

## 0.0 Introduction

### 0.1 Hamman's World Phase IV 'Subdual' Tyranid Army List v8.4.1

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The Tyranids are without a doubt the most alien race ever encountered by humanity. They have been likened to a galactic locust swarm, remorselessly hungry and too numerous to stop. They are a nomadic, space-faring race that has migrated from beyond our galaxy in search of new resources to devour. These they have discovered in abundance in our galaxy.

The Tyranid hive fleets consist of millions of living craft, each home to billions of creatures, untold thousands of monstrosities evolved from the bubbling geno-organs of the ships reproductive chambers. The Tyranid race itself comprise many different creatures that function together, perfectly coordinated by the gestalt consciousness of the hive mind. They do not use technology as we understand it, and instead make weapons and star ships by bio-engineering them from living materials. All these creatures are born to serve the single entity that is the ship, and the ship only exists as part of the entity that is the fleet. All Tyranid creatures are held in a common psychic bond that enables them to act together as one organism. Tyranids have no distinct minds - a Tyranid simply fulfills the function assigned to it by the greater Hive Mind.

A Tyranid invasion is divided into five stages:

<b>Phase I Discovery:</b>	Warp Drones discover a planet suitable for invasion.
<b>Phase II Approach:</b>	The Hive fleet arrives and invests the planet.
<b>Phase III Attack:</b>	The Tyranid invasion is begun as mycetic spores insert assault swarms.
<b>Phase IV Subdual:</b>	The Tyranid main force crushes all resistance.
<b>Phase V Consumption:</b>	The planet's living resources are plundered.

All Tyranid creatures are united by the potent psychic imperatives of their shared Hive Mind. Some more intelligent creatures have vastly expanded synapse networks within their cortex that act as a psychic conduit for the directives of the Hive Mind, overruling the natural instincts of nearby Tyranid creatures.

These creatures are known as synapse creatures and as long as they are nearby the other creatures in the Tyranid army will blindly carry out the actions dictated by the Hive Mind, even if those actions will result in their own deaths. On the other hand, if no synapse creatures are nearby then lesser Tyranid creatures will revert to their basic animal instincts.

At war, the Tyranids form a ferocious, relentless horde; an avalanche of tooth and claw driven onward by the mental lash of the Hive Mind. Unrelenting and almost unstoppable, the Tyranid race represents a threat to the whole galaxy...

## T1.0 FORCES

### T1.1 TYRANIDS

#### Special Rule - T1.1.1 Tyranid Xenopsychology

Tyranids are a completely alien threat and do not organize themselves in the manner of normal armies with distinct battle groups and chains of command. In fact, the attacking Tyranids shouldn't even be considered an "army" at all, but merely the limbs and organs of a vast "super-organism" seeking prey. This bizarre organization is reflected in the following special rules.

**Tyranid Swarms:** Tyranid forces are divided into three basic types of units: Brood creatures, Independent creatures, and Synapse creatures (with Brood creatures themselves being further subdivided into Common and Uncommon types). Independent creatures are organised into fixed formations, just like non-Tyranid units.

Synapse creatures and Brood creatures are treated a bit differently. Instead of fixed formations, these creatures are combined to form a "synapse swarm" that is controlled by a Synapse Group. Both the Synapse Group and the Brood creatures associated with it are treated as a single formation.

At the start of the game, the Tyranid player assigns Brood creatures to Synapse Groups, creating swarms. These swarms must be set up in legal formation using the instructions for the scenario. Additionally, all Brood units must be placed within control range (15cm) of a Synapse creature from the swarm's Synapse Group. If the Tyranid player wishes, they may hold some Brood creatures in reserve and not assign them to any Synapse Group.

During the Action Phase, a synapse swarm is treated like a normal formation. However, all Brood creatures must stay within control range of Synapse creatures of the swarm. If a swarm finds itself "out of formation" (either normal coherency, see EA1.7.4, or control range), the portion with the least Synapse creatures is removed. The only exception to staying in control range is during assaults: only normal coherency must be adhered to, though once the assault is over both normal coherency and control range must be maintained.

In the End Phase, after spawning, synapse swarms may be reorganized. First, any Brood creatures out of control range are removed and then any Brood creatures that are within control range of one Synapse group become part of its synapse swarm. If any Brood creatures are within control range of two or more Synapse Groups then the Brood creatures may join any one of the Synapse Groups, as decided by the Tyranid player. To avoid confusion, it is recommended that the units in doubt be turned to face the swarm they belong to.

**Instinctive:** *The hordes of creatures that make up a Tyranid swarm are not a mass of individuals, but are merely cogs in a great biological machine. Even the higher order creatures like Hive Tyrants and Tyranid Warriors are more resonators of the Hive Mind's will than actual leaders; without the Hive Mind's guidance they lack the foresight and initiative that a Junior Officer cut off from his Command might utilize when battlefield conditions change. As well, some Tyranid creatures have no mind at all, they undertake purely automatic behaviours or undirected activity as they attack all that comes near them.*

Such creatures are considered to be instinctive. A swarm containing instinctive creatures may only take Engage or Hold actions and suffers -2 to any Initiative tests they take. Instinctive formations may still lend support in assaults, take actions if unactivated, and attempt spawning. Any instinctive swarm that loses an assault removes all non-fearless creatures as the swarm loses cohesion. Finally, a Synapse swarm with no Synapse creatures immediately becomes instinctive, but suffers no additional losses. Instinctive swarms never receive or suffer from Blast markers.

**Relentless:** *As long as they are under the control of the Hive Mind, lesser Tyranid creatures, quite literally, do not know the meaning of fear and will relentlessly sell their lives to secure the goals of the greater Hive Mind. This is not due to any bravery or training, but reflects the iron will of the Hive Mind transmitted through psychic links to these creatures. Disruption of these psychic links is the only thing that can slow down the remorseless tide of Tyranids.*

Tyranid swarms receive Blast markers as normal, but ignore their presence for the purposes of suppression. Instead of breaking, a Tyranid swarm that has as many Blast markers as units removes those Blast markers and becomes instinctive instead. Tyranid swarms that lose an assault are treated in the normal fashion: suffering "hack down" hits and making withdrawal moves, but become instinctive, instead of breaking. (It is advised you mark such swarms appropriately.) Swarms that become instinctive due to any reason other than losing an assault do NOT receive a withdrawal move nor do they suffer "hack down" hits.

At the completion of the End Phase, all Blast markers are removed and swarms driven instinctive return to normal.

**Voracious:** The Hive Mind is eager to overwhelm and consume prey, attempting to devour all who stand before it. To represent this, Tyranid swarms gain a +1 modifier to their action test rolls when taking Engage or March actions.

#### Special Rule - T1.1.2 Tyranid Xenobiology

The Tyranids do not use any form of technology in the normal sense of the word; they have no factories or training facilities, but, instead, create all their weapons and creatures through purely biological processes. Some might see this as a weakness, but it allows the Tyranids to adapt to new challenges and replace losses with frightening speed. The following special rules describe these processes.

**Regeneration:** *Some extremely large Tyranid creatures are covered inside and out with symbiotic creatures that heal wounds, repair damaged tissue, and stem the flow of vital bodily fluids. This makes Tyranid war engines extremely dangerous foes; an unwary Princep may think he has inflicted a mortal wound only to have that same creature rear up and attack.*

During the Rally Phase, a Tyranid war engine with the regeneration special ability rolls a number of D6 equal to half its starting damage capacity, rounded up. For each roll of 5+ the war engine regains one of its lost DC. Successful rolls can only be used to replace a war engine's lost DC. Finally, regeneration may not be used to bring a war engine back to life.

**Spawning:** *One of the most terrifying things about fighting Tyranids is that there seems to be no end to the number of creatures in the army. Even if an attack is stopped, more Tyranids will soon appear to renew it.*

Spawning allows the Tyranid player to return Brood creature units to play that have been killed, removed from play, or held in reserve. Spawning is treated as a Rally test, with all applicable modifiers, and a successful spawning check generates a number of "spawn points" based on the swarm's Synapse creatures' Synapse (+x) value, along with the following modifiers:

No enemy units within 30cm of <b>any</b> unit in the swarm	+D3
At least one Synapse creature within 15cm of a Brood Nest	+D3

Each Brood creature has a spawning cost based upon its general availability to the Tyranid army as a whole. Brood creatures have "Brood (x)" in their notes where "x" equals the number of spawn points required to return the creature to play. All spawned units must be placed within 5cm of any Synapse creature from the swarm spawning them. They may not be placed in the zone of control of enemy units or in impassable terrain. Not all spawn points must be used and any extras are discarded.

**Design Concept - Spawning**

When a Tyranid swarm spawns, it may seem like it is getting "something for nothing" or even *teleporting* Brood creatures around the battlefield, not to mention the idea that a Hive Tyrant can instantly give birth to hordes of Termagants may be a bit hard to believe!

The Spawning rule is just shorthand for all the various ways Tyranids can increase the size of their swarms: gathering Brood creatures that have gone to ground in previous battles, calling forth creatures that have been waiting in hibernation, infecting local wildlife with rapid mutations, impelling dying organisms with the catalyst psychic power, or, yes, even birthing new ones!

The rule just allows us a fairly simple procedure for allowing swarm growth without all the messy biology.

**Special Rule - T1.1.3 Using the Flame Template**

Some Tyranid weapons can spray gouts of bio-plasma, pyro-acid, or other biological nastiness. Such weapons have a range of "Flame" and use the following rule to resolve their attacks:

Position the teardrop-shaped template so that its narrow end is touching the firing model and the entire template is within the firing arc of the weapon, placed to cover as many enemy units from the target formation as possible. Roll to hit all units (friend or foe) under the template with the appropriate to hit values for the weapon. In order to speed dice rolling we recommend rolling to hit all units of exactly the same type together, and then removing any casualties from those closest to the firing unit first. A unit is affected by the template(s) if any part of the model, or at least one enemy model on a stand, falls under the template(s). Each formation hit by a flame template receives Blast markers for coming under fire as normal.

**War Engines (WE):** If a WE lies directly under the centre-line of at least one flame template it is subjected to a number of attacks equal to half its starting damage capacity, rounding up; due to the war engine's large size, a flame template weapon that can meet this criteria is blocked by the WE and any units beyond are not affected by the attack. Other flame templates used in the same attack are not blocked by the WE, but cannot score additional hits on the WE. If a war engine is hit, but not under the centre-line of any template, it only suffers one attack.

**Special Rule - T1.1.4 Disposable**

Some units are seen by their allies as expendable. This may be because the units are specifically created to sacrifice themselves as in the case of Tau Drones, because the units are simply not valued as in the case of Orks and grots, or it may be for a number of other reasons.

Disposable units do not generate Blast Markers when they are removed as casualties. This includes special effects which create Blast Markers when the Disposable unit is targeted, i.e. when hits are allocated to the unit. Unless otherwise noted, Disposable units DO count as casualties for the purposes of assault resolution (EA1.12.7).

## T1.1.6 Tyranid Units

### Synapse Creatures

#### Dominatrix

Type	Speed	Armour	Close Combat	Firefight
WE	20cm	4+	3+	5+

Weapons	Range	Firepower	Notes
Energy Pulse	30cm	AP4+/AT4+/AA5+	
	and (15cm)	Small Arms	Extra Attacks (+1), MW
Bio-Cannon	45cm	2 x AP3+/AT4+	Fixed Forward
Bio-Plasma Breath	Flame	MW 5+	Forward Arc
Gargantuan Claws	(Base Contact)	Assault Weapons	Extra Attacks (+2), TK(D3)

Notes: *DC6, Fearless, Invulnerable Save, Reinforced Armour, Regeneration, Supreme Commander, Synapse (+2D3), Walker*. May step over units and impassable or dangerous terrain that is lower than the Dominatrix's abdomen and up to 2cm wide.  
Critical Hit: Roll 1D6 and consult the chart below.

- 1: The Dominatrix thrashes about wildly in blind rage; any unit in base contact suffers a MW6+ attack,  
2-5: The Dominatrix gushes ichor from a deep wound and loses 1DC  
6: The Dominatrix's Symbiote is killed, inflicting an additional 1DC damage and it loses the *Supreme Commander* and *Synapse* special abilities. (Despite this effect, the Dominatrix still counts as a Synapse creature for the purposes of scenario goals.)  
The Dominatrix is killed if this effect is rolled again.

#### Harridan

Type	Speed	Armour	Close Combat	Firefight
WE	35cm	5+	4+	5+

Weapons	Range	Firepower	Notes
Twin Bio-Cannons	45cm	2 x AP2+ AT3+	Fixed Forward
Crushing Claws	Base Contact	Assault Weapons	Extra Attacks (+2), MW

Notes: *DC3, Fearless, Regeneration, Reinforced Armour, Skimmer, Synapse (+2), Transport (Four Gargoyle units)*.  
Critical Hit: Roll 1D6 and consult the chart below.

- 1-5: The Harridan gushes ichor from a deep wound and loses 1DC  
6: The Harridan's primary nerve plexus is destroyed: the creature is killed; it crashes to the ground in a crumpled mass, killing all creatures onboard.

#### Hive Tyrant

Type	Speed	Armour	Close Combat	Firefight
AV	15cm (25cm)	4+ (5+)	3+	5+

Weapons	Range	Firepower	Notes
Venom Cannon	30cm	AP5+/AT6+	
Scything Talons	(Base Contact)	Assault Weapons	Extra Attacks (+1), MW

Notes: *Commander, Fearless, Invulnerable Save, Reinforced Armour, Walker, Synapse (+3)*  
(A Hive Tyrant may have wings. If this option is taken it counts as having *jump pack* and its speed is increased to 25cm, however, its armour save is reduced to 5+. The different values for taking wings are shown in (brackets) above.)

#### Synapse Node

*A large Tyranid infection that sinks its roots into the very planet.*

Type	Speed	Armour	Close Combat	Firefight
WE	0cm	4+	6+	6+

Weapons	Range	Firepower	Notes
Ripper Swarms	(15cm)	Small Arms	
	and (Base Contact)	Assault Weapon	

Notes: *DC3, Fearless, Reinforced Armour, Thick Rear Armour, Synapse (+3)*.  
Critical Hit: The Greater Synapse Node collapses in on itself and dies.

#### Tyranid Warrior

Type	Speed	Armour	Close Combat	Firefight
Inf	15cm	4+	3+	5+

Weapons	Range	Firepower	Notes
Venom Cannon	30cm	AP5+/AT6+	
Deathspitters	(15cm)	Small Arms	
Rending Claws	Base Contact	Assault Weapons	Extra Attacks (+1)

Notes: *Fearless, Synapse (+1)*

#### Vituperator

*Larger "flying" Tyranid Creature*

Type	Speed	Armour	Close Combat	Firefight
WE	25cm	4+	4+	5+

Weapons	Range	Firepower	Notes
Spore Pods	15cm	3BP	Disrupt, Fixed Forward
Bio-Plasma Breath	Flame	MW5+	Forward Arc
Massive Claws	(Base Contact)	Assault Weapon	Extra Attacks (+2), TK(1)

Notes: *DC4, Commander, Fearless, Regeneration, Reinforced Armour, Skimmer, Synapse (+3), Transport (Eight of the following units: Gargoyles, Termagants, Hormagaunts, Raveners, Hive Tyrants, Tyranid Warriors)*.  
Critical Hit: Roll 1D6 and consult the chart below.

- 1-5: The Vituperator gushes ichor from a deep wound and loses 1DC  
6: The Vituperator's primary nerve plexus is destroyed: the creature is killed; it crashes to the ground in a crumpled mass, killing all creatures onboard.

## Independent Creatures

### Broodlord

Type	Speed	Armour	Close Combat	Firefight
CH	-	-	-	-
Weapons	Range	Firepower	Notes	
Scything Talons	(Base Contact)	Assault Weapons	Extra Attacks (+1), MW	

Notes: *Character, Inspiring, Invulnerable Save*

### Genestealer

Type	Speed	Armour	Close Combat	Firefight
Inf	20cm	6+	4+	none
Weapons	Range	Firepower	Notes	
Rending Claws	(Base Contact)	Assault Weapons	Extra Attacks (+1)	

Notes: *First Strike, Infiltrator, Scout, Independent*

### Lictor

Type	Speed	Armour	Close Combat	Firefight
Inf	15cm	5+	3+	none
Weapons	Range	Firepower	Notes	
Scything Talons	(Base Contact)	Assault Weapons	Extra Attacks (+1), MW	

Notes: *First Strike, Infiltrator, Invulnerable Save, Scout, Teleport, Independent*

### Hierophant

*A smaller "scout" Bio-Titan.*

Type	Speed	Armour	Close Combat	Firefight
WE	25cm	4+	3+	5+
Weapons	Range	Firepower	Notes	
2 x Bio-Cannon	45cm	2 x AP3+/AT4+	Forward Arc	
Massive Claws	(Base Contact)	Assault Weapon	Extra Attacks (+2), TK(1)	

Notes: *DC4, Fearless, Invulnerable Save, Regeneration, Reinforced Armour, Walker, Independent.* May step over units and impassable or dangerous terrain that is lower than the Hierophant's abdomen and up to 2cm wide.

Critical Hit: The Hierophant is critically wounded. Roll 1D6 and consult the chart below.

- 1: The Hierophant thrashes about wildly in blind rage; any unit in base contact suffers a MW6+ attack,
- 2-5: The Hierophant gushes ichor from a deep wound and loses 1DC
- 6: The Hierophant's primary nerve plexus is destroyed: the creature is killed.

### Hydraphant

*A larger Bio-Titan.*

Type	Speed	Armour	Close Combat	Firefight
WE	20cm	4+	3+	5+
Weapons	Range	Firepower	Notes	
Bio-Plasma Breath	Flame	MW 5+	Forward Arc	
Gargantuan Claws	(Base Contact)	Assault Weapons	Extra Attacks (+2), TK(D3)	
Ripper Tentacles	(Base Contact)	Assault Weapons	Extra Attacks (+2), First Strike	

Notes: *DC6, Fearless, Invulnerable save, Regeneration, Reinforced Armour, Independent, Walker.* May step over units and impassable or dangerous terrain that is lower than the Hydraphant's abdomen and up to 2cm wide.

Critical Hit: The Hydraphant is critically wounded. Roll 1D6 and consult the chart below.

- 1: The Hydraphant thrashes about wildly in blind rage; any unit in base contact suffers a MW6+ attack,
- 2-5 The Hydraphant gushes ichor from a deep wound and loses 1DC
- 6 The Hydraphant suffers major damage and loses D3+1DC.

### Meiotic Spore Sacks

Type	Speed	Armour	Close Combat	Firefight
LV	10cm	5+	-	6+
Weapons	Range	Firepower	Notes	
Explosive Spores	15cm	AA5+	Disrupt	

Notes: *Independent, Instinctive, Support Craft.*

## Special Rule - Support Craft

Tyranids fill the airspace above their advance with a wide variety of spores, creatures, and strange weather patterns. Some of these effects are quite hazardous for aircraft, none more dangerous than the vast fields of floating Meiotic Spore Sacks that can form high above a Tyranid infestation.

Units with the *support craft* special rule float high up in the air; this means they can always draw a line of fire to any target and vice versa, like aircraft. They also never block LOF to other units, including other support craft. They ignore terrain when moving and never count as being in cover, nor can they provide cover for friendly troops, as they are too far away from the ground. In an assault, they work exactly like skimmers.

## Brood Creatures

### Biovore

Type	Speed	Armour	Close Combat	Firefight
LV	15cm	5+	6+	6+

Weapons	Range	Firepower	Notes
Spore Mines	30cm	AP5+/AT6+	Disrupt, Indirect Fire

Notes: Walker, Brood (2). Biovores are allowed to use the Indirect Fire rules normally only allowed to units that can fire barrages (see 1.9.8). All of the rules for Indirect Fire apply in full, including the rules for doubling the Biovore's range when it fires indirectly.

### Carnifex

Type	Speed	Armour	Close Combat	Firefight
AV	15cm	3+	3+	5+

Weapons	Range	Firepower	Notes
Scything Talons	Base Contact	Assault Weapon	Extra Attacks (+1), MW
Spore Cysts	(15cm)	Small Arms	

Notes: Walker, Fearless, Brood (3)

### Dactylis

Type	Speed	Armour	Close Combat	Firefight
AV	15cm	5+	6+	6+

Weapons	Range	Firepower	Notes
Bile Pods	30cm	1BP	Disrupt, Indirect Fire
Spore Cysts	(15cm)	Small Arms	

Notes: Walker, Brood (5).

### Exocrine

Type	Speed	Armour	Close Combat	Firefight
AV	20cm	4+	5+	5+

Weapons	Range	Firepower	Notes
Bio-Cannon	45cm	2 x AP3+/AT4+	
Spore Cysts	(15cm)	Small Arms	

Notes: Walker, Brood (5)

### Gargoyle

Type	Speed	Armour	Close Combat	Firefight
Inf	30cm	6+	6+	5+

Weapons	Range	Firepower	Notes
Fleshborer	(15cm)	Small Arms	
Bio-Plasma Attack	Base Contact	Assault Weapon	
Swarm Strike	15cm	AA6+	

Notes: Jump Pack, Brood (2)

### Haruspex

Type	Speed	Armour	Close Combat	Firefight
AV	20cm	4+	3+	5+

Weapons	Range	Firepower	Notes
Crushing Claws	Base Contact	Assault Weapons	Extra Attacks (+2), MW
Spore Cysts	(15cm)	Small Arms	

Notes: Walker, Reinforced Armor, Brood (4)

### Hierodule, Barbed

Type	Speed	Armour	Close Combat	Firefight
WE	20cm	4+	4+	5+

Weapons	Range	Firepower	Notes
Twin Bio-Cannon	45cm	2 x AP2+/AT3+	Forward Arc
Scything Talons	(Base Contact)	Assault Weapon	Extra Attacks +1, MW

Notes: DC3, Reinforced Armour, Thick Rear Armour, Walker, Brood (9)

Critical Hit: The Hierodule's primary nerve plexus is destroyed: the creature is killed.

### Hierodule, Scythed

Type	Speed	Armour	Close Combat	Firefight
WE	20cm	4+	3+	5+

Weapons	Range	Firepower	Notes
Acid Spray	(15cm)	Small Arms	Extra Attacks +1, Ignore Cover
Massive Claws	(Base Contact)	Assault Weapon	Extra Attacks +2, TK(1)

Notes: DC3, Reinforced Armour, Walker, Brood (9)

Critical Hit: The Hierodule's primary nerve plexus is destroyed: the creature is killed.

### Hormagaunt

Type	Speed	Armour	Close Combat	Firefight
Inf	20cm	none	4+	none

Weapons	Range	Firepower	Notes
Slashing Talons	Base Contact	Assault Weapon	

Notes: Disposable, Infiltrator, Brood (1)

### Malefactor

Type	Speed	Armour	Close Combat	Firefight
AV	20cm	4+	5+	5+

Weapons	Range	Firepower	Notes
Frag Spines	15cm	2xAP4+	
	and (15cm)	Small Arms	Extra Attacks (+2)

Notes: Walker, Reinforced Armour, Brood (4)

**Ravener**

Type	Speed	Armour	Close Combat	Firefight
Inf	20cm	5+	3+	6+
Weapons	Range	Firepower	Notes	
Deathspitter	(15cm)	Small Arms		
Slashing Talons	Base Contact	Assault Weapon		

Notes: *Infiltrator, Brood (2)*

**Termagant**

Type	Speed	Armour	Close Combat	Firefight
Inf	20cm	none	6+	5+
Weapons	Range	Firepower	Notes	
Fleshborer	(15cm)	Small Arms		

Notes: *Disposable, Brood (1)*

**Trygon**

Type	Speed	Armour	Close Combat	Firefight
WE	25cm	3+	3+	5+
Weapons	Range	Firepower	Notes	
Bio-Electric Field	15cm	2 x AP3+ / AT6+	Forward Arc	
Vicious Claws	(Base Contact)	Assault Weapon	Extra Attacks (+2)	

Notes: *DC2, Fearless, Invulnerable Save, Walker, Brood (6)*.  
Critical Hit: The Trygon's primary nerve plexus is destroyed: the creature is killed.

**Zoanthrope**

Type	Speed	Armour	Close Combat	Firefight
LV	15cm	5+	6+	5+
Weapons	Range	Firepower	Notes	
Zoanthrope Warp Blast	30cm	AP4+		
and	(15cm)	Small Arms	MW	

Notes: *Reinforced Armour, Walker, Brood (3)* The Zoanthrope's Warp Blast does not give it an extra attack; instead it adds the Macro-weapon ability to the unit's Firefight value.

## 2.0 Painting and Modelling

(This section is for tips on modelling and painting Tyranid units.)

### **Design Concept - *Large Tyranid Infantry***

Some Tyranid infantry units represent relatively large creatures that, despite their size, do not quite meet the definition of Armoured or Light Vehicles; they are still far more susceptible to massed Heavy Bolter fire than well-placed Lascannon shots. To denote these larger creatures, stands of such units may be based with 1-3 models, instead of the normal 3-7 for standard infantry, with two models per base being typical. You may still base these models as standard infantry if you wish and all other basing conventions still apply.

Lictors, Raveners, and Tyranid Warriors can all be based as large Tyranid infantry.



### **3.0 Modelling Tyranid Scenery**

(This section is for tips on modelling Tyranid objectives and scenery.)

#### **4.0 The Hamman's World Invasion**

(This section is for stories and information on the Hamman's World invasion and aftermath.)

## T5.0 Gaming

### T5.1 Hamman's World Phase IV 'Subdual' Tyranid Army List

#### Using the Army List

The Hamman's World Phase IV 'Subdual' Tyranid Army List features Hive Fleet Kraken and its many tendrils as they invade the Ultima Segmentum of Imperial space during 992.M41 and later. However, even though this list is intended to represent Hive Fleet Kraken, it can be used for any Hive Fleet.

Tyranid formations come in two types: independent swarms and synapse swarms. Independent swarms consist of specific creatures as shown in the army list, while synapse swarms can be highly mutable. Up to one third of the army's points may be spent on independent swarms.

To create synapse swarms you must first select a Synapse Group to lead it and then assign it Brood creatures. Up to one third of the army's points may be spent on Synapse Groups. Brood creatures do not need to be assigned to specific Synapse Groups until the start of the game and can also be kept in reserve for spawning. The Synapse Group and Brood creature assigned it are treated as single formation.

Once assigned, it is unnecessary to keep track of specific Brood Groups. Brood creatures that are killed, removed from play, or kept in reserve are placed in a common "spawning pool" that any synapse swarm may draw from with a successful spawning check. Note that individual Brood creatures are spawned, not full Brood Groups.

#### Special Rule - T5.1.1 Tournament Scenario Victory Conditions and Tyranids

Due to the unique nature of the Tyranid army, and the completely alien Hive Mind that controls it, Tyranid "military" objectives are not pursued in the same manner as most armies of the known races in the galaxy. For example, an Imperial commander keenly feels heavy losses in personal and equipment, while the Hive Mind thinks no more of expending lesser creatures in battle than most commanders consider expending ammunition. It is impossible for an opponent to attack and degrade the Tyranid army's morale. However, it is possible to eliminate the Synapse creatures providing the link between the Hive Mind and its drones, thus disrupting the effectiveness of the army. This 'alien outlook' requires some changes in the way that Tournament Victory Conditions are treated by the Tyranid army.

#### Objectives

Only Independent and Synapse units (not Brood units) may control or contest battlefield objectives. Additionally, instinctive units, and formations recovered from instinctive status during the End Phase, may not control or contest objectives.

#### Break Their Spirit

Against Tyranids, the Break Their Spirit goal is based upon the number of Synapse creature units still on the battlefield compared to those that have been removed. If the number of Synapse creature units killed is equal to, or greater than, the number of Synapse creatures still in play, the opponent has achieved the Break Their Spirit goal. Note that the number of individual Synapse creatures is counted, not Synapse Groups, and that Synapse War Engine units count their full starting DC.

#### Tiebreaker

When determining victory points, the Tyranid army does not use formation size to determine the number of points the opponent receives for a tiebreaker. Instead the opponent uses the following values for units/groups destroyed or reduced below half at the end of the battle:

-Synapse Groups are worth double their point value.

-Independent Swarms are worth their normal point value.

-Brood Groups are worth half their point value.

(Add the number of all killed Brood creatures of the same type together to determine how many Brood Groups worth of units have been destroyed.)

## Hamman's World Phase IV 'Subdual' Tyranid Army List

Phase IV 'Subdual' Tyranid armies have a strategy rating of 1. All Tyranid formations have an initiative rating of 2+. The "Relentless" and "Voracious" special rules apply to all Tyranid formations.

### TYRANID INDEPENDENT SWARMS

*Up to 1/3 of the army's points may be spent on Independent Swarms*

Independent Swarm	Units	Cost
Aerial Spore Mine Swarm	Six to nine Meiotic Spore Sacks	25 points each
Genestealer Swarm	Six to nine Genestealer units	25 points each
0-1 Broodlord	Add one Broodlord character to a Genestealer unit	+50 points
0-2 Lictor Swarms	Three to six Lictor units	50 points each
Bio-Titan Swarm:	One to three Hierophant units	275 points each
	or	or
	One Hydraphant unit	375 points
0-1 Brood Nest	One Brood Nest (The Tyranid player may choose to replace one of the Objective markers in their half of the table with a Brood Nest. The Brood Nest functions both as a spawning boost and as an objective for rules purposes. It is not a formation in its own right and may not be attacked or destroyed.)	100 points

### TYRANID SYNAPSE SWARMS

*Synapse Swarms are created by selecting Synapse Groups and then assigning specific Brood Groups to them at the start of the game. Brood Groups may also be kept in reserve for spawning if desired.*

#### SYNAPSE GROUPS

*Up to 1/3 of the army's points may be spent on Synapse Groups*

Synapse Group	Units	Cost
Assault Group	Three Tyranid Warrior units	150 points
Attack Group	One or two Hive Tyrant units	100 point each
Harassment Group	One Harridan unit	200 points
0-1 Hive Group	One Dominatrix unit	450 points
Infestation Group	One Synapse Node unit	125 points
Nexus Group	One Hive Tyrant unit and two Tyranid Warrior units	175 points
Strike Group	One Vituperator unit	300 points

#### COMMON BROOD GROUPS

*Any number of Common Brood Groups may be purchased.*

Brood Group	Units	Cost
Gargoyle Flock	Four Gargoyle units	100 points
Hormagaunt Cluster	Four Hormagaunt units	50 points
Ravener Cluster	Four Ravener units	125 points
Termagant Cluster	Four Termagant units	75 points

#### UNCOMMON BROOD GROUPS

*You may purchase one Uncommon Brood Group per two Common Brood Groups in the army*

Brood Group	Units	Cost
Assault Spawn Cluster	Three Haruspex and/or Malefactor in any combination	175 points
Bio-Artillery Cluster	Four Biovores or two Dactylis or two Exocrine	150 points
Carnifex Cluster	Three Carnifex	125 points
Hierodule Cluster	One or two Hierodules, in any combination	125 points each
Trygon Cluster	One or two Trygons	100 points each
Zoanthrope Cluster	Three Zoanthropes	100 points