

# Epic Remastered Tyranid War Engine Data Sheets

These data sheets are designed to be printed and folded to fit into standard playing card or collectable card sleeves, so that you can use a dry wipe marker to keep track of Damage Capacity etc, with one card per War Engine.

The file is designed for A4 paper, but should also work for US Letter if you ensure you tick 'print actual size' or 'print 100%' in your printer software.

## Tyranid War Engine Notes, June 2022

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### Dominatrix

The main data sheet of the Dominatrix is unchanged from Epic 40k, but the amount of extra damage caused by criticals has been reduced to standardise how vulnerable different War Engines are to criticals. The new and old values are shown separated by a slash, '+2/4', so that you can see what has changed.

The Catastrophic Damage Chart has been tweaked slightly so that all three of the larger Tyranid War Engines have the same chart.

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### Hierodule

The Hierodule has a new ability which gives it a 4+ save against rolls on the Critical Damage Chart. The extra damage from criticals has also been reduced slightly.

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### Hierophant

The Hierophant also has the new ability to save against rolls on the Critical Damage Chart. To make the Hierophant more adaptable and to bring it in line with other editions, the obligatory Ripper Tentacles have been replaced with a regular weapon mount.

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### Minidule

This represents the modern Forgeworld version of the Hierodule, which is roughly equivalent to a Baneblade rather than a Titan.

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### Ripper Tentacles and Experimental Weapons

Ripper Tentacles are extremely situational so I have included a couple of updated versions for playtesting. One works as before, but allows the War Engine to roll its full current DC in a combat, instead of half current DC, whether you win or lose. The other version adds the standard 'CCW shooting' of Range 30 cm and Firepower 4, and if you win then any hits on enemy War Engines automatically cause critical damage rolls.

I've also included a couple of short range options to represent the old Spore Cluster and Pyro-acid Spray weapons.

**<https://epicremastered.com>**  
**<https://builder.epicremastered.com>**

### TYRANID DOMINATRIX v2

Dauntless, Psyker, Supreme Commander

Speed	Armour	Save	Dam.	Assault	Trans.
15 cm	6	4+	10	20	—

  

DC	10	9	8	7	6
DC	5	4	3	2	1

  

Mount	Arc	Range	FP	Notes
Head (Fire!)	360	15 cm	Heavy Barrage	FP = 2 x units under template.
Dorsal Cannon	↑	60 cm	Death Ray	Hit on 2+, any target, auto-crit
Energy Pulse	360	45 cm	3 x MW	Hit on 4+, INF or VEH

2d6 DAM	R?	NOTES
2	+0	Half Speed this turn
3	+1	Move D6 away from attack, roll to hit all units contacted
4	+1	IMM
5	+2	Head weapon damaged
6	+2	Dorsal Cannon damaged
7	+2/3	Save damaged
8	+2/3	Energy Pulse damaged
9	+2/4	No weapons this turn
10	+2/4	Wound. 1/2 Speed & lose 1DC in Rally phase
11	+2/4	D6 Wounds as above
12	—	Catastrophic Damage

**CATASTROPHIC DAMAGE (D6)**

1-2 Wreck  
 3-4 Spasm, is dead and re-roll next turn, roll of 3 or 4 = result 5 (was result 1-2)  
 5 Destroyed, roll to hit units within 5 cm  
 6 Destroyed, units in contact take D6 hits, roll to hit units within 2D6 cm

### HIERODULE v2

Dauntless, Ignore Terrain, Save (Criticals)

Speed	Armour	Save	Dam.	Assault	Trans.
20 cm	6	4 v Crits	12	25	—

  

DC	12	11	10	9	8	7
DC	6	5	4	3	2	1

  

Mount	Arc	Weapon
Left Arm	↑	
Right Arm	↑	

2d6 DAM	R?	NOTES
2	+0	Half Speed this turn
3	+1	IMM this turn
4	+1	Move D6 away from attack, roll to hit all units contacted
5	+2	IMM
6	+2	No weapons this turn
7	+3	Near arm damaged
8	+3	Far arm damaged
9	+3	No weapons this turn
10	+3/5	Wound. 1/2 Speed & lose 1DC in Rally phase
11	+3/5	D6 Wounds as above
12	—	Catastrophic Damage

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 3-4 Spasm, is dead and re-roll next turn, roll of 3 or 4 = result 5  
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### HIEROPHANT v2

Dauntless, Ignore Terrain, Save (Criticals)

Speed	Armour	Save	Dam.	Assault	Trans.
20 cm	6	4 v Crits	18	30	—

  

DC	18	17	16	15	14	13	12	11	10
DC	9	8	7	6	5	4	3	2	1

  

Mount	Arc	Weapon
Left Arm	↑	
Right Arm	↑	
Head	↑	

2d6 DAM	R?	NOTES
2	+0	Half Speed this turn
3	+1	IMM this turn
4	+1	Move D6 away from attack, roll to hit all units contacted
5	+2	IMM
6	+2	Head weapon damaged
7	+3	Near arm damaged
8	+3	Far arm damaged
9	+4	No weapons this turn
10	+4	Wound. 1/2 Speed & lose 1DC in Rally phase
11	+5	D6 Wounds as above
12	—	Catastrophic Damage

**CATASTROPHIC DAMAGE (D6)**

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Biotitan Weapons v2	Range	FP	Notes
Bio-cannons	45 cm	8	—
Cluster Spines	60 cm	Heavy Barr.	FP = 2 x number of units
Razor Claw (CCW)	30 cm	4	2 x Assault vs WEs, catastrophic if win
Ripper Tentacles (Hierophant-only?)	Negate one CCW on an enemy WE in base contact.		

Biotitan Experimental v2	Range	FP	Notes
Pyro-acid Spray idea 1	15 cm	24	—
Pyro-acid Spray idea 2	15 cm	MC	Use 120 mm template
Ripper Tentacles idea 1	Negate one enemy CCW. Roll current DC to hit, instead of DC/2.		
Ripper Tentacles idea 2	30 cm	4	Negate CCW, if win then hits auto-crit



### BARBED MINIDULE

v3

Dauntless, Ignore Terrain

Speed	Armour	Fields	Dam.	Assault	Trans.
25 cm	5+	-	4	12	-

DC	4	3	2	1

Weapon	Arc	Range	FP	Notes
Bio-cannon		45 cm	8	-

d6	R?	NOTES
1	×	IMM this turn
2	×	IMM this turn
3	×	IMM this turn No weapons this turn
4	✓	No weapons until repaired
5	✓	IMM until repaired
6	×	Catastrophic Damage
<b>CATASTROPHIC DAMAGE (D6)</b>		
1-3		Wrecked
4-5		Destroyed, roll to hit units within 5cm
6		Destroyed, roll to hit units within 2d6cm

### SCYTHED MINIDULE

v3

Dauntless, Ignore Terrain

Speed	Armour	Fields	Dam.	Assault	Trans.
25 cm	5+	-	4	12	-

DC	4	3	2	1

Weapon	Arc	Range	FP	Notes
Acid Spray		15 cm	8	-
Claws		-	-	Close Combat Weapon

d6	R?	NOTES
1	×	IMM this turn
2	×	IMM this turn
3	×	IMM this turn No weapons this turn
4	✓	No weapons until repaired
5	✓	IMM until repaired
6	×	Catastrophic Damage
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