

NECROMUNDA

TYRANID REMNANT

DEATH LURKS IN THE SHADOWS

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Tyranids are in the hive. It might be the result of an overlooked egg in an infested cargo hold. The work of Genestealer cultists within the Imperium, greedy corporations who wanted bio-weapons, or just a horrible coincidence. Although they are smaller versions of the threat which lurks beyond know space, they are a source of nightmares for the poor hivers unlucky enough to cross their path. Yet, with no synaptic connection to a fleet, they have only the bio-morphs they were hatched with, and must rely on their ability to adapt, in order to survive. Each kind of Tyranid can evolve by collecting new gene material from their victims. Turning them into a diverse, and powerful, group of monstrous creatures.

A Tyranid remnant will have a nest, somewhere down in the darkest corners of the hive. They will only return to their nest, once they have completed whatever task the ruling hive mind sent them out to accomplish.

«They are coming! I feel them scratching inside my mind, scratching, screaming, running, so many - so, so many voices. They are coming for us - flesh, body and soul!» - Guardsman Krell

USING TYRANIDS IN NECROMUNDA

A player may decide to control a nest of Tyranid Remnants instead of a normal Underhive gang. Tyranids are an outlander gang so all outlaw rules apply to them unless stated otherwise. As outlanders, Tyranids don't have a guild price so cannot pay off their outlaw status.

TERRITORY:

Tyranid remnants have no use for territories and are constantly on the move seeking fresh prey. Tyranids cannot capture territories from enemy gangs and since they don't start with a territory they have nothing to capture.

INCOME:

Tyranids never collect any income, never trade and can never buy extra gang members after their initial recruitment.

STARVATION:

Tyranids eat lesser creatures, and animals native to the area, so they are immune to the effects of starvation.

HIRED GUNS:

For obvious reasons Tyranids don't use hired guns.

CAPTURE:

Gang fighters captured by Tyranids will be absorbed as gene seed, or used to create hatchlings. As such the Tyranids have no interest in ransoms or exchanges. The only way a gang can get back captured members is by playing a Rescue scenario against the Tyranids. The Tyranids instinctively use captured prey as bait to get more. Tyranids captured by gangers can expect only a quick death. Their pack will make no attempt to rescue them and they can not pay ransom from the nest. A Tyranid who is captured is always killed and stripped of claws, teeth and limbs, which are sold as curios for 3D6x5 credits

LEADER:

Tyranid packs have no set leader: leadership devolves to whoever has the most evolved synapse. In game terms this means that any Bottle rolls are taken using the best Leadership characteristic in the team (assuming that member is present and not down at the time). In some scenarios an Experience point bonus goes to the leader of the winning gang: in a Tyranid team this will go to the Tyranid with the best leadership who fought in the game. If multiple Tyranids are applicable then the one with the most Experience will get the bonus.

SYNAPSE:

Tyranids are in constant communication with each other and are highly self-motivated. This means that a Tyranid who is pinned is always allowed to roll to try and escape from pinning at the start of their turn even if there are no other Tyranids within 2" of them.

SCENARIOS:

Tyranids roll on the normal Scenario Table, not the Outlaw Scenario Table.

Although Tyranids have no monetary interest in loot, they can still play scenarios such as Scavengers as they know shiny things attract their prey.

GANG RATING:

Tyranid teams have a gang rating of 1000 plus the total Experience points of all the Tyranids. The Tyranids low gang rating is a reflection of their skulking behaviour making them difficult to track and predict by other gangs, however, even a lone Tyranid is a dangerous prospect for most gangs. To reflect this, Tyranids never gain any bonus Experience points through being an underdog.

KILLER REPUTATION:

The Tyranids' infamy understandably means they start with the Killer Reputation skill. **They cause fear.**

PERFECT ORGANISM:

Tyranid bodies are complex biological organisms that count as having a Bio-booster, Skull Chip, Respirator, Photo-visor and Infra-red Goggles.

Note Tyranids are entirely reliant on their bio-morphs and so they cannot use additional equipment – eg. they cannot use weapons from captured enemy fighters.

EVOLUTION:

Tyranid bodies begin to evolve once the creature starts making kills and earning combat experience. They absorb genetic material, and refine this into weapon systems, making them more powerful. These improved biotic enhancements make the creature stronger or faster, thickening armour plates to increase their protection and so on. These are represented by bio-morphs which can only be earned with Experience points, and behave in exactly the same manner as skills.

PACK:

Tyranid hunting packs always comprise of five Tyranids, no more, no less. Each Tyranid is recruited with the profile below and you must then choose which type of Tyranid species it will be. Note Tyranids cannot change their type once chosen, even if they fulfil their goal and return to the Underhive they can not change their specific species.

GOAL:

A Tyranid team must commit itself to achieving a specific aim during its time in the Underhive. The Tyranids' goal must be set when the team is started and may be chosen from the following:

A) Collect gene seed: To kill 5 enemy gang fighters. A kill will only count if the model dies from rolling a Dead serious injury result, or if the Tyranids capture a fighter that isn't rescued.

B) Evolve the Swarm: To earn a total of 250 Experience points.

C) Scout surrounding areas: To survive a total of ten games.

Once the pack has achieved its goal they return victorious to the nest where they will await further instructions.

When the Tyranids return to the nest, all serious injuries are removed. You can also replace dead Tyranids or any you wish to retire with a fresh Tyranid of your choosing.

You must then pick a different goal, and the pack heads back down into the gloom of the Underhive.

Alternatively, the pack can return to the nest, early, without fulfilling their goal.

The normal rules listed above still apply, but each Tyranid must take a Leadership test. If the test is failed then they are removed from the pack and replaced with a fresh Tyranid. You must then pick the same goal, and the pack heads out into the hive in order to try again.

Any Tyranids that enter the nest with at least 200 Experience points or a Leadership of 9 must retire as they have evolved beyond the complexities of a regular worker ant.

SPECIES:

Basic profile:

	M	WS	BS	S	T	W	I	A	Ld
Basic Tyranid	4	3	3	3	3	1	3	1	6

Hormagaunt:

The hormagaunt is the lightest of all the tyranid pack members, emphasising agility and speed. The creature itself is armoured with flexible plates, like snake scales. The hormagaunt has almost razor-like claws, harder than most metal, which it can instinctively use to deflect enemy attacks, or even ricochet hostile gunfire.

Weapons: hormagaunts are equipped with scything talons and acidic spit.

Bio-morphs: The hormagaunt has evolved to grant a +1 characteristic bonus to Movement, Weapon Skill and Initiative and Attacks.

Armour: Hormagaunts have a 5+ armour saving throw.

Scything talons are a living, bone-like structure which constantly renews its edge as it is blunted. The talons edge is razor sharp, and can slice through any but the densest of matter.

Range	Strength	Damage	Save mod.
Melee	User +1	1	-

Parry: The talons allows the hormagaunt to parry, up to two times, as described in the game rules. They also confers a 5+ special saving throw against all hand-to-hand combat hits and any ranged attacks that originate in the forward 90° arc of the hormagaunt.

If the hormagaunt saves against any ranged attack, it can be reflected back immediately. The reflected bullet uses the standard profile, below, except the enemy firing weapon's Strength, Damage and Save Modifier values are used instead. The hormagaunt's Ballistic Skill is still used to see if the shot hits.

Ammo: If the hormagaunt fails an Ammo roll, then it will also no longer grant any of the above benefits.

The limb might have been damaged, and must regenerate. If this happens, it will no longer grant any of the above benefits, apart from a single parry, and +1 strength.

Ricochet:

Type	Short rng.	Long rng.	To hit Short	To hit Long	Str	Dam	Save mod	Am mo
Ranged	0-8	8-16	+1	-	X	X	X	2+

Gargoyle:

The gargoyle is a winged fiend with pinions of chameleonic skin and flesh-rending bio weapons. When not in use the gargoyle's wings sweep back to form a pinioned cloak of steel and reveal the heavy forearm Fleshborers that are its primary weapons. Its wings are jagged with edges sharp as razors so it can slice its victim as it swoops overhead. When stealth is needed the gargoyle's wings curl around to mimic the hues surrounding its body, concealing the creature until it takes flight again.

Weapons: gargoyles are equipped with Fleshborers and chameleon wings.

Bio-morphs: The gargoyle has evolved into a +1 characteristic bonus to Movement and Ballistic Skill.

Armour: gargoyles have a 5+ armour saving throw.

Fleshborers:

Type	Short rng.	Long rng.	To hit Short	To hit Long	Str	Dam	Save mod	Am mo
Ranged	0-12	12-24	+1	-	3	1	-	2+

Wings:

Fly: The gargoyle's wings allow its user to fly.

Chameleon: The chameleonic effect of its wings allows a gargoyle to hide even if it is not behind cover, the gargoyle simply remains stationary long enough for its outline to disappear completely. Note the gargoyle will still be spotted via non-visual means, such as being within Initiative distance of an enemy model. In addition to this, the chameleonic effect of the wings makes a gargoyle difficult to track at long range. Any ranged attacks against a gargoyle suffers an additional -1 penalty if the weapon firing is at long range.

Genestealer:

The genestealers are cunning and subtle in their hunting, tearing them apart with steely claws. They can also utilize a hypnotic gaze, before they secrete a hardening substance that can trap their victims. They are dragged off to a fate worse than death. The rest of the elongated limbs and back of the genestealer are covered with pointy spines and overlapping plates of armour. Its arms and legs are evolved in a way that makes it climb swiftly and leap great distances. It can move quickly among the mass of broken pipes and struts which form the dark canopy of the Underhive.

Weapons: Genestealers have an hypnotic psychic power, which equals the Web Pistol.

Psychic Gaze:

Type	Short rng.	Long rng.	To hit Short	To hit Long	Str	Dam	Save mod	Am mo
Ranged	0-6	6-9	-	-1	-	-	-	6+

Webbed targets: Once a web pistol has hit its target the victim is automatically enmeshed – there is no roll for wounds and no armour saving throw is allowed. This also applies in hand-to-hand combat, any extra hits that must be allocated to the pistol are wasted. A webbed target cannot move or do anything else other than attempt to struggle free at the start of his turn. If the fighter wishes to make an attempt to struggle free roll a D6 and add the model's Strength. If the total is 9 or more the victim frees himself from the web and may continue normally. If the total is less than 9 then he automatically suffers 1 wound, though an armour save can be attempted if the victim has armour. If a webbed model is involved in hand-to-hand combat then treat him as if he was down. Friendly fighters in base contact with a webbed model at the start of their turn can help cut away the steely webbing. The model cannot do anything else that turn. If the fighter helps out in this way then his Strength characteristic is added to the D6 roll.

Acidic Slime: All web pistols incorporate a solvent spray for removing the web material. Any model that has a web pistol can automatically free a webbed fighter at the start of the turn if he is in base contact and doesn't do anything else that turn. However, a model can never free itself from a web using a web pistol, as the strands are far too tight to allow the fighter to reach his solvent spray.

Capture: If a fighter equipped with a web pistol takes an enemy model out of action in hand-to-hand combat then he will be automatically captured on a roll of 4+. Models captured in this way do not have to make a roll on the Serious Injuries chart. Note this rule only applies so long as the web pistol has not ran out of ammo.

Bio-morphs: The genestealer remnant confers a +2 characteristic bonus to Movement and a +1 bonus to Weapon Skill, Initiative and Attacks.

Armour: Genestealers have a 5+ armour saving throw.

They are in the ceiling!: The genestealer can use its sticky secretions to help it move. (As long it hasn't run out of ammo.) This means it can move up or down even if there is no ladder. The distance moved is counted against the genestealer's movement that turn and the creature must end its move on a flat surface, not dangling in mid-air.

Warrior:

The Warrior embodies the most brutal aspects of the Tyranid remnant. Its distinctively oversized claws and hulking body betray the Warriors' fearsome combat style, that of crushing and clawing their opponents to a bloody pulp. Ranks of razor sharp fangs and claws, and it's chest cavities are lined by Flesh hooks, in order to blast apart opponents at a distance. Though the Warrior is the slowest of the remnant, it is also the most indomitable. Not only are the powerful arms and shoulders heavily armoured but a synaptic field protects the Warrior as he lumbers forward.

Weapons: Warrior are equipped with Flesh hooks.

Bio-Morphs: The Warrior has evolved to confer a +1 characteristic bonus to Weapon Skill, Strength and Attacks.

Armour: Warriors have a 4+ armour saving throw. Shadow of the Swarm: Warriors are protected by a synaptic field which confers a 6+ special save against any ranged attacks.

Flesh Hooks:

Type	Short rng.	Long rng.	To hit Short	To hit Long	Str	Dam	Save mod	Am mo
Ranged	0-8	8-16	+1	-	4	1	-1	2+

Twin-linked: Flesh hooks are launched in pairs, so they must be fired at the same target, and only a single dice is rolled to hit. However, if a hit is scored make two separate rolls to wound.

HORMAGAUNT BIO-MORPH

1: Enhanced Neural Pathways

The remnant forms new neural pathways which sharpens the wearer's fighting skills. The remnant confers a +1 bonus to a characteristic of your choosing.

2: Sharpened Claws

The remnant's claws grow harder, and even sharper. The Hormagaunt's talons gain a +1 Strength bonus and now ignores all armour saves.

3: Protective Shell

The remnant's scales grow, and become larger. The Hormagaunt's special save can now protect him against ranged attacks that originate in the forward 180° arc.

4: Hardened Shell

The remnant's shell strengthens, increasing its special saving throw to 4+.

5: Enhanced Speed

The remnant's speed is boosted, increasing its Movement bonus by +2.

6: Psychic Force

Once per game the Hormagaunt can focus, and reflect an attack with increased precision. The attack's Strength and Save Modifier is increased by +D6 and if hit inflicts D6 Damage.

GENESTEALER BIO-MORPH

1: Enhanced Neural Pathways

The remnant forms new neural pathways which sharpens the wearer's fighting skills. The remnant confers a +1 bonus to a characteristic of your choosing.

2: Claw Growth

The Genestealer's claws extend and sharpen. The Tyranid remnant gains a +1 Strength bonus to any hits made in hand-to-hand combat and confers a parry.

3: Shade Plates

The Genestealer remnant's armour plates begins to absorb and refract light. Any ranged attacks made against the Tyranid suffers an additional -1 to hit penalty.

4: Thickened Armour

The remnant's armour thickens and hardens increasing its armour saving throw to 4+.

5: Enhanced Speed

The remnant's speed is boosted, increasing its Movement bonus by +2.

6: Third Eye

The remnant's hypnotic gaze is now capable of using 1 sustained fire dice.

WARRIOR BIO-MORPH

1: Enhanced Neural Pathways

The remnant forms new neural pathways which sharpens the wearer's fighting skills. The remnant confers a +1 bonus to a characteristic of your choosing.

2: Synaptic Field Strengthened

The Warrior remnant boosts its psychic powers, and increases its special save to 5+.

3: Enhanced Limbs

The remnant's limbs become more thicker and stronger, conferring a +1 characteristic bonus to Strength and Toughness.

4: Thickened Armour

The remnant's armour thickens and hardens increasing its armour saving throw to 3+.

5: Explosive Pods

The Flesh Hooks fired by the remnant are launched with much greater power. The Long Range is increased to 24".

6: Spike Salvo

Once per game the Tyranid can make an extra D3 ranged attacks following the usual shooting rules.

GARGOYLE BIO-MORPH

1: Enhanced Neural Pathways

The remnant forms new neural pathways which sharpens the wearer's fighting skills. The remnant confers a +1 bonus to a characteristic of your choosing.

2: Eagle Eye

The Gargoyle sight improves, and become more focussed. The Fleshborers Long Range is increased to 48".

3: Acidic Parasites

The parasites fired by the remnant's Fleshborers become more deadly, receiving a +1 bonus to its Strength and Save Modifier.

4: Enhanced Chameleon Powers

The chameleonic skin of the Gargoyle's wings become quicker and more accurate. The Gargoyle's chameleon effect over long range now confers a -2 to hit penalty instead of -1.

5: Improved Flight

The remnant's wings are strengthened, increasing its Movement bonus by +2.

6: Razor-Like Wings

The edges of the remnant's wings become razor sharp. If the Tyranid charged into hand-to-hand combat then he gains a +1 bonus to his Weapon Skill and Attacks that turn.

EXPERIENCE:

Unless noted below, Tyranids gain experience and advance just like any other gang members. All Tyranids start with 0 Experience points.

ADVANCE ROLLS:

1-3	Roll a further D6
2	Bio-Morph: Randomly roll a boost from the appropriate Tyranid's Bio-Morph table.
3-4	New Skill: Select one of the Skill tables for your Tyranid and randomly roll a skill from it.
5	Characteristic Increase: Roll again 1-3 = +1 Strength; 4-6 = +1 Attacks.
6	Characteristic Increase: Roll again 1-3 = +1 WS; 4-6 = +1 BS.
7	Characteristic Increase: Roll again
	1-4 = +1 Weapon Skill 5-6 = +1 Ballistic Skill
	1-3 = +1 Weapon Skill 4-6 = +1 Attacks
	1-4 = +1 Ballistic Skill 5-6 = +1 Initiative
	1-2 = +1 Ballistic Skill 3-4 = +1 Strength 5-6 = +1 Toughness
8	Characteristic Increase: Roll again 1-3 = +1 Initiative; 4-6 = +1 Leadership.
9	Characteristic Increase: Roll again 1-3 = +1 Wounds; 4-6 = +1 Toughness.
10	New Skill: Select one of the Skill tables for your Tyranid and randomly roll a skill from it.
11-12	Bio-Morph: Randomly roll a boost from the appropriate Tyranid's Bio-Morph table.

SKILL TABLE:

	Hormagaunt	Genestealer	Gargoyle	Warrior
Agility	X	X	X	-
Combat	X	X	X	X
Ferocity	X	X	-	X
Muscle	-	-	-	X
Shooting	X	-	X	X
Stealth	-	X	X	-
Techno	-	-	-	-