

TYRANID CORE FORMATIONS

FORMATION	CORE UNITS	NORMAL	BIG	UPGRADES	POINTS
Assault Swarm	Two Tyranid Warrior units and eight Termagant units	225	400	Replace up to six Termagants with Hormagaunts	Free
				Add any number of Termagants	15 each
				Add up to five Gargoyles	20 each
				Add up to three Biovores	25 each
				Add one Hive Tyrant	50 each
				Add up to three Carnifex	50 each
Add one Hierodule	125 each				
Brute Swarm	One Hive Tyrant and three units chosen from the following: Exocrines, Haruspexes, Malefactors	200	350	Add up to three from the following: Ravens, Zoanthropes	35 each
				Add up to three from the following: Exocrines, Malefactors, Haruspexes	35 each
				Add any number of Termagants	15 each
				Add up to three Biovores	25 each
				Add up to four Dactylis	50 each
				Add up to two Hierodules	125 each
Genestealers	Six Genestealer units	150	-	Add any number from the following: Exocrines, Haruspexes, Malefactors, Zoanthropes, Ravens	35 each
				Replace up to six from the following with Carnifex: Exocrines, Haruspexes, Malefactors	15 each

TYRANID SUPPORT FORMATIONS

(Up to one for each Core formation taken)

FORMATION	CORE UNITS	NORMAL	BIG	UPGRADES	POINTS
Dominatrix	One Dominatrix	500	-	Add any number of Termagants	15 each
				Add up to four Hierodules	125 each
				Add up to six from the following: Carnifex, Dactylis	50 each
				Add up to three from the following: Exocrines, Haruspexes, Malefactors, Ravens, Zoanthropes	35 each
Genestealers	Six Genestealer units	150	-	Add up to three Genestealers	25 each
Nest Swarm	One Hive Nest and four units chosen from the following list: Termagants, Hormagaunts	175	-	Add any number of Termagants	15 each
				Add up to four Biovores	25 each
				Add up to four Exocrines	35 each
				Add up to four Dactylis	50 each
Zoanthropes	One Zoanthrope	250	-	Add any number from the following: Zoanthropes, Ravens	35 each

TYRANID RARE FORMATIONS

FORMATION	CORE UNITS	NORMAL	BIG	UPGRADES	POINTS
Spore Mine Swarm	Six Spore Mine Clusters	150	-	-	-
Harassment Swarm	One Harridan and two Gargoyle units	250	-	Add four Gargoyles	50
Hierophant	One Hierophant Bio-Titan	300	-	-	-
Hydraphant	One Hydraphant Bio-Titan	500	-	-	-
Lictor Swarm	Five Lictor units	250	-	Add up to three Lictors	35 each
Subterranean Swarm	One Trygon and two Ravener units	250	-	Add up to four Ravens	35 each

USING THE ARMY LIST

- A maximum of a third of the points available to the army may be spent on Tyranid Rare Formations.
- Swarms can come in two sizes, normal and big. The number of core units refers to the number of units in a normal formation. If the points are paid for a big formation then the number of units is doubled.
- A Tyranid formation may include any of the extra units listed under upgrades. You may include any number of extra units in a formation unless it is specifically noted otherwise. If there is a limitation then the limit is doubled for a big formation.

CODEX TYRANIDS

Name	Type	Speed	Armour	Strategy Rating: 1			Initiative: 2+			Notes
				C	F	Weapons	Range	Firepower		
Hive Tyrant	AV	20cm (30cm)	4+ (5+)	3+	5+	Venom Cannon Scything Talons	30cm Base Contact	AP5+/AT6+ Assault Wpn, MW, +1A	Commander, Fearless, Synapse, Reinforced Armour, Leader May have wings - 30cm speed, Jump Pack, armour 5+	
Tyrannid Warriors	Inf	20cm	5+	3+	5+	Venom Cannon Death Spitters Rending Claws	30cm (15cm) Base Contact	AP5+/AT6+ Small Arms Assault Wpn, +1A	Fearless, Synapse, Leader	
Termagants	Inf	20cm	-	6+	5+	Fleshborers	(15cm)	Small Arms	-	
Hormagaunt	Inf	20cm	-	5+	-	Talons	Base Contact	Assault Wpn, +1A	Infiltrators	
Gargoyles	Inf	30cm	-	6+	6+	Fleshborers Swarm strike	(15cm) 15cm	Small Arms AA6+	Jump Packs	
Genestealers	Inf	20cm	6+	4+	-	Rending Claws	Base Contact	Assault Wpn, +1A	Infiltrators, First Strike, Scout, Synapse	
Lictors	Inf	20cm	5+	4+	-	Scything Talons	Base Contact	Assault Wpn, MW, +1A	Infiltrators, First Strike, Scout, Teleport	
Raveners	Inf	20cm	5+	3+	6+	Death Spitters Scything Talons	(15cm) Base Contact	Small Arms Assault Wpn, MW, +1A	Infiltrators, Teleport	
Biovore	LV	20cm	6+	6+	5+	Spore Mines	30cm	1BP, Disrupt, Indirect	-	
Spore Mine Cluster	LV	15cm	5+	-	5+	Explosive Spores	15cm	AP5+/AT5+/AA5+	Skimmer, Scout	
Carnifex	AV	20cm	4+	3+	6+	Spore Cysts Scything Talons	(15cm) Base Contact	Small Arms Assault Wpn, MW, +1A	Fearless, Reinforced Armour	
Zoanthrope	AV	20cm	5+	6+	5+	Warp Blast <u>and</u>	30cm (15cm)	MW5+/AA6+, MW Small Arms, MW	Skimmer, Leader, Reinforced Armour	
Dactylis	AV	25cm	5+	6+	5+	Heavy Spore Mines	45cm	1BP, Disrupt, Indirect	Reinforced Armour	
Exocrine	AV	25cm	5+	5+	5+	Heavy Venom Cannon	30cm	4 × AP5+/AT6+	Reinforced Armour	
Haruspex	AV	25cm	5+	5+	-	2 × Scything Talons	Base Contact	Assault Wpn, MW, +1A	Reinforced Armour	
Malefactor	AV	25cm	5+	5+	5+	Spine Arms	(15cm)	Small Arms, +2A	Reinforced Armour	
Trygon	WE	20cm	4+	3+	5+	Bio-electric field Scything Talons	15cm Base Contact	2 × AP3+/AT6+, Forward Assault Wpn, MW, +1A	Fearless, Infiltrator, Reinforced Armour, Teleport, Synapse Dam Cap: 2, Crit: Killed	
Hierodule	WE	20cm	5+	4+	5+	Bio-cannon Crushing Claws	45cm Base Contact	2 × AP3+/AT4+, Forward Assault Wpn, MW, +1A	Fearless, Reinforced Armour Dam Cap: 3, Crit: Killed	
Harridan	WE	35cm	5+	4+	5+	Bio-cannon Crushing Claws	45cm Base Contact	2 × AP3+/AT4+, FF Assault Wpn, MW, +1A	Fearless, Reinforced Armour, Leader, Synapse, Skimmer Transport (Up to six Gargoyles) Dam Cap: 3, Crit: Killed	
Hive Nest	WE	0cm	4+	5+	6+	Ripper Swarms <u>and</u>	(15cm) Base Contact	Small Arms Assault Wpn, +1A	Fearless, Reinforced Armour, Leader, Synapse, Thick Rear Armour Dam Cap: 3, Crit: Killed	
Hierophant Bio-Titan	WE	25cm	5+	3+	5+	2 × Bio-cannon Massive Claws	45cm Base Contact	2 × AP3+/AT4+, Forward Assault Wpn, MW, +3A	Fearless, Reinforced Armour, Invulnerable Save, Synapse Dam Cap: 4, Crit: 1: MW6+ base, 2-5 +1 Dam, 6: Killed (May step over units and impassable terrain that is lower than its knees and up to 2cm wide)	

Hydraphant Bio-Titan	WE	20cm	4+	3+	4+	2 × Bio-cannon Bio-Acid Massive Claws Ripper Tentacles	45cm 15cm Base Contact Base Contact	2 × AP3+/AT4+, Forward 3BP, IC, Forward Assault Wpn, MW, +3A Assault Wpn, +2A, TK (D3)	Fearless, Reinforced Armour, Invulnerable Save, Synapse Dam Cap: 6, Crit: 1: MW6+ base, 2-5 +1 Dam, 6: Killed (May step over units and impassable terrain that is lower than its knees and up to 2cm wide)
Dominatrix	WE	20cm	4+	3+	4+	Bio-cannon Bio-Acid Energy Pulse <u>and</u> Massive Claws	45cm 15cm 30cm (15cm) Base Contact	2 × AP3+/AT4+, FF 3BP, IC, Forward AP4+/AT4+/AA5+ Small Arms, MW, +1A Assault Wpn, MW, +3A	Commander, Fearless, Leader, Reinforced Armour, Invulnerable Save, Synapse Dam Cap: 6, Crit: 1: MW6+ base, 2-5 +1 Dam, 6: Killed (May re-roll a single failed Initiative test (of any type) once per turn. May step over units and impassable terrain that is lower than its knees and up to 2cm wide)

Tyranid Special Rules

Synapse

Synapse units are more directly influenced by the Tyranid Hive Mind. A formation that has any Synapse units in it can capture objectives. If a formation has lost all its Synapse units or did not start with any then it may only contest objectives. Formations that include at least one Synapse unit don't receive blast markers for Gargoyle, Hormagaunt or Termagant units that are killed, and don't count Gargoyle, Hormagaunt or Termagant units that are lost in an assault when working out who has won the combat.

The Hunger

All Tyranid formations receive a +1 modifier to the dice roll when attempting to make an engage action or when rolling to rally in the end phase.

Fast and Slithering

Tyranid creatures can cover terrain very easily. Tyranid war engines, armoured vehicles and light vehicles do not have to take difficult terrain tests, they are assumed to automatically pass them. Impassable terrain is still impassable to them.

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