

Tyranid Forces

Troops

Name	Type	Speed	Agility	Ballistic	Assault	Defense	Armour	Morale	Psychic
Tyrant Guard	Infantry	4"	4	0	2	4	7	0	0
Warriors*	Infantry	6"	4	1	2	4	6	0	1
Ravenors	Infantry	8"	5	1	2	4	5	0	0
Biovores	Infantry	4"	2	1	0	3	5	0	0
Termagants	Infantry	6"	4	0	1	4	2	0	0
Genestealers**	Infantry	9"	5	0	3	5	2	0	1
Rippers	Infantry	4"	4	0	1	2	8	0	0

Monstrous Creatures

Name	Type	Speed	Agility	Ballistic	Assault	Defense	Armour	Morale	Psychic
Hive Tyrant*	Monster	4"	4	1	4	4	5, 10	0	2
Carnifex	Monster	4"	4	0	5	4	5, 10, 20	0	0
Zoanthrope*	Monster	4"	2	0	0	3	4, 8	0	4
Lictor**	Monster	8"	6	0	3	6	4, 8	0	0
The Red Terrors*	Monster	8"	5	0	4	5	5, 10	0	0

*These are "synapse" organisms

** These are independent organisms

Tyranid Swarms - Instead of acting and reacting by units, 'nids use swarms. These are ad hoc units based around a synapse creature. To activate a swarm, nominate a synapse creature. That creature and all tyranids within 6" of it will then either act or react, depending on whose turn it is.

Tyranid Suppression- Tyranids do not accumulate combat fatigue and cannot be suppressed

Turnovers- A turnover is forced when a synapse or independent organism model is disabled

Independent Organisms- These act like regular units, but do not receive combat fatigue, and cannot be out of unit coherency.

Mutations

Chameleonic Scales	Adds 1 point to the model's Defense Score
Hive Nodes	Model counts as synapse organism
Adreneline Sacs	Adds 1 point to the model's Assault Skill
Regeneration	Model gets a free hero point against all attacks
Warp Field	Reduces Damage by one step (heavy becomes light, etc)
Shock Field	Causes an extra point of combat fatigue to target units in assault actions
Winged	Doubles the model's speed but reduces its agility by one point
Leaping	Allows the model to triple, rather than double, march action moves
Extended Carapace	Adds 1 point to the model's Armour score

Tyrannid Bio-Weaponry

Ranged Weaponry

Name	Range	Power	Rate of Fire	Accuracy	Special
Deathspitter	6"	3	1	0	Double handed, Blast
Devourer	4"	2	2	0	Double handed, Barrage
Venom Cannon	8"	5	0	0	Heavy, Barrage, AT+2
Barbed Strangler	8"	3	4	1	Heavy, Blast, Barrage
Fleshborer	6"	2	1	0	Double handed
Spike Rifle	8"	3	0	1	Double handed
Strangleweb	4"	2	0	1	Double handed, Barrage

Melee Weaponry

Name	Range	Power	Rate of Fire	Accuracy	Special
Claws	PB	2	0	1	Single handed
Rending Claws	PB	3	0	0	Single handed, AT+1
Scything Talons	PB	2	1	0	Single handed

Assorted Nastiness

Name	Range	Power	Rate of Fire	Accuracy	Special
Flesh Hooks	2"	2	2	1	Grenade
Bio-Plasma	2"	4	1	0	Grenade, Blast
Spine Fist	2"	2	1	2	Single handed

Spore Mines

Name	Range	Power	Rate of Fire	Accuracy	Special
Explosive	12"	3	4	1	Blast (uses model)
Acid Spray	12"	4	2	-1	
Strangler	12"	2	0	1	Barrage