Tyranids (40K Tyranids)

The Tyranids faction expansion from Warhammer 40k for Allesfezs Ekarschubi.

This expansion inherets the Warhammer 40k expansion rules.

The army faction abilities more closely resemble the design from Warhammer 40k 8th edition. This is because the 11th edition synapse ands shadow in the warp faction abilities are kind of lame.

ABILITIES

Synapse

Friendly Tyranids models automatically succeed composure skill checks when within 12″ of this unit.

Shadow in the Warp

Enemy Psycker units within 12″ subtract 2 from any psychic skill checks they make from units with this ability. This ability does not affect Tyranid units.

Natural Instincts

If this unit is not within 12″ of a friendly Tyranids unit with the **Synapse** ability, it must make a composure skill check at the start of its activation. If your army contains no units with the **Synapse** ability, this ability does nothing.

Weapons

Name	Class	Range	Damage	Attacks	Special Rules
Fleshborer	Firearm	SR	Bullet 22	Manual 1	Mobile, Weak Point
Devourer	Firearm	SR	Bullet 19	Standard	—
Spinefist	Firearm	SR	Pierce 17	Burst 2	Mobile, Pistol
Claws and Teeth	Contact	CQ	Slash M+4	Standard	—
Barbed Strangler	Firearm	AMR	AP 24	Manual 1	Explosive
Deathspitter	Firearm	MR	AP 22	Manual 1	—
Venom Cannon	Firearm	AMR	AP 34	Manual 1	Explosive, damaging 2
Flesh Hooks	Firearm	SR	Bullet 12	Burst 6	Pistol
Bonesword	One-Handed Striking	CQ	Slash M+20	Standard	Synaptic Field
Lash Whip	Whips	CQ	Slash 14	Standard	Damaging 2, Reroll Attacks 4
Rending Claw	Contact	CQ	Pierce M+10	Standard	Rending, Weak Point
Scything Talon	Contact	CQ	S/P M+6	Standard	Options, Reroll Attacks 4
Bio-plasma	Firearm	SR	Plasma 19	Standard	Mobile, Explosive
Brainleech Devourer	Firearm	MR	Bullet 22	Manual 5	Brainleech
Heavy Venom Cannon	Firearm	AMR	AP 38	Manual 1	Explosive, damaging 2, damaging crits
Spine Banks	Firearm	SR	Bullet 17	Burst 7	Mobile
Stranglethorn Cannon	Firearm	AMR	AP 27	Standard	Explosive, damaging 2
Crushing Claw	Contact	CQ	AP M+16	Standard	Damaging 2
Monstrous Scything Talon	Contact	CQ	S/P M+14	Standard	Options, Reroll Attacks 4

Weapon Rules

Brainleech

not implemented

Synaptic Field

Synaptic Field weapons create a lethal synaptic field around the weapon. The effect is amplified with proximity to other weapons of the same kind.

For each other weapon with **Synaptic Field** this model has equipped, increase the damage value of this weapon by 2.

Rending

Critical hits by this weapon change its damage type to Armour Piercing (AP) and increase its damage value by 2.

Armour

Name	Slash	Crush	Pierce	Bullet	Armour Piercing	Laser	Plasma	Special Rules
Light Carapace	7	7	7	6	4	2	2	
Medium Carapace	14	14	14	12	9	7	7	
Heavy Carapace	18	18	18	17	15	15	15	

Crit Tables

Tyranid Monstrocity

1d4 crit table:

Location	STR 1	STR 2	STR 3
Body	Composure check	1 structure damage	1d3 structure damage
Weapon	A random weapon gets no aptitude bonus	Random weapon destroyed	Random weapon destroyed and no aptitude bonus for all weapons.
Head	−4 to hit until the end of next activation	No reacions until the end of next activation	No reactions
Legs	Half movement next activation	Move permanently halved	Cannot move

UNIT CARDS

Termagants

SCUTTLING, SWARMING TYRANID SOLDIERS — AGENT/TEAM — 40K TYRANIDS — 80 pts

MOT	PHY	WIL	STR
13	14	17	1

MOV	WSC	WSR	ARM	REC
4″	2	2	7/7/7/6/4/2/2	2

KEYWORDS: TYRANIDS, INFANTRY, SWARMING BIO-FORM

WEAPONS

Weapon	Class	Range	Dmg	Atk	Traits
Fleshborer	Firearm	SR	Bullet 22	Manual 1	Mobile, Weak Point
Devourer	Firearm	SR	Bullet 19	Standard	
Spinefist	Firearm	SR	Pierce 17	Burst 2	Mobile, Pistol
Claws and Teeth	Contact	CQ	Slash M+4	Standard	

ARMOUR PROFILE

S	C	P	B	AP	I	PL
7	7	7	6	4	2	2

SKILLS

Contact (Novice) +2 — Firearm (Novice) +2

CORE ABILITIES

Sticky Objectives

40K TYRANIDS ABILITIES

Natural Instincts

EQUIPMENT

- Light Carapace

Tyranid Warriors

ADAPTABLE AND FEARSOME — AGENT/TEAM — 40K TYRANIDS — 0 pts

MOT	PHY	WIL	STR
12	10	11	3

MOV	WSC	WSR	ARM	REC
6″	4	6	14/14/14/12/9/7/7	2

KEYWORDS: TYRANIDS, INFANTRY, SYNAPSE

WEAPONS

Weapon	Class	Range	Dmg	Atk	Traits
Barbed Strangler	Firearm	AMR	AP 24	Manual 1	Explosive
Devourer	Firearm	SR	Bullet 19	Standard	
Spinefist	Firearm	SR	Pierce 17	Burst 2	Mobile, Pistol
Venom Cannon	Firearm	AMR	AP 34	Manual 1	Explosive, damaging 2
Flesh Hooks	Firearm	SR	Bullet 12	Burst 6	Pistol
Bonesword	One-Handed Striking	CQ	Slash M+20	Standard	Synaptic Field
Lash Whip	Whips	CQ	Slash 14	Standard	Damaging 2, Reroll Attacks 4
Rending Claw	Contact	CQ	Pierce M+10	Standard	Rending, Weak Point
Scything Talon	Contact	CQ	S/P M+6	Standard	Options, Reroll Attacks 4

ARMOUR PROFILE

S	C	P	B	AP	I	PL
14	14	14	12	9	7	7

SKILLS

Contact (Proficient) +4 — One-Handed Striking (Proficient) +4
Whips (Adept) +6 — Firearm (Adept) +6

CORE ABILITIES

Ambidextrous 4

40K TYRANIDS ABILITIES

Synapse — Shadow in the Warp

EQUIPMENT

Tyranid Warrior has 4 arms that can be outfitted with the following:

- Barbed Strangler — using 2 slots
- Deathspitter — using 2 slots
- Devourer — using 2 slots
- Venom Cannon — using 2 slots
- Spinefist — using 1 slot
- Bonesword — using 1 slot
- Lash Whip — using 1 slot
- Rending Claw — using 1 slot
- Scything Talon — using 1 slot

- May be equipped with Flesh Hooks
- May be equipped with Adrenal Glands

Carnifex

LIVING ENGINES OF DESTRUCTION — AGENT/TEAM — 40K TYRANIDS — 0 pts

MOT	PHY	WIL	STR
12	6	16	5

MOV	WSC	WSR	ARM	REC
7″	2	2	18/18/18/17/15/15/15	2

KEYWORDS: TYRANIDS, MONSTER

WEAPONS

Weapon	Class	Range	Dmg	Atk	Traits
Bio-plasma	Firearm	SR	Plasma 19	Standard	Mobile, Explosive
Deathspitter	Firearm	MR	AP 22	Manual 1	
Brainleech Devourer	Firearm	MR	Bullet 22	Manual 5	Brainleech
Heavy Venom Cannon	Firearm	AMR	AP 38	Manual 1	Explosive, damaging 2, damaging crits
Spine Banks	Firearm	SR	Bullet 17	Burst 7	Mobile
Stranglethorn Cannon	Firearm	AMR	AP 27	Standard	Explosive, damaging 2
Crushing Claw	Contact	CQ	AP M+16	Standard	Damaging 2
Monstrous Scything Talon	Contact	CQ	S/P M+14	Standard	Options, Reroll Attacks 4

ARMOUR PROFILE

S	C	P	B	AP	I	PL
18	18	18	17	15	15	15

SKILLS

Contact (Proficient) +4 — Firearm (Novice) +2

CORE ABILITIES

Ambidextrous 3

40K TYRANIDS ABILITIES

Natural Instincts — Crit table - Tyranid Monstrocity

EQUIPMENT

- Heavy Carapace
- 4x Monstrous Scything Talons

1 Scything Talon may be replaced with:

- Brainleech Devourer
- Crushing Claw
- Deathspitter

2 Scything Talons may be replaced with:

- Heavy Venom Cannon
- Stranglethorn Cannon

A Carnifex may be equipped with

- Bio-plasma
- Spine banks
- Adrenal glands
- Toxin sacs

Teams may only contain 2 models