

KILL TEAM TYRANIDS

Codex: Tyranids

This team list uses the special rules and wargear found in Codex: Tyranids. If a rule differs from the Codex, it will be clearly stated.

Model Availability

You must follow the following model requirements when building your Kill Team:

- 1 Team Leader model
- 1-30 Core models
- 0-3 Special models



TEAM LEADERS

Warrior Prime

35 points

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

Wargear:

- Bonded Exoskeleton
- Devourer
- Scything Talons

Special Rules:

- Inspiring Presence
- Synapse Creature
- Shadow in the Warp
- Prime Node*

Prime Node:

The range of a Warrior Prime's synapse is increased from 12" to 24".

Options:

- May replace Scything Talons with:
 - Rending Claws 5 pts
 - Pair of Boneswords 10 pts
 - Lash whip and Bonesword 15 pts
- May replace Devourer with:
 - Rending Claws Free
 - Spinefists Free
 - Scything Talons Free
 - Deathspitter 5 pts
 - Barbed Strangler 10 pts
 - Venom Cannon 15 pts
- May take any of the following:
 - Adrenal Glands 5 pts
 - Toxin Sacs 5 pts
 - Bonded Exoskeleton 5 pts
 - Regeneration 10 pts
 - Wings 10 pts
- *May take any equipment from the Tyranid armoury including Warrior Prime only items.*

Zoanthrope

60 points

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

Wargear:

- Claws and Teeth
- Reinforced Chitin

Special Rules:

- Inspiring Presence
- Synapse Creature
- Shadow in the Warp
- Warp Field
- Psyker (Mastery Level 1)

Psychic Powers:

Before the battle the Zoanthrope may choose two Psychic Powers from the following list to have for the duration of the game:

- Warp Blast (Codex: Tyranids)
- Warp Lance (Codex: Tyranids)
- Assail (Telekinesis)
- Smite (Biomancy)
- Psychic Shriek (Telepathy)

Broodlord

60 points

WS	BS	S	T	W	I	A	Ld	Sv
7	0	5	5	3	7	4	10	4+

Wargear:

- Rending Claws
- Hardened Carapace

Special Rules:

- Inspiring Presence
- Synapse Creature
- Fleet
- Infiltrate
- Move Through Cover
- Psyker
(Mastery Level 1)

Psychic Powers:

The Broodlord has the Aura of Despair and Hypnotic Gaze psychic powers from Codex: Tyranids.

Options:

- May take any of the following:
 - Scything Talons 2 pts
 - Adrenal Glands 3 pts
 - Toxin Sacs 3 pts
 - Acid Blood 5 pts
 - Implant Attack 15 pts
- *May take any equipment from the Tyranid armoury including Broodlord only items.*

CORE**Warrior**

30 points

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

Wargear:

- Hardened Carapace
- Devourer
- Scything Talons

Special Rules:

- Synapse Creature
- Shadow in the Warp

Options:

- May replace Scything Talons with:
 - Rending Claws 5 pts
 - Pair of Bonswords 10 pts
 - Lash whip and Bonesword 15 pts
- May replace Devourer with:
 - Rending Claws Free
 - Spinefists Free
 - Scything Talons Free
 - Deathspitter 5 pts
- One Warrior in your team may replace its Devourer with:
 - Barbed Strangler 10 pts
 - Venom Cannon 15 pts
- May take any of the following:
 - Adrenal Glands 5 pts
 - Toxin Sacs 5 pts

Genestealer

14 points

WS	BS	S	T	W	I	A	Ld	Sv
6	0	4	4	1	6	2	10	5+

Wargear:

- Rending Claws
- Reinforced Chitin

Special Rules:

- Brood Telepathy
- Fleet
- Infiltrate
- Move Through Cover

Options:

- Any model may take any of the following:
 - Scything Talons 2 pts
 - Adrenal Glands 3 pts
 - Toxin Sacs 3 pts

Termagant Brood

25 points

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

Wargear:

- Chitin
- Claws and Teeth
- Fleshborer

Special Rules:

- Squad (5 Termagants)
- Move Through Cover
- Instinctive Behaviour – Lurk

Options:

- The entire Termagant Brood may replace their Fleshborers with:
 - Spinefists 5 pts
 - Spike Rifles 5 pts
 - Devourers 25 pts
- The Termagant Brood may take any of the following:
 - Adrenal Glands 5 pts
 - Toxin Sacs 5 pts
- For every two Termagant Broods you take in your Kill Team, one Termagant model in your team may replace its Fleshborer with a Strangleweb for 10 points.

Hormagaunt Brood

30 points

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

Wargear:

- Chitin
- Scything Talons

Special Rules:

- Squad (5 Hormagaunts)
- Move Through Cover
- Leap
- Fleet
- Instinctive Behaviour – Feed

Options:

- The Hormagaunt Brood may take any of the following:
 - Adrenal Glands 10 pts
 - Toxin Sacs 10 pts

**Ripper Swarm Brood**

30 points

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

Wargear:

- Chitin
- Claws and Teeth

Special Rules:

- Squad (3 Ripper Swarms)
- Fearless
- Mindless
- Swarms
- Instinctive Behaviour – Feed
- Non-Learning

Options:

- The Ripper Brood may take any of the following:
 - Adrenal Glands 12 pts
 - Toxin Sacs 12 pts
 - Spinefists 15 pts
 - Wings 15 pts

SPECIAL**Hive Guard**

50 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	5	6	2	2	2	7	4+

Wargear:

- Claws and Teeth
- Hardened Carapace
- Impaler Cannon

Special Rules:

- Instinctive Behaviour – Lurk

Venomthrope

55 points

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

Wargear:

- Lash Whips
- Reinforced Chitin
- Toxic Miasma

Special Rules:

- Spore Cloud
- Toxic Touch
- Instinctive Behaviour – Feed

Pyrovore

45 points

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

Wargear:

- Acid Blood
- Acid Maw
- Claws and Teeth
- Flamespurt
- Hardened Carapace

Special Rules:

- Volatile
- Instinctive Behaviour – Feed

Biovore

45 points

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

Wargear:

- Claws and Teeth
- Hardened Carapace
- Spore Mine Launcher

Special Rules:

- Living Bomb (Spore Mine)
- Instinctive Behaviour – Lurk

Note: Please see Codex: Tyranids for Spore Mine rules.

Shrike

35 points

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

Unit Type: Jump Infantry**Special Rules:**

- Synapse Creature
- Shadow in the Warp

Wargear:

- Reinforced Chitin
- Wings
- Devourer
- Scything Talons

Options:

- May replace Scything Talons with:
 - Rending Claws 5 pts
- May replace Devourer with:
 - Spinefists Free
 - Scything Talons Free
 - Deathspitter 5 pts
 - Pair of Bonswords 10 pts
 - Lash whip and Bonesword 15 pts
- One Shrike in your team may replace its Devourer with:
 - Barbed Strangler 10 pts
 - Venom Cannon 15 pts
- May take any of the following:
 - Adrenal Glands 5 pts
 - Toxin Sacs 5 pts

Ravenor

30 points

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

Unit Type: Beasts**Special Rules:**

- Acute Senses
- Outflank
- Move Through Cover
- Instinctive Behaviour – Feed

Wargear:

- Reinforced Chitin
- Scything Talons (Two Sets)

Options:

- May replace one set of Scything Talons with:
 - Rending Claws 5 pts
- May take one of the following:
 - Spinefists 5 pts
 - Devourer 5 pts
 - Deathspitter 10 pts

Gargoyle Brood

30 points

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

Wargear:

- Chitin
- Blinding Venom
- Claws and Teeth
- Fleshborer
- Wings

Unit Type: Jump Infantry

Special Rules:

- Squad (5 Gargoyle)
- Instinctive Behaviour – Lurk

Options:

- The Gargoyle Brood may take the following:
 - Adrenal Glands 5 pts
 - Toxin Sacs 5 pts



Lictor

65 points

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

Wargear:

- Chameleonic Skin
- Flesh Hooks
- Reinforced Chitin
- Rending Claws
- Scything Talons

Special Rules:

- Fleet
- Hit and Run
- Move Through Cover
- Pheromone trail
- Stealth
- Instinctive Behaviour – Lurk

ARMOURY

Warp Field (Warrior Prime Only) – 15 pts

The Warrior Prime surrounds itself with a bubble of shadow. The model gains a 5+ invulnerable save.

Bio-Feedback (Warrior Prime Only) – 10 pts

The death of a nearby Warrior briefly makes the Warrior Prime enraged. If a friendly Tyranid model is killed within 6" of the Warrior Prime it gains the Rage special rule until the end of its next turn.

Psychic Screech (Broodlord Only) – 10 pts

The Broodlord lets out a mighty Psychic Screech that pierces any Psychic Defence. This is a Psychic Power that can be used in the Shooting phase. If used successfully, any enemy model with the Psyker special rule within 12" of the Broodlord must take a Pinning test on 3d6.

Forced Evolution (Broodlord Only) – 10 pts

Roll on the following table before each game, the Broodlord gains the effect during that game:

1. No effect.
2. Gains the Fear special rule.
3. Gains the Counter Charge special rule.
4. Gains the Rage special rule.
5. Gains the Stealth special rule.
6. Increases his armour save to 3+.

Thornback – 15 pts

The model's armour is covered in razors that damage the enemy when it charges into combat. The model gains the Hammer of Wrath special rule.

Seismic Roar – 10 pts

The Tyranid creature throws his head back and roars at the sky. This a ranged weapon with the following profile:

	Range	S	AP	Type
Seismic Roar	*	2	-	Assault 1, Shockwave*

*Shockwave: All enemy models within 5" of the firing model are automatically hit.

Corrosive Shots – 10 pts

The model is armed with a highly corrosive strain of ranged weapon, designed to breach armoured vehicles. Any ranged weapon the model has gains the Melta special rule.

Heavy Talons – 5 pts

The model has particularly hefty claws that can knock an enemy back. The model gains the Strikedown special rule with all melee attacks.

Bio-targeter – 5 pts

The model may shoot at 'hidden' models and gains the Night Vision special rule.