



In his 10 years at Games Workshop, Andy Chambers has risen from being the Studio's photography boy to be the mighty Warhammer 40,000 Overfiend.

With a host of games and Codexes behind him he is the all-seeing eye of Warhammer 40,000, and he's still got big plans for the 41st Millennium.

# CHAPTER APPROVED

BY ANDY CHAMBERS

From within the swirling maelstrom of gene-stripping that is the new Codex Tyranids, Pete Haines has found time to bring us rules for using huge gribbly Tyranid bio-constructs on the battlefield. I'm sure he sees this as a good thing but for those who have to face them it's a different matter.

## TYRANID MONSTROSITIES – A GUIDE TO SPAWNING



Big Pete Haines has spent most of this month feeding the hive mind, as this issue will show. All hail the Great Devourer! (No, NOT Fat Bloke!)

With the rules for the design of unique vehicles and war machines already out in the world, it is time for the undisputed masters of bio-engineering to strike back with living technology. If you have ever fancied having a bio-Titan lead your swarms into battle or wanted to have your Genestealers hitch a ride into assault range atop a hulking Malefactor, you can now play at being Norn Queen and spawn the bio-construct of your choice.

The Tyranid swarm as presented in Codex Tyranids focuses most closely on the common genotypes such as Tyranid Warriors and Carnifexes. As all Epic 40,000 players will know, the Tyranids don't stop growing at Carnifex size and there are many other Tyranid creatures such as the Harridan and the Exocrine which could potentially have been included. These guidelines are intended to allow the design of both Monstrous and Gargantuan (as large as War Engines – see WD251 for more on War Engines) creatures. Do not attempt to use these rules to create cheaper Hive Tyrants and Carnifexes – this isn't what the rules are for; systems for the personalization of these creatures exist already in Codex Tyranids. Use these rules for the really scarily large behemoths only.

Before you start though, remember that any creature created with these rules can only be used with your opponent's consent. This should not be

an obstacle – it is intended to encourage players who create characterful creatures and deter those looking to evolve a guarantee of victory. Whatever you design, the model you use should be significantly different from any existing Tyranid model and the WYSIWYG principle ('what you see is what you get' for the uninitiated) applies.

### STEP 1: ASSIGN A PROFILE TO THE CREATURE

All Tyranid creatures must have a profile; although they are potentially bigger than a tank they are living flesh and blood. The table below shows the minimum and maximum values for each characteristic. These will all be reflected in the points values

calculated later so don't worry too much about them for now, just allocate the values you feel are right. Any creature generated by this system is deemed to be a Tyranid monstrous creature and will therefore roll 2d6 for vehicle armor penetration and will ignore armor saving throws.

### ALLOCATING ATTRIBUTES

As a guide, remember that if you settle for the lowest practical attribute in each category then your creature might actually turn out to cost a feasible number of points rather than costing the same as two armies in its own right. With this in mind remember that no current Tyranid biped has more than Toughness 6 and that Toughness 9 or 10 should be reserved for the larger War Engine equivalent beasts.

#### BASIC PROFILE MINIMA AND MAXIMA

	Min	Max	Notes
WS	4	6	
BS	2	4	
S	5	10	*1
T	5	10	
W	3	5	*3
I	2	6	
A	1	3	*2
Ld	10	10	*4
Save	4+	2+	

\*1 All creatures generated by this system count as Tyranid monstrous creature (see Codex Tyranids page 6).

\*2 This represents the number of attacks used for calculating the number of ranged bio-weapon attacks the creature gets. This may be further increased for close combat purposes – see the section on close combat bio-weapons below.

\*3 A Gargantuan creature (see definition) must have from 1 to 10 additional Mass points.

\*4 May have Hive Mind Powers chosen from the following list. The points cost is listed for each. Make a note of these.

<b>The Terror</b> (5 points)	Compulsory if Gargantuan.
<b>Warp Blast</b> (30 points)	If Gargantuan, may extend range to 60* for an extra cost of 15 points and gains ability to fire d3 shots at an extra cost of 30 points.
<b>Warp Shield</b> (20 points)	If Gargantuan, the Warp Shield provides a 5+ Invulnerable save instead and costs an extra 10 points.
<b>Catalyst</b> (10 points)	If Gargantuan, the range is doubled at an extra cost of 5 points.
<b>Synapse</b> (10 points)	If Gargantuan, the range is doubled at an extra cost of 5 points.

## GARGANTUAN CREATURES AND MASS POINTS

Speaking of War Engine equivalents, these behemoths are referred to as Gargantuan creatures to distinguish them from Monstrous creatures. To represent their immense bulk, Gargantuan creatures must purchase Mass points. These may only be purchased by a Gargantuan creature and incur no further costs thereafter. Mass points serve a similar purpose to War Engines' Structure points.

When Gargantuan Tyranids are attacked, the weapons used may be capable of hurting the part of them that they hit but may not actually damage the creature as a whole. A Gargantuan creature's Mass points must be reduced to zero before any normal Wounds are lost. Mass points are only lost because of serious wounds. The severity of the wound is only considered after a successful Wound roll has been made and a saving throw (if any) attempted. Ordnance, massive or mega-weapons with Strength equal to or greater than the creature's Toughness will always inflict serious wounds. Other weapons with Strength equal to or greater than the creature's Toughness will inflict serious wounds on a 4+. In all other circumstances the wound is serious on a 6. This is summarized on the Wound Severity table.

For example a Trygon with Toughness 8, 5 wounds and 2 Mass is hit and wounded by a lascannon, because it has Mass points, normal Wounds will not hurt it but serious wounds will. Because the lascannon's Strength is greater than the Trygon's Toughness, it will inflict a serious wound on a 4+. If

## WOUND SEVERITY TABLE

	Ordnance, Massive or Mega- Weapon	Other Weapon
Attack's Strength is equal to or greater than the target's Toughness	Always a serious wound	Serious wound on a 4+
Attack's Strength is less than the target's Toughness	Serious wound on a 6	

the same Trygon was hit by a battle cannon then it would automatically be a serious wound because at Strength 8 the cannon matches the Trygon's Toughness and it is an ordnance weapon. An autocannon hit at Strength 7 does not match the Trygon's Toughness and will only inflict a serious wound on a 6.

## CALCULATE CREATURE'S BASE COST

Creatures cost 50 points per point of Mass plus 10 per Wound.

This is then adjusted by a percentage based the creature's Toughness and saving throw.

So, for example, the Trygon mentioned earlier costs 100 for Mass plus 50 for Wounds for a sub-total of 150. This is

then adjusted up 100% because it is Toughness 8 and has a save of 2+. The Trygon therefore costs 300 points.

## STEP 2: DETERMINE MOVEMENT TYPE

Tyranid creatures may be flyers (see appendix 1) but will otherwise move as infantry with a normal speed of 6", a 6" assault move and the ability to fire one weapon whether moving or not. In this context 'infantry' may not be appropriate as the creatures concerned slither, writhe, leap and crawl, but the effect is the same. This means that they move like normal infantry through difficult terrain. Remember though that because they are Tyranid monstrous creatures they will roll an extra dice to determine distance moved. Some

## CREATURE BASE COST TABLE

Base Cost Modifier (%)		Toughness					
		5	6	7	8	9	10
	4+	0	+10%	+25%	+50%	+75%	+100%
Save	3+	+10%	+25%	+50%	+75%	+100%	+125%
	2+	+25%	+50%	+75%	+100%	+125%	+150%



Sherman Bishop's scratch-built Trygon dwarfs this doomed commander from his Draco Legion Space Marine Chapter.

creatures may have additional Movement characteristics as detailed below.

**Fast.** The creature is capable of extremely rapid movement and may move and assault 9". May fire one weapon whether moving or not. This type of move is the same as that used by the Ravener in Codex Tyranids and the Codex explains how the move is affected by difficult terrain etc.

**Agile.** The creature is able to leap and bound with a dexterity that belies its bulk. It may move 6" and assault 12". It may fire 1 weapon whether moving or not.

**Winged.** Winged creatures are different to flyers. Flyers can sustain altitude for hours whereas winged creatures are far more limited. Winged creatures may move 12" and assault 6". They may fire one weapon whether they move or not. They are treated as if they are equipped with jump packs for difficult terrain purposes.

**Lumbering.** A lumbering creature is ponderous in the extreme and slow to react to enemy to its flanks or rear. The creature can move 6" and assault 6". All movement must be straight ahead and the creature may only make a single pivot of up to 45° at the end of its normal move. The creature may only assault if the enemy it is to assault is directly ahead. It cannot perform a sweeping advance, but may fire any number of weapons, whether moving or not.

**Flyer.** The creature can soar above the battlefield on huge wings, and it moves

as described in Appendix 2: Flyers and may fire one weapon on each pass over the battlefield.

If a creature is fast, agile or lumbering, increase its base cost by 25%, if it is winged increase its base cost by 50%, if it is a flyer increase its base cost by 100%.

Continuing the example of the Trygon, it is a normal creature, which leaves it still at 300 points.

### STEP 3: SELECT BIO-WEAPONS

A non-Gargantuan creature must have two bio-weapons, a Gargantuan creature must have two weapons and may have up to four. Some weapons count as multiple picks if they are especially large. The total number of weapons includes both close combat and ranged bio-weapons so choose carefully.

#### CLOSE COMBAT

There are four specific close combat weapons:

**Scything talons.** May be selected once or twice. Each selection adds 1 Attack to the number on the basic profile for close combat only.

**Rending claws.** May be selected once. These work as described in Codex Tyranids.

**Razor claws.** May be selected once. These are a massive version of rending claws that may only be used by Gargantuan creatures. When a creature scores a penetrating hit or successful wound on an enemy

vehicle, War Machine, monstrous or Gargantuan creature with it then D3 structure points, mass points or wounds are inflicted.

**Lash whip.** Works in the same way as in Codex: Tyranids; if used by a Gargantuan creature, it becomes ripper tentacles. Ripper tentacles affect war engines, lash whips don't. Lash whips cost 10 points, and an additional 10 x Mass for Gargantuan creatures.

All creatures must pay a cost for the attacks on their basic profile, as calculated from the close combat bio-weapons cost table.

Additional costs, each calculated from the basic value of the attacks must also be paid for both WS and BS.

Returning once more to the Trygon, the Trygon has two sets of scything talons counting as two weapons. It does not

#### CLOSE COMBAT BIO-WEAPONS COST TABLE

##### Normal attacks:

No. of Attacks x Strength

##### Rending Claws:

No. of Attacks x Strength x 1.5

##### Razor Claws:

No. of Attacks x Strength x 3

These are further modified by the creature's Initiative and WS value.

<b>Initiative 3:</b> +10%	<b>WS 4:</b> -
<b>Initiative 4:</b> +25%	<b>WS 5:</b> +25%
<b>Initiative 5:</b> +50%	<b>WS 6:</b> +50%
<b>Initiative 6:</b> +100%	

#### RANGED BIO-WEAPONS

Weapon	Strength						Notes
	5	6	7	8	9	10	
Fleshborer	3	5	10	15	20	20	*1
Devourer	3	5	10	15	20	25	*1
Spinefist	3	5	10	15	20	25	*1
Deathspitter	10	15	20	25	30	30	
Barbed strangler	15	20	25	30	35	40	
Spore Mine launcher	15 for one type of Mine other than Bio-acid 20 for Bio-acid Mine type only 25 if any two Mine types 30 if all three Mine types						*2
Venom cannon	15	20	25	30	30	30	*1
Acid spray	10	15	15	20	20	25	*2

All weapon points values are modified according to the creature's BS.

**BS 3:** +25%

**BS 4:** +50%

\*1 These weapons are modified based on the number of attacks on the creature's basic profile.

**2 Attacks:** +50%

**3 Attacks:** +100%

\*2 Not modified by creature's BS, may not select upgrades.



take rending claws, razor claws or lash whips/ripper tentacles.

The Trygon now has 4 normal Attacks x 8 Strength = 32 points. This takes its running total to 332 points. It has Initiative 2 which has no effect on its points value.

### SELECT RANGED BIO-WEAPONS

The next step is to select the ranged bio-weapons with which to arm your new pet, remembering the limits on number of weapons and ensuring you have not used them all up with clawing and biting weapons.

When allocating Tyranid weapons it is important to bear in mind that, depending on your movement type, there will be a finite limit on how many you can fire. It is therefore normally wiser to select a single impressive bio-weapon than numerous low-powered weapons. Also, only take the Massive upgrade when absolutely necessary – all Tyranid weapons are linked to the Strength of the creature carrying them as a matter of course, so attaching them to large beasts will make them very powerful without further upgrading.

In order to cope with the full range of Tyranid unpleasantness an additional weapon type is required – the acid spray. It may only be used in conjunction with creatures generated using this system and may not be used with Codex: Tyranids creatures.

#### Acid Spray

Template: Strength as creature/2 (round down); AP 3; Assault 1

The available ranged bio-weapons are listed in the table opposite, which specifies different costs based on the Strength of the wielder.

Additionally, weapons may be upgraded. There are four upgrades available that may be used individually or in combination. If a Monstrous creature takes both non-Gargantuan upgrades, then the combined item counts as two weapons. If a Gargantuan creature takes both Gargantuan upgrades then the combined item counts as two weapons.

#### Cluster

A cluster weapon features organic sub-munitions that spray acid or chitin shrapnel where it strikes. It gets a Blast marker if it does not already have one. If it does, then the Blast marker is upgraded to an Ordnance blast marker. This upgrade is only allowed to a Gargantuan creature. The upgrade adds 50% of the weapon's normal cost to its value.

#### Ranged

Weapons with the ranged upgrade are

(surprise, surprise) able to fire much farther than normal. Often, this will be due to more power in the muscle contractions or a longer 'barrel'.

Weapons with 12" range improve to 36"

Weapons with 18" range improve to 48"

Weapons with 24" range improve to 60"

Weapons with 36" range improve to 72"

The upgrade adds 50% of the weapon's normal cost to its value.

#### Spasm

The spasm power represents a sudden contraction of muscle that in turn triggers a ripple of further contractions. The effect is to allow a bio-weapon to be re-fired very quickly. A spasm weapon fires D3 times in a normal Shooting phase; if a normal version of the weapon being used gets multiple shots this upgrade gives D3 times the number of multiple shots. This upgrade is only allowed to a Gargantuan creature. The upgrade adds 100% of the weapon's normal cost to its value.

Weapons with a template must place additional templates touching the first in accordance with the rules for multiple barrages on page 58 of the Warhammer 40,000 rules.

#### Massive

A massive weapon functions like a mega weapon in the vehicle design rules, in that it adds +1 to weapon Strength and +1 to AP (for example, a S8, AP3 weapon would become S9, AP2). The weapon adds 100% of the weapon's normal cost to its value.

The Trygon does not have a ranged bio-weapon, but for example's sake let's assume that in addition to its scything talons it has a large bio-cannon. If we use the deathspitter as the base weapon it will cost 25 points because the Trygon has Strength 8. The Trygon has BS 4 for a modifier of +50% and 2 Attacks, which have no effect on the points cost of the bio-cannon (additional close combat attacks from scything talons do not count here). Finally the ranged and massive upgrades are taken for a combined modifier of +150%. The deathspitter now has a range of 48", Strength equal to the Trygon +2 (+1 for deathspitter, +1 for massive) and AP 3. It remains a blast weapon. This formidable gun would add 25 + 200% of 25 = 75.

### STEP 4: SELECT ADDITIONAL FEATURES

This is where you get the final little touches that make your creature truly beastly.



### ADDITIONAL FEATURES TABLE

**Amphibious:** Treat water as open terrain. 10 points.

**Transport:** Can transport up to 11 Wound capacity plus 5 extra Wound capacity for each Mass point allocated. Tyranid transports can carry creatures with 1 or 2 Wounds only. The transport capacity relates to the number of Wounds that may be carried. Passengers on a living creature mount and dismount as if they were travelling on an open-topped vehicle but may not fire when mounted.  
Cost: 5 points per one Wound capacity carried.

**Tunneller:** May always be placed in reserve, even if the mission being played does not allow it. The creature enters play using the Deep Strike rules.  
Cost: +25% of creature's total cost.

**Wrecker:** A wrecker can be used to attack terrain features or immobilized vehicles in base contact with it. Targets that will fit completely under an Ordnance template are destroyed on a roll of 6 on d6.  
Cost: 25 points.

**Bio-plasma:** As Codex: Tyranids – costs 2 points per point of Strength. Gargantuan creatures may make 1 Attack per Mass point. Cost: Strength x 4 x Mass points.

**Implant attack:** as in Codex: Tyranids. Cost: 1 point per point of Strength

**Claws & hooks:** as flesh hooks in Codex Tyranids.  
Cost: 1 point per close combat attack.



This many-clawed monster is Sherman Bishop's conversion for a Harridan, taken from his superb website.

The Trygon uses bio-plasma to blast its way through the enemy, with its Strength of 8 and Mass 2 this adds 64 points bringing it to a grand total of 396 points.

## APPENDIX 1: FLYERS

Tyranid flyers function in exactly the

same way as described for aircraft in WD251 Chapter Approved.

To summarize, flyers always begin the game in reserve. When one arrives, it is placed on a table edge facing in the direction it is to move. It remains there until after the opposing player's Movement phase when it moves in a

straight line to the point where you would like it to fire its weapons. It is at this point that the enemy gets to fire at it. They may fire, measuring to any point between the flyer's initial and current position, but must add 12" to the range to represent altitude.

A Tyranid flyer is hit normally as they make gliding attack runs rather than the power dives used by aircraft. If the flyer model survives, it may fire back. The flyer then leaves the table. On subsequent Tyranid turns, the flyer may make another attack run on a roll of 2 or more on D6.

## APPENDIX 2: BESTIARY

The following examples relate to well-known Tyranid creatures that feature in Epic 40,000, designed using this system. We have stuck to the mid-range creatures, as these will be most useful in normal games.

### HARRIDAN .....488 POINTS

The Harridan is a massive leather-winged monstrosity, it carries Gargoyles to battle clinging under its wings and fires its deadly bio-cannons to terrible effect during its attack runs.

	WS	BS	S	T	W	I	A	Ld	Sv
Harridan	4	4	8	7	5	2	3	10	4+

- Mass 2
- Flyer
- Bio-cannon (venom cannon, massive, cluster, spasm)

Note that the Harridan cannot drop off Gargoyles during its attack runs. Instead it should be assumed that any deep striking Gargoyles have flapped down from a passing Harridan.

**MALEFACTOR.....240 POINTS**

One of the general variety of assault spawn, the Malefactor carries a brood into battle under its thick carapace and blasts a hole in the enemy lines with its acid jets and frag spines. Malefactors are difficult to kill and are capable of a surprising turn of speed.

	WS	BS	S	T	W	I	A	Ld	Sv
Malefactor	4	4	7	8	5	2	3(4)	10	2+

- Fast
- Scything Talons (increases number of assault attacks to 4)
- Fragmentation Spines (spinefist, massive)
- Transport (Can carry up to 11 Wounds worth of creatures)

**EXOCRINE.....128 POINTS**

Bred to stalk opponents at long range, its forelimbs are fused together to provide a skeleton for a further weapon symbiote firing high velocity chitin shells with a silicon-based penetrator core. A surge of isometric muscle contractions starting in the head frill provides the motive power along with an electromagnetic boost from adapted nerve bundles.

	WS	BS	S	T	W	I	A	Ld	Sv
Exocrine	4	4	8	6	3	2	1	10	2+

- Normal speed
- Bio-cannon (Deathspitter, ranged, massive)

**DACTYLIS.....118 POINTS**

The Dactylis lives to hurl Spore Mines at the Tyranids' enemies with machine-like precision at very long ranges. The Dactylis' forelimbs are long and multiple-jointed, covered in corded tendon and muscle which make a distinctive cracking sound when released. When initially encountered the Dactylis' ammunition was invariably a parasitic creature called a Bile Pod that fed off glands at the rear of the Dactylis' cranium. In practice they functioned like Poison Spore Mines. Recently the cranial glands have supported spore-generating colonies of bacteria providing a greater variety of payload.

	WS	BS	S	T	W	I	A	Ld	Sv
Dactylis	4	4	5	6	3	2	1	10	2+

- Lumbering
- 2 Spore Mine dischargers with all Spore Mine types.

**TRYGON.....396 POINTS**

The Trygon is a massive, snake-like organism, the size and weight of a Baneblade. It is distinguished by its trademark attack of flaring electrical energy. The Trygon is a living weapon that generates an electrical field from the thousands of scales that cover its mass. Energy from the scales, generated by the Trygon's movement, is conducted along hardened nerve synapses to its blade-like forelimbs.

	WS	BS	S	T	W	I	A	Ld	Sv
Trygon	4	4	8	8	5	2	2(4)	10	2+

- Mass 2
- Scything Talons 2 (takes number of assault attacks to 4)
- Bio-plasma

**HARUSPEX.....88 POINTS**

The Haruspex is another genus of assault spawn. Equipped with short-ranged bio-weaponry, it is intended to rush at the enemy lines, squirting acid and fragmentation spines. Its mandibles are very powerful and anything resisting them will have its armor weakened by acid.

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

- Fast
- Acid jets (acid spray)
- Fragmentation spines (spinefist, massive)

**WHAT'S  
CHAPTER APPROVED  
ALL ABOUT?**

Each month, Chapter Approved takes a look at the Warhammer 40,000 game and its rules, introducing new scenarios, weapons, rules and army list entries of all types, frequently stolen from Codexes in progress here at the Studio. It also acts as a forum for dedicated players of Warhammer 40,000 who have produced inspired, well thought out and just plain brilliant additions to the game (as reviewed and arbitrated by that well-known model of fairness and balance - me). If you've got something good for Chapter Approved then write to me at the address given here.

**Note:** Please don't include rules queries etc. with your letters, as the volume of mail means that in most cases I won't be able to send individual replies.

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