover save and is not closer to the enemy. If no suitable terrain is available (ie, it's all closer to the enemy) the brood will head back to its own table edge as per the normal fall back rules.

Attack!: The brood snarls and hisses in a terrifying fashion before charging off towards their attackers! Move the unit 2D6" towards the nearest enemy unit. If it makes contact with enemy models, count this move as a sweeping advance. If the Tyranid unit is already in an assault, they count as charging in the next Assault phase.

Likewise, Tyranid creatures which fail a normal Morale check or Pinning test while beyond the range of a model with the Synapse Creature hive mind power will revert to their basic instincts. Roll on the table below to see how a Tyranid unit responds to failed Pinning tests or Morale checks when out of range of any Synapse creatures.

Fast and Deadly

Tyranid swarms move quickly across even the most inhospitable and broken ground under the mental lash of the hive mind. In battle, Tyranids attack on the run and often creatures are trampled, forced over cliffs or drowned by the animalistic stampede as the swarm races forward.

To represent this, Tyranids always roll one D6 more than normal when checking to see how far they can move through difficult ground (ie, three D6 instead of two D6 in jungles, and so on). However, if a Tyranid brood of eight or more models rolls two or more 6s on the dice, it suffers one wound in the stampede (saving throws apply as normal).

Synapse creatures still get to roll the extra dice but will not suffer wounds when moving through difficult ground due to their direct control of the creatures around them.

"Shoot the Big Ones!"

Enemies of the Tyranids have learned many valuable lessons at a terrible cost in lives lost and bloodshed. One of the most important stratagems has been teaching troops to evaluate the threat represented by different creatures and pick the right targets within the swarm even in the heat of battle.

Due to this, an opposing player's line of fire is only blocked by terrain, vehicles and models in close combat. Other than this he can freely choose to direct fire from his units at any Tyranid brood that is within range during the Shooting phase.

Tyranid Monstrous Creatures

Tyranid monstrous creatures combine some of the abilities of both independent characters and monstrous creatures. As such the following rules apply:

- Tyranid monstrous creatures can join broods of other Tyranid creatures, but they may always be picked out as a separate target for enemy shooting unless the unit consists of Tyrant Guards. A Tyranid unit including a Tyranid monstrous creature is limited to moving and assaulting at the speed of the slowest model in the unit.

- Tyranid monstrous creatures are fearless. They never have to fall back and are assumed to automatically pass any Morale checks they are required to take, even against attacks which normally force their target to fall back with no test taken. Tyranid monstrous creatures cannot be pinned.

- Tyranid monstrous creatures can always choose to allocate their close combat attacks against specific enemy models that are in base to base contact with them, or choose to shoot at a different target to the unit they have joined.

- Tyranid monstrous creatures may re-roll the dice for moving through difficult terrain unless they have joined a unit. Combined with the *Fast and Deadly* rule above, this means they will generally be rolling 3D6 with a re-roll when moving through difficult ground.

- Tyranid monstrous creatures ignore enemy armour saves in close combat and roll S+2D6 for armour penetration against vehicles in close combat.

- Tyranid monstrous creatures count as a unit of troops for victory conditions, so they can capture table quarters, hold objectives or count as surviving troops in a Meat Grinder battle.

Spore Mines

Spore Mines are very basic, geno-modified organisms which the Tyranids use as 'living bombs', most commonly launched from living artillery pieces called Biovores. The mines are engorged sacs full of chemicals, viruses, toxins and poisons that drift slowly in the air currents, with nests of sensitive feelers dangling below

questing for the heat and vibration of possible targets. Although it's possible to avoid the attention of a Spore Mine by moving carefully and quietly, weapons discharges and other violent noises will stimulate a detonation with often fatal results.

Due to their unique nature and mode of attack, Spore Mines use a number of special rules:

Movement: Spore Mines drift D6" in a random direction in each Tyranid Movement phase, as determined by rolling the Scatter dice. On a roll of a 'HIT' symbol on the Scatter dice, the Tyranid player may choose the direction of movement of the Spore Mine. Unlike most models, a Spore Mine can move within 1" of enemy models and vehicles during its movement and if it makes contact with an enemy model it detonates. Spore Mines, however, cannot make assault moves.

Detonation: If a Spore Mine makes contact with an enemy, or an enemy unit or vehicle shoots while within 2" of it, the mine explodes. Resolve the detonation once the unit/vehicle's firing is complete. Place the appropriate template or markers over the spot where the mine explodes and resolve the results according to its type as described in the army list. If a mine is reduced to 0 Wounds or otherwise killed, it will explode as detailed above. An enemy unit may divide its fire between all Spore Mine models within 6" of its members and treat them as a single target for shooting purposes. Spore Mines can also be detonated by synaptic control (see pg 9 for details).

Morale: Being essentially mindless a Spore Mine never has to fall back and is assumed to automatically pass any Morale checks it is required to take, even against attacks which normally force their target to fall back with no test taken. Spore Mines cannot be pinned. For the purposes of mission objectives, Spore Mines cannot capture table quarters, hold objectives or count as surviving troops in a Meat Grinder battle.

Preliminary Barrage: Clusters of Spore Mines are often scattered over an area in tens of thousands as a kind of Tyranid preliminary bombardment, drifting down from the air currents when attracted by weapons fire. To represent this, the Preliminary Barrage scenario special rule (see page 135 of the Warhammer 40,000 rulebook) is modified for Tyranids as follows.

Only roll to hit units, not obstacles. Any units 'hit' on a roll of 6 have attracted D3 Spore Mines. The Tyranid player places these within 1" of the unit and then rolls the Scatter dice for each and moves it 2D6" in the direction shown. Roll a D6 for each mine to randomly determine its type: **1-2** Explosive. **3-4** Poison. **5-6** Bio-acid.

TYRANID SUMMARY

	WS	BS	S	T	W	I	A	Ld	Sv
Hive Tyrant */***	6	3	6	6	4	5	3	10	3+
Tyrant Guard	5	3	5	6	2	5	2	10	3+
Lictor	6	–	6	4	3	6	2+1	10	5+
Warrior *	5	3	5	4	2	5	2	10	5+
Genestealer	6	0	4	4	1	6	2	10	6+
Termagant **	3	3	3	3	1	4	1	5	6+
Ripper Swarm	3	0	3	3	3	1	3	10	6+
Hormagaunt **	4	3	3	3	1	4	1+1	5	6+
Ravener	5	3	4	4	2	5	3	10	5+
Gargoyle **	3	3	3	3	1	4	1	10	6+
Carnifex ***	4	3	10	6	4	2	2	10	3+
Zoanthrope	3	3	4	4	2	4	2	10	2+
Biovore	3	3	3	4	2	1	1	10	–
Spore Mine	0	0	1	4	1	1	0	10	–

** Synapse Creature* *** Fleet of Claw/Wing* **** Monstrous Creature*

RANGED BIO-WEAPONS

	Range	Strength	AP	Type
Fleshborer	12"	As creature +1	–	Assault X
Spinefist	12"	As creature	5	Assault X
Devourer	12"	As creature -1	6	Assault 2X
Deathspitter	18"	As creature +1	5	Assault 1 Blast
Barbed Strangler	24"	As creature -2	–	Assault 1 Ord Blast
Venom Cannon	36"	As creature +2	4	Assault X *
Spore Mine (Poison)	48"	As target	4	Heavy 1 Ord Blast *
Spore Mine (Frag)	48"	4	5	Heavy 1 Ord Blast *
Spore Mine (Bio Acid)	48"	3	3	Heavy 1 Template *

** These weapons have additional special rules. See the Tyranid Bio-weapons section and the army special rules for details.*

CLOSE COMBAT SYMBIOTES

Scything Talons: Counts as having two close combat weapons. +1 Attack per set. Maximum of two sets per model.

Rending Claws: Each attack which rolls a 6 to hit will wound automatically and ignores armour saves. Roll another D6 vs vehicles when result of AP roll is 6 (add the two results together).

Lash Whip: Enemy models in base contact -1 Attack (not cumulative).

BIOMORPH ENHANCEMENTS

Implant Attack: Double wounds on enemy models who fail saving throws.

Flesh Hooks: Counts as frag grenades in close combat. Count 'vertically impassable terrain' (cliffs, walls, etc) as difficult terrain.

Bio-plasma: Allows extra close combat attack at double model's Initiative. Hits on a D6 roll of 4+. Creature's Strength +1.

HIVE MIND POWERS

Synapse Creature: Any Tyranid unit within 12" ignores Morale checks, Pinning tests, and regroups automatically. Model able to detonate all Spore Mines within 24" in Shooting phase.

The Horror: Enemy units must pass Morale check to assault creature.

Psychic Scream: Enemy units within 12" suffer -1 to Leadership based tests.

Catalyst: Affects a single Tyranid unit within 18". Selected unit can strike back in close combat even if killed before attacking in Initiative order.

Warp Blast: Use during Shooting phase. Rng: 24"; Str: 5; AP: 3; Assault 1 Blast or with psychic test (Rng: 18"; Str: 10; AP: 2; Assault 1).

Warp Field: Provides 2+ Armour save.

TYRANID SPECIAL RULES

Instinctive Behaviour: Tyranid broods outside Synapse control at the start of the turn must take a Morale check. Any creatures which fail this or any other Morale or Pinning test must roll on the following table.

D6	Morale Check	Pinning Test
1-2	Fall Back	Pinned
3-4	Lurk	Lurk
5-6	Attack!	Attack!

Lurk: Falls back to nearest terrain that provides cover save. If enemy nearer than all such terrain, brood falls back to own table edge.

Attack!: Brood not in an assault moves 2D6" towards nearest enemy unit. Move counts as sweeping advance if brood makes contact with unit. If brood is in an assault it counts as charging next round.

FAST AND DEADLY: Tyranid creatures always roll one extra D6 when moving through difficult ground. If any brood of non-synapse creatures numbering eight models or more rolls two or more 6s on these dice, a model in the brood suffers one wound (armour saves apply as normal).

"SHOOT THE BIG ONES!": In his Shooting phase, the opposing player may always fire at any Tyranid unit within range. Line of sight is only blocked by terrain, vehicles and close combats.

BIO-WEAPONS

Ranged Bio-weapons

Tyranid ranged bio-weapons are a part of their bodies, symbiote organisms melded to them from inception. To represent this, their rate of fire and strength depend on the creature carrying them as detailed below. A bio-weapon's range and AP value characteristics are set by the type of weapon. A creature with two or more ranged bio-weapons may only choose to fire one of them per Shooting phase.

Strength: Ranged bio-weapons have a Strength equal to the creature firing, modified as shown in the bio-weapons profiles below. The toxins sacs biomorphs (+1 Strength, see later for more on biomorphs) does increase the Strength of ranged bio-weapons carried by the creature. Bio-weapons are limited to a maximum of Strength 10.

Rate of Fire: Many bio-weapons are Assault X weapons. These count as assault weapons, get one shot per Attack on the creature's basic profile (ie, before being modified by any other bio-weapons). 2X weapons get twice the creature's Attacks in shots, and so on.

For example, a Gaunt (1 Attack) with a Devourer (Assault 2X) fires two shots. A Warrior (2 Attacks) would fire four shots.

Ranged Bio-weapon Symbiotes

Fleshborer: Despite its outward appearance of a more conventional gun, the fleshborer is in fact a brood nest for sharp-fanged borer beetles. These are normally passive until a massive electro-chemical shock hurls them forth to expend their life energy frenziedly boring through armour, flesh and bone.

Rng	Str	AP	Type
12"	As creature +1	–	Assault X

Spinefist: This is a symbiote weapon-creature carried by Tyranids for close-quarter fighting. The spinefist launches a salvo of diamond-hard spines coated with a lethal neuro-toxin in a broad pattern when stimulated.

Rng	Str	AP	Type
12"	As creature	5	Assault X

Devourer: The aptly named devourer is a conical lump of flesh infested by writhing worm-like organisms with black, shiny heads. When the weapon is triggered, a bio-electrical jolt hurls a shower of flesh-worms at the target which immediately start burrowing inside the victim's body. A creature infested by flesh-worms is driven mad with agony as they eat their way through its nervous system to the brain and then devour it.

Rng	Str	AP	Type
12"	As creature -1	6	Assault 2X

Deathspitter: Deathspitters are complex multi-creature symbiotes which launch a highly corrosive maggot-like organism with a powerful muscle spasm. Wherever the creature strikes, gobbets of volatile fluid are splattered across a wide area, searing exposed flesh and melting through armour with equal vigour.

Rng	Str	AP	Type
18"	As creature +1	5	Assault 1 Blast

Barbed Strangler: The barbed strangler is a seed fired from a simple launcher which is little more than a muscled tube. The strangler seed-pod grows to maturity in seconds, spreading and growing in all directions with blinding speed, sending out hooked tendrils to bind and then tear apart its prey. Studies of the creature have revealed it to be plant-like with similarities to some terrestrial xenomorphs.

Rng	Str	AP	Type
24"	As creature -2	–	Assault 1 Ord Blast

Venom Cannon: The venom cannon is a long, powerful bio-weapon which fires salvoes of highly corrosive poison crystals encrusted with a metallic residue. The symbiote fires using an electro-static charge to accelerate its deadly ammunition to supersonic speeds. A target struck by the venom cannon is either killed by the impact and blast of electrical energy or by corrosive fragments from the poison crystals when they shatter. Even vehicle armour can be penetrated by the crystals, leading to poisoned crew members and shattered equipment, although the lack of explosive impact reduces lethality.

Rng	Str	AP	Type
36"	As creature +2	4	Assault X

***Note:** A venom cannon can only achieve glancing hits against vehicles; count any penetrating hits as glancing hits instead.*

Close Combat Symbiotes

All close combat symbiotes count as special close combat attacks and are therefore only effective if the Tyranid model is in base-to-base combat, or within 2" and has the *Leaping* special rule (lash whips are an exception to this, see opposite for details). However, a Tyranid creature can use <u>all</u> of its close combat symbiotes in an assault and is not only limited to using one at a time like most models.

Scything Talons: Many Tyranid creatures have long stabbing and slashing claws of razor-edged bone or chitin. The reach and sweep of such talons enables them to attack murderously at close quarters, eviscerating their victims with a flurry of blows.

> "I don't care if they're twelve feet high with eight arms and a baboon's bottom. We'll hold this ridge until we're dead or they are. Why? Because we're here lad, because we're here."
>
> Sgt Artraxus of the 21st Kallistan Rifles

Tyranid creatures with scything talons count as having two close combat weapons in an assault and so gain +1 Attack. Creatures with two sets of scything talons gain +2 Attacks in close combat instead of +1. No more than +2 Attacks can be gained and the number of shots with Assault X weapons is <u>not</u> increased by scything talons. Note that this is the only way that Tyranids gain extra Attacks in close combat for multiple weapons, their number of limbs is accounted for in their basic profiles.

Rending Claws: Rending claws are short and powerful, tipped with diamond-hard spikes or talons. They are quite capable of crushing plasteel and ripping through the thickest armour with their vice-like grip.

Tyranid creatures with rending claws will inflict a wound automatically and ignore armour saves, just like a power weapon, with close combat attacks which roll a 6 to hit. Other attacks that hit on a roll other than a 6 must roll to wound as normal and the victim receives their normal armour saving throw.

If a creature with rending claws rolls a 6 for its Armour Penetration dice roll against a vehicle, it rolls another D6 and adds the result to the total armour penetration score. Eg, a Tyranid Warrior hits a vehicle in close combat. The Tyranid player gets lucky and rolls a 6 for armour penetration, so he rolls the dice again and gets a 4, giving him an armour penetration score of 15 – the Warrior's Strength 5 + 6 + 4 = 15. Note that if the second roll is also a 6 the dice is <u>not</u> rolled again; the +12 already being added to the creature's Strength should be quite enough, thank you!

Lash Whip: Lash whips are living ropes of muscle and sinew which writhe and twist with a will of their own. In combat they strangle and bind, entangling creatures so that they are easy meat for the Tyranids.

All enemy models which are in base contact with one or more creatures equipped with lash whips reduce their number of Attacks by 1, to a minimum of 1. Lash whips may not be used by creatures who are 2" away and using the *Leaping* special rule to count their full number of Attacks.

Biomorph Enhancements

These are grafted or bio-engineered combat modifications appended to the beast's throat, chest, tail, etc. They enhance the creature in combat without inhibiting its ability to carry and use other weapon-symbiotes.

Implant Attack: Identifiable as a barbed stinger attached to a tail or tongue, Implant attacks usually deliver corrosive pathogens, parasitic infections, organic acids or lethal toxins. Survivors of such attacks are rare.

A model which fails its saving throw when wounded by a creature with an Implant attack biomorph enhancement suffers two wounds instead of one. Implant attacks do not affect wounds inflicted by bio-plasma.

Flesh Hooks: These are formed out of carbon-based chitin with a monomolecular edge attached to lengths of exceptionally tough muscle fibre situated between a creature's ribs. The hooks are fired by a sharp, intercostal muscle spasm, shooting out to allow the creature to snare its victims from a distance. The flesh hooks are also sometimes used as grapnels to allow creatures to scale vertical surfaces at great speed.

A creature with flesh hooks counts as being equipped with frag grenades in close combat. In addition, creatures with flesh hooks count 'vertically impassable' pieces of terrain such as high walls or cliffs as difficult terrain.

Bio-Plasma: Some Tyranids are able to internally energise a form of bio-plasma that they vomit forth as a ball or bolt of blinding green fire. The plasmic material is held in their gut and energised by rasping plates in their oesophagus. This process makes a high-pitched screaming which precedes a bio-plasma attack.

Creatures that use bio-plasma can make a single extra close combat Attack, worked out at double the model's Initiative (ie, Initiative 8 for a Gargoyle, 4 for a Carnifex, etc). Bio-plasma can also be used by models that are within 2" of the enemy as well as by models that are in base contact.

Bio-plasma hits on a roll of 4+ on a D6 regardless of the target's type or Weapon Skill. It inflicts a single hit with a Strength equal to the creature +1 (maximum of Strength 10). Normal armour saves are allowed. Remove models as you would other close combat casualties.

After bio-plasma attacks have been resolved, Tyranid creatures make their other close combat attacks in sequence with their normal Initiative value. Note that since bio-plasma kills count as close combat casualties, a creature who starts the combat in base contact will get its full number of Attacks (including benefits from close combat bio-weapons), even if the model it is in base contact with is removed by bio-plasma.

Note: More about biomorphs in genetic modification on page 38.

HIVE MIND POWERS

Many Tyranid organisms exhibit psychic powers because they act as a conduit for the awesome energies of the hive mind. Any Tyranid creature with these powers is considered to be a psyker so will, for example, be vulnerable to the Dark Eldar *Crucible of Malediction*. Hive mind powers do not require a Psychic test to use unless specifically stated in their description. Only those powers which require a Psychic test to use may be cancelled by enemy psykers.

Synapse Creature: This power functions continuously and does not require a Psychic test to use. Any Tyranid brood with a model within 12" of a creature with this power (including the Synapse creature itself) never have to fall back and are assumed to automatically pass any Morale checks they are required to take, even against attacks which normally force their target to fall back with no test taken. Any Pinning checks and tests to regroup it has to make are also passed automatically. For example, if the brood is below half strength or the enemy is within 6" it still regroups. Note, however, that regrouping only takes place at the beginning of the turn, so a Tyranid unit which falls back can be destroyed by pursuers or crossfire.

In addition to these abilities, a creature with the Synapse power is able to cause all Spore Mines within 24" to detonate in the Shooting phase. Note that this counts as the creature's shooting attack for the turn, so it may not shoot or use other psychic powers in the Shooting phase. Other creatures from the same brood may still fire at a different target if desired.

The Horror: This functions continuously and does not require a Psychic test to use. Any enemy unit that wishes to assault a creature with this power must take a standard Morale check. If the check is failed, the unit quails before the horrifying psychic presence of the Tyranid hive mind and may not make an assault that turn.

Psychic Scream: This power functions continuously and does not require a Psychic test to use. Any enemy units with models within 12" of a creature with this power suffer a -1 modifier to all Leadership based tests, including Morale checks and Pinning tests. If several creatures with the Psychic Scream power are within range of the unit, the modifiers are cumulative. Enemy psykers within range suffer the modifier to their Ld when testing to use psychic powers, and any failed Psychic test means they suffer an attack from the Perils of the Warp just as if they had rolled a 2 or 12.

Catalyst: This power may be used once per turn at the beginning of the Tyranid player's Assault phase and requires a Psychic test to use.

If the test is successful, the Tyranid player can nominate a single Tyranid unit that is within 18" of the creature using the power. Models in the affected unit will strike back in close combat even if killed before their turn to attack in the Initiative order. The dead models are removed once they have made their attacks. This power only works for the duration of a single Assault phase.

Warp Blast: This power functions continuously and does not require a Psychic test to use. The creature can attack in the Shooting phase using a focused blast of warp energy instead of a ranged bio-weapon. This counts as a weapon with the following characteristics. A standard roll to hit is needed for the creature to get the blast on target.

Rng: 24" **Str:** 5 **AP:** 3 **Type:** Assault 1 Blast

Alternatively the creature can opt to tap into the energies of the hive mind to unleash a more focused bolt. There is a risk of the coruscating power frying its brains, so to use the high powered bolt the creature must take a Psychic test. If the test is successful, the blast uses the following stats.

Rng: 18" **Str:** 10 **AP:** 2 **Type:** Assault 1

Warp field: This power functions continuously and does not require a Psychic test to use. Defensive psychic barriers give the creature a 2+ armour save. Note that this is not an invulnerable save as the Warp Field can be overwhelmed by particularly potent weapons.

"I know you may find the Tyranids physically repellent to look at but believe me, you don't want to let them out of your sight."

Hojan Storall Technomagos of the Adeptus Mechanicus

HEADQUARTERS

Hive Tyrant ***Mutable genus***

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Hive Tyrant	90	6	3	6	6	4	5	3	10	3+

Brood: 1 Hive Tyrant

Bio-weapons: A Hive Tyrant must be equipped with two bio-weapons chosen from the following list at the points cost indicated.

Venom cannon – 40 pts ***Barbed strangler – 25 pts*** ***Deathspitter – 25 pts***
Devourer – 20 pts ***Spinefists – 15 pts*** ***Scything talons – 8 pts***
Lash whips – 8 pts ***Rending claws – 4 pts***

In addition, a Hive Tyrant may be equipped with up to three biomorph enhancements chosen from the following list at the points cost indicated.

Flesh hooks – 2 pts ***Implant attack – 8 pts*** ***Bio-plasma attack – 10 pts***

Hive Mind Powers: Synapse Creature, The Horror.

In addition, a Hive Tyrant may be upgraded to use up to two further psychic powers chosen from the following list at the points cost indicated.

Psychic Scream – 15 pts ***Warp Blast – 20 pts***
Catalyst – 10 pts ***Warp Field – 25 pts***

The Hive Tyrant is a large and massively powerful Tyranid creature, the closest thing to a leader of a battlefield swarm yet seen. Like many Tyranids they seem able to mutate rapidly, and several different physical characteristics have been reported. All Hive Tyrants are highly psychic, and their relationship to the hive mind is closer than even that of Tyranid Warriors. Little is known for certain about the complex relationships between these creatures, but some of the Imperial Techno-Magi believe that Hive Tyrants are the consort-minds of the Hive Queen that form the repository of the hive fleet's own collective consciousness. If this is true, the Hive Tyrants embody the hive mind completely, but their destruction does not diminish it in any way.

SPECIAL RULES

Tyranid Monstrous Creature. The Hive Tyrant is a Tyranid monstrous creature and follows the special rules detailed on page 6.

Mutable. The characteristics and weaponry of Hive Tyrants can be substantially altered by using the bio-genetic modification procedure on pages 36-40.

Tyrant's Bodyguard. The Hive Tyrant may be accompanied by bodyguard of specially bio-constructed Tyranid Warriors. The Tyrant's bodyguard does not count as a separate HQ choice. However, a second brood of Tyrant Guards can be chosen as a second HQ choice if desired.

Tyrant Guard Brood ***Genofixed species***

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Tyrant Guard	45	5	3	5	6	2	5	2	10	3+

Brood: The brood consists of between 2 and 3 Tyrant Guards.

Bio-weapons: Lash whips, rending claws and spineshield (counts as spinefists).

Options: The Tyrant Guard Brood may be equipped with up to two biomorph enhancements chosen from the following list at the points cost indicated/per model.

Flesh hooks – 1 pt ***Implant attack – 6 pts***

"The onrushing hordes of a Tyranid swarm are a terrible sight to behold. Scuttling Termagants rub shoulders with deadly Genestealers, huge Carnifexes lumber forward beside tall Tyranid Warriors in an avalanche of rattling armour plates, glittering fangs and gigantic claws. Discipline is hard to maintain against such a horrifying foe as many men are driven mad with despair or frozen with terror at their approach.

It is well known that destroying the more intelligent creatures in the swarm is essential to stop a Tyranid advance. Training in recognition and fire discipline is of some help in identifying the best targets, but the chaos and confusion of the battlefield make it difficult for troops to pick out their targets amidst the swarming mass of creatures. Ultimately it has proven best to direct fire at the largest Tyranids in sight and pray to the Emperor that some of them are the leaders."

Inquisitor Agmar: Halting The Abomination

Over time the enemies of the Tyranids have learned to target the Synapse creatures in their swarms, denying them the critical influence of the hive mind in battle. The Tyrant Guard appear to have been bio-engineered specifically to form bodyguards to protect these creatures, and their resistance to injury is amazing. Some among the Magos Biologis even whisper that the Tyrant Guard contain DNA from Space Marine Chapters lost to the Tyranids, although such blasphemy is hard to countenance.

ELITES

0–1 Lictors ***Genofixed species***

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Lictor	80	6	–	6	4	3	6	2+1	10	5+

Brood: You may include between 1 and 3 Lictors as a single Elites choice, but only one choice may be made per army, thus you can have a maximum of three in an army. Lictors are deployed as a single unit but do not need to be placed together, and they operate independently during the game.

Bio Weapons: Lictors are armed with scything talons, rending claws and flesh hooks.

SPECIAL RULES

Secret Deployment: Before either side deploys their armies at the start of a battle, the Tyranid player may deploy any of their Lictors secretly to represent them creeping into position. Lictors may only be secretly deployed in areas of cover which are outside the enemy's deployment zone. Write down which Lictors are secretly deploying and exactly where they are (note that if you are using the jungle fighting rules from *Codex: Catachans* simply treat Lictors as units that can use the Ambush rules).

The Tyranid player can reveal the location of a Lictor at the start of any Tyranid Shooting phase and place the model on the tabletop. Once the Lictor has been placed on the tabletop it is allowed to move, assault and fight normally.

The opposing player can use units to reveal hidden Lictors by searching for them. A unit can declare it is searching at the start of the Shooting phase; roll a D6 for it and on a 6 any Lictors within 6" of the squad are revealed and placed on the tabletop immediately. Add +2 to the roll if the unit is armed with a weapon which uses a template (such as a flamer) as these are ideal for flushing out models in cover. If the unit contains a psyker or a model equipped with an auspex or scanner, that model may not shoot while searching but any Lictors within 6" are revealed automatically. A searching unit may still fire (at any target, not just Lictors) or move using *fleet of foot* in the Shooting phase.

Stealth: The Lictor's chameleonic scales make it an extremely difficult target. A Lictor always receives a 5+ cover save, even in the open. If the Lictor is actually in cover, its cover saving throw is improved by +2, so for example it would receive a 3+ cover save in woods or jungles. A Lictor gains no benefits from its stealth while in close combat, reverting to its natural 5+ armour save for its chitinous armour. Sentries killed by a Lictor in close combat will only raise the alarm on a D6 roll of 6 instead of 4 or more.

Fearless: Lictors are driven by the implacable alien will of the hive mind. A Lictor never has to fall back and is assumed to automatically pass any Morale checks it is required to take, even against attacks which normally force their target to fall back with no test taken. Lictors cannot be pinned.

Hit and Run: Lictors may choose to leave close combat. Declare this at the end of any Assault phase, after all Morale checks have been taken. The Lictor immediately falls back 3D6" and regroups at the end of its move. Enemy models may not pursue the Lictor but may consolidate.

Independent: Note that for the purposes of mission objectives, Lictors cannot capture table quarters, hold objectives or count as surviving troops in a Meat Grinder battle.

Lictors rove ahead of Tyranid ground swarms seeking out pockets of enemy resistance and native lifeforms to be absorbed. Often referred to by Imperial troops as Spooks or Mantis Stalkers because of their unnerving behavioural patterns and combat techniques, they are intelligent and possess highly developed sensory organs so they can see, smell, hear and taste their prey long before it becomes aware of their presence. Lictors appear to be a specialist mutation of Tyranid Warriors and are highly adapted to survival in hostile environments and a stalker/predator role. Stalking Lictors exude a pheromone trail which draws other Tyranid creatures in their wake. A larger concentration of prey stimulates a stronger pheromone response and brings a larger group of trailing Tyranids.

The Tyranid Warriors are amongst the most important Tyranids on the battlefield. Not only are they large and powerful fighters but they also fulfil a pivotal role in Tyranid swarms. The warriors act as psychic resonators, amplifying the psychic bond of the hive mind and transmitting its power to the smaller, less receptive creatures around them. When the Tyranids begin to swarm, the Tyranid Warriors become the focal points of the hive mind. Like officers marshalling their armies, the Tyranid Warriors lead the lesser creatures into battle, directing their troops to their appointed stations in the greater plan.

Warrior Brood ***Mutable genus***

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Warrior	22	5	3	5	4	2	5	2	10	5+

Brood: The brood consists of between 3 and 9 Tyranid Warriors.

Bio-weapons: Each Tyranid Warrior must be equipped with two bio-weapons chosen from the following list at the points cost indicated. Each Warrior may be equipped differently.

Deathspitter – 10 pts ***Devourer – 8 pts*** ***Spinefists – 6 pts***

Lash whips – 5 pts ***Scything talons – 2 pts*** ***Rending claws – 6 pts***

Options: Up to one Warrior per brood may be armed with one of the following weapons instead of those shown above.

Venom cannon – 20 pts ***Barbed strangler – 15 pts***

The Tyranid Warrior brood may be equipped with up to two biomorph enhancements chosen from the following list at the points cost indicated/per model.

Flesh hooks – 1 pt ***Implant attack – 4 pts*** ***Extended carapace (+1 Sv) – 3 pts***

SPECIAL RULES

Mutable Genus: The characteristics and weaponry of Tyranid warriors can be substantially altered by using the bio-genetic modification procedure on pages 36-40.

Synapse Creature: Tyranid warriors have the Synapse hive mind power. They are the most common form of Synapse creature and to represent this broods of Tyranid Warriors may be taken as both HQ and Elite choices.

TROOPS

The Imperium first encountered Genestealers on the moons of Ymgarl long before they were alerted to the approach of the hive fleets. Only with time has it been learned that Genestealers are vanguard organisms for the Hive, created to seek out and undermine potential prey-worlds by infiltration. Genestealers are legendarily ferocious close combat opponents, with lightning fast reflexes and deadly claws, capable of ripping through adamantium.

Genestealer Brood ***Genofixed species***

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Genestealer	16	6	0	4	4	1	6	2	10	6+

Brood: The brood consists of between 6 and 12 Genestealers.

Bio-weapons: Genestealers have rending claws. Depending on the host species, Genestealers show occasional mutability and the whole brood may be equipped with up to one bio-weapon or biomorph enhancement chosen from the following list at the points cost indicated/per model.

Scything talons (+1A) – 6 pts ***Flesh hooks – 2 pts*** ***Implant attack – 4 pts***

Toxin sacs (+1S) – 6 pts ***Extended carapace (+1Sv) – 3pts***

SPECIAL RULES

Infiltrate: Genestealers are intelligent and stealthy. They will take advantage of any opportunity to creep closer to their prey before springing ferociously into the attack. To represent this, Genestealers may *infiltrate* in scenarios where the Infiltrate scenario special rule is being used. If the mission does not allow units to use the Infiltrate rules then the Genestealers must set up normally with the rest of the army.

Brood Telepathy: Genestealers have their own brood telepathy which allows them to function independently without the influence of the hive mind. Because of this, Genestealer broods outside the range of any Synapse creatures do not use the Instinctive Behaviour rules and instead take Morale checks and Pinning tests just like ordinary troops.

Termagant Brood ***Mutable genus***

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Termagant	7	3	3	3	3	1	4	1	5	6+

Brood: The Brood consists of between 8 and 32 Termagants. **Bio-weapons:** Fleshborer.

SPECIAL RULES

Fleet of Claw: Termagants can race along extremely quickly by using all six limbs for locomotion. To represent this, Termagant broods which do not shoot can move another D6" in the Shooting phase, ignoring penalties for difficult terrain.

Mutable Genus: Termagants are a species of the highly adaptive Gaunt genus. The characteristics and weaponry of the Gaunt species can be substantially altered by using the bio-genetic modification procedure on pages 36-40.

The Termagant is agile, fast, cunning and deadly despite its small size relative to other Tyranids. Most commonly equipped with the basic fleshborer weapon symbiote, it is undoubtedly the most common species of the Gaunt genus and fulfils the role of common foot soldier in Tyranid swarms. Termagants have been known to be expended by the thousand merely to exhaust the defenders' ammunition prior to a major assault.

Ripper Swarm ***Mutable genus***

	Pts/base	WS	BS	S	T	W	I	A	Ld	Sv
Ripper Swarm	10	3	0	3	3	3	1	3	10	6+

Brood: A Ripper swarm consists of between 3 and 10 Ripper bases.

Bio-weapons: Ripper swarms have a hideous selection of wickedly sharp jaws, claws and mandibles.

SPECIAL RULES

Mindless: Rippers are relentless eating machines. A Ripper swarm never has to fall back and is assumed to automatically pass any Morale checks it is required to take, even against attacks which normally force their target to fall back with no test taken. Rippers cannot be pinned. For the purposes of mission objectives, Ripper swarms cannot capture table quarters, hold objectives or count as surviving troops in a Meat Grinder battle.

Vulnerable to Blasts: Template and Blast marker weapons inflict two wounds instead of one on Ripper swarms.

Small Targets: Being extremely hard to hit in cover, a swarm's cover save is improved by +1.

Mutable Genus: The characteristics and weaponry of Ripper swarms can be substantially altered by using the bio-genetic modification procedure on pages 36-40.

In the final phases of a Tyranid invasion, billions of voracious Tyranid organisms are released over the planet. They move across its surface multiplying and consuming everything, leaving an empty and desolate wasteland. Eventually they are reabsorbed by the hive fleet and their biomass used to create more complex creatures. These organisms are extremely varied but the commonest are known to Imperial forces as Rippers. These are energetic and persistent, so are quite capable of pulling down creatures many times their own size.

Hormagaunt Brood ***Mutable genus***

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Hormagaunt	10	4	3	3	3	1	4	1+1	5	6+

Brood: The Brood consists of between 8 and 32 Hormagaunts.

Bio-weapons: Scything talons.

SPECIAL RULES

Bounding Leap: Hormagaunts move 6" like other troops. However, in the Assault phase they may assault up to 12" (or double the distance of the dice roll if they move through difficult terrain). Hormagaunts advance and fall back 3D6". Also, they count their full number of attacks in close combat if they are within 2" of an enemy model. Remember that when charging models must move into base to base contact with the enemy if they can reach them.

Fleet of Claw: Hormagaunts can race along extremely quickly by using all six limbs for locomotion. To represent this, Hormagaunt broods can move another D6" in the Shooting phase, ignoring penalties for difficult terrain.

Mutable Genus: Hormagaunts are a species of the highly adaptive Gaunt genus. The Gaunt species' characteristics and weaponry can be altered using the bio-genetic modification procedure on pages 36-40.

The Hormagaunt is single-minded in its engineered purpose of closing with the foe and eviscerating it with its scythe-like claws. They are very fast and seemingly indefatigable, constantly moving in restless swarms that seem to be made of nothing but rippling claws and ridged armour plates. Appearing to be another manipulation of the Gaunt genus, this bio-form is more upright, with its two sets of upper limbs equipped with well-developed claws. Its lower legs are long and powerful, tucking up beneath the body when the creature is at rest but flicking out to drive it forward in a series of bounding leaps as it attacks.

FAST ATTACK

Raveners are twisted, snake-like creatures which combine the worst elements of the Tyranid Warriors' powerful symbiote weapons with the unholy speed of Gargoyles and Hormagaunts. Raveners writhe across the battlefield with frightening speed, often overrunning positions before the defender can fire more than a single volley. While they bear a resemblance to the most common forms of Rippers and the giant Tyranid organisms known as Trygons, the origins of Raveners are unknown.

Ravener ***Genofixed species***

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Ravener	35	5	3	4	4	2	5	3	10	5+

Brood: The brood consists of between 1 and 6 Raveners.

Bio-weapons: A Ravener must choose two bio-weapons from the following list at the points cost indicated.

Scything talons – 4 pts
Rending claws – 6 pts
Deathspitter – 10 pts
Devourer – 8 pts
Spinefists – 8 pts

SPECIAL RULES

Fast: Raveners move 9" in the Movement phase and can make an Assault move of up to 9". When rolling for distance moved through difficult terrain, add +3 to the highest roll. Raveners also roll 3D6 for fall back and pursuit distances.

Gargoyle Brood ***Genofixed species***

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Gargoyle	10	3	3	3	3	1	4	1	10	6+

Brood: The Brood consists of between 8 and 32 Gargoyles.

Bio-weapons: Fleshborer and bio-plasma attack.

SPECIAL RULES

Wings: Gargoyles' wings allow them to move 12" in the Movement phase and they advance or fall back 3D6" instead of 2D6". Gargoyles ignore terrain moved over but may not enter difficult or impassable terrain due to their vulnerable wing membranes. Gargoyles forced to enter difficult or impassable terrain for any reason are removed as casualties.

Fleet of Wing: Gargoyles can fly faster if they don't shoot. To represent this, Gargoyles can move another D6" in the Shooting phase if they do not shoot.

Deep Strike: In the right circumstances Gargoyles can swoop down into battle, appearing almost anywhere on the battlefield. To represent this, they may set up using the Deep Strike rules, but only if the mission allows for Deep Strike to be used. If the mission does not allow units to use the Deep Strike rules then the Gargoyles must set up normally with the rest of the army.

Gargoyles are vicious winged monsters that are often the first parts of Tyranid swarms seen in battle. Their prime purpose seems to be seeking out the enemy and sowing terror and confusion amongst them. Thus, fire and the flap of the Gargoyles' membranous wings precede the Tyranid hordes, driving the enemy out into the open to be absorbed by the swarm. Gargoyles physically resemble Termagants, being derived from the Gaunt genus. They have wide, leathery wings, raking claws and barbed tails. Though they have six limbs, the lower pair have atrophied to little more than stumps.

HEAVY SUPPORT

Carnifex ***Mutable genus***

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Carnifex	90	4	3	10	6	4	2	2	10	3+

Brood: 1 Carnifex.

Bio-weapons: A Carnifex must choose two bio-weapons from the following list at the points cost indicated.

Venom cannon – 45 pts ***Barbed strangler – 35 pts***

Scything talons – 8 pts ***Rending claws – 2 pts***

In addition, a Carnifex may be equipped with up to two biomorph enhancements chosen from the following list at the points cost indicated.

Flesh hooks – 2 pts ***Bio-plasma attack – 15 pts*** ***Extended Carapace (+1 Sv) – 10 pts***

SPECIAL RULES

Tyranid Monstrous Creature: The Carnifex is a Tyranid monstrous creature and follows the special rules detailed on page 6.

Mutable Genus: The characteristics and weaponry of Carnifexes can be substantially altered by using the bio-genetic modification procedure detailed later.

0–1 Zoanthropes ***Genofixed species***

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Zoanthrope	34	3	3	4	4	2	4	2	10	2+

Brood: You may include between 1 and 3 Zoanthropes as a single Heavy Support choice, but only one choice may be made per army, thus you can have a maximum of three in an army. Zoanthropes are deployed as a single unit but do not need to be placed together and operate independently during the game.

Bio-weapons: Zoanthropes have nothing but their basic claws and teeth (and awesome psychic powers) to fight with.

Hive mind powers: Zoanthropes always have the following psychic power – ***Warp Field***

In addition, a Zoanthrope must choose one further psychic power from the following list at the points cost indicated.

Catalyst – 5 pts ***Synapse creature – 10 pts***

Psychic scream – 15 pts ***Warp blast – 25 pts***

SPECIAL RULES

Living Artillery: For the purposes of mission objectives, Zoanthropes cannot capture table quarters, hold objectives or count as surviving troops in a Meat Grinder battle.

The Carnifex is a living engine of destruction evolved for use in shock assaults, space ship boarding actions and massed battles where it can smash through almost any obstacle, whether it is a defensive line, enemy tanks or a fortified position. The assault of these creatures is terrifying to behold, a primeval force which smashes men and vehicles aside like children's toys.

Zoanthropes are perhaps the strangest of Tyranid creatures. They are powerful psykers, apparently engineered from harvested Eldar DNA to form living conduits for the focussed power of the hive mind. So extreme is their development that their atrophied bodies and bulbous heads are entirely energised by psychic force. They can move only by psychically levitating themselves, drifting across the battlefield to rain bolts of incandescent power on the enemy or relay the synapse commands of the hive mind to its lesser beasts.

0–1 Biovores ***Genofixed species***

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Biovore	40	3	3	3	4	2	1	1	10	–
Spore mine	–	0	0	1	4	1	1	0	10	–

Brood: You may include between 1 and 3 Biovores as a single Heavy Support choice, but only one choice may be made per army, thus you can have a max. of three in an army. Biovores are deployed as a single unit but do not need to be placed together and operate independently during the game.

Bio-weapons: Biovores store and fire Spore Mines as their main weapons, defending themselves with tooth and claw if attacked. The Spore Mines available to each Biovore must be chosen from the following list at the points costs indicated – multiple choices can be made. A Biovore carries enough Spore Mines of the types chosen to last the entire battle.

Poison – 12 pts. Area of effect: Ordnance Blast marker. **Strength:** Special **AP** 4
Poison Mines always count as having a Strength equal to the target's Toughness. Therefore Poison Mines will normally wound on a D6 roll of 4 or more. Poison Mines can only affect vehicles which are open-topped, but against open-topped vehicles they inflict a single glancing hit automatically.

Frag – 10 pts. Area of effect: Ordnance Blast marker. **Strength:** 4 **AP** 5

Bio Acid – 16 pts. Area of effect: Flamer template. **Strength:** 3 **AP** 3
Use the Scatter dice to determine which direction the template is placed in. Put the narrow end of the template in contact with the Spore Mine model.On a roll of a 'hit' the template is pointed towards the nearest enemy model. Acid Spore Mines roll 2D6+3 to penetrate vehicle armour.

SPECIAL RULES

Spore Mine: The Biovore works by firing a deadly living bomb, called a Spore Mine, towards the enemy. To fire the Biovore, place a Spore Mine model anywhere on the table up to 48" from the Biovore. Roll the Scatter dice and move the Spore Mine 2D6" in the direction indicated. If a hit is rolled then the Spore Mine is bang on target and doesn't scatter. Note that a line of sight is not needed to the target spot, and that Spore Mines do not cause pinning.

Once launched, Spore mines follow the rules given in the Spore Mine rules on pages 6 & 7.

	Range	Strength	AP	Type
Biovore	48"	Varies	Varies	Heavy 1

Living Artillery: For the purposes of mission objectives, Biovores cannot capture table quarters, hold objectives or count as surviving troops in a Meat Grinder battle.

In battle, Spore Mines are most often vomited from the maw of a genetically adapted warbeast referred to by the Magos Biologis as the Biovore. The creature nurtures a clutch of Spore Mines inside its own body and launches them by a powerful muscle spasm. The Biologis point out that the Biovore has only appeared relatively recently in actions fought against the hive fleets. It is postulated that this creature represents one of the first Tyranid creations using hybridised DNA harvested in this galaxy.

COLLECTING A TYRANID SWARM

One of the greatest rewards in collecting a Tyranid swarm is watching as it evolves from a compact force into a ravaging horde ready to devour entire armies. From this force you can then pick the most deadly organisms to complete any mission the hive mind assigns it.

WHERE TO BEGIN?

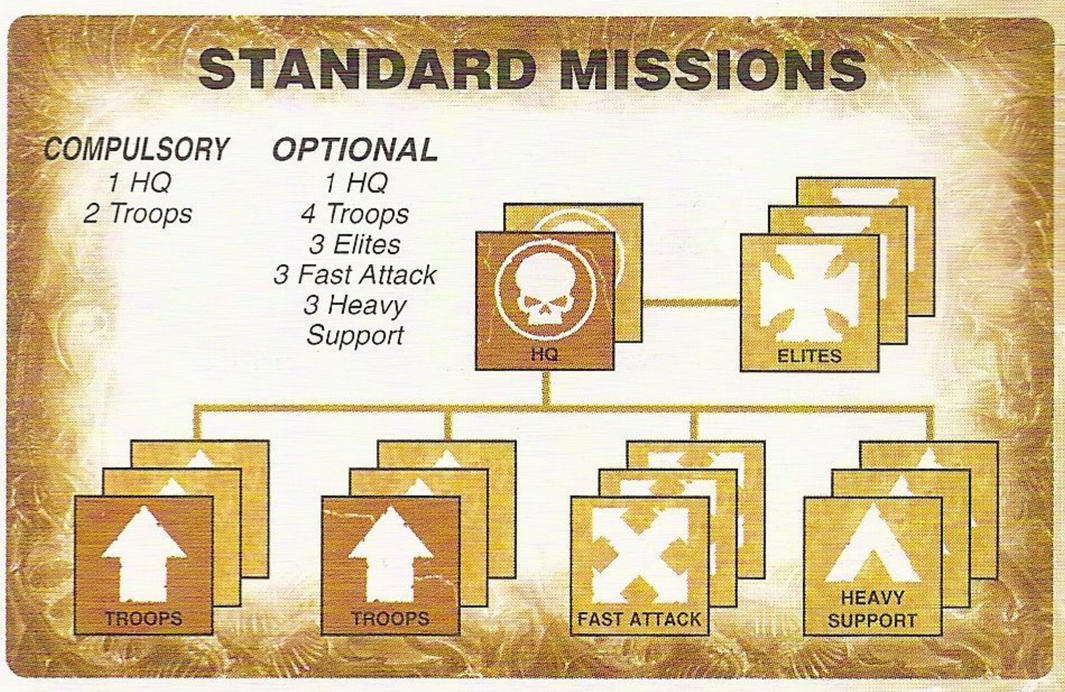
Picking a force that is both tactically sound and enjoyable to collect is one of the great pleasures in gaming. A Tyranid swarm is unlike any other army in Warhammer 40,000 and it is worth taking the time to choose the swarm which suits you and how you like to fight. This section aims to give you some guidance on how to assemble a battle ready force of Tyranid creatures.

When you are choosing your army the first thing to keep in mind is the Force Organisation chart. This dictates which types of creatures you may field in any given game. To begin with you are best sticking with the Standard Mission chart. This is the most tactically flexible Force Organisation chart and allows you to easily expand your force. This means you must have painted up at least one HQ choice and two Troops choices.

Once you have this 'core' of your army picked, you're ready to play a game, albeit a fairly small one. From here you can begin to think about how you will expand your force, fielding larger, more varied broods of creatures. Playing bigger battles with more points on each side is a good way of trying out new units and seeing what works best for you. The Tyranids have lethal close combat troops and the larger creatures' bio-weapons are capable of destroying even the most heavily armoured tank. Combined with the monstrous synapse creatures, the Tyranid swarm is a potent force indeed. To get the best out of the Tyranids each element must work together. Your close combat troops need to be supported by heavy fire and backed up by the larger synapse creatures to keep the link to the hive mind strong.

All other armies have specific troop types that don't change, but for the Tyranids this restriction simply doesn't apply. You can choose units that are genetically stable, such as Genestealers, or you can choose a more mutable genus to create brand new units using the genetic modification rules. This allows you to tailor the army to suit your style of play and develop your own hive fleet with its own distinct appearance, colour schemes and preferred method of fighting.

Before long you'll soon have a large force built up, and a wide enough selection of troops available to enable you to lead your swarm to victory every time.



A core Tyranid army made entirely from plastic boxed sets: Tyranid Warriors (HQ) and broods of Termagants and Hormagaunts (2 Troops).

CREATURE FEATURE

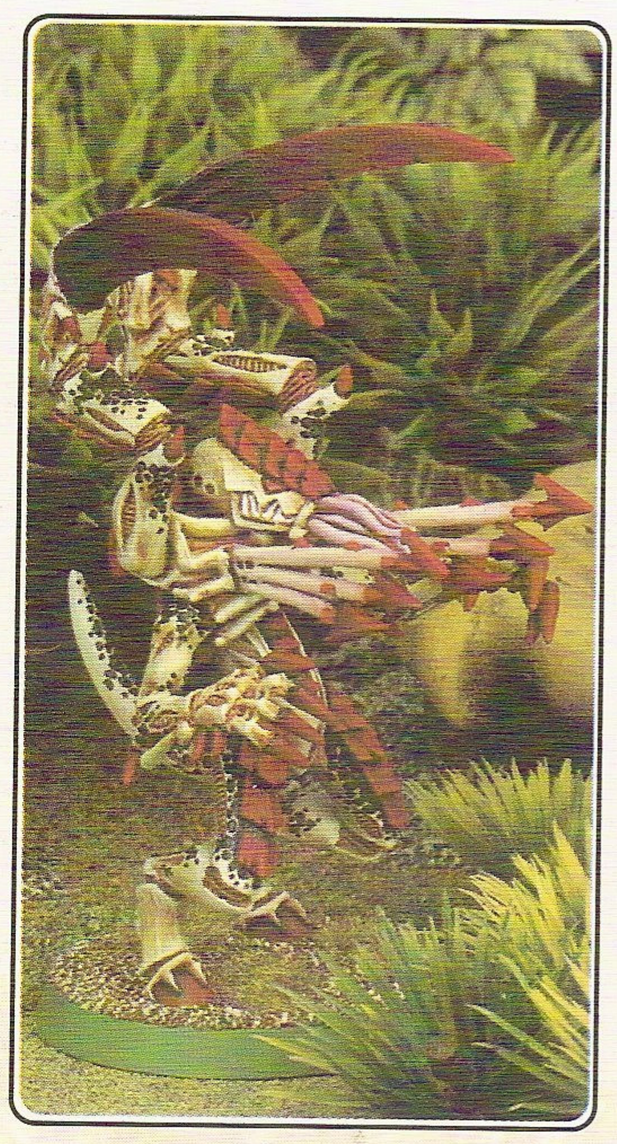
Here you can see the various types of creature that make up a Tyranid swarm. Every creature, from the largest bio-construct to the smallest Gaunt, has a distinct role in the swarm and has been specifically evolved to fulfil it.

Carnifex

Hive Tyrant, Tyrant Guard and Tyranid Warriors

Hive Tyrants and Tyranid Warriors are deadly creatures in an assault and are more than a match for even the most powerful opponents. Tyrants and Warriors act as links to the hive mind and their synapse powers are vital in keeping your swarm from fleeing from the enemy. Creatures known as Tyrant Guards form the Tyrant's bodyguard and protect it from incoming enemy fire. Carnifexes are living battering rams, terrifying chitin-armoured killing machines that excel at ripping apart tanks, heavily armoured troops and defended positions with ease.

Zoanthrope



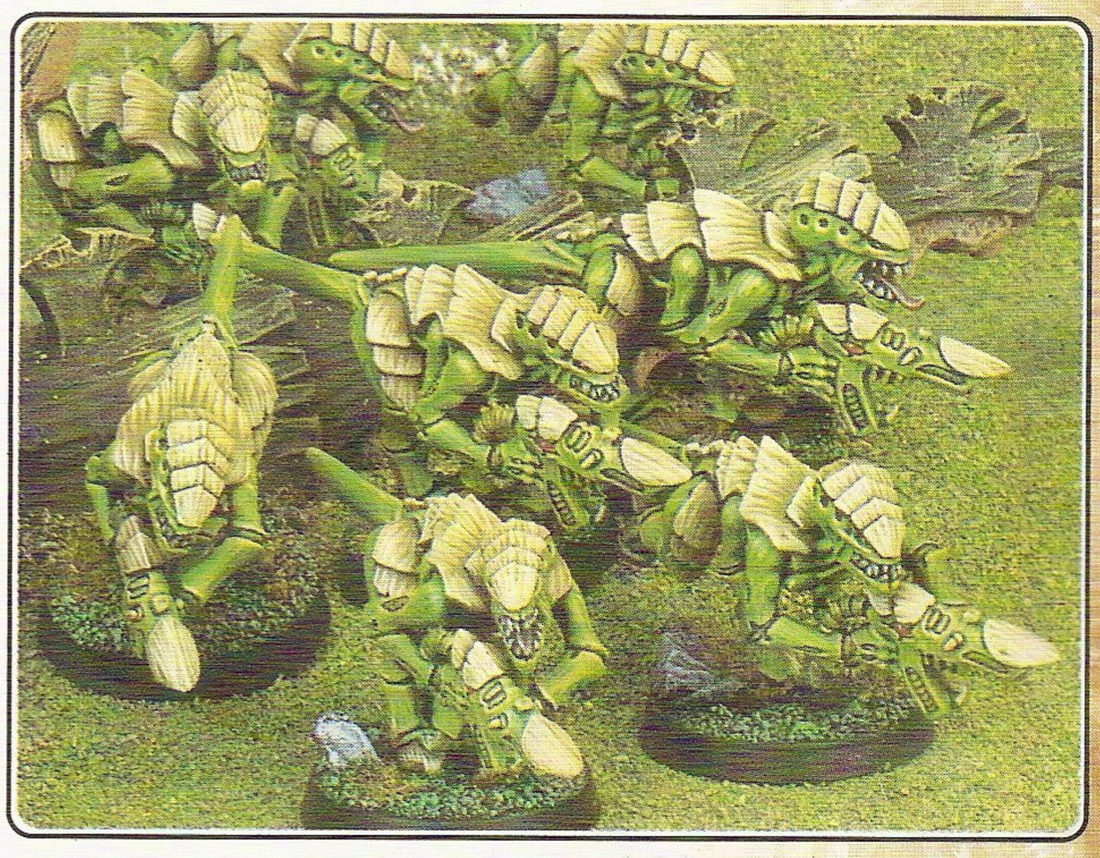
Lictor

Brood of Raveners

Every Tyranid creature evolves to fulfil a specific role within the swarm, such as the infiltrating Lictors who are deadly opponents in an assault, or Zoanthropes, which are capable of unleashing psychic blasts powerful enough to destroy armoured vehicles. Raveners are terrifyingly fast and powerful in an assault, combining the ferocity of Tyranid Warriors with the speed of Gargoyles. Each one of these creatures is extremely dangerous and can wreak havoc against an unprepared enemy, tearing a hole in his battle line which the remainder of your swarm can pour through.

Brood of Gargoyles

Brood of Hormagaunts



Brood of Termagants

Tyranid Gaunts are the species from which Termagants, Hormagaunts and Gargoyles have evolved. They are the basic troops of a Tyranid swarm and the most numerous. Hormagaunts are inhumanly swift, attacking with powerful leaps and razor sharp claws. Armed with fleshborers and devourers, Termagants swarm around the larger creatures and swamp the enemy by sheer weight of numbers while Gargoyles darken the skies as they swoop overhead, spitting bio-plasma at their foes.

Ripper Swarms

Brood of Genestealers

Genestealers are the shock troops of a Tyranid swarm, deadly four-armed monsters that can tear apart an armoured foe in close combat. Following in the wake of the broods come the Ripper Swarms, consuming everything in their path for absorption by the Norn Queens.

EXPANDING THE SWARM

When you have your two Troops choices and your HQ, you're ready to begin expanding your swarm. A good way to do this is to add a creature or brood from each section of the army list. Your preferred style of play and battle experience will also help shape the final look of your swarm.

THE SWARM GROWS

Once you have the core units of your force, you'll no doubt want to start playing bigger battles with a larger swarm. The sheer number and varied types of Tyranid creatures can seem a little daunting at first and this part of the book will guide you through the selection of a bigger and more terrifying swarm.

It's a good idea to take another choice from each entry in the Force Organisation chart as you can be sure that it will prove to be useful on the battlefield. As you play more games you'll soon learn how best to use each type of creature or brood. The Tyranids attack in unstoppable waves, supported by powerful synapse creatures. As the swarm advances, infiltrating creatures burst from hiding and the sky darkens with hordes of bat-winged Gargoyles. The Tyranids do not have the armoured tanks of the Imperial Guard or the all-round toughness of the Space Marines, so to function effectively, every unit in the Tyranid swarm needs to work together, coordinating their attacks to hit in a devastating hammer blow.

For example, adding a Lictor or a unit of Genestealers allows you to spring a nasty surprise on your opponent. These units can infiltrate and the enemy will be terrified of going near every bit of cover for fear that these vicious creatures may be lying in wait. Another choice worth considering is the Carnifex. This massive creature is a nightmare of razor-edged chitin and armour. It can easily tear a tank to pieces and the poor infantry will find it extremely difficult to kill in close combat.

Zoanthropes with their devastating psychic powers are a powerful addition to any swarm and will complement your Hive Tyrant's already considerable powerful psychic powers.

You'll find that you will begin to develop your own style of play and this will also shape your swarm's growth. You might prefer to close with the enemy in a flurry of scything claws and rippling armour plates, or perhaps you would rather blast them apart with long ranged bio-weapons. Either option is feasible with a Tyranid swarm and it's completely up to you which you choose.

The original core force has been expanded to include three Lictors (Elite), a Carnifex (Heavy Support) and a brood of Gargoyles (Fast Attack). The Termagant and Hormagaunt broods have been enlarged as well.

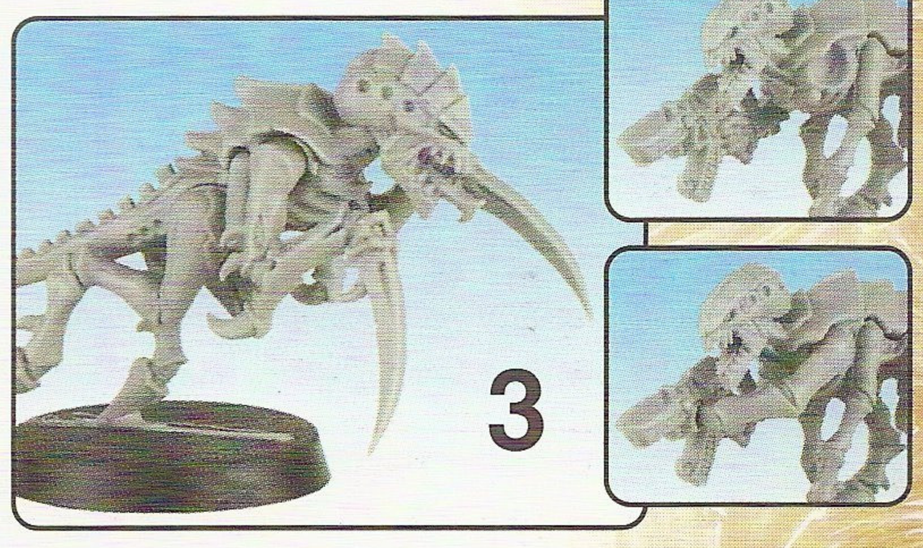
CONSTRUCTING PLASTICS

The core of your swarm will be made up of plastic models. Here we show you how to build the Tyranids and get the most from your models. Tyranids can also be mutated and this is simple to represent in plastic. Modelling plastic couldn't be easier, and over the next few pages we'll show you practical examples of some simple conversions you can make with just a little effort.

BASIC GAUNT CONSTRUCTION

First of all, glue the two halves of the torso together. Then glue the complete body to its slottabase.

Glue the head in place before the arms. You can begin to add variety to your model's poses by changing the angle of the head.



Finally glue the model's arms to the torso. Once again, by varying the position of the arms you can easily change the look and feel of the model – stalking, attacking and so on.

HINTS AND TIPS

When you're assembling your models it's better to leave the pieces on the frame until you're ready to glue them together in case they go missing. Cut the parts you need from the frame with a pair of clippers and use a modelling knife or file to gently scrape away any mould lines (remember to always cut away from yourself when using a knife and use a cutting mat to avoid nasty marks on tables). Don't forget that you'll need to clean up the base in the same way. It's a good idea to use Blu-tac to check the position of the arms and the head before you glue them in place, to make sure they fit and look the way you want them to. When you come to glue plastic models together, it's better to use liquid polystyrene glue rather than superglue since it melts the plastic and thus creates a stronger bond.

TYRANID WARRIORS

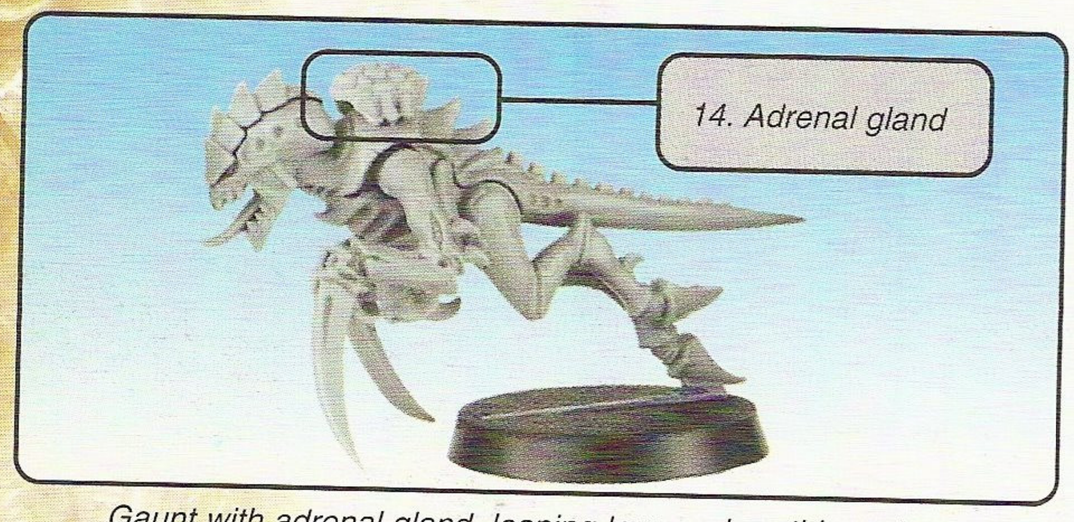
Tyranid Warriors are among the most important creatures in a Tyranid swarm and it's worth while taking your time making sure they are posed dynamically. The weapons your Warriors are carrying will usually help dictate the best pose; try aiming guns toward the enemy for example. Likewise scything talons and rending claws look best raised up aggressively.

Altering the pose of your Gaunts can really change the feel of each model. Raising the claws of the Gaunt on the left makes the model far more dynamic, as though it's leaping into combat with its enemy.

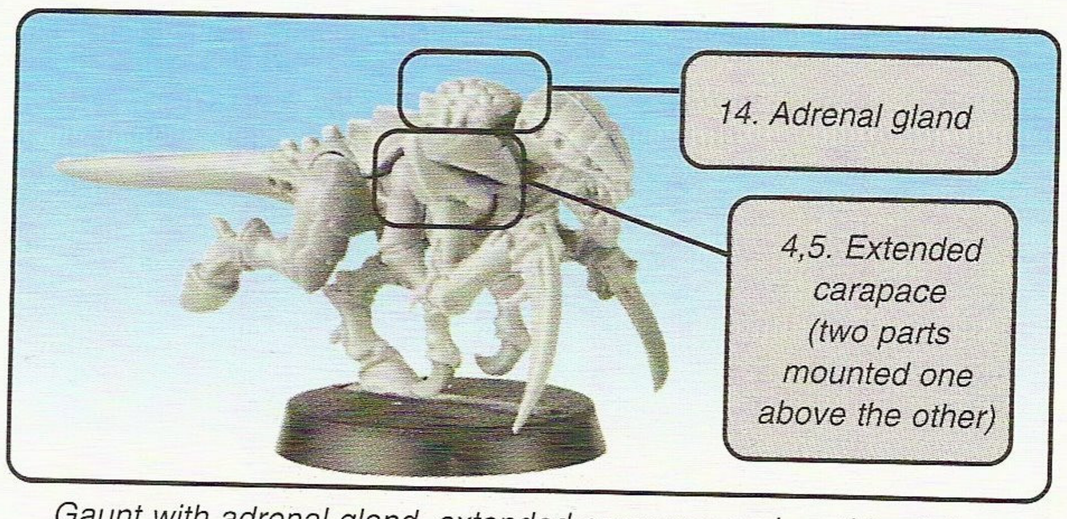
Even something as small as altering the position of the head can really make a difference. By turning the right Termagant's head slightly it now looks as though it's hunting for fresh targets for the devourer.

MODELLING BIOMORPHS

Using biomorphs is a great way to personalise your swarm and evolve it to suit your exact requirements. This page shows you how you can model the different biomorphs with those available on the Tyranid Biomorph frame. As well as naming each part, we've included the part number that corresponds to the frame.

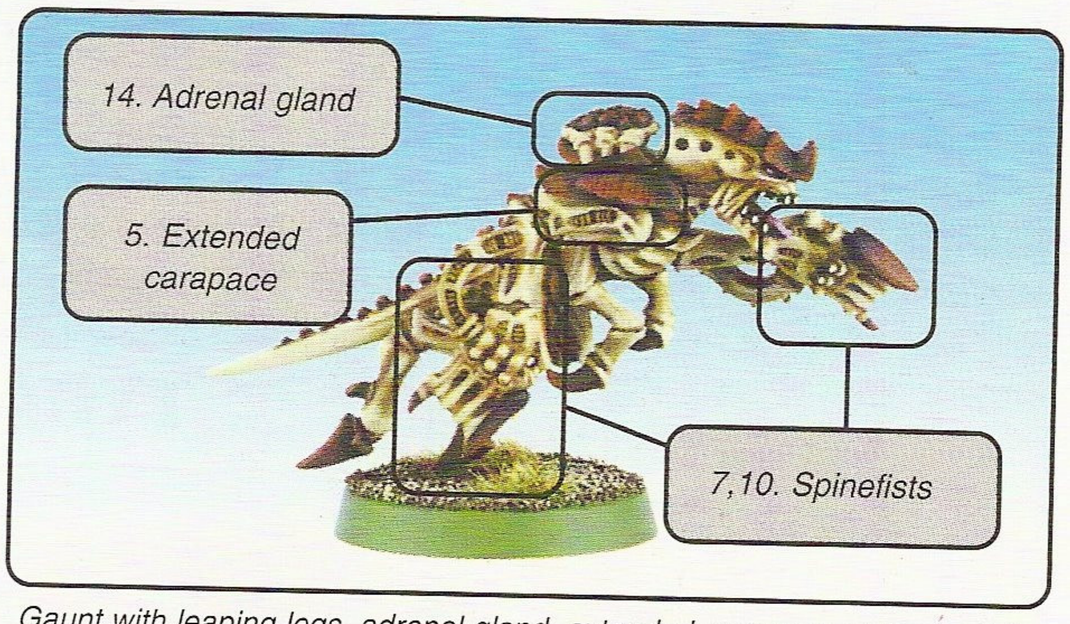


Gaunt with adrenal gland, leaping legs and scything talons.



Gaunt with adrenal gland, extended carapace and scything talons

Gaunt with leaping legs and toxin sacs.

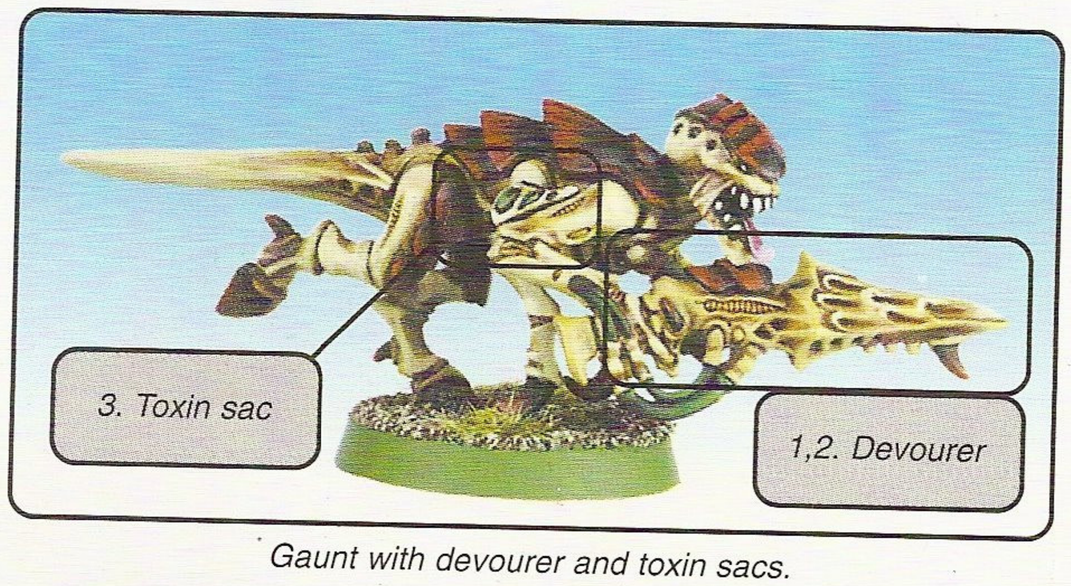


Gaunt with leaping legs, adrenal gland, extended carapace and spinefists.

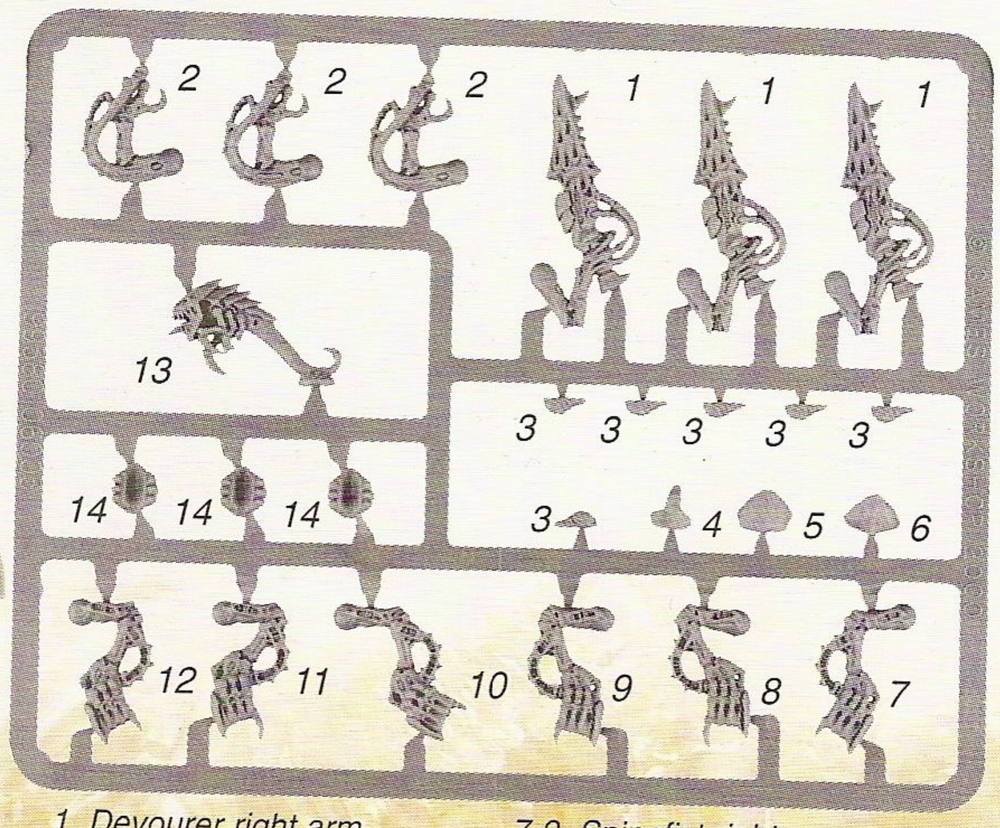
MODELLING TYRANID WARRIORS

This Tyranid Warrior has been modelled with both plastic and metal parts to give it leaping legs, scything talons and a lash whip. The model's legs were converted by cutting and pinning them into the right pose and sculpting Green Stuff into the gaps. Finally we added a plastic Hormagaunt arm and a Tyrant Guard's lash whip arm to the model. Remember when you're gluing the metal parts of the model together that you need to use superglue.

Jes Goodwin has put together this Tyranid Warrior using a whole host of accessories from the plastic Tyranid arm frame. Evolved with an extended carapace, flesh hooks, scything talons, rending claws, toxin sacs, implant attack and an adrenal gland, this Warrior is a terrifying opponent indeed.



Gaunt with devourer and toxin sacs.



1. Devourer right arm
2. Devourer left arm
3. Toxin sacs
4-6. Extended carapace plate
7-9. Spinefist right arm
10-12. Spinefist left arm
13. Ripper
14. Adrenal gland

BIOMORPHS AND MUTATIONS

Biomorphed and mutated creatures are simple to model and on this page we show some examples of Tyranids with common biomorphs that are not available on the Tyranid Biomorph frame. To model these biomorphs we've used parts from the Tyranids Monster frame plus a few metal parts.

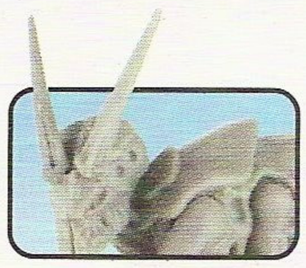
Termagant with spinefists from the Tyranid Biomorph frame and an implant attack made from a Gargoyle's tail.

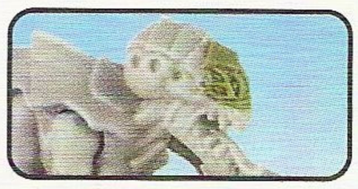
Hormagaunt Mutant with exceptional size shown using Tyranid Warrior's scything talons.

Genestealer with scything talons and flesh hooks from the Tyranid Warriors frame.

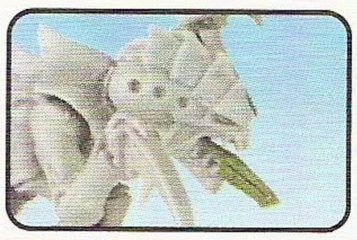
Termagant Mutant with acid blood. The drips were made by heating up a clear flying stand pole and stretching the plastic.

Termagant Mutant with venom cannon from the Tyranid Monster frame.





Gaunts with enhanced senses, one made from cut-down flesh hooks, the other with Green Stuff.



Bio-plasma attack made from Green Stuff.

Hormagaunt Mutant with hive node; represented by a Tyranid Warrior's head.

You get a single Ripper on each Tyranid frame; you can build up a Ripper Swarm from these, five models to a base is good. You can also use a variety of different models to represent biomorphed creatures in the Tyranid swarm. Necromunda Ripperjacks make excellent flying Ripper swarms and Milliasaurs are perfect for representing mutant, multi-limbed Rippers.

Keith Robertson's winged Hive Tyrant shows that no two creatures need be the same in a Tyranid swarm. The Tyrant's carapace has been extended by moulding Green Stuff to its back and head. The back was built up to accommodate the dragon wings which were then pinned and glued in place. An extra set of scything arms was added to make this creature a horrifying opponent in close combat.

PAINTING TYRANIDS

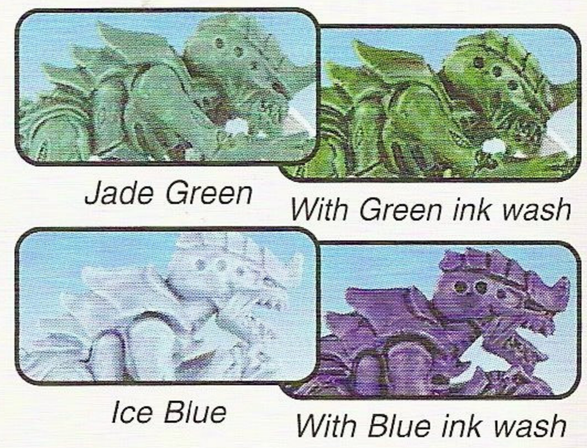
This section of the book guides you through each stage of painting plastic Gaunts and Tyranid Warriors. Using these simple techniques you can quickly and easily have your army ready for battle. Remember there's no right or wrong way to paint; choose whichever method suits you best.

PAINTING TECHNIQUES

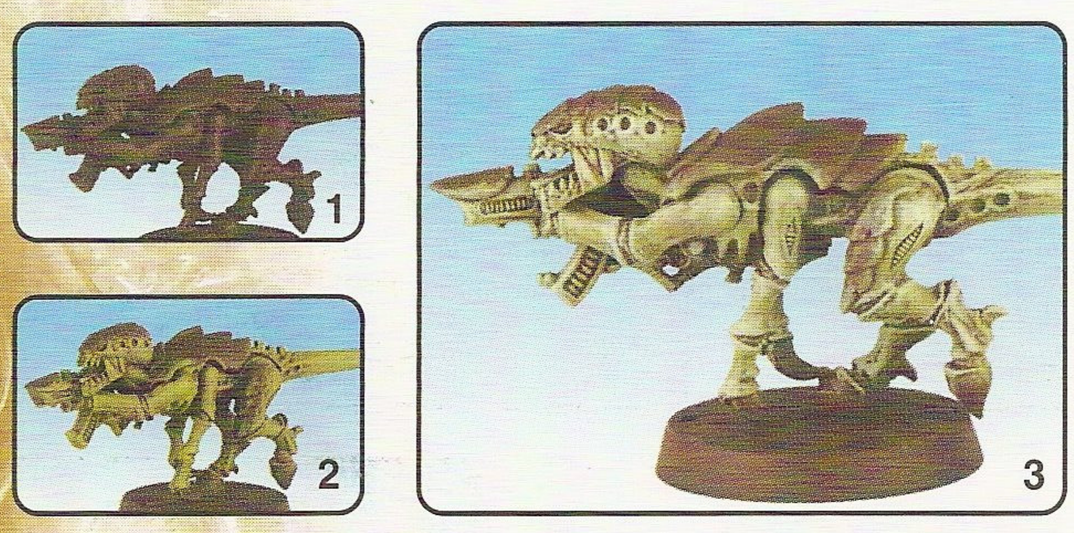
Here we'll show you a few other techniques you can use to paint your Tyranids and quickly get them ready for battle. These techniques are simple to master and you can achieve excellent results very easily.

There are any number of different painting styles you can use on your Tyranids and each one is an equally valid method. There's no right or wrong way to paint your models so use whichever method you find works best for you. You can paint your models using spray cans, drybrushing or ink washes to achieve different, but equally impressive results.

We'll also show you how to paint flying models and how to apply colour schemes to a variety of different models.



An ink wash is an easy way to shade your models. Brush a light ink wash over the model, allowing the ink to settle into the recesses.



Here we used a technique known as drybrushing. To drybrush a model, dip the brush in the colour you're going to highlight with and use a cloth to wipe away most of the paint on the bristles. Then lightly draw the brush across the raised areas and edges of the model. 1. We undercoated this Gaunt with Bestial Brown. 2. Highlighted it with Bubonic Brown. 3. Final highlights were drybrushed on using Bleached Bone.

Another method you can use to quickly paint Tyranids is by using light dustings from spray cans. 1. We sprayed this Gaunt with the base coat of Bestial Brown first. 2. Then used a lighter, quicker spray of Bubonic Brown to lighten the raised areas of the model.

PAINTING A TYRANID THE 'EAVY METAL WAY

This is how the 'Eavy Metal Team painted our army. This method is time consuming but looks stunning. We've chosen to undercoat this Gaunt with Bubonic Brown spray, which will then form the base colour for the entire model. Alternatively you can undercoat the model with Skull White spray and paint an all-over base colour of Bubonic Brown.

Once you've applied the undercoat, use Flesh Wash to darken the recesses of the model and give a shading effect. Also paint the armoured plates of the creature Chaos Black.

Highlight the model by painting the edges of its armour with Scab Red. Then paint the raised areas of flesh with a mix of Bubonic Brown and Bestial Brown.

by Neil Green

Continue highlighting the raised areas of the model's flesh with a 50/50 mix of Bubonic Brown and Bleached Bone. Lighten the edges of the armour plates with Red Gore.

Finish highlighting the flesh with Bleached Bone, and the armour with Blood Red. Add details like the white teeth and red eyes.

Apply PVA glue to the base of the model and sprinkle its surface with some sand. Once the sand has dried on, paint it Bestial Brown and drybrush with Bleached Bone. To add Static Grass blob some PVA glue onto the base, dip it into the Static Grass and the grass will stick to the PVA. Then all you need to do is paint the edges of the base with Goblin Green and you're done.

HINTS AND TIPS

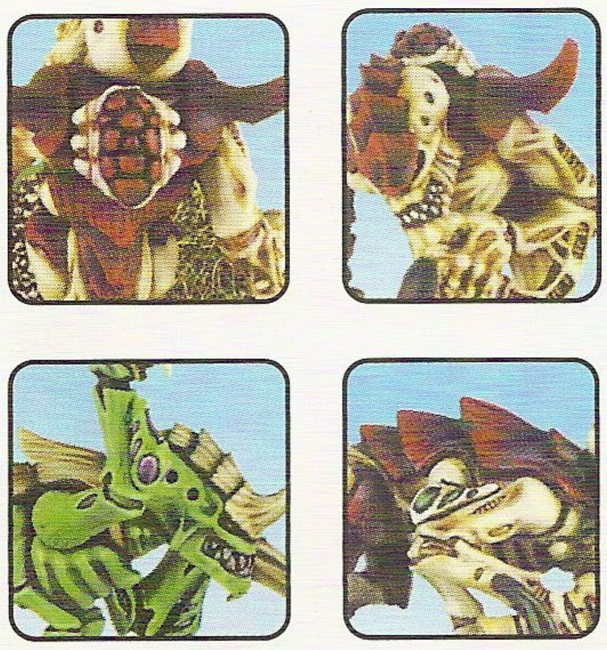
Collecting a Tyranid swarm offers you the chance to really go to town when painting your army. The simple techniques on the following pages will allow you to paint alien features such as markings on Tyranid skin and chitinous bone that will help add extra character to your swarm.

When you begin to paint your Tyranid swarm it's a good idea to decide upon a colour scheme before you start painting large numbers of models. By using a limited palette of colours you will be able to quickly paint a variety of different Gaunt broods and create a visual coherency between all the members of the brood.

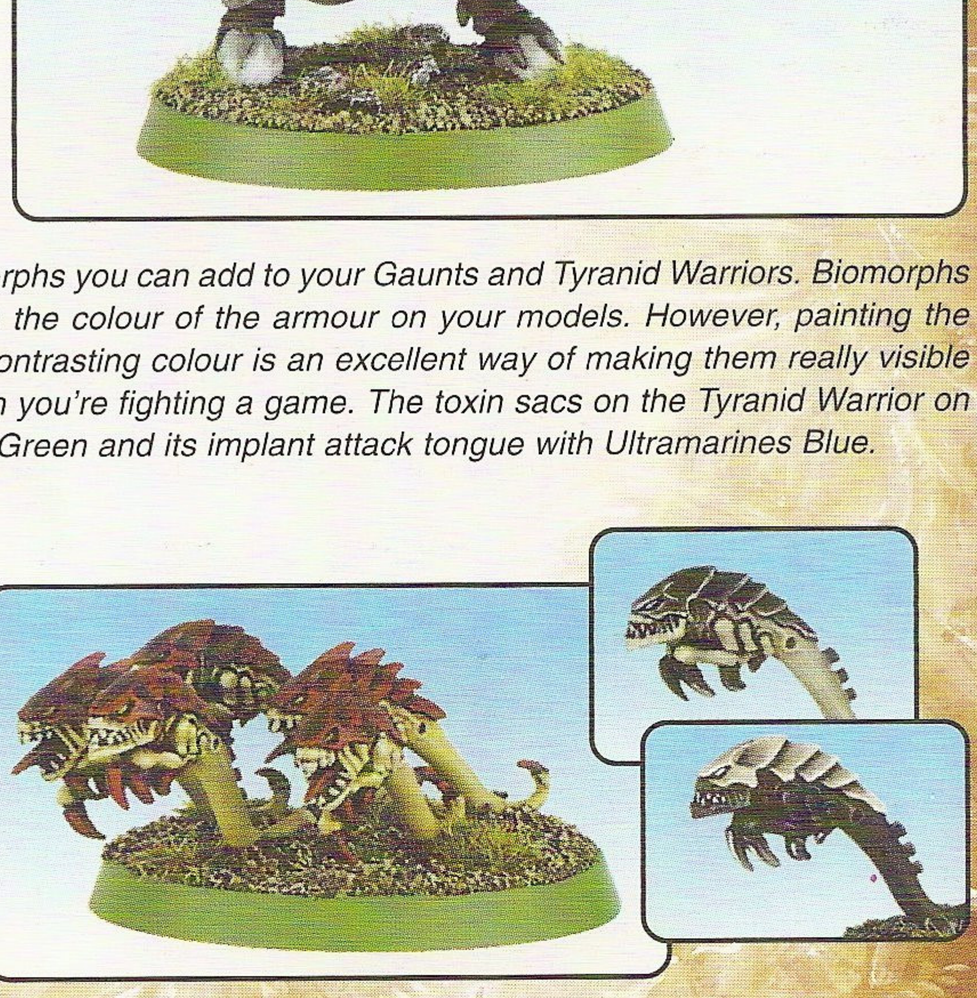
By using two contrasting colours for these Gaunts we've separated the skin from the armour. The stripes painted on the chitin armour plates give a texture to this otherwise flat surface.

PAINTING BIOMORPHS

You might find it easier to paint flying models like this Gargoyle by attaching them to a painting base made from a cork with some wire pressed into it. This allows you to reach every part of the model with your brush and keep the base the model will actually sit on free from paint. Once you've finished the creature and it's dried off, you can pull the painted model free and glue it to the flying base.



Here are some ideas for painting the biomorphs you can add to your Gaunts and Tyranid Warriors. Biomorphs like extra armour can be painted to match the colour of the armour on your models. However, painting the biomorphs on your models with a strong contrasting colour is an excellent way of making them really visible on the model so you remember them when you're fighting a game. The toxin sacs on the Tyranid Warrior on the right have been painted with Scorpion Green and its implant attack tongue with Ultramarines Blue.



Three types of Spore Mine: Frag, Poison, Bio Acid.

By applying the same basic colours across a variety of broods you can create a coherent feel to your swarm. Creatures spawned from the same hive fleet can bear similar markings and share biological similarities in colouration .

PAINTING LARGE TYRANIDS

The largest creatures in a Tyranid swarm are spectacular models that will really benefit from some extra attention when you are painting them. This section shows you some additional painting techniques that suit larger models and make them stand out from the smaller creatures in your swarm.

Hive Tyrant with venom cannon

The larger Tyranids allow you to add details that are not only time consuming but would get lost on a smaller model, such as the spots and markings on this Tyrant's legs, tail and venom cannon. You can also introduce additional colours to paint all extra details on the model.

Hive Tyrant with scything talons

To add extra depth and texture to chitinous armour plates, paint straight lines running along the length of the carapace, narrowing the lines as you near the edge of the bony plates.

Hive Tyrant with barbed strangler

Tyrant Guard

On the larger Tyranid models you can use more elaborate colour schemes by using contrasting colours and adding extra markings. It's a good idea to keep this just for the larger Tyranids and not the smaller models in your swarm, since you'll need to paint lots of them and should try to keep their colour schemes simple.

This Zoanthrope and Tyranid Warrior are good examples of more elaborate colour schemes. You can use the markings shown here or invent your own ones. The sheer number and variety of Tyranid creatures and hive fleets means that anything goes; you can paint your models with any kind of marking your imagination comes up with.

Ravener with devourer.

Green dots have been painted onto this Lictor to create a camouflage effect. By keeping the markings small the overall colour scheme isn't overpowered.

Biovore

Tyranid weapons are biological extensions of the creatures that carry them. We've chosen to paint them in the same colour scheme as the rest of the model in a way that makes it look like the weapon is a part of the creature, grown from the monster's flesh.

Carnifex with venom cannon

Carnifex with barbed strangler

COLOUR SCHEMES

Tyranids don't wear uniforms like other armies but, by using a limited palette of colours you can still unify the look of your army. Here you can see a selection of varied colour schemes which the 'Eavy Metal Team experimented with. You can paint your swarm in many different ways, using natural colour themes, bright and dark colours or contrasting colours. *Black undercoat on all models unless otherwise noted.*

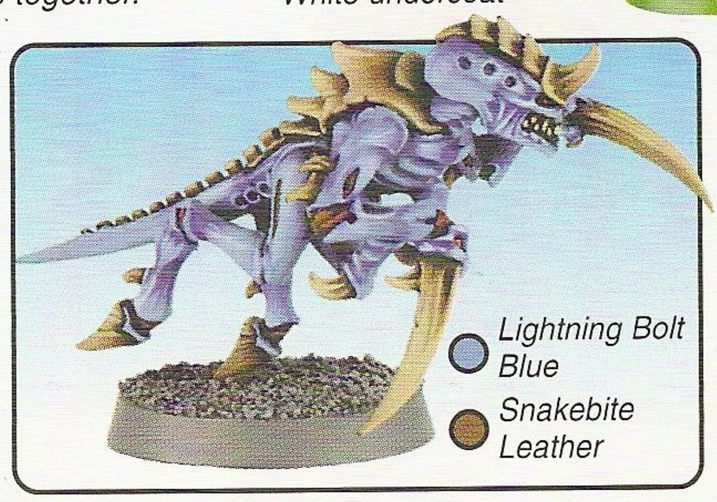
BRIGHT COLOURS

Painting your swarm in bright colours is an excellent way of giving it a distinctive appearance on the battlefield. For all the Gaunts here, we've shown the Citadel colours we used to paint them. Two colours overlapping means we mixed those colours together.

- *Sunburst Yellow*
- *Blood Red*
- *White undercoat*

- *Bilious Green*
- *Snot Green*

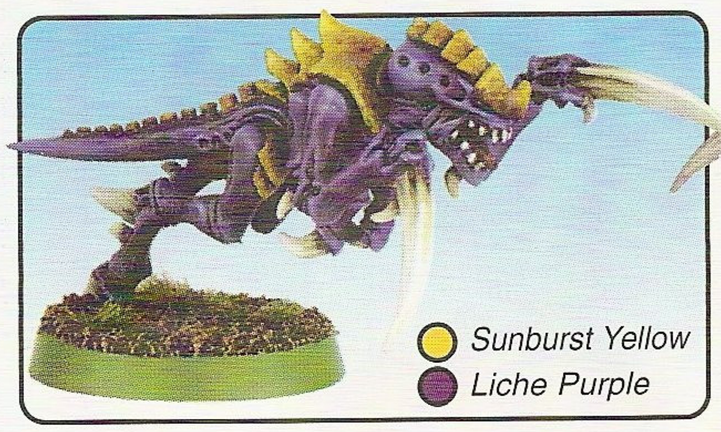
- *Shadow Grey*
- *Skull White*
- *Bronzed Flesh*
- *White undercoat*



- *Lightning Bolt Blue*
- *Snakebite Leather*

- *Blazing Orange*
- *Scorched Brown*

- *Camo Green*
- *Regal Blue*



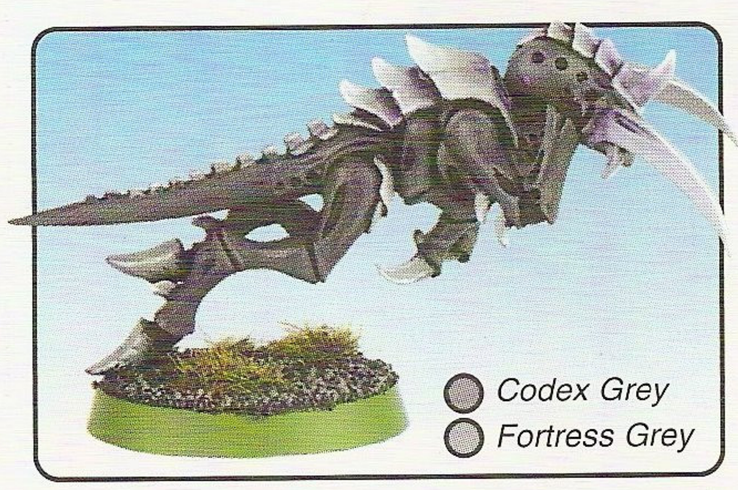
- *Sunburst Yellow*
- *Liche Purple*

- *Pallid Flesh*
- *Liche Purple*
- *White undercoat*

CONTRASTING COLOURS

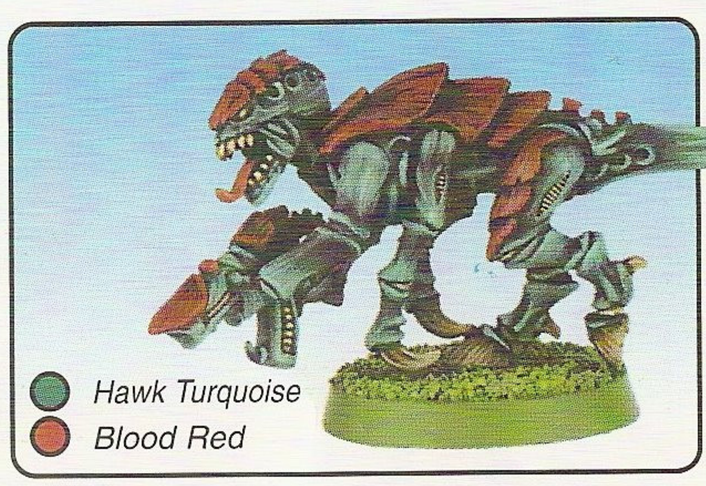
We've found that one of the best approaches to creating a two colour palette for your swarm is to use strong contrasting colours on the skin of the Tyranids and their armour. This easily separates the two areas on the models to create a striking visual effect.

- *Bleached Bone/ Dark Angels Green*
- *Bleached Bone*



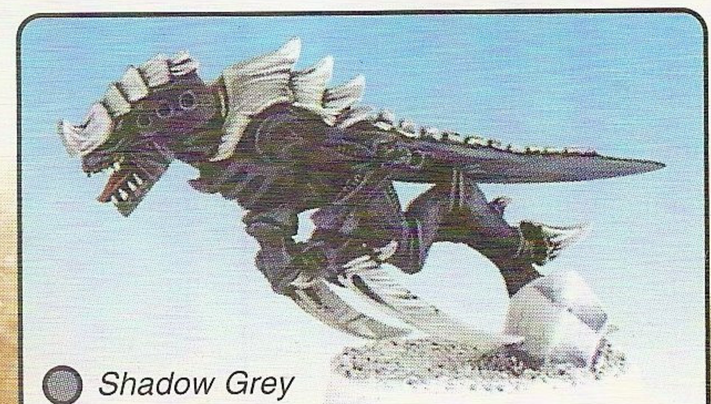
- *Codex Grey*
- *Fortress Grey*

- *Goblin Green/ Dark Angels Green*
- *Bleached Bone*



- *Hawk Turquoise*
- *Blood Red*

- *Shadow Grey*
- *Red Gore*

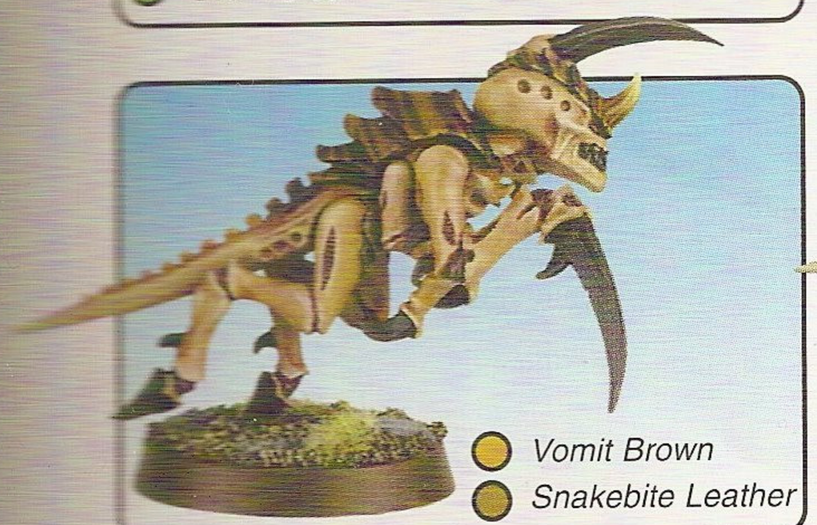


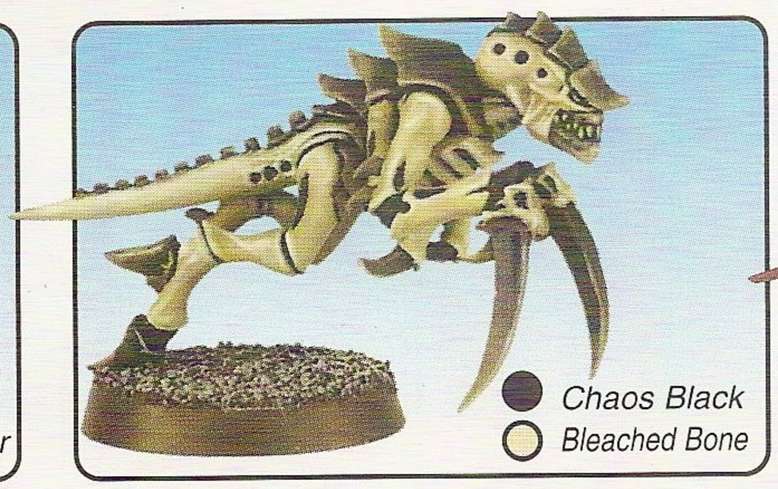
- *Shadow Grey*
- *Fortress Grey*

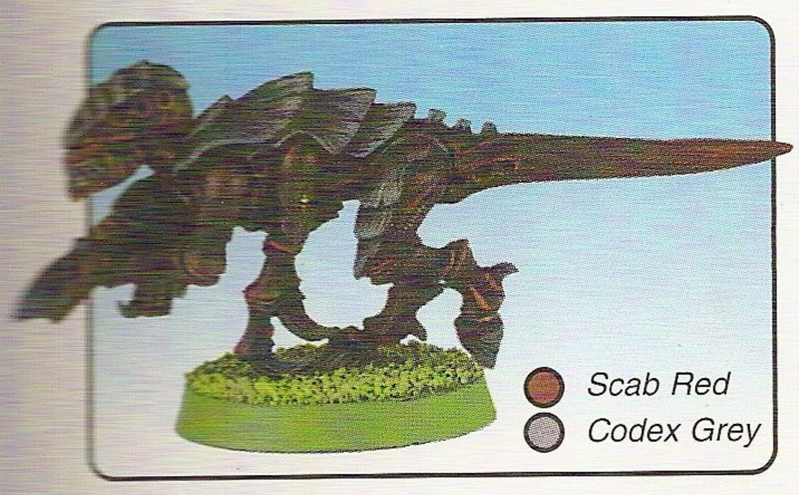
- *Scorched Brown*
- *Bleached Bone*

NATURAL COLOURS

Tyranid Gaunts painted in a variety of colours based on real animals and lizards will help to give your swarm a naturalistic, organic feel to it. You can get inspiration from reference books, TV, etc.







DARK COLOURS

These Gaunts have been painted in a variety of muted, dark colours. This gives the swarm a darker, more menacing appearance and serves to underscore the danger of the Tyranid broods.These colours are also easy to apply and can be painted extremely quickly, making it another good reason for choosing a dark colour scheme for your swarm.

TERRAIN

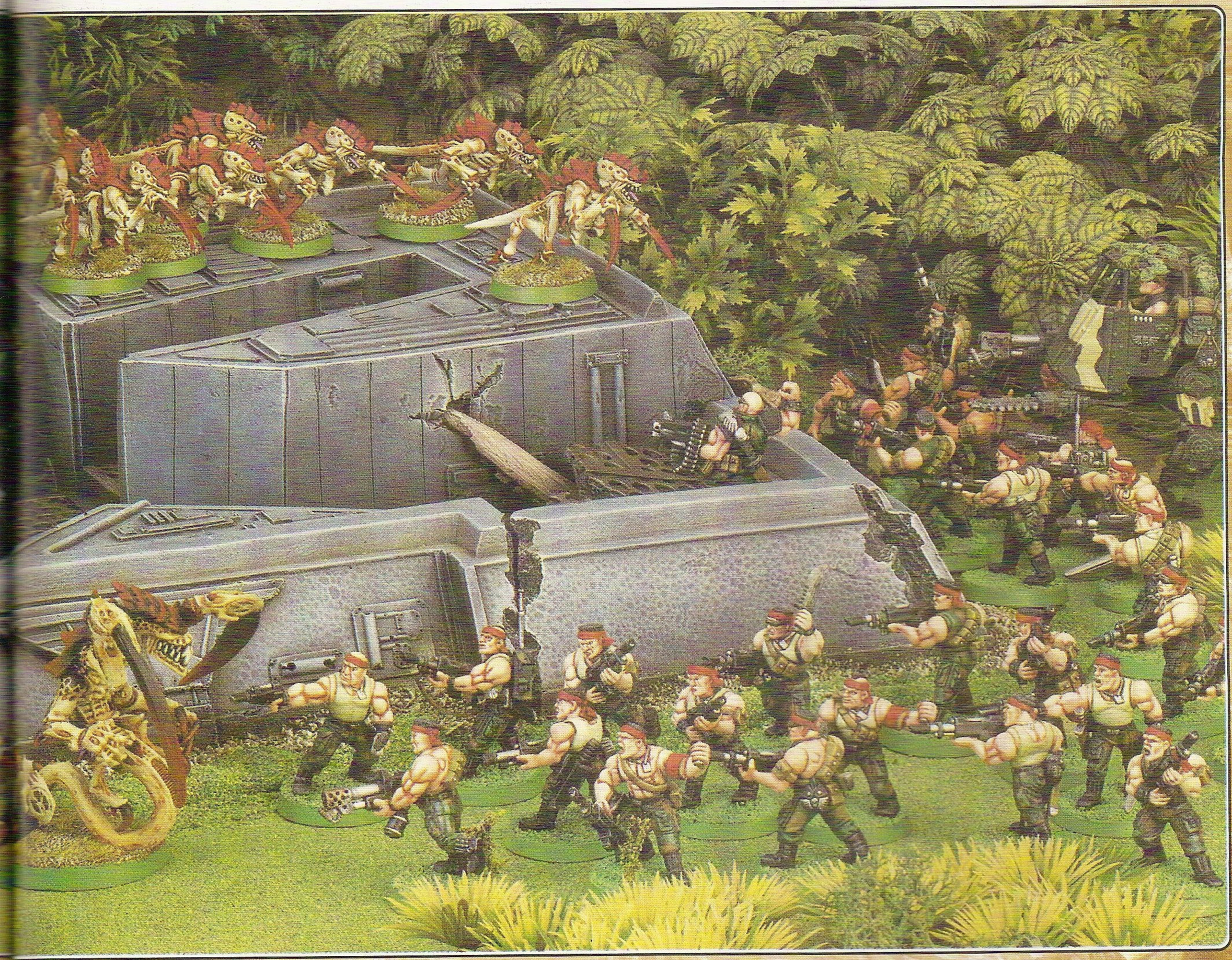
When the Tyranids invade a world, it begins to mutate under the malign genetic influence of the alien swarm. Here we'll show you how you can build and paint Tyranid themed terrain to make new battlefields or combine it with your own regular terrain. The Hobby Project website on the Games Workshop website (www.games-workshop.co.uk) is an excellent source of material and will help you to relate the terrain to your own army and background.

Terrain plays an important part of any battlefield and it's a good idea to try and theme the terrain for your swarm. You can easily combine existing Warhammer 40,000 terrain pieces with new Tyranid terrain which you build, and create a world slowly falling under the influence of the Tyranids. You can even make a complete set of terrain engulfed by the Tyranids if you like.

Terrain should inspire your imagination, provide the focus for scenarios and spark off ideas for further games and campaigns. Use your terrain to set the scene for a battle, to tell a story. You can use any extra pieces from the Tyranid frames to add extra details to your terrain pieces, with limbs, toxin sacs and other bizarre appendages protruding as the evolutionary cycle of the world goes haywire.

This simple piece of alien plant terrain was made with seed pods available from craft shops glued to a base and painted (see photograph opposite).

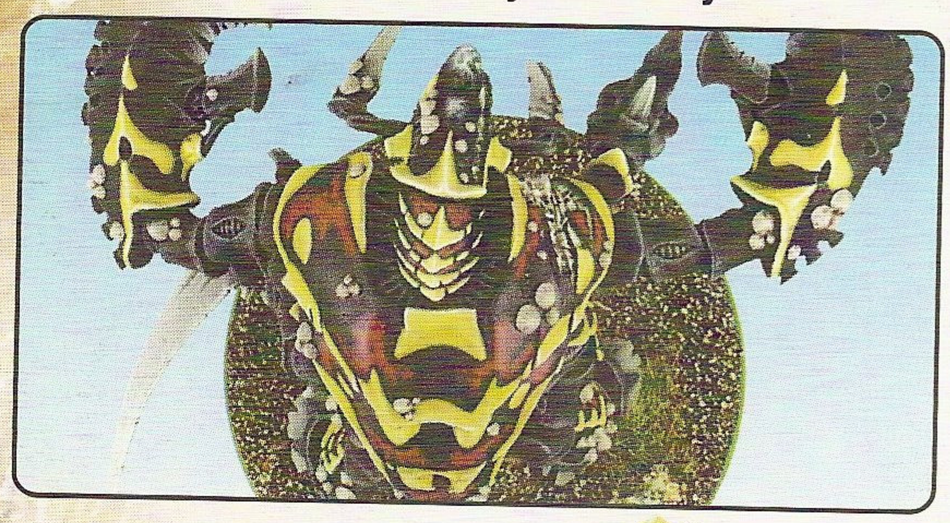
This spore-chimney was specially sculpted by Mark Jones and Dave Andrews.



This Citadel Terrain piece has been broken up and combined with Tyranid parts to make it look like it's being slowly absorbed by the Hive Swarm.

SHOWCASE

The Tyranids are an excellent army for showing off your painting and converting skills. On this page are some examples of what you can do with the Tyranid models. While it may be impractical to paint and convert every model to these standards, there's no doubt they make an impressive centrepiece to your army.



Old One Eye painted by Martin Footitt

Martin used a photograph of a real beetle as inspiration for Old One Eye's carapace markings.

Hive Tyrant by Franz Sander,
3rd place Warhammer 40,000 Monster,
Golden Demon '98.
This older Hive Tyrant model is available from the Mail Order archive service; its entirely appropriate to use older Tyranid models in your armies as Tyranid swarms are constantly evolving.

Lictor by Chris Blair
1st place Large Warhammer 40,000 model, Golden Demon '99.
This model is extensively converted with a highly detailed base. Note the dead body behind the Lictor.

The Red Terror painted by Neil Green

THE RED TERROR

The Red Terror is a Tyranid creature sighted during the assault on Devlan, an Imperial mining world on the Eastern Fringe. Although no similar creatures have been reported since, it is entirely possible that in other engagements involving this creature or its like there have simply been no survivors.

A Tyranid swarm of at least 1,500 points may include the Red Terror. If you decide to include it then it counts as one of the Fast Attack choices for the army.

The Red Terror										
	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Red Terror	104	6	-	5	5	3	3	3+2	10	3+

Bio-weapons: The Red Terror is armed with two sets of scything talons, the bonus attacks for which have been included in the profile above. The Red Terror may neither be armed with different bio-weapons nor modified or mutated in any way.

SPECIAL RULES

Deep Strike: The Red Terror broke into the starport compound at Devlan by smashing its way through underground service tunnels. Where these became impassable, the Terror dug through solid rockrete to get to the defenders. To represent this, the Red Terror can deploy using the Deep Strike scenario special rule, but only if the mission being played allows the Deep Strike rules to be used. If the mission does not permit use of the Deep Strike rule the Terror must be set up with the rest of the Tyranid army.

Fast: The Red Terror moves 9" in the Movement phase and can make an Assault move of up to 9". When rolling for distance moved through difficult terrain add +3 to the highest roll. The Red Terror also rolls 3D6 for fall back and pursuit distances.

Tyranid Monstrous Creature: The Red Terror was a Tyranid monstrous creature and follows the special rules detailed on page 6.

Swallow Whole: The Red Terror was capable of swallowing men whole, as occurred to the unfortunate Lieutenant Borales and Captain Lowe. If the Red Terror hits with four or more of its Attacks in the Assault phase, it can choose a single enemy model in base-to-base contact and swallow it whole! (no need to declare beforehand, this is an option you can elect to use if you roll enough hits). The Terror scores no other hits if it swallows an enemy, it is entirely engaged in cramming the unfortunate victim into its maw. The swallowed model is removed as a casualty, no roll to wound is made. Armour and invulnerable saving throws do not apply and wargear such as bionics cannot save the victim.

The following models cannot be swallowed whole:

- *Models with a Strength and/or Toughness value of 5 or more (including increases for Chaos marks, etc)*
- *Bikes or cavalry models*
- *Anything that has an Armour value – for example, vehicles, Dreadnoughts, etc.*

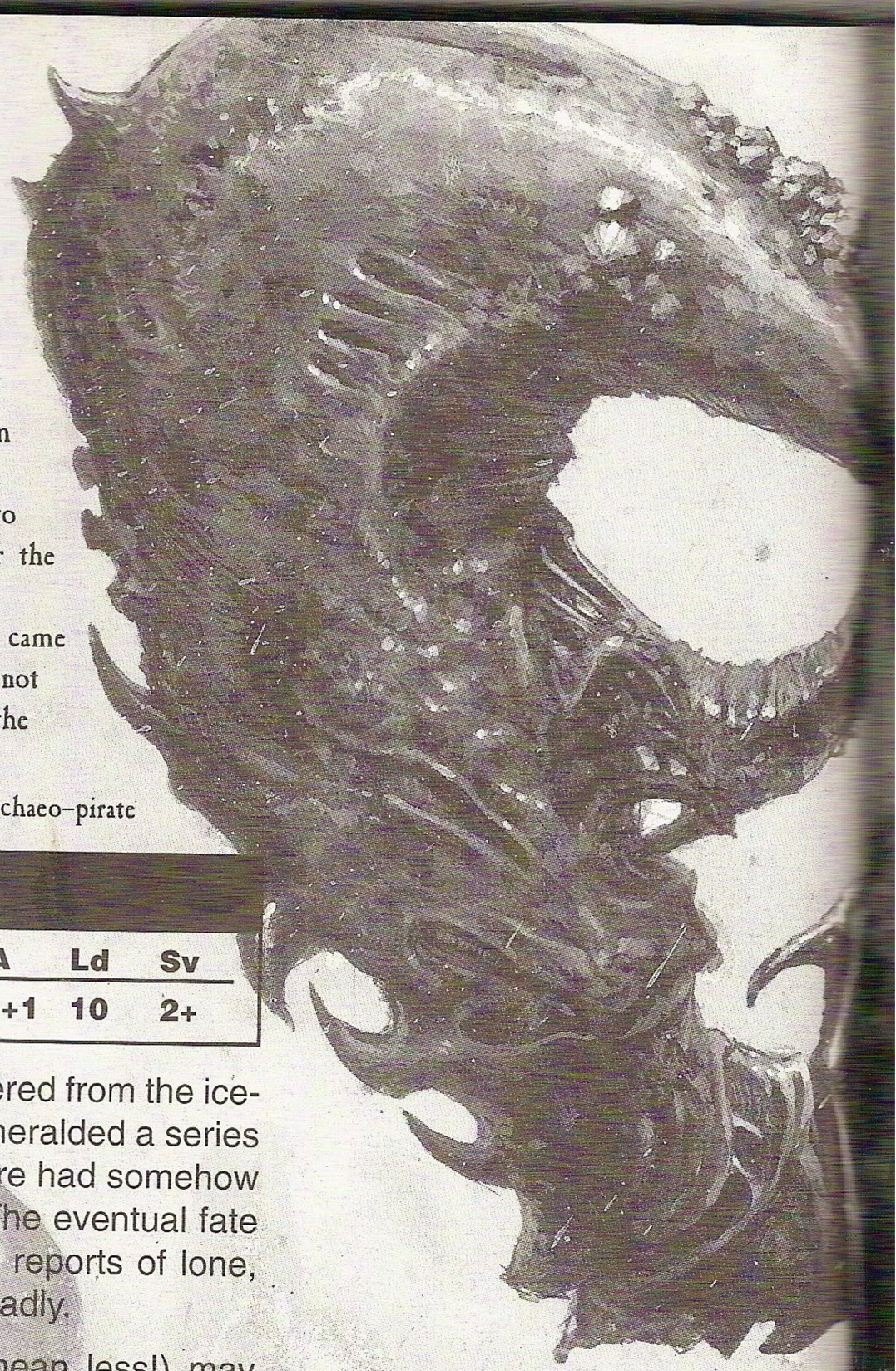
"Emperor knows what hellish pit spawned the hideous apparition we came to know as the Red Terror. It first attacked the outer bastion and twenty four men died before we drove it away with flamers. We never even found the bodies of Lieutenant Borales and Captain Lowe, just a trail of acidic slime which led away from the command post and into the tunnels. It returned the following night and the slaughter began anew, but this time we were ready for it.... Or so we thought."

Excerpted from Twenty Days in Hell, the retreat from Devlan Primus.

OLD ONE EYE

It must have been buried in the ice for centuries, perhaps since Hive Fleet Behemoth crashed on the shores of Macragge, perhaps longer. The thing was hideous to look upon, and obviously dead as Savlar. Some hero of the Imperium must have stuck a plasma pistol in its eye before being torn apart, leaving a scorched crater as big as my head. We burned it out of the ice and secured it to our trans-crawler, back at Cannis there was an amnesty on Tyranid specimens for the Adeptus Mechanicus and we reckoned we could get a mammoth bounty for it. Halfway back the crawler started rocking and horrible cracking, screaming noises came from the back. Now I'm no Space Marine, neither were Jax or Kardre, and I'm not stupid either. We just jumped out and ran. The thing was quick though, I was the only one that made it back.

Last testimony of Ariul Horst, Archaeo-pirate



Old One Eye	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Old One Eye	164	4	2	10	6	4	2	D6+1	10	2+

Old One Eye was a Tyranid creature of the Carnifex genus recovered from the ice-packs of Calth in the empire of Ultramar. Its release from the ice heralded a series of Tyranid raids on that world and legends persist that the creature had somehow summoned the hive mind back to plague Ultramar once again. The eventual fate of Old One Eye is unknown, but there have been several other reports of lone, injured Carnifexes on other worlds which proved to be just as deadly.

A Tyranid swarm of 1,500 points or less (Yes, we do really mean less!) may include Old One Eye. If you decide to include it then it counts as one of the Heavy Support choices for the army.

Bio-weapons: Old One Eye is armed with a set of Scything Talons and specially mutated gigantic crushing claws. Old One Eye may not be armed with different bio-weapons nor modified or mutated in any way.

SPECIAL RULES

Tyranid Monstrous Creature: Old One Eye was a Tyranid monstrous creature and follows the special rules detailed on page 6.

Gigantic crushing claws: Old One Eye was armed with a pair of huge, crab-like claws capable of ripping even the hardiest foe to pieces. To represent the effect of its deadly claws Old One Eye has D6 attacks in close combat (+1 attack if charging). This is increased by its scything talons to D6+1 (D6+2 if charging) attacks.

Regenerate: On several occasions Old One Eye manifested the disturbing ability to heal damage inflicted on it during combat. This has given rise to theories of it being an unstable mutation abandoned by the hive mind, an experiment in rapid cell regrowth or a genetic reject. To represent Old One Eye's abilities the following rules apply. At the end of each Tyranid turn, Old One Eye regains one lost wound, up to its maximum of 4. If Old One Eye is killed mark the spot where it died and then roll a D6 at the end of the next Tyranid turn. On a roll of 4 or more Old One Eye rears back to its feet (with one wound remaining) and the model is placed back on the tabletop. Move it into close combat if there is an enemy model within 3" of the marker. On a roll of 1-3 Old One Eye is down for the remainder of the battle – treat it as destroyed.

CREATING YOUR OWN HIVE FLEET

"...The Tyranids are without doubt the most rapidly evolving creatures in the galaxy. The Magos Biologis of Mars have observed developmental DNA leaps between broods originating from different hive fleets which would take terrestrial beasts millions of years to achieve. It appears that the Tyranid 'Norn Queens' or primogenitor organisms aboard the Hiveships are capable of modifying their progeny in response to the environment and lifeforms they encounter. Newly harvested genetic codes are assimilated, the prey's defensive measures are examined and improved creatures are bio-engineered to overcome resistance. Over time, the myriad improvements to the hive fleet's gene pool are exchanged with others, strengthening the entire race.

A case in point is to observe the degree of integration of the Tyranids' symbiote weapons. At first these were relatively crude and were carried and employed, however distastefully, by the creatures which used them like a gun or sword. In later hatchings Tyranids have exhibited weaponry meshed directly into the creatures carrying it more and more frequently. Now it has become difficult to tell where the Tyranid Warrior ends and its weaponry symbiotes begin. I think we can be assured that the Norn Queens will continue to work tirelessly towards forms more and more perfectly adapted for killing the inhabitants of this galaxy just as they have in others before ours. Simply put, over the coming centuries we may be out-evolved to the point of extinction".

Magos Biologis Alder Garrick at the Conclave of Har

The biggest advantage of the Tyranids in their war on all other life is their ability to adapt. This section of the book is dedicated to giving you the capability to adapt by creating your very own hive fleet's Tyranid army list. You don't have to create your own hive fleet list in order to use a Tyranid swarm in games of Warhammer 40,000, the list in this book is perfectly usable as it stands and reproduces what can be thought of as a 'standard' hive fleet's swarm. However, as a way of creating your own special theme for a Tyranid swarm, creating your own hive fleet list can't be beat.

Creating your own hive fleet list is no small undertaking; you're liable to spend a long time working out all sorts of different permutations. In the main, the idea is to create a swarm that both looks and performs in the manner you like best on the battlefield.

Coming up with a theme

The best way to start out is with a vision of what your swarm should look like. For example, you might want a swarm of big, heavily armoured killing machines as the heart of your forces, or a scuttling tide of lesser creatures which beats the enemy by weight of numbers. You may even want to have an army predominated by winged creatures, swooping down to deliver death from above.

Once you have an idea of what you want to achieve, start thinking in terms of what sort of creatures you want.

Selecting Your Species

A hive fleet will contain a number of different species gene-spliced in quantity by its Dominatrix and Norn Queens. Each species is a kind of creature chosen from the basic Tyranid list in this book. By selecting it you are deciding to have that creature available on your hive fleet list. Because only so many eggs can be laid in a day, you are limited in the total number of different species you can include. You can choose to have up to a maximum of twelve different species in your hive fleet list.

For example, I decide to select the following species for my own swarm, hailing from Hive Fleet Arachnia.

Hive Tyrants
Tyranid Warriors
Lictors
Hormagaunts
Termagants
Ripper Swarms
Biovores
Carnifexes

This makes a total of eight different species. When I pick an army to represent a swarm from Hive Fleet Arachnia I can only use species in the army from the list above. If you are asking yourself why would I limit my species, read Mutant Creatures below.

Force organisation

The force organisation charts for the scenarios in Warhammer 40,000 often require specific units to be used, most commonly HQ and Troops. In order to satisfy this, your hive fleet species list must include at least one each of the following types: HQ, Troops, Elites and Heavy Support. Any swarm chosen from your hive fleet list must obey the force organisation requirements for the mission you are playing (ie, one HQ and two Troops in a Standard Mission).

Sentries

In missions where the Sentries scenario special rules are used, Tyranids usually get eight Termagants to deploy as sentries. Now it is possible that your hive fleet list won't include Termagants, or even Gaunts of any description. Instead, when you have to deploy sentries, use a maximum of 60 points worth of creatures picked from your hive fleet list. All the creatures must be of the same type and must be from either the Troops or Elites sections. Ripper swarms may not be chosen as sentries.

Mutant Creatures

One of the big advantages of creating your own hive fleet list is that you can also include one-off 'mutant' creatures in your broods which exhibit unusual capabilities or weaponry. Each brood may include mutants. However, the more diverse the species you employ in your hive fleet list, the less opportunity there is to create mutants.

To represent this, the total number of models in a brood must equal or exceed the number of different species in your hive fleet list before one of them may be a upgraded to become a mutant. If the creatures in the brood have multiple Wounds, count the number of Wounds rather than number of models.

For example: Hive Fleet Arachnia has eight species, therefore a brood must comprise eight models (or Wounds) or more in order to include a mutant. A brood with 16 models or more could include two mutants, and so forth.

Mutation Types

Mutant creatures may be given one (and only one) mutation from the following list at the points cost indicated. A brood including multiple mutants can include different types. Mutations must be shown by an appropriate conversion.

Hive Node: The mutant is exceptionally receptive to the imperatives of the hive mind, such that it can sense commands even if Synapse creatures are not nearby. This increases its Leadership characteristic to 10. This benefit extends to the entire brood the mutant is part of as long as the mutant is still alive.

***Cost:** 10 points*

Weapon-beast: The mutant replaces its normal bio-weapon with any of the bio-weapons listed at no extra cost. It is not limited to just the weapons in the army list entry or on its biomorph table. If a creature which normally carries more than one bio-weapon is mutated into a weapon-beast only one of its original bio-weapons is replaced.

***Cost: Close combat bio-weapon:** 2 points per point of Strength the mutant has.*

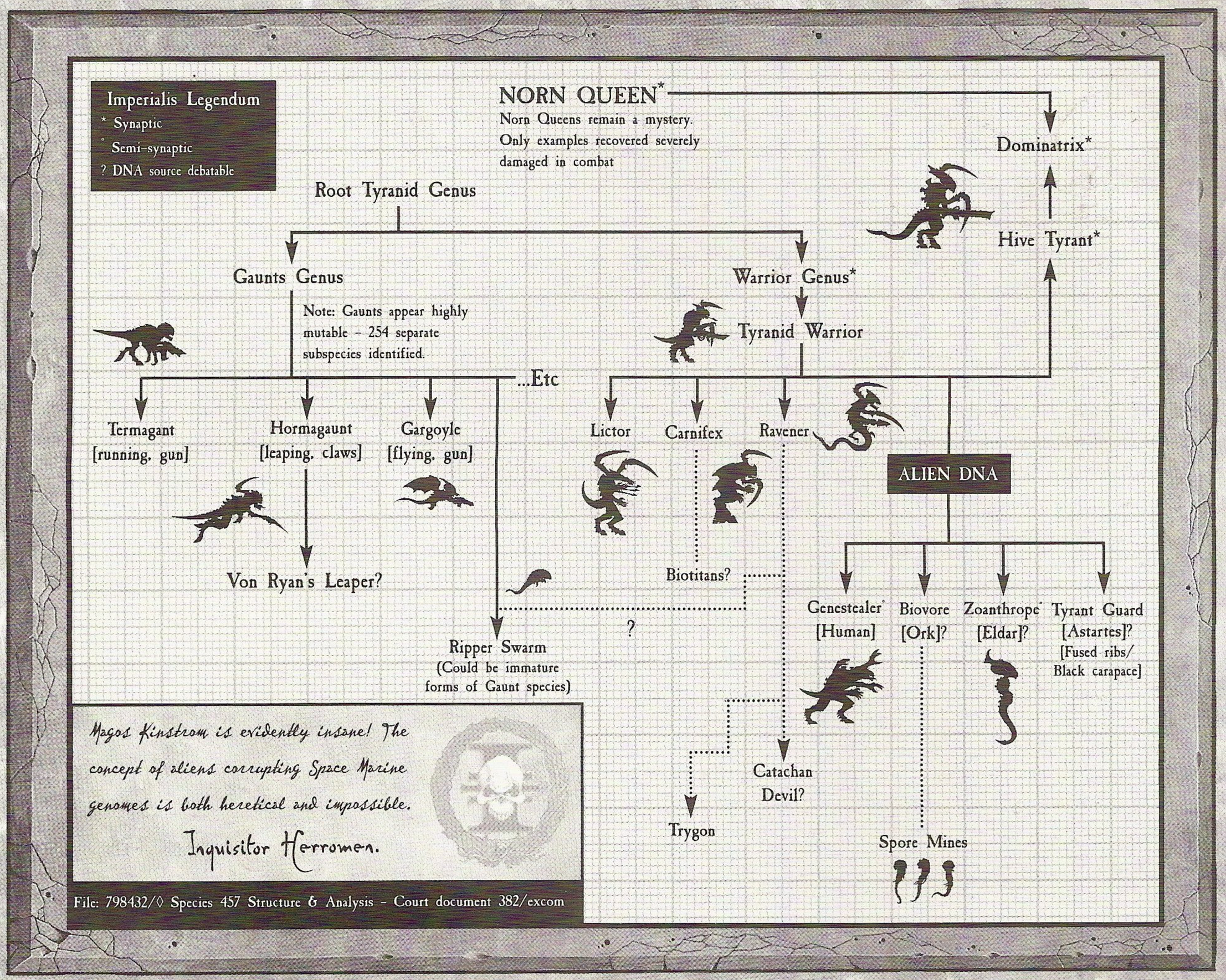
***Cost: Ranged bio-weapon:** 10 points + 3 points per point of Strength the mutant has.*

Exceptional Size: The mutant is a giant amongst its kind, the dominant beast of the brood. The mutant's Strength and Toughness are increased by +1 each to a maximum of 10.

***Cost:** The creature's Strength multiplied by its Toughness (after the additional +1s have been added).*

Acid Blood: The mutant has a powerful and unpleasant bio-acid instead of normal ichor. If the mutant is killed in close combat it will inflict a wound on all non-Tyranid models in base contact automatically. Armour saves apply as normal. Vehicles (including Dreadnoughts) suffer a hit with an armour penetration value equal to the creature's Strength + D6.

***Cost:** 10 points*



MUTABLE GENUS CREATURES

Just as some creatures in a brood may be mutants, entire broods of creatures are often mutated into different species by the Tyranids' rapid evolution. Creatures in the Tyranid army list are either a mutable genus or a genofixed species. A genofixed species is one which has been stabilised as part of the Tyranids' genetic repertoire and are normally creatures bio-engineered with a very specific purpose in mind, such as Tyrant Guard, Zoanthropes and so forth. In terms of evolution, the genofixed species are set and cannot be changed.

Mutable genus creatures are capable of being bio-engineered into new species in accord with the needs of the hive fleet. This means that the creature's weaponry and characteristics can be altered to create a new species different to that portrayed in the army list. By using the genetic modification procedure of adding biomorphs and weaponry you can create your own unique species for your hive fleet list. Note: When creating your own species, all biomorphs and bio-weapons must be shown on the model.

Mutable Genus List

The following creatures are mutable genus:

	WS	BS	S	T	W	I	A	Ld	Sv
Hive Tyrant	6	3	6	6	4	5	3	10	3+
Tyranid Warrior	5	3	5	4	2	5	2	10	5+
Gaunt	3	3	3	3	1	4	1	5	6+
Ripper Swarm	3	0	3	3	3	1	3	10	6+
Carnifex	4	3	10	6	4	2	2	10	3+

So, for example, I could decide to create a new hive fleet species list for Hive Fleet Arachnia using mutable genus to create new species as follows:

Swarm Tyrants (New species created from Tyrant genus)
Harpies (New species created from the Warrior genus)
Tyranid Warriors
Lictors
Termagants
Deathgaunts (New species created from Gaunt genus)
Nightgaunts (New species created from Gaunt genus)
Scythe Swarms (New species created from Ripper genus)
Biovores
Razorfex (New species created from Carnifex genus)

This brings my Hive Fleet Arachnia swarm to a total of 10 species, four taken straight from the army list and six created from mutable genus stock. Note that although both Deathgaunts and Nightgaunts are created from the Gaunt genus they are still two separate species.

TYRANID GENETIC MODIFICATION PROCEDURE

Creating a new Tyranid species is undertaken via the following the steps.

1. Select genus type. Genus which can be adapted are noted as being mutable as opposed to geno-fixed. Once a genus has been chosen, turn to the appropriate Genus Biomorph table.

2. Adapt the genus characteristics and weaponry. Each mutable genus has a list of possible biomorphs and bio-weapons available; you can choose up to the maximum number of biomorphs and bio-weapons indicated for the genus to create your new species.

3. Total the points cost of the biomorphs & bio-weapons and add it to the genus' basic cost to find the cost of your new species.

4. Fill in the new species on your hive fleet list and come up with a groovy name for it. When creating broods they must contain identically biomorphed creatures of the same species; the only way to get creatures with different characteristics into the brood is to include mutants. Whether or not the broods' bio-weapons must be identical is detailed in the Genus Biomorph tables.

It's important to note that although different creatures may be developed from a single mutable genus, each new creature is an extra species that will need to be added to the hive fleet's total number of species. Eg, Hive Fleet Arachnia includes two different sorts of Gaunts created using the modification procedure. The two different Gaunts are counted as two different species when it comes to totalling up the number of species in the swarm for the purposes of including mutants.

HIVE FLEET LIST FORCE ORGANISATION

Species derived from a mutable genus fit into the force organisation as follows.

Hive Tyrants	HQ
Tyranid Warriors	HQ and Elite
Gaunts	Troops
Ripper Swarms	Troops
Carnifexes	Heavy Support

Certain heavy genetic modifications to a species will change what category it occupies in the army list as shown below.

Type/Class	Modification	New Class
Warriors/HQ and Elite	Wings	HQ or Fast Attack
Warriors/ HQ and Elite	Heavy Weapons	HQ or Heavy Support
Warriors/ HQ and Elite	Heavy Weapons & Wings	Heavy Support
Gaunt/Troops	Wings	Fast Attack
Ripper Swarm/Troops	Wings or Leaping	Fast Attack

MOVEMENT BIOMORPHS

Leaping: 2x assault move. Always count full attacks in close combat even when 2" away. 3D6" fall back and advance distances.

Winged: 2x move. Ignore terrain moved over, may not enter difficult or impassable terrain (if forced to enter, model suffers one wound with no armour save). 3D6" fall back and advance distances.

GAUNT BIOMORPH TABLE

Max: 4 Biomorphs
Brood Size: 8 to 32
Basic cost: 4 pts
Type: Troops

BASIC RULES

Fleet of Claw: All Gaunt species are exceedingly fast on their claws. To represent this all Gaunts benefit from being fleet of claw (or fleet of wing if winged), so Gaunt models may move an extra D6" in the Shooting phase if they don't shoot. This movement is unaffected by difficult ground.

Characteristic	Biomorph	Cost
Movement: –	Leaping (See Generic Traits) Winged (See Generic Traits)	+3 pts +4 pts
Weapon Skill: 3	Adrenal glands: +1 WS	+1 pt
Ballistic Skill: 3	Enhanced Senses: +1 BS	+2 pts
Strength: 3	Toxin Sacs: +1 S	+2 pts
Toughness: 3	None	–
Wounds: 1	None	–
Initiative: 4	Adrenal glands: +1 Init.	+1 pt
Attacks: 1	See Bio-weapons	–
Leadership: 5	None	–
Save: 6+	Extended Carapace: 5+ Sv	+1 pt

Biomorph Enhancements: Flesh hooks: 1 pt; Implant attack: 2 pts; Bio-plasma attack: 4 pts

Bio-weapons (choose one): Spinefist: 1/2 pts; Devourer: 2/4 pts; Fleshborer: 3/5 pts; Scything talons: 2 pts

Notes: *A maximum of one biomorph may be chosen for each characteristic (Move, Weapon skill, etc). Any number of biomorph enhancements may be chosen subject to the maximum total number of biomorphs. One bio-weapon must be chosen. Bio-weapons costs are shown separately for S3/S4 Gaunts. All creatures in the same brood must have the same bio-weapons and biomorphs. Winged broods count as Fast Attack choices and gain the ability to use the Deep Strike scenario special rules.*

Example 1: Termagant species
4 pts basic + Fleshborer +3 pts = 7 pts

	WS	BS	S	T	W	I	A	Ld	Sv
Termagant	3	3	3	3	1	4	1	5	6+

Example 2: Nightgaunt species
4 pts basic + Winged +4 pts, Scything talons +2 pts, Implant Attack +2 pts= 12 pts

	WS	BS	S	T	W	I	A	Ld	Sv
Nightgaunt	3	3	3	3	1	4	1+1	5	6+

Example 3: Deathgaunt species
4 pts basic + Leaping +3 pts, toxin sacs +2 pts, Scything talons +2 pts = 11 pts

	WS	BS	S	T	W	I	A	Ld	Sv
Deathgaunt	3	3	4	3	1	4	1+1	5	6+

WARRIOR BIOMORPH TABLE

Max: 6 Biomorphs
Brood Size: 3 to 9
Basic cost: 14 pts
Type: HQ or Elite

BASIC RULES

Synapse Creature: Tyranid warriors have the Synapse Creature hive mind power and are the most common form of Synapse creature. To represent this broods of Tyranid warriors may be taken as both HQ and Elite choices.

Characteristic	Biomorph	Cost
Movement: –	Leaping (See Generic Traits) Winged (See Generic Traits)	+10 pts +14 pts
Weapon Skill: 4	Adrenal glands: +1 WS	+2 pts
Ballistic Skill: 2	Enhanced Senses: +1 BS	+2 pts
Strength: 4	Toxin Sacs: +1 S	+3 pts
Toughness: 4	None	–
Wounds: 2	None	–
Initiative: 4	Adrenal glands: +1 Init.	+1 pt
Attacks: 2	See Bio-weapons	–
Leadership: 10	None	–
Save: 5+	Extended Carapace: 4+ Sv	+3 pts

Biomorph Enhancements: Flesh hooks: 1 pt; Implant attack: 4 pts; Bio-plasma attack: 6 pts

Bio-weapons (choose two): Spinefists: 4/6 pts; Devourer: 6/8 pts; Fleshborer: 7/8 pts; Deathspitter: 8/10 pts; Barbed strangler: 10/15 pts*; Venom cannon: 15/20 pts*; Scything talons: 2 pts; Lash whips: 5 pts; Rending claws: 6 pts

Notes: *A maximum of one biomorph may be chosen for each characteristic (Move, WS, etc). Any number of biomorph enhancements may be chosen subject to the maximum total number of biomorphs. All creatures in the same brood must have the same biomorphs but may have different bio-weapons. Bio-weapons costs are shown separately for S4/S5 Warriors, two bio-weapons must be chosen. If more than one warrior in the brood is armed with a bio-weapon marked * the brood counts as a Heavy Support choice. Winged broods count as Fast Attack choices and gain the ability to use the Deep Strike scenario special rules.*

Example 1: Tyranid Warrior 'Huntsman' Species
14 pts basic + Adrenal glands - WS +2, Enhanced senses +2, Toxin sacs +3, Adrenal glands - I +1, Rending Claws +6 Deathspitter +10 = 38

	WS	BS	S	T	W	I	A	Ld	Sv
Huntsman	5	3	5	4	2	5	2	10	5+

Example 2: Tyranid Warrior 'Lasher' Species
14 pts basic+ Adrenal glands - WS +2, Enhanced senses +2, Toxin sacs +3, Adrenal glands - I +1, Spinefists +6, Lash whips +5, = 33

	WS	BS	S	T	W	I	A	Ld	Sv
Lasher	5	3	5	4	2	5	2	10	5+

Example 3: Tyranid Warrior 'Harpy' Species
14 pts basic, Winged +14, Toxin sacs +3, Devourer +8 Scything talons +2 = 41

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

Beyond the human galaxy, beyond the range of spacecraft and astrotelepathy lies the unspeakable cold of the intergalactic gulf. Few men have ventured into this empty realm and none have ever returned. It is the great barrier that divides galaxy from galaxy, a place where time and space conspire to hold the galaxies apart with inconceivable distances.

That void is no longer empty. An immeasurably ancient and implacable intelligence moves through it, its many eyes fixed on the glittering stars of our galaxy. The Great Devourer moves between the stars and hungers for all that lies before it. This great organism, this monstrous entity men know as the Tyranid race.

Even by naming the Great Devourer, men betray their ignorance. Every thought and action, every spark of life in the Tyranid race is bound and interlinked into a single great organism stretching over light years of space and controlled by the immortal hive mind. A billion times a billion Tyranids stand at the rim of the galaxy, each one no more than a single cell in the living body of the hive mind, the devourer of worlds.

Across the heavens the flotilla of bio-ships stretched out, impelled by instinct to hibernate again until new prey was found, new resources could be plundered. In their wake was left a bare rock orbiting a star, scoured of every organic particle, stripped of all but the most basic elements. Nothing was left of the farming world of Langosta III, there were no testaments to the humans who had once lived there. Now all that was left was an airless asteroid, the unmarked deathplace of three million people.

RIPPER SWARM BIOMORPH TABLE

Max: 2 biomorphs
Basic cost: 10 pts
Brood Size: 5 to 10
Type: Troops

BASIC RULES

Mindless: Ripper swarms never fall back and are assumed to pass all Morale checks.

Vulnerable to blasts: Template and Blast marker weapons inflict 2 wounds instead of 1 on Ripper swarms.

Small targets: Ripper swarms in cover are extremely hard to hit so their cover save is improved by +1.

Bio-weapons (up to one): Spinefist: 4 pts

Characteristic	Biomorph	Cost
Movement: –	Leaping (See Generic Traits) Winged (See Generic Traits)	+4 pts +10 pts
Weapon Skill: 3	Adrenal glands: +1 WS	+2 pts
Ballistic Skill: 0	Enhanced Senses: BS 2	+2 pts
Strength: 3	Toxin Sacs: +1 S	+3 pts
Toughness: 3	None	–
Wounds: 3	None	–
Initiative: 1	Adrenal glands: +2 Init.	+2 pts
Attacks: 3	None	–
Leadership: 10	None	–
Save: 6+	Extended Carapace: 5+ Sv	+2 pts

Notes: *A maximum of one biomorph may be chosen for each characteristic (Move, Weapon Skill, etc). Any number of biomorph enhancements may be chosen subject to the maximum total number of biomorphs. All creatures in the same brood must have the same bio-weapon and biomorphs. Rippers are an exception to the normal rules in that they do not have to be given a bio-weapon.*

Example 1: Scythe Swarms 10 pts basic + Leaping +4, Adrenal glands – I +2 = 16 pts

	WS	BS	S	T	W	I	A	Ld	Sv
Scythe Swarm	3	0	3	3	3	3	3	10	6+

HIVE TYRANT BIOMORPH TABLE

Max: 8 biomorphs
Basic cost: 74 pts
Brood Size: 1
Type: HQ

BASIC RULES

Tyranid Monstrous Creature: The Hive Tyrant is a Tyranid monstrous creature and follows the special rules on pages 6 & 7.

Hive Mind powers: Hive Tyrants always have the following psychic powers: *Synapse Creature; The Horror.*

In addition, a Hive Tyrant may be upgraded to use further psychic powers chosen from the following list:

Catalyst: 10 pts
Psychic Scream: 15 pts
Warp Blast: 25 pts
Warp field: 25 pts

Biomorph Enhancements: Flesh hooks: 2 pts; Implant attack: 8 pts; Bio-plasma attack: 10 pts

Bio-weapons (Choose two): Spinefists: 12/15 pts; Devourer: 15/20 pts; Fleshborer: 15/20 pts; Deathspitter: 20/25 pts; Barbed strangler: 20/25 pts; Venom cannon: 30/40 pts; Rending claws: 4 pts; Lash whips: 8 pts; Scything talons: 8 pts

Characteristic	Biomorph	Cost
Movement: –	Winged (See Generic Traits)	+40 pts
Weapon Skill: 5	Adrenal glands: +1 WS	+4 pts
Ballistic Skill: 3	Enhanced Senses: +1 BS	+8 pts
Strength: 5	Toxin Sacs: +1 S	+8 pts
Toughness: 6	None	–
Wounds: 4	None	–
Initiative: 4	Adrenal glands: +1 Init.	+4 pts
Attacks: 3	See Bio-weapons	–
Leadership: 10	None	–
Save: 3+	Extended Carapace: 2+ Sv	-+15 pts

Notes: *A maximum of one biomorph may be chosen for each characteristic (Move, Weapon Skill, etc). Any number of biomorph enhancements may be chosen subject to the maximum total number of biomorphs. Bio-weapons costs are shown separately for S5/S6 Hive Tyrants. Two bio-weapons must be chosen. Winged Hive Tyrants gain the ability to use the Deep Strike scenario special rules.*

Example 1: Swarm Tyrant
74 pts basic + Psychic scream +15 Adrenal glands – WS +4, Enhanced senses +8, Flesh hooks +2, Implant attack +8, bio-plasma +10, Fleshborer +15, Scything Talons +8 = 144 pts

	WS	BS	S	T	W	I	A	Ld	Sv
Swarm Tyrant	6	0	5	6	4	4	3+1	10	3+

CARNIFEX BIOMORPH TABLE

Max: 6 biomorphs
Basic cost: 70 pts
Brood Size: 1
Type: Heavy Support

BASIC RULES

Tyranid Monstrous Creature: The Carnifex is a Tyranid monstrous creature and follows the special rules detailed on page 6.

Biomorph Enhancements: Flesh hooks: 2 pts; Implant attack: 8 pts; Bio-plasma attack: 15 pts

Bio-weapons (Choose two): Devourer: 20/25 pts; Deathspitter: 30 pts; Barbed strangler: 30/35 pts; Venom cannon: 45 pts; Scything talons: 8 pts; Lash whips: 5 pts; Rending claws: 2 pts

Notes: *A maximum of one biomorph may be chosen for each characteristic (Move, Weapon Skill, etc). Any number of biomorph enhancements may be chosen subject to the maximum total number of biomorphs. Bio-weapons costs are shown separately for S9/S10 Carnifexes where appropriate. Two bio-weapons must be chosen.*

Characteristic	Biomorph	Cost
Movement: –	None	–
Weapon Skill: 3	Adrenal glands: +1 WS	+4 pts
Ballistic Skill: 2	Enhanced Senses: +1 BS	+4 pts
Strength: 9	Toxin Sacs: +1 S	+6 pts
Toughness: 6	None	–
Wounds: 4	None	–
Initiative: 1	Adrenal glands: +1 Init.	+6 pts
Attacks: 2	See Bio-weapons	–
Leadership: 10	None	–
Save: 3+	Extended carapace 2+ sv	10 pts

Example 1: Razorfex 70 pts basic Adrenal glands – WS +4, Adrenal glands – I +6, Extended Carapace +10, Flesh hooks +2, bio-plasma +15, Scything talons +8, Rending claws +2 = 117 pts

	WS	BS	S	T	W	I	A	Ld	Sv
Razorfex	4	2	9	6	4	2	2+1	10	2+

Transcripts 1853a - 14437Ω: 0425098.M41
Subject: Species 43798 - Tyranid/Tyran/Tyrant/Xenos
Rating: General Consumption Conscriptium/Order of Zenox

Ω ¨ 1 4 4 3 7 Ω Ω ¨ ...

STUDY OF ALIEN STRATEGY CXII: TYRANID HIVE FLEETS.

THREAT EVALUATION: PRIMUS/TRIPLE ALPHA

MUNITORUM STRATEGIC INTELLIGENCE COLLECTIVE 827/II

OVERVIEW

This study has been one of the most difficult in the experience of the strategic collective. The primary problem of strategic examination of the aliens designated as the Tyranid race is engendered by their mobility and methods of attack. Hive fleets of varying sizes have been encountered by the Imperium and only one unifying feature of their methods has been established, to whit that the Tyranids maintain no permanent establishment on habitable worlds once they have been subdued. It appears that hive fleets stop in one place only long enough to strip the worlds they have conquered before disappearing into deep space until they strike again. In strategic terms the hive fleets' attacks appear to be primarily opportunistic. As worlds with desirable resources are discovered the nearest hive fleet will move to consume them. Thus, relentlessly, the Tyranids are drawn towards inhabited space and the most densely populated areas of the Imperium. As such this document will confine itself to the known capabilities and actions of the Tyranids. Addenda shall be added as and when overall strategic objectives for the Tyranid hive fleets can be determined.

PARTICULARS

The invasion of a system by Tyranids can be broken into five discrete phases: Discovery, Approach, Attack, Subdual and Consumption.

PHASE I: DISCOVERY

Discovery of potential targets is undertaken primarily by warp-capable scout-drones which disperse among the star systems close to a hive fleet. Over the course of decades these living ships methodically investigate planets and, upon discovery of likely candidates, seed worlds with 'vanguard' organisms such as Lictor and Genestealer infiltrators and various Gaunt species. It is believed that the psychic signature of these creatures draws the hive fleet to them proportionally to their numbers. If the Tyranid nests are fruitful and multiply quickly the hive fleet is soon drawn to the apparently rich feeding grounds, less successful colonies appear to be given a lower priority .

This method is also employed by the use of wrecked space hulks to carry pockets of Genestealers ahead of the hive fleet on the uncertain currents of the Empyrean. If the creatures arrive at an inhabited world they can infect its populace with a genetic corruption and achieve a vanguard of hybridised slaves which will also attract the attention of a hive fleet. The success of this approach can be gauged by the fact that Genestealers have been encountered aboard space hulks in every Segmentum of the galaxy. Likewise, Genestealer infestations are commonplace enough that the High Lords have issued no less than eighty decrees pertaining to their cleansing by Exterminatus in the last decade.

If all else fails it is believed that the hiveships perform some form of spectrographic analysis of the radiation from the nearest stars to select a destination. This has been borne out by the fact that 72.3% of encounters with hiveships (as opposed to the smaller drones) have taken place in systems containing class F2IV-K9V stars.

PHASE II: APPROACH

The arrival of the hive fleet is preceded by what the Adepts term 'The Shadow In the Warp', a psychic disturbance which renders Astropathic communication impossible, blots out the Astronomicon and renders warp travel extremely unpredictable. Both the relativistic distance and size of the hive fleet affect the intensity of the warp-shadow, but in several reported instances entire sectors have disappeared beneath it. As such the shadow in the warp forms an uncertain compass of the Tyranids' movements; all too often the target of their attack becomes apparent only after it has been enveloped and rendered unapproachable.

The bio-ships which comprise the fleet may either exit the warp simultaneously at the edge of the system or, in many reported instances, exit in deep space and drift towards their objective. This latter approach renders the hive fleet virtually invisible to long-range augury and Astrotelepathic detection. There has been speculation that some hive fleets may actually drift through realspace for the entire voyage between systems, but as this would entail a journey time of (at least) centuries in hibernation it must be consigned to the realm of conjecture.

PHASE III: ATTACK

The Tyranid invasion is begun by the hiveships releasing spores into the target planet's atmosphere. The mix typically includes mycetic spores for landing 'vanguard' and 'main force' ground assault swarms, spore 'mines' of a corrosive, poisonous and/or explosive capability, zoomorphic symbiotes and parasites, plus fertilisation, weather modification and necrotic varieties. [See sub file 15/Spore release breakdown]

Flying creatures are also dispatched in great numbers, primarily swarms of winged Gaunt species tended to by the dropship-sized Harridan brood organisms.

PHASE IV: SUBDUAL

In the initial phases of invasion the flying swarms make concentric attacks in an effort to herd lifeforms into the path of ground swarms. Pre-existing Vanguard organisms will move to join the advance, presumably sharing their information of local DNA, topography and resistance with higher synaptic receptors of the Tyranid hive mind. Ground swarms are typically swift moving in this period, comprising largely of Gaunt species and Tyranid Warriors joined by vanguard Lictors and Genestealers.

The primary weapon of the Tyranids at this time is terror, their objective the encirclement of all motile lifeforms on the planet prior to consumption. Resistance is attacked and overrun as quickly as possible, regardless of casualties to the Tyranids themselves. Battles are frequently reinforced and expanded by the direct dropping of additional mycetic spores from the hiveships in orbit.

The ground swarms are continuously reinforced with increasingly powerful contingents of Tyranid Warriors, bio-artillery and specialised organisms like the Carnifex assault-beasts and Hive Tyrants. As resistance lines stabilise they are infiltrated or smashed with coordinated wave attacks and mycetic spore drops. Centres of resistance are surrounded, besieged by the gathering of increasingly large and powerful swarms until they are overrun.

PHASE V: CONSUMPTION

Strictly speaking the consumption of the planet under attack is continuous from the moment the hiveships achieve low orbit and release organisms into the atmosphere. However, the point upon which the hiveships begin to replenish their reserves of bio-mass from the planet is a discrete phase which forms the culmination of the Tyranid assault.

Initially, emerging Tyranid feeder organisms spring up in the wake of the ground swarm's advance, motile ones following hard at its heels while sessile varieties spread and multiply at a ferocious rate, hybridising or absorbing native life. Carrion from the battlefields is quickly consumed and used by several species to pupate and metamorphose into larger lifeforms. Bio-factory organisms harvest and transmute the remaining feeders into nutrient gels which are employed to feed the fighting swarms and droneship-haulers which replenish the hiveships in orbit. During this period climate and humidity is subject to modification as increasing numbers of Tyranids organisms manipulate weather patterns to achieve maximum growth, carbon dioxide and nitrogen are leached away, leading to an increasingly oxygen rich environment. As resistance is overcome more and more of the planet's surface is stripped bare by continuous harvesting until the hive fleet concludes its actions by draining the planet's atmosphere and seas. At this point many hiveships will calve, adding to the fleet's numbers of drone-vessels and immature bio-ships. The attack complete, the hive fleet will then move into deep space again to seek a new target.

TRANSCRIPT ENDS [14436]

SUB FILE: 15/SPORE RELEASE BREAKDOWN

TYPE	SAMPLE WORLD		
	Devlan	Ichar IV	Triplex Phall
Mycetic	24.3%	28.3%	29.2%
Mines	12.6%	14.3%	32.6%
Zoomorphs	06.6%	05.5%	02.1%
Fertiliser	22.0%	26.5%	00.0%
Weather	11.2%	15.4%	11.1%
Necrotic	17.6%	06.7%	21.3%
Unknown	05.7%	03.3%	03.7%
Gross tonnage (estimated):	24 billion	86 billion	1.5 trillion

Sirs, having recently returned from the front in the Diatan Sector I find myself moved to send this missive. Events I witnessed during the battles on Virsh 4 and Stardock have convinced me utterly that our current strategic policies are failing to halt, or even slow the Tyranid advance. Time and again we have been told to work with what we have, to strike and then escape before the Tyranids can overwhelm us, but manpower is critically short and every skirmish costs us almost as dearly as the aliens, every retreat forces us to abandon equipment and fortified positions. This cannot continue.

+++

We retreat, we fall back, we make strategic withdrawals, we consolidate, we evacuate. When in the name of all that's holy are we going to fight back against the Tyranid threat? Events at Ichar IV and Macragge have proved that the hive fleets can be stopped, but where are the armies and the ships to stop them again? Why have the Adeptus Mechanicus ceased sending us munitions and weapons from their forge worlds? Do they believe they can stand alone and seek only to protect their own domains? These are important questions which demand answers at the highest level and, in my personal opinion, the punishment of those responsible - assignment to penal regiments in the path of the Tyranid advance would seem most appropriate.

+++

Believe me, sirs, I can appreciate that outposts and minor stations cannot be held against the infernal numbers of these aliens without an unconscionable expenditure of force, I have seen with my own eyes the results of such folly. I can also appreciate that the strategy of Holy Terra is not mine to question, but I fear the perspective gained from viewing reports from thousands of light years away belies the seriousness of the situation here on the eastern fringe.

+++

Entire planetary populations are being consumed by the Tyranids, and the ongoing loss of agri-worlds and mining facilities is slowly but surely bleeding Ultima Segmentum white. At current rates of loss the Imperium's hold at the eastern extent of the Astronomicon will be entirely gone within two centuries. I cannot believe that the Imperium is willing to sacrifice the holdings won with such difficulty by countless Rogue Traders, crusades and purges over the millennia. As I was taught at the Progenium, the IXth Book of Dogma states "The moment you stop to count the cost, that is the moment you fail".

+++

I must end this message now. Reports are coming in of a hive fleet sighting at Aranis, and I go to muster our remaining forces. We have secured the aid of two Chapters of the Adeptus Astartes but they are few and the foe are many. I only pray that they make a difference.

Yours in Faith

Commissar General Vortigus Hornth,
Acting Warmaster; Diatan Sector,
Ultima Segmentum. 285/988.M41

+ TO: ACTING WARMASTER HORNTH++

++ REINFORCEMENTS DIVERTED DUE TO ORK INCURSIONS; ARMAGEDDON SECTOR, FAUST SECTOR, DAMOCLES GULF.

++ AD. MECH TITHES UNDER INVESTIGATION.

++ REGIMENTS RAISING: ARKONAS, L. MCINTYRE, TYRON VI, LAW, FORTEAN 863. EST. ARRIVAL WARZONE, 16-22 MONTHS TERRA STANDARD.

++ HOLD WITH CURRENT FORCES.

++ MESSAGE ENDS ++

Dawn broke clear and bright over the world of Tethris. Flesh-plants waved delicate fronds in the first glowing rays of the sun, screw-grass writhed as it sank its roots deeper into the hard earth. Strangle-vines tightened their grip on the ruins of an Imperial outpost, rendering steel and plastic down to their constituent parts ready for absorption. On the horizon the upright cones of spore chimneys gouted dark smoke into the skies, readying the clouds which would bring the afternoon's fertilizing rain. In response to the distant stimulus of the hive mind, millions of sharp-fanged Rippers tore free of their hatching mats, obediently writhing forth to consume the abundant fruits of the mass of alien vegetation which had sprung up over the preceeding night.

As they gorged themselves to bursting, the simple lifeforms swarmed to digestion pools clustered around twisting capillary towers, their short lives ending as they gave up their harvest in the searing acids and enzymes of the pools. Fluids rose through the translucent veins of the organic towers, flushing them with colour as the bounty of the planet was conveyed up filaments which reached up into the sky until they were lost to sight. In the icy void of space the vast, stony-skinned hive ships clustered at the filaments, suckling up the nourishment of the planet below.

There was a ripple of excitement in the hive consciousness, an undercurrent of anticipation. This world was almost drained now, within a few more revolutions the last of its biomass would be consumed and the hive ships would cluster in tighter. They would strip away its atmosphere and drink its oceans, covering their mile-long bodies with frozen sheaths of oxygen and hydrogen, nitrogen and chlorine in preparation for the journey ahead. When all was done, when Tethris had been reduced to an infertile ball of rock, the hive fleet would move on and begin its hunt again, searching for a new prey-world to feed upon. New lifeforms would be absorbed, new codes added to the vast genetic knowledge of the fleet.

Without warning a change swept through the hive consciousness. Rippers ceased their harvesting, those about to enter the digestion pools turned aside, digging down and pupating instead. The smoke from the distant chimneys reddened as they released necrotising spores, the flesh-forests came alive with the screams and roars of denizens roused to fury. High in space the hive ships sensed the approach of otherlife. Prey-that-fought had come to challenge the hive for its prize.

A storm of light and heat burst through the atmosphere, bathing the land with man-made fire.

****

The cell was small, no more than three paces from one iron wall to another. The presence of the Space Marine, even stripped of his armour, reduced it to nothing. Brass and steel chirugeon-machines were hooked into the giant's black carapace, labouring to repair the deep burns seared across it. Inquisitor Kryptman viewed the hulking Space Marine impassively, weighing his ability to report against his evident pain. The warrior's heavy-jawed face was stoic, and he spoke first.

"I am fit to report, Inquisitor, I've suffered worse."

"You led the Cobra squadron to Tethris and participated in the Exterminatus."

"Aye, though there was little honour in dropping out of the warp to launch cyclonic torpedoes and then fleeing."

"Tyranids are creatures without any concept of honour. You had to fight anyway by all accounts."

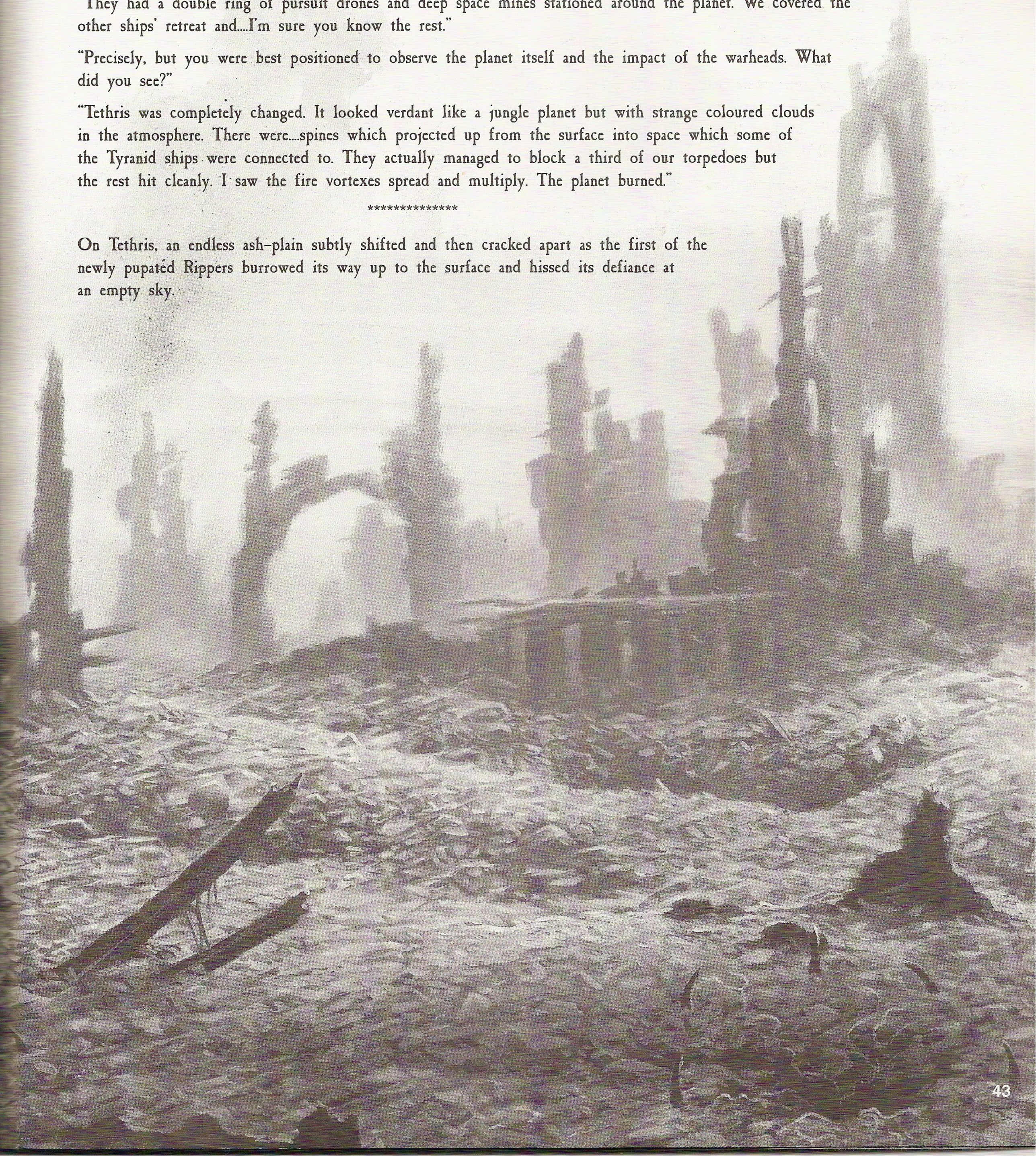
"They had a double ring of pursuit drones and deep space mines stationed around the planet. We covered the other ships' retreat and....I'm sure you know the rest."

"Precisely, but you were best positioned to observe the planet itself and the impact of the warheads. What did you see?"

"Tethris was completely changed. It looked verdant like a jungle planet but with strange coloured clouds in the atmosphere. There were....spines which projected up from the surface into space which some of the Tyranid ships were connected to. They actually managed to block a third of our torpedoes but the rest hit cleanly. I saw the fire vortexes spread and multiply. The planet burned."

****

On Tethris, an endless ash-plain subtly shifted and then cracked apart as the first of the newly pupated Rippers burrowed its way up to the surface and hissed its defiance at an empty sky.



CITIZENS BEWARE!

IMPERIAL ORDER 5.393/UE/73947U. CITIZEN INFORMATION DOCUMENT.
IN CASE OF ALIEN SPORE ATTACK FOLLOW THESE RULES:

1] DO NOT PANIC. UPON HEARING THE WARNING SIREN PROCEED IN A CALM AND ORDERLY FASHION TO THE NEAREST SHELTERS AND REMAIN THERE UNTIL THE ALL-CLEAR IS SOUNDED.

2] DO NOT ATTEMPT TO RESCUE FRIENDS, PETS OR LOVED ONES; YOU WILL ONLY ENDANGER THEM AND YOURSELF.

3] ONCE WITHIN A SHELTER YOU ARE SAFE. DO NOT LEAVE THE SHELTER UNTIL THE ALL-CLEAR IS SOUNDED.

4] IF YOU SEE AN ALIEN SPORE AND NO WARNING SIREN IS OPERATING OR THE ALL-CLEAR HAS ALREADY SOUNDED CONTACT YOUR DISTRICT SUPERVISOR IMMEDIATELY.

IF YOU ARE TOO FAR FROM A SHELTER TO REACH ONE EASILY DO NOT PANIC. SPORES ARE ATTRACTED PRIMARILY BY MOVEMENT AND DETONATED BY EITHER PHYSICAL CONTACT OR SONIC, HEAT AND PRESSURE CHANGES WHICH INDICATE A LIVING CREATURE IS NEARBY. AS SUCH THEY ARE EASILY AVOIDED BY THE FOLLOWING MEANS:

1] REMAIN INDOORS. SEAL ALL DOORS AND WINDOWS. IF THERE IS A CELLAR, BASEMENT OR UNDERGROUND REFUGE OF ANY KIND PROCEED THERE AND WAIT FOR THE ALL-CLEAR.

2] DO NOT ATTEMPT TO USE VEHICULAR TRANSPORT, TRANSPORT TUBES OR GRAV RISERS TO LEAVE THE AREA, THIS WILL ONLY ATTRACT MORE SPORES.

3] IF SPORES ARE IN SIGHT DO NOT MOVE. MAKE NO SOUND. IF SPORES ARE GOING TO MAKE PHYSICAL CONTACT MOVE SLOWLY AND CALMLY AWAY.

4] THE MINISTORUM RECOMMEND HYMNAL XXIV 'IMPERATOR WE ABJURE THEE' AS INSPIRATIONAL LITERATURE UNDER THESE CONDITIONS.

REMEMBER CONTACT WITH ALIENS IS A CRIME
AS AN IMPERIAL CITIZEN IT IS YOUR DUTY TO OBEY THESE RULES.

FAILURE TO COMPLY IS PUNISHABLE BY SUMMARY EXECUTION (AD.ORDER 432./OW.5568).

KNOW YOUR FOE!

Soldiers of the Imperium take heed! Failure to comply with these directives puts you and your comrades at risk!

++Commit to: Council of Lord Drakes entry 76429++Crossfile to: Techno Magus record entry 1782543++Input Date: 1768999.M41+++Input Clearance: Apothecary Master Talosarian+++Source: Biologis Research station: NewHallefuss+++Transmitted: Capitol Ship: Reaper in the Gloom++Transmitter: Astropath Prime Felnun++Receiver: Astropath Terminus Korbarrain+++Thought for the Day: Fear not to use the biggest gun+++Subject: Threat Assessment; Tyranid

Since our first sporadic contacts with Genestealers there have been many misconceptions associated with them. We first thought they were indigenous to the moons of Ymgarl, later this was determined to be in err and subsequently a xenocide campaign was conducted on said moons. [ref. GWTC.9] When the Tyranid hivefleets came upon the Imperium, the creatures were named in relation to the first notable planet to fall before their advance, the Explorator station of Tyran. [ref. GWTC.6]. Subsequent studies after the Battle of Macragge proved there to be a direct relationship between Tyranids and the so-called Ymgarl Genestealers.

Initial scientific and intelligence reports indicated both Tyranids and Genestealers were akin to hive insects and that they were basically all of the same race, with significant bioengineering accounting for the diverse forms. Recent encounters with the hivefleet designated Harbinger have caused us to reassess our position. Through the activities of the Adeptus Mechanicus and the Apothecarian conclave we have been able to examine and report in depth on the physical and mental characteristics of many creatures from this hive fleet. Subjects were captured by the Honoured 1st Cohort Wyverns, under Dragon Priest Tanner, using stasis field generators produced by Grand Artificer Keplars' factories. This allowed for some of the first living examinations of many Tyranid organisms. The results are nothing short of astounding.

Preliminary attempts to classify the biology of the creatures met with considerable difficulty due to the existence of multiple redundant systems for respiration and circulation. Skeletal systems were internal as well as external thus allowing for little internal, space but providing exceptional resilience and strength. It was determined by examination of twenty seven different creatures with twenty two different morphologies that the creatures are not in fact the same 'race'. They do have many similar characteristics, which leads us to our next point.

Note: All of the large specimens carried at least three very small parasites or symbiots. [ref MBf.12575-12577] Two varieties of these carried bacterium lethal to humans. [ref MBf.12868] Radiation in high doses proves fatal to these particular strains.

Recommend: Lvl 6 bombing of any cleansed areas to prevent outbreak.

Typical physiology within Tyranids organisms

Skeletal structure:

- External Carapace thickness increases exponentially with increased body mass.
- Internal Skeleton density likewise increases with body mass.
- Substantial mass percentage allocated to structural support in larger organisms. [Leads to significant natural armour and resistance to damage]
- [ref.AMA/MB$##.....] Link inactive Key target/weak point thesis non-functional

Circulatory System:

- Open System: blood vessels incomplete, haemolymph bathes intercellular spaces.
- Closed System: closed, one systemic & two branchial hearts.
- Phage Cells: Most of the Tyranids examined had amoebae-like cells within their blood, which appeared to serve no purpose. Close examination of these later brought the realisation that these cells act as digestive systems. It is theorised that Tyranids (at least the advanced ones) feed on a preprocessed liquid which may be absorbed through osmosis within the larger hive vessels. [Anomaly. ref.ripper.qv] These very active cells serve many functions and are the most dangerous component of Tyranid venom against Space Marines [additional information will be forwarded as tests conclude] This renders many, if not all, standard poisons inefficient and lessens the effect of any structural damage.

Tyranid Phage Cell
Subject test ref: 15ß
Morphid strain

- Adrenal Glands: Many Tyranid organisms feature oversized sac-like growths which appear to be cultivated separately and implanted after gestation. These simple symbiote organisms, feed off the creatures' bodily fluids and metasize them into a highly enriched 'soup' of adrenaline-based compounds. In combat and periods of heightened activity the symbiotes pump the adrenaline by-products into the host creature, significantly heightening aggression and reflex speeds.

Tyranid Phage Cell - Callo Specimen

Respiration System:

- Gills -- specialised portions of appendages.
- Flattened, filaments. May be hidden in carapace [ref.MBf12886], ventilated by scaphognathite, also tracheal gills, extensions of body surface w/tracheae
- Cutaneous diffusion on sacklike simple lungs [ref.MBf12899] with many symbiotic bacteria. [Allows adaptation to nearly any atmosphere].

Digestive system: None [see Phage Cells]

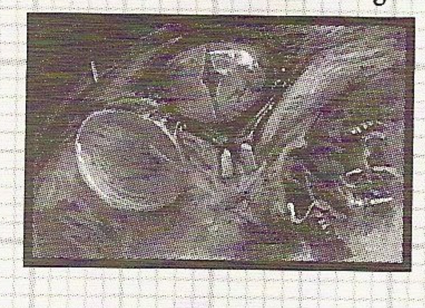
- [addendum: ripper swarm/larvae]

Ocular organs:

- No palpebrae, Hard exterior.
- Meibomian glands: Modified sebaceous glands.
- lysozyme -- antibacterial enzyme (similar to many known creatures).
- Sclera: black, cornea also black, Vertical pupils visible under UV light. [ref.BMf.12869]

- Vulnerable to high intensity light over compensation response 'flash blinding' quick recovery.

File 472/-437 Occular Organ



Reproductive: Genestealers, Hormagaunts, Gargoyles and Termagants have been known to reproduce. It is unknown at this time whether Warriors, Lictors and Zoanthropes are able to do so. Hive Tyrants are thought to be universally 'male' while the female counterpart may be the monstrous Dominatrix. It has been found that the ripper swarms common on ravaged worlds are the larval forms of many different Tyranids. The large amount of energy required to complete a metamorphosis is rapidly accumulated to excess when the swarms begin stripping the biomass from a planet. Rippers feed until they become satiated and excrete a basic rendered form of all material consumed. Constituent amino acids, proteins, sugars, carbohydrates and basic minerals were excreted in a greasy liquid. Presumably this is for use by other creatures, [q.v. Norn-Queens], which could not or did not gain nourishment directly from the biomass. Ripper swarms seem to be the first stage of a symbiotic digestive system which encompasses the entire hive.

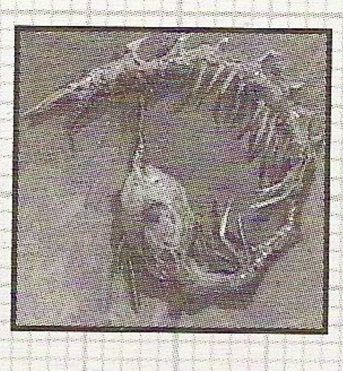
Organs: The lack of any discernible liver, kidneys, digestive tract and other glands allows the creatures to use this valuable biological space to house additional defenses, muscle and redundant systems. It is very difficult to kill a Tyranid without inflicting significant damage to several systems unless the central nervous system is severely damaged. Please see attached report on vulnerable locations for Tyranid organisms. [ref.AMA/MB$##.....] Link inactive key target/weak point thesis non-functional.

Addendum. Subtext -
[subject. Structural durability of Tyranids]
Evolution as we define it requires many generations of gradual adaptation. Tyranids seem to evolve 'as needed' maintaining all adaptations that are deemed useful and adding redundant systems within already adequate ones to bolster the organism. Many define this as bio-engineering, but the two are mingled in such a way as to be inseparable when discussing Tyranids. Also, when ancestors or proto-organisms are discussed, typically the older organism is no longer around but in the case of Tyranids, creatures which evolve almost certainly still have existing ancestors. The Tyranid Norn-Queens process genetic material gathered by the swarm and look for evolutionary steps or Biomorphs which could provide useful results within the hive. [ref.WD145.3738]

Tyranids may be described as a convergent rather than divergent form of life. DNA, RNA and other tests show that there are several creatures that have evolutionary ancestors within the group, however others show no connection. Convergent life takes a form and only adapts it by removing others from the ecosystem, usurping their place, absorbing them, and mimicking those aspects deemed useful for continued survival. As these creatures enter a biosphere they systematically eliminate all biomass, feeding upon not only the nutritional content but the evolutionary history as well. Within the Hive ships there exist great brood chambers wherein lie the sleeping and maturing warriors of the hivefleet. As new genetic information is gained, this in turn is relayed to the metamorphosing creatures in a process

similar to that of the Space Marine Omophagea. In this way they are able to adapt to new atmospheres and poisons very quickly by making modifications to their own metabolism while still in the developmental stage. Hormagaunts, which were thought to be a recent adaptation, seem to be nearly as ancient as all the other Termagant species. Perhaps there are creatures within the hive fleets which have not awakened in eons, which when we do see them we will mistakenly believe to be new creatures, rather than adaptive killers brought about by a millennia of sporadic evolution.

Another matter of considerable import is that of the so-called 'Hive Mind'. With the help of the Epistolary Drukha, we were able to determine which creatures had true intelligence and which seemed to rely only on instinct when isolated from the Hive Mind. Examination and comparison of bestial creatures versus higher organisms noted a significant biological difference within the creatures' brains. Hivenode creatures [Tyranicus Tyranicii, Tyranicii Preafeceta] were found to harbour a complex truncated organ within the brain which seems to be the source of psychic activity and control of lower organisms. Zoanthropes have the most pronounced use, allowing them to hurl bolts of psychic force capable of destroying battle tanks.



Synaptic Cortex Bundle - Xenos lab Fenris Ω

Three types of organs were found, Master, Independent and Slave. Master organs constantly radiate thoughts and commands as well as read stimulus from other organs.

Independent organs receive but do not broadcast any slaver signal. Slave organs require stimulus from master organs and many creatures with this organ function only on instinct when removed from Master influence.

Example: When placed within 'contact' range of a Tyranicii Preafeceta, all Gaunt species behaved similarly. When the stimulus was removed the Gargoylisii and Termagauntii both exhibited diminished faculties while the Hormagauntii became completely animalistic.

Thus it could be possible to jam these emanations and disrupt the orchestration of the entire attack. We are currently working on developing a modulator, which will cause excessive feedback to the source. [ref.TFk.17534].

Note: Individual creatures are unable to manifest the warp disturbances, which blanket worlds attacked by the fleet, even at minute levels. Thus this phenomenon has been attributed to either the Hive Mind circuit overloading the warp with psychic messages, or a constant flux of overwhelming power from an as yet unknown source.

The hive fleet is quite literally a mobile ecosystem. It must be capable of sustaining itself for unimaginably long periods of time if it crossed the intergalactic void. All the individual creatures have become symbiotic with one another, many depending on others for food or defence or guidance. Within the hive ships, individual 'creatures' have been seen to act like bloodcells, but examination of these indicates they are in fact part of the hiveship, not a separate creature at all. Thus their self-destructive behaviour is understandable in protection of the body whole.

Addendum: Tyranid Toxins

Toxin Sac - File 34/5945738.M40

Tyranid toxins are astonishingly lethal, capable of overwhelming even a Space Marine's augmented physiology. This appears to be achieved by taking a 'shotgun' approach. The toxin is a mixture of highly reactive inorganic poisons, haemotoxins, aflotoxins, neurotoxins, acidic nodules and phage cells.

Within the Space Marine's body most of these are dealt with quickly but it appears that the phage cells are very destructive very quickly, seemingly being excited to action by the body's attempts to destroy them. They mimic the outer surface of native cells and set about destroying anything that they encounter. They do this by locking onto receptors on the outside of the cells and then releasing a matching permanent block onto them shutting down the cells' function.

This damage in effect sends the Larramans cells into overdrive causing blocked blood vessels on a bodily scale. We have been unable to create a systemic defence other than treatment with P.A.R. at double normal levels within minutes of exposure. This is now standard in all Narthecium.

Durability

The surprising biological durability of Tyranids is of direct interest to the forces of the Imperium. What follows is analysis of Tyranid biological defenses to projectile and directed energy weaponry.

Subset [imperial armoury]

1. Muscular: The muscular sheath within all the creatures of the hive fleets [known] exhibit a cross-threaded fibrous nature which is as effective as standard issue bf430. Flak Armour. Primarily defensive against projectiles, this is a major factor within the organism, once primary defensive chitin and tissue have been breached.
2. Skeletal: The thick external chitin shells, coupled with the internal dense silicate-rich skeleton offer a high degree of protection from both energy and projectile weapons. The outer carapace is baffled with internal cysts containing 'Tyrgel' a viscose organic liquid (92,987 cps) with astounding thermal capacity.

Directed energy weapons are unlikely to cause lethal damage through these areas without being of an anti-armour nature. The protection afforded by the chitin itself is proportional to the density and thickness ranging from 5-14 Moh. The 'Tyrgel' also depletes the inertial energy from projectile and fragmentation weapons. All Tyranicus Tyranicii, Tyranicus Cruentusea and derivatives are exceptionally durable and contain the highest percentage of these cysts. Overall bio-mass density gradient 1.659 with significant proportions allocated to skeleton. [human<1.175].

3. Enzemic: Phage cells neutralise any poisons and/or biological attacks. They are also capable of releasing an enzyme that will polymerize the 'Tyrgel' [qv] upon exposure. This occurs whenever the cysts are ruptured and seals the breech with remarkable efficiency to avoid the loss of essential bodily fluids.
4. Biological function: as described elsewhere the redundant systems of respiration and circulation, coupled with the lack of digestive systems within most Tyranids allows them to sustain extensive non-lethal damage. Termagauntus Termagauntii have been seen to survive the loss of all limbs without expiring due to fluid loss [see enzemic entry]. Many may function for hours or days with severe thorasic damage and may fully recover from seemingly lethal wounds [ref.subfile9/batrep/Tyranid/Ravener].

Intense Radiation [ref: Cobalt bomb] is effective in planetary applications but hive fleet structures are biologically defended by an as yet unknown means. Thus it is within the evolutionary scope of the Tyranids to cope with this threat.

All those attempting to slay Tyrannidic creatures with ranged weapons should consider this information. Carapace areas should NOT be targeted, except by anti-armour weapons. Eyes, neck, and joints are the weakest areas of nearly all Tyrannidic organisms. However extremity damage is unlikely to ever prove lethal except in extreme instances.

Draco Legion Biomedical Research station:
NewHallefuss

Magis Vidgeis Salvi..

Hive Fleet Behemoth 745.M41

Hive Fleet Behemoth was the first documented encounter between Mankind and the Tyranid race. An Adeptus Mechanicus Explorator station at Tyran identified a number of worlds in the eastern fringes which had been mysteriously stripped of all their 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 extra-galactic 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 which descended upon Prandium, the beautiful garden world which was once called the jewel of Ultramar.

Finally, Chapter Master Marneus Calgar mustered everything he could for a last ditch defence of the Ultramarines' homeworld of Macragge. The formidable orbital defences of Macragge and Calgar's daring tactics enabled the embattled defenders to break up the first wave of attacks. A second wave of hive ships was countered only thanks to the late arrival of an Imperial Battlefleet from Segmentum Tempestus. Hive Fleet Behemoth was all but destroyed at Macragge, but only at a terrible price; Admiral Rath, commander of the Imperial fleet, was lost aboard his flagship the Dominus Astra. His proud fleet of two hundred vessels was reduced to a mere handful in the fighting. Tens of thousands were killed on the planet when the Tyranids made landings at its two polar defence fortresses. The Ultramarines' entire veteran 1st Company was wiped out defending the fortresses to the last Space Marine.

Hive Fleet Kraken 992.M41

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 galactic scale, Kraken moved as many 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 in 993.M41.

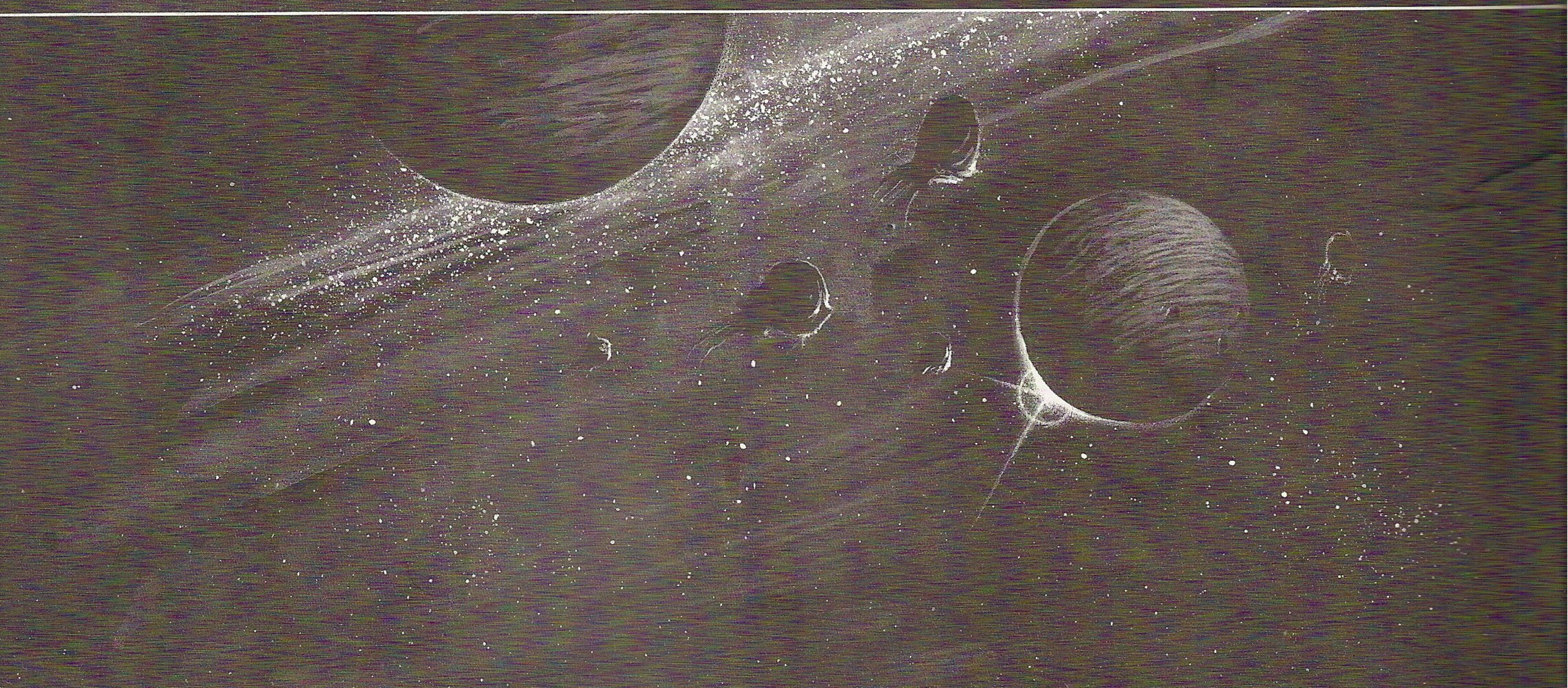
By the grace of the Emperor the Ultramarines were present and once again their Chapter Master presided over a major defeat of the Tyranid armada. This time, however, the Tyranids were fought primarily on the surface of Ichar IV and a terrible toll was paid by its population, the planet being left a charnel house of death and destruction. At around the same time the Eldar craftworld of Iyanden was besieged by another part of the hive fleet, and while it also survived the assaults of wave upon wave of Tyranids it was left a shattered and crumbling remnant of its former glory. Even after suffering these two defeats Hive Fleet Kraken was not stopped, but two tendrils of its advance were shattered and the critical situation developing on the Eastern Fringe was stabilised somewhat.

The Splinter Fleets 993.M41

The scattered remnants of the Tyranid attack on Ichar IV appear to have fled towards the galactic core, driving well within the defensive lines being drawn to combat Hive Fleet Kraken. These splinter fleets have now become if anything an even greater threat as they raze unsuspecting and ill-defended worlds far from the warzones. Splinter fleets may comprise of as few as a dozen hive ships, but are still more than capable of overwhelming an isolated agri-world, colony or outpost. Running battles with the splinter fleets are draining the defences against Kraken even further, and the fleets themselves are regaining their strength as they feast on the bounty of the worlds they eradicate.

Hive Fleet Leviathan 997.M41

Once again it was Inquisitor 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 galactic rim, striking it edge-on as they emerge from the intergalactic void. The hive fleet which he has named 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. It was noted with some satisfaction that the centre of this new invasion was close to the Ork empire of the Overfiend of Octarius, ensuring that the enemies of the Emperor will be destroying each other. However, consideration of the Tyranids potentially assimilating large quantities of the heavily engineered DNA which makes Orks such successful survivors and incorporating it into their own bio-constructs has made this prospect considerably less appealing. It is also feared that a major exodus of Orks may be triggered by the Tyranids' advance, pressuring Imperial worlds even further. Leviathan appears poised to take a giant bite out of the galactic disk, and when it does so the effect of the Shadow in the Warp cast by the hive fleets will render the systems within virtually unreachable. The terrible fate of the worlds destined to be within the closing maw betrays an alien intelligence operating on a frightening scale.



XENOS IMAGNIFIER

Only worlds of strategic or historical importance shown

HALO ZONE

SEGMENTUM OBSCURUS

SEGMENTUM SOLAR

SEGMENTUM PACIFICUS

SEGMENTUM TEMPESTUS

ULTIMA SEGMENTUM

Tela Luxteraeli Terminatus

ICHAR IV
IC04.01
Orb. Dist. 1.4AU
1.21G/Temp 50˚C
Hive World
Tithe Grade: Exactis Extremis
Aestimare: B100
Population: 500,000,000,000
Genestealer insurrection crushed by Ultramarine Chapter
One Hive Fleet Invasion defeated

Lomas Principal Hive

TYRAN first recorded contact with Tyranids

Hive Fleet Kraken 992.M41

DELTA TAO (Perdita)

RADNAR Hive World *(infested)*

GRAIA Factory World

MOLOCH Mining World

MIRAL Death World

SOTHA Home World of the Emperor's Scythes Space Marines

SALEM Ecclesiarchy World Monastery

ESPANDOR Cardinal World

Hive Fleet Behemoth 745.M41

QUINTARN Agri World

KONOR Adeptus Mechanicus Research World

ESPANDOR Cardinal World

TARENTUS Agri World

CALTH Cavern World

IAX Garden World

MASALI Agri World

TALASSAR Ocean World

PARMENIO Ultramarine Training World

PRANDIUM *Dead World*

TALASA PRIME *Inquisition Fortress*

Extent of Ultramarine Realm of Ultramar

- Star System
- Dead Star System

Magos Imager
Median Galactic Plane
Axial View

Z

GALACTIC CORE

Y

X

HOLY TERRA Seat of His Divine Imperial Majesty

Northern Polar Defence Fortress Ultramarine 1st Company destroyed

Fortress of Hera and Shrine of the Primarch

MACRAGGE
UL01.01
Orb. Dist. 2.01AU
1.48G/Temp 23˚C
Adeptus Astartes Home World
Tithe Grade: Adeptus Non
Aestimare: D0
Population: 400,000,000
Defeat of Hive Fleet Behemoth (qf: Battle of Macragge 745.M41)

High Altar of the Adeptus Mechanicus

Forge Base of War Gryphon Titan Legion

Hive Fleet Leviathan 997.M41

CARPATHIA (Perdita)

NEW HOPE Frontier World

POSUL Home World of Mortifactors Space Marines

VALEDOR Cathedral World

RIGANT Agri World

TESLA PRIME Adeptus Mechanicus Weapons Testing Planet

TIRATHAIN Eldar Exodite World

DACIA Adeptus Mechanicus Explorator Base

ST. CAPILENE Missionary World

GRYPHONNE IV
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

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

DO NOT SEEK DEATH. DEATH WILL FIND YOU

CODEX

TYRANIDS

"There is a cancer eating at the Imperium. With each decade it advances deeper, leaving drained, dead worlds in its wake. This horror, this abomination, has thought and purpose which functions on an unimaginable, galactic scale and all we can do is try to stop the swarms of bio-engineered monsters it unleashes upon us almost by instinct. We have given the horror a name to salve our fears; we call it the Tyranid race, but if it is aware of us at all it must know us only as Prey."

Inquisitor Czevak at the Conclave of Har from The Har Transcriptorium

The Tyranids are the most rapidly evolving race in the galaxy. They are super-predators destined to hunt all others to extinction.

Inside you will find:

- **ARMY LISTS:** The complete Tyranid army list which allows you to choose your forces for a tabletop battle. Also included are Tyranid Hive Mind powers, symbiote bio-weapons and biomorph enhancements for Tyranid creatures.
- **HOBBY SECTION:** Sixteen full-colour pages packed with advice and tips on collecting, modelling and playing with a Tyranid army.
- **GENETIC MODIFICATION:** New rules for designing custom hive fleets, mutants and modifying Tyranid creatures to create unique species.
- **SPECIAL MONSTERS:** Two infamous Tyranid creatures are described: the Red Terror and Old One Eye!

This is one in a series of supplements for Warhammer 40,000.
You must possess a copy of Warhammer 40,000 in order to use the contents of this book.

www.games-workshop.com
ISBN 1-84154-013-7
PRODUCT CODE **60 03 01 06 001**

5 011921 956630 >

United Kingdom
Games Workshop Ltd,
Willow Road,
Lenton, Nottingham,
NG7 2WS.

Canada
Games Workshop Ltd,
1645 Bonhill Road,
Units 9-11,
Mississauga,
Ontario, L5T 1R3.

USA
Games Workshop Inc,
6721 Baymeadow Drive,
Glen Burnie, Maryland,
21060-6401.

Australia
Games Workshop Ltd,
23 Liverpool Street,
Ingleburn,
NSW 2565.

Japan
Games Workshop Ltd,
Willow Road,
Lenton, Nottingham,
NG7 2WS.

GAMES WORKSHOP

PRINTED IN THE UK

CITADEL MINIATURES

Citadel and the Citadel Castle, Codex, Games Workshop, the Games Workshop logo, Tyranids and Warhammer are UK registered trademarks of Games Workshop Ltd. and are trademarks of Games Workshop Ltd. in other countries around the world. The exclusive copyright in the contents of this package is the property of Games Workshop Ltd. © 2001. All rights reserved.