

TYRANIDS  
HAVE  
FLEETS  
FORCELIST



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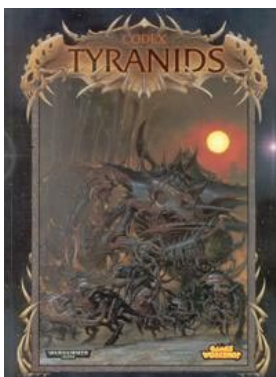
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# TYRANID HIVE FLEET FORCE LIST

The following conversions are based on *Codex: Tyranids* and *Chapter Approved*.



creature that has the Synapse ability. If this is not the case, immediately make a Morale Test for the squad. This rule does not apply to creatures with the Synapse ability (technically, it does, but the model is always at 0" of a synapse creature, so the requirement is automatically fulfilled).

Whenever a tyranid model fails a Morale Test (regardless of what caused the test to be made), roll 1D10 on the *Tyranid Morale Table* rather than on the standard *Morale Table* from page 88 of the *VOR Rulebook*.

## SPECIAL RULES

The following rules apply to all tyranid models and units, unless otherwise noted.

### BIO-WEAPONS

There is no overall tyranids weapons list in this forcelist. This is because bio-weapons have slightly different capabilities depending on the model carrying them, so full game statistics for the weapons are included in each model's statistics block.



### MUTABLE GENUS CREATURES

As noted in *Codex: Tyranids*, there are large numbers of mutants in the tyranid hive fleets. To create these in *VOR*, follow the rules given in the creatures' statistic blocks. (If no *Mutable Genus* header appears there, the creature cannot be made into a biomorph variant of its normal species.) In order to use these biomorphs in a game, you

### FAST AND DEADLY

Tyranid models count Broken terrain as Open (p. 78, *VOR Rulebook*). When more than eight tyranid models cross the same section of Broken terrain in a single turn, each model after the eighth must roll a Test: if a D10 rolls below, or equal to, the amount of MP the model has spent in the Broken terrain, it takes [Power: (model's own Power), AM: no test] damage from the stampede. (For these purposes, a section of broken terrain is any stretch of uninterrupted terrain that counts as Broken.)

have to fulfill the criteria given on page 38 of *Codex: Tyranids* with regards to replacing the standard species by your custom-designed ones.

The *VOR* mutable-genus rules are more or less the reverse of the *Codex: Tyranids* ones: there, creating the game stats for a mutable-genus creature is done by starting with a set of basic statistics that usually are lower than those of the base creature, then adding stat increases and powers to these—and if you add nearly all the possible increases, you end up with the base creature.

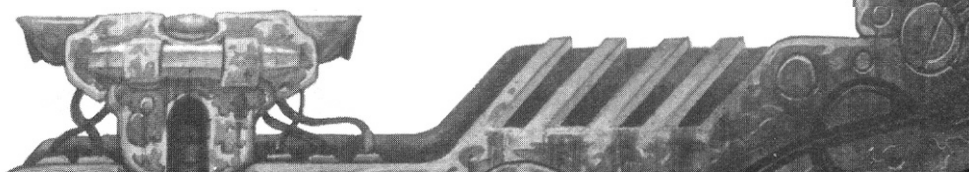
The *VOR* rules given in this forcelist work by starting with the base creature and telling you how you can (and/or have to) modify it to create a biomorph version of it. Often, this is done by lowering statistics, for which you then get the appropriate Point Values back.

### INSTINCTIVE BEHAVIOUR

Every time a tyranid unit is activated, check if at least one of its members is within 12" of a

## TYRANID MORALE TABLE

1D10 roll	Effect
1	<b>Paralyzed!</b> As for a roll of 1-2 on the Panic Table, page 88, <i>VOR Rulebook</i> .
2-4	<b>Pushed back!</b> As for a roll of 3-9 on the Panic Table, page 88, <i>VOR Rulebook</i> .
5-7	<b>Lurk!</b> Every model in the unit must move toward the nearest available cover (hard or soft) that is not closer to the nearest enemy than the model is.
8-10	<b>Attack!</b> Each model in the unit must move towards the nearest enemy model and (if it has sufficient MP to do so) make at least one melee attack. If the model is already in base-to-base contact with an enemy model, the tyranid model is counted as Charging, even though it did not charge into combat this turn.



## BIOVORE

MP: 10 CC: 5 RC: 5 POW: 3 BOD: 4 BRN: 1 GUT: 9 LIF: 2 AR: 0 SIZE: L

Point Value: 40

Availability: 1-3 per force

Structure: Individual

Abilities:

**Bio-Weapons:** A biovore can shoot spore mines as an [MPC: 4, Uses/Turn: 1, Range: S 15/+1, M 30/—, L 45/–1, Mode: indirect] attack, which must target the ground, and will scatter if it misses. A spore mine model is placed at the point hit by the attack, and is treated as a normal spore mine for the rest of the game. (It is considered to already have been activated during the current turn, however, so it cannot move anymore, but it will explode as normal if its detonation conditions are met at any time before the spore mine's activation in the next turn.)

**Spore Mines:** Which types of spore mines each biovore can shoot must be decided before the game. One or more of the types listed below can be chosen, at the PV of the spore mine; only one mine needs to be bought of each type per biovore, even though more than one may be on the board at any given time.

## SPORE MINE

MP: 1D6 CC: 1 RC: 1 POW: 1 BOD: 4 BRN: 1 GUT: 10 LIF: 1 AR: 0 SIZE: S

Point Value: 7 (bio-acid), 15 (frag) or 16 (poison)

Availability: 1 of each type per biovore

Structure: Individual

**Options:** Spore mines must be taken as one of three types, chosen from those below.

**Bio-Acid:** When the spore mine detonates, randomly determine a direction by rolling a D10 as for scatter (p. 84, *VOR Rulebook*). Place the splash template with its narrow end against the spore mine's base, so that its centerline points in the direction rolled; any model underneath the template can be hit using the normal splash rules from page 85 of the *VOR Rulebook* (although vehicles will not be affected at all unless they are open-topped). Models that are hit take [Power: 3, AM: 0] damage.

**Frag:** These cause [Power: 4, AM: 0, Mode: blast radius 3"] centered on the spore mine.

**Poison:** Causes [Power: (model's Body), AM: –1, Mode: blast radius 3"] centered on the spore mine. Note that a model that is hit takes damage with a Power equal to the model's own Body statistic, not that of the spore mine.

Abilities:

**Detonation:** Whenever a spore mine comes into base-to-base contact with an enemy model, or when an enemy model within 2" of a spore mine makes a ranged attack, the spore mine explodes without the need to roll for a hit. If this happens due to a model making a ranged attack, resolve the explosion after determining the result of the other model's attack.

A tyranid model with the Synapse Creature power (a hive tyrant, warrior or some zoanthropes) may spend 5 MP to instantly detonate all spore mines within 24 inches of the model.

As soon as a spore mine has been detonated, remove the model from the table.

**Mindless:** A spore mine always passes all Morale Tests it is required to make—it does not fail automatically if it rolls a 10. It also cannot be knocked down.

**Movement:** Every time a spore mine model is activated, roll 1D6 to determine its MP for the current turn. It will spend all its MP to move in a random direction (establish this by rolling a D10 as for scatter, see p. 84, *VOR Rulebook*) until it hits an obstacle that it cannot pass; if it has any MP left, establish a new, random movement direction (re-roll the D10 if this would take the model through the obstacle) and continue its movement. Spore mines cannot climb up or down large obstacles.

## CARNIFEX

MP: 12 CC: 7 RC: 5 POW: 10 BOD: 6 BRN: 2 GUT: 9 LIF: 4 AR: 7 SIZE: L

Point Value: 106

Availability: Unlimited

Structure: Individual

Basic Attack: Great stomp [MPC: 4, Power: 10, AM: no test]

### Options:

**Biomorph:** A carnifex may have up to two of the following biomorph enhancements.

*Bio-Plasma Attack (+4 PV):* A melee attack causing [MPC: 3, Power: 9, AM: 0, Damage: 2].

*Extended Carapace (+2 PV):* Adds +1 to the carnifex's Armor Rating.

*Flesh Hooks (+3 PV):* These add a +1 modifier to the carnifex's rolls when an opponent tries to break away from it in melee combat (p. 87, *VOR Rulebook*). Flesh hooks also allow the carnifex to climb up and down vertical surfaces that do not have ladders or stairs, even if they are more than 3 inches tall (see page 78, *VOR Rulebook*).

**Bio-Weapons:** A carnifex must select two of the following attacks.

*Barbed Strangler (+48 PV):* [MPC: 8, Uses/Turn: 1, Range: S 6/+1, M 12/—, L 24/-1, Power: 8, AM: 0, Mode: blast radius 3"]

*Rending Claws (+11 PV):* A melee attack causing [MPC: 5, Power: 10, AM: -1], and inflicting a critical hit (p. 80, *VOR Rulebook*) on a roll of 1 or 2, instead of only on a 1.

*Scything Talons (+2 PV for one set, +14 PV for two sets):* A carnifex may have one or two sets of scything talons; one set causes [MPC: 6, Power: 10, AM: -2], while two sets cause [MPC: 6, Power: 11, AM: -2, Damage: 2]. When two sets of scything talons are chosen, this counts as two attacks, so the carnifex may not take any others.

*Venom Cannon (+84 PV):* [MPC: 8, Uses/Turn: 1, Range: S 10/—, M 20/+1, L 30/—, Power: 8, AM: -1, Damage: 3]

### Abilities:

**Invulnerable:** A carnifex may always make an Armor Test, even against attacks which normally negate this, such as a critical hit or weapons that do not allow an Armor Test. Any attack with an Armor Modifier of -2 or greater, or attacks that do not allow an Armor Test, are considered to have an Armor Modifier of -2.

### Mutable Genus

A carnifex may be given up to 6 of the following biomorph characteristics. Unless otherwise indicated, each may be added only once.

**Bio-Plasma Attack (+4 PV):** See *Options: Biomorph*, above.

**Bio-Weapons (per weapon PV):** A carnifex must choose two of the following bio-weapons. Each weapon counts as a separate biomorph. Note that many have slightly different statistics (including PV costs) depending on whether the carnifex has Power 9 or Power 10—decide first on the carnifex's Power statistic, and only then pick its weapons.

*Barbed Strangler (+28 PV if Power 9, +48 PV if Power 10):* [MPC: POW-2, Uses/Turn: 1, Range: S 6/+1, M 12/—, L 24/-1, Power: POW-2, AM: 0, Mode: blast radius 3"]

*Deathspitter (+64 PV if Power 9, +87 PV if Power 10):* [MPC: POW-1, Uses/Turn: 1, Range: S 5/+1, M 10/—, L 20/-1, Power: POW-1, AM: 0, Mode: blast radius 2", Damage: 2]

*Devourer (+25 PV if Power 9, +37 PV if Power 10):* [MPC: POW-3, Uses/Turn: 1, Range: S 6/+2, M 12/-1, L —/—, Power: POW-3, AM: 0, Mode: full-auto, Damage: 2]

*Lash Whips (+3 PV):* Any enemy model in base-to-base contact with the carnifex must add +1 MP to the cost of all melee attacks it makes. If multiple tyranid models with lash whips are in base-to-base contact with the same enemy model, this MPC increase applies only once.

*Rending Claws (+11 PV):* See **Abilities: Bio-Weapons**, above

*Scything Talons (+2 PV for one set, +14 PV for two sets):* See **Abilities: Bio-Weapons**, above

*Venom Cannon (+54 PV if Power 9, +84 PV if Power 10):* [MPC: POW-2, Uses/Turn: 1, Range: S 10/—, M 20/+1, L 30/—, Power: POW-2, AM: -1, Damage: 3]

**Brains -1 (-1 PV)**

**Close Combat -2 (-2 PV)**

**Extended Carapace (+3 PV):** See *Options: Biomorph*, above.

**Flesh hooks (+3 PV):** See *Options: Biomorph*, on page 5.

**Implant Attack (+10 PV):** Increases the carnifex's basic attack to [Damage: 2]. This does not apply to any other attacks the carnifex may have.

**Power -1 (-2 PV):** This also modifies the Power of all the carnifex's melee attacks, except bio-plasma attack, by -1.

**Ranged Combat -2 (-4 PV)**

### Example 1: Razorfex

Basic (123 PV) + Ranged Combat -2 (-4 PV) + Power -1 (-2 PV) + extended carapace (+3 PV) + flesh hooks (+3 PV) + bio-plasma (+4 PV) + scything talons (+2 PV) + rending claws (+11 PV)

MP: 12 CC: 7 RC: 5 POW: 10 BOD: 6 BRN: 2 GUT: 9 LIF: 4 AR: 8 SIZE: L

Point Value: 140

## DACTYLIS

MP: 13 TC: 1 CC: 7 RC: 7 POW: 5 BOD: 6 BRN: 2 GUT: 9 LIF: 5 AR: 8(2)

Point Value: 158

Type: Light Walker

Availability: Unlimited

Structure: Individual

**Attacks:** A dactylis can shoot spore mines as an [MPC: 4, Uses/Turn: 1, Range: S 15/+1, M 30/—, L 45/-1, Mode: indirect] attack, which must target the ground, and will scatter if it misses. A spore mine model is placed at the point hit by the attack, and is treated as a normal spore mine for the rest of the game. (It is considered to already have been activated during the current turn, however, so it cannot move anymore, but it will explode as normal if its detonation conditions are met at any time before the spore mine's activation in the next turn.) A dactylis holds all types of spore mine (see p. 4 for game statistics).

## EXOCRINE

MP: 14 TC: 1 CC: 7 RC: 7 POW: 8 BOD: 6 BRN: 2 GUT: 9 LIF: 3 AR: 8(2)

Point Value: 186

Type: Light Walker

Availability: Unlimited

Structure: Individual

**Basic Attack:** Bio-cannon [MPC: 8, Uses/Turn: 1, Range: S 15/+1, M 30/—, L 45/-1, Power: 8, AM: -1, Damage: 2, Mode: blast radius 2"]

## GARGOYLE BROOD

MP: 10 CC: 5 RC: 5 POW: 3 BOD: 3 BRN: 4 GUT: 9 LIF: 1 AR: 2 SIZE: M

Point Value: 24

Availability: Unlimited

Structure: 8-32

**Basic Attack:** Fleshborer [MPC: 4, Uses/Turn: 1, Range: S 6/+1, M 12/—, L —/—, Power: 4, AM: 0]

**Options:**

**Advanced Deployment (+5 PV per model):** Gargoyle broods deploy last (after all players have placed their models) and may be deployed anywhere on the battlefield. They must be deployed at least 10 inches away from enemy models.

**Abilities:**

**Wings:** Allows the model to move as if equipped with a jump pack.

## GENESTEALER BROOD

MP: 11 CC: 9 RC: 1 POW: 4 BOD: 4 BRN: 6 GUT: 9 LIF: 1 AR: 2 SIZE: M

Point Value: 40

Availability: Unlimited

Structure: 6-12

**Basic Attack:** Rending claws [MPC: 5, Power: 10, AM: -1, Mode: inflicts a critical hit on a roll of 1 or 2 instead of only on a 1]

**Options:** All models in the brood may be equipped with one of the following bio-weapons or biomorph enhancements; all models must have the same enhancement.

**Extended Carapace (+3 PV):** Adds +1 to the genestealer's Armor Rating.

**Flesh Hooks (+3 PV):** These add a +1 modifier to the genestealer's rolls when an opponent tries to

break away from it in melee combat (p. 87, *VOR Rulebook*). Flesh hooks also allow the genestealer to climb up and down vertical surfaces that do not have ladders or stairs, even if they are more than 3 inches tall (see page 78, *VOR Rulebook*).

**Implant Attack (+10 PV):** Increases the genestealer's basic melee attack to [Damage: 2]. This does not apply to its rending claws or any other attacks the genestealer may have.

**Scything Talons (+2 PV):** A melee attack that causes [MPC: 6, Power: 4, AM: -2].

**Toxin Sacs (+2 PV):** Add +1 to the genestealer's Power statistic.

#### Abilities:

**Brood Telepathy:** Genestealers follow the normal morale rules (p. 88, *VOR Rulebook*) instead of the rules for instinctive behaviour from page 3 of this book.

**Infiltrate:** Genestealers deploy last (after all players have placed their models) and may be deployed anywhere on the battlefield. They must be deployed at least 10 inches away from enemy models.

## HARRIDAN

MP: 14 TC: 2 CC: 7 RC: 7 POW: 8 BOD: 7 BRN: 2 GUT: 9 LIF: 5 AR: 5(2)

Point Value: 177

Type: Medium Flyer

Availability: Unlimited

Structure: Individual

**Basic Attack:** Bio-cannon [MPC: 8, Uses/Turn: 1, Range: S 10/—, M 20/+1, L 30/—, Power: 7, AM: -2, Damage: 3, Mode: full-auto]

#### Abilities:

**Flyer:** A harridan may move over any obstacle of 12" in height or less. It must move around terrain features that are taller than 12 inches.

## HARUSPEX

MP: 17 TC: 1 CC: 7 RC: 7 POW: 6 BOD: 6 BRN: 5 GUT: 9 LIF: 3 AR: 5(2)

Point Value: 158

Type: Light Walker

Availability: Unlimited

Structure: Individual

**Attacks:** Fragmentation spines [MPC: 7, Uses/Turn: 1, Range: S 6/+1, M 12/—, L —/—, Power: 7, AM: -1, Mode: full-auto], acid jets [Uses/Turn: 1, Power: 3, AM: -1, Mode: splash template]

#### Abilities:

**Fast:** A haruspex has a -1 MP cost modifier for every inch of terrain moved through, with a minimum of 1 MP per inch.

**Melee Attacks:** The MP cost for a haruspex to make melee attacks is modified by -2 MP per attack.

## HIVE TYRANT

MP: 10 CC: 9 RC: 5 POW: 6 BOD: 6 BRN: 5 GUT: 9 LIF: 4 AR: 7 SIZE: L

Point Value: 123

Availability: Unlimited

Structure: Individual

**Basic Attack:** Claws [MPC: 6, Power: 6, AM: no test]

#### Options:

**Biomorphs:** A hive tyrant may have any of the following biomorph enhancements:

*Bio-Plasma Attack (+2 PV):* A melee attack causing [MPC: 3, Power: 7, AM: 0].

*Flesh Hooks (+3 PV):* These add a +1 modifier to the hive tyrant's rolls when an opponent tries to break away from it in melee combat (p. 87, *VOR Rulebook*). Flesh hooks also allow the hive tyrant to climb up and down vertical surfaces that do not have ladders or stairs, even if they are more than 3 inches tall (see page 78, *VOR Rulebook*).

*Implant Attack (+10 PV):* Increases the hive tyrant's basic attack to [Damage: 2], though this does not apply to any other attacks it may have.

**Bio-Weapons:** A hive tyrant must select two of the following attacks.

*Barbed Strangler* (+17 PV): [MPC: 4, Uses/Turn: 1, Range: S 6/+1, M 12/—, L 24/–1, Power: 4, AM: 0, Mode: blast radius 3"]

*Deathspitter* (+28 PV): [MPC: 7, Uses/Turn: 1, Range: S 5/+1, M 10/—, L 20/–1, Power: 7, AM: 0, Mode: blast radius 2"]

*Devourer* (+21 PV): [MPC: 5, Uses/Turn: 2, Range: S 6/+2, M 12/–1, L —/—, Power: 5, AM: 0, Mode: full-auto]

*Lash Whips* (+3 PV): Any enemy model in base-to-base contact with the hive tyrant must add +1 MP to the cost of all melee attacks it makes. If multiple tyranid models with lash whips are in base-to-base contact with the same enemy model, this MPC increase applies only once.

*Rending Claws* (+11 PV): A melee attack causing [MPC: 5, Power: 6, AM: –1], and inflicting a critical hit (p. 80, *VOR Rulebook*) on a roll of 1 or 2, instead of only on a 1.

*Scything Talons* (+2 PV for one set, +14 PV for two sets): A hive tyrant may have one or two sets of scything talons; one set causes [MPC: 6, Power: 6, AM: –2], while two sets cause [MPC: 6, Power: 7, AM: –2, Damage: 2]. When two sets of scything talons are chosen, this counts as two attacks, so the hive tyrant may not take any others.

*Spinefists* (+15 PV): [MPC: 6, Uses/Turn: 1, Range: S 6/+1, M 12/—, L —/—, Power: 6, AM: 0, Mode: full-auto]

*Venom Cannon* (+48 PV): [MPC: 8, Uses/Turn: 1, Range: S 10/—, M 20/+1, L 30/—, Power: 8, AM: –1, Mode: full-auto]

**Hive Mind Powers:** A hive tyrant can be given any of the following powers:

*Catalyst* (+15 PV): By spending 5 MP, the hive tyrant may roll a Brains Test for this psychic power. If successful, choose a tyranid squad that has at least one of its members within 18" of the hive tyrant. Until their next activation, all models in this unit may counter-attack models that make melee attacks against them: any time an enemy model spends MP to attack a tyranid in the affected unit, the tyranid may make a melee attack against the enemy model. This is considered to be simultaneous with the enemy's attack, so if both hit and kill their opponent, both models are removed from play. The tyranid model may not spend more MP on melee attacks than its MP statistic. Any MP spent on counterattacks is taken off its MP allowance next time the tyranid model is activated.

*Psychic Scream* (+20 PV): All enemy models within 12" of the hive tyrant have a –1 modifier to any Guts Tests (including Morale Tests) they make. Additionally, any non-tyranid psychic model (or equivalent, such as a zykhee mystic) within 12" of the hive tyrant get a –1 Brains modifier as well, and any failed Brains Test for a psychic power is considered a Critical Miss.

*Warp Blast* (+48 PV): The hive tyrant can make an [MPC: 5, Uses/Turn: 1, Range: S 6/—, M 12/+1, L 24/—, Power: 5, AM: –1, Mode: blast radius 1"] attack. If desired, the hive tyrant can boost the power of this attack to [MPC: 7, Uses/Turn: 1, Range: S 5/—, M 10/+1, L 20/—, Power: 6, AM: –2, Damage: 3], but in this case it counts as a psychic power, and requires a successful Brains Test before a Ranged Combat Test may be made (the MP cost must be paid before making the Brains Test, however).

*Warp Field* (+3 PV): Increases the hive tyrant's Armor Rating to 8.

#### Abilities:

**Invulnerable:** A hive tyrant may always make an Armor Test, even against attacks which normally negate this, such as a critical hit or weapons that do not allow an Armor Test. Any attack with an Armor Modifier of –2 or greater, or attacks that do not allow an Armor Test, are considered to have an Armor Modifier of –2.

**Synapse Creature:** All tyranid models within 12" of a hive tyrant use the hive tyrant's Guts statistic for all Guts and Morale Tests they are required to make.

**The Horror:** Any model that wants to attack a hive tyrant in melee combat must succeed at a Morale Test before it spends the final MP necessary to move into base-to-base contact. If this test fails, the model must roll on the Panic table (the result applies to the model only, not the entire squad).

#### Mutable Genus

A hive tyrant may be given up to 8 of the following biomorph characteristics. Unless otherwise indicated, each may be added only once.

**Bio-Plasma Attack** (+2 PV): This melee attack causes [MPC: 3, Power: POW+1, AM: 0].

**Bio-Weapons (per weapon PV):** A hive tyrant must choose two of the following bio-weapons. Each weapon counts as a separate biomorph. Note that many have slightly different statistics (including PV costs) depending on whether the hive tyrant has Power 5 or Power 6—decide first on the hive tyrant's Power statistic, and only then pick its weapons.

*Barbed Strangler* (+15 PV if Power 5, +17 PV if Power 6): [MPC: POW-2, Uses/Turn: 1, Range: S 6/+1, M 12/—, L 24/-1, Power: POW-2, AM: 0, Mode: blast radius 3"]

*Deathspitter* (+18 PV if Power 5, +28 PV if Power 6): [MPC: POW+1, Uses/Turn: 1, Range: S 5/+1, M 10/—, L 20/-1, Power: POW+1, AM: 0, Mode: blast radius 2"]

*Devourer* (+19 PV if Power 5, +21 PV if Power 6): [MPC: POW-1, Uses/Turn: 2, Range: S 6/+2, M 12/-1, L —/—, Power: POW-1, AM: 0, Mode: full-auto]

*Fleshborer* (+15 PV if Power 5, +25 PV if Power 6): [MPC: POW+1, Uses/Turn: 1, Range: S 6/+1, M 12/—, L —/—, Power: POW+1, AM: 0, Mode: full-auto]

*Lash Whips* (+3 PV): See **Abilities: Bio-Weapons**, p. 7.

*Rending Claws* (+11 PV): See **Abilities: Bio-Weapons**, p. 7.

*Scything Talons* (+2 PV for one set, +14 PV for two sets): See **Abilities: Bio-Weapons**, above.

*Spinefists* (+11 PV if Power 5, +15 PV if Power 6): [MPC: POW, Uses/Turn: 1, Range: S 6/+1, M 12/—, L —/—, Power: POW, AM: 0, Mode: full-auto]

*Venom Cannon* (+33 PV if Power 5, +48 PV if Power 6): [MPC: POW+2, Uses/Turn: 1, Range: S 10/—, M 20/+1, L 30/—, Power: POW+2, AM: -1, Mode: full-auto]

**Brains -1 (-1 PV)**

**Close Combat -2 (-2 PV)**

**Extended Carapace (+3 PV):** Increases the hive tyrant's Armor Rating to 8.

**Flesh hooks (+3 PV):** See *Options: Biomorph*, p. 7.

**Implant Attack (+10 PV):** See *Options: Biomorph*, p. 7.

**Power -1 (-2 PV):** This also reduces the hive tyrant's melee combat damage to [Power: 9].

**Ranged Combat -2 (-4 PV)**

**Wings (+10 PV):** Allows the hive tyrant to move as if equipped with a jump pack.

#### **Example 1: Swarm Tyrant**

Basic (175 PV) + Power -1 (-2 PV) + Brains -1 (-1 PV) + psychic scream (+20 PV) + flesh hooks (+3 PV) + implant attack (+10 PV) + bio-plasma (+2 PV) + fleshborer (+15 PV) + scything talons (+2 PV)

MP: 10 CC: 9 RC: 5 POW: 5 BOD: 6 BRN: 4 GUT: 9 LIF: 4 AR: 7 SIZE: L

Point Value: 224

## **HORMAGAUNT BROOD**

MP: 11 CC: 7 RC: 5 POW: 3 BOD: 3 BRN: 4 GUT: 3 LIF: 1 AR: 2 SIZE: M

Point Value: 32

**Availability:** Unlimited

**Structure:** 8-32

**Basic Attack:** Scything talons [MPC: 5, Power: 3, AM: -2]

**Abilities:**

**Bounding Leap:** When a hormagaunt model wants to move into base-to-base contact with an enemy model, it pays only half the normal MP cost for movement. This only applies if the controlling player announces the hormagaunt will charge, and it has sufficient MP to actually get into base-to-base contact as well as make at least one melee attack.

**Fleet of Claw:** Whenever a hormagaunt brood is activated, the player may announce it is using the fleet of claw rule. This means the brood may not spend MP for anything during its current activation except movement and making melee attacks—no models in the brood may make ranged attacks, aim, hold an action, enter vehicles (though they can exit them), or use abilities that cost MP (unless the ability represents movement or a melee attack). However, each model in the brood gets 1D6 extra MP for its activation in the current turn, which can be spent for movement at the normal terrain MP costs.

#### **Mutable Genus**

Hormagaunts use the same mutable genus modifications as termagants, described on page 13.

## LICTOR

MP: 11 CC: 9 RC: 1 POW: 6 BOD: 4 BRN: 6 GUT: 9 LIF: 3 AR: 3 SIZE: L

Point Value: 89

Availability: 1-3 per force

Structure: Individual

**Basic Attack:** Rending claws [MPC: 5, Power: 6, AM: -1, Mode: inflicts a critical hit on a roll of 1 or 2 instead of only on a 1], scything talons [MPC: 6, Power: 6, AM: -2]

**Abilities:**

**Flesh Hooks:** These add a +1 modifier to the lictor's rolls when an opponent tries to break away from it in melee combat (p. 87, *VOR Rulebook*). Flesh hooks also allow the lictor to climb up and down vertical surfaces that do not have ladders or stairs, even if they are more than 3 inches tall (see page 78, *VOR Rulebook*).

**Hit and Run:** Lictors can move out of melee combat without the need to spend 1 MP or roll 1D10 + Power (p. 87, *VOR Rulebook*).

**Secret Deployment:** Lictors do not need to be deployed on the table at the start of the game. Before any players deploy their models on the table, but after all terrain features have been placed, the tyranid player may write down where each of his lictors is hiding (measure from a corner of the table, just like when *Determining a Random Spot on the Board*, p. 98, *VOR Rulebook*). Until a lictor model has been placed on the table, it may not be attacked in any way, including by weapons using a template that happen to affect the lictor's position. Any time a lictor is activated, the tyranid player may choose to reveal its location, placing the model on the table at the coordinates that were previously written down.

Enemy models may search for hidden lictors by spending 4 MP and rolling a Brains Test. If this test succeeds, any hidden lictors within LOS and 6" of the searching model must be placed on the table immediately; models equipped with special detection equipment or abilities (such as a scanners or some psychic or other power) add a +4 modifier to their Brains Test. A model equipped with a weapon using the flamer template adds a further +3 modifier.

**Stealth:** A lictor always counts as if in soft cover, even when out in the open (see p. 82, *VOR Rulebook*).

## MALEFACTOR

MP: 13 TC: 1 CC: 7 RC: 7 POW: 7 BOD: 7 BRN: 2 GUT: 9 LIF: 5 AR: 8(2)

Point Value: 177

Type: Light Walker Transport (11 Lifeforce)

Availability: Unlimited

Structure: Individual

**Attacks:** Scything talons [MPC: 4, Power: 7, AM: -2], fragmentation spines [MPC: 8, Uses/Turn: 1, Range: S 6/+1, M 12/—, L —/—, Power: 8, AM: -1, Mode: full-auto]

## OLD ONE EYE

MP: 9 CC: 7 RC: 3 POW: 10 BOD: 6 BRN: 2 GUT: 9 LIF: 4 AR: 8 SIZE: L

Point Value: 147

Availability: 1 per force; Old One Eye may only be used in a tyranid force that is 750 PV or less.

Structure: Individual

**Basic Attack:** Gigantic crushing claws [MPC: 3, Power: (POW + 1D6), AM: no test, Mode: roll 1D6 and add Old One Eye's Power statistic to establish the Power of its attack every time it makes a melee attack]

**Abilities:**

**Regenerate:** Every time Old One Eye is activated, he regains 1 point of lost Lifeforce (but he cannot go above his starting Lifeforce of 4). If he is reduced to 0 (or less) Lifeforce, roll 1D10 at the end of the tyranid player's next turn; on a roll of 1 to 5, Old One Eye is still alive, and replaced with 1 Lifeforce on the spot where he was "killed" (and he will regenerate back to 4 Lifeforce as described earlier). On a roll of 6 or higher, Old One Eye is out for the count, and worth his PV in Glory Points like any other killed model—but he's not necessarily dead ... In a campaign, at the end of each battle in which Old One Eye was "killed", he is allowed a Body Test. If this succeeds, he is not dead and can be used in the next game.

## RAVENER

MP: 12 CC: 8 RC: 5 POW: 4 BOD: 4 BRN: 5 GUT: 9 LIF: 2 AR: 3 SIZE: L

Point Value: 56

Availability: Unlimited

Structure: 1-6

Abilities:

**Bio-weapons:** A ravener must select two of the following attacks.

*Deathspitter (+14 PV):* [MPC: 5, Uses/Turn: 1, Range: S 5/+1, M 10/—, L 20/–1, Power: 5, AM: 0, Mode: blast radius 2"]

*Devourer (+17 PV):* [MPC: 3, Uses/Turn: 2, Range: S 6/+2, M 12/–1, L —/—, Power: 3, AM: 0, Mode: full-auto]

*Rending Claws (+11 PV):* A melee attack causing [MPC: 5, Power: 6, AM: –1], and inflicting a critical hit (p. 80, *VOR Rulebook*) on a roll of 1 or 2, instead of only on a 1.

*Scything Talons (+2 PV):* [MPC: 6, Power: 6, AM: –2]

*Spinefists (+9 PV):* [MPC: 4, Uses/Turn: 1, Range: S 6/+1, M 12/—, L —/—, Power: 4, AM: 0, Mode: full-auto]

**Fast:** Ravens have a –1 MP cost modifier for every inch of terrain moved through, with a minimum of 1 MP per inch.

**Melee Attacks:** The MP cost for raveners to make melee attacks is 2 MP per attack.

## THE RED TERROR

MP: 9 CC: 9 RC: 1 POW: 5 BOD: 5 BRN: 3 GUT: 9 LIF: 3 AR: 7 SIZE: L

Point Value: 87

Availability: 1 per force; the Red Terror may only be used in a tyrannid force of 750 PV or more.

Structure: Individual

**Basic Attack:** Scything claws [MPC: 3, Power: 9, AM: no test]

Abilities:

**Deep Strike:** The Red Terror deploys last (after all players have placed their models) and may be deployed anywhere on the battlefield. It must be deployed at least 10 inches away from enemy models.

**Fast:** The Red Terror has a –1 MP cost modifier for every inch of terrain moved through, with a minimum of 1 MP per inch.

**Swallow Whole:** If it achieves a critical hit in melee combat, the Red Terror may spend 4 MP to swallow its target whole. It can only do this with small- and medium- sized models that have Power and Body statistics of 5 or less (including any modifiers from equipment, abilities, etc.), but the victim does not get any Tests whatsoever to prevent being swallowed. The Red Terror cannot swallow large-size models or vehicles of any kind.

## RIPPER SWARM

MP: 7 CC: 5 RC: 1 POW: 3 BOD: 3 BRN: 1 GUT: 9 LIF: 3 AR: 2 SIZE: M

Point Value: 30

Availability: Unlimited

Structure: 3-10

**Basic Attack:** Basic melee attack [MPC: 1, Power: 3, AM: 0]

Abilities:

**Mindless:** A ripper swarm automatically passes all Morale Tests it is required to make, and cannot be knocked down.

**Small Targets:** A ripper swarm in any kind of cover always counts as being in hard cover.

**Vulnerable to Blasts:** Any weapon using a template inflicts twice its normal Damage on ripper swarms.

**Mutable Genus**

Ripper swarms may be given up to 2 of the following biomorph characteristics. Unless otherwise indicated, each may be added only once.

**Brains +2 (+2 PV)**

**Close Combat +2 (+2 PV)**

**Extended Carapace (+3 PV):** Increases the swarm's Armor Rating to 3.

**Leaping (+5 PV):** When the swarm wants to move into base-to-base contact with an enemy model, it pays only half the normal MP cost for movement. This only applies if the controlling player announces the swarm will charge, and it has sufficient MP to actually get into base-to-base contact as well as make at least one melee attack.

**Power +1 (+2 PV)**

**Ranged Combat +2 (+4 PV)**

**Spinefists (+11 PV if Power 3, +12 PV if Power 4):** Note that spinefists have slightly different statistics (including PV cost) depending on whether the swarm has Power 3 or Power 4—decide first on the swarm's Power statistic, and only then determine the spinefist's PV cost. [MPC: POW, Uses/Turn: 1, Range: S 6/+1, M 12/—, L —/—, Power: POW, AM: 0, Mode: full-auto]

**Wings (+7 PV):** Allows the swarm to move as if equipped with a jump pack.

### **Example 1: Scythe Swarm**

Basic (30 PV) + leaping (+5 PV) + Brains +2 (+2 PV)

MP: 7 CC: 5 RC: 1 POW: 3 BOD: 3 BRN: 3 GUT: 9 LIF: 3 AR: 2 SIZE: M

Point Value: 37

### **RIPPERS (Alternative)**

This version of rippers is intended as an alternative for better integration with the VOR rules. Instead of considering rippers as a swarm of little models on a single, 40-mm base, each ripper is a separate model, so to use the following statistics, you should put each ripper model on a 25-mm base of its own.

You can only use either these rippers or the normal swarm in a game, but not both. The opposing players need to agree with the use of "separate" rippers.

MP: 9 CC: 5 RC: 1 POW: 3 BOD: 3 BRN: 1 GUT: 9 LIF: 1 AR: 2 SIZE: S

Point Value: 5

**Availability:** Unlimited

**Structure:** 10-50

**Abilities:**

**Mindless:** A ripper cannot be knocked down.

**Small Targets:** A ripper in any kind of cover always counts as being in hard cover.

**Vulnerable to Blasts:** Rippers have a squad coherency of 0 (zero) inches—that is, each ripper model has to stay in base-to-base contact with at least one other ripper.

### **Mutable Genus**

Individual rippers can be given exactly the same biomorphs as ripper swarms (see above); the only changes are the following. Note that each ripper in a swarm must be given the same biomorph characteristics, at the appropriate PVs *per model*.

Point Values: The PV cost shown is per ripper, not for the whole swarm.

**Spinefists (+5 PV if Power 3, +7 PV if Power 4):** Note that spinefists have slightly different statistics (including PV cost) depending on whether the ripper has Power 3 or Power 4—decide first on the ripper's Power statistic, and only then determine the spinefist's PV cost. [MPC: POW, Uses/Turn: 1, Range: S 6/+1, M 12/—, L —/—, Power: POW, AM: 0].

**Wings:** These cost +9 PV instead of +7 PV.

### **Example 1A: Scythe Ripper**

Basic (5 PV) + leaping (+5 PV) + Brains +2 (+2 PV)

MP: 9 CC: 5 RC: 1 POW: 3 BOD: 3 BRN: 3 GUT: 9 LIF: 1 AR: 2 SIZE: S

Point Value: 12

## **TERMAGANT BROOD**

MP: 10 CC: 5 RC: 5 POW: 3 BOD: 3 BRN: 4 GUT: 3 LIF: 1 AR: 2 SIZE: M

Point Value: 17

**Availability:** Unlimited

**Structure:** 8-32

**Basic Attack:**

**Abilities:**

**Fleet of Claw:** Whenever a termagant brood is activated, the player may announce it is using the fleet of claw rule. This means the brood may not spend MP for anything during its current activation except movement and making melee attacks—no models in the brood may make ranged attacks, aim, hold an action, enter vehicles (though they can exit them), or use abilities that cost MP (unless the ability represents movement or a melee attack). However, each model in the brood gets 1D6 extra MP for its activation in the current turn, which can be spent for movement at the normal terrain MP costs.

**Fleshborer:** [MPC: 4, Uses/Turn: 1, Range: S 6/+1, M 12/—, L —/—, Power: 4, AM: 0]

### Mutable Genus

Gaunts may be given up to 4 of the following biomorph characteristics. Unless otherwise indicated, each may be added only once.

**Bio-Plasma Attack (+2 PV):** This melee attack causes [MPC: 3, Power: POW+1, AM: 0].

**Bio-Weapons (per weapon PV):** A gaunt must choose one of the following bio-weapons; all gaunts in a brood must be equipped with the same bio-weapon. Note that many have slightly different statistics (including PV costs) depending on whether the gaunt has Power 3 or Power 4—decide first on the gaunt's Power statistic, and only then pick its weapons. Choosing any weapon other than a fleshborer means the gaunt loses its normal fleshborer; PV costs have already been adjusted to take this into account.

*Devourer (+0 PV if Power 3 or 4):* [MPC: POW-1, Uses/Turn: 1, Range: S 6/+2, M 12/-1, L —/—, Power: POW-1, AM: 0]

*Fleshborer (+0 PV if Power 3, +2 PV if Power 4):* [MPC: POW+1, Uses/Turn: 1, Range: S 6/+1, M 12/—, L —/—, Power: POW+1, AM: 0]

*Scything Talons (+2 PV):* [MPC: 5, Power: POW, AM: -2]

*Spinefists (+0 PV if Power 3, +1 PV if Power 4):* [MPC: POW, Uses/Turn: 1, Range: S 6/+1, M 12/—, L —/—, Power: POW, AM: 0]

**Brains +1 (+1 PV)**

**Close Combat +2 (+2 PV)**

**Extended Carapace (+3 PV):** Increases the gaunt's Armor Rating to 3.

**Flesh hooks (+3 PV):** These add a +1 modifier to the gaunt's rolls when an opponent tries to break away from it in melee combat (p. 87, *VOR Rulebook*). Flesh hooks also allow the gaunt to climb up and down vertical surfaces that do not have ladders or stairs, even if they are more than 3 inches tall (see page 78, *VOR Rulebook*).

**Implant Attack (+10 PV):** Increases the gaunt's basic melee attack to [Damage: 2], though this does not apply to any other attacks the model may have.

**Leaping (+5 PV):** When the gaunt wants to move into base-to-base contact with an enemy model, it pays only half the normal MP cost for movement. This only applies if the controlling player announces the gaunt will charge, and it has sufficient MP to actually get into base-to-base contact as well as make at least one melee attack.

**Power +1 (+2 PV)**

**Ranged Combat +2 (+4 PV)**

**Wings (+10 PV):** Allows the model to move as if equipped with a jump pack.

### Example 1: Nightgaunt Species

Basic (17 PV) + wings (+10 PV) + scything talons (+2 PV) + implant attack (+10 PV)

MP: 10 CC: 5 RC: 5 POW: 3 BOD: 3 BRN: 4 GUT: 3 LIF: 1 AR: 2 SIZE: M

Point Value: 39

### Example 2: Deathgaunt Species

Basic (17 PV) + leaping (+5 PV) + Power +1 (+2 PV) + scything talons (+2 PV)

MP: 10 CC: 5 RC: 5 POW: 4 BOD: 3 BRN: 4 GUT: 3 LIF: 1 AR: 2 SIZE: M

Point Value: 26

## TRYGON

MP: 11 TC: 2 CC: 7 RC: 7 POW: 8 BOD: 8 BRN: 2 GUT: 9 LIF: 5 AR: 8(2)

Point Value: 154

Type: Medium Walker

Availability: Unlimited

Structure: Individual

Attacks: Two sets scything talons [MPC: 5, Power: 9, AM: -2, Damage: 2], bio-plasma [MPC: 3, Power: 7, AM: 0, Damage: 2]

## TYRANT GUARD

MP: 12 CC: 8 RC: 5 POW: 5 BOD: 6 BRN: 5 GUT: 9 LIF: 2 AR: 7 SIZE: L

Point Value: 92

Availability: 2 broods per hive tyrant

Structure: 2-3

Basic Attack: Rending claws [MPC: 5, Power: 5, AM: -1, Mode: inflicts a critical hit on a roll of 1 or 2 instead of only on a 1], spineshield [MPC: 5, Uses/Turn: 1, Range: S 6/+1, M 12/—, L —/—, Power: 5, AM: 0, Mode: full-auto], melee attack [MPC: 3, Power: 5, AM: 0]

Options:

**Biomorph:** Each model in the brood may be given up to two of the following biomorph enhancements. Different models in the brood may have different enhancements:

*Flesh Hooks (+3 PV):* These add a +1 modifier to the tyrant guard's rolls when an opponent tries to break away from it in melee combat (p. 87, *VOR Rulebook*). Flesh hooks also allow the tyrant guard to climb up and down vertical surfaces that do not have ladders or stairs, even if they are more than 3 inches tall (see page 78, *VOR Rulebook*).

*Implant Attack (+10 PV):* Increases the tyrant guard's basic melee attack to [Damage: 2], though this does not apply to any other attacks the model may have.

Abilities:

**Lash Whips:** Any enemy model in base-to-base contact with a tyrant guard must add +1 MP to the cost of all melee attacks it makes. If multiple tyranid models with lash whips are in base-to-base contact with the same enemy model, this MPC increase applies only once.

## WARRIOR BROOD

MP: 10 CC: 8 RC: 5 POW: 5 BOD: 4 BRN: 5 GUT: 9 LIF: 2 AR: 3 SIZE: L

Point Value: 44

Availability: Unlimited

Structure: 3-9

Basic Attack: Basic melee attack [MPC: 3, Power: 5, AM: 0]

Options:

**Biomorph:** Each warrior may have up to two of the following biomorph enhancements:

*Extended Carapace (+3 PV):* Adds +1 to the warrior's Armor Rating.

*Flesh Hooks (+3 PV):* These add a +1 modifier to the warrior's rolls when an opponent tries to break away from it in melee combat (p. 87, *VOR Rulebook*). Flesh hooks also allow the warrior to climb up and down vertical surfaces that do not have ladders or stairs, even if they are more than 3 inches tall (see page 78, *VOR Rulebook*).

*Implant Attack (+10 PV):* Increases the warrior's basic melee attack to [Damage: 2], though this does not apply to any other attacks the model may have.

Abilities:

**Bio-Weapons:** A tyranid warrior must select two of the following attacks; different warriors in a brood may have different bio-weapons.

*Barbed Strangler (+15 PV):* Only one model in the brood may have this weapon, and only if no model is equipped with a venom cannon. [MPC: 3, Uses/Turn: 1, Range: S 6/+1, M 12/—, L 24/-1, Power: 3, AM: 0, Mode: blast radius 3"]

*Deathspitter (+18 PV):* [MPC: 6, Uses/Turn: 1, Range: S 5/+1, M 10/—, L 20/-1, Power: 6, AM: 0,

**Mode:** blast radius 2"

*Devourer* (+9 PV): [MPC: 4, Uses/Turn: 1, Range: S 6/+2, M 12/-1, L —/—, Power: 4, AM: 0, Mode: full-auto]

*Lash Whips* (+3 PV): Any enemy model in base-to-base contact with the warrior must add +1 MP to the cost of all melee attacks it makes. If multiple tyranid models with lash whips are in base-to-base contact with the same enemy model, this MPC increase applies only once.

*Rending Claws* (+11 PV): A melee attack causing [MPC: 5, Power: 10, AM: -1], and inflicting a critical hit (p. 80, *VOR Rulebook*) on a roll of 1 or 2, instead of only on a 1.

*Scything Talons* (+2 PV for one set, +14 PV for two sets): A warrior may have one or two sets of scything talons; one set causes [MPC: 6, Power: 5, AM: -2], while two sets cause [MPC: 6, Power: 6, AM: -2, Damage: 2]. When two sets of scything talons are chosen, this counts as two attacks, so the warrior may not take any others.

*Spinefists* (+6 PV): [MPC: 5, Uses/Turn: 1, Range: S 6/+1, M 12/—, L —/—, Power: 5, AM: 0]

*Venom Cannon* (+27 PV): Only one model in the brood may have this weapon, and only if no model is equipped with a barbed strangler. [MPC: 7, Uses/Turn: 1, Range: S 10/—, M 20/+1, L 30/—, Power: 7, AM: -1]

**Synapse Creature:** All tyranid models within 12" of a tyranid warrior model use the tyranid warrior's Guts statistic for all Guts and Morale Tests they are required to make.

### Mutable Genus

A warrior may be given up to 6 of the following biomorph characteristics. Unless otherwise indicated, each may be added only once.

**Bio-Plasma Attack (+4 PV):** This melee attack causes [MPC: 3, Power: POW-1, AM: 0, Damage: 2].

**Bio-Weapons (per weapon PV):** A warrior must choose two of the following bio-weapons. Each weapon counts as a separate biomorph. Note that many have slightly different statistics (including PV costs) depending on whether the carnifex has Power 4 or Power 5—decide first on the warrior's Power statistic, and only then pick its weapons.

*Barbed Strangler* (+13 PV if Power 4, +15 PV if Power 5): [MPC: POW-2, Uses/Turn: 1, Range: S 6/+1, M 12/—, L 24/-1, Power: POW-2, AM: 0, Mode: blast radius 3"]

*Deathspitter* (+14 PV if Power 4, +18 PV if Power 5): [MPC: POW-1, Uses/Turn: 1, Range: S 5/+1, M 10/—, L 20/-1, Power: POW-1, AM: 0, Mode: blast radius 2", Damage: 2]

*Devourer* (+7 PV if Power 4, +9 PV if Power 5): [MPC: POW-1, Uses/Turn: 1, Range: S 6/+2, M 12/-1, L —/—, Power: POW-1, AM: 0, Mode: full-auto]

*Fleshborer* (+3 PV if Power 4, +5 PV if Power 5): [MPC: POW+1, Uses/Turn: 1, Range: S 6/+1, M 12/—, L —/—, Power: POW+1, AM: 0]

*Lash Whips* (+3 PV): Any enemy model in base-to-base contact with the warrior must add +1 MP to the cost of all melee attacks it makes. If multiple tyranid models with lash whips are in base-to-base contact with the same enemy model, this MPC increase applies only once.

*Rending Claws* (+11 PV): See **Abilities: Bio-Weapons**, above.

*Scything Talons* (+2 PV for one set, +14 for two sets): See **Abilities: Bio-Weapons**, above.

*Spinefists* (+16 PV if Power 4, +27 PV if Power 5): [MPC: POW, Uses/Turn: 1, Range: S 6/+1, M 12/—, L —/—, Power: POW, AM: 0, PV: +4 if Power 4, +6 if Power 5]

*Venom Cannon*: [MPC: POW+2, Uses/Turn: 1, Range: S 10/—, M 20/+1, L 30/—, Power: POW+2, AM: -1]

**Brains -1 (-1 PV)**

**Close Combat -2 (-2 PV)**

**Extended Carapace (+3 PV):** Increases the warrior's Armor Rating to 4.

**Flesh hooks (+3 PV):** See *Options: Biomorph*, p. 13.

**Implant Attack (+10 PV):** See *Options: Biomorph*, p. 13.

**Power -1 (-2 PV)**

**Ranged Combat -2 (-4 PV)**

## ZOANTHROPE

MP: 9 CC: 5 RC: 5 POW: 4 BOD: 4 BRN: 4 GUT: 9 LIF: 2 AR: 8 SIZE: L

Point Value: 45

Availability: 1-3 per force

Structure: Individual

Basic Attack: Basic melee attack [MPC: 3, Power: 4, AM: 0]

Abilities:

**Hive Mind Power:** A zoanthrope must be given one of the following powers:

**Catalyst (+15 PV):** By spending 5 MP, the zoanthrope may roll a Brains Test for this psychic power. If successful, choose a tyranid squad that has at least one of its members within 18" of the zoanthrope. Until their next activation, all models in this unit may counter-attack models that make melee attacks against them: any time an enemy model spends MP to attack a tyranid in the affected unit, the tyranid may make a melee attack against the enemy model. This is considered to be simultaneous with the enemy's attack, so if both hit and kill their opponent, both models are removed from play. The tyranid model may not spend more MP on melee attacks than its MP statistic. Any MP spent on counterattacks is taken off its MP allowance next time the tyranid model is activated.

**Psychic Scream (+20 PV):** All enemy models within 12" of the zoanthrope have a -1 modifier to any Guts Tests (including Morale Tests) they make. Additionally, any non-tyranid psychic model (or equivalent, such as a zykhée mystic) within 12" of the zoanthrope get a -1 Brains modifier as well, and any failed Brains Test for a psychic power is considered a Critical Miss.

**Synapse Creature (+5 PV):** All tyranid models within 12" of a zoanthrope model use the zoanthrope's Guts statistic for all Guts and Morale Tests they are required to make.

**Warp Blast (+48 PV):** The zoanthrope can make an [MPC: 5, Uses/Turn: 1, Range: S 6/—, M 12/+1, L 24/—, Power: 5, AM: -1, Mode: blast radius 1"] attack. If desired, the zoanthrope can boost the power of this attack to [MPC: 7, Uses/Turn: 1, Range: S 5/—, M 10/+1, L 20/—, Power: 6, AM: -2, Damage: 3], but in this case it counts as a psychic power, and requires a successful Brains Test before a Ranged Combat Test may be made (the MP cost must be paid before making the Brains Test, however).

**Warp Field:** Zoanthropes have an Armor Rating of 8 due to this ability; if it is somehow negated, the model's AR drops to 3.

## MONSTROSITIES

The monstrosities that appear in Chapter Approved can be found in this forcelist. Design other monstrosities according to the rules in Chapter Approved, then convert them to VOR statistics using the rules in Warhammer 40,000 to VOR Basics. They are best converted as "vehicles", using the number of mass points as a guide to the type of chassis to use as the basis for the design.

Because they are living creatures, though, monstrosities get Brains and Guts statistics, and must use them like any non-vehicle model according to the normal VOR rules (to make Morale Tests, etc.). Furthermore, monstrosities must pay MP to make attacks, like non-vehicle models must. They are not limited in the number

### MONSTROSITIES CHASSIS TABLE

Mass Points	Chassis*
1 or less	Light Walker
2-4	Medium Walker
5 or more	Heavy Walker

\* Flyer instead of Walker if the monstrosity has wings

of attacks they can make by the distance they moved, unlike vehicles (see *Combat*, p. 90, *VOR Rulebook*).

You will probably have to come up with some one-off abilities and options, but as each monstrosity is a custom-designed model anyway, this should not be a major problem.

### Acid Spray

A [Uses/Turn: 1, Power: POW÷2, AM: -1, Mode: splash template] attack. Work out the MPC and PV statistics using the standard VOR design rules.

### Agile

The number of MP the monstrosity has, should be 6 MP plus the amount needed to fire its primary weapon.

### Amphibious

The creature can move through any kind of still or slow-moving water, regardless of its depth, as if it were Open terrain. Faster-moving water may be Broken or Hazardous terrain, at the players' choice.

Amphibious ability costs 5 PV.

### Bio-Plasma Attack

This melee attack causes [MPC: 3, Power: POW-1, AM: 0, Damage: 2] and costs 4 PV.

### Claws and Hooks

These add a +1 modifier to the creature's rolls when an opponent tries to break away from it in melee combat (p. 87, *VOR Rulebook*). They cost 3 PV.

### Cluster

Increases the blast radius of the attack by 1 (if it does not have a blast radius, it gets a 1" radius) and add 4 PV to the creature's cost.

### Fast

A fast monstrosity should have enough MP to move 9 inches and make its primary attack. Additionally, the model has a -1 MP cost modifier for every inch of terrain moved through, with a minimum of 1 MP per inch.

Add 4 PV to the monstrosity's cost if it is Fast.

### Implant Attack

These increase the creature's basic melee attack to [Damage: 2], though this does not apply to any other attacks the model may have. This costs 10 PV.

### Lash Whip (Ripper Tentacles)

Any enemy model in base-to-base contact with the monstrosity must add +1 MP to the cost of all melee attacks it makes. If multiple tyranid models with lash whips are in base-to-base contact with the same enemy model, this MPC increase applies only once.

Adding a lash whip to a creature costs 3 PV.

### Lumbering

When making turns, the monstrosity pays its Turn Cost (TC) for every 45 degrees it turns, rather than for every 90 degrees as is normal for a vehicle (p. 90, *VOR Rulebook*). To account for this, reduce the monstrosity's cost by 5 PV if it uses a Light chassis, by 10 PV for a Medium chassis, and by 15 PV if it has a Heavy chassis.

### Massive

Increase the attack's Power by 1 and also add a -1 to its AM (-2 becomes -3, etc.). Recalculate its PV using normal *VOR* design rules.

### Ranged

Use the guideline in the design rules in *Chapter Approved* to determine the new maximum range of the attack, then find a matching *VOR* range and re-calculate the attack's PV.

### Razor Claws

This melee attack causes [MPC: +1, Power: POW+4, AM: -1], and inflicts a critical hit (p. 80, *VOR Rulebook*) on a roll of 1 or 2, instead of only on a 1. Additionally, if the attack hits, roll  $1D10 \div 3$  (round up, but re-roll on a 10) to determine how much damage the attack causes.

Razor claws cost 21 PV.

### Rending Claws

This is a melee attack that causes [MPC: +1, Power: POW+4, AM: -1], and inflicts a critical hit (p. 80, *VOR Rulebook*) on a roll of 1 or 2, instead of only on a 1. It adds +11 PV to the creature's cost.

### Scything Talons

A monstrosity may have one or two sets of scything talons; one set causes [MPC: +2, Power: POW, AM: -2], while two sets cause [MPC: +2, Power: POW+1, AM: -2, Damage: 2]. One set costs 2 PV, two sets are 12 PV.

### Spasm

This gives an attack [Uses/Turn: 2]; if it already has that, it becomes [Mode: full-auto] instead. (Figure something else out if this option is added to an attack that already has both.)

### Spore Mine Launcher

This gives the monstrosity the same ability as the biovore to shoot spore mines, the rules for which appear on page 4. This costs 20 PV, although spore mines must be bought separately (only one of each type the creature is to shoot needs to be purchased).

### Transport

Gives the monstrosity the ability to transport other tyranids, indicated as for transport vehicles. However, the number behind the transport notation indicates the total amount of Liferforce it can carry, rather than the total number of models.

### Winged

Use a Flyer chassis instead of a Walker chassis to design the monstrosity.

### Wrecker

If the creature successfully attacks a structure (p. 78, *VOR Rulebook*), it causes 2 points of damage. This adds +3 PV to the monstrosity's cost.

## MUTANT CREATURES

To determine how many mutants a unit can have, add up the Lifeforce statistics of all models in the unit, and divide it by the number of different unit types in the force, rounding fractions down to the nearest whole number; the unit may have this many mutants.

A force that consists of a brood of genestealers, three hormagaunt broods, a lictor and two ripper swarms, has four different types of unit. A brood of 25 hormagaunts in this force could have six mutants, because  $25 \div 4 = 6.25$ , which rounds to 6. The lictor cannot have a mutation, because it has a Lifeforce of only 3. However, if there were only three unit types in the force, the lictor could have a mutation.

Mutations can be chosen from the following: acid blood, exceptional size, hive node and weapon-beast. Each mutant model may only have one mutation—even if a unit is allowed more mutants than it has models, each model may only have one mutation.

### Acid Blood (+(model's POW) PV)

When the model is killed in melee combat, all non-tyranid models in base-to-base contact suffer [Power: POW, AM: 0] damage.

### Exceptional Size (+4 PV for small and medium models, +5 PV for large models)

The creature is one size larger than normal: small creatures become medium, or medium creatures become large, but large creatures remain large (though they should be represented by a still-larger model). Also increase the creature's Power and Body statistics by 1.

### Hive Node (+(9 – model's Guts) PV)

The model's Guts is increased to 9, and as long as the model is alive, its squad also uses this value for its Guts and Morale Tests.

### Weapon-Beast (see below for PV)

The model may replace one of its normal attacks by any one of the following weapons.

**Lash Whips (+3 PV):** Any enemy model in base-to-base contact with the model must add +1 MP to the cost of all melee attacks it makes. If multiple tyranid models with lash whips are in base-to-base contact with the same enemy model, this MPC increase applies only once.

**Rending Claws (+11 PV):** A melee attack causing [MPC: 5, Power: POW+1, AM: -1], and inflicting a critical hit (p. 80, *VOR Rulebook*) on a roll of 1 or 2, instead of only on a 1.

**Scything Talons (+2 PV):** A model may have a set of scything talons that causes [MPC: 6, Power: POW, AM: -2]. If the model already has scything talons as part of its normal weaponry, the second set costs +14 PV instead of +2 PV and increases their damage to [MPC: 6, Power: POW+1, AM: -2, Damage: 2].

**Ranged Weapon:** A ranged weapon can also be chosen from the Weapon Beast Table; use the weapon statistics for the model's basic type.

## SEEDING SWARM

A seeding swarm follows slightly different Availability and Structure ratings than a normal tyranid swarm. Somewhat different abilities are also available to the tyranids in a seeding swarm.

### Advanced Deployment (+5 PV per model)

All models in a seeding swarm *must* be given this ability! The only exception are models have some other special deployment rule, such as lictors. Set up all tyranid models with *Advanced Deployment* ability last, after all other

### SEEDING SWARM AVAILABILITY & STRUCTURE RATINGS

Type	Availability	Structure
Biovore	Unavailable	—
Carnifex	2 per force	Individual
Hive Tyrant	1 per force	Individual
Lictors	Unlimited	Individual
Old One Eye	Unavailable	—
Raveners	1 squad per force	1-6
The Red Terror	Unavailable	—
Ripper Swarms	Unavailable	—
Zoanthropes	1 per force	Individual

players have deployed their forces. The tyranids may be set up anywhere on the battlefield, except in enemy deployment zones or within 10 inches of an enemy model.

### Ferocious (+0 PV per model)

This ability can be given to any genestealer, hormagaunt or termagant squad, at no PV cost; the entire squad must have the ability. This adds +1 to the models' Power and Brains statistics, and also forces them to move into close combat if they start their activation close enough to an enemy to get into base-to-base contact.

However, at the end of the activation of any model with this ability, it automatically takes a [Power: 2, AM: no test] hit.

### Without Number (doubles PV of squad)

Any genestealer, hormagaunt or termagant squad can be designated as being *Without Number* by doubling the squad's PV cost. The squad may not also have the *Ferocious* ability, however.

Any time the squad is completely destroyed (usually because all its members are killed), a new one appears to take its place in the next turn, identical to the one that was wiped out. Any time the tyranid player must activate a squad, the replacement squad may be deployed using its normal deployment rules; it may not be activated during this turn, however.

Note that *all* these models that are killed are counted for the purpose of Glory Points.

## WEAPON BEAST TABLE

### Biovore, Gargoyle, Hormagaunt, Rippers (Alternative) & Termagant Mutants

	MPC	Uses/Turn	Range	Power	AM	Mode	Damage	PV
Barbed Strangler	1	1	S 6/+1 M 12/- L 24/-1	1	0	Blast radius 3"	1	+10
Deathspitter	4	1	S 5/+1 M 10/- L 20/-1	4	0	Blast radius 2"	1	+12
Devourer	2	1	S 6/+2 M 12/-1 L -/-	2	0	—	1	+2
Fleshborer	4	1	S 6/+1 M 12/- L -/-	4	0	—	1	+3
Spinefists	3	1	S 6/+1 M 12/- L -/-	3	0	—	1	+2
Venom Cannon	5	1	S 10/- M 20/+1 L 30/-	5	-1	—	1	+8

### Carnifex Mutant

	MPC	Uses/Turn	Range	Power	AM	Mode	Damage	PV
Barbed Strangler	8	1	S 6/+1 M 12/- L 24/-1	8	0	Blast radius 3"	1	+48
Deathspitter	9	1	S 5/+1 M 10/- L 20/-1	9	0	Blast radius 2"	2	+87
Devourer	7	1	S 6/+2 M 12/-1 L -/-	7	0	Full-auto	2	+87
Fleshborer	9	1	S 6/+1 M 12/- L -/-	9	0	—	2	+74
Spinefists	8	1	S 6/+1 M 12/- L -/-	8	0	—	2	+51
Venom Cannon	8	1	S 10/- M 20/+1 L 30/-	8	-1	—	3	+84

### Genestealer & Zoanthrope Mutants

	MPC	Uses/Turn	Range	Power	AM	Mode	Damage	PV
Barbed Strangler	2	1	S 6/+1 M 12/- L 24/-1	2	0	Blast radius 3"	1	+14
Deathspitter	5	1	S 5/+1 M 10/- L 20/-1	5	0	Blast radius 2"	1	+14
Devourer	3	1	S 6/+2 M 12/-1 L -/-	3	0	Full-auto	1	+7
Fleshborer	5	1	S 6/+1 M 12/- L -/-	5	0	—	1	+5
Spinefists	4	1	S 6/+1 M 12/- L -/-	4	0	—	1	+3
Venom Cannon	6	1	S 10/- M 20/+1 L 30/-	6	-1	—	1	+16

### Hive Tyrant & Lictor Mutants

	MPC	Uses/Turn	Range	Power	AM	Mode	Damage	PV
Barbed Strangler	4	2	S 6/+1 M 12/- L 24/-1	4	0	Blast radius 3"	1	+27
Deathspitter	7	1	S 5/+1 M 10/- L 20/-1	7	0	Blast radius 2"	1	+28
Devourer	5	2	S 6/+2 M 12/-1 L -/-	5	0	Full-auto	1	+21
Fleshborer	7	1	S 6/+1 M 12/- L -/-	7	0	Full-auto	1	+25
Spinefists	6	1	S 6/+1 M 12/- L -/-	6	0	Full-auto	1	+15
Venom Cannon	8	1	S 10/- M 20/+1 L 30/-	8	-1	Full-auto	1	+48

## WEAPON BEAST TABLE (continued)

### Ravener Mutants

	MPC	Uses/Turn	Range			Power	AM	Mode	Damage PV	
Barbed Strangler	2	2	S 6/+1	M 12/—	L 24/-1	2	0	Blast radius 3"	1	+24
Deathspitter	5	2	S 5/+1	M 10/—	L 20/-1	5	0	Blast radius 2"	1	+24
Devourer	3	2	S 6/+2	M 12/-1	L —/—	3	0	Full-auto	1	+17
Fleshborer	5	1	S 6/+1	M 12/—	L —/—	5	0	Full-auto	1	+11
Spinefists	4	1	S 6/+1	M 12/—	L —/—	4	0	Full-auto	1	+9
Venom Cannon	6	1	S 10/—	M 20/+1	L 30/—	6	-1	Full-auto	1	+22

### Ripper Swarm Mutants

	MPC	Uses/Turn	Range			Power	AM	Mode	Damage PV	
Barbed Strangler	1	2	S 6/+1	M 12/—	L 24/-1	1	0	Blast radius 3"	1	+20
Deathspitter	4	2	S 5/+1	M 10/—	L 20/-1	4	0	Blast radius 2"	1	+22
Devourer	2	2	S 6/+2	M 12/-1	L —/—	2	0	Full-auto	1	+16
Fleshborer	4	1	S 6/+1	M 12/—	L —/—	4	0	Full-auto	1	+9
Spinefists	3	1	S 6/+1	M 12/—	L —/—	3	0	Full-auto	1	+8
Venom Cannon	5	1	S 10/—	M 20/+1	L 30/—	5	-1	Full-auto	1	+14

### Tyrant Guard & Warrior Mutants

	MPC	Uses/Turn	Range			Power	AM	Mode	Damage PV	
Barbed Strangler	3	1	S 6/+1	M 12/—	L 24/-1	3	0	Blast radius 3"	1	+15
Deathspitter	6	1	S 5/+1	M 10/—	L 20/-1	6	0	Blast radius 2"	1	+18
Devourer	4	1	S 6/+2	M 12/-1	L —/—	4	0	Full-auto	1	+9
Fleshborer	6	1	S 6/+1	M 12/—	L —/—	6	0	—	1	+5
Spinefists	5	1	S 6/+1	M 12/—	L —/—	5	0	—	1	+6
Venom Cannon	7	1	S 10/—	M 20/+1	L 30/—	7	-1	—	1	+27