THE DESTROYER OF WORLDS

These datasheets allow you to fight Apocalypse battles with your Tyranid Hive Fleets miniatures. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and special abilities it may have.

KEYWORDS

Throughout these datasheets you will come across the **<Hive Fleet>** keyword. This is shorthand for a keyword of your choosing, as described below.

<HIVE FLEET>

All Tyranids belong to a hive fleet. If a Tyranid Hive Fleets datasheet does not specify which hive fleet it is drawn from, it will have the **<Hive Fleet>** keyword. When you include such a unit in your army, you must nominate which hive fleet that unit is from. You then simply replace the **<Hive Fleet>** keyword in every instance on that unit's datasheet with the name of your chosen hive fleet.

For example, if you were to include a Malanthrope in your army, and you decided it was from Hive Fleet Kraken, then its **<Hive Fleet>** Faction keyword is changed to **Kraken**, and its Shrouding Spores ability would then say 'Friendly **Light Kraken** and **Heavy Kraken** units have the Stealth ability whilst they are within 6" of this unit.'

MALANTHROPE

5

A Malanthrope is a unit that contains 1 model. It is equipped with: Grasping Tail.

	M	WS	BS	A	W	Ld	Sv
Malanthrope	5"	4+	4+	1	2	7	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Grasping Tail	Melee	Melee	User	6+	8+	-

ABILITIES

Monstrous Brood: Each Heavy Support slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Heavy Support slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

Toxic Miasma: At the end of the Action phase, roll one D6 for each unit within 6" of any enemy units with this ability; on a 5+ place one blast marker next to the unit being rolled for.

Shrouding Spores: Friendly **Light <Hive Fleet>** and **Heavy <Hive Fleet>** units have the Stealth ability whilst they are within 6" of this unit.

FACTION KEYWORDS: Tyranids, Tyranid Hive Fleets, <Hive Fleet>

KEYWORDS: Heavy, Monster, Fly, Character, Synapse, Malanthrope

DIMACHAERON

11

A Dimachaeron is a unit that contains 1 model. It is equipped with: Grasping Talons & Thorax Spine-maw; Sickle Claws.

	M	WS	BS	A	W	Ld	Sv
Dimachaeron	12"	2+	3+	2	3	8	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Grasping Talons & Thorax Spine-maw	Melee	Melee	User	4+	8+	-
Sickle Claws	Melee	Melee	User	8+	4+	-

FACTION KEYWORDS: Tyranids, Tyranid Hive Fleets, <Hive Fleet>

KEYWORDS: Heavy, Monster, Dimachaeron

MEIOTIC SPORES

4

Meiotic Spores are a unit that contains three models. It can contain up to 6 models (**Power Rating 8**) or 9 models (**Power Rating 12**).

	M	WS	BS	A	W	Ld	Sv
Meiotic Spores (3 models)	3"	-	-	-	2	8	12+
Meiotic Spores (6 models)	3"	-	-	-	4	8	12+
Meiotic Spores (9 models)	3"	-	-	-	6	8	12+

ABILITIES

Deep Strike

Living Bombs: Morale tests taken for this unit are automatically passed.

Floating Death: After a Move action (made by any unit), if this unit is within 3" of an enemy unit, roll one D6 for each model in this unit. For each 2 or 3 place one blast marker next to the closest enemy unit, and for each 4+ place two blast markers next to the closest enemy unit. Then, this unit is destroyed.

FACTION KEYWORDS: Tyranids, Tyranid Hive Fleets, <Hive Fleet>
KEYWORDS: Light, Fly, Spore Mines, Meiotic Spores

STONE CRUSHER CARNIFEX

5

A Stone Crusher Carnifex is a unit that contains 1 model. It is equipped with: Carnifex Tail Weapon; 2 Wrecker Claws.

	M	WS	BS	A	W	Ld	Sv
Stone Crusher Carnifex	7"	3+	4+	2	2	4	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Bio-plasma	Heavy	12"	1	5+	8+	-
Bio-flail	Melee	Melee	x2	6+	9+	-
Carnifex Tail Weapon	Melee	Melee	User	6+	5+	-
Wrecker Claw	Melee	Melee	User	6+	4+	-

WARGEAR OPTIONS

- Instead of 1 Wrecker Claw, this unit can be equipped with 1 Bio-flail.
- This unit can also be equipped with 1 Bio-plasma (**Power Rating +1**).

ABILITIES

Monstrous Brood: Each Heavy Support slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Heavy Support slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

FACTION KEYWORDS: Tyranids, Tyranid Hive Fleets, <Hive Fleet>

KEYWORDS: Heavy, Monster, Carnifex, Stone Crusher Carnifex

BARBED HIERODULE

14

A Barbed Hierodule is a unit that contains 1 model. It is equipped with: 2 Bio-cannons; Hierodule Scything Talons.

	M	WS	BS	A	W	Ld	Sv
Barbed Hierodule	12"	3+	4+	2	5	8	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Bio-cannon	Heavy	48"	2	7+	7+	-
Hierodule Scything Talons	Melee	Melee	User	7+	4+	-

FACTION KEYWORDS: Tyranids, Tyranid Hive Fleets, <Hive Fleet>

KEYWORDS: Super-heavy, Monster, Titanic, Barbed Hierodule

HARRIDAN

A Harridan is a unit that contains 1 model. It is equipped with: 2 Bio-cannons; Harridan Scything Talons.

	M	WS	BS	A	W	Ld	Sv
Harridan	30"	3+	3+	1	6	8	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Bio-cannon	Heavy	48"	2	7+	7+	-
Harridan Scything Talons	Melee	Melee	x2	7+	5+	-

ABILITIES

Sky Attack: After this unit makes a Move action, select one enemy unit it moved over whilst making that Move action. Roll one D6; on a 2+ place one blast marker next to that unit.

Frenzied Metabolism: When this unit makes a Shoot action, you can place one blast marker next to this unit. If you do so, add 1 to wound rolls for attacks made by this unit for that action.

TRANSPORT

This unit can transport up to 20 friendly **<Hive Fleet> Gargoyle** models.

FACTION KEYWORDS: Tyranids, Tyranid Hive Fleets, <Hive Fleet>

KEYWORDS: Super-heavy, Monster, Fly, Transport, Titanic, Harridan

HIEROPHANT BIO-TITAN

95

A Hierophant Bio-titan is a unit that contains 1 model. It is equipped with: 2 Dire Bio-cannons; Lashwhip Pods; Bio-plasma Torrent; Gargantuan Scything Talons.

	M	WS	BS	A	W	Ld	Sv
Hierophant Bio-titan	12"	3+	3+	6	8	8	3+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Bio-plasma Torrent	Heavy	8"	5	7+	9+	Inferno
Dire Bio-cannon	Heavy	48"	3	8+	4+	Destroyer
Gargantuan Scything Talons	Melee	Melee	User	8+	4+	Destroyer
Lashwhip Pods	Melee	Melee	x3	6+	8+	-

ABILITIES

Incendiary Ichor: Each time a blast marker is placed next to this unit, if there are any enemy units in base contact with this unit, roll one D6; on a 3+ place one blast marker next to an enemy unit in base contact with this unit.

Frenzied Metabolism: When this unit makes a Shoot action, you can place one blast marker next to this unit. If you do so, add 1 to wound rolls for attacks made by this unit for that action.

TRANSPORT

This unit can transport up to 20 friendly **<Hive Fleet> Genestealers, Termagants, Hormagaunts, Hive Guard, Tyrant Guard** or **Tyranid Warriors** models. Each **Hive Guard, Tyrant Guard** or **Tyranid Warrior** model takes up the space of 3 other models. It can also transport 1 friendly **<Hive Fleet> Tyranid Prime** or **Broodlord**.

FACTION KEYWORDS: Tyranids, Tyranid Hive Fleets, <Hive Fleet>

KEYWORDS: Super-heavy, Monster, Transport, Titanic, Hierophant Bio-titan

SCYTHED HIERODULE

14

A Scythed Hierodule is a unit that contains 1 model. It is equipped with: Bio-acid Spray; Pairs of Hierodule Scything Talons.

	M	WS	BS	A	W	Ld	Sv
Scythed Hierodule	**12"**	**3+**	**4+**	**2**	**5**	**8**	**6+**

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Bio-acid Spray	Heavy	8"	2	7+	9+	Inferno
Pairs of Hierodule Scything Talons	Melee	Melee	x2	7+	4+	-

FACTION KEYWORDS: Tyranids, Tyranid Hive Fleets, <Hive Fleet>

KEYWORDS: Super-heavy, Monster, Titanic, Scythed Hierodule