



<b>BARBED HIERODULE</b>	
Type: WE	Speed: 20cm
Weapon	Range
Armour: 4+	Firepower
Notes	Notes
CC: 5+	FF: 4+
Twin Bio-Cannons (base) 45cm Scything Talons (base) Forward Arc Extra Attack (+1), TK(1) Assault Weapon 2 x AP3+/AT4+	
Notes: DC3, Fearless, Reinforced Armor Critical Hit: The Hierodule's is killed, but its death spasms hit all units within 5cm on a 6+	

**TYRANID BARBED HIERODULE CLUSTER**

A Tyranid Barbed Hierodule Cluster consists of 1 Hierodule




**150 Points**



	
<b>TYRANT GUARD</b>	
Type: LV	Speed: 15cm
Weapon	Range
Armour: 5+	Firepower
Notes	Notes
CC: 3+	FF: -
Talons (base) Assault Weapons	
Notes: Fearless, Reinforced Armor, Expendable	

**TYRANID GUARD CLUSTER**

A Tyranids Guard Cluster consists of 2 Tyrant Guard units




**50 Points**



	
<b>SCYTHED HIERODULE</b>	
Type: WE	Speed: 20cm
Weapon	Range
Armour: 4+	Firepower
Notes	Notes
CC: 3+	FF: 5+
2 x Scything Talons (base) 15cm Small Arms Assault Weapons Extra Attack (+1), TK(1) Acid Spray	
Notes: DC3, Fearless, Reinforced Armor Critical Hit: The Hierodule's is killed, but its death spasms hit all units within 5cm on a 6+	

**TYRANID SCYTHED HIERODULE CLUSTER**

A Tyranid Scythed Hierodule Cluster consists of 1 Hierodule




**125 Points Each**



	
<b>TRYGON</b>	
Type: WE	Speed: 25cm
Weapon	Range
Armour: 3+	Firepower
Notes	Notes
CC: 3+	FF: 5+
Bio-Electric Field (15cm) Small Arms Assault Weapons Extra Attacks (+1), MW	
Notes: DC2, Fearless, Inulnerable Save, Tunneller Critical Hit: The Trygon's primary nerve plexus is destroyed; the creature is killed	

**TYRANID TRYGON**

A Tyranid Trygon Cluster consists of 1 Trygon




**75 Points**



	
<b>TYRANT GUARD</b>	
Type: LV	Speed: 15cm
Weapon	Range
Armour: 5+	Firepower
Notes	Notes
CC: 3+	FF: -
Talons (base) Assault Weapons	
Notes: Fearless, Reinforced Armor, Expendable	

**TYRANID GUARD CLUSTER**

A Tyranids Guard Cluster consists of 2 Tyrant Guard units




**50 Points**

	
<b>BIOVORES</b>	
Type: Inf	Speed: 15cm
Weapon	Range
Armour: 5+	Firepower
Notes	Notes
CC: 6+	FF: 4+
Spore Mines 30cm 2 x AP5+/AT6+ Disrupt, Indirect fire	
Notes: Brood	

**TYRANID BIO-ARTILLERY CLUSTER (BIOVORE)**

A Tyranids Bio-Artillery Cluster consists of 4 Biovores



**150 Points**