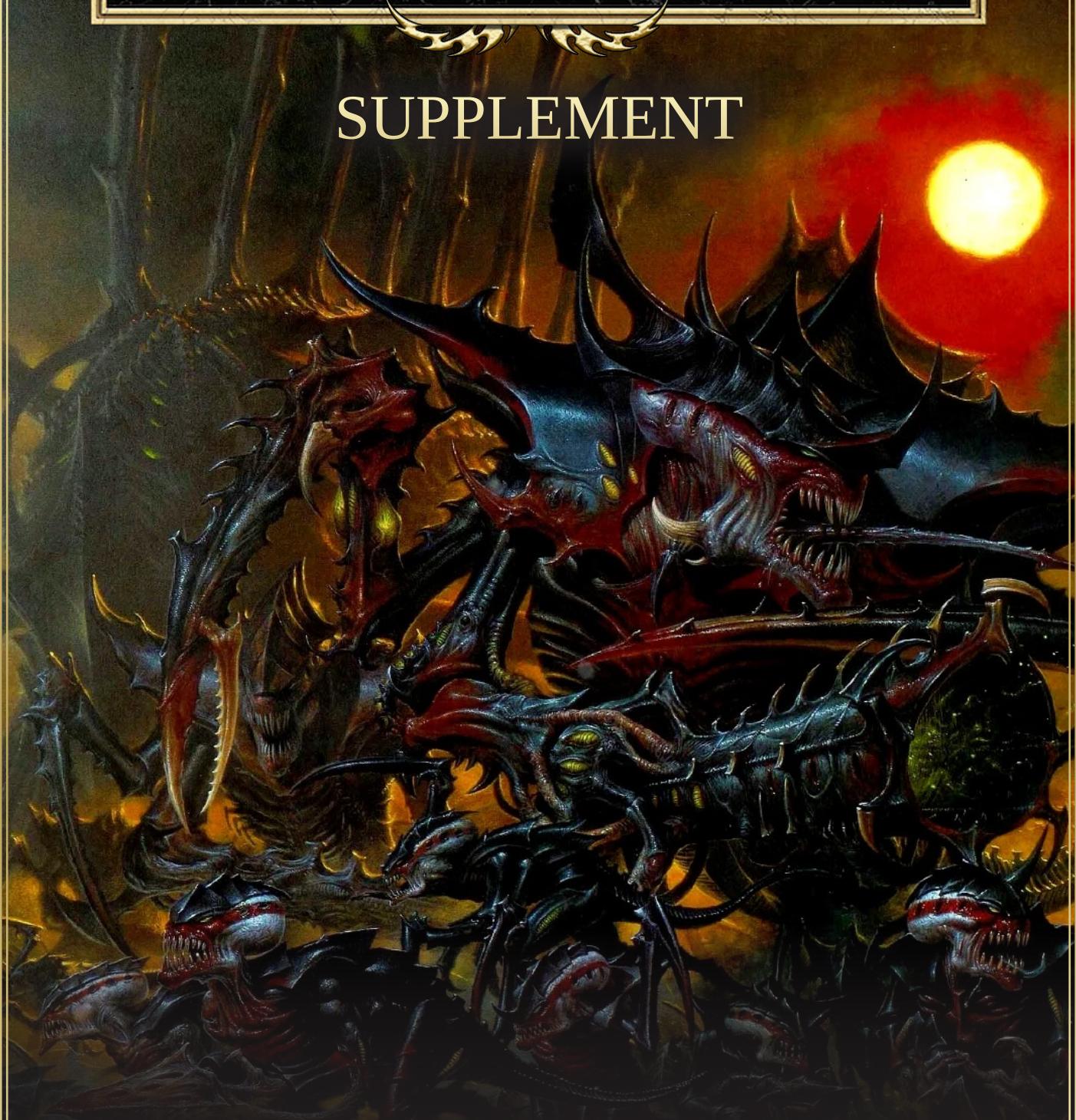


LEGIONS
HIVE WAR

TM

SUPPLEMENT

TYRANNIC WARS IN THE
AGE OF DARKNESS





FROM THE IMPENETRABLE DARKNESS OF THE COSMIC VOID, A RELENTLESS ADVERSARY JOURNEYS, TRAVERSING TIME AND SPACE, ITS MALEVOLENT GAZE LOCKED UPON OUR GALAXY.



2nd Edition
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Based off “Epic: Hive War” by Andy Chambers



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A big thank you to Games Workshop for a lifetime of passion and love for the wonderful worlds created and the deep friendships that I found exploring them.

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INTRODUCTION

In the grim darkness of the far future, there is only war. But even amidst the unending conflicts that ravage the stars, certain threats stand out for their sheer ferocity and alien horror. Such is the nature of the Tyranids, a ravenous, all-consuming swarm that descends upon worlds, leaving only barren rock in their wake.

Background

As a dedicated fan and creator, I've developed 'Legions: Hive War' as a personal homage to the Warhammer 40,000 universe, particularly drawing inspiration from the original "Hive War" as envisioned by Andy Chambers. This supplement is my attempt to bring the formidable Tyranids into your 'Legions Imperialis' games, imbuing your battles with one of the most enigmatic and terrifying forces. In crafting this supplement, I've paid special attention to retaining the spirit of Andy Chambers' original vision while simplifying some of the more complex mechanics. My goal has been to make the Tyranid experience accessible and enjoyable, ensuring that players can engage with these alien behemoths without getting bogged down in overly intricate rules.



The Tyranid Faction

This book assumes players are already familiar with the Tyranid faction, as it will not delve into their lore, story and biology in respect of Games Workshop's trademark. Instead, 'Hive War' is dedicated to integrating the Tyranids into the gameplay mechanics of 'Legions Imperialis'. Players will find the Tyranids offer a playstyle that is starkly different from other factions, focusing on overwhelming swarm tactics, adaptive strategies, and terrifying new units.

Tyranid Units and Strategies

From the insatiable Gaunts to the monstrous Hive Tyrants, each Tyranid unit in 'Hive War' has been converted to the 'Legions Imperialis' rules system. I have focused on the core units and done away with some of the minor variation and latter additions in the interest of being able to get a first version in place. My focus was to capture the essence of this alien horde. Players will find new rules, profiles, and special abilities that bring the unique aspects of the Tyranids to life on the tabletop. These rules are designed to be fluid and adaptable, evolving alongside the core game of 'Legions Imperialis.'

A Community-Driven Expansion

As a fan-made supplement, 'Hive War' stands as a testament to the creativity and passion of the Warhammer community. This project is an invitation for players and enthusiasts to engage in a collaborative and evolving game design, shaping the way we play.

Embark on a New War

Experience the Legions Imperialis game like never before. Face the Tyranid menace in an era where heroes and legends walked the galaxy. If you are a seasoned commander, this supplement offers a fresh perspective and new challenges that will redefine your Legions Imperialis experience.

THE TYRANIDS

The Tyranids are most Alien of all foes encountered by mankind and therefore have army wide special rules that alter some core assumptions around how Legions Imperialis is played to differentiate them from all other factions.

New Orders

The Tyranids are an alien species that use a collective Hive Mind to direct the battle and you as the player are the embodiment of this enigmatic force. To be able to fully direct the battle you need conduits of control to the lower beings in the Tyranid hierarchy to be able to effectively execute your battle plan. When these Synaptic conduits are broken, the creatures under your command revert to instinctive behavior represented through the use of three new Order Tokens.



Rampage

Creatures with the Rampage order next to them must move at double rate towards the nearest enemy model. If a rampaging model moves into contact with an enemy model it will stop and fight them in close combat during the combat phase. If a Rampaging models closest path towards an enemy would be through impassable terrain, it moves around such terrain according to the shortest path.



Hunt

Creatures with the Hunt order move at their normal rate towards the nearest enemy model not already in close combat. Hunting creatures will move into close combat if possible and they will move around impassable terrain. If a hunting creature is not pinned in close combat during the combat phase it will shoot at the nearest enemy model in the advance fire segment.



Nest

Creatures with the Nest order will not move but will shoot at the nearest enemy model in the first fire segment of the combat face.

Objectives

When the Hive Mind unleashes its swarm upon the enemy it is not motivated by the capture of abstract areas of territory. The hive mind's sole interest is in bringing enemy forces to battle and then crushing them utterly, eliminating all resistance to be able to consume the bio-mass the world.

To represent this, Tyranid armies can not score victory points from holding objective counters. Instead they score victory points for destroying units and by pushing the enemy back and claiming ground for bio-mass consumption.

Therefore the Tyranids use these rules for scoring during any mission:

Victory Points

- › 1 Victory Point for each detachment destroyed.
- › 1 Victory Points for each quadrant of the playing field not occupied by any enemy forces each turn.
- › No victory points for controlling objectives.

Brood & Detachments

Since the Tyranid faction is an organic swarm of biological alien horrors, the terminology "detachment" is less than appropriate. Therefore the word "Brood" is instead but for rule purposes has the exact same meaning as "detachment".



SPECIAL RULES

Due to the Tyranids unique nature additional Special Rules have been added to the game. I have tried keeping these to a minimum to not complicate the rules. If a rule is not listed here please refer to the Legions Imperialis rulebook.

Unit Special Rules

Synapse (X”)

Models with the synapse rule are conduits to the Hive Mind. These have an aura effect and allows units within their range to automatically pass any morale checks except those that are used to test for Psychic Power abilities.

Instinct: X

Models with the Instinct: X rule must take a Morale check at the end of the Imitative Phase. If the test of the Morale check is failed, they are automatically given the corresponding order.

In the case where a brood has multiple Instinct: X values, use the majority, in case of a tie roll a die to determine which order takes precedence.

Regeneration

When a model with Regeneration reaches 0 wounds, do not remove it from play. It is for all intent and purposes dead but the unit is still alive. If the entire unit is destroyed and reduced to 0 wounds, it may still have a chance to come back.

In the end phase, if a unit with the Regeneration rule has less than full wounds. Roll one D6 for each wound suffered and for each roll of 6+ one wound is restored.

Chameleon Skin (x)

Creatures with Chameleon Skin are extremely hard to detect due to their ability to seamlessly blend into the environment. Models with Chameleon Skin may not be targeted by enemy units if engaged outside of the value X”. (i.e. 10”).

Winged

Units with the winged special rule can partake in close combat even though they have the Flyer special rule.

Burrow

A unit with Burrow may, instead of moving, return to reserves to be deployed again using the deep strike rules in subsequent turns.

Spawn (X, Y)

A model with this ability may spawn a number Y of units of type X. If they have the same formation type they are added to the Brood and will in subsequent turns act as if they were part of it. Otherwise they form a new Brood that act independently. The spawned units must be placed as close to the spawning unit as possible.

For instance Spawn(Termagant, D3) means that the unit can spawn D3 Termagants. If the player does not have enough models to be spawned, ignore any other results

Miasma

Units with Miasma are covered in a thick smog of toxic gases that disorients and prevent enemies from accurately targeting the unit. Whenever a unit makes a shooting attack against a target with Miasma they modify their “To Hit” value with -1. Furthermore, when engaged with a unit that has the Miasma rule foes modify their CAF with -1.





Psychic Powers

The Tyranids have a true affinity for the immaterium and use it frequently during battle. Models with Psychic Powers may use them irrespective of any other actions they have taken.

Generally, a model must make a Morale check to use psychic powers, whenever this is called for note that the Synapse (X") special rules does not auto-pass Psychic Tests.

Psychic Scream

The creature has the ability to let out a piercing shriek of psychic energy at the minds of the weak-willed foes, which scares or even drives insane all but the strongest minds.

During the First Fire phase make a morale check. If passed all units within 8" of a unit with Psychic Scream must take a morale test and if failed, must fall back.

Catalyst

The unit pushes lesser Tyranid creatures into a state of unnatural vitality where they ignore the most grievous wounds. During the Combat Phase the unit may perform a morale test, if passed a single brood within 8" gains **Feel No Pain**.

The Horror

The creature emits a psychic aura that invades the minds of their enemies with a terrifying sentience so alien that all they can do is panic with fear.

Before rolling die for being engaged the unit may perform a morale check, if passed the enemy unit rolls one more die but discards the highest, still apply CAF as normal.





Weapon Traits

Due to the alien nature of some of the Tyranid weapons additional traits have been added to represent the unique arsenal.

Attract

Each time an attack with Attract hits a model with an equal or lesser category (Infantry, Walker, Super-Heavy Vehicle, Knight, Titan designated by the numerical value) that does not have the Implacable special rule and the attack fails to kill the target, move the closest model D6" towards the attacking unit. If the distance takes it into close combat, the units are now Engaged.

Note that if the attack is blocked by a shield such as **Void Shields** or **Ion Shields** - this ability has no effect.



Hunger

Each time an enemy is slain by a weapon with this trait, the attacker regains a wound up to its maximum number of wounds.

Beam

Weapons with the Beam ability traces a straight line from the firer to the target model. Any formation under this line is considered a target and is affected as if they fired upon directly.

Parry

When a model with the Parry rule fights in Close Combat it may force the opponent to re-roll one die.

Spore Mines

One of the most frequent sights on the Tyranid battlefield is drifting spore mines. These floating bombs often drift in the wind and as soon as they touch something organic they violently detonate.

Spore mines are a token that follows the same rules as a lone model. They can be targeted by an enemy and have no save or special rules and if killed, will detonate as described below.

At the start of the end phase each spore mine moves randomly. Roll a scatter die and move the spore mine D6" in the indicated direction. A "Hit" result allows the controlling player to choose direction.

If they come into contact with a non-tyranid unit or impassable terrain they stop and then detonate. If they hit a building they will enter it as per the rules for buildings, to move away the next turn.

When they detonate place a Blast (3") marker over the unit, all models covered by the blast suffers a hit with the following profile:

Weapon	AP	Traits
Spore Mine Explosion	-1	Blast (3"), Light AT

Spore Launcher

Some Tyranids such as the Biovore have the ability to gestate and fire Spore Mines for several hundred meters.

To deploy a spore mine, choose a target as per normal targeting rules, the Spore Mine will target the closest model in that detachment.

Roll 2D6" and a scatter die and then place the Spore Mine as indicated. A "Hit" result is ignored, instead use the arrow on the "Hit" face.

If the new location is in base contact or in impassable terrain the mines detonate immediately as per the rules for Spore Mines above.



SWARM FORMATION

Tyranids choose armies similar to other factions but each swarm varies wildly in its composition. The only commonality seen between swarms is the Synaptic Link to the Hive Mind.

Synaptic Swarm

Within the Tyranid swarm there is no idea of individualism as each unit is linked to the next in a form of swarm consciousness. The Synaptic Swarm allows you to build a varied army containing a varied selection of units. This is the archetypical swarm which the Imperium has faced time and time again. It is a good starting point and can be tailored to suit any needs.

COMPULSORY BROODS



SYNAPSE



CORE



CORE



CORE

OPTIONAL BROODS



SYNAPSE



SYNAPSE



CORE



CORE



CORE



CORE



CORE



CORE

The Hive Mind

Even though Tyranid Swarms vary greatly, they always have a number of synapse creatures that further the will of the Hive Mind. To represent this, one Synapse Creature must be taken for every 3 Core Broods you choose.

Note that Bio-Titans and Flyers do not count to the 3 brood limit.

One of the Following



BIO TITAN



FLYER



Assault Swarm

The initial stage of a Tyranid assault often comprises of several waves of Mycetic Spores. These ablative bio-constructed organic shells are launched by their thousands into the world's atmosphere by orbiting Hive Ships. This swarm favors infantry and walkers over heavier units.

COMPULSORY BROODS



SYNAPSE



TRANSPORT



CORE



CORE



CORE

OPTIONAL BROODS



SYNAPSE



SYNAPSE



CORE



CORE



CORE



CORE



CORE



CORE



FLYER



FLYER

The Hive Mind

Even though Tyranid Swarms vary greatly, they always have a number of synapse creatures that further the will of the Hive Mind. To represent this, one Synapse Creature must be taken for every 3 Core Broods you choose.

Mycetic Spore Assault

All broods must be carried in Mycetic Spores if they do not have the **Deep Strike**, **Infiltrate** or **Flyer** special rules. In addition to this, the player may choose to deploy Deep Strike broods from turn one.



Bio-Titan Swarm

At the late stage of a Tyranid Invasion broods of massive Bio-Titans are roaming the battlefield. This formation is intended to represent the late stage of Tyranid Invasion.

COMPULSORY BROODS



OPTIONAL BROODS



Late Stage Invasion

During the last stages of Invasion the Hive Mind is particularly strong and ever-present. Therefore all units in this formation get to re-roll failed morale checks.

THE ARMY LIST

As the Tyranids do not conform to the strict hierarchies of the Imperium the Army list follows a slightly different format than those found in the core Legions Imperialis rulebook.



Unit Types

There are only 4 different unit types in the Tyranid Army, Synapse, Core, Bio-Titans and Flyers. This is to represent the myriad of options that the Tyranid player has in creating their own Tyranid Swarms - fitting to the ever-adaptable Hive Mind.

Synapse

Broods in this category are the conduits to the Hive Mind, without these the Swarm would be little more than mindless beasts easily tricked, trapped and destroyed the foes of the Great Devourer.

Core

Core units are all the units regularly seen in the Tyranid Army, these include Broods such as the lowly Termagant up to mighty beasts such as the Carnifex or Tervigon. The majority of the units in a Tyranid army will be comprised of these Core Broods. It is up to you as the player to mix and match and either create a massive swarm with thousands of critters or build a massive horde full of unstoppable monsters.

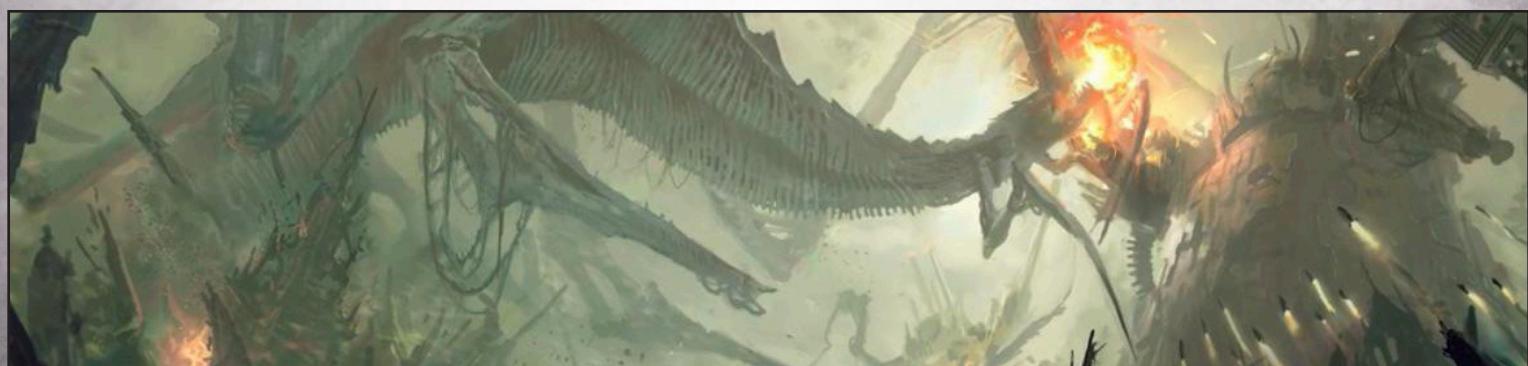
Bio-Titans

Bio-Titans cover a range of units from large Bio-Constructs up to the massive Bio-Titans that the Hive Mind can conjure up. These include units from the Trygons up to the massive Hierophant titans. While rare in the context of the untold millions, Bio-Titans are a formidable addition to any swarm and creatures that can sway the tide of battle of their own.

Flyers

The Hive Mind is ever present, when it is set on devouring a world it engulfs it in space, in the warp, on the surface but also in the skies. The Flyers of the Tyranids are formidable foes that echo the mythical dragons of antiquity and many are the Imperial pilots undone by their overconfidence in the technology of their flying machines.

Flyers are a strong supporting element to any Tyranid swarm from the winged Harpies to the massive Harridans.





SYNAPSE BROODS

HIVE TYRANT

100 Points

WALKER (1)

DETACHMENT SIZE: 1

Name	Movement	Sv	CAF	Morale	W
Hive Tyrant	5"	4+	+10	2+	2

Weapons

- Venom Cannon OR Barbed Strangler
- Lash Whip & Bone Sword

Weapons	Range	Dice	To Hit	AP	Traits
Venom Cannon	14"	2	5+	-2	Anti-Tank
Barbed Strangler	10"	1	4+	0	Light AT, Blast (3")
Lash Whip & Bone Sword	-	-	-	-	Rend, Parry

Upgrades

A Hive Tyrant can add any of the following Psychic Powers:

- The Horror.....+15 points
- Catalyst.....+15 points

And take one of the following Options

- Add Wings.....+20 points
- Upgrade to Swarm Lord+25 points

Wings: Change movement profile to 10" and add "Flying" to Special Rules

Swarm Lord: Change CAF to +14, Change Wounds to 3, Remove Venom Cannon / Barbed Stranger.

Special Rules

Commander, Invulnerable Save (5+), Synapse (12"), Psychic Scream

A Hive Tyrant is the bio-form that serves as the main battlefield commander of a Tyranid swarm, a synapse creature that stands above the rank and file Tyranids.

They wield potent psychic powers but are unaffected by the Daemons of the Warp, a condition that would indicate a lack of a soul at the individual level for most Tyranids.

Hive Tyrants serve as the commanders of all the Tyranid forces deployed on a given battlefield, for they share a special synaptic link to the Hive Mind. This link makes a Hive Tyrant one of the most important of the Tyranid synapse creatures.

SYNAPSE BROODS

The Tyranid Warrior is one of the most common type of bio-forms used by a Tyranid swarm. As Tyranids are constantly biologically adapting their forces to match their enemies' shifting strategies, Tyranid Warriors are often seen in combat in many different sub-species intended for different battlefield and tactical functions.

Tyranid Warriors are among the most important Tyranid bio-forms deployed by a hive fleet in battle, as not only are they powerful and deadly creatures in their own right, but they also serve as Tyranid synapse creatures, the important bio-forms intended to direct lesser Tyranid bio-forms and forming the focal points of the Tyranid Hive Mind's system of telepathic command.

Tyranid Warriors are large creatures, but still smaller than the massive Tyranid Hive Tyrants. They are fast and powerful, with the capability to be strong at ranged combat or in close quarters in a similar fashion to the Hive Tyrant.

TYRANID WARRIOR BROOD

60 Points

INFANTRY (1)

DETACHMENT SIZE:

3

Name	Movement	Sv	CAF	Morale	W
Tyranid Warrior	5"	5+	+5	3+	1

Weapons

- Death Spitter
- Scything Talons

Weapons	Range	Dice	To Hit	AP	Traits
Death Spitter	10"	2	5+	0	Light AT
Venom Cannon	14"	2	5+	-2	Anti-Tank
Barbed Strangler	10"	1	4+	0	Light AT, Blast (3")
Scything Talons	-	-	-	-	-
Bone Swords	-	-	-	-	Rend

Upgrades

Purchase any of the following upgrades to a maximum brood size of 12, the same upgrade may be chosen multiple times:

- Increase the Brood size by 3 +50 points

Each Tyranid Warrior model may choose any of the following upgrades:

- Replace Scything Talons with Bone Swords +3 points

For every 3 Tyranid Warrior models, one may replace their Death Spitter with:

- Barbed Stranger +15 points
- Venom Cannon +15 points

Special Rules

Bulky, Synapse (6"), Implacable



SYNAPSE BROODS

DOMINATRIX

500 Points

TITAN (5)

DETACHMENT SIZE: 1

Name	Movement	Sv	CAF	Morale	W
Dominatrix	6"	2+	+12	2+	4

Weapons

- Bio-Cannon
- Spore Cysts

Weapons	Range	Dice	To Hit	AP	Traits
Bio Cannon	22"	6	5+	-3	Anti-Tank
Warp Pulse	20"	-	Auto	-4	Beam, Armorbane
Spore Cysts	6"	12	6+	0	Light

Upgrades

-

Special Rules

Invulnerable Save (2+), Synapse (24"), Psychic Scream, Catalyst, Regenerate, The Horror

The dominatrix is a gargantuan composite-creature of nightmarish dimensions. Those unfortunate enough to have seen a Dominatrix report an overwhelming sense of horror and revulsions at the sight, brought about by the blasphemous implications of its form. The bulk of the Dominatrix is a gigantic and bestial creature equipped with ripping claws and fangs, symbiotic weaponry and poison spines in dizzying and deadly profusion.

Straddling the beast's back and sunk partway into its flesh by hooks and spines, snaking loops of intense and pulsing arteries is a second creature. This rider is a form of Tyranid as far advanced beyond ordinary Tyranid Warriors as Tyranid Warriors are beyond the genetically constructed sphincter portals of the bio-ships.

Neither are the dominatrix, both are. The Dominatrix is the brood-mother of the swarm she leads. She absorbs genetic material and change its DNA strands within herself in a manner not understood.

TRANSPORT BROODS

A Mycetic Spore is a Tyranid bio-form specifically bred to transport Tyranid creatures rapidly from orbit to a planet's surface.

The initial stage of a Tyranid assault often comprises several waves of Mycetic Spores. These ablative bio-constructed organic shells are launched by their thousands into the world's atmosphere by orbiting Hive Ships.

The fleshy pods are specifically designed to endure the thermal and physical stresses of orbital insertion and protect their lethal payload from planetary impact.

A Mycetic Spore can be likened to a wholly organic version of an Astartes Drop Pod, for it fulfils a similar role and deploys its troops in a similar way -- that is, by hurtling out of the sky at high speed before smashing down upon the surface of a target world and unloading its deadly cargo.

MYCETIC SPORES

20 Points

VEHICLE (2)

DETACHMENT SIZE:

1

Name	Movement	Sv	CAF	Morale	W
Mycetic Spore	-	5+	+1	4+	1

Weapons

- Flensing whips

Weapons	Range	Dice	To Hit	AP	Traits
Flensing whips	-	-	-	-	

Upgrades

Purchase any of the following upgrades, the same upgrade may be chosen multiple times:

- Increase the Brood size by 1 +15 points

Special Rules

Deep Strike, Large Assault Transport (8), Drop Pod





CORE BROODS

The quadrupedal Termagant serves as the standard infantry unit of any Tyranid swarm. Speed, agility and survival are the main characteristics of the Termagant bio-form.

These small xenos warriors most commonly carry the dreaded Fleshborer Biomorph, but have been known to carry other more potent weapon Biomorphs into battle.

Termagants are among the first species of Tyranid dispatched when a hive fleet invades a new star system. In battle they are often seen accompanying Tyranid Warriors.

TERMAGANT BROOD

30 Points

INFANTRY (1)

DETACHMENT SIZE:

6

Name	Movement	Sv	CAF	Morale	W
------	----------	----	-----	--------	---

Termagant	5"	-	0	4+	1
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Weapons

- Fleshborers

Weapons	Range	Dice	To Hit	AP	Traits
---------	-------	------	--------	----	--------

Fleshborers	6"	1	5+	0	Light
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Devourer	8"	1	5+	0	Light
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Stranglewebs	6"	2	5+	0	Light
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Upgrades

Purchase any of the following upgrades to a maximum brood size of 12, the same upgrade may be chosen multiple times:

- Increase the Brood size by 3 +10 points

Any Termagant model may replace their Fleshborer with:

- Stranglewebs..... +3 points
- Devourer..... +1 points

Special Rules

Instinct: Hunt



CORE BROODS

HORMAGAUNT BROOD

30 Points

INFANTRY (1)

DETACHMENT SIZE: 6

Name	Movement	Sv	CAF	Morale	W
Hormagaunt	6"	-	+2	4+	1

Weapons

- Scything Talons

Weapons	Range	Dice	To Hit	AP	Traits
Scything Talons	-	-	-	-	

Upgrades

Purchase any of the following upgrades to a maximum brood size of 12, the same upgrade may be chosen multiple times:

- Increase the Brood size by 3 +10 points

Special Rules

Instinct: Rampage

A Hormagaunt is one of the most dangerous Tyranid creatures in a Hive Fleet. Not because of their size or particular viciousness, but because they multiply out of control. When attacking a planet, Hormagaunts are seeded onto the target world by Mycetic Spores. They quickly reproduce and then rampage across the planet killing anything they find.

The Tyranid Hive Mind does not need to direct the Hormagaunts to attack targets since they will instinctively feed on anything they can find. This is due to the ravenous appetite that defines them from the moment they are spawned.



CORE BROODS

A Genestealer is a bio-form of the multi-species Tyranid race that was genetically designed by the Hive Mind for the infiltration of other intelligent species' settled worlds.

Genestealers do not rely purely on their deadly speed and razor-fine claws to defeat their enemies. They are possessed of considerable intelligence, comparable to that of *Lupus fenrisii* (Fenrisian Wolves), and are able to coordinate stealth tactics such as setting functional traps when hunting prey.

"I can think of few greater xenos threats to the Imperium than that of the Genestealer. An apex predator possessed of intelligence and cunning that rival our own, they exist for the sole purpose of reproducing in vast numbers and sowing utter chaos in their wake."

— Inquisitor Kalistradi from *The Nature of the Beast*

GENESTEALER BROOD

40 Points

INFANTRY (1)

DETACHMENT SIZE:

4

Name	Movement	Sv	CAF	Morale	W
Genestealer	6"	6+	+6	3+	1

Weapons

- Rending Claws

Weapons	Range	Dice	To Hit	AP	Traits
Rending Claws	-	-	-	-	Rend

Upgrades

A Genestealer Brood can purchase up to one of the following upgrades:

- Increase the Brood size by 4 +12 points
- Increase the Brood size by 8 +24 points

One Genestealer Brood can be upgraded with the following:

- Replace Genestealer w/ Broodlord +20 points

Broodlord: Same statline as Genestealer except: CAF +7, Special rules "Synapse (6)", "The Horror" for that model only.

Special Rules

Forward Deployment



CORE BROODS

LICTOR BROOD

40 Points

INFANTRY (1)

DETACHMENT SIZE: 1

Name	Movement	Sv	CAF	Morale	W
Lictor	8"	6+	+5	3+	1

Weapons

- Rending Claws
- Flesh Hooks

Weapons	Range	Dice	To Hit	AP	Traits
Flesh Hooks	6"	1	4+	0	Light, Ignore Cover, Attract
Rending Claws	-	-	-	-	Rend

Upgrades

A Lictor Brood can purchase up to two of the following upgrades:

- Increase the Brood size by 1 +35 points
- Increase the Brood size by 2 +60 points

One Lictor may be upgraded with the following:

- Replace Lictor w/ Deathleaper +20 points

Deathleaper: Statline as Lictor except: CAF +7, Special Rule "Invulnerable Save (5+)"

Special Rules

Invulnerable Save (6+), Chameleon Skin (10"), Infiltrate

The Tyranid bio-form known as the Lictor is a specialized evolutionary development of the Tyranid Warrior, highly adapted to a role as a scout in the vanguard of any Tyranid swarm's advance.

Lictors move ahead of the swarm, seeking out pockets of resistance to be eradicated and native life forms to be absorbed.

Able to move swiftly and without sound through even the densest terrain, and concealed by a chameleonic carapace that renders it all but invisible to the naked eye, a Lictor can remain hidden until it chooses to strike. It can wait motionless for days, unnoticed by its victims, an unseen herald of approaching disaster.



CORE BROODS

The Carnifex or Carnifex Primus is a monstrous creature that essentially acts as an organic main battle tank for the Tyranid hive fleets. It is armed with the most advanced Tyranid Bio-Weapons and is used primarily as a shock trooper to carry out starship boarding actions, frontal shock assaults on entrenched positions and for besieging fortified locations or enemy armour formations.

As Tyranids are constantly evolving their forces, many different species of the Carnifex exist. However, all Carnifex share some common characteristics: they are very large creatures, standing significantly larger than a man; they have a thick carapace, which provides excellent protection from damage, and they frequently use some of the bio-weaponry utilized by the Tyranids.

CARNIFEX BROOD

90 Points

WALKER (1)

DETACHMENT SIZE:

3

Name	Movement	Sv	CAF	Morale	W
Carnifex	5"	4+	+7	4+	2
Weapons					
• Claws & Bio-Plasma					
Weapons	Range	Dice	To Hit	AP	Traits
Claws	-	-	-	-	Rend
Bio-Plasma	8"	1	4+	-2	Anti-Tank, Arc (Front), Bunker Buster
Venom Cannon	14"	2	5+	-2	Anti-Tank
Barbed Strangler	10"	1	4+	0	Light AT, Blast (3")

Upgrades

Purchase any of the following upgrades to a maximum brood size of 6, the same upgrade may be chosen multiple times:

- Increase the Brood size by 1 +30 points
- Replace Bio-Plasma with Barbed Strangler +5 points
- Replace Bio-Plasma with Venom Cannon +5 points

Special Rules

Instinct: Rampage, Armored, Bulky, Implacable, Regenerate



CORE BROODS

ZOANTHROPE BROOD

65 Points

INFANTRY (1)

DETACHMENT SIZE: **3**

Name	Movement	Sv	CAF	Morale	W
Zoanthrope	5"	6+	0	3+	1

Weapons

- Warp Blast

Weapons	Range	Dice	To Hit	AP	Traits
Warp Blast	12"	1	5+	-4	Psychic Power
	8"	3	5+	-1	Psychic Power, Light AT

Upgrades

Purchase any of the following upgrades to a maximum brood size of 7, the same upgrade may be chosen multiple times:

- Increase the Brood size by 2 +20 points

Special Rules

Synapse (6"), Invulnerable Save (4+)

Zoanthropes are perhaps the strangest and most bizarre of the Tyranid's myriad breeds. They are powerful psykers, apparently engineered from harvested Aeldari DNA to form living conduits for the focused power of the Tyranid Hive Mind. So extreme is their development that their atrophied bodies and bulbous heads are entirely energised by psychic force.

They can shoot an extremely powerful Warp blast and rival the Aeldari in their psychic prowess. They can move only by psychically levitating themselves, drifting across the battlefield to rain bolts of incandescent psychic power on the enemy.

Zoanthropes are without a doubt one of the more effective psychic creatures among the Tyranids. Their primary means of defence is a Warp blast psychic power that can even kill the mighty Space Marines.



CORE BROODS

The Tyranid bio-form called the Biovore is a powerful “living artillery” weapon for the Tyranid swarms.

Deep within its squat, lumpen form, the Biovore nurtures a clutch of Spore Mines -- living bombs that cloud the battlefield and cover enemies in acids, poisons and pieces of chitin.

Biovores thump forward in battle, bony protrusions on their forelimbs anchoring themselves into the ground as they release their vile payload from a dorsal aperture by means of a powerful, shuddering muscle spasm. As the Spore Mine is flung through the air, its internal gas bladder inflates and it floats down towards ground level.

BIOVORE BROOD

50 Points

WALKER (1)

DETACHMENT SIZE:

3

Name	Movement	Sv	CAF	Morale	W
Biovore	4"	5+	0	4+	1

Weapons

- Spore Launcher

Weapons	Range	Dice	To Hit	AP	Traits
Spore Launcher	30"	1	Special	-	Spore Launcher, Arc(Front)
Pyroacid Launcher	6"	1	3+	-2	Light AT, Ignore Cover

Upgrades

Purchase any of the following upgrades to a maximum brood size of 6, the same upgrade may be chosen multiple times:

- Increase the Brood size by 1 +15 points
- Upgrade all Biovores to Pyrovores Free

Pyrovore: Replace Spore Launcher with Pyroacid Launcher, CAF +4.

Special Rules

Instinct: Nest, Bulky

CORE BROODS

GARGOYLE BROOD

35 Points

INFANTRY (1)

DETACHMENT SIZE: 6

Name	Movement	Sv	CAF	Morale	W
Gargoyle	12"	6+	+1	4+	1

Weapons

- Fleshborer

Weapons	Range	Dice	To Hit	AP	Traits
Fleshborer	6"	1	5+	0	Light
Flamespurt	6"	1	5+	0	Light, Ignores Cover

Upgrades

Purchase any of the following upgrades to a maximum brood size of 10, the same upgrade may be chosen multiple times:

- Increase the Brood size by 3 +15 points

Any model may replace their Fleshborer with a weapon from this list:

- Flamespurt +1 point

Special Rules

Jink (6+), Skimmer

A Gargoyle, also sometimes called a "Hellbat," is a vicious winged Tyranid bio-form that is often the first species of Tyranid 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, spitting death from their Fleshborers.

Adding to the terror is the high-pitched scream emitted before they release a ball of bio-plasma from their mouth.

Though they have six limbs, the lower pair have atrophied to little more than stumps. Due to their small stature, a Gargoyle can only fly so far and relies on the Harridan Bio-Titan for especially long flights.





CORE BROODS

The Ravener is a Tyranid bio-form that is a variant of the standard Tyranid Warrior specialized for assault. It is capable of digging underground to launch surprise ambushes upon unsuspecting foes from beneath their own feet.

Imperial Magi Biologists researchers believe that the Ravener is a variant of the Tyranid Warrior genus. The same savants hold that other Tyranid creatures, such as the Trygon or Haruspex, may in turn descend from the Ravener genus.

RAVENER BROOD

35 Points

INFANTRY (1)

DETACHMENT SIZE:

3

Name	Movement	Sv	CAF	Morale	W
Ravener	8"	4+	+5	4+	1

Weapons

- Scything Talons
- Thoracic Spinefist

Weapons	Range	Dice	To Hit	AP	Traits
Scything Talons	-	-	-	-	-
Thoracic Spinefist	6"	1	5+	0	Light

Upgrades

Purchase any of the following upgrades to a maximum brood size of 12, the same upgrade may be chosen multiple times:

- Increase the Brood size by 3 +10 points

Special Rules

Instinct: Rampage, Deep Strike, Burrow



CORE BROODS

MALANTHROPE BROOD

25 Points

INFANTRY (1)

DETACHMENT SIZE: 3

Name	Movement	Sv	CAF	Morale	W
Malanthrope	5"	5+	+1	3+	1
Weapons					
• Stunning Tendrils					
Weapons	Range	Dice	To Hit	AP	Traits
Stunning Tendrils	-	-	-	-	Hunger, Parry
Special Rules					
Synapse (12")					

Rarely seen, the Malanthrope follows behind a Tyranid attack, appearing even after Rippers. It selectively collects and processes genetic material from fallen enemies before itself being reabsorbed into the biomass.

The Malanthrope's tendrils carry a venomous poison that is injected through the skin and causes excruciating pain. This poison disables the target and the Malanthrope then absorbs its body into the bloated sacks present on its torso, where the victim's genetic material is slowly extracted and processed — a terrible death for any individual unlucky enough to be caught still alive by the Malanthrope.

After it has processed the victims genetic material, it will carry on this information to Norn-Queens, who will use it to create new strains of Tyranid organisms.



CORE BROODS

The Tyranid
Venomthrope serves as a living chemical weapon dispenser for the swarms of the Tyranid hive fleets. The Venomthrope's whip-like tentacles drip with a multitude of alien poisons. Indeed, so potent are these toxins that it is believed that a Venomthrope's very touch means certain death.

Under a Venomthrope's heavy carapace is a network of bulging, gas-filled bladders that emit yellowish spore clouds. These clouds are lethal to non-Tyranid organisms and dense enough to obscure nearby Tyranid organisms. These numerous gas-filled bladders (also the source of the toxic cloud that fills the air around it) allows the Venomthrope to move along by using its tentacle-like hooked tendrils to drag its lighter-than-air body across any surface.

VENOMTHROPE BROOD

65 Points

INFANTRY (1)

DETACHMENT SIZE:

3

Name	Movement	Sv	CAF	Morale	W
Venomthrope	6"	4+	+5	4+	1

Weapons

- Toxic Lashes

Weapons	Range	Dice	To Hit	AP	Traits
Toxic Lashes	-	-	-	-	Parry

Upgrades

Purchase any of the following upgrades to a maximum brood size of 6, the same upgrade may be chosen multiple times:

- Increase the Brood size by 1 +20 points

Special Rules

Instinct: Rampage, Miasma



CORE BROODS

RIPPERSWARM BROOD

35 Points

INFANTRY (1)

DETACHMENT SIZE: 2

Name	Movement	Sv	CAF	Morale	W
Ripper Swarm	5"	-	0	-	3

Weapons

- Nasty Teeth

Weapons	Range	Dice	To Hit	AP	Traits
Nasty Teeth	-	-	-	-	-

Upgrades

A Ripperswarm Brood can take the following upgrades, the same upgrade may be chosen multiple times:

- Increase the Brood size by 1 +15 points

Special Rules

Implacable

Note

The Ripperswarm must be represented by a knight-sized based (40mm). Thousands of rippers gather for a feast and even the most devastating weapons won't be able to eliminate them easily, like cockroaches they will reemerge from burrows in the ground.

Rippers are a small, maggot-like species of Tyranids that serve as the primary means of devouring bio-mass from a planet for a Tyranid hive fleet. Indeed, Ripper swarms facilitate the speed and scale that Tyranids are infamous for in the stripping of a planet of all of its natural resources.

Rippers are the most numerous of the Tyranid creatures, and in great swarms they can pull down and consume creatures many times their own size. However, they are completely mindless and will perish if they lose a synaptic link with the Hive Mind, although while under its guidance they are utterly relentless and pose a truly horrifying threat.

During the final stages of a Tyranid planetary invasion, they scour the entirety of a planet, ingesting all biological material on the planet and leaving only an empty and desolate wasteland. Eventually, the Rippers will become bloated full of biomass, unfit for combat.



CORE BROODS

The Tervigon is a massive creature, with a towering spined carapace that shields a swollen abdomen. This massive Tyranid organism serves as a living incubator capable of spawning Termagants. Beneath a Tervigon's lumpen carapace dozens upon dozens of Termagants slumber in a state of hibernation. The Tervigon spawns its dormant broods at will, so that a foe engaging it will soon find itself assailed by waves of skittering Termagants.

The only way to end this menace is to concentrate all firepower on the Tervigon and slay it. The resulting symbiotic backlash through the Hive Mind inevitably kills its spawn. Despite its massive size, the Tervigon can be deadly in close-combat, shifting its weight onto its rear legs and scything its claws back and forth in crushing arcs. The Tervigon should also not be underestimated at range -- its carapace conceals banks of cluster spines that can be fired at a considerable distance.

TERVIGON BROOD

100 Points

VEHICLE (2)

DETACHMENT SIZE:

2

Name	Movement	Sv	CAF	Morale	W
Tervigon	5"	3+	+3	3+	2

Weapons

- Claws

Weapons	Range	Dice	To Hit	AP	Traits
Claws	-	-	-	-	

Upgrades

Purchase any of the following upgrades to a maximum brood size of 6, the same upgrade may be chosen multiple times:

- Increase the Brood size by 2 +90 points

Special Rules

Instinct: Nest, Spawn (Termagant, D3)



CORE BROODS

HARUSPEX BROOD

100 Points

VEHICLE (2)		DETACHMENT SIZE: 2						
Name	Movement	Sv	CAF	Morale	W			
Haruspex	6"	3+	+8	3+	2			
Weapons								
<ul style="list-style-type: none"> Ravenous maw & Grasping Tongue 								
Weapons	Range	Dice	To Hit	AP	Traits			
Ravenous maw	-	-	-	-	Hunger, Bunker Buster, Armorbane			
Grasping Tongue	6"	1	4+	-1	Anti-Tank, Attract, Arc(Forward)			
Upgrades								
Purchase any of the following upgrades to a maximum brood size of 6, the same upgrade may be chosen multiple times:								
<ul style="list-style-type: none"> Increase the Brood size by 2 +90 points 								
Special Rules								
Instinct: Rampage								

The Haruspex is a ferocious Tyranid beast created by the Hive Mind to consume biomass at a sickening pace in the later stages of a planetary invasion by the Hive Fleets. It is possessed of a rapacious appetite, driven by the need to sate an infinite hunger.

Few foes are foolish enough to stand before a feeding Haruspex, for it can devour an entire platoon of soldiers in a matter of moments, shovelling victim after victim into its three-jawed maw without ever slowing down, while also taking on vehicles and even fortifications without slowing down. Any morsel that proves too large to be swallowed in one gulp is seized with the Haruspex's gargantuan claws and ripped, crushed or battered apart with negligent ease.



CORE BROODS

Physically imposing, the Toxicrene accompanies Tyranid broods into battle and uses its tentacles to thrash at those who venture too close.

However, its most feared weapon is the choking clouds of spores that blast out from its dorsal chimneys. Each cloud is composed of millions of tiny spore organisms that possess a predatory sentience, deliberately forcing themselves into the respiratory systems of non-Tyranid organisms. There they nestle and embed, feeding on the moisture of their host and growing an astonishing rate, causing organs to rupture, airways to close, and lungs to fill with blood.

TOXICRENE BROOD		120 Points						
VEHICLE (2)		DETACHMENT SIZE: 3						
Name	Movement	Sv	CAF	Morale	W			
Toxicrene	6"	4+	+8	3+	2			
Weapons								
• Toxic Lashes								
Weapons	Range	Dice	To Hit	AP	Traits			
Toxic Lashes	-	-	-	-	Parry			
Toxic Fumes	3"	6	3+	0	Point Defense, Light			
Upgrades								
Purchase any of the following upgrades to a maximum brood size of 6, the same upgrade may be chosen multiple times:								
• Increase the Brood size by 2						+100 points		
Special Rules								
Instinct: Rampage, Miasma								





FLYER BROODS



A Harpy is a flying Skyswarm bio-form of Tyranid. Larger and more powerful than their closely-related bio-form the Gargoyle, Harpies are roughly comparable to an aerial Trygon.

Harpies have a sinuous, snakelike body, with a broad head covered in organic armor. A pair of very large, leathery wings give them flight, and enable them to out-maneuver many aircraft.

The Harpy, like many avian and other airborne fauna catalogued by Codiciers throughout the Imperium, is hollow-bodied and thus unable to survive injuries that might not even faze other Tyranid creatures of similar size.

HARPY BROOD

120 Points

VEHICLE (2)

DETACHMENT SIZE:

2

Name	Movement	Sv	CAF	Morale	W
Harpy	18"	5+	+2	4+	1

Weapons

Choose one of the following Weapons

- Stranglethorn Cannon & Spore Launcher
- Drool Cannon

Weapons	Range	Dice	To Hit	AP	Traits
Stranglethorn Cannon	12"	1	5+	-2	Arc (Front), Light AT, Skyfire
Spore Launcher	-	1	Special	-	Arc(Rear), Spore Launcher, Bombing Run,
Drool Cannon	T	-	4+	-1	Arc (Front), Anti-Tank

Upgrades

Purchase any of the following upgrades to a maximum brood size of 4, the same upgrade may be chosen multiple times:

- Increase the Brood size by 1 +55 points

Special Rules

Flyer, Winged, Hover, Interceptor, Jink(5+)



FLYER BROODS

HARRIDAN BROOD

110 Points

VEHICLE (2)

DETACHMENT SIZE: 1

Name	Movement	Sv	CAF	Morale	W
Harridan	16"	4+	+4	3+	2
Weapons					
<ul style="list-style-type: none"> Bio-Cannon Horrible Claws 					
Weapons	Range	Dice	To Hit	AP	Traits
Bio-Cannon	10"	4	5+	-3	Arc(Front), Anti-Tank, Engine Killer (1)
Spore Launcher	-	1	Special	-	Spore Launcher, Bombing Run
Upgrades					
<ul style="list-style-type: none"> None 					
Special Rules					
Flyer, Winged, Hover, Jink(5+), Spawn (Gargoyle, 4), Synapse (12")					

A Harridan, also known as the Brooding Mother, is the largest flying Tyranid bio-form the Imperium of Man has yet encountered in its bitter war against that intergalactic alien menace.

Circling high above, soaring on the warm thermals of battle on its great outstretched leathery wings, the Harridan waits patiently before diving down over the battlefield, strafing its foes with Bio-Cannons or swooping low to rake a tank with its two massive claws, or snapping its massive fanged jaws around an infantryman.

The Harridan's fearsome armament means it is capable of attacking just about any target, and the high-speed impact of its two main claws are capable of punching through just about any armour.

BIO-TITAN BROODS

The Tyrannofex is a massive Tyranid Bio-Titan that exists purely to spread destruction to the Hive Fleet's foes.

Created for service on the most grueling battlegrounds, the Tyrannofex is clad in a dozen layers of ablative chitinous armour and supported by three pairs of massive legs. It is as unyielding in battle as any war engine constructed of steel or crafted from more conventional technology.

The Tyrannofex has the armour and fortitude of a living battle fortress and its bio-weapons eclipses that of its foes' most powerful main battle tanks in both quantity and destructive potential.

MALEFACTOR BROOD

110 Points

SUPER-HEAVY VEHICLE (3)

DETACHMENT SIZE:

1

Name	Movement	Sv	CAF	Morale	W
Malefactor	9"	3+	+7	3+	2

Weapons

- Mauling Limbs
- Frag Spines
- Spore Cysts

Weapons	Range	Dice	To Hit	AP	Traits
Mauling Limbs	-	-	-	-	Wrecker (1)
Frag Spines	8"	1	5+	0	Blast (3")
Spore Cysts	3"	2	2+	0	Light, Point Defense, Ignores Cover

Upgrades

Purchase any of the following upgrades to a maximum brood size of 3, the same upgrade may be chosen multiple times:

- Increase the Brood size by 1 +100 points

Special Rules

Instinct : Rampage, Armored, Large Assault Transport (8)





BIO-TITAN BROODS

EXOCRINE BROOD

100 Points

SUPER-HEAVY VEHICLE (4)

DETACHMENT SIZE: **1**

Name	Movement	Sv	CAF	Morale	W
Exocrine	5"	3+	+4	3+	2

Weapons

- Bio-Plasmic Cannon
- Spore Cysts

Weapons	Range	Dice	To Hit	AP	Traits
Bio-Plasmic Cannon	18"	1	5+	-2	Arc (Front), Anti-Tank, Engine Killer (1)
Spore Cysts	3"	2	2+	0	Light, Point Defense, Ignores Cover

Upgrades

Purchase any of the following upgrades to a maximum brood size of 3, the same upgrade may be chosen multiple times:

- Increase the Brood size by 1 +90 points

Special Rules

Instinct: Nest, Armored

Little more than a living artillery platform, the Exocrine is controlled by the brain of its Bio-Plasmic Cannon Biomorph, a giant weapon able to unleash a vast ball of plasma, or several focussed streams of fire from its multiple barrels.

The Exocrine itself is purely a means of transportation for the bio-plasmic cannon nested into its flesh.

Only when the larger beast remains still can the symbiote focus all of its mental resources into targeting and destroying its prey.

Because of their ability to deliver powerful long-ranged firepower, Exocrines are perhaps the most feared gun-beast in the Tyranid swarms.

BIO-TITAN BROODS

The Tyrannofex is a massive Tyranid Bio-Titan that exists purely to spread destruction to the Hive Fleet's foes.

Created for service on the most grueling battlegrounds, the Tyrannofex is clad in a dozen layers of ablative chitinous armour and supported by three pairs of massive legs. It is as unyielding in battle as any war engine constructed of steel or crafted from more conventional technology.

The Tyrannofex has the armour and fortitude of a living battle fortress and its bio-weapons eclipses that of its foes' most powerful main battle tanks in both quantity and destructive potential.

TYRANNOFEX BROOD

90 Points

SUPER-HEAVY VEHICLE (3)

DETACHMENT SIZE:

1

Name	Movement	Sv	CAF	Morale	W
Tyrannofex	5"	3+	+5	3+	2

Weapons

Each Tyrannofex must choose one of the following weapons:

- Rupture Cannon
- Fleshborer Hive
- Acid Spray

Weapons	Range	Dice	To Hit	AP	Traits
Rupture Cannon	12"	2	5+	-2	Arc (Front), Anti-Tank
Fleshborer Hive	6"	6	5+	0	Arc (Front), Light
Acid Spray	T	1	5+	-1	Arc (Front), Light AT

Upgrades

Purchase any of the following upgrades to a maximum brood size of 3, the same upgrade may be chosen multiple times:

- Increase the Brood size by 1 +80 points

Special Rules

Instinct : Hunt, Armored





BIO-TITAN BROODS

TRYGON BROOD

120 Points

KNIGHT (4)

DETACHMENT SIZE: 1

Name	Movement	Sv	CAF	Morale	W
Trygon	10"	3+	+8	2+	3

Weapons

- Bio-Shock
- Razor Claws
- Toxin Spike

Weapons	Range	Dice	To Hit	AP	Traits
Bio-Shock	D6x3"	6	3+	-1	Arc (Front), Blast (3")
Razor Claws	-	-	-	-	Rend, Wrecker (2)
Toxin Spike	-	-	-	-	-

Upgrades

Purchase any of the following upgrades to a maximum brood size of 3, the same upgrade may be chosen multiple times:

- Increase the Brood size by 1 +110 points

One Trygon in the Brood can be given the following upgrade:

- Upgrade to Trygon Prime +60 points

Trygon Prime: Add special rule Synapse (6")

Special Rules

Instinct: Rampage, Deep Strike, Burrow, Nimble

The Trygon is a vast serpentine creature, so colossal that it towers over even the mighty Carnifex. It is a heavily armoured monster, covered from head to tail with a thick carapace of shifting plates. As the Trygon moves, these plates generate a potent bio-static charge that courses along the length of the beast's body and wreathes its bladed forelimbs with crackling power. The Trygon can direct this energy as a lethal high-voltage discharge – unleashing pulsing arcs of lightning that leave its prey as little more than a charred pile of scorched bones.

A Trygon's claws are not only fearsome in close combat, they also allow it to burrow through practically any material. When a Trygon detects an enemy above, it digs upwards, bursting through the ground with explosive force, its huge claws scything through warriors and tanks alike.



BIO-TITAN BROODS

The Hierodule is a type of Tyranid Bio-Titan, but stands smaller than its more massive cousin the Hierophant. This class of bio-form is brought into action only against the most determined defences. Hierodules are immense creatures, towering over the battlefield and bristling with spines, claws, tendrils and apocalyptic bio-weapons.

Though classified as Bio-Titans by the starfaring races of the galaxy, these monsters bear little resemblance to the noble Titan god-engines of the Adeptus Mechanicus, the graceful wraithbone constructs of the Aeldari, or even the idol-like Gargants of the Orks, except in terms of size and lethality. The two most common variants of Hierodule encountered thus far are the Scythed and Barbed Hierodule bio-forms.

HIERODULE

150 Points

KNIGHT (4)

DETACHMENT SIZE:

1

Name	Movement	Sv	CAF	Morale	W
Hierodule	8"	3+	+10	2+	3

Weapons

There are several types of Hierodules encountered by the Imperium, each Hierodule has a type as follows:

- **Scythed Hierodule:** Razor Claws, Spore Pods & Stinger Salvo
- **Barbed Heirodule:** Bio Cannon & Stinger Salvo
- **Hive Hierodule:** Ripper Tentacles, Pyro-Acid Spray, Stinger Salvo

Weapons	Range	Dice	To Hit	AP	Traits
Razor Claws	-	-	-	-	Arc (Front), Rend, Wrecker (2)
Bio-Cannon	10"	4	5+	-3	Arc (Front), Anti-Tank, Engine Killer (1)
Pyro-Acid Spray	T	-	4+	-2	Arc(Front), Light AT, Shieldbane, Skyfire
Ripper Tentacles	4"	6	2+	0	Arc(Front), Skyfire, Attract, Engine Killer (2)
Spore Pods	8"	2	2+	0	Light, Point Defense, Ignores Cover
Stinger Salvo	6"	3	5+	-1	Light AT, Point Defense, SkyFire

Special Rules

Instinct: Hunt, Agile, Regenerate

If equipped with Spore Pods: Miasma



BIO-TITAN BROODS

HIEROPHANT

450 Points

TITAN (5)

DETACHMENT SIZE: **1**

Name	Movement	Sv	CAF	Morale	W
Hierophant	10"	2+	+16	2+	5

Weapons

Hierophants have two weapons chosen from the list below - it may choose two of the same weapon:

- Bio Cannon
- Razor Claws
- Bile Launcher
- Pyro-Acid Spray

The Hierophant is also armed with the following weapons:

- Ripper Tentacles
- Spore Pods
- Stinger Salvo

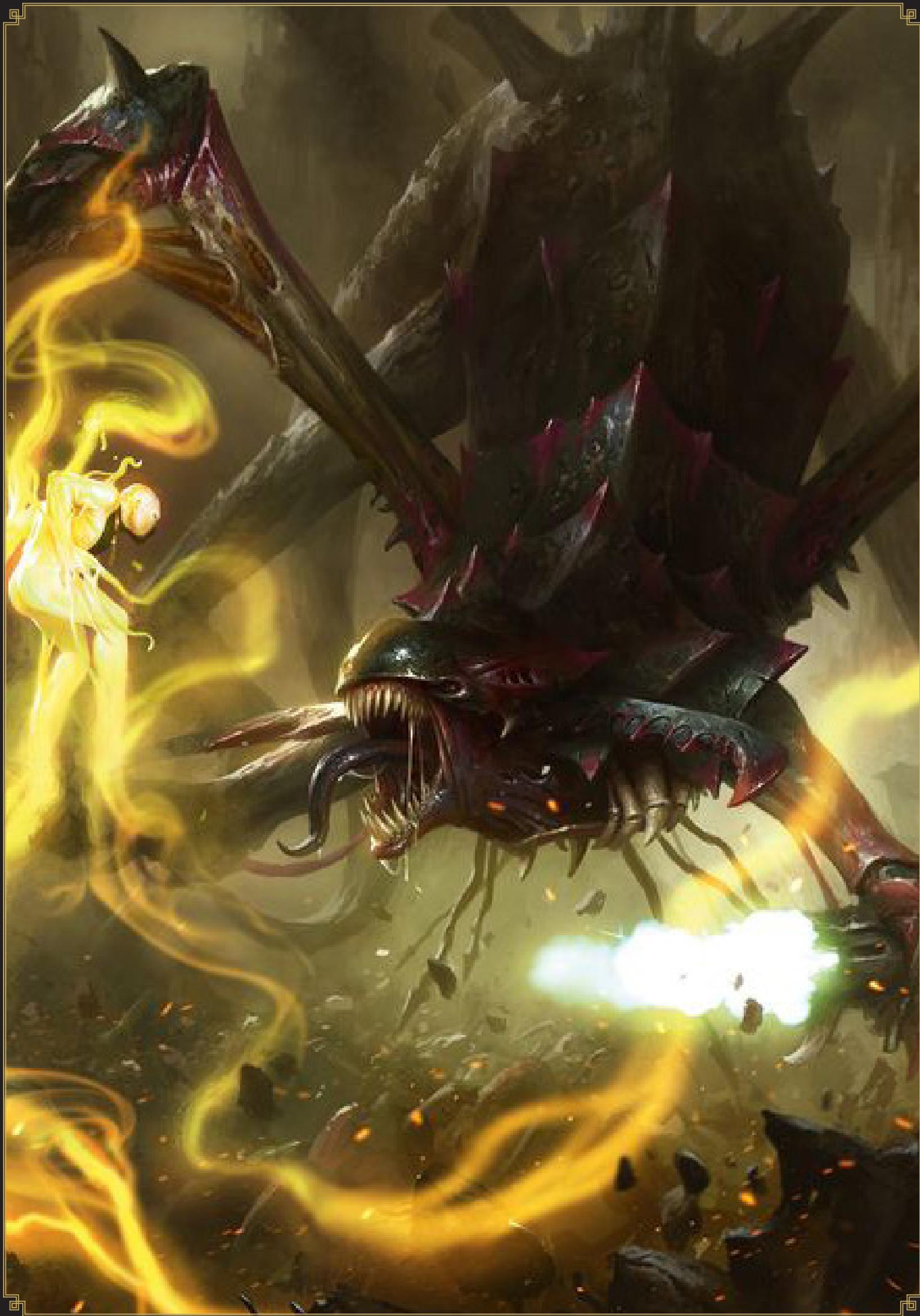
Weapons	Range	Dice	To Hit	AP	Traits
Razor Claws	-	-	-	-	Arc (Front), Rend, Wrecker (2)
Bio-Cannon	10"	4	5+	-3	Arc (Front), Anti-Tank, Engine Killer (1)
Bile Launcher	8"-50"	5	4+	-1	Arc (Front), Heavy Barrage
Pyro-Acid Spray	T	-	4+	-2	Arc(Front), Light AT, Shieldbane, Skyfire
Ripper Tentacles	4"	6	2+	0	Arc(Front), Skyfire, Attract, Engine Killer (2)
Spore Pods	8"	2	2+	0	Light, Point Defense, Ignores Cover
Stinger Salvo	6"	3	5+	-1	Light AT, Point Defense, SkyFire

Special Rules

- Agile, Regenerate, The Horror

The Hierophant (*Tyranicus giganticus*) is the most commonly deployed strain of Tyranid Bio-Titan, the organic equivalent of the massive war engines often called Titans that are employed by the Imperium of Man and the other intelligent starfaring species of the Milky Way Galaxy. Hierophants are immense, hideous creatures, towering over any opponents and bristling with spines, tendrils and Tyranid symbiote weapons. They are amongst the largest Tyranid bio-forms yet encountered by the Imperium amongst the teeming swarms of the Hive Fleets, comparable in size and power to an Imperial Titan.

The Hierophant is the Tyranid Hive Mind's largest bio-form adapted for shock assault tactics, and it is armed with powerful Bio-Cannons, multiple claws and razor-sharp blades. The Hierophant is armoured with a thick chitinous hide that exudes poisonous spores from rends in the plates.



CLOSING REMARKS

Thank you for your interest in *Legions: Hive War*. As we eagerly await the release of *Legions Imperialis* and get to experience the rules first hand I will publish a second version of this booklet. For those of you who have playtested this version please provide me with feedback on how the rules perform so that I can improve upon the play.

Designers Notes

As I watched previews, read articles and listened to commentaries on the new *Legions Imperialis* rule system a strong sense of nostalgia was triggered in me. A deep feeling of a time playing miniature wargames where everything was new and exciting. But there was something more; A deep, profound sorrow of how rules systems have evolved in the later years. Not to say that they are worse - far from it. In many cases the rules systems today are more well articulated and easier to understand, the interplay between rules are clearer and the production values are higher.

What really struck me was how the essence that I care for the most when it comes to game rules seems to have been lost, and that is the soul of the experience. I remembered many fond memories of early games where the experience was broken but the memories we had in that broken state remained. It was not memories of frustration, just an acceptance of the power of the individual broken unit - how overpowered it was, and not from a rule system, from a perspective of fantasy.



The rule system in *Legions Imperialis* harkens back to that time where game design had a purity of essence in trying to capture the stories that unfolded from playing a game. Even though modern balancing is important to prevent those that aim to abuse the system, it is not the most important tool in the designers toolbox. Instead I believe it is the ability to capture the fantasy of a world unimagined and put it forth to us, the gamers, as an interactable piece that we, humble humans, may get to experience a glimpse of what it would've been like being there.

This supplement tries to capture that essence. Each unit, rule, ability and mission should tell stories of the amazing creatures and the heroic deeds that were faced that day. I strive to reduce the overpowered combinations but never at the expense of what stories it could tell. As is the case for complexity in rules as well.

If I, with this little piece manages to create a moment in at least one gaming group where a memorable moment happened, a moment that created a sense of legend, I am content.

Future

While I intend to keep on updating this Supplement I may only do so when time permits. With life in full swing I only get to spend a couple of hours each week focused on the hobby.

There are some additional units I'm working on such to complete the tyranid range, the ones I know about are:

- Norn Emissary
- Neurolictor
- Shriekers (winged warriors)
- Neurotyrant
- Barbgaunts
- Neurogaunts
- Von Ryan's Leapers
- Psychophage
- Dimachaeron



Editions

- 1 - Pre-LI Launch 2023-11-19
- 2 - Pre-LI Launch + Feedback 2023-11-20

Edition Changes

- Added units
 - Malefactor
 - Exocrine
 - Myetic Spore
 - Ravener
 - Malanthrope
- Resolved various points discrepancies
- Conformed weapon profiles
- Conformed Blasts to only be 3" or 5"
- Added Parry Weapon Trait Description
- Added Beam Weapon Trait (Used to be called Line)
- Dominatrix: Reduced wounds
- Tyranid Warriors: Reduced Wounds
- Pyrovore: attack reduced in power.
- Gargoyle: Flamespouts reduced in power
- Reduced Ripper Swarm base amount
- Zoanthropes now have Synapse
- Zoanthrope Warp Blast reduced in power
- Genestealers: Increased cost
- Harpy: Clarified weapon profiles
- Trygon: Fixed incostency in melee / ranged profile.
- Tyrannofex: Acid Spray reduced in efficiency.
- Barbed strangler: Reduced AP
- Fleshborer range to 6"

A big thank you to Ian Wood for feedback that helped clarify issues or inconsistencies.



TOKENS

Print tokens to use for games of Legions Imperialis using the Legions: Hive War Supplement.



DATACARDS

Datacards are supplied to be used for easier access, print and fill out information.

Brood Size [].					
Name	Movement	Save	CAF	Morale	W
Weapon	Range	Dice	To Hit	AP	Traits
Special Rules					
Brood Size [].					
Name	Movement	Save	CAF	Morale	W
Weapon	Range	Dice	To Hit	AP	Traits
Special Rules					
Brood Size [].					
Name	Movement	Save	CAF	Morale	W
Weapon	Range	Dice	To Hit	AP	Traits
Special Rules					



**This is a fan product and is in no way endorsed
by Games Workshop.**

Special Thanks

Games Workshop Legends

Andy Chambers
Rick Priestley
Jervis Johnson
Mark Gibbons

Contribution

Ian Wood

Personal

My friends and family that put up with
all my shenanigans.

Resources

Warhammer 40,000 Wiki
warhammer40k.fandom.com

Chat GPT
chat.openai.com

Wahapedia
wahapedia.ru



LEGIONS HIVE WAR

TYRANIDS FOR LEGIONS IMPERIALIS

A vast and alien intellect has risen from the void of intergalactic space. The single monstrous entity which is the Tyranid race has found a new rich feeding ground: the human galaxy.

This book contains rules for using the Tyranids in Legions Imperialis. It expands the game with new faction rules, new units, special rules, weapon traits and psychic powers. All to capture the truly horrifying and alien essence that is The Great Devourer.

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