



	WARRIDAN Speed: 30cm Type: Inf		Notes: <i>Brood, Jump Pack, Expendable</i> Fleshbore Swarm Strike 15cm AA6+ Small Arms (15cm)	
	Weapon Range Armor: - CC: 6+ FF: 5+	Firepower Notes		
	SYNAPSE SYMBIOTE Speed: - Type: Character		Notes: <i>DC4, Fearless, Leader, Reinforced Armor, Skinner, Transport (4 Gargoyles)</i> Twin Bio-Cannons 45cm Scything Talons (base) Assault Weapons Fixed Forward Extra Attacks (+1), MW	
	Weapon Range Armor: - CC: - FF: -	Firepower Notes		
	GARGOYLES Speed: 30cm Type: Inf		Notes: <i>Brood, Jump Pack, Expendable</i> Fleshbore Swarm Strike 15cm AA6+ Small Arms (15cm)	
	Weapon Range Armor: - CC: 6+ FF: 5+	Firepower Notes		




TYRANID HARRIDAN PRIME SWARM


A Tyranid Harridan Prime Swarm consists of 1 Harridan with Synapse Symbiote and 4 Gargoyle units







Upgrades Allowed: Add 1 Harridan for 175 points
Add 4 Gargoyles for 100 points
Add 2 Harppies for 100 points



300 Points




	HIEROPHANT Speed: 25cm Type: WE		Notes: <i>DC2, Fearless, Reinforces Armor, Invulnerable Save</i> Toxic Spores Massive Talons (base) 45cm 2 x AP3+/AT4+ Assault Weapons Small Arms (15cm)	
	Weapon Range Armor: 4+ CC: 3+ FF: 5+	Firepower Notes		
	SYNAPSE SYMBIOTE Speed: - Type: Character		Notes: <i>DC2, Fearless, Reinforces Armor, Invulnerable Save</i> The Hierophant thrashes about wildly in a blind rage; any unit in base contact receives a MW6+ attack The Hierophant suffers a deep wound and loses an extra DC The Hierophant is killed	
	Weapon Range Armor: - CC: - FF: -	Firepower Notes		
	PSYCHIC ONSLAUGHT Speed: 20cm Type: Inf		Notes: <i>Brood, Infiltrator, Tunneler, Expendable</i> Thorax Symbiotes (15cm) Scything Talons (base) Small Arms Assault Weapons Extra Attacks (+1), MW	
	Weapon Range Armor: 5+ CC: 4+ FF: 6+	Firepower Notes		




TYRANID HIEROPHANT PRIME SWARM


A Tyranids Hierophant Prime Swarm consists of 1 Hierophant Bio-Titan with Synapse Symbiote




Upgrades Allowed: Add 1 Hierophant for 250 points
Add 1 Scythed Hierodule for 125 points
Add 1 Barbed Hierodule for 150 points



275 Points




	TRYGON Speed: 25cm Type: WE		Notes: <i>DC2, Fearless, Reinforces Armor, Invulnerable Save, Tunneler</i> Bio-Electric Field (15cm) Scything Talons (base) Assault Weapons Small Arms Extra Attacks (+1), MW	
	Weapon Range Armor: 3+ CC: 3+ FF: 5+	Firepower Notes		
	SYNAPSE SYMBIOTE Speed: - Type: Character		Notes: <i>DC2, Fearless, Reinforces Armor, Invulnerable Save, Tunneler</i> The Trygon's primary nerve plexus is destroyed; the creature is killed	
	Weapon Range Armor: - CC: - FF: -	Firepower Notes		
	RAVENER Speed: 20cm Type: Inf		Notes: <i>Brood, Infiltrator, Tunneler, Expendable</i> Thorax Symbiotes (15cm) Scything Talons (base) Small Arms Assault Weapons Extra Attacks (+1), MW	
	Weapon Range Armor: 5+ CC: 4+ FF: 6+	Firepower Notes		




TYRANID TRYGON PRIME SWARM

A Tyranids Trygon Prime Swarm consists of 1 Trygon with Synapse Symbiote and 4 Raveners units



Upgrades Allowed: Add 1 Trygon for +100 points,
Add 4 Raveners for +100 points



250 Points

